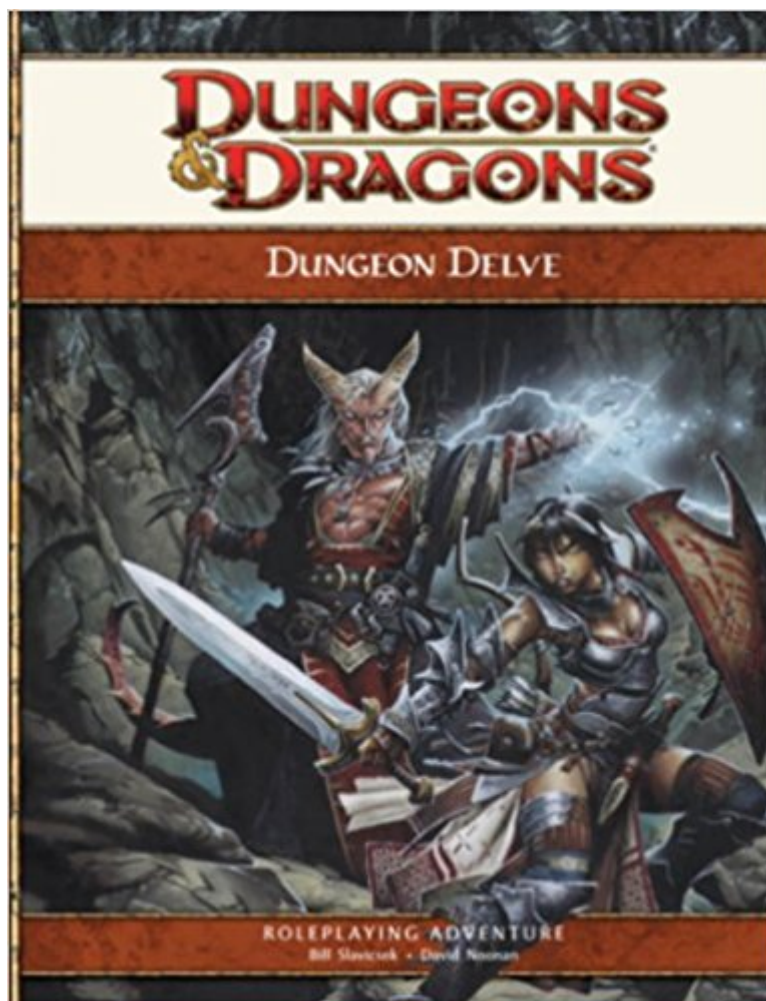


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Dungeon Delve: A 4th Edition D&D Supplement (D&D Adventure)



Synopsis

Dozens of dungeons ready to play without preparation...Dungeon Delve(TM) is designed for groups looking for an exciting night of monster-slaying without the prep time. It contains dozens of self-contained easy-to-run mini-dungeons, or "delves," each one crafted for a few hours of game-play. The book includes delves for 1st- to 30th-level characters, and features dozens of iconic monsters for the heroes to battle. Dungeon Masters can run these delves as one-shot adventures or weave them into their campaign.

Book Information

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Customer Reviews

The minute I heard about the Dungeons and Dragons Dungeon Delve product, I knew it was the product for me. While I have a nice weekly D&D game with five to six players and four hours of play time, a campaign where the PCs have just reached level 11, I always wanted something else too. I wanted a fast game, playable with fewer players in a shorter amount of time that focused on the most refined aspect of 4e, the combat system. I wanted something close to a D&D Miniatures skirmish game but with at least a little background story and a typical party of adventurers battling monsters of the depths. I had the opportunity to play the Wizards and RPGA dungeon delves at the D&D Experience and at Gencon the past few years and I was hooked. It's like speed chess for D&D. This book turns those fun fast battles into a product and it does so very well. Let me start by stating what this product is not. This product doesn't contain full length D&D adventures as we're used to seeing them. Given the high number of adventures published in print and on D&D Insider, there is no lack for full length adventures with all of the background, skill challenges, and roleplay

opportunities we've come to expect from D&D. In *Dungeon Delve*, there are few skill challenges and few stories outside of the seed to get the party into a battle. If you're expecting a book full of full-length adventures, this isn't the place to look. Each of the scenarios in *Dungeon Delve* takes up six pages, with three encounter areas, a story seed, some expansion opportunities, and flavor text. There's one delve for each level in the game, with encounters ranging from Kobolds to a red dragon and a pair of balors. Each of the delves focuses on one or two sets of D&D dungeon tiles and clearly states which tiles you need. This is the first product I've seen from Wizards that directly uses the tiles as part of the adventure and it's about damn time. It's bothered me for years that the maps in the adventures published by Wizards of the Coast never fit their own dungeon tiles and often don't fit the minis they use. The tile problem is fixed in *Dungeon Delve* but the miniature problem still exists. There are many scenarios that have monsters currently not released as D&D miniatures. In other delves, the encounter uses multiple rare minis in a single battle. Who would be willing to pay the \$80 for a pair of huge red dragons? In future products like this, I would hope that Wizards keeps their own miniature line in consideration along with the rarity of the mini. No encounter should require more than one rare miniature. So where exactly does the *Dungeon Delve* fit into your game? One way is to pull out a delve when your regular group goes off the beaten path. Perhaps they find an old abandoned wizard tower when they're exploring the big swamp. Perhaps you just want to step away from your massive campaign for a quick romp through a cursed sewer. Like the encounters found in *Draconomicon* and *Open Grave*, these quick three-room dungeons can fit into a regular campaign pretty easily. Another way to use it is for one-shot adventures. With the Character Builder now online, it's easy to whip up five quick pre-gen PCs and let your party try out some new classes. Maybe some of your old buddies are in town and want to roll some 20s without worrying about an entire adventure. Does your group want to try out those cool new Diva Avengers some night? Whip them up and run them through a delve! A third way is to play the Delve a bit more competitively. This is how I've seen it at Gencon and D&D Experience. The DM isn't your enemy, but he or she isn't your friend either. This makes it a bit more like a D&D Miniatures skirmish game, but with a story line still intact. Because the Delve is really a set of thirty mini-adventures, it lends itself very well to a PDF version. This way one can print out the six pages one needs rather than lugging the whole book around. Still, the quality of the print makes it hard to pass up the book itself. For this reason, I'd very much like to see Delves as a standard for *Dungeon* magazine online. I'm not very likely to break up my campaign to play a full *Dungeon*-published adventure, but for a quick three-encounter delve? I'd download it and play it in a second. This style of adventure could really take D&D insider into the right direction. *Dungeon Delve* fits a particular niche in Wizards

Dungeons and Dragons 4e lineup. It isn't an adventure and it isn't a sourcebook. It is a toolbox of encounters designed to help dungeon masters quickly throw three rooms full of baddies at your friendly neighborhood players. For the amount of content you get, Dungeon Delve is worth every penny. Hot * 30 delves, one for each level, with 90 total encounters for \$20 from . * A tool box of mini-adventures to drop into your existing campaign. * Uses D&D Dungeon Tiles for every map. * Effective use of terrain in nearly every encounter. * Table-friendly tips, flavor text, and seeds to get your PCs into the action. * Overuse of rare D&D Miniatures. * Often uses the out-of-print "Halls of the Giant Kings" D&D Dungeon Tile set. * No competitive rules included - just general guidelines. * No pre-gen or quick-gen character generation rules. Final words An excellent deep tool box of encounters and scenarios to fit into many places into your game. Buy it.

This type of book is superb for several types of DMs. For the new DM this book is great. It has balanced encounters for every level of the game, and is very educational in explaining tactics, traps, and how to set the encounter up - all things that take time to learn on your own. It also saves you time in preparation, because encounters can be read in a little under 10 minutes. Every monster used in this book has its rules on the same (or next) page, so that you do not need to own every book published to run the encounter. What it doesn't do? Loot. You will need to read and understand how to give out balanced loot in the Dungeon Masters Guide (DMG). They also assume that there are 5 players in the encounter, so if you have more or less you will need to understand how to scale encounters (see pg 56 of DMG). For the Experienced DM this book is great if you have little to no time to prepare an encounter, or if your party insists on always straying away from anything you have planned. With this, your encounters will not seem so random or made up on the spot (which isn't always a bad thing). Each encounter will take you through 1-3 encounters per adventure, at various difficulties. More specifically, each delve is like the adventure in the back of the DMG, but at all level's instead of the first three. A bonus about this book is that it takes monsters from several sources outside of the monster manuals (1-3). A few sources they mention are Open Grave: Secrets of the Undead, Manual of the Planes, and Draconomicon: Chromatic Dragons. They also provide a few new monsters that are not published in any other book. The only thing you will need to watch out for is if you are always relying on this book for adventures, and it takes more than 1 adventure to level to the next delve, you will need to have something prepared to get there (unless you like making them up on the spot). For the DM that likes to use their own story only, but is running out of material/encounter types. This book is great because it covers many locations for encounters, ranging from sewers, to caves, to mountainsides, catacombs, castles and towers. Simply take a

read through an encounter, grab the bits of scenery, tactics, or adventure seeding and run with it in your own way. In short, this is one of the best books for a DM so far. It is well planned out, informative, and grabs the players attention the whole way. I highly recommend it.

I have to say, this book far exceeds my expectations, and surpasses the bar set by other 4th products. The book provides (as others have stated) 3 encounters for every level, forming a large variety of mini-dungeons for your PC's to explore. The combat encounters are actually challenging and balanced for immediate play with no tweaking needed. They can also fit into most campaign settings... with the sole exception of Eberron. And it's not really that the encounters don't fit in Eberron, moreso that they don't provide the Eberron flavor you'd look for in your campaign. The encounter starts off by telling you which Dungeon Tiles are used. This is an older book, and most of the tile sets are out of print, but all of these can be recreated (at least well enough to give your players the jist of the room) with the current Dungeon Tiles Master Sets. It also gives you a bit of background information about the type of mini-dungeon this will be, so you can easily weave it into your home campaign. The binding is excellent, the book is straight meat-and-potatoes content for DM's who could use a hand with some quick encounters. I definitely recommend this book to anyone DM'ing 4th edition.

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