Lumber Mill Delve

The adventure starts in the town of Lolling Green, a small farming village on the edge the great woods. Recently, a group of evil gnomes took up residence outside the town, harassing the people and capturing the town's most productive lumber mill. The town council put a bounty of 100 gold payable to anyone who can recapture the mill.

Simon Small, the overworked head of the town guard, is the point of contact. The town guard currently is overworked just keeping the gnomes from stealing everything in town. So while he wants to take back the mill, he can't spare any of the guards to do so.

Although a bit gruff and impatient, he appreciates any help he can get. His brother-in-law owns the lumber mill and Simon is concerned about his sister's fortunes if it is not returned.

He tells the adventurers that another group tried to retake the mill from the front but their approach was easily seen through the large windows there. When they got to the front door, all the gnomes working the mill were waiting for them.

The lumber mill is nestled in the woods between a fast moving stream and a small pond. Tall trees shade the area. The front of the building reveals a number of large windows and a pair of closed, heavy wooden doors. Few windows break the large expanse of side and rear exterior walls and no light shines outward.

At the rear of the building, a conveyor belt runs, used to move the logs from the shore of the pond to the saws within. Piles of logs lie to each side of the conveyor belt. The conveyor disappears into the building through a large opening.

Note: This delve assumes the PCs enter from the rear of the building. If they decide to make a frontal assault instead and you want the encounters to build in difficulty, reverse the order of the encounters and move the foreman and his guard dog into the last room instead.

About the Author

Tracy Hurley is a recent convert to Dungeons & Dragons. When she's not planning her groups' next foray into the wonders of Newham Shire, she writes for her blog, SarahDarkmagic.com. You can often find her on twitter, as SarahDarkmagic, rallying her tweeps and bringing a bit of chaos to the land.

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME
Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

Encounter 1: Up the Conveyor

Encounter Level 1 (500 XP)

3 Gnome Debarkers (D)
Bucking Saws

Setup

Although a couple of windows exist in this room, little light comes through them. The walls are painted with a substance that emits a low glow, bathing the room in a dim light.

When a PC capable of seeing in the room comes through the conveyor belt opening, read:
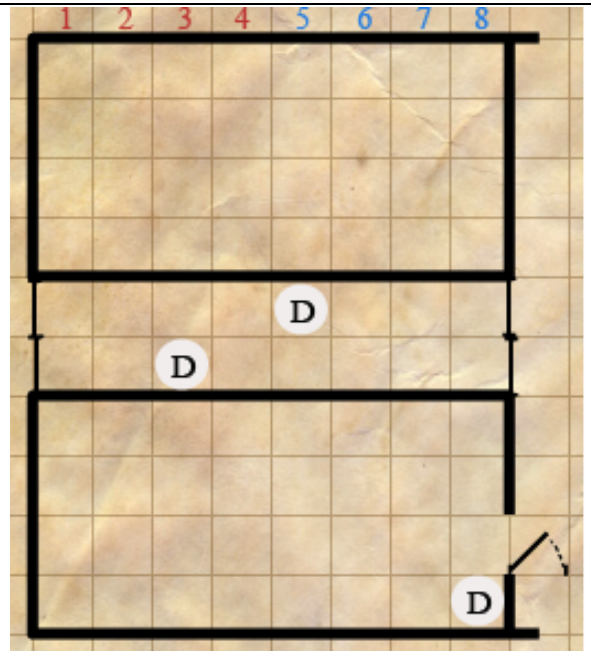*Bark litters the floor and the smell of sawdust permeates the stuffy room. Overhead, a large latticework of machinery fills the ceiling and the two large saw blades gleam. In the northeast corner, a gnome sits in a chair, whittling a small statue from a piece of wood.*

The other two gnomes start beneath the conveyor belt. The gnomes are a mean lot and enjoy hurling insults at the PCs whenever possible. When they use their fade away ability, they laugh as they fade from view.

Tactics

As soon as he notices the PCs, the gnome in the northeast corner turns on the bucking saws by pulling on the lever, using a minor action, and then breaks off the lever with another minor action. He also shouts a warning of intruders. The two gnomes beneath the conveyor belt use their reactive stealth to hide from the PCs.

Once the saws are going, the gnomes use Disorienting Strike to move the PCs into position for the debarking saws, targeting weaker PCs when possible. Then they surround a PC, working to flank if possible. When bloodied, they use their fade

away ability to run away or get into a more advantageous position.

They know their best weapon is the chaos the saws add to the room. Once they are bloodied and the saws are disabled, they flee into the next room.

Features of the Area

Ceiling: The ceiling in this area is 15 feet high.
Illumination: Between the lack of windows and forest canopy, the room gets little natural light. Instead, the room is painted with a substance that gives off a soft glow, providing flameless dim light through the entire space.
Conveyor Belt: The conveyor belt moves through the center of the room. Creatures get an extra square of movement when they travel in the same direction as the conveyor belt. When moving against the belt or when a log is present, treat the conveyor belt as difficult terrain. It takes an Athletics/Acrobatics check (DC 5) as part of a move action to get on or off the conveyor. Creatures of size small or smaller move under the conveyor belt without hindrance.
Control Panel: The control panel is in the northeast corner of the room and can be

spotted with a Perception check (DC 5). Using the control panel to operate the saws requires a minor action. The panel has eight buttons arranged in two columns of four and a lever. The lever is used to turn the machine on or off.

Bucking Saws: This trap is mounted to the ceiling and is triggered through the control panel. See the countermeasures for ways the PCs can interact with the control panel and the saws.

Door: The door to the next room is a simple wooden door that is locked when the saws are in operation. PCs can use a thievery check (DC 5) to unlock.

Logs: Using the logs to disguise the party's entry gives each of them a +2 to a stealth check when entering the room but makes the conveyor belt difficult terrain.

Gnome Debarker	Level 1 Brute
Small fey humanoid	XP 100

HP 41; Bloodied 21	Initiative +0
AC 13; Fortitude 14; Reflex 13; Will 12	Perception
Speed 5	+0
	Low-Light Vision

Traits

Reactive Stealth
If a gnome debarker has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Standard Actions

⊕ **Debarking Tool** (weapon) • At-Will
Attack: +6 vs. AC
Hit: 2d6 + 4.

⸸ **Disorienting Strike** • Recharge ⊠ ⚅
Attack: +4 vs. Fortitude
Hit: 2d6 + 4 and the gnome debarker slides the target up to 2 squares.
Effect: Target is dazed until the end of the gnome debarker's next turn.

Other Powers

Fade Away (illusion) • Encounter
Action: Immediate reaction, when the gnome takes damage.
Effect: The gnome turns invisible until it attacks or until the end of its next turn.

Skills Stealth +2

Str 13 (+1)	Dex 10 (+0)	Wis 11 (+0)
Con 21 (+5)	Int 10 (+0)	Cha 9 (−1)

Alignment unaligned   **Languages** Common, Elven
Equipment leather armor, debarking tool

Bucking Saws	Level 1 Elite
Obstacle	XP 200

Saws descend from the ceiling to cut up logs or anything else that might be down below.

Trap: Two saws are mounted on the ceiling of the room. Each saw threatens half of the room. The gnomes are used to working around the saws, so they are not hit by the saw blade when it works normally. Prone creatures are out of reach of the blades.

Perception
No check is necessary to notice the trap.
◆ DC 5: The PCs notice the machinery mounted to the ceiling and the two large saw blades
◆ DC 10: The PCs notice saw marks on the sides of the conveyor belt.
◆ DC 15: The PCs notice the control panel in the northeast corner of the room.

Additional Skill: Dungeoneering
◆ DC 15: A character learns the name, type and keywords of the bucking saw.
◆ DC 20: A character learns about the saw's attack.

Trigger
The saws are controlled by a control panel and activated by pulling on a lever (minor action). The lever can be broken in the on position by breaking it, a minor action. When the lever gets pulled, roll initiative for each half of the trap. One part of the trap controls rows 1-4 and the other controls rows 5-8. To determine which row it will attack, roll a 1d4. It attacks the appropriate row for its half of the room.

Attack
Standard Action   **Melee**
Targets: Any non-gnome, non-prone creature in the row.
Attack: +10 vs AC
Hit: 1d10+6 and the target is knocked prone.

Countermeasures
◆ A character can make a Dungeoneering check (DC 10) as a minor action to determine which row of squares the trap will attack on its next turn..
◆ A character can ready an action to attack a saw blade (AC 15, other defenses 12, 20 hp). Destroying a blade renders that half of the room safe from attack. Destroyingboth blades disables the entire machine..
◆ A character can make a series of Thievery (DC 10) and Perception (DC 15) checks to disable the trap and unlock the doors. 4 successful checks disables the trap. Each failure causes one of the blades to make an extra attack. Roll a 1d8 and if the appropritate saw blade is still functional, attack all non-prone creatures in that row. Three or more failures causes the whole trap to malfunction and each blade makes an additional attack per round..

Handling the Bucking Saws: As an alternative to rolling the row for each saw on each turn, you roll them in advance or come up with your own pattern.

Encounter 2: Buzz Kill

Encounter Level 2 (625 XP)

Gnome "Saw Master"
12 Flying Buzz Saws

Setup

The fight in the previous room alerts the saw master. The buzz saws start on their shelves. PCs notice the buzz saws with a Perception check (DC 10).
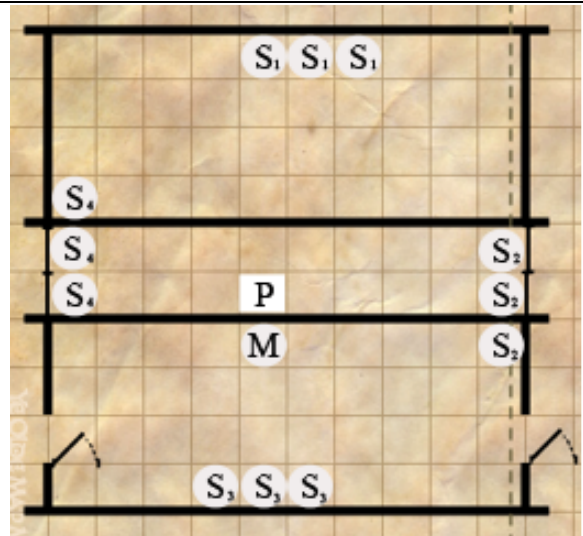
When the PCs enter the room:

*A gnome stands near the center of the room with a wide grin on his face. When he sees the PCs, the grin turns into outright laughter. "So, **you** think you can stop us? Let's see how you like my children." He raises his arms. "Awaken little ones and may your blades taste the sweet, sweet flesh of these intruders." A low buzz fills the air, coming from all four walls.*

The buzz saws are divided into four groups of three. At the start of the encounter, the gnome saw master has control of all four groups.

The saws are powered by a box located under the conveyor belt. PCs may disable the power box (P) through a series of skill checks. They may use any combination of thievery (DC 10), dungeoneering (DC 15), arcana (DC 10), religion (DC 15), and brute force (Defenses: 8, HP 30) to disable the mechanism.

Each successful check deactivates one of the 4 groups of saws in this order: 3, 2, 4, and 1. A failed check causes the current group to attack its target if possible. For example, if no groups are deactivated, group 3 attacks on a failed check. If 2 groups have been deactivated, group 4 attacks on a failed check.

After 3 failed attempts, the machine regains control of all the remaining buzz

saws and targets the last character to fail the check. Characters can attempt to gain control of the saws at that point (see **alternate rules** on next page) but disabling the power box is no longer an option.

Tactics

The gnome saw master begins his turn with full control of all four groups of buzz saws. He starts off the encounter using his blinding pain power to blind the PCs and prefers to target any PCs he damages with the attack. He then uses his action point to use focused strike against one of the targets, either immediately if the saws are already in position or ready it for when the saws are.

Like the gnome debarkers, he doesn't feel the need to fight to the death. When bloodied, he attempts to use his fade away power and run away through the rear or join up with the fight in the next room. However, the saws can't leave this room. Also, if any gnome debarkers are left, they do not continue on to the next fight.

Features of the Area

Ceiling: The ceiling in this area is 15 feet high.
Illumination: This room also has few windows but is painted with the same substance as the previous room, providing a dim light throughout.

Conveyor Belt: The conveyor belt moves through the center of the room. Creatures get an extra square of movement when they travel in the same direction as the conveyor belt. When moving against the belt or when a log is present, treat the conveyor belt as difficult terrain. It takes an Athletics/Acrobatics check (DC 5) as part of a move action to get on or off the conveyor. Creatures of size small or smaller may move under the conveyor belt without hindrance.

Saw Power Source: A small iron box under the conveyor belt powers the flying buzz saws.

Flying Buzz Saw	Level 1 Minion Skirmisher
Small natural animate (blind, construct)	XP 25

HP 1; a missed attack never damages a minion	Initiative +5
AC 15; Fortitude 13; Reflex 15; Will 11	Perception 4
Speed 5, fly 5 (hover)	Blindsight 10
Immune disease, knocked prone, poison	

Traits

Combat Advantage

The buzz saw deals 2 extra damage against any creature granting combat advantage to it.

Standard Actions

⊕ **Buzz Saw • At-Will**

Attack: +6 vs. AC
Hit: 4 damage.

Other Powers

⟵ **Buzz Kill • when the automaton drops to 0 hit points**

Attack: +6 vs. AC; The buzz saw explodes, launching shrapnel in all directions. Close burst 1
Hit: 2 damage.

Str 11 (+0)	Dex 16 (+3)	Wis 3 (−4)
Con 7 (−2)	Int -1 (−6)	Cha -1 (−6)

Alignment unaligned **Languages** —

Gnome "Saw Master"	Level 3 Elite Controller (Leader)
Small fey humanoid	XP 300

HP 92; Bloodied 46	Initiative +1
AC 15; Fortitude 15; Reflex 15; Will 16	Perception +1
Speed 5	Low-Light Vision
Saving Throws +2; Action Points 1	

Traits

Reactive Stealth

If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to become hidden.

Standard Actions

⊕ **Dagger • At-Will**

Attack: +8 vs. AC
Hit: 1d4 + 2 damage and the Saw Master slides the target up to 3 squares. If the Saw Master has CA, the target is slowed (save ends).

✳ **Blinding Pain (psychic) • Recharge ⊠ ⚅**

Attack: +5 vs. Will; Area burst 3 within 5
Hit: 3d6 + 4 damage. *Effect:* The target is blinded (save ends). *Miss:* Target blinded until the end of its next turn.

Minor Actions

Focused Strike • At-Will

Effect: The gnome allows two minion constructs within 5 squares to make melee basic attacks.

➤ **Stinging Thoughts (psychic) • Recharge ⚄ ⊠ ⚅**

Attack: 10; +7 vs. Will
Hit: 1d10 + 4 damage. *Effect:* Target grants CA (save ends). *Miss:* Target grants CA until the end of its next turn.

Other Powers

Fade Away (illusion) • Encounter

Action: Immediate reaction, when the gnome takes damage.
Effect: The gnome turns invisible until it attacks or until the end of its next turn.

Skills Arcana +8, Diplomacy +11

Str 8 (+0)	Dex 10 (+1)	Wis 10 (+1)
Con 14 (+3)	Int 14 (+3)	Cha 20 (+6)

Alignment unaligned **Languages** Common, Elven

Alternate Rules: An alternative in this encounter is to allow the PCs to take control of the buzz saws. Characters with the psionic, arcane or divine power sources can take control of a group of saws by making a skill check: ability mod of their best ability + 5 + ½ level with a DC 10 as a standard and DC 15 as a minor.

Changing the target of a group of saws is a minor action for the PCs (free for the Saw Master). This target remains in place until changed or the saws are disabled.

Representing the Buzz Saws: Small paper chits or glass beads of different colors make great representations of the saws. Another great option is candies; players can eat the saws their characters disable.

Encounter 3: Win Back the Mill

Encounter Level 3 (800 XP)

Lumberyard Foreman (L)
2 Gnome Finishers (F)
1 Guard Dog (D)
2 Lumber Piles (trap)

Setup

The center of the room is brightly lit due to a skylight above. It spotlights the foreman in the center of the room. In the shadows on both sides are large piles of finished lumber, awaiting delivery. Gnome finishers hide in the shadows, ready to strike out at the PCs.

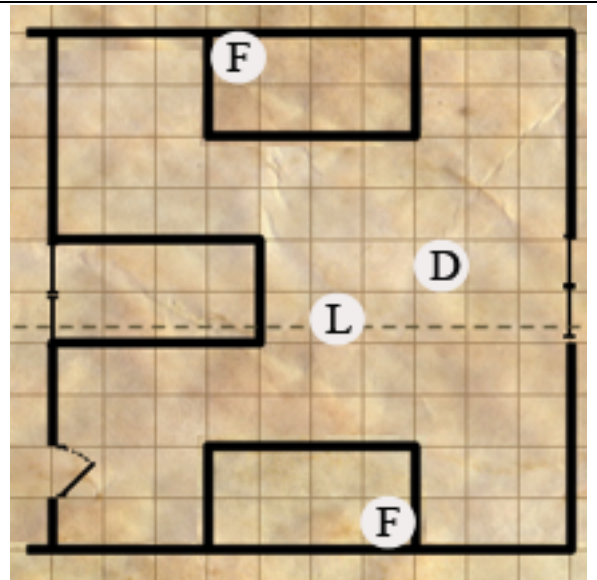**When the PCs enter the room, read:**
As you enter, the gnome in the center of the room stares at the group. He howls with laughter. "You, you think you can stop me? Why don't you just come over and try?"

Tactics

The foreman is not quite as overconfident as the saw master, but he thinks he has numbers on his side. He spends his action point right away and uses his Logger's Agility twice against the PCs, targeting the weakest members of the party first if he can. When he uses his foremen's call power, he laughs as his pulls the target closer to him.

The finishers use their reactive stealth power to hide at the beginning of the encounter. They stand atop platforms that house piles of lumber and hold ropes that they pull to trigger the log piles to fall on unsuspecting PCs as they approach.

The dog teams up with the foreman, trying to flank whenever possible. She is incredibly loyal to her master and protects him even in death. However, the gnomes are not quite as loyal.

Features of the Area

Illumination: The skylight in the center of the room provides focused bright light. However, the lumber piles on the sides are in dim light.

Ceiling: 20 feet

Lumber pile: Piles of finished lumber exist on either side of the room. They are held in place by their supports, which can be removed with a minor action.

Conveyor Belt: Creatures get an extra square of movement when they travel in the same direction as the conveyor belt. When moving against the belt or when a log is present, treat the conveyor belt as difficult terrain. It takes an Athletics/Acrobatics check (DC 5) as part of a move action to get on or off the conveyor. Creatures of size small or smaller moves under the conveyor belt without hindrance.

Guard Dog — Level 1 Skirmisher
Small natural beast — XP 100

HP 29; Bloodied 15
AC 15; Fortitude 10; Reflex 14; Will 11
Speed 6

Initiative +7
Perception +6
Low-Light Vision

Standard Actions

⊕ Bite • At-Will

Attack: +6 vs. AC
Hit: 1d10 + 2 damage, +1d6 if the target is prone. If granting CA, knocks the target prone.

† Mobile Melee Attack • At-Will

Effect: The guard dog can move half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks while moving away from the target of its attack.

Triggered Actions

† Avenge the Master (weapon) • Encounter

Attack (Immediate Reaction): (triggering enemy); +6 vs. AC; The guard dog runs up to 8 squares and attacks the target. It does not grant CA and gains +2 against opportunity attacks.
Hit: 3d8 + 5 damage, and the target is knocked prone.
Miss: The guard dog does half damage.

Str 14 (+2)	Dex 21 (+5)	Wis 12 (+1)
Con 13 (+1)	Int 3 (–4)	Cha 8 (–1)

Alignment unaligned   **Languages** —

Gnome Finisher — Level 2 Artillery
Small fey humanoid — XP 125

HP 34; Bloodied 17
AC 14; Fortitude 14; Reflex 14; Will 12
Speed 5

Initiative +4
Perception +2
Low-Light Vision

Traits

Reactive Stealth

If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

Standard Actions

⊕ Finishing Knives (weapon) • At-Will

Attack: +9 vs. AC
Hit: 1d6 + 4.

⤳ Thrown Finishing Knife (weapon) • At-Will

Attack: Ranged 5/10; +9 vs. AC
Hit: 2d6 + 4 damage and the gnome finisher recalls the knife to himself.

Other Powers

Fade Away (illusion) • Encounter

Action: Immediate reaction, when the gnome skulk takes damage.
Effect: The gnome skulk turns invisible until it attacks or until the end of its next turn.

Skills Arcana +5, Stealth +11

Str 8 (+0)	Dex 17 (+4)	Wis 12 (+2)
Con 16 (+4)	Int 14 (+3)	Cha 13 (+2)

Alignment unaligned   **Languages** Common, Elven
Equipment leather armor, finishing knives x5

Gnome Lumber Foreman — Level 2 Elite Soldier (Leader)
Small fey humanoid — XP 250

HP 78; Bloodied 39
AC 18; Fortitude 15; Reflex 13; Will 13
Speed 5
Saving Throws +2; Action Points 1

Initiative +5
Perception +2
Low-Light Vision

Traits

Reactive Stealth

If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to become hidden.

Standard Actions

⊕ Battleaxe (weapon) • At-Will

Attack: +9 vs. AC
Hit: 1d10 + 5 damage and the target is marked until the end of the foreman's next turn.

⊕ Logger's Agility (weapon) • At-Will

Effect: The foreman shifts 6 squares and makes two melee basic attacks against two different targets at any time during the shift.

Minor Actions

⤳ Foreman's Call • At-Will

Attack: Ranged 5 (targets marked enemies); +7 vs. Reflex
Hit: The target is pulled 4 squares and 1 ally within 5 squares is allowed to shift 1 square.

Other Powers

Fade Away (illusion) • Encounter

Action: Immediate reaction, when the gnome takes damage.
Effect: The gnome turns invisible until it attacks or until the end of its next turn.

Skills Athletics +10, Endurance +8

Str 18 (+5)	Dex 14 (+3)	Wis 13 (+2)
Con 15 (+3)	Int 10 (+1)	Cha 14 (+3)

Alignment unaligned   **Languages** Common, Elven
Equipment chainmail, battleaxe

Lumber Pile — Level 1 Blaster
Trap — XP 100

Piles of lumber of notoriously unstable.

Trap: Supports hold these lumber piles in place until they are removed using a pulley system. When the supports are removed, the lumber tumbles to the ground.

Perception

◆ DC 10: A character notices the supports and the pulley system, recognizing the trap.

Trigger

A character can pull the rope attached to the supports to release the lumber.

Attack

Standard Action   **Burst 2**
Targets: Creatures standing within 2 squares of the lumber pile.
Attack: +6 vs AC
Hit: 3d6+3
Aftereffect: The area where the pile stood as well as the burst area become difficult terrain.

Countermeasures

◆ A character can make an Acrobatics check (DC 15) to halve the damage from the falling lumber.