

KRANGEL'S WORKSHOP

A seasonal encounter for five 10th-level adventurers

BACKGROUND

The elven town of Northcrest has long embraced a cheerful winter tradition called the *Feast of Hearth*, during which the residents celebrate the snowy season with a magnificent weeklong feast; held around a blazing fire and accompanied by singing, dancing, and exchanging gifts. The gifts are given and displayed proudly by each elven household in their homes, waiting to be opened on the last day of the feast.

However, not everyone enjoys the holiday. Krangel, a rotund gnomish artificer, is not considered by the residents to be part of their elven culture, and has again been left out of the annual gift exchange. To get even, Krangel sent every family a magical homunculus disguised as an adorable gnome doll. The night before the present-opening, the dolls came alive, stole all the other presents in the house, and carried them back to Krangel's shop outside of town. Surrounded by a pile of ill-gotten presents, Krangel works tirelessly to finish one last creation - one to put an end to the feast and all its inhabitants.

Now, the most joyful holiday in Northcrest has turned into a dismal and melancholy event. As the blazing fire dwindles and the Feast nears its end, the residents begin to lose hope that this year's *Feast of the Hearth* can be salvaged.

HOOK 1: A NOT-SO-SILENT NIGHT

A small child from one of the plundered houses was lying awake from excitement for the following morning and heard a soft crash. He went downstairs to investigate and witnessed a gnome doll stealing all of the presents, along with his mother's cookies. The boy isn't concerned with the presents, but wants the cookies back, as they are the highlight of dessert each year at the feast.

HOOK 2: DISGRUNTLED ELF

One of the elves in town, Hismey, used to work at Krangel's shop. Between his grumbles about the long hours, mundane work, and ridiculous green uniforms, Hismey mentions that Krangel has always spoken of the Feast with disdain. He recognized a present of his, a gnome doll, as being Krangel's signature work, thinking it odd since Krangel has always been excluded from the holiday gift-exchange. Hismey wants his presents along with a prized wrench he left behind when he quit.

AREA: KRANGEL'S WORKSHOP

An eccentric combination of gnomish and elven architecture, the shop is surrounded by snow covered in tiny footprints and colored paper. The building is adorned in all sorts of festive decoration; draped with green leaves and red streamers, with torches lighting the path.

SETUP

- 1 Gnome Entropist, Krangel (K)
- 1 Slaughterstone Slicer (S)
- 2 Writhing Chains (W)
- 2 Marching Hammer (M)

Read this when the PCs enter the shop:

The sound of clocks, gears, and other types of machinery drown out your entrance. The floor is littered with wrapping paper, bows, and unwanted toys; tiny, harmless dolls in the shape of gnomes walk purposefully back and forth, sorting the presents into piles. As you advance, the shop door suddenly closes behind you, locking with a complicated series of gears, bolts, and levers. Ahead of you, a large gate swings open, revealing an enormous construct. A fat gnome stands behind it, tightening a screw and laughing merrily. Upon seeing the PCs, Krangel climbs inside the construct and addresses you.

"Oh ho ho!" he says, in a mechanical voice. "Those elves were so generous with all their gifts; I just had to get them something in return. I was just thinking I needed to test my little present before delivering it - thanks for volunteering!"

FEATURES OF THE AREA

The shop is well-lit and the roof is approximately 20' tall.

The four pillars extend to the ceiling and block line of sight.

Presents: Marked on the map as white and red gifts. These squares count as difficult terrain, as the PCs carefully tip-toe over them to avoid breaking anything valuable.

Conveyor Belt: Marked on the map as black belts with arrows showing the direction of movement. While on the belts, creatures move double speed in the arrow's direction and half-speed in the opposite direction.

Dangerous Machinery: Marked on the map as yellow gears. The machinery will attack any player that moves adjacent to or onto its square with a **+12 attack vs Reflex for 2d6+4 physical damage**. The machinery can be destroyed, and has defenses of 25 and 25 HP.

TACTICS

Krangel begins the fight by climbing inside the Slaughterstone Slicer, and cannot be targeted or attacked until it is reduced to 0 HP. While in the slicer, Krangel tries to corner the PCs into the dangerous machinery, while the Writhing Chains and Marching Hammers try to push them into harm or onto difficult terrain, slowing them down. When his slicer is destroyed, Krangel immediately pops out and begins attacking from range or using *fade away* while the chains and hammers slow the PCs.

CONCLUSION

Krangel fights to the death, and with his last breath, says *"Nooo! After all these years, it was finally my turn."* The machines continue attacking until destroyed, and the gnomish dolls continue to wander mindlessly. On Krangel's body the PCs find a level 11 magical item, and golden machine parts that will sell for 5000 gp. The wrench and cookies are easily found nearby, and upon returning those and the presents, the PCs will receive xp and small compensation from the townsfolk.

