

KRINGLE'S WONDROUS WORKSHOP

A FESTIVE ADVENTURE FOR 5TH LEVEL PLAYERS



ROYAL CITY SOCIETY



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ADVENTURE BACKGROUND

Yule is one of the most anticipated dates in the yearly calendar. A time of merriment, joyous reunions with loved ones, and the exchanging of presents, all capped off by the myth of the great spirit Kringle. According to lore, Kringle flies down from his home in the frigid north every Yule to deliver presents to the nicest of children.

However, this Yule, there is a sinister chill in the air. Whisperings from the northern town of Bryn Shander talk of strange happenings from the north - small disgruntled visitors spreading the word that Yule is cancelled and that Kringle isn't coming. Can your players investigate these mysterious events in time to save Yule for everyone?

PLOT HOOKS

While there are a number of ways that this quest could be introduced, one of the following hooks may be useful:

- **Hook 1: Hired By The Town:** Bryn Shander is a small and relatively isolated town, but even they know when to turn to outsiders for help. With all the strange events that have been happening as of late, they reached out to the party for assistance.
- **Hook 2: Encounter With An Elf:** the visitors from the north are far from silent about their problems. One of the more intoxicated of the group may spill some information about how to reach the frigid north, adding in cryptic murmurings about how there is no hope for Yule to continue without Kringle.
- **Hook 3: Random Chance:** given the seeming randomness of how one enters the demiplane of Yuliand, it is entirely possible that the party stumbles onto it by accident. From here, they may choose to leave or aid in the quest.

Regardless of how your party hears about the quest, the first step they take will be to reach Yuliand. DMs may wish to speed up this encounter slightly by explaining how they learned about the quest and simply starting the party in Yuliand. This adventure can also be run as part of a larger campaign, including Rime of the Frostmaiden - Bryn Shander is already a location in the Icewind Dale sourcebook.

DM INFORMATION

While the players will not become aware of the situation until they arrive in Yuliand, the DM should know that the Kringle running the workshop is not Kringle at all, but a construct that Kringle created to aid him with the business of the season. Unfortunately, Construct Kringle took control, capturing the real Kringle and forcing his elves out of the workshop. Now in complete control, Construct Kringle is using the workshop as a means of creating more constructs in preparation for an eventual takeover of the Material Plane. To this end, he has taken *Kringle's Clause* (Appendix A), which gives him control over the workshop.

YULIAND

The demiplane of Yuliand is the home of Kringle, the legendary gift-delivering spirit of Yule. Players can access this demiplane by passing through a raging blizzard in the far north above Bryn Shander. Once on the other side of the blizzard, the party will see that there is an ethereal quality to the land; the snow seems to glitter unnaturally in the perpetual moonlight, and the sky above them has a glassy reflection to it - almost as if the entire plane was encompassed in a snowglobe.

YULIAND PLANAR RULES

The natural magic of the demiplane of Yuliand will affect several aspects of the player's journey. First, the plane has a special effect on certain foods: milk will function as a *potion of healing* (DMG p. 187), drinking hot chocolate grants 1 minute of cold resistance, and eating a cookie will remove the poison status from the eater. In addition, while players are able to take short and long rests as they wish, they will be unable to sleep during a long rest, as they are filled with a child-like sense of jubilation for what the morning may bring. While still getting the benefits of a long rest, the anticipation distracts them, and any Perception checks made while on watch during the rest will be made with disadvantage.

KRINGLE'S WORKSHOP

When the players enter Yuliand, they will seemingly emerge from an enchanted forest, although they will have no memory of having crossed through this forest. In front of them will be a large workshop village, walled and gated off. This is where Kringle and his elves work throughout the year. From their position, the party can see that the gates are closed, and that several small individuals stand around the outside of the gate holding large signs.

1. OUTSIDE THE WALLS

The exterior of the walls of Kringle's workshop has several elements that players may choose to look further into.

The Forest: Surrounding the small workshop village is a dense forest, which the party has seemingly emerged from. If they wish to investigate, they will see that the forest is so dense that they can only see a few feet into it before it is plunged into total darkness. Players with an Intelligence score of at least 10 can reason that since they seemingly emerged from this forest, they can probably re-enter it to travel back to the material plane.

The Snowman: To the right of the gate, a little ways away from the elves, is a peculiar looking snowman. Unlike the jolly expressions that most snowpeople wear, this particular one is reaching upwards, grasping at something above its head, and its face is frozen in an expression of fear. This is Frosty, one of Kringle's most impressive creations. Construct Kringle took the *Hat of Frosty Awakening* (Appendix A) to give to his new Winter Warden creation, leaving Frosty motionless again.



If players manage to return the *Hat of Frosty Awakening* back to Frosty, he will thank them with a *Ring of Cold Resistance* (DMG p. 192) that Kringle entrusted to him.

The Elves: Gathered around the gates of the workshop are a group of twenty or so **sprites** (MM p. 283). These sprites are larger than the average, about the size of a small halfling. This group is holding several signs, with slogans such as "No Jobs, No Joy" and "Yule Need Us Soon". Upon speaking to the leader of the sprites (a tall sprite named Buddy), they will tell them that they are Kringle's elves (anyone who questions why they say 'elves' when they are clearly sprites will be told that an elf is an occupation to them, not a race, and will be annoyed that players find this odd). They have been out in front of the gate for several days, ever since Kringle kicked them out and told them they were not needed anymore. They lament the loss of their jobs, and have since started this strike out front of the workshop. If asked why they don't enter the workshop, they will say that Kringle has forbidden it, and that his word is law.

A DC 12 Persuasion check for more information (made with advantage if players insist that they are there to help) will result in the elves telling players that Kringle did not seem like himself leading up firing them, and that his mannerisms were very strange indeed. This culminating in him shutting the elves outside of the workshop and even taking the hat off of poor Frosty (who they will indicate to the party if they have not yet seen him).

The Gate: The gate leading into the workshop has been frozen shut. This ice can be broken; it has an AC of 10 and 15 HP. Alternatively, any source of fire can be used to melt the ice; a small source such as a torch will take at least 10 minutes, while a spell of first level or higher that produces flames would take only a minute or so.

2. THE INNER COURTYARD

The inner courtyard of the workshop is a large open space coated in snow, with pathways formed by a multitude of footprints lead to each of the buildings within.

The First Key: It is here that the players should encounter their first obstacle within the walls: the Winter Warden. This terrifying, hulking snowman uses the stats of a **snow golem** (IDRotF p. 308) with a 4th level *Armor of Agathys* spell cast on it, granting an extra 20 HP that reflects the first 20 damage done to it back at the players as cold damage. The *Hat of Frosty Awakening* sits on its head, and there is a key embedded into its waist. This is the first of four keys needed to open Kringle's office. The Winter Warden will attempt to take out the strongest looking member of the party first as a show of strength before attempting to assault the others.

Continued Danger: If players re-enter this area from one of the workshop buildings, roll a percentile die. There is a 20% chance that players will encounter 1d4 coal mephits as they cross the courtyard. These imps use the stats of a **dust mephit** (MM p. 215), but are pitch black and seem to use coal dust instead of regular dust in their attacks.

3. TOY LINE

The large building to the left of the gate when the players enter is where the elves used to assemble the toys. Seemingly abandoned, the workshop still has a multitude of unfinished gifts and various tools sitting on the many tables within.

The Second Key: The table at the far end of the workshop contains the second of four keys needed to access Kringle's office. It is somewhat concealed among the different objects stacked on the table, but can be found with a DC 12 Investigation check of the area.

Once the key has been retrieved, several of the toys within the room, such as dolls as wooden horses, will come to life and attack the party. All toys are broken and malformed, as Construct Kringle is not as skilled a toymaker as Kringle or the elves. There are 12 animated toys to start with, and the workshop will create an additional 1d4 toys at the beginning of each round until the players exit the room. These toys use the stats of a **homunculus** (MM p. 188).

Emergency Supplies: Built into the wall next to the entrance door is a small glass pane that reads "Break In Case Of Emergency". Hanging next to this pane is a tiny toy hammer. Within this pane is a small opening with a plate of 1d6 gingerbread cookies. As with all cookies in Yulind, these will instantly resolve all poison effects that are afflicting a player.

Gifts For The Taking: if players wish to investigate the tables for additional boons, different Investigation checks will reveal different items. A roll of 11 or lower will reveal that all items appear to be mundane toys and not worth the party's time. A roll of 12 or higher will attract players towards a set of toy antlers, commonly worn around this time of year. These are actually *Antlers of Animal Companionship* (Appendix A). A roll of 18 or higher will reveal *Yuletide Crackers* (Appendix A), a seemingly harmless holiday toy with a sinister secret.

4. BREAK ROOM

As players approach this large cabin-like structure, they will note that it appears to be occupied; smoke puffs from the chimney, and a warm firelight seems to emanate from the frosted windows. Within this building, players will find a variety of abandoned tables with empty plates and glasses sitting at them. Once this room has been cleared of dangers, it is the ideal place for players to take a rest if they need it; any player who takes a short rest within this room is able to spend an extra hit die for free when healing.

Mrs. Kringle: The sole resident of this room is an ethereally beautiful older woman with long silver hair and pointed elven ears, dressed in a festive red and white dress. She will introduce herself as Carol Kringle, Kringle's wife, and invite the players to take a rest with a smile. She will not answer any questions the players ask her, but instead suggests that they should rest before they think about such things. Once the players are seated, or if they continue to refuse her suggestions of resting, she will turn into her true form: a gelatinous mass of red-and-white-striped peppermint candy that attempts to engulf the nearest party member. Mrs. Kringle uses the stats of an **adult oblox** (MM p. 218).

If players have already rescued Kringle from the wrapping room before they come here, he will remark that Mrs. Kringle is vacationing in Chult for the season, and that this is clearly an imposter. This will prompt her to attack immediately.

The Third Key: The large fireplace built into the wall of the break room is seemingly lit with a bright and cheery fire, warming the room. The fire is actually a permanent *Major Image* spell, which players can recognize with a DC 15 Intelligence check. As such, it will not harm them. If players step inside the fire and investigate the chimney, a DC 15 Investigation check will reveal a key hanging from a hook within reach of the top of the chimney, the third of four needed to get inside Kringle's office. The chimney is wide enough that any player who is of the Small size can climb the inside of it. Alternatively, the players may climb the slick exterior of the building (requiring a DC 18 Acrobatics check), use a spell to reach the roof, or take one of the enchanted reindeer from the reindeer pen to the top.

5. WRAPPING ROOM

This room, located directly across from the toy line, is where elves would previously wrap the gifts. Construct Kringle has automated this process, leading to possible danger for the party as they explore the building.

Mistletoe Trap: An inconspicuous sprig of mistletoe hangs just above the entryway. As players enter the room, have them make a DC 14 Wisdom saving throw two at a time, in the order that they enter. On a failed save, both individuals become charmed towards each other, feeling compelled to hug (this could be in a friendly or romantic manner, depending on how comfortable your group is with this kind of roleplay). For the next 10 minutes, the charmed players have disadvantage on any attack rolls or ability checks made if they are not constantly hugging (grappling) one another.

Wrap Attack: Thanks to Construct Kringle's 'improvements', the wrapping has been completely automated, with the paper itself animated to complete the process. Two sheets of animated wrapping paper, which each use that stats of a **rug of smothering** (MM p. 20), will attack the players as they either begin to loosen Kringle's bonds or look through the pile of gifts - whichever comes first.

Kringle: Kringle himself can be found in the corner of this room, immobilized with enchanted wrapping paper, a gag stuffed in his mouth, and a bow on his head. The party can make a concentrated effort to free Kringle from his bindings (requiring a group Sleight of Hand or Athletics check as they either rip or unwrap the paper, with a combined DC of 30), for which he will be very grateful. This legendary figure is a tall, lithe archfey, sporting a long white beard and equally long white hair (although he is conspicuously missing his signature red cloak).

Once freed, Kringle will explain the situation to the party: he created a construct version of himself, created to help with the pressures of the holiday. However, the construct had other ideas, and imprisoned Kringle, taking over the workshop. While normally very powerful, Kringle's powers are greatly diminished without his cloak, which is being worn by Construct Kringle. He urges the party to help him retrieve it. He will gladly accompany the party after they free him, and is able to help the party in certain circumstances. Unfortunately, he does not know where the keys to his office are hidden, and is unable to undo the enchanted locks. He does, however, suspect that one of the keys is wrapped in one of the gifts within this room.

The Fourth Key: At the far end of the hall, a series of ten gifts sit partially wrapped. Players may choose to open these gifts as they wish. As players do so, have one player roll a d6 and use the following table to determine what is inside the gifts.

WRAPPING ROOM GIFTS

d6 Gift

- | | |
|-----|------------------------------------|
| 1 | Mimic (MM p. 220) |
| 2 | Coal Mephit (see Inner Courtyard) |
| 3-5 | Roll on trinket table (PHB p. 159) |
| 6 | Fourth Key |

If players do not obtain the fourth key in the first nine gifts, the tenth will definitely contain the fourth key. Alternatively, if the players obtain the key and continue opening gifts, subsequent rolls of 6 will grant a small boon. The DM may roll on the Magic Item Table A (DMG p. 144) to determine what this boon is, or may pre-designate their own ahead of time.

6. REINDEER PEN

This is where Kringle's enchanted reindeer are kept. The building is completely empty aside from these magical beasts.

Meeting the Reindeer: Kringle's reindeer use the stats of a **reindeer** (IDRotF p. 107), but are gifted with the ability to fly. They also understand Common, although they cannot speak it.

When entering the pen, players will see eight reindeer along the sides of the building, with a large pen set up at the end with a ninth reindeer inside. The reindeer along the sides of the building all have nameplates: Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner and Blitzen. The ninth pen has a nameplate that reads Rudolph, and the reindeer within has a red nose.

If players wish to communicate with any of the reindeer, this can be accomplished several ways. The *Antlers of Animal Companionship* found in the Toy Line may help with this, as would a *Speak with Animals* spell. Kringle is also able to understand the reindeer, and can translate for the players if he is present; however, he will also fawn over Rudolph,

his favorite reindeer, which may affect how much information the players will get.

If players communicate with any reindeer except Rudolph, they will find them to be incredibly helpful. They will tell the players that Kringle is being held in the wrapping room, and that they also know the location of one of the keys: inside the chimney of the break room. A DC 15 Persuasion check will convince the reindeer to fly the players to the roof of the break room so they may get the key. They will also express their disdain for Rudolph, who is Kringle's favorite and very full of himself.

If players communicate with Rudolph, they will find him to be incredibly unhelpful. Rudolph will mostly talk about himself; about how amazing he is, about how he is Kringle's favorite, and about how his nose will glow if the players speak the command phrase: "And to all a good night". He knows nothing about Kringle's status or about the key in the break room. Additionally, if the players begin to fawn over Rudolph, or spend a long time trying to talk to him without interacting with the other reindeer, they will refuse to help the players, insisting that they clearly favor Rudolph as well.

7. SLEIGH ROOM

This relatively unassuming shed at the rear of the workshop contains Kringle's sleigh, which he uses to deliver his gifts during Yule. On the table next to the sleigh are various tools, clearly meant to help maintain the sleigh so it can operate properly.

The sleigh is useless without the reindeer pulling it. However, inside the sleigh, players may find *Kringle's Bag* (Appendix A), a very useful magical item.

8. KRINGLE'S OFFICE

Kringle's office is the most prominent building of the workshop village: the outside is well-decorated and seemingly better maintained than a lot of other structures that surround it.

Entering The Office: Kringle's office is protected with four powerful locks, each identical. The keys can be found scattered around in multiple locations across the workshop, and should be assembled before players are able to access this location. If players are having a tough time finding the keys, any player proficient in Thieves' Tools may perform a DC 15 Sleight of Hand check to open one of the locks; however, finding the keys is half the fun of this adventure, so do not allow more than one lock to be opened in this manner. This may be flavored as an enchantment flaring up, preventing further instances of lockpicking after the first is completed.

While the locks are seemingly identical, the keys are certainly not. These keys each have a unique look and taste. The first is red-and-white-striped and tastes like peppermint; the second is a golden brown and tastes like gingerbread; the third is a cream color and tastes like eggnog; and the fourth is a rich brown and tastes like chocolate. The keys should also have a faint smell and a slight stickiness to each of them, which may prompt players to taste the keys. Each lock also has a corresponding taste. Players should be able to match



the tastes in order so that the proper order for the keys is 3 (eggnog), 2 (gingerbread), 4 (chocolate), 1 (peppermint). Players may also attempt this randomly if they have not caught onto the puzzle, but this may take some time.

Office Furnishings: Kringle's office is cozy but not largely furnished. A bearskin rug greets players as they enter, sitting in front of a large wooden desk with an ornate chair sitting behind it. A tree is set up and decorated on one side of the room, with a multitude of gifts beneath it.

If players wish to investigate the desk, a DC 18 Investigation check will reveal a hidden drawer that contains *Kringle's List* (Appendix A). If they choose to look at the gifts beneath the tree, they will find twenty in all, addressed to various names that the party does not recognize. All have a tag on them that reads "DO NOT OPEN BEFORE YULE". These are the Yule bonuses that Kringle has got for his elves, and each contains 100 electrum pieces; however, if players choose to open them before Yule, the amount in each will only be 50 electrum, as they have broken the rule of the gift.

Confronting Construct Kringle: Sitting behind the desk within the office is Construct Kringle, who is currently wearing *Kringle's Clause* (Appendix A). He will give the players a chance to leave the workshop; if they refuse, he will say that they have left him with no choice but to destroy them. If Kringle is present, he will encourage them to get his cloak back, but will not participate in the fight, fearing his creation.

Construct Kringle uses the stats of a **Helmed Horror** (MM p. 183), with some small alterations. His HP is 90, and he has additional immunity to cold damage. His longsword, crafted himself in his workshop, deals an additional 1d6 cold damage on a successful hit. He is also immune to the effects of *fireball*, *heat metal* and *lightning bolt*. Finally, after two rounds have passed, he will use *Kringle's Clause* to drop the temperature of the room significantly as a lair action at the top of the round. All players must make a DC 15 Constitution saving throw or take 3d8 cold damage (or half as much on a successful throw).

Once Construct Kringle has been defeated, players are able to take *Kringle's Clause* from his body. Where they proceed from here is up to them; a more evil-inclined party member may choose to don the cloak, thereby taking on the powers of Kringle and becoming the new ruler of Yuliand. However, it is requested by Kringle that they return the cloak to him, therefore restoring his powers and making him the rightful ruler of the demiplane, just in time for Yule.

CONCLUSION

With his powers restored, Kringle quickly gets to work putting the workshop back to normal. He de-animates the toys and wrapping, gathers up the reindeer, and invites the elves back in to continue working (he will also re-animate Frosty if players have not already done that). With so much to do, he will request that players leave Yuliand so that he may finish his preparations for Yule. However, he is very grateful for their help, and imparts a wrapped gift upon each of them before they leave. Each of these gifts contains a powerful magic item. The DM may roll on the Magic Item Table C (DMG p. 144) to get these, or use this as an opportunity to give players specific items that they have been seeking. From here, players are escorted out of Yuliand and find themselves back in Bryn Shander.

What happens next is up to you. Is Kringle done experimenting with constructs, or has he not yet learned his lesson? Did the players leave Yuliand, or did they stay to become the rulers of the demiplane? Will one player seek to become a jolly warlock with the powerful archfey Kringle as his patron? The possibilities are endless!



APPENDIX A

ANTLERS OF ANIMAL COMPANIONSHIP

Wondrous Item, Uncommon (requires attunement)

These costume antlers, normally a common children's toy during Yule, have been enchanted by Kringle's elves. A player attuned to these antlers is able to cast the *Speak with Animals* spell at will.

HAT OF FROSTY AWAKENING

Wondrous Item, Very Rare

This old top hat is enchanted with a powerful animating spell. Once placed on the head of a snowman, the snowman becomes sentient. The individual who placed the hat on the snowman has no control over its actions once it has become animated. The snowman remains animated until the hat is removed. This hat has two charges, and regains one used charge once every year.

KRINGLE'S BAG

Wondrous Item, Legendary

This legendary bag is used by Kringle to transport Yule gifts to children across the world. It has the same functions as a *Bag of Holding*, but has none of the space limitations associated with the item.

KRINGLE'S CLAUSE

Wondrous Item, Legendary

This red cloak is worn by the legendary figure Kringle. A player who puts on the cloak gains the following abilities:

- control over the automation of Kringle's workshop.
- control over the weather in the demiplane of Yuliland.
- the ability to telepathically command Kringle's reindeer.
- the ability to scry on any building within Kringle's workshop.

In addition, whoever dons this cloak is contained to the demiplane of Yuliland, and cannot leave except on Yule.

KRINGLE'S LIST

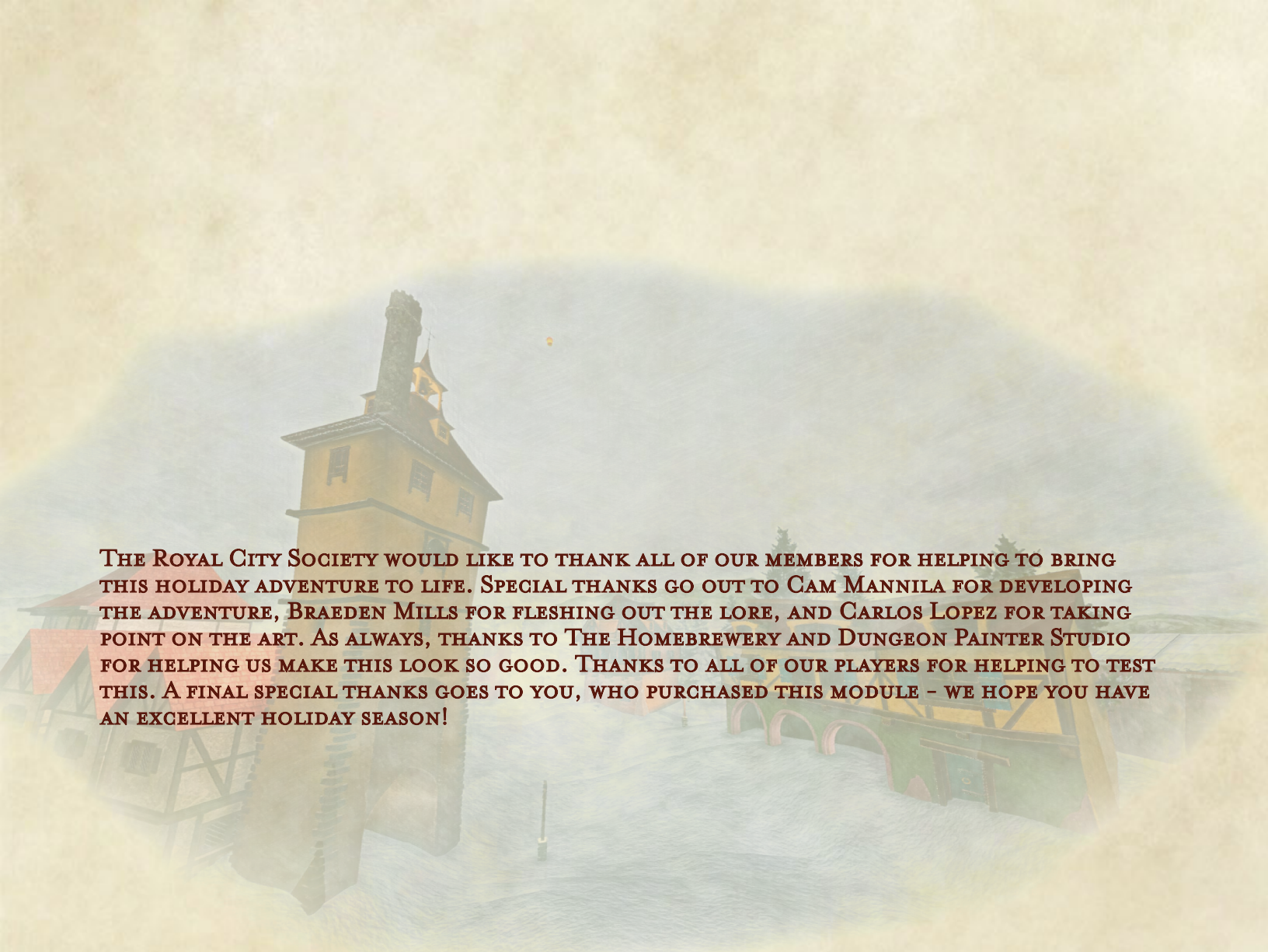
Wondrous Item, Legendary

This legendary item is checked twice every Yule by Kringle. A player holding this item may use it to make a DC 15 Investigation check into an individual they can see. If successful, the player will learn the alignment of the individual.

YULETIDE CRACKERS

Wondrous Item, Uncommon

These usually harmless party toys have been outfitted with sinister magic. Whenever these items are used, they result in a level 1 *Shatter* spell (DC 12) centered on the cracker.



THE ROYAL CITY SOCIETY WOULD LIKE TO THANK ALL OF OUR MEMBERS FOR HELPING TO BRING THIS HOLIDAY ADVENTURE TO LIFE. SPECIAL THANKS GO OUT TO CAM MANNILA FOR DEVELOPING THE ADVENTURE, BRAEDEN MILLS FOR FLESHING OUT THE LORE, AND CARLOS LOPEZ FOR TAKING POINT ON THE ART. AS ALWAYS, THANKS TO THE HOMEBREWERY AND DUNGEON PAINTER STUDIO FOR HELPING US MAKE THIS LOOK SO GOOD. THANKS TO ALL OF OUR PLAYERS FOR HELPING TO TEST THIS. A FINAL SPECIAL THANKS GOES TO YOU, WHO PURCHASED THIS MODULE - WE HOPE YOU HAVE AN EXCELLENT HOLIDAY SEASON!



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