



# Blizzard at König's Keep

**B**lizzard at König's Keep is a Fifth Edition adventure for 3 to 5 characters, optimized for a party of 4 characters of 3rd level.

This adventure takes place in a small arctic town beset by a seemingly endless winter of polar nights, where the sun shines for only four hours each day—and even then, it casts only dim light before setting below the mountains. Its formal location is left intentionally blank so you can easily insert it into any campaign of your choice.

Unseen dwarves have been sneaking around the town of König's Keep filching random items, with the most recent footprints leading to the ruined fortress the town is named after. Two local teens have also gone missing in the blizzard, and it's rumored they sometimes hang out at those same ruins. Can the characters find the sneaks and learn what they are up to, and locate the missing teens? Does anything else lurk at, or under, the ruins of König's Keep?

## BACKGROUND

Einar and Anja, apprentices to a dwarf guide who works with the local outfitter, surreptitiously crept under the ruins of König's Keep for some alone time during a blizzard. Now they are trapped and can't escape without help.

Meanwhile Thogran, an ambitious duergar, was assigned to lead his squad to invisibly search the keep for rare crystal fragments. Leaving town in the face of a worsening blizzard, they sought shelter among the ruins.

On their way, they were surprised by a web of acidic snow (a frostveil) which engulfed and killed one of them, despite their invisibility.

Panicked by the web's spore attack and with the rest following him, Thogran scrambled underground, where they now hide and recuperate. Hoping not to reveal their presence or mission, they just want to get back to their outpost beside a nearby mountain.

Now the blizzard has abated, but the teens have not returned, and the duergar are debating whether it's safe yet for them to head out.

## ADVENTURE HOOKS

The following are reasons for the characters to engage in the adventure:

**Curiosity.** Characters might wish to solve the mystery of the dwarven footprints weaving through town and leading to the ruins.

**Morality.** The guide is concerned about the teens being out during a blizzard and asks the characters to investigate why they haven't returned. The town in general is in a tizzy about the unseen thieves and needs help solving the mystery.

**Compensation.** While there is no specific reward offered, finding stolen items or a thieves' hideout may be quite lucrative. If the characters find the teens, the outfitter and guide will gratefully provide discounts on equipment or guide services.

# RUINS OF KÖNIG'S KEEP

The following locations are keyed to the provided maps of the ruins of König's Keep.

## GENERAL FEATURES – SURFACE (AREAS 1-4)

Unless otherwise noted, locations in the surface ruins have the following features.

**Ceilings, Floors, and Walls.** The ruins are mostly half-fallen walls of roughly-dressed stone blocks, which provide three-quarters cover. Within the ruin, the ground is composed of large square flagstones. Unless otherwise noted, all surface areas are roofless and open to the elements.

**Doors.** All doors are made of stout wood, 3 inches thick, 4 feet wide, and 6 feet tall. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Doors are unlocked unless otherwise noted. Breaking open a stuck or locked door requires a successful DC 15 Strength check.

**Lighting.** There is dim sunlight during the 4-hour day, and only moonlight and starlight at night.

**Climate.** A blizzard was raging for half the night, and just recently receded in the morning, leaving the ruins partially obscured with drifts of snow. The blizzard resumes shortly after the characters enter the vaults.

### 1 – RUINS OF KÖNIG'S KEEP

As the characters approach the keep, read:

The ruins of the keep this town is named for are mostly half-standing walls ranging from 4 to 7 feet high, with random snow drifts around them. A shallow puddle and stream of meltwater that had meandered through the ruins is now frozen over.

If they approach the spot marked by the number 1, read:

Ahead lies a body that appears to be some kind of dwarf with a web of deep acidic burns all over its body, and several wounds from piercing weapons which have not bled very much.

This is a duergar who was surprised and engulfed by the frostveil; the wounds are from the javelins and picks of its companions, which did almost no damage to the frostveil but pierced their already-dying friend. ### 2 – Descent

The door to this empty room is slightly ajar. If the characters look inside or enter, read:

The barely-standing walls of this room support a partial roof overhead that screens snow from falling into the stairs that descend into the depths of the keep. There is a closed door at the far side of the room.

The stairs descend 12 feet south to a landing in the vaults under the keep, then turn and descend 6 feet further to the east.

If a creature pushes against the keep walls above the stairs with a successful DC 14 Strength check, it will cause a collapse that blocks the stairwell. Clearing a collapse from the top will take 8 person-hours; clearing from below will take 3 times as long, and every hour, each person involved in clearing must make a successful DC 14 Dexterity check or take 4 (1d8) bludgeoning damage from collapsing rubble.



### 3 – FOUR HUNDRED FEET

The door to this room is frozen shut and can be opened with a successful DC 12 Strength check. If it is opened, read:

Most of the ceiling of this chamber is intact, although there are many holes where daylight spills through. There is a pile of debris in the southeast corner.

**Encounter: Giant Centipedes.** If the debris is disturbed, four giant centipedes emerge from their nest and attack.

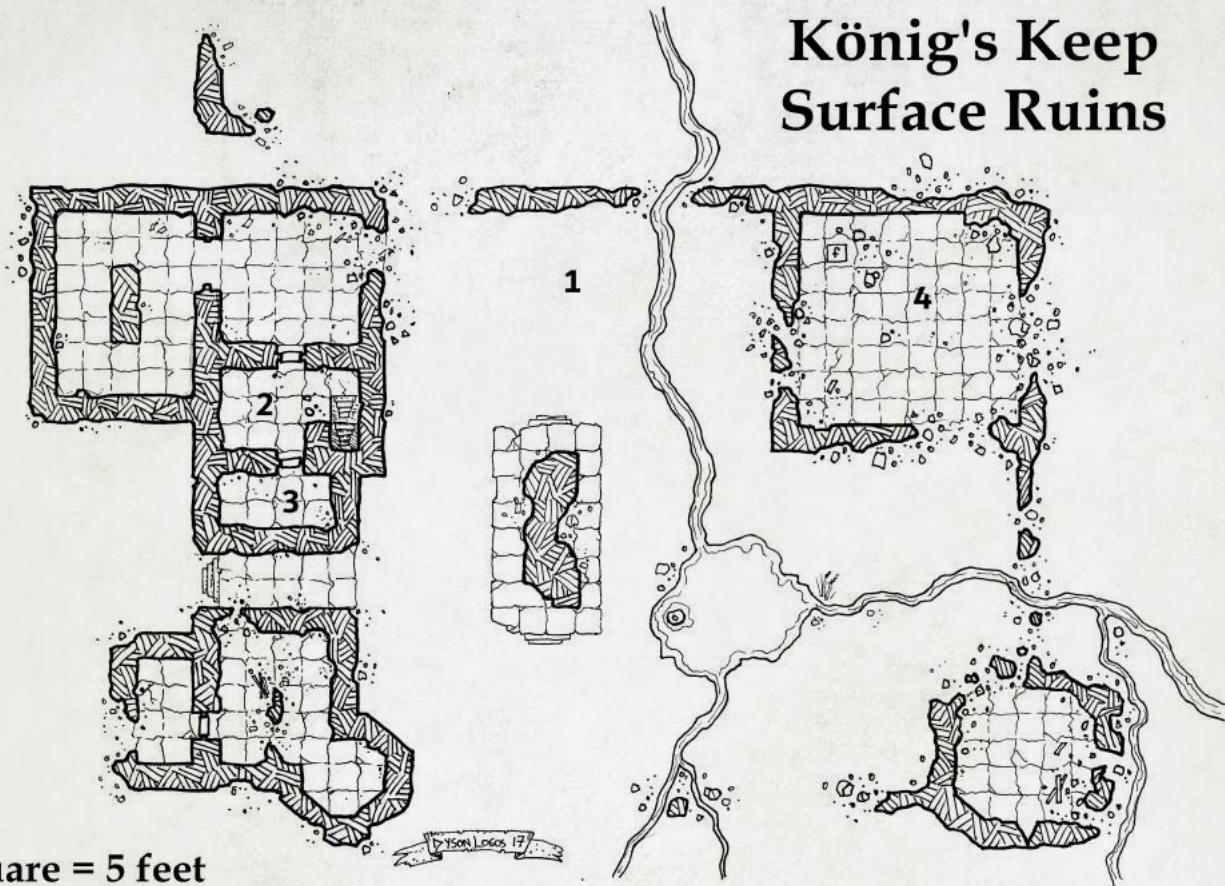
**Treasure: Rusty keys.** Once the centipedes have been destroyed, the nest can be searched revealing a ring holding two very rusted iron keys. If either key is inserted into a lock and turned, it breaks off, adding 5 points to the DC to pick that lock.

### 4 – BARREN RUIN

This area is empty when the characters arrive at the ruins, although it may be occupied when they leave (see "Leaving the Vaults" below). There is a secret trapdoor coming up from the vaults which is unnoticeable from above without magic, because it is made of thick stone and the hinges are hidden underneath.

# MAPS

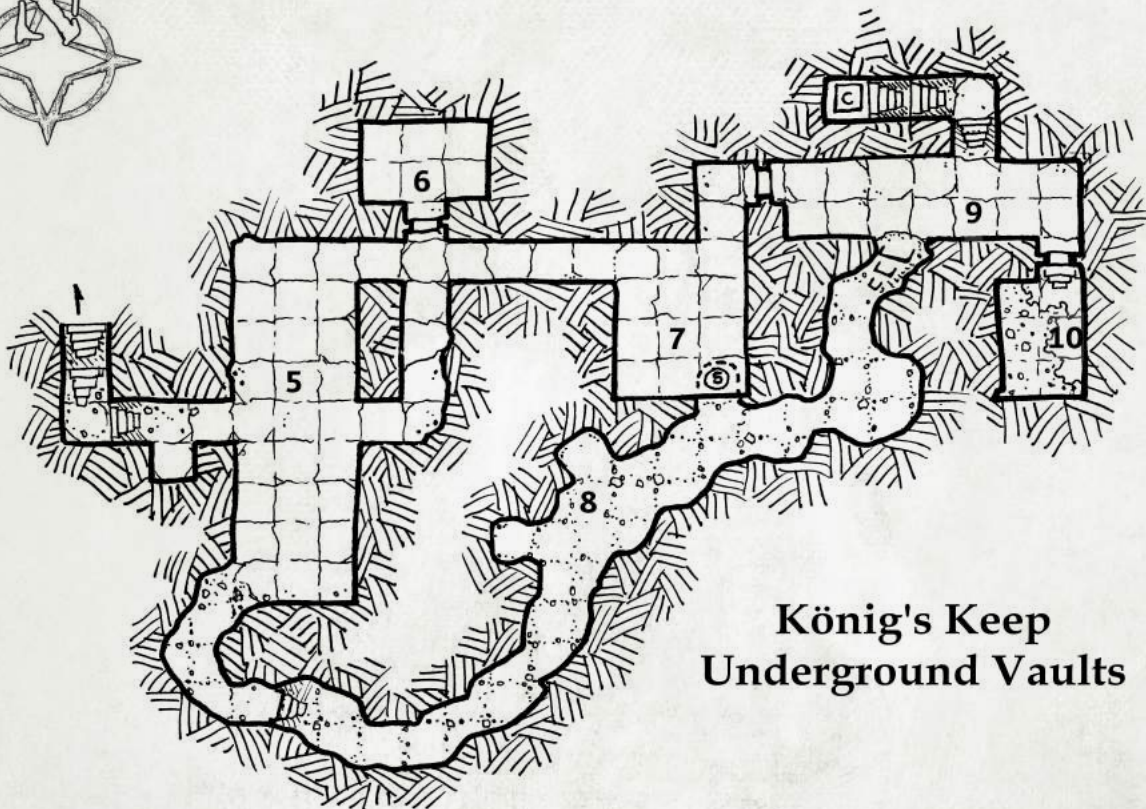
## König's Keep Surface Ruins



1 square = 5 feet



## König's Keep Underground Vaults





In the north half of the hall are the coals of a campfire.

The campfire radiates dim light in a 20-foot radius.

Four duergar (Thogran, Kromnar, Brammin, and Tisnora) rest around the north side of the fire but rise to their feet if they hear anyone coming down the stairs. Upon seeing the characters enter, Thogran declares loudly (in Dwarven), “Well, if these mooks can get in safely, it’s past time for us to go!” They don’t want to leave any witnesses to their presence but also aren’t eager to suffer more casualties.

**Encounter: Duergar squad.** The four **duergar** will engage in one round of combat with the characters before realizing they aren’t pushovers and declare a retreat. At that point they all go invisible, exit to the north-east and then walk stealthily down the side passage back to the main hall. In passing, several of them kick stones down the passage to **area 7** which ricochet off the debris in that room, causing one of the spiders there to move around for two rounds. This is a ploy to lure the party in the wrong direction.

Once they can cross **area 5** safely, they head back up the stairs. At the top, they Enlarge and push the crumbling walls into the stairwell, blocking it, then march off to their secret base before the blizzard resumes.

**Treasure.** Each duergar carries 2d6 gp plus their standard weapons and armor.

## GENERAL FEATURES – VAULTS (AREAS 5 – 10)

Unless otherwise noted, locations in the vaults have the following features.

**Ceilings, Floors, and Walls.** The vaults were roughly quarried from natural fissures in the stony ridge, the stone used to build the surface structures. The walls are rough, and the floor has small amounts of rubble all over which do not hamper movement. Ceilings are arched, rising 10 feet over narrow passages and 15 feet over chambers or wider halls.

**Doors.** Doors are made of stout wood, 2 inches thick, 4 feet wide, and 6 feet tall. They have AC 15, 18 hit points, and immunity to poison and psychic damage. Doors are unlocked unless otherwise noted.

**Lighting.** Vaults are unlit unless otherwise noted.

**Sleepy Bear** There is a hungry **cave bear** hibernating in **area 8**. Very loud noises in other areas of the vaults will cause it to awaken and investigate, arriving in 1d4+1 rounds. Regular combat is not loud enough to disturb the bear, but shrieking, loud spells like *knock* or any effects that do thunder damage, or explosive effects like a mephit’s Death Burst will draw its attention. It will attack any creatures it finds in the vaults. See **area 8** for more information.

## 5 – CAMPOUT IN THE MAIN HALL

As characters enter the vault, read:

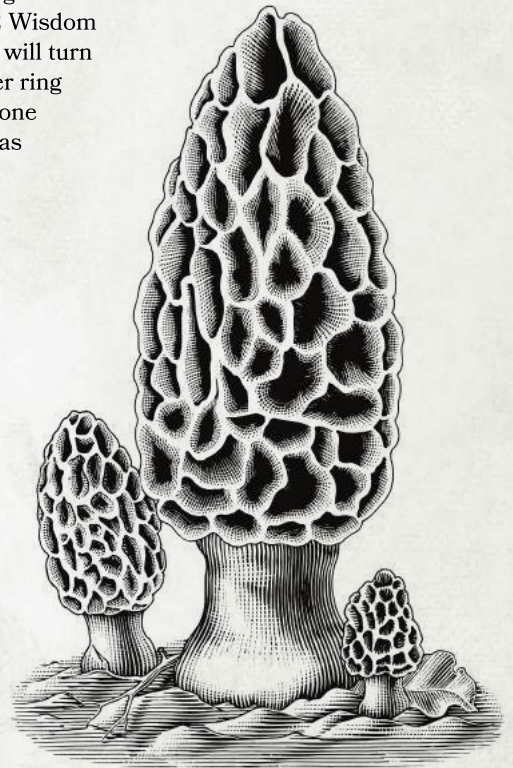
After the landing, the stairs descend another 6 feet to the east. The passage has a small alcove on the south side and then opens into a large hall running north to south, with another passage across the hall. To the north, a passage exits to the east, while to the south, there is a rough tunnel dug from the western corner.

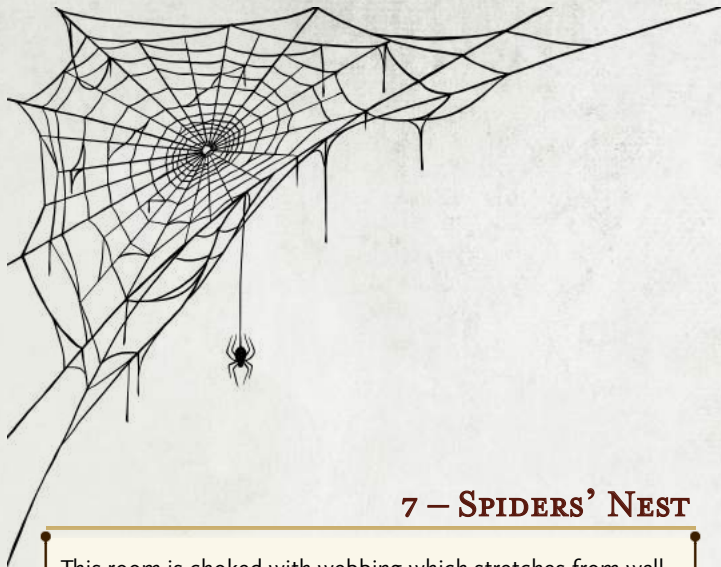
## 6 – SHROOM STORAGE

This was originally a storage area for the keep; it has been cleared out and become overgrown with fungus. The door is slightly ajar. (Recognizing the smell of the shriekers inside, the duergar didn’t fully open the door.)

**Encounter: Primal Scream Therapy.** If the door is opened, the six **shriekers** inside begin screaming, which will wake and attract the cave bear from **area 8**.

**Treasure.** If the shriekers are all destroyed, searching the room with a successful DC 12 Wisdom (Perception) check will turn up a tarnished silver ring with a malachite stone worth 25 gp that was lost in a shallow crack in the floor.





## 7 – SPIDERS’ NEST

This room is choked with webbing which stretches from wall to wall and floor to ceiling. The web seems to be swaying or vibrating slightly.

The webs make the entire room difficult terrain. A creature entering webs for the first time on a turn or starting its turn in them must succeed on a DC 12 Dexterity saving throw or become restrained. A restrained creature can use its action to rip out of the webbing (destroying it in that 5-foot cube) with a successful DC 12 Strength check.

Each 5-foot cube of webs has AC 10, 3 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, poison, and psychic damage.

There is a trap door in the south-east corner that is obscured by debris and webs and can only be found if the room is thoroughly searched and the searcher succeeds on a DC 15 Intelligence (Investigation) check. A 30-inch-square flagstone can be flipped up to reveal a natural shaft leading a few feet down into the ceiling of an alcove in **area 8**.

**Encounter: Giant Spiders.** Three **giant spiders** are in the south-west, south-east, and north-east upper corners of this room. They move to attack creatures restrained in the webs, or use their Web attacks against any who are not, and avoid melee attacks from unrestrained attackers by staying out of reach. Except in areas where characters have destroyed webbing, the spiders can freely webwalk throughout the room at any elevation on walls, ceiling, or webs.

**Treasure: Truant Teens.** Anyone searching the room will see several webbed bundles, two of which are moving slightly. These bundles each contain one of the missing human teens (**scouts**), Einar and Anja. They are suffering two levels of exhaustion from being poisoned and struggling against their bonds and have only 1 hit point remaining each. If freed, the scouts report:

“We were exploring the cellars when the duergar came in and found us and chased us into this room, where we were nabbed by the spiders.

Before we ran, we overheard them talking, and we know enough Dwarven from working with the outfitter to piece together what they were saying. They’d been searching the town for some kind of crystals and were heading back to their base.

Apparently, they came down here after being attacked by some kind of web of ice that killed one of their companions and were building a fire to keep it from following them until they figured out a way to escape. They complained that it looked just like a snow drift before it attacked. They were shocked that it came right at them even though they were invisible, and it seemed not to be bothered by their picks or javelins. That’s all we overheard before they spotted us.”



## 8 – NOT-SO-SLEEPY BEAR

The worked areas of the vaults here intersect with a natural cave worn by an ancient underground waterway that has not yet been fully excavated. At either end, rough steps descend 10 feet to the natural surface.

One of the alcoves (as marked on the map) rises to a vertical shaft that ends with a smooth, flat stone. Pushing this stone upwards (assuming the character is somehow braced from below) opens the secret trap door into **area 7**. If the webbing has not yet been cleared from **area 7**, opening the trap door requires a successful DC 12 Strength check, and anyone emerging must contend with the webbing (and spiders, if they remain) as described in **area 7**.

If the characters enter the cavern without having alerted the bear, read:

Rough steps descend about 10 feet to the bottom of a curving natural tunnel. The sound of heavy snoring comes from down the tunnel.

\*\*\*Encounter: Cave Bear. \*\*\* A year ago, a cave bear (**polar bear**) stuffed its belly with several successful hunts and then settled down to hibernate in this cave, planning to break its fast on villagers once it awoke in the spring.

Then spring and summer failed to come, so now the bear is very hungry and grumpy. It is sleeping fitfully near the alcoves around the middle of the natural cave area.

The party can approach without waking it with a successful DC 14 group Dexterity (Stealth) check. Individual characters can sneak past it with a successful DC 14 Dexterity (Stealth) check. If they fail the group check or an individual check to sneak up to or past it, it wakes up and attacks on the following round, rolling initiative with disadvantage as it comes fully awake.

If they approach without stealth, it will wake up as soon as they get within 50 feet (anywhere beyond the bottom of either cave passage stairway) by hearing them, seeing their light, or smelling burning torches or lanterns. Once awake, it will have advantage on Wisdom (Perception) checks to follow them due to its Keen Smell and will track them down to attack and eat them.

The cave bear will break off combat if it is reduced below 20 hit points, but once it discovers the western stairs are impassable, it will feel cornered and fight to the death the next time it crosses paths with anyone.

**Treasure: Bear parts.** If the bear is killed, the pelt can be sold for 20 gp and the meat for 30 gp.



## 10 – WINE CELLAR

The door to this chamber is locked but can be opened by a character with proficiency in thieves' tools with a successful DC 15 Dexterity check. If the lock cannot be opened (for example, from having a rusty key broken off in it), the door can be destroyed or battered open with a successful DC 15 Strength check, although either of those options will be loud enough to wake and attract the bear from **area 8**, if it is still sleeping.

Once the door is opened, read:

Opening the door reveals stairs leading 6 feet down into a lower vaulted chamber about 10 feet wide and 15 feet long. The floor is bare stone, slick with moisture. Bright steady light shines from a fixture in the south-west corner, fully illuminating the room. A slightly acrid odor taints the air.

This deep chamber was used to store wine, ale, and food, due to having a very stable cool temperature year-round. Ironically, it is now warmer than the rest of the vaults (other than the bear's den) because it is further from the wintery surface, a condition the occupants find favorable.

**Encounter: Slick Trio.** Three **gray oozes** are in this room. One of them is lurking on the wall over the lintel of the door, the other two are lying motionless on the floor on the south-west side of the room, where they are indistinguishable from wet rock. All three attack the whole party with surprise due to False Appearance as soon as any character reaches the south half of the room.

**Treasure.** There is a *gem of brightness* resting inside a lamp affixed to the southwest corner of the room, about 8 feet off the floor.

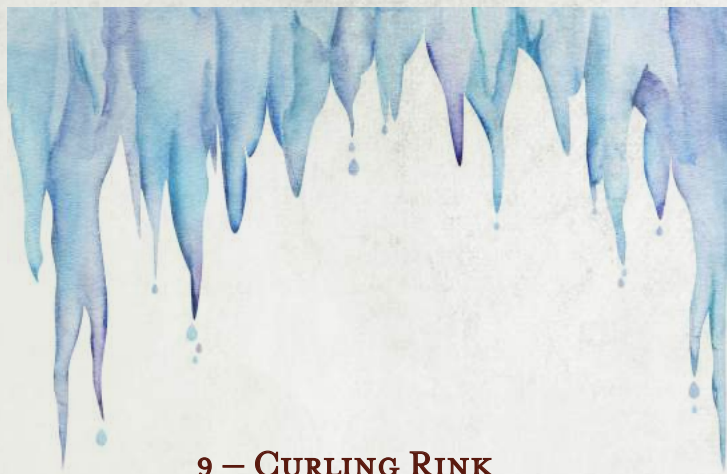
## LEAVING THE VAULTS

When the characters leave the vaults via either exit, they discover that the blizzard has resumed while they were underground and will have the following encounter as they emerge.

**Encounter: Web of Pain.** The **frostveil** (see Appendix) is ready for another meal. It blends with a snowdrift so as to be unseen and attacks the first person to emerge, surprising them unless they are specifically looking at or watching snowdrifts. Due to the rising winds of the blizzard, it has a fly speed of 40 feet. It will fight to the death.

If searched for, the escaping duergar left tracks heading north from the fort that rapidly vanish into the obscuring blizzard.

The town is near enough that the party can find their way back to the main streets, especially if they have the teen scouts to help them.



## 9 – CURLING RINK

If characters listen at the door to the west or approach from the steps to the north or south, read:

You hear something sliding across the floor, and then a quiet tap of stone-on-stone.

If the western door is opened or characters enter from the steps, read:

A rounded, flat stone slides along the floor and comes to rest in a bullseye drawn at the nearest end of the hall, gently nudging aside a similar stone in the process. A faint but excited chittering sound follows, although other than icicles that adorn the walls and ceiling, the hall seems empty.

This frozen hallway has been turned into a curling rink; the iced surface is difficult terrain. The first time on a turn that a creature moves on the slippery ice, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone.

The stairs to the north lead upwards 15 feet to a hinged stone trapdoor that can be pushed open into **area 4**. See "Leaving the Vaults" below if the characters exit this way.

**Encounter: Bonspiel.** Four **ice mephits**, two at each end of the hall, are sliding rounded flat stones at bullseyes drawn on either end of the frozen floor. If disturbed, they turn their attention to harassing the characters instead, and fight until destroyed. The ones at the nearer side are watching from stillness, so will appear as icicles and can attack with surprise due to False Appearance; the ones at the far end are currently in the process of throwing (sliding) rocks.

If the cave bear shows up during the fight (probably due to a Death Burst), the surviving mephits will go motionless like shards of ice after one of them casts *fog cloud*. They will then gleefully witness the bear locating the blinded characters by smell to tear them into meaty morsels.

## CONCLUDING THE ADVENTURE

If the characters get the teens out alive, the outfitter and guide are very grateful and offer discounts on equipment or guide services.

The mystery of who has been sneaking around town is also solved (duergar) but the reason for their visits remains somewhat obscure. To settle this problem, the characters may try to track the duergar to their mountain outpost.

If the cave bear remains alive, it will eventually wander into town looking to make a meal of some townsfolk; characters may become heroes for stopping it or be chastised for waking it from hibernation if they don't stop it.

If the frostveil remains alive, it may also become a serious threat to the town's residents.

## APPENDIX - NEW MONSTER

### FROSTVEIL

Whipped through the air by snowstorms and resembling a spider's web dangling with delicate ice crystals, these silently gliding, beautiful killers are semi-sentient plants adapted to the merciless cold of the North.

**Cloak of Death.** Flat nodes shaped like large snowflakes connect their net-like bodies and trailing tails of transparent fibers. Gossamer tendrils stream behind and between the flying snowflakes, ready to grab and entangle any warm-blooded creature it detects.

**Seek Warmth.** Each star-like node contains crude sensory organs, able to detect warmth as meager as a living creature's breath and steer the gliding web toward it.

### FROSTVEIL

Medium plant, unaligned

**Armor Class** 16

**Hit Points** 67 (9d8 + 27)

**Speed** 10 ft., fly (varies; see Windborne ability)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

**Skills** Stealth +7

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning and piercing from nonmagical weapons

**Damage Immunities** cold

**Condition Immunities** blinded, charmed, deafened, frightened, prone

**Senses** blindsight 100 ft., passive Perception 10

**Languages** -

**Challenge** 4 (1,100 XP)

**Chilling Acid.** The frostveil's frozen acidic mist breaks down flesh and organic materials into useable nutrients. Creatures who strike the frostveil with a non-reach melee weapon or an unarmed strike take 4 (1d8) acid damage.

**Freeze.** Against snowy ground or when flying in a blizzard, the frostveil has advantage on Stealth checks to hide in plain sight, appearing to be a patch of snow.

**Windborne.** Frostveils can catch the slightest breeze, but lack the motive power to fly unaided. Their fly speed is dependent on the local wind: Light (10 feet), Moderate (20 feet), Strong (40 feet), Severe (60 feet), Windstorm (80 feet), Hurricane (100 feet), or Tornado (120 feet). They cannot move directly against the wind but can tack at half speed.

### Actions

**Multiattack.** The frostveil makes three tendril attacks.

**Tendrils.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If two tendrils hit the same target in a single turn, the target is engulfed.

**Engulf.** When a frostveil wraps itself around a Medium or smaller creature, the target takes 14 (2d8 + 5) bludgeoning damage plus 13 (3d8) acid damage and is grappled (escape DC 15). The target takes another 9 (2d8) bludgeoning damage plus 13 (3d8) acid damage at the end of each of its turns when it's still grappled by the frostveil. A frostveil can't attack while it has a creature engulfed. Damage from attacks against the frostveil is split evenly between the frostveil and the engulfed creature; the only exceptions are slashing and psychic damage, which affect only the frostveil.

**Spirit Spores** (recharge 6). In distress, frostveils release a puff of psychotropic spores in a 10-foot cloud around themselves. Creatures within the cloud of spores must succeed on a DC 13 Constitution saving throw against poison or suffer hallucinations, as per a confusion spell, for 1d3 rounds.



**Notice of Product Identity:** This entire adventure with the exception of what is listed in Notice of Open Gaming Content is Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Notice of Open Game Content:** The Open Content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

## OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. Tome of Beasts. © 2016, Open Design; Authors Chris Harris, Dan Dillon, Rodrigo Garcia Carmona, and Wolfgang Baur.

Cartography copyright Dyson Logos, used with permission.

Some artwork copyright Hamrick Brands LLC, used with permission.

Some images used under license from Shutterstock.com

Blizzard at König's Keep is copyright 2021 Erich Jacoby-Hawkins.

END OF LICENSE

### BLIZZARD AT KÖNIG'S KEEP

Story: Erich the Fuzzy

Artwork: Matias Lazaro, Shutterstock

Cartography: Dyson Logos

<https://www.dysonlogos.com/>

Additional Monsters: Kobold Press

Created using GMBinder