

HAVEN'T VOLUNTEERED AS TRIBUTE

But still, here you are. Your mission? Entertain the gods, survive six completely unfair trials, and maybe (probably not, but maybe) earn the right to walk the Bifrost. Simple, right? Except "trials" mean things like:

- Getting fake-married to a frost giant because Thor lost his hammer and, instead of solving this like a normal god, he's throwing you into the worst wedding heist in history.
- Negotiating peace between two warring factions, only to realize the peace treaty comes with a sacrifice clause - and guess who gets to pick?
- Brewing divine ale in a giant's kitchen where the ingredients try to escape, and your only other option is answering a giant's anti-brain-cell riddles.
- Insulting the gods to their faces in Loki's roast battle. They can smite you. You can't smite back. Good luck.
- Asking Odin's sacred tree for wisdom, but surprise - it only answers the dead. So someone has to, you know... hang themselves for knowledge.
- Facing Fenrir, the apocalypse wolf, because even the gods didn't expect you to get this far.

And if you fail? Congrats! You win a bonus round of nonsense where you have to help the World Snake "chill out" before he accidentally breaks reality. No pressure.

WHY YOU'RE IN THIS MESS

So how did you end up as the gods' newest playthings? Let's explore:

- **Just Got Valkyrie-Napped:** One minute, you're vibing. The next? A buff warrior lady throws you into a fight club while Odin and friends grab popcorn. No context.
- **You Blink. Boom. Arena:** No warning. No tutorial. Other lost souls look just as confused, while Thor's already placing bets on how fast you'll get wrecked. You still don't know the rules.
- **A Squirrel Told You To, and You Listened:** A sketchy squirrel sent you a letter saying, "Run full speed into a tree." And you did. First tree? Nada. Second tree? Glitch in the matrix - suddenly you're in an arena.



STARRING:

- **Thor, Master of Thunder and Dumbbell:** Punch first, ask questions never. Believes every problem can be solved with either a hammer or more mead. Usually, he's right.
- **Freya, The Ultimate Girlboss:** War, love, beauty, she does it all. Will negotiate you into oblivion, then walk away looking flawless.
- **Loki, The Walking Red Flag:** God of mischief, bad ideas, and somehow always landing on his feet. Will absolutely help you - if it causes maximum chaos.
- **Odin, The Cryptic Daddy:** Dropped an eye for wisdom and still can't give a straight answer. Every sentence sounds like a prophecy, even when he's ordering lunch.
- **Tyr, The Wannabe Brewmaster:** Sending you to steal a magic kettle because apparently, honor requires beer.
- **Ratatoskr, The Absolute Menace:** A gossip-loving squirrel whose entire job is to make your life harder. Talks way too fast, gives horrible advice, and is definitely judging you.



ASGARD AMUSEMENT

A Cheat-Sheet DnD adventure by:
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Want the whole module?
Click here to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

INTRODUCTION

Welcome to the Asgard Trials, the celestial reality show where the gods are bored, and you're the main event. You've been yeeted into a divine arena where Thor, Loki, and the rest of the god squad are placing bets on whether you'll survive. Spoiler: They don't think you will.

Content Warning:
This adventure includes themes of suicide and other sensitive content that may be distressing to some. These topics are handled with care, but reader discretion is advised. If you find these themes troubling or difficult to engage with, please take caution and prioritize your well-being.

THOUGHT YOU HAD A PLOT ARMOR?

Dodged divine trolling? Nice. Now you gotta unlock the Bifrost Bridge - and guess who's got the tea? The Tree of Knowledge. Here's your survival guide:

Step 1: Just Look Up, Dummy

The tree is behind a magic barrier. Ignore it. The glowing runes? Also a prank. Just look up and read the very obvious inscription above you.

Step 2: Someone Has to Hang

It only answers the dead, so... Rock-paper-scissors? Anyway, someone's taking a short trip to the afterlife.

Step 3: Revive Your Friend

Your companion now has divine knowledge. Stop crying and bring them back. Healing spells, CPR, dramatic kisses - just do something.

Step 4: Bifrost Access, But Oh No - Wolf

Fenrir is here. He says you're not worthy. Your choices: fight him (painful), bind him (if you hoarded godly loot) or make him sad (existential crisis = easy win).

Step 5: Congrats! Now You're... Somewhere?

Odin claps, hands you mystical goodies, and yeets you into the unknown. Enjoy your new adventure!

ARK! PFS HMRM

SERPENT & CHILL

(A Totally Foolproof Guide to Unwinding Jörmungandr. Probably.)

Step One: Accept That Logic Won't Help

The instructions make zero sense. The gods are laughing. Just embrace the chaos.

Step Two: Find the Good Spot

Try gentle head pats, scratching a random scale, or telling him he's a good apocalypse noodle.

Step Three: Lullaby Time

Sing. Hum. Just don't mess up the lyrics or he might accidentally flood a continent.

Step Four: Tea and Vibes

Brew a calming cup of tea and set it on his coils. Will he drink it? No idea. But it's about the gesture.

Step Five: Bedtime Story

Tell him a story where he's NOT doomed. Sometimes, relaxation is just forgetting fate for a while.

If he sighs, stretches, or stops coiling tighter? Congrats, you just chilled out the End of the World.

