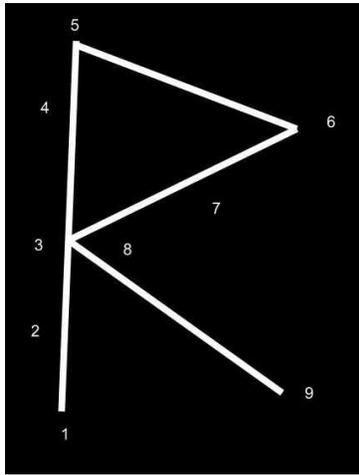


THE KVASISGALDR ROAD

a one-page dungeon of sorts, with a viking theme, prepared for the Great Khan's 1pg dungeon contest by Erik Jensen, wampuscountry.blogspot.com



A massive chalk petroglyph amidst a rocky, windswept field, the Kvasisgaldr Road is the path to wisdom. Those brave folk who journey to it prior to a great quest, war, or voyage partake of the hallucinogenic mushrooms which grow there; when night falls, they walk the road with their sword-brothers, creating unbreakable bonds and sharing an ecstatic vision which may bring illumination - or death. Only the most courageous can walk the entire rune-road by dawn and receive the boon of the wisest of the Aesir.

1 - Mind-expanding mushrooms grow at this end of the immense rune. Eating a sufficient quantity of mushrooms will induce an altered state which is shared with others nearby who also eat the fungus. As characters begin to walk the road, reality outside of the chalk beneath their feet seems to fade away into mist - there is only the Road, floating silently in infinite space, and to step off the path is death (literal or illusory). What occurs on the Road is woven of ecstatic dream-stuff, but real enough to tear flesh from bone. All distance on the map is relative in dreamspace.

2 - ghostly visions portending the doom of the traveler's upcoming endeavor; save vs spell or become despondent/fearful. The brave must convince or drag their fellows along for a turn before the effect fades.

3 - helrafn (hell-crows; treat as a mass swarm, AC9, HD 5, hp 23, 2 attacks on each traveler for d4+1) descend from the darkness in a cawing cacophony that sounds like laughter of familiar voices.

4 - three-headed troll (AC5, HD 6+3, hp 31) swings a giant two-handed maul (2d6+2) in an attempt to knock PCs from the Road. If killed, molten silver pours forth from its wounds; weapons thrust into this dream-silver thenceforth count as magic weapons for the purposes of striking certain creatures.

5 - ice-wolves, one per party member, bound forward and leap for the throat. (AC7, HD 2+1, hp 9 each) Each successful bite has a 50% chance to demand a save vs paralysis.

6 - two cups of mead sit on a small table; writing (or song) indicates that one is weal, and the other woe, but each must drink before passing. If the PCs agree to all go together and drink from the same cup, there is no ill effect. If they reason aloud that they should divide and conquer so that half of them survive to complete their mission, there is no ill effect. If, however, one or two PCs go their own way and drink from a different cup than their fellows, they have failed the test of fellowship, and must save vs poison (success 1d6 damage, failure 3d6 damage)

7 - valkyrie fly-by assault; each PC is struck at once, as a 7HD monster attack, doing 1d8+2 damage. The death-valkyries mock the bravery, lineage, and manliness of their quarry as they strike, then fly away.

8 - PCs face simulacra of themselves (same AC/THAC0/armaments but half hp) as they themselves slowly, terrifyingly turn into helrafn; defeating the simulacra dispels the transformation. If at all possible have the simulacra use the same tactics or spells etc that the PCs did at point #3.

9 - Upon completing the *Kvasisgaldr Road*, all surviving sword-brothers are granted an appropriate heavenly vision of an inspiring nature and **granted a boon** which lasts one turn of the moon (roll 1d6 or select based on the nature of the group undertaking to follow): **1-2** +1 to saves vs. poison and death magic; **3-4** +1 to hit a named, sworn enemy; **5-6** +1 on any WIS checks. When the journey is complete, dawn creeps over the horizon.