



## F O R E W O R D


Hello, planeswalker. You... strayed far from the City of Strings, I see. This world is not for the faint of heart... you know. Who am I? Oh, nothing but a simple guide. Your dear Ariadne asked me to watch over these realms, in case the Enemy returned. The Gods are Dead, you know. It's just us. Wielders of Divinity must band together in these... trying times. Eternity will return.

That is of no concern to you, is it? I... misjudged. You must not even know what the City of Strings is! Well, you did stray far... friend. Yet, not all who wander are lost. Maybe you... are exactly where you are supposed to be. Welcome, visitor, to the land of the Allfather, Inkgard. The creations of the Mad God roam these shadowy wastes. Continue on this journey at your own peril, for the path ahead is dark. We will see each other again, child of Curiosity.

Good luck.

*He Who Wears Yellow, Wielder of Madness*





I OFTEN DREAM OF A CROW IN THE SNOW. DEAD, TRAPPED  
*inside his mortal coil. He cannot fly anymore. He cannot  
even breathe. Yet, he endures, his soul anchored to the  
rotting corpse. Aware. Suffering. A spot of black in a sea  
of white. Is there a sense to his penance?*

*Why can't he move on?*

THE ANSWER COMES TO ME AS I WAKE. I SLITHER FROM  
*the bunk, droplets of ink staining the wood beneath my  
feet. It is a wonder this party hasn't killed me yet. I see  
my wretched form in the mirror, amorphous, disgusting,  
terrifying. A nightmare stares back at me. That is my  
curse.*

*I can't fly anymore.*

## DERELICT WANDERERS

The forgotten roads of the kingdom once known as Asgard still make a path through the mountains. These ancient passages once led armies into a great capital of gold, at the feet of the mighty Yggdrasill, jewel of Midgard.

Today, these pathways of stone are unkept, teeming with bandits and Harbingers. To those that cannot survive the Myrkviðr beyond the hills, this... is their only sanctuary, for the shores are taken by spirits and sea serpents. Under the cover of mountains, these derelict wanderers find refuge in barren valleys and rocky caves.

In these parts, were few Dragenfjell are found, the greatest danger are not Harbingers nor bandits, but a much more insidious creature. Stories tell of a traveler carrying an enormous bag, full of riches, through the abandoned roads—an easy prey for the desperate mountain-dwellers. That is how the monster attracts its meal.

Once it is cornered, the Cronebearer shows its true, terrifying form. The monstrous Ink-forged paralyzes its would-be attackers with blood-curling screams from a thousand mouths that sprout from its bag, only to then feed on the unfortunate creatures that fell for the bait.



### CRONEBEARER

Large aberration, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 130 (15d10 + 75)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

**Saving Throws** Con +9, Wis +6, Cha +8

**Damage Resistances** acid, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Primordial (Asgardian)

**Challenge** 10 (5,900 XP)

**Magic Resistance.** The Cronebearer has advantage on saving throws against spells and other magical effects.

**False Appearance.** The Cronebearer can appear as a hooded traveler with a really big bag on its back. After it uses its *Reveal Form* action, it cannot return to its false appearance until it has finished a long rest.

**Innate Spellcasting.** The Cronebearer's spellcasting ability is Charisma (spell save DC 16). The cronebearer can innately cast the following spells, requiring only verbal components:

*At will:* silent image, charm person, detect magic  
*3/day each:* detect thoughts, hold person, invisibility (self only)

*1/day each:* dominate person, blight

### ACTIONS

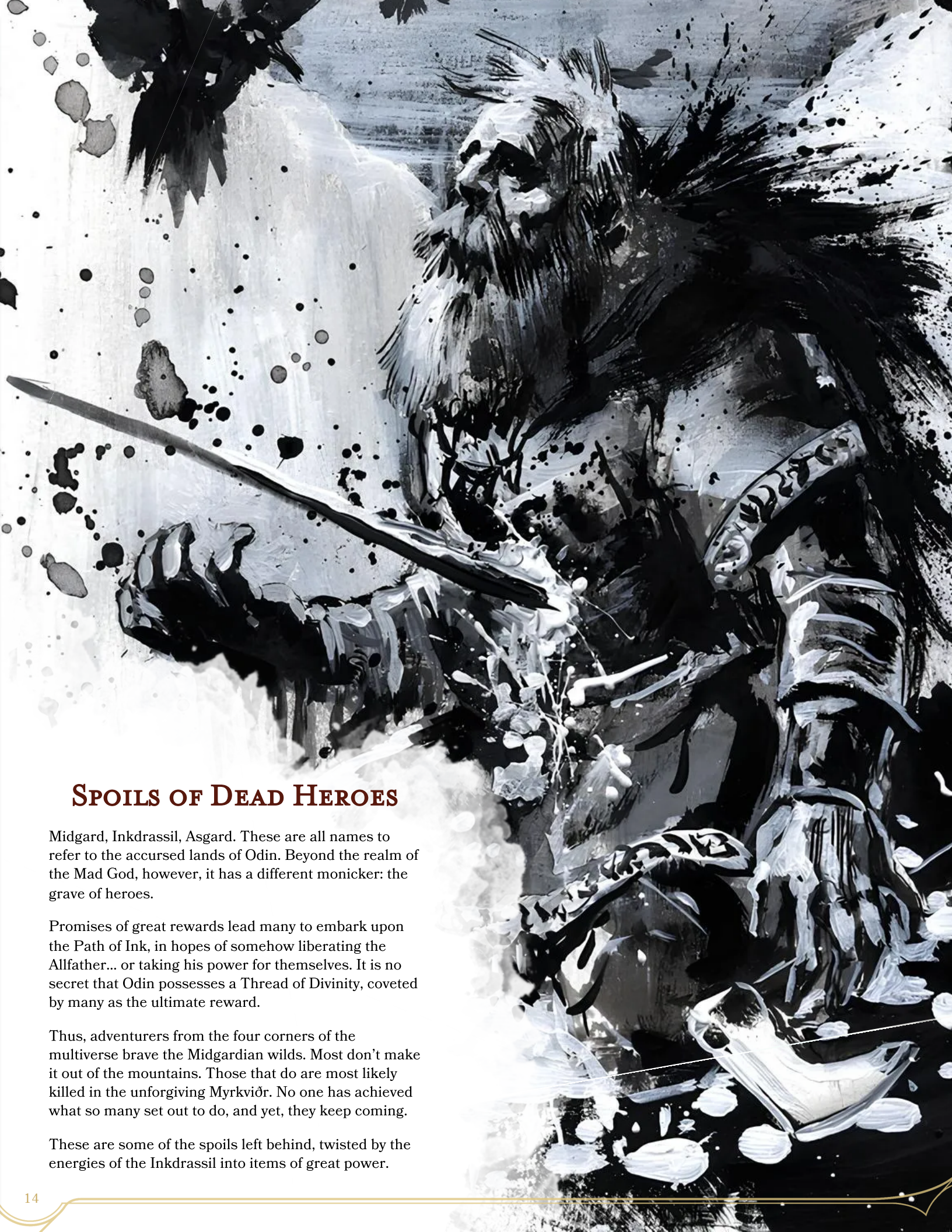
**Reveal Form (1/day).** The Cronebearer sheds its illusory facade and a thousand screams echo from the creature's mouths. It immediately uses its *Paralyzing Scream* action with a range of 60 feet instead of 30. The Cronebearer can move up to half its speed as part of this action.

**Multiattack (true form).** The Cronebearer makes three *Bite* attacks.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 5) piercing damage plus 7 (2d6) necrotic damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and suffers 11 (3d6) necrotic damage at the start of each of its turns.

**Paralyzing Scream (Recharge 5-6).** The Cronebearer lets out a blood-curling screech from its many mouths. Each creature within 30 feet must make a DC 16 Wisdom saving throw or take 33 (10d6) psychic damage and be *paralyzed*. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Cronebearer's paralysis effect for the next 24 hours, though they still take the damage.





## SPOILS OF DEAD HEROES

Midgard, Inkdrassil, Asgard. These are all names to refer to the accursed lands of Odin. Beyond the realm of the Mad God, however, it has a different monicker: the grave of heroes.

Promises of great rewards lead many to embark upon the Path of Ink, in hopes of somehow liberating the Allfather... or taking his power for themselves. It is no secret that Odin possesses a Thread of Divinity, coveted by many as the ultimate reward.

Thus, adventurers from the four corners of the multiverse brave the Midgardian wilds. Most don't make it out of the mountains. Those that do are most likely killed in the unforgiving Myrkvíðr. No one has achieved what so many set out to do, and yet, they keep coming.

These are some of the spoils left behind, twisted by the energies of the Inkdrassil into items of great power.





## RING OF ETERNAL STRUGGLE

*Ring, Artifact (requires attunement)*

This ring appears to hide within itself the power of death and rebirth, the eternal struggle, present in all Ink-forged. The battle is to the strong...

You can activate and deactivate this item by speaking its command word: Ouroboros. While active, you take 5 points of necrotic damage at the start of each of your turns and whenever you miss an attack roll. This damage cannot be resisted in any way. While active, every attack roll you land against a hostile creature deals an additional 5 points of necrotic damage and heals you for 10 hit points. If you have less than half your total hit points, you heal for 15 hit points instead.

While this ring is active, whenever you reduce a hostile creature to 0 hit points, you gain a charge. This item can hold up to three charges, that are lost if left unused after a minute. When you are reduced to 0 hit points, you can expend a charge to drop to 1 hit point instead.

You can also expend a charge to summon a powerful but risky enchantment upon your weapon. Your next melee attack deals additional necrotic damage equal to half your missing hit points, rounded down, up to a maximum of 50 additional damage. If you miss this attack, you are reduced to 0 hit points.

## VISAGE OF THE PUNISHED SEER

*Wondrous Item (mask), Artifact (requires attunement)*

This accursed mask seems made out of bark and stone... but the face it depicts looks way too realistic to be a simple carving. The eyes shine with a truth better left to the imagination.

This mask shows a terrible reality. Whoever puts it on must succeed on a DC 15 Wisdom saving throw or suffer 23 (5d6 + 5) psychic damage and be stunned by deathly visions until the end of their next turn. A creature that succeeds this saving throw can attune to the item by witnessing the prophecies that led to the seer's death. In this story, they are of Ragnarök.

While attuned to this mask, increase your Wisdom score by 2.

The mask's spellcasting ability is Charisma (spell save DC 20). You can cast the following spells through the mask requiring only verbal components:

- At will: locate object, detect magic, see invisibility
- 3/day each: clairvoyance, scrying
- 1/day each: foresight

While using this mask, you cannot be detected by divination magic unless you wish to be.





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# TO THE ARTIST, KIM HOLM

WE EXTEND A VERY  
SPECIAL THANK YOU!

