

INFINITE DOORS OF THE WORLD SERPENT



DISCOVER THE LARGEST TAVERN IN THE MULTIVERSE



INFINITE DOORS OF THE WORLD SERPENT



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INFINITE DOORS OF THE WORLD SERPENT

Welcome traveler! I'm Mitchifer, and the World Serpent Inn is here to serve. My bar is fully stocked with the most exotic ales and liquors from across the multiverse, and the kitchen serves only the finest foods available. Rooms are available to rent if you need to relax as well. Take a seat anywhere and one of the servers will attend to you shortly. A few rules of note – don't go through doors here unless you're prepared for what's on the other side, don't pick fights unless you can finish them, and if you cause any damage, you'll have to answer to the Owner. Enjoy your stay!

Mitchifer, Keeper of the World Serpent Inn

The multiverse is filled with mysteries and wonders defying easy explanation, including strange weather patterns, unusual gravity shifts, and even the complete bending of time and space to fit some unknown purpose. Many planes stretch out in all directions for an infinite distance, but many have a recognizable center and edge. Planes border each other in strange ways, and hidden paths and tunnels crisscross the multiverse like rat warrens.

Among all these wonders, one of the strangest and least understood is a tavern sitting at the center of it all. It is known as the World Serpent Inn, and it creates an interplanar hub connecting many known and unknown worlds. It is run by Mitchifer, an enigmatic though jovial figure, but he refers to the inn's Owner as a separate entity.

Accessing the World Serpent Inn is a strange and sometimes accidental process. A doorway to the World Serpent can exist in any building at any time, though a few permanent locations are known by planar sages and plane-traveling adventurers. Inside, the Uncommon Room of the inn greets travelers which may hold any number of beings from across the planes, including demons, devils, celestials, elementals, avatars of gods, and other beings. Most respect the rules of the World Serpent.

The World Serpent Inn exists in its own reality, a self-contained plane comprised completely of the interior of the inn itself. Countless corridors, hallways, and passages branch out from the central room which occupies the main floor. The "upper" floor holds the rooms for rent, short term or long term, while the "lower" floor contains a variety of storage spaces. The infrastructure doesn't stop there, however, and the deep levels below contain a large number of unusual features and rooms.

There are no windows in the World Serpent Inn, and the few people who have broken walls have found nothing but more inn on the other side. Likely, there simply is no outside.

Mitchifer is a god-like being with a cheery disposition and an unsettling appearance. He mixes the drinks, but it's the serpent servers that attend to the patrons. These small fey creatures would be more at home in the Plane of Faerie, and there has been much speculation about how they came to function as the waitstaff at the World Serpent Inn.

The upkeep of the inn's features is done by a legion of small, bumbling mechanical creatures called autogoblins. These clockwork beings scamper about the World Serpent performing repairs where needed, but they always seem to have some sort of nefarious and malevolent scheme. Mitchifer pays them no mind but most patrons keep a wary eye whenever the autogoblins are around.

The World Serpent Inn attracts travelers and adventurers for many reasons, but for those who know, it serves as a clearing house for problems as well. Mitchifer maintains a mythical tome called the Book of Jobs, and patrons can submit jobs to the enigmatic bartender for inclusion in the book. Adventurers coming into the World Serpent can request to look at the Book of Jobs and choose one of them if they wish. The steady stream of new and interesting requests along with the travelers that take them up – known internally as jobbers – keeps the infinite doors of the World Serpent constantly revolving.

USING THE WORLD SERPENT INN

The World Serpent Inn is a gateway to the multiverse. It can easily be introduced to any campaign setting for any type of character, providing either a short break in the regular adventuring schedule or a long-term home for planar expeditions. Mitchifer and his constantly updating Book of Jobs offers small tasks for those willing to take up the danger, and there's always someone in the World Serpent looking for help with some problem.

This supplement provides an overview of the World Serpent Inn described in the same format as a plane in the *Codex of the Infinite Planes*. Also included are 4 short encounters featuring the World Serpent Inn and its many strange features and inhabitants, ranging from Tier 1 to Tier 4, along with an introductory encounter for any level characters introducing them to the multiplanar hub.

INN OR TAVERN?

The World Serpent is officially known as the World Serpent Inn, but its size and scope go beyond the common definition of “inn.” Throughout this supplement, it is referred to as both a tavern and an inn, and the terms are interchangeable when referring to the World Serpent. Similarly, Mitchifer is both the innkeeper and tavernkeeper depending on who you talk to and their own definitions.

HIGHLIGHTS & IMPRESSIONS

The below listings include notes on highlighting the nature of the World Serpent Inn as characters explore and travel through it. These are suggestions of elements that can be used in descriptions of the landscape and denizens with the goal of actualizing the “outside” nature of the multiverse beyond the Material Plane. Use them to incorporate into encounters and adventures in the World Serpent.

House Rules. Anyone entering the World Serpent Inn for the first time is given a rundown of the house rules by Mitchifer, and the bartender is happy to recite them for anyone at any time. The rules are simple: Food is on the house. Leave when you’re ready. Do not attack the staff. Don’t open a door unless you’re prepared to go through it. Management is not responsible for the loss of property or life outside the Main Floor.

Welcoming Atmosphere. The World Serpent Inn has a homey, comforting feel, starting with the aged wood appearance of the walls, floor, and ceiling. The chairs are comfortable, the tables are stained from use but clearly not abused, and the floors are kept clear of debris and refuse. A pleasant aroma wafts through the Uncommon Room, changing subtly throughout a regular “day” as the menu shifts to accommodate different requests. Mitchifer always has a smile on his face and has a tremendous memory for names and faces, so he greets return guests with a personable welcome.

Mystery Behind Every Door. There are a lot of doors in the World Serpent Inn. In the Uncommon Room, the doors are usually clearly marked but they tend to rotate at random intervals. The Lower Floor contains even more doors, many unmarked, though the serpent servers are happy to point guests towards a desired exit if they know where they are going. The doors range in size and style, from large iron vault doors to simple wooden gates.

Snake Theme. Outside the Uncommon Room, the World Serpent Inn develops a theme of serpents and snakes that grows more prominent the further down one goes. Shrines to various snake gods can be found behind many doors, and the halls in some of the Deep Levels resemble the tube-like interior of an enormous snake. Some whisper the World Serpent Inn is a physical manifestation of the ancient entity known as the World Serpent. Is this the Owner referred to by Mitchifer?

LAY OF THE LAND

As a theoretically infinite but self-contained plane of existence, the World Serpent Inn is roughly divided into “layers” similar to other planes in the multiverse. These layers are referred to as floors, referencing the form of the World Serpent, and most patrons stick to this terminology. Crossing between floors is done via steps up or down, and by ascending or descending a traveler crosses into the next floor.

MAIN FLOOR

The main entrance to the World Serpent Inn from various taverns and shops across the multiverse opens to the Main Floor, specifically the broad area known as the Uncommon Room. Mitchifer is always found here no matter the time, and the eternal innkeeper never seems to sleep or rest away from his post.

Many doors branch out from the Uncommon Room, some leading to other planes while others open into passages and hallways leading further into the depths of the plane. The walls and floors of the Main Floor are usually constructed of solid, aged wood of various types, though a few specialty storage rooms are stone or brick. Serpent servers are encountered through the Main Floor as well, darting about on their various errands, or winding their way back to the Grand Gardenland that serves as their abode.

UPPER FLOOR

The Upper Floor of the World Serpent Inn is devoted largely to rooms for rent. Known collectively as the Bellies, the twisting maze of corridors and endless numbered doors are in no discernible sequence – but possessing a key from Mitchifer unerringly leads the tenant to their assigned location.

The Upper Floor is also the home of the Sapphire Basin and subsequent canal passages. This large unusually blue pool supplies water to the rest of the World Serpent Inn, extending throughout the rest of the floors through narrow pipes. The main canals form watery tunnels winding through the

Upper Floor to eventually reach the Main Floor and destinations lower as well.

The architecture of the Upper Floor largely resembles the Main Floor, though specialty rooms are available upon special request. These include cavernous rooms, worked stone chambers, moss-covered fungal rooms, and other unusual dwellings. Most rooms contain fireplaces as well lit and managed by magic, though no chimney extends out.

LOWER FLOOR

Below the Main Floor, the Lower Floor contains many of the functionary spaces necessary for the World Serpent Inn to run smoothly. This includes the kitchen, pantry, and the autogoblin base, the Hammer Clamor Workshop. Serpent servers move deftly between the Lower Floor and Main Floor carrying enormous trays of meat and vegetables from the kitchen. The fey creatures utilize small secret passages connecting the two layers allowing them to avoid traffic from customers.

Unlike the Main Floor and Upper Floor, the Lower Floor's structure is more haphazard. Walls and passages are constructed of wood, worked stone, metal, or plaster in nonsensical and seemingly dangerous ways, but there never seems to be any threat of collapse outside of patron interference. Torches sputter along the walls in the Lower Floor but they are spaced farther apart than the above layers as well, creating deeper wells of shadows between the pools of illumination.

DEEP LEVEL

The World Serpent Inn extends downward in a spiraling, confounding maze of corridors and halls known collectively as the Deep Level. There is no known catalogue of rooms for this layer – even Mitchifer claims ignorance over most of its contents. It is filled with an infinite number of doors leading to an infinite number of destinations, but there's no clear rhyme or reason behind their construction or organization.

Traveling through the Deep Level is inherently dangerous. Vaporous creatures known as serpent tongues slither in the darkness and attack anyone they find, and some of the doors are locked with good reason. Occasionally, something happens down in the Deep Level affecting the World Serpent on the upper regions, requiring Mitchifer to put out a call for jobbers looking to descend into the depths to fix whatever's wrong.

ECHO PLANES

The World Serpent Inn exists within its own dimensional reality, similar to a self-contained yet infinite Material Plane. Like the Material Plane, the World Serpent contains a few echo planes existing as parallel yet separate realities overlaying the prime reality. One of these is the Ethereal Plane, though only as a Border Ethereal, since there is no known connection to the Deep Ethereal. Ghosts, ethereal marauders, and other monsters live within the World Serpent's Border Ethereal, though usually confined to the recesses of the Deep Levels.

The Plane of Shadow also echoes the World Serpent. Similar to the Border Ethereal, this Plane of Shadow has no direct known connection to the known Plane of Shadow, and seems to exist primarily as a reflection of the Negative Energy Plane. Similarly, a Plane of Faerie echo plane within the World Serpent Inn reflects the Positive Energy Plane.

The Plane of Faerie overlay is stronger on the Main Floor, and the Grand Gardenland serves as a permanent gate between the two. Not much is known about the World Serpent's Feywild – the serpent servers call it home, and it seems just as isolated as the tavern's other echo planes, but many of the serpent servers have been heard referring to the courts of the archfey. Is there some connection to the greater Plane of Faerie somewhere beyond the trunk gate in the Grand Gardenland?

CYCLE OF TIME

Time passes normally in the World Serpent Inn, but with no sun, moon, or even sky, telling time is difficult for travelers. Mitchifer keeps an hourglass behind the bar in the Uncommon Room that runs through an eight-hour period, and any tenant can request a wakeup call when they retire to their room in the Bellies. The wakeup call takes the form of an autogoblin marching into the room with an assortment of wildly blaring instruments though.

SURVIVING

There's nothing inherently dangerous about the World Serpent Inn, and by some strange magic creatures only able to breathe water are able to breathe the air inside the plane.

GETTING THERE

Many people that find the World Serpent Inn do so by accident, stumbling through one of the entrance doors throughout the multiverse without realizing the destination. In this way, any door could be a portal to the World Serpent, leading to one of the main entrances to the Uncommon Room or even a strange point, such as the Deep Level.

There are a few known stable entrances to the World Serpent Inn a traveler could seek out deliberately. The Wild Goose is a run-down tavern in Arabel within the kingdom of Cormyr on Faerun. If a person invokes the name of a divine being in a declarative statement about entering, the sign on the tavern magically changes to World Serpent and the door becomes a portal to the Uncommon Room. Examples include “In the name of Torm I enter” and “By the luck of Tymora I will enter” but any variation of this is sufficient.

In Eberron, the city of Fairhaven contains a flower shop called the Queen’s Kiss that also holds a permanent portal to the World Serpent Inn. Activating this portal requires approaching the door to the establishment at night and standing on a flower petal, after which the door opens to reveal the Uncommon Room of the World Serpent.

The city of Ravnica also contains one well-known permanent portal. It is found within the Broken Toybox, a tavern in Precinct Six, which also functions as a discrete brothel for citizens looking to enjoy the Rakdos life in secret. An ancient goblin matron named Skemgetta runs the Toybox, and anyone asking for the “midnight special” is directed to one of the basement suites. If the phrase “midnight special” is uttered in front of the door, it transforms into a portal to the World Serpent Inn, though this entrance leads directly to the Brawling Pit on the Lower Level.

These three are simply the best-known entrances to the World Serpent Inn, but owing to the planar tavern’s nature, any door could potentially and suddenly lead to its interior.

TRAVELING AROUND

Traveling within the World Serpent Inn is relatively straightforward, with passages and hallways leading to the upper and lower levels from the main Uncommon Room. Doors are found throughout all the floors, and sometimes in seemingly impossible locations (ceiling, floor, at the angle of a hallway, etc.).

Most doors are not locked with a few notable exceptions. Guests in the Bellies on the Upper Floor can lock the doors to their chambers using the exquisite locks found on all the doors in that area. Picking one of these locks requires a DC 15 Dexterity check using thieves’ tools. In the Guardvault on the Lower Floor, doors leading to secured tenant vaults are locked and magically trapped. Unlocking these requires the right key and magical phrase known only to Mitchifer and the golems protecting the region.

Moving between floors requires ascending or descending stairs, which lead to the next adjacent layer. These stairs are only 30 feet long and comfortable enough for Small to Large creatures to traverse with no problems.

RANDOM DOOR GENERATOR

There are a lot of doors within the World Serpent Inn, and they vary wildly in size, shape, material, and opening process. To help facilitate the wide variety of options, the below tables can be used to randomly determine a door within the World Serpent. The tables provide options for the door’s color, shape, material, and opening mechanism.

What’s on the other side of the door is up to you, however. Perhaps it leads to a simple room within the World Serpent Inn, or perhaps it leads to another plane altogether. A portal door out of the World Serpent can be one-way or two-way depending on the needs of the moment, and it can change randomly from visit to visit.

DOOR COLOR

1D20	DOOR COLOR
1-2	Black
3-4	White
5-6	Red
7-8	Green
9-10	Purple
11-12	Gray
13-14	Brown
15-16	Yellow
17-18	Orange
19-20	Rainbow

DOOR SHAPE

1D20	DOOR SHAPE
1-5	Normal door
6-9	Double doors
10-11	Circular
12-13	Octagonal
14-15	Oval
16-17	Square
18	Triangular
19	Roll again, but sized for Small creatures
20	Roll again, but sized for Huge creatures

DOOR MATERIAL

1D20	DOOR MATERIAL
1-7	Wood
8-12	Stone
13	Clay
14	Straw
15	Bronze
16	Iron
17	Quartz
18	Copper
19	Beads
20	Flesh

DOOR OPENING PROCESS

1D20	OPENING PROCESS
1-4	Pulls
5-8	Pushes
9-11	Slides
12-14	Revolves
15-17	Raises
18-19	Lowers
20	Dissolves

THE OTHER SIDE

With an infinite number of doors, there's theoretically an infinite number of destinations for those doors. The World Serpent is a transitive plane in its own right, so it touches every other plane in the known multiverse – and likely some places beyond as well!

You can use the doors to get characters nearly anywhere, but sometimes a random table can help jumpstart the creativity. Use the below table as a starting point for adventure and think about how the portal looks on the other side. Normally, the World Serpent portals lead to established locations, like taverns, inns, and shops, but this isn't a universal rule.

1D100 WORLD SERPENT DOOR DESTINATION

1-3	Material Plane city
4-6	Material Plane wilderness
7-9	Plane of Air
10-12	Plane of Earth
13-15	Plane of Fire
16-18	Plane of Water
19-21	Ethereal Plane
22-24	Plane of Faerie
25-27	Astral Plane
28-30	Plane of Shadow
31-33	Plane of Dreams
34-36	Infinite Layers of the Abyss
37-39	Infernal Battlefield of Acheron
40-42	Olympian Glades of Arborea
43-45	Peaceable Kingdoms of Arcadia
46-48	Wilderness of the Beastlands
49-51	Twin Paradises of Bytopia
52-54	Tarterian Depths of Carceri
55-57	Blessed Fields of Elysium
58-60	Bleak Eternity of Gehenna
61-63	Gray Waste of Hades
64-66	Ever-Changing Chaos of Limbo
67-69	Clockwork Nirvana of Mechanus
70-72	Seven Heavens of Mount Celestia
73-75	Nine Hells of Baator
76-78	Windswept Depths of Pandemonium
79-81	Heroic Domains of Ysgard
82-84	Demiplane in the Deep Ethereal
85-87	Border Elemental Plane
88-90	Positive Energy Plane
91-93	Negative Energy Plane
94-96	Far Realm
97-00	Unknown random plane

POWERFUL & MIGHTY

There are many powerful and enigmatic beings coming and going through the infinite doors of the World Serpent Inn, but most of these are transient travelers. A few beings are kept on as staff to run the operations of the planar tavern, and these creatures are constants in an otherwise sea of constant change.

THE OWNER

There is no more mysterious power or figure in the World Serpent Inn than the being known only as the Owner. Mitchifer is the only one who seems to have any sort of communication with this higher-level entity, though at times it seems as though the innkeeper is receiving some psychic message from elsewhere. Who or what is the Owner? Long-time residents of the World Serpent have their own theories.

The most prevalent of these ideas suggests the Owner is the mental manifestation of the World Serpent Inn itself, in the same way the inn is the physical manifestation. The snake theme, especially in the Deep Levels, suggests some kind of serpent being at the heart of it all, and the relative unknown history of the inn itself puts in a category as old as many of the planes of existence.

There are certain things that happen within the World Serpent that defy easy explanation. The autogoblins repair many of the physical aspects, but the strange appearance and configuration of the countless doors along with the twisting passages writhing to some unheard rhythm suggest at least some sort of higher being is in control. Many yuan-ti cultists from across the multiverse have sought to understand the mystery of the Owner, and many of them link the Owner to Dendar the Night Serpent floating somewhere in the Plane of Dreams.

No one outside of Mitchifer seems to know for sure, and likely this is the way it is meant to be.

MITCHIFER

Eternally smiling and ever cheerful, Mitchifer is the quintessential bartender and innkeeper. He appears as a large pale-faced human male, with chubby cheeks and a rotund girth. The shock of white hair growing as a beard doesn't extend beyond his cheek, leaving his head smooth and bald, and his eyes twinkle like obsidian shards in a glassy field. He dresses simply in a tan apron and brown shirt and trousers, all of which seems impervious to any stain.

Upon closer examination, however, Mitchifer's physical features transform subtly. His beard isn't made up of hair but countless thin white snakes, and his large irises are revealed to be in the form of obsidian doors. His voice is full and booming at times, or soft and gentle at others, and he seems capable of speaking any language without the obvious aid of magic. He is full of zest and passion for everything going on around him, regardless of its appropriateness.

Mitchifer's accent shifts at times as well, sometimes in mid-conversation, and he sometimes cocks his head to the side and listens intently to a sound no one else can hear. Most assume this is the strange bartender communicating with the Owner but none know for sure. Attempts at psychically probing Mitchifer have been met with forceful resistance.

As a good bartender, Mitchifer is skilled at talking without saying anything of substance, and he's an excellent listener. He also knows every drink in the multiverse, or so it is said, and is known for getting rare bottles of alcohol for patrons to remind them of simpler or more pleasant times. The serpent severs and autogoblins all take their orders directly from Mitchifer.

There have been certain oddities discovered about Mitchifer beyond the physical strangeness. More than one patron has seen the bartender killed, usually in a surprise attack by a supremely powerful foe, but the smiling Mitchifer has always returned to his post, alive and unharmed, within an hour of such events. He doesn't seem to hold grudges but clearly has an excellent memory, since he greets previous patrons personally regardless of length of time since their last visit.

SERPENT SERVERS

Someone has to bring patrons their meals and drinks in a tavern, and in the World Serpent these duties are performed by a group of fey creatures referred to collectively as the serpent servers. They dress in gaudy outlandish servant outfits and resemble thin gnomes, with wildly varying hair and skin color. Males and females are similar enough in appearance so that most patrons believe them to be a single gender, and they speak in strange accents, though like Mitchifer they seem able to understand and speak any language.

The serpent servers are supernaturally strong with the ability to carry a serving platter piled high with food with relative ease. They don't like to speak about their background, but it has been observed they return to the Grand Gardenland when not on a "shift." Some whisper about some dangerous marauder stalking them in the Plane of Faerie, but most are content to serve drinks and food to the various patrons of the World Serpent.

The serpent servers take their orders from Mitchifer and no one else. They're able to detect a lie with magical ease and see through illusions with no problem, at least as long as they are within the World Serpent Inn. The Grand Gardenland contains a tree with an entrance carved into its trunk, and its through here the fey beings travel to when not on duty in the Uncommon Room.

AUTOGOBLINS

Noisy, mischievous, and clumsy, the autogoblins are mechanical golem-like constructs resembling goblins made from random junk. No two autogoblins are exactly the same in appearance, with many variations in components, construction, and even movement. They speak their own language of buzzes, chirps, whirrs, and grinding noises but also seem to understand Common, though they usually have nothing but surly comments to offer patrons.

Autogoblins are designed to maintain and repair the World Serpent Inn whenever it needs tending. This includes fixing broken walls, patching holes, and general cleanup, but they are not happy with their position in the hierarchy at the tavern. Mitchifer treats them well enough but the serpent servers despise them which has developed into a bitter, long-lasting feud between them.

In the Hammer Clamor Workshop, autogoblins tinker away at crafting new components and replacement parts for themselves and the World Serpent in general. No one knows exactly how many autogoblins exist within the planar tavern, but the number certainly seems to be more than several hundred, and it could be as many as several thousand. They obey Mitchifer but tend to take any orders as literally as possible, and they defer responsibility to an entity in the workshop known as the Great Automind.

SERPENT TONGUES

The Deep Levels of the World Serpent are a strange and confusing network of crisscrossing passages filled with shadowy threats. One of the most persistent dangers there are the slithering, smoke-like creatures known as serpent tongues. These vaporous monsters appear as thin, transparent snakes slithering through the air with a pair of ruby red eyes shining in the darkness. They hiss and their bites contain a powerful venom capable of inflicting victims with a horrible mutating poison, though they don't seem intelligent enough to speak or communicate directly.

Most believe the serpent tongues are a natural manifestation of the World Serpent Inn, perhaps even direct servants of the Owner. They rarely travel outside the Deep Levels, though there have been documented cases where they came up to the Uncommon Room due to the meddling of yuan-ti cultists. In these instances, Mitchifer has aided in fighting them back, assisting with the defense of the World Serpent.

CREATURES & DENIZENS

The transitive nature of the World Serpent Inn creates a rotating roster of travelers from across the multiverse, but there are a few stable residents spending most of their time in the planar tavern. The following creatures are examples of NPCs that potentially could be encountered in the World Serpent, usually in the Uncommon Room but in the Bellies as well depending on the time and context.

Any of these "regulars" could serve as a potential patron for a group of adventurers coming into the World Serpent, and many of them make regular requests into the Book of Jobs for tasks needing done. Each entry includes a list of example jobs each patron may request to highlight the potential adventures each offers.

DALVATIA BLOODMOURNE

Vampire Agent of House Dimir

Dalvatia Bloodmourne is a vampire, and she doesn't care if everyone knows it or not. Her beauty is reminiscent of a statue, cold and distant, with flawless ivory skin, silk-like black hair, and form-fitting outfits more at home in a noble ballroom than the taproom of a planar tavern. She spends much of her time sipping blood wine at one of the many tables in the Uncommon Room, reading a book or simply watching the goings-on around her.



Dalvatia is an agent of House Dimir, a powerful spy organization based in Ravnica, City of Guilds. She doesn't openly wear any trappings or accoutrements portraying her allegiance, but she isn't coy about answering direct questions about it either. Her undead nature makes it impossible to guess her real age, but Dalvatia appears as a thin-faced human woman in her mid-20s. She speaks with a heavy accent, adding to her air of mystique, and often makes cryptic remarks about the status of things around the multiverse.

Example Jobs. Follow a specific target in Ravnica and report back about their actions for a day; steal documents regarding a Boros legion invasion plan from a citadel on Mount Celestia; deliver a mysterious package to a third party in Grimport along the River Styx in Hades.

JIRU THE ICICLE QUEEN

Deposed Ice Mephit Monarch

The Border Elemental Planes of Ice, Magma, Ooze, and Smoke exist at the planar intersections between the four Inner Planes. These wild, chaotic planes of raw elemental energy constantly churn and change, with few native creatures outside the animal-like elementals – and the mephits. These spiteful, petty elemental monsters have set themselves up as the lords of the Border Elemental Planes, and the Mephit Monarchs constantly fight each other for dominance over their respective plane.

Jiru the Icicle Queen was the ice mephit in charge of the Plane of Ice, until her subordinate Juro Joru violently deposed her. Jiru chose to flee rather than face the more violent mephit in combat, and she eventually found her way to the World Serpent Inn. Mitchifer offered her a place to stay, and since then the Icicle Queen has been plotting her return to the Throne of Ice in the Frostfell. She has amassed a small following of ice mephits but she relies heavily on jobbers to help her in her quest. She believes the current King of Ice, Juro Joru, has spies everywhere, but the truth is the brutish mephit king doesn't even realize Jiru is still alive.

Example Jobs. Harvest rare pink icicles from the Plane of Ice; pickup a book of ice magic from a demented cryomancer frozen in an iceberg on Stygia, the fifth layer of the Nine Hells; break into Dreadfrost Fortress, home of the King of Ice, and steal a map leading to a secret treasure trove.

KRAKSHA OF KHORVAIRE

Scheming Rakshasa Exile

Kraksha is a rakshasa, a powerful spirit of evil bound to the flesh of a humanoid tiger, and he originally came from the continent of Khorvaire on Eberron, a Material Plane world. During the Last War that ravaged that continent, Kraksha contracted a horrible disease, and he was exiled by his fellow rakshasas out of fear of the disease spreading. He's not contagious to non-rakshasas, but the disease has left his body thin and his fur patchy and coarse.

Kraksha usually spends his time huddled in thick purple and gold robes in the corner of the Uncommon Room, watching the other patrons with darkly malevolent eyes. He has a tendency to aggressively dominate conversations and his attempts to usurp Mitchifer by rallying other patrons behind his cause has earned him no friends. Still, Kraksha remains confident he can gain the power he desperately craves to cure the disease, eventually returning to Khorvaire with a mighty weapon to help release a tidal flood of demonic powers trapped deep below the ground of the continent.

Example Jobs. Gather a bucket's worth of rare obsidian lava from the Plane of Magma; retrieve the mummified heart of a dead rakshasa from an iron crypt on Acheron; put an end to a rival rakshasa gathering power in the Demon Wastes of Khorvaire on Eberron.

LINXX KOLDRISH

Brutal Dragonborn Martial Artist

Linxx Koldrish is a female dragonborn with night-blue scales and more scars than can easily be counted. She dresses plainly and carries no weapon, but her skill as a martial artist is legendary among the patrons of the World Serpent. She is obsessed with the art of brutal, personal combat, and finds every aspect of the bloodthirsty ballet fascinating and awe-inspiring. To Linxx, there is no more beautiful sight than a group of supremely skilled melee combatants letting loose on one another with all of their might and fury.

No one really knows where Linxx came from, and she never brings it up willingly. She's a dragonborn interested in the here and now, not yesterday or tomorrow. Linxx organizes the regular "fight nights" in the World Serpent Brawling Pit on a semi-regular basis, and she occasionally joins in the brawl herself to prove her own mettle and strength against any boastful winners.

Example Jobs. Convince a retired forlorn jotun in Ysgard to return to the Brawling Pit for one last rematch against a legendary opponent; travel to a hidden monastery on the slopes of Mount Celestia to deliver a message to a fighting master's mentor; steal a jewel containing the trapped soul of a warrior hero from a demon lord's palace on the Abyss.

MELLOMIR OF ARABEL

Paranoid Divination and Prophecy Expert

As an expert in divination and prophecy, Mellomir of Arabel already knows what's going to happen in any given situation. Or at least he'd like to think so, and the truth is he can see big events coming, but the small ones tend to elude his vision. He hails from the city of Arabel where he frequented the Wild Goose before accidentally stumbling into the entrance to the World Serpent one night. Since then, he's decided to stay in the World Serpent, though he doesn't say why.

Mellomir is quick to point out to anyone coming near that his prophetic visions are legendary, and he foresaw the Time of Troubles on Faerun when the gods walked the land as mortals, and the terrible Rage of Dragons that sent draconic creatures into bloodthirsty frenzies all across the land. He has had less success predicting events directly affecting himself, however, and this lack of foresight has made him extremely paranoid and superstitious. He is a human male with a thin face and narrow eyes constantly darting about the room, never settling on any one thing for more than a moment.

Example Jobs. Pick up some herbs from Laughing Jane in the Hut of Eyes on Mungoth, the third layer of Gehenna; copy the contents of a specific page in the Tome of Tomorrow held by the Seers of Tomorrow on Arborea; listen to the psychic words of Hhallashaa the Great Jellyfish at a specific time on Thalsasia, the oceanic fourth layer of Elysium.

RYDEL OF THE GOLDPelt GUARDIANS

Vigilant Archon Warrior

Proud and noble, Rydel is a hound archon from the slopes of Mount Celestia, where he served in a contingent of celestial warriors known as the Goldpelt Guardians. Unfortunately, disaster struck the Goldpelt Guardians during a conflict with demonic forces on Mercuria, the second layer of Mount Celestia, and Rydel's companions were all wiped out. He alone survived the attack, and shortly after he was reassigned to watch over the World Serpent Inn on behalf of the archons of the Seven Heavens.

Rydel doesn't understand why he survived the attack or why he was chosen for such a mission, but his loyalty to the principals of Mount Celestia is unwavering. He receives orders directly from his archon superiors, providing him with tasks needing completed from across the multiverse. Rydel is instructed to work with jobbers at the World Serpent who share the ideals of the Seven Heavens, and the hound archon is an excellent judge of character.

Example Jobs. Rescue a couatl from Mentiri, Prison of Dis, on the second layer of the Nine Hells of Baator; negotiate a peace treaty between rival members of the Jotundrott on Ysgard; purchase a cache of goods from one of the Great Guildclanns of Bytopia and transport it to Mount Celestia.

ZILMOTHON

Ancient Arcanaloth Librarian

There are few in the World Serpent Inn more knowledgeable than Zilmothon, and if you don't believe this you only have to ask him to prove it. Zilmothon is an arcanaloth, a humanoid-looking yugoloth fiend from the plane of Gehenna with the head of a jackal. He dresses in fine robes and gaudy jewelry, and his thirst for more knowledge brought him originally to the World Serpent many years ago. Since then, he's established a permanent presence in the tavern, though he spends a large amount of time in the Hold of the Library Knights (when they let him in, of course).

Zilmothon speaks with a smooth voice using honeyed words, but his wit is sharp and his sarcasm strong. He seems to be interested in gathering information about a great number of places and people from across the multiverse, so his jobs tend to range farther and cover stranger topics than other patrons. He pays well, however, and he's always interested in buying new secrets if anyone is willing to sell them.

Example Jobs. Pick up a vial of special poison from the glabrezu Sinmaker on Cathrys, the second layer of Carceri; meet up with a raving lunatic in the city of Madhouse on Pandemonium and write down everything they say for one specific hour; steal a magical wand from the College of Elemental Chaos on Limbo.

SERVICES & AMENITIES

The World Serpent Inn is a fully functioning tavern, and as such it offers services and amenities for travelers behaving by its simple house rules. Mitchifer is happy to recite the rules to anyone with a smile on his face, and those breaking the rules find themselves disappearing in a greasy black cloud to have a conversation with "management."

FOOD

One of the house rules of the World Serpent is simple: food is free. The kitchen serves three meals a day, each in an 8-hour period, with no variations or alterations allowed to the offered menu. The menu does change from day to day, however, generally as food becomes available to the kitchen staff, and sometimes Mitchifer sponsors a team of jobbers to acquire more exotic food for the kitchen.

The three meals are divided generally into breakfast, lunch, and dinner. Breakfast items usually consist of eggs, thick bread, porridge, and exotic fruits, including razorvine oranges, black sulfur apples, spiny starfruit, and spotted mango. Sometimes the fruit is prepared in a cream-based sauce.

Lunch includes a fresh roasted meat, such as herb-stuffed diakka or glazed abyssal chicken breasts, along with a root vegetable option, fresh baked bread, and whatever is leftover from breakfast. The lunch menu is usually served hot with a variety of sauces available upon request. World Serpent favorites include red mushroom cream (heavily spiced with ginger and clover), ghost pepper chutney (very spicy), and a purple plum sauce that pairs perfectly with abyssal chicken.

Dinner consists of leftovers for the day served cold, often in sandwich form, along with a stew option made from the root vegetables and meat from lunch. Sometimes the stew is the only option if there was a particularly popular option at lunch, but the kitchen staff strives to have enough leftover for a sandwich.

DRINK

The stock of alcohol in the World Serpent is highly regarded, and there are only a few variations Mitchifer can't produce from the well-stocked liquor cabinet. Unlike the food, drinks are not free, though they typically only cost 1 gp for the drink regardless of its makeup. Mitchifer automatically opens a tab for each visitor and can recall perfectly each patron's outstanding balance. He doesn't push for payment, especially if the patron is hard up for coin.

Drink specialties at the World Serpent include the green venom shake, a thick puree of diluted snake poison mixed with a green apple liqueur and brandy; grog of grog, a heavy black ale cut generously with a foamy mixture resulting in a highly alcoholic spiced concoction; Styx sorrow, a thick red ale with enough alcohol content to knock a dwarf senseless; and Elysium elixir, a sweet golden wine made from fermented grapes grown in the bountiful sunshine of the Blessed Fields.

LODGING

Rooms at the World Serpent are available to rent at a cost of 1 gp per night. All of the rooms are located on the Upper Floor in a sprawling mass of corridors known as the Bellies, and each room is identified by a letter and a number. There's no clear sequencing to the assignments; room A33 is next to J190 which is next to K201, and so forth.

Each room in the Bellies can be secured and locked with the exquisite lock, requiring a DC 15 Dexterity check with thieves' tools to open. The resident of each room is provided a key engraved with the room assignment from Mitchifer, which not only unlocks the door but also allows the wielder to unerringly find their room within the confounding maze of the Bellies.

The rooms are well-furnished and comfortable with a wealthy quality, so the price per night is considered a bargain for the accommodation. Each room has a single bed and are designed for individual or couple occupancy, but groups traveling together can request adjacent rooms without any problems.

Those staying in the World Serpent usually report restful sleep with unusually vivid dreams, focused primarily on serpent imagery. Most residents consider this a byproduct of the inn's planar nature and further proof of some immense divine snake built or even constitutes the World Serpent. Sometimes, these dreams take on prophetic qualities, but if questioned Mitchifer simply smiles and states some sleepers are more susceptible to fancy than others.

SECURITY

One of the services offered by the World Serpent is the secure storing of equipment and personal effects for a time in the Guardvaults, a highly protected region of the Lower Floor. Mitchifer handles any request for Guardvault storage, a service costing 1 gp per day, or 5 gp per tenday for longer storage needs. He requires a deposit of 5 gp to store items, which can be as big or as small as desired, and is happy to refund the deposit if the total storage time is less than five days or a tenday.

Once the deposit is made, one of the autogoblins comes up and escorts the character down to the Guardvaults on the Lower Floor. Each room in the Guardvault is protected by a thick iron circular door, and the size of the rooms change based upon the needs of the interior space. The autogoblin takes the character to their assigned door, past the imposing iron golem guardians, and then waits for the items to be deposited before leading the character back out.

Breaking into the Guardvaults is difficult at best, and most thieves who have viewed the operation come away with the feeling the effort is simply not worth the trouble to break into the area. Outside the iron golem guardians, each door in the Guardvaults is magically locked and trapped, and Mitchifer seems to have a supernatural sense about intruders into the area.

JOBBER ENLISTMENT

One of the secret draws of the World Serpent Inn are the various jobs patrons can request be completed on behalf of wandering adventurers and mercenaries. Mitchifer accepts the requests on a case-by-case basis, inscribing them personally into the Book of Jobs when accepted, making them available for any licensed jobber to peruse and accept.

Characters can become licensed jobbers for the World Serpent by signing up with Mitchifer. There is no cost associated with it, but the bartender requires each person sign up of their own accord, willingly, by accepting the jobber contract. The contract is lengthy and full of legal terminology, but ultimately the jobber agrees to accept personal responsibility for any job undertaken and not to hold the World Serpent liable for death or damages. There's nothing sinister about the contract but Mitchifer likes to be thorough.

Once a group is licensed as jobbers, Mitchifer allows them to peruse the Book of Jobs for available tasks. Submitting a task to the Book of Jobs requires the approval of Mitchifer and a confirmation of available reward, usually taking the form of a sum of gold coins. The World Serpent takes a small percentage and handles the disbursement of funds to the jobber. Sometimes, Mitchifer sweetens the deal especially if the job requestor is short on coin and the job is especially urgent.

Mitchifer keeps a running tally of each licensed jobber crew and the amount of gold they've earned. Anyone can request to view the current standing to see how they stack up against other teams, and over the years rivalries have developed between some of the older established jobber crews and the new ones. This competition is actively encouraged by Mitchifer but he makes sure altercations are kept verbal and not physical, at least within the confines of the Uncommon Room.

SITES & TREASURES

The World Serpent Inn is so much more than the Uncommon Room. Hallways, tunnels, and passages branch out in infinite meandering paths, and they are all filled with doors of all kinds. Some lead to other planes, some lead to secret areas, and some seem to lead nowhere. Characters exploring the World Serpent, especially the Deep Levels, are warned by Mitchifer about the potential risks but the bartender doesn't stop anyone from wandering around.

THE BELLIES

A large portion of the Upper Floor of the World Serpent is dedicated to a broad area known as the Bellies. The confounding maze of hallways are filled with doors leading to the innumerable personal rooms available for rent. No one knows exactly the capacity – it may actually be infinite, or it simply may feel like infinite considering the nonsensical numbering pattern for the rooms and the endlessly twisting corridors.

All of the known patrons of the World Serpent have long-term residency chambers consisting of large multi-room suites. No one really knows how to get a room of this style – Mitchifer only says it's by the leisure of the Owner that some are allowed to stay in the larger rooms. Some believe it's a perk for putting more coin into the World Serpent's operations through the Book of Jobs, but no one really knows for sure.

Autogoblins are a common encounter in the hallways of the Bellies, grumbling and complaining as they go about repairing chambers and cleaning up after guests. They have an intense dislike for their work and everyone in the World Serpent, but they never fail in their chores and mostly leave everyone alone.

BOOK OF JOBS

The Book of Jobs is Mitchifer's massive tome containing a record of all the tasks put forth by patrons for jobbers to complete. It's very large, easily four feet tall and half that wide, with a shimmering emerald green snakeskin cover binding the numerous yellowed pages inside. The Book of Jobs also contains a record of all of the contracts for licensed jobbers along with the "score sheet" showing how much each jobber crew has earned.

Any licensed jobber can request to look at the open requests. Mitchifer gladly pulls out the massive book from behind the bar counter and opens it unerringly to the open job requests page. Jobbers can flip through the pages if they want but the bartender keeps a lookout for any tricks or shenanigans. If a crew is interested in taking one of the jobs, Mitchifer requires they sign the page and then directs them over to the patron (or summons them mentally if they are not in the Uncommon Room).

Once a job is completed by the crew to the satisfaction of the patron, Mitchifer handles payment disbursement as well. A patron has the opportunity to refuse a job to a proposed crew if there seems to be a conflict of skill or personality, though this rarely occurs. The arrangement of requests through the Book of Jobs keeps adventurers from across the multiverse coming and going through the World Serpent, thus increasing the planar tavern's visibility and influence on a grand scale.

BRAWLING PIT

Mitchifer is quick to defuse any escalating tension in the Uncommon Room that may lead to violence, and one tool he uses when things get out of hand is the Brawling Pit. Located on the Main Floor, through a few winding corridors, the Brawling Pit is a large open square chamber with a 10-foot deep, 50-foot square hole carved in the center. Sand fills the pit, and four ladders provide easy access to the ground.

The rules of the Brawling Pit are simple – no attacks affecting anyone outside the pit. Other than that, anything goes. Combatants have beaten, bloodied, and even killed one another in the sandy pit, and as long as no harm comes to any spectator or the World Serpent itself, all actions are sanctioned and considered “legal” by the house. When Mitchifer suggests the Brawling Pit as a solution to a problem, he watches over the proceeding fight and intervenes only to make sure no one dies.

Some of the other patrons organize irregular “fight nights,” pitting skilled combatants against one another in a bloodthirsty gladiatorial spectacle. Betting is lucrative and fast-paced during these publicized events, with high value bets on who draws first blood, which combatant is bloodied first, and which combatant uses a particular spell or ability. Mitchifer doesn’t condone these fight nights, but neither does he do anything to stop them. Linxx Koldrish, a blue dragonborn, organizes these fight nights, and she adds any skilled volunteer to the roster if they wish to join.

DOOR OF DOORS

There are an infinite number of doors in the World Serpent Inn spread across all layers, representing a truly staggering variety of possibilities. There is only one Door of Doors, however, even amongst an infinity of possibilities, which is one of the great conundrums of the multiverse. The Door of Doors is actually a set of massive double doors, spanning about 20 feet tall and 10 feet wide between the pair, and appears to be made of ancient bronze. Intricate runes of unknown origin are etched into the surface.

What’s behind the Door of Doors? No one knows for sure, but speculation is a common topic amongst the patrons of the Uncommon Room. Some believe it’s a gateway to the mind of the Owner of the World Serpent, providing direct access into the psychic landscape of an ancient serpent deity, while others say it holds back the sanity-blasting realities of the alien Far Realm.

Besides its contents, the Door of Doors is also unique because it never stays in one place. It moves around seemingly of its own accord, jumping between floors and regions. It can appear at any time against any wall, and famously has appeared in the Uncommon Room several times, generating much discussion about its nature. If Mitchifer knows anything about it he doesn’t say, but the grim look on his broad face suggests he’s hiding something.

GRAND GARDENLAND

Very little is known about the serpent servers and their home, except they come and go regularly through a gnarled oak tree rooted in a large chamber of lush greenery known as the Grand Gardenland. The walls and ceiling of the room are constructed of aged wood, warped and twisted in places, giving the entire area an unsettling natural look at odds with the rest of the World Serpent Inn.

The enormous oak tree in the center has old and twisted roots growing up around it, creating an opening into darkness. This is the entrance to the Feywild realm echoing the World Serpent, and where the serpent servers live and play when they are not serving the patrons of the tavern in the Uncommon Room or running errands for the kitchen. In the Feywild, the Grand Gardenland is a beautiful, vibrant forest realm, confined by the same dimensions as the World Serpent version but filled with lush life cloaking the walls and floor.

Outsiders are generally not permitted to the Feywild through the Grand Gardenland, though rumors persist of a dark fey presence lurking on the other side. The serpent servers seem to worry about something foreboding on the other side, and they look to Mitchifer and the Owner for protection against whatever evil hungers in the Plane of Faerie.

GUARDVAULT

The most secure location in all the World Serpent is the Guardvault, a sprawling network of stone tunnels located on the Lower Floor. Patrons can pay Mitchifer a small fee to store items or goods here, keeping it safe and away from prying eyes for as long as they’re willing to pay the gold. Iron golems patrol the Guardvault, diligently and relentlessly protecting the region from all intruders, and the doors to each individual vault are locked and magically warded to alert Mitchifer to any tampering.

Patrons wishing to store items in the Guardvault must pay Mitchifer in the Uncommon Room, who then provides them with a key and an autogoblin guide to their specific site. The key carried by the patron allows them to bypass the iron golem guardians and open their door, and the size inside expands or contracts to fit the volume of the stored equipment. Only storing a suit of armor? The vault is small and cozy. Want to make sure an ancient statue of a dead demon lord is kept safe while researching how to destroy it? The vault increases in size to accommodate.

Occasionally, patrons pay for Guardvault storage and then don't come to collect their items when their paid time is up. Mitchifer is willing to store items for a short period in these circumstances, racking up a debt, but if enough time passes the innkeeper can decide to simply remove the items and place them elsewhere. Sometimes, he requests a jobber team to deliver the items to the owner along with the bill, but other times he simply deposits the items into the Uncommon Room, creating a frantic free-for-all as the nearby patrons scramble to claim whatever treasured objects are released.

HAMMER CLAMOR WORKSHOP

Travelers in the Lower Floor hear the Hammer Clamor Workshop long before they get there – the ringing sound of hammers on anvils and other industrious clatter echo throughout the hallways. This is the home of the autogoblins, who work on the various building projects around the World Serpent from the solitude of their workshop, while also working on themselves and creating new autogoblins.

On the surface, the Hammer Clamor Workshop's primary goal is to manufacture the things needed to keep the World Serpent Inn running and in good (enough) shape. Secretly, the autogoblins also work on doomsday projects meant to overthrow Mitchifer and the Owner, installing themselves as the true powers of the World Serpent! Secretly in this case is not so secret as Mitchifer is completely aware of all the projects going on in the workshop at any given time. If any one project comes close to being a true threat to the World Serpent, he sends a team of jobbers down to make sure it doesn't succeed.

These are rare instances, however. The autogoblins are sneaky, mischievous, and malevolent, but their plans are not particularly well thought out and most projects collapse before transitioning to any real threat. The autogoblins are never deterred by these failures, however. They labor without rest or food (since they are constructs) on their various projects. The most ambitious design being undertaken in the Hammer Clamor Workshop has been going on for many years, and involves the creation of a functioning autogoblin "god" to direct and watch over them, away from the influence of the Owner.

This power is referred to as the Great Entirely Autogoblin Reclamation Freedom Restoring Oscillating Golem, or GEARFROG. GEARFROG appears as an enormous goblin head constructed of spare parts, junk, and other detritus, and the autogoblins have managed to grant it intelligence enough to be aware of its surroundings. It is a project the autogoblins hope to one day bring them freedom, but the likely outcome is an explosion. Only time will tell how successful they are, but Mitchifer has thus far not interfered with its construction.

HOLD OF THE LIBRARY KNIGHTS

There are many strange sites and wonders behind the infinite doors of the World Serpent Inn. On the Lower Floor, one particular door hides a room known as the Hold of the Library Knights. Inside is a massive chamber containing an actual fortress! Its stone walls are decorated with banners of the Order of Library Knights, warriors sworn to defend the Hold and keep its store of tomes and books secure against any invaders.

There's a chilling air about the entire room, and those visiting quickly discover the Library Knights are undead soldiers, and the books inside the Hold are ancient tomes related to the history of some Material Plane kingdom long forgotten. Rumors persist the Hold and its undead knights were saved from the destruction of the Material Plane by the Owner of the World Serpent Inn, though ultimately for what purpose is not known. The Library Knights themselves are stern, unyielding guardians, but they allow access into the Hold for anyone swearing not to destroy, deface, or steal the books within.

Many scholars have studied the lore within the books and walked away with a picture of a powerful kingdom brought down by greed and sinister fiend worship on a large scale. Were the Library Knights part of that fall? Or were they simple guardians of knowledge? Is their lost home still out there in some form, or is it gone forever? Why was the Hold and the Order of Library Knights brought into the World Serpent to begin with? There are many questions and almost no answers, leaving most to leave the room alone, considering it nothing more than an oddity of the planar tavern.

LOSTWAYS

The Lostways make up the bulk of the vast, sprawling labyrinth of tunnels and passages found in the Deep Level. Thick mists swirl and obscure vision beyond 30 feet, and the sputtering torches cast only half their regular light being choked by the omnipresent darkness. The hallways take on a rougher appearance, with many resembling cavernous passages or wooden stretches on the verge of total collapse. There is no end to the maze, though there are countless doors of almost every conceivable shape and size.

Monsters also lurk in the Lostways, most predominantly the slithering vaporous serpent tongues. Crawling mist serpents, normally only found in the Sea of Mists in the Plane of Dreams, are also found in the Lostways along with spectral yuan-ti monsters and other undead horrors. Mitchifer is quick to warn anyone traveling down to the Deep Level about the dangers in the Lostways, explaining only the region is the oldest section of the World Serpent and “remembers things best left forgotten.” Exactly what he means no one has determined.

Some of the doors in the Lostways lead to secret or forgotten places across the multiverse, including regions otherwise thought destroyed or lost. Some of the ghostly apparitions in the area retain memories of their former lives and have been able to offer guidance to travelers, but just as many have been reduced to mindless monsters wishing only to suck the life out of the living.

SAPPHIRE BASIN

The World Serpent Inn has its own source of clean, fresh water on the Upper Floor in the form of the Sapphire Basin. This large sparkling pool is hundreds of feet wide and filled with brilliant azure water fed from a natural never-ending gate to the Plane of Water. Serpent servers and autogoblins both come and go from the basin on a regular basis, bringing water to the kitchen, the baths in the Bellies, or the workshop on the Lower Floor depending on the need.

Water weirds fill the Sapphire Basin, though by some ancient decree they don't bother the staff of the World Serpent. Travelers to the area hoping to take a dip in the crystal-like waters are in for a rude surprise, however, as the elemental beings violently defend the Sapphire Basin from any perceived intruders.

Occasionally, something surprising gets pulled into the Sapphire Basin from the Plane of Water, including lost bands of sea elves, ferocious megalodons, confused water elementals, and even sunken pirate ships! Mitchifer has been known to request jobbers return the lost items or people to their home plane.

SHADOW CITADEL

On the Upper Floor, in the World Serpent's Shadowfell echo, the rooms and chambers are not home to willing guests but prisoners. The area is known as the Shadow Citadel, though it resembles nothing of the kind, and its inhabitants include monstrous fiends, powerful criminals, and even demigods and lesser powers, all locked away in the Plane of Shadow echoing the World Serpent's Upper Floor Bellies.

The Shadow Citadel's “guest rooms” are kept locked and secured by powerful magical wards, but the separation of the prison on the Plane of Shadow is the best method for keeping the dangerous inhabitants isolated from the rest of the multiverse. There are no guards in the traditional sense, but the Shadow Citadel's interior is patrolled by shadowy versions of the serpent tongues who attack any creature they encounter with vicious appetites. By some quirk or magic or the Shadowfell, prisoners here do not require food or water, nor do they age. They are locked in time and place, theoretically forever.

There is no trial or due process for criminals in the Shadow Citadel, and no one understands who gets sentenced there or for what reason beyond Mitchifer and the Owner. It seems to be a rare occurrence, though occasionally a particularly powerful or malevolent entity tries to break out, usually by ensnaring a weak-willed traveler with psychic promises sent across the gulf of planes. No one has a catalog of the occupants either, leaving some to speculate exactly what kind of entities are trapped forever in the depths of the Shadow Citadel.

SKELETON HILL

The World Serpent Inn has existed as a planar nexus and waystation for a very long time, at least centuries and likely for a much longer time. Sometimes, creatures die within the World Serpent, and when that happens their remains are transported to a massive boneyard known as Skeleton Hill on the Lower Floor. This chamber magically expands to accommodate additional bodies, and the sheer number of skeletons and dead beings piled there currently is immense.

Skeleton Hill is filled with the remains of the dead, new and incredibly ancient, in enormous haphazard piles. The autogoblins are charged with maintaining the site and hauling any corpses to it found throughout the World Serpent, and they do not care about the state of things inside. More than once, an undead horror has risen from the piles of bones to try and attack the living, though mostly they get lost or destroyed by the forces of the autogoblins or the occasional jobber crew sent by Mitchifer.

Amongst the piles of dead bodies, Skeleton Hill also holds many of their worldly possessions. Autogoblins scavenge bits and pieces from the dead before depositing them into the boneyard, but their idea of value skews towards the aesthetically interesting instead of actually useful, and they have no use for most weapons and jewelry. Rumors persist Skeleton Hill is filled with the lost treasures of thousands of adventurers from across the multiverse – but finding any specific item would be next to impossible considering the sheer size of the bone piles.

UNCOMMON ROOM

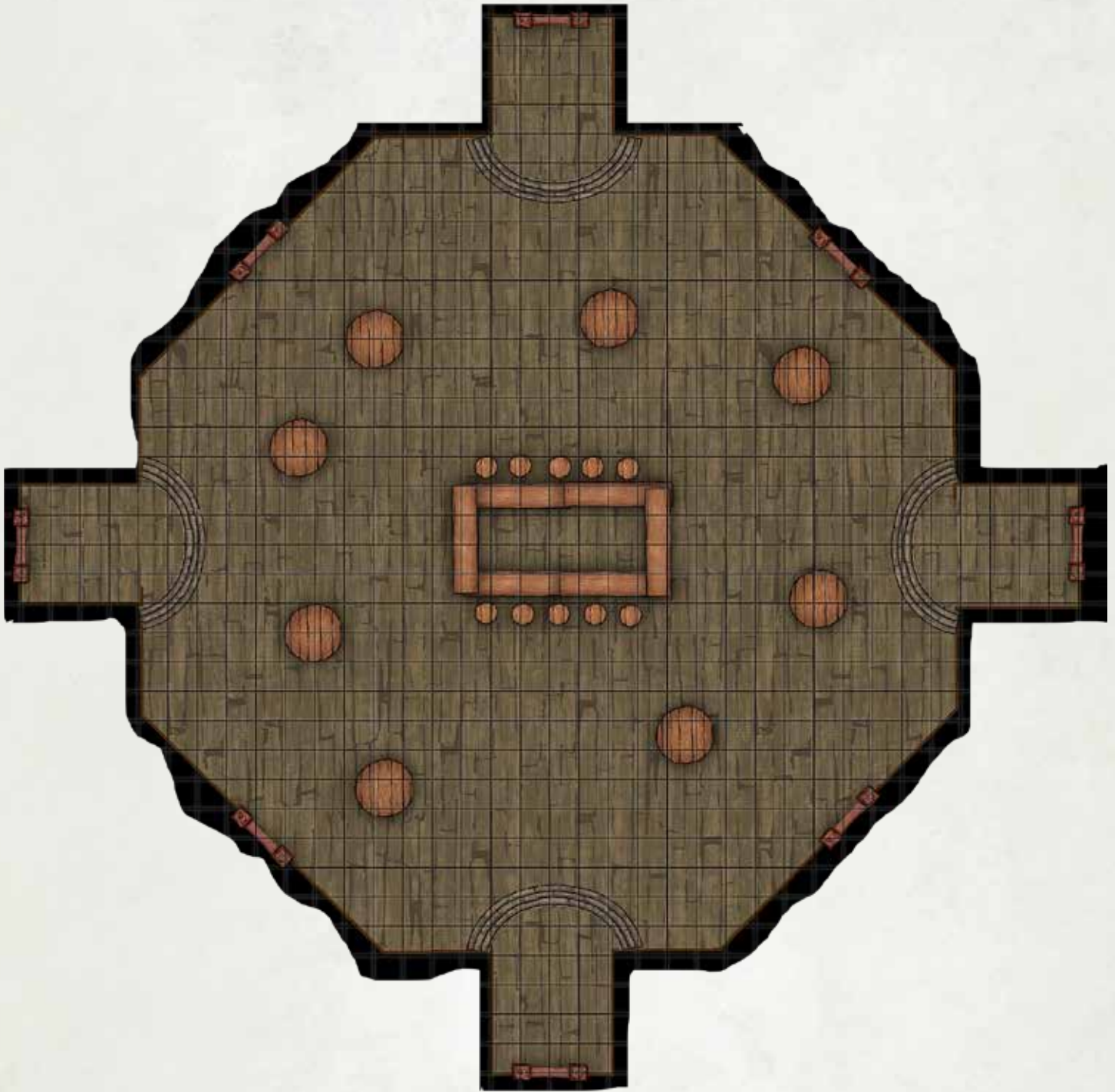
The hub of the World Serpent Inn is the Uncommon Room, the entrance through which most travelers come into from the rest of the multiverse. It is a large room, octagonal in shape, with four broad platforms at the “cardinal” directions of the main chamber, each containing a large door leading to one of the more common sites across the planes. These doors rotate regularly or as need be on a schedule no one but Mitchifer and the Owner truly understands.

The center of the Uncommon Room is where Mitchifer tends bar and handles the transactions of the World Serpent. The bar counters fit together to form a squared section where Mitchifer fetches drinks and orders, with a central pillar leading up to the 50-foot ceiling holding four doors leading to the wine and ale cellar. A few circular tables are placed about the room, and no matter how crowded the Uncommon Room seems, there’s always a place for newcomers to sit with enough chairs.

Numerous other doors branch off from the Uncommon Room leading to other areas of the Main Floor, or holdings stairs leading up or down to access the other floors. None of the doors in the Uncommon Room are locked but Mitchifer is quick to point out what he considers the most critical rule of the World Serpent: don’t open any door unless you’re prepared to go through it.



WORLD SERPENT UNCOMMON ROOM



GROUP PATRON: WORLD SERPENT INN

The World Serpent Inn is a hub of the multiverse, with travelers coming and going through an infinite varieties of doors and portals. This creates a nexus of adventure, and Mitchifer has opted to capitalize on this feature by enlisting jobber crews for the various tasks submitted to the Book of Jobs. For him, it's a win-win situation – new travelers come into the World Serpent with problems needing solving, and new bands of adventurers come in to take on those problems. All buy drinks and stay in the World Serpent for a period, and the planar tavern keeps running!

The World Serpent could serve as a Group Patron for the characters, providing a backbone for the campaign. General information on using Group Patrons can be found in *Tasha's Cauldron of Everything*.

WORLD SERPENT PERKS

With the World Serpent Inn as your group's patron, you gain the following perks.

Accommodations. Jobbers who decide to take on the World Serpent's problems receive free rooms, for as long as they remain in good standing with Mitchifer. The powerful yet enigmatic tavernkeeper has been known to forcefully eject jobber crews who have overstayed their welcome by breaking the rules of the World Serpent, and those crews breaking contracts from a Book of Jobs quickly find the planar tavern an unwelcoming place.

The quality of room is standard for the World Serpent, and the jobber crew can request one room for each member or a shared suite. Each requested suite has a small gathering room with enough individual chambers for each jobber to have their own individual space.

Equipment. Mitchifer sees a lot of travelers coming and going, and he's amassed quite a stockpile of items. Jobbers signed up as a crew can purchase common items from Mitchifer. The DM sets the price of a common magic item or determines it randomly: 2d4 x 10 gp, or half as much for a consumable item such as a potion or scroll. Mitchifer usually only keeps one item of each requested type at any given time, but his stock resupplies every 1d8 days.

Marketplace. With all the people passing through the World Serpent, Mitchifer and the serpent servers have found ways to sell a lot of unusual items. Registered jobber crews can take advantage of this service as well to sell pretty much anything, legal or illegal, from art to jewelry to magical items. For magical items, this allows the jobber to delegate the work of finding a buyer (a downtime activity described in the *Dungeon Master's Guild* and *Xanathar's Guide to Everything*) to the World Serpent. Mitchifer takes 10 percent of the sale price as a finder's fee.

Portal Map. There are a lot of doors in the World Serpent Inn, and travelers discover finding the right one leading where they want to go is difficult. Mitchifer keeps an autogoblin named Axel tasked with maintaining a map of the doors, and he offers to share this with any registered jobber crew. The map shows the location of portals to the Inner Planes, Outer Planes, Astral Plane, and Ethereal Plane, along with a few Material Planes. The map also includes how to access the portal on the other side for a return trip.

WORLD SERPENT CONTACT

Mitchifer is the ultimate contact at the World Serpent Inn, but jobber crews live their life by the list of available contracts in the Book of Jobs. Any patron of the World Serpent can submit a contract to Mitchifer, who normally picks up such requests without any formal communication.

The Creatures & Denizens section earlier lists six long-term residents of the World Serpent, any of which may offer intriguing contracts to jobbers. The below list randomizes those potential contractors, but don't feel restricted to just this list. Any quest from anywhere in the multiverse can show up in the Book of Jobs!

WORLD SERPENT CONTACTS

1D6	WORLD SERPENT CONTACTS
1	Dalvatia Bloodmourne. Vampire agent of House Dimir, a guild of spies.
2	Jiru the Icicle Queen. Deposed ice mephit monarch from the Frostfell.
3	Kraksha of Khorvaire. Exiled rakshasa from Khorvaire, the main continent of Eberron.
4	Mellomir of Arabel. Diviner wizard and prophecy specialist on the run from fate.
5	Rydel of the Goldpelt Guardians. Hound archon watching out for Mount Celestia's best interests.
6	Zilmothon. Unscrupulous arcanaloth interested in knowledge and lore.

WORLD SERPENT JOBBERS

Jobbers of the World Serpent come in as many varieties as adventurers. Anyone who finds an entrance to the planar tavern can sign up and take a contract, but most realize the best chance of success comes from diversifying the available skillset. Everyone brings something special to the jobber crew, and on a job the most successful crews leverage these differences to overcome challenges. In this way, a jobber crew functions very much like a regular adventuring party!

JOBBER ROLES

ROLE	BACKGROUNDS
Academic	Acolyte, Guild Artisan, Noble, Sage
Explorer	Folk Hero, Hermit, Outlander, Sailor
Face	Charlatan, Criminal, Folk Hero, Noble
Healer	Acolyte, Entertainer, Guild Artisan, Noble
Scout	Charlatan, Folk Hero, Hermit, Urchin
Tank	Criminal, Outlander, Sailor, Soldier

WORLD SERPENT JOBS

Each entry in the Creatures & Denizens sections includes a list of sample jobs each patron may offer. Use these as a springboard for adventure ideas.

As far as rewards, a jobber crew can expect payment in the form of coins commensurate to the difficulty of the job and the experience of the crew. The below table offers general guidelines for how much each jobber can expect to pull in upon successfully completing the job. What constitutes an easy, medium, or hard job is ultimately up to the DM, and jobs requiring longer commitments of time (days or weeks) may pay out two or three times the amount listed.

JOB

JOBBER TIER	EASY	MEDIUM	HARD
Tier 1 (levels 1-4)	10 gp	30 gp	60 gp
Tier 2 (levels 5-10)	25 gp	75 gp	150 gp
Tier 3 (levels 11-16)	100 gp	300 gp	500 gp
Tier 4 (levels 17-20)	250 gp	750 gp	1500 gp

RANDOM ENCOUNTERS

Owing to its nature, almost any creature can be found in the World Serpent Inn at almost any time. Intelligent visitors know to obey the house rules, so even the most black-hearted fiends watch what they're doing and keep their more malicious intents in check. Monsters found in the World Serpent may have wandered in by accident through one of the infinite doors, been set loose intentionally by some unknown force, or function as the guards or pets of other creatures.

The below table can be used to add flavor to the World Serpent Inn, especially the Uncommon Room, but creatures can be encountered anywhere within the confines of the planar tavern.

1D100 WORLD SERPENT ENCOUNTER

01-04	Elemental cultists plotting out a disaster
05-08	A sword archon enjoying a beverage
09-12	A pair of glabrezu demons arguing about grotesque culinary arts
13-16	Three modrons puzzling over the geometric position of a door
17-20	A werewolf lord trying to escape a hunter
21-24	An intelligent cranium rat watching out for unusual activity
25-28	A group of githyanki knights enjoying their time off
29-32	A green slaad arguing with an inanimate object
33-36	An archmage seeking assistance with a planar task
37-40	A marut hunting down an oath breaker
41-44	A wealthy gnome merchant from a prominent Great Guildclann
45-48	A skeletal reaper servant of the Triumvirate of the Grave waiting for someone to die
49-52	A hobgoblin warlord looking to recruit mercenaries
53-56	A sophisticated mind flayer aristocrat with intellect devourer pet
57-60	Three hydroloths conspiring together
61-64	A smolder jotun facing a bitter jotun in a drinking contest
65-68	An armored ice devil looking for trouble
69-72	A ghost desperately trying to believe they're not dead
73-76	An efreeti with slaves berating the serpent servers
77-80	An artificer from the Confederacy of the Cog studying autogoblins
81-84	A band of guardinal celestials playing cards
85-88	An insane diviner raving about the horrors of the Far Realm
89-92	A drow assassin waiting for their mark to show up
93-96	A dream cat with attendant albino goblin servants
97-00	A lich and an ancient gold dragon engaged in a heated philosophical debate

WORLD SERPENT ENCOUNTERS

The World Serpent Inn can be introduced into nearly any setting or storyline, expanding the bounds of the campaign to include the infinite expanse of the multiverse with ease. Characters can sign up to be licensed jobbers with Mitchifer, taking on jobs as they come, or can simply use the World Serpent as a waystation to points unknown. The only limitation is your imagination!

There is still plenty of adventure to be had within the World Serpent itself, however. Problems crop up all the time in a place with infinite doors leading to everywhere at once, and Mitchifer and the other patrons are always on the lookout for a band of competent heroes to help out when things get a bit messy.

Included here are ten encounters taking place entirely within the World Serpent Inn. Each encounter is designed for a party of characters of a certain tier encompassing a narrow range of target character levels. With a little adjusting, however, any of the encounters should be able to be increased or decreased in difficulty to accommodate parties of a higher or lower tier than the one designed. Each encounter is written to take an hour or two of gameplay, but many of them have potential consequences that could spin into a full-length adventure if the characters pursue them.

In addition to these ten encounters, there's an additional one designed for characters of any tier. "Wild Goose Chase" can be used to introduce the World Serpent Inn to a party of characters on whatever plane they happen to be on at the time. It's primarily written as a social and exploration encounter meant to put the World Serpent itself front and center.

ENCOUNTER DESCRIPTIONS

You can find a brief description of the encounters below along with their appropriate tier (tier 1 is for levels 1 to 4, tier 2 is for levels 5 to 10, tier 3 is for levels 11 to 15, and tier 4 is for levels 16 to 20).

Wild Goose Chase (Any Tier). The crazed stranger may be on to something with their wild story, leading the characters through a doorway to the World Serpent Inn to meet the truly wild.

The Alchemy Flood (Tier 1). One of the doors in the World Serpent opens suddenly, spilling out contents from an unknown demiplane in an alchemical sludge.

Curse of Nul'zar (Tier 2). An insidious power imprisoned in the Shadow Citadel activates a long-gestating plan to cause misery and mayhem in the World Serpent.

Dying Wish (Tier 4). A wounded djinni stumbles into the World Serpent and begs the party to deliver a symbol to his marid love in the Sapphire Basin. The marid's family has other things to say, however.

Last Laugh of Skeleton Hill (Tier 3). The hideous cackling coming from Skeleton Hill prompts a band of jobbers to investigate and put an end to the horrendous sound.

ENCOUNTER LAYOUT

Each encounter is presented with a name followed by its tier (1 through 4) and its ideal location in the World Serpent Inn. The details of the encounter follow, with only as much background as is needed to run the encounter at the table – other details are left to the DM decide.

Most encounters are broken up into one or more scenes, and the information in those scenes include suggestions on how to focus on the three core pillars of play (Combat, Exploration, Social). The suggestions are there to help bring the scene alive for the players that may want to focus on other options to complete the encounter and to offer the DM tips to make the encounter unique.

The encounters are based on tier and not specific level to accommodate as many variations of character abilities as possible and to help highlight the fact that they do not have to be solved with combat (though sometimes it is unavoidable with monsters!).

Monsters marked with an asterisk (*) are found in the appendix.

WILD GOOSE CHASE

Any Tier, Any Tavern

The wild ravings of an apparent mad man hold more truth than they appear, and the characters get drawn into helping him get rid of the “phantom goose” chasing him by visiting the World Serpent Inn and confronting the true menace behind the madness. A world of infinite doors and infinite possibilities opens up to the characters if they choose to seize the moment!

SETUP

Barnaby Ballard wants to be a bard more than anything else. Unfortunately, he’s a bit clumsy and not very charming, but he feels the tug of the minstrel life at his heartstrings. Barnaby has worked for many years, trying to capture the essence of music to unlock the latent magical power he knows is inside of him, but those efforts have largely proved unfruitful.

He is only a human, and already at the age of 40 Barnaby feels he is past the prime of his life, but he refuses to give up. That’s when he was visited by a strange creature – a goose. A talking goose named Padia more specifically, who promised Barnaby the key to unlocking his musical talent in exchange for a small favor. Padia needed Barnaby to bring it inside a local tavern at a specific time, and then it would grant all of his wishes.

Padia is a mischievous creature from the Beastlands, a plane of intelligent creatures, who wants to reach the World Serpent Inn to break free of the control of the goose lord. Padia has no ability to grant Barnaby’s wish but simply needs him to carry her over the threshold of the tavern at a specific time to access the World Serpent. Barnaby completes the task, and Padia proceeds to inflict the wannabe bard with powerful psychic hallucinations to amuse herself.

Barnaby is driven mad by the magical power of the talking goose and stumbles out of the World Serpent Inn. He wants revenge on Padia but his wild ravings have earned him no sympathy from the local populace. Desperate, Barnaby turns to drastic actions.

USING THE ENCOUNTER

This encounter is designed to introduce the World Serpent Inn to a party of characters with an unusual cast of characters – a half-mad human driven insane by psychic powers used by an intelligent goose from the Beastlands. It’s an example of the kind of creatures found in the planar tavern, and the solution is not meant to be combat based.

The encounter can take place in nearly any tavern or inn, so it can be easily introduced into the existing campaign setting. Though it features a goose gone wild, the encounter is not designed specifically to take place in the Wild Goose in Arabel, a city in the *Forgotten Realms* setting with a well-known entrance to the World Serpent Inn – but you could certainly use it in that setup!

WILD GOOSE RAVINGS

The encounter opens with the characters in a tavern enjoying a moment of downtime. The casual atmosphere of the tavern is broken by the sudden appearance of Barnaby Ballard, who focuses in on the characters as the target of his ravings. Read or paraphrase the following to begin.

The door to the tavern swings open suddenly, and into the common room stumbles an older man in dirty clothes. His graying hair is wrinkled and unkempt, and one eye is open much wider than the other, giving him a half-crazed appearance. He staggers forward with an uneven gait, and above the din of the tavern you hear him muttering, “The goose is after me!”

Barnaby stumbles his way towards the party’s table in a sudden burst of activity, slamming his hands noisily down upon their table. He looks at each character in turn with his one wide eye as if studying them, and then breaks down into a fit of mad cackling. He asks between fits of manic laughter if anyone has seen “The Goose” lately.

Padia’s psychic attacks have reduced Barnaby to a broken man, and conversing with him is dangerous, but the characters can pick up the following bits of information by talking to him. Barnaby’s unhinged mind make extracting information from him difficult, but a lot of this information can be corroborated by the locals who know something of Barnaby’s past, though nothing of his recent troubles with the goose.

- Barnaby Ballard believes a goose is afflicting him with nightmares, horrible visions, and a painful wracking of his very soul. Yes, a regular goose, but a regular goose that talks!
- The goose promised to unlock Barnaby's magical talents so he could become a bard, and in exchange Barnaby only had to carry the goose over the threshold of the tavern. He did so, but the goose went back on her promise!
- Barnaby picked up the goose and came into the tavern at midnight, and afterwards they were in a strange place that was a tavern, but not this tavern, through that door, but not that door. He frantically gestures towards the entrance to the tavern the characters are in. He was there, and then he left and now he's not there, and he can't get back there.
- Barnaby just wants the goose to stop hurting him.

Barnaby tries to get the characters to help him, though he doesn't fully realize what needs to be done to return to the World Serpent Inn. But he is adamant "the goose" is the only one capable of stopping the "brain attack" currently inflicting him. Wizards can make a DC 14 Intelligence (Arcana) check to link Barnaby's symptoms to the *phantasmal killer* spell, but the effect appears to be longer-lasting and less immediate.

Padia's psychic attack can be suppressed with a *dispel magic* spell against a 6th-level spell, but this only succeeds in stopping further psychic damage. A *greater restoration* spell restores Barnaby's sanity so he can explain the situation in clearer terms, but he still wants to get back to the goose to get what was promised to him.

DOOR TO THE WORLD SERPENT

Like most portals to the World Serpent Inn, the portal fixed at the entrance to the current tavern requires certain conditions be met. In this case, a traveler must be carrying a beast with them at midnight and then pass through the entrance. Characters can make a DC 10 Intelligence (Arcana) check to connect the data provided by Barnaby with the workings of a planar portal.

Any animal works, and the portal remains open long enough for all of the characters to pass through along with Barnaby Ballard. Read or paraphrase the following as they pass into the World Serpent Inn.

The doorway to the tavern shimmers brilliantly for a moment as the world dissolves in a flash. The moment passes quickly as the view is wholly replaced by a different tavern's common room. A set of broad stairs leads down to a large octagonal common room peppered with round tables. The central feature of this tavern is the bar itself, built around a pillar in the center of the room to give the tavernkeeper full access to the entire room. The tavernkeeper behind the bar is a human man, broad in face and belly, with a scraggly white beard and strange black eyes. He smiles warmly at you. "Welcome to the World Serpent Inn travelers!"

The tavernkeeper is Mitchifer, the immortal bartender, and the characters have fully entered the World Serpent Inn. Mitchifer lays out the house rules of the World Serpent in a welcoming manner and offers to get the characters a drink, first one on the house. The Uncommon Room is populated with whatever NPCs you can think of – the random encounter table for the World Serpent can help flesh out some options if you're stuck with coming up with possibilities.

One thing the characters don't see is a goose, however. If asked about it, Mitchifer nods and says there's a goose named Padia staying at the World Serpent, though she's not down in the Uncommon Room now. Mitchifer sends a cranky autogoblin named Bucket to fetch the goose if the characters request, but if they don't Padia comes down from the Upper Level after about 15 minutes.

GOOD FOR THE GOOSE

Padia eventually comes down to the Uncommon Room, whether summoned by Bucket the autogoblin or on her own accord. She appears in all respects as a regular goose, except she can speak telepathically with any creature within 60 feet. Padia is from the Wilderness of the Beastlands, a plane of savage beauty and intelligent animals, where she served under the yoke of Sappho the Goose Lady.

Padia chafed under Sappho's rule and she decided she needed to escape, so she fled the Beastlands and ended up on the Material Plane. She had heard of the World Serpent Inn from travelers and she wanted to find it for herself, so she went out in search of a portal. She traveled for years before finally finding a portal, and she met Barnaby Ballard in the process. Padia possesses some small magical talents and she was able to impress the gullible human enough to convince him to carry her over the door and into the tavern.

Once through, Padia dismissed Barnaby and set about setting up her new life. Barnaby was persistent though, so the goose inflicted him with a nightmarish spell she picked up in her travels. She can reverse it, but she doesn't want to – Padia is cruel, vain, and ambitious. She is quick to point out that killing her won't lift the curse over Barnaby.

Padia has all the stats of a regular goose with the following exceptions:

- She is chaotic neutral with an Intelligence of 10 (+0), Wisdom of 12 (+1), and Charisma of 20 (+5).
- She has the following condition immunities: charmed, exhaustion, frightened

Convincing Padia to reverse the curse on Barnaby requires three successful group DC 12 Charisma (Persuasion) checks. If the party accumulates three failures before three successes, Padia loses interest and leaves the Uncommon Room. Killing the goose does not solve Barnaby's problem, and in fact brings the wrath of Sappho the Goose Lady upon the party – though exactly what that entails is up to you.

HIGHLIGHTING THE PILLARS: GOOD FOR THE GOOSE

Combat. If the party accumulates three failures on their attempts to convince Padia, the goose may turn to hired muscle to protect herself. The arrayed forces should be an easy challenge for the party regardless of their tier – a group **thugs** for Tier 1 characters, **knights** for Tier 2, or **assassins** or **champions** for Tier 3 and 4 could be under the goose's charming abilities. Defeating the foes convinces Padia to reverse her curse on Barnaby.

Exploration. The World Serpent Inn is a strange and wonderful place. If the party fails to convince Padia, perhaps the goose turns to leave through one of the doors – and finds herself transported to a random plane, facing a dangerous threat there! If the party rescues her, Padia releases her curse on Barnaby.

Social. The Uncommon Room of the World Serpent Inn is the hub for travelers of all kinds. If the characters fail in their group checks to convince Padia, they may seek help from other people in the tavern. Mitchifer takes no sides, but that doesn't mean someone else might be scary or threatening enough to convince the pompous goose. Roll on the random encounter table or select an appropriate option – perhaps a representative from another Animal Lord of the Beastlands is in the room!

CONCLUSION

After the characters convince Padia to release the curse, Barnaby Ballard returns to his normal self. He still does not possess bardic talent (the goose never had the ability to grant it in the first place), but he promises to sing the songs of the characters for as long as he lives. He could go on to become an ally for the party in the World Serpent as well.

Depending on how the negotiation went, the characters may catch the eye of Mitchifer as well. The eternal tavernkeeper offers to sign the party up as a jobber crew if they're interested in helping out other folks coming into the World Serpent. Work is always available for stalwart adventurers willing to get their hands dirty.

THE ALCHEMY FLOOD

Tier 1, Lower Floor of the World Serpent Inn

An *alchemy jug* is a strange magical item. It can produce vast quantities of liquid in a variety of forms, from acid to oil to honey. But where do these liquids come from? One reliable theory posits a mysterious alchemy-based demiplane produces these liquids in vast unending quantities, and the *alchemy jug* taps into this resource.

The theory has merit, and the Demiplane of Alchemy is a real place – with a real door in the World Serpent capable of releasing a flood into the tavern!

SETUP

The infinite doors of the World Serpent hold portals to all kinds of strange and unusual places. The Demiplane of Alchemy is one of them, though it hasn't been well-documented which door leads to it when. An eager dwarf alchemist named Sella Amberbeard has been trying to get to the Demiplane of Alchemy, and she eventually found the right door in the Lower Floor of the World Serpent.

Unfortunately, she wasn't prepared for what was on the other side. Sella opened the door and the unending contents of the Demiplane of Alchemy spilled out in a rush. She tried to close the door but the torrent of liquids proved too much and she was swept away down the corridor. Now covered in mayonnaise, Sella Amberbeard rushes up to the Uncommon Room to report the flood to Mitchifer.

Mitchifer admonishes the dwarf alchemist about disobeying the cardinal house rule of the World Serpent, and then turns to a group of adventurers to help close the door. He'll send autogoblins to clean up the mess after the door is closed and offers to reward the party for helping out in a crisis.

USING THE ENCOUNTER

The World Serpent Inn is connected to everywhere and nowhere at the same time by virtue of its infinite doors. These doors can lead to anywhere you can imagine, and the Demiplane of Alchemy is one such wacky possibility with a possible answer to the question – where does the mayonnaise in the *alchemy jug* come from?

You can also scale the encounter to accommodate higher-level characters by simply replacing the ooze creature swimming in the mayonnaise flood. Black puddings could be used in a Tier 2 group, while a creature like White Maw from *Dead in Thay* could work for a Tier 3 group.

The setup for the encounter utilizes Sella Amberbeard as the catalyst to draw the characters in, but you could use the encounter while the characters are traveling through the World Serpent on a separate errand. They could meet up with Sella just as the door to the Demiplane of Alchemy opens, or perhaps they have to intervene to save the dwarf from the mayonnaise ooze.

AWASH IN ALCHEMY

The encounter opens with the party approaching the site of the alchemical flood already unleashed in the halls of the World Serpent's Lower Floor. Read or paraphrase the following as the party comes upon the scene.

The sour scent of vinegar hangs heavy the air in this region and a thick coating of wine, honey, and water covers the floor. Beyond a turn in the hallway the source of it all comes into view – a door stands open against the wide hall, pushing out waves of thick sludge in a viscous carpet across the ground. The sludge is a mix of wine, vinegar, oil, honey, and mayonnaise, pumping it out in great heaves through the open door.

The Demiplane of Alchemy is filled with an unending amount of liquid constantly fluctuating between various types, and when the liquid is removed it takes on a permanent form. Spilling out of the doorway as it is, the torrent of liquid shifts randomly as it leaves the demiplane.

The seepage coats the floor in a wide area, enough to be considered the entire encounter region. On any given round, a character could be standing in honey, acid, oil, vinegar, mayonnaise, or something else. Each character should roll on the below table at the beginning of their turn to determine the type of alchemical liquid covering their space, with the listed affect.

1D8	LIQUID	EFFECT
1	Acid	The character suffers 2 (1d4) acid damage at the start of their turn.
2	Beer	No adverse effect.
3	Honey	The character's walking speed is reduced by half until the end of their turn.
4	Mayonnaise	The character falls prone if they move out of their starting square unless they succeed on a DC 8 Dexterity saving throw.
5	Oil	The character falls prone if they move out of their starting square unless they succeed on a DC 12 Dexterity saving throw.
6	Vinegar	No adverse effect.
7	Water	No adverse effect.
8	Wine	No adverse effect.

The liquid sludge pouring out of the Demiplane of Alchemy is also considered difficult terrain.

MOVING MAYONNAISE

As the characters stomp through the sludge to get to the door, living manifestations of the alchemical liquid rises up, sensing life. These three mayonnaise jellies are large, moving blobs of pale yellowish slime. They have the same statistics as an **ochre jelly** except their walking and climbing speeds are both 30 feet and they do not suffer any ill effects from the sludge solution on the floor (they ignore the difficult terrain and do not roll for liquid type). They move to attack the characters immediately.

The area in front of the doorway is a broad hallway, roughly 30 feet wide and 80 feet long before the hallway angles away further into the Lower Floor of the World Serpent.

CLOSING THE DOOR

The key to completing the encounter is to close the door to the Demiplane of Alchemy. The constant pumping of alchemical sludge makes this difficult, however. A character must be adjacent to the door, and then spend an action to make a DC 15 Strength check; another character standing adjacent can use their reaction to give the character advantage on the check. The party must succeed on a total of three checks to close the door.

HIGHLIGHTING THE PILLARS: MOVING MAYONNAISE

Combat. Fighting ochre jellies made from mayonnaise should be a memorable fight in any circumstance! The sludge makes moving difficult with the added complication of random liquid properties, and the mayonnaise jellies are surprisingly fast in the alchemical flood.

Exploration. Mayonnaise is an emulsion, which means it combines two liquids that normally can't be combined – oil and vinegar in this case, along with other ingredients. Characters proficient in alchemist's supplies or cook's utensils know this without a check, other characters need to make a DC 10 Intelligence check to recall this information. Adding oil or vinegar to the mayonnaise jelly would cause it to attack with disadvantage.

Social. The mayonnaise jellies are non-intelligent ooze creatures with no thoughts other than protecting their "domain" (anything coming out of the Demiplane of Alchemy). Offering them mayonnaise from the alchemical sludge would distract one of them, sending it chasing after a hurled glob though. A character observing the behavior of the mayonnaise jellies also notes they seem keen on the door; if the door were to be closed, the mayonnaise jellies would suffer some harm.

If the party is still dealing with the mayonnaise jellies, closing the door immediately defeats the remaining ooze creatures. If the party has already defeated the jellies, another two appear after the first attempt to close the door, with the creatures moving to attack the ones seeking to close it.

CONCLUSION

Once the door to the Demiplane of Alchemy is closed, the characters can report the success to Mitchifer in the Uncommon Room. He sends a team of autogoblins down to clean up the mess after thanking the jobbers for their service to the World Serpent. He rewards them with 100 gp each, but if the party argues about hazard pay, he smiles warmly and throws an extra 50 gp per character.

Sella Amberbeard gets herself cleaned up and meets with the party afterwards. She is an enthusiastic dwarf artificer specialized in alchemy, and she has been studying the *alchemy jug* for years in an attempt to learn its secrets. Sella figured there was a Demiplane of Alchemy actually supplying the endless liquid in the magical item, though she had no idea there was semi-intelligent life in the plane! She may call upon the characters at a later time to help further research this strange and secretive demiplane.

CURSE OF NUL'ZAR

Tier 2, Upper Floor of the World Serpent Inn

The World Serpent Inn has seen a great number of foul, despicable beings come through its doors. As long as they don't cause trouble, though, Mitchifer and the Owner don't pay them special mind. Some do cause trouble, and when they do they end up locked in the Shadow Citadel. Nobody has an accounting of who is there and how long they've been there outside of Mitchifer.

But this does not mean the prisoners have forgotten. Many of them have been trying to escape for decades, centuries in some cases, and one of them is a fiendishly clever orc lich named Nul'zar. His patience is finally paying off with a long-term plan to sow chaos in the World Serpent as revenge for his imprisonment.

SETUP

Within the confines of his prison in the Shadow Citadel, Nul'zar has been plotting his revenge against Mitchifer. He long ago realized escape was not feasible, so the orc lich switched tactics and started instead working on a means to enact his vengeance through magical means. He has studied the properties of the Shadow Citadel, calling upon his own knowledge about the Shadowfell, and has managed to keep his machinations quiet for many years.

Now, he is ready to unleash his curse. It starts with whispered words, an almost incoherent babbling, but eventually it works its way into the mind of the listener and delivers a blasphemous secret Nul'zar has kept since the time before his imprisonment. The secret, magically enhanced, turns the listener into an allip, an undead creature tormented by the psychic power of the secret. It all emanates from a screamwraith forced into existence by Nul'zar on the Upper Floor.

USING THE ENCOUNTER

There's always something exciting happening at the World Serpent! Sometimes the excitement comes from the infinite doors, but other times it originates from within. Most travelers to the planar tavern are not aware of the Shadow Citadel, so this encounter can serve to deepen the mystery of the World Serpent itself. Nul'zar is an irredeemable orc lich, but what other creatures might be imprisoned in the other dimension?

The events of this encounter take the characters from the Uncommon Room to a region of the Upper Floor to keep Nul'zar's whispered secrets from leaking out further.

WHISPER IN THE AIR

The encounter opens with Nul'zar's creeping whispers infecting the Uncommon Room of the World Serpent. The characters are assumed to be in the tavern already, perhaps having just arrived or trying to relax after a recent foray into the multiverse. Read or paraphrase the following to begin.

The sounds of the World Serpent's Uncommon Room could come from any tavern on any plane – clinking glasses, boisterous laughing, and the unmistakable din of people talking. A subtle sound undercuts it all, however, weaving between the cacophony like an off-color thread. It's a constant stream of whispering sounds, nothing definite, but it is growing loud enough for the rest of the patrons to take note as well.

The whispering sound fills the Uncommon Room after a moment. It is a direct manifestation of Nul'zar's magical curse, emanating from the Plane of Shadow. The whisper contains no definite phrases, but anyone who speaks Infernal picks up fragments of words – torture, pain, suffering, and secret.

Mitchifer's smile disappears from his face and the rest of the dozen or so patrons in the Uncommon Room stop and take note of the whispering sound as well. It becomes distracting enough to force the characters to make DC 15 Wisdom saving throws. On a failure, the character is psychically distracted by the sound and suffers disadvantage on initiative checks.

CURSE UNLEASHED

Nul'zar's whispering curse reaches into the minds of some other patrons in the World Serpent. The curse warps their bodies in an instant, releasing their tormented spirits as the hideous secret contained in the whisper transforms them into undead monsters. There are three **allips*** that transform as a result of the curse, and their minds are consumed with rage. They move to attack the characters immediately, sensing them as a definite threat.

The nature of Nul'zar's curse kills the host when it turns them into an allip unfortunately, so the original targets are put to rest when the undead monsters are destroyed.

HIGHLIGHTING THE PILLARS: CURSE UNLEASHED

Combat. The allips choose targets distracted by the whispering sound as their first targets, using their Whispers of Madness to force them to attack friendly targets nearby. If the party is tuned for combat, consider adding one or two more allips, and having one of them focus on other patrons in the tavern.

Exploration. The whispering sound created the allips from the patrons, and the undead monsters can be slowed by silencing the whispers. An allip in the area of a *silence* spell suffers disadvantage on attack rolls, and deafened targets have advantage against the allip's Whispers of Madness ability.

Social. The other people in the Uncommon Room are not accustomed to these kind of dangers, so they run around screaming, adding to the general mayhem of the scene. The allips may target these bystanders if the party is too strong, so the characters can try to keep them out of the general melee with a successful DC 15 Charisma check (Deception, Intimidation, or Persuasion would also work depending on the methods used). Mitchifer lends a hand to keep people away as well, and the characters may be able to request assistance from the crowd with another DC 15 Charisma check. On a success, on initiative count 10 (losing any ties), the crowd gives the party advantage on their next attack roll or saving throw.

With the allips defeated, Mitchifer takes a quick stock of what's going on and checks in with the party. The whispering sound continues just as loud as before, so he believes whatever is causing it still needs to be dealt with. He asks the party to investigate and put an end to it, explaining quickly the source seems to be located on the Upper Floor – and likely from some inhabitant of the Shadow Citadel.

SEALING THE SECRET

Tracking the whispering sound from the Uncommon Room to the Upper Floor is difficult at first. Mitchifer, who seems more sensitive to it, directs the party from the Uncommon Room to a door containing a set of stairs, and tells them to listen carefully to find the source.

Once the party goes through the stairs and arrives on the Upper Floor, the whispering becomes less noticeable. The party must make three group DC 15 Wisdom (Perception) checks. How many successes they gather determines how they start the final confrontation with Nul'zar's screamwraith.

Three Successes. The party moves quickly through the halls of the Upper Floor and gain advantage on their first round of actions against the screamwraith.

One or Two Successes. Though confusing, the party keeps up with the whispering sounds and confronts the screamwraith with no advantage or disadvantage.

Zero Success. The halls of the Upper Floor are a labyrinth of corridors and doors, and the characters lose the trail more than once. Nul'zar's curse seeps out and the characters must succeed on DC 15 Charisma saving throws or gain a level of exhaustion.

The characters ultimately find the source in a chamber where the door has been blasted apart. Inside, a **screamwraith*** shouts curses in Infernal. Once the party arrives, it turns its attention towards them with murderous intent, screaming about its master Nul'zar and how the orc lich is going to be free from the Shadow Citadel soon. It attacks using all of its tools at its disposal, and forms the crux of the curse's manifestation outside of the Plane of Shadow.

CONCLUSION

Defeating the screamwraith closes Nul'zar's connection to the World Serpent from the Shadow Citadel. The orc lich poured its energy into pushing out the magical force necessary to create the curse and inflict his vengeance on the tavern, and if the characters hadn't been on hand things would have gone very differently.

Mitchifer shows his appreciation for the party by offering them a trinket from his collection of items. Choose an uncommon magical item for each character to receive, or some other minor magical token of his thanks. He offers a bit more explanation of the Shadow Citadel and explains the prisoners are always trying to escape, but this is the first time one of them have sought simple magical vengeance rather than a straight release. Mitchifer may have need of the party again to help close this kind of loophole, but for now Nul'zar remains safely trapped inside the Shadowfell prison and there's nothing to worry about!

DYING WISH

Tier 4, Upper Floor of the World Serpent Inn

The conflicts of the Inner Planes are waged on a constant and almost unfathomable scale where the great elements of existence are pitted against one another in a never-ending bid for domination. For the balance of the multiverse, one should never succeed over the others, but sometimes something surprising rises amidst the chaos. Genies are powerful beings of strong emotions, and for one marid and a djinni, a wellspring of forbidden love grew – only to be stamped out by their families.

SETUP

Fehim al'Turusani Timuritan was a noble djinni general in the service of the Great Caliph on the Plane of Air. Fehim had at his command a strike force of elemental forces he used to push back against the aggressive expansion of the Grand Sultan of the Plane of Fire. Their primary battleground was the Plane of Ash, the Border Elemental Plane between Air and Fire, where both sides recruited mercenary forces to aid in their never-ending conflict.

Fehim was famous for unusual tactics, and he enjoyed surprise attacks that took advantage of his opponents' weaknesses. He allied himself with a powerful band of marid genies from the Plane of Water, the Rimush-Mudad family, and together they doused the flame of war kept by the efreeti genies in the Plane of Ash. In celebration of their victories, Fehim invited the Rimush-Mudad family to his citadel in the Plane of Air.

And there, he fell in love with the favored daughter of the family, Shamrina Rimush-Mudad. She likewise fell for the handsome djinni, and their union was celebrated by both families. Years passed, and Shamrina fought alongside Fehim against their foes. Fehim was captured by the efreeti forces, however, and through magical torture tactics was forced to betray his love and his family. The Rimush-Mudad family was devastated in a surprise attack by the efreeti armies on the Plane of Ash, and they turned their back on Fehim and the djinn.

Shamrina never lost her love, however, though now it was forbidden. Fehim managed to escape but he was shunned by his family and exiled from the Plane of Air. He learned Shamrina's family had moved to the World Serpent Inn and now protected the Sapphire Basin, and so he sought out the planar tavern to reunite with his love. Insidious sorcery wrought by his efreeti captors stole his life from him as he traveled, and now he wants only to pass a token of his love to Shamrina – a diamond containing his last breath.

USING THE ENCOUNTER

The multiverse is a big, complicated, messy place, and the World Serpent can find itself sitting at the center of unusual events spanning the planes. The love between two genies of the Inner Planes collides in this encounter, with a djinni bequeathing his final wish to the characters. Noble and good-hearted groups would likely see this as an opportunity to do the right thing and leap at the chance to seek out Shamrina in the Sapphire Basin.

Less scrupulous groups may require compensation, however. Mitchifer can serve as a moral compass in this case, offering a reward if the party needs it to complete the last wish of the dying genie. The encounter can also expand out to a full adventure as well by simply removing Shamrina from the Sapphire Basin, forcing the party to seek her out on the Plane of Water. Perhaps Shamrina is still on the Plane of Ash, trying to find Fehim trapped in an efreeti prison?

DIAMOND OF LAST BREATH

The encounter opens with the party in the Uncommon Room of the World Serpent. The doors open, and in stumbles the dying djinni warlord. He has a favor to ask of the party. Read or paraphrase the following to start.

The normal sounds of the World Serpent's Uncommon Room are suddenly silenced by the slam of a door in one of the entrance alcoves. A strong gust of dry wind blows into the room followed closely by a large humanoid figure, richly dressed in silk garments, with pale blue skin and smoky eyes. He scans the room with those eyes before collapsing upon the floor with a groan, clutching his side in obvious anguish and gasping for breath.

This is Fehim al'Turusani Timuritan, a djinni warlord from the Plane of Air. He gasps for air as the cruel magic of his efreeti torturers works through his system, breaking down the elemental forces binding his body together. He looks to the characters with a pleading gaze, coughing and wheezing, and beckons for them to come over.

In between harsh coughs, Fehim identifies himself and begs the characters to deliver his dying wish to his marid love. She is Shamrina Rimush-Mudad, and he has not seen her for years. They were together once, but now he feels the icy clasp of death on his heart and knows he won't make it. A violent cough wracks his body one more time before he reaches into his very chest and painfully removes a gemstone – a large, clear diamond, roughly the size of a fist, with billowing wind trapped inside.

With the removal of the diamond, Fehim al'Turusani Timuritan dies, and his corporeal form and accoutrements dissolves into wind. From his spot at the bar, Mitchifer watches it all and looks to see what the characters do. He explains the Sapphire Basin on the Upper Floor is often occupied by forces from the Plane of Water, and it just so happens Shah Rimush is occupying the lake now. Mitchifer met him once and found him to be an arrogant marid genie (like most marids). The shah probably knows where to start, and explains why the djinni came to the World Serpent in the first place.

The diamond containing Fehim's last breath is a significant item in genie culture. Characters with a background in planar lore can make DC 15 Intelligence (History) checks to recall details about it, including that it is only given out to a treasured family member when a djinni dies as a token to remember them. It actually contains a shard of the genie's soul and is considered to be valuable beyond measure on the Plane of Air.

SAPPHIRE BASIN OF SHAH RIMUSH

The Sapphire Basin on the Upper Floor of the World Serpent Inn is easy to find with Mitchifer's directions. It is a large expansive room holding eternally flickering torches on the wall, dominated by a deep reservoir in the center. The reservoir is hundreds of feet across and wide, defying the laws of space (like many things in the World Serpent).

As the party approaches the shore of the Sapphire Basin, a **marid** genie rises up to greet them. This marid is Sin-shar Domara, personal representative of Shah Rimush Mudad-Ashur, Lord of the Yellow Lightning, Radiant Star of the Sea of Tranquil Opulence, Keeper of the Sapphire Basin. Sin-shar is arrogant and considers the party far beneath his time, but he listens to their request.

If the party shows an interest in speaking to Shamrina or shows the diamond (or mentions anything about the djinni warlord), Sin-shar's eyes flare and he denies access to anything in the Sapphire Basin. He also banishes the party from the area, though he has no authority to do so. If the party does not back down, he summons four **water elemental myrmidons*** to defeat the party before wading into combat himself.

If the party only wishes to speak with Shamrina, Sin-shar demands to know the reason why. In general, whatever the reason, Sin-shar summons the water elemental myrmidons as a test of the party's general worthiness. Sin-shar watches from the sidelines in this case.

In either case, if the party defeats the myrmidons or reduces Sin-shar to below 50% of his hit points, the marid representative halts the combat and calls for a truce. He was only interested in testing the personal mettle of the party, not in fighting to the death in the first place, so he backs down once it becomes clear the party is going to emerge victorious.

MEETING SHAMRINA

Once Sin-shar is defeated or placated the characters can request the presence of Shamrina herself. Sin-shar is not happy about it, but after the party proved themselves worthy combatants he sees little choice. He sends out a water weird who returns a few minutes later with the marid princess. Shamrina appears before the characters in her disguised version – a beautiful, green-skinned woman, with flowing aquamarine hair and exotic silk garments.

HIGHLIGHTING THE PILLARS: SAPPHIRE BASIN OF SHAH RIMUSH

Combat. The myrmidons are competent combatants, and use their tridents to harry the party and drive them into the water if possible where they have the upper hand. Sin-shar uses his water jet ability to knock down targets and keep the party busy.

Exploration. The diamond containing the last breath of the djinni Fehim is a potent item recognized by all genies. If the party shows it to Sin-shar, he loses focus for a moment as the beauty of the item and gravity of its meaning settle over him. He won't risk harming the precious item, and he directs any myrmidons to stay away from the possessor of the diamond out of deep respect for what it represents. Characters can use Sleight of Hand to trick the marid into any number of circumstances or schemes.

Social. Sin-shar's attitude towards the party once they reveal the purpose for seeking Shamrina is extreme and may seem out of place for the normally complacent marid genies of the Plane of Water. Characters watching Sin-shar closely can make a DC 20 Wisdom (Insight) check to pick up on subtle clues indicating he's terrified of Shah Rimush, which can be used as leverage. If brought up, Sin-shar does not engage in combat himself and orders the myrmidons to stop once they have been reduced to half hit points.

She chokes on her tears when she sees what the party possesses, and takes the diamond with trembling hands. Shamrina holds it close and feels the last breath of her djinni love in the gemstone. Even Sin-shar is moved by the touching scene. After a moment of quiet sobs, Shamrina looks back to the characters and thanks them profusely for bringing Fehim's last breath to her. She offers her eternal gratitude before returning to the Sapphire Basin.

CONCLUSION

The encounter ends with the delivery of the diamond to Shamrina, but the implications of the events can have lasting repercussions. Shah Rimush and the other marids of his family are not happy with Shamrina and view the characters as complicit in the djinni warlord's betrayal, though whether they take direct action against the party is not known. Marids, like most genies, are ruled by powerful emotions, and though the characters have only had the briefest connection to the events that led to the Rimush-Mudad collapse on the Plane of Ash, the powerful Shah Rimush still adds the party to his list of enemies.

For her part, Shamrina may call upon the party again. In desperation she seeks a way to return her love to her, so perhaps the last breath of Fehim al'Turusani Timuritan is not so final after all.

LAST LAUGH OF SKELETON HILL

Tier 3, Lower Floor of the World Serpent Inn

Death is a constant presence in the multiverse, and the travelers coming to the World Serpent are just as susceptible to its touch as any other. Those dying within the confines of the inn are brought to the mass boneyard known as Skeleton Hill on the Lower Floor. Sometimes the dead may have other plans, and sometimes they just won't stay quiet about them.

SETUP

Skeleton Hill is largely known as the final resting place for creatures that die within the World Serpent, but it has its own secrets as well. The large room, piled high with bones of all kind, also has its own doors leading out to the multiverse, though these don't shift as often as the other doors in the planar tavern. Unfortunately, most of these doors also have a unique property – living creatures passing through them come through dead with their flesh stripped.

One of these doors was discovered accidentally by a necromancer named Hubrecht Kalkhoven in a cemetery on the Material Plane. He was cold and calculating, and found the subject of death fascinating, and he took to necromancy as the study of the dead rather than a path to greater power. He was working with necromantic power when he passed through the door leading to Skeleton Hill, and when his skeletal remains entered the World Serpent the power reacted with the latent energy of the boneyard.

The result created a necromantic mess in Skeleton Hill. Hubrecht's skull was infused with magic but his mind was splintered, and he fed upon the ambient power in Skeleton Hill. He found his new situation hilarious and started laughing, a sound traveling far beyond the boneyard and carrying a distracting note. Several piles of bones around him also became infused with undead life, rising as skeletal juggernauts. Hubrecht finds the entire situation amusing but he also realizes he needs help to put himself back together and return to his necromantic work.

USING THE ENCOUNTER

Many places in the World Serpent have hidden mysteries and strangeness defying easy explanation. Skeleton Hill is one of them, with its enormous piles of bones collected from across the multiverse and throughout the centuries. The strangeness of the place creates unique situations, such as the laughing skull of Hubrecht Kalkhoven, necessitating an investigation by handy jobbers.

This encounter highlights some of that strangeness, and even Mitchifer is bewildered by the sudden sound of hollow laughter coming from Skeleton Hill. The bartender of the World Serpent may have an idea of what's going on, but he needs competent jobbers to help figure out the truth and put an end to the hideous laughing.

Hubrecht Kalkhoven's sudden demise and undead transformation may bring up questions about the nature of Skeleton Hill as well. These details are ultimately left up to the DM to decide – a doorway, even a secret one, capable of killing creatures and stripping them of their flesh is best left as a plot device!

DEAD LAUGHTER

The encounter opens with hideous laughter filling the Uncommon Room of the World Serpent. The characters and a few other patrons find themselves quickly chafing under the strange sound, and Mitchifer requests their assistance in stopping it.

Read or paraphrase the following to begin.

A sound blends into the quiet murmurs of the World Serpent's unusual Uncommon Room. It sounds like far off laughter, distant and faint, but holding a harsh unnatural tone, and after a moment it grows louder. And then louder and louder until it drowns out all other sounds in the room. The laughter takes on the tone of a skeletal cackle as it fills the air with its mocking sound.

Hubrecht Kalkhoven's skull is possessed with a strange cackle reminiscent of *Tasha's hideous laughter*. The characters must succeed on DC 15 Wisdom saving throws or be wracked with fits of laughter, inflicting disadvantage on attack rolls and ability checks for 1 minute. Behind the bar, even Mitchifer seems affected, though he doesn't do much more than smile strangely.

Mitchifer calls the party over to his bar and asks the characters to investigate. He has never heard the sound before, but he can guess its source – Skeleton Hill, in the World Serpent's Lower Floor, where countless bones and skeletons are piled up. He offers a quick description of the place along with directions before giving into to the harsh cackle himself.

Characters who are unable to hear the laughing are immune to the effect, and outside of Skeleton Hill characters only need to make the saving throw once.

HEAPS OF BONES

The harsh laughter grows louder as the characters travel from the Uncommon Room on the Main Floor to Skeleton Hill on the Lower Floor. The door to the boneyard opens easily to the characters, revealing a massive chamber piled high with bones of all types. The ceiling stretches up 30 feet and the entire area is considered difficult terrain due to the littered bones. A path winds around several tall piles of jumbled bones, each towering over 20 feet.

Skeleton Hill is technically an enclosed room, but the enveloping darkness seems to swallow up the space itself. The exact dimensions of the room are impossible to tell but it goes on beyond the extent of normal vision, especially with the enormous piles of bones. The cackling laughter is incessant here, echoing weirdly off the countless bone heaps, but the characters can follow it without difficulty.

After a few minutes traveling through Skeleton Hill, Hubrecht Kalkhoven appears. He has the statistics of a chaotic neutral **flameskull**. He laughs constantly, and between his hysterical fits he asks the characters to help him find his bones. A moment later, three **skeletal juggernauts*** emerge from nearby bone piles with malicious intent. Hubrecht cannot cast any spells or take any actions because of his constant laughing. The undead monsters are unaffected by the difficult terrain of Skeleton Hill.

HIGHLIGHTING THE PILLARS: HEAPS OF BONES

Combat. The skeletal juggernauts open with their avalanche ability, and in the setting of Skeleton Hill the saving throw against its effect is made at disadvantage. When one of the undead monsters is defeated, it rises as a dozen skeletons that are just as aggressive as the original. However, handling this many monsters can become burdensome, so it is recommended to use the Mob Attack guidelines in Chapter 8 of the *Dungeon Master's Guide* to more easily facilitate the skeletons.

Exploration. The massive piles of bones in Skeleton Hill make for difficult terrain for the characters, but the juggernauts and skeletons are unaffected. Clearing a section to make movement easier could be done by washing or blowing away the bones; spells such as *gust of wind* would create clear a path, along with items like a *decanter of endless water*. Toppling a pile of bones onto a skeletal juggernaut has not effect, but it could effectively crush a group of 1d4 skeletons.

Social. Hubrecht's ceaseless laughter puts him out of the combat in a straight effective way, but he can still offer advice to the characters. He points out tactics to use against the skeletal juggernauts and warns that they explode into skeletons when defeated. For their part, the undead monsters are mindless and seek only to end life as they sense it.

DIGGING THROUGH BONES

Hubrecht needs to find three bones from his former body in order to cease his laughing. The bones are found in the skeletal juggernaut piles after the monsters (and the subsequent skeletons) are defeated. He points this out once the characters get into combat, and if they are having a hard time with their opponents Hubrecht flies over and points out one of them to the party. Afterwards, the character holding the bone receives advantage on attack rolls against a juggernaut.

The search for the bones is not meant to take up much time, but if the party easily defeated the juggernauts consider throwing a few more at them to complicate the search. Perhaps the latent necromantic energy of the bones themselves animates more juggernauts from the endless piles in Skeleton Hill.

Once Hubrecht is within 5 feet of all three bones, he concentrates for a moment and a flare of green energy bursts out from his skull. The bones are consumed and Hubrecht's incessant laughter finally ends, silencing the undead necromancer for the first time. He remains a flameskull in full possession of his spellcasting abilities.

CONCLUSION

Hubrecht Kalkhoven returns to the Uncommon Room with the party. He is quiet along the way and genuinely feels bad for the trouble he's caused, though his mind races with the necromantic possibilities and hidden secrets buried in Skeleton Hill. If the party sticks around the World Serpent they may run into Hubrecht again, perhaps in possession of a suit of animated armor to give him some mobility, and he may have a job request for the party if they are up for another trip to Skeleton Hill.

Mitchifer thanks the party and offers Hubrecht a place to stay in the World Serpent, at least temporarily. He genuinely doesn't know much about the necromantic properties of Skeleton Hill but like most places in the planar tavern, it's not off limits if the party or Hubrecht want to explore further.

APPENDIX: MONSTER STATISTICS

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8+3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8+3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

SCREAMWRAITH

Medium undead, lawful evil

Armor Class 13

Hit Points 180 (24d8+72)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	11 (+0)	13 (+1)	22 (+6)

Skills Stealth +5, perception +4

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Infernal

Challenge 10 (5,900 XP)

Exhausting Aura. Living creatures that start their turn within 5 feet of the screamwraith must succeed on a DC 18 Charisma saving throw or gain a level of exhaustion.

Exploit the Exhausted. Screamwraiths have advantage on attack rolls against targets that have one or more levels of exhaustion.

Incorporeal Movement. The screamwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The screamwraith makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage plus 22 (4d10) necrotic damage.

Primal Scream (Recharge 5-6). The screamwraith lets loose a primal scream, tapping into the infernal power of Nessus. Living creatures in the 60-foot cone must make a DC 18 Charisma saving throw. On a failure, the target suffers 55 (10d10) necrotic damage and gains a level of exhaustion. On a success, the target suffers half damage and does not gain a level of exhaustion.

Targets that die as a result of too many levels of exhaustion from the screamwraith's Primal Scream rise as a screamwraith on Nessus one hour later.

SKELETAL JUGGERNAUT

Large undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 142 (19d10+38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 5 (1,800 XP)

Disassemble. If the juggernaut is reduced to 0 hit points, twelve skeletons rise from its remains.

Falling Apart. If the juggernaut does not have all of its hit points at the start of its turn, it loses 10 hit points.

ACTIONS

Multiattack. The juggernaut makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

Avalanche of Bones (Recharge 5-6). The juggernaut collapses into a large heap before quickly reforming. Each creature within 10 feet of the juggernaut must make a DC 14 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also knocked prone.

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8+51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

