

5E

AB
ABYSSAL BREWS

THE
DEADWITHE INN

What appears to be a peaceful respite will
be the death of your party.

DEADWITHE INN

When you wander the long roads between peaceful villages, one must be wary of what you encounter in the middle of the densest forests and most forgotten places. What can seem to be a welcome respite can often turn into a trap most devious. There exists a creature that many have heard only in myth, but some swear they've seen it with their own eyes. Lurking in the deepest recesses of rarely traveled spaces, animated buildings have been known to appear and offer the road wary a place to lay their head and have a cool drink. Once you're inside, it's too late as the doors and windows slam shut and you find yourself on the crushing and noxious insides of these insidious constructs. It's not known who created this roaming death machine, or even why such an evil was brought into this world, but know this: If you see a sign welcoming you to the Deadwithe Inn, run the other way.

The origins of the this construct are intentionally vague. Those who originally created the machine and its original purpose have long since faded into the obscurity of time.

All that is left is a slowly floating small tavern that seeks only to place itself in the most remote of locations and lure in travelers from the road, only to bring them to their demise. Some suspect that the Inn serves a master bandit that had the construct built to steal from any foolish enough to enter. Others maintain that it was actually the home of a long dead wizard that knew how to turn off its defenses once they entered. Still others will claim all manner of tall tales about its origins. One this is sure, when a traveler comes across this tiny tavern in the middle of nowhere, they don't live long enough to spread the legend much more.

Sit and Wait Predator. The Deadwithe Inn doesn't need to eat, breathe, or sleep. Nor does it have any set agenda or schedule. It merely moves to a new place between towns and sets itself down waiting for a new band of travelers to come along. Sometimes it waits weeks or even months for more prey to come along. If it waits too long, it will move itself to more trafficked roads. Once it has successfully captured travelers within, it will often ominously float into the sky at

DEADWITHE INN

Huge construct, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 199 (21d12+63)

Speed 25 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	16 (+3)	9 (-1)	10 (+0)	14 (+2)

Saving Throws STR +10, CON +7

Damage Resistances Non-magical bludgeoning, piercing, and slashing

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone

Senses darkvision 60 ft., Passive Perception 10

Languages Understands Common and Sylvan but cannot speak

Challenge 11 (7,200 XP)

Alluring Aroma. The Inn emits the pleasant smell of warm bread and garlic in a 240 foot sphere around it. Creatures can attempt to determine an oddly artificial undertone with the smell by succeeding on a DC 16 Perception check.

False Appearance. While the Inn remains motionless, it's indistinguishable from a normal roadside tavern.

Immutable Form. The Inn is immune to any spell or effect that would alter its form.

Actions

Brick. Ranged Weapon Attack: +3 to hit, range 20/60 ft., one target. **Hit:** 33 (6d8+6) Bludgeoning damage.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 51 (7d12+6) Bludgeoning damage. Creatures hit by a slam from the house must succeed on a DC 16 Strength saving throw or be knocked prone.

Lockdown. The Inn slams its doors and windows shut, locking creatures that entered it within and fills its interior with noxious gas. While locked within the Inn, creatures take 29 (5d8+7) poison damage at the start of their turn. Creatures that die within the inn are slowly consumed over 24 hours leaving nothing behind. A creature locked within the Inn can try to escape with a successful DC 17 Athletics or Acrobatics check to find a way out.

Smokestack (3/Day). The Inn releases a thick cloud of black smoke in a 60 foot sphere around it. The area becomes heavily obscured. Creatures that start or end their turn in the cloud must succeed on a DC 16 Constitution saving throw or take 23 (4d8+5) poison damage. The smoke persists for 3 rounds before dissipating.

night and reposition itself in another area to wait for more prey to come along. As it doesn't need to eat, it seems its only motivation to kill is in its original programming.

Ominous but Welcoming. The Deadwithe Inn is extremely competent in its task of luring in travelers who approach it. A warm glow always persists from inside looking like a fire crackling and the smell of freshly baked bread hangs in the air around it. All of the tricks that the Inn may employ to lure travelers in aren't known. You could consider adding your own pleasantries to the mix to try to lure your players to enter the doorway. There may be music from within, the auditory sounds of voices and a raucous party could echo throughout the forest. The Deadwithe Inn will prey upon the parts of travelers that it thinks can draw more people into it. Don't be shy about making up your own tricks that it can play to get people within its clutches.

TACTICS

The Deadwithe Inn is meant to be a surprising threat when the party thinks that they've reached a comfortable inn on the road. Drop small hints that things may be off, but don't overplay your hand and ruin the surprise.

- The Inn is a powerful fighter once combat has broken out, but its biggest strength lies in its lockdown ability where it can ambush the party out of nowhere.
- Brick is a great ranged weapon for keeping those pesky players on their toes even when they're at range.
- Smokestack is the perfect reset tool for your fights. If the Inn is taking too much damage, have it pop this cloud of smoke and retreat into the sky. It can still come back later to cause them even more pain if its owner repairs it.

SUGGESTED PAIRINGS

The Deadwithe Inn is a formidable threat on its own. A fight with it shouldn't be taken lightly, so be careful when adding more and more combatants to the fray.

- One possibility is putting a few bandits outside of the Deadwithe Inn that seem to be planning to rob the location. The players might deal with them expecting a reward from the tavern only to receive a nasty surprise.
- This can be a good fight to put at the end of a relatively light travel day. If the players haven't used many resources or if they rolled quite well, consider dropping this in as a twist at the "end" of the travel.



SMOKESTACK

Mace, Very Rare

This peculiar mace is made from the well laid bricks of an old chimney that have been ripped from their usual emplacement and fashioned to a cage and soot covered wooden handle. The end of this odd chimney structure constantly belches a blackened smoke that dissipates almost immediately upon exiting the weapon. The pommel of this mace resembles a small roofed cottage, perhaps a reference to where the bricks themselves were pulled from. You have a +2 bonus to attack and damage rolls made with this weapon.

You can use a bonus action to cause the fire in the chimney to rise or fall. When the fire is high, this weapon provides bright light in a 20-foot radius and dim light for an additional 20 feet. When the fire is low, it emits no light.

Three times per day, you can use an action to wave this mace in the air causing a thick black smoke to belch forth from it. The smoke fills a 30 foot radius sphere around you. When you take this action, you can designate up to 4 creatures, including yourself, that can see through the smoke. The area becomes heavily obscured to creatures you have not designated. The smoke spreads around corners and persists for 1 minute before dissipating. Uses of this ability reset daily at dawn.

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