

# Dirēmon

## Volume 2



By Chris Lock and Lluís Abadias



**Diremon Volume 2**  
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Be on the lookout for Volume 3 soon!



**Looking for gladiatorial performers. Must be able to put on a good show. Low risk of death; pay negotiable minus burn healing.**

(A coach is looking for capable fighters to take on their Dire Blaziken and will pay quite well if they can put on a good show for an arena.)

**Strange plants have begun taking root in the fields. Anyone that touches them is overwhelmed with fury. Need help tracking down the source of these villainous veggies.**

(A Dire Farfetched has been planting its diabolical leeks into multiple gardens. A few animals have eaten them and become protective of the areas, even against their owners.)

**We must assault the void and kill a god. -Savage**

(A strangely garbed traveler needs helping to kill a Dire Giratina. Their reasons remain vague but seem to revolve around proving that it can be done.)

**Deadly shadow continues attacking the great army's supply lines. Adventurers needs to help trap the fiend.**

(A Dire Greninja is attempting to stop the smuggling of dangerous demonic artifacts by the local army. The party can defend the convoys against the creature or help root out the source of the corruption.)

**My Dire Lotad has gone missing! Please help me track them down!**

(A local gang has taken the Dire Lotad to express their superiority over another gang. The creature is not build for direct combat though and the gang wants to return it but can't figure out a way to do it without making things worse for themselves.)

**Dark fiend has halted the Mount Moon mining operations. Need adventurers to seek out and stop the threat.**

(A Dire Sableye has taken residence deep into a mining cave and is killing any miners. It has made its home in a hard to reach cove that is brimming with luminescent crystals.)

**Need help moving a gigantic sleeping beast blocking trade routes. Do not eat for 12 hours before assisting. Beast wakes if it detects food and will eat anything edible nearby, including my last few assistants.**

(A Dire Snorlax rests in the path of a regular trade road. If left undisturbed, it does not harm travelers or caravans but if it smells any food, it wakes and consumes anything in its path before returning to the road to sleep.)

**Help me let an old friend go.**

(A Dire Typhlosion's mind has been shattered by the souls within it. They are causing fires throughout the local forest and destroying any homes there. Their old trainer needs help putting the beast to rest.)

**Sandstorm seen on the horizon, drawing nearer each day. Need help escorting researchers to origin.**

(A Dire Tyranitar is slowly approaching the city, destroying everything in its path. I can be stopped or turned away, but a small team of NPCs must be led to the sandstorm surrounding it to discover exactly what's going on. If it makes it to the city, it will destroy nearly everything there.)

**A creature has taken residence in our temple and is attempting to kill new recruits. Adventurers willing to help must be of calm mind and body.**

(A Dire Wobuffet found its way into a religious temple, appreciating the tranquility within. Several of the long term acolytes and high level priests can live around the beast with no problem but many new converts do not have such discipline over their mind and are killed as soon as they enter the doors.)



# Dire Blaziken



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## DIRE BLAZIKEN

Large humanoid (pokemon), true neutral

Armor Class 16

Hit Points 150 (20d10 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	14 (+2)	6 (-2)	21 (+5)	10 (+0)

Skills Acrobatics +12, Athletics +7, Perception +5

Damage Immunities fire

Damage Resistances radiant, cold

Condition Immunities exhaustion, frightened

Senses passive Perception 15

Languages -

Challenge 7 (2900 XP)

**Standing Leap.** The Dire Blaziken's long jump is 60 feet and its high jump is up to 45 feet, with or without a running start.

**Speed Boost.** The Dire Blaziken adds its proficiency bonus to its Initiative rolls.

**Flare Blitz.** If the Dire Blaziken hits with an attack, it can use a bonus action to reduce its hit points by 3 (1d6) to deal an equal amount of additional fire damage to the target.

### ACTIONS

**Multiattack.** The Dire Blaziken makes 2 Blaze Kick attacks.

**Blaze Kick.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d10+6) slashing damage and 5 (1d10) fire damage.

**Focus Energy (3/day).** The Dire Blaziken focuses its will, allowing it to make a critical hit on a 19 - 20 for 1 hour. It can increase this critical hit range by 1 each time it uses this action within that hour.

### REACTIONS

**Quick Attack.** If targeted by a melee attack by a creature within 10 feet of the Dire Blaziken, it can use this reaction to make a Blaze Kick attack without the attack's fire damage.

**Weapon Proficiency:** Dire Blaziken are proficient with all simple and martial weapons. However, because of their intense heat, non-magical weapons burn or melt away after 1 minute of use. If using a weapon, it gains 5 (1d10) fire damage and the Dire Blaziken can use it instead of, or in combination with, its Blaze Kick attacks, with a weapon attack taking one use of the Multiattack action.

Dire Blaziken are old creatures, having used their storied lives to learn everything they can about the art of combat. Their myriad battles and years of training have sunk into their very cells, gifting them with impossible martial prowess. This, combined with incredible discipline and will, allows them to absorb energy from the act of fighting itself. The more elegant and deadly the fight, the more powerful the Dire Blaziken can become.

**Violent Beauty.** Dire Blaziken are masters of the arena, finely honed to deliver not just a challenging fight, but one full of panache. Their elegant movements are carefully practiced to be both beautiful and deadly. To them, violence is another expression of art, just as beautiful and ephemeral as poetry or musicals. Because of this, they will rarely choose opponents who cannot match their performance, refusing challenges from clumsy brutes. Many can be found in gladiatorial arena by choice, this being one of the few places they can be assured the combatants meet a minimum threshold of competence.





@LluisAbadias

# Dire Farfetch'd

## Leeking Will

In their constant quest for the best stick, these creatures sometimes come across a Dire Leek. Upon contact with this seemingly mundane plant, the wielder is infused with terrible energy, creating a Dire Farfetch'd. The life force of the small creature is supplanted completely by the plant, forcing its consciousness to the corners of its mind. Meanwhile, the Dire Leek takes command of its host, pushing it to seek places for the plant to propagate. The Dire Farfetc'h'd becomes a guardian of leek gardens, leaving only to plant another Dire Leek in some seemingly random location, repeating its life cycle.

**Plant Life.** A Dire Farfetch'd is entrapped by its Dire Leek and will never leave it. Their life energies are intertwined so deeply that removing one from the other quickly kills both. Attempts to save the Dire Farfetc'h'd's life after removing the plant always ends in a comatose or dead bird. Because of the unique properties of a bonded Dire Leek, it is a highly sought after ingredient in powerful potions; finding one in the wild is a difficult task, making Dire Farfetch'd poaching a very lucrative, and awful, job.

**Guarden.** Despite being overwhelmed by the Dire Leek, the Dire Farfetch'd still retains some control. Its intense combat skills and quirky attitude being assets the plant does not wish to supress. It will also vehemently guard Dire Leek gardens from others of its kind, despite the Dire Leek's desire to spread. It is not uncommon to see a Dire Farfetch'd brutally attacking a cousin. This is not an act of anger but one of love. Becoming a servant of the plant is a fate it does not wish for any of its kind.

### DIRE FARFETCH'D

*Small beast, unaligned*

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**Armor Class** 14  
**Hit Points** 71 (13d6 + 26)  
**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	5 (-3)	12 (+1)	11 (+0)

---

**Skills** Nature +1  
**Damage Vulnerabilities** lightning  
**Senses** passive Perception 11  
**Languages** -  
**Challenge** 2 (450 XP)

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**Defiant.** If the Dire Farfetch'd fails a saving throw, attacks it makes on its next turn are critical hits on 18 - 20.

**Knock Off.** If a target is hit by the Dire Farfetch'd and is holding an item (such as a weapon, potion, or wand), the target must succeed on a Strength saving throw (DC 12) or drop the item.

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**ACTIONS**

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**Brutal Swing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 16 (4d6+2) bludgeoning damage.

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# Dire Giratina

## A Transient God

Dire Giratina is the alpha and omega of others like it. It and its world not only created all lesser permutations of their likeness, they are strengthened by these replications. With each new distortion space shard, the Omega Distortion grows more powerful and so does the Dire Giratina. Over eons, these shards have spread into other realities, flourishing, failing, growing, imploding, and all the while expanding the influence of the Omega Distortion. At some indeterminable point, it became more than a reverse world, it became a reality of anti-concepts. It is an aberrant version of everything, defying ideas of dimension, time, thought, and even itself. It has only one natural life within it, Dire Giratina.

**Lonely Shadow.** It is unclear which was created first, Dire Giratina or the Omega Distortion. Since the fiend is the only thing that resembles naturally occurring life within the distortion, is unclear if the Dire Giratina is a result of life within the Omega Distortion finding a way, or if the Dire Giratina was birthed elsewhere and created a world only for itself. In either case, it is a lone creature in a seemingly limitless universe.

**Unable Creator.** The isolation the Dire Giratina suffered seems to be the driving motivator for it to explore other worlds. It began tearing holes into myriad realities, a skill that may be inherent or may be learned, just to observe. In time, it began to create facsimiles of the worlds it saw within its own universe. It not only crafted places and things, it has even recreated life. Because of the inset antithetical nature of the Omega Distortion, this life never lasts long. Some of the Dire Giratina's creations have lasted for many years, even centuries, but all eventually fail. Time moving in a single direction is a concept this manufactured life forces into being, and this idea seems particularly abhorrent to the Omega Distortion. Born of opposing



contradictions, these dark creatures all eventually succumb to their own construction or the will of the Omega Distortion and vanish.

**Shards of a God.** Other permutations of the Dire Giratina, and smaller distortion worlds, are all tests created by the original duo. These tests were to see how life would interact with the distortions and how exactly Dire Giratina could create something to withstand its realm. Even its lesser clones are unable to remain in the Omega Distortion for more than a few moments before the reality crushes or rejects them. These shards do not weaken the original dimension and, in fact, strengthen it, due to some ill understood effect of dimensional contradictions. Dire Giratina stands above the power of its clones by a great deal. While some of its lessers seem content to serve at the feet of children, Dire Giratina is akin to a god within the Omega Distortion. When travelling outside of its base reality it is still powerful but lacks the overwhelming essence its dimension gives it. Following this understanding of splintering creation, it is possible the Omega Distortion and Dire Giratina are fragments of another, more powerful existence.

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## A Dire Giratina's Lair

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Dire Giratina does not often leave its home, but when it does, it looks for places of primordial age within a world. It enjoys places that are ancient beyond understanding and prefers locations that have remain untouched by the living for eons. These could be millennia old keeps, volcanic caves, or even an undisturbed asteroid. The age of these places gives Dire Giratina comfort as it seeks something that may be more ancient than it.

When the Dire Giratina finds a suitable location, it will begin to warp the area to reflect its home. Its presence is enough to cast long reaching shadows through the walls of its domain, reaching outwards to the areas around it. After a short time, its new home is pulsing with enough distortion energy to begin opening portals to other realities. It uses the intentional portals merely to observe other timelines and planes; the portals accidentally created in the surrounding lands often bring in unwanted creations from other places, causing widespread chaos. While resting and observing, it begins toying with the act of creating life again, always testing to see what things it can construct that may survive the Omega Distortion.

Creatures entering a Dire Giratina's lair must do so under the guard of powerful protective magic, as the very air could rip them apart. The magic required is not consistent across all realities so determining how exactly to guard against it is the first half of trying to kill a Dire Giratina.

**Altered Form:** While not inside its lair, inside the Omega Distortion, or attuned to the Gresious Orb, the Dire Giratina enters its Altered form. In this form its fly speed is reduced to 30 and it gains a walking speed of 30. It also cannot use legendary actions and the range of its Ominous Wind ability is reduced to 10 feet.

## Lair Actions

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On initiative count 20 (losing initiative ties), the Dire Giratina takes a lair action to cause one of the following effects; the Dire Giratina can't use the same effect 2 rounds in a row:

- A portal opens near a creature the Dire Giratina can see within 120 feet of it. The target must succeed on a Dexterity saving throw (DC 22) or be transported to a harmless demiplane. The portal then closes, trapping the target inside. The creature can repeat the saving throw at the beginning of its turn, using half its movement speed to wriggle through the weak portal seam on a success. The target is automatically ejected if the Dire Giratina uses another lair action or after 1 minute. The portal can only be reopened by the Dire Giratina or by the creature inside forcing through.
- The Dire Giratina quickly crafts a weak, allied shadow creature. The shadow can be any creature of CR 1 or less. It is telepathically linked to the will of the Dire Giratina, has only 1 HP, can use any ability it knows (including spells), is immune to necrotic damage, and vanishes if it moves more than 300 feet away from the Dire Giratina. There can be a maximum of 5 weak shadow creatures active at any given time.
- Each creature of the Dire Giratina's choice that is within 120 feet and aware of it must succeed on a Wisdom saving throw (DC 21) or become frightened of it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or if the effect ends for it, the creature is immune to this lair action for the next day.



## DIRE GIRATINA

*Gargantuan fiend (origin form), lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 385 (22d20 + 154)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	24 (+7)	14 (+2)	24 (+7)	22 (+6)

**Saving Throws** Str +13, Dex +11, Int +9, Cha +13

**Skills** Arcana +9, History +9, Insight +14, Intimidation +13, Perception +14

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Resistances** acid, cold, fire, lightning, poison

**Senses** darkvision 120 ft., truesight 60 ft. passive Perception 17

**Languages** Common, Pokencommon, Primordial, telepathy 120 ft, Undercommon

**Challenge** 22 (41000 XP)

**Legendary Resistance (3/day).** If the Dire Giratina fails a saving throw, it can choose to succeed instead.

**Ominous Wind.** A terrible aura radiates 30 feet outward from the Dire Giratina. Creatures within this space become vulnerable to necrotic damage. Creatures resistance to necrotic damage lose that resistance and creatures immune to necrotic damage become resistant. Additionally, enemy creature's within the aura have disadvantage on saving throws to resist fear effects.

**Shadow Sneak.** While in dim or less light, the Dire Giratina can become a shadow while using its movement. It can instantly teleport to another dimly or less lit space it can see within range. It then has advantage on the next Slash attack it makes before the end of its turn.

## ACTIONS

**Multiattack.** The Dire Giratina makes 3 slash attacks or 2 slash attacks and an ancient power attack.

**Slash.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d12+6) slashing damage and 13 (2d12) necrotic damage.

**Ancient Power.** *Ranged Spell Attack:* +14 to hit, reach 120 ft., one target. *Hit:* 33 (4d12+7) bludgeoning damage. On a hit, roll a d20. On a 20, the Dire Giratina regains an expended use of its Legendary Resistance.

**Hex Breath (Recharge 5 - 6).** The Dire Giratina exhales evil energy in a 90-foot cone. Each creature in that area must make a Dexterity saving throw (DC 22), taking 56 (16d6) necrotic damage on a failed save or half as much on a successful one. Additionally, if a creature fails the saving throw by 5 or more, they are paralyzed until the start of their next turn.

## LEGENDARY ACTIONS

The dire giratina can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dire giratina regains spent legendary actions at the start of its turn.

**Attack.** The Dire Giratina makes a slash attack.

**Evade (Costs 2 Actions).** The Dire Giratina moves up to half its movement speed using its Shadow Sneak ability.

**Shadow Force (Costs 3 Actions, 3/day).** The Dire Giratina becomes immune to all non-magical damage and resistant to all magical damage until the end of its next turn. Additionally, if the Dire Giratina attacks an enemy wearing non-magical armor, with a slash attack, while using this ability, the attack ignores the AC bonus gained from the armor.

## Regional Effects

The region oppressed by a Dire Giratina's lair is warped by the Dire Giratina's distortion energy. This creates one or more of the following effects.

- Local creatures and plant life within 1 mile of the lair are occasionally replaced by shadow versions of themselves. Destroying these shadows within 24 hours of the replacement releases the initial being from the shadow, much like a bird from an egg. If more than 24 hours pass, the distortion energy consumes the

creature and they are lost, though the shadow remains. This effect cannot be prevented by any known magical means and strikes targets equally and at random.

- Portals of random size begin appearing within 1 mile of the lair, dropping objects as small as insects or as large as capital buildings onto the world. The portals open to random timelines, realities, and planes of existence. They are only open for a few seconds at most. Within a month, these portals create a labyrinth of the unexpected that creatures must traverse to approach the lair.

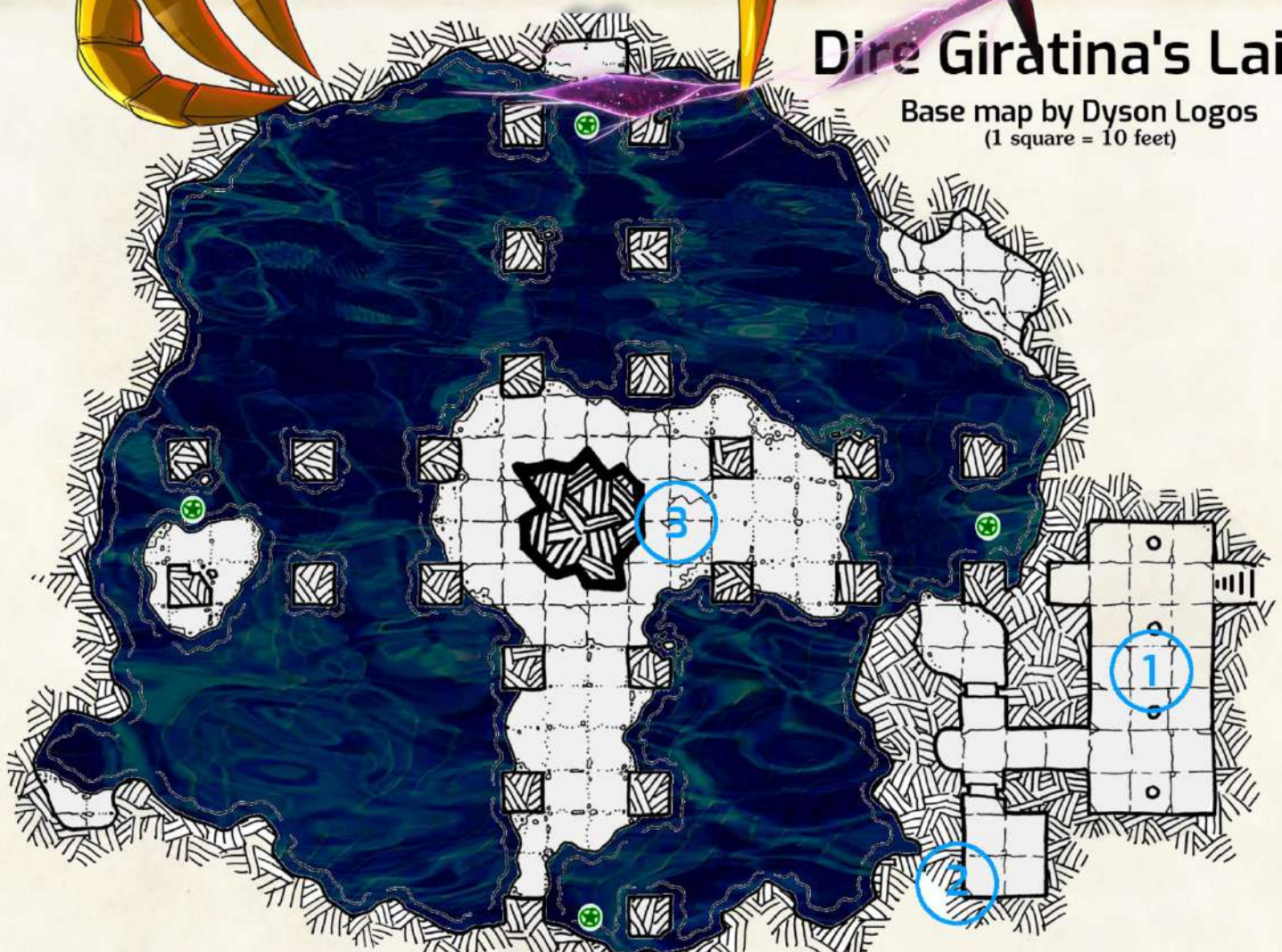




*LluisAbadias*

# Dire Giratina's Lair

Base map by Dyson Logos  
(1 square = 10 feet)





- Small bubbles of antimatter begin to appear within 1 mile of the lair. They are contained but incredibly fragile, being broken sometimes by a stiff wind. Upon being ruptured they cause a terrible condensed explosion in a 10-foot-radius sphere, centered on the broken bubble. Creatures caught by the explosion must make a Dexterity saving throw (DC 20), taking 3d6 radiant and 3d6 necrotic damage on a failed save, or half as much on a successful one. Creatures must have truesight to be able to see the bubbles.

Once the Dire Giratina is killed, it vanishes back to the Omega Distortion but the objects it destroyed, transported to another plane, or transported in from other realities, remain.

## The Anti-Chamber

The entirety of Dire Giratina's Lair is coated in a thick, tangible darkness. Light is only cast at half its normal range and creatures without truesight are blind beyond the light's range, even with blindsight.

### 1 - Temple Entrance

Walking down the stairs, you find yourself in a large foyer. It appears to be a millennia old temple foyer, dedicated to a god of light. Shadows mill about the area, mixing in and out of the thick darkness here.

**Shadow Worshipers.** Though the temple has been abandoned for eons, Dire Giratina's presence has pulled on time, causing shadows of past worshipers to perform their services again. Several shadows all stand listening to a silent sermon from another shadow at the far end of the area. They will act confused if interacted with, cannot speak, and disappear if hit.

### 2 - Priest's Chamber

A small chamber with a large slab in one corner. The darkness in this room feels "normal" and the air feels almost warm.

**Treasure.** A small sun-shaped pendant can be found near the slab. It radiates a gentle warmth and light cast by a creature wearing it doubles in range. The source of light must be coming from or held by the creature wearing the pendant.





### 3 - Destroyed Temple

You step into a massive chamber flooded with dark water and oppressive shadows. Though you cannot see directly through the darkness, you see 4 points of light about 100 feet away from each other in what looks like the cardinal directions. A whirling presence floats above you, swirling between the massive pillars supporting this place.

**Dire Giratina.** Dire Giratina is in this place, wandering in a seemingly aimless pattern. It is translucent and impossible for the characters to interact with beyond seeing it. It will occasionally observe the characters but will not attack until all 4 flame altars are bolstered. Once they are lit, it will become tangible and begin attacking the characters.

**Flame Altars.** The flame altars (green stars on map) radiate a small bit of light and can be seen through the darkness clearly. They must be bolstered by magical fire or light from a 1<sup>st</sup> level spell or higher. A rekindled altar will radiate bright light for 30 feet, cutting away the thick darkness in that area but no further. Once all 4 are lit, the darkness in this place is lifted, the entire area being dimly lit outside of 30 feet around a lit flame altar.

**Enemies.** Shadow creatures spawn randomly from the water but will typically only attack when a flame altar is interacted with. The shadows are replicas of any CR 2 or less creatures, except they are immune to necrotic damage. If a flame altar is left unattended, a shadow creature may throw itself on it; killing the creature but requiring the altar to be rekindled.

**Treasure.** Once the Dire Giratina is slain, it will drop a Gresious Orb. A large splash will be heard on the opposite side of the chamber, where an Anti-Gresious orb will have fallen. They repel each other like strong magnets.

#### Gresious Orb item

*Wondrous item, rare (requires attunement)*

This crystalized energy from a distortion realm pulses with anti-energy. Whenever a creature attuned to this item makes a melee or ranged attack, it can use a bonus action to expend one of its hit dice to add that dice as necrotic damage to its attack.

#### Anti-Gresious Orb

*Wondrous Item, rare (requires attunement)*

This is an aberration of the Omega Distortion, a crystalized orb of rebellious living energy. Creatures attuned to this item can use a bonus action to expend 1 hit dice, adding the dice as temporary hit points. The temporary hit points last for one minute.

**If the orbs touch, they create a 300-foot explosion, causing 50d6 radiant and 50d6 necrotic damage. There is no saving throw.**

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# Dire Greninja

## Ripples in Shadow

Dire Greninja have grown beyond the childish antics of their brethren. By unlocking ancient wisdoms, undergoing forgotten training, and pressing their whole being past its limits multiple times, they are able to become an unstoppable shadow. They can manipulate water, refinishing it into pressurized weapons that chew through armor or to create their own armor from it and, despite being made from liquid, their creations are as strong as equipment from the legends of old. They have mastered many ancient arts of stealth, mixing in their unique abilities in order to become akin to myth. Many times, the target of a Dire Greninja dies before they even knew they were in danger.

**Bitter Solitude.** Dire Greninja often outgrow any masters they may serve under, their prowess and drive making it incredibly difficult for them to develop true friendships. Unless a creature can rival them in skill or has something to teach them, the Dire Greninja will not bother creating a bond. This is not out of malice but out of protection. The Dire Greninja's life leads it into peril and creates many powerful enemies. Friends of Dire Greninja find themselves in constant peril, from abductions to revenge victims. Rather than expose the general population to the dangers of the shadow worlds around them, the Dire Greninja dedicates itself to serving as a faceless balance to the light and shadow.

### DIRE GREININJA

Medium fey, true neutral

**Armor Class** 20 (water armor)

**Hit Points** 195 (23d8 + 92)

**Speed** 45 ft., climb 45 ft., swim 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	24 (+7)	18 (+4)	6 (-2)	18 (+4)	10 (+0)

**Skills** Athletics +7, Acrobatics +12, Stealth +12, Perception +9, Deception +5

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons, cold

**Damage Resistances** poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** blindsight 60 ft. passive Perception 14

**Languages** Aquan, Common

**Challenge** 16 (15000 XP)

**Extrasensory.** The Dire Greninja cannot be surprised and no attacks can be made with advantage against it so long as it is conscious.

**Feint Attack.** The Dire Greninja pinpoints weak points in heavily defended foes. If a target has an AC of 18 or more, the Dire Greninja gains a +3 to attacks against them. Against the same targets, the Dire Greninja lands a critical hit on a 19 - 20.

Additionally, the Dire Greninja deals double damage to constructs.

#### ACTIONS

**Multiattack.** The Dire Greninja makes 3 attacks with either its Night Slash or Water Shuriken, in any combination.

**Night Slash.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 33 (4d12+7) slashing damage.

**Water Shuriken.** *Ranged Weapon Attack:* +12 to hit, range 30/60 ft., one target. *Hit:* 25 (4d8+7) piercing damage.

#### REACTIONS

**Protean.** If the Dire Greninja is hit by a damage type other than bludgeoning, piercing, or slashing, it can use its reaction to attune to that damage type. It remains attuned for the next minute or until it uses this reaction to attune to a new damage type. During that time, it is immune to the damage type and each of its attacks deal an additional 14 (4d6) damage of that type.





# Dire Lotad

## Beast of Burden

A small mutation caused the leaf on its back to grow tremendously, but rather than go into the waters to ease its burden, the Dire Lotad resisted its own body. This push and pull of growth forced the entire creature to rapidly change, turning it into an immense beast. The leaf is still the dominant life force and influences everything the Dire Lotad does. It will often seek out swampy areas, planting itself in a single spot and absorbing nutrients through its feet. The leaf has grown razor sharp barbs and is rich in nutrients, attracting small creatures to feed on it. These creatures serve as food for the Dire Lotad's body and it will guard the leaf mercilessly if any larger creatures attempt to sample it.

**Load-tad.** Dire Lotad are mostly docile beasts, only feeding on small creatures and attacking to defend themselves. Some trainers are able to calm the Dire Lotad's defenses, allowing creatures to ride on its leaf without enraging the plant. The Dire Lotad is surprisingly fast and can travel both land and water at around the same clip. Though rare, a Dire Lotad ferry is a valuable commodity, sometimes carrying enough cargo or passengers to warrant a heist.

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### DIRE LOTAD

*Gargantuan plant, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 310 (20d20 + 100)

**Speed** 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

**Saving Throws** Str +12, Int +3, Cha +5

**Skills** Animal Handling +7

**Condition Immunities** encumbered, exhaustion, paralyzed

**Senses** passive Perception 12, darkvision 60 ft.

**Languages** Aquan

**Challenge** 16 (15000 XP)

**Rain Dish.** If standing in the rain Dire Lotad regains 22 (2d20) hit points at the start of its turn.

#### ACTIONS

**Multiattack.** The Dire Lotad makes 2 attacks. 1 Flail and 1 Bubble Beam.

**Flail.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (5d10+7) bludgeoning damage. If the Dire Lotad has less than half their hit points remaining, this attack deals an additional 11 (2d10) bludgeoning damage.

**Bubble Beam.** *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 28 (5d10+1) cold damage.

**Rain Dance (1/day).** The Dire Lotad summons heavy rain in a half mile radius, centered on itself. The rain lasts for 10 minutes and a bolt of lightning strikes a random target within 300 feet of the Dire Lotad at the end of each of its turns. Roll a d6. On a 1-3, a creature hostile to the Dire Lotad is struck. On a 4-5, a tall object in the area is struck. On a 6, the Dire Lotad itself is struck. The struck creature and/or any creatures within 5 feet of where the bolt strikes must make a Dexterity saving throw (DC 18), taking 22 (4d10) lightning damage on a failed save, or half as much on a successful one. The Dire Lotad automatically fails the saving throw against the bolt.

#### REACTIONS

**Giga Drain.** If a creature is hit with the Dire Lotad's Flail attack, the Dire Lotad can use this reaction to capture their removed life energy, healing itself hit points equal to half the damage done by the Flail attack.



## DIRE SABLEYE

Medium fiend, lawful evil

**Armor Class** 16

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

**Saving Throws** Cha +2

**Skills** Acrobatics +9, Stealth +9

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons

**Damage Resistances** necrotic, poison

**Senses** darkvision 120 ft. passive Perception 11

**Languages** Abyssal, Infernal

**Challenge** 9 (5000 XP)

**Magic Bounce.** If the Dire Sableye succeeds on a saving throw against a spell to avoid the blinded, charmed, frightened, paralyzed, petrified, or poisoned condition, the creature whose spell would have caused the condition must make the same saving throw (the DC is the same as the Dire Sableye had to resist), and takes the effect instead of the Dire Sableye on a failure.

**Shadow Sneak.** While in dim or less light, the Dire Sableye has advantage on initiative rolls and Stealth checks.

### ACTIONS

**Multiattack.** The Dire Sableye makes 3 attacks with either Fury Swipes and/or Power Gem.

**Fury Swipe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage and 7 (2d6) necrotic damage.

**Power Gem.** *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 17 (2d10+6) radiant damage.

### REACTIONS

**Detect.** If the Dire Sableye is targeted by a damaging attack or spell, it can use this reaction to impose disadvantage on the attack or grant itself advantage on the saving throw to resist the damage.

# Dire Sableye

## Darkend Souls

Crawling through the darkest tunnels, reaching unknown places of ancient energy, the small creature stumbles upon gems infused with the souls of long forgotten evils.

Consuming the stone fills them with impossible energy and their bodies rapidly mutate to absorb it all. The gems already present grow and splinter, their chest literally bursting and the ruby therein shattering. If it survives this process, it will rise, picking up its ruined gemstone shield, turning the split halves into soul-stealing swords. Its expanded crystals now hunger for more energy and it goes in search of life energy great enough to sate this craving.

**Shadows Die.** Though this influx of energy forced an evolutionary change in them, it has also cursed them with a short life. If they cannot recharge the gemstones in their body with the life energy of other beings, they will begin to fade and eventually disappear; leaving beautiful but inert stones behind. Because of this, they are constantly hunting for powerful jewels and powerful creatures. It can no longer rely on digging through the ground in hopes of discovering crystals, it must hunt. Adventurers are a favorite target for these fiends, usually being rich in gems and fat with soul energy.





# Dire Snorlax

## Slumbering Havoc

Dire Snorlax have grown far beyond their kin's humble size and natures. Their immense bodies require immense fuel and they do not care where they get it from. With teeth like diamonds and stomachs capable of digesting rocks, they tend to simply eat in a line until they reach a desert or ocean. Forests, villages, cities, armies, dungeons, portals, the Dire Snorlax does not care what is in its way, it will eat anything. Once it has consumed near its own body weight, it will abruptly fall prone and rest for up to a week.

**Belly Drum.** The hunger of a Dire Snorlax does not lead it to direct malevolence. If anything attempts to stop it though, they will send the beast into a terrible rage. It will begin tearing down any structures nearby and killing anything that moves. After a few hours of pounding everything it can see into a sick paste of blood and bricks, it will lay down in the middle of its carnage and begin sleeping. Sometimes this is a quick nap, sometimes it can last for months. If it awakens naturally, it will pick a new direction and begin feeding again. If it is awoken by any outside force, the rage begins with renewed intensity.

**Magic Indigestion.** Dire Snorlax avoid eating items with intense magical auras as some of them can make the creature feel ill. Because they do not know which items will affect them, they avoid most all of them. This will not keep them from destroying a magical item to get food behind it or to weaken an attacking creature.

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#DireEmAll no. 11

### DIRE SNORLAX

*Huge beast, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 290 (20d12 + 160)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	26 (+8)	6 (-2)	14 (+2)	12 (+1)

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons, poison

**Condition Immunities** blinded, frightened, exhaustion, intoxicated

**Senses** blindsight 60 ft., darkvision 120 ft. passive Perception 12

**Languages** Sleep Talk, Common

**Challenge** 12 (8400 XP)

**Legendary Resistance (3/Day).** If the Dire Snorlax fails a saving throw, it can choose to succeed instead.

**Siege Monster.** The Dire Snorlax deals double damage to objects and structures.

**Spell Swallow (3/day).** While awake, the Dire Snorlax can consume some magical energy from a spell. The spell damage is reduced by half or, if the spell requires a saving throw to take half damage on a successful save, the Dire Snorlax instead takes half damage on a failed save or no damage on a successful one. The Dire Snorlax's movement speed is reduced by half and it cannot take any reactions until the end of its next turn after using this ability.

#### ACTIONS

**Multiattack.** The Dire Snorlax makes 3 Hammer Claw attacks and then can choose to use Rest.

**Hammer Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., Hit: 21 (3d10+5) slashing damage.

**Rest (3/day).** The Dire Snorlax falls asleep standing up, reducing its speed to 0, reducing its AC to 14, and regaining all of its hit points. Though it is technically unconscious, it stays in combat as if it were not, though effects that target unconscious creatures can be still used against it. It retains a dim sense of awareness of the space 30 feet around it. It will awaken at the start of its turn in 1d4 turns. While asleep it can make only 1 hammer claw attack on its turn.

#### REACTIONS

**Snore.** If attacked while sleeping, the Dire Snorlax can release a terrible sound. Each creature than can hear it within 60 feet of the Dire Snorlax must succeed on a Constitution saving throw (DC 22), taking 21 (6d6) thunder damage on a failed save, or half as much on a success.





# Dire Typhlosion

## Ancestral Blaze

### DIRE TYPHLOSION

Large beast, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 161 (19d10 + 57)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	5 (-3)	12 (+1)	10 (+0)

**Skills** Perception +9, History +1, Insight +5

**Damage Immunities** fire

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons, necrotic, radiant

**Condition Immunities** frightened, charmed

**Senses** passive Perception 19

**Languages** Infernal, Celestial (can understand both but cannot speak)

**Challenge** 10 (5900 XP)

**Double-Edge.** Whenever the Dire Typhlosion takes bludgeoning, piercing, slashing, force, lightning, or thunder damage, the impact ruptures overcharged fur, causing an explosion. Each creature within 15 feet of the Dire Typhlosion must make a Dexterity saving throw (DC 15), taking 7 (2d6) fire damage on a failed save, or half as much on a successful one.

#### ACTIONS

**Multiattack.** The Dire Typhlosion makes 3 Slash attacks or 1 Slash attack and Uses its Flamethrower.

**Slash.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage and 9 (2d8) fire damage.

**Flamethrower (Recharge 4-6).** The Dire Typhlosion exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw (DC 15), taking 42 (12d6) fire damage on a failed save, or half as much on a successful one.

#### REACTIONS

**Flash Fire.** The Dire Typhlosion can use a reaction to suppress its Double-Edge ability once, allowing it to reroll and attempt to recharge its flamethrower action.

Dire Typhlosion are a spiritual anomaly, a vessel for all their kind that has come before them. When one of these creatures is evolving to its final stage, it may be chosen by the spirits of its kin; they will channel their own power into its body, pushing it into another stage of being. This spiritual energy overwhelms the body, causing increased growth and each strand of hair on its body to become filled with fire. Simply by moving, this creature ignites those hairs, causing intense flames to constantly coat its body.

**Those Before.** Dire Typhlosion are a single consciousness but their life energy and reflexes are bolstered by the many. The spirits empowering the Dire Typhlosion are no smarter than it but do increase its senses, making it very difficult to surprise or trick. On occasion, one of these spirits will gain a more powerful influence, causing the Dire Typhlosion to seek out old homes and friends of the spirit.

**Both Ends.** Since the energy needed to sustain the Dire Typhlosion comes from the spiritual energy around and within it, it does not need to eat, drink water, or sleep. However, the extreme strain on its body and soul causes the Dire Typhlosion to die quickly, with few ever living longer than 2 years.



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# DIRE TYRANITAR

*Tiny giant, neutral evil*

**Armor Class** 22 (natural armor)

**Hit Points** 425 (50d4 + 300)

**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	6 (-2)	14 (+2)	16 (+3)

**Saving Throws** Str +15, Dex +7, Int +5, Cha +10

**Skills** Intimidation +17, Athletics +15

**Damage Immunities** bludgeoning, piercing and slashing damage from nonmagical weapons, psychic

**Damage Resistances** fire, lightning, necrotic, poison

**Condition Immunities** exhaustion, frightened, paralyzed, petrified

**Senses** darkvision 90 ft., tremorsense 120 ft., blindsight 300 ft. passive Perception 12

**Languages** Draconic, Giant

**Challenge** 22 (41000 XP)

**Iron Defense.** The Dire Tyranitar recovers 4 (1d6) hit points for every 10 feet it burrows on its turn.

**Legendary Resistance (3/day).** If the Dire Tyranitar fails a saving throw, it can choose to succeed instead.

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

**Sand Stream.** Dire Tyranitar has a constant windstorm kicking up sand and debris within 300 feet of it. Vision in the area is lightly obscured and creatures within must make a Constitution saving throw (DC 21) at the start of their turn, taking 4 (1d6) bludgeoning damage on a failed save or half as much on a successful one. The windstorm is more intense within 50 feet of the Dire Tyranitar, making vision heavily obscured and increasing the damage to 7 (2d6).

**Siege Monster.** The Dire Tyranitar deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The Dire Tyranitar makes 3 attacks. 1 with its Bite and 2 with its Thrash.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) piercing damage.

**Thrash.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10+8) bludgeoning damage and 19 (2d10+8) slashing damage.

## REACTIONS

**Payback.** If hit with an attack, the Dire Tyranitar can use this reaction to store some of the violent energy, increasing its next attack against the creature that hit it by half of the damage it dealt to the Dire Tyranitar. It can only store the extra energy of one single attack at a time and the attack must be against the creature it used this reaction for. The energy dissipates after 1 minute or when the Dire Tyranitar uses it on the appropriate creature.



# Dire Tyranitar

## Tiny Titans

As a younger being, it began eating a mountain's worth of minerals with the expectation of using this sustenance to grow large and powerful. It was sadly mistaken. All of the material eaten did not disappear but was instead compressed, forcing all the mass and energy of an average evolution into a small frame. Along with the increase in power, came an increase in rage. Dire Tyranitar are furious about being denied a size they believe is rightfully theirs. They stomp across the land, miniature giants, leaving nothing but destruction and sand in their wake.

## LEGENDARY ACTIONS

The dire tyranitar can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dire tyranitar regains spent legendary actions at the start of its turn.

**Crunch.** The Dire Tyranitar makes a bite attack.

**Scary Face (Costs 2 Actions).** The Dire Tyranitar targets a creature within 120 feet, that can see it, and attempts to scare it into inaction. The target must succeed on a Wisdom saving throw (DC 19), or be unable to take their next turn until after the Dire Tyranitar's next turn.

**Earthquake (Costs 3 Actions, 3/day).** The Dire Tyranitar shakes the earth, causing the same effects as the Earthquake spell, centered on itself. It is immune to the effects of this spell if used in this way.



# Dire Wobbuffet

## DIRE WOBUFFET

Large fiend, true neutral

**Armor Class** 18 (natural armor)

**Hit Points** 200 (16d10 + 112)

**Speed** 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	25 (+7)	6 (-2)	13 (+1)	8 (-1)

**Skills** Intimidation +3, Survival +5, Perception +5

**Damage Immunities** psychic

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons, necrotic

**Condition Immunities** blinded, frightened, stunned

**Senses** passive Perception 15

**Languages** Deep Speech, Primordial

**Challenge** 11 (7200 XP)

**Shadow Tag.** Any creatures who come within 30 feet of the Dire Wobbuffet must succeed on a Wisdom saving throw (DC 13), or be unable to move more than 30 feet away from the Dire Wobbuffet. The afflicted creatures can make the saving throw again every minute, ending the effect for 24 hours upon a success. The effect ends if the Dire Wobbuffet is killed.

**Destiny Bond (1/day).** When the Dire Wobbuffet has half its hit points remaining, it will choose a target within 30 feet of it that it can see and attempt to tie its life force to theirs. The creature must succeed on a Wisdom saving throw (DC 19) or be bonded to the Dire Wobbuffet. A bonded creature will drop to 0 hit points if the Dire Wobbuffet dies and will begin making death saving throws with disadvantage.

## ACTIONS

**Multiattack.** The Dire Wobbuffet makes 3 attacks. 2 Slash attacks and 1 Tail Crunch attack. The tail can attempt to grapple a target instead of attacking; if it grapples a target, Tail Crunch attacks against the target automatically hit for each subsequent turn it remains grappled.

**Slash.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

**Tail Crunch.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) piercing damage and 7 (2d6) necrotic damage.

## REACTIONS

**Counter.** Any creatures who attack the Dire Wobbuffet within 30 feet of it must make a Intelligence saving throw (DC 19), taking psychic damage equal to the damage dealt to the Dire Wobbuffet by the creature's attack on a failed save, or half as much psychic damage on a successful one.



## The Best Defense

Hidden away for eons, fighting for survival in the darkest reaches of the world, a Dire Wobbuffet is slowly crafted. The peaceable nature of these creatures being overridden by generations of fighting for survival in the vicious darkness. Eventually their psyche snaps and the true power in their body is brought forth. The unyielding darkness empowers their newly obtained forms, amplifying their deadly bodies. In their own minds they are still reserved and calm, its only that anything and everything is now considered aggression. Rather than simply withstand it, they hunt down the "attacker" and brutally ensure tranquility.

**Tail End.** Dire Wobbuffet no longer guard their tails, the position of "guard" having flipped. The tail is a relentless hunter of aggression. Any attacks, perceived threats, or even loud noises will trigger sensitive receptors in the tail, sending the whole being into a rage. Dire Wobbuffet have been observed eating with both their mouth and the tail; the tail has also been reported to sometimes lead the Dire Wobbuffet. These findings further confuse the debate on where consciousness lies within this creature and many believe it to really be a strange kind of symbiosis.

**A Good Offense.** Because of their heightened response to aggression, many view the Dire Wobbuffet as a hostile creature, but this is not technically true. A calm mind, gentle movements, and a bit of luck while near one of these beasts is enough to keep them docile. However, the presence of a single sharp object can be seen as a potential attack, causing the Dire Wobbuffet to attack some creatures over basic cutlery.



# Shiny Dire Jigglypuff

## The Little Death

Art by @LluisAbadias Stats/Lore by @Snickelsox  
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#DireEmAll No. 1 (Shiny)

### DIRE JIGGLYPUFF (SHINY)

*Small fiend, neutral evil*

**Armor Class** 14

**Hit Points** 78 (12d6 + 36)

**Speed** 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

**Skills** Persuasion +4

**Damage Resistances** bludgeoning, piercing and slashing damage from nonmagical weapons

**Senses** passive Perception 12

**Languages** Infernal

**Challenge** 5 (1800 XP)

**Sleep Song.** The Dire Jigglypuff radiates a constant lulling hum. Any creature that comes within 15 feet of the Dire Jigglypuff and can hear the song must succeed on a Constitution saving throw (DC 12) or fall unconscious. The DC for this save increases by +1 for each consecutive turn the creature starts within the range of the song.

**Dream Eater.** At the start of the Dire Jigglypuff's turn, each sleeping creature within 60 feet of the Dire Jigglypuff takes 2d4 psychic damage. The Dire Jigglypuff recovers hit points equal to the total damage dealt to all creatures.

**Tri-Attack (Shiny Bonus).** Once on its turn, the Dire Jigglypuff can add an extra 4 (1d6) cold damage, 4 (1d6) fire damage, 4 (1d6) lightning damage to a single claw attack.

#### ACTIONS

**Multiattack.** The Dire Jigglypuff makes 3 claw attacks.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) slashing damage.

#### REACTIONS

**Bellow.** After being hit with an attack, the Dire Jigglypuff can increase the range of its Sleep Song ability by 60 feet for 1 minute.



Dire Jigglypuff is a terrible beast, a pink demon of wretched songs. It lies in wait near small towns or in the slums of cities for night to fall. Then it roams the streets, inflicting nightmares to any who hear its songs. It feasts on this energy, draining the life force of its sleeping victims. In time, it can collapse an entire village, the inhabitants all suddenly dying from exhaustion.

**Perish Song.** This creature is constantly radiating a song of sleep and death. It is a low hum when at rest, audible only to those close to it but it can harmonize with its own body's thrum to bellow a soft and piercing melody outward. All who hear this song begin to feel drowsy and many immediately fall unconscious. It views this reaction to its music as a personal affront and may carve rude drawing or threatening messages into the skin of those sleeping.

**The Hunt.** Because of its effects on other creatures, it is incredibly difficult to kill a Dire Jigglypuff. Most attempts to hunt it result in many casualties. They need to hear the music to track the demon down but can rarely resist the song's power.

#### Jiggly-Sac

*Wondrous item, uncommon*

This strange organ can be blown into as part of the verbal component for the sleep spell, adding an extra 1d8 to the total spell's effectiveness.



# Shiny Dire Sableye

## DIRE SABLEYE (SHINY)

Medium fiend, lawful evil

Armor Class 16

Hit Points 202 (27d8 + 81)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Cha +2

Skills Acrobatics +9, Stealth +9

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances necrotic, poison

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, Infernal

Challenge 14 (11500 XP)

**Magic Bounce.** If the Dire Sableye succeeds on a saving throw against a spell to avoid the blinded, charmed, frightened, paralyzed, petrified, or poisoned condition, the creature whose spell would have caused the condition must make the same saving throw (the DC is the same as the Dire Sableye had to resist), and takes the effect instead of the Dire Sableye on a failure.

**Shadow Sneak.** While in dim or less light, the Dire Sableye has advantage on initiative rolls and Stealth checks.

**Shadow Claw (Shiny Bonus).** If a creature of small size or larger dies within 120 feet of the Dire Sableye, the Dire Sableye can use a bonus action on its turn to absorb the dead creature's lingering life energy. This heals the Dire Sableye 5d8 hit points. This also adds an additional 14 (4d6) necrotic damage to both its Fury Swipe and Power Gem attacks for 1 minute. It can use this ability again to heal but the additional Necrotic damage will not increase, though its duration will reset to 1 minute.

### ACTIONS

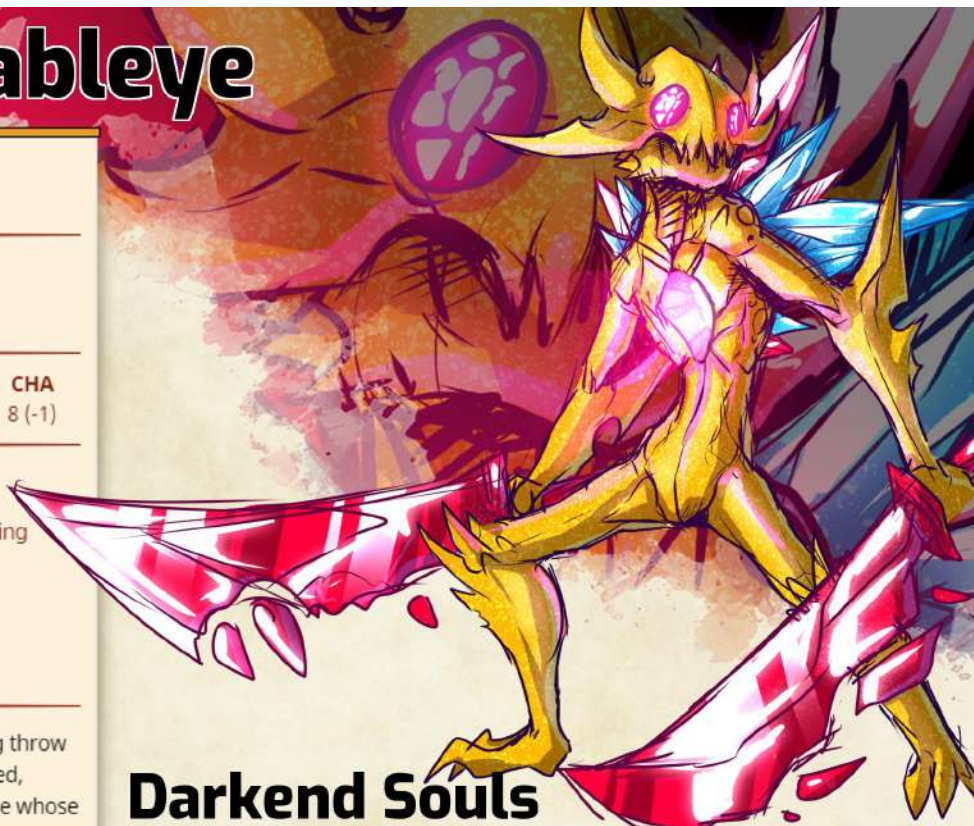
**Multiattack.** The Dire Sableye makes 4 attacks with either Fury Swipes and/or Power Gem.

**Fury Swipe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage and 7 (2d6) necrotic damage.

**Power Gem.** *Ranged Weapon Attack:* +10 to hit, range 30/60 ft., one target. *Hit:* 17 (2d10+6) radiant damage.

### REACTIONS

**Detect.** If the Dire Sableye is targeted by a damaging attack or spell, it can use this reaction to impose disadvantage on the attack or grant itself advantage on the saving throw to resist the damage.



## Darkend Souls

Crawling through the darkest tunnels, reaching unknown places of ancient energy, the small creature stumbles upon gems infused with the souls of long forgotten evils. Consuming the stone fills them with impossible energy and their bodies rapidly mutate to absorb it all. The gems already present grow and splinter, their chest literally bursting and the ruby therein shattering. If it survives this process, it will rise, picking up its ruined gemstone shield, turning the split halves into soul-stealing swords. Its expanded crystals now hunger for more energy and it goes in search of life energy great enough to sate this craving.

**Shadows Die.** Though this influx of energy forced an evolutionary change in them, it has also cursed them with a short life. If they cannot recharge the gemstones in their body with the life energy of other beings, they will begin to fade and eventually disappear, leaving beautiful but inert stones behind. Because of this, they are constantly hunting for powerful jewels and powerful creatures. It can no longer rely on digging through the ground in hopes of discovering crystals, it must hunt. Adventurers are a favorite target for these fiends, usually being rich in gems and fat with soul energy.

### Crystal Greatsword (Shiny Bonus)

*Weapon (Greatsword), Rare (Requires Attunement)*

You gain +1 to attack and damage rolls made with this magic weapon if attuned. Evil aligned characters gain +2 if attuned.

This gemstone sword deals 2d6 slashing damage and 2d6 necrotic damage. If a small sized or larger creature dies within 60 feet of the wielder, the wielder can use a bonus action to trap their life energy in the blade, increasing the necrotic damage done by 4d6 (6d6 total) for 1 minute. Souls trapped in this way are burned up in this process and cease to exist after 1 day.

**Curse.** If the wielder does not absorb the soul of a small sized or larger creature once a week, the wielder will permanently lose 1 point of Constitution. If they drop to 0, their soul is absorbed into the blade. The Constitution points cannot be recovered except by the use of a Wish spell.