

Dire Celebi

Time travel is not an easy process, nor does it come without its consequences. Celebi knows this lesson all too well, as its constant mucking about in the timeline is what can distort its body and mind into a twisted ghost of itself. Countless iterations of differing timelines, forcing new realities to exist through small changes, melding and unraveling time itself, all of these things cause tremendous stress to the body of a time traveler. It is for this reason that the celebi creates fractal entities, disparate timeline versions of itself, to do the dirty work of timeline alteration. After a millennia of distortions, these fractals can eventually succumb to the power of their own temporal interference, becoming a dire celebi.

A New Life. Dire celebi are not immediately distinguishable from their fellow shards, nor are they inherently evil, they only wish to continue their existence. Time will not allow this. Their fractured existence causes more errors within each timeline, causing certain realities to become unstable and eventually collapse. Creatures living within one of these unstable threads will notice glitches within the universe, skips in time, errors the defy physical possibilities, and some may even live to see time itself fall apart around them. The only way to save this reality is to destroy the dire celebi willing it to exist, causing the thread to rejoin with its closest relative, which some may argue is not a uniquely different outcome to time falling apart.

Hidden Away. Dire celebi hide from themselves, attempting to find the most distant timeline they can from their progenitor as possible. To this end, they will alter timelines, bringing people, places, and monsters from different eras into new timelines, or erase these same things to splinter time even more. This often results in dark eras of extreme suffering and a world where even reality is uncertain. This uncertainty is exactly what dire celebi is after,

as the chaotic nature of these spiraling threads allows them nearly infinite places to hide, even sometimes allowing them to become fractals of a fractal, guaranteeing their existence, should someone somehow find a way to destroy one of them. Were all of it to be coalesced into a single line again, the dire celebi could be killed, returning its essence to its progenitor. To a rogue dire celebi, this is akin to death, even though its life energy isn't erased, only moved.

Dire Celebi's Lair

The lair of a dire celebi is scattered across multiple places and even multiple times. It can move freely in these spaces, walking from one reality to another as easily as walking through a doorway. It has massive influence in these areas and will add new places to its lair as it sees fit, causing its lair to grow and expand in strange ways.

Its true lair cannot be seen unless forced together by powerful magics and will, usually requiring some sort of powerful relic from a collapsed timeline. When finally brought into a single place, the amalgamation of a lair will be generally shaped like a particular forest from the dire celebi's origination. The forest may be unrecognizable as woodlands as only the general shape is kept and it may be comprised of parts of a castle, city streets, high-technology buildings, underwater caverns, bits of space, unexplored cave structures, or any number of bits and bobs from throughout time and space.

Navigating this strange location will subject the creatures inside to the effects of the different locations as, even though they are travelling in the "forest", they are hopping from realm to realm to do so.

Lair Actions

On initiative count 20 (losing initiative ties), the dire celebi takes a lair action to cause one of the following effects: the dire celebi can't use the same effect two rounds in a row.

- The dire celebi attempts to freeze time for creatures within the lair. Each creature in the lair must succeed on a Constitution saving throw (DC 20) or be frozen in time until initiative count 20 on the next round. Attacks made against the frozen creatures are made with advantage and frozen creatures automatically fail Strength and Dexterity saving throws. While frozen, the creatures cannot move, be moved, speak, or take any actions, bonus actions, or reactions. They do not observe the passage of time while frozen. If a creature succeeds on the saving throw against this effect, it is immune to the effect for 24 hours.
- Grasping vines and plants sprout in a 30-foot square at a space within the lair of the dire celebi's choosing. Each creature in the space, who enters the space, or who ends their turn there, must succeed on a Dexterity saving throw (DC 18) or be restrained. Restrained creatures may use their action to make a Strength saving throw (C 18) to escape the plants. The plants remain in place for 1 minute or until the dire celebi uses this action again.
- If a creature allied with the dire celebi falls to 0 hit points during the round and before initiative count 20, the dire celebi can restore it to whatever condition it was at the start of the round. This includes its hit points, any conditions it was under, and any magical or non-magical effects it was impacted by. A creature can only be restored once in this way before it finishes a long rest.

Regional Effects

The region of a dire celebi is hard to define, with few clear boundaries and parts extending into multiple timelines. The power of these effects correlates directly to the size of the area considered to be part of the dire celebi's lair. For example, a single tree may only have

effects extending a hundred feet or so, while an entire castle would allow the effects to extend to their maximum possible range. As reality collapses because of their interference, there may be more effects beyond this but some of the ways the lair directly impacts the world are the following:

- Single days will repeat themselves, starting at dawn, within a 1-mile radius of the lair. A random assortment of creatures within the area will remember the previous repeats while others will not. Leaving the area has only a 50% chance of alleviating the repeats, with half of those who leave waking up back where they started.
- Extinct plant life will find root up to 1 mile away from the lair, even if the local area is inhospitable to it.
- Clocks and other timekeeping devices will not work, either stopping, rewinding, or spinning forward, within 3 miles of the lair. Even the sun will become an inaccurate timekeeper as it stutters across the sky in a pattern that only vaguely resembles the actual time of the day.

These effects end immediately if the dire celebi is killed, though the plants will linger as long as they can, and the relived experiences of looping creatures will remain in their minds.

Xeli Forest

This forest is completely inaccessible until two conditions are met. First, a creature must find one piece of the dire celebi's lair in the world. This could be something as small as a rock the dire celebi has twisted into their realm, or an entire city block. Second, they must have obtained the Gestalt Orb and must activate it within 15 feet of one of these spaces. Doing so will cause the realm around to instantly shift, pulling together the totality of the Xeli Forest to be explored.

While exploring the forest, characters will find themselves warped between realms and, for all purposes, are actually in those areas. Walking between one part of the forest to another simply moves them from one realm

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DIRE CELEBI

Small fey, unaligned

Armor Class 20 (natural armor)

Hit Points 195 (26d6 + 104)

Speed 20 ft., fly 45 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	19 (+4)	18 (+4)	18 (+4)	23 (+6)

Saving Throws Dex +14, Int +11, Wis +11, Cha +13

Skills Arcana +12, Medicine +12, Nature +12, Stealth +14

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

Damage Vulnerabilities fire, necrotic, poison

Senses passive Perception 14, truesight 60 ft.

Languages telepathy 300 ft.

Challenge 22 (41000 XP)

Natural Cure (Recharge 5-6). At the start of its turn, the dire celebi can choose to magically recover from any condition it was suffering from, including its Perish Song ability.

Life Dew (Recharge 6). At the end of its turn, the dire celebi can use a bonus action to heal itself and any allied creatures within 30 feet of it 1/4 of each creature's maximum hit points.

ACTIONS

Multiattack. The dire celebi uses its Baton Pass if it can and then makes three attacks, with either its Ancient Power or Magical Leaf, in any combination.

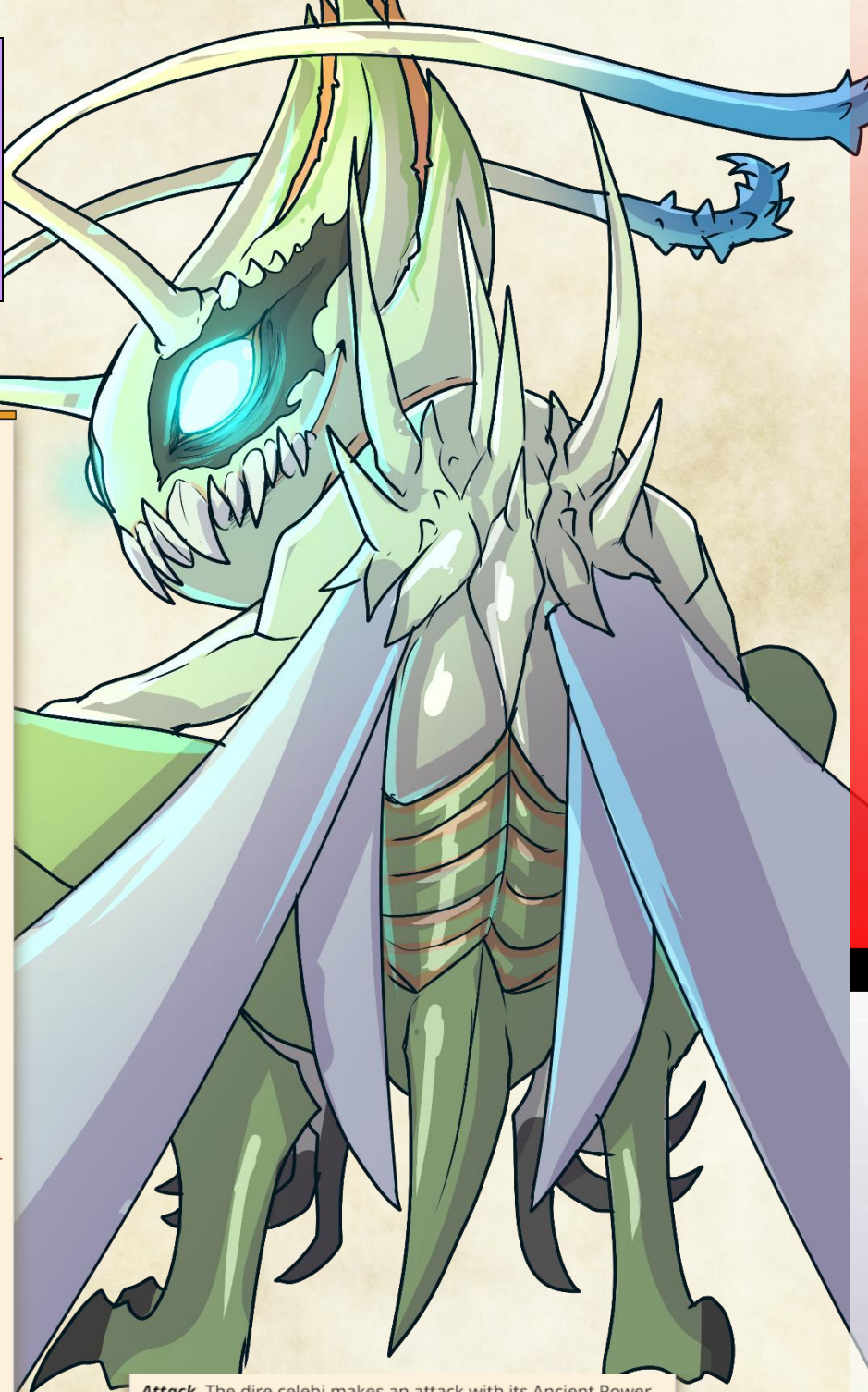
Ancient Power. Ranged Weapon Attack: +14 to hit, range 60/90 ft., one target. **Hit:** 14 (2d6+7) bludgeoning damage. This attack is considered magical. On a hit, the dire celebi rolls a d10. On a 10, each of the dire celebi's ability scores increase by +1 (max +5) until it finishes a short or long rest.

Magical Leaf. Ranged Weapon Attack: +14 to hit, range 90/180 ft., one target. **Hit:** 16 (2d8+7) slashing damage and 9 (2d8) acid damage. This attack ignores cover and can move up to 1 foot through any non-magical material.

Baton Pass (Recharge 6). The dire celebi chooses an allied creature it can see within 30 feet and grants it any boons it currently has. The creature receives any ability score increases the dire celebi has gained (resetting the dire celebi's scores to their original baseline), has the healing properties of Leech Seed shifted to them, and has any status conditions (including Perish Song) shifted to them.

LEGENDARY ACTIONS

The dire celebi 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 celebi regains spent legendary actions at the start of its turn.



Attack. The dire celebi makes an attack with its Ancient Power or Magical Leaf.

Leech Seed (Costs 2 Actions). The dire celebi throws infectious seeds onto a creature within 20 feet of it. The creature must succeed on a Constitution saving throw (DC 19) or be seeded. A seeded creature loses 9 (2d8) hit points at the end of each of its turns and the dire celebi is healed half of the hit points lost. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect ends naturally after 1 hour or if the creature moves more than 500 feet away from the dire celebi.

Perish Song (Costs 3 Actions). The dire celebi recites a terrible song of death. Each creature that can hear the song, including the dire celebi, must succeed on a Constitution saving throw (DC 21) or die after 3 turns (excluding turns in the current round). Creatures can repeat the saving throw at the start of each of their turns, ending the effect on a success. Creatures who succeed on the saving throw, or who die to this ability, are immune to it for 24 hours.

to the next. Creatures inside these realms can see them and interact with them but cannot move between realms like the explorers can, nor can they see the forest as a whole. The trees outside the main path can be explored but are of little consequence and extend out into infinity. Once a creature has activated the forest, they are trapped there until they have defeated the dire celebi.

Defeating the dire celebi will cause the forest to unravel and wherever the characters are inside the amalgamation is where they will be when it unravels. Depending on how deep into an unstable timeline the dire celebi was, the characters may not even remember their adventure, as the timeline simply ceases to exist.

Random Encounters

Dire celebi will call on creatures from other timelines to attempt to expunge intruders. At any point, roll a d8 and d12 on this table to see if one of these creatures come stumbling from the woods.

d8+d12	Encounter
2	Dire Bedrill
3-6	Dire Cacturn
7-10	Dire Duskuil
11-13	Dire Jigglypuff
14-16	Dire Ivysaur
17-19	Dire Scolipede
20	Dire Miltank

Overall Objective

To complete the adventure, the party must seek and obtain 4 shrine shards from different areas of the map (areas 5, 8, 10, and 12) and bring them back to the Xeli Shrine (area 3). Once completed, they can confront the dire celebi directly.

Unusual Space

No two areas within the forest share the same kind of space. Some areas are much larger than they appear on the map, and some are much smaller. Scale varies depending on the

needs of the area, not the dimensions of the forest.

1 – Old Goblin Cave

Cold stone and an oppressive darkness fill this area. You smell the remains of fire and meat, as well as a tiny twinge of rot in the air. There are sounds of wilderness echoing in the cave that does not match the sounds of the surrounding forest.

Remnants. This area is usually host to a small group of goblins but they have currently left the cave for reasons unknown. Their equipment, food stores, and a small bit of loot can still be found here. If the characters spend long enough in the forest, the goblins may decide to come back and will likely not take kindly to someone invading their space.

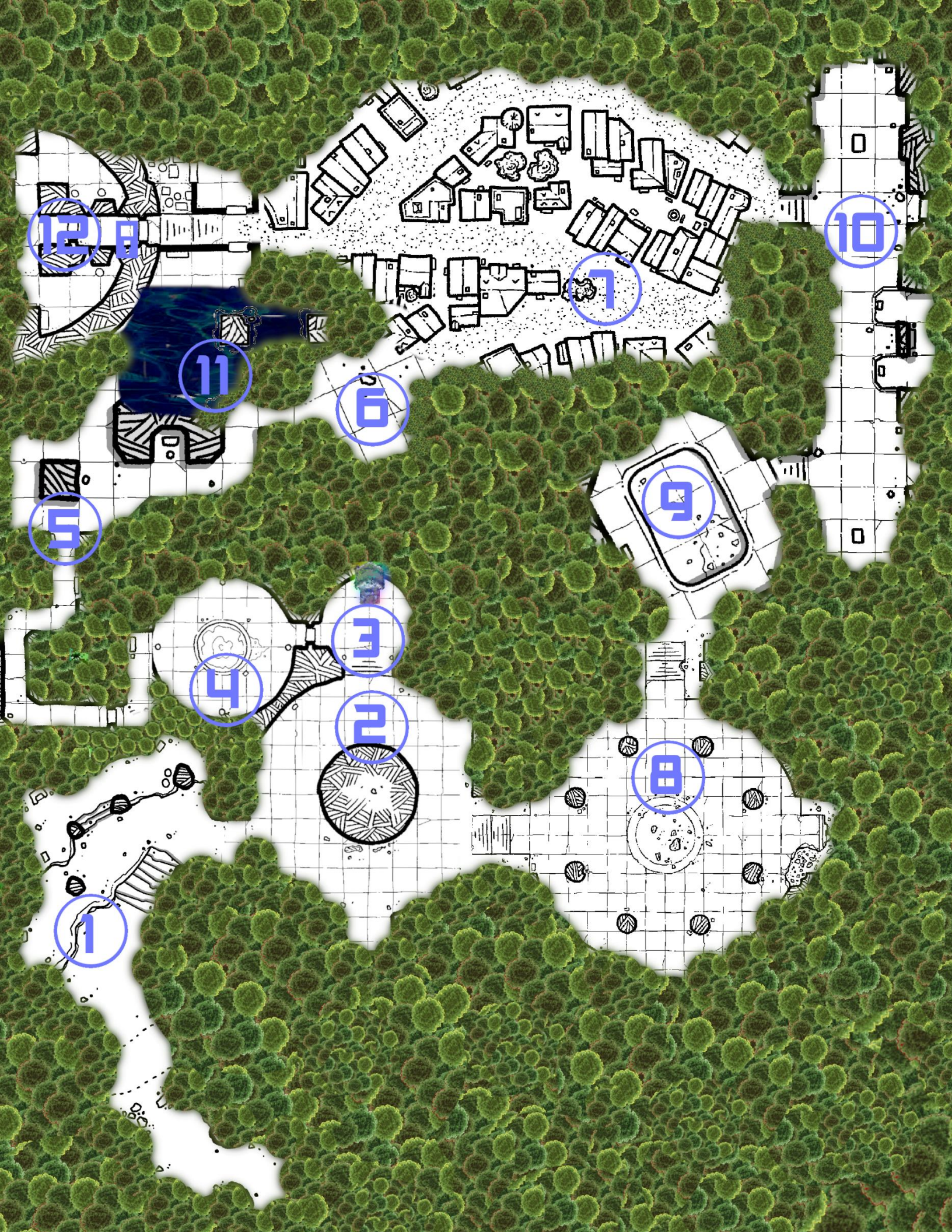
Loot. Stashed in small bag, crates, and under bedrolls, a bit of goblin loot can be found. This includes half of a +1 longsword, 251 gold pieces, a cracked ruby worth 200 gp, and a cracked sapphire worth 200 gp.

2 – Circular Temple

Light slithers in through a few cracks in the ceiling. This temple is well worn but does not appear to be abandoned. There are murmurs in the distance that hold a religious weight to them. You are not alone.

Working Temple. This area is a part of some distant temple to The Innumerable. Religious iconography is scattered on the walls, chunky art depicting gods of many different shapes and sizes. Though conversation can be heard echoing in the room, acolytes never make their way into this room, even if a fight breaks out here.

Encounter. Hiding along the walls, badly attempting to blend in with the blocky murals, is a diremon. Roll on the random encounter table to determine which one. If the characters do not notice the creature, it will wait until they are distracted and then attack.



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3 – Xeli Shrine

The distorted outline of a small shine shimmers on one side of this room. It pulses with temporal energy and is difficult to look at. There is a gentle tune whistling through the air that is hard to pinpoint.

Shrine. The shine must be assembled from the 4 different parts scattered through the forest (areas 5, 8, 10, and 12). Each time a part is brought here, it will gravitate to the shimmering ghost of the shrine and will hover through the air and apply itself if it is simply left to do so. Once all 4 parts are assembled, the forest will shake and the dire celebi will appear in an unoccupied space within 10 feet of the shrine. Touching any part of the shrine, before its shards are assembled, will cause that body part to age 1d6 years instantly. Creatures who are in the shrine's space for more than 30 seconds at a time are reduced to dust.

Temple. This room is also part of the temple to The Innumerable. Its murals depict a green fairy-like creature healing a fractured world with vining plants. At first glance, it appears to be a mural depicting the benevolence of this creature, but further inspection will reveal sinister undertones. The shattered world is indeed being pulled together by the vines but it also being strangled and broken more by those same plants.

4 – Healing Fountain

The sound of gently splashing water meets your ears. A warm fountain rests in the center of this dimly lit room. The bottom of the shallow pool sparkles with hundreds of coins.

Healing Waters. The fountain has several small steps inside it, offering a relaxing place to sit within the water. The water itself has restorative properties. If a creature takes a short rest in the pool, any Hit Dice they use to recover during that rest are restored to them

at the end of the short rest. They can benefit from the healing water only once in this way before finishing a long rest.

Coins. At the bottom of the pool is 251 gold pieces, 251 silver pieces, and 251 copper pieces. They can be taken easily but curse the taker with unluckiness. Once every hour, at the GM's discretion, when the cursed character makes an attack roll, ability check, or saving throw, they must make it with disadvantage. The curse can be lifted by replacing the coins plus an additional coin of the same type back into the fountain. If the curse is not lifted before defeating the dire celebi, the location of the fountain may become lost to the character, forcing them to hunt it down in order to remove the curse.

5 – Lich's Dungeon

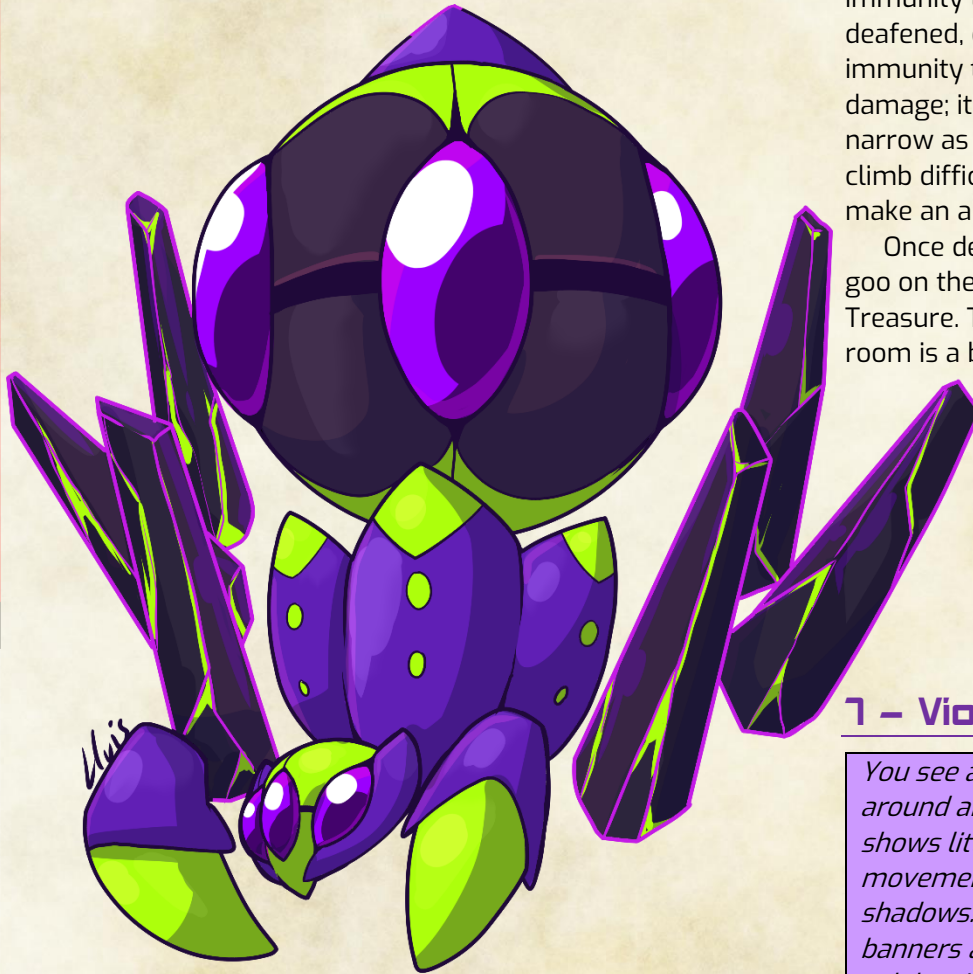
Spectral torches mark the walls and an oppressive sense of evil fills the bricks. A thunderous voice shouts "Who enters my domain?!"

Dungeon. This area belongs to a powerful lich from another dimension. They are furious about the party entering deep into their lair without being invited and wish to do whatever they can to remove or kill the interlopers, whichever comes first. Unfortunately, due to a bit of temporal and special nonsense, they cannot directly interact with the party and can only set off their traps in hopes of harming them. Their fury grows stronger every few moments and they will spend much of their time screaming and berating the adventurers.

Traps. The traps in this area are not set in stone (unless they are in the stone). Choose whatever seems most appropriate or comical at any given moment, from spike traps to flamethrowers to alluring illusions. The DC for every trap is 20 and the damage type is based upon the type of trap utilized. The damage should never exceed 1d8 times half the character's level.

Shard. A single shard of the shrine is here, held by a **dire farfetch'd** who will flee at the

first sign of the party. The creature is able to avoid each trap, though they may set some off, and will do all they can to run from the party but will never leave this area. Once defeated, the party will be able to take the shard from it.



6 – Abandoned Showers

The smell of stagnant water, chlorine, and molding tile assaults you in this room. This appears to be part of a school locker room, long since abandoned. You can hear dripping water coming from some of the faucets.

Floor. The floor in this area is slick with mold, old water, and red slime. It is considered difficult terrain.

Enemies. Walking through this area, the party will be accosted by a diremon made of red fleshy goo and bone. Roll on the random encounter table to decide which monster appears from the drains. The creature gains the following attributes in addition to its own: immunity to being blinded, charmed, deafened, exhausted, frightened, and prone; immunity to acid, cold, lightning, and slashing damage; it can move through a space as narrow as 1 inch wide without squeezing; it can climb difficult surfaces without needing to make an ability check.

Once defeated, it will be reduced to a pile of goo on the floor, adding to the difficult terrain. Treasure. Tucked away under a bench in this room is a bathing suit with magical properties.

While wearing it, a creature gains +10 to their swim speed.

7 – Violaceous City Streets

You see an empty city street, the buildings around are all closed, and the dirt road shows little sign of disturbance, though tiny movements can be detected in the corner shadows. A small breeze blows colorful banners and streamers hung for some celebration that seems to have been put on hold. You feel as though you are being watched.

Halted Time. This small section of the city of Violaceous has been trapped in time by the power of the dire celebi. This singular day has been repeated for months, possibly years, and shows no sign of stopping. Each denizen has suffered these repeats since they started and is aware of each new day. All have simply resigned to their fate, locking themselves in their homes in order to wait for the next repeated day, seeing no point in doing anything

at all. Many have tried to find a way out but no matter what they do or how far they travel, they always wind up back here. A few took this opportunity to enact twisted fantasies but, having repeated these over and over, have lost their luster. This part of the town is alive physically but is essentially dead, having lived and died far too many times to count. Defeating the dire celebi and unraveling their lair will restore time to this area, allowing the citizens within to live freely again.

Citizens. The citizens within will find the party to be somewhat interesting, as few people from the main city travel this way (this place having long since been “abandoned” by the city of Violaceous). None they have encountered have ever known the true extent of their suffering or of the dire celebi, save for you. To this end the NPCs inside will be as helpful as they can, though some may be a bit overzealous or unused to speaking to other living creatures. The section of the village has all the basic amenities and shops the party could expect from a mid-sized village, though anything obtained in the village will return to it after a long rest.

Festival. The frozen day was originally a festival in celebration of the four elemental arachnid deities. Silver, pearl, purple, and emerald flags fly on different houses, declaring their favorite arachnid to the world. As the party explores the city, they will discover it is literally crawling with spiders, with many more hiding than are seen. Some of the spiders have been decorated with paint, changing them to pay homage to the spider deities. Though it is considered a great taboo, these spiders have also become a ready food source for the time-locked town, as they seem unaffected by the time loop and have been able to reproduce greatly in the years they have spent here.

8 – Temple of Two Spirals

The sun shines overhead on this abandoned holy site. You feel an odd sense of nostalgia and dizziness as you look into the space. A single creature sits on a bit of rubble, looking your direction.

Empty Worship. This abandoned temple appears to come from deep within some other wooded area. What little writing and glyphs can be found tell the story of a great spiral holding all things together. Despite sounding somewhat familiar, no more information can be gleaned from here.

Shard. An out-of-phase **dire farfatche'd** waits for the party in the center of the area. It will rise, bow, and aggress the party when they come close enough, or if they attack it from afar. It radiates an unstable energy that immediately differentiates it from others that have come before. When defeated, 1d4+1 more **dire farfatche'd** will appear within the space after 1 minute. When the new round is defeated, an additional 2d4+2 will appear. Only after this third wave will they stay defeated, and the Xeli Shrine shrine will appear in the center of the area.

9 – Fighting Pit

The smell of violence hangs over a pit of dried bones. There doesn't appear to have been a battle here for many years. A slight glimmer can be seen at the bottom of the pit.

Combat. Deep in the pit is a magical key to the Wizard's Tower Entrance (area 12). The pit itself is 15 feet deep, 20 feet wide and 30 feet long. Two creatures from the random encounter table are here, summoned as skeletons as soon as a creature enters the pit. One of the skeletons will absorb the key into its assembled body as it is created. They have all of their normal abilities as well as the following attributes: Immunity to poison damage and vulnerability to bludgeoning damage; immunity to being exhausted or

poisoned; and darkvision to 60 feet. The creatures will not leave the pit, but the key cannot be obtained until the creature holding it is defeated. If there is no creature inside the arena with the skeletons, they will collapse to scattered bones and become impossible to damage in any meaningful way.

Treasure. After defeating the creatures, small scraps of previous adventuring parties can be found. 251 gold pieces, 251 silver pieces, 2d4 healing potions (rarity at GM's discretion), 1d4 magical +1 weapons (GM's choice) and a +2 weapon that one of the characters is proficient with.

10 – Sewers

A horrendous stench assaults your senses as you see an active sewer system before you. The walls ooze offal and the floor is flooded with sludge.

Floor. This entire area is coated in 1 foot of putrid water and is considered difficult terrain. Each minute a creature spends in the water they must succeed on a Constitution saving throw (DC 10) or become poisoned. The poison condition wears off after the creature bathes and finishes a long rest.

Dark. This area only has dim light, and many corners are pitch black.

Shard. A sparkling **dire farfetch'd** is at the far end of the sewer, radiating dim light 30 feet around itself. When the party gets too close, it will take a defensive stance but will not directly attack. Unlike the other creatures in this lair, this diremon is possible to bargain with. They are willing to sell the shard to the party for 865 gp. They will attempt this bargain through limited communications, gesturing and grunting, but will be more explicit to any creatures who can speak with animals. It has no real interest in making friends or helping the party, just taking its money and leaving as soon as it can.

If the party decides to fight the **dire farfetch'd** instead, they can do so. It has the following abilities on top of its own: it is

resistant to all damage from any source; it has double the hit points it would normally have; it can make three attacks, instead of one, when it takes the attack action on its turn; it recovers 14 (4d6) hit points at the start of each of its turns, unless it is at 0 hit points.

11 – Pond of Anger

Steam rises over a hot spring lake. You can see thrashing fish inside the lake with a few jumping or being thrown in the air every few moments.

Water Woes. The water in this small pond is quite hot but will not directly damage any creatures unless they have prolonged, exposure to it (1 hour or more). Inside are a multitude of biting fish that will ham any creatures who step inside. A creature swimming in the water takes 4 (2d4) piercing damage when they enter the water and if they end their turn inside the water. Creatures who die inside the water are devoured within 1 hour. The fish inside can be eaten themselves but are quite small and difficult to catch.

Rage Liquid. Creatures who drink this water, intentionally or not, must make a Wisdom saving throw (DC 12) or become enraged for 1 minute. They will use their turn to move towards and use a melee attack against the nearest creature they can. They can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. After 1 minute, the effect ends, and they gain a single level of exhaustion. If a creature succeeds on the saving throw or if the effect ends for them, they are immune to the rage inducing powers of the water for 24 hours.

12 – Wizard's Tower Entrance

Jutting into the sky, beyond your visibility through the trees, it a wizard's tower. You get the impression that only part of the tower exists in this lair, as some of the walls seem to fade into trees.

Locked. The front door is locked, opening only with a magical key (area 9). Without it, the front door is impossible to unlock, though the side doors will open.

Shard. Inside the wizard tower is a **dire farfetch'd** with an Xeli Shrine shard. The **dire farfetch'e'd** has the ability to cast the fireball spell (DC 11) on its turn (Recharge 3-6). Once defeated, the party can obtain the shard.

Xeli Shrine Shard

Wondrous item, uncommon

Any creature holding this shard has a -1 penalty to their attack rolls, saving throws, and AC. This penalty stacks for each shard held, to a maximum of -4.

Gestalt Orb

Wondrous item, legendary (requires attunement)

This orb, when used as an action within 15 feet of a temporally displaced location, undoes the temporal displacement and snaps the location together or to its original time, whichever is needed. The location stays this way until the user releases the binding magic as an action.

When the dire celebi is defeated, the orb gains the ability to slightly displace time. Whenever the attuned creature rolls an ability check, attack roll, or saving throw, they can use a reaction to reroll, taking the new number instead. The gestalt orb has 7 charges of this ability, recharging 1d6 of its expended charges each day at dawn.

DIRE FARFETCH'D

Small beast, unaligned

Armor Class 14

Hit Points 71 (13d6 + 26)

Speed 30 ft.

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)

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.

ACTIONS

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

