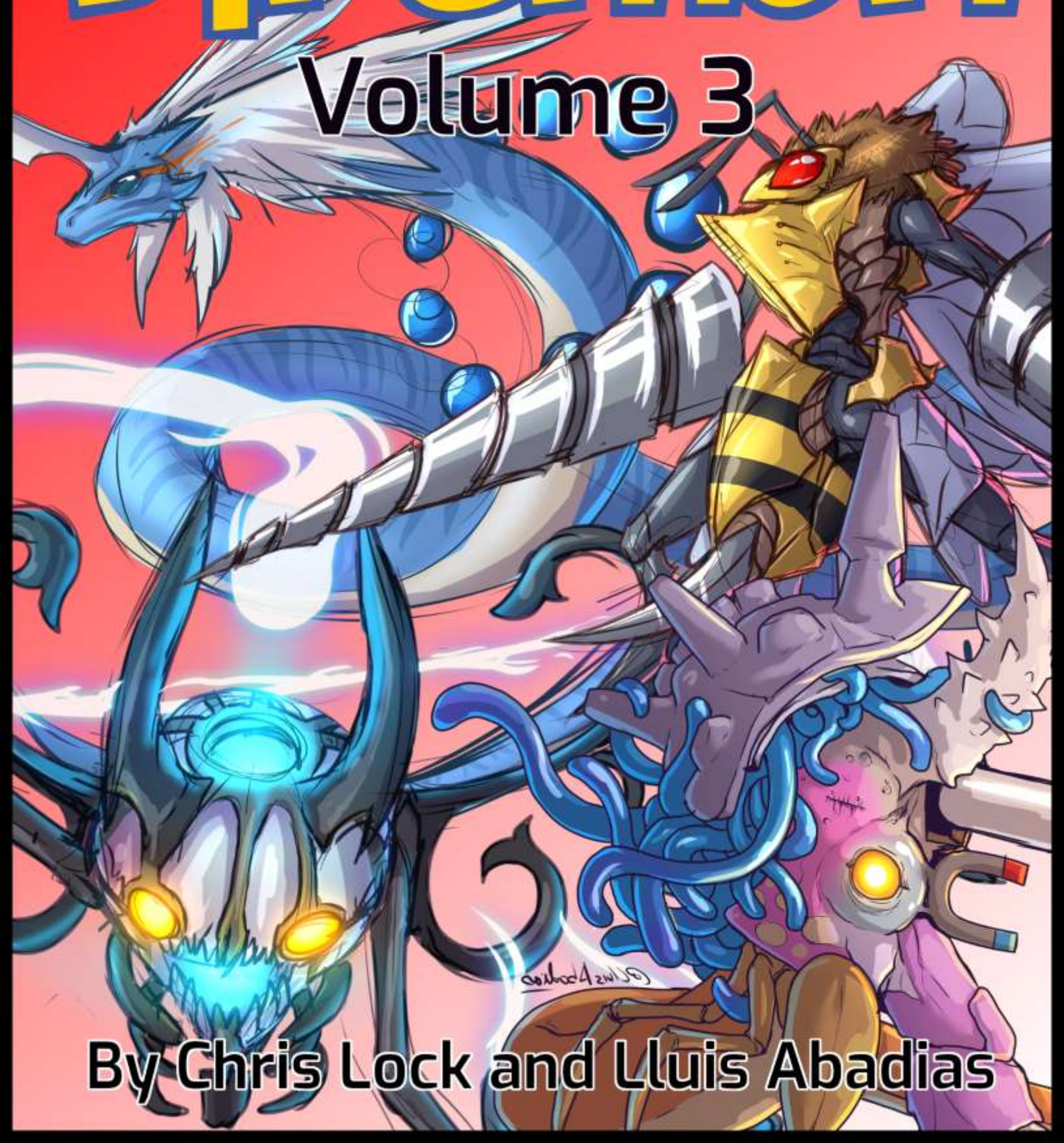


Dirémon

Volume 3



By Chris Lock and Lluís Abadías

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ON THE COVER

Lluís Abadías brings the powerful Diremon to life, turning some of our favorite critters into menacing monsters. This volume features Dire Beedrill, Dire Chandelure, Dire Ditto, and Dire Dragonair on the cover..

City construction has encountered a deadly hunter in the forest. Looking for brave adventurers to discover the identity of the assailant. See Castor's Construction for details.

(The city is attempting to expand onto territory protected by a Dire Beedrill. The construction company will pay a negligible amount for information on the creature and a hefty sum to have it exterminated. Some dryads in the forest will explain the Dire Beedrill's actions, asking for your help in pushing back the construction instead. They offer information one of the party members needs in return.)

Looking for reliable work, join Desert Escort. Good pay, reliable employment for strong workers.

(A local company makes a living by hiring out mercenaries to escort caravans across the desert. Many perils await in the desert but the dreaded Dire Cacturne is among the deadliest. Unbeknownst to the party, the company makes a habit of overcharging the patrons, underpaying the adventurers, and underreporting how many casualties occur.)

Exorcists needed. See Chance at the Inn for details.

(A young trader named Chance has acquired a local mansion for cheap, but the place seems to be haunted. Really, the occurrences there are just manifestations of the Dire Chandelure that has taken residence there. The adventurers are given a lot of incorrect information and red herrings from locals, leading them off the trail of the big bad hiding in plain sight in the lobby.)

Adbmal Labs requesting subjects for brief study. Adventurers preferred. Apply in person with full equipment.

(A local research lab has accidentally created a Dire Ditto and is using the cover story of "collecting research subjects" to hire adventurers to hunt the creature down. It has retreated to the sewers and has been rapidly mutating there. The research lab refuses to tell how many adventurers have been sent down there but offer lots of gold for its destruction and even more for the party's silence.)

Building an escort party to climb the Dragon's Horn. Only the strongest need apply.

(A young, rich, and egotistical child of a local royal has decided they want to climb the Dragon's Horn, the highest mountain around, and seek the council of the Dire Dragonair rumored to live there. They pay half up front but will likely not survive the encounter with the ancient creature. The Dire Dragonair offers intense wisdom to any party members who make it to it alive.)

Wanted A'giri, leader of the Hydro. Substantial rewards. See Constabulary for more details.

(A wanted poster leads the party on an adventure to find the leader of a mercenary group named Hydro. After tracking them through the city, defeating several of their lower level and some high-level members, they chase A'giri to the Last Rest Lighthouse and begin the Losing Team's Gambit adventure, detailed later in this volume.)

Cow trainers needed. Must be comfortable in dangerous situations. Apply at Muscle Farms.

(A Dire Miltank farm must keep their bovines healthy, part of which is making sure they have proper exercise. The party is outfitted in clown uniforms and given "safety" weaponry and told to fight a Dire Miltank (or three) until the creatures are exhausted. The outfits and weapons allow the party to use their full abilities, including spells, without fear of killing the Dire Miltank, though the party can still die, if things turn bad.)

Dire Umbreon

(This does not appear on the job board, instead the party is contacted via their dreams by the Dire Umbreon, who asks for their assistance. A local wizard has accidentally released a small swarm of aberrant creatures into the city, creatures who are mimicking the locals impossibly well. The party must decide if they want to follow the advice they keep receiving in their dreams or reject the offer as the workings of something more nefarious.)

Join us in the sun.

(A small cult has taken root in the city, putting up symbols of a six-winged creature silhouetting the sun. They are planning on summoning a Dire Volcarona to destroy all life, "cleansing the darkness of the world" in an apocalyptic way.)

One of my dogs has gone missing. Responds to Budro. Come to Spark Ranch for more info.

(A Dire Yamper has escaped from a local ranch and has been causing havoc in the forest. It has made a mess of local goblin camps and is being hunted by them. Rancher needs help finding the dog and returning them to the ranch safely.)

Demimon

"You are destined for great things. To lead a life of adventures and triumph!" She said pleadingly.

"What if that's not what I want.?" He responded.

"It's not your decision." She told him bluntly. "Just look at you. You have to be part of some sort of destiny."

"Maybe..." he said with a breath. "But if I'm forced to live, and to choose between what the world wants of me and what I want..." he paused, looking deep into her eyes.

"I'm choosing me."

—Snickelsox, *The Power that's Inside*

You are something strange, an oddity in nearly any world, a bizarrely born being of improbable lineage. You are a demimon. Demimon are humanoid distillations of the power and energy behind the diremon. Some of these are avatars of the Innumerable, sent to complete a task for their greater deity. Some are given birth into the world as a fulfillment of prophecy, they and their parent's lives becoming intertwined with the powers and problems your diremon abilities bring. Many other origins are even stranger: a lab experiment gone wrong (or right), a diremon being blessed or cursed into a new form, a diremon fan wishing their new body into existence, or even a fusion of diremon and trainer resulting in a new demimon. Whatever your origin, your form and abilities will almost always lead you on a path of adventure as you search for a place in a world that could never be ready for you.

Common, Uncommon, Rare

Demimon are rarities in most world and draw a lot of attention wherever they go. Their appearance is unique, featuring a great deal of diremon traits bent around a humanoid frame. While you may not be the only demimon on a plane, you are likely the only one of your type. Due to the huge number of diremon in the multiverse, it is incredibly unlikely for two of the same family to meet, much less ones with the same progenitor.

Demimon Names

Demimon enjoy creating clever names that speak of their power, lineage, and ideals. Most often this results in puns, clever word scrambles, references to other languages or locations, or portmanteaus. A well-constructed demimon name will combine some of these aspects in a way that does not immediately reveal itself; forcing anyone who hears it to think on the name greatly to understand its full meaning.

Demimon Traits

Though demimon are incredibly varied, they all share a few distinct characteristics. Some demimon have different specifications. In this case, replace the subspecies traits with the original traits.

Ability Score Increase. An ability score of your choice increases by 1. This cannot be the same skill your subspecies increases.

Age. While your ultimate age depends on the diremon you are based on, most demimon can live well past 500 and are considered mature around 20.

Alignment. You are inherently unique in whatever world you inhabit and not beholden to any one set of morality.

Though you may be influenced by your diremon traits, the choice of alignment is ultimately up to you.

Size. You are between 5 and 7 feet tall and may vary wildly in weight, easily ranging from 80 pounds to 800. Your size is medium.

Speed. Your base walking speed is 30.

Languages. You can speak, read, and write Common as well as another language of your choice.

Subspecies. Each demimon is their own subspecies and has a number of traits based on the diremon they originated from.

Typing Variant. Most demimon subspecies have a Typing feature that grants them resistance to a type of damage and vulnerability to another. Because your power is based upon diremon, it may be more in line with your character to have resistance or vulnerability to a different damage type or more than one damage type. You can have resistance to multiple damage types only if you have vulnerability to an equal number of damage types. Work with your GM to determine if this is true for your character.

Beedrill Demimon

A yellow and black warning, your insectoid frame strikes fear into those who see you.

Ability Score Increase. Your Dexterity score increases by 2.

Darkvision. Your insectoid eyes grant you Darkvision up to 60 feet.

Flight. You have a flying speed equal to your movement speed. You cannot fly while wearing medium or heavy armor.

Poison Jab. You can use your action to make an unarmed strike with your deadly stinger. The attack deals 1d6 piercing damage + your Dexterity modifier + 1d6 poison damage. The poison damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

Weapon Proficiency. You gain proficiency with lances.

Agility. You can take the dodge or disengage action as a bonus action while flying.

Typing. You are resistant to poison damage and vulnerable to psychic damage.

Cacturne Demimon

Covered in thorns, a plantlike body complimented by a sinister smile.

Ability Score Increase. Your Constitution score increases by 2.

Darkvision. Your nocturnal nature has given you Darkvision up to 60 feet.

Needle Arm. Your hands have thin, long claws. They serve as natural weapons which you can use to make unarmed strikes. On a hit, you deal 1d6 slashing damage and 1d6 necrotic damage. This attack can deal necrotic damage a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest. After this, you can still attack with this ability, but it will only deal the slashing damage.

Sneaky. You gain proficiency with Stealth.

Leech Seed. If you make a successful Needle Arm attack against a creature, you can use a bonus action to attempt to infest them with draining seeds. The creature must succeed on a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or have the seeds buried in

them. At the start of each of their turns, they lose 1d6 hit points and you are healed the number of hit points lost. The effect ends if you end your turn more than 30 feet away from the creature, if they spend their action to dig the seeds out, or after 1 minute. Once you succeed in infecting a creature with these seeds, you must finish a long rest before you can attempt it again.

Spike Shield. Creatures take 1d8 piercing damage if they attempt to grapple you and 1d4 piercing damage at the start of each of their turns spent grappling you while you are conscious.

Typing. You have resistance to psychic damage and vulnerability to cold damage.

CHANDELURE DEMIMON

Burning with arcane energy, your body is a mash of glass, steel, and fire.

Ability Score Increase. Your Wisdom score increases by 2.

Soul Strength. You have advantage on saving throws against being charmed or frightened.

Infiltrator. If making an attack against a creature wearing magical armor or using a magical shield, you can choose to negate the magical bonus to their AC when you make an attack. You can do this after you make the roll but before you know the result. You can use this ability once before finishing a short or long rest.

Shadowball. When you cast a damaging spell that has an area of effect of a sphere, you can add 1d6 necrotic damage to the possible damage of the spell. The necrotic damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. You can use this ability once before finishing a short or long rest.

Imprison. When a creature hits you with a spell attack, you can use your reaction to attempt to seal some of their magic away. The creature must succeed on a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or be unable to cast cantrips for 1 minute. The creature can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success. You can use this feature once before finishing long rest.

At 6th level, this ability seals 1st level and lower spell slots. At 11th level, it seals 2nd level and lower spell slots. At 16th level it seals 3rd level and lower spell slots. Lower level spells can still be cast using higher level spells slots.

Typing. You have resistance to fire damage and vulnerability to radiant damage.

DITTO DEMIMON

Immutable and strange, you can be many things or nothing at the same time.

Ability Score Increase. An ability score of your choice increases by 2. You can move the increase to a different score when you finish a long rest. This cannot be the ability score increased by the base species increase.

Transform. Choose up to three demimon subspecies traits (except Ability Score Increase) and take them as your own. You can exchange one of your choice for another one from a demimon you spend a short rest within 30 feet of. Your body changes to reflect these new abilities, such as growing wings or sharp spines.

Blindsight. You have blindsight up to 30 feet.

Ooze Form. You are immune to being paralyzed, prone, and blinded.

DRAGONAIR DEMIMON

Svelte scales and calm eyes contrast your imposing horn and magical aura.

Ability Score Increase. Your Wisdom score increases by 2.

Long Memory. You gain proficiency in History.

Dragon Rage. Once on your turn, when you make an attack or cast a spell, you can cause it to ignore immunity and resistance. You can do this once before finishing a long rest.

Marvel Scale. When you take damage from a spell or effect that deals a damage type other than bludgeoning, piercing, or slashing, you can use your reaction to become resistant to that type of damage, after taking the damage, for 1 minute. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) before finishing a long rest. You can only be resistant to a single damage type at a time through this ability.

Shed Skin. If you use the Marvel Scale ability and are then hit with a spell or effect that deals the damage type you are resistant to, you can use your reaction to shed the shining scales and completely negate the damage of the spell or effect. This ends your Marvel Scale ability. You can use this feature once before finishing a short or long rest.

Typing. You have resistance to lightning damage and vulnerability to cold damage.



KYOGRE DEMIMON

A legend of sea shanties and cruel cold, covered in blue plates and pulsing lines of energy.

Ability Score Increase. Your Constitution score increases by 2.

Dive. You can breathe underwater and gain a swim speed equal to your base movement speed.

Omega Plating. While not wearing armor, your AC is 13 + your Constitution modifier.

Aqua Ring. As a bonus action, you can coat yourself in healing water for 1 minute. At the end of each of your turns, you are healed 1d6 hit points. This ability ends if you fall to 0 hit points. You can use this ability once before finishing a long rest.

Ancient Power. If you make a successful melee attack against a target, you can use a bonus action to cause the next attack you make in the next minute to become a critical hit on a 19 or 20. You can use this feature a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest.

Sheer Cold. When you cast a spell that deals cold damage, you can add 1d6 to the total damage dice. The cold dice damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. You can do this a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest.

Typing. You have resistance to fire damage and vulnerability to electric damage.

MILTANK DEMIMON

A tank of flesh and bone.

Ability Score Increase. Your Strength score increases by 2.

Milk Drink. During a short rest, you can produce one glass of fresh milk. If a creature drinks the milk, as an action, during the next hour, the creature regains 2d4 hit points and damage done by melee attacks is increased by +2 for the next minute. You can create milk in this way a number of times equal to your Constitution modifier (minimum of once) before finishing a long rest and only if you have no levels of exhaustion. A creature can only benefit from drinking the milk once before finishing a long rest.

Rollout. Each successful melee attack you make in succession increases the next melee attack's damage by +1 to a maximum number equal to your Strength modifier. Missing an attack or dropping to 0 hit points resets the bonus damage to 0.

Scrappy. You are immune to effects that would reduce the damage of your attacks. In addition, creatures who are immune to bludgeoning, piercing, or slashing damage instead have resistance to your attacks, even if your attacks are not magical.

Typing. You have resistance to necrotic damage and vulnerability to bludgeoning damage.

UMBREON DEMIMON

The night sky as a hungry blade, sparkling with stars and adorned with golden rings.

Ability Score Increase. Your Dexterity score increases by 2.

Dark Pulse. When you attack a creature with a melee attack and miss, you can use your reaction to send a wave of necrotic energy out through the weapon. Make another attack roll, on a hit, the target takes necrotic damage equal to the weapon's attack plus the relevant modifier. You have advantage on this second attack if made in dim or less light. This cannot be used in conjunction with smite spells or similar magic.

Darkvision. You have Darkvision up to 60 feet.

Moonlight. If standing in moonlight, or anytime during a full moon (even if underground), you can use a bonus action to expend one hit dice and heal that amount.

Copycat. When targeted by an attack, you can use a reaction to create several illusions of yourself to manifest. The attack made against you is then made with disadvantage. You can use this feature once before finishing a short rest.

Typing. You have resistance to psychic damage and vulnerability to force damage.

VOLCARONA DEMIMON

A regal silhouette of white and red, draped in soft wings flowing with celestial energy.

Ability Score Increase. Your Wisdom score increases by 2.

Star Wings. You have a flight speed equal to your movement speed. In direct sunlight your wings become empowered by the light, doubling your flight speed. In dim or less light, your wings radiate bright light up to 30 feet and dim light 30 feet beyond that. This lighting effect lasts for 3 hours, recharging when you spend a short or long rest in sunlight.

Fiery Dance. When you cast a spell that causes fire damage, you can sacrifice your movement on this turn to increase the level the spell is cast at by one, without using a higher spell slot. Spells enhanced in this way must be cast using a spell slot of their original level. You can use this feature once before finishing a short rest.

Heat Wave. When attacking with a weapon that deals fire damage or casting a spell that causes fire damage, you can expend one hit dice to increase the fire damage caused by the spell or effect by the amount rolled on the hit dice.

Typing. You have resistance to fire damage and vulnerability to force damage.

YAMPER DEMIMON

White fluff adorns your charming frame, overcharging your body with harsh electricity.

Ability Score Increase. Your Charisma score increases by 2.

Rattled. You have advantage on saving throws to resist fear and charm effects. If you fail a saving throw on either of these effects, your movement speed is doubled until the effect ends.

Nuzzle. If hit with a melee attack, you can use your reaction to send electricity back through the weapon, dealing 1d6 lightning damage to them. The lightning damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level.

Wild Charge. If you move at least 15 feet straight towards an enemy and then hit them with a melee attack on the same turn, that attack deals an additional 1d8 lightning damage. You can do this once per turn at 1st level and twice per turn at 11th level, requiring 15 feet of movement straight towards an enemy both times it is used.

Typing. You have resistance to lightning damage and vulnerability to force damage.



Dire Beedrill

Lance-A-Lot

@Snickelsox @LluisAbadias

DIRE BEEDRILL

Large beast, lawful neutral

Armor Class 18 (natural armor)

Hit Points 209 (22d10 + 88)

Speed 10 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	23 (+6)	19 (+4)	6 (-2)	16 (+3)	12 (+1)

Saving Throws Dex +11, Con +9, Int +3, Cha +6

Skills Acrobatics +11, Intimidation +6, Stealth +11

Damage Immunities poison

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

Damage Vulnerabilities fire, psychic

Senses darkvision 60 ft. passive Perception 13

Languages -

Challenge 15 (13000 XP)

Agility. The Dire Beedrill does not provoke opportunity attacks when it flies out of an enemy's reach.

Sniper. If the Dire Beedrill moves at least 30 feet straight towards a creature and then attacks with Poison Jab on the same turn, the attack is a critical hit on a 19 - 20.

Rage (3/Day). As a bonus action, the Dire Beedrill can enter a rage. For the next minute, it gains +1 to damage rolls and advantage on Strength checks and saving throws. The damage bonus increases by +1 each time the Dire Beedrill takes damage for the duration of this ability (to a maximum of +10). This rage ends if it falls unconscious or ends its turn without attacking or being attacked.

ACTIONS

Multiattack. The Dire Beedrill makes 3 attacks with Poison Jab and/or Pin Missile. @Snickelsox @LluisAbadias

Poison Jab. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage and 11 (2d10) poison damage.

Pin Missile. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 13 (2d6+6) piercing damage and 7 (2d6) poison damage.

Dire Beedrills are a champion among champions, legendary fighters of the sky, knights in yellow and black armor. They have risen above the need for a single hive and instead defend their kin as a whole. Wise kingdoms ally themselves with bees in any way they can in hopes of winning the favor of a Dire Beedrill to defend their domain. With long, terrible stingers and legendary speed, Dire Beedrill can make quick work of large forces or super squads with equal ease.

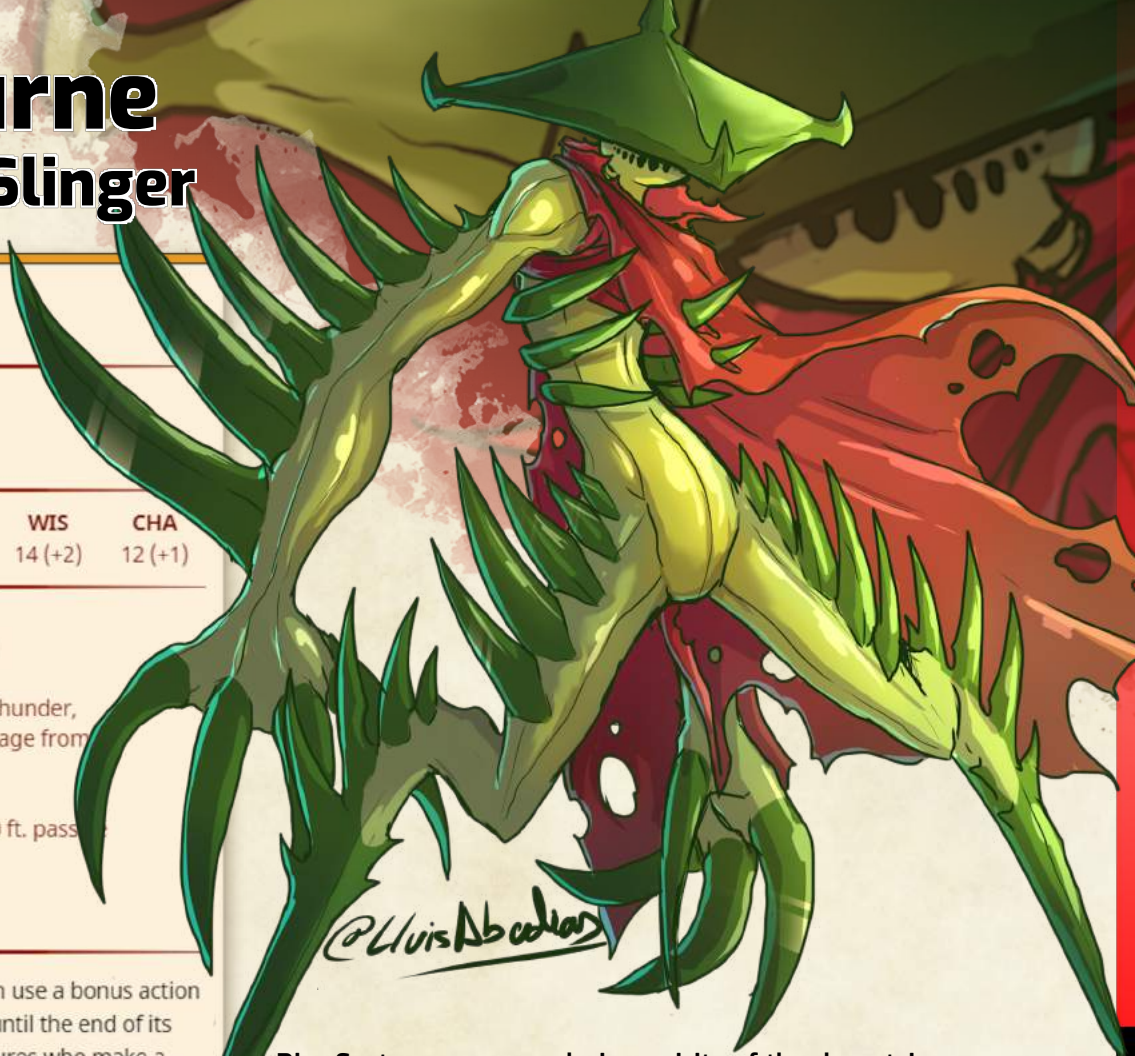
Honey Reconstruction. Much like a queen bee, Dire Beedrill are exposed to different circumstances during their development. After cocooning, other beedrill will crack into their shell and inject a special toxic honey inside. This kills the metamorphosing creature nearly every time but if they are strong enough to survive, a Dire Beedrill is created. The deadly honey breaks down its body even further inside the shell and alters its very DNA to infuse a single creature with the full power of the hive. Dire Beedrill don't crawl out of their shells, they erupt in a flash of bee energy.

Territory. Dire Beedrill preside over horizon to horizon, protecting every bee related life it can within its land. This could be as small as a grove of flowers or as large as a Hiveborn city. They have been known to run headlong into wasp wars, help train elite stinger troops (Bee Knights), and even fight against gigantic Bee-Rex Empresses. Some legends speak of Dire Beedrill fighting each other for dominion over an area, battles that leave the ground and sky scarred for centuries. Wise adventurers take special care to watch where they step inside a Dire Beedrill's domain. A single crushed flower could summon the flying cavalry; running a stinger through the unfortunate soul before they knew what happened.

Stats/Sample Lore by @Snickelsox | Patreon.com/Snickelsox
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Dire Cacturne

Sadistic Spike Slinger



DIRE CACTURNE

Large plant, neutral evil

Armor Class 17

Hit Points 115 (11d10 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Dex +10, Wis +5, Cha +4

Skills Nature +4, Deception +5, Stealth +11

Damage Immunities psychic, poison

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

Damage Vulnerabilities fire, cold

Senses tremorsense 300 ft., darkvision 120 ft. pass Perception 12

Languages Common, Giant, Primordial

Challenge 11 (7200 XP)

Spiky Shield (3/Day). The Dire Cacturne can use a bonus action to surround itself with a needled carapce until the end of its next turn. Its AC increases by +3 and creatures who make a melee attack against it must make a Dexterity saving throw (DC 17), taking 7 (2d6) piercing damage and 7 (2d6) poison damage on a failed save, or half as much on a successful one.

Leech Seed (Recharge 5 - 6). When the Dire Cacturne targets a creature with an attack, it can use a bonus action to lace the attack with infernal seeds. On a hit, the target creature must succeed on a Constitution saving throw (DC 17) or be infested with the seeds for the next minute. At the start of the creature's next turn, it loses 7 (2d6) hit points and the Dire Cacturne is healed hit points equal to the hit points lost. A creature can use its action to dig the seeds out, ending the effect.

ACTIONS

Multiattack. The Dire Cacturne makes two attacks with either its Needle Arm or Pin Missile attacks, in any combination.

Needle Arm. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10+7) piercing damage and 11 (2d10) necrotic damage.

Pin Missile. *Ranged Weapon Attack:* +11 to hit, range 150/300 ft., one target. *Hit:* 16 (2d8+7) piercing damage and 4 (1d8) necrotic damage.

REACTIONS

Sucker Punch. If a creature within 5 feet targets the Dire Cacturne with an attack, the Dire Cacturne can make one Needle Arm attack against it.

Dire Cacturne are wandering spirits of the desert, in a very literal sense. Powerful creatures who perish in the desert may refuse the afterlife, instead seeking some sort of spiritual oasis in the sands. What they find is a hollow, living cactus (or sometimes a group of them) and their souls take refuge from the holy light of the sun inside these dark vessels. This spiritual infusion morphs the original creature's body, causing it to grow in size, spikes, and savagery. This new creation births a new hunger; no longer content to fill its sandy veins with blood, it now craves souls. It begins with smaller game at first, culling the wildlife from the desert and creating eerily quiet wastelands. Soon its hunger grows too great for small animals and it begins relentlessly stalking travelers or caravans, seasoning their delicious souls with fear.

Haunted Homes. Even one Dire Cacturne can turn a desert into an accursed place. Legends spread quickly of biting sands and living mirages, with whole villages simply disappearing. Dire Cacturne will often cultivate an oasis, or several, within their homes to draw in weary or foolish travelers. Those hunted by a Dire Cacturne, or the rare packs of them, will find no rest in the day and no safety at night. Under the sun, the travelers are haunted by shadows that always appear just over the last dune and, at night, the screams of fellow travelers can be heard as the Dire Cacturne finally shows its grinning face.

Stats/Sample Lore by @Snickelsox | [Patreon.com/Snickelsox](https://patreon.com/Snickelsox)
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Dire Chandelure

Soul Pyre

Time is short, spirit energy is burning, and the Dire Chandelure begins to hunt with evil desperation. Dire Chandelure use souls to stay "alive" but burn them with such intensity, they must consume a near constant supply. A single powerful soul can fuel them for a little over a day while lesser souls may only give them a few more minutes. The cost of this dangerous consumption is a tradeoff, for the increased energy that bolsters the Dire Chandelure's strength far beyond that of its kin. The body is reinforced to contain the heat and the souls it burns give it the strength to overwhelm the magical ether of creatures near it. Its insatiable hunger and overwhelming power make it a serious threat to powerful mages and common citizens alike.

Soul Trap. When a soul is trapped inside the Dire Chandelure, it becomes the driving force behind the monster. Their fears, sorrows, and base personality move the creature forward. Any given soul cannot stop the burning of its own energy and they can only hope to slow the process by consuming new souls. This creates a tornado of personalities and ideals within the creature, pushing it to consume more and more in a chaotic battle for internal survival. No soul can remain in control for long as it is continually absorbing others and burning away itself. There is no rest, no subtle trickery for the Dire Chandelure, there is only a ceaseless swirl of soul burning consumption.

Construct Form. If the Dire Chandelure does not kill a small sized creature or larger every 24 hours, it will become dormant. It will also enter a dormant state when it reaches 0 hit points. Unless the body is destroyed, it can be revived to full health from its dormant state if a creature of small size or larger dies within 60 feet of it.

DIRE CHANDELURE

Large construct, chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (24d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	14 (+2)	8 (-1)	18 (+4)	12 (+1)

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

Damage Vulnerabilities radiant

Condition Immunities charmed, deafened, exhaustion, frightened, petrified, poisoned, prone

Senses passive Perception 14

Languages -

Challenge 15 (13000 XP)

Infiltrator. When the Dire Chandelure attacks, any AC or bonus AC granted by magic (through armor, items, or spells,) is ignored. Armor or items with increased AC due to magic do not lose their natural AC against these attacks, only their magical bonus to AC.

ACTIONS

Multiattack. The Dire Chandelure makes 2 slash and then uses either shadowball or imprison.

Slash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) slashing damage and 9 (2d8) fire damage.

Shadow Ball. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one creature. *Hit:* 23 (4d10+1) necrotic damage.

Imprison (Recharge 4 - 6). The Dire Chandelure attempts to curse a creature it can see within 120 feet. The target must succeed on a Wisdom saving throw (DC 17) or have some of their spellcasting ability sealed away. The first time this is used on a creature, they can no longer cast cantrips for the duration. The next time they can no longer cast spells at with 1st level spell slots, though 1st level spells can still be cast with a higher level spell slot. Every additional time this is used on a creature, while still under the duration of the previous use, the spell slots that are unusable increase by 1 level and the duration is reset. The effect lasts for 1 hour, until the Dire Chandelure is killed or a *remove curse* spell is used on the target.

REACTIONS

Pain Split. When a creature attacks the Dire Chandelure, it must succeed on a Wisdom saving throw (DC 17) or the damage dealt to the Dire Chandelure is halved and the attack creature takes half the damage it dealt as psychic damage.

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DIRE DITTO (SAMPLE)

Large ooze, chaotic neutral

Armor Class 22 (dire tyrannitar)

Hit Points 55 (10d10)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities paralyzed, prone, blinded, exhaustion, petrified, poisoned, stunned

Senses blindsight 60 ft. passive Perception 10

Languages -

Challenge 6 (2300 XP)

Infiltrator. When the Dire Ditto attacks, any AC or bonus AC granted by magic (through armor, items, or spells,) is ignored. Armor or items with increased AC due to magic do not lose their natural AC against these attacks, only their magical bonus to AC.

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

Shadow Curse. If a creature contacts the Dire Ditto (by attacking with a melee attack or being attacked by the Dire Ditto) they must succeed on a Wisdom saving throw (DC 14) or be cursed. The curse deals 3 (1d6) necrotic damage to the afflicted creature at the start of its turn and lasts until removed by a Remove Curse spell or the Dire Ditto dies. Creatures killed while under this curse have their life energy consumed by the Dire Ditto, healing the Dire Ditto hit points equal to half the afflicted creature's max hit points upon their death.

ACTIONS

Multiattack. The Dire Ditto makes 2 copied attacks and uses the transform attack.

Pin Missile. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. Hit: 13 (2d6+6) piercing damage and 7 (2d6) poison damage.

Dragon Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 23 (4d8+5) slashing damage and the target must succeed on a Dexterity saving throw (DC 18) or be pushed back 15 feet and knocked prone.

Flamethrower (Recharge 4 - 6). The Dire Ditto 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

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



Malevolent Mimics

Discontent to simply copy a creature based on appearance or memory, Dire Ditto are created the second a ditto begins consuming other creatures. This act sparks an immediate change in them, creating a hunger they can never fill and an impossible quest to become the perfect versions of themselves. Whatever creatures they consume, they can then perfectly mimic, down to their mannerisms and memories. They can also mix and match creatures, creating wretched abominations of twisted strength. What begins as an odd ooze impersonating goblins can eventually battle and consume the gods themselves. When a Dire Ditto is discovered, it instantly becomes a common enemy for all beings and must be destroyed swiftly, lest it begin eating whole galaxies.

DIRE DITTO

Large ooze, chaotic neutral

Armor Class 10

Hit Points 55 (10d10)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities paralyzed, prone, blinded, exhaustion, petrified, poisoned, stunned

Senses blindsight 60 ft. passive Perception 10

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Multiattack. The Dire Ditto makes 2 copied attacks and uses the transform attack.

Transform. The Dire Ditto copies an ability, attack, reaction, resistance or immunity to a single damage type, AC, movement speed, sense, or skill from a creature it can see within 60 feet. When it uses this ability, it does so with the bonuses of the creature it copied. It can also use this ability to copy any of these features from any Diremon, regardless if they are nearby or not.

The Dire Ditto can use this action to copy up to 8 features at a time. If it chooses to gain a new feature, an older feature of its choice is replaced.

REACTIONS

Imposter. If a creature attacks the Dire Ditto, it can use the Transform action to copy one of its features.

Equipment: When Dire Ditto consumes a creature, it can also consume any equipment they are carrying. It can then recreate the item perfectly but, if the item is removed from the Dire Ditto for more than an hour, the item dissolves into inert ooze. It has to spend 24 hours digesting magical items and can only digest a single item at a time.

Dire Dragonair

Sky Serpents

DIRE DRAGONAIR

Huge dragon, true neutral

Armor Class 18

Hit Points 153 (18d12 + 36)

Speed 10 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	CHA
16 (+3)	21 (+5)	14 (+2)	12 (+1)	22 (+6)
			22 (+6)	19 (+4)

Skills Acrobatics +10, History +3, Perception +11

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances fire, lightning, acid

Damage Vulnerabilities force

Senses truesight 60 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10000 XP)

Dragon Rage (3/Day). As a bonus action, the Dire Dragonair overcharges its attacks. Until the start of its next turn, attacks it makes ignore immunity and resistance.

ACTIONS

Multiattack. The Dire Dragonair makes 3 attacks. Two with Slam and then one with either Dragon Tail or Hyper Beam.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Dragon Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (4d8+5) slashing damage and the target must succeed on a Dexterity saving throw (DC 18) or be pushed back 15 feet and knocked prone.

Hyper Beam (Recharge 5 - 6). The Dire Dragonair exhales energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw (DC 15), taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one.

REACTIONS

Marvel Scale. If hit with an attack that deals damage other than bludgeoning, piercing, or slashing, the Dire Dragonair can infuse its scales with the energy, increasing its AC to 20 for the next minute.

Shed Skin. If hit with a magical spell or effect that deals damage other than bludgeoning, piercing, or slashing, the Dire Dragonair can use this reaction to shed a thin layer of scales and either reduce the damage by half or gain advantage on the saving throw to resist the damage, taking half damage on a failed save or no damage on a successful one. This reaction can only be used if the Marvel Scale reaction was used on a previous turn and removes the AC bonus granted by Marvel Scale.



Dragonair are peaceable creatures that roam the upper boundaries of the atmosphere, sometimes dipping into space for the simple pleasure of it. The cosmic energy this exposes them too is the origin of the massive strength and strange alterations of their Dire forms. As their bodies are expanded by unknown energy, so too are their minds expanded by brief visits to the expanse. After enough glimpses into the impossible void, their minds began to unravel the powers hidden within their lesser frame. While the ethereal energy of the starry sky began their transformation, it is the sheer force of empowered will that brought them to their current state as a Dire Dragonair.

Wondrous Wyrms. Dire Dragonair are rare creatures and are rarely seen by anyone not specifically trying to find them. They can soar on the edge of space for decades, only dipping low enough to hunt rocs or young dragons before resuming they buoyant ozone gliding. The weather around them reflects their personality, with white clouds and gentle breeze being their default calm. When angered or surprised, the weather in the surrounding area rapidly changes, bringing hellish thunderstorms or instantaneous tornadoes. Because of this, those seeking the wisdom of a Dire Dragonair know to treat the being with the utmost respect. A single wrong word could bring down fury thunderous enough to level a city.

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Dire Kyogre

Hell is Drowning

Dire Kyogre has upset the balance of nature, willingly and without remorse. Its strength was not matched by its counterbalance of land, nor by its ruler in the skies. In cold blood, it took down those creatures who thought to shackle it, consuming their will and growing ever stronger. By sheer strength it overwhelmed its original world, turning it into a ball of water, encased by a frozen crust. In a short time, all life on the world began to die off, except the Dire Kyogre and its terrible hunger. In time, even the planet's core began to cool, causing whatever remaining food gathered around it for warmth to go extinct as well. Unwilling to perish from starvation, the Dire Kyogre used its impossible power to tear a hole in reality, crossing over to other planes in search for food.

Woeful Waters. Dire Kyogre eventually found its way to the Plane of Water, where it has been a cataclysmic nuisance ever since. Its mere existence causes thunderstorms for miles, the closer you are to it, the more powerful they become. Tornadoes of water and lightning wreck the surface while whirlpools and ice destroy the sea floor. Its aura causes water to act differently near it, creating strange air pockets to form, pressures to shift rapidly, and even underwater "rain" to occur. Its destructive nature makes it a major concern for all residents of the Plane of Water. They will focus all their efforts into turning the creature (killing it having proven to be impermanent), disregarding the cost of survival to others and doing whatever it takes to save themselves from its watery wrath.

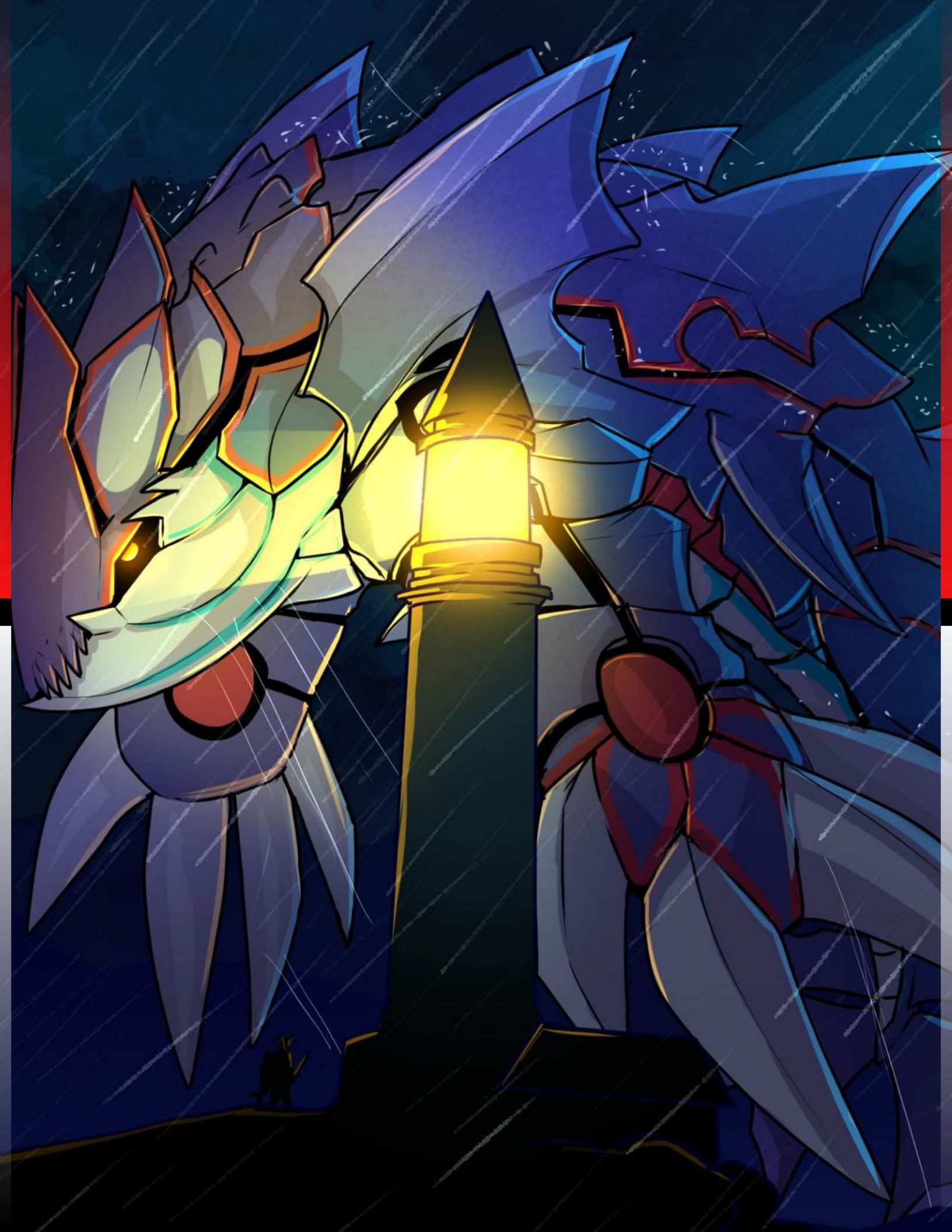
Fishy Fires. A common place for the Dire Kyogre to end up is in the Elemental Plane of Fire. This was first attempted as a last ditch effort to kill the beast but utterly failed. Instead of the plane consuming it, Dire Kyogre began to fight against the plane's power, wresting control from it and creating a displaced area full of wrathful storms and icy water. Creatures natural to the plane could not even approach this area as it began to contest the very makeup of their bodies. After several decades, the Dire Kyogre began to grow weary in this place and retreated to another plane, resting there for many centuries. During this time its power was somewhat dormant, only showing a portion of their ability if the Dire Kyogre's dreams become nightmares.

Place of Peace. The place Dire Kyogre chooses to rest is not always the Elemental Plane of Water and it is often times, an unsuspecting planet. When the beast finally awakens again, it brings watery destruction to the entire world if not turned away on another target plane.

A Dire Kyogre's Lair

Dire Kyogre will find a place along the sea floor to rest, disregarding depth or any hazards. It favors asserting its will over volcanic areas, using its powers to interrupt the heat of the molten rock. It will spin the lava into immense spirals, creating a maze-like dome all around itself. The dome can be hundreds of feet thick and may extend out to a half-mile beyond the creature. Adventurers who wish to navigate to the center must contend with an utterly dark and obsidian edged labyrinth that moves on all axis and follows no logical path whatsoever. Inside the dome lives strange and warped sea creatures, their lives sustained by the runoff energy expended from Dire Kyogre. More than once, it has bend and corrupted an entire underwater city just by choosing to rest over it. Only when they are resting do they stay inside these

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domes; as soon after waking they shatter them, coming back to life through an eggshell of their creation. Roaming Dire Kyogre do not rest, only killing and consuming whatever stands in their path.

A Dire Kyogre encountered in its lair has a CR of 28 (120,000 XP).

Lair Actions

Inside of the Dire Kyogre's shell can be anything but it is usually a large open space, sometimes filled with water and sometimes not. On initiative count 20 (losing initiative ties), the Dire Kyogre takes a lair action to cause one of the following effects; it can't use the same two effects in a row:

- The Dire Kyogre creates 1d6+1 Alpha Water Elementals with its will alone. It cannot use this lair action again for 1 minute and only if the initial Alpha Water Elementals have been destroyed.
- It freezes the air or water all around it. Each creature in the lair must make a Constitution saving throw (DC 20), taking 7 (2d6) bludgeoning and 7 (2d6) cold damage on a failed save, or half as much on a successful one. If the affected creatures are submerged in water, the cold damage dice are doubled to 4d6.
- The Dire Kyogre calls on the spirits of its air and earth kin. A creature of it's choosing within the lair must make a Dexterity saving throw (DC 20), taking 28 (8d6) fire or thunder damage on a failed save, or half as much on a successful one.

Regional Effects

The region containing a Dire Kyogre's lair is warped by the creature's magic, which creates one or more of the following effects.

- Within 10 miles of the lair, mundane fires are incredibly hard to start and maintain, with the best rarely rising above the heat of an average torch.

- Torrential storms rock the surrounding 1 mile, with full tornadoes and lightning storms being common. Two miles beyond the initial radius, there are heavy rains and strong winds.
- Any land within 3 miles of the lair begins to sink downward by an inch every day. Land that goes below the sea level begins to fill with water.

If the Dire Kyogre dies or leaves, the effects fade within 1 week, though any sunken land remains in place.

ALPHA WATER ELEMENTAL

Huge elemental, true neutral

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	5 (-3)	12 (+1)	10 (+0)

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

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft. passive Perception 11

Languages Aquan, Primordial

Challenge 10 (5900 XP)

Water Form. The creature can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Alpha Will. The elemental has advantage on Constitution and Wisdom saving throws. If a creature is caught by the elemental's Whelm ability, it has disadvantage on Constitution and Wisdom saving throws until it escapes.

ACTIONS

Multiattack. The creature makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage and 9 (2d8) cold damage.

Whelm (Recharge 4-6). Each creature in the creature's space must make a Strength saving throw (DC 17). On a failure, a target takes 23 (4d8 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it also can breathe water. If the saving throw is successful, the target is pushed out of the creature's space.

The creature can grapple one Huge creature, two Large or smaller creatures, or four Medium sized or smaller creatures at one time. At the start of each of the creature's turns, each target grappled by it takes 23 (4d8 + 5) bludgeoning damage. A creature within 5 feet of the creature can pull a creature or object out of it by taking an action to make a Strength check (DC 17) and succeeding.



DIRE KYOGRE

Gargantuan beast, chaotic evil

Armor Class 20 (natural armor)

Hit Points 437 (25d20 + 175)

Speed 15 ft., fly 60 ft. (hover), swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	24 (+7)	12 (+1)	20 (+5)	16 (+3)

Saving Throws Str +17, Dex +7, Int +9, Cha +10

Skills Perception +13, Nature +9, Athletics +17, Survival +13

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

Senses darkvision 300 ft., truesight 60 ft., passive Perception 23

Languages Common, Aquan, Abyssal, Deep Speech, Primordial, Abyssal

Challenge 26 (90000 XP)

Primordial Sea. The Dire Kyogre is surrounded by an intense storm. Each creature within 120 feet of the must succeed on a Athletic or Acrobatics check (DC 23) at the start of their turn or be knocked prone (or have their movement speed reduced by half if underwater). All non-magical fires are quenched and magical fire is half as effective, casting light in half the radius and dealing half damage to any creature in this range. So long as the Dire Kyogre is alive, no other weather altering effects or spells can change the weather in this range. In addition, all cold damage done within the 120 foot range is increased by one damage dice.

Aqua Ring (3/Day). As a bonus action, the Dire Kyogre coats itself in healing water, healing itself and allied creatures within 15 feet, 13 (2d12) hit points at the end of each of the Dire Kyogre's turns for the next minute. At the end of the minute, the Dire Kyogre can regain an expended use of the Legendary Resistance feature.

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

ACTIONS

Multiattack. The Dire Kyogre makes four Body Slam or Ice Beam attacks, in any combination.

Body Slam. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 41 (5d12+9) bludgeoning damage.

Ice Beam. *Ranged Weapon Attack:* +7 to hit, range 90/180 ft., one target. *Hit:* 27 (5d10) cold damage.

Hydro Pump (Recharge 5-6). Each creature of the Dire Kyogre's choosing, within 60 feet of it, must make a Dexterity saving throw (DC 23), taking 44 (8d10) bludgeoning damage and 44 (8d10) cold damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Origin Pulse. Each creature within 30 feet of the Dire Kyogre must succeed on a Dexterity saving throw (DC 23), taking 7 (2d6) cold damage on a failed save, or half as much on a successful one.

Ancient Power (Costs 2 Actions). The Dire Kyogre makes a Body slam attack. On a hit, the next attack it makes is made with advantage and is a critical hit on a 18 - 20.

Sheer Cold (Costs 3 Actions). A creature the Dire Kyogre can see within 120 feet must succeed on a Constitution saving throw (DC 23) or take cold damage equal to half their maximum Hit Dice (rounded down). A creature who fails the saving throw by 5 or more is also frozen in solid ice like a statue and is petrified.

The Losing Team's Gambit (Level 15+)

Having been beaten time and time again in the quest for conquest, a sect of a the dangerous aqua-themed mercenary guild has come to the remote lighthouse to summon the Dire Kyogre. The creature has already been spotted but if the Alpha Stone can be taken down from the lighthouse, there is still a chance to route the creature from the shores of this land.

Last Rest Lighthouse

An ancient lighthouse that no longer serves its purpose for guiding ships and has been converted as a rest stop on the dangerous path out to deep seas or the treacherous mountains in the distance. The peculiar magic surrounding this place, that has been further amplified by the current events, causes the stones to resist any damage to them and any travelers must move through the building to reach the top. Attempts to teleport to the top with magic simply fail and flying creatures meet an impossibly strong invisible barrier. The building was built to withstand incursions exactly like this one.

A piercing blue light swings out from the top of the lighthouse. It flashes deep out to the sea, highlighting the silhouette of the titanous Dire Kyogre approaching

1 - Ground Floor

The outside door is guarded by a few mercenaries and some of their Diremon. They are on edge and looking for a fight.

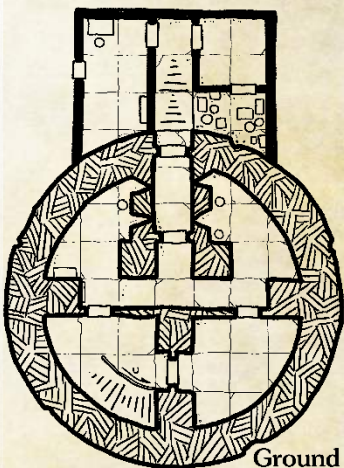
Guards. There are 3 mercenaries (**Bandit Captain**) here and **3 Diremon** (CR 8 or less) who will not be dissuaded from their duty and will gladly give their lives fighting the party to the death.

Inner Resistance. There may be scattered mercenaries or Diremon (CR 2 or less) inside. They will be disoriented and are just as likely to run from the party as fight them.

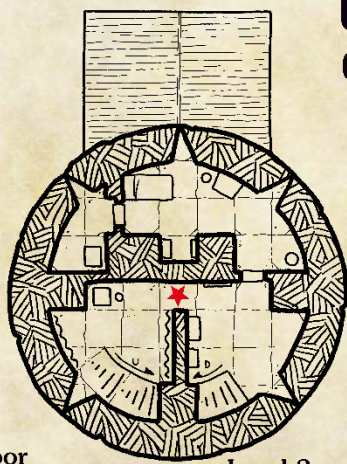
Supplies. This space is well stocked with basic adventuring gear, from rations to mundane equipment. It is well understood that this is a place where you leave equipment you don't need for those who may come after you, especially if you take something.

Last Rest Lighthouse

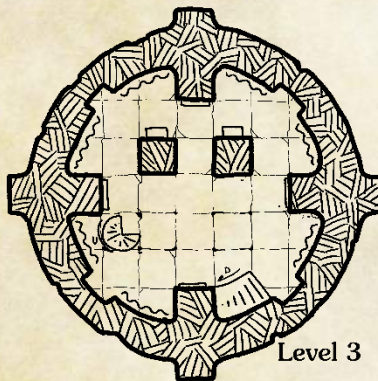
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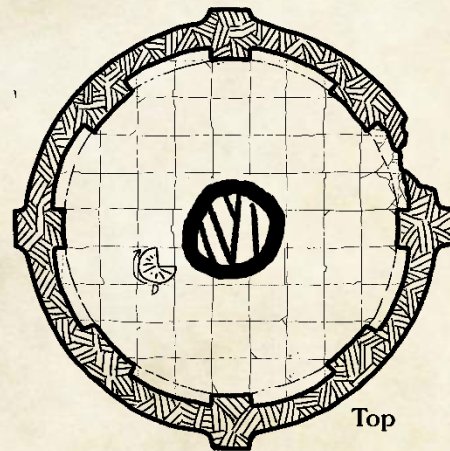
Ground Floor



Level 2



Level 3



Top

2 - Level 2

This floor houses a few small rooms, usually reserved for resting. They are now full of overturned beds and other furniture blocking the stairwell.

Blockade. There are a few mercenaries (**Bandit Captain**) holding the blockade (*) in place and continuing to repair it as the party tries to destroy it. Two **Alpha Water Elementals** will wash through the barricade and attack the party. If the party is too preoccupied with the elementals to attack the barricade, the mercenaries will take shots at them through holes in it.

Care Supplies. Like the level below, this area is filled with items needed for an adventuring life, though many of the items here are focused around personal care like resting and grooming.

3 - Level 3

As you climb the last stair, you come face to face with the leader of this group and their 2 beasts. Their eyes have rolled back into their head and they are clearly marching to the will of the Dire Kyogre. Outside, the storm has become impossibly strong and you can feel the Dire Kyogre drawing nearer.

Leader. The mercenary leader (**Gladiator**) and their **2 Diremon** (CR 14 or less) reside on this floor and will all attack the party ruthlessly. Even the Diremon have given into the furious energy, being immune to any attempts to charm or frighten them.

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4 - Top

The rotating blue light roams across the fearsome face of the Dire Kyogre as it looks down at you. Its eyes hold no malice, only hunger. Its looming figure surrounds the entire lighthouse now, nearly wrapping around it in a sadistic hug.

Final Boss. Here the party can attack the Dire Kyogre or attempt to route it. No matter how harsh the battle becomes, the lighthouse will remain functionally intact, though some cosmetic damage may occur. If the Kyogre drops to less than 50 Hit Points, it will attempt to flee.

Alpha Orb. In place of the normal light, is the Alpha Orb. It can be taken from its perch by a successful Strength check (DC 22). The Dire Kyogre will attempt to take it and will attack any creatures who try to keep the orb from it.

Additional Challenge

Though this small adventure is meant for an already powerful party, do not be afraid to add in extra Diremon to increase the challenge if needed. If they are finding the Dire Kyogre too easy, have the boss summon a few Alpha Water Elementals to take some attention away from it.

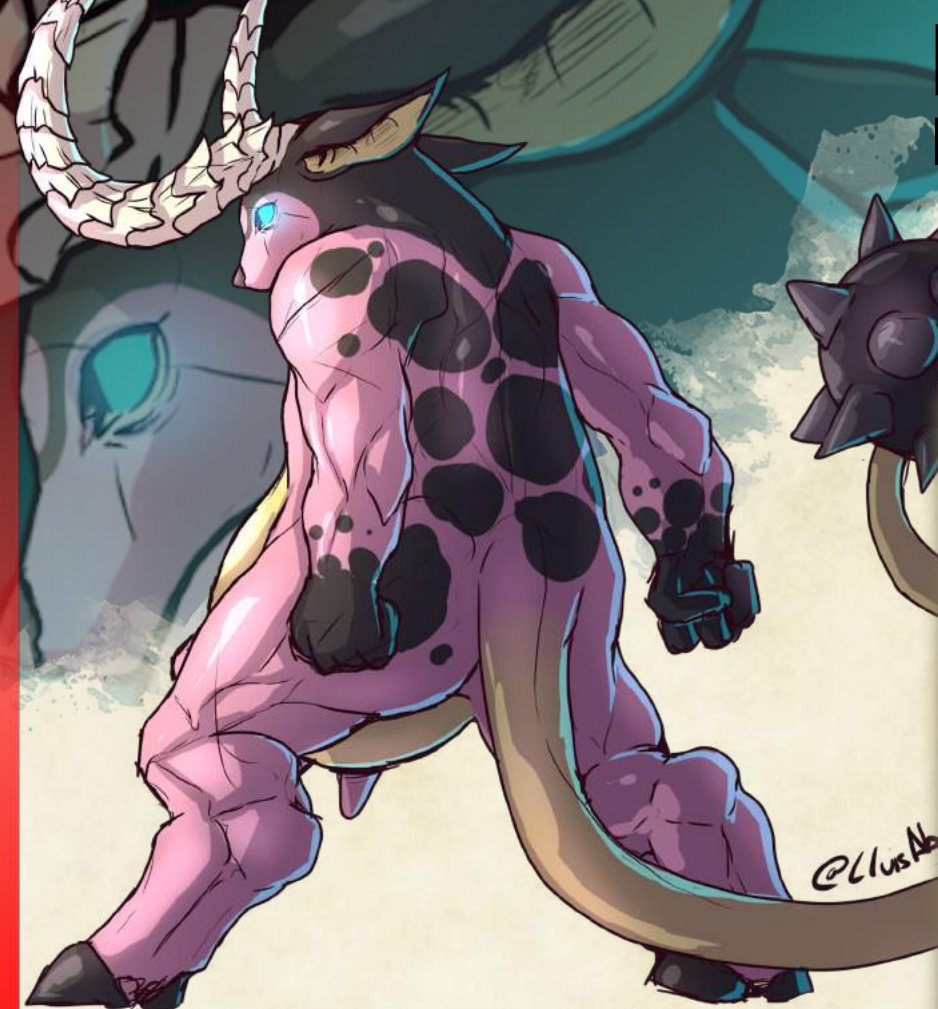
Alpha Orb

Wondrous item, very rare (requires attunement)

By shouting the command word as a bonus action, the attuned creature can call upon the strength of Dire Kyogre. They are coated in healing, breathable water, healing themselves and allied creatures within 15 feet, 13 (2d12) hit points at the end of each of their turns for the next minute. At the end of the minute, the attuned creature can regain up to 1d6 expended Hit Dice. This item has one charge that is replenished at dawn each day.

Dire Miltank

Beefcake Bovines



DIRE MILTANK

Large fey, unaligned

Armor Class 16 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	20 (+5)	8 (-1)	18 (+4)	15 (+2)

Saving Throws Str +11, Int +3

Skills Athletics +11

Damage Resistances fire, cold

Condition Immunities charmed, frightened, exhaustion, petrified

Senses darkvision 60 ft. passive Perception 14

Languages Common, Gnoll, Orc, Elvish

Challenge 12 (8400 XP)

Milk Drink (5/Day). Dire Miltank can use a bonus action to produce a highly nutritious milk that is similar in weight and volume to an average potion. It can be drunk as an action by any creature, including the Dire Miltank. The creature then rolls dice equal to half its maximum hit dice (without expending them) and recovers hit points equal to the result. In addition, the creature gains advantage on Strength saving throws and its Strength score increases to 20 or by +4, whichever is higher, for the next minute. A creature can drink the milk multiple times in a day to receive healing but, each time after the first, it gains no bonus to its Strength score or saving throws.

Scrappy. The Dire Miltank's attacks ignore resistance and deals half damage to creatures that would normally be immune to the damage of its attacks. In addition, it is immune to effects that would reduce its attack or damage rolls, though it can still attack with disadvantage.

Rollout. Each successful hit the Dire Miltank makes in succession increases the next attack's bludgeoning damage by 1d8, to a maximum of 4d8. The extra damage resets if the Dire Miltank misses an attack or does not attack for a full turn.

ACTIONS

Multiattack. The Dire Miltank makes three attacks with its Slam or Zen Headbutt, in any combination.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (4d8+7) bludgeoning damage.

Zen Headbutt. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage and 7 (2d6) psychic damage.

REACTIONS

Defense Curl. When hit with an attack, the Dire Miltank can increase its AC by +2 until the start of its next turn.

Dire Miltank have endured countless battles and train nearly every waking moment of their day. This increased activity creates a compounding effect within them as their milk generates more and more muscle building properties. As they train, they consume their own milk, which makes them stronger and allows them to train more, which in turn makes their milk more potent. This cycle repeats itself for years until eventually, through the power of muscles, might, and milk, a Dire Miltank is born. Due to the lengthy process required to cultivate one of these creatures, a single human rancher may only have a single one in their entire lifetime, making the Dire Miltank milk a rare and costly commodity.

Fairy Farms. These creatures are not originally from the fey realm but have become associated with it over the years. The long-lived fey royalty find great pleasure in the Dire Miltank's protection and milk production, with many houses having a small handful of the creatures. After a few years in the fey realm, the milk takes on some arcane properties, not just granting the drinker additional strength but adding magical feelings of elation and indestructibility. This dangerous combination can make the milk addictive to thrill seekers, giving them enough of a boost to feel they can take on anything. It is considered a staple of fey gladiatorial combat, the mental boon being just enough to edge out victory against overwhelming odds.

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Dire Umbreon

Void Vapor



Walking across the night sky, a shifting shadow of stars, Dire Umbreon guards its home planet against things beyond our comprehension. They themselves are creatures from beyond the veil and have become hunters of the horrific creatures within. In their previous life the moon shone upon them with particular vigor, empowering their soul to withstand the crossing into the unknown. After its death, the life energy is stripped away by the power of the void but replaced with the energy of the stars beyond. Dire Umbreon becomes a creature not just empowered by the stars but comprised of the space between them. This process is painful on a level that impossible to describe to unexpanded minds and may take centuries to complete. Once the transformation is complete it is filled with a hunger that can only be satiated by consuming prey older than time, an act it seems to enjoy greatly.

Planetary Protector. There is never more than one Dire Umbreon per planet, both because the creation process is so rare and because when there are two, one will consume the other. Protecting their world from outside threats is the reason they believe they exist, and they do everything within their power to accomplish that goal. If an impossible creature makes itself known on their home, Dire Umbreon will stop at nothing to hunt it down, mercilessly slaughter it, and consume every last drop of its blood. This process is not just to feed its hunger either, it is a practical maneuver. Dire Umbreon's body is uniquely capable of truly killing the old ones but any scrap left unconsumed may cause the creature to regrow, an unacceptable threat to Dire Umbreon's home. They are sometimes the only defense a world has against the incomprehensible horrors of the black reaches, and often the only one it needs.

Ancient Allies. Dire Umbreon, for all the power they do wield, are wise enough to know when they are outmatched. If an elder beast is too powerful, the Dire Umbreon will seek out allies in the fight. Choosing such assistants can be a lengthy process, as it spends months or years stalking and observing groups of heroes to judge their abilities and uncover their deepest desires. To those it is observing, it can appear as shifting shadows in the night, sunlit eyes in a dream, or messages from moving stars. Once it finally makes direct contact, it will speak directly of the plight at hand, bartering for the party's assistance with offers they could not likely resist.

DIRE UMBREON

Large elemental, chaotic good

Armor Class 15

Hit Points 76 (8d10 + 32)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	6 (-2)	24 (+7)	14 (+2)

Skills Stealth +8

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons, poison, necrotic, radiant, psychic

Condition Immunities grappled, frightened, charmed, prone, restrained, petrified

Senses truesight 300 ft. passive Perception 17

Languages Abyssal, Common

Challenge 8 (3900 XP)

Synchronize. If a creature targets the Dire Umbreon with a spell or effect that causes a status condition, the creature must make the same saving throw to resist the effects as if the Dire Umbreon had used the spell or effect (Spell Attack +10, Save DC 18). If the attacking creature and the Dire Umbreon both fail the saving throw, their conditions are linked, meaning when the status ends for one it ends for the other as well.

Moonlight. In dim or less light, the Dire Umbreon is healed 13 (2d12) hit points at the start of each of its turns.

ACTIONS

Multiattack. The Dire Umbreon makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage and 7 (2d6) radiant damage.

Dark Pulse (Recharge 5 - 6). Each creature within 30 feet of the Dire Umbreon must succeed on a Dexterity saving throw, taking 14 (4d6) bludgeoning damage and 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. The range of this attack is doubled in dim or less light.

Copycat (1/Day). The Dire Umbreon creates 5 perfect illusions of itself. The illusions have the same AC as the Dire Umbreon but disappear after being hit. The illusions cannot attack but will pretend to do so on the Dire Umbreon's turn; they are mentally commanded by the Dire Umbreon. The Dire Umbreon can use a bonus action to instantly trade places with any of the illusions. The illusions disappear after 1 minute or if the Dire Umbreon moves more than 120 feet away from them.

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Dire Volcarona



Solar Fury

DIRE VOLCARONA

Gargantuan beast (star titan), neutral

Armor Class 22 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 10 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	28 (+9)	30 (+10)	14 (+2)	26 (+8)	20 (+5)

Saving Throws Str +15, Int +10, Cha +15
Skills Acrobatics +15, Insight +16, Perception +24
Damage Immunities fire, radiant, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Resistances cold, poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, prone
Senses truesight 120 ft. passive Perception 18
Languages Common, Infernal, Celestial, Abyssal
Challenge 28 (120000 XP)

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

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

Star Body. The Dire Volcarona emits bright light in a half mile radius and attacks made against it that rely on sight are made with disadvantage. Any creature who moves within 30 feet of the Dire Volcarona or starts their turn there must make a Constitution saving throw (DC 26) taking 28 (8d6) radiant damage on a failed save, or half as much on a successful one.

Heat Wave. If Dire Volcarona deals fire damage to a target, any creatures within 10 feet of the damaged creature must succeed on a Dexterity saving throw (DC 26), or take fire damage equal to half the damage dealt to the original target.

ACTIONS

Multiattack. The Dire Volcarona makes four attacks with either flame wheel or bug buzz.

Flame Wheel. *Melee Weapon Attack:* +17 to hit, reach 15 ft., *Hit:* 22 (2d12+9) slashing damage and 39 (6d12) fire damage.

Bug Buzz. *Ranged Weapon Attack:* +17 to hit, range 60/120 ft., one target. *Hit:* 31 (4d10+9) thunder damage and 22 (4d10) poison damage

Fiery Dance (Recharge 5 - 6). The Dire Volcarona chooses 3 creatures it can see within 120 feet. Each creature must make a Constitution saving throw (DC 26), taking 90 (20d8) fire damage on a failed save, or half as much damage on a successful one.

Additionally, targets must succeed on a Wisdom saving throw (DC 21) or be compelled to dance until the end of their next turn. Dancing creatures use all their movement speed to dance in place, have disadvantage on Dexterity saving throws, and attack rolls against it have advantage.

REACTIONS

String Shot. If a creature within 120 feet of the Dire Volcarona attacks it, the Dire Volcarona can use this reaction to tie them up in a sticky web. The target must succeed on a Dexterity saving throw (DC 25), or be restrained until they take fire damage or use an action to wriggle out of the web.

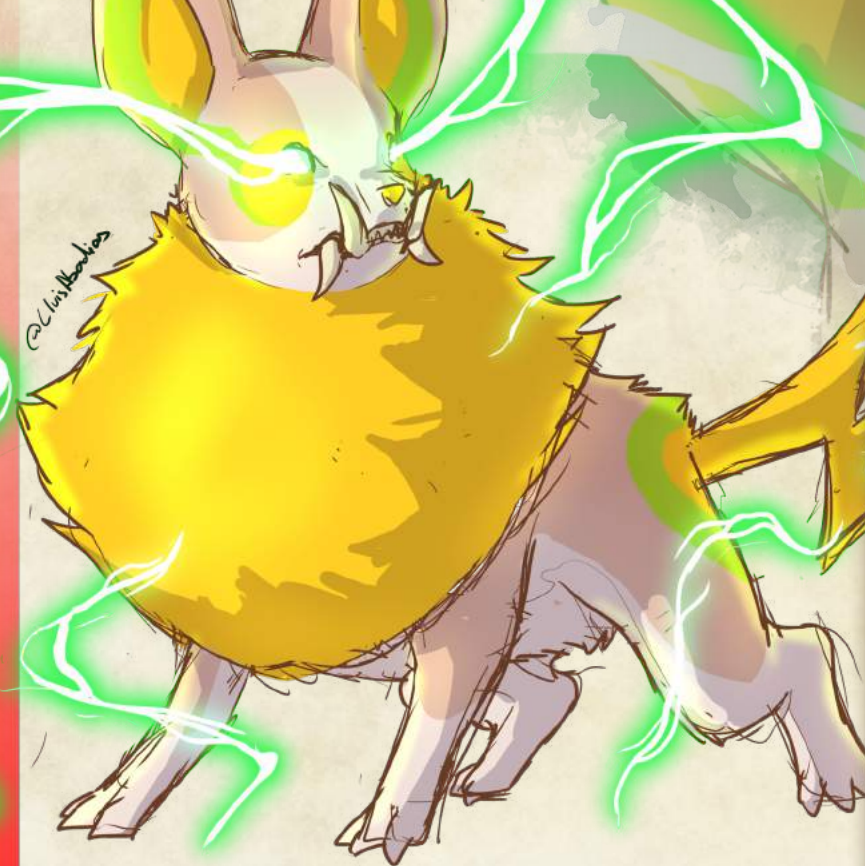
Dire Volcarona is a cosmic moth, infused with the might of the stars. Unlike its terrestrial kin, Dire Volcarona is a denizen of space, its power being too great to stay on one world for too long. It roams the vast emptiness, making massive webs inside planetary rings or asteroid belts, catching prey that is incomprehensible to most. In this way it keeps space from becoming overwhelmed with unseeable and unknowable horrors and sustains itself with reality-altering energy.

Star Cocoon. While most Volcarona are simply avatars of the sun, Dire Volcarona are created within one. Their cocoons are engulfed by a star, melding into them and becoming a single, giant fiery chrysalis. The star feeds the creature for centuries, infusing it with the incredible fusion energy in its core. When the moth finally erupts from the star, it cracks the very surface of it, creating a blinding flash that heralds in the birth of something entirely new.

Dark Eater. The energy required to sustain a Dire Volcarona is immense and so is the energy it expels. If left unchecked, it can turn an entire world to glass and ash in a matter of days. Thankfully it can sense the life energy of most creatures and avoids planets inhabited by entities it cannot easily feed on. Instead it sticks to the far reaches of space, hunting the spawn of elder things to feed its impossible body. In the rare times it does approach an inhabited planet, there is typically something far worse already there. Its light becoming a beacon of glorious devastation.

Dire Yamper

Electric Poodloo



DIRE YAMPER

Huge beast, lawful good

Armor Class 15 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	14 (+2)	20 (+5)

Skills Perception +8

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

Senses passive Perception 18

Languages -

Challenge 5 (1800 XP)

Rattled. The Dire Yamper has advantage on saving throws to resist fear and charm effects. If a creature attempts to charm or frighten the Dire Yamper, the Dire Yamper's movement speed is doubled for 1 hour. Its speed cannot be increased by this ability more than once in a day.

Nuzzle. When a creature within 5 feet of the Dire Yamper hits it with a melee attack, they take 3 (1d6) lightning damage and must succeed on a Constitution saving throw (DC 15) or be paralyzed until the start of their next turn.

Wild Charge. If the Dire Yamper moves at least 20 feet straight towards a creature and then hits it with a bite attack on the same turn, the attack deals an additional 11 (2d10) lightning damage.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Roar (Recharge 5 - 6). The Dire Yamper lets out a loud cry. Each creature within 60 feet, that can hear it, must succeed on a Wisdom saving throw (DC 16) 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 the effect ends for it, the creature is immune to this ability for the next 24 hours.

Floof filled with lightning, teeth long as swords, and the disposition of a goofy puppy; these are the major traits of a Dire Yamper. These gigantic buzzballs are created when they are exposed to an intense amount of electricity, such as chewing cables from a power plant or being struck by multiple bolts of lightning. The electricity gathers within their fur, overwhelming their body and causing massive and rapid mutations to occur. While this changes their bodies dramatically, creating an imposing looking beast, it does nothing to their minds. Despite their new size and strength, they still behave the same as they did before the changes, though their frolicking is no longer cute as it often leaves mass destruction in its wake.

Overcharged Outcasts. Most owners recognize the loving nature of their modified pets and attempt to keep them for a time. However, their large size and lack of understanding leads them to inevitably destroy some precious landmark or noble's home. Before the pitchforks can be raised (or sometimes after), Dire Yamper are sent away by those that love them. This is traumatic to most Dire Yamper and they may become forlorn, aggressive, or hyperactive in response.

To The Farm. Finding a place where the large creature can roam free and be happy is no easy feat. Some altruistic, and incredibly brave, souls have opted to become keepers of Dire Yamper; instead of seeing them released into the wild. They have large swaths of open land designed specifically to keep these loving destroyers happy, healthy, and most importantly, contained. These ranchers can be identified by their rubbery protective equipment and permanently raised hair. Some kingdoms sponsor these ranches, strategically giving them land near dimensional weak points. The latent energy in the Dire Yamper help to bolster the scars in reality and the beasts themselves serve as great trans-dimensional guard dogs.

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