

Dire Giratina

A Transient God

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

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

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



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

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

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A Dire Giratina's Lair

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

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

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

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

Lair Actions

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

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

DIRE GIRATINA

Gargantuan fiend (origin form), lawful evil

Armor Class 20 (natural armor)

Hit Points 385 (22d20 + 154)

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

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

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

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

Damage Immunities bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Resistances acid, cold, fire, lightning, poison

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

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

Challenge 22 (41000 XP)

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

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

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

ACTIONS

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

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

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

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

LEGENDARY ACTIONS

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

Attack. The Dire Giratina makes a slash attack.

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

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

Regional Effects

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

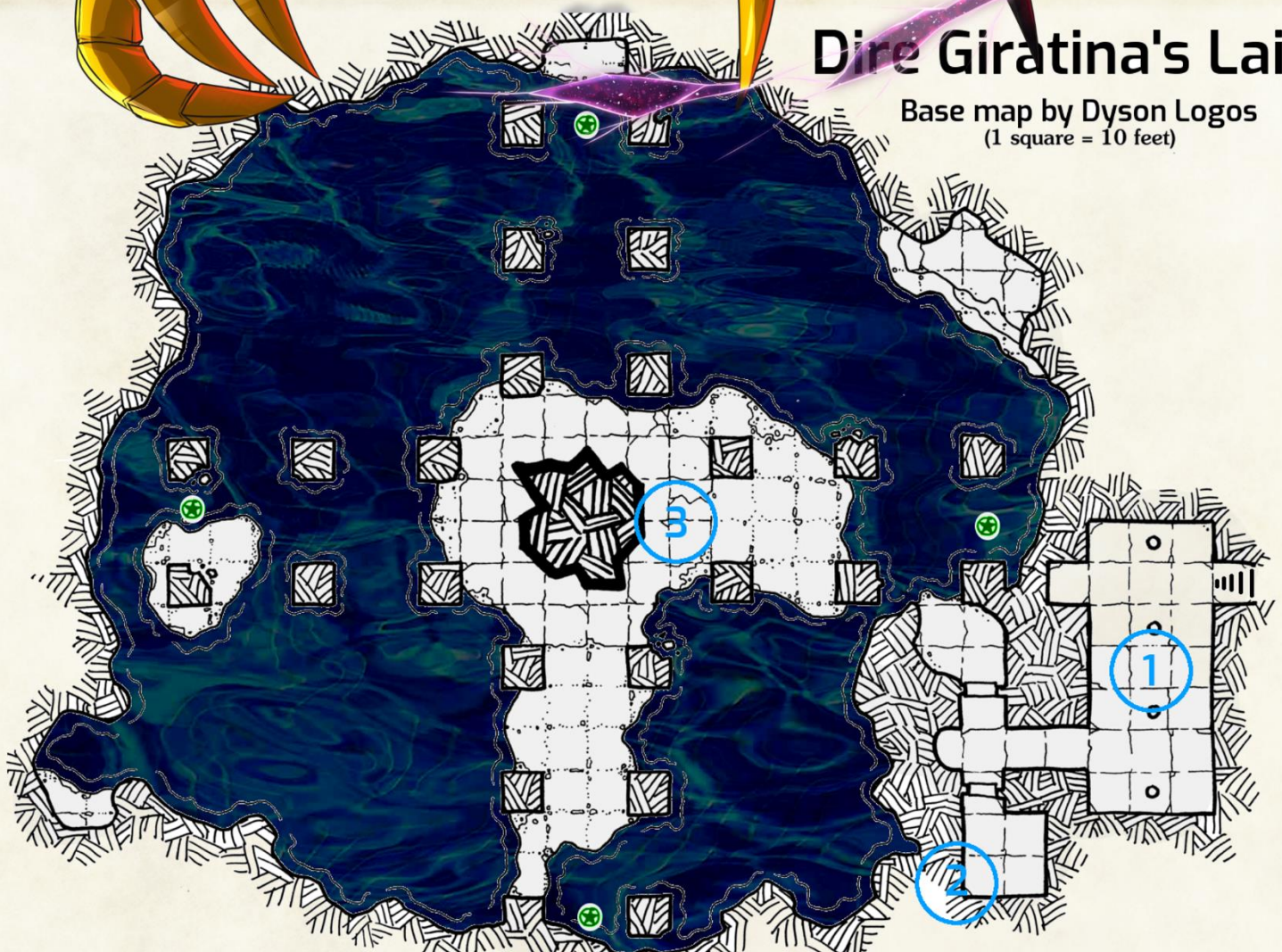
- Local creatures and plant life within 1 mile of the lair are occasionally replaced by shadow versions of themselves. Destroying these shadows within 24 hours of the replacement releases the initial being from the shadow, much like a bird from a shell. If more than 24 hours pass, the distortion energy consumes the creature and they are lost, though the shadow remains. This effect cannot be prevented by any known magical means and strikes targets equally and at random.
- Portals of random size begin appearing within 1 mile of the lair, dropping objects as small as insects or as large as capital buildings onto the world. The portals open to random timelines, realities, and planes of existence. They are only open for a few seconds at most. Within a month, these portals create a labyrinth of the unexpected that creatures must traverse to approach the lair.



LluisAbadias

Dire Giratina's Lair

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



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

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

The Anti-Chamber

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

1 - Temple Entrance

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

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

2 - Priest's Chamber

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

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



3 - Destroyed Temple

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

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

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

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

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

Gresious Orb item

Wondrous item, rare (requires attunement)

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

Anti-Gresious Orb

Wondrous Item, rare (requires attunement)

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

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

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