

Dire Mewtwo

The Intelligent Designer

It knows. It knows you are aware of it. It is aware of your perception. It perceives your violence. It knows it will stop you.

Reverse Origin. Dire Mewtwo is a corrective force within the universe, an inevitability that will always exist eventually, and one that adds order to a chaotic system doomed to failure. Its own psychic energy manifests through time, allowing it to push itself further back from its own inception. In this way it bends reality to create itself earlier and earlier, eventually existing before existence was a concept. It then watched the thousand-armed god forge the universe, it watched the spark of creation explode into everything, and from the shadows, it added the needed spirals. Concentric twisting, a simple and beautiful math, is the secret to finding and understanding this elusive consciousness. The spirals all eventually lead back to their origin, if only you have the understanding to follow them.

A Third Option. The Dire Mewtwo relies on its previous kin existing to eventually be created. The energy, actions, and will of those before it (or after it, depending on perspective) end up empowering those iterations of itself later. Each surge of mega energy, each world-ending battle, each revelation of universal truth, bring the Dire Mewtwo closer and closer to creation. Eventually the third incarnation of the psychic line will simply appear, earlier and earlier in each cycle. In some regards, this third version of psychic perfection is also the first, as it uses its power to create previous versions of itself

as a means to creating itself. This sort of time bending tomfoolery would normally result in a temporal collapse, if not for the Dire Mewtwo's impossible intelligence. Though countless iterations, it has brought stability to its own timeline, no matter how severe its interactions need to be to ensure its creation.

Conceptual Inception. The universe could not exist without a Dire Mewtwo, at least not in the way we currently understand. The thousand-armed god is blunt and foolish in its style, simply forcing things into being without any thought as to their longevity. The child-like god cannot fathom something existing before it and so the Dire Mewtwo acts much like a parent to an oblivious child, guiding and fixing as needed. This is most apparent in the constant appearance of the helix, a shape prevalent in everything from galaxies to DNA. The spiraling nature of things is thought to simply be a natural phenomenon, and to some extent that is true, but only because it was set up that way in the beginning by a watchful eye.

Belligerent Will. Creatures who discover the concept of Dire Mewtwo often become obsessed with finding the creature. Some desire to speak with it, some to control it, and almost all wish to destroy it. This animosity is not often at the forefront of a creature's mind and is, to most, a completely hidden desire. It is born of defiance, a seed of hate planted by the thousand-armed god who, while they cannot directly perceive the Dire Mewtwo, can see the effects of their meddling. The infantile god cannot directly attack the Dire Mewtwo and instead infects creatures with a seething desire to eliminate the Dire Mewtwo. For its part, the Dire Mewtwo is aware of this and does

its best to avoid confrontation at all costs but, due to its peculiar nature as both a physical and metaphysical being, not all confrontations can be avoided. It is theoretically possible to kill the Dire Mewtwo, though the results of this could not begin to be fathomed. At minimum, the simple spirals that comprise all things would likely begin to unravel, quite possibly resulting in a complete collapse of the current universe. Even highly intelligent creatures who can see this inevitability have trouble controlling their rage towards the Dire Mewtwo and can barely contain their desire to eliminate it from time.

Hidden Away. The Dire Mewtwo is aware of just how dangerous it is and how precious its life is for sustaining the universe. For this reason, it will hide itself away from the rest of the world, attempting to suppress its own powers in order to hide itself. Unfortunately, once a creature has discerned the spirals, they act as a roadmap directly towards the Dire Mewtwo. Using its immense psychic powers, it can foresee these challengers coming years away and will do all it can to dissuade them from travelling this road. It will set roadblocks in their life, tempt them with adventure and riches on other paths, and something try to outright kill them first. Often, many years pass before a creature realizes it's on the path towards meeting Dire Mewtwo and, by the time they do realize, the entity's meddling in their lives has steeled their resolve to slay the Dire Mewtwo. In what could be seen as a cosmic sort of comedy, the challenges the Dire Mewtwo places before a creature are often the things that make them powerful enough to threaten the Dire Mewtwo in the first place. When a confrontation inevitably does take place,

the Dire Mewtwo attacks without words or mercy, all creatures involved in the battle knowing exactly what must happen next.

Dire Mewtwo's Lair

While a Dire Mewtwo rivals (and sometimes surpasses) the power of a god, they are not actually a deity. They are a physical creation and must exist in a tangible place. Based on their position in time, this place may or may not be affected by their influence yet. Because of the animosity bred against them, they choose far off locations, most commonly underground tunnels or hard to access caves. When there, they will compress their psychic energy, limiting its impact on the world unless they see a correction they need to make. Knowing their direct influence could be massive, they choose to instead use subtle influences to shift the outside world, for the safety of the world and themselves. Over repeated and earlier incarnations of themselves, they will warp the area they reside in backwards through time, something that can cause odd discrepancies in history. They cause splits in the timeline with differing events, all the while pushing themselves back towards the original thread.

Their mere presence within an area will cause the place to spiral into itself, causing loops upon loops into a singularity. The immediate area around a Dire Mewtwo repeats itself, growing twice as compressed each time, in a seemingly endless spiral. Creatures inside do not notice the compression, their consciousness and atomic structures adapting to the stretching and pressing

DIRE MEWTWO

Large celestial, true neutral

Armor Class 22 (psychic armor)

Hit Points 464 (32d10 + 288)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	28 (+9)	30 (+10)	30 (+10)	20 (+5)

Saving Throws Str +13, Dex +16, Int +19, Cha +14

Skills Acrobatics +16, Arcana +19, History +19, Insight +19, Intimidation +14, Nature +19, Perception +19, Persuasion +14

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

Damage Vulnerabilities acid, necrotic

Senses truesight 300 ft. passive Perception 20

Languages all, telepathy 1 mile

Challenge 30 (155000 XP)

Laser Focus (10/Day). Until the end of the Dire Mewtwo's next turn, any attacks it hits with are considered critical hits.

Safeguard. The Dire Mewtwo is immune to all status conditions and spells that would alter its form.

Pressure. When a spell is cast against the Dire Mewtwo, an additional spell slot of the level of the spell used is consumed after the spell is cast.

Legendary Resistance (Recharge 5-6). If the Dire Mewtwo fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Dire Mewtwo makes five attacks, with its Psycho Cut or Psystrike, in any combination.

Psycho Cut. Ranged Weapon Attack: +19 to hit, range 60/120 ft., one creature. *Hit:* 19 (2d8+10) psychic damage and 11 (2d10) slashing damage. This attack is considered a critical hit on an 18 - 20. @Snickelsox @LluisAbadis

Psystrike. Ranged Weapon Attack: +19 to hit, range 150/300 ft., one creature. *Hit:* 32 (4d10+10) psychic damage. This attack ignores resistance and is halved by immunity.

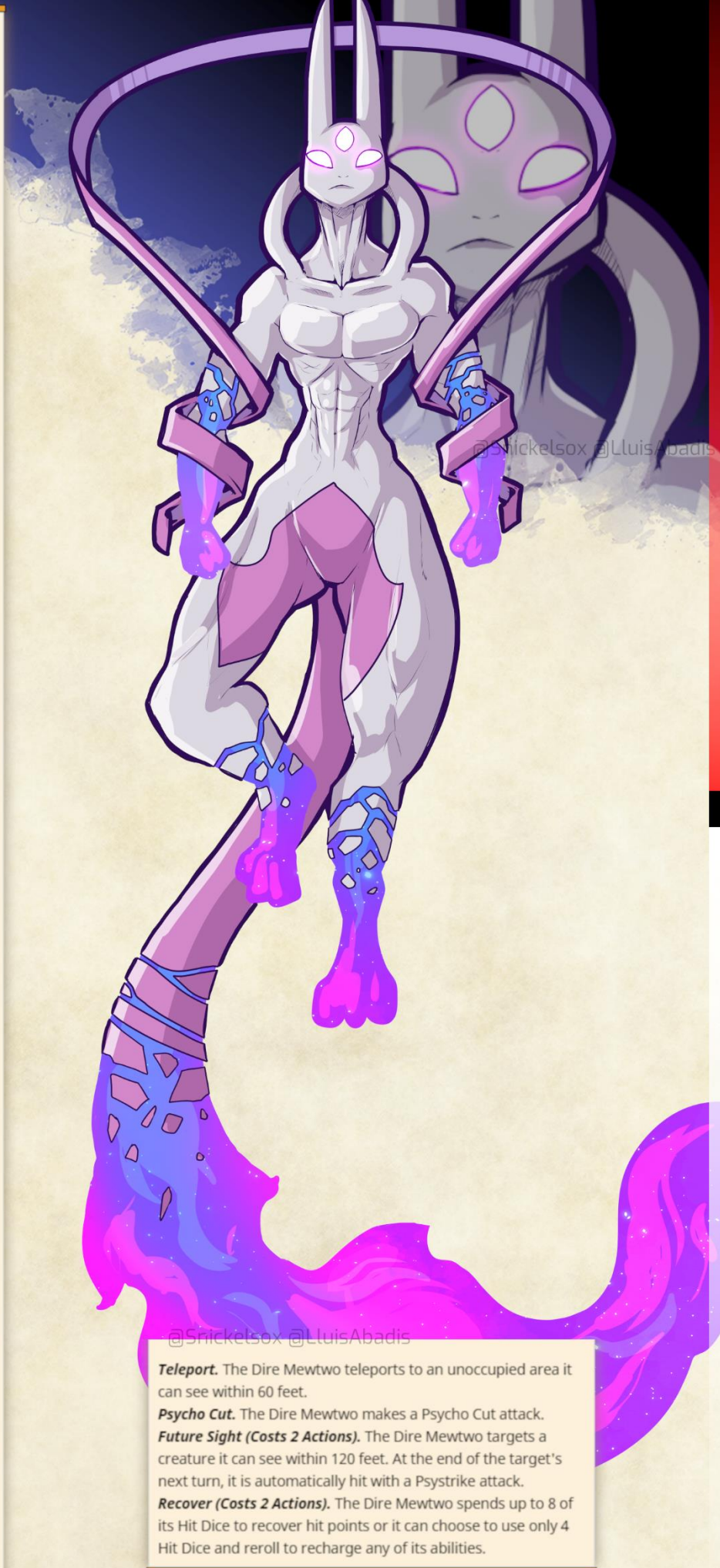
Psychic (Recharge 5-6). The Dire Mewtwo can target up to 1d8 creatures of its choice and bends their mind to make them believe it has cast a spell on them or itself. It can "cast" any spell, of a level equal to or below the number of creatures it can target. The targeted creatures must succeed on an Intelligence saving throw (DC 27) to resist this effect. Creatures who succeed are immune to the effects of the "spell" but all other creatures become viable targets to the spell, as if the Dire Mewtwo had cast the it, their minds and bodies moving and reacting to its effects normally. Its spellcasting ability is Intelligence (spell save DC 27, +19 to hit with spell attacks). Additional effects caused by the "spell" (such as changing landscape or harsh winds) do not affect creatures who make the initial save.

REACTIONS

Disable. If a creature deals damage to the Dire Mewtwo, the creature must succeed on a Constitution saving throw (DC 27) or be paralyzed until the end of its next turn.

LEGENDARY ACTIONS

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



@Snickelsox @LluisAbadis

Teleport. The Dire Mewtwo teleports to an unoccupied area it can see within 60 feet.

Psycho Cut. The Dire Mewtwo makes a Psycho Cut attack.

Future Sight (Costs 2 Actions). The Dire Mewtwo targets a creature it can see within 120 feet. At the end of the target's next turn, it is automatically hit with a Psystrike attack.

Recover (Costs 2 Actions). The Dire Mewtwo spends up to 8 of its Hit Dice to recover hit points or it can choose to use only 4 Hit Dice and reroll to recharge any of its abilities.

somewhat naturally. Beyond the lair though, time moves twice as fast, doubling for each new layer of the spiral a creature finds themselves in. This distortion compounds for each new layer, meaning a creature lost in a Dire Mewtwo layer can live a single day while a millennium passes outside. While this compression is barely noticed by a careful explorer, those who step outside the loop and are suddenly decompressed will suffer greatly, sometimes even simply exploding, if they step to the first lair layer from deeper lair layers.

The Dire Mewtwo prefers to hide at least five or so layers into their spiral, seeing this as the opportune place to watch reality and allow time to flow around them. They can go deeper or higher at will, giving them the ability to speed up relative time or slow it to its normal pace as they need. Going to a higher level is something they rarely do, as it makes the distortions around their caves more noticeable and often disrupts the creatures that may live in the lair.

A Dire Mewtwo lair, even an abandoned one, is a highly sought-after treasure by creatures who feast on psionic energy. Species who would normally need to consume brains to survive can subsist like parasites on the latent psychic energy that comes from a Dire Mewtwo. They will adapt the first few levels of the spiral to their liking and use it as a command base. They know better than to go too far into the singularity, as close proximity to the Dire Mewtwo will overwhelm them with psychic power, often killing them. If they sense the Dire Mewtwo moving to higher levels, they will immediately flee and wait for it to move deeper again. Though they live alongside the Dire Mewtwo, they are not allied, the Dire Mewtwo simply allows

the creatures to live there as a deterrent from other hate-blind adventurers. If no other creatures have taken residence in the Dire Mewtwo's lair, it will often populate it with psychic projections of other creatures. It will create a believable facsimile of a dungeon, with a monstrous hierarchy and a final boss-like creature at the "end" of the dungeon. Real treasures and magical rewards are scattered throughout the dungeon, giving the "heroes" a feeling of completion and hopefully keeping them from finding the true master of the spiral. Many creatures are fooled by this with only a nagging feeling of forgetting something following them out of the quest. Only the most astute and resolute will go deeper, seeking the architect of the master ratio for a final, terrible confrontation.

Lair Actions

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

- The Dire Mewtwo teleports one layer deeper into their lair. It is no longer subject to any spells or effects it was currently under, unless it cast it upon itself. This action can only be taken once every minute.
- Until initiative count 20 on the next round, each creature hostile to the Dire Mewtwo is de-synced slightly. They have a penalty to every ability check, attack roll, and saving throw equal to -1 times the number of layers deep they are into the lair, to a maximum of -10.
- Each creature of the Dire Mewtwo's choice must make an Intelligence saving throw (DC 27). The Dire Mewtwo creates a psychic projection of any single creature

the party has met before (Max CR 8) which then proceeds to attack the characters that failed the saving throw. Any damage it deals to the characters is changed to psychic damage. Characters who succeed on the saving throw can still see the projection, but it cannot harm or interact with them, beyond speech. The creature disappears on initiative count 20 on the next round.

Regional Effects

The region of a Dire Mewtwo is not simply a space outside of its lair. It is a long spiraling line, 500 feet across, that stretches out infinitely. Anything in the area along this spiraled line can be subjected to one or more of the following effects.

- The golden ratio begins to appear in more things along the line, causing perfect spirals in things that may not normally have it. Tree bark, the flight path of flocks of birds, flower distribution in a garden, the clouds, and even the style of clothing, music, and culture will be impacted by this effect.
- The intelligence of creatures who live within this line begins to increase. Awakened creatures become commonplace and begin travelling the spiral intuitively. This increase in brain power is temporary and will fade over the course of a few days if a creature leaves the region.
- Light objects fall inwards, towards the center of the spiral. Some round objects can occasionally be seen moving on their own along smooth ground, the gentle pull of the Dire Mewtwo's singularity dragging them onward. These effects are rare and never last for very long on a single object but are consistent along the entire spiral.

- The Dire Mewtwo can hear any telepathy within the spiral and can communicate telepathically with any creatures in the area. Within its lair, all willing creatures can communicate telepathically with any other willing creatures.

These effects recede after 1d10 years, if the Dire Mewtwo is killed. After that time, the rest of the spirals within the universe begin to unravel as well, beginning at the Dire Mewtwo's lair.

Horizon's Doorstep (Level 16+)

Dire Mewtwo has taken an abandoned holy site for a long dead religion and turned it into its lair. The lair must be entered from a single side (west) for it to be explored as a lair. If entered from any other direction, it appears to simply be an abandoned place of worship and not even the creatures living within the lair will be detectable.

Layer Zero

Several pillars surround a raised dais in the center of this area. A gentle wind wafts through and the ghost of an abandoned faith lingers heavily. You get the distinct sense that not is all as it seems.

Hidden Entrance. If creatures enter in any side except the west, this is the area they will wind up in. If they are exploring the deeper layers of the lair and take a wrong turn, this is the level they will wind up in. They take 1d8 psychic damage for

each layer deep they were before winding up here.

Nothing of Note. This place is unsettlingly quiet and there is nothing of interest to be found. Whatever religion(s) were practiced here have moved on eons ago and almost all traces of them have disappeared. The few runes and markings left are too infrequent and indistinct to have any clue to their original purpose.

Dias. The raised platform in the center of this area makes creatures uneasy to approach. Creatures sensitive to psychic energy will detect some amount of that here, though it is clear the source of the energy is not here. This energy grows with each subsequent layer.

Too Quiet. An Investigation check (DC 18) or Perception check (DC 24) will detect small sounds and whispers of the creatures in the next layer.

The Spiral. The party must enter from the west and exit to the north to continue the adventure.

The Lost Temple

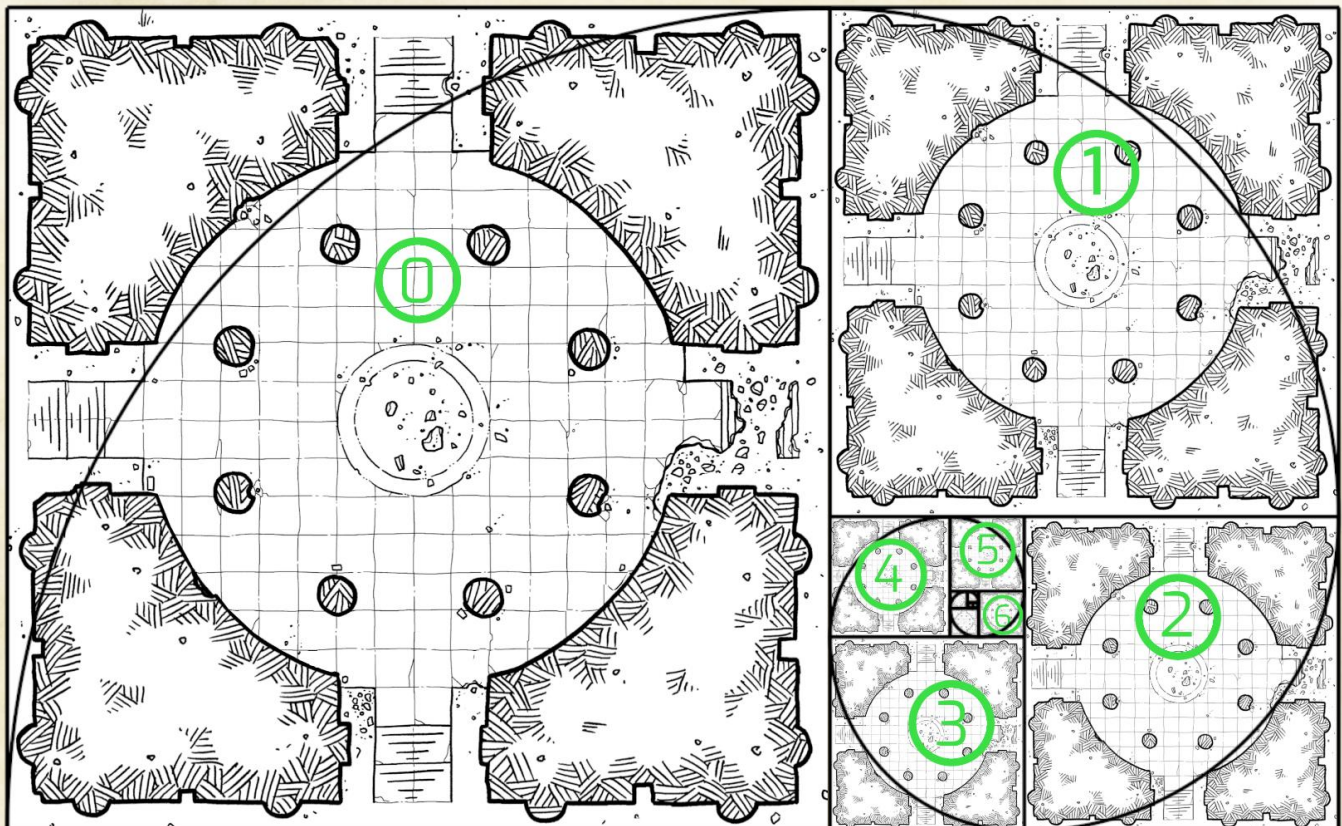
Original by @DyasonLogos

Layer 1

The world slightly shifts around you as you enter an area you are certain wasn't here before. Several strange fleshy creatures notice your appearance and begin aggressively walking your way.

Unwilling Defenders. The bugbears in this area have been altered into **psyugbears** by the powerful energy of the Dire Mewtwo. Originally using this area as a hidden base for their raids, they now cannot leave. Their hair has fallen off and their skin has begun to slightly droop. Most wear tattered robes they have either stolen or patched together from whatever clothing they had left. Others are simply naked.

There are 4d6 **psyugbears** and a number of **Dire Sobble** equal to the party + 2d4. All are hostile to the party, attacking based on a mixture of instinct and pressure from the Dire Mewtwo. They cannot be reasoned with.



Squalor. This area is filthy and stinks. There is no food or clean clothing, though there is a glut of gold and magical weapons. Scattered like trash all around the area are sets of +1 armor and +1 weapons as well as a total of 1,000 gp of various mints from different kingdoms. All of this is filthy as well.

Time Outside. Time outside moves at double the normal rate, doubling again from each layer beyond this one. By layer 6, approximately 30 minutes pass for every minute in the singularity.

Layer 2

Moving deeper into the singularity, the oppressive energy compresses you again. The space feels the same but is wrong on a level you can't quite describe. A set of eyes appears from behind a black mounds and glares at you.

Final Boss? A **Dire Seviper** and two **Dire Pidgeot** attack the party moments after entering this area. They are technically apparitions created by the Dire Mewtwo but are functionally the same as a normal version of themselves. They are immune to fear and charm effects and will mercilessly attack the party.

Renewed Worship. A few lit candles and bowls of rotten food are scattered in this area. It appears as though the psyugbears had begun to worship the Dire Seviper as some sort of god or protector. Since it is just projection, it ignores the food and candles, only barely acknowledging the psyugbears if they get in its way.

The Spiral. The party will enter from the north and must exit to the east to continue the adventure.

Additional Challenge. Consider putting in a small smattering of **Psyugbears** to distract the party as they are fighting the main threats.

PSYUGBEAR

Medium humanoid (goblinoid), lawful evil

Armor Class 12 (mage armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	15 (+2)	13 (+1)	9 (-1)

Skills Arcana +4, Insight +3, Survival +3

Damage Immunities psychic

Senses darkvision 50 ft., passive Perception 11

Languages Abyssal, Common, Goblin

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the Psyugbear hits with it (included in the attack).

Surprise Attack. If the Psyugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Brain Food. The psyugbear is healed by psychic damage.

Innate Spellcasting. The psyugbear's spellcasting ability is Intelligence (spell save DC 12). The psyugbear can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *mage armor*

5/day each: *magic missile*

3/day each: *hideous laughter*

1/day each: *dissonant whispers*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

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Layer 3

A glint of yellow becomes a brilliant shine as a large mound of gold and treasures. Gems, gold, artifacts, and weapons all glimmer brightly before you in this layer.

Gold Herring. This layer is full of gold and gems, worth a total of 150,000 gp. It is a distraction, meant to keep any adventurers from going deeper into the spiral. If the party gets to this point, they can leave the way they came with no consequences, save for the time warping outside.

Magical Items. Many magical items can be found in this area. Here are a few that they can find, though this is by no means the only magical items possible in this space: **Migraine Mace, Reverse Book, Sweatband of Telepathy, Tank Top of Reversal, Lost Armor.** The characters could be able to find most any common or uncommon magical item they want in this area.

Swimming in Gold. This entire area is difficult terrain, because of the excessive riches scattered on the floor.

The Spiral. The party will enter from the east and must exit to the south to continue the adventure.

Layer 4

There is nothing here. You have an uneasy feeling in your stomach, a queasiness that insists you turn back.

Nothing. There is nothing of note in this area. It is just an empty repeat of the few previous layers with nothing in it.

Gentle Pressure. After spending a minute or more in this area, the characters will begin to be unsettled by this area. They must make a Wisdom saving throw (DC 5) or become frightened of this area and flee to the nearest exit.

The Spiral. The party will enter from the south and must exit to the west to continue the adventure.

Layer 5

A god floats before you. It knew you were coming. It knows what you intend. It will not go down without a fight.

Final Challenge. The Dire Mewtwo is floating in the center of this room. It will not attack unless attacked and will ignore the party otherwise. If the party chooses to leave, even during the middle of a fight, they will be allowed to do so unimpeded by the Dire Mewtwo. Any questions about itself or the nature of the universe are outwardly ignored. However, any questions asked, on almost any topic, seem to be miraculously answered seconds later by the asker. This is due to the Dire Mewtwo's influence, which does not make any creature smarter per se, but allows them to link ideas in a way they could not do before.

Clean Arena. This room is remarkably clean, despite its age. There is nothing that would initially inhibit a battle here, save for the pillars and walls.

Going Deeper. The Dire Mewtwo will be hesitant in battle to go deeper into the spiral, hoping to avoid the distortions in reality the compression may create.

Death of Order. If the Dire Mewtwo is killed, the universe will begin to unwind. The party will be snapped back to layer 0,

with no immediate ill effects. After 1 day, things near the lair that initially had a spiral, will begin to unravel. After 1 month, everything in a 1-mile radius of the lair will have fallen into complete chaos. Within 1 year, creatures on the same continent will begin to fall apart as their DNA unwinds. After 5 years, the first signs of the galaxy's losing their spiral will begin. After a decade, it is unlikely that anything that can observe the universe's decay will be alive anymore to do so.

Layer 6

Re-Repeat. Every layer beyond the 5th is simply a repeat of the pattern, starting at layer 1. All creatures will be respawned, all gold and relics recreated, and no sign of the previous attempts will be visible. Any gold or items taken from these repeated layers will vanish if the Dire Mewtwo is killed. As the layers progress, small errors will occur, eventually becoming larger errors. Feel free to replace monsters, swap out magical gear the party is using, or even completely shift the location if the party goes too deep. Keep in mind the time dilation as the party goes deeper and how the world outside is changing without them.

Lost Armor

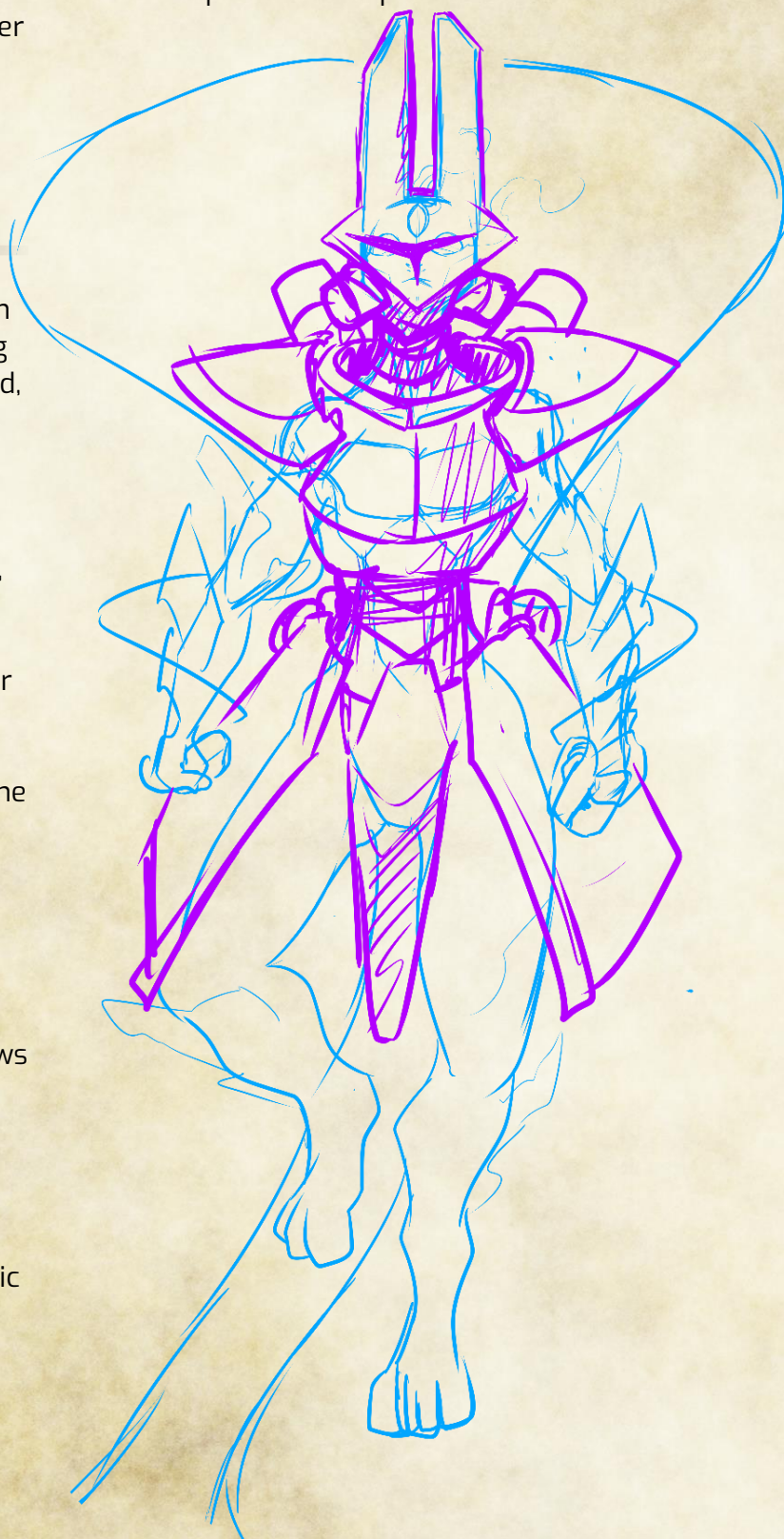
Armor (plate), Legendary (requires attunement)

You gain +3 to your AC and Saving Throws when wearing this magical armor. It has no Strength requirement and a creature does not have to be proficient with it to gain its benefits.

Creatures wearing this armor have immunity to psychic damage. Any psychic damage the wearer deals is doubled,

(before applying vulnerabilities and resistances). The wearer has advantage on concentration checks. The wearer cannot walk more than 10 feet on their turn, cannot climb, and cannot swim.

Curse. This armor cannot be removed without destroying it. Once it is destroyed it is impossible to repair.



Migraine Mace

Weapon (mace), rare (requires attunement)

You gain a +2 bonus to damage and attack rolls made with this magic weapon.

This mace appears to be just a handle with a strange brain-shaped pommel, but when an attuned creature wields it, a purple projection of a mace appears at one end. On a hit, the mace deals 1d6 psychic damage, instead of bludgeoning damage. An attuned creature can choose to spend one of their hit dice as part of an attack, to add that hit dice's roll to the psychic damage dealt by this weapon. This can be done as many times as a creature has hit dice but only once per

Reverse Book

Wondrous Item, very rare to legendary (requires attunement by a wizard)

This book reads you. During a short or long rest, you can spend 10 minutes allowing this book to read your mind. If you have any unused spell slots, you can roll a d6 (very rare) or d8 (legendary) and store a number of spell slots equal to the roll, into the book. Spells stored into the book can be cast the same as any other spell but concentration checks for spells cast from this book are made with disadvantage. You cannot neither store nor cast spells above their original level while using this item. Stored spells dissipate after 24 hours.

Curse. If this book is not allowed to read you and store at least one spell at least once per day, you take psychic damage at the end of your next long rest equal to 1d10 times your spellcasting level.

Sweatband of Telepathy

Wondrous item, common (requires attunement)

You can freely communicate telepathically with any willing creatures within 60 feet of you.

Curse. Everyone within 15 feet of you can hear your thoughts, regardless of if you or they want to.

Tank Top of Reversal

Wondrous item, very rare

You gain +1 to your AC when wearing this undergarment.

As an action, you can shout the command word to swap the Strength and Intelligence scores of a creature wearing this outfit. The effect last for 1 hour and cannot be ended prematurely. Unwilling creatures must make a Constitution or Wisdom (their choice) saving throw (DC 16) to resist this effect. Once this item has been used, it cannot be used again until dawn of the next day.

