

Dire Registeel

World Cleaver

The ancients were right to lock this creature away. Were it freed, the destruction it would be capable of would make all wars before it seem like children's games. Its mere existence oppresses the world, its steps shake and break continents, its cry rends the clouds. It is impossibly powerful, and even the gods have proven incapable of killing it. It is best that it sleeps, deep in the bowels of the world, safe in its dreams.

In the beginning, there were many like them. Smaller and isolated, they dotted the world like tin soldiers. Then, over the millennia, they were lost, crushed by the oppressive relentlessness of the universe. Their bodies were reduced to nothing but liquid plasma, although their will remained, unwilling to simply vanish into the ether. Eventually they met, like slugs of congealed energy, melding in body and mind, becoming something more. Once there were many, now there is one, a singular being that will no longer allow its body to bend to the laws of the universe.

Multi-Meld. Although dire registeel is comprised of many of its lesser forms, it is not a swirling consciousness or a multitude of minds. It is a singular entity, with a singular focus, to defy obliteration. Each of its parts, having died once before, despite being nearly indestructible, sought out this true form, its true rebellion against the universe. This unified desire, to exist beyond existence, has dulled its mind to almost all other goals, turning it into an unstoppable being that will continue to remain, no matter the cost to itself or others.

While not inherently evil, their sheer power and size makes them a cataclysm for all the other life around them. Simply walking destroys mountains and tears cities apart. Each step is thunderous, blasting away fragile life wherever they go. This does make them a natural enemy of smaller life, who have sought countless ways to rid themselves of the creature. All attempts, save one, have ended in catastrophic disaster and uncountable losses of life.

Big Sleep. The ritual of rest, performed by an ancient civilization, eons ago, put the beast into a deep slumber. It fell, creating a tremendous crater in the earth. This simple act radiated a meteor-like explosion, erasing the civilization that put it to rest. For generations, the dire registeel slept in its crater, the world slowly covering it in several miles of earth like a blanket. So long as it remains well within its dreams, it will stay in that place until the end of time, and possibly long after. In that final fall, the sacrificed warriors took the secrets of the ultimate sleep with them, leaving the world safe from the dire registeel but unable to save themselves if the titan should rise again.

Big Dreams. Dire registeel is tremendous, in all aspects, including its sleep. As it rested, its dreams began to grow larger, more complex, and powerful. Eventually, bits of its dream escaped in the form of smaller avatars. These regi-dreams wander the earth, searching out obscure locations to explore, gathering bits and bobs, and generally minding their own business. They can be fought but, so long as they are not disrupted, they rarely cause more than minor damage to the world around them. Most tales of the regi-dreams warn against disturbing them, as a broken dream may awaken the titan

once more. Still, their wanderings must have some purpose, as must the things they collect. This worrisome thought has caused some to begin work on tracking the regi-dreams, doing all they can to discover their true purpose in the world.

Dire Registeel's Lair

Dire registeel fell into the earth, collapsing everything within several miles. It pulled onto itself entire cities, now abandoned ruins filled with the ghosts of its previous inhabitants. It crushed underground magma streams, shattered into water basins, and likely collapsed more than a few dungeons. Those that explore the cavern describe it as a small world onto itself, with whole ecosystems finding a place within the ancient destruction. The true extent of the lair is not completely known but the dire registeel's influence, even while sleeping, extends around 2 miles from where it rests.

Many creatures make their home inside the lair, with few willing to get close to the sleeping creature. Only plant life seems to live near the dire registeel, with moss, mushrooms, and vining plants finding particular enjoyments growing near, or even on, the titan. Its life energy is so potent that it casts a faint aura inside its inner sanctum, creating enough life to see by and for the plants to thrive.

Lair Actions

On initiative count 20 (losing initiative ties), the dire registeel takes a lair action to cause one of the following effects.

- The entire lair shakes violently, causing creatures on the ground to stumble. Each affected creature must succeed on a Dexterity saving

throw (DC 20) or fall prone and take 3 (1d6) bludgeoning damage. Creatures who fail the saving throw by 5 or more also have rocks fall upon them, dealing an additional 14 (4d6) bludgeoning damage.

- The dire registeel bestows some of its resilience onto a creature within its lair. The creature gains an AC of 26 and the *Regisistance* feature from the dire registeel stat block. No more than 2 creatures can have this boon at a time.
- The dire registeel casts off some of the deep slumber it was under onto creatures within its lair. It can cast the *sleep* spell, at 3rd level, a total of 5 times before dawn of the next day, anywhere within its lair. If the dire registeel itself is sleeping, this spell is cast at 5th level instead.

Regional Effects

The region of the dire registeel is hard to define exactly, as its presence changes the entire world it is in. Its influence can be felt most strongly up to 10 miles beyond its lair though.

- Each creature who spends a week or more in the area has its movement speed reduced by half and its natural AC increased from a base of 10 to 12. This bonus even applies to natural armor and unarmored defense.
- The plant life in the area becomes wiry and resilient. It grows very slowly but is resistant to bludgeoning, piercing, and slashing damage from non-magical weapons.

- Sleep comes easy to creatures within the area, imposing disadvantage on saving throws against falling unconscious. A full long rest in this area can remove up to 2 levels of exhaustion.

These effects slowly erode over 1d4 years after the dire registeel dies, or so it is assumed. The creature is thought to be impossible to kill so scholars are unsure if these effects would lift upon its death.

According to some ancient texts, when the creature would move from place to place, these effects would eventually waver off in a comparable time, so it is possible they would fade if it was killed. Still, if its body remained, it is possible the land would be forever changed by its presence.

DIRE REGISTEEL

Gargantuan construct (titan), unaligned

Armor Class 26 (natural armor)

Hit Points 1025 (50d20 + 500)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	14 (+2)	22 (+6)	23 (+6)

Saving Throws Str +19, Con +19, Cha +15

Skills Arcana +11, Perception +24

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

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, encumbered, exhaustion, frightened, paralyzed, petrified, poisoned, restrained, stunned

Senses passive Perception 34, truesight 120 ft.

Languages telepathy (300 ft.)

Challenge 30 (155000 XP)

Regisistance. If the dire registeel fails a saving throw, it can choose to succeed instead. It can only use this feature once before the start of its next turn.

Additionally, they are immune to any spell that would alter their appearance or shape, against the *wish* spell, and any spell of 4th level or lower cast against them.

Bulldoze. Dire registeel's movement is unfazed by anything less than mountains and heavily fortified buildings of Huge size or larger. They crush anything else while moving. If they do attack objects or structures, they deal double damage to them.

Lock-On. The dire registeel uses a bonus action to focus its attention to a target it can see within 60 feet. Until the start of its next turn, all attacks it makes against the targeted creature are made with advantage.

ACTIONS

Multiattack. The dire registeel makes three attacks, with its Metal Claw or Zap Cannon, in any combination.

Metal Claw. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 41 (3d20+10) slashing damage.

Zap Cannon. *Ranged Weapon Attack:* +8 to hit, range 120/300 ft., one target. *Hit:* 20 (2d20-1) lightning damage. On a hit, the target must succeed on a Constitution saving throw (DC 27) or be paralyzed until the start of their next turn.

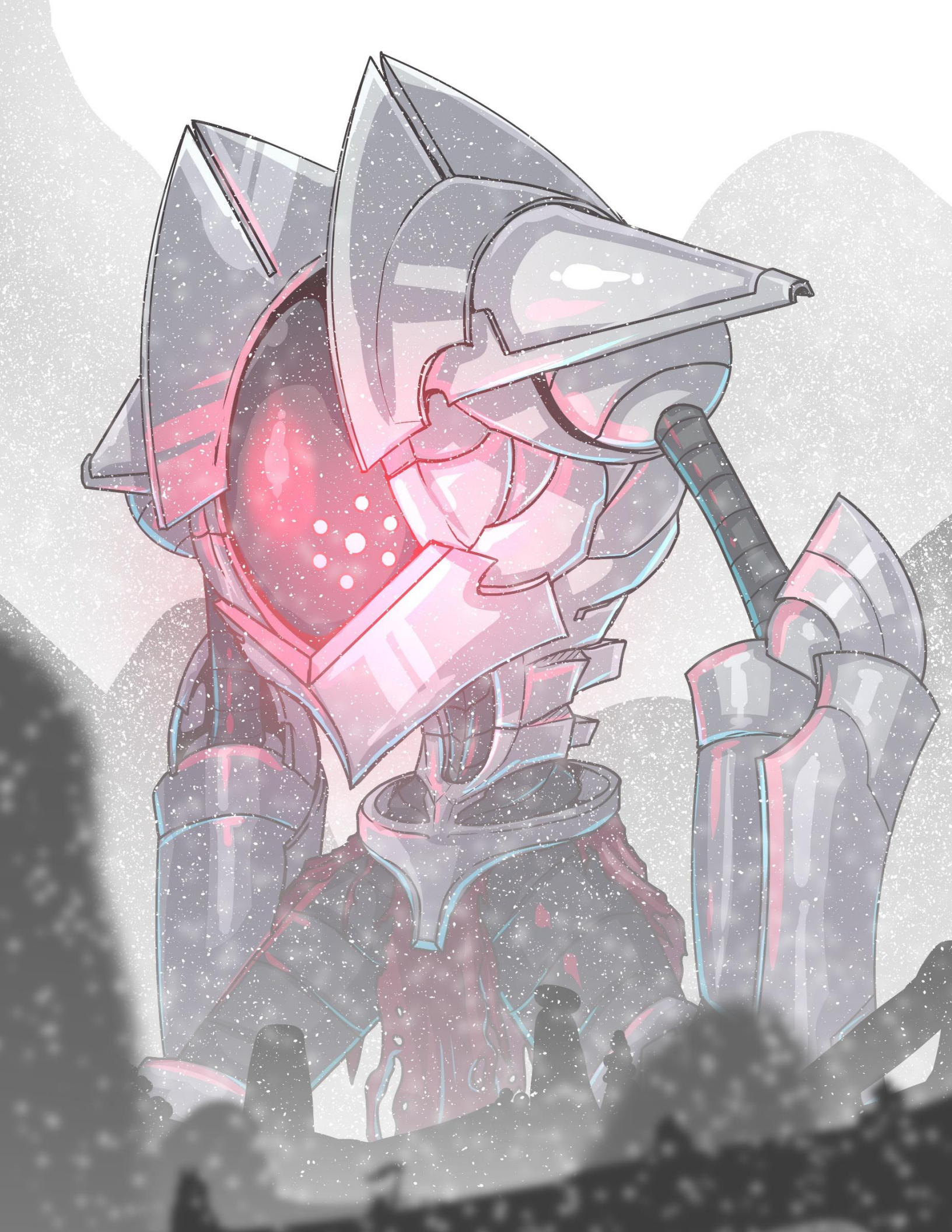
LEGENDARY ACTIONS

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

Attack. The dire registeel makes an attack with its Metal Claw or Zap Cannon.

Hyper Beam (Costs 2 Actions, Recharge 6). The registeel blasts out a wave of energy from its central eye. The wave travels in a 200-foot line that is 15 feet wide. Any creatures or objects in the line must make a Dexterity saving throw (DC 27), taking 42 (12d6) radiant damage on a failed save, or half as much on a successful one. This attack destroys non-magical cover that is not at least 3 feet thick and made of stone or similar material.

Explosion (Costs 3 Actions). If the dire registeel is at less than 1/4 of its total hit points, it can choose to sacrifice the remainder of its hit points to explode with terrible force. The explosion is a 500 foot diameter sphere, centered on the dire registeel. It ignores all but full cover and destroys any non-magical objects and structures that is not protected by at least 3 feet of stone or similar material. Each creature in the area must make a Dexterity saving throw (DC 27), taking 69 (6d20) fire and 69 (6d20) radiant damage on a failed save, or half as much on a successful one. The dire registeel dies after using this ability.



Chasing a Dream (Level 7-10+)

Dire registeel has awakened. Though it is still slow to move, it will rise soon and crush everything in its wake. It was thought that the regi-dreams would vanish once it awoke but the alien mind of the dire registeel seems capable of maintaining these creations beyond sleep. In addition, the regi-dreams have all been spotted holding, and violently protecting, a glowing metal shard of some sort.

Because of your previous exploits, you have been given a Regi-Scope, an experimental location device, by a local conglomerate. The scope acts like a compass, pointing you in the direction of the regi-dreams. You must find out what the avatars are holding, and how it relates to the sudden awakening of the dire registeel before it is too late.

The Regi-Scope

This adventure involves backtracking to locations the adventurers have already visited, or it can be used to push them to explore places relevant to the rest of your story. The scope is like a compass, pointing them to the next regi-dream they need to encounter (7 in total). These creatures should be in hidden rooms or alcoves the characters "missed" on their first pass through the area. Once found, the regi-dreams will defend the shard they hold, unwilling to give it up without a fight. If it is taken from them while they are still alive, they will slowly track down the characters, finding them just a few days after their first encounter.

The Steel Orb

Each regi-dream holds a shard of an ancient relic known as the Steel Orb. This magical item is part of the ancient ritual which put dire registeel to sleep eons ago. Once all the pieces are collected, they will magically fuse together during a long rest to complete the orb. It must be used as a material component for casting the *sleep* spell at 9th level on the dire registeel. This will put the beast back into a semi-permanent slumber, ignoring the traditional rules of the spell, and shattering the orb again, scattering the pieces over the plane.

REGI-DREAM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	4 (-3)	14 (+2)	12 (+1)

Damage Immunities poison, psychic

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

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, encumbered, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 20 ft., darkvision 120 ft. passive Perception 12

Languages understands all languages but cannot speak

Challenge 8 (3900 XP)

Immutable Form. The regi-dream is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The regi-dream makes two attacks, with its Metal Nail or Zap Bolt, in any combination.

Metal Nail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) slashing damage.

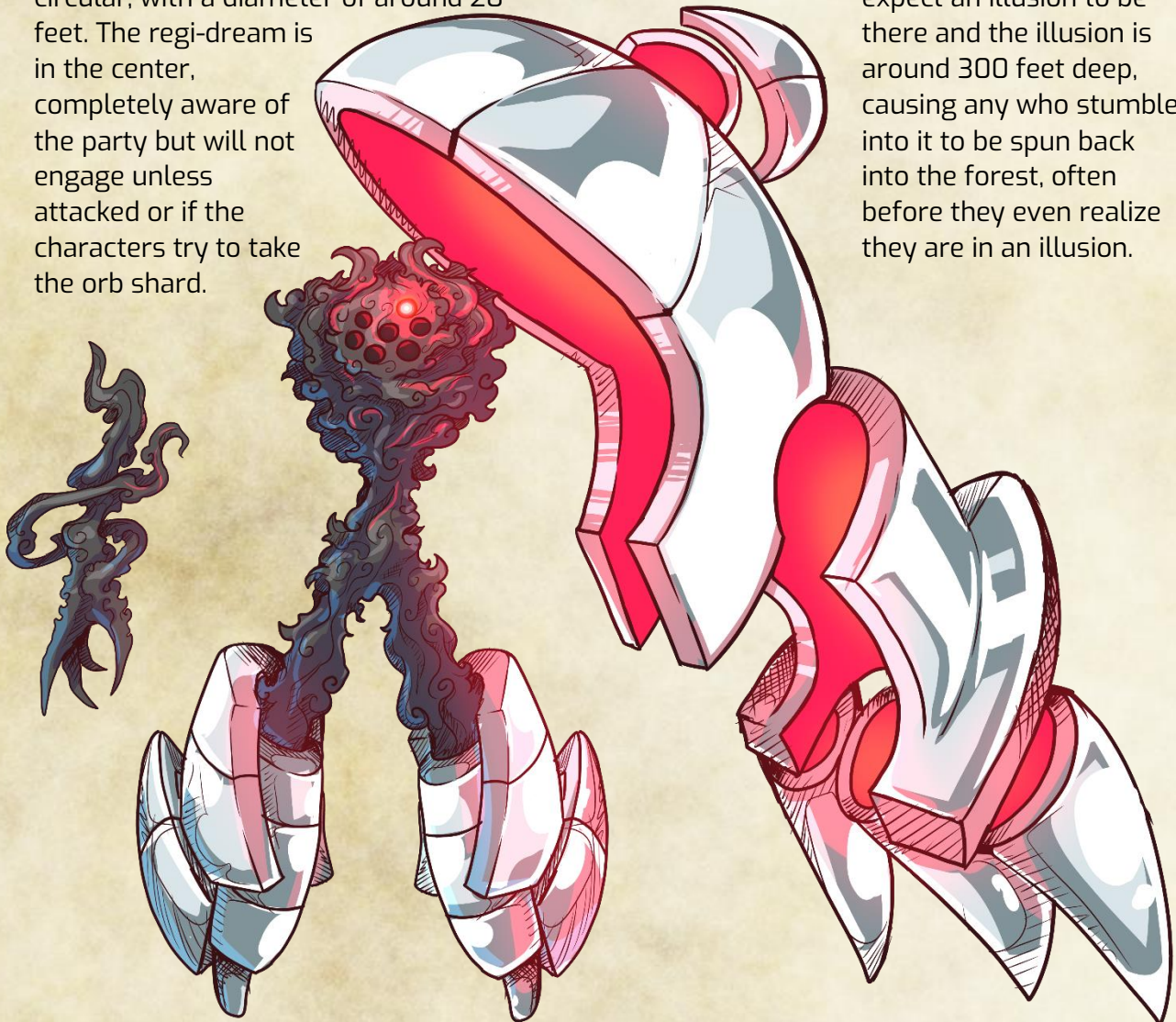
Zap Bolt. *Ranged Weapon Attack:* +2 to hit, range 50/100 ft., one target. *Hit:* 5 (1d12-1) lightning damage. On a hit, the target must succeed on a Constitution saving throw (DC 17) or be paralyzed until the start of their next turn.

Deep Cave

Behind the rock slab, the regi-dream awaits you. It stands, perfectly still, a thin sheet of dust covering its body.

Puzzle Entrance. This room can be found within any explored cave or mountain pass. It is protected by a magical wall that cannot be entered while looking at it. The text is a broken mishmash of elvish, draconic, and infernal, instructing readers to "walk not by sight." Creatures can pass through the magical wall either by closing their eyes or facing away from the wall and then walking through it. This is possible even for creatures with blindsight or truesight.

The Space. The room is large and circular, with a diameter of around 20 feet. The regi-dream is in the center, completely aware of the party but will not engage unless attacked or if the characters try to take the orb shard.



Forest Clearing

Passing through the illusion, you find the regi-dream standing in the center of a row of trees and grass. The trees are perfectly symmetrical and create a straight path towards the creature.

Hidden Door. Within a local forest, there are legends of a guardian that is only seen by those who get hopelessly lost in the woods. There is much truth to this rumor, as the regi-dream waits here behind a permanent illusion. In one of the bends in the forest there is a bundle of trees that is actually an illusion that subtly spins those who enter it back towards the more tread paths of the forest. It is rarely discovered as few

expect an illusion to be there and the illusion is around 300 feet deep, causing any who stumble into it to be spun back into the forest, often before they even realize they are in an illusion.

The Space. The tightly packed rows of trees create an almost impassable wall, constricting the space to 60 feet long and 30 feet wide. The regi-dream can easily smash through the trees, creating whatever path they need.

Attic

Standing motionless in the dusty space, the regi-dream faces away from you. The quiet, stale air is filled with anticipation.

Hidden Door. This attic would have been unnoticed before, as years of renovations have covered it in paint, plaster, and paper. There is a secret switch nearby, either a nearby movable sconce, a hidden button in a trashcan, or a wall panel hiding a level. The switch requires an Investigation check (DC 10) to find. The room is only now “discovered” because of the regi-scope.

The Space. This is a surprisingly tall attic, with a ceiling that peaks around 10 feet high in the middle. The attic is around 30 feet long and 20 feet wide. The regi-dream is unable to make any attacks without destroying the area around it. If the battle goes on for more than 1 minute, the floor will collapse beneath the combatants and each creature (except the regi-dream) must succeed on a Dexterity saving throw or take 7 (2d6) bludgeoning damage and fall prone on the floor below them.

Abandoned Shop

Your quarry looms over the back counter, slowly observing mostly empty

shelves. On their body you can see several graffiti tags, some of them complete, some of them worn away by time, others seem to have been interrupted midway though. They make no note of your entrance into the old building.

The Shop. This location was never hidden, just unnoticed. It is a boarded-up shop, on a side street, in a part of a town or city the party has traveled through multiple times. It goes unnoticed by most residents, except a few teenage delinquents who have occasionally used it as a hideout. It is not difficult to enter, as just a few old planks separates someone from the inside.

The Space. The storefront is an 100-foot cube, with a large counter in the back that the regi-dream stands behind. Several shelves and racks are littered throughout, some of them knocked to the ground. There is nothing of value left in the store. There is a back room, just behind the counter, that is little more than a large closet, being 20 feet long and 10 feet wide.

Underground Lair

Oppressive dark overwhelms you in this deathly quiet place. What little light comes from above reflects off the carapace of the regi-dream before you.

Secret Lair. A secret basement door can be found somewhere within any location you choose. The switch to unlock the door is behind a conspicuous poster, requiring an Investigation check (DC 5-15, depending on the location) to find the switch. For added comedic relief, this

poster should be placed somewhere bizarre, such as in a dragon's lair, in the middle of the forest, in a goblin village, or a bandit hideout. Once the button is pressed, a secret door within 30 feet of the poster will be revealed and opened. The secret door can be discovered without the poster but cannot be opened by non-magical means without pushing the switch behind the poster.

The Space. A long set of stone stairs descends around 30 feet underground, ending in a long hallway. The hallway is 100 feet long and 20 feet wide, with a broken tile floor and scattered desks and chairs throughout it. There are 2d4 doors in the hallway, with each opening into a 20-foot square room. When the party opens the doors to any of these rooms, roll a d20. On an 18-20, the regi-dream will be standing in that room. You may decide to place small obstacles, such as zombies or skeletons into the abandoned rooms of this hideout but keeping the place empty may provide more tension. If all the doors are opened and no regi-dream is found, it will be waiting at the bottom of the stairs for the party the next time they face the stairs.

Pet Graveyard

A small wind catches your neck in this space. The eerie quiet of death and pensive loss of childhood loved ones rests over you like a blanket.

Graveyard. The regi-scope will point the party towards a pet graveyard. It is around a 1,000-foot square and littered with tiny graves. They will find the regi-dream buried under a grave with the words "Radicalcate – Your Death Will Not

be in Vain" written on it. The party must dig up the grave, which is much shallower with the regi-dream inside it. Once discovered, this regi-dream will attack immediately.

Something Different. This regi-dream has a ghostly aura about it and is much more aggressive than the others. There appears to be a vengeful ghost possessing it, a spirit that makes the regi-dream behave like a large rat. It will be relentless in its attacks but will not defend the shard directly, which can be found left in the grave. It will not leave the graveyard to pursue the party and seems only interested in protecting its grave.

Champion's Hall

Among the trophies, tapestries, and memorial statues, stands the regi-dream. It appears much like a fixture here and is not at all out of place among the other decorations.

Hall of Fame. This large hall is dedicated to heroes of old and can be in any large city or town. It has statues of old champions, as well as trophies and plaques speaking of their deeds. A set of rival champions, Crimson and Azure, dominate both sides of the halls. Though they were never truly allies, their desire to outclass the other led to a better world for all. Their plaques read of their great deeds and pay special homage to the animal companions that helped them save the world from: an organization who attempted to steal all of the world's most powerful creatures, a cataclysmic tsunami-earthquake-hurricane that threatened to ravage the land, a time-distorting anti-god, a weird king, a

fashionista who gained access to an ancient super weapon, an avatar of the void who tried to eat the sun and moon, the energy crisis, and a rogue AI bend on unwinding time. Most of the stories must be made up.

The Space. The hall is 100 feet long and 30 feet wide. It is treated with an almost holy reverence by the locals and any damage done to the objects inside will be frowned upon. If there is conflict inside, a natural 20 or 1 on any attack roll, from any creature in the conflict, will destroy something within the hall, the force or farce of the attacks being too much for the delicate accolades to handle.

Final Confrontation

Once all of the shards have been collected, the Steel Orb will magically fuse together. It is then up to the party to find the dire registeel, whether they are in their lair or roaming the land and try to put it to sleep again. The registeel will attempt to resist the ritual, staying awake for 1 minute after the spell has been cast and destroying everything it can or fighting any creatures nearby. After the minute has passed, it will fall asleep again. If it is not in its lair, its fall will result in a massive earthquake, destroying any unfortified structures within 1 mile of when it hits the ground. The spot it falls asleep in will be its new lair.

Key Items

Steel Orb

Wondrous item, legendary (requires attunement)

This small orb, when substituting in as the material components of a spell, powers up the spell by 1 level above the spell slot used. If the spell components are consumed by the spell, the Steel Orb is not consumed but becomes inert for 1 week, losing the ability to be used as a spell component.

Dream Shield

Shield, legendary (requires attunement and Strength 18+)

Very rarely, a regi-dream will leave a bit of its shell behind, a piece that can be perfectly used as a shield. While holding the magical shield, you have a +2 bonus to AC. Additionally, while using the shield you are resistant to acid, cold, force, and poison damage.

Curse. While attuned to this shield, you are vulnerable to fire damage. This curse overrides any spells or natural abilities, making it impossible to remove or alter the vulnerability to fire damage so long as you are under this curse.

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