

THE WORLD BUILDER

At the outset of all that ever was, a being harnessed the great powers within itself and channeled them into new life. Seated at the blank slate of reality, this being used unfathomable energies to shape the world. The tools this being employed were the Infinity Dice. As the world was formed, the dice were cast, and the being disappeared, forgotten to time. Those who assemble all seven Infinity Dice summon forth this lost entity, whose whims must be attended to if it is to be redispersed willingly.

WORLD BUILDER

Huge monstrosity (titan), chaotic neutral

Armor Class 21 (natural armor)
Hit Points 250 (18d10+151)
Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	20 (+5)	30 (+10)

Saving Throws Con +15, Int +14, Cha +17
Skills History +14, Insight +12, Persuasion +17
Damage Resistance Radiant, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks
Damage Immunities Necrotic, Poison
Condition Immunities Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft., passive Perception 22
Languages All, Telepathy 120 ft.
Challenge 21 (33,000 XP)

Thought Awareness The World Builder can detect the thoughts of any creature within range of its telepathy. It can focus on any one creature in range as an action to read its surface thoughts as per the *detect thoughts* spell. The DC to resist this is 25. The World Builder loses this ability if it loses the Mind Die.

Spacial Reposition The World Builder can teleport itself and any equipment it is carrying, to any location it can see or is familiar with as an action. After doing this, it must make a Constitution saving throw, DC 25. If it fails, it is incapacitated for 1 round. The World Builder loses this ability if it loses the Space Die.

Born of the Dice The World Builder's power comes from the dice that make it up. When an attack reduces the World Builder's current hitpoints to an increment of 50 from its starting hitpoints, the attacker may use their reaction to pay a cost and cause a die of their choice to leave the World Builder and fly to them. They are immediately attuned to this die. The cost that must be paid for each die is:

Mind Die: Lose one proficiency or language.
Soul Die: Reduce your maximum hitpoint total by 1/5.
Time Die: Age 1d6x10 years.
Power Die: Gain vulnerability to magical attacks.
Reality Die: Lose all non-magical possessions.
Space Die: Reduce one movement speed to zero.

If the World Builder loses all the Infinity Dice, it will disappear into the Ego Die for 1d6 rounds. During this time, any willing creature may use their reaction to pay the Ego Die cost and cause the World Builder to remain trapped again. If this cost is not paid before the time is up, the World Builder reappears with maximum hitpoints and the Infinity Dice fly from those that possess them back to it. The cost that must be paid is:

Ego Die: Reduce your age to the beginning of your first year of life, or increase it to the beginning of your last.

Actions

Infinity Fists *Melee Weapon Attack* +15 to hit, reach 10 ft., *Hit* 22 (4d6+8) bludgeoning damage plus 27 (6d8) force damage.

Power Blast *Ranged Weapon Attack*: +13 to hit, reach 150/600ft., one target. *Hit* 48 (8d8 force damage). A creature that takes damage from this attack must make a Strength save DC 25. If it fails, its Strength score becomes 1. The World Builder loses this ability if it loses the Power Die.

Revitalization (1/Day) The World Builder touches a creature. The target gains the benefits of a long rest. Alternatively, the World Builder can choose to remove all conditions, diseases, and curses instead. The World Builder loses this ability if it loses the Soul Die.

Legendary Actions

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

Alternate Timeline. The World Builder can roll percentile dice. On a result of 75-100, it does not suffer any effects of the actions taken this turn. The World Builder loses this ability if it loses the Time Die.

Change Reality. The World Builder targets one creature that hit it with an attack this turn. The target must succeed on a DC 15 Intelligence saving throw or lose proficiency in the attack it used to hit the World Builder. If it is a weapon, the target is no longer proficient with it. If it is a spell, the target can no longer prepare that spell. The World Builder loses this ability if it loses the Reality Die.