DUALINK

Commander Gaius

BBEG



Elden Ring Sote Edition

Commander Gaius

Large Monstrosity, Chaotic Neutral

Armor Class: 18 (plate)
Hit Points: 340 (32d10 + 160)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24	14	20	13	15	16
(+7)	(+2)	(+5)	(+1)	(+2)	(+3)

Saving Throws: Str +12, Con +10, Wis +7
Skills: Athletics +12, Intimidation +8, Survival +7
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: force
Damage Vulnerabilities: radiant
Condition Immunities: prone, frightened
Senses: darkvision 60 ft., Passive Perception 12
Languages: Common
Challenge: 18 (20,000 XP)

Mounted Symbiosis. Commander Gaius cannot be dismounted. He and his war boar act as one creature. If Gaius is reduced to 0 HP, the boar collapses with him.

Momentum Engine. Each time Gaius moves 20 feet or more on his turn, he gains a Momentum Die (d6). He can expend a Momentum Die when he makes an attack roll, damage roll, or saving throw, adding the result. Gaius can hold a maximum of 3 Momentum Dice at once, and he loses them if he ends a turn without moving at least 10 feet.

Gravity's Champion. When Gaius

hits with a melee attack, he may force the target to make a DC 18 Strength saving throw or be pulled up to 10 feet toward him.

Boar's Fury. When Gaius moves through a creature's space during his turn (via charge or trample), the ground is left gouged and broken. That 10-foot stretch of ground becomes difficult terrain for enemies until the end of his next turn.

Aura of Command. Gaius radiates a battlefield presence. Hostile creatures within 30 feet of him have disadvantage on saving throws against being frightened, and allies of Gaius (if he has any) have advantage on saving throws against being frightened.

Aura of Crushing Weight. Flying creatures within 30 feet of Gaius descend 10 feet at the start of their turn if they are airborne, unless they succeed on a DC 17 Strength saving throw.

Actions

Multiattack. Gaius makes three attacks: two with his Commander's Spear and one Boar Trample, or two attacks and one Gravity Pulse.

Commander's Spear. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 7) piercing damage plus 9 (2d8) force damage.

Boar Trample. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 7) bludgeoning damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

If the target is knocked prone this way, Gaius may immediately move 10 feet as part of the attack as per Boar's Fury.

Gravity Pulse (Recharge 4–6). Gaius slams his spear into the earth, releasing a gravitational shockwave. Each creature within 20 feet must succeed on a DC 18 Strength saving throw or take 27 (6d8) force damage and be pulled 10 feet toward him. On a success, a creature takes half damage and isn't moved.

Bonus Actions

Spur the Boar. Gaius urges his mount forward. His movement speed increases by 10 feet until the end of his turn. If he moves at least 20 feet this turn, he gains 1 Momentum Die.

Commanding Bellow. Gaius issues a thunderous roar of authority. One creature of his choice within 30 feet must succeed on a DC 17 Wisdom saving throw or become rattled until the start of Gaius' next turn. A rattled creature has disadvantage on its next attack roll and saving throw.

Legendary Actions

Gaius 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.

Spear Sweep. Gaius makes a Commander's Spear attack against all creatures in a 10-foot arc.

Momentum Shift. Gaius immediately moves up to 15 feet without provoking opportunity

attacks.

Gravity Drag (Costs 2 Actions). Gaius targets a creature within 30 feet. The target must succeed on a DC 18 Strength saving throw or be dragged 20 feet toward him and knocked prone.

Boar Roar (Costs 3 Actions). The war boar bellows a thunderous roar. Each creature of Gaius' choice within 30 feet must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Wrath of the War Boar

When Commander Gaius is reduced to half his hit points (170 HP or fewer), he lets out a thunderous war cry and his war boar thrashes violently, warping the battlefield under crushing gravity.

Instantaneous Effect – Gravity Quake. Each creature within 40 feet of Gaius must make a DC 19 Strength saving throw. On a failure, the creature is pulled 20 feet toward him, knocked prone, and takes 27 (6d8) force damage. On a success, the creature takes half damage and is not moved or knocked prone. Additionally, the ground within 20 feet of Gaius permanently fractures, becoming difficult terrain.

Mechanical Changes

Boar Ascendant. Gaius' speed increases to 60 ft., and he can leap up to 20 feet without a run-up.

Momentum Surging. Gaius' Momentum Dice become d8s instead of d6s. He can now store up

to 4 Momentum Dice at once.

Unstoppable Cavalry. Gaius no longer provokes opportunity attacks when he moves.

Aura of Crushing Weight (Upgraded). His aura extends to 20 feet. Hostile creatures that start their turn inside must make a DC 18 Strength saving throw or have their speed reduced to 0 until the start of their next turn. Flying creatures automatically descend 20 feet each round unless they succeed on the save.

Aura of Command (Upgraded). The battlefield trembles with his authority. Hostile creatures within 30 feet of him have disadvantage on Wisdom saving throws, and whenever a hostile creature fails a saving throw against one of Gaius' abilities, he gains 1 Momentum Die.

New Action

Spiral Descent (Recharge 5–6). Gaius and his war boar hurl themselves into the sky, spinning violently as gravity bends around them. He then crashes down in a spiraling slam. All creatures of his choice within a 30-foot radius of the impact point must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) bludgeoning damage + 27 (6d8) force damage, is knocked prone, and pulled 15 feet toward the center of the impact. On a success, the creature takes half damage and is neither pulled nor knocked prone.

The impact point becomes difficult terrain until cleared. Additionally,

this attack may be used as part of Multiattack.

Special Weaknesses

Boar's Blind Spot

Discovery Mechanism. A successful DC 18 Wisdom (Perception) or Intelligence (Investigation) check reveals that Gaius' massive war boar has a blind zone.

Triggering Mechanism. A creature who successfully flanks Gaius (positioned directly behind the war boar) and makes a melee attack may attempt to exploit the blind spot. On a hit, Gaius must succeed on a DC 18 Dexterity saving throw or stumble.

Consequence. If he fails, Gaius loses any legendary actions until the start of his next turn and cannot benefit from his Momentum Engine that round.

Gravity Overstrain

Discovery Mechanism. A DC 18 Intelligence (Arcana) or Wisdom (Insight) check notices that when Gaius uses multiple gravity-based attacks in quick succession, the air around him distorts violently.

Triggering Mechanism. If Gaius uses two gravity-based abilities within the same round, a spellcaster can use its reaction to alter the distortion, burning a 2nd-level spell slot in the process.

Consequence. On the next round, Gaius' movement speed is halved and he automatically loses 1 Momentum Die at the start of his turn.