DUALINK

Gilgamesh

BBEG



Fate Series Ed

Gilgamesh

Medium humanoid (demigod), lawful evil

Armor Class: 21 (Golden Armor of Uruk)

Hit Points: 226 (21d8 + 132)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	22 (+6)	21 (+5)	19 (+4)	26 (+8)

Saving Throws: Str +12, Dex +10, Con +12, Int +11, Wis +10, Cha +14

Skills: Arcana +11, History +11, Insight +10, Perception +10, Intimidation +14

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks; force

Condition Immunities: charmed, frightened

Senses: truesight 60 ft., passive Perception 20

Languages: all, telepathy 120 ft.

Challenge: 22 (41,000 XP)

King's Treasury. Gilgamesh commands the Gate of Babylon, a boundless vault of primordial weapons. At the start of combat, he gains 3 treasury points. At the start of each of his turns, he gains 2 treasury points, to a maximum of 12. He expends these points to fuel certain features. If he ends his turn with 10 or more treasury points, he can activate Babylon Absolute Domain as a bonus action.

Sha Naqba Imuru. Gilgamesh cannot be surprised and has advantage on initiative rolls. Once per round, when a creature he can see within 60 feet makes an attack

roll, ability check, or saving throw, Gilgamesh can impose disadvantage on that roll. He must do so before the result is determined.

Royal Authority. The area within 20 feet of Gilgamesh is difficult terrain for creatures of his choice. When a creature willingly moves away from him, it takes 10 (3d6) force damage.

Beneath His Notice. A creature cannot make opportunity attacks against Gilgamesh unless it has dealt damage to him since the end of his last turn.

An Answer for Every Hero. Gilgamesh's Gate of Babylon attacks ignore half cover and three-quarters cover.

Actions

Multiattack. Gilgamesh makes three Gate of Babylon attacks.

Gate of Babylon. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (2d12 + 8) force damage. When Gilgamesh uses this action or his Multiattack on his turn, he can expend 2 treasury points to make one additional Gate of Babylon attack as part of that action. He can repeat this expenditure any times.

Enkidu, Chains of Heaven (Costs 4 Treasury Points). Gilgamesh targets one creature he can see within 60 feet. The target must succeed on a DC 21 Strength saving throw or be restrained by golden chains. A creature capable of casting spells has disadvantage on its initial saving throw. While restrained in this way, the target takes 22 (5d8) radiant

damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Royal Judgment (Costs 3 Treasury Points). Each creature of Gilgamesh's choice within 30 feet of him must make a DC 21 Wisdom saving throw. On a failed save, a creature takes 18 (4d8) psychic damage and is frightened of Gilgamesh until the end of its next turn. On a successful save, it takes half as much damage and is not frightened.

Bonus Actions

Sovereign Step. Gilgamesh teleports up to 40 feet to an unoccupied space he can see.

Open the Vault. Gilgamesh gains 2 treasury points.

Reactions

Deny the Unworthy. When Gilgamesh is hit by an attack, he reduces the damage by 20.

Legendary Actions

Gilgamesh 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. Gilgamesh regains spent legendary actions at the start of his turn.

Weapon Rain. Gilgamesh makes one Gate of Babylon attack.

King's Command. One creature Gilgamesh can see within 60 feet of him must succeed on a DC 21

Wisdom saving throw or be restrained by spectral weapons until the end of its next turn.

Relic Cascade (Costs 3 Actions). Each creature within 20 feet of Gilgamesh must make a DC 21 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

Babylon Absolute Domain

As a bonus action, for 10 Treasury Points, Gilgamesh rends the firmament and reveals the interior of his treasury. A 60-foot-radius sphere centered on him becomes a suspended expanse of golden void, fractured marble, and orbiting relics. Weapons hang in the sky like constellations awaiting command. Gravity bends subtly toward the King. The domain lasts for 1 minute unless Gilgamesh is incapacitated. While the domain persists, the following rules apply:

Sovereign Supremacy. Gilgamesh is the only creature considered proficient with manifested relics within the domain. Other creatures cannot gain advantage on attack rolls while inside the domain.

Collapse of Desire. Normal initiative order is suspended. At the start of each round:

1. Each creature inside the domain rolls 1d8 and manifests a prototype weapon.
2. Gilgamesh takes his turn.
3. The remaining creatures choose the order in which they act that round.

Manifested Prototype Weapons

The manifested weapon lasts until

the end of the creature's turn.

1. The creature gains +2 to attack rolls.
2. The first hit it deals this turn deals an additional 3d8 lightning damage.
3. The creature gains +4 AC until the start of its next turn.
4. The creature's speed is halved; it has advantage on grapple checks.
5. The creature has advantage on the first saving throw it makes this turn.
6. Its ranged attacks ignore half and three-quarters cover.
7. It emits a 10-foot aura; enemies take 2d6 radiant damage at the start of their turns.
8. The relic rejects the unworthy; the creature takes 20 force damage immediately.

Worthless Imitations. At the end of each round, each creature other than Gilgamesh must succeed on a DC 21 Charisma saving throw or take 14 (4d6) force damage as its manifested relic fractures and collapses.

Lair Decree. At the end of each of Gilgamesh's rounds, he chooses one of the following effects:

- Each creature must make a DC 21 Dexterity saving throw, taking 28 (8d6) force damage on a failure, or half as much on a success.
- One creature must succeed on a DC 21 Strength saving throw or be restrained until the end of its next turn.
- All creatures immediately reroll their manifested weapon.

The King Grows Serious

When Gilgamesh is reduced to 0 hit

points for the first time, he does not fall. Instead, he regains 200 hit points, his treasury point maximum becomes 14, he gains 4 Treasury Points, and Babylon Absolute Domain activates if it is not already active.

While in this phase:

- He gains resistance to all damage except force.
- He gains 4 Treasury Points every turn.
- He gains 1 Treasury Point every time someone misses him with an attack.

He also gains the following passive traits:

Absolute Arsenal. When Gilgamesh makes a Gate of Babylon attack during Phase II, he may expend 1 treasury point to cause the attack to hit automatically.

King Beyond Time. At the start of each round in the domain, after prototype weapons are determined, Gilgamesh chooses one creature. That creature acts last during that round.

New Action

Sovereign Erasure (Costs 5 Treasury Points). As an action, Gilgamesh targets one creature within 60 feet. The target must make a DC 22 Constitution saving throw. On a failure, the creature takes 30 force damage and its hit point maximum is reduced by 30 until the end of the encounter. On a success, it takes half damage and its hit point maximum is unaffected.

Ea, Sword of Rupture

As an action, Gilgamesh spends 12 treasury points, draws Ea and rotates its segmented blade, tearing open a 120-foot-long, 10-foot-wide line of ruptured reality originating from him.

Each creature in the line must make a DC 22 Dexterity saving throw. On a failure, a creature takes 120 force damage and is banished into a collapsing void until the end of its next turn. While banished in this way, the creature is incapacitated and takes 30 force damage at the start of its turn before returning prone to the battlefield. On a success, the creature takes half damage and is not banished.

After resolving this action, roll a d10.

On a 9–10, the rift remains open until the start of Gilgamesh's next turn. The line becomes difficult terrain, and a creature that enters it for the first time on a turn or starts its turn there takes 20 force damage.

Gilgamesh's treasury points drop to 0, and he cannot gain treasury points until the end of his next turn.

Special Weakness

Sovereign Hubris

Gilgamesh's authority is absolute only so long as it goes unchallenged.

If a creature deals damage to Gilgamesh with a manifested weapon inside Babylon Absolute Domain, Gilgamesh must succeed on a DC 20 Wisdom saving throw or lose 2 treasury points.