# THE FIRST HERO

Fate: Epic of Gilgamesh

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All has a beginning. Everything has an origin to trace its heritage back to. Before there was the Universe, there was the raw power of the big bang. Before there was life, there was the primordial sea. Before there was the Age of Man, there was the Age of Gods. Before there was anything, there was the Root.

Like the world, so do people have a heritage to look back on. Legends of bygone days that may one day be summoned to defend all of mankinds future against those who threaten it. These are Heroic Spirits, echoes of history that come to life and are empowered by their own mark on it. Myths come alive. The Once and Future King of Britain. The Nameless Hero. The Warriors of the Mahabharata. The Sabers and Lancers and Archers and Casters and Assassins and Riders and Berserkers and all those who else rest in the Throne of Heroes. They too have a beginning.

They have a King.

He was the first to become a Legend. He was the one who separated man from god. Though he never achieved immortality in life, he was the first to be immortalized.

He was Gilgamesh. The King of Uruk. The King of Heroes. The Tyrant. The wise King. Both before and after shedding his mortal shell he made his mark on the world, be it because it was his life or because he was summoned. His was a storied path for he is the one who must see the story of humanity.

And now this existence is your own.

For this Jump you are Gilgamesh. His challenges and life is ahead of you. What will you do? Retrace his footsteps or carve out your own legend? Whatever you choose, here are the 1000 CP with which you can make your purchases.

## Origin

### The King of Heroes

There is only one Origin here because there is only one like you. For this Jump you are Gilgamesh. Created to be two-thirds divine and one-third human, you were made by the Gods to connect the divine with man. You are powerful indeed, though by no means exactly as powerful as the King of Heroes would normally be. You may reach such heights by properly making purchases in the Perks and Items section however.

You may freely decide when to start your Jump and insert yourself properly into this position though it can be no later than when Gilgamesh would become King of Uruk. Likewise can you decide your gender freely. You must spend at least a decade here though you can at will extend this time to be longer and may need to depending on your selection of drawbacks or challenges.

Although Gilgamesh was a male in life, there is nothing stopping you from changing your gender for free.

## Perks

You receive 3 Discounts on 100 CP Perks, 2 Discounts on 200 CP Perks, 2 Discounts on 400 CP Perks and 1 Discount on 600 CP Perks.

### Two Thirds Divine- Free

Your mother was a Goddess who lay with both a Mortal King and a fellow divinity. You are the fruit that ripened from such a union. Naturally you are beyond all other men of this time. In terms of physicality and magical potential you are a match for Gilgamesh, doing battle with some of the mightiest of phantasmals with ease. Though you would be mistaken to think yourself Gilgamesh's perfect equal. You lack his intellect, resources and many other skills. But your origin is the same and raw strength and speed an equal match.

### Kings Mentality- 100

Can it truly be considered ego when it is deserved? When you truly are one of the greatest existences? You have an unwavering confidence in your own abilities, never doubting or feeling insecure in yourself. This powerful ego is downright supernatural, making it impossible for you to be controlled or have your mentality polluted, even by the Mud of the Grail.

### Level 1- 100

It must be boring to be at the top. Where is the entertainment in squashing bugs and seeing every step of your victory? You are able to lock away any and all powers you have at will. Eyes that see the truth and the perfect path to win can be blinded as easily as your own physical strength can be lowered. Of course in doing so you leave yourself open to be defeated but surely you could prevail even with such handicaps. At least it makes growing yourself back to full strength entertaining. Any ability you lock away in such a manner can be unlocked at will.

### Taste of Joy- 100

Joy is quite an unique emotion. Ephemeral yet persevering. Powerful in bursts of passion. But what decides between mild satisfaction and true joy that comes from succeeding in a task? Gilgamesh didn't feel joy when amassing his treasures, only when he finally found the flower that would have promised him eternal life. All because at that moment he finally believed he was human. You will always be able to feel joy and find joy through tasks, carrying that elation with you in life to remind yourself of your humanity.

### Rest When Tired- 100

What good is a royal corpse? There is a balance to be had when it concerns work and rest. No one needs a King who lazes about solely but one who does too much may need to be saved from the underworld at an inopportune moment. You always

know the exact amount of effort and stamina you can give and need to give for a situation. This allows you to push yourself to the very limit for a cause you think is worthy but also know when to take a break, always able to get a rejuvenating rest.

### Long Childhoods End- 100

You are not actually complete. Yet. Physically you may be beyond the norm but there is still room for you to grow. To change. To become better. Gilgamesh's Epic is fundamentally one of growth, of a tyrant becoming the wise King of Heroes. Likewise you will always be able to grow in mind, body and philosophy. Doing so in meaningful ways requires challenges and journeys but you always will be able to improve yourself.

### A.U.O. Cast Off- 100

A body like yours, crafted to be more divine than mortal, is a sight to behold. So transcendentally grand and beautiful that the world deserves to bask in its glory. You are, simply put, superhumanly attractive, in ways that defy gender. Your naked form surpasses even the finest diamonds and leaves maidens embarrassed, especially virgins. Additionally you may be able to instantly disrobe and clothe yourself no matter the circumstances. Optionally with a golden light hiding any… private parts you don't want to have blatantly exposed.

### Golden Rule- 200

You are not some peasant. But to consider you as rich as a King would almost be as insulting with the kind of wealth you can amass. You are fated to a life filled with riches. Money and gold alike are attracted to you as if they were magnetic and you the shiniest and biggest of magnets. Any sort of money trouble is a foreign concept to you and you will easily live the life of a Nabob.

### Independent Action- 200

You may be a living legend now but even a legends days can pass. Then they are but a sentient memory brought back to life, now dependent on outside forces to stay materialized. But they are fools to consider a King of your status dependent on anything. Your own energy and nature is enough to materialize in the world, even without any sort of energy by a master given towards you. There is of course nothing stopping you from receiving any additional prana but it would be unnecessary to ensure your materialization.

### Golden Age- 200

A King needs a Kingdom to rule. And there is no better way to show your superiority over other Kings than with a realm that flourishes. Though he was a monstrous tyrant, when he finally matured Gilgamesh's reign was one of prosperity for the people of Uruk. Likewise you have everything needed to replicate such a feat,

ensuring the well-being of your subjects, the love of your people and the stability of your lands.

**Smile of a King- 200**

Oh what an adorable child you used to be. Such potential building up. Your smile enchanting and captivating. Or is it a bad omen for the tyrant you will become? Your smile itself has power. When you are in a peaceful state it can stun others with its sheer cuteness for a short amount of time. When you are enraged however and in an evil mindset, this smile can petrify others for hours unless they have the courage to fight it.

**Lynchpin of Heaven- 400**

You are the King of Heroes. None rival you. When you swing your blade it cuts all the lesser legends that spawned from you down like grass. Age and mystery is its own power in this world and you have a particularly potent one. Though it will be minor unless you pull out all the stops, you have an advantage against many kinds of human heroes, dealing additional damage to them. The real worth of this is only seen when you use your greatest techniques and powers, them doing vastly more damage on top of what they already do. The only human heroes who are immune to this effect are those with the power of the star. The ones who not only accomplished great deeds but maybe even changed the course of history.

**Royal Charisma- 400**

A Kings dignity and personality has its own gravity. Their charisma is a force of nature by itself. Your own is of the highest rank imaginable, capable of building a grand empire on a global scale. Your talent for leading armies and moving men is excellent, less popularity and more akin to sorcery. The sheer force of your ego even boosts the morale of your underlings, improving their own abilities as long as they follow you.

**Separation of Man and God- 400**

How ironic that the Keystone meant to strengthen the bond between mortal and divine would be the one to truly guarantee the deterioration. Gilgamesh's rebellion ensured the Age of Gods would come to an end, much like how his life itself became such a turning point in history. Likewise you yourself can be a changer of ages. Your actions will at your desire be able to have wide-reaching consequences, down to the physics by which the world operates. It will take time and the aid of those long past your days to replace mystery with science. But the first stone to shatter the glass house? That you throw by the dozen. Even in future worlds where the laws governing it aren't like this Universe, you can be the catalyst for a change.

**Kings Possibilities- 400**

It is quite foolish to assume a King like yourself has limits. How could you when you are part human and it is human nature to do the impossible and chase the ever far away? You are such a transcendent existence that you break the rules of what is possible, using your own corpse as a catalyst to summon your servant self for example. Though make no mistake you have limits. To traverse from one side of the Moon to another in defiance of logic might require you to sacrifice 90% of your belongings to put a name to potential costs you must pay for certain miracles. But still you are the kind of individual that will leave people guessing just where your limits lie.

**Omniscient Omnipotent Star- 600**

It is not just your body that is transcendent. Your mind likewise is beyond the norm, spread across all corners of the world akin to the brilliance of the stars, seeing through all of creation. Your mentality is enhanced to incredible degrees, allowing you to discern heavily concealed truths with a glance, be it plots and schemes or even the true names of servants and their Noble Phantasms. These are the ways your mind is constantly at work if you do not suppress it but actively focusing allows you to receive a mental instruction on how to optimally guide others with the best tactics. Likewise you are Clairvoyant, always knowing the correct move and seeing the possibilities of parallel worlds. As long as you do not reject the idea of your own defeat in a worldline as nonsense you will see a bright future for yourself.

**Treasury of Babylon- 600**

The world is filled with wonders. Countless treasures are scattered across the lands. Someone must unite and gather all these precious relics. And no one is as qualified a Collector. You have an incredible talent and luck when it comes to gathering high-quality goods and rare items. With time it would be simple for you to collect all the fruits of civilization in your era. Even in future Jumps your talents will not wane, allowing you to gather all their prizes for yourself. In time you will own the very essence of human ingenuity.

## Items

You receive 3 Discounts on 100 CP Items, 3 Discounts on 200 CP Items. 3 Discounts on 400 CP Items and 2 Discounts on 600 CP Items.

### The Empty Gates- 100

Where else can you expect to store all your possessions? This is a treasury worthy of a King of your calibre. You have your own Gates of Babylon. At will you can create these Gates to a dimension filled with all your possessions. Once opened you can then proceed to launch your belongings directly at whatever you aim them towards, speed and strength of them increasing with your own strength and magic. Anything destroyed will eventually regenerate and be recovered. Of course you can always enter them or add new treasures to them, as well as arrange all within to your liking with a thought. Other dimensions you own, including your Warehouse, can furthermore be fused into these Gates. The only downside is that these Gates are indeed empty. You do not have the many treasures that would usually be inside. Filling them with the greatest of things and wonders is up to you. Though you can open them with a thought, you also receive a set of golden keys to use instead.

### Lapis Lazuli Bracelet- 100

No King should be taken off guard by a tribute of chocolate on valentines day. This ought to be enough to repay such a gift. It is an expensive bracelet made of the finest Lapis Lazuli, glistening with both modesty and dignity. While it stands out it will ultimately always highlight the wearer himself. You can at will procure another one of these bracelets to give your subjects as a return gift.

### Siduri- 100

Every King needs an assistant. Fortunately this fair maiden of Babylon is at your side and ready to serve. With a warm smile, great competence in matters of state work and endless patience for you, you could hardly ask for a better secretary. Her ultimate goal is for you to be the content but wise and good King you can be. She also seems to ‘function’ as an Item in the context of your chain, easily stored away into your treasury.

### Babiloni-ya- 100

If you became bored of ruling, you could always take a small break simply amassing more wealth and selling goods you no longer need. This shop is a fine front for any of your work, always well visited and giving you a decent profit. More usefully, people of importance to the world, the main movers and shakers, find themselves drawn to it. Who knows who will pay you a visit.

### Snake Skin- 100

Snakes are infamous creatures in many mythologies. This Epic is no different as a snake would devour the prize of immortality that Gilgamesh was so desperate to claim. The loss taught him much, in a way completing his growth at last. The foolish tyrant was left behind like the snake sheds its old skin. This copy of said snake skin is something you can ensure falls into the hands of one individual of your choice. It will work as the perfect catalyst to summon you, ensuring you and you alone can be at their side if needed.

**Babylonian Wardrobe- 100**

Babylon was the birthplace of civilization and culture. That includes dressing ourselves and going in that way beyond mindless, naked animals. You have an endless repertoire of the finest silks and garments ever made in Uruk, always having the greatest outfit possible for an occasion. Your wardrobe will update based on the time you need to dress up in and always have enough to clothe yourself and those near you. If needed these clothes can be nigh instantly cast off to reveal your naked beauty as well.

**Claimed Treasure- 100/200/400/600**

There is no end to the fine tools and artifacts the King of Heroes gathered. Even all who are listed here are but a fraction of a fraction. If there is another tool you want but can not find here, you may take this Item instead to purchase any treasure that would be found in the completed Gates of Babylon. Something simple but still beneficial like the Anti-Spirit Incense that attracts corpses to you or a Fully Automatic Cooker that can prepare even hazardous ingredients like Hydra meat would be 100 CP. Something more potent and useful like the Ship of Light, bringing you back from banishment hundreds of light years away would be 200 CP. The truly powerful tools like Gram or the Harpe would be 400 CP. If you want some of the greatest and highest treasures like the Utu Duranki, the arrowhead that slays Gods by Marduk himself, pay instead 600 CP. Discounts used on this option only work once per purchase.

**Abyssal Flower- 200**

The grand prize that brought the King of Heroes true joy when he finally found it. A path to immortality separated from the Gods, this flower grew in an abyss. You have your own flower that when turned into an Elixir can give you the same benefits it would have given the King and would give the snake that ate it. Instead of being a straightforward elixir of immortality, it reverses aging, returning you back to your childhood. Unlike the flower normally does you can control how much of your appearance and personality is affected and even by how much you are de-aged. When pressed you can also forcefully reverse the actions of the elixir. You get one new flower with every year that passes.

**Melammu Dingir- 200**

A King defends his nation. Using all they have at their disposal. All your own force and the force of the brave people of your kingdom can be channelled into these long-range bombardment catapults. A series of them can be attached to the walls of any nation you govern and loaded with any treasure you possess. On your command they will rain down with prodigious cannon fire, increasing any remaining allies defensive strength in the process.

**Archer Class Card- 200**

Power will always be desired, especially from one such as you. Many will seek it or try to claim and imitate it. This Card is for when you want to make it easier for another. Any ability you yourself possess can be placed into this card and given to a single individual. The abilities you copied will be fully usable for them though they may have to train to properly be able to do so. They will be an existence similar to a Demi-Servant or Pseudo-Servant. If desired your 'ego' can work through the card and take over the user.

**Sovereign of Magical Wands- 200**

Gilgamesh never learned magic. If he had he may have become one of the greatest to ever live considering his potential. Still with his many tools he is capable of making a great imitation of a wizard. You have a series of very potent mystic codes and magical tools. There is nothing exceptional by default in this gathering of stone tablets and magic staves but powerful magic blasts, spells, enchantments and other tricks are well within your capabilities.

**Throne of the Heaven Soaring King- 200**

All underneath the heavens is yours to rule as ordained by the gods. Therefore you shall traverse them with style and power. Vimana, a flying contraption that would one day make its way to India, is the perfect tool for such a task. This golden and emerald ark is fuelled by a solar crystal that burns an ever-refilling supply of mercury for fuel. Seated on the Pilot Throne, you can easily outpace even a modern fighter jet with it, even surpassing the laws of physics and flying at the speed of thought. If you like it can already be loaded with the variety of weapons it would gain in the Indian myths, from ancient machine guns to antic nuclear warheads. Other abilities of this vessel include optical camouflage, stealth functions, communication interception, laser beams and biological weapons.

**Hanging Gardens- 400/200**

…This was not something the King of Heroes is responsible for. Then again the constructor Nebuchadnezzar II is ever so contrivedly intertwined with Gilgamesh himself so why not let it be something to take? The Hanging Gardens are a gigantic floating fortress capable of housing thousands of soldiers. It is a unification of unsightly disorder and luxurious beauty with all kinds of plantlife and pristine marble and stone balconies. In its middle is a Throne Room with a large jewel in the armrest

to control it. While within your own strength is amplified notably. While slow, taking an hour to travel a number of kilometers, it sports many booby traps inside and defensive measures on its outside.

Its worth in materials rivals a small country and indeed this is part of its power as its Mystery strengthens the more money is spent in constructing and renovating it. You do get the Hanging Gardens themselves, though they may be further upgraded with more resources. Alternatively for a mere 200 CP you only get the blueprints.

**The Chains of Heaven- 400**

The greatest secret within the Gates of Babylon and the only Noble Phantasm more treasured by the King of Heroes than even Ea. What you possess is the last remains of Enkidu himself, an Anti-Divine weapon that holds within itself the concept of reigning over the gods themselves. While a strong chain that the average human has no chance of breaking, its true potential comes forth when used against those with divinity. The more divine and godly they are, the tougher and more durable the chain will be. They are completely held in place though it is wrong to say they are completely unbreakable. Still the threshold they can endure is vast. You can summon and direct these chains with a thought, elongating and contracting them at will.

**Golden Armor- 400**

When a King must go into battle, he must wear an armor worthy and capable of protecting him. Shining a brilliant gold, its defensive properties are nigh unrivalled. It can be with a thought donned or removed though it is recommended to keep it on and not enter battle without it. Beyond sporting a resistance to magic that rivals one with the heart of a dragon, it is capable of enduring even Noble Phantasm Tier attacks and even protects you against petrification.

**Uruk- 400**

A city unlike any seen on Earth. Yours is a vast Kingdom, a shining marvel of freshly growing civilization. Its tens of thousands of people are all shining exemplars of humanity as it was in ancient times from priests to doctors to soldiers. Its treasury is filled to the brim with gold and riches. In its middle is a Palace perfectly accommodated to your tastes and desires, worthy of the King that you are. And like a King your word is law. The people may suffer under your tyrannical degrees but they know not to disobey you, perhaps turning to the Gods but not against you in rebellion. Your Kingdom is however also under attention of the divine, a great Temple for a Patron Deity within. Said deity may be whimsical but ultimately have a soft spot for you unless you ruin it. Even if you do they do know of their responsibility to protect your City and will answer the call in times of great need. Really the only thing that could ruin this great Kingdom is your own absence.

**Dup Shimati- 400**

In the age of the old gods, before Marduk took his rightful place as ruler and his reward for defeating Tiamat, there was Anzu. Serving Enlil, the monstrous bird one day stole his masters treasure. The Tablets of Destinies, the ultimate symbol of royal authority over the world and its gods. The royal authority did not answer to him as he did not had the right to it. To you this set of tablets will always answer and no one else unless you permit them to. The authority they grant you allows you to even judge the gods, even while within their domain. Even the Queen of Kur could not simply exert her power over you and everyone else in the Underworld as you use these tablets.

**Sword of the End- 400**

Huh. What an interesting find. A treasure that was discarded when the idea of Gilgamesh became more refined in the context of the story that covers this entire Universe. Still why not offer it. What you have here is a pair of golden twin blades named after the Sumerian God Enki. Though usable in close combat as both blades and tonfa knives it has a secret usage. After deploying it for seven days and using great amounts of magical energy, it will turn into the Surge of Utnapishtum, the same tsunami that preceded the deluge myth of Noah. Invoking its true name has it take the form of a longbow, generating an arrow that when fired at the ground will act as a ‘tracer round’ for the true weapon deployed high in satellite orbit. The tsunami that is unleashed can easily cover an entire city. A more prototypical version of the King of Heroes would even claim its capable of destroying the world though not with the same ease Ea would.

**Great Grail of Uruk- 600**

Of course the one thing every mage lusts after is but another possession Gilgamesh has claimed. Or perhaps this is a proto-Grail that was in his hands before the true Grail was even made. This Cup is worthy of being compared to a Holy Grail by itself. It contains a vast amount of magical energy. It could be used in a variety of ways, making even a peasant a King or to serve as life support for a mighty warrior created by the primordial mother herself.

**Golden City- 600**

A gala of light that pulses far and wide below. A golden city stretching on without end, spiritrons flowing through the air. You are now the owner of the very realm Gilgamesh would whisk the Master he encountered in the Moon Cell away to. As an Imaginary Spiritron World, it is the network of a different celestial body entirely, over 1500 light years away from earth. It is best described as an airport in which you can allow yourself and others to travel to this distant world sporting intelligent life that can grow and develop. In future Jumps you will always receive a similar network to travel to another world with life. By default no one but yourself and those you allow can use this network.

### Mythological Mystic Code of Genesis- 600

Everything has an origin. Even you. In battles happening on the Moon that ever surrounds Earth, one version of Gilgamesh was even with his incredible might powerless to stop a rogue AI. This Mystic Code is the equalizer and countermeasure created to give him and others a fighting chance. It holds the power of the ‘Origin’ within the human genome, one even you do not know but can gain when using this Mystic Code. It removes any limiter placed on you, allowing you to raise your spiritual rank simply according to your own will. Be warned however, that this tool places much pressure on your body. It is best to limit it to a one time use per Jump to ensure your own safety.

### The Star of Creation- 600

The final Weapon and greatest treasure within the Kings possessions. Predating the concept of the first sword. The Noble Phantasm wholly unique to Gilgamesh and one of the mightiest of them all. You are the possessor of Ea, the Sword of Rupture and the only sword that does not exist in this world. As a divine construct that is the actualization of the works of god before humanity came into being, it can not be traced or replicated, a wholly unique existence. When channelling your energy into it, you expose the truth of the world towards all you aim the destructive blast towards. What is created by the winds drawn from the three cylinders, each one representing the heavens, earth and the underworld, is a virtual dislocation in space-time, shredding everything in its path. If it wasn’t for the world fighting back, even it would be cleaved into nothingness.

## Companions

### Import- 50

You are an individual without equal. Still there are other, lesser, examples of humanity to be gathered around you. Every time you take this option you may insert one of your companions into this Jump. They do not get a CP Stipend for this Jump but they do get the normal benefits of being a human in the Age of Gods, giving them magical capabilities and physical strength beyond humans of the modern age. Alternatively you can import a companion you already have into any of the other options below, granting them the power associated.

### Export- 50

There is no need to be alone forever. Though they may not all be worthy of your friendship, their companionship can be easily enabled. Anyone from this world can be upon purchasing this, be allowed to come with you on your great journey though they must agree of their own will.

### Your Treasured Friend- 500

An existence like yourself is wholly unique in this world. How could anyone relate? How could anyone be your friend? The Gods answered the plea of the people you tyrannized and perhaps your own silent one. A mirror image of Enkidu or perhaps even the very same, is at your side. Sporting all the power to reshape their own clay and commune with the world, they are your perfect equal in power. Their raw strength seems to be capable of matching you even in future worlds no matter how much you grow.

### The King of Knights- 300

You are not the only King who made their mark on history. There is one other King in particular who has a unique history with Gilgamesh. The Once and Future King of Camelot, the last bastion of mystery in Britain in many years to come. It wouldn't be unexpected for you to desire their company so this option can provide for you. Any single iteration of Artoria Pendragon may be taken by you as a companion. This can be the 'standard' version or perhaps one blackened by the Grail, one who took upon the Holy Lance as their main weapon or both. Even some of the more abstract choices are available to you like a maid, space bounty hunter or bunny version.

### Your Perfect Master- 100

When one wants to succeed they will want the best tool for their goals. Especially in the life or death battles mages can end up in. Many Masters have sought the power of the King of Heroes and now you may have your own. Any Master who commanded the King of Heroes can be your companion here and even those who haven't. They will be a Master of decent quality at worst, though they certainly can be worse. Rin

Tohsaka and Shirou Emiya are as valid picks and Kirei Kotomine or Hakuno Kishinami.

**Gila Gilgamesh- Free**

What an adorable little girl! She seems to have stumbled into here from quite the different timeline. One where she is a student at the Schmahl Girls Academy and raised to be the future CEO of Uruk Multinational Corp. Despite her young age she already has the education worthy of an emperor. Proud in herself, she expects you to treat her like the princess she is while on this ‘extracurricular trip’.

## Drawbacks

### Passing Ages- +0

Gilgamesh was the beginning but he was not the end. There are many more legends in this world. If you like you can extend your in jump timer by as much as you want to witness more. There is no inherent benefit to this beyond simply staying here for longer. Death will still end your chain but with one exception. Upon your natural death by old age, if you succeeded in the Immortal Legacy Challenge, you may freely decide to spend the remainder of your time summoned as a Servant. This also allows you to take on further challenges without needing to be alive in the conventional way.

### Mongrels- +100

Just because you can back up your ego doesn't mean you need to be this blatant. Your arrogance is unmatched in the history of humanity, seeing anyone else except perhaps a select few close and cherished loved ones as beneath you. This is unlikely to make you any friends.

### Embodiment of Era- +100

Given you are Humanities first servant, it shouldn't surprise you too much that you are affected by humanity in turn. Your personality and attitude is vulnerable to being influenced by the current state of humanity. Depending on the era you find yourself in and the nature of the common man, you could lean towards being a more understanding King or a downright Monster.

### Infamy- +100

Good luck ever trying to be below the radar. A Kings magnificence simply can't be hidden for long. No matter where you go, all will recognize your power and the danger you pose. The likelihood of being interested in you and wanting to use you for their ends is also not to ignore.

### Scattered Riches- +200

The treasure trove that is the Gates of Babylon have found themselves all over the world after Gilgamesh passed on. Though you step in the place of a collector, your own possessions have the habit of going missing at the most inopportune moments. There is no way to stop this and is not limited to what you own from this world, even those things with protections or from other worlds not immune. Occasionally you will find your things in the ownership of another using them for their own ends as well. At the end of your time here at least you will be reunited with all you lost.

### One and only Friend- +200

It can be alone at the top indeed. You feel a sense of isolation from humans and gods alike due to your unique nature. This leaves you unable to form any sort of connections with people in this Jump. There is exactly one individual you can declare

to be immune to this, making them your only friend. However said friend will be at real risk of dying no matter their power and should that happen a reunion is only possible in the next Jump. A fact you will not know about until after this Jump is over. Their death will crush you and the pain will be a constant companion for your time here.

**Mortal After All- +200**

Did you think yourself as above death? There are some things even a King like you can not delay and defy forever. Much like how Gilgamesh feared for his own life after seeing his equal fall, you are filled with an all consuming terror at the reminder of your own mortality. Your desperation will drive you to madness and wild chases for a chance at immortality and unless you can overcome your fear you may be consumed by it. This also ensures that any immortality you may possess from outside of this Jump will be deactivated for the duration of your stay.

**Discarded Treasures- +300**

You're already the greatest Heroic Spirit. Why would you need all these powers from other worlds? Any power and item that is not taken from this Jump is sealed away for the duration of your stay. Though they will be returned to you after your stay, you will have to make do with what you got from this Jump.

**Divine Disaster- +300**

Though you are two-thirds divine your relationship with the Gods is likely to be a complicated affair. This drawback guarantees it is about as ugly as it could be. Perhaps offended that you're not doing your job as the Keystone or wishing to test you, you can expect constant trials and conflicts with the deities of the land. They won't immediately come to smite you, preferring to send beasts of terrifying power after you first before escalating to such extremes. Prevail for long enough and they may potentially put an end to their constant attacks. Certainly not out of fear for what you have become.

**Kings Folly- +300**

HOW!? How could the great Jumper possibly lose!? Well you are making it rather easy. Despite your power you are far from immune to defeat. If anything those that write this tale seems to conspire to ensure there always is a chance for even the worst of mages to defeat you. Even worse you are so convinced in your undefeatability that you refuse to take any battle seriously unless being confronted with undeniable proof that you could lose. And even than you will be filled with rage at the idea of having to pull out all the stops.

**Faker- +600**

You were supposed to replace the King of Heroes not be another one like him. Or perhaps this is Nebuchadnezzar II taking his body and role? Or an enemy Servant?

Or perhaps just a female version of Gilgamesh? In any case a ‘version’ of Gilgamesh knows of your existence and feels offended by it. They will do everything in their power to strike you down and rectify the mistake that you are. Do not underestimate them for they will not underestimate you. Should you somehow be able to resolve this quarrel peacefully, which would be an herculean task before Hercules was even born, they may accompany you as a companion.

## Challenges

Like Gilgamesh faced trials, you may undertake some yourself. But why retrace every step the King of Heroes took one to one? You can write your own legend and although you are bound to face similar circumstances eventually, there are different ways you can approach familiar and new trials. You may select as many Challenges as you desire in the below section. Succeeding in them will reward you, whereas failure will leave you with nothing. That being said unless resulting in your death, failure in a Challenge will not end your chain.

## Immortal Legacy

There are different ways to be immortal. Gilgamesh learned this the hard way, from finding Utnapishtim whose immortality comes from the Gods, becoming a plant in part in the process, to the rejuvenating properties of the abyssal flower. But there is one immortality Gilgamesh has acquired. That of history. He was the first to be taken into the Throne of Heroes and his legend is one of the most important in all of humanity.

You must replicate this feat now, become a Hero worth immortalizing. Your deeds and life must be significant enough, at least as significant as Gilgamesh himself, to be seen as worthy of joining the Throne. This may be a mandatory Challenge if you wish to take any that take place in modern times, enabling you to take Challenges like The Holy Grail War, Humanities Defender and Conclusion of Man.

Alternatively you may try and become a true immortal and succeed where Gilgamesh failed in a more literal way. Embrace the ways of magic? Do like a future Irish Godslayer? It is your choice.

Upon success and being accepted by the Throne of Heroes, you will simply gain what you earned. Your legacy follows you on your journey, making you a figure of legendary reputation and renown. You may even find others emulating your legend in other Jumps. In fact you are even summonable by any metaphysics that allow for such and that you permit to summon you, though you can turn down a summoning if you like.

If you also achieved immortality you will also gain exactly the kind that you achieved, now fiat backed like any other purchase. If somehow you succeeded in doing both, both rewards will be yours to claim.

## All the Worlds Treasures

The one thing most iconic about the King of Heroes is his treasury. That all the tools wielded by future Heroes are ultimately things he already discovered and gathered. As much as he is favoured by the world and luck, Gilgamesh did not just wake up owning all these objects of legendary power. He went on many journeys to gather and collect them all. Journeys you will have to undertake yourself. Just like Gilgamesh you must gather every pleasure and treasure out there within your possession. Though there will be a way and opportunity for you to gain them all, the path to succeeding is no less treacherous or challenging.

Once the final piece is added to your collection, this challenge will be considered complete and your reward will be what you have amassed. The complete Gates of Babylon are all yours, every item within fiat backed as if purchased normally through in Jump means.

## Mistress of Heavens Love

Among the Gods of Mesopotamia, there are none as lovely as the great Ishtar. Patron Goddess of Uruk. Mistress of Heaven. Love and War are her domains alike. The beloved and spoiled Goddess one day came to Gilgamesh and offered him her hand in marriage. Gilgamesh would reject her, not just denying her but citing her own romantic history against her in the most brutal of ways.

This was, undoubtedly, the single greatest mistake of Gilgamesh's life. And not just because he rejected the literal Goddess of Love. It would send a series of events in motion that saw the death of Enkidu and pushed Gilgamesh into an existential crisis. On one hand without this crisis he may never have become the truly realized wise King. On the other hand perhaps you can do better.

This challenge ensures that one day Ishtar will propose to you. Instead of turning her down, you will accept. Your wedding will surely be the greatest in all of human history. And then comes your true task.

Survive.

As radiant as the Goddess of Venus is, Gilgamesh wasn't entirely inaccurate in his assumptions. While he was incredibly rude about it, Ishtar can be a lot to deal with at the best of days and this one will lack the influence of one Rin Tohsaka.

Should you manage to navigate this unique relationship, by the end of your time you will be able to take Ishtar as a companion, her rough edges optionally now softened by the influence of the Tohsaka mage if you so desire.

## Queen of Kurs Longing

Among the Gods of Mesopotamia, there are none as ephemeral as the great Ereshkigal. Mistress of the Underworld. Queen of Kur. The dead are hers to nurture and care for. The dutiful Goddess who took up the hard work to manage the afterlife itself. And she has been complaining about the job she herself chose for a while now, the dreadful loneliness having gotten to her over the years.

At the same time Ereshkigal is utterly resistant to any way of making her situation better. When her own sister tried to get her to take a break once in a while, Ishtar was killed for the attempt and had to sacrifice Dumuzid to trade her place in Kur.

This Challenge makes it so the paths between you and Ereshkigal will be fated to cross. While Gilgamesh himself would call out Ereshkigal complaining about the job she herself volunteered for, maybe you have more sympathy for the Goddess. So you will be tasked with helping the Goddess with her issues, something that will no doubt earn you her affections. At which point you will have to do another thing.

Survive.

Keep in mind much like Ishtar, this Ereshkigal is the true Goddess of Mesopotamian times. She is a Yandere through and through who may just wish to put you in one of her cages for eternity unless you can handle her affections masterfully.

Succeeding in helping Ereshkigal and surviving the bond between a Goddess and yourself will earn you herself as a companion. Now likewise made more manageable by the influence of Rin Tohsaka if you please.

It is also worth noting that Mistress of Heavens Love and Queen of Kurs Longing have the potential to make each other much more difficult. The relationship between Ishtar and Ereshkigal is a complicated one after all, especially when what their heart desires is the same person. Surviving, let alone successfully romancing, both divinities would be an achievement surpassing even the greatest of romantic endeavours. If you successfully do so, you will however get another reward, Goddesses from now on being predisposed to liking you and finding yourself more easily managing even the most difficult of deities.

# The Mesopotamians Debt

Before Gilgamesh was born, the decline of the Gods had been started by an alien invaders rampage. Sefar slaughtered the Gods one after another, reducing them to divine spirits. The only ones who were seemingly spared were the Gods of Mesopotamia, with Lugalbanda making a deal with the White Titan in 12000 BCE. A debt would be paid by Uruk in the future in return. A debt that is to be collected during your time here. Even the alien being struck down by Excalibur didn't absolve them and another Velber has come to earth to collect.

Whatever they may want, as King of Uruk and descendant of the Gods, you will be the one to have to deal with it. What could they want? Good question. What would be worthwhile for a planet eater and destroyer of civilizations? Whatever it is it couldn't possibly be good.

On the other hand you could try to instead defy this debt and struck the new Sefar down. After all it is not you who made the deal, only your ancestors. Doing so would lead to one of the harshest battles of your life no doubt but Sefar has been struck down by man before.

If you obeyed Sefar and fulfilled your part of the debt, you will have passed the challenge and receive an additional benefit. Like Lugalbanda you can approach almost any type of being and ask them to spare you, in return putting you in their debt to be repaid at a later time.

If you struck down Sefar instead you may add its corpse itself as another trophy to your treasures. There is surely a lot you could do with such an alien body. Perhaps even make your own Valkyrie's like Odin would do.

## The Grail War

In the far of future, Mage families would come together to create the Holy Grail Ritual. A pair of seven Masters and seven Servants would do battle with one another to claim ownership of the Holy Grail. A device that can make wishes come true and even potentially allow one to reach the Root. Naturally Gilgamesh has participated in many different Grail Wars and so may you. The task is quite simple in description, see the Grail War through to its completion and aid your Master in claiming the prize.

What seems simple is anything but. There have been a variety of Grail Wars over the course of all histories, each with their own exceptional circumstances. Even ones that feel less like Grail Wars and more like their own type of brutal battle. What War you choose is inconsequential, only that you win. If you like you can even choose to participate in multiple wars.

Your reward will depend on what kind of War you participate in. Something like the Fuyuki Grail War may simply reward you with any individual from said war you want as a companion and the Blackened Grail itself. The Battles of the Moon Cell would instead give you your allies from that conflict and the Mystic Code that would have you win against BB. Whatever you can gain from the Wars, be it in company, power or wealth will be yours to claim and take with you, matching the difficulty of the War itself.

# Absolute Demonic Front

Every story has an antagonist. Even one as vast as the story of mankind itself. The seven Beasts are the evils that humanity must face to advance forward into the future. And among them one reigns as the remnants of their beginning. Her childrens story started with her. Tiamat. The great Mother of Creation. Beast II. The Beast of Regression. The heroes of Chaldea would face her as the final hurdle before confronting Goetia himself in their own journey to save human history. But before they arrived the people of Uruk already struggled against the three Goddess alliance. Gilgamesh rallied the defense against the endless tide of monsters and his divine adversaries. And now so must you.

During your stay the three Goddess Alliance will emerge. Your task is simple, prevent the downfall of Uruk and save humanity from being subsumed and replaced by the Chaos Tide. Strike down all who stand against you and Uruk and finally bring low the Mother of Genesis. You will eventually receive aid from Chaldea, but you must try your hardest not to perish before that. Even when they arrive, triumphing over Tiamat will be a struggle against the very end of the world.

Succeed and you will know that you have done your part in saving not only the world but supporting Chaldea. Though you can opt to appear in their hour of need against Goetia as well.

On top of that there will be other rewards. Uruk in its prime will be allowed to accompany you, any allies and souls lost returned to the city and you. Among them is a familiar yet very unique Servant. Tiamat herself, now an Alter Ego (or Archer if you prefer), having accepted her defeat and happy to accompany you as well if you will have her. Though she is considerably weaker than her Beast self, she is still an incredibly powerful woman with boundless affection for her children.

If you come to Chaldea’s aid as well, they too may come along with you now that their journey is concluded.

## Humanities Defender

The Throne of Heroes holds the memories of the greatest of mankind. Always summonable when the world needs to be saved. The summoning system that the Mages abuse is fundamentally meant to protect humanity. And among them there is a class of Servant above all others. The Grand Servants. Solomon. The First Hassan. Romulus=Quirinus. Super Orion. Only those who excel beyond all parameters are worthy of being granted this title.

Naturally, you have the potential to become such. Gilgamesh would prove his potential as Grand Archer to Chaldea specifically but perhaps you are more fitting for a different class. Whatever it may be, you will be summoned and ordered by Alaya to come to mankind's defence, specifically against a Beast Class entity. However it will only be you. Something about the current crisis leaves Alaya unable to summon any other Servant, nor supply you with the kind of power normal Grands have at their disposal. You will be on your own, at best with any allies you yourself can make.

Success against the Beast allows you to at last claim what you are owed. The title of Grand. Your abilities and power are considerably boosted, provided with energy by Alaya. The only requirement to keep these enhancements being to keep protecting humanity from danger. Along with this you find yourself pulled towards events where you can optimally come to mankind's defence. If you need to you can even give up your Grand title to boost a single technique to even greater heights like Super Orion and Romulus=Quirinus. Finally there is one more thing you can do now: declare a Coronation Duel. Once per Jump when challenging someone else using your Grand powers and they succeed in proving their worth, you can copy your own Grand Graph to give it to them. You can duplicate another Grand Graph in the next successful Coronation Duel in the following Jump.

Of course you can also take with you any allies you made when you vanquished the Beast. Perhaps even a depowered and weakened version of the Beast itself if you feel so inclined.

## Conclusion of Man

At its core there is one duty triumphing over all others. One task inherent with being the King of Heroes. That of being the Observer of Humanity. Following humanity's path until the eventual end. In fact there is one end in particular you are tasked with ensuring. That where mankind travels across the sea of stars and leaves behind Gaia.

You will not stop your Jump anymore after a timer is up or after vanquishing some Beast. Instead you will be here until you can bear witness to this one future. The ushering in of the Age of Will. The golden future that allows humanity to achieve their full potential among the stars.

The trials you are going to face can not even be described. Not only must you observe the race embark on their final journey, you must ensure it can come to pass. That means facing off against many threats, perhaps even the beings that would invade Gaia's corpse, called upon by her death cry and wish for revenge in a different timeline.

Truly there is no way to properly summarize what you may face, only that it would be harder than all the other challenges in this Jump. But if you succeed, you can rest easy in knowing your duty is fulfilled.

Of course this also comes with rewards. After witnessing it once, you find yourself easily enabling any future Ages of Will in other worlds, allowing humanity to ascend beyond their home world. If you feel too attached to the race you observed you can choose to take them with you in future Jumps as well.

## Final Choice

All Legends have an ending. And your time as the King of Heroes has at last concluded. What will you do now?

Do you want to Stay Here?

Do you want to Go Home?

Do you want to Continue On?

## Notes

I would like to credit Reddits r/Jumpchain's Monthly Jump Challenge (MJC) for this Jump being created. This months theme of Mesopotamia (November of 2025 by the time of this writing), immediately had me thinking about Fate again.

I've done my fair share of Fate Jumps by now, focusing on various Legends that haven't already been covered by Valeria. That being said I never imagined myself doing one themed solely around Gilgamesh specifically. However after making a few Jumps that have the main premise being that you step into the shoes of other characters specifically, I wanted to try my hand at one for this MJC. Gilgamesh is such an iconic character for the Nasuverse as a whole, there was more than enough material to work with and justify the Jumps existence.

A major concern for me was to make it feel unique and different enough from Oasis of Fantasy, the Fate/Legends Jump that already gives you options to imitate Gilgamesh and a lot more Servants. I like to think I succeeded and this is by no means meant to replace what is among my favorite Jumps of all time. Still this is very different from all the rest of my Fate Jumps. Maybe best described as a sort of spin off. I am going to tentatively dub this as an 'Epic' Jump for such differentiation purposes. Still hope you enjoy it!

Pretty much everything from this Jump is based on stuff Gilgamesh did or is connected to all across the Nasuverse, from skills to gameplay mechanics to lore. Lynchpin of Heaven represents how all Servants save those with the Star Trait are weak to Enuma Elish. Kings Possibilities in particular represents the times he straight up did something that should be impossible like summoning himself in Babylon or everything regarding the Moon Cell.

Sword of the End is based on the Noble Phantasm of Prototype Gilgamesh. It is basically that Gilgamesh's version of Ea, however given it has considerably more restrictions and requirements I felt like making it a 400 CP Item was ultimately more fitting than slotting it directly next to Ea proper.

If you want you can use Absolute Demonic Front to follow Chaldea into the Lostbelt Arc and beyond. You receive Chaldea as a companion at whatever Part you ended before deciding to leave.

While making this Jump I actually played with the idea of making every Challenge you accept grant you +100 CP the idea being that the more you do deeds worthy of a Legend like Gilgamesh the more CP you will be rewarded with (before you ask no taking any Challenge multiple times will NOT give you additional CP so no taking part in 10 Grail Wars for an extra +1000 CP). Ultimately I decided against it. Reasoning being that this Jump is ultimately still a Fate Jump, Legends one potentially depending on your definition. I always want to try and make my Legends Jumps 'fit in' with the ones we already have and that includes structuring of drawbacks and

challenges. Given this Jumps status as a pseudo ‘spin off’ more so than even the Lostbelt Jumps, I felt like it could have been possible to excuse but still decided against it. In return I clarified that failed Challenges do not end your chain. If you want to make a custom rule that makes it so you gain +100 CP for every Challenge but do not have Chain protection in the event you fail, that’s up to you.

Before anyone asks, I’m not making any promises on making additional Jumps for Self-Inserting into other Fate characters. I mainly made this Gilgamesh Jump as a treat for myself and the MJC with no further plans beyond that. So don’t expect me to do one for say Artoria or Shirou or Arcueid. That being said feel free to try your hand at making such yourself. If this kicks off a new trend of Fate Jumps for becoming a specific Legend or just more Jumps based on being a character I wouldn’t complain. They are fun premises to me that really force a Jumper to be a part of a setting. In fact I could see the option for +100 CP per Challenge but no protection be a fun way to make the ‘Epic spin off’ be diverse enough from the Legends Jumps.