Gilgamesh



,, *Hero of Justice ? A world where no one is hurt ? Dont be absurd . Humanity is the name for an animal that cannot find joy in a life without suffering* . ,,

Alignment : Chaotic Evil Race : Demigod (Human/God) Class : God , Wizard , Swordsman

1. Gate of Babylon - Deals 15 damage to a target then also apply one of the below effects , this Ability can not Exaust :

a) Hits First

b) Stuns the target this Turn

c) Deals +20 damage

d) Grapples the target

e) The damage of this attack can never be Healed

f) Causes bleeding for 10 damage for the next 3 Turns after this one

g) The damage of this attack is Unabsorbable

h) Negate one melee attack of the target

e) Withold - skip this Action , if you cast Gate of Babylon next Turn apply 2x effects instead of 1 (of your choice) that have not already been used in the same Round , 2x Withholds can stack for a total 4x effects . Ranged

\*Each variation of the added effect can be used only 1x per Round each

\*\* This ability can not be Sealed

2. Swordplay - Deals 20 damage , you may apply an additional effect from Gate of Babylon that you have already used this Game . This Ability can not be Sealed . Melee

3. Add to the Collection - when a Hero dies (if Gilgamesh is alive) , Seal all of their Weapon abilities , from now on when you use Gate of Babylon you may instead of using its effect use the effect of one of these taken Weapon Abilities untill the end of the Game , the attack is always a Ranged attack regardless of its original attack type . Passive

4. Sha Naqba Iru - choose a single target , Predict 2 on it . Shield

5. Golden Armor - the armor is infused with magic resistance , passivelly Gilgamesh is immune to all non-damaging magical effects (such as Stuns , Restrains etc...) . When a total of 50 damage in a Game is taken by Gilgamesh , the armor breaks and is Sealed . Passive

6. Flight - Gilgamesh gains Flying for this and the next Turn . Shield

Ulti : **BEGONE MONGREL !** - to cast this ultimate cast Gate of Babylon 9 or more times during a single game from the 9th time onwards instead of using the Gate of Babylon you may instead cast this Ultimate , choose one :

a) Enkidu : Chains of Heaven - choose a target , if it is a God , Demigod race or class , it is Stuned permanently from this Turn , untill Gilgamesh dies . Ranged

b) Ea : Enuma Elish - speak the chant ,, *I shall offer this one strike as the ceremony of separation! I speak of the beginning. Heaven and earth are divided and nothingness celebrates Creation. My Sword of Rupture rends the world apart.The vortex that turns the stars, this heavenly hell signifies the end of the eve of genesis. Subside with death!Enuma Elish! ,, ,* then **deal 300 damage** to all enemies . Ranged

