Setra



Alignment : Lawful Evil Race : Undead Class : Swordsman , Overlord

\*All Tomb kings are vulnerable to Fire including Setra and take 50% more damage from it

1. Ptra the Blessed Blade of the Desert Sun - Deals 40 damage to a target , the target is Blinded for its next Turn (can not target anyone but itself) , when this deals damage you may choose for it to be Fire or Physical damage . Melee

2. Chariot of the Gods - you start the Game with a 0/40 Chariot Servant , at the start of each Round of combat including the first Trample any being smaller than it dealing 20 damage before Actions are taken , if you use this ability activelly deal 20 damage to a target again (the Chariot is the one attacking in either case ) . Only 1x Chariot may exist in a Game . Summoning , Start of Game , Trigger

3. The Crown of Nekehera - you may Dominate all Undead beings in the Game currently , Servants come under your control permanently , all Undead Heroes are under your control for their next Turn only you may force them to attack themselves . If Setra dies this effect instantly ends . Shield

4. Staff of Osiris - fire a blinding bolt of energy dealing 30 damage to a target , if this kills it repeat this attack on another target (up to 3x in total per Turn) , all enemies damaged by this are Blinded during the current Turn . Hits First . Ranged

5. Flail of Skulls - deals 30 damage to a target , then apply a Bleed stack on him , he Bleeds for 5 damage at the start of each Turn for the next 2 Turns applying this Stack again refreshes the duration of all bleeds (Stacks indefinetlly) . Melee

6. Rise Servants of the Pharaoh - summons 3d6 1/1 Tomb Kings , 1d6 10/10 Tomb King Chariots and 1d2 30/30 Ushabti (roll for each ) . Summoning

Ulti : The Imperishable 1.+6. + 2. or 1.+6.+3. setra gains 50 HP (this is not Healing) , if he is dead but would finish the combo in the same Turn he still gains 50 HP and rises from the dead that Turn . If you succesffully cast this Ultimate you may use it again during the same Game (as long as you finish the combo for casting it again ) . Shield