








Entry No: 128

Ulamog

Stats

Elemental Resistances						
 Phys	 Fire	 Ice	 Elec	 Force	 Light	 Dark
Null	Drain	Drain	Drain	Drain	Resist	Resist

Info			
Rarity	Race	Grade	AI
5★	Eldrazi	97	Attack

6★ Stats			
HP	1328	Vitality	204
Strength	288	Agility	50
Magic	104	Luck	120
P.Atk	934	P.Def	698
M.Atk	548	M.Def	606

Innate Skills



Wretched Blow **Passive** +30% damage when attacking the enemy's weak point.



Ceaseless Hunger **Passive** Adds Bulwark Pierce. Adds Null Mortal. Becomes immune to all ailments.

+100% to Max HP. +10 to Max MP. +100% to Phys/Critical hit rate.

Reduces the count of Spirit Chains inflicted on self by 1.

Activates the following Chain Effect at the start of the 1st turn, as well as when the one with this skill is revived by a Demon Skill:

Inflicts (None) damage (Physical, Power 200) with Affinity Pierce on 2 enemies (once each).

Activates the following Chain Effect when this demon attacks an enemy:

Reduce the enemy's MP by up to 20, starting from the first enemy in their Turn Order.

The effect of normal Attacks will be changed to the following: Inflicts (None) damage (Physical, Power: 100) with Affinity Pierce and a 100% critical hit rate to a single enemy, while healing caster 100% of damage dealt and drains 6 MP.

Level 4: +20% to Physical damage.

The Infinite Gyre **11MP** Inflicts (None) damage (Physical, Power: 280) with Affinity Pierce and a 30% Critical hit rate on a single enemy with 100% chance to inflict Mortal.

Activates the following Chain Effect if the attack is successful:

Distribute 4 Counts of Spirit Chains (Annihilation) on enemies of your opponents choosing.

*Enemies will be chosen at random if Opponent is non-player.








*This skill will gain 1 Boost level with each use.

Boost Level 1: Increases Critical hit rate to 50%, and Power to 300. Will also now ignore all death prevention skills.


Boost Level 2: Increases Critical hit rate to 80%, and Power to 320. Will also now ignore all counter skills.

Boost Level 3: Increases Critical hit rate to 100%, and distribution of Spirit Chains (Annihilation) can now be conducted by the demon's owner. *Will be chosen at random if the skill owner is an enemy.

Lv6: +25% to damage dealt using this skill.

	<p>Awaken:</p> <p>Gacha: -</p>
	<p>Awaken: The Defiler 11 MP Inflicts (None) damage (Physical, Power: 100) with Affinity Pierce and a 60% critical hit rate on all enemies.</p> <p>Activates the following Chain Effect if the attack is successful:</p> <p>The targeted enemy loses half of their MP, rounded up, then distributes Spirit Chains (Annihilation) equal to the amount of MP removed from the targeted enemy.</p> <p>*Enemies will be chosen at random if Opponent is non-player.</p> <p>Gacha:  Epitome of Interception Passive +15% to Phys hit rate, +20% to max HP.</p>
	<p>Awaken:  Ulamog's Reclaimer Passive +30% to Max HP.</p> <p>If the skill owner is revived, you may choose up to 2 fallen enemy demons and revive them with 10% HP, then Activates the following Chain Effect when the enemy is revived by this skill:</p> <p>Revives up to 2 fallen party members per revived enemy with 100% HP and 10 MP after removing revive bans from chosen fallen party members.</p> <p>*Select the skill owner instead of the enemy to cancel this skill.</p> <p>Gacha:  Sadistic Blow Passive +15% to critical hit damage. +10% damage when attacking the enemy's weak point.</p>
	<p>Awaken:  Ulamog's Despoiler Passive +30% damage when attacking the enemy's weak point.</p> <p>If the skill owner is revived, you may choose up to 2 fallen enemy demons and revive them with 10% HP, then Activates the following Chain Effect when the enemy is revived by this skill:</p> <p>Increase the power of attack skills by 20 per revived enemy until end of own turn and add 2 counts of Fortify to self for each revived enemy.</p>

*Select the skill owner instead of the enemy to cancel this skill.

Gacha:  **Wicked Strike Passive** +20% to Critical hit rate, +20% to Critical hit damage.




Awaken:  **Ulamog's Nullifier Passive** Adds Null Light/Dark.

If the skill owner is revived, you may choose up to 2 fallen enemy demons and revive them with 10% HP, then Activates the following Chain Effects when the enemy is revived by this skill:

1 revived enemy: Casts Repel Magic (including Almighty) effect on all allies. (1 turn)

2 revived enemies: Adds 3 levels of Attribute Affinity Reinforcement to all party members. (1 turn)




*Select the skill owner instead of the enemy to cancel this skill.

Gacha:  **Epitome of Finesse Passive** +20% to Critical hit rate, +15% to Phys hit rate.

Spirit Merge Panel Upgrades

	Panel 1	Panel 2	Panel 3
Panel Completion Bonus	Activates the following Chain Effect when this demon attacks an enemy: Distribute 3 Counts of Spirit Chains (Annihilation) on enemies of your opponents choosing. *Enemies will be chosen at random if Opponent is non-player. Attacks from the skill owner can only be repelled if there are 3 or more living enemies.	Activates the following Chain Effect when a member of your party (including self) is downed: Summon an Eldrazi Spawn of the same level as the downed party member. (This can only be activated once per battle.)	The following effect will activate when receiving a Physical Attack: 100% chance to counter dealing (None) damage (Physical, Power: 80) with Affinity Pierce.
Panel Step Stat Bonus	HP +25 (MAX +250)	Phys ATK +10 (MAX +100)	HP +25 (MAX +250)

Availability

-  Only available from a banner specific event.
-  Only available from an Event.
-  Available from the gacha.

Official Profile

Ulamog is the Titan of Consumption, as he and his brood consume living and unliving matter alike. In doing so, they drain mana and vital energy from everything in the vicinity. The processors of his brood transform the consumed energy into spell-like effects that defy the understanding of Zendikari mages, creating plagues, deadly parasites, and endless teeming spawn. The processors leave distinctive white, chalky lattice-like structures in their wake. Everything, including water, is transformed into a white manaless husk of what it once was. Ulamog is emblematic of plague, the blind bonds between parasite and host, and overabundance; he is creation and destruction wrapped together in unholy harmony.

Misc

[Demon Wish Catalogue](#)