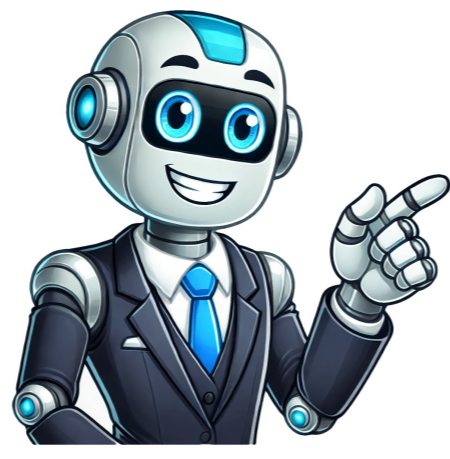


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Awaken my masters

Awaken, My Masters originated from the anime and manga series JoJo's Bizarre Adventure, specifically from a memorable quote by Wamuu. The phrase gained popularity as an image macro meme, and its appearance in the anime adaptation led to numerous remixes, parodies, and fanart creations. The original quote appeared in the 64th chapter of the manga, where Wamuu awakens and kills his captors, proclaiming "Awaken, my masters" before the rest of the Pillar Men awaken. The phrase spread through online communities, particularly among fans of JoJo's Bizarre Adventure, starting from 2008. Its popularity surged in January 2013 when the anime adaptation featured the scene, accompanied by "The Pillar Men Theme". Remixes and parodies flooded platforms like YouTube, Tumblr, and DeviantArt, solidifying its status as a popular internet trope. Wamuu's Physical Appearance in Battle Tendency Wamuu is depicted as an enormous Pillar Man warrior with a distinctive physical appearance. He has bulging veins on his extremities, a chiseled and square face with high cheekbones, and painted tattoos of the words "POWER" and "ALPHABET" on his forehead. His hair is styled in a flat top, and he wears prominent eyebrows. Wamuu's signature feature is his singular drill-like horn above his forehead that can be retracted, as well as large earrings and a metallic head adornment resembling a crown. He often wears a small ring containing an antidote for his Wedding Ring on the left side of his lip. Wamuu is a formidable fighter who demonstrated his unwavering dedication to his friend Mark by sparing Joseph, even honoring Caesar's last efforts to steal the antidote for Joseph out of respect for his strength.[6] Due to his combat-focused lifestyle, Wamuu tends to disregard non-combatants and has been known to dismiss them with phrases like "goof." This moral aversion towards harming children is a trait that sets him apart from his master Kars.[8] Wamuu's self-control is as stringent as he expects it to be in others. For instance, when he lost focus and let Joseph gain the upper hand, he deliberately allowed himself to get beaten as punishment.[8] Furthermore, Wamuu views certain individuals as "worthy" or "unworthy" of engaging him in combat, reflecting his high opinion of himself. However, this rigid stance can also lead to him killing those who witness his humiliation. This includes taking out the helpless Speedwagon and Caesar, both of whom were present when he was disrespected.[9] In a testament to his mental fortitude, Wamuu has developed an extreme psychological switch that enables him to maintain focus even in situations where he would normally panic or be overwhelmed with fear during combat. By gouging out his eyes, he relies on his horn's wind-sensing abilities as a means of perceiving his surroundings. When engaging in battle, Wamuu is incensed by the prospect of an opponent attempting to flee or surrender.[9] but views using tactics like ambushes or feints as acceptable strategies. His unwavering loyalty towards his masters Kars and Esidisi is matched only by his sense of honor. He holds them in high esteem, yet remains aware that neither shares his commitment to honor or has the same level of self-awareness regarding their strengths and weaknesses. During his confrontation with Caesar, Wamuu noted that even his master Kars would find it more challenging to fight against Caesar than he did.[6] This highlights Wamuu's strong sense of respect for both Kars and Esidisi. On occasion, Wamuu requests changes to their battle plans so that he can satisfy his love for fighting. Although they comply with these demands, they are also not obligated to do so since they raised Wamuu as one of the finest warriors.[5] In any case, Wamuu will adhere to their commands without hesitation. One peculiar aspect of Wamuu's personality is his instinctual reaction to attack anyone who steps on his shadow, regardless of whether it's a friend or foe. This behavior has been observed even in situations where he wasn't directly observing the individual.[12] Abilities: - Superhuman Strength: Demonstrated through feats like clotheslining a massive stone column and using it as an effective weapon. - Fighting Genius: A hallmark characteristic, with numerous characters describing him as such, including Caesar and Kars. His fighting prowess was exemplified in his battle against Caesar, where he managed to escape despite being cornered and injured by utilizing the force generated by Caesar's attack to push himself to safety.[6] - Wamuu's Headgear (Head Gear): A distinctive aspect of his attire that plays a role in his abilities. Wamuu's head gear contains wires that help him nullify Caesar's Ripple-charged bubbles by spinning his head and knocking them away. It also has a hole for his horn drill to sense wind and locate movements in the air. His horn works like a wind cannon, shooting destructive streams of wind. Body Manipulation: Wamuu can control his body structure like other Pillar Men. Absorption: He releases digestive acid that melts organic materials, making it appear as if he's absorbing his victim. Only Ripple users are immune to this. The Wind Mode allows him to attack with razor-sharp wind, even harming skilled users like Joseph and Caesar. Fighting Technique: Divine Sandstorm is his signature move, initiated by spinning his forearms rapidly. It creates a massive wind storm that shreds opponents into pieces. Wind Suit: Wamuu wraps his body in steam released from his lungs, making himself invisible and allowing surprise attacks. However, this technique uses a lot of energy and only lasts for ten seconds. Final Mode: Atmospheric Rift is used as a last resort, compressing air in his lungs before releasing it through his horn, creating a sharp, whip-like wind that tears apart his body. Wamuu was taken as an infant by Kars and Esidisi after the Pillar Men massacre. Trained from a young age, Wamuu accompanied his masters to the ancient world in search of a flawless Red Stone of Aja. After battling Ripple users in Rome, they went into a hibernation state under the Roman Colosseum. The wall trapped them was booby-trapped to impale potential prey like Mario Zeppeli. Wamuu and Joseph face off in the Chariot Race at Skeleton Heel Stone arena, as per Lisa Lisa's suggestion to settle their differences through one-on-one matches. Initially, Wamuu gains the upper hand by disabling Joseph's chariot with a pillar, but Joseph counterattacks using the sledgehammer. The battle rages on, with both combatants exchanging blows and showcasing their skills. Eventually, Wamuu uses his Holy Sandstorm to devastating effect, but Joseph manages to counter it by entangling him with Ripple-infused reins. Wamuu's psychological trauma leads him to remove his eyes, but he adapts by utilizing his horn to sense Joseph's movements. The fight continues, with both opponents employing various tactics and weapons. Wamuu ultimately meets his demise when Joseph's bolt hits him, causing his body to explode. As Wamuu's life fades away, he reflects on his code of honor and acknowledges that he lived true to himself. In his final moments, Wamuu requests that Joseph consume the antidote, and the two share a poignant moment as they bid farewell to each other. With a sense of respect and admiration, Joseph gives an unconscious salute to Wamuu's defeated form. **List of Chapters Mentioning/Featuring Wamuu** Several chapters in the manga series "JoJo" feature Wamuu as a character. These include:
* Ripple Teacher Lisa Lisa, Part 3 (mentioned)
* Go! Ripple Master (mentioned)
* Flame Mode Esidisi, Parts 1-2 (mentioned)
* Stroheim's Unit Strikes Back, Parts 2-3 (mentioned)
* Light Mode Kars, Part 1 (mentioned)
* Caesar: A Lonely Youth, Parts 1-6
* Climb Out of the Fortified Hotel (mentioned)
* The Wind, the Chariot, and Wamuu, Parts 1-9
* The Warrior Returns to the Wind (Wamuu's death)
Anime Appearances Wamuu appears in several episodes of the anime series.
Video Game Appearances In the video game "All Star Battle", Wamuu is a playable character. He has high health and uses his strength to perform various attacks, including:
* Lariat that downs the opponent
* Raging Tornado Aftermath, which knocks the opponent into the air
* Never stand in my shadow!, an upward reverse kick
* Smitten by the great Wamuu!, a downward punch that grounds the opponent
These moves can be used while in mid-air and have various effects. The attack of Wamuu has a forward flip animation that serves as a feint, allowing him to cancel into a flying kick with a second press of the button. If successful, this kick sends the opponent flying long distances. However, it can only be executed when the opponent is down, and it doubles as a middle attack that cannot be blocked if they get up before it lands. Wamuu's "I shall see the wind!" ability allows him to slide forward with his horn-first and attack the opponent. This move is comboable and can be used after performing this command. Wamuu has several unique abilities, including "Whoosh!", which he cannot chain together with normal attacks but grants chip damage in all his moves. He also has "Wind Mode", which increases damage output and grants invincibility when performed. However, Wind Mode requires spending the Heart Heat Gauge and has a set timer before it ends. Wamuu's Heart Heat Gauge allows him to activate several techniques, including "Fighting Technique: Holy Sandstorm!", which creates a sandstorm on the screen without requiring an initial hit. This technique can be used while Wind Protector is active but will drop Wamuu's HHG to zero. His other signature move, "Final Mode: Gathering Gale", turns his horn into a giant wind-based drill that can knock the opponent into the air and rapidly juggle them above his head. If successful, it focuses the drill into the opponent for a powerful attack. This mode is exclusive to Wamuu and does not require an initial hit to work. Wamuu returns as a playable character in Eyes of Heaven, and is part of the Pillar Men roster alongside Kars and Esidisi. As a Pillar Man, his special ability Switch Mode grants him enhanced abilities when active. His specific mode, Wind Mode, surrounds Wamuu with wind streaks that enhance his normal attacks and skills. When hit while guarding, this skill activates, filling part of the Dual Heat Gauge. In Wind Mode, Wamuu can generate a vortex field that rapidly hits opponents and nullifies projectiles. He also has various abilities such as Holy Sandstorm, which creates a sandstorm that deals rapid damage to opponents, and Protector of the Winds, which makes him temporarily invisible. Wamuu's Quest: A Tale of Wind and War Wamuu's name is a hypercorrection of the Japanese katakana transcription of his namesake band, but it has an additional "u" at the end, creating a long u sound. Unlike its namesake band, which is written as "㊦△", Wamuu's name "㊦△㊦" does not have this distinctive ending. A fan's animated creation that merged elements from My Little Pony: Equestria Girls and the awakening scene racked up almost 2.5 million views in just two months. This mashup has become a popular subject for parody, often combined with other pop culture references in fan-made artwork. For instance, a DeviantArt user by the name of DragonKion created a piece on February 17th, 2015, that replaced the Pillar Men from a different series with characters from Five Nights At Freddy's. This artwork garnered over 7,000 views and 137 favorites in six years. A similar example was posted on Tumblr by Jasinator on August 8th, 2017, where the characters were swapped out for Ed, Edd n Eddy. The latter accumulated over 183 notes in roughly three and a half years.