

The Mixed Medieval Arts



Name	Magus Maggots					Race	Demon Spawn			Loot	None			Level	9
Body	1	Arms	NA	Legs	NA	R-Mana	10	Mana	0		Gold	0	XC		0
														Negate Win	4

Bonus Granted to Summoner

HP

Body + 3, Arms + 3, Legs + 3

Mana

+50 Mana

Skill

Create Wizards Fetish Lv3(Unique item with black tape and silver marker stores 9 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 3x/hr)

Spell

Teleport Lv3(CT- 9S, SS- 3, "Teleport 30S", Arms out in a letter T, Can take 1 Target with you by touch be they willing or not,)

~ NOTE ~

All Bonuses and Abilities granted are lost the MOMENT the Demon-Spawn leaves the possession of the Summoner. It must be presented to use its granted Ability and Spell. It can be taken, canceling all Bonuses granted immediately, and it can be killed, which then not only negates all bonuses but also deals what ever Hit Point bonus it gave as damage to the Summoner themselves. For example ~ Summoner Sally has Body 3 ,Arms 2, Legs 2. Sally calls upon a Demon-Spawn that gives B+1, A+1, L+1, and is now personally B4, A3, L3. Demon-Spawn is taken and Sally is back to B3, A2, L2, and then its killed, which leaves Sally now at B2, A1, L1.