

The Mixed Medieval Arts



Name	Belchers			Race	Demon Spawn			Loot	None			Level	8
Body	1	Arms	NA	Legs	NA	R-Mana	10	Mana	0	Gold	0	XC	0
												Negate Win	3

Bonus Granted to Summoner

HP

Body + 2, Arms + 3, Legs + 3

Mana

+45 Mana

Skill

Create Smoke Powder Lv3(Baby Powder vial, Throw, "Smoke 9S", Hidden for 9S and must flee, Create 9/hr)

Spell

Cloud of Slumber Lv3(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, " Cloud of Sleep 90S", all Targets hit are affected)

~ 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.