

The Mixed Medieval Arts



Name	Beyondor			Race	Devil Kyn			Loot	None			Level	3
Body	1	Arms	NA	Legs	NA	R-Mana	10	Mana	0	Gold	0	XC	0
												Negate Win	1

Bonus Granted to Summoner

HP

Body + 0, Arms + 1, Legs + 1

Prayer

+2 Extra Prayer

Skill

Astral Form Lv2(6 Mana/Minute, Player Astral as long as they can feed the Mana cost, 6x/hr)

Spell

Winds of Confusion Lv1(CT- 3S, SS- 1, Touch Target Body, "Winds of Confusion 10S" Target can now only defend themselves)

~ 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 Sal has Body 3, Arms 2, Legs 2. Sal calls upon a Devil-Kyn that gives B+1, A+1, L+1, and is now personally B4, A3, L3. Demon-Spawn is taken and Sal is back to B3, A2, L2, and then its killed, which leaves Sal now at B2, A1, L1.