

The Mixed Medieval Arts



Name	Jailors				Race	Demon Spawn				Loot	None		Level	5
Body	1	Arms	NA	Legs	NA	R-Mana	10	Mana	0		Gold	0	XC	0
													Negate Win	2

Bonus Granted to Summoner

HP

Body + 1, Arms + 1, Legs + 2

Mana

+30 Mana

Skill

Thrill of the Hunt Lv2(Declare Hunt on Target 25' away, "Thrill of the Hunt 6M", Receive +2/+2/+2 for next combat vs Target within 6M, 2/hr)

Spell

Magic Net Lv2(CT- 3S, SS- 1 Throw rope 2' length max, Hit Target Body, "Magic Net 20S", Target arms 'tied' to sides for 1M)

~ 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.