

The Mixed Medieval Arts



Name	Wise Eyes					Race	Devil Kyn			Loot	None			Level	7
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 + 2, Legs + 2

Prayer

+4 Extra Prayer

Skill

True Sight Lv3(“ True Sight 9M”, Can see Hidden, (Signal with Fist over eyes(, Invisible (Open hand over eyes) & Astral (Open hand under eyes), 9x/hr)

Cleric

Instant Knowledge Lv3(CT- 6S, PS- 2, “Instant Knowledge”, Give/Take Skill from willing (or dead) Target 9M OR Transfer Skill from Target to Target for 9M and you get that Skill for 3M, - OR-, Can be used to talk to Petrified Target Players, Must announce “Instant Knowledge 90S)

~ 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.