



The Mixed Medieval Arts

Name	Toadstools					Race	Faerie			Loot	Fae Wing (Dk Grn)		Level	5
Body	10	Arms	10	Legs	10	R-Mana	40	S/SC	18		Gold	50	XC	50
*** Normal weapons have no effect on Faeries, only Enchanted/Blessed***												Negate Win	2	
Small Lv2(<i>can Sling Shield</i>), Medium Lv2(“ <i>Deflect 10S</i> ”, 3x/day, vs <i>Thrown & Bow Weap</i>)														
Knife Lv2(<i>Paired</i>), One Handed Mace Lv2(<i>Paired</i>), One Handed Axe Lv2(<i>Paired</i>), Short Bow														
Skill	Create Wizards Fetish Lv2(Unique item with black tape and silver marker stores 6 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 2x/hr)													
Nat	Treeport Lv2(CT- 6S, SS- 2, “Treeport 20S”, Arms out to side in a letter T)													
Skill	True Sight Lv2(“ True Sight 6M”, Can see Hidden (Signal with Fist over eyes) & Invisible(Open hand over eyes), 6x/hr)													
Spell	Confusion Lv2(CT-3S, SS -1, Rice, Throw, “Confusion 15S”, Target Player(1) no Skills, Magic, etc but they can still defend themselves.)													
Skill	Create Poison Lv2(Salt vial, Drinks only, Failed 'save' & 10S later, Target receives 3 HP to Body, OR) (Vinegar vial Drinks only, Failed 'save' & 10S later Target receives 6 HP to Body, 2 vials/hr)													
Skill	Hide in Shadows Lv2(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 6M, May not move, 3x/hr)													
Skill	Inner Bells Lv2(Must be affected by “Sleep” and ‘sleeping’ , “Inner Bells”, You wake up after only 3S, 6x/hr)													
Spell	Blind Lv2(CT-3S, SS -1, Rice, Throw, “Blind 15S”, Target Player must close their eyes)													
Spell	Breathe Without Air Lv2(CT-3S, SS -1, “Breathe Without Air 6M” negates any negative effects of all 'Cloud' magic)													
Spell	Cloak of Darkness Lv2(CT-3S, SS -1, Motionless & un-noticed for 10S, signal 'Hidden' for 6M, may not move)													
Spell	Cloud of Stench Lv2(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, “ Cloud of Stench 15S”, all Targets hit are affected)													

- Spell** Heal Limbs Lv2(CT-3S, SS -1, Touch Target Player injured Limb, “Heal Limb”, Both Arms OR both Legs are fully healed,)
- Spell** Impervious to Poison Lv2(CT-3S, SS -1, “Impervious to Poison 6M”, Poisons and Acid do no damage for 6M)
- Spell** Winds of Confusion Lv2(CT- 3S, SS- 1, Throw rice hit Targets Body, “Winds of Confusion 10S” Target hit can now only defend themselves)