

# The Mixed Medieval Arts



|      |         |      |    |      |           |        |    |      |      |      |   |            |   |
|------|---------|------|----|------|-----------|--------|----|------|------|------|---|------------|---|
| Name | Catcher |      |    | Race | Devil Kyn |        |    | Loot | None |      |   | Level      | 4 |
| Body | 1       | Arms | NA | Legs | NA        | R-Mana | 10 | Mana | 0    | Gold | 0 | XC         | 0 |
|      |         |      |    |      |           |        |    |      |      |      |   | Negate Win | 1 |

## Bonus Granted to Summoner

HP

Body + 1, Arms + 1, Legs + 1

Prayer

+2 Extra Prayer

Skill

Paralyzing Strike Lv2(Punch gloves, Hit Target Players un-Armoured limb, "Paralyse 10S", 0 HP damage, 6x/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 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.