



The Mixed Medieval Arts

Name	Puck				Race	Faerie			Loot	Faerie Wings (Black)		Level	9
Body	13	Arms	13	Legs	13	R-Mana	40	S/SC	32	Gold	90	XC	90

*** Normal weapons have no effect on Faeries, only Enchanted/Blessed*** Negate Win 4

Arm

Small Lv2(*Sling*), Medium Lv3(*"Deflect 10S" Thrown/Bow 3x/hour, Body+2, Arms+2, Legs+2*)

Weap

Knife Lv3(*Can use as Paired & Pommel on shoulder "Blind 10s" 3x/hour*), Short Bow, Short Sword Lv3(*Can use as Paired & Hit weapon "Disarm" 3x/hr*), Throwing Weapons, PoleArm&Spear Lv3(*PoleArm- Hit upper shoulder/upper leg "Amputate", Spear- Hit upper shoulder, "Blind 10s", either/or for a total 3x/day & Both Pole and Spear- Hit Body, "Impale", 6 HP, 1/hour*)

Racial Skill

Create Wizards Fetish Lv3(Unique item with black tape and silver marker stores 9 extra Spells for use in your Spell Cycle, Spells can be recharged following normal rules for recharging Spell Cycles, 3x/hr)

Nat

Treeport Lv3(*"Treeport 30S", Arms out to side in a letter T, Can take 1 Target with you in Treeport by touch, 9x/hr*)

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*)

Skill

Back Stab Lv3(*Up to 2 unaware Targets at once & Goes through Heavy Lv1-2 not 3, "Backstab", Target(s) receives 6 HP to body, 9x/hr*)

Skill

Beguile Lv3(*Must dance and Target must keep eye contact for 6S, "Beguile 3M", Target must stay within 5' for 2M, 9x\hr*)

Skill

Create Goblin Dust Lv3(*Rice Vial, Throw, "Blind 10S", can create 9/hr*)

Skill

Create Smoke Powder Lv3(*Baby Powder vial, Throw, "Smoke 9S", Hidden for 9S and must flee, Create 9/hr*)

Skill

Exorcism Lv3(*45S preparation, 10S Touch or Rice, Can negate all Mind Control/Possession (10S Touch), Cancels Astral Form for 1M (thrown Rice), Negates Familiars. Demon Spawn, Devil Kin & Voodoo Dolls (Thrown Rice), 9x/hr*)

Nat	Faeries Dance Lv3(Eye contact and within 10' of Target, Throw rice, "Faeries Dance 2M", Target full body dances against their will, 9x/hr)
Skill	Nullify Magic Lv3(Within 20' of 2 Magic casting Targets point at both & "No Mana" Targets can't cast Spells/Psionics, 9x/hr)
Skill	WoodLand Stride Lv3(Off trail motionless & undetected for 10S then 'Hidden' for 9M, Can move while Hidden)
Air	Cloud of Slumber Lv3(CT- 3S, PS- 1, Throw Rice 360 for 3 revolutions, " Cloud of Sleep 3M", all Targets hit are affected)
Fire	Cloud of Toxins Lv3(CT- 6S, PS- 2, Throw rice 360 x 3 spins, "Cloud of Confusion 20S", Can only defend themselves for 20S)
Spell	Deflection Lv3(CT-3S, SS -1, "Deflect 1M", You or Target by touch are immune to all hand and bow launched projectiles)
Spell	Dispel Magic Lv3(CT-3S, SS -1, Rice vial on affected Target, Negates lingering Spell or Mana based effects or -1 use/day for items)
Nat	Beguile Lv3(CT- 3S, SS- 1, Must dance and Target must keep eye contact for 6S, "Beguile 2M", Target must stay within 5' for 2M,)
Spell	Magic Net Lv3(CT- 3S, SS- 1 Throw rope 2' length max, Hit Target Body, "Magic Net 30S", Target arms 'tied' to sides for 2M)
Spell	Mend Self Lv3(CT- 6S, SS- 2, "Mend Self 3", receive +3 Body OR +3 both Arms OR +3 both Legs)
Spell	Silence Lv3(CT- 6S, SS- 2, Throw rice, "Silence 1M", Target Player hit can no longer speak, cast Spells or Prayers)
Spell	Sleep Lv3(CT- 3S, SS- 1, Throw Rice, "Sleep 1M", One Target Player hit is affected, 1 HP or 3S shaking wakes them)
Spell	Sorrow Lv3(CT-6S, SS -2, Throw rice, "Sorrow 30S", Target overwhelmed with grief no Skills, Spells, Prayers etc.)
Spell	Trip Lv3(CT-3S, SS -1, Throw rice hit Target in Legs, "Trip", Target must fall down, 3 uses/cast within 30S)

Changeling Dust

When ever the Puck arrives, it will have 3 small sacks of Changeling Dust. The magic of the powder is to completely change the outward appearance of anyone it is sprinkled upon. The

Changeling Dust will only alter the outside appearance and not the change the characters

Guild, Skills, Racial Abilities, Spells, Prayers etc. For example, If a Elf Necromancer is

Changeling Dusted into a Goblin, the changed Elf would not gain the Goblin Racial Ability of Cannibalize for Limbs, nor would Racial Mana change, just the outside look of the Character.

Player must wear the new wearable body part of the new race shown, and remove their original. An Ogre would have to remove their Horn to wear Halfling gloves, for example The new altered appearance is chosen by the Character sprinkling the Dust and not the victim of the Dust, unless of course they are sprinkling it on themselves. If the Puck is ever destroyed these sacks are lootable and are also bank-able by Gatehouse.