



The Mixed Medieval Arts

Name	The Baal-Rog				Race	Demon			Loot	Matched Black Horn				Level	9
Body	15	Arms	15	Legs	15	R-Mana	25	S/SC	24	Mana	100	Gold	90	XC	90
Negate Win															4

Arm Light Lv3(can “Deflect” 2 handed Great or Mass weapon, 3x/day & can “Deflect” Thrown Magic and Flintlocks, 3x/day as well)

Weap Great Flail Lv3(Hit Target Weapon, “Disarm”, Weapon must be dropped, 3x/day & Hit grounded Target on Body, “Crush”, Target receives 6 HP damage, 1x/day)

Weap Ball & Chain Lv3(can use Paired Ball & Chains & Hit Target Leg, “Trip”, Target must fall down, 3x/day)

Weap Knife Lv3(can use a paired & pommel on Target shoulder, “Blind 10s”, 3x/day)

Racial Spell Teleport Lv3(“Teleport 30S”, Arms out in a letter T, 9x/hr)

Ability Skill Blood Lust Lv3(Kill 2 Targets in 30S receive +3 HP to assign to Limb)

Ability Skill Hide in Shadows Lv3(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 9M, May not move, Can Hide another Player with you, 3x/hr)

Ability Skill Berserk Lv3(Gloves, “Berserk”, HP+3/+2/+2, Punch=1 HP, 3 Targets only, 30S exhaustion, Can ‘Swallow’ Rage to heal, 9x/day, Triggers- BackStab, Shank, Last Body HP)

Ability Skill Enchant Object Lv3(Black patch, Silver symbols in correct order for known Spell, Costs triple normal Spell cost +1 extra, 9x/hr)

Ability Cleric Eyes of the Scholar Lv3(CT- 3S, PS- 1, “Eyes of the Scholar 9M”, Completely understands all Languages, You and 2 Target Players per Prayer,)

Ability Skill Fearless Lv3(Can negate any variation of “Fear” 9x/hr)

Ability Skill Read/Write Circles Lv3(Understand(& able to use if bought with XC) all Protection, Summoning & Circles, Max Lv of Circle is Lv3)

Ability Skill	Master Alchemy Lv3(Black wrap & gold symbols on bottle, Can create 9/hr, Potions listed below) ~~~Fly Lv3("Fly 9M", Spin up to 2' of rope overhead (or whatever you have) to signal Flying, Can only be hit by ranged weapons from 25' or more away, 1x/Potion) ~~~See The Astral Lv3("See the Astral 9M", Signal with an open hand under eyes, 1x/Potion) ~~~Weapon of Wizardry Lv3(Black 6"x4" patch added to weapon with Silver Makers Mark, "Weapon of Wizardry 30M", Weapon now 'Enchanted' & extends Touch Spells, 1x/Potion) ~~~Fists of Rage Lv3(Gloves,"Rage", HP+2 Body/+1 Arms/+1 Legs, Every Punch does 1 HP damage, 3 Targets only then suffer 15S exhaustion, 1x/Potion) ~~~Invisibility Lv3("Invisible 9M", Must signal Invisible, Raise arm up bent 90 degree at elbow, Hand open and splayed, 1x/Potion) ~~~Spell Stretch Lv3(Re-announce Spell being extended with new added time, "Spell Stretch-(Insert original Spell name here) 3M", 1x/Potion) ~~~Persuade Lv3(2 finger Jedi wave between eye contact, "Persuade 9M", Target will not remember the experience from the wave on, Anti-suicide & Anti-clan clause, not allowed on PC's unless you are a NPC, 1x/Potion) ~~~Resurrection Lv3("Resurrection 3", Dead Target now alive with +3/+3/+3, 1x/Potion) ~~~Stone to Flesh Lv3(Returns Petrified Targets to flesh with Body HP healed to half, Limbs remain as they were before, 1x/Potion)
Ability Spell	Eyes of All Lv3(CT- 6S, SS- 2, "Eyes of All 9M", Can see Hidden,(Signal with Fist over eyes), Invisible(Open hand over eyes) & Astral(Open hand under eyes))
Ability Cleric	Fear Lv3(CT- 9S, PS- 3, Throw rice and hit Multiple Targets, "Fear 1M", All Targets must flee for duration)
Ability Fire	Fire Ball Lv3(CT- 3S, PS- 1, Must have Red tennis ball, Hold in hand and touch Target Player AND Throw at Target "Fire Ball", Does 3 HP,)
Fire	Fire Boulder Lv3(CT- 6S, PS- 2, Must have Red Dodge ball, Hold in hand and touch Target AND Throw at Target "Fire Boulder", Does 6 HP,)
Cleric	Fly Lv3(CT- 9S, PS- 3,"Fly 9M", Spin up to 2' of rope overhead, Can only be hit by ranged at 25' or more away)

- Spell** Push Lv3(CT- 6S, SS- 2, Eye contact and Throw rice, "Push", Any Target hit receives 0 HP but must fall back 5' and fall down)
- Spell** Sanctuary Lv3(CT- 6S, SS- 2, Arm straight overhead with fist, "Sanctuary 9M", Immune from damage but Sanctuary bubble may be 'popped')
- Fire** Set On Fire Lv3(P-6S, Touch up to 2 Targets within 1M, "Set on Fire", Target Receives 1 Body HP every 3S until helped or dead)
- Protection from Angels Lv3(M-10, 5' rope circle & drawn Circle "Protection from Angels 90M" Inside the Circle~ you- immune from any harm from any Angel, others- immune from physical harm but not thrown/range/spell/prayer)
- Protection from Clerics Lv3(M-10, 5' rope circle & drawn Circle "Protection from Clerics 90M" Inside the Circle~ you- immune from any harm from any Cleric, others- immune from physical harm but not thrown/range/spell/prayer)
- Summon Demon Spawn Lv3(M-10/Lv of Summoned Demon, 5' rope circle & drawn Circle, Need dead Target or inform Gatehouse, NPC card understood, Battle of Wills, "Obey your Master 90M")
- Summon Demon Lv3(M-10/Lv of Summoned Demon, 5' rope circle & drawn Circle, Need dead Target or inform Gatehouse, NPC card understood, Battle of Wills, "Obey your Master 90M")
- Magic Symbols needed for Potions**
Fists of Rage, Fly, Invisibility, Persuade, Ressurrection,
See the Astral, Spell Stretch, Stone to Flesh, Weapon of Wizardry

Magic Circles Known

Protection From Angels, Protection from Clerics, Summon Demon Spawn,
Summon Demon

The Baal-Rogs Fire-Flail This is a Blessed Weapon and every hour, the Fire-Flail may be presented and cast each of the following once ~

- Water** Cloud of Steam Lv3(CT- 9S, PS- 3, Throw rice 360 x 3 spins, "Cloud of Pain 20S", Any hit take 1 HP and can only defend themselves for 20S)

Fire Flame Mail Lv3(CT- 6S, PS- 2, “ Flame Mail 15M”, You receive +3/+3/+3 for 15M or lost normally, Can be given to Target by Touch, You are now Immune from Fire damage,)

Fire Set On Fire Lv3(CT- 6S, PS- 2, Throw Rice 360 x 1 revolution of Arm and hit multiple Target Player Body, “Set on Fire“, Target takes 1 Body HP every 3S until helped or dead)