



The Mixed Medieval Arts

Name	Gargoyle					Race	Demon			Loot	Matched Black Horn			Level	6
Body	10	Arms	11	Legs	11	R-Mana	25	P/PC	15	Mana		Gold	60	XC	60
Negate Win															2

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

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

Weap PoleArm & Spear Lv3(PoleArm-”Amputate”, Spear-“Blind 10s”, either/or for a total 3x/day & Both Pole and Spear can hit Target in Body, “Impale”, Target receives 6 HP, 1/day max)

Racial Spell Teleport Lv2(“Teleport 20S”, Arms out to side , 6x/day a letter T)

Ability Skill Blood Lust Lv2(Kill 2 Targets in 30S receive +2 HP to assign to Limb)

Ability Skill Hide in Shadows Lv2(Motionless & un-noticed in shadow for 10S, signal 'Hidden' for 6M, May not move, 3x/hr)

Ability Skill Create Fire Dust Lv2(Rice vial, Throw, “Set On Fire”, can create 2/hr)

Ability Skill Patience Lv2(Motionless & un-noticed for 10S anywhere, signal 'Hidden' for 6M, may not move, 6x/hr)

Ability Skill Punch for Damage Lv3(Punch gloves, Hit Target, “Punch for Damage”, Target receives 1 HP, 1/3S)

Ability Skill Sharp Eye Lv2(Survey for 10S, Signal “See Hidden 1M“ and/or “See Invisible 1M”, Your movement cancels Sharp Eye, 6x/hr)

Ability Spell Cloud of Dust Lv2(CT-6S, SS -2, Throw Rice 360 for 3 revolutions, “Cloud of Blind 6S”, all Targets hit are affected)

Ability Spell Invisibility Lv2(CT- 6S, SS- 2, “Invisible 6M”, must signal Invisible with a raised 90 degree bend in the elbow and the hand open and splayed)

Ability Spell Mystic Armour Lv3(CT- 6S, SS- 2, “Mystic Armour 9M”, You or Target by touch receive +3/+3/+3 for 9M or lost normally)

Ability Spell	Rock Ball Lv2(CT- 3S, SS- 1, Must have Brown tennis balls, Hold Rock ball in hand and touch Target within the 30S Spell retention time, “Rock ball”, 3 HP damage, ~OR~, Throw at Target, ” Rock Ball”, 3 HP damage)
Ability Spell	Petrify Lv2(CT- 9S, SS- 3, Must have Eye contact and touch Target Player Body, “Petrify 6M”, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, or 2 Trolls or a Giant and a Troll)
Ability Earth	Self Petrify Lv3(CT- 3S, SS- 2,“Self Petrify 3H”, Living statues can not be moved or damaged in any way, Living statues can not be damaged in any way but they can be moved by the combined effort of 2 Giants, 2 Trolls or a Giant and a Troll)
Ability Earth	Stone to Flesh Lv3(CT- 3S, SS- 2, Returns up to 2 Petrified Target to flesh with full HP)