

Ring, Elemental:

When used, this ring will create one of the 4 elemental Djinn, as listed below (you choose which one):

Air
Earth
Fire
Water

The Djinn Elemental will be exactly as they appear in the creature sheet. Once you summon one of the four Djinn Elementals, it will share experience-points with evenly as you gain experience-points, thus increasing in levels just like your character does. If there is an odd number of experience-points, it will be your choice who gets the extra point.

The following will apply to each Djinn:

The Djinn Elemental, whether it be air, earth, fire, or water, will start with 40 Life-points, and will be level #1. It will gain 1-D10 life-points per level advanced.

Each Djinn will cause + 1-D6 damage, + 1-D6 additional damage per 5 levels advanced when using its physical attack (Air Pummel, Earth Pummel, Fire Pummel, or Water Pummel).

Each Djinn will cause + 1-D6 damage, + 1-D6 additional damage per 5 levels advanced when using its Special attack (Blast of Wind, Earthquake, Fireburst, or Tidal Suffocation).