

Ring, Conjunction:

You may conjure one creature from the area you are in to serve you. Roll on the encounter chart in the region you are in when using the Conjunction Ring. To gain this creature's full loyalty, you must duel it one-on-one to the death. If you defeat it, upon reaching zero life-points, it will suddenly regenerate to full health and submit itself to your will. You will also heal to full health as it does (this will only take one turn). If you lose the fight, you will be slain, and the conjured creature will vanish. If you are brought back to life within 7 days, the Conjunction Ring will remain with you. If not, the ring will vanish, returning to the Old Hag's pouch she pulled the ring from.

Duration of service: Permanent, until slain. If the conjured creature is slain, you may conjure another immediately. A conjured creature does not share experience-points, or increase in levels.

Note: Named creatures cannot be summoned by the power of this ring. See: "Special".

Special: When the Old Hag gifts you with this ring, there will be a 5% chance that it will be a Greater Conjunction Ring. Roll a D20. If you roll a 20, it will be a Greater Conjunction Ring, which can conjure named creatures as well.