

Crystal Ball, Elemental:

By the power of the Elemental Crystal Ball, you can conjure up an Air, Earth, Fire or Water Dragon Elemental of your choice, but you must have the proper components to accomplish this task. This is a dangerous task, for you must defeat the Dragon Elemental you conjure in order to bind it to serve you.

The following are the Dragon Elementals and the components needed to conjure each type:

Air: 40 Amethysts.

Earth: 35 Carnelians.

Fire: 45 Rubies.

Water: 50 Aquamarines.

Its level will be equal to your current level, and will share experience-points with you from that time forth while it is adventuring with you.

The Dragon Elemental summoned will be permanent until it is defeated. After a Dragon Elemental is defeated, you may then conjure another Dragon Elemental of your choice.

Charges: 20