

Sharla of the Leomans

God worshipped: Sharla

Sphere of Influence: Leomans, love and beauty

Sacred Colors: blue and gold

Place of Worship: Temple glade or clanhouse

Worship Days: evening of the greater full moon

Holy Days: *SilaMerth* (Rainfeast) W2.1 Celebrate your clan, dedicate the children born in that year. Make merry with ones clan.

· *Aerthmerth* (Preyfeast) E2.1 Give thanks for the prey and to the spirit of the prey.

· *Merth lo Govui* (Feast of Visitations) F2.1-7 A time of travel from clanhouse to clanhouse. Adolescents are fostered, and new adults come back to their home clans for a final time before joining a new clan.

Propitiation/Sacrifices: Produce of the hunt and made goods.

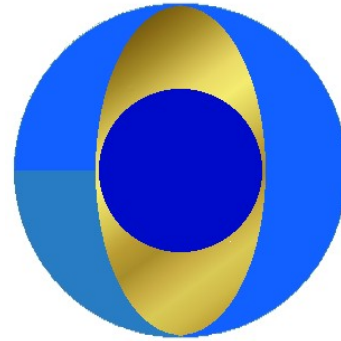
Holy Writings: 1 *Coiarweith* (The Lifeguide) the Leoman way.

Favored Deities: Vala, Avians

Disliked deities: Curiss, Deamons, Devils

Favored Governments: Eyrie

Disliked Governments: Domain



Self Interests: Be good to yourself. Enjoy life's pleasures in moderation, excess is not becoming behavior.

· Be it harm none, do as you will

Others Needs: As you would have for yourself, give also to others.

· Take care of the unfortunate, share what you have with those that have nothing. Welcome guests with open arms. However, do not be taken advantage of.

Duty to Religion: Take care of your priest and temples and they will take care of you.

Other: Be tolerant of others. Treat their ways with the respect you want for your own. Remember, we were not the first on the world and those before us were kind at our coming.

· Not sure about something I may have not covered? Look at the laws of the Vala our parents.

Afterlife Expectations: Obey the commandments. Be creative with your life and you will dwell in Valinor. Turn from the Lady and she will turn her back on you forever.

Teachings and Other Information -- Worshiper Requirements:

Sex of worshiper: any

Minimum Age: none

Race: any, Leomans favored

Worship of Other Gods?: yes

If Yes, Any restrictions?: Stay to good deities who's spheres are not covered by Sharla.

Commandments --

War & Fighting: Strive to avoid fighting, try to make friends out of your enemies. However when reason fails be prepared to defend your homes and families.

· Defend your children and pregnant females to the death, they are your future.

Love and Marriage: The Family is sacred to Sharla, and the root of the Leoman way of life.

· Love your clanmates, each is a treasure.

· Jealousy has no place in your life, it destroys the unity of the clan.

· Love equally, you should not make favorites among clanmates.

· Keep close track of sire and dam. Inbreeding will weaken the people.

· Do not breed out of your kind. These children have a harder road to travel than most.

· Sex is joy, enjoy it where you will, but keep breeding inside your own clan. Cross clan children are a vexation to the community.

· Don't let breedlust rule you, it is not an excuse for unfortunate behavior. You are not an unthinking animal.

Duty to Liege Lord: Tolerate them as much as possible. If they become too much to take, call me. Do not take matters into your own hands, we are not that strong a people.

Clerical Requirements --

Name of Order: The Priests of Sharla

Sex of Cleric: any

Minimum age: adult

Race: any, Leomans preferred

Sexual Practices Allowed or Required: No special requirements

Wealth and Magic Allowed: Priests may amass wealth, and magic they can as long as they remember their primary duty

Oaths of Ordination: Obedience, Service

Special Attributes Needed: Wisdom of 12 or better, good intelligence.

Special Abilities Given by Level: All charm and summoning spells are cast with a -2 to the target's saving throw.

· Undead are turned with a +5 bonus.

· Name type extra-planar creatures are turned on the undead turning table by hit dice. A "T" causes the creature to flee, a "D" forces the creature to return to its home plane. Each attempt affects 1-4 soulless creatures or one souled creature.

· The skills of herbalism, dancing (Leoman), weather sense, and animal lore come free with the class. The cleric gains a +1 in each skill for every two levels gained.

· Clerics of 4th level can identify potions as per the 1st level Magician spell *identify*, at will.

· Clerics of 4th level add craft potion to their skills as above.

· Clerics of 8th level can is the preycall once per day.

Weapons Allowed: Priests may use only the weapons given them at birth.

· Clerics gain a +1 for every four levels of experience natural

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weapons. Other properties can be added at cost (Adimantine lacing, ghost touch, negative plane protection, keen.)

Armor Allowed: No armor allowed other than magical devices. A priest gains a +1 to armor class for every three levels.

Clerical Ranks--

Seeker -- 0 to 1st level

Duties: Learn the *Lifeguide* and the ways of spell casting.

Privileges: A Seeker remains in the teaching house. A Seeker may not sire or bear children.

Vestments: White leather harness

Priest -- 1st level minimum

Duties: Care for the needs of the Clan or congregation. A Priest must lead the spiritual life of the Clan and temple.

Privileges: A Priest is afforded the rights and responsibilities of any productive member of the Clan.

Vestments: Blue leather harness with chromatic tassels at the hip and shoulder. Headdress of gold crown with holy symbol and chromatic fan. Gold bracers with colored edge (red to green) showing seniority.

Red -- 1st to 3rd level

Orange -- 4th to 10th level

Yellow -- 11th to 13th level

Green -- 14th level and up

Elder -- 14th level minimum

Duties: Oversee the Priests in a given territory. Elders are the goddess's spokespersons in matters of doctrine.

Privileges: Elders have a staff of Priests at their disposal. They may seek audience with the goddess.

Vestments: Same as the Priests but with blue edging on the bracers.

First Elder -- 14th level minimum

Duties: As an Elder, this person is the most senior of the Elders and the goddess's right hand.

Privileges: The First Elder consults with the goddess frequently

Vestments: Same as the Priests but with purple edging on the bracers.



Who's Who: Sharla

SHARLA - Patron of the Leomans and beauty

Born of a humble but well off clan Sharla had a normal childhood for a Leoman. The only notable thing about her youth was her remarkable beauty. She joined a clan on her maturity and had her first children within two years as was the norm. Unfortunately Quicklings still preyed on the land in those days, and they attacked her clanhouse. While most of the clan escaped, Sharla's young infants were killed. She pursued the Quicklings two days, and personally killed most of them. While she went on to bear other children, she has never forgotten the Quicklings, and hates them with a passion. The years of motherhood took her into middle age, and wanderlust took her past the clanhouse and into the greater world as an adventurer and later a witch. The tales of her adventures and climb into the heights of Eyrian society are well known and well told. She matured and in time he new mate, the Phoenix Tesral offered her the cup of immortality. She well knew that while her people looked to many gods, none looked after her people, she accepted, and began to make a place for herself as the mother and protector of the Leoman people.

Sharla is the patron goddess of her race, the idea of the female Leoman. She stands 5'9", on the tall side for a Leoman, her fur is a golden tawny color her hair silver, and her eyes rich amber pools. She is so beautiful that any mortal looking upon her is struck with awe and desire, so great is her beauty that even the animals will offer themselves as prey at her feet. She can use any power of magic at will, especially those of the Craft, in which she is an accepted master. Her intuition is so astute that she can come to a correct conclusion on only a couple of connected facts, sometimes on a mere suggestion. As patron of the Leoman race she is aware of any matter that concerns her people. While she maintains concern she does not intervene in the day to day lives of the people except through the priests.

Oemigods --

SHIMMER - The iridescent Dragon

Shimmer entered Sharla's service as a demigod a at the bequest of another god that wished a service of Sharla, the details of the service are not given. Shimmer heads the Dragons that serve Sharla, the rest are mortal, and flit about her in small form. He is proud as are all dragons, but of a kindly nature, and enjoys discussions of a deeply intellectual nature. He acts as troubleshooter for Sharla. He seems to possess such power and items as he needs for a given task.

Tinn -- Male Leoman

Tinn is one of Sharla's many consorts, he is seen when a matter requires more than a mortal, but not the attention of the goddess.

Other Notables --

ARIAS -- Personal Servant

Arias is a male Leoman that came into Sharla's service more by accident than design. He was killed while performing a service for her, the power boost from his willing sacrifice was more than a surprise his reward was a place at her side.

Wendia -- First Elder

Wendia is the current First elder. Wendia is a handsome female Leoman, she has kept her figure through an active life, but her hair and limbs are graying.

Wendia is over 60 years of age but still active in the church, traveling from clanhouse to clanhouse to see to the concerns of her people and the goddess. She refuses to argue with anyone, she will simply wait till they wind down, and repeat once again how this or that will be, and she will repeat this as often as necessary to get the point across.

Friends & Enemies

Favored Deities --

The Vala --

One of the Leomans' parent species are Elves. Elves and their gods are held in respect. Sharla herself enjoys a personally relationship with Silalata Tommie.

The Avians --

Likewise this council of deities and Sharla are very close. She is associated with Tesral, Abba Eecreana, and Ivan.

Disliked Deities

Curiss --

This serpent god seems to take delight in baiting Sharla. She would by choice leave this less than noble being alone. But when he sticks his nose in she more or less has to bloody it. Well he gets nothing he didn't ask for.

Deamons --

This relatively new group stands for everything Sharla is against. While they have yet to come to blows (and Sharla likes it that way), they cannot be allowed to acquire any influence on the world.

Devils --

Sharla is normally polite to these beings, as long as they maintain their distance and place. Unlike Deamons they can be trusted...if you can get their word.



Priest Spells: Sharla of the Leomans

Zero Level Spells

Cleanse
Create Water
Cure Minor Wounds
Detect Magic

DC:
Detect Poison
Guidance
Inflict Minor Wounds
Mending

Spells / Day:
Minor Darkness
Minor Light
Purify Food and Drink

Cast:
Read Magic
Resistance
Virtue

First Level Spells

Animal Friendship
Bless
Bless Water
Ceremony I
Cleanse, greater
Combine
Comfort I
Command
Condition
Control Fertility I

DC:
Cure Light Wounds
Darkness
Detect Evil
Detect Good
Detect Snares & Pits
Divine Favor
Endure Elements
Entangle
Faerie Fire
Fear

Spells / Day:
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Magic Weapon
Pass Without Trace
Penetrate Disguise
Portent
Precipitation

Cast:
Predict Weather
Protection From Evil
Protection From Good
Remove Fear
Rebuke
Sanctuary
Shield of Faith
Summon Monster 1
Tongues

Second Level Spells

Aid
Augury
Barkskin
Bear's Endurance
Bull's Strength
Chant
Charm Person or Mammal
Chill Metal
Consecrate
Cure Moderate Wounds
Detect Charm
Dragon Watch

DC:
Dust Devil
Eagle's Splendor:
Enthrall
Find Traps
Fire Trap
Flame Blade
Gentle Repose
Goodmeat
Heat Metal
Hold Person
Holy Symbol
Lots

Spells / Day:
Make Whole
Messenger
Obscurement
Owl's Wisdom:
Produce Flame
Remove Paralysis
Resist Energy
Restoration, Lesser
Silence
Slow Poison
Snake Charm

Cast:
Shatter
Shield Other
Sound Burst
Speak With Animals
Spiritual Weapon
Status
Summon Monster II:
Trip
Warp Wood
Withdraw
Zone of Truth

Third Level Spells

Call Lightning
Cloudburst
Continual Darkness
Continual Light
Create Food & Water
Ceremony II
Comfort II
Control Fertility II
Cure Blindness or Deafness
Cure Disease

DC:
Cure Heavy Wounds
Curse
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Helping Hand
Hide Object
Hold Animal
Invisibility Purge

Spells / Day:
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Energy
Pyrotechnics
Remove Curse
Searing Light

Cast:
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Monster III
Tree
Water Breathing
Water Walk
Wind Wall

Fourth Level Spells

Air Walk
Animal Summoning I
Aura of Fear
Call Woodland Beings
Cloak of Bravery
Control Temperature
Cure Serious Wounds
Detect Lie
Death Ward

DC:
Dimensional Anchor
Dismissal
Divination
Divine Power
Feathers to Birds
Free Action
Giant Vermin
Hallucinatory Forest
Hold Plant

Spells / Day:
Imbue With Spell Ability
Invisible Forest
Lower/Raise Water
Magic Weapon, Greater
Neutralize Poison
Plant Door
Produce Fire
Protection from Elemental Attack
Protection from Evil, 10' Radius

Cast:
Protection from Good 10' Radius
Quench Fire
Repel Vermin
Restoration
Sending
Speak With Plants
Spell Immunity
Summon Monster IV

Priest Spells: Sharla of the Leomans Sharla of the Leomans

Fifth Level Spells

Animal Growth
Animal Summoning II
Anti-Plant Shell
Break Enchantment
Ceremony III
Command, Greater
Commune
Commune With Nature
Control Winds
Cure Critical Wounds
Cure Light Wounds, Mass

DC:
Dispel Evil
Dispel Good
Disrupting Weapon
Dreamquest
Flame Strike
Insect Plague
Lightning Strike
Mark of Justice
Minor Awe
Moonbeam
Pass Plant

Spells / Day:

Plane Shift
Prey Call
Prismatic Bridge
Quest
Rain-bow
Raise Dead
Reduce Animal
Righteous Might
Scrying
Spike Stones

Cast:

Spell Resistance
Summon Monster V
Sundered Earth
Symbol of Pain
Symbol of Sleep
Transmute Mud to Rock
Transmute Rock to Mud
True Seeing
Wall of Fire
Wall of Stone

Sixth Level Spells

Animal Summoning III
Animate Object
Anti-Animal Shell
Banishment
Bear's Endurance, Mass
Bull's Strength, Mass
Blade Barrier
Conjure Animals
Conjure Elemental

DC:
Cure Moderate Wounds, Mass
Dispel Magic, Greater
Eagle's Splendor, Mass
Find the Path
Fire Seeds
Forbiddance
Heal
Heroes' Feast
Liveoak

Spells / Day:

Owl's Wisdom, Mass
Part Water
Planar Ally
Speak With Monsters
Stone Tell
Summon Monster VI
Symbol of Fear
Symbol of Persuasion
Transmute Dust to Water

Cast:

Transmute Water to Dust
Transport Via Plants
Turn Wood
Undeath to Death
Wall of Thorns
Weather Summoning
Wind Walk
Word of Recall

Seventh Level Spells

Animate Rock
Changestaff
Chariot of Sustarre
Confusion
Conjure Greater Elemental
Control Weather
Cure Serious Wounds, Mass:

DC:
Creeping Doom
Ethereal Jaunt
Exaction
Finger of Death
Holy Word
Major Awe
Regenerate

Spells / Day:

Restoration, Greater
Resurrection
Repulsion
Scrying, Greater
Succor
Summon Dragon

Cast:

Summon Monster VII
Sunray
Symbol of Stunning
Symbol of Weakness
Transmute Metal to Wood
Transmute Wood to Metal

Eight Level Spells

Antimagic Field:
Cure Critical Wounds, Mass
Dimensional Lock
Discern Location

DC:
Earthquake
Fire Storm
Holy Aura

Spells / Day:

Planar Ally, Greater
Quench Fire, Greater
Spell Immunity, Greater

Cast:

Summon Monster VIII
Symbol of Death
Symbol of Insanity

Ninth Level Spells

Astral Projection
Avatar
Energy Drain

DC:
Gate
Harm, Mass
Heal, Mass

Spells / Day:

Miracle
Soul Bind
Storm of Vengeance

Cast:

Summon Monster IX
True Resurrection



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Sect Spells

Comfort 1 (Alteration)

Level: 1
Range: 10 yards
Components: V, S
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 12 persons
Saving Throw: None

When *comfort 1* is cast the recipients require no food or drink for the duration of the spell. While under the effect of the spell the recipients will feel nourished as if they had eaten and drunk normally. At the end of the spell duration the recipients will feel no more hungry or thirsty than when the spell was cast.

This spell can not be used more than three times in a row to replace normal consumption. Should a fourth time be attempted the recipients will be ravenous and thirsty at the duration's end as if all four spells had never been cast.

Control Fertility 1 (Alteration)

Level: 1
Range: Touch
Components: V, S, M
Duration: See test
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None (Fort negates)
Spell Resistance: No

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or improving fertility as desired.

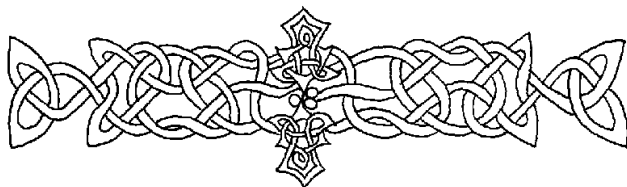
The target creature must have functional sex organs for the spell to work. The spell will not correct the effects of a curse. The spell will not restore damaged sex organs. It will not reverse a castration or hysterectomy.

When used on a female to halt fertility it stops the menstrual cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This lasts for three months.

When used on females to improve fertility it will bring the female into estrus and ready to get pregnant. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell lasts for three months.

When used to improve fertility it will double sperm production. In the case of males with low sperm production it gets it back to normal. This will last for a week.



Dragon Watch (Evocation)

Sphere: Guardian
Level: 2
Range: 90'
Components: V, S, M
Duration: up to 8 hrs.
Casting Time: 5
Area of Effect: 10-ft. radius
Saving Throw: Fort Neg.
Spell Resistance: Yes

This spell is known as *dragon watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "dragon." Any creature entering the guarded area must roll a successful Fort saving throw or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the dragon-form, and the spell remains in place. As soon as a subject creature is successfully struck by the dragon-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the dragon-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the dragon-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Goodmeat (Alteration, Evocation)

Sphere: Healing
Level: 2
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day/level
Casting Time: 1 rd.
Area of Effect: 2d4 fresh meatballs
Saving Throw: None

Up to four freshly made meatballs plus one per two levels of the cleric become magical. Meatballs with the magic enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten.

The material component of the spell is the caster's holy symbol passed over the freshly made meatballs to be enspelled. The type of meat is not important.

Lots (Divination)

Level: 2
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 minute
Area of Effect: Special
Saving Throw: None

This spell provides a means of gaging the wisdom of an action in the near future. A question is asked that can be answered by means of opposites (yes/no, hot/cold, left/right, etc.) The spell reveals only matters of fact; Is the castle to the right or the left. Are enemies on the five miles of road ahead. Etc. It answers the question as applies to the here and now. No future event can be determined. If a question is asked that is a matter of opinion, or cannot be answered in the described fashion, the question is not answered and lost. The practitioner casts the spell while tossing a specially prepared set of sticks, stones, or bones. He then reads the result in the pattern of the lots and can give an answer to the question. The accuracy of the casting is 60% plus the level of the caster, in no case can a greater than 90% accuracy be achieved.

For every 5 levels the practitioner possess he can cast the lots an additional time I.E. twice at 6th level, three time at 11th, etc.

The material component of the spell is the set of lots. They can be made of stone, bone, or wood. The practitioner must prepare the set in advance and let no other person handle them. Should the lots be mishandled they must be cleansed and re-keyed to the caster before they can be used again. The lots are not consumed in the spell.

Comfort 2 (Enchantment/Charm)

Level: 3

Range: 30 feet

Components: V, S

Duration: 18 hours

Casting Time: 1 Action

Area of Effect: 12 creatures

Saving Throw: None

Spell Resistance: Yes

This spell sustains all recipients for the full duration without sleep, food, or water. They will not become fatigued, and gain a +4 to all saves vs. *fear*. The spell will revive any persons that are fatigued, tired, hungry or thirsty, and allow a second save with bonus to those affected with *fear*. At the spell's end all recipients will return to the physical state they where in before the spell was cast. Should an attempt be made to use the spell more than three times in a row, all recipients will fall into an exhausted slumber for 12 hours, and wake ravenous. While sleeping they will be unarousable and once up must eat before they do anything else.

Control Fertility 2 (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

The spell allows the caster to control the fertility of the target creature. Either making them functionally sterile or Improving fertility as desired.

The target creature must have sex organs for the spell to work. The spell will restore damaged sex organs. It will not reverse a

castration or hysterectomy. The spell will not correct the effects of a curse.

When used on a female to halt fertility it stops the menstrual cycle and leaves the female in question with a very active libido for a period of 24 hours. Females that have no libido when not in estrus will have a slight libido at all times and be receptive to mating, with some convincing. This is permanent until reversed.

When used on female to improve fertility it will repair any damage to the sex organs as long as they are present, damage from disease, congenital malformation, or physical damage is corrected returning her to full sexual function. Such healing is permanent. If the female is already in good condition it will bring the female into estrus and ready to get pregnant, improving her chances of getting pregnant, if inseminated promptly, to 100%. This casting works for one estrus.

On a male target the spell stops sperm production and renders inert any sperm in the male's system. Again there is a period of enhanced libido. The spell is permanent until reversed.

When used to improve fertility it will repair any damage to the sex organs as long as they are present damage from disease, congenital malformation, or physical damage is corrected returning him to full sexual function. Such healing is permanent. If the male is already in good condition it will double sperm production. This will last for a month.

The material component is a fertile egg, for the reverse an egg shaped cinder.



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Dreamquest (Enchantment/Charm)

Level: 5
 Range: Special
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 10 minutes
 Area of Effect: 1 creature
 Saving Throw: None

With this spell the priest can send a message to any known person, as a dream. The person that is to receive the message must be known to the caster by two of the following; by name, by means of a personal item, or an accurate picture. The picture can be a mental image, but it must be accurate. The target person must be sleeping in order for the spell to work.

The message is presented as a dream with the target as observer to, or participant in a scene. It can be as simple as the caster telling the message as a face to face encounter, or an elaborate as a play. The message does not have to be clear, it can be as obtuse as the caster wishes. As many other persons, real, or imagined may be included in a dream as the caster wishes. Only the target person will receive the message or be aware of it, even if other real persons are shown. The target person cannot be harmed or hurt in any manner in the dream, harm can be threatened, but not accomplished. The target person can not input on the dream, even if shown as a participant, they will only be able to observe. Spells cannot be cast on the target person in the dream. The target person will awake from slumber when the dream is over, they will remember all of the message.

The caster must burn incense (the material component) as they cast the spell, they will enter a meditative trance during the duration of the spell. If they are disturbed during the hour of the spell duration they will not come to harm but the *Dreamquest* will be ruined. The target person will have only formless disturbing dreams, and will remember nothing of value.

Prey Call (Summoning)

Level: 5
 Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 10 minutes
 Area of Effect: 1 creature
 Saving Throw: Special

This spell summons a creature of a type and size to be good prey for a Leoman hunter to the feet of the Priest. A deer, wild boar, or other large prey animal that a Leoman would have a chance of bringing down on their own. The animal will then lay itself at the feet of the priest and allow itself to be slain.

The saving throw is based on the casting priest's level and wisdom. A will save is made by the priest vs DC 12. Success means an animal answers the call.

The animal, if any, will come within twenty minutes. The creature will only lie still for ten minutes and will leave if not killed in that time.

Summon Dragon Conjuration/Summoning)

Level: 7
 Range: special
 Components: V, S, M
 Duration: 10 minutes per level
 Casting Time: 1 round
 Area of Effect: special
 Saving Throw: none

When cast this spell summons one of Sharla's Dragons. The Dragon will appear in miniature form on the cleric's shoulder. It will consult with the cleric, size up the situation and take action as it deems appropriate. The Dragon can not be ordered around like a common summoned monster.

The Summoned Dragon may be of any color, will be of very old age and possess spells useful in the current situation. All possess maximum hit points. There is a 5% (10-05 on 1d100) chance that the summoned Dragon will be Shimmer. An ancient Iridescent of full demi-god status. Otherwise roll a d20 for the dragon that arrives.

The dragon will aid the priest as is sees fit given the situation. If the danger is too great it will remove the priest and if present any immediate allies. It will not leave companions in the lurch.

The dragons are:

Name	Gender	Color	Roll 1d20
Bella	female	Bronze	1
Chill	male	White	2
Convin	male	Brass	3
Electra	female	Blue	4
Flicita	female	Silver	5
Flora	female	Green	6
Foirest	male	Green	7
Friga	female	White	8
Fury	male	Red	9
Glim	male	Silver	10
Gloria	female	Gold	11
Incenda	female	Red	12
Jolly	male	Copper	13
Magus	male	Gold	14
Motora	female	Brass	15
Negrin	male	Black	16
Noira	female	Black	17
Rain	female	Copper	18
Stan	male	Bronze	19
Zaaran	male	Blue	20
Shimmer	male	Iridescent	

