

Nathair Sgiathach

(The Prankster, the Grin Without a Dragon)

Intermediate Power of the Planes, CG

PORTFOLIO:	Mischief, pranks, faerie dragons, pseudodragons
ALIASES:	None
DOMAIN NAME:	Wanders/the Seelie Court (the Hollow Tree)
SUPERIOR:	Io
ALLIES:	Aasterinian, Baervan Wildwanderer, Bahamut, Erevan Ilesere, Hlal, Kereska, Lurue, Mielikki, Squelaiche, Tamara, Titania, the centaur pantheon, the Seelie Court, the Seldarine
FOES:	Faluzure, Garyx, Malar, the Queen of Air and Darkness
SYMBOL:	Smile
WOR. ALIGN.:	NG, CG, N, CN

Offspring of the great Concordant Dragon, Io, Nathair Sgiathach (NEIGH-er SKEY-ak) has left his brethren behind and found a home amongst the sylvan races of the Seelie Court. The patron of faerie dragons and pseudodragons is an inveterate prankster and enjoys causing mischief and consternation in larger, more serious creatures. He is pompous and self-deprecating at the same time, but he is never, ever serious. Those who are victims of his grandest pranks are said to see his disembodied grin fade into nothingness just as the prank comes to a conclusion.

Sages debate exactly which generation of Io's offspring includes Nathair Sgiathach, for he does not neatly fit in with any of recognized groupings evenly. The most widely-accepted theories, following the Rule of Threes, places the Prankster in a group with Astilabor the Hoardmistress and Garyx the Firelord, or a grouping with Kereska the Wonderbringer and Task the Wrestler. The former group is seen to represent the social scales of dragonkind, from the extremely social Nathair to the violently antisocial Garyx; the second ground however is seen as representing a scale of loves among dragonkind, from a love of joy with the Prankster, a love of magic for Kereska, and a love of material goods for Task. A third and far less accepted theory holds that Nathair Sgiathach is part of a trio with Tamara and Lendys, with each representing a different aspect of the goodly nature of dragons; of course this assumes that Lendys was once far more forgiving, and there is no such evidence of that. A small number of adherents to this theory speculate that instead of Lendys, a now lost deity of lawful goodness filled out the trio. None of these theories satisfies the sages, however, and none of the deities in question seem interested in discussing it.

Regardless of the Prankster's exact familial relations with the rest of Io's Children, it is known that he parted ways with them in favor of the company of the Seelie Court. Some sages speculate that his diminutive size left him feeling inferior to his siblings, leading him to seek out similar-sized divinities with like mindsets. Others contend that he was driven off by Zorquan for being insufficiently draconic, given his stature and wings. Still others insist his larger siblings were just annoyed by his incessant pranks, and the good and neutral deities expelled him to save him from the hostility of the evil dragons. A final theory holds that the Prankster left of his own accord in order to indulge his whims entirely, rather than seriously concern himself with draconic affairs as Io expected; they claim this reveals the utter lack of responsibility that lies at the heart of his character. Given Nathair's amicable relationship with many of his siblings, many sages feel exile is the less likely scenario, however. Whatever the case, his absence left a void in the dragon pantheon that was later filled by Hlal, although neither power seems threatened by the other.

Nathair Sgiathach is quite comfortable in his new home amongst the sylvan realm of the Seelie Court. Here he has found kindred spirits in the faerie folk, with whom he plots and executes grand pranks on both other members of the Court as well as outsiders. Every conversation with him devolves into joking and quipping, and he can take them as well as giving them; any being that can get him to laugh at his own expense will quickly find themselves with a new friend, although he is quick with his own ripostes. However, even the fun-loving members of the Seelie Court can find his facetious nature tiring at times, and this more than anything keeps him as a member of the Outer Court. This is not to say he isn't

valued by the Court; he is a true friend and a powerful ally with all of the expected magical might as a child of Io, but while he is a grand jester, he makes for a terrible advisor. None of this seems to bother the Prankster, though, for he truly loves his adopted family. When one member of the Court needs a break from his antics, he simply heads off to find another member to play with.

Perhaps the most active member of the Seelie Court, Nathair's avatars search the Prime Material Plane for opportunities to play pranks and have harmless fun at the expense of larger folk. He is especially fond of using cantrips and illusions to create embarrassing effects, like causing rude sound effects to emanate when a creature sits down, or causing a creature's behind to glow brightly or seem to play a popular folk song. He is quick to defend sylvan lands when they are threatened, although he always focuses on driving off the threat with childish tricks that make foes look silly and ineffectual rather than inflicting harm; for all of his power, the Prankster has never been known to slay another creature, even when threatened. In their wanders, Nathair's avatars keep a nose out for freshly baked apple pies and pastries which he loves. It is said he leaves small but valuable gifts for bakers who impress him, especially if the dessert included honey and sultanas.

Nathair Sgiathach's Avatar (Great Wyrms Faerie Dragon, Illusionist 19, Priest 17)

Nathair Sgiathach appears as a thin, two-foot long dragon with comparatively large gossamer butterfly-like wings. His scales subtly shift through all the colors of the spectrum, as well as black and white, and they're tinged with a platinum glow. His tail is strong and prehensile, allowing him to safely hang from branches or grab small tools, although his claws are more than dextrous enough for small tasks. He is always grinning, with a smile that seems too large for his body. He draws his spells from the standard schools for an illusionist, and from the spheres of all, animal, chaos, charm, creation, divination, elemental, healing, plant, summoning, sun, wards, and weather.

AC -2 (-6); MV 6, FI 36 (A); HP 116; THAC0 10; #AT 1
Dmg 1d4 (bite)
MR 115%; SZ T (2 feet long)
STR 10, DEX 19, CON 10, INT 18, WIS 12, CHA 18
Spells P: 7/7/7/7/5/3/2, W: 6/6/6/6/6/4/4/4/2*
Saves PPDM 4; RSW 5; PP 7; BW 9; Sp 6

* Numbers assume one extra illusion/phantasm spell per spell level.

Special Att/Def: Nathair Sgiathach avoids engaging in melee, instead using all of his considerable magical might against aggressors, primarily to embarrass and disable them. He starts with a billowing blast of his breath weapon, usable 12 times per day, which creates a 20-foot cube of euphoria gas. Those caught in this gas must make a saving throw versus breath weapons at a -6 penalty; those who fail are unable to take any offensive action as they wander about blissfully. Such creatures typically have silly, vacant grins on their faces, stopping to smell whatever flowers happen to be nearby, and sighing with happiness. The effects of this gas typically wear off after 3d4 turns; should a creature already under the effects of this gas be caught in another blast (and fail their save) the second duration is added to whatever is left of the first. Only as an absolute last resort will the Prankster bite an opponent as an actual attack, for his weak jaws do but 1d4 points of damage.

The Prankster is always in a state of *improved invisibility*, even after attacking or casting a spell. He can become visible at will should he wish to reveal himself, fading back into invisibility at any time as he desires, even in addition to any other actions he has taken. Further, he has full control over this invisibility, allowing him to make only part of his body visible or invisible if he wishes. He can *polymorph any inanimate object* six times per day; he enjoys using this power to turn the weapons of his foes into silly objects like plush toys, squeaky hammers, and rubber chickens. Finally, he can create an *audible glamor* or *phantasmal force* at will.

Nathair is immune to all spells below 5th level, as well as all elemental, enchantment/charm, and illusion/phantasm magic. He is unaffected by paralyzation, petrification, and gas attacks, and can only be struck by weapons of +3 or greater enchantment.

Other Manifestations

The Prankster favors manifesting his power to hide his followers and embarrass or confuse their enemies. He has been known to grant an endangered priest *invisibility*, *blur*, or *mirror image* in order to aid them in their escape, as well as spells like *hallucinatory terrain* and *improved phantasmal force* to cover hiding spots. He has also been known to grant followers the ability to cast *taunt* and *ventriloquism* three times per day each, or *spectral force* or *audible glamer* three times per day, generally until the follower is safe. Finally, he may manifest his power specifically to distract and annoy enemies, by casting *grease* on equipment or weapons, or summoning gnats to constantly buzz around their ears, and the like, in order to convince the aggressors their quarry isn't worth the trouble.

Nathair Sgiathach does not make much use of servitors, but he can call on aasimon, asuras, coure eladrins, hollyphants, and sunflies should he feel the need. He expresses his favor through the appearance of beautiful butterflies of all sorts, daisies, poppies, and colorful, sweet-smelling flowers of all kinds, and magpies, as well as the discovery of intense, brightly colored gems of all sorts and values. He also has been known to create the sound of a tinkling chorus of ephemeral laughter should a follower execute an especially grand prank or practical joke. The Prankster is too good-natured to display his displeasure in most cases. On occasions where a follower executes a prank or joke in exceedingly poor taste, they and they alone may hear the ephemeral sound of a descending series of notes from a brass horn-type instrument. He does not do this with priests who commute acts of cruel violence, however, instead immediately stripping them of their powers and leaving them stunned for 2d4 rounds.

The Church

CLERGY:	Priest-dragons, specialty priests, wizards
CLERGY'S ALIGN.:	CG, CN
TURN UNDEAD:	PD: Yes, SP: No, W: No
CMND. UNDEAD:	PD: No, SP: No, W: No

All priest-dragons and specialty priests of Nathair Sgiathach receive religion (Seelie Court) and religion (draconic) as bonus nonweapon proficiencies.

Of all the Seelie Court priesthoods, the clergy of Nathair Sgiathach is perhaps the closest to only being tolerated by other sylvan beings. They are known for their constant practical jokes and jests, well beyond even the point that the faerie folk enjoy them. The only silver lining in their joking is that they often spend so much time crafting elaborate pranks to play on their fellows in the faith that they can be unseen by the rests of the forest denizens for days or weeks at a time. Still, they are often powerful defenders of their homes in times of danger, even if they do favor making invaders appear pink or yellow to actually slaying them when their forests are threatened. For their part, they take little notice of the exasperation sometimes expressed by their neighbors and are genuinely friendly to anyone who isn't hostile.

As is the norm for followers of the sylvan powers of the Seelie Court, Nathair's priesthood builds no temples. Even among the larger dragons in his faith, anything more than a simple shrine is unheard of. Simple shrines are often found in the homes of his priests, typically no more than one rainbow or iridescent object that serves as a focus for their prayers.

Nathair Sgiathach has no organized hierarchy of priests, and his priests use no titles whatsoever. Any member of the clergy who adopts a title of any sort is seen as asking to be taken down a peg, and will be the focus of pranks and practical jokes until they give up the title. That is not to say the clergy has no name for themselves, however; amongst themselves they are known as Dissimulates of the Sylvan Wyrms, although they can rarely get through the title without breaking down in giggles. Nathair's faith includes two varieties of specialty priests; those found among faerie dragons and the sylvan races are called cheshirans (a sylvan term that means fading from view) while those found among the larger dragon breeds are called oilliphéists, a facetious term that means "great dragon" in a sylvan tongue. Fairly egalitarian, the priesthood of the Prankster has only slightly more males (51%) than females (49%). Specialty priests of both kinds are the overwhelming majority of the faith (92%), with most of the rest being wizards of various sorts (including

dragon-mages; 7%) and a tiny remainder of priest-dragons (less than 1%). Faerie dragons obviously dominate Nathair's clergy (80%), with leprechauns (8%), sprites (5%), pixies (3%), and other sylvan creatures (3%) rounding out much of the rest of the priesthood; large dragons, especially amber, brass, copper, crystal, Mercury, and moonstone dragons make up only a very small fraction of the clergy (less than 1%). Despite being patron of pseudodragons, that diminutive species of dragon-kin have never been known to be found within the Prankster's clergy.

Dogma: Laughter and levity make the world a better, more enjoyable place. Take nothing seriously and nothing serious can harm you. When causing mischief and deploying pranks, never be mean-spirited; fun should always be harmless. However, embarrassment is one of the most cutting weapons an individual can possess; wield it well against the foes of the sylvan lands. Use humor and pranks to humble those who are arrogant, mean, or full of themselves. Always strive to improve your pranking.

Day-to-Day Activities: When not wandering and exploring their sylvan environs, Nathair's clergy spends much of their time planning elaborate pranks to use against other members of the clergy or other like-minded individuals in their vicinity. If their homes are threatened, they deploy all of their magical skill to run off intruders, favoring embarrassing illusions or illusions that confuse and frighten attackers.

Important Ceremonies/Holy Days: The clergy of the Prankster observes no holy days, although they are likely to create elaborately named ceremonies they must attend to if they want an excuse to leave a group they are with, or if they want to sound grandiose. None of these ruses are real, however. The clergy does not believe Nathair wants such veneration, and they are correct.

Major Centers of Worship: Nathair Sgiathach's followers consider deep sylvan glens with a single tall, hollow tree stump to be sacred, with some believing such locations are places where the Prankster's avatars have appeared. If a community locates such a place, they will hold regular frolics through the glen, with priests and lay folk alike telling jokes, stories, and just generally playing and teasing each other. Such places are scattered through the worlds of the Prime Material Plane, with none gaining attention beyond local communities. One such place is believed to be located in the forested region of Dark Hollow near the city of Raven's Bluff on Toril, for example.

Affiliated Orders: While Nathair's clergy sponsors no religious orders, occasionally a group of adventurers will adopt him as their patron. For example, it is said a group of half-dragon bardic jesters who worship Nathair wander the spacelanes around the Arcane Inner Flow in an Iambus, favoring Pirtel and Refuge. Besides putting on shows and small carnivals, they seek out evil individuals who are suspected of terrible acts throughout the Flow and create elaborate pranks in order to greatly embarrass them. So far they are believed to be responsible for two slaver leaders and one Necromancer going into hiding over the last half decade.

Priestly Vestments: The priesthood of the Prankster has no formal garb. The holy symbol used by the clergy is either a pendant in the shape of a wide dragon's grin or for most non-draconic priests, a butterfly brooch.

Adventuring Garb: Priestly choices in adventuring garb and weapons are highly individualistic for Nathair's non-draconic clergy, using whatever equipment suits their personality and fancy. Many carry musical instruments or jester props however.

Specialty Priests (Cheshirans)

REQUIREMENTS:	Dexterity 12, Intelligence 10, Wisdom 9
PRIME REQ.:	Dexterity, Wisdom
ALIGNMENT:	CG, CN
WEAPONS:	Any
ARMOR:	Any
MAJOR SPHERES:	All, animal, chaos, charm, creation, elemental, healing, plant, sun, weather
MINOR SPHERES:	Divination, protection, summoning, wards
MAGICAL ITEMS:	Same as clerics
REQ. PROFS:	Observation
BONUS PROFS:	Ventriloquism

- Cheshirans must be faerie dragons, leprechauns, sprites, pixies, or other faerie folk. It is said pseudodragons can also become cheshirans, but there are no known cases of it.
- Cheshirans are not allowed to multiclass.
- Cheshirans may select nonweapon proficiencies from the rogue group without penalty.
- Cheshirans are entirely immune to spells that are solely within the sphere of law. They can be affected normally by those spells that are with the law sphere and another sphere, however.
- Cheshirans can cast *audible glamer* or *phantasmal force* or *ventriloquism* (as the 1st-level wizard spells) once per day.
- At 3rd level, cheshirans can cast *silence, 15' radius* (as the 2nd-level priest spell) or *taunt* (as the 1st-level wizard spell) once per day.
- At 6th level, cheshirans can cast *improved phantasmal force* or *suggestion* (as the 3rd-level wizard spells) once per day.
- At 8th level, cheshirans can cast *emotion (happiness)* or *improved invisibility* (as the 4th-level wizard spells) once per day.
- At 11th level, cheshirans can cast *animate object* (as the 6th-level priest spell) or *symbol of persuasion* (as the 7th-level priest spell) once per day.
- At 14th level, cheshirans can cast *polymorph any inanimate object* (as the 8th-level wizard spell *polymorph any object*) once per day. This power can only be used to polymorph inanimate objects into other inanimate objects, and is often used to weapons or armor into inoffensive and comedic items.

Specialty Priests (Oilliphéists)

REQUIREMENTS:	Dexterity 12, Intelligence 10, Wisdom 9
PRIME REQ.:	Dexterity, Wisdom
ALIGNMENT:	CG, CN
WEAPONS:	Any, but normally a dragon's natural weaponry
ARMOR:	Any, but normally a dragon's natural armor
MAJOR SPHERES:	All, animal, chaos, charm, creation, elemental, healing, plant, sun, weather
MINOR SPHERES:	Divination, protection, summoning, wards
MAGICAL ITEMS:	Same as dragons, clerics
REQ. PROFS:	Observation
BONUS PROFS:	Ventriloquism

- Oilliphéists may be any true dragon (including faerie dragons), although most are brass, copper, crystal, or moonstone dragons.
- Oilliphéists are not allowed to multiclass.
- Oilliphéists may select nonweapon proficiencies from the rogue group without penalty.
- Oilliphéists are entirely immune to spells that are solely within the sphere of law. They can be affected normally by those spells that are with the law sphere and another sphere, however.
- Oilliphéists can cast *audible glamer* or *phantasmal force* or *ventriloquism* (as the 1st-level wizard spells) once per day.
- At the 3rd age category, oilliphéists can cast *silence, 15' radius* (as the 2nd-level priest spell) or *taunt* (as the 1st-level wizard spell) once per day.
- At the 6th age category, oilliphéists can cast *improved phantasmal force* or *suggestion* (as the 3rd-level wizard spells) once per day.
- At the 8th age category, oilliphéists can cast *emotion (happiness)* or *improved invisibility* (as the 4th-level wizard spells) once per day.
- At the 10th age category, oilliphéists can cast *animate object* (as the 6th-level priest spell) or *symbol of persuasion* (as the 7th-level priest spell) once per day.
- At the 12th age category, oilliphéists can cast *polymorph any inanimate object* (as the 8th-level wizard spell *polymorph any object*) once per day. This power can only be used to polymorph inanimate objects into other inanimate objects, and is often used to weapons or armor into inoffensive and comedic items.

Nathairan Spells

2nd Level

Noisy Aura (Pr 2; Alteration)

Sphere:	Guardian
Range:	120 yds.
Components:	V, S, M
Duration:	2 rds./level
Casting Time:	5
Area of Effect:	15-ft.-radius sphere
Saving Throw:	None

By means of this spell, the caster creates a sphere of increased sound around a target creature or object. Any activities within the 15-foot radius sphere create an abnormal amount of noise; hinges squeak loudly, floorboards creak, etc. No careful precautions can prevent this noise. For example, no amount of oiling will prevent hinges from squeaking and squealing when a door is opened. In addition, this sphere of sound will also create phantom noises, even should creatures within the area of effect remain motionless. These sounds are often embarrassing, such as loud stomach gurgling, ripping clothes, etc.

These sounds prevent any creature from moving silently within the area of effect, and it is impossible for a creature within the sphere to surprise other creatures. The spell has no effect on spellcasting or the use of command words. An unwilling creature receives a saving throw against this spell. If successful, the spell effect is centered about 1 foot behind the position of the creature at the time of casting.

The material components for this spell are the priest's holy symbol and a small animal bladder.

Skunk Fruit (Pr 2; Enchantment/Charm)

Sphere:	Plant
Range:	Special
Components:	V, S, M
Duration:	Special
Casting Time:	5
Area of Effect:	Special
Saving Throw:	Special

With this spell, the caster can enchant a fruit or berry to burst into a cloud of foul-smelling gas when thrown. The fruit can be thrown up to 30 feet with no range penalties, and the caster gains a +4 bonus to hit, with misses handled using the grenade-like missile chart. When it lands, the fruit bursts open, expelling a foul-smelling gas, much like a skunk's musk, within a 5-foot radius. Those caught within the gas must make a saving throw versus breath weapon or become nauseated for 2d4 rounds, halving their Strength and Dexterity scores. For creatures without such scores, apply a -1 penalty to attack rolls, a -2 penalty to damage, and a +2 penalty to Armor Class and saving throws that require dodging. A successful saving throw prevents the nausea and penalties. Regardless of the saving throw, those caught in the gas, as well as all equipment and clothing, exudes a foul stench for the next 8 hours per level of the caster. Creatures that come within 30 feet of those affected will shun them, and likely try to avoid coming any closer. However, should any creature come within 10 feet, they must immediately make a saving throw versus breath weapon, with a +2 bonus. Those failing the saving throw are affected as above, including the secondary effect, for the remainder of the spell's duration.

The stench dissipates for all effected at the expiration of the spell. It can be eliminated on a group with a *zone of sweet air* or a single individual with a *dispel magic*. Vigorous scrubbing soap and hot water, plus at least an hour of air drying, can also eliminate the stench, but it requires one cycle of washing and drying for every two levels of the caster. For example, if a creature was caught within the gas cloud created by a 6th-level caster, they must thoroughly scrub themselves and their equipment three times, with an hour of air drying each time.

The material components for this spell are the priest's holy symbol and a single fruit or berry.

3rd Level

Pseudodragon (Pr 3; Conjuration/Summoning)

Sphere:	Summoning
Range:	30 yds.
Components:	V
Duration:	2 rds. + 1 rd./level

Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is a draconic monster summoning spell that summons 2d4 pseudodragons within 1d4 rounds. The summoned pseudodragons are tiny replicas of the summoner; that is, a green dragon conjures green pseudodragons, a blue dragon summons blue ones, and so forth. The pseudodragons share the alignment of the dragon that cast the spell, and serve their summoner with complete loyalty. Otherwise, these pseudodragons conform to the abilities and characteristics of pseudodragons noted in the *MONSTROUS MANUAL* tome.

Once the pseudodragons arrive, they fight on the summoning dragon's behalf until they are slain, until the dragon commands them to stop fighting, or until the spell's duration expires. If all opponents are slain, the summoner must grant the pseudodragons a portion of the kill.

If no opponents are available, the dragon can assign the pseudodragons other tasks. In return, the dragon must give each pseudodragon a gem-stone (before aid is rendered) worth at least 50 gp. If no gems are forthcoming, the summoned dragons immediately return from whence they came. Similarly, the dragon must give each surviving pseudodragon a 50 gp gemstone after a battle with the dragon's enemies. (If a dragon makes a habit of killing or refusing to pay the pseudodragons, the pseudodragons summoned by subsequent castings may refuse to assist or may simply refuse to answer the summons.)

This spell can only be cast by dragons.