

GLAISTIG

	Medium-sized Fey
Hit Dice:	2d6+4 (11 hp)
Initiative:	+4 (Dex)
Speed:	30 ft.
AC:	14 (Dex)
Attacks:	Dagger +1 melee, or sling +5 ranged
Damage:	Dagger 1d4, sling 1d4
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Addictive Presence, Charming Gaze, Withering Dance
Special Qualities:	Death Curse, Low-light Vision, Spell-like Abilities, Vulnerabilities
Saves:	Fort +2, Ref +7, Will +8
Abilities:	Str 10, Dex 18, Con 14, Int 13, Wis 16, Cha 20
Skills:	Balance +10, Bluff +9, Concentration +6, Diplomacy +10, Handle Animal +8, Hide +8, Listen +10, Perform (dance) +18, Spot +5
Feats:	Alertness, Iron Will
Climate/Terrain:	Any land
Organization:	Solitary or covey (1–3)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic neutral
Advancement:	As character class (bard)



Addictive Presence (Su): Those who dance with the glaistig find it increasingly hard to resist her in the future. Such individuals suffer a –2 penalty to saves against her Charming Gaze and her Withering Dance. This penalty is cumulative; every dance makes the next one harder to ignore.

Charming Gaze (Su): The glaistig, with her winsome smile and honey-sweet looks, is hard to ignore. When she chooses a partner and he passes up the chance to dance with her, she may force him with but a glance. This is treated as a gaze attack, with a range of 30 feet; to avoid the effects of the gaze, the target must make a Will save (DC 16) or else treat the glaistig with all the affection of a youthful crush, as if affected by a *charm monster* spell cast by a 7th-level caster. Usually, the glaistig chooses to *charm* only one individual, but if a small group is about and the glaistig is feeling lucky, she might try to *charm* them all and lead them in a merry reel. The glaistig's Charming Gaze only affects male humanoids, or other mortal creatures that find women attractive in some way, such as some ogres, certain outsiders, etc.

Death Curse (Su): If a glaistig is slain by force of arms, whoever inflicts the killing blow must make a Will save (DC 19) or else suffer the

effects of a *bestow curse* spell, uttered by the glaistig as she dies and turns into morning mist. Such death curses often take the form of a –6 to the slayer's highest ability score.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and those mentioned in their entries.

Skills: The glaistig has a +3 racial bonus to Handle Animal skill checks. This is included in the stats above.

Spell-like Abilities: The glaistig can use the following spells as if cast by a 10th-level sorcerer. The DC to resist these abilities is 15 + the spell level.

At Will — change self, detect thoughts, emotion, suggestion

The glaistig can use the following spells as if cast by a 10th-level druid, but she can only use them to aid children, the elderly, and animals. The DC to resist these abilities is 13 + the spell level.

3/day — cure serious wounds, mending, neutralize poison, purify food and water, remove disease

Vulnerabilities (Ex): The glaistig is a wild, strange thing, and is vulnerable to the gods of civilization; she can be Turned and even destroyed by a cleric, though few clerics know

Many fey are strange and perverse, and the nocturnal glaistig is no exception. She appears as a fair and comely lass, rosy-cheeked and unafraid of exchanging glances with menfolk. She laughs and gaily dances the night away in inns or at festivals. She can also be found after sunset, camped along empty roadsides, alone with but a herd of cattle or sheep she professes to take care of, and eager for companionship. In wilder, more rural locales, glaistig have the cloven feet of goats, and must wear long skirts to disguise their hooves whilst they dance; glaistig near civilization do not have this fey deformity.

The glaistig will invite those who seem willing to a dance, and indeed, those who take her up on her offer will enjoy themselves to the fullest and dance their merry hearts out. Afterwards, though, they find themselves somewhat winded, for the glaistig's dance, though seeming innocuous, is one no mortal can endure. The dance drains away the life of the glaistig's partner, while the glaistig draws vitality from it. The glaistig leaves the dance fairer than before, with even more of a blush to her cheek. Whether she does this maliciously, or in the unthinking manner of the fey, no one can say.

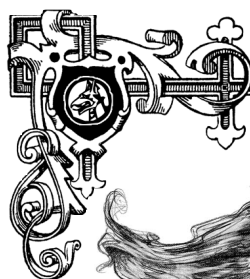
Later, when the glaistig chances to cross paths with her former dance partner again, he finds himself hard-pressed to ignore a second invitation to dance from the glaistig. This goes on until, over time, the friends of the dancer notice he is weaker, and no longer himself. The source of his affliction is not always obvious, as the dancer generally notices no difference in his own health if asked. Then, finally, he meets the glaistig and dances one last dance — for who could refuse this sweet maid? — and their dance ends with his last breath.

As dangerous as she can be, the glaistig has a strange, contradictory nature. She is always kind to elderly folk, children, and animals. She will always aid them if they are sick and help them with chores or shepherding.

ADVENTURE SEEDS

After a particularly nasty expedition, the PCs come across a week-long festival in a nearby city. Such an event is an easy meal for a group of glaistig, as the nights of dancing and revelry disguise the feeding of the hungry fey. Will the PCs become casualties in the revels as they indulge their hedonistic tendencies, or will they discover the underlying threat? Worse yet, will drunken adventurers start stabbing every lovely dancing maid they see, assuming that casual flirtation disguises the vile glaistig?

A hamlet is beset by a plague that takes only the healthiest of its young men. On further investigation, it's revealed that the glaistig who lives nearby has used her powers to keep the old people and children free of the raging epidemic, but in return she has taken to finding dance partners amongst the already sickly young men of the village. Will the PCs decide to slay her, and hope they can contain the plague, or will they try to discover source of the plague? Their questioning eventually reveals that one of the old men of the hamlet is at fault. Though a cripple now, he was enraptured as a youth by the fey maiden but has been unable to dance with her all these years. He has used magic to summon a plague, using the sick children and elderly folk as bait so that he might be close to her for this last part of his life.



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plays, the glaistig must make another Will save against the performer's music (DC equal to a new Perform check total), or keep dancing for another hour. This continues until the performer fails his Fortitude save, or the glaistig succeeds at her Will save, or the glaistig dances until morning at which point she is slain by daylight.

Withering Dance (Su):

Those who dance with the glaistig find their life slips away from them. After dancing a complete dance with the glaistig (2d6 minutes, or GM's determination), the glaistig's dance partner gains 1 negative level due to energy drain. For each negative level suffered, the glaistig's victim suffers a –1 penalty to all skill and ability checks, attack rolls, and saving throws, –5 hit points, and whenever his level is used in a die roll or calculation, reduce it by one for each negative level. If the victim casts spells, he loses access to one spell as if he had cast his highest-level, currently available spell. When he next prepares spells or regains spell slots, he gets one less spell slot at his highest spell level. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 16) or the negative level becomes permanent; the Addictive Presence ability of the glaistig modifies this saving throw, giving it a –2 penalty for every dance that the dancer has had with the glaistig. If the saving throw succeeds, the negative level goes away with no harm to the glaistig's partner. If the save fails, the negative level goes away, but his level is also reduced by 1. The afflicted character makes a separate saving throw for each negative level. A character with negative levels at least equal to his current level, or drained below 1st level, is instantly slain. He may rise the next night as a wight; apply the standard D20 System wight template. The glaistig gains 5 temporary hit points for each negative level it inflicts. If the dancer can somehow be removed from the dance before it ends, he will not suffer this effect, though he will become violent and attempt to rejoin the glaistig if he was the victim of her Charming Gaze ability.

this. She also cannot enter holy ground. The glaistig is only seen at night, and true daylight (not the spell) instantly slays her. A glaistig can use none of her special abilities on a person who wears a blessed iron ring on each finger. All of these vulnerabilities are folklore that bards might be able to recall with a Bardic Knowledge check against a DC of 20. The glaistig's greatest vulnerability, however, is to bards. A bard can use his Countersong ability to give a charmed victim of the glaistig another Will save (DC 16) to escape the glaistig's influence, using the bard's Perform skill if it is better than the victim's regular save. The Addictive Presence power of the glaistig still modifies this Will save, however. Worse yet for the glaistig, bards and other musical performers easily enrapture it. A glaistig suffers a –2 penalty to Will saves against any sort of bardic music ability, including *charm* spells or similar mind-influencing magic cast by bards. A bard or other musician may also attempt to use his music to lure a dancing glaistig away from her victim for an hour. This is treated as a Will save made by the glaistig, with a DC equal to the bard's Perform check total. The performer must make a Fortitude save (DC 10 + 1 per hour played) to keep playing at the end of each hour. At the end of the hour, if the music still