

DOMOVYK (ALT: HOUSEHOB)



Many years ago, a bearded old man — a Domovyk — lived on the roof of a house. One day he went out for a walk, spotted a hole and curiously peeked inside. There, little Petryk was playing with a wooden cubes. The boy lifted his blue eyes, saw the Domovyk, and began to shout:

Mama! Mama!
Startled, the old man quickly hid in a drawer. Petryk’s mother came into the room.
Why are you shouting, son? she asked.
I saw a monster! Petryk said, barely able to get the words out.
I’m tired of your stories, his mother sighed, hugging him. It was probably just a bird flying past.

As soon as she left, the Domovyk climbed out of his hiding place, dusted himself off, and said:

Please, don’t shout like that again. I’m not a monster, just a Domovyk
A what? the boy asked in surprise.
Do-mo-vyk! the guest said slowly. - let’s go!
Go where?
Up to the roof!

And so they agreed. They had a wonderful walk, and Petryk found it all very exciting. He returned home only in the evening, happy to have a reliable new friend. That night Petryk dreamed of Domy, and from then on, they often went for walks together.

--- Ukrainian Folk Tale from the Poltava Region
--- Art - Mythic Beings of Ukrainian Folklore - Dara Korniy

The Domovyk is an ancient household spirit - guardian of the hearth and keeper of the family's well-being. It lingers beneath the stove or in a shadowed corner, watching over order and speaking through signs rather than words.
Many believe a Domovyk embodies the soul of a deceased family member, born when a home's threshold is first set. The threshold becomes its anchor - a liminal seam between worlds where the spirit can slip between the Material Plane and the Feywild.
--- Inspired by a creature from Ukrainian folklore.

Small Fey, typically Neutral Good

Armor Class 13 (Natural Armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

A quiet helper to those who respect the home — and an invisible foe to those who neglect it.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	16 (+3)	12 (+1)	10 (0)

Saving Throws Wis +5 , Dex +4
Skills Stealth +4, History +5, Insight +3, Perception +3
Senses darkvision 60 ft. , passive Perception 15
Languages Common, Sylvan (prefers not to speak when possible), Common Sign Language
Challenge 2 (450 XP) Proficiency Bonus +2

TRAITS

Keeper of the Lineage - The Domovyk has advantage on Intelligence (History) checks related to the family tree, ancestry, or generational events of the household it serves.

Housebound - While inside the dwelling it is bound to, the Domovyk has advantage on saving throws. Outside this dwelling, it has disadvantage on these rolls and its speed is halved. This penalty does not apply while in the Feywild.

Threshold Dweller - The Domovyk lives beneath the home’s threshold - the liminal space between worlds. The threshold serves as a magical boundary and anchor, allowing the Domovyk to instantly slip between the Material Plane and the Feywild as a bonus action while in contact with it. If the threshold is destroyed or removed, the Domovyk is immediately banished to the Feywild and cannot return until it is restored.

Invisible to the Unwanted - While inside its dwelling, the Domovyk can magically choose which creatures can perceive it, but it cannot hide from children or animals. To all others, it is invisible as if under the invisibility spell. This effect ends for 1 hour if the Domovyk makes an attack, casts a harmful spell, effect ended by a dispel magic spell or similar magic, or Domovyk discovered by a creature that can perceive it by any means.

Quirky Nature — Every Domovyk has a peculiar quirk or demand tied to its temperament. Roll d12 on the table or choose one. The spirit reacts warmly when its quirk is honored and turns mischievous when it is ignored.

Domovyk's Quirk (d12)

d20	Quirk
1	Dislikes anyone wearing headwhere indoors.
2	Wants the house swept clean every evening.
3	Dislikes whistling inside the house.
4	Wants fresh bread and milk left on the table overnight.
5	Dislikes guests sleeping by the eastern wall.
6	Wants all windows closed before sunset.
7	Dislikes muddy boots in the home.
8	Dislikes strong perfumes or incense indoors.
9	Dislikes weapons displayed openly inside.
10	Wants someone to greet the house spirits aloud each morning.
11	Dislikes loud laughter
12	Dislikes guests wearing boots inside.

Abandoned and Forgotten - An abandoned house has a 1d4 chance of being inhabited by a Domovyk. Such spirits are far less welcoming and usually treat all visitors as intruders.

ACTIONS

Thaumaturgy (At Will) - The Domovyk casts thaumaturgy without using components. It often uses this to slam doors, rattle windows, cause floorboards to creak, make the fireplace flare, or create other subtle household disturbances. The effects tend to be playful or unsettling rather than harmful, in line with the Domovyk’s mercurial temperament.

Multiattack - The Domovyk makes two attacks with its Cat Nature.

Cat Nature - Melee Weapon Attack with Natural Weapon: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. For a heartbeat, the Domovyk’s fingers lengthen into hooked, catlike claws, raking across the target before vanishing.

Throw Household Object - The Domovyk magically hurls a small household item at a target within 30 ft. The target must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) bludgeoning damage. If the object is messy (coal, ash, flour), the target is also obscured until the start of the Domovyk’s next turn. The Domovyk never runs out of such objects while inside its dwelling.

Dark Corners - (Recharge 5–6) The Domovyk causes shadows to swell and deepen, selecting up to 10 separate 5-foot cubes within 60 feet, but only in areas that are already in dim light or darkness. These cubes become filled with magical darkness that no nonmagical light can illuminate, though bright light shining into them appears only slightly muted rather than fully blocked. The darkness ends after 1 minute or when the Domovyk ends the effect (no action required). Cats are unaffected and can see normally.

BONUS ACTIONS

Make or Mar (3/Day). The Domovyk can magically repair or damage an item or an object up to a 5-foot cube in size that cannot be seen by other creatures but is visible to the Domovyk.

- Repair: Restores the item or object to full functionality and appearance. The Domovyk also cleans the area within a 10-foot radius and removes any existing difficult terrain there.
- Break: Causes the item or object to become broken, jammed, or otherwise unusable until repaired, and creates difficult terrain in a 10-foot radius around it.

LAIR ACTIONS

When in its bound dwelling, the Domovyk can use lair actions to draw on the subtle magic of the home. On initiative count 20, it can take one of the following actions:

I Like Your Shoelaces - The Domovyk The Domovyk magically ties a footwear laces together, or binds its legs with a small rope or strap, without the creature noticing. The Domovyk targets up too 3 creatures in its bound dwelling. When that creature first moves on its next turn, it must succeed on a DC 13 Dexterity saving throw or immediately fall prone. This effect continues until the bindings are removed, which can be done by using an action to untie or cut them.

Cloud of Cutlery - A swirl of floating kitchen utensils - spoons, ladles, forks, and the occasional heavy pan - bursts into motion within a 15-foot -radius sphere centered on a point the Domovyk chooses in its bound dwelling. The cloud lasts for 1 minute (concentration) and lightly obscures the area with flickering metal glints. Any creature that starts its turn in the cloud or enters it for the first time on a turn must succeed on a DC 13 Dexterity saving throw or take 5 (2d4) bludgeoning damage and be pushed 5 feet in a random direction. As a bonus action, the Domovyk can move the cloud up to 15 feet to a space it can see.

REACTIONS

Protect the Home - When a creature enters the Domovyk’s dwelling, the Domovyk can force it to make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened until it leaves the house. The frightened creature is unaware that the Domovyk is the source of its fear, instead feeling an inexplicable urge to leave.

EQUIPMENT

Choose any 2–3 - Hearth tools, Threads and needles, Nails, Shoelaces, Small keys without locks, Food leftovers from past offerings, A few tarnished copper coins from offerings.