

POTERYCHA (ALT: LOSTLING)



In the shadowed forest, 'neath the willow
crowned with flame,
**Gleamed there tears and traces, tiny
footsteps left in pain.**
Through the restless branches stirred the
silhouettes of night,
Bloody paths were crawling, drawing nearer
to this site.

Give me please a name, and then I'll stand
beside your side.
Wandered here eternal, 'mid the sorrow of
the night.
Only drive away the hateful spirit from my
home,
**So many Poterychas through the war are
left to roam.**

My mother-willow weeps, shadows falling
by the stream,
Fates are bound as one here - I am dead,
and you shall be.
Give to me my name, lay your bread and
kerchief down -
**One more family slaughtered: husband,
mother, child undone.**

--- Excerpt from the song "Stradcha" ft. SadSvit. (Translated)

--- Illustration by @romandubina_art (inst)

Small Undead (Humanoid), Neutral Evil

The Poterychas are the souls of children who died either by natural cause or through someone's fault before the ritual of name-giving. Their skin is pale with a bluish tint, beneath which dark veins can be seen. Their eyes glow with a dim, frozen light, as if the flame of a candle were forever reflected within them. When a Poterycha tries to name, it its voice turns into a rasping, childlike whimper.

I can't help it! It's like a hunger. It grows and grows, and there's nothing you can do until you drag someone down to the bottom. And then, at once, it feels easier! But if you go too long without killing, it's like a fever sets in; feels like your very bones are tearing out of their joints."

--- from Scene Play "Nostradamus and All Sorrows" by Oles Barlih

Armor Class 13 (natural mobility)

Hit Points 36 (8d4 + 16)

Speed 30 ft. , Climb 20 ft. .

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	13 (+1)

Saving Throws — Wisdom +3

Skills — Stealth +4 , Perception +3

Damage Resistances — Necrotic; Poison

Condition Immunities — Frightened

Condition Vulnerabilities — Charmed

Senses — darkvision 60 ft. , passive Perception 13

Languages - Language of its original parents (usually Common); can only speak the phrase "Name me"

Challenge - 2 (450 XP)

Proficiency Bonus +2

TRAITS

Shadowbound - The Poterycha cannot dwell in bright light of the Sun. If exposed to direct sunlight, it is immediately banished to the Shadowfell until night falls.

Will you be my mom? – The Poterycha is instinctively aggressive toward women. Out of combat, it will single them out, following or attacking them first, before acknowledging others. In combat, it instinctively prioritizes attacking female characters over all others whenever possible.

Leap of the Lost. – The Poterycha's legs are unnaturally strong and grotesquely bent, giving it a frog-like gait. It can make **standing** long jumps up to 20 ft. and **standing** high jumps up to 10 ft. without a running start.

Pack Hunters - The Poterycha often hunt in packs. While within 10 feet of at least one allied Poterycha that isn't incapacitated, it has advantage on attack rolls.

ACTIONS

Multiattack – The Poterycha makes one **Blood Drain** attack and one **Claw** attack.

Claw –Melee Weapon Attack +4 to hit, reach 5 ft. , one target. **Hit:** 6 (1d6 + 3) slashing damage.

- The Poterycha has **advantage** on this attack roll against a creature it currently has **grappled**.

Blood Drain – The Poterycha sinks its crooked teeth into the flesh of a creature, drinking greedily. Melee Weapon Attack: +4 to hit, reach 5 ft. ,

On a Hit: The target takes 7 (2d6) necrotic damage, and the Poterycha regains hit points equal to the half of the damage dealt.

If the target was not already grappled, it becomes grappled automatically (escape DC 13).

Relentless Feeding: If the Poterycha successfully hits the same *grappled* target with **Blood Drain** on consecutive turns, the second and each subsequent use automatically hits without requiring an *attack* roll.

Dropped by the Stork (1/Combat) (*Start of the Combat*) – The Poterycha often hunts from beams and trees. If it starts combat by dropping from above, all creatures below are automatically *surprised*. The Poterycha lands on one creature; that *target* must succeed on a DC 14 Dexterity saving throw or fall prone. The Poterycha then immediately makes one **Claw** attack against that creature with *advantage*.

On a successfull *saving throw*, the Poterycha instead lands in the nearest unoccupied 5-foot space, and no additional effect occurs beyond the *surprise* round.

BONUS ACTIONS

Cry for Recognition (*Recharge 5–6*) – The Poterycha's hollow eyes kindle with a pale, eerie light as it croaks, "Name me... name me...". Each creature of the Poterycha's choice within 30 ft. that can hear it must succeed on a DC 12 Wisdom saving throw or become *frightened* until the end of its next turn.

REACTIONS

Don't Go – When a creature the Poterycha is *grappling* moves, the Poterycha can make one **Claw** attack against it for every 10 feet the creature moves, up to a *maximum of three attacks* per turn. These attacks are made as part of this *reaction* and do not use the Poterycha's action. After each of theese attacks, the target can immediately choose to end its *movement*.

As the Poterycha lifts its claws to strike as a part of this *Reaction* - its grip momentarily loosens. A *grappled creature* can use its *Bonus Action* to attempt to shake the Poterycha off with a *Strength* (Athletics) or *Dexterity* (Acrobatics) check with *advantage*, contested by the Poterycha's *Strength* (Athletics).

On a success, the Poterycha is shaken off and *falls prone* in an unoccupied space within 10 feet , chosen by the player. If shaken off from a height, the Poterycha also takes any normal *falling damage*.

SPECIAL

Name (Ceremony). – A Poterycha can only be fully laid to rest through the **Ceremony** spell (1 hour). The Poterycha must be *conscious* and present for the rite to take hold - it must be restrained, pacified, or otherwise prevented from interfering or escaping. If the Poterycha is destroyed or reduced to 0 hit points instead of being laid to rest, it reforms at midnight in the place of its death, cursed to return until the **Ceremony** is performed.

The caster must provide:

- A piece of cloth (swaddling or garment)
- A food offering (bread, grain, berries, or milk)
- A vial of holy water

And must bestow a name upon the Poterycha at the rite's end. When the ritual completes, the Poterycha dissolves into a faint, angelic wisp and leaves behind a **Poterycha's Candle** :

POTERYCHA'S CANDLE

Wondrous Item, common

This small handmade candle bears the faint impression of a child's name pressed into its wax. While lit, the candle cannot be extinguished by *wind* or *water* or even *underwater*. When burning, faint sounds of distant childlike laughter echo softly around it.

A creature holding the candle gains *advantage* on *saving throws* against being *Frightened* while *underwater* or *underground* (such as in caves, crypts, or tunnels).

The candle burns non-stop for 9 days , after which it vanishes in a wisp of ash. It is often believed that it takes these 9 days for a Poterycha's soul to find its way into the angelic realm. For this reason, folk tradition warns that the candle must be allowed to burn completely within that time - else, the Poterycha may return at midnight, restless and unappeased.



--- Illustration from – Collection of Mystical Tales "CHIMERARIUM – Where Ancient Beings Come Alive" — Myroslava Kryvutsa

The evening glow fades; no stars have yet appeared, the moon does not burn, and already it is frightening to walk in the forest: unbaptized children climb the trees, clutching at branches, weeping, laughing, rolling in a tangle along the roads and through the tall nettles.

--- Mykola Hohol

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