

SHCHEZHNYK (ALT: VANISHER)



All around was emptiness - a lonely forest, with no sign of a living soul. Ivan glanced back toward the cliffs - and froze. On the rock, astride it, sat him, the **Shchezhenyk**, twisting his sharp little beard, lowering his horns, and, eyes closed, blowing into a floyara.

"My goats are gone... My goats are gone..."
The floyara's notes spread with sorrow. But then the horns lifted, the cheeks swelled, and the eyes opened.
"My goats are here... My goats are here..."
The sounds leapt with joy, and Ivan, in horror, saw bearded billy goats thrusting out from behind the branches, shaking their heads.

He wanted to flee - yet could not. He sat as if chained in place, silently screaming from a cold terror, and when at last his voice broke free, the Shchezhenyk coiled and vanished suddenly into the cliff, while the goats turned into the roots of wind-toppled trees.

From "Shadows of Forgotten Ancestors".
Art - Mythic Beings of Ukrainian Folklore - Dara Korniy

IN THE CHURCH - THERE IS NO SHCHEZHNYK, NO DEVIL. DEVIL IS AMONG THE PEOPLE. HE gives God his money, but takes the soul from a poor man.
--- From "Shadows of Forgotten Ancestors".
--- Inspired by a creature from Ukrainian folklore.

Small Fey, Chort, Typically Chaotic Neutral

Armor Class 15 (Natural Armor)
Hit Points 54 (12d6 + 12)
Speed 40 ft., Climbing 40 ft. (trees and rocky cliffs only)

THE SHCHEZHNYK IS A MOUNTAIN SPIRIT OF CHORT KIN - a devilish strain off fey - with a temper as quick as its wit. Though not truly evil, it wields startling power, able to halt time or cloud minds with nothing more than the melody of its sopilka or floyara.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +7, Cha +7
Skills Stealth +9, Performance +9, Deception +7, Perception +5
Resistances Cold; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Immunities Charmed, Unconscious
Senses darkvision 60 ft., passive Perception 15
Languages Sylvan, Common
Challenge 5 (1,800 XP) Proficiency Bonus +3

TRAITS

Mountain Child The Shchezhenyk can move along the surface of trees or rocky cliffs using its full speed without needing to make an ability check, provided it doesn't end its turn in a location it couldn't normally stand. If it ends its turn in the crown of a tree, it can stand there as if the leaves and branches were solid ground.

Spellcasting The Shchezhenyk is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The Shchezhenyk requires no material components to cast its spells, using its sopilka as a focus. It has the following spells prepared:

- Cantrips (at will): Vicious mockery, Minor illusion
- 1st level (4 slots): Sleep
- 3rd level (2 slots): Major image (loves to create illusory goats with it), Meld into Stone

ACTIONS

Mischief Pinch - Melee Weapon Attack +6 to hit, reach 5 ft., one creature. Hit: 11 (2d10) bludgeoning damage. The target must succeed on a DC 15 Dexterity saving throw or drop one held object of the Shchezhenyk's choice and be unable to make opportunity attacks against it until the end of the turn.

Carpatian Tune - (Recharge 5-6) The Shchezhenyk plays its sopilka, weaving an otherworldly melody that bends sight and thought. Each creature of the Shchezhenyk's choice within 30 feet that can hear the tune and see its illusions must succeed on a DC 15 Wisdom saving throw or become incapacitated, lost in vivid waking dreams for 1 minute. The effect ends if the target takes damage or another creature uses an Action or Bonus Action to shake it free.

WHEN THE SHCHEZHNYK PUTS ITS CARVED SOPILKA TO ITS LIPS, THE AIR FILLS WITH A strange, winding melody that seems to come from every direction at once. Colors shimmer where there should be none - motes of green light dance between tree branches, and shadows sway like they are alive. Wind rustles through the leaves - as if something in the world forever changed in that moment. The visions - are ones only affected creatures can see, filled with the most pleasant imagery — a lost childhood meadow, a familiar face beckoning from the treeline, and other such wonders.

BONUS ACTIONS

Little Foots - The Shchezhenyk takes the Dash action.

REACTIONS

He Was Not Even There! - When a creature misses the Shchezhenyk with an attack, it becomes invisible and teleports up to 15 ft. to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

LEGENDARY ACTIONS

The Shchezhenyk can take 3 legendary actions, choosing from the options below
Quick Step - Moves up to half its speed without provoking opportunity attacks.

Frozen Moment (Recharge 6). Time freezes for everyone but the Shchezhenyk until the end of its next turn. It can move and interact with unattended objects freely. If it interacts with an object held or worn by a creature - time resumes immediately. It can't attack or deal damage while time is stopped. The Shchezhenyk can speak to creatures while time is stopped, but its words never linger in memory - instead, when time resumes, only the feeling of what was said remains. Many describe this as a vivid image, an unshakable urge, or a sudden realization without knowing why.

EQUIPMENT

- Enchanted sopilka or floyara (musical instrument, focus for spells, source of pipe abilities)
- Pouch of Trinkets - roll a d8 to determine contents:

d8	Pouch of Trinkets - contents
1	A small handful of mismatched stolen buttons
2	Several smooth river pebbles in odd shapes
3	Pinecones and acorns, some painted
4	Feathers of various sizes and colors
5	Cheap jewelry and tiny bells
6	A knot of colorful yarns and threads, too tight to untie
7	A bundle of dried mountain herbs with a smell that changes depending on the weather
8	A whistle carved from bone, giving a sour, reedy tone.