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**Exceptional Difficult**

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**Intelligence**  
*Sapient*

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**Senses**  
*Night Vision*  
*Scent Tracking*

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INT	11
REF	16
DEX	17
BODY	14
SPD	12
EMP	8
CRA	7
WILL	10

STUN	12
RUN	36
LEAP	7
STA	60
ENC	140
REC	14
HP	120

Height	1.8m
Weight	75kg
Environment	Settlements
Organization	Solitary

# Unseen Elders

Commoner Superstition (Education DC:XX)

NO COMMON FOLK KNOWS THIS MONSTER.

## Skill Base

Athletics	27
Awareness	21
Brawling	25
Charisma	17
Courage	22
Deceit	17
Endurance	21
Intimidation	22
Persuasion	17
Physique	22
Resist Coercion	20
Resist Magic	22
Seduction	18
Social Etiquette	19
Stealth	21
Wilderness Survival	20

## Armor

12

## Regeneration

20

## Resistances

Magical Charms

## Immunities

Silver, Magical Scanning, Fire

## Susceptibilities

Vampire Oil, Black Blood  
Potion

## Dodge Base

26

## Reposition Base

27

## Block Base

25

## Bounty

10000

## Loot

Abomination Lymph (x1d6/2)  
Naezan Salts (x1d10)  
Unseen Elder Nail (x1d10)  
Essence of Death (x3d10)

\*Follow the higher vampire lifepath, choosing 2 abilities. Unseen elders can also summon any vampire they want at any time. Treat their age as Elder, granting 7 major events and 35 Pick Up Skills Points to spend.

Attacks							
Name	ATK Base	Type	DMG	Rel.	RNG	Effect	ROF
Bite	25	P	8d6	15	—	Bleed (100%), Improved Armor Piercing, Drain Blood	1
Claw Slash	25	P/S	7d6+3	15	—	Bleed (75%), Balanced	4

### Vulnerability: Fire Magic

Unseen elders are not immune to fire spells and take damage normally from any source of fire that was generated by magic. Damage resulting from the fire condition never effects a higher vampire.

### Vulnerability: No Reflection or Shadow

An unseen elder's reflection doesn't appear in mirrors. Similarly, an unseen elder doesn't cast a shadow when lit by any form of illumination.

### Vulnerability: Aversely Affected By Blood

If a vampire drains more than 20 points of blood from any number of targets within 1 hour, they become **intoxicated** for the next hour.

### Ability: Immortal

As well as its standard regeneration, an unseen elder can regenerate from critical wounds and even death. At the beginning of every round, the unseen elder heals 20 points of damage and also heals 1 round worth of critical wounds. It takes 1 turn for an unseen elder to heal a Simple Critical Wound, 2 turns for a Complex Critical Wound, 4 rounds for a Difficult Critical Wound, and 6 rounds to heal a Deadly Critical Wound. The unseen elder must apply its regeneration to one critical wound at a time, starting with the simple wounds. On the first round regeneration is applied to a wound, it is considered stabilized.

If an unseen elder is killed by someone other than another higher vampire, they return to life a number of weeks later equal to the number of negative Health Points they have when they die. A second higher vampire can cut this time in half by feeding they corpse their blood once a day.

### Ability: Drain Blood

If an unseen elder's Bite attack deals damage to a target, the unseen elder drains 3d6 Health Points from the target and heals the same number of Health Points.

### Ability: Superior Invisibility

By taking its action, an unseen elder can turn invisible. This grants the vampire +10 to Stealth and +5 to attack and defense. Even if you make your Awareness check to spot the vampire, the vampire still gains a +3 to attack and defense. Yrden or a Moondust Bomb can make a vampire semi-visible, reducing its Stealth bonus to +5 and its attack bonus to +3. Striking the vampire forces it to become visible.

### Transformation: Mutable Form

Without taking an action, an unseen elder can transform its body to look identical to a human. If the unseen elder uses any of its attacks or drains blood, they revert to their more bestial humanoid form. Alternatively, by taking its action, an unseen elder can transform into a cloud of smoke or a giant bat.

While in its smoke form, the unseen elder can take its move action to move either horizontally or vertically and it is considered Incorporeal. If the unseen elder attacks something, it returns to its standard form immediately.

While in its bat form, the unseen elder can still take its move action to move either horizontally or vertically but is not considered Incorporeal. Additionally, the unseen elder loses its Superior Invisibility Ability but treats its Armor Stopping Power as 20.

### Ability: Magical Influence

By taking its action, an unseen elder can influence the mind of anyone who can hear them. The target of the unseen elder's influence must make a Resist Magic check against the unseen elder's attack at base of 25. If the target fails, they agree with the unseen elder and feel the way the unseen elder wants them to. This effect lasts for 10 minutes or until the target is able to make a Resist Magic check that beats the unseen elder's original roll by taking an action.