Illustration by Diego de Almeida Peres

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				

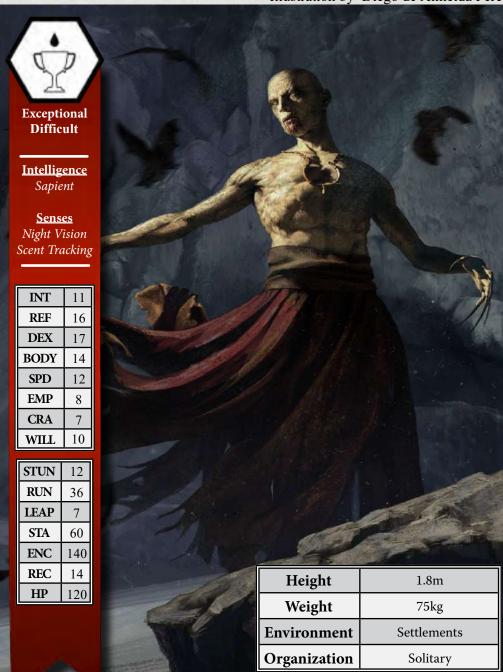
Susceptibilities Vampire Oil, Black Blood Potion

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)



Unseen Elders

Commoner Superstition (Education DC:XX)

NO COMMON FOLK KNOWS THIS MONSTER.

*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	Туре	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: 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: 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.

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.

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.

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.

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 it's 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 looses its Superior Invisibility Ability but treats its Armor Stopping Power as 20.