

UNSEEN

Medium • Undead • Chaotic Evil

Armor Class 13

Initiative +3 (13)

Hit Points 36 (8d8)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+0)	10 (+0)	8 (-1)	16 (+3)

Skills Stealth +7

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

CR 3 (XP 700; PB +2)



Finally Immortalized. The unseen tries to possess a humanoid within 5 feet when it dies. *Charisma Saving Throw:* DC 13. *Failure:* The target becomes cursed. While cursed, it assumes the appearance of the unseen (while it was alive), and then the target becomes petrified in that form.

Incorporeal Movement. The unseen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The unseen is invisible.

Unusual Nature. The unseen doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The unseen makes two Draining Touch attacks.

Draining Touch. *Melee Spell Attack:* +5, reach 5 ft. *Hit:* 13 (3d8) necrotic damage and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Ghostly Stealth. The unseen takes the Hide action.

UNSEEN — WEAKER

Armor Class 11

Initiative +1 (11)

Hit Points 14 (4d8 - 4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	9 (-1)	10 (+0)	8 (-1)	12 (+1)

Skills Stealth +5

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

CR 1/2 (XP 100; PB +2)



Finally Immortalized. The unseen tries to possess a humanoid within 5 feet when it dies. *Charisma Saving Throw:* DC 11. *Failure:* The target becomes cursed. While cursed, it assumes the appearance of the unseen (while it was alive).

Incorporeal Movement. The unseen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The unseen is invisible.

Unusual Nature. The unseen doesn't require air, food, drink, or sleep.

ACTIONS

Draining Touch. *Melee Spell Attack:* +3, reach 5 ft. *Hit:* 7 (2d6) necrotic damage, and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Ghostly Stealth. The unseen takes the Hide action.

UNSEEN — STRONGER

Armor Class 14

Initiative +4 (14)

Hit Points 66 (12d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	13 (+1)	10 (+0)	8 (-1)	18 (+4)

Skills Stealth +10

Damage Vulnerabilities psychic

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, slashing

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

CR 6 (XP 2,300; PB +3)



Finally Immortalized. The unseen tries to possess a humanoid within 5 feet when it dies. *Charisma Saving Throw:* DC 15. *Failure:* The target becomes cursed. While cursed, it assumes the appearance of the unseen (while it was alive), and then the target becomes petrified in that form.

Incorporeal Movement. The unseen can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The unseen is invisible.

Unusual Nature. The unseen doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The unseen makes two Draining Touch attacks.

Draining Touch. *Melee Spell Attack:* +7, reach 5 ft. *Hit:* 22 (4d10) necrotic damage, and the target's speed is reduced by 10 feet until the end of its next turn.

BONUS ACTIONS

Ghostly Stealth. The unseen takes the Hide action.