

# Seelensammler

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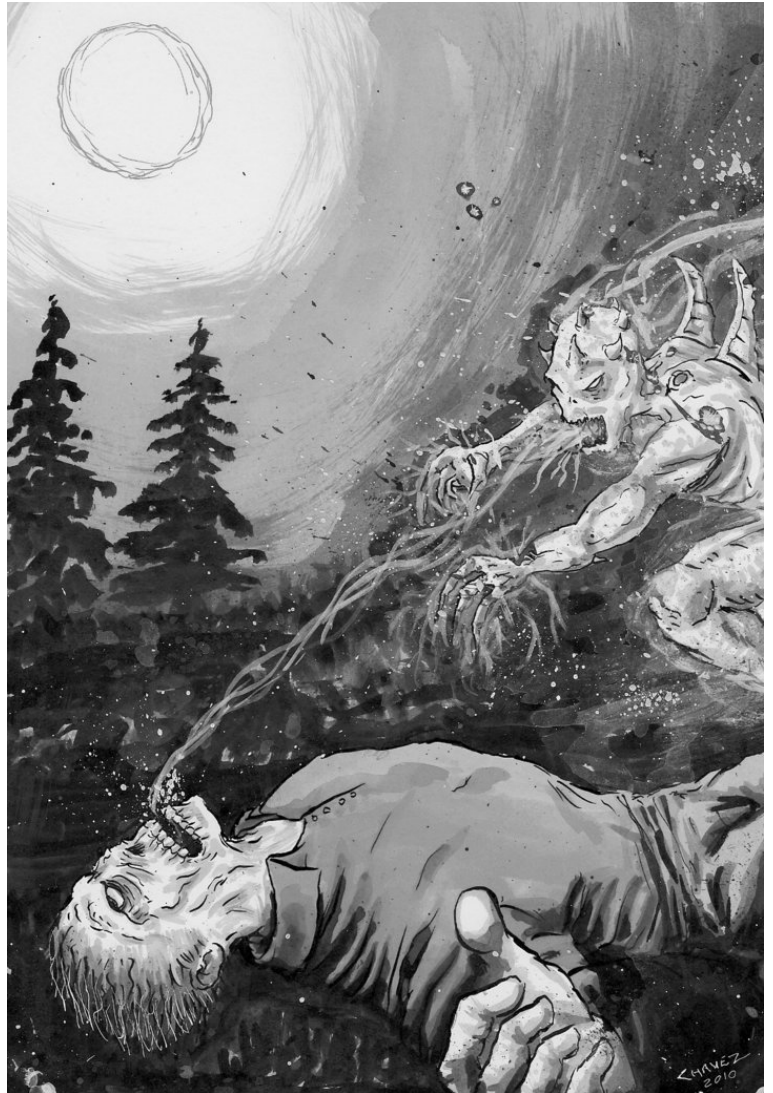
The Seelensammler is something of a *bogeyman* in German folklore that seemingly goes back as far as recorded history. Children were often warned to never be out in the woods after dark, or the Seelensammler will come for them and “steal their breath away”. Interestingly, until the last several decades, no one outside of Germany and students of German folklore had ever heard of the Seelensammler.

The Seelensammler are ivory skinned humanoid creatures about the size of a 10 to 12 year old child, with small but nimble teeth, clawed hands, small spikes across the top their head and two large horns that protrude from their upper back. They move with a stealth and gracefulness that’s impressive to watch. By nature they are very sneaky, cunning creatures who use their natural grace and agility to their advantage. German folklore tells stories of how one could sometimes catch a quick glance of the Seelensammler within the edges of the forests at night, jumping silently from tree to tree.

The warning of parents to their children that the Seelensammler will “steal your breath from you” is a fairly accurate statement, because they feed by leeching the very *living energy* or *life force* from their prey. They’re famous for stalking their prey and ambushing them, leeching their energy before the victim is even aware that they’re in danger. In most cases, their victims come home weak and shaken, but alive to tell the tale. But sometimes their victims are found dead, being nothing more than a skeletal dried out husk. Why their now being spotted outside of Germany within the last century is unknown, but there’s a lot of speculation and conspiracy theories about it.

**Secrets and Habits:** (known to characters that have both *Lore: Demon and Monsters* and *Lore: Cults and Secret Societies*): There’s an interesting theory as to how and why the Seelensammler are now being spotted outside of Germany. It’s no secret that Adolf Hitler was a serious believer in the Occult, and had many occult researchers, including the *Thule Society*, researching the subject around the clock. The theory is based on but a few broken snippets of information and scrapes of notes collected after Nazi Germany was defeated, and so it’s mostly conjecture, and probably a lot of over active imaginations thrown in to make it interesting.

The theory is that one of these occult research teams discovered that the Seelensammler is only found within Germany is due to the fact that their home dimension only has a single dimensional doorway to Earth, which leads to roughly about the middle of Germany. As their research and magic resources grew and Nazi Germany became more desperate to win the war, a few scraps and notes were found which mentions something



of “a grand ritual to be performed soon” and mention of something titled “Das Projekt Seelensammler”. The theory goes that a ritual was devised to open multiple dimensional doorways to the creature’s home dimension throughout the world, and was eventually performed, unleashing the Seelensammler upon their enemies across the world.

It’s an interesting theory, but one with lots of holes. Most Parapsychologists and occult experts agree that performing such a ritual would not only have been extremely dangerous, but would have most likely resulted in the deaths of every person involved in the ritual. As there’s never been an eye witness accounting of this ritual or even a written report of the ritual of any kind ever found, some theorists claim that the utter destruction of all involved may have been exactly what happened. All that’s known at this point is that Seelensammler are now found everywhere, and the timing of their sudden global appearance is very coincidental and favors the timing of this theory.

German language note: “Seelensammler” is German for “harvester of Souls” more or less (but can also be translated as “collector of souls”, but is similar enough that it matters little). To pronounce its name properly, the double-e is a German long e, and you would pronounce it more like "ay", not as in “keel” but as in “say”. The whole word would be pronounced "Say-len-sam-ler"... using "len" like “hen” or “fen”, and then "Ler" like at the end of “holler”. Altogether, it sounds like “say-len-psalm-ler”.

## **Der Seelensammler – Supernatural Predator, Lesser Demon**

**Also known as** *Harvester of Souls*, or *Soul Leecher*

**Alignment:** Always Miscreant Evil

**Attributes:** I.Q. 2D6+2, M.E. 1D6+10, M.A. 4D6+2, Supernatural P.S. 1D6+14, P.P. 1D6+17, P.E. 3D6+4, P.B. 1D6, SPD 3D6+10

**Hit Points:** P.E. + 2D6 (but can be increased, see special abilities).

**SDC:** 1D6 x 10 (but can be increased, see special abilities).

**Armor rating (A.R.):** 12; any attack less than 13 does no damage, even if it hits.

**Discorporation:** When slain, its body falls apart; turning into thousands of squirming leeches, and vanishes completely within two rounds as if they never existed.

**Threat level:** x4; Supernatural Predator, a Lesser Demon.

**Horror Factor:** 12, 15 if it successfully performed a successful *Soul Leech* ambush attack before confronting the target (see special abilities).

**Size:** 4-5 feet tall.

**Weight:** 75-125 lbs.

**Average Life Span:** Unknown, probably immortal.

**P.P.E.:** 2D6 (but can increase, see special abilities.)

**Natural Abilities:** Supernatural Strength, doesn’t breathe air, sees the invisible, Nightvision 700 feet, but poor day vision, resistant to normal heat and cold (half damage), and bio-regenerates 1D6 S.D.C. or Hit Points per melee round.

**Soul Leech:** This ability, in short, enables the Seelensammler to feed on the biological energy or life force of all living animals. Their favorite prey however is humans, seeking to only feed on animals if desperate for energy. This ability is nerve wracking to experience and is potentially lethal if the creature has enough time and the desire to leech its victim dry. Draining a victim completely of energy leaves it as nothing more than a dried out, emaciated husk of a body.

As if this ability wasn’t terrifying enough, the Seelensammler can attempt to leech the very life energy from its prey from a range of up to 200 feet away (but within its line of sight), enabling it to perform ambush tactics! This attack creates grey-white smoky strands of energy that seep out of the victim’s mouth, which quickly floats in twisting formations together and into the Seelensammler’s mouth, breathing it in deeply.

The victim is allowed to make a save vs. Psionics, but suffers a -2 penalty if the Seelensammler ambushes them from a distance. Failing the psionic saving throw, the victim loses his next action and the initiative due to being stunned, loses 1D6 +2 S.D.C. (and then Hit Points if S.D.C. goes to zero), and needs to make a save vs. Pain (14), which again suffers a -2 to save if the attack was an ambush.

If the victim successfully makes a save vs. Pain, he will still suddenly feel very weak and shaky (all combat rolls are -2), but able to react by the next action, and will be aware that he's being attacked, but will need a perception roll or similar action to find his attacker(s) if he was ambushed. For the rest of this encounter, the -2 to save vs. psionics or pain no longer applies as ambushing is no longer an option.

If the victim fails to save vs. Pain, he falls to the ground, writhing in extreme pain and shock, and the Seelensammler gets to automatically take another 1D6+2 S.D.C./Hit Points from its victim. The victim may attempt another save vs. Pain, but the -2 penalty to save is enforced regardless at this point. Until the victim makes a successful save vs. Pain, or the Seelensammler is forced to break off its leeching attack (such as being attacked), it may continue to drain its helpless victim if desired, which could kill its prey within a matter of seconds to minutes!

The Seelensammler in return gets to add an equal number of points to its own S.D.C./Hit Points, using the number of points leeching from its victim. If it leeches S.D.C. damage, add this amount to its S.D.C.; if it was Hit Point damage, add the number to its Hit Points. Furthermore, if it gains +10 S.D.C. or Hit Points above either of its respective base amounts, the Seelensammler begins to surge with access energy; its body sparks, smokes and springs to life, making it even stronger, faster and deadlier!

The Seelensammler gets the following bonuses when surging with life energy: +1 attack per melee, +2 to its initiative and all combat rolls, add +5 to its supernatural P.S., add +3 to its P.P. and SPD. (which may increase its combat bonuses further), add +3 to ALL of its saving throw attempts, and its natural A.R. increases to 15! This *power surge* lasts for 1D4 minutes, but once ended it cannot perform another power surge for an hour, no matter how many points it's leeching.

Adhesion: This ability allows the Seelensammler to attach themselves to any surface by their hands and feet like an insect. This means they can walk on walls, ceilings, and climb any surface effortlessly (trees being a favorite). Speed climbing and crawling along walls and ceilings is equal to half their running speed. Attempting to carry a load heavier than its P.S. x10 in pounds will cause the Say'len'sam'ler to immediately fall off. While historically the Seelensammler were known for climbing and jumping from tree to tree in the forests of Germany, they've proven to be just as quick and agile within city environments, climbing and jumping from building to building or house to house to get around or escape quickly.

Superior Leaping Ability: The minimum leaping distance of a Seelensammler is 25 feet high by 40 feet long, regardless of their supernatural P.S., double this distance is they running or moving quickly via their adhesion ability! One of their favorite tactics when hunting or evading attackers is to leap upwards to higher ground and then diagonally spring about in between buildings (allowing them to attempt an automatic dodge with a +2 bonus when doing so), keeping their prey/attackers distracted, which allows other Seelensammler in the group to attack or ambush them from behind!

Group Telepathy Tactics: The Seelensammler are social creatures, and enjoy working in packs. When hunting in a pack, the Seelensammler can communicate to each other via Telepathy at no cost. This enables them to use a variety of ambush and guerilla tactics on both their prey and their enemies. This is particularly dangerous if they outnumber their prey and/or attackers as they can potential overwhelm them with smart tactics quickly. The Seelensammler aren't highly intelligence or aggressive, but they are very sneaky creatures, and use this ability to the best of their advantage.

Danger Sense: The large horns on their upper back are not without purpose to the Seelensammler. They work in a very similar fashion to the "Sixth Sense" psychic ability on page 127 of the main book, warning them when they are in danger. This ability does not cost them I.S.P. and alerts them by suddenly vibrating when in danger, bringing them to attention and looking for the source of trouble.

Knows all Languages: Magically understands and speaks all languages at 80%, but cannot read. To the English ear, it speaks with a German accent, but hisses its consonants through its sharp teeth when it speaks, such as "I am zee Sssseelenssammler!"

**Vulnerabilities:** 1. Needs to feed on life energy at least once every 7 days to avoid starvation. If it's somehow forced to go beyond 7 days without feeding, it begins to weaken, losing 10 S.D.C. Points or Hit Points per day. It also loses the ability to regenerate itself, all of its combat bonuses are cut in 1/2, and its P.S. is reduced by 1 point each day until it's fed. Once its S.D.C. is deleted due to starvation, its skin begins to blacken, turning to a shiny, pitch black color by its final day of staving off starvation (less than 10 Hit Points remaining). At this point, it carries a thick stench of decay (which may alert Psychic Medium's or other sensitive psychics when

close to them), and it now suffers an uncontrollable hunger, causing the Seelensammler to ignore sneaking and ambushing, instead it uncontrollably hunts and lashes out, leeching energy from whoever and whatever creature it can find, going on a feeding frenzy until its back to its full amount of Hit Points. From there, it will regenerate S.D.C. normally (and it could continue *Soul Leeching* its prey to get its S.D.C. replenished faster). Feeding on animals provides minimal nourishment (only 1 S.D.C./Hit Point per 6 S.D.C./Hit Points and NEVER gets a surge from feeding on them), and therefore they prefer to feed on humans.

2. Vulnerable to all weapons and physical attacks, as well as psionic and magic.

3. Doesn't like direct sunlight in its eyes, finding it partially blinding, and will flee from it. While suffering from direct sunlight, or within the range of a Globe of Daylight spell, it suffers -4 to all combat rolls. This is the main reason it prefers to hunt at night, and when forced to hunt during the day it stays under the canopy of trees or by hiding inside buildings or other structures to avoid the sunlight.

**P.C.C. Notes:** Autistic Psychic Savant: When using his "Autistic Defensive Trance", the Savant is impervious to the Seelensammler's *Soul Leech* ability.

Diviner: When a Diviner successfully performs his *Reading Clues and the Obvious* ability, he will recognize the physical signs of a Seelensammler being in the area via the tiny claw marks left on the walls and ceiling from its *Adhesion* ability.

Latent Psychic: When being stalked or hunted by a Seelensammler which attempts to perform a *Soul Leech* ambush, the Latent's *Mind Storm* ability will kick in, giving him a +2 to save vs. the psionic attack (instead of suffering a -2 due to ambush). If he successfully saved against psionics, he's now aware that he's being stalked/hunted, and gets a +2 to perception roll to spot his attacker.

Nega-Psychic: The Nega's *Mind Block Auto-Defense* makes it impossible for the Seelensammler to use its *Soul Leech* ability on him. Like most Supernatural Predators, it dislikes the negative vibes of the Nega-Psychic and stays out their way, having no reason to even hunt them as they can't feed on them.

Psychic Sensitive: A Sensitive's *Sense Supernatural Evil* ability will alert him to the presence of a Seelensammler nearby, and if he uses his *Opening Oneself to the Supernatural* ability, he CANNOT be ambushed by its *Soul Leech* ability.

**R.C.C. Skills or Equivalent (does not improve with experience)**: Camouflage 50%, Climb 90%/70%, Land Navigation: 70%, Lore: Cattle and Animals 80%, Prowl 70% (add 10% when using their Adhesion ability), Tailing 60%, Track Humans at 70%, and Streetwise at 30%.

**Equivalent Level of Experience**: 1D4+1

**Attacks per Melee**: Five

**Damage**: Bite: does 1D6. Head Ram: does 1D12+2 (due to the spikes on its crown, it likes to ram its target's with its head, usually either by running at them full bore or jumping down at them from higher ground).

Claw strike: 1D6 damage plus the usual Supernatural P.S. damage, punch as per Supernatural P.S., typically 1D6 damage on a restrained punch or kick, 2D6 damage on a full strength punch or kick or 4D6 for a power punch or kick (counts as two attacks). May also use weapons, favoring throwing rocks, or pulling loose bricks or chunks of concrete from the wall it's climbing at the time and throwing it.

**R.C.C. Bonuses**: +2 to Strike and Parry, +4 to dodge (gets a +2 additional bonus and *auto dodge* ability if using its adhesion ability, leaping between buildings and moving to higher ground). +3 to Perception Rolls, +3 to Initiative if they have the high ground, +4 to Pull Punch, bite or claw, +3 save vs. Horror Factor, Pain and magic.

**Magic**: None.

**Psionics**: None, but they get to save vs. psionics with a 13 or higher.

**Enemies**: Humans are regarded as food or play things. Psychics, particularly Ghost Hunters, Diviners and Psychic Sensitive's are consider natural enemies as they are capable of tracking, hunting and destroying them. If recognized, the Seelensammler will only attack them with superior numbers; otherwise they will flee to hunt somewhere safer. For unknown reasons, they seem to despise entities, spirits and ghosts, and tend to avoid places that are reputed to be haunted. Most Parapsychologists believe than this has something to do with them being a sort of life energy that the Seelensammler can't feed on, which upsets (or at least disturbs) them. See the GM Eyes only section below concerning other enemies.

**Allies**: They only willingly associate with their own kind, but they can be summoned by powerful supernatural beings or mages to do their bidding. Their best use in servitude is either by assisting their master with

interrogations (their *Soul Leech* ability is painful and terrifying to experience) or by being used as assassins against their master's enemies. While they don't take umbrage to being forced into service (especially if they're used to their strengths), they will flee from their master/summoner the first chance they get.

**Habitat:** As of the 1940's, they can now be found anywhere throughout the world, in urban or rural settings, as long as there is a human population to feed on. At one time, they only seemed to be found in Germany, but have since been reported multiple times on every continent over the last seventy years.

**GM Eyes Only:** The Seelensammler is not a physically strong or tough creature and will ALWAYS use guerilla and sneak attacks before up front combat, and even then they'll only fight long enough to flee and find a sneakier method of attack later. The only time they will ever come at someone aggressively is if they're suffering from starvation. This patience and a mind for tactics can whittle down any opponent they deal with, either via multiple *Soul Leech* attacks, quick strikes from the rear and then fleeing, throwing things at them from a distance, or in some case they'll be brazen enough to attack all at once, dog piling and overwhelming their victim.

As they are now globally known, the many Parapsychologists across the world that have strived to study and define them have come to learn some interesting things about them. First off, they are very territorial and protective of their territory against other supernatural predators. Once its territory has been "declared" it tolerates the humans on its land (they are its food source and seen as such), but they will NOT tolerate other supernatural *predators* on their land, nor other Seelensammler's that are not a part of its pack. Note: Haunters, Pranksters, and Servants are generally left alone unless they threaten the pack in some way. They also seem to be intelligent enough to not attack Ancient Evils and Alien Intelligences. If threatened by these types, they will abandon their territory and find new grounds elsewhere.

The next interesting aspect is that they are social creatures that congregate in packs. While most packs are reported to be between 4-8 in numbers, some have been reported to be well over a dozen! It's believed that they look out for one another, mate and breed children, and even have an alpha that the others look up to (usually the oldest or most experienced of the group). There have even been reports of people being kidnapped and taken back to their nest to allow their young and those suffering from starvation to feed on the victim. It's also believed that those who lose or leave their pack for one reason or another can join another pack if accepted. Of course, a Seelensammler doesn't always hunt with a pack; there are many reports of one hunting/stalking its prey solo. That being said, it's hard to say if this is out of necessity (being the sole survivor of a destroyed pack for example) or if their talent for sneaking and prowling around means that only one of the pack members was spotted.

They also seem to be intelligent enough, or possess an instinct to understand that killing many humans in a short time leads to them being in danger by paranormal investigators and/or supernatural hunters. To Parapsychologists, this is the best reasoning as to why they've been known to leave the majority of their victims weakened and shaky, but alive. This might even be one of the reasons why they employ ambush and prowling tactics, allowing them to feed and then flee their victims quickly, leaving them dazed and confused as to what even happened to them, much less get a glimpse of their attacker(s).

Adventure wise, these creatures are most often encountered when being hunted/stalked by them. It can be a particularly terrifying scene for a group of hunters to suddenly come under physic ambush, falling to the ground in pain and anguish (if they fail to save), only to minutes later get back on their feet, not having a clue as to what just attacked them, or what even happened to them. And the Seelensammler can do this several times during an adventure if desired!

Of course it's also just as horrifying to witness several ambushing a character at one, increasing the amount of S.D.C. and Hit Points he loses all at once as the leeching amounts are cumulative. And even if/when the character saves vs. psionic, he still feels weak and shaken, but his attackers are all potentially experiencing Power Surges, and are now charging at him as a pack to seize him, hold him down, and then continue feeding on him to the point of near death! An encounter with these creatures may require several horror factors rolls and a save vs. Insanity may be required to avoid getting a phobia of Seelensammler's.

Other adventures could include hunting down a pack's nest, surviving an assassination attempt by those in servitude, or even getting caught in the cross fire of other predators invading its territory.