

Ghuls

Ghuls are a race of corpse-eaters who live in the Deadlands. Most live in extensive burrows underground, coming into the daylight primarily for raids on other burrows or scavenging, but even then they do everything they can get away with at night.

The Ghuls, as a tribal species living in lands of relative scarcity, have a high respect for the warriors and hunters in the tribe. Even the Ghuls who aren't "warriors" by trade still have strong fighting instincts and frequently resort to violence as a solution. Nearly all Ghuls who travel in the outside world are warriors.

In addition to the normal tribal structure, there often exist a separate group of elite ghul warrior women, each of whom sever their loyalty to their parent's tribe and replace it with a loyalty to the ghul people as a whole. These pseudo-tribes of warrior women protect the ghul people as a whole from threats, both internal and external... especially from the many large monsters which infest the Deadlands.

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