



The Ghoulkin

A tribal-like Supernatural Predator, written by Anthony Uyl
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There are always rumors of human tribes that have been forgotten by time, being passed over by the continuing advancements of modern society. This is true of the Ghoulkin. Their neglect however is not the fault of modern man, but rather a choice made by the tribes as a whole. They prefer to be away from the hustle and bustle of modern cities, choosing instead a closed off lifestyle in the wooded or mountainous or hidden away pockets of the world.

This doesn't mean that they're afraid to come into the outskirts of human towns and cities however. Humans are their food of choice, only eating the flesh of animals if the pickings of humans are slim. They're especially good at finding their fill in those small towns and pockets of society that, like the Ghoulkin, are forgotten by local politicians and law enforcement.

All out attacks are extremely rare as the Ghoulkin prefer to move into isolated communities with stealth, picking off those that are alone or left behind or overlooked in large crowds. Many of these small communities cry foul when these disappearances happen regularly, believing that something is living in the woods outside of their small town. Every few years a band of men (such as local law enforcement or a group of angry volunteers) gather together, armed to the teeth, with the intent of flushing out the wild Ghoulkin from their neighboring woods, but these men never find the any signs of the Ghoulkin, no possible homes, not camp sites, nothing. In most cases they simply vanish, disappearing for years or even decades at a time. But they always return eventually. Those who go missing are never seen again, and cover-up's and requests for silence from the victim's families and to move on with their lives are their only recourse in dealing with the aftermath.

How the Ghoulkin came to be are a mystery, but a paranormal investigator named Raymond Leek, was able to dig up some slim leads, and then facts on them after finding and clearing out a small tribe in the forests of Maine. Raymond claims that although the Ghoulkin could not read the materials themselves, there were journals (among other things) found in the tribe's camp that told of how they came to be.

According to Raymond, these tribes were once ordinary human communities, living together and fearful of the supernatural horrors of the world around them. Raymond suspects they were nomadic or pioneers who fell on hard times and became flesh hungry, primal savages after making a dark pact with an unnamed supernatural being for provisions, power and protection. At first, they merely sought to be protected and provided for with food and comfort. But in time, this supernatural being used their reliance on it to corrupt and twist them into the inhuman things they are today. To survive the wilds, their physical attributes were enhanced, and they developed a deep desire for power and becoming the top of the food chain, finding a taste for human flesh until nothing else would no longer truly satisfy them. At one point, it's believed that were large and strong enough in numbers that they began dominating the wild pockets of the world they lived in. As the tribe grew in numbers, they began breaking into other tribes, seeking out other pockets of wilderness where humans were either living in or nearby them.

They eventually spread across North America, but as human became bolder and better armed; the Ghoulkin tribes dwindled in numbers until they'd learned to become more tactful about gathering their "food". Some communities successfully vanquished the neighboring tribes; others did not. It's said in these journals that some of these communities and villages became dominated and enslaved by the Ghoulkin. There are whispered rumors in the rural communities that these villages still exist to this day, entire villages full of humans being kept as live stock for their Ghoulkin masters, hidden in the

most isolated places of North America (and possibly abroad as well). No such place has ever been discovered however, but the rumors still persist.

Typically, wherever there is an old ghost town, or an abandoned town or community, a tribe of Ghoulkin are living somewhere nearby. With the rumors of the abandoned community comes with it tales of monsters that live in the forests, warning people not to go there. Some listen, others do not.

Virtually all attempts to find and contain the Ghoulkin have been unsuccessful and investigators are regularly comb the countryside's of North America to ferret out these tribes when the reports of missing people become too numerous to ignore. The Ghoulkin seem to be very adaptable, capable of picking up and leaving at a moment's notice, and are able to survive and flourish in places that are too harsh for most modern day people to live. After what's been considered a few decades of minimal Ghoulkin activity (until a few years ago, the last confirmed report of Ghoulkin activity was in the winter of 1984 in Northern Montana) there has been a sudden increase in confirmed Ghoulkin sightings. While it's possible that the internet age has allowed these reports to reach more people, which in turn inflate the numbers, the majority of investigators and researchers in the Lazlo Society agree that it's a true increase in activity. The sudden increase in activity is as alarming as its dumbfounding. Whatever the cause of these mysterious reappearances, they're determined to continue surviving, flourishing, and hunting their family food, man.

Ghoulkin – Supernatural Predator

Alignment: Mostly Miscreant, leaders of tribes or mostly diabolic.

Attributes: I.Q. 2D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+3, P.P. 3D6+3, P.E. 4D6+5, P.B.: 2D6, Spd: 3D6+3.

Armor Rating (A.R.): 10; any attack less than 11 does no damage even if it hits.

Hit Points: P.E number +2D6 per level.

S.D.C.: 1D4x10+20.

Discorporation: When slain, the Ghoulkin look completely human without any outstanding features (wears stolen clothing and carries gear as opposed to creating and carrying their own).

Threat Level: x2; a minor Supernatural Predator, rises to x4 in a group of five or more.

Horror Factor: 11 (individual); 14 (group of five or more).

Size: 6 to 6.5 feet tall, fairly stocky and broad shouldered in most cases. With their unkempt hair and hairy bodies, it's suspected that more than a few *Big Foot* sightings in the woods were actually Ghoulkin.

Weight: 200-300 lbs.

Average Life Span: If allowed to live their full lives, they could make to 100 years old, but most are often slain and eaten by their own tribe when they become too weak or wounded to survive.

P.P.E.: P.E attribute plus 1D4.

Natural Abilities: Natural predators that love the taste of human flesh, as well as their own kind. They tend not to distinguish between flesh and bone, consuming everything that is before them. They are very adept hunters, being able to sniff out humans that come within 50ft of them: 60% chance to detect humans. They have Nightvision of 100ft which allows them to see in complete darkness.

Vulnerabilities: Holy items deal double damage to Ghoulkin.

R.C.C. Skills or Equivalents: Wilderness Survival 85%, Tracking (people) 70%, Concealment 60%, Hunting, Land Navigation 70%, Preserve Food 60%, and Prowl 60%.

Equivalent Level of Experience: 1D4.

Attacks per Melee: 5. The Ghoulkin are strong, primal, aggressive fighters, and at least one of their attacks per melee round will be a power attack of some kind.

Damage: 1D8 plus P.S. Bonus from a punch/kick, 1D8x2 from a power punch/kick, and 1D8+2 from a bite. They are known to steal and use things like knives, chains, baseball bats, lead pipes, hammers, and other solid objects that can be used as weapons (favoring blunt objects while hunting for food, saving the knives and sharp objects for skinning and eating back at camp).

R.C.C. Bonuses (in addition to attribute bonuses): +3 to attack, +1 to parry, +3 to dodge, and +5 to Roll with punch/fall/impact.

Magic: None.

Psionics: Are considered minor psychics, but when they gather into a group of five or more they become major psychics and gain even more psychic abilities. I.S.P.: M.E. + 2D6 as an individual, triple this when in a group of five or more.

Abilities: (solitary or less than five together) Bio-Regeneration(Self)(6), Coma Consciousness(3), Resist Fatigue(4), Suppress Fear(8), Open Lock(6), Impervious to Cold(2), Impervious to Poison(4), Telekinetic Leap(8), and Summon Inner Strength(4).

Additional Abilities: (in a group of five or more) Alter Aura (2), Deaden Senses (4), Resist Pain (6), Group Mind Block (22).

Enemies: Humans beings. They naturally fear other supernatural creatures and try to avoid them (spirits and ghosts in particular). They will attack anything and anyone that threatens their tribe however, regardless of who or what they are. If their enemy is backing away and leaving the area in a nonthreatening manner, the Ghoulkin have been known to stand their ground and watch them (weapons and rocks in hand), but will not go after them, at least until they're sure their tribe is safe.

Allies: None to speak of as they fear most other supernatural beings. They can join up with other creatures but this is rare (usually a lone survivor of a tribe or the rare outcaste Ghoulkin). They tend to fend for themselves, keeping away from all others by hiding in their forested homes. Communication with modern man is difficult for them at best since they are uneducated brutes in most regards.

Potential allies are in for an uphill battle when trying to communicate to the Ghoulkin for help.

Note: It's not unheard of for Ghoulkin to unexpectedly protective of human children. In one report, a child who was kidnapped by a suspected child serial killer had fled into the woods with her, unexpectedly showed up on the outskirts of a small town the next day. The child reported that a large, hairy, nearly naked woman fought with her kidnapper, had beaten him to death, and then kindly and gently led her to the outskirts of the small town before leaving her. The child also said that she carried the dead kidnapper over her shoulder like a sack of potatoes the entire time.

Habitat: Isolated forested and mountainous areas, away from cities and large population centers. They enjoy living near smaller towns and rural communities, where getting food is a lot easier than risking going into a city. They seem to be unable to understand technology and fear it, staying away from well-lit places, or using the shadows to move about unseen.