

Balance Creatures

A'Equin				Sarameya			
AHP	27	OCV	9	DCV	14	NWI	0
S	30(+1)	St	64(+3)	D	34(+2)	A	18(+1)
MR	52	NAV	0	C	14	NF	1D3*
EnL	39	DTV	-4	CDF	5	CL	2
SS	NA			MDV	12	INT	5
		PR	6	SIZE	3	HC	39%

Appearance – The A'Equin are spectral horses that radiate Astral Power. They are 20% larger than the average Steppe horse and are proportioned exceptionally well. They are normally whitish silver in color.

Special – A'Equin are encountered as the chariot horses of the Merkabah. They maybe summoned separately. Their home lies in a plane beyond the Balance Marches.

Any person that touches, or is touched by, an A'Equin, who is not fanatically tied to Balance, maybe affected by a MEL4/ELO Astral Well. This includes any summoner. If he is he disappears and finds himself in the Balance Marches. Only one roll is taken per person who touches the steed.

A'Equin fly, run on water and along the ground at the MR stated above. When they choose, they can pass through any physical obstacle at an MR of 13. If influenced to allow a rider, the person riding them is also insubstantial at such times. No person may mount one of these steeds unless it is willing. An EL2 Astral Well automatically affects anyone who does.

Asaghi				Poteh			
AHP	15	OCV	5	DCV	4	NWI	+2
S	20(+1)	St	16(+1)	D	16(+1)	A	11
MR	10	NAV	2	C	24(+1)	NF	1D3
EnL	73	DTV	+2	CDF	5	CL	1
SS	NA			MDV	8	INT	7
		PR	4	SIZE	2	HC	20%

* The actual DTV is -3*. When they reach 2 or less they leave. If they are at -4 or less, the corpse disappears.

Appearance – Asaghi are somewhat hunched, wolf-headed figures. They commonly dress in copper robes. They have an average height of 6 feet but have been known to be much larger. From the neck down they are hairless humanoids.

Special – Asaghi are intelligent. All characters that talk to them understand their tongue as if they were speaking their native tongue. They take double damage from Desert and Storm Powers and are immune to all Balance spells.

When all the damage an Asaghi can take is inflicted it is driven into its home plane. Any damage scored with non-magical weapons is reduced 50% (RD). Asaghi cast Planar Travel at MEL6/EL6. They cast Major Illusion at MEL6/EL3. When attacked by Law or Chaos magic their MDV is doubled.

Asaghi can only be killed if, when they go into another plane, they are followed and that AHP is re-inflicted. In this case only is it truly dead. The robes of the Asaghi can be sold to any magic user who knows Planar Travel for 25GC. (He will increase his EL in that spell by two when he wears them. He also gains the Asaghi defense against the touch of death when not in his home plane).

EXAMPLE - Alvan of Gom has these roads. While questing in hell, he and three friends are ambushed by six devils. He is knocked down to one hit point by that attack. As a result, he automatically returns to the Middle World. His three friends are not so lucky.

Asura				Ahura Mazda			
AHP	44	OCV	15	DCV	6(9)	NWI	-4
S	56(+3)	St	52(+3)	D	20(+1)	A	20(+1)
MR	12(28)	NAV	2	C	68(+3)	NF	1
EnL	134	DTV	-7*	CDF	9	CL	2
SS	NA			MDV	20	INT	8
		PR	18	SIZE	3	HC	60%

Appearance - Asuras are tall, elegant demons with jeweled wings. Their common skin tone is light blue. They are always outfitted in fine garments. Their horse-like hair and reptilian features are highlighted with the finest cosmetics and care. They are vain beings seven to eight feet in height.

Special - In Armageddon Asuras were powerful members of the demonic host. As the weight of Balance was felt, they saw their interests were best served on the side of Tehuti. As they are sinister beings and motivated by self-interest, they betrayed Chaos. Anything that achieves their ends or harms an enemy is something they can do.

All Asura are EL8 with weapons. They are armed with any weapon the Referee desires. They are also magicians. They cast any General, Balance or Chaos spell at MEL8/EL4. For the Chaos magic, the casting cost is affected as specified for a Balance wizard.

If an Asura is killed the jewels on its wings can be harvested. Each will provide 3D6+4 small gems that are brilliant and flawless. Roll the type of gem randomly. The pattern of each Asura is unique for his gem display. (If the Asura is greater than normal size, the gems are medium instead of small).

NOTE - The vast majority of Asuras (80%) detest daivas and drugs. Any request that harms those beings, or any servant of

Aeshma Daeva, is likely to be viewed favorably (add 20 to your influence chance). All Asuras are male.

Bouba

Omael, Sarameya

Male							
AHP	35	OCV	11	DCV	3(6)	NWI	-2
S	44(+2)	St	32(+2)	D	10	A	12
MR	9(24)	NAV	1	C	64(+3)	NF	1-6 1D3* 7-9 1D3** 10 1D6+1***
EnL	73	DTV	-6*	CDF	4	CL	NA
SS	Nocturnal Omnivore			MDV	6	INT	3
PR	10			SIZE	3	HC	53%
Female							
AHP	25	OCV	7	DCV	6(9)	NWI	-2
S	28(+1)	St	22(+1)	D	20(+1)	A	18(+1)
MR	11(28)	NAV	1	C	50(+2)	NF	See Male
EnL	59	DTV	-4	CDF	3	CL	NA
SS	Nocturnal Omnivore			MDV	5	INT	3
PR	6			SIZE	3	HC	36%

** One of those encountered is female.

*** A family is encountered. There are one male and 1D3 females. The rest of those found, if any, are children.

Appearance – Bouba are heavily fanged gorillas with powerful wings. Their fur is luxurious and their countenance is terrible to behold. The average male attains an average height of 7-8 feet tall. Female are smaller and more lithe.

Special – Once the Bouba decides to fight, it does so until it or his victim is dead. If it is slain its fur can be sold for AHP Copper Coins in any civilized market. Use the general rules for animals to determine whether the Bouba is provoked.

The personality of the beast is like a gorilla. It protects its terrain and family. It will not attack unless forced to do so. If the people who encounter them are aligned, roll D100. On a roll of 20 or less, for each alignment present, Balance wishes to weaken that alignment. In this case, the Bouba attack the people who serve it.

Bush Warrior				Omael			
AHP	6	OCV	3	DCV	3	NWI	+3
S	7	St	16(+1)	D	10	A	15
MR	14	NAV	2	C	1(-1)	NF	2D10*
EnL	26	DTV	0	CDF	2	CL	NA
SS	Noct. Herbivore			MDV	2	INT	5
		PR	0	SIZE	1	HC	60%**

*If the village is found an additional 3D10 Children are present.

**See Special

Appearance – Bush Warriors are composed of fibrous plant matter. They have a vaguely humanoid appearance with hollow eyes. They are either brown or green creatures, depending on the terrain they live in, about 2 feet in height.

Special – Bush Warriors hide invisibly in foliage as for MEL2/EL2 Invisibility. On each phase, if they roll HC or less, they regenerate every hit point scored on them if the damage is less than their AHP.

Any Bush Warrior hit by Fire or Lightning is killed if the spell succeeds. They become a torch. Bush Resin, a sap derived from the Bush Warrior, is a valued healing material. Each bush warrior killed yields 3 doses. Immature warriors yield one dose. A warrior killed by fire or lightning yields nothing. The flames consume the resin.

Bush Resin increases Healing Chance by 40 when it is eaten. If healing occurs, 1D6+8+StB hit points are healed. Use of this resin is magical healing. If a person takes more than one dose in a week, it will heal but it has a BL1 Slow Death effect as well. Negate Poison is the only way to stop the affect. The resin sells for 1 Silver Coin per dose. If the dose is exposed to unshaded light it is worthless.

Bush Warriors communicate with other races using EL40 Sign Language. Among their own kind communication is on an empathic level.

Cailoa				Poteh, Ahura Mazda			
AHP	40	OCV	13	DCV	8	NWI	0
S	66(+3)	St	35(+2)	D	56(+3)	A	33(+2)
MR	14	NAV	0*	C	59(+3)	NF	1-9 1 10 6**
EnL	95	DTV	-5	CDF	8	CL	2
SS	Diurnal Omnivore			MDV	13	INT	6
		PR	10	SIZE	4	HC	47%

* All wear plate armor contoured to accentuate their beauty. It has an AV of 6.

** If six respond to a summons they come to judge the summoner. If there is anything about his nature that is offensive to Balance, they slay him.

Appearance – The Cailoa have an average height of eleven feet. All are female. They are always armored and have eyes of silver fire. Each is voluptuous and perfect with six muscular arms. When encountered they will be armed with three massive scimitars. All are MEL16/EL8 magic weapons modified for hit chance. Their WSB is +3 due to their size and the metal they are made with.

SPECIAL – Cailoa are the elite warriors of Ahura Mazda and the guardians of the outer veil. They are only encountered in the

Upper World, unless summoned. The only time they are found is guarding something important for Balance, i.e. the palace of Ahura Mazda, the tower of Poteh, etc. All are nearly identical with an appearance of 100.

These ladies have a special mystic defense in battle. When they are damaged, a lance of astral fire lashes from the wound and strikes the person who harmed them. That person is allowed a Dexterity roll. If he succeeds, the lance misses. If not, he can be affected by a MEL8/EL4 modified Astral Fire spell. It will score 4D6+8 hits ignoring any armor he wears.

Cailoa are called "daughters of the flame" in Ma'helas. Legend has it that they were born from the Sea of Astral Fire through the power of Poteh. The greatest of them, the Cailoa'dre, are the guardians and concubines of Ahura Mazda. All Cailoa are talented warriors and excellent dancers.

Chimana				Tehuti			
AHP	33	OCV	10	DCV	4(8)	NWI	0/-3/-1*
S	46(+2)	St	24(+1)	D	12	A	20(+1)
MR	12(32)	NAV	0	C	60(+3)	NF	1D2*
EnL	96	DTV	-4*	CDF	8	CL	NA
SS	Diurnal Omnivore			MDV	10	INT	6
		PR	8	SIZE	2	HC	42%

*NWI applies in Human/Lion/Serpent order.

Appearance – Chimana have the body of a lion. At the front is a lion's head. Its tail is a serpent. Growing from the center of the back is the torso, head and arms of a man. They are 3 feet at the shoulder and 5-6 feet tall at the top of their human head.

Special – The Chimana's Lion Head breathes fire darts at MEL7/EL4. Its human constituent is capable of using weapons and thinking rationally. The serpent head is not poisonous. It is allowed to attack anyone on the rear or flanks. The other heads can only attack the front.

Chimana are capable of flight though they are not winged. It is immune to all Storm Powers. The human head is able to learn, understand and speak any languages. They are fully able to communicate if a common tongue exists. If a larger than normal sized Chimana is encountered there is a 20% chance it can cast 1D3 Balance spells at MEL6/EL3.

Manu'te				Poteh, Manu			
AHP	31	OCV	12	DCV	7(10)	NWI	-6
S	38(+2)	St	60(+3)	D	52(+3)	A	16(+1)
MR	7(24)*	NAV	2	C	24(+1)	NF	1
EnL	60	DTV	-24**	CDF	7	CL	NA*
SS	Nocturnal Fructivore and Scavenger			MDV	15	INT	6
		PR	8	SIZE	3	HC	42%

* The Manu'te is protected against summoning by both gods it serves. If a wizard wishes to summon one anyway, he works against an MDV of 45 in summoning a CL 1 creature.

Appearance - As specified for the Te'sla except the claws on their right hand are iron and those on their left are silver.

SPECIAL - All factors specified for Te'sla apply here as well. In addition, the Manu'te is capable of MEL5/EL3 Invisibility and Invulnerability. They also have EL2 immunity to Law and Chaos magic. Manu'te have been known to be sent to destroy enemies of the balance.

Manu'te blood has double the value specified for the Te'sla. It is worth 3SC per dose. It is immediate death poison not slow death. If enhanced, it grants EL2 immunity to Law and Chaos magic.

NOTE - If those fighting the creature are afflicted by Iron or silver roll 1D2 each time they are hit. A 1 indicates that the claws that afflict them scored the damage. In this case, DOUBLE any damage inflicted after subtraction for armor and other defenses.

Merkabah				Tehuti, Manu, Soqed Hozi			
AHP	47	OCV	15	DCV	8(15)	NWI	0
S	100(+4)	St	26(+1)	D	40(+2)	A	24(+1)
MR	16(52)	NAV	2	C	62(+3)	NF	1D2*
EnL	143	DTV	-5*	CDF	10	CL	2
SS	NA			MDV	28	INT	9
		PR	8	SIZE	3	HC	44%

Appearance - Merkabah are robust, bull-headed warriors 8-9 feet in height. Their short horns are gilded in silver. They are armored in shining mail (AV4), have an EL3 magic sword (modified for hit chance) and a Composite Bow with twice the normal Base Range and a WSB of +4. They are encountered in golden chariots pulled by two A'Equin. Their MR of 52 is their MR riding in the chariot.

Special - The bow of the Merkabah fires bolts of Astral Fire. Any target hit that is affected (MEL5/EL2) suffers the affect of EL2 Astral Fire plus any other damage scored. Each shot only affects the target hit. Only animate targets can be affected. Merkabah are EL7 in archery.

Merkabah prefer to stay away from enemies and pepper them with fire bolts. If the enemies get under cover the Merkabah dismounts and pursues on foot if a 1-3 is rolled on a 1D10. If he runs out of arrows he closes to melee range if a 1-5 is rolled on a 1D10. If he does not make either roll he leaves. When encountered, a Merkabah has 1D6+2 arrows.

NOTE – If the Merkabah's weapons are taken they may be used with the values listed above. For the bow, the bow-user must have a SB of at least +3 to fire it. Their horns can be sold for 1GC each. Attempting to sell them in a Balance nation would not be a wise decision.

Molani				Omael			
AHP	9	OCV	2	DCV	6	NWI	-2
S	8	St	8	D	33(+2)	A	20(+1)
MR	12	NAV	0	C	20(+1)	NF	1-5 1D3 6-9 2D6 10 D100**
EnL	24	DTV	-1*	CDF	1	CL	NA
SS	Nocturnal Carnivore			MDV	8	INT	2(6)*
		PR	2	SIZE	1	HC	14%

*As a whole, a Molani clan has an intellect of 6. It is made up of individuals with an intellect of 2.

**A clan camp of the Molani. 30% are male (RU), 30% are female (RU) and the rest are children.

Appearance – The Molani are large, baboon like creatures 3-4 feet tall. All have dark, dim eyes and pronounced, vicious canines.

Special – A Molani clan has a group mind. What one sees all see. If one is attacked the clan comes to his aid. They continue the fight until the enemy is killed or driven away. They never check morale. 1D3 reinforcements arrive each phase, after the attack, until the entire clan (D100 creatures) is present.

Molani have Empathic Power at a rating of 9. They never initiate combat. They are friendly, inquisitive and somewhat mischievous. They are only violent when defending themselves.

These creatures require their clan. If one is taken from the clan area, he loses 1D6 energy points each day until he dies. If he is taken in a way that leaves a trail there is a 60% chance that no less than 50% of the clan follow to reclaim him. If they do not, there is a 40% chance that 1D6+1 Omari come for him.

Omari				Omael			
AHP	20	OCV	6	DCV	8	NWI	-2
S	15	St	36(+2)	D	20(+1)	A	31(+2)
MR	17	NAV	1	C	20(+1)	NF	1-7 1D3 8+9 1D6+1 10 2D6*
EnL	45	DTV	-3*	CDF	4	CL	NA
SS	Inter. Carnivore			MDV	7	INT	5
		PR	6	SIZE	1	HC	28%

* An Omari den. 1D3+1 of those found are adult. The others are pups.

Appearance - Omari are silver furred wolverines with flashing green eyes. Most are some two feet in length and up to a foot at the shoulder. Their claws and teeth are razor sharp silver.

Special - Omari are dedicated to preserving life and fertility in the territory they claim as their own. In doing so, they do not back off from anything. If their wards are threatened the force responsible is attacked, whatever it may be.

All Omari use Damage Reversal at MEL4/EL2. The affect roll is taken on anyone who hits an Omari in combat as soon as they are within the range of the spell. It is automatically cast against anyone who strikes them in combat or with magic when the opportunity arises.

If an Omari is killed its claws can be harvested. Each provides eight claws worth 1SC each. If Creature Variation is used, multiple the claw value by the S multiplier.

Roc				Sarameya			
AHP	40	OCV	12(18)*	DCV	3(12)	NWI	-2(-8)
S	48(+2)	St	50(+1)	D	18(+1)	A	17(+1)
MR	4(48)	NAV	1	C	62(+3)	NF	1-6 1 7-9 1D2* 10 1D3+1**
EnL	87	DTV	-5*	CDF	4	CL	NA
SS	Diurnal Carnivore			MDV	14	INT	5
		PR	10	SIZE	4	HC	56%

*When in the air, or in the first phase attack following a dive, the () OCV and NWI are used.

**A nesting ground is found. All Rocs present are adult females. There will be 1D10 + the number of Rocs present nests. Each nest contains 1D3+1 eggs or one nestling. The nests may also contain treasure, especially gems, shiny objects and the remains of personal equipment.

NOTE - If a nestling is present reduce the values above by 50% (RU). The nestling cannot fly and won't leave the nest.

Appearance - The Roc looks like an immense eagle. It is at least 5 times larger and more heavily muscled.

Special -A Roc egg, unhatched, is worth 5 Gold Coins. A nestling is worth 15 Gold. Nesting grounds are located on the highest, least accessible terrain in the area. They are only found in Mountain and Desert terrain. In all other terrains, subtract 1 from the roll when Rocs are encountered.

NOTE - A Roc that is taken as an egg or nestling, and trained, can be used as a flying mount. Doing this requires Roc Husbandry and a way to teach the bird to fly. The value of a trained Roc is never less than 30GC. Domesticated Rocs rarely live more than twenty years. The average life expectancy of a wild Roc is a hundred years. (Balance realms do not look with favor on the rider of a Roc).

Seker				Tehuti, Zehanpuryu'h			
AHP	19	OCV	5	DCV	8(13)	NWI	0
S	13	St	20(+1)	D	73(+3)	A	40(+2)
MR	12(36)	NAV	0	C	40(+2)	NF	1
EnL	65	DTV	-3	CDF	7	CL	2
SS	NA			MDV	18	INT	5
		PR	6	SIZE	3	HC	30%

Appearance - Seker are tall, thin men with pronounced pointed ears. Their skin tone is silver. They have an average height of more than seven feet and weigh some two hundred pounds. Their faces have no mouth and little in the way of a nose. All Seker are hairless. They dress in gray satin robes.

Special - Seker understand all tongues and can communicate telepathically with anyone with an INT rating of 5 or more. Balance savants call Seker the throne hunters. They are the chosen "marshals" of Zehanpuryu'h and servants of Tehuti. They are immune to Balance magic.

When summoned, or encountered, Sekers act against those who have disrupted the Balance to the detriment of some Balance force. Summoning them for any other purpose is generally fatal.

Sekers are capable of MEL10/EL5 Flight. They use a targeted form of the Astral Ills spell (See Strange Powers) at MEL10/EL5. The spell only affects the individual they choose to attack. Its range is 12 hexes. It will only be used on an enemy of Balance they come to attack. All other factors are as described in the spell description.

If the Seker is attacked, suffering physical damage, he responds in kind. All Seker carry an MEL10/EL5 magic scimitar modified for hit chance with EL6 expertise. They can also use MEL10/EL5 Astral Fire against a person who harms them. Being summoned inappropriately is considered to be harm.

NOTE - Seker live by absorbing the essence of Astral power in the Upper World. They may not exist in the Middle World longer than 72 hours. They fade, returning to the Upper World, when their task is done or three days pass.

Sentinel Beast				Manu, Poteh			
AHP	20	OCV	6	DCV	7	NWI	0
S	20(+1)	St	60(+3)	D	15	A	16(+1)
MR	8	NAV	8	C	NA	NF	1
EnL	75	DTV	0	CDF	6	CL	2
SS	NA			MDV	15	INT	8
		PR	*	SIZE	*	HC	NA

* The Referee assigns a Size factor. Poison has no affect on a Sentinel Beast.

Appearance – The Sentinel Beast is an animal of variable form and size surrounded by an aura of Astral Power. Its eyes are wells of blinding power that are not visual organs.

Special – Sentinel Beasts use Oblivion (MEL8/EL6) against anyone that defiles what it guards. Any person affected is exiled to Oblivion. Sentinel Beasts only attack magically. Their concentration is NEVER disturbed by damage unless it is sufficient to kill.

Any person sent into Oblivion returns D100 miles away from the place where he was affected when the duration of the spell ends. He has no memory of the place where the beast confronted him. There are no limitations as to the place of return. It could be the top of a mountain or 20 miles out to sea. It is totally random.

Te'sla				Sarameya, Poteh			
AHP	24	OCV	8	DCV	2(5)	NWI	-2
S	25(+1)	St	40(+2)	D	26(+1)	A	8
MR	4(16)*	NAV	0	C	12	NF	1-9 1D3 10 1***
EnL	28	DTV	-12**	CDF	3	CL	NA
SS	Nocturnal Fructivore and Scavenger			MDV	10	INT	4
		PR	4	SIZE	3	HC	36%

*The () speed applies when the hit point of the creature is 0 or less due to damage.

**Between 0 and -12, the creature moves at increased speed and fights with uncontrollable battle fury.

***The Te'sla encountered is a supernatural elder of the race called a Manu'te. It has all the attributes listed below, better characteristics and some magical power.

Appearance – The Te'sla is an 8-9 foot tall creature with heavy fur. It has large, razor sharp claws on its hands and feet. Its teeth are needle sharp instruments of death. In general it is brown with touches of black and white.

Special – Te'sla are immune to Poison, Acid, Disease and Darkness Powers. Any Fire Powers or Storm Powers spell scores the normal damage minus the creature's MDV.

EXAMPLE – A Lightning bolt scores 23 hits. It will do 23 - 10, 13 points, to a Te'sla.

This creature is not aggressive. It is, however, a bit strange. Per alignment present in a party it encounters, roll on the table below:

ROLL	REACTION
1+2	Will attack members of the alignment
3-7	Ignores the alignment
8+9	Defends the alignment
10	Will shadow and aid the alignment for 1D6 days

If it attacks the Te'sla fights until all members of the alignment are dead or it is. Defense of the alignment applies if they are engaged with an enemy within twelve hours after encountering the Te'sla. If it shadows them, it does so secretly. It will fight in their defense against any enemy that attacks them. It will not act when they are the aggressor.

Te'sla hide is worth 10 Gold Coins unless it is burned or scorched. Its blood is valued to combat Disease and Poison. It is worth 1 Silver Coin per dose. It increases HC by 30, MDV by 15 and StB by 3 for 24 hours (for combating disease and poison only). It must be taken directly from the creature and stored in an iron container. If it touches the ground it is worthless. Each Te'sla yields AHP 1 ounce doses if it is killed.

Te'sla blood is BL7 slow death poison to any creature aligned with, or oriented towards, Law or Chaos. The same applies for their energy if the creature consumes energy. No supernatural force with any intellect, i.e. intellect 4 or higher, will attack a Te'sla to consume its blood or energy.

When the HPV of the Te'sla is between 0 and -12 it regenerates 1D6+StB hit points per phase until it is higher than zero. When the HPV is greater than zero regeneration stops until the next time the healing range is reached. If the damage is ever less than the DTV the Te'sla is dead.

Zehani				Manu, Zehanpuryu'h			
AHP	30	OCV	13	DCV	10	NWI	0
S	75(+3)	St	80(+4)	D	35(+2)	A	55(+3)
MR	13	NAV	4	C	NA	NF	1
EnL	210	DTV	0	CDF	**	CL	3
SS	NA			MDV	30	INT	8
		PR	*	SIZE	2	HC	NA

* Zehani are immune to poison, disease and plague.

**CDF equals 3+(MEL/2) (RD)

Appearance – Grey-cowled, humanoid figures 6 to 6.5 feet tall. Their faces are cloaked in impenetrable blackness and they exude magical potency. They are the most potent of the servants of Balance.

Special – Zehani are the messengers of fate. They use any Balance spell at MEL 2D10+4/EL 1D3+6. Any spell that fails against a Zehani fails abysmally.

This being only fights with magic. He will not engage in physical combat. Damage they take is ignored until it is sufficient to kill them. At this point they are dispelled. Damage taken does not interfere with magic they cast or movement. Their concentration is never broken. The Zehani are the servants of fate, the stepchildren of time and the favored of Tehuti. They are more a spiritual representation of Manu than a corporeal being.

Zehani Wolf				Zehanpuryu'h, Sarameya			
AHP	20	OCV	8	DCV	5	NWI	-1
S	20(+1)	St	53(+3)	D	12	A	15
MR	20	NAV	0	C	7	NF	1-9 1D3* 10 2D6**
EnL	32	DTV	-4	CDF	2	CL	NA
SS	Nocturnal Carnivore			MDV	12	INT	5
		PR	6	SIZE	2	HC	30%

**Den. If 1-4 are found they are all pups. If 4 or more are found 20% (RU) are adults and the remainder are pups. If an unprotected pup is taken or harmed, it will be tracked and/or avenged by the pack.

Appearance –A silver maned wolf with glowing red eyes. They are about 20% larger than a normal wolf.

Special – The Zehani granted Zehani wolves intelligence. They serve Balance with a whimsical fanaticism. They most commonly serve by inflicting their sense of humor on others and stealing things Balance wishes taken.

A Zehani wolf can serve as a messenger for the Balance gods. When such is the case, its INT is temporarily increased to six and its MDV is tripled. It is capable of speaking any languages its mission requires it to know.