

## Lenex (Alien)

STR 6d4 15  
 SIZ 1d6+14 17  
 DEX 5d4+2 14  
 INT 1d4+4 6  
 MPR 4d4 10  
 LUK 5d4 12

Attack: Bite (30 + 2d10) 1d6 + Paralyze  
 and 2 Front Claws (55 + 1d10) 1d8  
 or  
 2 Front Claws (55 + 1d10) 1d8  
 and 2 Fore Claws (45 + 1d10) 1d6

Dodge: 35 + 2d10  
 Bash: 30 + 1d10  
 Move: Run 7" (3", 4")

### Enhancements

Balance: 60 + 2d10  
 Bravery: 70 + 3d10  
 Hearing: 40 + 1d10  
 Hide: 35 + 1d0  
 Perception: 66  
 Quiet Movement: 40 + 1d10  
 Smell: 70 + 2d10  
 Spoils Category: Bearer (in lair only),  
 1d10  
 Surprise Reaction: 48  
 Vision: 60 + 2d10



**Description:** Of all the varieties of giant insectoid creatures to invade Vinya, the Lenex are undoubtedly the most dangerous. Fast, heavily armored and equipped with two pairs of cruel folding claws, Lenex are also well-organized and fairly intelligent. A protuberance on the head of each Lenex emits high-speed flashes of light in bewildering patterns, a complex language allowing it to communicate over great distances in complete silence.

The Male Lenex use their two pairs of long hind legs for locomotion, and the two pairs of wickedly toothed forelimbs for attacking or manipulation. They search constantly for food for the females and their young larvae, roving about in loose packs connected by light relays. Any prey that can be paralyzed with the poisonous bite is carted back to the mound, while anything that is killed is usually eaten then and there.

The current rush of research on these deadly creatures has revealed very little of worth. The poison is unstable, rarely remaining viable once removed from the Lenex. Their light language has remained a mystery, although several theories involving it are currently in vogue.

**Tracks:** The many knuckles on the walking feet leave a segmented print, terminating in a two-pronged hook. The front pair point almost straight out, the hind pair straight back.

**Sign:** Commonly used paths may be found near the nest, bordered with neatly cut branches. A quick burst of bluish-white light is a good indication of the presence of Lenex. The

nest mound is a tall, roughly conical hill with several entrance holes in the middle of a large area completely cleared of any vegetation taller than a finger's length.

**Habitat:** Desert, Grasslands, Temperate Forest, occasionally Mountains and Wetlands

**Range:** Low-lying areas east of the Speaking Mountains

		LENEX HIT POINTS						
		SIZ						
(1d100)	Hit Location	DA	15	16	17	18	19	20
93-00	Head	(4)	2	3	3	3	4	5
83-92	Thorax	(4)	3	3	4	4	5	6
71-82	Abdomen	(4)	3	4	4	5	6	7
63-70	R. Front Claw	(4)	2	3	3	3	4	5
55-62	L. Front Claw	(4)	2	3	3	3	4	5
49-54	R. Fore Claw	(4)	2	2	2	2	3	4
43-48	L. Fore Claw	(4)	2	2	2	2	3	4
35-42	R. Fore Leg	(4)	2	3	3	3	4	5
27-34	L. Fore Leg	(4)	2	3	3	3	4	5
21-26	R. Hind Leg	(4)	2	2	2	2	3	4
15-20	L. Hind Leg	(4)	2	2	2	2	3	4
01-14	Tail	(4)	4	4	5	6	7	8
Blood Total			28	34	36	38	50	62
CF			95	98	101	106	115	126
Weight			115	125	140	160	195	240
Bash Factor			30	31	32	34	38	42
Bonus Damage			+1d4		+1d6			

**Tactics:** Hunting around the clock without any handicap, Lenex tend to surround prey at night, using an apparently incomplete circle of flashing lights to drive frightened victims to their brothers

waiting in the dark. In daylight they attack in tight packs from ambush or in lightning raids, often using a small segment of their force to flank the prey in case it bolts.

Use:	% of body weight	Spoil time	Chance of disease	Market value
Edible glands	02	1d2 days	20	5 CR/lb
Poison glands	01	1d2 days	01	15 CR/lb

The only edible portion of the body is apparently a pair of large glands of unknown use in the abdomen.

Assuming the poison glands can be removed intact (Butcher roll), the poison will degrade one Intensity Level per day.

**Facts:** The larger females remain inside the mound, their tasks the raising of the larvae and defense and construction of the nest. Although they lack the digging hook on the tail and second pair of fighting claws of the males, the females' massive forelimbs are more than compensation, serving as both powerful digging tools and awesome offensive weapons. The saliva of the female is as poisonous as that of the male (Poison Intensity Level II), although their reduced jaws are effective only against very small prey. It has been rumored that they coat their formidable claws with poison before combat, but these rumors are wholly unsubstantiated.

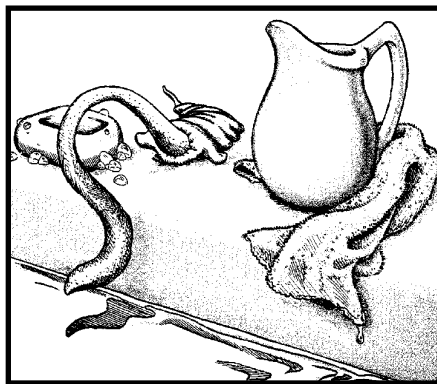
## Licking Wonder (Alien)

SIZ 1d2 1  
 MPR 2d4 5  
 Move: Slither 2" (1", 1")  
 DA: 0

**Enhancements**

Bravery: 10 + 1d10  
 Hide: 80 + 1d10  
 Quiet Movement: 80 + 1d10

**Description:** These creatures have enormously over-sized tongues; in fact, most of their body is tongue. They slither about in damp areas licking anything within reach in search of the microorganisms that make up their diet. Although they generally glide about leisurely on their slime trail, they will often use their tongue to drag themselves along faster. The tongue is constantly undulating, and the saliva has a numbing effect on the skin, making the



Licking Wonder good for relief of tension and anxiety, and thus quite popular. Larger specimens are sometimes used in lieu of a bath. This popularity, along with the difficulty of transporting and keeping the placid creatures alive, makes them an expensive luxury.

**Tracks:** A trail of mucous along which it glides.

**Sign:** The mucous trail is often visible as a silvery film after it has dried

**Habitat:** Tropical Forest, almost anywhere domesticated

**Range:** All of Vinya

**Use:** The flesh of the Licking Wonder is slimy and unappetizing. Moreover, the creatures are worth 5d10 CR alive so it would be foolish to gag down what little meat is to be found.

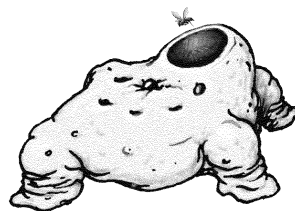
## Lofo (Alien)

SIZ 1d2 1  
 INT 1  
 MPR 5d4 12  
 Dodge: 10 + 1d10  
 Move: Waddle 2" (1", 1")  
 DA: 1

**Enhancements**

Bravery: 10 + 1d10  
 Hide: 80 + 1d10  
 Quiet Movement: 70 + 1d10

**Description:** The Lofo is a squatty beast, most closely resembling a soft, warty stool. Its four short legs are equally spaced around the thick, although roughly flat body. Rarely leaving silty mud beds, the Lofo is almost indistinguishable from its environment until it moves. It has a single, simple eye in the middle of its upper surface, ringed by several large pores. These pores ooze a sticky sweet fluid, attracting the insects upon which the creature feeds. Once an insect victim has landed to feast on the sugary bait, the nearest pore is thrown open, expanding to once again the beast's entire size and sucking in the hapless prey. During the mating season, the



males will forgo most of their feeding to attract and fertilize females. When the song of the male brings a receptive female wading near enough, the male sprays her with his milky seminal fluid, some of which is caught in her swollen pores. Having gathered the sperm of several males in this way, the female will bury herself in the mud for several days, after which time she will emerge and shoot hundreds of embryonic Lofo from her distended pore-sacs.

**Tracks:** Regularly spaced pairs of ring-like depressions.

**Sign:** Feeding Lofo make an audible, if muffled, popping sound as they take their prey, males have a high-pitched, buzzing chirp when calling for mates.

**Habitat:** Wetlands

**Range:** Southern Vinya

Use:	Amount	Spoil time	Chance of disease	Market value
Meat	1d2 lbs	1d4 days	20	1 CR/lb