

Nords brew their own vile beer, which, beside tasting very bad, has reportedly caused blindness in several instances. The many ceremonies the Nords have are more like wild parties than rituals of any religious significance. The incredible blow-out they have when initiating a new leader involves much drunkenness and marking (scarring) of the lucky Nord (leaders are apparently chosen at random) by every member of the tribe. The new leader bears these scars proudly since he is the ruler of the tribe for life, however short that may be. If a Nord has had anything for any length of time it will generally be in fairly poor condition. The majority of Nords carry wooden shields that absorb only half the damage of their Vinyan metal counterpart. Their weapons are usually stolen and in a state of disrepair.

Habitat: Grasslands, Temperate Forest

Range: East of Speaking Mountains

Tracks: Poorly shod or bare-foot, large flat feet with long splayed toes.

Sign: Extremely messy, these humanoids are very easy to follow. They drop whatever they are done with right where they are, and often trail bits of a meal behind them. They take pride in making designs with urine or feces, their few twisted shrines are almost unapproachable due to the smell.

Facts: The Nord monetary system is based on body parts. Teeth are the lowest, then ears, then fingers, although other parts are included on an as needed basis. The beauty of this system is that those likely to have the most of other people's body parts are the more vigorous (and dangerous) members of the group, and that everyone carries some money around with them always (if they ever get in a real bind they can always lop off an ear or something). Various creature bits are also used—the value based on size or ferocity of the beast from which the part came.

Observer (Alien)

STR	10	Enhancements	
SIZ	19	Balance:	80
DEX	12	Bravery:	0
INT	16	Hearing:	100
MPR	100	Hide:	20
LUK	12	Perception:	100
		Quiet Movement:	75
		Smell:	100
Dodge:	20 + 1d10	Surprise Reaction:	57
Bash:	40 + 2d10	Vision:	100
Move:	Stroll 4" (2", 2")		

Description: These tall, slender beings are very mysterious. They do not speak, eat, or sleep, nor do they make any threatening movements; they just watch. They can become quite unnerving.... Observers have been known to closely watch an individual or group for up to several weeks, even following them into towns and buildings. It is interesting to note that only one Observer will follow a party. Should two happen to meet, they will lock gazes for several seconds, perhaps to exchange information, then the newcomer will leave. There is no real way to distinguish between individual Observers, as they are all exactly alike. No Observer has ever been killed or captured, nor have any reciprocated communication.

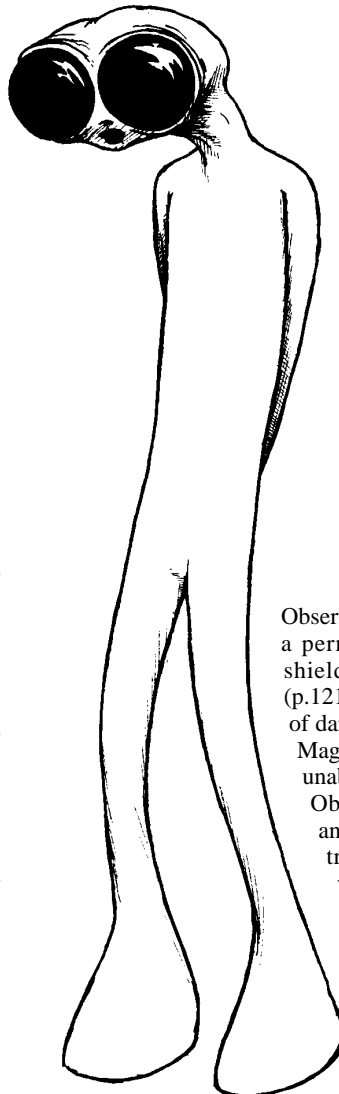
Tracks: Perfectly circular depressions at regular intervals.

Sign: Observers leave little in their wake; they do not eat, sleep, or defecate. Belongings that have been thoroughly rifled through but not stolen are usually an indication of an Observer "attack."

Habitat: Any but Air

Range: Anywhere

Tactics: They always move in a calm, leisurely manner, under any circumstances. They will inspect anything that looks interesting, which includes rooting through packs or clothing, opening containers and pouring out contents, uprooting plants, groping in fires, climbing trees, or even trying to take the food out of someone's mouth. They ignore all physical threats, as few have ever encountered anything capable of harming them. If they have a weakness, it lies in this absolute confidence in their invulnerability.



OBSERVER HIT POINTS			
(1d100)	Hit Location	DA	HP
91-00	Head	(20)	5
71-90	Chest	(20)	10
55-70	Abdomen	(20)	8
43-54	Right Arm	(20)	6
31-42	Left Arm	(20)	6
16-30	Right Leg	(20)	8
01-15	Left Leg	(20)	8
	Blood		57
	CF		64
	Weight		750
	Bash Factor		67
	Bonus Damage		+1d6

Observers are completely encased in a permanent, invisible protective shield, similar to an Armor spell (p.121), which will absorb 20 points of damage and reflect any Common Magic spell back at the caster. Any unabsorbed damage will strike the Observer in a random location, and all Criticals and Impales are treated as normal hits. Observers regenerate at a rate of 5 points in each Hit Location per round.

Use: Unknown