

Squealy Nord (Pig)

CR 1/3

XP 135

N Small animal

Init +1; **Senses** low-light vision, *scent*; Perception +5

-----**DEFENSE**-----

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +6, **Ref** +3, **Will** +1

-----**OFFENSE**-----

Speed 30 ft.

Melee bite +1 (1d4)

-----**STATISTICS**-----

Str 11, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 10 (14 vs. trip)

Feats Great Fortitude

Skills Perception +5

-----**SPECIAL ABILITIES**-----

Familiar The master of a pig familiar gains a +3 bonus on Diplomacy checks.

Squealy Nord isn't particularly deadly in combat, but he *is* noisy. If he accompanies the PCs, they take a -4 penalty on all Stealth checks as long as he's traveling with them. A successful DC 15 Handle Animal or wild empathy check is enough to get him to calm down and be quiet for 10 minutes. If he's following along, Squealy Nord does his best to aid the goblins in battle, but his hatred of Pa Munchmeat is ferocious—he immediately gains the full effects of a *rage* spell as long as he's within 30 feet of a visible and still-living Pa Munchmeat.

Rage

School enchantment (compulsion) [emotion, mind-affecting]; **Level** alchemist 3, bard 2, bloodrager 3, sorcerer/wizard 3, summoner 3, witch 3; **Domain** demon (chaos, evil) 3, destruction 3, ferocity 3, madness 3; **Bloodline** abyssal 3, boreal 2

-----**CASTING**-----

Casting Time 1 standard action

Components V, S

-----**EFFECT**-----

Range medium (100 ft. + 10 ft./level)

Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart

Duration concentration + 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

-----**DESCRIPTION**-----

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.