



# We Be Goblins Free! Squealy Nord

## SQUEALY NORD

The smallest of a litter of 9, the piglet that would come to be known as Squealy Nord was born on a small farm just south of the town of Sandpoint. From an early age, Squealy Nord craved excitement... or at least, a life that wouldn't conclude with ending up as someone's breakfast meat. Rescued from a life of captivity by raiding goblins of the Licktoad tribe, Squealy Nord became their unwitting (but not altogether unwilling) mascot. His willingness to consume their leftovers (including the goblin dead) invoked superstitious fear in his captors, leading to an almost revered status with the tribe.

Following the destruction of the Licktoad's home by a group of adventurers, Squealy Nord found himself in the possession of the ogre druid Pa Munchmeat. Once again he looked destined to become dinner, only by coincidence (or maybe fate) to be rescued by the heroic goblin survivors of the Licktoad tribe. What fate has in store for Squealy Nord is left to be decided!

### SQUEALY NORD

Fearsome Boar (Animal Companion)  
**Init** +1; **Senses** low-light vision, scent; **Perception** +5

### DEFENSE

**AC** 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)  
**hp** 13 (2d8+4)  
**Fort** +7, **Ref** +4, **Will** +1

### OFFENSE

Speed 40 ft.  
Melee bite +3 (1d6+1)

### STATISTICS

**Str** 13, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4  
**Base Atk** +1; **CMB** +1; **CMD** 12(16 vs. trip)  
**Feats** Great Fortitude  
**Skills** Perception +5, Stealth +9  
**SQ** link, share spells, tricks(attack[any creature], come, down, fetch, guard, track)

