

Shvub-Mah — The Fighter



Shvub-Mah hunted by the ogre through the highland ruins



Shvub-Mah

Identity

- **Name:** Shvub-Mah
- **Gender:** Male
- **Class:** Fighter

- **Tribe origin:** Licktoad
- **Player:** Eric

Physical & Personality

Shvub-Mah is introduced at the whelping cage as someone already measuring the distance to the latch — an immediate expression of his fighter's spatial awareness and escape-oriented thinking. The spider encounter in Brinestump Marsh noted his acrobatics as impressive. He has a connection to a ruin above Habe's Sanatorium on Ashen Rise — the campaign account treats this as his place, the closest thing to home he has in the world. He lingered on Habe's Sanatorium as the party passed; this is the one moment where his attention diverged from the group's direction.

Animal Companions

Shvub-Mah walks with two pigs. They are different animals. Do not conflate them.

Companion 1 — Squealy Nord (first animal companion)

- The Licktoad tribal mascot pig. Shvub-Mah was "Master of the Pigpit" — the tribe's pig caretaker.
- Went missing after the first ship celebration. Recovered from **Paddlefoot Farm** (from Magical Maggie's looted map; "We B4 Goblins!" content).
- After the Licktoad Village was destroyed, Squealy Nord was found loose in the nearby plains and reunited with the party. *remembered — CD memory*
- Squealy Nord is Shvub-Mah's first animal companion.

Companion 2 — Princess Crackling (second animal companion)

- A completely different pig from Manschmied Farm (northeast of Birdcruncher territory). Not Squealy Nord. Not connected to the Licktoad tribe.
- Captured alive in a wide valley after following an ogre's trail. Shvub-Mah insisted she be taken alive; the party subdued her and tied her snout shut.
- Has fire-breathing abilities — not a normal pig. Fire Breath: 15-ft cone, 2d6 fire + 1d4 persistent fire, DC 17 Basic Reflex. *confirmed — T1 FoundryVTT*
- Freed from the Manschmied Farm pen officially. Became Shvub-Mah's bonded animal companion.
- Was among those pulled into the Astral Plane (second in pull order: Sneaky → Princess → Rrrahah → Bubble → Shvub-Mah → Screech).

Role in Campaign Events

- **Session 1 (core — confirmed):** Present at the whelping cage opening, measuring the latch.
- Acrobatics during the Lotslegs encounter in Brinestump Marsh were notable.
- Present through the Kaijitsu Star, Vorka's death, and all Licktoad village events.
- Squealy Nord recovery (Paddlefoot Farm), second ship expedition, and the skeleton-clearing of the destroyed village.
- **Birdcruncher Chieftain's Moot (23.03.2024):** Left behind with Princess Crackling (the fire pig, just captured) while the others went to meet the Birdcrunchers. Rejoined the next day.
- **Manschmied Farm (24.05.2024 — confirmed T1):** Arrived at the farm with Princess. Fought Ogerspinne (ogre spider) — took 34 piercing damage from a critical hit. Used Horsechopper two-handed, Vicious Swing feat.
- **Manschmied Farm sessions (Osterode):** Both Princess Crackling and an ordinary farm pig freed from the farm pen. Princess became his bonded companion. Squealy Nord was already with him — he now has both pigs.
- The ruin above Habe's Sanatorium on Ashen Rise is associated with Shvub-Mah specifically — the party rested there.
- His eyes lingered on Habe's Sanatorium as the party passed. He did not enter.
- **Astral Plane pull order (confirmed T3):** Fifth pulled in — after Sneaky, Princess, Rrrahah, Bubble. Screech was last.
- **18.01.2025 (Online) and Thistletop operations:** Active through all phases.
- Thistletop interior: climbing encounter with the human-orc figure resolved in the party's favor.
- Present at the Temple of Lamashtu — the last recorded encounter.

Status at End of Known Account

Active. Present at the Temple of Lamashtu — the last recorded encounter. Party at Level 6. Fate beyond that point is TBD.



Shvub-Mah pursued by an ogre through the ruins

Notes

- "Shvub-Mah's ruin" is a canon location name for the crumbling structure above Habe's Sanatorium on Ashen Rise.
- Princess Crackling and Squealy Nord are distinct animals. Shvub-Mah has both. Do not conflate them.

- The human-orc figure at the climbing encounter inside Thistletop is unidentified from available sources. (*provisional — unresolved NPC identity*)
- Weapon: Horsechopper (confirmed T1 FoundryVTT). Deals 2d8+4 slashing at level 4-5.

Pathbuilder

Current build (26.08.2025): Level 6 Fighter (*assumed — same rebuild session*)

[build=1249018](#)

Note: Animal Soul Sibling not selectable in Pathbuilder (use PDF); Goblin Weapon Frenzy not available in Foundry.

- Level 4 (~2024-03): [build=954893](#)
- Earlier build (~2023): [build=798296](#)
- Earlier build (~2023): [build=763313](#)

Revision #19

Created 2026-04-03 07:48:15 UTC by Admin

Updated 2026-04-06 20:08:16 UTC by Admin