

Squealy Nord — The Pig



Identity

- **Name:** Squealy Nord
- **Species:** Pig (tribal mascot, not a combat animal)

- **Role:** Licktoad tribal mascot; spiritual animal; the pig whose squealing has soundtracked a hundred goblin songs
- **Status:** Last confirmed alive after the village destruction. Found loose in the plains near the destroyed Licktoad Village and reunited with the party. *remembered* — *CD memory*

Important Distinction

Squealy Nord is **NOT** Princess Crackling. Princess Crackling is a separate fire-breathing pig from Manschmied Farm, captured in a valley and freed at the Oger farm. They are two completely different animals. Shvub-Mah has both. Do not conflate them.

History

Squealy Nord is not just a pig. In the campaign's words: Squealy Nord was *the* pig — tribal mascot, spiritual animal, the pig whose squealing had soundtracked a hundred goblin songs.

Shvub-Mah held the title of **Master of the Pigpit** — the tribe's pig caretaker. The Pigpit was the muddy enclosure next to the goblin baby cages where Nord was kept.

First Rescue — Paddlefoot Farm

After the first ship celebration (Kaijitsu Star mission), Nord was noticed missing. The elders pointed toward the farm on **Magical Maggie's** looted map — **Paddlefoot Farm** (the halfling wedding/cake farm from "We B4 Goblins!").

The party went and recovered Squealy Nord from a cage at Paddlefoot Farm. Some humans had a worse day than they had planned for. The tribe held a second celebration, louder than the first.

Timing: Between the first ship return (Kaijitsu Star) and the second ship expedition. Distinct from Manschmied Farm — two separate farms, two separate missions.

Second Reunion — After Village Destruction

When the party returned from the second ship expedition to find Licktoad Village destroyed and the skeletons cleared, **Squealy Nord was found loose in the nearby plains** and reunited with the party and Shvub-Mah. *remembered* — *CD memory*

Nord's whereabouts during the village attack are unrecorded. She was not at Manschmied Farm — that is a different location entirely.

Notes

- Squealy Nord's squealing imposes a -4 penalty on all Stealth checks. DC 15 Handle Animal to calm for 10 minutes.
- Nord "coming around" — preferring to be a goblin tribe's plaything over an ogre's supper — is a Module 2 characterisation that fits the campaign's recovery framing.
- Module 5 (Squealy Nord transforming into a razorback dragon) was not played. Nord's current status is unknown beyond the plains reunion.

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