

Manschmied Farm

The Munchmeat Farm

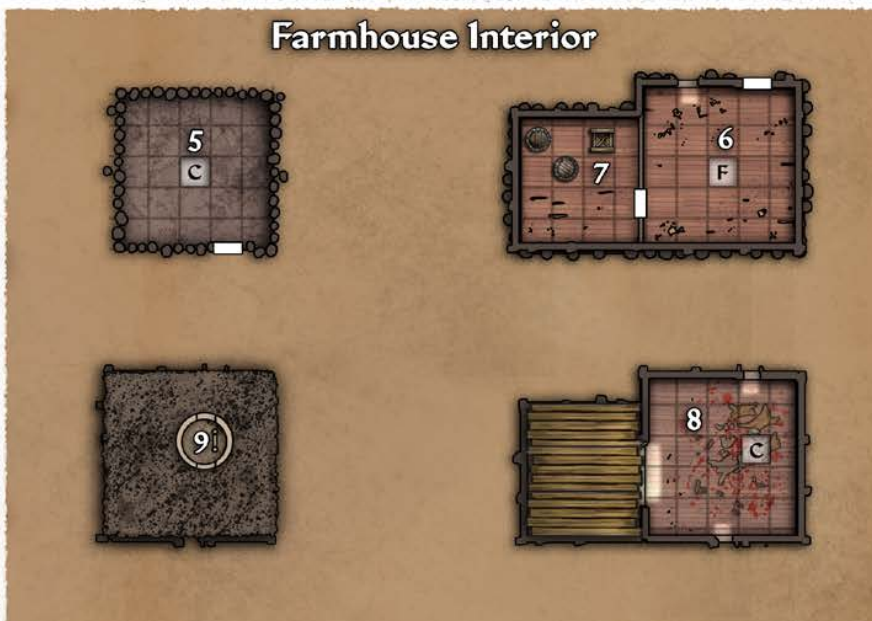
1 square = 5 feet



Stirge Swamp Stomp



Farmhouse Interior



Module 2 map: The Munchmeat Farm (module equivalent of Manschmied Farm)

Overview

A farm northeast of Birdcruncher territory. The Birdcrunchers sent the party to deal with Pa Manschmied and the fire-breathing pig at this farm. The approach was a stealth operation. The farm had an ogre family — Oger-Pa, Oger-Ma, and Oger-Son. Pigs were freed. Some of the ogres did not survive. The party left with what they came for and the unsettled feeling they were following something, not leading.

Farm Layout

- **Main house** — on stilts with a cage-hollow underneath
- **Chicken coops** — north of the house; free-range chickens
- **Upturned boat shelter** — to the west; serves as pig pen
- **Workshed** — to the south; overgrown; fire-burping plants grown here (fuel for Piggy)
- **Animal pens** — held Princess Crackling and one ordinary farm pig
- **Locked trapdoor** — inside the farmhouse; not explored by the party

Campaign Canon

- **Name:** Manschmied Farm. This name does not appear in any extracted module. Module 2 uses “Munchmeat Farm.” “Manschmied” is either a GM renaming or player-coined name. Confirmed campaign canon regardless of origin.
- **Location:** Northeast of Birdcruncher territory.
- **Mission origin:** Assigned by Wise Mummy Sprattleharsh after the Chieftain’s Moot (23.03.2024) — kill Pa Manschmied and the fire-breathing pig.
- **Approach:** Stealth operation. Sneaky Scorch was in his element.

The Oger Family

Name	Role	Status / Notes
Pa Munchmeat (Pa Manschmied)	Ogre druid; farm owner; animal companion Piggy	Defeated (T2 GM notes)
Ma (Oger-Ma)	Female ogre; carries a large axe	Left early; tracked to Devil Plateau — Sneaky lost the trail there
Guffy	Ogrekin daughter	Returned later with Ma and a dead hobgoblin

Name	Role	Status / Notes
Piggy	Pa's animal companion — huge, armored, fire-breathing boar	Fire-breathing fueled by fire-burping plants from workshed; carries gourd of fire

Events at the Farm

- **24.05.2024 (Osterode — confirmed T1):** Shvub-Mah arrived with Princess Crackling. 2 Granite Vultures landed on the farmhouse. Freed farm chickens; party hid on the hill. An Ogerspinne (ogre spider) came up the hill — defeated. A wild spider appeared — also defeated.
- **House investigation (Osterode sessions):** Found **Alchemy Goggles** → Bubble. **Gourd of Fire**, alchemical supplies in a chest. Locked trapdoor — not explored.
- **The pigs:** Two pigs in the farm pen on the west side under a boat repurposed as a pig enclosure — **Squealy Nord** (the Licktoad tribal mascot, captured by Pa Munchmeat before the village burned, held here and fattened for bacon) and one ordinary farm pig. Squealy Nord was freed here. **Princess Crackling was NOT freed from this farm** — she had already been captured at a stream before the party reached Birdcruncher territory, and was with the party as Shvub-Mah's bonded companion when they arrived. *confirmed — GM T2, 2026-04-05*
- **Oger family schedule:** Oger-Ma left with a large axe; tracked toward Devil Plateau, trail lost by Sneaky Scorch. Oger-Pa returned with another Ogerspinne at night. Oger-Ma returned with Oger-Son and a dead hobgoblin.
- **Night at an abandoned farmhouse (earlier):** During the approach to Manschmied territory, the party rested at an abandoned farm. An ogre attacked in the night. Shvub-Mah kited the ogre through the house repeatedly until the ogre failed to eat him.

Ogerspinnen

Multiple Ogerspinnen (Ogre Spiders) were present at and around the farm. FoundryVTT (5/24/2024) stats: Venom DC 22 Fortitude, Web Trap (Immobilized, DC 22 Escape), natural attack 2d8+8 piercing (crit doubles). *confirmed — T1*

- First Ogerspinne encountered on the hill — killed (24.05.2024 session).
- Oger-Pa returned during the night with another Ogerspinne.

What the Party Followed After

From Manschmied Farm, the party followed spider tracks up a cliff and found a cave entrance. Inside: a room with **2 shattered Guardian columns** (were once anchors for beings, now broken — beings had apparently escaped). This led to the extended spider cave sequence and eventually the Astral Plane transit.

Relationship to Module Source

Module 2's equivalent location (Pa Munchmeat's farm) is an ogre druid's farm with fire-breathing boars and Squealy Nord caged in a pen. The campaign version diverges: Princess Crackling is the fire-breathing pig (a separate animal from Nord), and the Oger family is the Manschmied family. Follow campaign version.

Notes

- The farm is **not** where Squealy Nord was kept in this campaign. Nord was recovered from Paddlefoot Farm between the first and second ship expeditions.
- Princess Crackling (fire-breathing pig) and Squealy Nord (tribal mascot) are distinct animals. Shvub-Mah has both. Do not conflate them.
- FoundryVTT (5/24/2024) confirms: Sneaky Scorch, Shvub-Mah, Rrrahah Bäähh, Bubble Bomb, Princess Crackling as active players. "Ma" (Oger-Ma) also appeared in rolls.

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