

Getting all my thoughts out and fixing this god damn arc + E75

We pick up just as Bellestrum, (bard they met at the carnival), who was turned lawful evil by the deck of many things, shattered the mermaid's glass bowl killing multiple audience members including a few of the party's friends, at the end of the Albatrion's performance at the Big Top.

That's gonna be a whole thing and I'll get to making Bellestrum's crazy fucking statblock later. Bellestrum is a planeswalker who has been spying on the Albatrion since they entered the B.L.O.C.K. which is part of the astral plane. She intended to aid them, because she hops from plane to plane helping "heroes," but because of her alignment change she now sees the carnival and everyone in it as incompetent and boring. She has a specific taste for music and showbiz and anyone who is less than perfect at being a performer as herself is a waste of breath and deserves death. Guess we'll now call her... Maelstrom. HAHAHA. Luckily, the babbling idiot with an identity disorder, Gillion, disappeared when she revealed her plan to kill everyone in the carnival, so now no one should be much of a challenge.

With the help of Charlie's new character, Goobleck, the Albatrion and their alchemical ally will hopefully destroy Bellestrum or run.

They will likely be aided by Kas (Kasper from Convergence now a ringmaster and owner of this carnival,) during the fight in some ways, because without him they'd all probably die. Bellestrum is very powerful. Speaking of Kasper,

Kasper's Dilemma: The Interns under Dr. Ooze have captured the archfey, Celestine. Celestine is also known as the "Princess of Hope," in her domain: The Palace of Hopes and Dreams. Celestine is also very dear to Kasper, though the two are fated to be apart, due to the nature of their wild magic, coming too close could be chaos and cause a lot of damage due to uncontrollable magic. Idk, I'm just a DM, not a metaphysicist. Dr. Ooze has taken control over Celestine and her domain, and he uses her as a shield to keep Kasper on a leash. The deal is that Kas' Karnival will continue to lure all beings into the Karnival, and Dr. Ooze will secretly steal irreplaceable things like their SOULS from fairgoers to further his agenda.

One of the Interns has created their own unique servant to travel back and forth between the Carnival and Celestine's domain. The ghoulish girl with a pig mask is an animated doll. Kasper and his band of misfits are instructed to turn a blind eye, but anyone clever enough could pick up on clues from the attractions.

The carnival was a gift to Kasper from Celestine, a magical feywild phenomenon that would allow them to keep in contact without ever coming in contact. Kasper uses the carnival as a safe haven for those who have nowhere else to go, and to give joy to those who need it most.

Information Kasper has:

- About the feywild and domains: “Within the Feywild were numerous demiplanes created by the Archfey, independent realms that were each formed to reflect the whims and emotions of its creator.^[16] They grew or shrunk in size depending on the power of their Archfey, occasionally leading to discontent among their leaders when borders of neighboring domains overlapped with one another.^[17]”

After the conflict, guests will be magically returned home, and Kas will seek conversation with the party about the state of the carnival and the “hags’,” grip on him and the rest of the carnival hands (employees.) He’ll be able to show them the way to the hag’s domain, which is through a mirror portal in the Hall of Illusions. I’m hoping the conversation with Kas is pretty impactful so that they have even more reason to hate the “Hags.” And i want them to feel bad about fucking up the carnival. Don’t know the backstory of Kas quite yet though, like what happened to him in his Past. On Brand.

Why am I putting “hags,” in quotes? Well, I don’t want to keep calling them hags lmao. I really want a different term for them. **THE INTERNS.**

Goobleck’s creator is Dr. Ooze, and Goobleck has been trying to gain refuge from him. Charlie describes wanting him to be a big buff evil guy, but evil in a funny way. **I dont know what evil but in a funny way** means. My first thought is like Mojojojo from Powerpuff girls but I’m pretty sure thats TOO quirky. **Dr. ooze. FUNNY???** I’ll figure it out.

I want to completely diverge from the book and make the hags and everything that follows this carnival completely different from the book. I’m thinking of having each “hag,” actually just be an evil version of someone the albatrío knows and likes, because the hag’s cloak their true disgusting monstrous forms. (this idea is slowly getting worse to me because i feel like i use the “evil version of so & so,” trope too much.)

Either that, or each hag should represent one of the albatrío, in some way. Either being their complete opposite, or just having the same skills or something. I want each hag to have their own dungeon-esc realm wherein, the environment fits the theme of said hag, as do the challenges within that realm. OR I can just make three new villains that are super cool. **[HELLO PATRONS! YOU CAN SEE THAT I ENDED UP GOING WITH THREE NEW VILLAINS THAT ARE SUPER COOL.]**

Obviously one hag can be the mad scientist strengthened by bio-matter plasma that created Goobleck. One hag could be a puppeteer that turns things and people into puppets/dolls (They’d have turned pretzel into a doll.) The last one could be like a succubus or bdsm hag idk something

like that LOL. Had an idea where one of the hags names is “Jullian the Groomer,” as a call back to a joke from the loffinlot arc. **[HELLO PATRONS, I AM SAD JULIAN THE GROOMER DID NOT COME UP, BUT PERHAPS IN THE FUTURE? DONT TELL ANYONE! IM TRUSTING YOU WITH THIS SECRET!]**

I have a puzzle/realm idea where they have to ascend some construct made of constantly moving cubes. I dont have ideas for the actual challenges/encounters and mechanics though.

I also want their to be a puzzle that preys on Jay’s inability to read and write (she lost that during the carnival when Gillion lost Pretzel but she doesnt know it yet.) Doesnt have to be a puzzle either just needs to be something important that she needs to be able to read but can’t until she gets her literacy back from the hag.

Okay so... Gillion drew the DONJON card from the deck of many tings. He’s essentially imprisoned in a sphere, where he must be found and removed. This is pretty fucking awesome because it means theres a lot of potential for the narrative. I have a few ideas, but not sure on any of them.

The first thing needed to be decided is do I free Gillion before they free Apple?

First my idea is to have him trapped in an egg that Niklaus now has, and will release him in an exchange for a deal with Jay. Then he’ll have deals with all three party members, effectively having max amounts of power over them. What is the deal? Niklaus’ deal with Jay is that at some point she will hear a name and a command and she will be unable to refuse. (ooo so vague and scary, i wonder what it could be!!!)

My second idea is that Gillion becomes trapped inside a fishy egg. **[PATRONS, i had another idea that i can’t show you because spoilers lmao get eff’d. smile]**

My third idea is that instead of having Celestine trapped in a giant hourglass, at the end of this adventure, it's actually Gillion.

My first idea is currently the strongest, but I’m unsure how to bring Niklaus into the fray when they are in a completely different plane. I know he would KNOW about gillion’s entrapment, and would absolutely have the means of finding it and retrieving him. I’m not sure I want to make a whole adventure about finding Gillion, I’d rather just have him found a bit easily in a way that it ties into the story.

Realm ideas:

Jungle Realm, buncha hybrid animals. Captured by small hybrid creatures that capture them and try to cook them.

Puppet Realm, entrance are doors to giant dollhouse

First encounter is a family roleplay but the room is an escape room, and slowly heating up to catch on fire. Social encounters they get clues from the family by roleplaying dinner and stuff.

Second is the teacher and they're doing a pop quiz. Each player has a different subject or maybe not. But jay can't read so she can't do her homework and you take damage for cheating with the others. If you fail your homework, you die!

Third can be the encounter with THE 1st INTERN.

INITIATIVE 4 COMBAT WITH BELLE:

CHIP 25

JAY: 21

Felipe 18

Bellestrum: 17

Kasper: 16

Goobleck: 11

Put them through a reality TV show themed escape room. Door out has 3 keys which they have to find by completing various tasks around the family kitchen at dinner time. 30 minutes.

1 key is in the fridge inside a gallon of milk. The entire gallon gets poured out in order to get the key. In order to get the milk, you have to say the line “**Mommy, give me milk.**” However, the “milk” part of the script is in a locked drawer below the sink.

- CLUE: One seat has a packet in front of it titled script on the cover page, but there's only one line, and one of the words is missing.
- CLUE: The code to unlock the drawer is 4 digits that is **0001**. It's a question on the Daughter's homework that says “**How many bitches do Chip be gettin?**”

1 key is lodged within the garbage disposal, the hint triggers after someone “helps mother with dinner,” and she says “honey, i think there may be a spoon lodged in the disposal. It is both a successful sleight of hand and strength check to remove the key.

1 key is in dad's stomach, AFTER THEY'VE ALL EATEN, and he says “I heard you guys were having a improv comedy show at school! You know i'm something of a jokester myself. Say, tell me one! Hit me with a funny!” Successful DC 14-18 performance or to make the ME laugh, will have the father regurgitate the key.

Once all keys are found, the door unlocks, they're able to enter the next chamber:

Next room is a classroom where they each have a pop quiz. The question is about the other players. Jay can't read hers, cheating is punished.

Jay: What side is Chip's earring on? (can't read)

Chip: What was Gillion's 4th earned title?

Goobleck: Would you rather have unlimited bacon and no video games or unlimited video games and no video games ?

Answering a question wrong or cheating results in a CHA saving throw. Failing this throw 3 times turns you into a soulless doll, by which you are controlled by the Puppet Master. (Players need to figure out how to help Jay answer her question without getting caught by the teacher.)

The room after is the encounter with the Puppet Master intern. They're led to them by the ghoulish pig mask girl, as they exit the set pieces of a dollhouse, and step into a factory ran by different types of humanoids with their souls removed, also puppeteered by the intern. This factory is only one branch of Dr.Ooze's lab.

The Riptide Pirates plus Goobleck will confront the first intern: The Puppeteer

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The Puppeteer is tall and lanky, with a long and angular face. They have silver hair that spikes back as if it'd just been hit with an icy gust of wind. Their eyes aren't visible behind exaggerated gold and circular glasses that seem to have a constant glow. Most of the skin of their face is this unreflective white with no undertones similar to paint, while the bottom half of their face, from under the nose and white lipstick is black, the two complexions stitched together by golden thread. Both unrealistically pure in color as if artificial.

You can't see their arms or hands under what looks like a white and gold decorated, double breasted, poncho-lab coat hybrid, but you can see two long legs that look to be made of steel painted white with intricate golden designs.

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(speaks like Willy Wonka kinda)

“Welcome in. We have been expecting you!”

“Isn't it so engrossing to watch how humans react to these ridiculous false scenarios? Putting the little rats in a cage to watch them skurry.”

“I am quite pleased with your results, perhaps you three have the potential to intern underneath The Doctor.”

“How curious, a failed experiment flees to be free and yet here it is right in front of me.”

“Hm, a shame the blue one couldn't make it! I had a very special gift JUST for them. (Pretzel Plushie)”

– INITIATIVE: The Puppeteer 16, Felipe 13, Chip 13, Jay 10, Goob 7,

The Riptide Pirates can either fight and defeat The Puppeteer (formely named Neivien Oloxidor) or they can let him live and continue on. Defeating him will free Pretzel and shut down his branch of The Laboratory.

The Laboratory has 3 branches:

Vessel Production and Soul Extraction (The Puppeteer)

Specimen Observation Branch (SOB) (King)

Archfey Power Extraction and Xenogenesis (APEX) (Dr. OOze)

Original King Design (later changed): A giant monstrous hybrid with the small torso and face of a young boy, a serpentine lower body that transitions into that of a scorpion tail at the end, dragging behind two massive gorilla like arms that hold its much smaller body up and act as its method of movement. Finally, on it's back are black bat-like but dragon sized wings.

The head is completely bald, the skin smooth and without blemish similar to plastic, a black outline around the eyes that lack pupils and is a full-sclera of black. It's expression is typically blank and it's gaze seems to zone out towards the floor.

The serpentine scales of the lower body are black with a red stripe down the middle, into a red more insectoid scorpion stinger.

The abnormally large arms are leathery and dark, with an array of different humanoid/creatures faces peeking out underneath the surface of the skin. One of these faces is the same half-elf that ran off from the carnival and was stolen from the Hall of Illusions. It is horrifying, but new faces emerge on the skin if consumed by The Beast.

Outline:

- Taking an elevator up into a rectangular chamber with vats of perfect clones of The Puppeteer all. There are two unlabeled buttons, one is green, and one is red. One will release every clone, creating a future problem, the other will obliterate every clone, freeing the pretzel of their plushie form.
- The chamber following is a library that's been rummaged through and destroyed with bits of the magic that has a hold on this domain flickering revealing a castle interior underneath rather than a factory. There are books left behind as well as a broken stand up mirror with a lingering arcane glow. Debating what the mirror does, but maybe... MAYBE... it talks. **(Patrons... they broke it)**
- Another Elevator at the end of this string of dull chambers brings them to the next level in the laboratory, an indoor jungle with hybrid animals amalgamations and abominations.
- They'll get hit by a trap laid by The Squidder Goats.
- In the heart of this jungle are the slowly decaying remnants of what used to be this castle's garden & courtyard. A unicorn may sleep somewhere in wait for Celestine's return.

INITIATIVE IN FOREST:

CHIP 25

JAY 22

Felipe 22

Squidder Goats 20

Goobleck 8

- The inside of this pyramid, instead of being stone and brick, it is shockingly made of steel, this lifeless, prosaic, interior with a steep grated staircase seemingly ascending high into the Pyramid. Only the first few steps are visible before the rest are enveloped by the dark. Multiple fluorescent glows begin to illuminate the rest of the steps, alternating from the left wall to the right wall, both flanking the stairs. The source of these lights shine through glass faces to a steel cubic chamber, holding particularly nasty looking chimeras.
 - A sleeping lion with wings of a dragon, sharing its neck with the head of a goat, and a snake.
 - A skeletal body exposing the ribs and organs, somewhat protected by sections of carapace, and head with an elongated almost detached jaw, with 6 insectoid legs affixed to its torso, and skinned kangaroo legs as its bottom.
 - A horrifying eel body dripping in purple ooze with different sharp limbs emerging from its center body, its upper body has scythe-like claws and millions of white bubbles covering its outer skin. Its face is a flower of octopus tentacles, the bulb being its circular mouth lined in jagged teeth.
 - And so on, unimaginable terrors of beings that seem to be forced together and held by either stitches, or this purple ooze.
- Chamber of weapons, tube for blood to operate security lever
- Chamber with a 30 foot gap in the floor and swinging giant axes with a lever on the other side.
- A much smaller chamber, a simple square hole big enough for an arm. **(PATRONS, as you can see I ended up scrapping two of these security check ideas and using ones I came up with in my head.)**
- The Doctor has requested King pass judgment on the visitors who have dispatched Neivien, The Puppeteer, and if King allows, they should be led out of the SOB and straight to The Doctor himself. Goobleck must be left alive regardless.
- King has the face of the halfling who was taken in the Hall of Illusions.
- Have King offer two choices: to answer a question (something extremely hard to answer that is philosophical) and if King doesn't like the answer, they die. Or to have them deal with a rogue beast who will not die or leave the Jungle (unicorn.) **(he only gave one)**
 - **Question:** Do we have free will? (Trick question, the King refers to itself only as "we," and so the answer to the question must be addressing the King themselves, and not the players.)
- Failing to answer this question in a satisfying manner will result in King wanting to consume them, roll initiative.
 - King is attached to a thick chain held by some.
- Goobleck gains The Puppeteer's, Neivien Oloxidor, memories, but not all at once, and later he may get some secret way to kill The Doctor.
- The Doctor is awaiting Goobleck's return, having sent it off to consume a variety of beings and then be used as the final ingredient for the perfect species.

- Riptide Pirates Bamf into THE APEX, faced with the spectacular design of the pinnacle of this laboratory.
- The doctor stares up at Celestine, and awaits their approach. “Sick as fuck, innit?” (is that what hes gonna say? Idk. But his vibe should probably be likable and evil. Funny but stupid. Diabolical but intelligent.)
- The Doctor’s goals are to persuade/force Goobleck to finish his purpose of being created and hop in the Fey powered **Optimum-Xenogenic-Bio-Electronic-Ooze-Transmutation-Processor**. It's epic.
 - Once goobleck is sacrificed, The Doctor can make a species of infinite strength and adaptability. One that will rule all other species, and be able to convert them painlessly.
- If necessary, Doctor Ooze will fight the pirates for the sake of testing his abilities, and because they are strong he will say “perhaps his research is incomplete, with humans like you, the DNA can become even stronger.” And after becoming his god form, he will teleport to Mana.
 - Plan to leave the party in a dire state of being at 1HP, and never intentionally drop them unconscious to keep from killing them. All a power play for the Doctor. (Maybe transform when he is half heath.)
- At the end of the battle, when Dr. Ooze transforms, it will shatter the entirety of the peak of this tower, including the hourglass that the unconscious Celestine is in, and then he will disappear.

BEATS TO HIT:

- Goobleck is a product of Dr. Ooze’s experiments to create a new species, in fact he IS the new species. Much of the plasma, which Oobleck is made out of, is injected into the Doctor, perfectly enhancing his body, making him the first successful new human.
- The Puppeteer and its clones were not only many unsuccessful attempts at combing the plasma with humans, but would be the start of his new race, had they not been destroyed by the Pirates.
- King and the other specimens were all created before Goobleck in Dr. Ooze’s search for the secret ingredient. King was almost a success. The secret ingredient was never about combining species, but extracting the souls of living beings with self-awareness. Through the power of the archfey, and Dr. Oozes unparalleled genius, these souls were turned into plasma that became the secret ingredient.
- Dr Ooze created a plasma entity with the purpose of consuming and absorbing more creatures, so that his plasma would become potent enough to supply an entire race.
- Chip, Jay, and Gillion, and the others with abnormal power that visited Kas’ Karnival, would be the juiciest souls to use to create plasma, but could also become the first of the new race.

Archfey Power Extraction and Xenogenesis (The APEX) Chamber

Description: As you appear within a new space instantaneously, you're standing in an octagonal shaped interior, on dark polished concrete, hearing the hissing sounds of steam accompanied by electronic whirring. You look to your left and slowly up to see steel beams and industrial, riveted, pipes, climbing up these carved steel walls giving it a layered & decorative importance. The walls taper like a cone, until your eyes reach the highly raised ceiling ending in this skylight of crystalized, stained glass; refracting dim, multi-colored light around the room, with spotlights in a ring just outside of it.

The sound of something stomping the ground echos in this chamber and redirects your attention to which you see directly in front of you: a gigantic, slowly rotating, hourglass with this enchanting, elegant woman inside of it, and you briefly notice her exaggerated elvyn features, but youre overwhelmed by the sheer amount of thick wires hanging from a suspended glowing ring that surrounds this hour glass. The wires travel up through the ring and scatter around the room into indiscernible machinery, this purple liquid pumping and dripping through everything that's connected to the hour glass centerpiece.

The centerpiece, as much as it is to take in, nothing else matches the sheer intimidating presence from the figure that stands in front of it, facing it.

Do you approach?

NOTE: tree trunk thick cords forming an X in the room, connected to a device just below the hourglass.(?)maybe

DR. OOZE

Description: A roughly 7 foot tall man with a Herculean build. His skin is this deep plum shade with cracks of purple veins that branch all around his skin. He's bald, but has an arrow shaped white beard and well groomed mustache. His thick and white eyebrows rest sternly above his full black sclera eyes, and golden glowing iris'. He is wearing his lab coat as a cape over the shoulders of an extremely well crafted and designed suit. His black coat has a silver snake wrapping around both sleeves, and the leg of his black pants. His undershirt is gold with a black tie, layered below a purple and gold vest, tucked into a purple sash. The outfit concludes with black dress shoes, with golden tips. The rings on his finger's could rival a pirate, and he's holding a black cane with two golden-metal snakes constricting it.

GOAL: BRING PEACE TO THE MULTIVERSE BY CREATING THE PERFECT SPECIES AND CONVERTING ALL THE EXISTING ONES.

INITIATIVE 4 DOCTOR FIGHT:

Jay 19

Goobleck 17

Chip 16

Felipe 12

Dr. Ooze

Celestine

BEATS TO HIT:

- Celestine has a blue sprite named Mai, who has been helping her see everything that's been going on, until it was trapped by the puppeteer accidentally. Celestine is saddened by the fate of her domain, and fears the mind of the Doctor. She is equally saddened by what Kasper has had to deal with, and believes he must be so tired. She knows he'll be relieved to hear that the Karnival can travel the planes once again, and may even pay a visit to Mana.
- Celestine offers each person who helped in releasing her a favor, to compensate the Riptide Pirates. Her magic has been significantly drained, but it is still vast enough to do most requests. She can not bring people back to life right now, nor can she grant powerful wishes. She can however, send everyone home, determine a break for the magic on Apple, or even turn Goobleck into a real boy.
- Celestine wishes to aid in healing the creatures who have been created in her castle. A lot of them are roaming confusedly in the halls, as the forest has disappeared once the doctor dropped the temporary transmutation. If she can find a way to return the souls inside them, to the original bodies, she will, or at least let them pass into the Astral Plane. Sentient creatures are free to make their own choices unless they are evil, and Kas would be more than willing to give a few more misfits a home.
- The magic holding Apple, and its origin. The elixir to reverse it at the player's chosen time.
- Leaving the feywild, the fates of the crew, how much time has passed, and where they're headed to next.
- Niklaus makes an appearance, approaching ONLY Jay with a special deal. Receive Gillion, inside an orb, and in return, at some point, she will hear a name and a command and she will be unable to refuse.
- In order to break the orb Gillion is trapped in, it will need to be struck by the sky's natural lightning from a very rare extreme thunderstorm in the Viridis Sea. The storm follows Pelagus, a Leviathan, who swims closer to the surface once a year. Luckily the orb attracts this unique storm's lighting, all they have to do is get to the storm, and survive it.
- Gillion is trapped inside The Luxbris Pearl, which can only be cracked open by the storm of a Leviathan.