Schmoop

Verix’iim SCh-M00-P - Plasmoid Druid

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Backstory

Astral Sea - Origin

Originated in a plasmoid clan - ‘Iim Matrix.
Separated from it after a spelljammer craft crashed into the blob, Verix’iim landed on the front deck of the craft and an individual collected Verix’iim

Unknown Sample Specimen
The individual who collected the stunned plasmoid was an alchemist wizard that scooped Schmoop into a bell jar and brought him into his lab/study. The bell jar with Schmoop in the curved glass was flipped upside down and placed onto an ornate metal grate with air holes too small to sloop through. The bell jar was labelled as Sample Container - Mystery 00 - Plasmoid.
Schmoop was treated as a specimen to that individual doing research on ooze creatures. Schmoop was poked, prodded, and studied as though he were a common slime. This instilled a negative association to alchemists/wizards and bell jars for Schmoop. To distract himself, Verix’iim coped with the spin cycle which involves circling around the container like clothes in a washing machine. Eventually the alchemist wizard fell behind on debts and his belongings were sold off to liquidators. The liquidated goods were sold off and the Crown of Dawns picked up the crate of goods including Schmoop’s container.

Cassiopeia and Schmoop

Cassiopeia, looking for a quiet place to play music away from the royal family, went down to the hold with the newly boarded cargo. Schmoop’s container was on a shelf, she noticed how the plasmatic substance reacted to the music over the course of days. One day she opened the container and the plasmoid oozed out and acted like a sentient feather boa reacting to the music. Over time they became friends and Verix’iim gained the nickname of Schmoop, learning the language of Elvish. Nobody else knew of Schmoop’s existence as a stowaway and would not be welcome. Here Schmoop never learned the customs of the non-plasmoid culture/customs.

The Stranded Plasmoid - Lost in Eusia

At a port somewhere in the Astral, Schmoop saw a shiny thing, distracted; he wandered off, leaving the bag Cassiopeia was carrying him around in. They left and Schmoop was left stranded in a strange place all alone. It wasn’t long after he was in the wrong place and ended up in a wild magic zone and got plane-shifted to Eusia.

Revered on a Silver Platter

After the plane-shift Schmoop fell from the sky or so it appeared to the locals of a small village - renamed to Schmoop-Plate, in honour of their deity. They revered Schmoop on a silver platter, making offerings of food, drink, and shiny things. Schmoop fled from this reverence after they tried to anoint Schmoop with sticky honey - they thought the gloop might like a similarly textured substance.

Schmoop fled from the village aimlessly trying to get the sticky substance out of his protoplasm.

Lost in a Strange World - Finding the Circle/Shamans

Feeling drawn towards trying to find a way home, he decided to make his way northward and upwards by making his way into the mountains.

Schmoop did this by hitchhiking rides under/inside merchant carts/wagons. Schmoop snuck food from the wagons and eating the leftovers the merchants carelessly discarded. Some days were rough when Schmoop found little sustenance. He went three days without a meal when he ended up on the bottom of a tax collector's wagon and quickly learned not to even try to take anything as Schmoop observed how the tax collector swiftly defended himself from thieves (they ended up worse for wear).

When a plasmoid goes without food they have a harder time retaining shape and move sluggishly. Their colour also dulls, in Schmoop's case his vibrant blue more of a smoke-filled sky.

A travelling merchant made his way nearby the Hrimspegill druids on the last road/path nearest to their grove (the road curves towards the druid grove before it turns back down mountain). Schmoop seeing a large upwards slope with tracks in the snow (or dirt depending on season) (given the choice between the road that seems to go downwards past the curve, he chooses the slope - determined to get closer to the sky - or maybe he hears a slight tune on the wind). Schmoop trudges up the slope which takes a day, there is no significant food around. Finally after trudging up the slope he arrives at a plateau - Cosmic Mire (around midnight) where the night sky is reflected in the ground itself in intervals. Schmoop hears people chatting and making observations of the sky, he sloops up to them and he is mesmerized by the sky itself, a clear night with no moon, a dark blanket with pinpricks of light looking down at the ground and the little plasmoid. Ostavius (the archdruid) sees Schmoop and how he is mesmerized by the nature of the stars. They take Schmoop in to teach him the ways of Hrimspegill.

Time with the Circle of Hrimspegill

They taught Schmoop the ways of their druidic order, including reading/interpreting the stars. Schmoop lived at their residence/grove, sleeping in a silver soup tureen.

Location: Cosmic Mire
Shamans: Circle of the Hrímspegill "Frost Mirror"

Schmoop’s Enlightenment:
During one of their weekly Estellepondrus (star consultation/enlightenment), Schmoop noticed a pattern amongst some astral phenomena that vaguely resembled a lost friend and the sound of the wind at that moment reminiscent of an old tune that reminded him of her, the first one he reacted to in that glass jar time ago. That is when the druidic training made sense for Schmoop.

Accidental Encounter with Steps-without-Pause

One day a travelling merchant came through selling his wares. He left a large silver soup tureen on the ground while searching through his wares. Schmoop, exhausted from a long day of training and practicing spells - needing a long rest, he drearily assumed this was his bed and fell asleep within. The lid was replaced and the merchant was unaware of the plasmoid within.
The spooked little Schmoop was confused when he awoke to a thunderous crash in a strange place with some trinkets and wares scattered around and fleeing footsteps in the snow. Schmoop did the one thing Schmoop liked to do, the spin cycle - circling around and around in the soup tureen to distract himself from his fears. The shaking/shivering that Steps might have seen.

At the The Skies’ Lantern with Steps

When they returned, Schmoop after a long sleep, realized he didn’t have his special spellcasting stick (permafrost yew branch) - it must still be back at Hrimspegill Grove. While Steps was doing whatever he was doing, Schmoop set out to find another special stick - good thing woods were full of magic. He found one that seemed to have magical ley lines (lore check?) from a distinct lightning struck pine. Schmoop brought it back and proceeded to carefully carve it to be polished (by sitting in a corner staring into space and literally shifting it in his protoplasm like a strange lava lamp until smooth). Finally Schmoop left it outside during a few cold snaps/snowstorms until it retained a frosty sheen. The stick is shaped like a jagged lightning bolt. The Frosted Pine Bolt.

The Ooze and the Travelling Merchant

Schmoop has been kicked out of a few taverns for being the blue menace for not understanding personal space when music is played (imagine a bard being encroached on by a gloopy plasmoid) and osmosising beverages or other shiny objects, making payments in shiny pebbles.

Gander & Goose Public House (with Steps) - discovered a deeper plot about their ingredients?

Adventure Start

Appearance / Personality

Appearance

Small size - 3ft in humanoid shape ~16L volume of protoplasm.
Primarily blue with a light purple tinge usually near the bottom of his protoplasm. Shimmers like starry frost when he moves. Has two short stems on top that are like hair.

False Face:
Plasmoids have no face - eyes or mouth, so Schmoop absorbs dark dye into his protoplasm to form eyes and a mouth that he manipulates through subtle shifts to try and fit in and emote like the Statues do. Sometimes it looks like a Ditto face.

Personality

- Observant
- Naive - if you explain something to Schmoop that he doesn’t understand he looks at you like a ditto with a tilted head.
- Struggles to understand non-plasmoid customs such as currency

Likes:

- Containers (except glass bell jars), boxes, bags, bowls
- Carbonated beverages
- Shiny things especially smooth pebbles

Dislikes:

- Sticky substances like honey, syrup, sap

Fears:

- Abandonment - deeply rooted from when he has been separated from friends/allies
- Glass bell jars (rounded glass container with a wide, flared mouth. It has a metal or plastic lid that fits snugly over the mouth, creating an airtight seal) - like a cake display tray.
- Alchemist wizards (transmutation?)

Motivation

- To find his friend he once lost time ago on the shifting swirls of that astral. Meta Note: highly unlikely given the uncertainty of the world/realm definition.

Terminology (since Schmoop is not a humanoid):

Schmoop is keenly observant of noises.

- Click-Clack: people who make joint noises or joints pop.
- Clumpers: people who stomp around noisily
- Quick-Claws: Tabaxi/cats

- Water/flesh-bags: if Schmoop is being insulting
- Statues: what he calls non-ooze usually

Catchphrase: Schmoopity!

Backpack Mechanics

- Similar to mounted mechanics. ½ movement to dismount/remount - enter/exit.
- If the backpack wearer falls prone -> DEX check if Schmoop sloops out unprone or prone.
- If a spell targets the area of backpack and wearer -> both have to make a save.
- Schmoop and Shape-Self vs Amorphous when exiting a backpack, or does he just ride in it in whatever shape.
- Open/close flap of backpack depends on situation Action vs free object interaction. Pseudopod can be extracted and interact on the same bonus action.

Allies

Steps-without-Pause

Schmoop's travelling buddy.

Ostavius Hrímspegill (Wood Elf)

Allegiance: Hrimspegill Grove (Mainly elves?)

Schmoop Connection:
The first one who noticed Schmoop wandering near the treeline, a curious creature speckling in the moon(s)/starlight during their weekly meditation.
The plasmoid failed to understand anything the people were saying to him until Ostavius spoke in Elvish to him.

The circle took Schmoop in and began to teach him their druidic ways of nature and survival, notably the majority of them are stars druids.

Schmoop Knowledge: Schmoop is aware he went missing - there was a scuffle and yelling in the night, but no trace or clues were found as to what happened.

Others members of the Grove

Enemies

Asteriux du’Clement (Human Bard - plays a golden fiddle)

Background: esteemed wealthy musician who travels throughout the land

Famous Song: Dance of Western Sea

Schmoop Connection:

Schmoop in a tavern hearing a toe-tapping fiddle song bops and fluoresces to the music like a strange lava lamp. Cassiopeia’s violin being the first instrument he heard significantly, he is drawn towards the rhythmic source. Encroaching from behind, Schmoop peaks up behind like a cobra in a basket and leans over Asteriux’s shoulder still bopping along and re-shaping to be like a gelatinous cape on his back. Asteriux, noticing the weight turned to see Schmoop’s false face with a blank smile staring at him, jumps in the air with an abrupt music cut and viciously shrieks, “blithering clinging puddle of chromatic dragon bile!”.

Unnamed Alchemist Wizard (Gnome)
Unlikely to be seen in Eusia (presumably), but a significant character in Schmoop’s early backstory.

Schmoop Connection:
The one who collected Schmoop when he was separated from his home clan and performed research on the plasmoid. See Schmoop’s Backstory (Unknown Sample)