

FINGER FOOD



An otherworldly horror adventure for 5e
✧ created and illustrated by Donovan Caldwell ✧

*(Warning: This adventure contains gore,
body horror, and some disturbing content.)*

*"Let us take them in order. The first is the
taste,
Which is meagre and hollow, but crisp:
Like a coat that is rather too tight in the waist,
With a **flavour** of Will-o-the-wisp."
— Lewis Carroll, The Hunting of the Snark*

*Squelch. Garry's teeth sunk into the
mass of twitching blue fingers, sweet blue
juice dribbling down his chin and onto the
floor. As he went in for another voracious
bite, the acid already melting his stom-
ach into mush, he wasn't afraid. He wasn't
shocked, or desperate, or even disgusted at
the jellylike flesh stuck between his teeth. The
only thought he had left was "Man- this tastes
amazing."*

FINGER FOOD

Something is very wrong at the remote Black Alps Planar Research Facility, carved into a frozen, snowcapped mountainside. The researchers haven't contacted base in two weeks, and the last message they recieved before radio silence was... extremely unusual. To find out what happened and investigate the seemingly abandoned outpost, they've had to outsource some assistance.

-The Adventure-

The Black Alps Planar Research Facility is overrun by horrible things, as planar research facilities are wont to be. The door to the Blue Plane has been left open, allowing a number of monstrosities to pour through into our realm. The reason no one at the facility has been responding is because almost all of them have been killed, eaten, or some mixture of the two. Fortunately, via magical *voice vials* inexplicably left behind by one Thomas Wilson, the words of the dead can guide the characters through the monster-ridden outpost...

Finger Food is a short horror adventure for 5th edition balanced for 4-5 level one characters. By the end of the facility, if they escape, the characters will reach level 3. *Finger Food* uses a milestone system for leveling up, and each character levels up once a floor has been completed.

The characters can find *voice vials* throughout the research facility, containers that hold magically recorded messages.

As the DM, when a character finds and activates a voice vial, you read the audio transcript of the corresponding vial in Appendix A to the players.

Italicized black text inside white boxes is text that is read to the players.

Throughout this text, you'll find some **bolded** text and *italicized* text. Bolded text references a monster stat block, italicized text references magic items or spells. Unless it's a magic item or monster that has been listed in the appendices, the corresponding information can be found in the SRD (open game content).

-Adventure Hooks-

A Profitable Offer. The characters are approached by Doctor Leland Distal in a public area. Leland looks out of place anywhere particularly rough, the spotless white labcoat and gilded spectacles giving him away as a man of science. Leland isn't an intimidating figure and tries to avoid conversation with anyone other than the characters, hoping to avoid a squabble.

As he approaches, read the following.

A tall, slight half-orc man leans on a wall nearby, inspecting a sheaf of papers in his hand. He wears an immaculate white coat and gold-rimmed spectacles.

He's looking for a group of mercenaries willing to check up on the missing shifts at the Black Alps Planar Research facility and find out what happened. If the facility is unsalvageable (it is), he wants them to retrieve an important artifact from within. The artifact is the sapling of the Finger Tree (now enormous and not transportable, unknown to Leland). He is willing to pay the characters 70 gold each for the completion of the task, with an additional 30 if the sapling is returned. The reward is non-negotiable, but Leland might pay some of it upfront if convinced.

He has the following information for the characters about the facility:

- *The facility is situated inside a mountain on the Black Alps.*

- *The facility was created to research extraplanar activity. (He refuses to elaborate on their success or the specifics of their study).*

- *Two personnel teams (rotating weekly) staff the facility, including researchers, guards, and janitorial staff. Two weeks ago, contact was cut off abruptly after base received a cryptic message.*

- *The cryptic message in its entirety (Thomas Wilson's tenth and final voice vial).*

Dr. Distal uses the statistics of a **mage** with these changes:

- *He is lawful neutral.*

- *He has the following racial traits:*

When reduced to 0 hit points, he drops to 1 hit point instead (but can't do this again until he finishes a long rest). He has darkvision out to a range of 60 feet.

- *He wields a stun stick (see page x) instead of a dagger.*

- *He does not have the Spellcasting trait, reducing his Challenge Rating to 1/2.*

An Odd Visitor. Late in the evening, a man wearing a tattered, snow-caked uniform stumbled into town and began attacking passersby. After being arrested, he refused to explain himself, battering the walls of his cell with his fists and repeating a single phrase: "We're doomed!"

The man is Derrick MacReady, a **BPRF guard** being puppeted by an **ice manta** hidden under his uniform. Derrick's mind has already been fed on and destroyed. The manta is using its Deathrattle Mimicry trait to repeat Derrick's last words. It's confused about its incarceration but knows the danger of revealing itself, so it tries to wait for an opportune moment (the cell door being opened, for example) to escape.

Derrick carries a *stun stick*, an unused voice vial, and a scroll of identification that contains the following information (all of which were confiscated in his arrest):

- A short description of Derrick's appearance (human, male, brown hair, brown eyes, 5 feet 9 inches, 190 pounds)

- Derrick was 27

- He worked at a place called the Black Alps Planar Research facility

- His 'clearance level' was cyan

- He was a security guard

It's up to you how much information the town watch is willing to provide the characters about Derrick.

Once Derrick's body is released, the manta, attracted by the call of the Finger Tree, flies back to the facility. The manta can be followed if the characters are quick. If they leave within 24 hours of Derrick arriving, the characters can follow his tracks with a successful DC 12 Wisdom (Survival) check.

A Manta Problem. The amount of ice manta surrounding the facility have been growing exponentially in number and frequency. On one cool morning, a gigantic swarm of manta passed over the town and caused splitting headaches throughout it's inhabitants.

The town clamors for the source of the uptick in ice manta population to be found (and hopefully, stopped). If the manta were to ever decide to stop for a bite to eat, the town might never recover. Collectively, they put forth a 250 gold bounty pot for whoever's able to find out what's going on.

The manta passing overhead went towards the Black Alps, giving characters an idea of where to look.

-Journey to the Facility-

If you'd prefer to get right into the action or you're strapped for time, skip this section. The trek across the Black Alps to the research facility takes four days at a steady pace, during which time the characters will have to brave the treacherous wilds.

It's chilly out there. A character who isn't properly prepared for the frigid temperatures suffers the effects of extreme cold once the sun sinks below the horizon (at about 3:00 PM).

You may choose a number of the following random encounters along the way, roll for them, or ignore them completely. If the characters aren't traveling stealthily, (adding a day's travel to the trip) you may roll a d20 once per hour. On a 1, roll a d8 and refer to the table above or choose a result.

1. A cold, grey hand

2. An empty abode

3. A poor hunter

4. A terrible storm

5. 1d4 wolves

6. 2 ice mephits

7. 1d4 ice manta

8. 1 polar bear

1. A Cold, Grey Hand: A character that succeeds on a DC 15 Wisdom (Perception) check spots what looks like a grey twig poking up through the snow. If it's pulled out, they discover it's the finger of a cleanly severed and frostbitten hand. A cursory inspection of the appendage reveals that it smells vaguely sweet, like candy.

The hand isn't really from a corpse, of course: it's a dead **fingerling** that wandered a bit too far from the research facility. A character that makes a successful DC 12 Wisdom (Medicine) check can determine the hand isn't human: frostbite doesn't make flesh this... squishy.

If, for some godawful reason, a character eats the dead fingerling, they don't take the corresponding acid damage. However, in the future, act as if they've drank one vial of **blue serum**.

2. An Empty Abode: As the characters approach, read the following.

The gale subsides for just a moment, revealing the gaping mouth of a cave. The entrance is about 10 feet high, counting 2 feet of thick icicles caked onto the rock.

If the characters rush to shelter, they activate a tripwire strung across the entrance to the cave. The wire releases the icicles, dealing 3 (1d6) bludgeoning damage and 3 (1d6) piercing damage to everyone beneath them.

If they approach cautiously, on a successful DC 12 Wisdom (Perception) check, they notice that the icicles above the cave hang loosely in the wind. They also spot the tripwire beneath them.

The cave is Fend's home, currently empty as she investigates the strange goings-on at the facility. It's furnished with a ratty bedroll, a makeshift fire pit, a small alcove carved into the wall, and a copious amount of owl pellets.

The bedroll is positioned in front of the alcove, and underneath it is a 10 foot deep pit with a hunting trap set at the bottom. A character that inspects the bedroll and succeeds on a successful DC 12 Wisdom (Perception) check notices that it sags a little in the middle. If a character tries to get to the alcove, they must succeed on a DC 14 Dexterity saving throw as the bedroll collapses underneath them. If they fail, they fall 10 feet onto the hunting trap and take 3 (1d6) bludgeoning damage and 2 (1d4) piercing damage. In addition, they're caught in the trap.

The alcove contains the following items:

- An herbalism kit
- A *potion of healing* inside a stained waterskin
- A light crossbow
- 12 crossbow bolts wrapped in twine
- A half-eaten slab of cooked wolf meat
- A wolf pelt

3. A Poor Hunter: Read the following.

Something whizzes through the air and hits the snow beside you with a quiet puff. Seconds later, another lands just a bit closer, and you can see exactly what it is: an arrow.

The characters are being fired upon by Badger Jones (N human **thug** with 8 Wisdom), doing some extreme hunting. He tries to kill them, but only because he thinks they're wolves due to his poor eyesight. He begins shooting at 100 feet away and only stops firing once the characters get within 30 feet of him. A character must take an action and make a successful DC 14 Wisdom (Perception) check to find their assailant through the snow.

He definitely didn't mean to nearly murder someone and apologizes profusely if given the chance. All he wants to do is get away and forget about the incident, and bargains with the characters for his life if necessary. He has 40 gold and a spyglass on his person, though the latter didn't do him much good.

4. A Terrible Storm: Read the following:

The wind grows steadily, fast and cruel. It tears at your exposed skin and chills you through your clothes. The snow falls much heavier, thick sheets of blinding white encompassing your vision. It quickly becomes clear you are wrapped in a storm.

The characters begin to feel the effects of extreme cold regardless of how much winter protection they have (unless they are magically shielded). In addition to taking a level of exhaustion after failing their Constitution saves, they take 2 (1d4) cold damage. The characters should get out of the storm. A few options are:

- They could change their route, adding a day to their journey but freeing themselves from the storm within 2 hours
- A character that succeeds on a DC 16 Wisdom (Survival) check may be able to construct an igloo to wait out the storm
- Each character could hold a torch, mitigating the effects of the storm, though keeping it lit in the wind requires a successful DC 16 Dexterity check

5. Wolves: The wolves are simply wandering the Black Alps searching for food. If there's more than one, they flee after half of them (rounded up) are defeated.

If you like, one of the wolves could be being surreptitiously fed on by an **ice manta**. The wolves are rather stupid, being wolves, and don't notice the erratic behavior of their companion.

6: Ice Mephits: The mephits are brothers (Frede and Jephry), on an extraplanar vacation across the Black Alps to cause wanton mischief. Their 'pranks' have mostly amounted to confusing wolves, lacking the knowledge of which material creatures are sentient and which aren't. They're excited to try out their skills on unwitting humanoids.

If the mephits hear the characters approaching, Frede uses his False Appearance trait to disappear into the snow. Jephry is drunk (+2 Constitution, +2 Strength, -2 Wisdom, -2 Dexterity) and slow on the uptake. Jephry tries to trick the characters into kneeling down and looking at Frede, at which point he'll blow ice into their face.

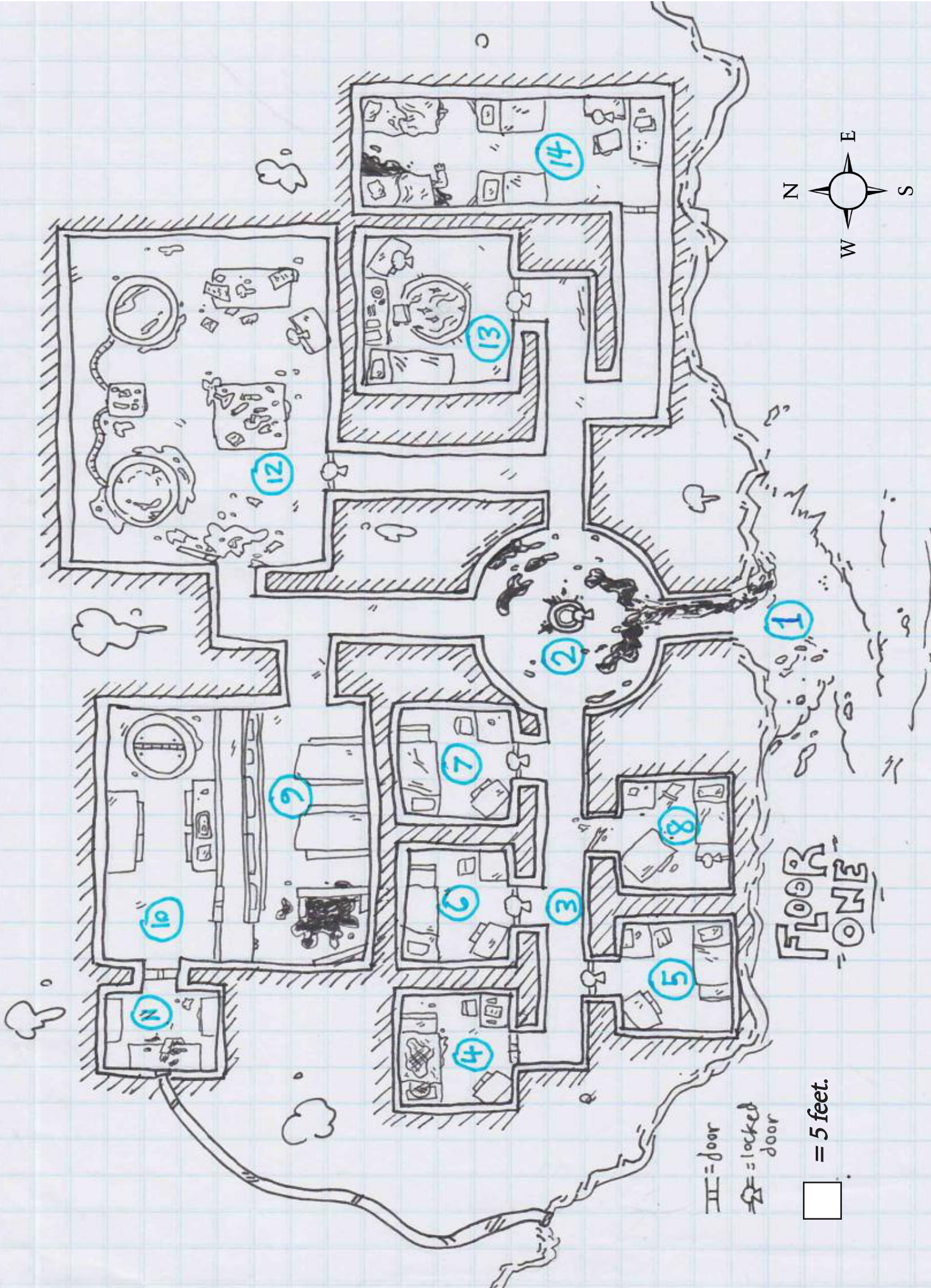
If the characters can communicate with them, the mephits have one piece of useful information they try to trade for their lives if things get hairy: there is extremely powerful conjuration magic emanating from the facility. The mephits don't know what the facility is, but they can point the characters in it's direction.

7: Ice Manta: The manta pass overhead and try to ambush the characters from the skies, looking for new hosts.

A character that makes a successful DC 14 Intelligence (Nature) check knows that this is unusually aggressive behavior for small groups of ice manta.

8: Polar Bear: The polar bear is very hungry, and attacks any potentially tasty looking characters. It starts the fight at 30 hit points due to a bad dietary decision earlier in the day: two fingerlings.

When the bear attacks, it has a 25% chance to instead regurgitate sickly blue fluid.



The fluid deals 2 (1d4) acid damage to anyone it lands on.

If the characters open the polar bear's body and make a successful DC 14 Intelligence (Investigation) check, they find several odd, squishy fingers inside its corroded stomach.

-The Black Alps Planar Research Facility-

General Features:

- ***Illumination.*** The facility is normally lit by magical orbs of white light in glass bulbs positioned on ceilings throughout, designed to turn red in case of emergency. None of the lights are on. They are controlled from the control room (c11).

- ***Dimensions.*** Unless stated otherwise, the ceilings are 10 feet tall and 30 feet tall in some larger chambers.

Magic pours through a gaping tear in reality. You may use any of the following regional effects at your discretion:

- Something indistinct skitters across a character's line of sight, though no one else sees it

- Sinister blue light illuminates a room for 1 minute. The light gives any creatures from the Blue Plane advantage on Dexterity (Stealth) checks

- The overwhelming smell of something sweet hangs in the air and then dissipates

- A wall or floor is slick and disturbingly spongy

- A character's limb twitches involuntarily

a1. Entrance

At the base of the switchback path cut into the mountain that leads to the facility's entrance, there is a metal sign planted in the snow. If the characters wipe off the frost, they see a blue circle with black lettering inside that reads "B.P.R.F". Below it, "Trespass at risk of death."

On the way up, a character that makes a successful DC 14 Wisdom (Perception) check finds something poking out of the snow along the side of the path. It's a *voice vial*, Thomas Wilson's first.

A **BPRF guard** paces outside the entrance, parasitized by an **ice manta**. If the characters approach stealthily and succeed on a Wisdom (Perception) check contested by its Dexterity (Stealth) check, they may be able to surprise it. If they play the *voice vial* or otherwise make themselves known, the manta tries to ambush them by hiding behind the door to the facility.

The phrase the ice manta can repeat using its Deathrattle Mimicry trait is "What-what is that?!", though you may want to save the reveal of that ability for later. It attacks the characters when they get close and detaches to fight directly once its host perishes.

Once the characters move to enter the facility, read the following.

Blood stains the snow surrounding the circular doorway into the mountain, the frozen red pool turning into thrashing drag marks as the trail leads inside. The open door swings almost imperceptibly in the wind, as if to beckon you forward.

a2. Hub A

Read the following.

The entrance opens up into a circular hub room, decorated with an outrageous amount of blood streaked across the walls and floor. A crumpled corpse lies in the pool, looking more like a red sponge that someone stepped on than a humanoid's body.

There are four exits: a passage to the east, a passage to the north, a passage to the west, and a metal hatch built into the floor.

The hatch can be opened with a successful DC 20 Dexterity check using thieves' tools or with a navy key. It leads down to b1. Fend accidentally locked the hatch when she descended to the second floor.

The corpse is the body of the first guard on watch during the initial flood of the ice manta, dragged inside and speared to death after firing on them with her crossbow.

Loot. If the characters are willing to get a little dirty, the guard carried a light crossbow, 10 bolts, a cyan key, and a scroll of identification that contains the following information:

- Her name (August Frostblade)
- A short description of the guard's appearance (dwarf, female, black hair, green eyes, 3 feet 10 inches, 165 pounds)
- She was 43
- Her 'clearance level' was cyan
- She was a security guard (watch post)

a3. Administrative Hall

Read the following.

The hall extends into the mountain about 60 feet, with two metal doors on the south side and three on the north. A plaque above the entrance reads "Administrative Hall." The door closest to you on the left has been broken inward, the glint of light just visible inside.

Unexpectedly, you hear a muffled voice from behind one of the doors. "Hello?"

Every door in this hall except the ones allowing access to a4 and a8 are locked, requiring either a successful DC 20 Dexterity check using thieves' tools or a navy key to enter. Lying on the floor outside a6 is a voice vial containing Thomas Wilson's second entry.

The voice is coming from the **ice manta** controlled **BPRF guard** in a4. It's trying to lure the characters into opening the door so it can ambush them. The "Hello?" they hear is the manta using it's Deathrattle Mimicry trait.

a4. Hello?

A **BPRF guard** awaits behind the door, controlled by an **ice manta**. The characters might be warned of this via Wilson's vial.

This was the temporary room of Dr. Proximal, lead alchemist for the Cerulean Project. His body lies on the bed, half-dissolved into bluish, vaguely humanoid mush after eating a fingerling. Otherwise, the room contains a desk, a chest lying at the foot of the bed, and a dresser.

Loot. There is a set of alchemist's supplies on top of the desk. Inside a drawer, there is one *potion of healing* and a vial of unmarked blue liquid (*blue serum*). The guard carries a *stun stick*.

If the doctor's blanket is pulled back, stringy bits of goo come with it as well as a corroded scroll of identification. Some of it is completely illegible, but it contains the following information:

- His name (Dr. Pinnick Proximal)
- A short description of his appearance (half-elf, male, blue eyes, brown hair, 6 feet 7 inches, 140 pounds)
- He was 74

a5. Forgotten Souvenir

This room has the same makeup as the other rooms in the administrative hall, though it's been left unoccupied. There is a decorative Black Alps snowglobe in the chest with a minor enchantment on it that makes snow fall within, making it cold to the touch. It was forgotten by the room's previous occupant.

a6. Carpal's Room

This was the temporary room of Dr. Wixby Carpal, planar expert for the Cerulean Project. It has the same makeup as the other rooms in the administrative hall, though there is a makeshift shelf built above the bed that sports several tedious books detailing planar theory.

Loot. The chest contains a number of spell components (enough for 2 spells of your choice) as well as a spell scroll of *misty step*.

a7. Distal's Room

This was the temporary room of Dr. Leland Distal, task overseer for the Cerulean Project. It has the same makeup as the other rooms in the administrative hall.

Loot. On top of the desk, there's a set of spectacle cleaning supplies as well as 2 sets of gilded spectacles, each one worth 50 gold.

The chest contains 200 silver and 100 gold, to be distributed to the other employees.

a8. Phalange's Room

This was the temporary room of Professor Argyle Phalange, lead biologist for the Cerulean Project. The door is broken and can be pushed aside. Read the following as the characters enter.

This room looks like someone (or something) tore through it with the intention of finding someone (or something) and failed. The dresser is knocked over onto the ground, the desk has been tossed aside, and a glass cage lies shattered on the bed.

The light comes from a lantern, left broken and leaking on the ground.

The room was trashed by Argyle himself, looking for a fingerling he was keeping in a glass cage. The fingerling's escape was the catalyst for the entire disaster, after a guard found it and, unable to resist, ate it.

If the characters inspect the chest and make a successful DC 16 Wisdom (Perception) check, they can faintly hear something moving inside. To open the chest, the characters must either succeed on a DC 16 Dexterity check using thieves' tools or find a cobalt key. Once they do, a **fingerling** crawls out of the chest and 'attacks.'

a9. Cafeteria

Read the following.

The hall ends at a spacious cafeteria, three long metal tables with attached benches sitting opposite a food-serving counter, it's meals frozen underneath a glass divider.

The final table has been overturned and punctured multiple times. Blood oozes out from underneath it.

An unfortunate guard was trying to use the table as cover. They were brutalized by several ice manta and then parasitized.

Due to the low temperatures inside the facility, the food hasn't rotted yet, but it doesn't look good. Any time a character eats it, there is a 25% chance they become poisoned for one hour.

The characters can hear the sound of something thumping against metal from within the door behind the counter.

a10. Kitchen

The facility's kitchen contains several cupboards and drawers stocked with non-perishable food, a stove with a minor evocation enchantment on it that generates heat, and a steel mixing vat.

The mixing vat contains two **ice manta**, sealed inside by a clever guard. If it's opened, they fly out and attack anyone nearby, hungry for a host.

a11. Freezer

The door to the freezer is frozen shut, requiring a DC 15 Strength check to open. It has a small window that has been heavily frosted over. If fire magic is used to melt it, the characters will be able to see the grisly scene inside. Once they enter, read the following.

Chill fog creeps out of the room and curls around your feet as the door pops open. As the mist clears, you see a figure leaning against the back shelf, hand outstretched towards an unopened vent. The lower half of his body is entirely transformed into bluish mush, congealed and frozen against the metal floor.

The freezer contains perishable food like meats and dairy, kept cool both naturally via the vent and magically via minor evocation enchantments on runes inscribed along the walls. If *dispel magic* is cast on the room, everything defrosts within 1 hour.

Loot. The body is the corpse of a guard captain who thought he might be able to escape through the vent during the initial attack, but died from his fingerling meal before he could reach it. He carried a *stun stick*, a small locket on a silver chain worth 30 gold, a cobalt key, and a scroll of identification that contains the following information:

- His name (Garry Bradsen)
- A short description of Garry's appearance (human, male, brown hair, green eyes, 5 feet 11 inches, 175 pounds)
- Garry was 35
- His 'clearance level' was cobalt
- He was a security guard captain

a12. Alchemy Lab

The south door to the alchemy lab is locked and can be opened with a navy key. If the characters listen at the door, they can hear a faint squelching noise inside with a successful DC 14 Wisdom (Perception) check. The west door is broken and can be opened normally.

Read the following.

An enormous glass tube stands near the back wall, filled with bubbling blue liquid. Lit from beneath, the tube bathes the entire room in vivid sapphire light. The base of a second cylinder lies across from it, it's glass shattered and it's fluid stagnant on the floor. Thick cords attached to their foundations run to a smashed control panel between them. A sizable steel lockbox is positioned between two large tables, a variety of implements, alchemical reagents, and research papers strewn haphazardly across them and onto the floors.

A figure clothed in a chunky orange suit paces in the liquid remaining at the bottom of the shattered tube. It looks at you as you enter, and you see a face that has half-collapsed in on itself behind the head screen.

The figure is a **BPRF guard** under the control of an **ice manta**, with the following changes:

- It has 25 hit points.
- It wears an *environmental and biological hazard suit*, giving it advantage on Constitution saving throws and resistance to poison, acid, fire, and cold damage. When the guard takes piercing damage, it loses these advantages.

- When the characters enter, it walks towards the control panel and rips off a piece to fight with. The piece is a metal spike that uses the statistics of a spear.

- It has Multiattack: The guard makes a *stun stick* attack and a spear attack.

Once the guard reaches 10 or less HP, the ice manta calls the other two manta from room 14, which fly in as quickly as possible. It can repeat the words "No flying six eyed freak is gonna kill me!" with it's Deathrattle Mimicry trait.

Loot. The items left on the tables are mostly broken and useless, but there is an intact vial of **blue serum**. The lockbox can be opened with either a successful DC 16 Dexterity check using thieves' tools or a cobalt key. Inside, there is a *potion of acid resistance*, another vial of **blue serum**, and Thomas Wilson's third voice vial.

The guard carries a *stun stick* and wears an *environmental and biological hazard suit*, the latter of which can only be taken if it wasn't punctured during battle.

Inside the suit, there is a moist scroll of identification containing the following information:

- Her name (Frangag Thicklas)
- A short description of Frangag's appearance (half-orc, female, black hair, brown eyes, 6 feet 9 inches, 200 pounds)
- Frangag was 37
- Her 'clearance level' was navy
- She was head of security

a13. Head of Security

The room is locked, requiring either a DC 20 Dexterity check using thieves' tools or a cobalt key to open it. Once the characters enter, read the following.

A circular rug covers most of the floor, proudly displaying the acronym 'BPRF' in bold blue lettering amidst a cloud of stars. Along the back wall, there is a comfortable looking bed, a table holding several neatly organized trinkets, and a large chest.

The trinkets on the table include:

- A stack of dry reports detailing the daily duties of the security guards
- A set of metal quills with the ink stored inside
- Two 50 pound dumbbells
- A *stun stick* that has not yet been enchanted, rendering it a normal light hammer
- A poorly taxidermied arctic hare

Loot. The chest can be opened with a successful DC 16 Dexterity check using thieves' tools or a cobalt key. Inside, there is 50 gold pieces and a navy key.

a14. Bunk Room

Read the following.

Four bunk-bed cots take up most of the room, two on either side. A large desk is set near the door beside a chest and a chair with four wheels at its base. You're unable to see the entire body from the angle you enter the room at, but a humanoid arm hangs off of one of the cots, soaked in blood.

Two **ice manta** float near the ceiling beside the entrance, ready to ambush anyone who enters. The body on the cot has been almost completely turned to paste, save for the arm. A **fingerling** feeds on the corpse and doesn't attack unless provoked (or if a character comes within range of it's Deadly Delicious trait).

There are several enclosed letters on the desk as well as a metal quill with the ink stored inside.

Loot. The chest can be opened with a successful DC 16 Dexterity check using thieves' tools or a navy key. Inside, there are several discarded letters from facility staff with large sections of text blocked out with ink. A character makes a successful DC 16 Investigation check discerns that any mentions of The Cerulean Project, trees, and something called a 'fingerling' have been redacted.

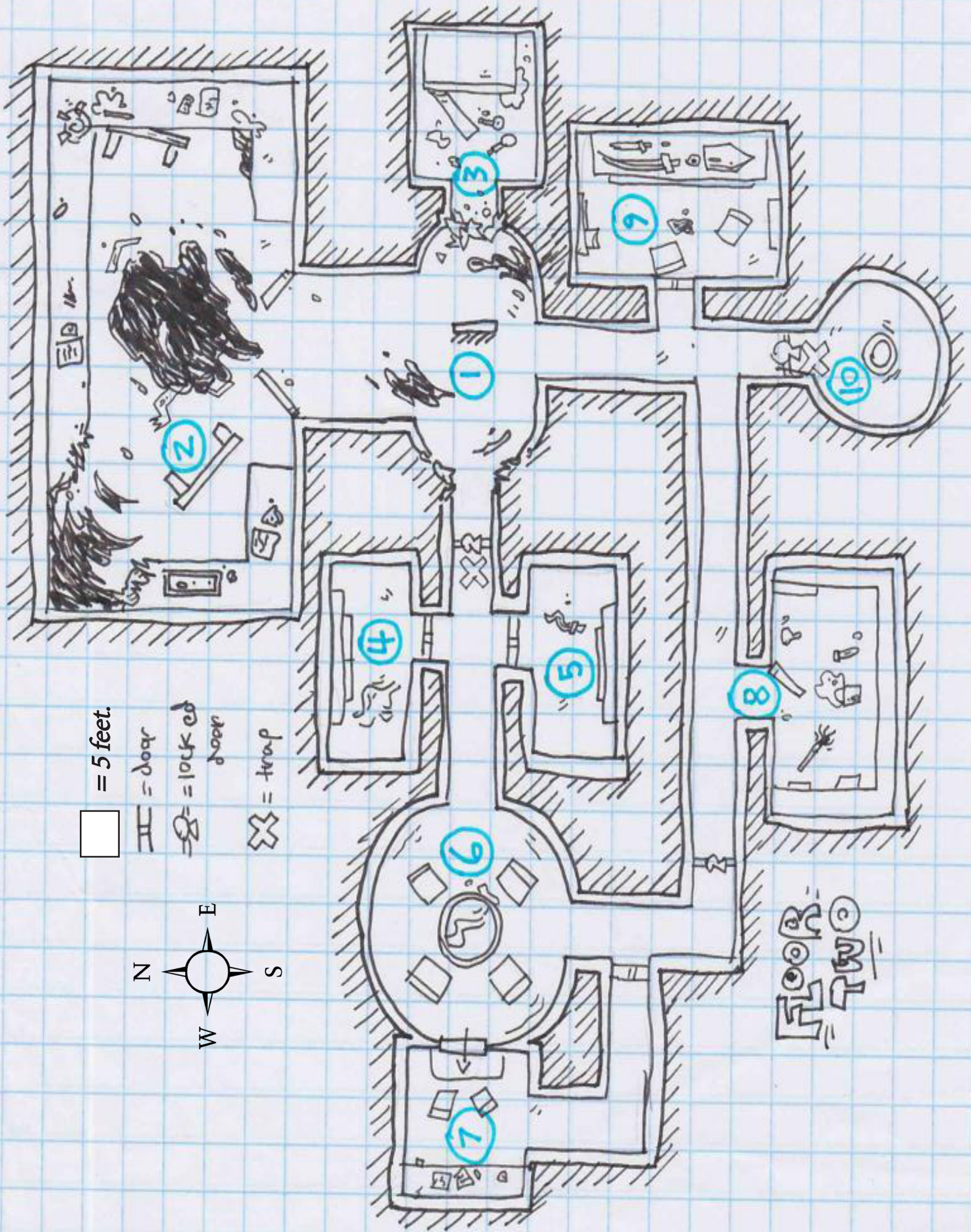
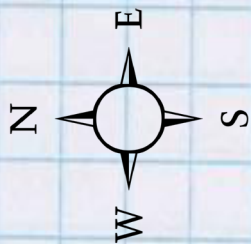
Underneath the cots are lockboxes where the guards kept their belongings. They can be opened with a successful DC 14 Dexterity check using thieves' tools or a cyan key. They contain the following items:

□ = 5 feet.

— = door

— = locked door

✕ = trap



Lockbox 1. Nothing.

Lockbox 2. 30 gold and Thomas Wilson's fourth *voice vial*.

Lockbox 3. An unused *voice vial*, a snapped *stun stick*, and a small metal disc. The metal disc is a common magic item that displays a 4 inch tall holographic image of a mostly undressed half-orc woman dancing around a pole when it's command phrase is spoken. The command phrase is engraved underneath the disc ("Sultry Secrets").

Lockbox 4. A folded up *environmental and biological hazard suit*.

-Second Floor-

The characters level up once they descend to this floor.

While they're on the second floor, whenever they experience or witness something horrific, they must succeed on a successful DC 10 Wisdom saving throw or become afflicted with Planebrain. How dreadful something needs to be to use this effect is ultimately up to you, but as a general rule, it should be enough to mentally scar most normal people.

Planebrain. You have disadvantage on Wisdom saving throws. Planebrain can be cured with a *remove curse* spell or similar.

b1. Hub B

Read the following.

The ice cold rungs of the steel ladder lead you down to an oblong room with four exits.

An enormous, 15-foot wide hall leading to a pair of open doors lies to the north, the floor within soaked with blood. What used to be a metal door squats in the east, dented and mangled almost beyond recognition. Southward, there is a darkened hall, and to the east, a door with deep gouges and scrapes in the walls around it.

Thomas Wilson's fifth *voice vial* lies at the base of the ladder, stained with bloody fingerprints.

A character that succeeds on a DC 14 Intelligence (Investigation) check is able to determine that the mangled door and gouges were made by some kind of large creature.

If the characters descend the ladder noisily or play the voice vial immediately, the **ice manta**-controlled **snogre** in b2 wakes up and lumbers towards them. Due to its large size, it won't be able to fit down corridors.

The west door is locked. It can be opened with a navy key or a successful DC 20 Dexterity check using thieves' tools. There is a hunting trap behind it set by Fend in the case the snogre made it through the door. It can be spotted with a successful DC 12 Wisdom (Perception) check as long as the characters aren't rushing through the door.

b2. Experimentation Chamber

Read the following.

The spacious room is noticeably colder than the rest of the facility, the blood drenching the ground slushy with ice. Counters line the walls, crushed into rubble on the northwest side and littered with broken scientific equipment.

A mass of tangled cage bars between two overturned tables lies in the center of an enormous frozen pool. Most of a guard is impaled on two of the makeshift steel pikes, ripped in half. The only way you can tell the two mutilated fleshy parts used to be connected is by a long, glistening instestinal strand hanging between them.

The experimentation chamber used to house a caged snogre, now roaming free under the control of an **ice manta**. The snogre uses the statistics of an **ogre** with the following changes:

- It has resistance to cold damage.
- It has 50 hit points remaining after being attacked by the late guard impaled on its broken cage.
- Instead of the Greatclub or Javelin actions, it has the following two actions:
 - Multiattack. The snowgre makes two Smash attacks.
 - Smash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage and 3 (1d6) cold damage.

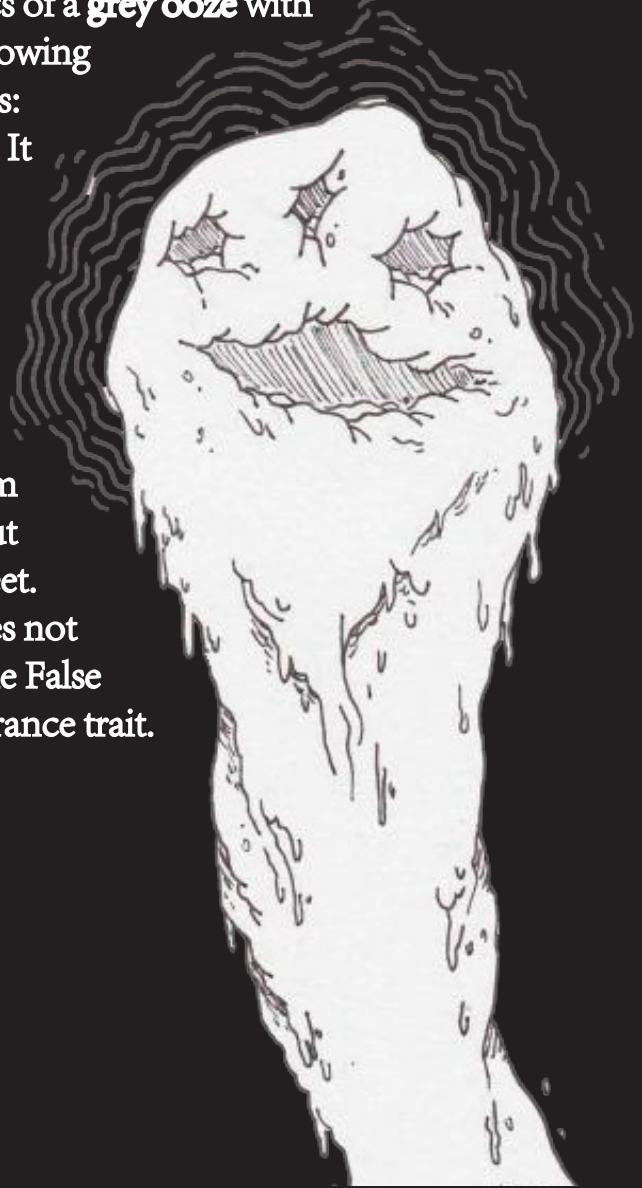
The ice manta can repeat the snogre's roar with it's Deathrattle Mimicry trait.

When the characters enter, the snogre is sleeping on the destroyed section of the counters. They must succeed on a Dexterity (Stealth) check contested by the snogre's Wisdom (Perception) check or it awakes and attacks them.

Loot. The counters have the following items of interest:

- A syringe full of **blue serum**
- Two vials of snogre blood, each worth 25 gold
- An ice manta tail, still twitching
- A petri dish full of a moving grey substance. If it's given any amount of **blue serum**, it grows exponentially and becomes a **glob**, attacking the characters. A glob uses the statistics of a **grey ooze** with the following changes:

- It emits bright blue light out to 20 feet and dim light out to 40 feet.
- It does not have the False Appearance trait.



- It has the following extra trait: **Uncanny**. Any creatures that enter or start their turn within the range of the glob's bright light must succeed on a DC 15 Wisdom saving throw or be charmed, insisting they see a squishy, humanlike face in the ooze. A creature can make the same saving throw at the end of each of their turns to end the effect. It also ends if a creature exits the range of the glob's bright light.

b3. Emergency Supplies

The door to this room has been dented and smashed by the snogre in b2, rendering it unable to be opened. It is clearly labeled 'EMERGENCY SUPPLY ROOM' above the entrance. Unless the characters find some other way to get inside, they'll have to use the teleportation circle in b6.

Loot. An enormous safe takes up most of the room, already opened and partially looted. It has the following items inside:

- Enough nonperishable food to sustain someone for two weeks
- Several tinderboxes
- 3 hooded lanterns
- 6 flasks of oil
- A *potion of healing*
- A healer's kit
- A *flare wand*

A second *potion of healing* rests beside the safe, cracked and broken. It's contents are spilled across the floor.

b4. Preparation Room A

Read the following.

The only thing in this room is a large steel cabinet. Without warning, it's doors burst open accompanied by an ungodly screech. Something flies out of it at you.

The screeching creature flying out of the cabinet is Watch, Fend's owl. Fend is also inside the cabinet, recalling her owl and stepping out when she realizes the characters are people and not horrible, wet monsters. Fend was trying to rest and regain her strength before continuing to investigate the facility, and as long as the characters aren't hostile towards her, she awkwardly offers to share her dried wolf meat. Fend is willing to help them as long as she thinks they have good intentions. Otherwise, she finishes her rest and resumes her search alone.

The cabinet contains four cyan blue cloaks with glyphs along the fringes of their hoods. A character that makes a successful DC 14 Arcana check can determine that the cloaks have ritualistic use, most likely for conjuration magic. The cloaks are required for b6's ritual.

b5. Preparation Room B

A large steel cabinet here contains a blue bowl and a curved dagger. A character that makes a successful DC 14 Arcana check can determine that the objects have ritualistic use, most likely for conjuration magic. Both of these items are required in b6's ritual. Otherwise, the room is empty.

b6. Ritual Chamber

Read the following.

Four seats surround a large table made entirely of blue crystal, several intricate, minute symbols written around it's edge in black ink. Many of the outer symbols are smudged and illegible. Behind the table, there is a mirror almost 7 feet wide set into the wall.

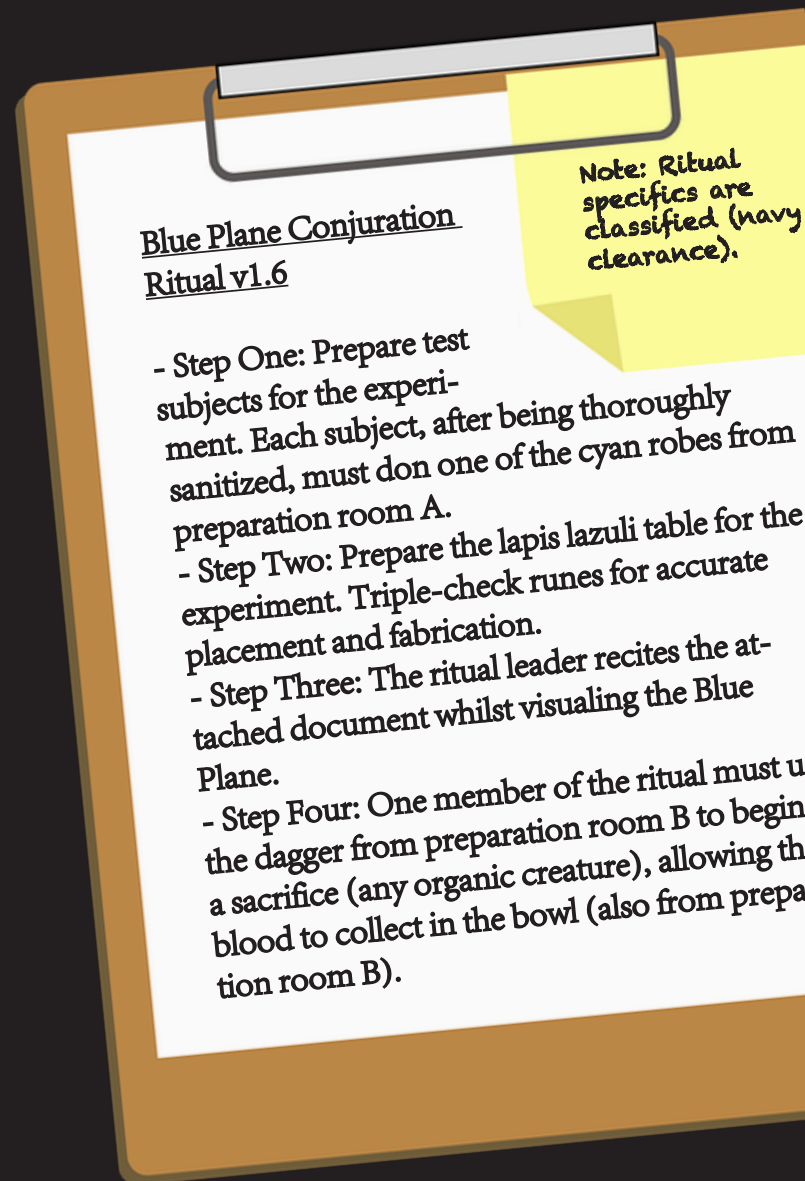
The other entrance to the ritual chamber below b8 is also locked. It may be opened with a successful DC 20 Dexterity check using thieves' tools or a navy key. This room was created to summon creatures from the Blue Plane using ritual conjuration magic. The outer ring (the one required to contact the Blue Plane) is too sullied to be usable, but the inner ring (the one specifically for transportation magic) is mostly intact.

A character that makes a successful DC 16 Intelligence (Arcana) check can reconstruct the circle as long as they have something to write with. The steps for the completion of the ritual can be found in b7, and the components in b4 and b5. Once the ritual has been completed, anyone in the room is transported to a room on the second floor (or the first floor) of the ritual leader's choice in a flash of blue smoke, allowing the characters to enter b3 and b10.

The mirror is one-way, allowing researchers in the examination room behind it to study the results of ritual summonings.

b7. Examination Room

The east wall of this room is a one-way mirror, acting as a window into b6 for anyone inside. Two chairs are set beside a large desk underneath the mirror. A long table against the west wall holds stacks of scientific papers and cold, half-eaten food. Underneath a plate of stonelike bread is a clipboard with a piece of paper on it that details how to complete the ritual in b6.



The "attached document" from step three is an incantation for the ritual, originally written in abyssal and translated into common.

"Any organic creature" includes fingerlings. The problem therein is getting a fingerling to the sacrificial table without eating it.

b8. Janitor's Closet

A large closet containing common janitorial supplies including mops, brooms, and dusters. A **glob** (see page 17) rises out of a bucket in the center of the room, flanked by four **fingerlings**. Characters that pause, listen at the door before entering and make a successful DC 12 Perception check hear a series of soft thuds on the ground as a fingerling skitters about inside. Characters that rush in are surprised, though the glob takes too long rising threateningly from its bucket to act in the surprise round.

Thomas Wilson's sixth *voice vial* rests on a shelf beside a stash of tobacco and a wooden pipe.

b9. Armory

The armory is intended to be locked with a cobalt key, but the lock has been broken. The walls above the long tables are outfitted with multiple weapons racks. Many of the weapons remain in their places.

Loot. The weapons racks hold three light crossbows, two heavy crossbows, a longbow, a shortbow, two longswords, two shortswords, a mace, and a warhammer. On the counters, there is a shield, three *stun sticks*, and six neatly arranged sets of half-plate armor.

Lying on the ground is an oddly shaped lockbox with scratch marks around the lock. "OPEN IN CASE OF EMERGENCY" is written across the top in bold lettering.

It can be opened with a successful DC 20 Dexterity check using thieves' tools or a midnight key. Inside, there is an *arrow of aberration slaying*.

b10. Into the Fire

The door is locked. On the door, there is a danger symbol above the words "MID-NIGHT CLEARANCE ONLY." It can be opened with a successful DC 22 Dexterity check using thieves' tools or a midnight key. The characters can enter via the teleportation ritual in b6 as well.

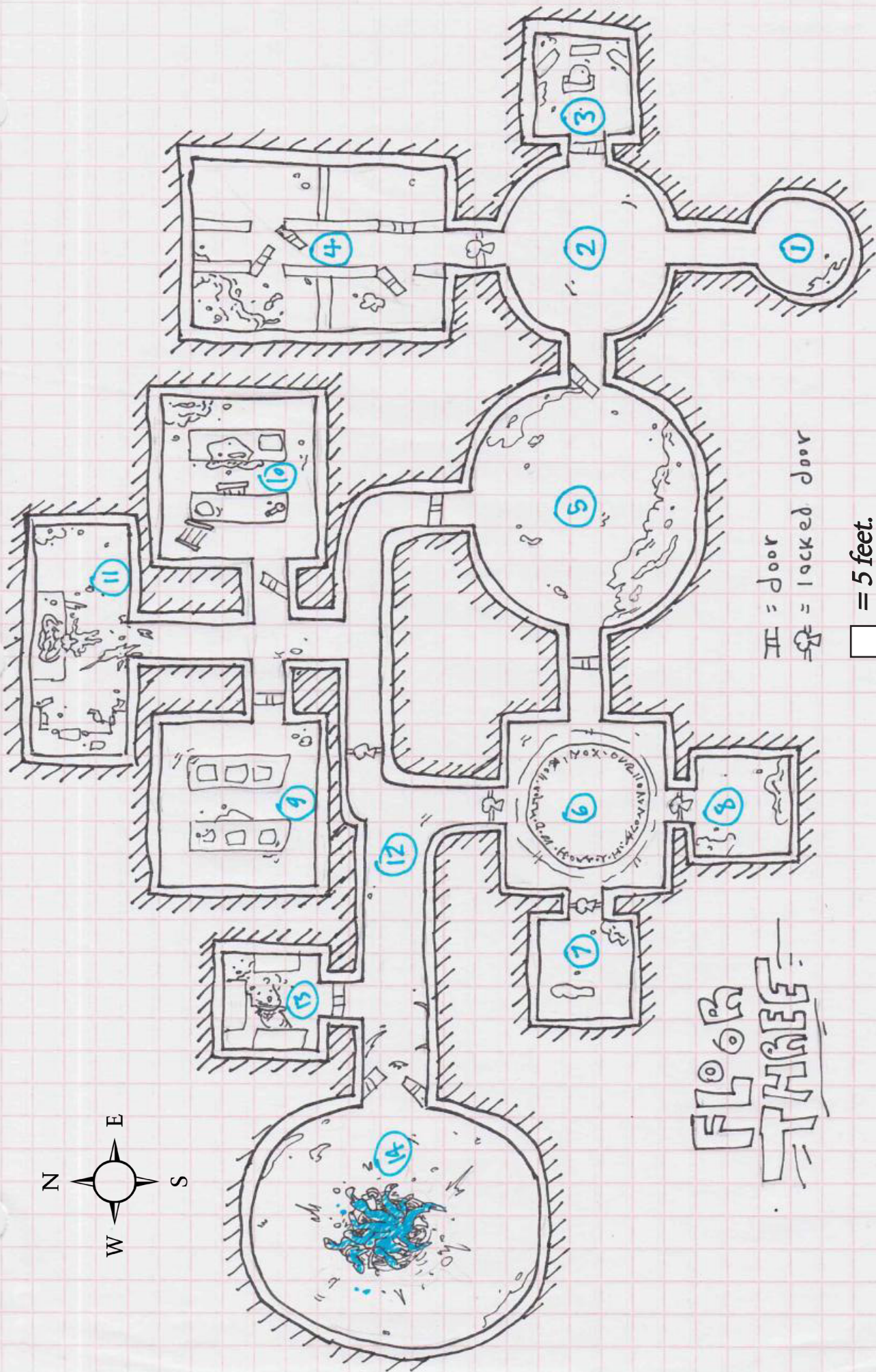
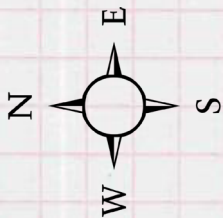
If the door is opened from the outside using any method other than using a midnight key, it fills with gas. The trap within the lock can be found by someone picking it with a successful DC 18 Wisdom (Perception) check and disarmed with a successful DC 16 Dexterity check using thieves' tools. Anyone who breathes the gas must make a DC 15 Constitution saving throw, taking 11 (2d10) poison damage or half as much on a successful save.

A hatch leads down to c1. On top of it is Thomas Wilson's seventh *voice vial*.

-Third Floor-

The characters level up once they descend to this floor.

While they're on the third floor, the DC for resisting Planebrain is 12 instead of 10. In addition, for every fingerling (excluding jointcrackers) act as if each of the characters have consumed one vial of **blue serum** already.



H = door
H = locked door

□ = 5 feet.

FLOOR
THREE

c1. Something in the Air

Read the following.

As you descend the ladder into the third floor of the facility, there is a notable shift in the air. It seems to be warmer and more humid, the thick atmosphere almost tangible around your fingers. The walls down here are permanently stained blue, every indistinct imperfection in the steel shifting and moving before your eyes.

Everything smells so sweet. The floor, the walls, the air, it smells like artificial candy, rotting fruit, and most of all... the color blue.

A vial of **blue serum** is spilled across the ground at the base of the ladder.

c2. Hub C

Read the following.

Four paths split off from this room. The southern passage leads back to where you entered the third floor. Three doors mark the other cardinal directions, the one to the west slightly open.

If the characters peek into c5, they can catch a glimpse of the **confectioner** within. They must succeed on a Dexterity (Stealth) check contested by the confectioner's Wisdom (Perception) or it sees them too.

c3. Surveillance Room

Read the following.

Three rectangular glowing blue crystals surround a swiveling chair bolted to the ground. Each crystal displays brilliant prismatic hues on its front.

If the characters use the device in c11 to reactivate the facility's magical lights, it also reactivates the scrying screens in this room. The scrying screens can see every room in the facility from a bird's eye view. The one on the left displays rooms from the first floor, the center rooms from the second floor, and the right rooms from this floor. Characters can tap a screen to switch to a different room.

c4. Confectioner Holding Cells

The door to the holding cells is locked. It can be unlocked with a successful DC 22 Dexterity check using thieves' tools or a midnight key.

Inside, there are four separate cells, all of which have their doors open save for the southeast cell. When they enter the northwest cell, read the following.

A huge blue mass is attached to the back of the cell like a growth, pulsing sporadically. It smells sugary and appears to have the consistency of gelatin.

The goo is the corpse of a confectioner. The confectioner was killed by another confectioner, securing its territory after the failure of the facility's security systems.

If the characters touch the slime, they take 5 (2d4) acid damage.

The fratricidal confectioner is in the northeast cell. If characters enter the northwest cell first, it leaves and ambushes them.

c5. Jelly Time

This room is now home to a **confectioner** and three **fingerlings**, all of which attack as soon as the characters enter. During combat, the confectioner tries to float up to the top of the room's 30 foot domed ceiling to fire down at the characters while they deal with the fingerlings. If it has its Lick ability, it sticks to the ground, giving it access to the characters if they're jellified.

The room is partially covered in sticky blue sludge acting as difficult terrain.

c6. Grand Ritual Chamber

Read the following.

A circle with a diameter of 15 feet is carved into the floor, surrounded by arcane sigils. Other than the one you entered from, there are three sturdy metal doors, one on each wall.

If the characters complete b6's ritual in this room, a **jointcracker** rips itself out of the sacrificial blood and attacks anything near it. Thomas Wilson's eighth voice vial is placed in the center of the circle.

c7. Post-Ritual Cell A

The door to this room is locked. It can be opened with a successful DC 20 Dexterity check using thieves' tools or a navy key.

Created to temporarily house creatures from the Blue Plane after summoning, this room is empty save for dry, cracked goop on the floors and rusted chains.

c8. Post-Ritual Cell B

There are two **fingerlings** here, feeding on the mostly liquefied corpse of a guard. Neither take notice of the characters unless they approach.

Loot. In the goop, there is a gold ring worth 40 gold, a *+1 stun stick*, and scroll of identification rendered illegible by corrosion.

c9. Fingerling Cages A

Read the following.

Arranged neatly across two long black tables are six glass cages, each one holding an individual fingerling. The one closest to the door lacks a lid and an occupant, a vial placed inside.

Each cage is charged with *dispel magic*, suppressing the five **fingerling's** attractive psychic field and their corresponding Deadly Delicious trait. The cage near the door contains Thomas Wilson's ninth voice vial.

If the characters take a cage, a fingerling can be placed inside and the lid can be closed as an action. While inside, fingerlings are essentially harmless. A cage can hold three fingerlings.

c10. Fingerling Cages B

Read the following.

Two long black tables smeared with goop hold four shattered glass cages, two more in pieces on the ground. Behind one of the desks is a small figure slumped against the wall.

There are several fingerling corpses in this room, but not all of them are corpses. Three **fingerlings** are hiding under a destroyed glass cage, and one more is feeding on the body. The three attack immediately, the sated fingerling joining in after 1 round.

The figure is the corpse of Argyle Phalange, lead biologist for the Cerulean Project. He killed most of the fingerlings in this room.

Loot. Argyle still clutches a vial of **blue serum** in what's left of his hand, as well as a midnight key. He has a scroll of identification with the following information on it:

- His name (Argyle Phalange)
- A short description of Argyle's appearance (gnome, male, bald, blue eyes, 3 feet 9 inches, 60 pounds)
- Argyle was 46
- His 'clearance level' was midnight
- He was the facility's lead biologist

c11. Control Room

The door to the control room has been ripped open and thrown to the ground. When the characters approach, a **veteran** controlled by an **ice manta** lurches out and attacks. He's accompanied by two other manta which initially fly around his head.

The ice manta can repeat the word "Die!" with its Deathrattle Mimicry trait.

The veteran uses a *stun stick* instead of a shortsword.

Once the characters have a moment to look around, read the following.

The west side of the room is taken up by a huge machine, its levers and buttons painted with arcane sigils. Its control panel has been torn out, wires curled at its base.

A table is placed against the north wall, a huge carving of a stone ear atop it. Smashed against the side of the table is the head of a body that's been melted into blue muck, bits and pieces sprayed across the table and the floor.

The body is the corpse of Thomas Wilson, security guard and author of the *voice vials*.

The machine controls the magical lights and the scrying screens in c3. A character that makes a successful DC 16 Arcana check can operate it and reactivate both.

The ear is magically linked to a similar one at the planar research facility's secondary base. If the characters speak into it, Dr. Distal responds with confusion. If you used the Profitable Offer adventure hook, he urges the characters to retrieve the sapling regardless of their reports of what happened at the facility. If you didn't, he's careful with his words. The characters must succeed on a Charisma (Persuasion) check contested by his Wisdom (Insight) before he gives them any relevant information.

Loot. The veteran carries a *stun stick*, a longsword, a heavy crossbow, and a scroll of indentification with the following information on it:

- His name (Keith Childs)
- A short description of Keith's appearance (elf, black hair, grey eyes, 6 feet 4 inches, 190 pounds)

- Keith was 210

- His 'clearance level' was navy

- He was a security guard captain

If the characters sift through the remains of Thomas Wilson, they find a keyring with all four keys on it (cyan, cobalt, navy, and midnight), 3 unused *voice vials*, a metal club, and a scroll of identification with the following information on it:

- His name (Thomas Wilson)

- A short description of Thomas' appearance (human, male, blonde hair, green eyes, 5 feet 9 inches, 150 pounds)

- Thomas was 23

- His 'clearance level' was cyan (this has been crossed out and replaced with midnight using ink)

- He was a security guard

c12. Terminus Hall

Read the following.

A 15 foot-wide hall leads about 45 feet down to a set of steel double doors. The doors are open, revealing intense blue light that drips out of the room beyond and fills the hall. As you take your first steps forward, you hear a nauseating cracking sound and see the silhouette of something huge moving across the ceiling towards you.

The silhouetted assailant is a **joint-cracker**, which drops down and attacks the characters. If you'd like to increase the difficulty of this fight, you could have a **confectioner** float in from c14 at initiative count 20 of round 2, striking the characters at range with it's rays while the jointcracker crushes them.

c13. Gardening Closet

Read the following.

A small closet filled with shelves that hold heavy bags of fertilizer. One of the bags has fallen and spilled across a small, bloodied figure, her hand still tightly gripping a pair of shears.

If the characters move the fertilizer away, they find the remains of her head, burst open by an ice manta's Psychic Sap.

Loot. There's a scroll of *dimension door* and *fire bolt* (cast at 5th level) in her pocket as well as a scroll of indentification with the following information on it:

- Her name (Wixby Carpal)

- A short description of Wixby's appearance (halfling, female, blonde hair, brown eyes, 3 feet 4 inches, 45 pounds)

- Wixby was 36

- Her 'clearance level' was midnight

- She was a planar researcher

c14. The Arboretum

Read the following.

This 50 foot-high domed chamber is filled with a massive, glowing blue tree, planted in a small dirt pad it has thoroughly grown out of. Thick roots split the metal around it and pierce the surrounding mountain. The branches are made up entirely of undulating fingers, the sound of cracking knuckles echoing off the walls. Occasionally, one of the fingers will twitch violently and a fully formed fingerling will detach from the tree, dropping down to flow across the floor with hundreds of it's brothers.

Flying in lazy circles around the tree are at least 20 ice manta, making shadows dance across the walls against a backdrop of blue light. Nothing in this room seems to take any notice of you.

That's the finger tree. Crawling across the floor around it are about 200 **fingerlings**. What the characters choose to do about it is up to them, but regardless of where it's from, a plant is a plant. Making the tree too hot or too cold will start to kill it, making everything in the arboretum very angry. Ideally, they'd have the intelligence to escape afterward. The **ice manta** give chase, and if it comes down to it, split them into four groups of five for initiative order. If Fend is with the characters, she argues for the destruction of the tree, even trying to take it into her own hands if the characters disagree.

The fingerlings rush to try to save the tree, crawling across it in an attempt to keep it warm or put out any fires. This will most likely kill all of them.

-Resolution-

If the characters destroy the finger tree, the planar research facility's progress is set back by multiple years, but, after all... there's still the **Red Plane** to study. The facility itself falls into disarray and is eventually taken over by more natural arctic beasts. Without the psychic energy to feed on, the prevalence of ice manta in the surrounding area peters out. If Distal knows the characters destroyed the tree, he refuses to pay them.

If left to it's own devices, the finger tree keeps growing, spreading roots through the entire mountain. After a month, the branches start birthing confectioners as well as fingerlings. After two, jointcrackers. After that... well, it's up to you.

-Appendices-

Appendix A is a series of transcripts for Thomas Wilson's voice vials. Appendix B details the unique magic items the characters can find during the adventure. Finally, Appendix C includes descriptions (and in some cases, illustrations) of the monsters unique to Finger Food.

Appendix A: Voice Vial One

DM Notes: Thomas Wilson is chipper and bright eyed, excited for his new position at the Black Alps Planar Research Facility and the opportunity that awaits him. In this recording, he's testing out his brand new voice vial for the first time.

[Intense wind can be heard, as well as the sound of boots trudging through the snow. Grunting with exertion for a few moments, Thomas speaks.] "Is this on? Recording?- I guess I'll find out later. Right now, I'm on a trek with a few companions to the uh, Black Alps Planar Research Facility. Kind of a mouthful, huh? Top secret stuff goes on there, and, well- I'm not gonna get to see any of it. I'm guard detail, y'know. But, I'm with a whole lotta high-profile people. Professors, scientists... other assorted... smart guys. I haven't been told much about what I'll be guarding- that's the nature of these kinds of things, but I think-" [There's a quiet puff as the voice vial falls into the snow. Thomas can be heard getting down and searching for it, his muffled voice barely audible.] "Aw- damn it! I'm pretty sure we're- we're not supposed to lose those..."

Appendix A: Voice Vial Two

DM Notes: Thomas is just settling into his role as a security guard at the facility. He's recording in the bunk room (a14) and trying to be quiet so as to not disturb the other staff members.

[Indistinct voices make up the background of this recording.] "Okay, entry number two, or... 1.2? 1's still out there in the snow somewhere. I tested another vial to make sure it's doing it's thing, and I gotta say, it's crazy being able to hear what you say repeated back to you, especially with such clarity. It reminds me of- I'm bunking with... [There is a rustling of sheets.] seven other security guards. It's pretty cramped in here. Anyway, one of 'em was telling me this story about these things called ice manta? They fly around and poke you with their tails, and then they can move you around and make you do... whatever an ice manta has the hankering to do. He told me one of his friends got stuck by one, and he kept repeating "Hey, someone help me!" even as he was going wild and attacking everyone. Chilling, right? [Thomas chuckles, then sighs.] I'm not funny. Anyway, uh, end... recording?"

Appendix A: Voice Vial Three

DM Notes: At this point, Thomas has spent a couple days guarding the facility. He mentions a couple things in this entry that gets it confiscated.

[Thomas' mouth is extremely close to the vial. Every t and p is sharp and blown out. Muffled wind blows in the background.] "Entry number... 3. I think I'll count that first entry I lost as number 1, actually. So, it's been a couple days, and yeesh, it's hard to find somewhere quiet in there. Everyone's always being rushed every which way. You'd think there'd be a lotta quiet moments on a job like this, but this place is really busy! I heard the whitecoats- uh, that's what the guards call the scientists here- I heard them talking about something called the Cerulean Project that's got 'em tied down. Wonder what they could be doing down there that's got everything so frantic. Oh, another thing- I can't get anywhere! They won't let me through... most doors, really. They say I need higher clearance. I've got 'cyan' written on my scroll of identification. My friend- that's the ice manta story one, August- she tells me they have three levels of clearance in this place. Seems a bit excessive. ...It's friggin' cold out here, I gotta head back in. End recording."

Appendix A: Voice Vial Four

DM Notes: After sneaking in to the alchemy lab (a12), Thomas waited until everyone was asleep to record this voice vial. He's obviously nervous and trying to be as quiet as he can.

[Steady, rhythmic snoring can be heard in the background.] "Entry uh... what was it? Four, yeah. So, I did something that might have been kinda dumb. I swiped a key and snuck into the alchemy lab. Now, I now what you're thinking: do I want to be fired? Well... I dunno, I was just curious! No one friggin' tells me anything in this place! It was crazy in there, too. They got these huge blue tubes that go all the way up to the ceiling, glowing and bubbling, the whole kit and kaboodle. The strangest part was- it smelled real good. The whole room did. It smelled like... the bakery back home, almost. Delicious. I'm just making myself hungry now... Hey, if I get strung up for looking at some blue tubes without clearance, this'll be my last message. Rest in pieces, Thomas. [Several seconds pass.] Oh, end of recording."

Appendix A: Voice Vial Five

DM Notes: All hell has broken loose. Thomas has just discovered the body of August Frostblade. Tears can be heard in his voice.

[A scream can be heard in the distance, followed by the crackling of a stun stick.] “En- entry f-five. Oh gods. Hey, uh, August is dead. Her blood- her blood is on my hands. Uh, literally, not- not figuratively. I’m gonna throw up soon, I think. There’s blood everywhere. I don’t know what’s going on, or how this happened, but the doors are just open. Everywhere. [Another scream, closer this time.] Heh- I guess this uh, this key is gonna come in handy after all. Stealing is always good. [Distant footsteps against metal can be heard. Thomas grunts, accompanying the sound of a hatch opening.] Oh, hey. That thing August said about the ice manta? That’s true. It really is.

Hello?”

Appendix A: Voice Vial Six

DM Notes: Hiding in the janitor's closet, Thomas is trying to collect himself and sort out what's going on.

"Okay... okay. Entry number six. Uh... something went wrong downstairs. I think that much is clear.

There's ice manta flooding the facility, and um, these little... finger things? They're just- almost like walking, detached hands, but not quite. Not quite. I dunno what they could do, but I'm avoiding them right now. I think it's best to be... be cautious. Thinking short term, I have to find a more secure place to be than a goddamn janitor's closet. The door's barred with a mop right now. A wooden mop. There's a snogre in here. I dunno how much a mop is gonna hold up against one of those. Also- why do they have a snogre in here anyway? Thinking uh- thinking longterm, there's food in the emergency supplies room, right? Maybe if I can get there, I can survive for a bit before heading back out. Yeah... yeah. I'm gonna live. I'll be okay."

Appendix A: Voice Vial Seven

DM Notes: Thomas, out of options on the second floor, has decided to try his luck on the third.

“Seven. [There is a long, drawn out sigh followed by the jangle of keys.] Building up quite the collection of these now. Cyan, cobalt, navy, and... midnight. Guess what? The snogre I mentioned in the last one? It destroyed the door to the emergency supplies room. So... no food for Wilson. I’ve gotta head down, I think. Hopefully, I can find um, food, and some way to contact base. Someone’s coming for us. I have to believe that. ...Until then, I’ve gotta survive. [The sound of metal smacking against palm echoes throughout the room.] Turns out, if you hit those manta things hard enough, they can’t poke you. To anyone who finds this, good luck. End recording.”

Appendix A: Voice Vial Eight

DM Notes: Hungry, hurt, and at the end of his rope, Thomas has started to lose hope.

“Entry number eight. ...Gods, I’m hungry. I’m... hot too. It’s really friggin’ hot down here. The lights are giving me a headache. I need- I need to find some way to turn those off... I’m sitting in the middle of a big magic circle right now. Isn’t that funny? My dad always talked to me about black magic, and I think he had his own idea of what that is, but I figure this is it. Anything that can summon those things into this world is black magic. There’s weirder stuff down here, weirder than the finger guys. Big, throbbing noses that shoot these... beams of light. One of them caught me in the side, so that’s... yeah.

I’m not gonna make it outta here, am I?”

Appendix A: Voice Vial Nine

DM Notes: A sharp ocntrast from any of the previous vials, Thomas appears to be happy and well.

Throughout the recording, it sounds like he's eating something. His last meal is a fingerling.

[Smacking noises can be heard.] "Mmm. Entry number nine. Nine, nine, nine. So, I've explored a lot of this floor. Mm- pretty horrible. Honestly, I think I'm gonna lock up the entrance. That way, none of this can get out. No more than it already has, any way. [Thomas swallows.] I'm thinking no one else is alive. Haven't really seen any capital P people walking around on the third floor. Just lowercase P people. Y'know, the manta zombies. Gods, I- mm- I hate those things. I'm gonna contact base pretty soon, so I'm crossing my fingers that this is one of my last vials. Signing off, Thomas Wilson, mm-yeesh, this is tasty- end recording."

Appendix A: Voice Vial Ten

DM Notes: Thomas Wilson is dying. He waits in the control room for the door to be broken down and prepares his final message.

[The sound of a blaring alarm can be heard in the background, as well as something banging on steel.]

“Thomas.. Wilson here. This is probably the last you guys- well, anyone is gonna hear from me. ...I’m done for, basically. I can feel it in my gut. It’s weird... [There’s a faint squishing noise.] There’s not much pain, but I can see it.. Collapsing in. [A few moments of silence pass, and then a loud bang starts Thomas.] Yeesh. I just wanted to make sure I warned everyone before I kicked the bucket. I doubt you guys are gonna listen to me, but.. Don’t send anyone after me, okay? It’s not worth it. [The sound of shearing metal blares through the vial.] Keep.. keep that door closed.”

APP. B: BLUE SERUM

Potion, rare

A vial of **blue serum** grants you $2d4 + 2$ temp hp when you drink it.. It also makes you more vulnerable to the **fingerling's** attractive psychic field. When *identify* is cast on the serum, it only reveals it's positive effect.

APP. B: E.B.H.S.

Armor, rare, requires attunement

While wearing the Environmental and Biological Hazard Suit, you have advantage on Constitution saving throws and resistance to poison, acid, fire, and cold damage. When you take piercing damage, you lose these advantages until you are able to repair the tear in the suit.

APP. B: FLARE WAND

Wand, uncommon

This wand has three charges. As an action, you can expend a charge and expel a blast of bright red light and flame from the tip. The shot travels 120 feet. You may also expend a charge and use the wand to make an attack roll against a creature in range as an action, using your Dexterity as your attack modifier. On a hit, it deals 2d6 fire damage.

APP. B: VOICE VIAL

Wondrous item, uncommon

While the cork of the vial is pressed inward, sound within roughly 30 feet of the source is recorded. Up to 2 minutes of audio can be stored in one vial. Once a recording has been stored in a vial, the cork can be pressed to play the audio. In addition, the voice vial can no longer be used to record audio.

APP. B: STUN STICK

Weapon, uncommon, requires attunement

One-handed, 1d4 bludgeoning damage. When you hit with an attack using this weapon, you may deal an additional 1d4 lightning damage and the target must succeed on a DC 13 Constitution saving throw or become stunned. If you use this ability, you cannot use it again until the following round. This ability may only be used once in a round.

APPENDIX C: CREATURES

The *Ice Manta* are migratory beasts that originate in the Black Alps, though they have been known to make their homes in other cool environments. Ice manta tend to fly at high altitudes via the usage of their extremely frail, hollow bones and tight, papery skin, only swooping down to terrestrial levels when they require sustenance. Travelling in packs numbering from three to up to twenty, a group of ice manta are known as a *migraine*.

This refers to the headaches engendered by passing groups of ice manta in sentient life, a result of their diet: psychic energy. The ice manta feeds via attaching to a host and inserting it's tail into the base of their neck, allowing the cerebral pin to enter the brain. From this position, the ice manta is able to control the host's movements as it siphons away their thoughts, ideas, and memories. After 24 hours, the host's mind is destroyed, though the ice manta can and will remain attached to the host's body if it's advantageous for the manta's survival.

During feeding, the ice manta gains the ability to mimic the host's deathrattle, which it uses to distract foes or attract additional food. Ice manta are rarely intelligent enough to attempt use this ability for communication, though glimmers of sentience have been found in some rare specimens.



ICE MANTA

Small beast, unaligned

Armor Class: 13 / HP: 9 (6d4-6) / Speed: 5 ft, fly 40 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
12 (+1)	16 (+3)	8 (-1)	4 (-2)	8 (-1)	6 (-2)

Damage Resistances: Cold

Skills: Stealth +5, Deception +3

Senses: Darkvision 60 ft.

Saving Throws: Constitution +4

Challenge: 1/2 (100 XP)

Languages: The language of it's host

Deathrattle Mimicry:

While the manta is attached to a host, it can perfectly replicate the last words or sounds the host said before it died.

Actions:

Parasitic Tail: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) piercing damage. In addition, the target must succeed on a DC 10 Dexterity saving throw or the manta attaches to their back. While the manta is attached, it controls the attached creature's actions on its turn. The target may attempt the same saving throw at the end of each of its turns to end the effect. Every four hours the manta is attached, the target loses 1 point of Intelligence. After 24 hours of being attached, the mind of the host is destroyed.

Psychic Sap: The manta targets one creature it can see within 40 feet of it. The target must succeed on a DC 10 Intelligence saving throw or take 8 (3d4) psychic damage, taking half as much on a successful save.

The Black Alps Planar Research Facility spares no expense, outfitting every guard with half-plate armor, magical *stun sticks*, and a *voice vial* to record and relate information and watch results. Additional weaponry is secured in the facility's armory if there were to be a more serious threat. Every guard undergoes rigorous physical and mental training before being given access to the facility, and even then, they are expected to remain professional and vigilant.

Over time, the close proximity of planar research and experimentation can lead to hallucinations, abnormal behavior, and high suggestibility. This condition is commonly referred to as 'planebrain.' The facility's guards and researchers regularly switch with a secondary personnel lineup to resolve possible mental strain.

PARASITIZED CREATURES

A creature hosting an ice manta has no will of it's own, using the Intelligence, Wisdom, and Charisma of the parasitic ice manta. Any spell or ability that targets the *host creature* with one of those saving throws has no effect. In addition, it's speed is reduced by 10 feet.

Once a host creature is defeated, the ice manta controlling it removes itself from the creature's back and attacks.

BPRF GUARD

Medium humanoid, neutral

Armor Class: 15 / HP: 15 (2d8+6) / Speed: 30 ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
16 (+3)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills: Athletics +5, Perception +3, Stealth Dis.

Senses: None

Saving Throws: None

Challenge: 1/4 (50 XP)

Languages: Common

Planebrain:

The guard has disadvantage on Wisdom saving throws.

Actions:

Multiattack: The guard makes two *stun stick* attacks. The second attack does not have the additional lightning damage or the stunning effect.

Stun Stick: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage and 3 (1d4) lightning damage. In addition, the target must succeed on a DC 13 Constitution saving throw or become Stunned.

SUBJECT TWO

Fend lives on the harsh, unforgiving slopes of the Black Alps, relying on her survival skills and keen senses to stay alive as a hermit. Coming upon the Black Alps Planar Research Facility and finding it left wide open, she entered to find a mess much bigger than she would be able to clean up alone.

Personality Traits: "I'm just not easily spooked. I never have been. A little finger guy ain't much different from a wolf when it comes down to it, and the finger guy ends up being way smaller. "

- "Creatures die, I kill them sometimes. It's part of the natural cycle of things."

Ideal: "Help out where you can."

Bond: "Watch, my owl, is my only friend. Love that little guy."

Flaw: "I don't have very good people skills. The last people I've talked to was my mom, about... a lotta years ago."

Roleplaying Fend: Fend just stumbled upon the disaster at the facility on accident, and doesn't know enough about magic to understand what is happening to it. Despite that, she knows she shouldn't just leave things the way they are. Fend is focused and brave, but finds it difficult to talk to people and explain herself. She can easily become annoyed at people who ignore her or rush into things, maintaining a 'follow me and you won't get hurt' attitude.

FEND

Medium humanoid (tiefling), chaotic good

Armor Class: 15 / HP: 15 (2d8+6) / Speed: 30 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
15 (+2)	12 (+1)	16 (+3)	12 (+0)	12 (+1)	10 (+0)

Damage Resistances: Fire

Skills: Athletics +4, Animal Handling +3, Perception +3, Survival +3

Senses: Darkvision 60 ft.

Saving Throws: Strength +4, Dexterity +3

Challenge: 1 (200 XP)

Languages: Common, infernal

Infernal Legacy:

Fend knows the *thaumaturgy* cantrip. Charisma is her spell-casting ability for this spell.

Favored Enemy:

Fend has +2 on damage rolls against beasts.

Actions:

Multiattack: Fend makes two handaxe attacks.

Handaxe: Melee/Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 6 (1d6+2) piercing damage.

A combination of ritual magic and scientific experimentation has allowed the Black Alps Planar Research Facility to summon creatures from the Blue Plane with varying degrees of consistency. The most common specimen is the fingerling, a small, handlike creature theorized to play a role akin to vermin on it's home plane. A fingerling's fingers are always unique, ranging anywhere from three to ten on a given specimen. They can be placed anywhere on the fingerling's body, even in places that aren't helpful for the purposes of mobility, and tend to be multi-jointed, excessively short/long, or outright broken.

The fingerling's primary means of finding food is it's short-range attractive psychic field. Organic subjects that enter within this range feel an inexplicable but pressing desire to pick up the fingerling and eat it. A fingerling's texture has been described as slick and juicy (more similar to gummy candy than meat) and it's taste as sweet, like cotton candy. The acidic effect of the fingerling on the subject's digestive organs is immediate. After a subject has been killed via this method, the acid continues to spread, rendering the victim's corpse a sticky, bluish glob. The rest of the fingerling brood, lacking any mouthparts, splashes about in this paste and absorbs it to sustain themselves.

A [serum](#) derived from fingerling paste has been shown to possess healing, invigorating properties, but holds the unfortunate side effect of rendering the drinker more susceptible to the fingerling's psychic field.



FINGERLING

Tiny aberration, chaotic neutral

Armor Class: 12 / HP: 8 (3d4) / Speed: 30 ft, climb 30 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
6 (-2)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

Condition Immunities: blinded, deafened

Senses: Blindsight 60 ft.

Saving Throws: None

Challenge: 1/8 (25 XP)

Languages: None

Deadly Delicious:

When an organic creature begins its turn within 5 feet of a Fingerling, they must make a successful Wisdom saving throw of DC 10 or spend their turn picking up the fingerling and eating it. A creature that eats a fingerling takes 5 (2d4) acid damage. For a creature that has drank any [blue serum](#), the DC for the saving throw is +2 for each vial drank and the range of the fingerling's aura is an additional 5 feet for each vial drank.

Actions:

Flick: Melee Weapon Attack: -2 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.

As a fingerling continues to feed and grow, more fingers sprout from it's central mass. An adult fingerling, referred to as a 'jointcracker' can be as large as a bear and grow as many as one hundred and fifty fingers. Jointcrackers take on more of a ball shape, rolling across surfaces rather than walking. Finally, they become more aggressive and territorial as their their multitudinous extremities accumulate surprising strength.

The attractive psychic field of the fingerling actually grows *stronger* with age, despite this adaptation fulfilling its purpose shortly proceeding birth. Those affected by the field desperately try to devour the massive jointcracker, always proving too large to eat. If the acid doesn't kill the victim, a ruptured stomach full of jointcracker meat will.

Young fingerlings are suicidal by nature, and elderly jointcrackers have a tendency to attack anything they see, including other fingerlings. Therefore, it is unknown what the upper limit to the growth of a fingerling is, or a fingerling's means of reproduction.

JOINTCRACKER

Large abberation, chaotic neutral

Armor Class: 14 / HP: 60 (8d10+16) / Speed: 30 ft, climb 30 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
16 (+3)	15 (+2)	14 (+2)	4 (-2)	12 (+1)	8 (-1)

Condition Immunities: blinded, deafened

Skills: Athletics +5

Senses: Blindsight 60 ft.

Saving Throws: Strength +5

Challenge: 3 (700 XP)

Languages: None

Lethally Luscious:

When an organic creature begins its turn within 10 feet of a jointcracker, they must make a successful Wisdom saving throw of DC 12 or spend their turn attempting to grapple and eat it. A creature that eats a fingerling takes 8 (3d4) acid damage. For a creature that has drank any [blue serum](#), the DC for the saving throw is +2 for each vial drank and the range of the jointcracker's aura is an additional 5 feet for each vial drank.

Grabby:

The jointcracker may act as if it was not grappling a creature while it is. In addition, the jointcracker may grapple up to four medium or smaller creatures at once.

Actions:

Embrace: Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6+3) bludgeoning damage. The jointcracker may only target creatures that are grappling it or being grappled with this attack.

The confectioner has the appearance of a large, floating nose. Cascading from each nostril are a number of intestinal tubes, and between them hangs a moist, muscular tongue. The tubes from the left nostril fire a beam of psychic energy that pacifies its target, and the right nostril fires a magical beam that 'jellifies' the flesh of organic creatures, making it easy for the confectioner to lick off with its tongue and swallow.



Of the creatures summoned from the Blue Plane, the confectioner is among the most aggressive specimens. Only three have been conjured on record, and each one immediately attempted to attack and devour researchers.

CONFECTIONER FEEDING

For a more punishing, horror-based game, give the confectioner the following ability:

Lick: Melee Weapon Attack: +5 to hit, range 5 ft., one jellied target. Hit: 14 (4d6) slashing damage. In addition, the confectioner may use this ability on any fallen limbs to *permanently* consume them.

CONFECTIONER

Medium aberration, chaotic neutral

Armor Class: 13 / HP: 33 (6d8+6) / Speed: 0 ft, fly 20 ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
8 (-1)	16 (+3)	12 (+1)	4 (-2)	12 (+1)	6 (-2)

Condition Immunities: Blinded, deafened, prone

Senses: Blindsight 60 ft.

Saving Throws: Dexterity +5

Challenge: 2 (450 XP)

Languages: None

Disarming Undulations:

If a creature has 10 or less Wisdom or is afflicted with plane-brain and can see the confectioner, the confectioner has advantage on attack rolls against them.

Actions:

Multiattack: The confectioner makes a pacifier ray attack and then a sweetener ray attack.

Pacifier Ray: The confectioner targets a creature it can sense within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw or become stunned. The target may repeat the same saving throw at the start of each of their turns to end the effect.

Sweetener Ray: Ranged Weapon Attack: +5 to hit, range 60 ft., one target. Hit: 10 (3d6) force damage. In addition, the target must succeed on a DC 13 Constitution saving or become jellied for 1 minute. A jellied creature's limbs fall off very easily. While jellied, whenever you attack or are attacked, you must succeed on the same saving throw or an appropriate limb falls to the ground. You may pick up any limbs and reattach them as an action.

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