

After Lost Mine IV: Into the Dark



A 4 hour adventure for 8th-9th level characters

by Christopher M. Davidson, J.D.

Introduction: The Ghost Tribe of Orcs were driven from their home under Wyvern Tor by some terrible evil. They marched to Phandalin and attacked only to be defeated. Then, the heroes journeyed to the orc's former settlement beneath Wyvern Tor and found the source of the orc's sardonyx and the umber hulk that drove the orcs out. Now, the party has to go deeper to deal with the terror from the Underdark that caused all of this excitement.



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Thanks to everyone who downloaded this product.

Dedicated to DMs that spend more time creating than playing.

Please review this supplement so we can make the next one better. Check out [After Lost Mine](#) and future items. -
FishPirate

Table of Contents

Running the Adventure.....	3	Into the Dark.....	11
Background.....	3	Wandering Encounters.....	11
Overview.....	3	Map.....	12
Duergar Mine.....	4		
Sardonyx Mine Site.....	5	Appendix.....	13
Transport Room.....	5	Treasure Tables.....	13
Transport Tunnel.....	5	Alexandrite.....	13
Testing Room.....	6	New Monsters.....	13
Alternate Mining Tunnel.....	6		
Barricaded Tunnel.....	7		
Sleeping Quarters.....	7		
Stairs Down.....	7		
Stairs Down Again.....	8		
Rock Chute.....	8		
Temple.....	8		
Tunnel of the Purple Worm.....	9		
On the Ledge.....	10		



"Afraid of the dark? Captain Herschel Morgan is not afraid of anything, but I will never go back to the Underdark."

-Herschel Morgan, former adventurer, wandering spirit, & habitual liar, but never a captain of anything

Running the Adventures

Although not required, reading Out of the Abyss (OOTA) will help the DM transition this adventure into a full Underdark campaign. The portion of the Underdark seen at the end of this adventure connects to The Labyrinth, which is described in Chapter 14 in OOTA.

Background

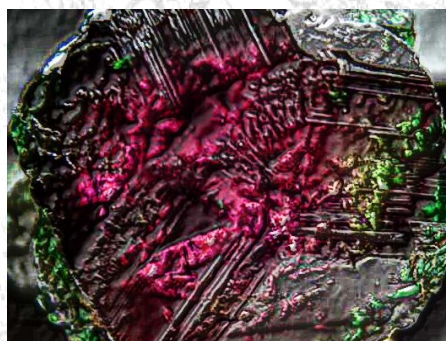
The Ghost Tribe of Orcs made their home under Wyvern Tor until a maddened umber hulk attacked, resulting in a hasty move out of the cave towards Phandalin. The PCs went to the orc's former home and battled orcs from the Many Arrows Tribe and discovered a chasm that leads down to darkness. At the chasm, they fought the umber hulk that maddened the chief of the Ghost Tribe. They also encountered a member of the Order of the One Mind, who was made mad by the umber hulk and fled down the chasm.

Overview

Into the Dark is the final of four parts of After Lost Mine, which follows Lost Mine of Phandelver, but it can be set in any campaign.

The PCs just cleared out the orc settlement under Wyvern Tor and located the lode of sardonyx, where they battled the maddened umber hulk that drove out the Ghost Tribe. After travelling down the chasm, the PCs find an abandoned duergar mine that was first infiltrated by a purple worm and then by spiders and wandering creatures from the Underdark. Three duergar miners remain. The umber hulk was not the only creature affected by a strange new monster, the undervoid. The PCs will have the opportunity to come across creatures with strange powers brought on by a new creature, the undervoid (the undervoid is detailed in *Adventures by FishPirate - Supplement III: Undervoid*).

If they survive, the PCs might also encounter a stone giant skeleton in an ancient temple, the Order of the One Mind Presbyter, and perhaps an opening into the Underdark, which could provide endless opportunities for adventure, exploration, and death.



Duergar Mine

The PCS have descended into a recently abandoned duergar mine. One side of the chasm in the ground is now a waterfall formed by an underground river. The other side has enough ledges and handholds that it can be descended to the bottom where the PCs now stand.

The duergar were looking for precious gems, but had to settle for the vein of sardonyx they had discovered. This vein is the lower portion of the vein discovered by the orcs above. The erosion of the ceiling above caused by the river led to a cave in and the subsequent death of many duergar miners. Additional miners were requested from the duergar settlement accessible by a tunnel at the bottom of the rock chute (see area 10 on the map), but they never arrived due to a party of drow scouts that had taken over the tunnel below the chute.

The duergar cleared the collapse and soon discovered a vein of alexandrite in the rocks behind the waterfall. The miners decided it was easier to tunnel to the gems from the south than to try to fight the water. After several weeks of frantic digging, the duergar reached the vein of gems, discovering more sardonyx along the way (see area 6 on the map). The miner's excitement turned to despair as a purple worm tunneled through the sleeping quarters of the miners as most of them slept, which resulted in the deaths of three-fourths of the miners.

The remaining miners continued mining and shipping cut stones down the chute, not realizing the drow were at the bottom gladly receiving the valuable gifts. Soon, several giant spiders traveled through the purple worm tunnel and killed all but ten of the duergar. Five of these remaining duergar were butchered by the drow as they fled down the rock chute. Of the remaining five, two barricaded themselves in the alternate tunnel, one was eaten by a carrion crawler, and the other two are wandering in the mine or the Underdark.

1) Sardonyx Mine Site

After a long and treacherous climb down, you finally reach the bottom of the chasm. The waterfall has created an underground river that runs south. The water of the river is very clear and swift and you see fish of various sizes. Your torches reflect off of the sardonyx in the southern wall to the right of a stone door. The only noise is the roar of the waterfall, which you have to yell over to be heard. The floor is littered with small fragments of rocks. There are several picks and shovels against the northern wall. Surprisingly, the air is fresh and clean.

To the west, behind the waterfall, there is a very dark rock wall that occasionally sparkles as you move your torches. The wall to the east appears to be solid rock.

Three **giant octopuses** roam the river between here and area 5 (see map). Roll 1d4 for how many of the octopuses are in this area with a roll of 4 being none. If a PC touches the water, all octopuses in the area leap from their hiding spots in the water and attack the same PC. In the water around the bottom of the waterfall are 36 sp, 35 gp, a **potion of greater healing**, a **cap of water breathing**, the remains of several duergar, a dagger, a drum, and a broken lamp.

The stone door can be pushed opened with a DC 13 Strength check. It can be pushed back into place with a DC 12 Strength check.

2) Transport Room

As you enter the room, you notice rocks of various sizes throughout. The sparkle from several stones catches your eye as you realize that the room could be full of unfinished gems.

This twenty feet by twenty feet room has rail tracks that run south through the mine camp to the rock chute in area 10. The air smells damp and musty and mold covers

all of the walls. After four rounds in the room, each PC must make a DC 12 Constitution check or take 1d4 poison damage. The check must be made every round thereafter that a PC remains in the room.

If PCs spend 3d4 rounds searching they can recover 50 lbs of unfinished stones worth 50 gp.

3) Transport Tunnel

The five feet wide tunnel continues south ten feet before it is blocked by a wall of gray webs.

The webs can be burned or cut. The speed of the PCs is halved while they make their way through the webs. A five feet wide tunnel continues south for thirty feet before intersecting a five feet wide cross passage and then continues another ten feet before being intersected by a tunnel twenty feet wide (area 4) that was made by a purple worm and that continues west to under the mansion in Phandalin and then heads south.

As the PCs approach the intersection, they hear a horrid moaning from down the tunnel to the right. In the ceiling above the intersection, which is ten feet high, there are four **giant spiders** that will ambush the party.

Once the spiders are killed, the PCs continue to hear the horrid noise from the flooded room to the west.

4) Testing Room

This formerly twenty feet by twenty feet room was used by the miners to test unidentified rocks and housed many different types of chemicals. When the purple worm passed through, the chemicals mixed and created a poisonous gas cloud. Any member of the party with a passive Wisdom (Perception) of 15 or higher detects signs of the gas. If the gas is undetected or ignored, each character in the area marked on the map in yellow must make a DC 12 Constitution saving throw, taking 1d10 poison damage on a failed save, or half as much on a successful one. The save must be repeated for every round the character remains in the area.

The river crosses the purple worm tunnel to the west, but is only seven feet wide. Any PC that enters the water must make a DC 15 Strength saving throw or be swept south. The current lessens at area 14 where a PC can swim to the opening. The river continues south into the Underdark.

5) Alternate Mining Tunnel

A rough tunnel extends west from the intersection. It is cut by the river, which is nine feet wide and flows quickly here. A rope bridge crosses the river.

The moaning continues and you realize it is coming from the duergar male thrashing around on the bank on the other side of the river. It appears that an octopus is attached to his head.

If there is ever more than 300 lbs on the rope bridge at the same time, it will detach from the rock wall and everyone on it will fall into the water and be swept south.

The PCs must kill the **octopus** (40 hp) to free the duergar. Unless the PCs take special precautions, such as holding the duergar (16 hp) while attacking only the legs of the octopus, the duergar will take half of any damage dealt to the octopus.

The duergar is named Hangart and is one of the miners. He escaped here after the spiders attacked and has been hiding ever since while living off of an occasional fish from the river. He heard someone yelling in common and sneaked out to investigate. Hangart thinks a human in distress was swept along by the current but the octopus attacked him before he could be sure.

If the PCs save Hangart, he will answer any question he can and will accompany the party until he has a chance to return home. Hangart has a dagger and a pick. The tunnel is slightly larger as it turns north to accommodate the preparation of rocks for transport across the rope bridge. Hangart will try to persuade the PCs to not go north into the previously barricaded portion of the tunnel.

Saving Hangart is worth 200 xp.

6) Barricaded Tunnel

Hangart was able to barricade himself in this fifteen feet long section of tunnel where he ate the few fish he caught. There is a makeshift door to the north that can be secured with a board and rocks. Hangart stacked several large rocks to seal off the south end as necessary.

There is little of note in the tunnel except fish bones and skin and the remains of a partially eaten duergar. If questioned, Hangart will admit that he killed and ate the miner. If the PCs are judgmental about it, Hangart will lead the PCs into a dangerous situation and then flee to the rock chute (10 on the map), hoping no drow are still waiting there.

The tunnel and chambers north of here are flooded, but provide safe access to water for drinking or bathing. There are over 15,000 gp worth of alexandrite in this vein. It would take four expert miners several months to extricate all of it. Getting it all to the surface is another issue. Once finished, the value of the stones could top 100,000 gp.

7) Sleeping Quarters

This is the area where the miners slept and lived until the purple worm passed through. The room is now part of a fifteen to twenty feet wide tunnel. There is very little remaining except dirt. The original door to the south is gone, but there is a passage that connects to the rail tunnel.

A troglodyte wandered into the area and was affected by the undervoid and now

puts off an awful stench. All within ten feet of the troglodyte must make a DC 14 Constitution save or be poisoned for two rounds. The troglodyte attacks on sight.

8) Stairs Down

The stench of urine hits you as you round the corner. The tunnel widens into a small chamber ahead. You can tell the rail tracks continue twenty feet to the other side of the chamber where it appears they descend to a lower room. The chamber in front of you opens to the right but you are unable to see all of the chamber unless you enter.

A deep gnome named Sidar is hiding in this room in near panic. He was captured by a roaming party of drow months ago and they made him move rocks that the duergar sent down the rock chute. When the rocks stopped coming down, the drow still waited and killed the duergar that tried to flee down the tunnel after the spider attack. After several days, the drow finally had to return to their camp and left with Sidar in tow. Two days ago, while the drow rested, Sidar escaped. He arrived in this room earlier today and was affected by the undervoid and can now summon an earth elemental.

Sidar is unarmed and knows the drow are currently climbing up into area 10 and knows the party is about to enter this chamber. He is trying to hide in this room

in the hope that the party will pass him and fight the drow while he escapes back to the Underdark through area 13.

If attacked, Sidar (8 hp) will accidentally summon an earth elemental that will fight to the death to protect Sidar. If helped, Sidar will guide the PCs through the Underdark to his settlement ten miles away.

At some point, the PCs hear a loud noise from the south. The noise is a barrel falling in area 9. At this point, roll initiative. The drow in area 9 are not aware of the presence of the PCs but are alert and are looking for Sidar, who assumes the noise is the drow.

9) Stairs Down Again

The passage here is roughly ten feet wide and thirty feet long with a bit of an offset to the right. The room is currently full of nine drow who have just come from area 10. The room is very dusty because one of the drow knocked over a barrel of dirt.

There are five **drow sword mages** (see appendix) and four **drow** in this area. They are temporarily blinded for two rounds. Unless attacked, they will spend the first round in the room and then move to area 8 the next round. They want prisoners and will try not to kill the gnome or the PCs.

The sword mages have 25 gp each. If the fight does not quickly go in their favor, the drow sword mages will try to negotiate a truce and go back down the rock chute in area 10.

10) Rock Chute

This area and area 11 were carved out centuries before the duergar found them and dug the tunnels for their mine. It appears that this room was originally used as living quarters for several giants. There are ancient bones piled in a corner and the remains of a giant-sized bed. The tracks end at a ten by ten feet hole. A cart sits at the end of the tracks. A block and tackle is set up to allow the lowering of the rocks down the chute and to bring duergar up and down. The drow used the block and tackle to raise themselves into the area before they moved to area 9. A DC 12 Perception check reveals a hidden door in the west wall.

11) Temple

As you open the hidden door, you hear sounds of a battle. A 25 feet long passage leads to a large room. It appears that two creatures are battling.

The **maddened presbyter** (see appendix) is fighting a **stone giant skeleton** (see appendix). If the PCs attack the stone giant skeleton, they do so with surprise, as his back is to them.

The presbyter senses the approach of the PCs and will try to use mind meld to convince them to attack the skeleton. If successful, he waits for the stone giant skeleton to be distracted, runs to the altar and takes a huge perfect sardonyx, and then runs to the dock, where he takes one of the two small boats tied up to the dock and heads down the river south. Otherwise, he fights to the death to get the stone.

The presbyter was maddened by the umberhulk at the end of After Lost Mine Part III, and fell down the chasm into the river where he was swept to the dock at area 12. He grabbed onto one of the boats and eventually pulled himself in and passed out. Upon awaking, the presbyter made his way along the dock and into the partially flooded chamber where he saw an altar with a huge sardonyx. Before the presbyter could reach the stone, the stone giant skeleton attacked him.

Before the river came, this room was a temple to an ancient deity of the stone giants. Over time, the stone giants stopped coming to worship. The stone giant priest was left alone and eventually died of starvation. His anger and that of his deity led to the animation of his skeleton.

The stone giant skeleton will fight as long as there is an intruder in the temple.

The sardonyx allows a psionic to focus powers so that attacks are made with advantage. It is worth 10,000 gp to the Order of the One Mind or 2,500 gp to a merchant. Although powerful, the stone is cursed. Anyone who has the stone on him for several hours will start to hear an angry voice complaining about loss of faith and betrayal. After every long rest with the stone in someone's possession, roll 1d4.

- 1 Increase desire for isolation.
- 2 Increase 2 inches in height.
- 3 Increase desire for revenge.
- 4 Increase sense of betrayal.

These effects last for 1d6 days after the stone is no longer present and are cumulative.

12) Tunnel of the Purple Worm

The large cross-tunnel was made by a purple worm and continues west to under the mansion in Phandalin and then heads south. The PCs can follow the tunnel east for dozens of miles deep into the Underdark or enter the edge of the Underdark at area 14 on the map.

The tunnel is about fifteen feet wide and has a floor of loose rocks and dirt. There are two patches of green slime (DMG 105) just east of the number "12" on the map. One of the patches is in the middle of the ceiling and will drop on the second PC to pass under it. The other one is on the floor five feet farther down in the center of the tunnel. If the PCs are walking in a line, the lead PC will probably step on the green slime in the floor and the second PC will be hit from above by the other.

A carrion crawler inhabits this area and rushes to attack the PCs if they make any noises, such as fighting the green slime.

There is a gold ring worth 25 gp laying on top of the soil near area 14. Any PC with a passive perception of 10 or higher can notice it.

13) On the Ledge

You head south from the tunnel and are standing on a ledge overlooking a massive cavern. Strange crystals give a dim glow to a couple areas of the cavern but it is otherwise fairly dark and the other side of the cavern is pitch black. You think you see movement in several areas, but it is too dark to be sure. The scene is eerily peaceful, yet dreadful. You notice a rolled up rope ladder next to you at the top of the thirty feet high cliff. The ceiling is at least thirty feet above you.

After one round, four **piercers** masquerading as stalactites drop on to the PCs from above.

During the second round of combat with the piercers, an umber hulk bursts out of the wall across the purple worm tunnel and attacks the PCs.

Into the Dark

Known as “the Dark” by older miners, the Underdark is a place where few surface dwellers travel and even fewer return. It is an immense underground realm inhabited by many strange and sinister creatures. These creatures are not the only source of danger as there are the constant threats of claustrophobia, poor air circulation, floor/ceiling collapses, and getting lost.

Aside from occasional patches of phosphorescent fungus, the Underdark lacks light. Visitors to the Underdark will have much difficulty locating food. To make matters worse, much of the natural vegetation is poisonous. Potable water is also hard to locate. The Underdark is permeated with a magical energy the drow call “faerzress.” The flora use the faerzress as a source of energy, which interferes with some spells.

Wandering Encounters

The inhabitants of the Underdark have been stirred up and are moving around more than normal. Roll 1d100 on the Underdark Encounter Table for a random encounter every fifteen minutes while PCs are in the purple worm tunnel or in the Underdark.

Underdark Encounter Table

D100	Creature	Quantity
1-5	Sinkhole	
6-10	Ceiling collapse	
11-16	Duergar Escapees	(2)
17-20	Drow	(8)
21-24	Drow Elite	(1)
	Drow	(4)
25-31	Flumph	(1d6)
32-34	Grimlock	(2d10)
35-37	Fire Snake	(2d4)
38-40	Carrion Crawler	(1)
41-45	Gelatinous Cube	(1)
46-48	Gibbering Mouther	(1)
49-50	Intellect Devourer	(1)
51-53	Hell Hound	(1d6)
54-55	Black Pudding	(1)
56-60	Umber Hulk	(1d4)
61-63	Drider	(1)
64-65	Drow Mage	(1)
66-68	Grick Alpha	(1)
69	Mind Flayer	(1)
70-74	Cloaker	(1)
75-77	Formorianr	(1)
78-81	Mind Flayer Arcanist	(1)
82-84	Fire Giant	(1)
85-87	Aboleth	(1)
88-89	Behir, Dao	(1)
90-91	Beholder	(1)
92	Dragon, Young Red Shadow	(1)
93-97	Dead Body. Roll on Treasure Table	
98-100	Dead Body. Roll twice on Treasure Table	

Map of Duergar Mine, Purple Worm Tunnel, and the Underdark



Each sq = 5ft.

Appendix

Treasure Table

D100	CP	SP	GP
1-25		1d6	1d6 x 100
26-40	Roll 4 times on Magic Item Table A	2d6 x 10	
41-59	Roll 1 time on Magic Item Table B		3d6 x 10
60-79	Roll 2 times on Magic Item Table B		4d6 x 10
80-89	Roll 3 time on Magic Item Table B		d6 x 100
90-94	Roll 4 times on Magic Item Table B		2d6 x 100
95-99	Roll 1 time on Magic Item Table C		3d6 x 100
100	Roll 2 times on Magic Item Table C		4d6 x 100

Alexandrite (emerald by day; ruby by night)

Miners were collecting what looked like emeralds, but in the light of the campfire, the stones were red. The next morning, stones were green again.

Alexandrite brings luck, good fortune and love. It assists healers to use the healing power of the universe. When used as a focus, it strengthens intuition, creativity, and imagination, and helps a user to “see” memories.

Alexandrite changes color from green to red when exposed to a light source high in red rays such as candlelight.

New Monsters

Mind Mystic Presbyter

Medium Human, Neutral

Armor Class 11

Hit Points 50

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	16 (+3)	12 (+1)	11 (+0)

Skills Insight +10, Perception +8

Senses Passive Perception 16

Languages Common, Mystic, Elven

Challenge 2 (450 XP)

Psionics. The Mystic’s psionic ability is Intelligence (discipline save DC 15, +6 to hit with psionic attacks). Each has the psi abilities:

Psi points: 32, max 5 per action

Whenever psi points are spent on a psionic discipline, the mystic regains hit points equal to your Intelligence modifier if the current hit point total equals half the hit point maximum or less.

Psychic Surge. You can impose disadvantage on a target’s saving throw against a discipline or talent you use. Only use once.

Mind Meld. As a bonus action, you can communicate telepathically with one creature you can see within 120 feet of you.

Mind Thrust. As an action, you blast psychic energy at one creature that you can see within 5 feet of you. The target must succeed on an Intelligence saving throw or take 1d6 psychic damage. If the target takes any of this damage, you can push it up to 10 feet away from you.

Thought Spear. As an action, you psychically strike one creature that you can see within 120 feet of you. The target must succeed on an Intelligence saving throw or take 1d8 psychic damage.

Disciplines:

Adaptive Body

Body of Wind

Conquering Mind

Mind Over Emotion

Psionic Weapon

Actions

Flail. **Melee Weapon Attack:** +3 to hit reach 5 ft., one target. **Hit:** 4 (1d8) bludgeoning damage.

Stone Giant Skeleton

Huge giant, neutral evil
Armor Class 17 (natural armor)
Hit Points 116 (10d12 +50)
Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	19 (+4)	10 (+0)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Saving Throws Con + 7, Dex +5, Wis +2
Skills Athletics +12, Perception +2
Senses darkvision 60 ft., passive perception 12
Languages understands giant but can't speak
Challenge 6 (2,300 XP)

Actions

Multiattack. The stone giant skeleton makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 +6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240ft., one target. Hit: 28 (4d10 +6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Drow Sword Mage

Medium humanoid (elf), neutral evil
Armor Class 15 (studded leather)
Hit Points 27 (5d8 +5)
Speed 30 ft..

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Arcana +4, Perception +3 Stealth +4,
Senses darkvision 60 ft., passive perception 13
Languages Deep Speech, Undercommon
Challenge 2 (450 XP)

Fey Ancestry. The drow sword mage has advantage on saving throws against being charmed and magic can't put the drow to sleep.

Spellcasting. The drow's spellcasting ability is intelligence (spell save DC 13).

It can cast the following spells:

Cantrips (at will): Blade Ward, Poison Spray, True Strike

1st level (4 slots): Disguise Self, Mage Armor, Shield, Thunderwave

2nd level (3 slots): Invisibility, Spider Climb, Web

Sunlight Sensitivity. While in the sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (perception) checks that rely on sight.

Actions

Long Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit 8 (1d8 +4) slashing damage.

Drow Sword. The drow has a +1 sword, which is included in attacks and damage.

What's Next?

All About the Mud - The PCs are hired to escort a merchant boat to Rygar, a new settlement that has sprung up on the banks of a tributary of the Neverwinter River deep in the Neverwinter Woods. The mud of Rygar is much desired by potters for its physical attributes. It is also desired for a mating ritual by a tribe of lizardfolk. What happens when the lizardfolk show up to roll in the mud? Find out in *Mud of Rygar*, a two part series, which will be available on DMs Guild soon.

Order of the One Mind - Thought to have been extinct for centuries, the Order of the One Mind is more powerful than ever. To learn their history and their latest schemes, get *Adventures by FishPirate - Supplement II: Monsters and Adventures Near Phandalin*, available now at

DMs Guild. There will also be future adventures and supplements focusing on the Order of the One Mind.

Want to use The Undervoid? Check out *Adventures by FishPirate - Supplement III: The Undervoid* at DMs Guild.

Do you want to play a game? Get *Adventures by FishPirate - Games Within the Game*.

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