



WITHIN THE LAPIS MINE

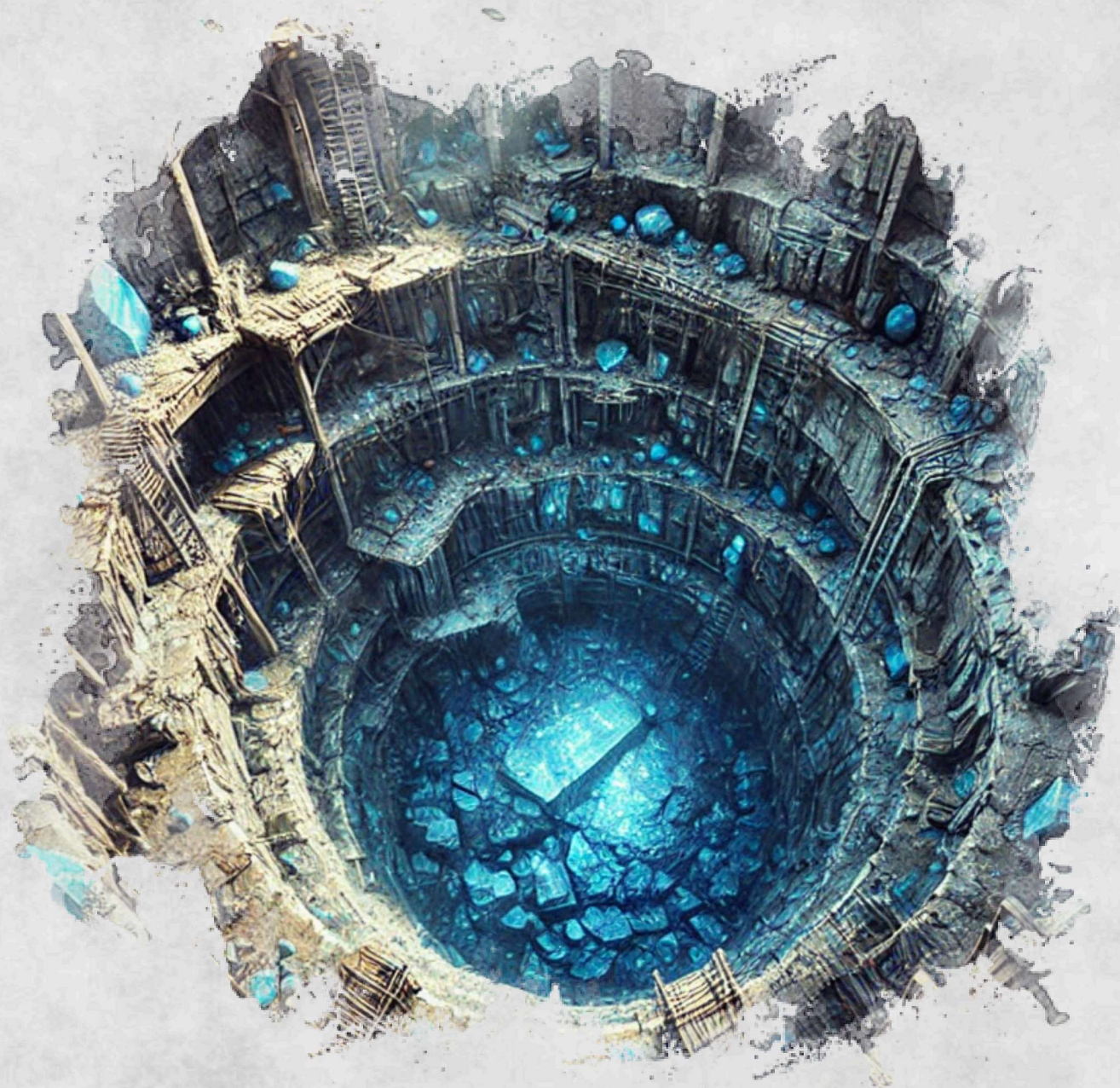
QUEST FOR CRYSTALS

HOME BREW

Within a deep mine, enchanted corpses come to life

THE MONSTERS

L A P I S M I N E S



LAPIS ZOMBIE

Medium undead, neutral evil

Armor Class 12 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common (understands but cannot speak)

Challenge 2 (450 XP)

Proficiency Bonus +2

Undead Fortitude. If damage reduces the Lapis Zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 plus the damage taken, unless the damage is radiant or from a critical hit. On a success, the Lapis Zombie drops to 1 hit point instead.

Lapis Infusion. When the Lapis Zombie hits with a melee attack, the target must succeed on a DC 13 Constitution saving throw or become slowed (as the Slow spell) until the end of the zombie's next turn. The magical properties of the lapis cause the target's body to partially crystallize, reducing their speed and reaction time.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) cold damage.

Lapis Burst (Recharge 5-6). The Lapis Zombie can release a burst of magical energy from the lapis embedded in its body. Each creature within 10 feet of the Lapis Zombie must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

LAPIS ZOMBIE LOOT TABLE

Your

Roll **Loot Description**

1-5	Rotten Flesh - A piece of decayed flesh, unappetizing and useless.
6-10	Bone Fragment - A small shard of bone, can be used in crafting or rituals.
11-15	Broken Lapis Shard - A cracked and imperfect piece of lapis lazuli, worth 5 gp.
16-20	Tattered Clothing - The remains of what the zombie once wore, now in tatters.
21-25	Zombie Tooth - A discolored, brittle tooth, can be used in dark alchemy or sold for 10 gp.
26-30	Lapis Dust - A small pouch of finely ground lapis lazuli, used in spell components or alchemy, worth 15 gp.
31-35	Minor Healing Potion - A small vial with a red liquid that restores 1d4+1 HP.
36-40	Rusty Nail - An old, corroded nail, could be used as a makeshift weapon or tool.
41-45	Lapis-Infused Bone - A bone partially fused with lapis lazuli, can be used in crafting or sold for 25 gp.
46-50	Zombie Eye - A cloudy, preserved eye, can be used in necromantic rituals or sold for 20 gp.
51-55	Lapis Necklace - A crude necklace made of lapis lazuli shards strung together, worth 30 gp.
56-60	Potion of Resistance (Cold) - Grants resistance to cold damage for 1 hour.
61-65	Enchanted Lapis Ring - A ring with a small lapis stone, grants advantage on saving throws against cold damage, worth 50 gp.
66-70	Zombie Heart - A shriveled heart infused with dark magic, can be used in powerful alchemy or sold for 50 gp.
71-75	Lapis-Infused Armor Scrap - A piece of armor infused with lapis, provides resistance to magic damage, worth 75 gp.
76-80	Uncut Lapis Lazuli - A rough, uncut piece of lapis lazuli, worth 100 gp.
81-85	Potion of Undead Control - Grants temporary control over a single undead creature for 1 hour.
86-90	Lapis Amulet of Protection - An amulet that grants +1 to AC while worn, worth 150 gp.
91-95	Lapis Zombie Claw - A claw from the Lapis Zombie, infused with magic, can be used as a weapon or in crafting, worth 200 gp.
96-99	Cursed Lapis Idol - A small idol made entirely of lapis lazuli, grants a minor boon at the cost of a curse, worth 250 gp.
100	Lapis Heartstone - A rare, magical stone found within the Lapis Zombie, grants the ability to cast a single 3rd-level spell related to cold or necromancy, worth 500 gp.



LAPIS SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 45(6d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances cold, piercing

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common(understands but cannot speak)

Challenge 2 (450 XP)

Proficiency Bonus +2

Lapis-Infused Arrows. The Lapis Skeleton's arrows are infused with magical energy. When it hits a creature with a ranged attack, the target must succeed on a DC 13 Constitution saving throw or be restrained for 1 round.

ACTIONS

Multiattack. The Lapis Skeleton makes two attacks with its longbow.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 3) piercing damage plus 3 (1d6) necrotic damage.

Lapis Arrow Volley (Recharge 5-6). The Lapis Skeleton fires a volley of arrows in a 15-foot-radius area within 120 feet. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

LAPIS SKELETON LOOT TABLE

Your

Roll **Loot Description**

1-5	Bone Dust - A small pouch of finely ground bone powder. Can be used in alchemy or rituals.
6-10	Chipped Bone - A fragment of a broken bone, can be used in crafting or rituals.
11-15	Shattered Lapis Shard - A small, cracked piece of lapis lazuli, worth 5 gp.
16-20	Worn Lapis Beads - A set of old, lapis lazuli beads strung together, worth 10 gp.
21-25	Skeleton Rib - A rib bone, partially infused with lapis, can be used in crafting or sold for 15 gp.
26-30	Lapis Bone Fragment - A fragment of bone with lapis lazuli veins running through it, worth 20 gp.
31-35	Minor Healing Potion - A small vial with a red liquid that restores 1d4+1 HP.
36-40	Lapis Dust - A small bag of powdered lapis lazuli, useful in spell components or alchemy, worth 25 gp.
41-45	Glowing Lapis Chip - A small piece of lapis that emits a faint blue glow, worth 30 gp.
46-50	5d6 Lapis-Infused Arrow - An arrow that deals an extra 1d6 cold damage when fired.
51-55	Skeleton's Finger Bone - A bony finger, can be used in necromantic rituals or sold for 35 gp.
56-60	Potion of Resistance (Cold) - Grants resistance to cold damage for 1 hour.
61-65	Lapis-Encrusted Ring - A simple ring adorned with small lapis stones, grants +1 to Constitution saving throws, worth 50 gp.
66-70	Lapis-Infused Skull - A skull with lapis lazuli veins running through it, can be used in powerful rituals or sold for 75 gp.
71-75	Lapis Longbow - A longbow with lapis-encrusted detailing, deals an extra 1d4 cold damage on a hit, worth 100 gp.
76-80	Lapis-Infused Armor Plate - A piece of armor with lapis embedded in it, grants resistance to magic damage, worth 150 gp.
81-85	Potion of Skeleton Control - Grants temporary control over a single skeleton for 1 hour.
86-90	Lapis Necklace of Protection - A necklace that grants +1 to AC while worn, worth 200 gp.
91-95	Lapis Skeleton Claw - A claw from the Lapis Skeleton, can be used as a weapon or in crafting, worth 250 gp.
96-99	Cursed Lapis Amulet - A magical amulet that grants a minor boon at the cost of a curse, worth 300 gp.
100	Lapis Heartstone - A rare, magical stone found within the Lapis Zombie, grants the ability to cast a single 3rd-level spell related to cold or necromancy, worth 500 gp.



LAPIS SPIDER

Small beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 40 (6d8 + 12)

Speed 30ft., climb 30 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing from Nonmagical Attacks

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60ft.Tremorsense 30 ft.Passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Web Walker. The Lapis Spider ignores movement restrictions caused by webbing.

ACTIONS:

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d8 + 3 piercing damage. If the Lapis Spider successfully hits with its bite, it latches onto the target. While latched on, the target's movement speed is halved. The Lapis Spider remains attached until it is removed by a successful DC 14 Strength check made by the target or an ally within reach. If the Lapis Spider is still attached at the start of its next turn, it injects its venom, dealing 2d6 poison damage.

Web (Recharge 5-6). The Lapis Spider shoots a web at a creature within 30 feet. The target must succeed on a DC 13 Dexterity saving throw or become restrained. A restrained creature can use its action to make a DC 13 Strength check, freeing itself.

LAPIS SPIDER LOOT TABLE

Your

Roll **Loot Description**

- | | |
|-------|---|
| 1-5 | Bundle of Webbing - A sticky bundle of webbing, useful for binding objects or creating traps. |
| 6-10 | Spider Silk - A small spool of spider silk, strong and durable, can be used for crafting. Worth 5 gp. |
| 11-15 | Spider Venom - A vial of venom extracted from the Lapis Spider. Can be used to coat weapons, dealing 1d6 poison damage on a hit. |
| 16-20 | Lapis Chips - Small fragments of lapis lazuli found embedded in the spider's body, worth 10 gp. |
| 21-25 | Spider Carapace - A piece of hardened spider shell, can be used to craft light armor. |
| 26-30 | Web Trap Kit - A set of tools and materials to create a web trap, ensnaring enemies in sticky webbing. |
| 31-35 | Lapis Venom Sac - A sac containing potent lapis-infused venom, can be sold for 25 gp or used in alchemy. |
| 36-40 | Minor Healing Potion - A small vial with a red liquid that restores 1d4+1 HP. |
| 41-45 | Lapis-Infused Arrow - An arrow that deals an extra 1d6 cold damage when fired. |
| 46-50 | Spider Fangs - A pair of sharp fangs, can be used to craft weapons or sold for 15 gp. |
| 51-55 | Lapis Web Cloak - A cloak woven from spider silk and lapis threads, grants resistance to cold damage. |
| 56-60 | Potion of Spider Climb - Grants the ability to climb walls and ceilings as if under the effects of the Spider Climb spell for 1 hour. |
| 61-65 | Egg Sac - A small, pulsating egg sac. Could hatch into a baby spider or be sold to collectors for 50 gp. |
| 66-70 | Sticky Bomb - A small explosive coated in spider webbing, sticks to surfaces and detonates after 1 round. |
| 71-75 | Lapis Spider Silk Rope - A 50-foot length of spider silk rope infused with lapis, incredibly strong and lightweight. |
| 76-80 | Webbed Gemstone - A gemstone encased in webbing, worth 75 gp once cleaned. |
| 81-85 | Lapis Dagger - A dagger with a lapis-encrusted hilt, deals an additional 1d4 cold damage on a hit. |
| 86-90 | Potion of Invisibility - Grants the user invisibility for 1 hour or until they attack or cast a spell. |
| 91-95 | Lapis Amulet - An amulet with a glowing lapis stone, grants advantage on saving throws against cold damage. |
| 96-99 | Spider Queen's Crown - A rare, ornate crown made from lapis and spider silk, worth 250 gp. Grants the wearer advantage on Charisma (Intimidation) checks against arachnids. |
| 100 | Lapis Spider Egg - A large egg with a faint blue glow, contains a living Lapis Spider that could be trained or sold for 500 gp. |



LAPIS CREEPER

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances cold

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common (understands but cannot speak)

Challenge 3 (700 XP)

Proficiency Bonus +2

Explosive Nature. When the Lapis Creeper drops to 0 hit points, it explodes in a burst of lapis energy. Each creature within 10 feet of the Lapis Creeper must make a DC 13 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Lapis Explosion (Recharge 5-6). The Lapis Creeper can trigger an explosion of magical energy. Each creature within 10 feet of the Lapis Creeper must make a DC 13 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one. The Lapis Creeper does not survive the explosion.

LAPIS CREEPER LOOT TABLE

Your

Roll **Loot Description**

1-5	Lapis Shard - A small, unrefined shard of lapis lazuli, worth 10 gp.
6-10	Creeper Powder - A small pouch of explosive powder, can be used in crafting or alchemy.
11-15	Cracked Lapis Fragment - A slightly damaged piece of lapis lazuli, worth 15 gp.
16-20	Lapis-infused Dust - A small bag of dust imbued with lapis energy, useful in spell components or alchemy, worth 20 gp.
21-25	Creeper Fang - A sharp tooth from the Creeper, can be used in crafting or sold for 25 gp.
26-30	Lapis Pebble - A small pebble of pure lapis lazuli, worth 30 gp.
31-35	Minor Explosive Charge - A small device that can be used to create an explosion, dealing 2d6 damage in a 5 ft. radius.
36-40	Lapis Glowstone - A small stone that emits a faint blue glow, useful as a light source, worth 35 gp.
41-45	3d6 Lapis-Infused Arrows - Arrows that deal an extra 1d6 cold damage when fired.
46-50	Creeper's Breath - A vial containing the essence of a Creeper's explosion, can be used in alchemical concoctions, worth 50 gp.
51-55	Potion of Cold Resistance - Grants resistance to cold damage for 1 hour.
56-60	Lapis-Encrusted Band - A simple band adorned with lapis stones, grants +1 to Constitution saving throws, worth 60 gp.
61-65	Lapis Crystal - A larger, refined piece of lapis lazuli, worth 75 gp.
66-70	Lapis-infused Armor Plate - A piece of armor with lapis embedded in it, grants resistance to magic damage, worth 100 gp.
71-75	Potion of Explosive Retaliation - For 1 hour, any creature that deals damage to you takes 1d4 explosive damage.
76-80	Lapis Necklace of Resistance - A necklace that grants resistance to cold damage while worn, worth 125 gp.
81-85	Creeper's Heart - A rare drop, this magical heart grants the ability to cause a small explosion in a 5 ft. radius as an action, worth 150 gp.
86-90	Lapis Ring of Protection - A ring that grants +1 to AC while worn, worth 200 gp.
91-95	Lapis Core - A powerful core found within the Creeper, can be used to craft powerful magical items or sold for 250 gp.
96-99	Cursed Lapis Amulet - A magical amulet that grants a minor boon at the cost of a curse, worth 300 gp.
100	Lapis Explosion Rune - A rare rune that, when activated, causes an explosion similar to that of the Lapis Creeper's Lapis Explosion, worth 500 gp.



LAPIS GOLEM

Large construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	20 (+5)	6 (-2)	11 (+0)	5 (-3)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands the languages of its creator but cannot speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Lapis Aura. The Lapis Golem emanates an aura of magical energy. Creatures within 10 feet of the golem have disadvantage on saving throws against enchantment spells and effects.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Lapis Golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 19 (3d8 + 5) bludgeoning damage.

Lapis Pulse (Recharge 5-6). The Lapis Golem releases a pulse of magical energy. Each creature within 20 feet of the golem must make a DC 16 Constitution saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

LAPIS GOLEM LOOT TABLE

Your

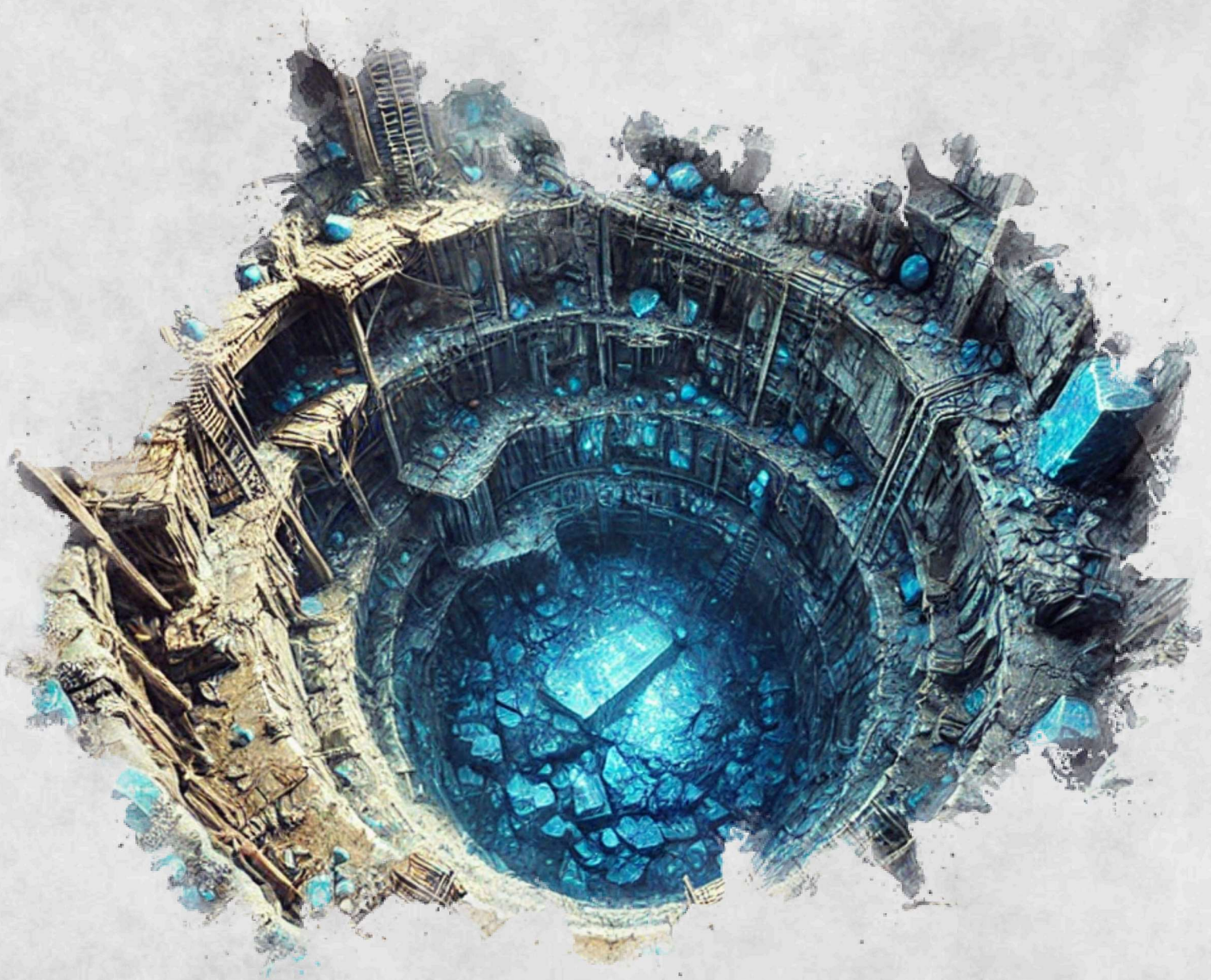
Roll **Loot Description**

- 1-5 **Lapis Dust** - A small bag of powdered lapis lazuli, useful in spell components or alchemy. Worth 25 gp.
- 6-10 **Lapis Shards** - 1d4 small pieces of lapis lazuli, worth 50 gp each.
- 11-15 **Lapis-Encrusted Gear** - A piece of equipment or armor encrusted with lapis lazuli, grants resistance to a random damage type (DM's choice). Worth 100 gp.
- 16-20 **Lapis-Infused Weapon** - A weapon with lapis detailing, deals an extra 1d6 cold damage on a hit. Worth 150 gp.
- 21-25 **Potion of Magic Resistance** - Grants advantage on saving throws against spells and magical effects for 1 hour. Worth 200 gp.
- 26-30 **Lapis Heartstone** - A rare, magical stone found within the Lapis Golem, allows the casting of *Magic Weapon* once per day. Worth 300 gp.
- 31-35 **Greater Healing Potion** - A potion that restores 4d4 + 4 HP. Worth 250 gp.
- 36-40 **Lapis Amulet** - A magical amulet that grants +2 to Wisdom saving throws while worn. Worth 350 gp.
- 41-45 **Lapis Shield** - A shield adorned with lapis lazuli, grants an additional +1 to AC. Worth 400 gp.
- 46-50 **Scroll of Enchantment** - A scroll containing a random enchantment spell. Worth 500 gp.
- 51-55 **Lapis Plate Armor** - Plate armor with lapis detailing, grants resistance to cold damage. Worth 600 gp.
- 56-60 **Ring of Lapis Power** - A ring that grants +1 to all attack rolls and saving throws. Worth 700 gp.
- 61-65 **Lapis Golem Core** - The magical core of the Lapis Golem, can be used to craft a powerful magical item or construct. Worth 800 gp.
- 66-70 **Potion of Stoneskin** - Grants resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 hour. Worth 900 gp.
- 71-75 **Lapis-Infused Longsword** - A longsword with lapis detailing, deals an extra 2d6 cold damage on a hit. Worth 1000 gp.
- 76-80 **Lapis Infused Bow** - A bow with lapis-infused arrows that deal an extra 1d6 necrotic damage. Worth 1100 gp.
- 81-85 **Lapis Crown** - A crown made of lapis, grants advantage on all Charisma-based skill checks. Worth 1200 gp.
- 86-90 **Lapis-Infused Staff** - A staff that allows the casting of *Cone of Cold* once per day. Worth 1500 gp.
- 91-95 **Amulet of the Lapis Golem** - A magical amulet that allows the wearer to summon a lesser golem once per week. Worth 2000 gp.
- 96-99 **Lapis Armor of Invulnerability** - Armor that grants immunity to nonmagical damage for a short period of time (10 minutes per day). Worth 2500 gp.
- 100 **Heart of the Lapis Golem** - A rare, magical artifact that allows the wielder to control a Lapis Golem or other construct, or imbue an existing construct with increased power. Worth 5000 gp.



ITEMS

L A P I S M I N E S



BEAR TRAP

Medium object, unaligned

Armor Class 15
Hit Points 10
Speed 0 ft. (stationary)

STR	DEX	CON	INT	WIS	CHA
—	—	—	—	—	—

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, unconscious
Senses passive Perception 10
Challenge 1/8 (25 XP) Proficiency Bonus +2

TRAITS

Trap. A bear trap is a stationary object and must be set in place. Setting the trap requires an action. The trap is triggered when a creature steps on it.

ACTIONS

Clamp. When a creature steps into the bear trap, it must make a DC 13 Dexterity saving throw. On a failed save, the trap clamps shut on the creature’s leg, dealing 6 (1d8 + 2) piercing damage and restraining the creature. The creature is restrained until it can free itself with a successful DC 14 Strength check.

Hidden Trap. If the bear trap is hidden and no perception checks or spells are cast to detect it, the creature does not get a Dexterity saving throw and automatically takes the damage from the trap as it clamps shut. Perception Check DC is based on the Dexterity(Stealth) roll of the creature who set the trap.

MINECRAFT TORCH

Tiny object, unaligned

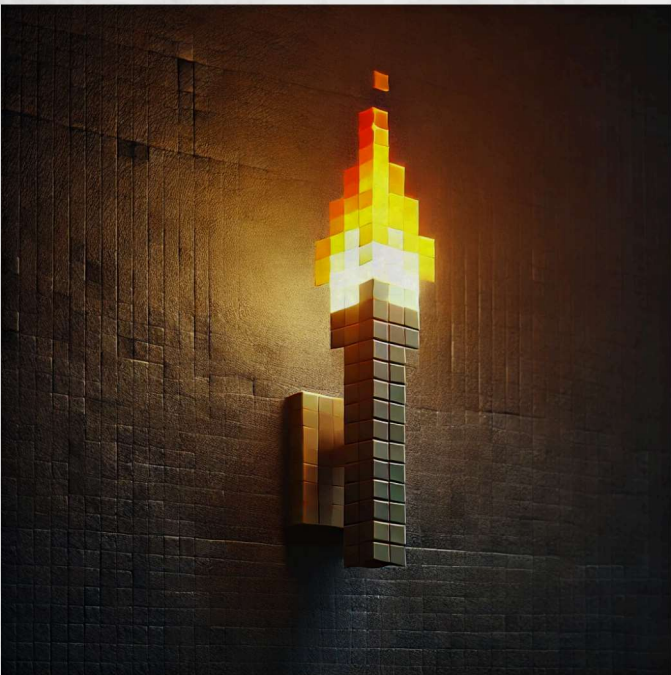
Armor Class 5
Hit Points 1
Speed 0 ft. (stationary)

STR	DEX	CON	INT	WIS	CHA
—	—	—	—	—	—

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, unconscious
Senses passive Perception 10
Challenge 0 (10 XP) Proficiency Bonus +2

TRAITS

Light. The Minecraft Torch casts bright light in a 10-foot radius and dim light for an additional 10 feet.



LAPIS CRYSTAL NODE

Medium object, unaligned

Armor Class 15

Hit Points 20

Speed 0 ft. (stationary)

STR	DEX	CON	INT	WIS	CHA
—	—	—	—	—	—

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 10

Challenge 0 (10 XP)

Proficiency Bonus +2

TRAITS

Mineable. The Lapis Crystal Node can be mined using a pickaxe. A creature with a pickaxe can make an Athletics check to mine the node. The amount of Lapis Crystals obtained depends on the result of the check:

- DC 8 or lower: 1d4 Lapis Crystals
- DC 9-12: 1d6 Lapis Crystals
- DC 13-16: 1d8 Lapis Crystals
- DC 17 or higher: 1d12 Lapis Crystals

Wall Formation. The Lapis Crystal Node is found embedded in mine walls and must be mined from its position.

MINECART

Medium object, unaligned

Armor Class 12

Hit Points 30

Speed 0 ft. (stationary on track)

STR	DEX	CON	INT	WIS	CHA
—	—	—	—	—	—

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 10

Challenge 0 (10 XP)

Proficiency Bonus +2

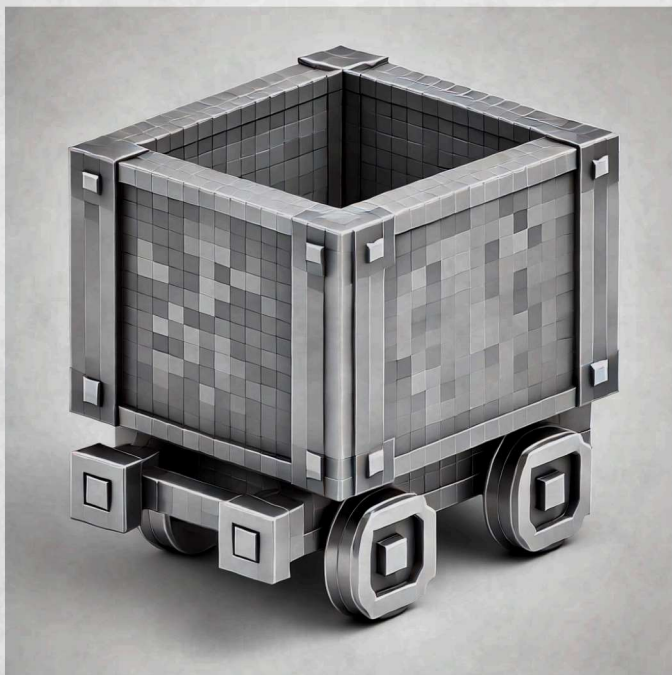
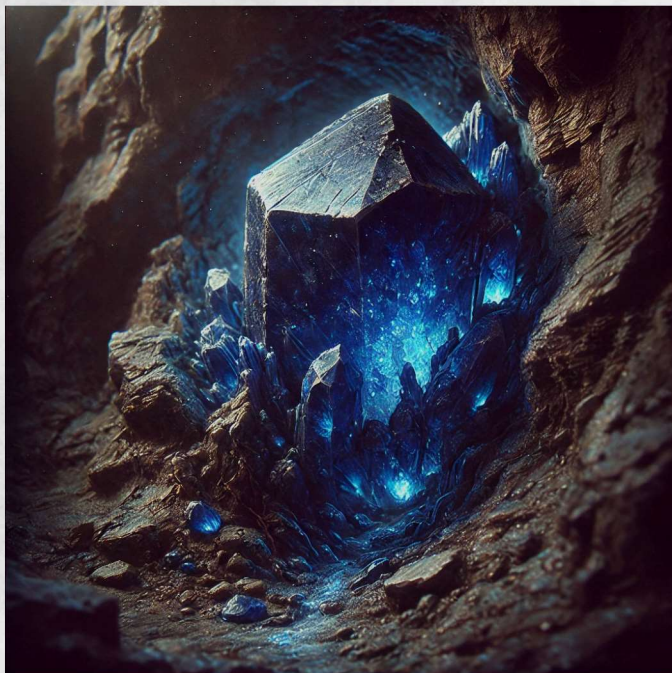
TRAITS

Track Bound. The Minecart is bound to the track it is on and can move back and forth along the track automatically.

Movement Assistance. Any creature inside the Minecart does not need to use their own movement to travel. The Minecart moves along the track at a speed of 40 ft. per round in the direction it is pushed or set in motion. The Minecart automatically stops at the end of the track unless another force acts upon it.

Occupancy. The Minecart can hold up to two Medium creatures or one Large creature.

Push/Start. A creature can use an action to push or start the Minecart moving in a direction along the track. This action requires a DC 10 Strength check.



TWINKLING DEPTHS

Venture into the mysterious Lapis Mines, where ancient veins of enchanted lapis lazuli twist and turn through the earth, hiding untold secrets and dangers. Within these glowing caverns, you'll encounter fearsome creatures, craft powerful items, and uncover relics of a forgotten age. The more you explore, the deeper the mysteries grow.

Forge your path through treacherous tunnels, rich with the blue glow of lapis, and test your mettle against the mine's guardians. Whether you fight with brawn, outsmart traps with cunning, or mine the precious ore with skill, every choice you make shapes your journey. The Lapis Mines are yours to conquer, if you dare.

The Lapis Mines are alive with the pulse of magic and history, where each swing of your pickaxe could reveal hidden treasures or awaken a new challenge. Influence the fate of the mines, trade with secretive merchants, and alter the very balance of power within. But beware, for every decision you make echoes through the depths, with consequences as unforgiving as the rock itself.

For use with any fantasy roleplaying ruleset. Play the best game of your life!

