

General Information

Mine Trip is exactly what it sounds like. It's a trip into the mines organized by Kanti to find out exactly what the hell is down there. [Information](#) from Tamara's hacking attempt on Thunder Corp suggests that the stuff about the Sage and the Gems of Earth (Seven Gems? whatever) was all horseshit and as such doesn't matter at all, so the mines could be full of exactly Fuck and All. On the other hand, the emails mentioned that they were searching from something called Target 1 underground, and considering Miranda got information about [vanishing sums of money](#), and only an idiot would go "well we're searching for something underground LET'S JUST DIG AN ENTIRELY NEW NETWORK OF TUNNELS NO ONE WILL FIND THIS SUSPICIOUS", the mines seem like a good place to start looking.

They're probably not even mines anyway.

Regardless of what any individual brings, if they do not have the following, it will be provided for them in a backpack:

- One (1) length of rope (10 yds.)
- One (1) standard water bottle (full)
- One (1) small first aid kit
- One (1) [crank flashlight shaped like a duck](#) (shut up)
- One (1) bike helmet
- One (1) notepad
- One (1) penknife
- One (1) roll of reflective tape
- One (1) [shitty Hello Kitty watch](#) (also shut up)
- A small lunch - sandwich bento box (no gatorade it's basically soda anyway)

Drones and a gas detector will be utilized and then left in the car.

IMPORTANT UPDATE:

Quoth the mods, this is what will be happening during the mine trip.

'During re-exploration of the mines, characters will encounter Vermedi wandering some of the lower tunnels - infrequently, none of them close enough to be together, and not accompanied by any mutated animals. They'll not even actively seek out or stalk reincarnates through the tunnels - however, they will attack suddenly and viciously if characters come close, and they'll exhibit some unusual behaviors; for example, some might be "locked" in hair-bristling mode as opposed

to Cousin Itt mode, or try to attack exclusively by grabbing targets instead of scratching them.

Other than that, characters will find nothing new - tangible, anyway. No sign of Thunder Corp. activity or presence, and no resistance apart from the Vermedi. As they make it down to lower levels, they will begin hearing a sound like faint low buzzing in their heads - but no evidence as to the source.

Each character taking part in the investigation may be granted one Echo for their trouble!'

So if you'd like, your character can either get close to a Vermedi to investigate and get attacked, experience weird buzzing noises with no determinable source, and get an Echo for all their trouble. They can also probably get lost with each other if they want. Fun for the whole family!

People Who Are Coming

Aaron Strider (MEMORY FUCKED)

Bringing: Some hella sweet drones

Abilities: Apparently he can navigate mines like a boss

Notes: Not late 90s teen pop singing sensation Aaron Carter, Was there for the last trip

Alan Hunter

Bringing: His own flashlight, snacks, possibly other things

Abilities:

Notes: Literally always angry all the time

Anthony Janvier

Bringing: Short sword (not magic)

Abilities: Less vulnerable to injury than a normal human being

Notes: Slowly turning into a zombie (without the cravings for human flesh?)

Aria Megido

Bringing: Rope, boots, flashlight, bottles of water, a first aid kit

Abilities:

Notes: Actual Explorer Aria Megido

Derek Hale

Bringing: his fine self
Abilities: upper body strength
Notes:

Fred Vandenberg

Bringing: Sword (no sheath)
Abilities: drop a rock on it, Cure Light Wounds
Notes:

Hajime Aikawa

Bringing: Rope, a flashlight, and a single weird playing card
Abilities: Turning into a giant doom bug.
Notes: May also provide a boxed lunch if asked nicely.

Isaac Dian

Bringing: flashlight, granola bars, and a football helmet.
Abilities: Minor healing factor... in his left index finger.
Notes:

Kanti Miriam Singh

Bringing: Default supplies, a Taser, the ruckus
Abilities: Glowing knees and elbows
Notes:

Karson Valenti

Bringing: Default supplies (provided by Kanti), the noise (also provided by Kanti)
Abilities: screams a lot, little red baby troll tears
Notes: literally going to passout and fall down a hole. he will still need someone to crank up his ducklights.

Kenji Kobayashi

Bringing: his FISTS
Abilities: his fists?
Notes:

Logan Williamson

Bringing: One (1) Sword
Abilities: Swordsmanship
Notes:

Makani 'Mac' Kapule

Bringing: *The spirit of adventure*, also one (1) sledgehammer

Abilities: Hammer-skills, so he can probably actually help break stuff down, maybe?

PROBABLY NOT A GOOD IDEA

Notes: KIND OF A JERK BUT IS GOING ALONG ANYWAY

Marisa Kirisame

Bringing: A first aid kit, bottles of alcohol and paper bags for a good cover story.

Abilities:

Notes: Was there for the last trip

Miria Dian

Bringing: flashlight, an antique army helmet, and a baseball bat

Abilities: Minor healing factor... in her right thumb

Notes: Her healing will *dramatically* increase upon getting an echo.

Mordin Solus

Bringing: Guns, electroshock device,

Abilities: ACTUALLY PROBABLY A LEGIT DOCTOR?

Notes:

Natsuno "Nate" Yuuki

Bringing:

Abilities:

Notes:

Octavia Serket

Bringing: NOTHING BUT DISAPPOINTMENT, at least eight capes stealthily tucked into her clothing

Abilities: Mind control, cape-hiding

Notes: CAPE CAPE CAPE CAPE CAPE CAPE CAPE CAPE

Ravindra Savarna

Bringing: A Combat Lifesaver pack (which is basically a first aid kit +, and he has suturing

equipment in his *just in case*), a Beretta 92FS with ammo, a set of throwing knives, [550 cord](#), a military grade flashlight, and his own lunch. HE IS PREPARED OK.
also a set of radios to hand out to the medics and leaders. coordination!

Abilities: Combat medic experience, firearms training, he is *really fucking good* with those throwing knives, and he can cure low-level toxicity

Notes: He smells like holy magic?? idk if anyone on the crew can sense that sort of thing but it's there if they can

Raul Light

Bringing: Guns

Abilities: he can use 'em

Notes:

Ryan Brown

Bringing: EMT GEAR, aside from the essentials. Yeah, he's not taking any chances.

Abilities: Advance healing (thanks to his echoes he will pretty much be ok.)

Notes: Literally going to make sure kids don't die.

Shiro Nakamura

Bringing: First Aid kit, motorcycle, extra water, katana that he has no idea how to use

Abilities: Self healing, better than average dark vision, he can bite the shit out of stuff

Notes: Staying OUTSIDE the mine and only going in if things go south. He'll be your man on the outside.

Shou Chinen

Bringing: Whatever isn't already being brought (?), funding some of the trip

Abilities: Has excellent reflexes brought about by echos

Notes:

Skyler Veracruz

Bringing: a crowbar, possibly some good tree

Abilities:

Notes:

"Teresa" Pyrope

Bringing: a baseball bat, her own non-ducklight flashlight

Abilities: shark teeth. she can kill people with her face

Notes: going to crank up karson every time his ducklights go out

Thomas Akagi

Bringing: Really bright flashlights

Abilities:

Notes: Was there for the last trip

Vanessa Carter

Bringing: Flashlight. A knife. A bunch of spare steel and leftover pewter and coins for shooting. Also some bottled water and granola bars and stuff.

Abilities: Steelpushing, she can shoot coins and small bits of metal for projectiles and jump around good by pushing off anchored metal. Pewter, nothing special yet but it's better than any energy drink.

Notes: Wasn't there for the first mine trip and hasn't seen a Vermedi yet.