

# Mining Operations

This is a subarticle of [Mining Guild](#)

## About Mining Guild Operations

Below is a list of Mining Operations that the Mining Guild is currently operating in, these are split into locations that the Guild owned and the Star systems. Currently there is only one Star System owned by the Mining Guild, and that's the [Draco Eridanus System](#).

## Sirris VI

### Twin Springs Valley Mine

Twin Springs mine was the very first mine that was formed at the outskirts of [NDC](#) controlled green zone some 5 km away. It was located in a depression that some have chosen to call a valley, that's a kilometer in length, and in the valley was a spring water pond that gave the new [Twin Springs Settlement](#) a source of water. To this day it is still operational, located due south eastern direction from [Obsidian City](#). Due to the fact they needed to open more mines, and because Astrid wanted to remain at HQ to oversee things there, they chose to leave their childhood friend, and former Refugee - [Alara](#) in charge of the mine.

#### Ore Found

- 90 percent Bauxite ore
- 80 percent Gemstones <sup>1)</sup>
- 40 percent Titanium

### Ironskin Mine

Ironskin Mine is named after a small docile creature that made its home nearby. Much like Twin Springs mine, there is a water source but it's contaminated, so the NDC will need to create water filters in order to drink. The mine itself was the second mind to be created, and they chose to go the opposite direction of their first mine. It is North East of [Obsidian City](#) and like the other mines its 5 kilometers to the edge of NDC controlled area. The one placed in charge of this mine was [Codra](#).

its settlement is known as [Ironskin Mine Settlement](#)

## Ore Found

- 90 percent Iron ore
- 80 percent Copper
- 40 percent Gemstones <sup>2)</sup>

## Obsidian Depths Mineshaft

This mine unlike the others was created closer to the [Obsidian City](#) and so it doesn't follow the directional set locations for Mines. The closeness was purposeful because many of the Miners and the Overseer had families that included young kids they needed to get back too. The mine Overseer is Separa'shan refugee [Achilles Slither](#).

## Ore found

- 90 percent Durandium. <sup>3)</sup>
- 80 percent Sapphires
- 10 percent traces of tin.

## Astral Mine

The Mining Guild had been interested in looking for traces of Aether, to either give to the NDC or to use for their own uses, so when they opened Astral mine, which was North of Obsidian city, some of the less knowledgeable members of the Guild thought that the mine could be a source of Aether. . Of course, this wasn't true, but they did discover that this mine had even better sources of materials, namely Gemstones, which littered the entire mine with crystals. The mine was managed by [Overseer Unit 1](#), along with security to watch so that things aren't destroyed in order to steal the Gemstones.

The Guild had a settlement named [Astral Settlement](#)

## Ore Found

- 0 metal ore
- 100 percent Gemstones <sup>4)</sup>

## Mount Venture Mines

Mount Venture was a rocky location that had an elevation height enough to be considered a mountain, so the Mine here was carved into it after the Locators discovered that the mine was a source rich in bauxite ore, various gemstones, as well as other metals. The mine was called Mount Venture Mines, as an

affectionate feeling to the Mountain location and it was managed by [Jason](#) who was [Alara](#)'s brother.

## Mount Venture Vault Settlement

### Ore Found

- 90 percent bauxite ore
- 80 percent Gemstones <sup>5)</sup>
- 50 percent metal ores that can be made into Durandium, or Steel.

## System Operations

These are the systems that the Mining Guild has gone to to continue mining operations, and also water collection. The First is the Sanctum system, then its Nephis, and finally Draco Eridanus.

### Sanctum

### Crystaria

Crystaria is a Ice giant, and thus, in later [YE 42](#) they updated their quipment and upgraded certain ships for a cold weather environment. This included their Settlements

### Tundra plains

Tundra Plains is the name of the region of Crystaria that was named by the Mining Guild, using new technology they have a [Settlement](#) here and after breaking through the ice, they began collecting water. No Ore was collected, but it's very rich in Ice that can be made into water.

## Vale

Vale is the system that the NDC settlement [Amit Base](#) is located, but there were two Hydrogen gas giants that the [Mining Guild](#) have gone to using technology to create water from the Hydrogen.

### Planet 1

There are ships around here, some Industrial Shuttles, await the returning water containers that are now filled with water.

## Planet 2

Eventually the Mining Guild will expand to this planet two, though considering the lack of significant resources on the moon that [Amit Base](#) is on, these two worlds will likely be the only presence in the [Vale system](#).

## Nephis

When [NDC](#) have expanded to the Nephis system, like imprinted baby chicks, the [Mining Guild](#) have followed them.

### Arcadia Mines

Due to having just arrived, the Mining Guild doesn't have too many mines, but this location was noted as possible locations by Mine Locator Personnel.

### Crystal Caves

When the NDC expanded to Nephis, like imprinted baby chicks, the Mining Guild followed them, and after the initial settling in, they began looking for sites in which to create mines. The Crystal Caves were the first location, and Chapter head Nicola Walker, and Freethinker Toji had found these locations, and they began speculating about the glowing crystals.

### Rocky peak

Due to having just arrived, the Mining Guild doesn't have too many mines, but this location was noted as possible locations by Mine Locator Personnel.

### Ice Mining area

### Below Zero

## Systems owned

There is one System location owned by the Mining guild and its a Asteroid field called [Draco Eridani System](#)

## Freezy Land

1)

Ruby, Emerald, and to a lesser extent Diamonds

2)

Diamonds

3)

Or rather Materials that can be used to make Durandium

4)

Ruby, Emerald, Diamonds, Sapphires, Garnets

5)

Various kinds

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