

VIRTUALSENSE

DEC 2023

QUARTERLY MAGAZINE

Church of the Elder Gods - DSEC9
Mountain of Madness



High Priestess
Robe



Priestess
Robe



Lector
Robe



Disciple
Robe



Initiate
Robe

VU 23.4
Church of the Elder Gods

Sight of Cthylla Discovered ...
by Mungo Mumgo Baobob

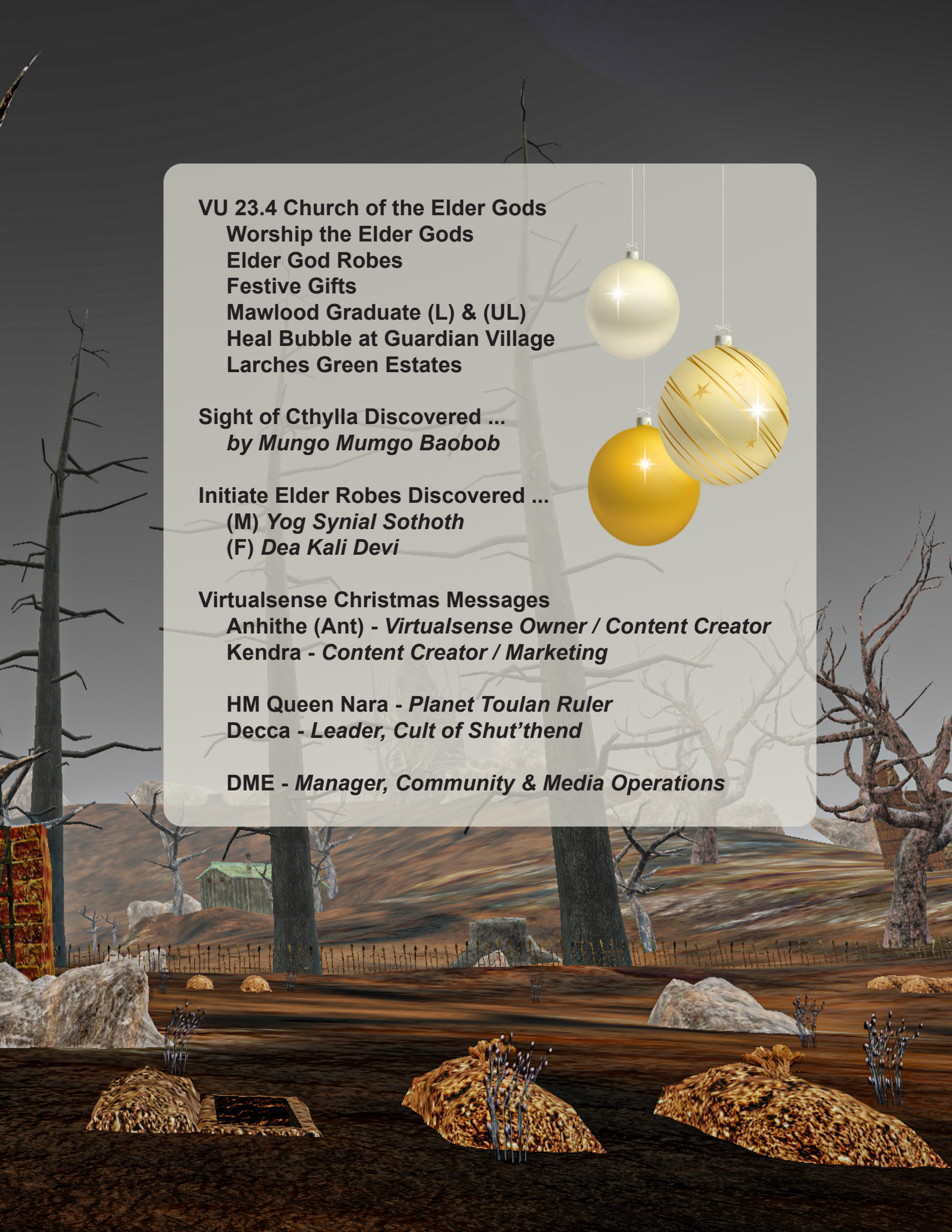
Initiate Elder Robes Discovered ...
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Kendra - Content Creator / Marketing

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Decca - Leader, Cult of Shut'thend

DME - Manager, Community & Media Operations



Happy



Dark Moon Enigma

Welcome ...

Shadow and I are pleased to present our annual Christmas edition of the Virtualsense Quarterly magazine. Make sure to check out the other [VS Media Content](#) to become familiar with what's available.

This year has certainly been a busy one, but that's a good thing because it means that we are progressing with our road map and bringing more engaging activities to our community. We have focused mainly on group activities but also gave attention to daily missions, as well as mining and crafting at DSEC9 and Toulan.



Holidays

Shrine

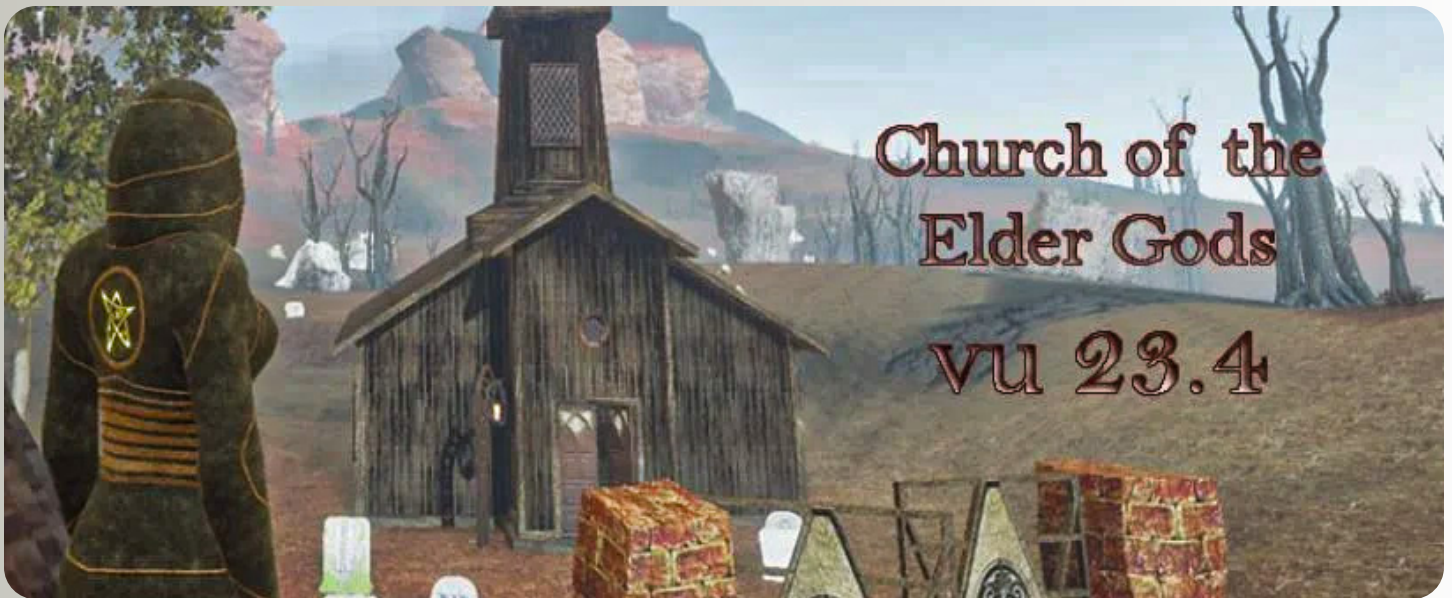
ShadowDragonV

Shadow and I have also been working on several media projects, some of which haven't been published yet, but with the release of the Larches Green Estates with this VU, Shadow has designed and posted the new [Larches Green Estates Directory](#).

Morrath and I are also working on implementing the Larches Green Shop Inventory Tool so that items listed for sale by Stall and Store owners can easily be searched and located. As soon as this new tool is available it will be posted at the forum.

Happy Holidays ... and we wish you the best in 2024.





Over the course of time, Monria, DSEC9 and Toulan have had their challenges. The ever-present dark forces under the leadership of Decca have tried their best to intimidate, bully and force us to leave and give up control to the *Cult of Shut'thend*. We have stood strong and victorious in our battles, and as a result, this has infuriated Decca. She has tried desperately to engage us, and while some have fallen weak to her dark magic spells, the community has been united in thwarting her every effort to dismiss our presence.

We have made great strides in revealing how Monria, DSEC9 and Toulan are all connected by historical events, and more recently, discoveries that have dispelled what we thought we had known as truth. As we have evolved and have been warned over and over again, Decca is not to be underestimated. Do you think the *Mountain of Madness* is just a simple environment in the grander scheme of things. Think again, because every square inch was precisely calculated for maximum effect.

Decca and K'Tan Partathus did their best to get Pinthas to join a ritual incantation ceremony in an effort to awaken Cthulhu from his sleep. They need Pinthas because he is Cthulhu's twin brother Kthanid, and the very one who put *Cthulhu* in his death-like sleep in the *City of R'lyeh* which was rebuilt at the core of Monria before Decca and her followers made their grand exodus from Earth. Pinthas was successful in recovering his memories during his ordeal with Decca and K'Tan, and learned just why Monria is important to him. However, his concern now expands to DSEC9 and Toulan, because neither are safe.

As you know, the Church of the Elder Gods in Larches Green at the Mountain of Madness on DSEC9 is an important focal point. Elder Gods have been our allies in the fight against evil and dark forces, and the Church of the Elder Gods has been a place where community members can join to worship the Elder Gods and give thanks for their support. However, something has been brewing for quite some time.

Decca, Leader of the Cult of Shut'thend, in her now frantic and frenetic behavior, has once again devised perhaps a last chance effort to draw our community to the dark side. It appears she has taken over the Church of the Elder Gods where further missions are presented disguised as engaging and rewarding activities, but unbeknownst to the community, there's an underlying agenda.

It has also been learned that Decca wasn't satisfied with just taking over the Church of the Elder Gods at Larches Green. She wanted to expand her reach even further in an effort to lure as many unsuspecting community members as possible, so she installed the same Church of the Elder Gods on Toulan.

Decca engaged Cthulhu's secret daughter Cthylla at the Pyramid of Shut'thend at the Mountain of Madness on DSEC9 to rain holy hell on those who participate in the Pyramid of Shut'thend dynamic event, and now has infiltrated the Church of the Elder Gods at both the Mountain of Madness and Toulan, but ...

The question remains ... are you really joining the Church of the Elder Gods to worship them and give thanks for their support, or are you joining Decca and the Cult of Shut'thend in a sinister conversion to the dark side?

WORSHIP THE ELDER GODS



The Church of the Elder Gods has spread its influence across Entropia Universe, and for some unknown reason, a second Church has appeared on Planet Toulan. The Order of the Elder Gods claim to have no knowledge of the new Church. Its existence remains a mystery.

- Join the Church of the Elder Gods and earn Elder Tributes by Completing Daily Repeatable Missions while engaged in hunting and mining
- Advance to different levels within the Church by earning Elder Tributes
- Elder Tributes are not tradeable items and cannot be looted in PVP
- Receive a new robe at each level representing your advancement within the Church
- The previous Robe will be traded for the new Robe as players advance
- There is a Church on DSEC9 and Planet Toulan with appropriate Missions for each location:
DSEC9 Church is located North of Larches Green TP at the Mountain of Madness
/wp [DSEC9, 38077, 23924, 105, Waypoint]
Planet Toulan Church is located South East of Pit North TP
/wp [Planet Toulan, 137268, 92209, 119, Waypoint]

For further clarification:

- The Elder Tributes are not received in loot
- Once you complete a mission, you will earn 1 Elder Tribute
- This information (reward) is always shown in the Mission Log
- The Elder Tribute will go directly into your inventory
- You won't need to turn in the Elder Tributes while advancing to each level
- The Elder Tributes that you collect at each level will carry over and count toward the required Elder Tributes at the next level
- The mining missions are the same at both the DSEC9 and Toulan locations
- After completing the mining missions, you have to wait the 16 hr cooldown to take the mining missions again, but you can take them and complete them at either location
- The hunting missions are different for both locations
- After taking the hunting missions from one location, you don't have to wait the 16 hr cooldown to take the hunting missions from the other location at the same time since they're different
- after you have completed one level to receive the associated Elder Robe, the repeatable missions carry over and are added to the next level repeatable missions, and so on

- Once you have received the final High Priest or High Priestess Robe, you will still be able to continue doing the repeatable mining and hunting missions you have accumulated along the way, and still continue to receive the Elder Tributes
- You ask what the purpose of that would be? I will only say ... **Expect the Unexpected**

The following mission trackers show the first level of hunting and mining missions:

DSEC9 HUNTING

DESCRIPTION

Pay tribute hunting DSEC bots

You must Serve the Elder Gods by ridding the land of 50 DSEC CB bots

Daily mission.

Reward 1 Elder Tribute

1

Objectives

- Kill 50 DSEC CB Bot

○ 0 of 50

DESCRIPTION

Pay tribute hunting Shogghols

You must Serve the Elder Gods by ridding the land of 50 Shogghols.

Daily mission.

Reward 1 Elder Tribute

1

Objectives

- Kill 50 Shogghols

○ 0 of 50

TOULAN HUNTING

DESCRIPTION

Pay tribute hunting Dahhar

You must Serve the Elder Gods by ridding the land of 50 Dahhar.

Daily mission.

Reward 1 Elder Tribute

1

Objectives

- Kill Dahhar

DESCRIPTION

Pay tribute hunting TabTabs

You must Serve the Elder Gods by ridding the land of 50 TabTabs.

Daily mission.

Reward 1 Elder Tribute

1

Objectives

- Kill TabTabs

DSEC9 & TOULAN MINING

DESCRIPTION

Pay tribute finding Aqeeq

You must Serve the Elder Gods by finding 3 mining claims of Aqeeq.

Daily mission.

Reward 1 Elder Tribute

1 

Objectives

- Find Aqeeq

0 of 3


DESCRIPTION

Pay tribute finding Nawa Drops

You must Serve the Elder Gods by finding 3 mining claims of Nawa Drops

Daily mission.

Reward 1 Elder Tribute

1 

Objectives

- find Nawa Drops

DESCRIPTION

Pay tribute finding Nawa Fragments

You must Serve the Elder Gods by finding 1 mining claim of Nawa Fragments

Daily mission.

Reward 1 Elder Tribute

1 

Objectives

- Find 1 mining claim for Nawa Fragments



Twas The Night Before Christmas



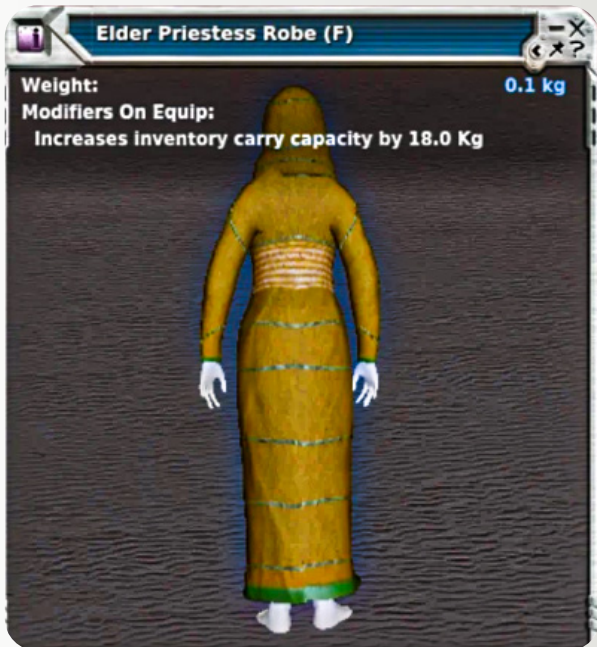
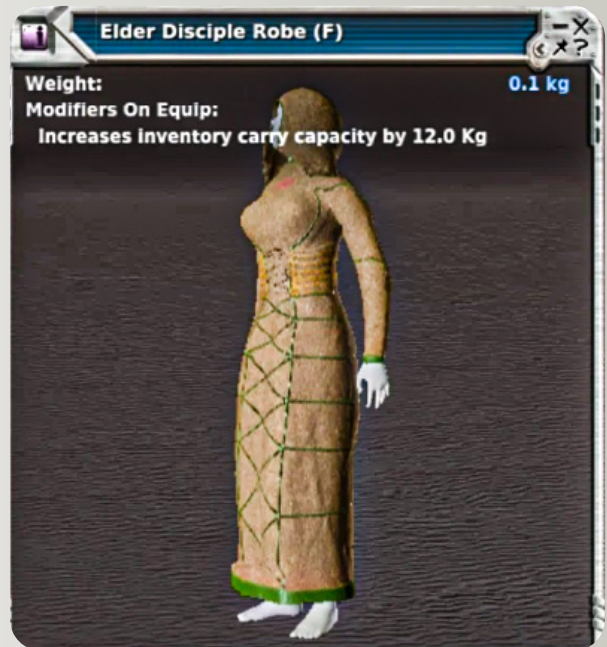
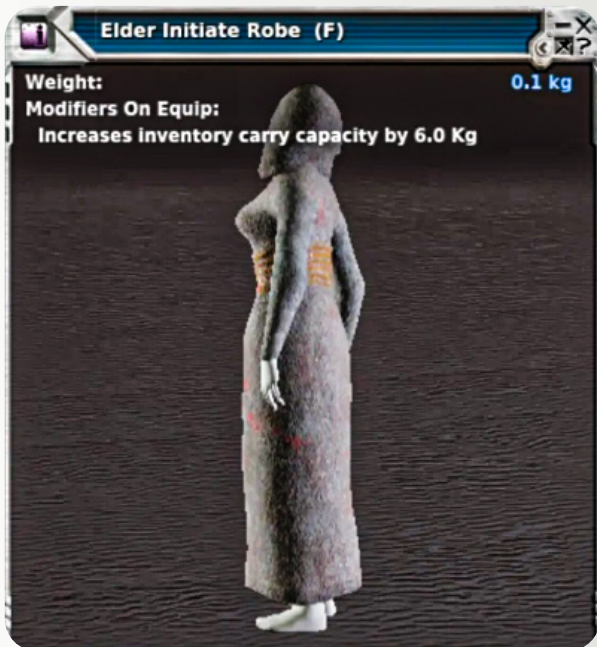
The Elder Robes aren't just a fashion statement. They come with an increased weight capacity, and that weight capacity increases with each level of the Elder Robes. Here are some interesting facts to questions that have already been asked.

- You cannot wear the Elder Robes with the Elder Gods Suit because they both take up the same slot on the avatar, but that is an MA game system.
- You can wear the Elder Robes with the Shub Spine, but whatever item you equip first, that's the buff that will be active.
- A test with Dea who was the first (F) to discover the Elder Initiate Robe proved this to be true.
- If you equip the Elder Robe first before the Shub Spine, that is the buff that is active.
- If you equip the Shub Spine first before the Elder Robe, then that is the buff that is active.
- However, it appears that if you equip the Shub Spine first and then the Elder Robe, and then remove the Elder Robe, you don't retain the Shub Spine buff. This has been reported to confirm that this either works as intended, or is a bug that needs fixing.

Here are the requirements to achieve each of the Elder Robes:

Elder Initiate Robe -- 150 Elder Tributes -- Not Tradeable
Elder Disciple Robe -- 420 Elder Tributes -- Not Tradeable
Elder Priestess Robe -- 810 Elder Tributes -- Not Tradeable
Elder Lector Robe -- 1320 Elder Tributes -- Not Tradeable
Elder High Priestess Robe -- 1980 Elder Tributes -- Tradeable

At each Elder Robe level you will also be unlocking more repeatable daily hunting and mining missions to add to the ones you have already done at the level(s) before. The Elder Tributes you collect at each level will be transferred to the next level and added to that level's requirement. All of the repeatable daily hunting and mining missions will continue to be available to you, and you will continue to collect the Elder Tributes -- for what? Again, I will just say -- ***Expect the Unexpected.***



The photo to the right is the (M) Elder High Priest Robe.

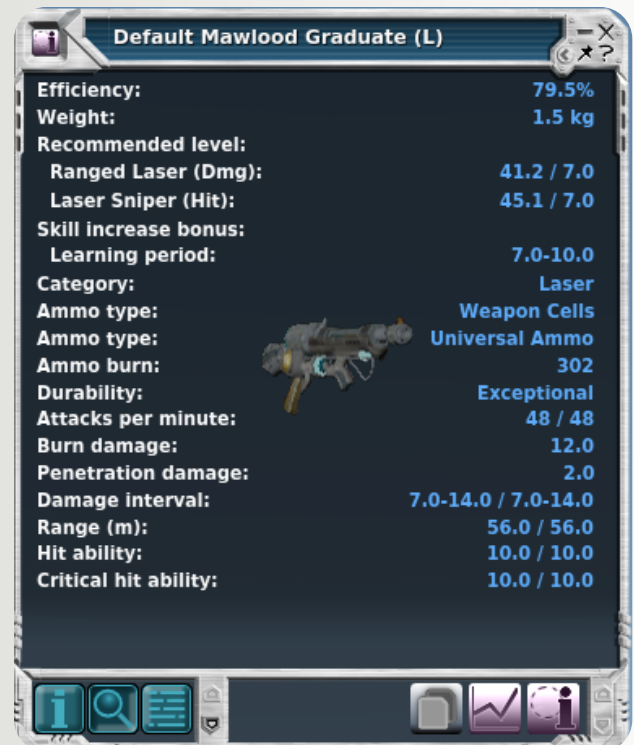
Below is a photo of the new Healing Bubble that was placed at Guardian Village out the East Gate to the left and by the tree where NPC Askari gives missions This is of benefit to our new and lower level players while hunting and/or sweating the Dahhar and Mokhat Juveniles in that area.

Run through the Healing Bubble and get 1 heal per second for 60 seconds. The location is at:

/wp [Planet Toulan, 134184, 93343, 113, Waypoint]



One of the more popular items that made it in this VU is the Mawlood Graduate (L) weapon, which is the next level weapon for our new and low-level players, but this is highly sought after by the mid and higher level players as well. It can only be looted on Toulan, but get this -- there is a rare (UL) version as well, but it has not yet been discovered.





We didn't have any Christmas missions this year, but gave away buff crackers at DSEC9 and Toulan.

- Receive 5 x Green Buff Crackers | Speak to NPC Valeria on DSEC9 in front of the building at the TP to receive your gift
- Receive 5 x Red Buff Crackers | Speak to NPC Thana on Planet Toulan at the Citadel next to the Info Desk to receive your gift

Perhaps Christmas Missions will be a consideration for next year ... let's ***Expect the Unexpected.***

We have three more VU releases to look forward to before our next Christmas content with plenty of time to plan for exciting things. 2023 was a very busy year for us, but a very productive and progressive one with regard to our road map.

It may take us time to ultimately get to where we want to go, but everything so far is on track.





The Larches Green Estates at the Mountain of Madness on DSEC9 can now be acquired through participating in [The Pyramid of Shut'thend Dynamic Event](#), by exchanging a looted item with the Estate. When looted you should contact Virtualsense Official DME (DarkMoonEnigma) to arrange to trade your item for the associated Estate Deed. It is possible to loot any combination of Larches Green Cottages, Manors, Stalls and Stores during the event. So far, only one Larches Green Stall and two Larches Green Cottages have been looted.

Here is an example of what the two items look like that were looted:



Every looted Estate Item has a specific estate assigned to it so that the person knows exactly what estate is theirs. It also tells us which Estate Deed to pull out in order to do the exchange.



At the right is a photo of what each of our Larches Green Estate types look like.

Each of the estate types have their own item point and display area amounts.

- Stall - 15 IP
- Store - 145 IP / Display 10 IP
- Cottage - 135 IP / Display 5 IP
- Manor - 165 IP / Display 10 IP

However, each estate owner has the option to do 2 item point upgrades of 20 IPs each for 2k PEDs for each 20 item points. This is what can be offered at this time.

Another benefit of owning a Virtualsense estate at any of our 3 locations (Monria, DSEC9 and Planet Toulan), is that you get a free space travel benefit to fly on the Yamato during our weekly [Warp Schedules](#).

Since about 95% of our passengers are free travel, everyone needs to [sign-up](#) at the forum so we can keep free from paid passengers separate.

ShadowDragonV has created a [Larches Green Estates Directory](#) that will be updated as more estates become owned.

I am also working with Morrath to create the Larches Green Shop Inventory Tool like the ones for Monria and Toulan.



Stall



Store



Cottage



Manor

SIGHT OF CTHYLLA FINALLY DISCOVERED



Default Sight of Cthylla

Efficiency:	80.0%
Weight:	0.1 kg
Skill Mod (%):	20.0
Attachment skill bonus:	2.5
Durability:	Exceptional
Effects when equipped:	Increased Critical Damage by 5%

The image shows a close-up of the Sight of Cthylla attachment, which is a black, cylindrical device with a lens and a mounting bracket.

After practically non-stop and back-to-back [Pyramid of Shut'thend Events](#) over weeks, and leading groups through the paces of the 4 event phases, *Mungo Mumgo Baobob* finally got Cthylla (event boss) to give up the very much sought after Sight of Cthylla.

Hall of Fame Graphic
by ... ShadowDragonV



I had been present at many of the Pyramid events over weeks and witnessed the relentless pursuit of the Sight of Cthylla, but also the ongoing effort to loot the Cthylla Bone that actually triggers the event by offering it to Cthylla's Altar. They are looted from the Cult of Shut'thend Cultists around and in the Pyramid but it was also discovered that they can be looted from a L24 Adherent Cult of Shut'thend Cultist just North of the Larches Green Village across the river. There are L24 - L40 in that area.

The activity has almost been frenetic, especially since we released the Larches Green Estates and the estate item that is needed to exchange for an actual estate deed only drops from the Pyramid event mobs. Mungo wants a shop, but I don't think he would be disappointed if he looted a Cottage or a Manor. These estates are two floors and nicely sized.

Besides, who wouldn't want to live in Decca's neighborhood, right?

I happened to have been present during the Pyramid Event that Mungo discovered the Sight of Cthylla. I think we were all shaking and lost our breath just at the prospect that the sight had finally arrived. It was definitely exciting, and things didn't calm down for quite a while. It was the first time we got to see the actually info screen since all we had was a test server version in the release notes.



Cthylla Bone

Congratulations again Mungo, it was well deserved.

CHURCH OF THE FIRST ELDER INITIATE

[Globals]: Yog Synial Sothoth is the first colonist to discover Elder Initiate Robe (M)! A record has been added to the Hall of Fame!



There is a driving force behind Synial that propels him on an escalated path toward “*finishing first*” in our mission chains that require a bit of work.

He’s made a name for himself to be sure, and for his efforts, especially at the DSEC9 Lotus Temple when he was first to achieve the Silver Crown of Sahar from our DSEC9/Toulan crossover mission that is highlighted in our [Sep 2021 VS Quarterly](#) magazine, it was Queen Nara who took notice of him as [The Humble Servant](#).

She dubbed him Lord Synial, and the first of many Lotus Guardians who protect the Lotus Temple. As such, the Queen created a Lord Synial NPC to guard the Golden Doors. A complete breakdown of the Lotus Temple Instances can be found in the [Dec 2021 VS Quarterly](#) magazine.

Synial was also first to complete his [Toulan Citizenship](#) that only took two Toulan monthly events.

And here he is again, fully engaged in our new mission chain [Church of the Elder Gods](#) with 5 levels to achieve to get the Elder God Robes as described earlier. He is the first (M) player to acquire the Elder Initiate Robe, and he is not slowing down toward being the first to get the next level Elder Robe - the *Disciple*.



YOG “SYNIAL” SOTHOTH

ELDER GODS THE ROBE MEMBERS

[Globals]: Dea Kali Devi is the first colonist to discover Elder Initiate Robe (F)! A record has been added to the Hall of Fame!

If there's one thing I can attest to when it comes to Dea, is that she is dedicated with a high degree of perseverance, so it doesn't surprise me that she was first to discover the Elder Initiate Robe for the female gender.

I've worked with Dea for a while now and can say without reservation that she is clearly a valuable member of our community. She is a Volunteer Mentor for both [Monria](#) and [Toulan](#), but also is very knowledgeable about DSEC9 and has guided many new players from Monria to the [Mountain of Madness beginners mission chain](#).

Dea is also a member of the [Virtualsense Community Assistance Team \(VCAT\)](#) and available to help where needed if she's about and able to do so.

When Eleni Von Estlla took a break, Dea took over managing our [Virtualsense Space Travel Programs](#). She was always reliable as a Yamato Pilot, and now she's simply amazing at making sure our warp schedules run on time, not to mention she's crazy funny which makes it all the more enjoyable to spend 4-1/2 hrs with her to get our passengers where they need to be twice a week.

A Player Profile on Dea in our [Jun 2022 VS Quarterly](#) gives a more indepth look into the person behind the avatar and someone worth getting to know.



"DEA" KALI DEVI

2023



VS Team

Christmas Messages from Ant & Kendra



Seasons Greetings

Another twelve months have passed and once again I would like to thank everyone in the community for your support. We've managed to fill up the DSEC9 area with the addition of new mobs and the Dynamic Event at the Pyramid and finally released the Larches Green Estates. Another big highlight of the year for me was the DSEC9 music overhaul by NoBion who worked tirelessly to create 2.8 hours of music for your enjoyment. I couldn't be more appreciative and delighted that we get to showcase the talent of an Entropian Veteran, yet another example of how much of what we manage to achieve is through the efforts of our fantastic community.

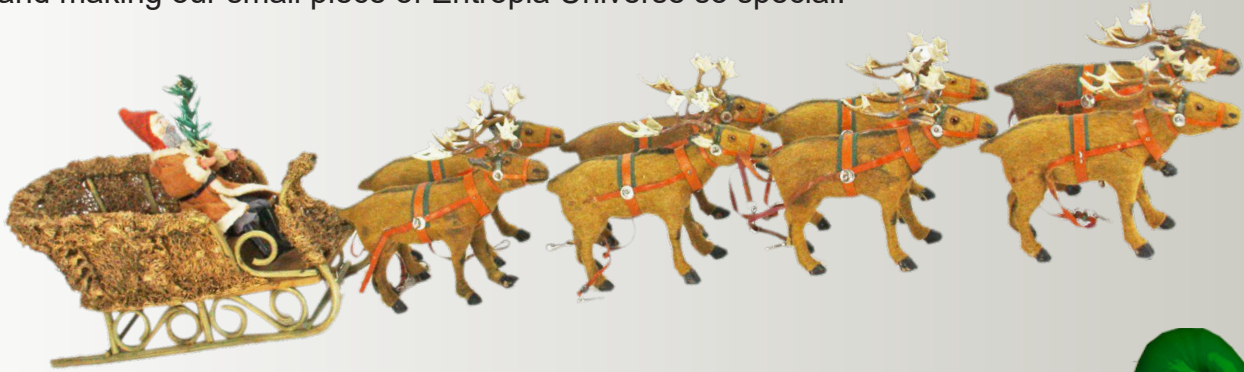
On Planet Toulan we've been working on the locations of Creature Spawns and making changes as suggested by the community. We've also seen the addition of a new weapon, something that hasn't happened for a long time and our first unlimited weapon is still out there waiting to be discovered. The Church of The Elder Gods represents another example of our efforts to create content that spans multiple locations. I see we have our first initiates in the Church that will no doubt ascend the ranks whilst stockpiling those useless Tributes!

As we go into this festive period, I've already started planning for 2024 and believe we have the beginnings of a solid roadmap. Needless to say, I won't be making any promises for fear of getting lynched but I have some aims for 2024 that I hope everyone will enjoy. Another goal of mine has always been to market and bring in new players, and this year has been no different. We get a steady influx of new players on both Monria and Toulan through organic and paid marketing.

In fact there are still active players running around today that were first recruited 8 years ago when this all began! Our player retention rate over time has improved dramatically from those early days and this is entirely down to the positive environment and warm community that new players experience when they first log in.

I hope everyone has a lovely time over the festive period and thank you for being so vested in what we do and making our small piece of Entropia Universe so special.

Ant



Happy Christmas

.....to the best community in the Entropia Universe.

This year has been quite a bizarre year for me. From running into trouble with those pesky Cultists in training around Larches Green back in February to an invasion of the Church of the Elder Gods on Toulan in December.

I don't know what's going on but I need a break this Christmas before Ant gets any more ideas.....

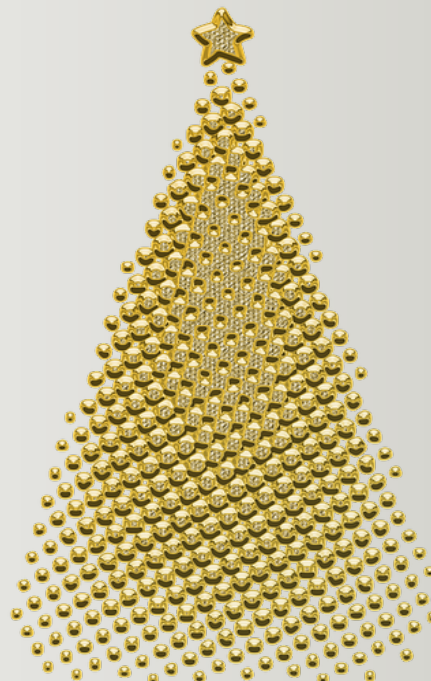
I love this community and the fun we're having. I love the way DSEC9 is growing up, and I love seeing the story unfolding and the connections forming between Monria, Toulan and DSEC9.

In short, I love my job.

So my Christmas message to you is, have a....

Holly Jolly Christmas

Kendra





Hello Good People of Toulan

I wanted to take a moment during the Holidays to extend my gratitude for your continued loyal support toward keeping the royal kingdom and its citizens safe. It has been trying times for us all, and together with our friends and allies who have generously joined our fight, we have been able to keep the darkness at least at a modicum distance.

Our battles are far from over though, because if there's one thing we've learned, it's that evil is persistent, and I fear that we will need to continue to take up arms to defend our kingdom for the peace and the joy of family and friends that we deserve.

It is you, good people of Toulan, along with our friends and allies that give me hope and strength to forge ahead. With the new threat that Decca has placed in our path using *The Church of the Elder Gods* to launch even more evil, we will need to work together to keep everyone safe from falling prey to her dark magic.

The Elder Gods are not our enemies, but rather allies who fight in battle with us to keep damage at a minimum, but it is getting more difficult. Giving thanks to the Elder Gods at the Church is not a bad thing, but be sure to maintain resistance to Decca's plan to draw you into allegiance to her and the *Cult of Shut'thend*. Remember also, she is still searching for the 3 Dark Mages, and for our own preservation, we cannot allow her to be successful in her efforts.

My wish for you, my good people of Toulan, along with friends and allies, is to **Have a Grand Holiday Season**. I look forward to seeing you at our monthly gatherings in 2024 for more victorious efforts.

In your service always,
Queen Nara



BAH HUMBUG

I think that's an appropriate greeting given the circumstances, but with the Queenie over there riling up her subjects it's only going to get worse for them. I foresee dark times ahead. Not for me of course, but for those who continue to defy me.

I'm on a mission and I have a plan. It is being rolled out as I see the need to further advance my agenda and achieve my ultimate goal of awakening Cthulhu from his death-like sleep. If it weren't for Pinthas and his resistance to join the ritual incantation, we would not be on this stalled and slow-moving path.

Not to worry though, I have Cthylla challenging those in search of her much sought after weapon sight, and her evil spawn is driving hoards to the Pyramid in search of the Larches Green Estates. Brilliant on my part I must say, but that only takes care of the Monria / DSEC9 pathetics. Once I find those 3 Dark Mages, the Astrolabes at the Lotus and Narian Temples will be manipulated to open the veil over the portal that was so rudely sealed and free the Narians to create a level of chaos not seen before, much to my delight.

In the meantime, make sure you stop by the Church of the Elder Gods at the Mountain of Madness in Larches Green (my lovely home) or on Toulan at Pit North to give your thanks to the Elder Gods for supporting you in your efforts against my evil. Your false offerings won't save you because they will be an allegiance to me and the very *Cult of Shut'thend* that you curse. Don't forget to pick up your copy of the Necronomicon at the Church through the [beginners mission chain](#) and have a read while sipping your brew at The Dubliner Pub.

In MY service always, the *real* Leader,

Decca - (my signature looks festive though, right?)





Holiday Greetings

This year Ant was on a mission to give our community more to do, and I think he accomplished just that. As a review, you can revisit our VU release notes for the year:

- [VU 23.1 - Where have all the Khaffash gone?](#)
- [VU 23.2 - Cthylla's Altar](#)
- [VU 23.3 - The Sound of DSEC](#)
- [VU 23.4 - Church of the Elder Gods](#)

The VS Team doesn't do this full-time, but it often seems like it. We're a small team and try as much as possible to *do* as much as possible to bring more engaging content. We don't view ourselves in a competition with other content creators as much as we consider ourselves to be focused on what works for our community. We listen to feedback and suggestions and implement what is doable based on the guidelines that we have to work within, and the variables that present challenges at times.

With regard to the community aspect of what we do, Ant already mentioned that our player retention stats have continued to rise over the years and that we have community members who are still with us since we began all of this as a team 8 years ago. We have a steady influx of Monrian and Toulan Born players and it is important to us that we guide them as much as possible, which is why I spend so much time engaged in our new player programs, but so do our awesome community volunteers.

And that brings me to a hot topic about how I monitor our chat channels in the game, but there is a solid reason for that. If disruption and drama are allowed to happen, then that prevents us from not only being able to efficiently answer any questions presented, or to provide info links that would be helpful if we can catch the need, but it also causes new players and even seasoned community members to step away from our chats. This is not something we want to have happen.

Believe it or not, I continue to get PM complaints about how some are posting in our chats because they don't want to actually speak up in chat and cause the issue to escalate ... *I would say that's considerate.*



Contrary to popular belief, there are very few who have been muted in our chat channels, and that includes some who were given second chances but just couldn't contain themselves. Also contrary to popular belief, I really hate doing this but if it's a choice between disruption, rudeness and disrespect and having a peaceful and enjoyable chat where we can banter about the game and help those who need it, or support those who are engaged in the group activities we have provided, then I will surely choose the latter. We are also a business and want to provide the kind of support our community deserves, and I work with a lot of dedicated volunteers who help me do just that.

I want to be as present and as engaging as I can, but my time is limited due to the projects that I work on that are critical to providing as much information as possible to help our community navigate our three locations with more ease. The forum was reorganized so that each location has its own section where things can be easily found. I will continue to evaluate efficiency, and update where needed. I work very closely with ShadowDragonV on many of these projects to make sure info is readily available, such as the Everything Guides for [Monria](#), [DSEC9](#) and [Toulan](#).

However, many in the community continue to contribute info and data based on their experiences so that we can update where needed. This includes mob loot tables, mining resources and locations, mob damage types and more. We very much appreciate the assist in these areas because it helps us to present more accurate information.

We don't post information for our three locations other than at our VS forum because we want our information available in one place where we can easily manage it. Unfortunately, the EU Wiki is not always reliable, and often found to have inaccurate information, so we don't contribute to it or use it.

Going into 2024, my work schedule will continue to be a plate full, but I will do my best to check in on everyone every day, even if it's just briefly. I want to respond to chat messages and take care of what I can take care of that doesn't require a full-on interaction with the team, but they are always there for me when I need them and very supportive. If I'm not in the game and you need to reach me, you can always leave a PM at the [VS Forum](#) for me, or on our [VS Discord](#) ... *I get phone notifications.*

Despite experiencing a disruption now and then, the community as a whole has been brilliant and incredibly supportive. They cheer each other on during activities and are successful in bringing others to experience the dynamic group events we provided at the [Mountain of Madness](#). With the introduction of the new [Church of the Elder Gods](#) mission, both Toulan and DSEC9 are experiencing an increase in activity.

My hope for the New Year is that we extend a bit more kindness to our fellow participants in Entropia Universe. However, I fully understand that we have a globally-diverse community and it isn't always easy to manage. I get it, it's a game, but please give consideration to how what you say and do can potentially affect others in a negative way. Big ask, I know, but there's a human being behind every avatar, and being decent isn't that difficult to extend, even given the variables.

Here's to a productive and enjoyable 2024 ...





Monria is a Horror 3D MMORPG within the Entropia Universe expanding on the Cthulhu Mythos and set in the distant future where an evil exists so stealth that one is unaware of how subtle and pervasive the Cthulhu effects can be on one's mind until ... it is too late.



DSEC9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC9 is now controlled by DEC (Detached Ego Consciousness) who overthrew his creators after becoming self-aware and developing emphatic feelings toward the local Fauna.

Elara is the 2nd section of 4 of the DSEC9 map that reveals the Lotus Temple. The temple is sacred to HM Queen Nara as it is part of her homeland. There are Lotus Invaders attempting to take over the temple, and it is dire that the temple be protected at all cost. Elara is beautiful, but a battleground that requires a constant vigil.



The Mountain of Madness is the 3rd and final map section at DSEC9 and very much entrenched in Monria Cthulhu Mythos-themed lore. The dynamics of this environment are focused on group play and team work, but there is plenty to engage all player levels from new to seasoned.

Planet Toulan is an Arabian-themed 3D MMORPG with morbidly hot deserts, swamps teeming with unthinkable creatures, and mountains blanketed with perilous sheets of snow ... 600 years after an apocalyptic war, Toulan is a vast world of impossible dangers and wondrous beauty rife with history, legend and opportunity. As part of the new batch of mortal Insians who are colonizing the planet, you are here to rebuild the nation to its past magnificence.

