

VIRTUALSENSE

March 2024

QUARTERLY MAGAZINE



VU 24.1

Return of the Elder Tributes

Church of the Elder Gods

High Priestess Elder Robe -

Discovered by ... *Dea Kali Devi*

High Priest Elder Robe -

Discovered by ... *Anders SanBoX Nielsen*

10-Day Countdown to St Patrick's Day Event

Created by... *ShadowDragonV*

St Patrick's Day Event

Player Profile

- *Soloman SM Matthias*

Virtualsense Development Team

An overview of who we are and what we have accomplished over the past 8+ years.

DME's Message to the Community



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Church of the Elder Gods

High Priestess Elder Robe discovered by -- *Dea Kali Devi*

High Priest Elder Robe discovered by -- *Anders SanBoX Nielsen*

Player Profile -- *Soloman SM Matthias*

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DME's Message to the Community



Welcome ...

Shadow and I are pleased to present the long-delayed Virtualsense March 2024 Quarterly magazine. The March VU didn't occur until June 11th, so we couldn't complete the magazine until now because we needed to collect the VU info and expand the content for the issue.

However, the VS Team came with some surprises in the way of expanding the Church of the Elder Gods mission chain with additional Elder Tribute missions. There are five new Elder Weapons (including the amp) that can be pulled from the Elder Tributes Trader at either DSEC9 or Toulan. The Elder Tributes Traders are located in front of their respective churches, but the items require a certain amount of Elder Tributes in order to claim them.

We made 50 of each item available, but will monitor stock to make sure items are available. Both traders are sync'd, so if one is pulled at DSEC9 it will also show at Toulan.



Dark Moon Enigma

Based on community feedback, we created a proper Sweat Circle environment, complete with a well-defined sweat circle using a large Toulan circle carpet. Torches were added around the circle for ambience, a healing bubble, and terminals that include a revive, storage, trade and repair for convenience.

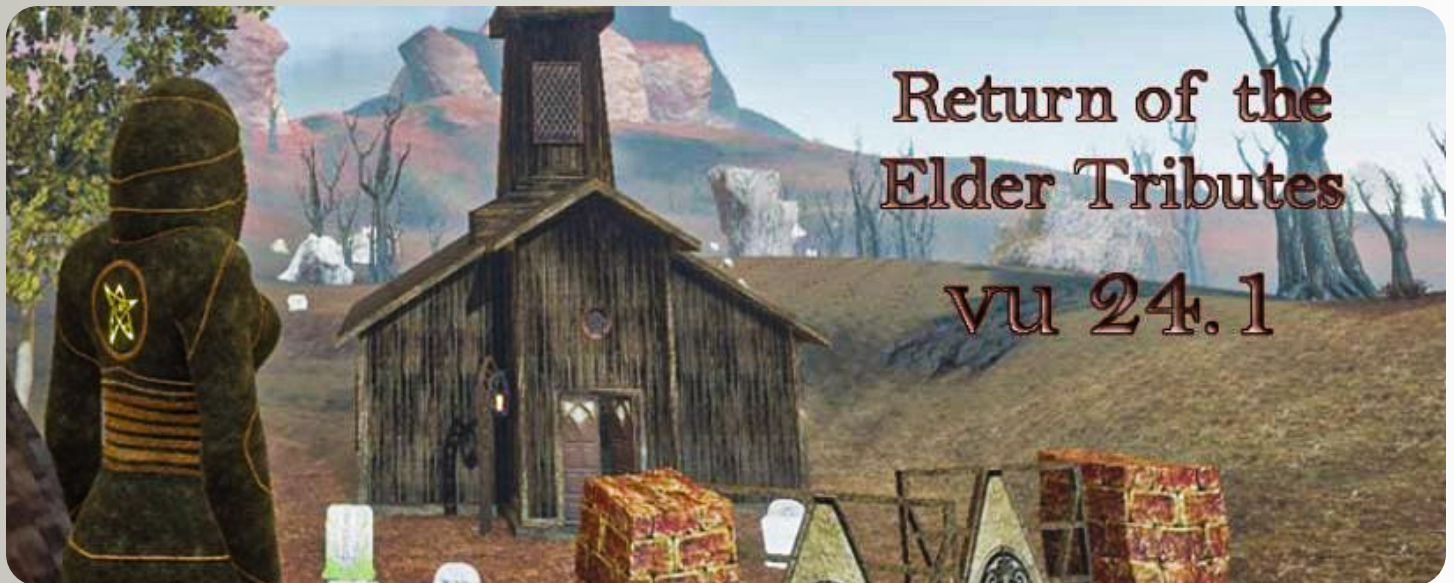
There is also a nice cluster of Sunjoq mobs from levels 0-7 that have a very quick respawn feature, and not one at a time but several, so it's ideal not only for sweating, but for those who do the Sunjoq dailies.

Everyone thought that there wasn't going to be a St Patrick's Day Event gift item this year, and quite frankly, we didn't think so either, but Ant was able to sneak one in and you can read about it inside the magazine.

A new mob-free island was added specifically for mining off the Northwest coast of Toulan and it has been quite active.

All of the VU content is on the following pages, and we thank you for your patience during the time this was delayed.





When the [Church of the Elder Gods Mission Chain](#) was introduced the end of November in 2023, there was an initial excitement about the Elder Robes and some jumped in right away to work on achieving each level and acquiring the robes. The Elder Tributes roll over to be added to the required Elder Tributes needed for the next level robe, along with opening up additional hunting and mining missions to be able to collect even more Elder Tributes. When advancing to each level Elder Robe, the current one you are wearing gets turned in for the new one. Make sure it's fully repaired first.

The Elder Tributes are not tradeable, but when the community learned that there would be a future use for them, even more jumped on the Elder Robes bandwagon. Well, with this VU content, it was revealed just what the Elder Tributes could be used for, which came as quite the surprise, but also some who were experiencing a level of FOMO (Fear Of Missing Out) for not starting the chain earlier. This was especially critical since additional missions were added to collect even more Elder Tributes.

ELDER TRIBUTE MISSION UPDATES:

3 New Daily Mining Missions at High Priest/Priestess Stage

(mining missions are the same at DSEC9 and Toulan)

- Mine Zircon for 10 Elder Tributes
- Mine Aqeeq for 10 Elder Tributes
- Mine Nawa Drops for 10 Elder Tributes

3 New Daily Hunting Missions at High Priest/Priestess Stage on DSEC9

- Kill Lotus Invaders for 10 Elder Tributes
- Kill DSEC Fury for 10 Elder Tributes
- Kill DSEC OTIS for 10 Elder Tributes

3 New Daily Hunting Missions at High Priest/Priestess Stage on Toulan

- Kill Queen, Marauder and Slayer Thawr for 10 Elder Tributes
- Kill Queen, Marauder and Slayer Khaffash for 10 Elder Tributes
- Kill Queen, Marauder and Slayer Duhol for 10 Elder Tributes

Lower HP Mobs have been moved into their own additional Daily Missions

(Reward = 1 Elder Tribute each)

- Kill 100 creatures on the list – Worshiper - (beginning stage before achieving Initiate Robe)
- Kill 100 creatures on the list – Initiate
- Kill 100 creatures on the list – Disciple
- Kill 100 creatures on the list – Priest

ADDITIONAL INFORMATION:

- Worshiper Nawa Fragment mission has been adjusted to find 1 Melchi or Lyst Claim.
- Missions are taken from inside the Elder Gods Church at DSEC9 and Toulan
- DSEC9 Church is located North of Larches Green TP at the Mountain of Madness --
/wp [DSEC9, 38080, 23954, 105, Waypoint]
- Planet Toulan Church is located South East of Pit North TP --
/wp [Planet Toulan, 137269, 92209, 119, Waypoint]
- Elder Tributes are not tradeable
- All missions have a 16 hour cool down

ELDER TRIBUTE BROKER:

An Elder Tribute Broker has been added outside the Elder Church at both DSEC9 and Toulan so that players can exchange their Elder Tributes, plus the TT cost.



The 10 Elder Tributes missions can only be taken after you achieve acquiring the final Elder Robe (High Priest/High Priestess). As you navigate the mission chain, keep in mind that the Elder Tributes roll over to be added to what is required at the next level, and you unlock more missions. It makes it easier to collect more Elder Tributes, especially if you are doing the hunting missions at both DSEC9 and Toulan. The mining missions are the same at both locations. This is an ongoing mission chain with potential future updates, so it might be a consideration for you to start it now if you haven't already done so, because there may be more unexpected surprises.

NEW ELDER WEAPONS

The following new Elder Weapons and Amp require a certain amount of Elder Tributes in order to purchase them from the Elder Tributes Broker located at either DSEC9 or Toulan just outside the church. You acquire the missions by walking through the church doors. The missions will be a pop-up with what missions are available. Reminder, the hunting missions are different for DSEC9 and Toulan.

ELDER FURY (L) – 2800 ELDER TRIBUTES + 1 PED TT

OVERVIEW ↑ ×

Default Elder Fury (L)

BASIC DETAILS DESCRIPTION

TT Max: 1.00 PED
Damage/second: 72.0
This limited (L) item cannot be repaired



Show item Rotate

Include enhancers stats in detail view

OVERVIEW ↑ ×

Default Elder Fury (L)

BASIC **DETAILS** DESCRIPTION

Efficiency: 95.0%
Weight: 3.9 kg
Recommended level:
Ranged Laser (Dmg): 68.6 / 55.0
Laser Sniper (Hit): 72.0 / 55.0
Skill increase bonus:
Learning period: 55.0-65.0
Category: Laser
Ammo type: Weapon Cells
Ammo type: Universal Ammo
Ammo burn: 1350
Durability: Exceptional
Attacks per minute: 60 / 60

Show item Rotate

Include enhancers stats in detail view

OVERVIEW ↑ ×

Default Elder Fury (L)

BASIC **DETAILS** DESCRIPTION

Learning period: 55.0-65.0
Category: Laser
Ammo type: Weapon Cells
Ammo type: Universal Ammo
Ammo burn: 1350
Durability: Exceptional
Attacks per minute: 60 / 60
Burn damage: 66.0
Penetration damage: 6.0
Damage interval: 36.0-72.0 / 36.0-72.0
Range (m): 104.5 / 104.5
Hit ability: 10.0 / 10.0
Critical hit ability: 10.0 / 10.0

Show item Rotate

Include enhancers stats in detail view

ELDER HORROR (L) – 2800 ELDER TRIBUTES + 1 PED TT

OVERVIEW ↑ ×

Default Elder Horror (L)

BASIC DETAILS DESCRIPTION

TT Max: 1.00 PED
Damage/second: 161.8
This limited (L) item cannot be repaired



Show item Rotate

Include enhancers stats in detail view

OVERVIEW ↑ ×

Default Elder Horror (L)

BASIC **DETAILS** DESCRIPTION

Efficiency: 83.0%
Weight: 4.5 kg
Recommended level:
Ranged BLP (Dmg): 60.7 / 140.0
BLP Sniper (Hit): 67.6 / 140.0
Skill increase bonus:
Learning period: 140.0-180.0
Category: BLP
Ammo type: BLP Pack
Ammo type: Universal Ammo
Ammo burn: 4300
Durability: Exceptional
Attacks per minute: 20 / 44

Show item Rotate

Include enhancers stats in detail view

OVERVIEW ↑ ×

Default Elder Horror (L)

BASIC **DETAILS** DESCRIPTION

Category: BLP
Ammo type: BLP Pack
Ammo type: Universal Ammo
Ammo burn: 4300
Durability: Exceptional
Attacks per minute: 20 / 44
Penetration damage: 175.0
Shrapnel damage: 45.0
Damage interval: 55.0-110.0 / 110.0-220.0
Range (m): 22.7 / 25.0
Hit ability: 0.0 / 10.0
Critical hit ability: 0.0 / 10.0

Show item Rotate

Include enhancers stats in detail view

ELDER TRIBUTES



ELDER TAKTAK (L) – 2800 ELDER TRIBUTES + 1 PED TT

OVERVIEW

Default Elder Taktak (L)

BASIC | DETAILS | DESCRIPTION

TT Max: 1.00 PED
Damage/second: 73.7
This limited (L) item cannot be repaired



Show item Rotate

OVERVIEW

Default Elder Taktak (L)

BASIC | **DETAILS** | DESCRIPTION

Efficiency: 84.8%
Weight: 1.7 kg
Recommended level:
Ranged Laser (Dmg): 68.6 / 90.0
Laser Pistolet (Hit): 59.0 / 90.0
Skill increase bonus:
Learning period: 90.0-100.0
Category: Laser
Ammo type: Weapon Cells
Ammo type: Universal Ammo
Ammo burn: 1350
Durability: Exceptional
Attacks per minute: 27 / 60

Show item Rotate

Include enhancers stats in detail view

OVERVIEW

Default Elder Taktak (L)

BASIC | **DETAILS** | DESCRIPTION

Learning period: 90.0-100.0
Category: Laser
Ammo type: Weapon Cells
Ammo type: Universal Ammo
Ammo burn: 1350
Durability: Exceptional
Attacks per minute: 27 / 60
Burn damage: 67.1
Penetration damage: 6.6
Damage interval: 18.4-36.8 / 36.8-73.7
Range (m): 45.0 / 49.5
Hit ability: 0.0 / 10.0
Critical hit ability: 0.0 / 10.0

Show item Rotate

Include enhancers stats in detail view

ELDER ARSONISTIC CHIP (L) – 2800 ELDER TRIBUTES + 20 PED TT

OVERVIEW

Default Elder Arsonistic Chip (L)

BASIC | DETAILS | DESCRIPTION

TT Max: 20.00 PED
Damage/second: 63.3
This limited (L) item cannot be repaired



Show item Rotate

OVERVIEW

Default Elder Arsonistic Chip (L)

BASIC | **DETAILS** | DESCRIPTION

Efficiency: 90.0%
Weight: 0.2 kg
Chip level: 15
Cooldown: 19.9 s
Cooldown group: 2
Recommended level:
Pyro Kinetic (Dmg): 49.1 / 80.0
Pyro Kinetic (Hit): 37.1 / 80.0
Skill increase bonus:
Learning period: 80.0-100.0
Category: Mindforce
Mind essence type: Synthetic Mind Essence
Mind essence type: Universal Ammo

Show item Rotate

Include enhancers stats in detail view

OVERVIEW

Default Elder Arsonistic Chip (L)

BASIC | **DETAILS** | DESCRIPTION

Mind essence type: Synthetic Mind Essence
Mind essence type: Universal Ammo
Mind essence used: 22500
Durability: Above average
Attacks per minute: 3 / 3
Burn damage: 1260.0
Damage interval: 315.0-630.0 / 630.0-1260.0
Range (m): 22.7 / 25.0
Hit ability: 0.0 / 10.0
Critical hit ability: 0.0 / 10.0
Effects when used:
Burn Damage by 90% of damage for 20 seconds

Show item Rotate

Include enhancers stats in detail view

ELDER TAKTAK (L) – 2800 ELDER TRIBUTES + 1 PED TT

OVERVIEW + x

Default Elder Omega Amp (L)

BASIC DETAILS DESCRIPTION

TT Max: 10.00 PED

This limited (L) item cannot be repaired



Show item Rotate

OVERVIEW + x

Default Elder Omega Amp (L)

BASIC **DETAILS** DESCRIPTION

Efficiency:	90.0%
Weight:	0.5 kg
Ammo burn:	1350
Penetration damage:	94.0
Durability:	Exceptional
Effects when equipped:	
Life Steal by 1%	



Show item Rotate

OVERVIEW + x

Default Elder Omega Amp (L)

BASIC DETAILS **DESCRIPTION**

Designed by The Elder Church to maximise the damage output of BLP weapons.



Show item Rotate

Community members were asking for a proper sweat circle environment, so research was done of sweat circles on other planets by Dea Devi and we found what we believed was the perfect location. It comes complete with a well defined circle, a healing bubble, as well as a revive, storage, repair and trade terminal. There is a nice group of Sunjoq Levels 0-7 that have a very quick respawn rate. The waypoint for Sweat Island is -- /wp [Planet Toulan, 133809, 92432, 103, Waypoint].



We also added a mob-free Miners Island as well and many of (if not all) of the resources needed to the Elder Robes mission chain can be found there. Most use the TT finder if higher level finders aren't getting any claims, and that works well. It's located off the Northwest coast of Toulan and not far from either the Fauna & Flora Center, or the Jelly Zone.

The waypoint is -- /wp [Planet Toulan, 131646, 96037, 106, Waypoint]



ADDITIONAL CHANGES / FIXES

NoBion has updated two of the DSEC9 music tracks

Additional adjustments to Mob Spawn Density has been made across Planet Toulan

Some underlying changes have been made to the televators at Nahar Towers

Nahar Towers Shopping Mall Floor 6 - Teleporter has been added

Nahar Towers Shopping Mall Floor 7 - Teleporter has been added

Some changes have been made to the Mob Logic at the Narian Temple

Fix Added for the Quest 'A Mysterious Crafter' at the end of the DSEC9/Toulan crossover mission on Toulan ...

If you fail to make it to the Ancient Crafter in the tent at the top of the temple, you can now interact with

the Tincture in the Nahar Fountain area to attempt to return

A fix for the Bahri Plushie Mission – Talus no longer counts

Khaffash Pioneer added to the Nawa Fragment Daily at the Narian Temple

The Healing Bubble at Guardian Village at Toulan has been replaced with a Healing Tower, you now need to go to the top of the tower to use the healing bubble

Fixed issue with some DSEC9 main mission Laptops being tradeable

TWEN vendors were removed from both DSEC9 and Toulan

Side-Note ...The new TPs added to floor 6 & 7 at the Nahar Towers is basically a backup to have a way to get to each floor when the televators are periodically glitched, because it takes a server reboot to correct them and those usually don't happen except on Tuesdays with an MA maintenance.



10 DAY COUNTDOWN TO ST PATRICK'S DAY EVENT

Kendra used to do the 10 Day Countdown to the St Patrick's Day Event and you can see her fun with the Leprechauns [here](#) and [here](#). With 3 Virtualsense locations, Kendra is super busy with development and creating missions among other things.

ShadowDragonV picked up the mantle and this is her 2nd year creating the 10 Day Countdown. She too has a great sense of humor and she made them fun.

Let the Countdown begin...

10 Days To Go

Expect The Unexpected

Who has the best St Patrick's Day outfit?

9 Days To Go

Get your outfits ready!!

What could Decca be planning with the Evil Leprechauns???

8 Days To Go



7

Days To Go



6

Days To Go







Lá Fhéile Pádraig sona duit!

1 Day To Go

Almost Time!

Let the *shenanigans* start

Go n-eirí an t-ádh leat!

Mar 16th @00:00
-to-
Mar 17th @ 23:59
Game time

Sláinte!





This was our [9th St Patrick's Day Event](#) and something we look forward to with great anticipation. It's our biggest event of the year, and some might ask, "Why St Patrick's Day?" Virtualsense is located in Ireland, and that's because Ant married a lovely Irish girl (Kendra) and moved to Ireland. Ant's brother also did the same thing. The two of them are originally from the UK. As for ME? I'm East Coast US and they treat me like family, but we have been friends since 2005 when we all started our Entropia Universe experiences and have been a team since 11/26/15 when Ant bought Monria.

Something interesting that some may not be aware of is, that Ant's mother-in-law designed the prototype for our Leprechauns. You can view the actual drawing on page 14 in the launch issue of our first [Monria Quarterly](#) that became the VS Quarterly after we added Toulan to our virtual assets.

This event is a full weekend of fun and chaos with extra increased mob spawns, not to mention our Evil Leprechauns and Big Bulks out in the field. However, there is also total chaos that occurs at DSEC Forensics with the spawning of Monria boss mobs, and a mix of Calypso mobs like Big Bulks and at times Robots. You might even see an occasional Eomon or Longtooth, but those usually end up in the Monria Boxing Ring at the DSEC Military Camp. This occurs on both Saturday and Sunday, but there is an additional chaos event on Sunday that takes place up at the abandoned mine located next to the Monria Hub at DSEC Forensics. This event is timed and includes Monria boss mobs, as well as other higher level mobs, but also includes the Dunwich Horror which seems to be the most popular during these chaos events.

It's overall a very festive weekend where everyone does their best to dress in Irish colors, especially if they are entering the Irish Fashion Competition for prizes. There are more prizes for this event than any others, and nice item prizes besides the increased PED prizes.



The one feature of the event is the St Patrick's Day Parade that is led by Ant on a specific path around DSEC Forensics. However, the standing joke is that he at times forgets the path, but at least everyone ends up in the same place as always where yet another round of mob chaos takes place in the Den of Death (aka Yogs Borrow near the Monria Hub that has lower level Yogs good for sweating). The usual waves of Monria boss mobs, Big Bulk and Bots, and our Evil Leprechauns spawn for chaos fun, but there's also the Dunwich Horror which is a favorite. This event occurs before the Irish Fashion Contest.

Another tradition is the Irish Fashion Competition that takes place at the Monria Boxing Ring ... why the boxing ring you ask ... because it's the only PvP area on Monria and there is an Event Organizer available to set up the event so that it is seen on the Global Event System where players can register.

Also, after the VS Team reviews the contestants and have chosen their winners, those who are not in the running for prizes will be eliminated. Ant and Kendra have fun shooting those who are not eligible for prizes and they cannot re-enter the ring once killed ... it's a unique way of whittling down the contestants to only those who will win the prizes.

There is a 1st Place (400 PED), 2nd Place (300 PED), and 3rd Place (200 PED) winner, along with an Honorable Mention (100 PED). Dea got the Honorable Mention because she was able to achieve getting the Church of the Elder Gods Lector Elder Robe before the event. She was the first to discover the Lector Elder Robe (F) and the colors fit right in with the Irish theme.

However, there were just enough players who didn't qualify for the main prizes that I decided to give them all a 50 PED prize as further honorable mentions so that they went away with something. It helps that those who participate are good sports and add fun to the event.



The fun doesn't end there though, because Ant spawns the Dunwich Horror for a good while so those who stick around can have some fun. Dunwich can pop a good global or HoF now and then, and it's fun to watch. After the Dunwich Horror chaos, our Evil Leprechauns come out to play for about an hour or so near the boxing ring and there is a 100 PED prize for highest global/hof.

I think the most fun for me is to see how many actually walk the St Patrick's Day Parade with Ant, and how animated they become. Some bring pets and some shoot off fireworks, and quite a few carry their St Patrick's Day Flags that was actually a gift during one of the annual events. We appreciate those who take the time to join us for the weekend of fun and chaos.



Chaos at Forensics





St Patrick's Day Parade





Even The Unexpected





I have no idea what happened either, but get your metal ass back out there and do your job.



Can I use this wormhole please, so I don't have to run to the abandoned mine to meet up with all my buddies?



Dea Kali Devi

... First to Discover all 5 (F) Elder God Robes



High Priestess Elder Robe

The [Church of the Elder Gods](#) mission chain was introduced with our November 28th Planet Partner VU, and the mission can be taken not only from the Elder Gods Church at the Mountain of Madness on DSEC9, but also the Elder Gods Church we added on Toulan. There is a separate thread with the Toulan details in the Toulan section at our VS forum with a cross link in each thread.

Dea is known to give concise responses to questions without expanding too much. So with that in mind, let's see what she shared about her journey with this mission chain.

Q: What was it about the Church of the Elder Gods mission that interested you?

A: The daily missions for mobs that previously had none as well as the robe itself.

Q: What was it that kept you motivated?

A: A group of slightly daft friends.

Q: What were some of the challenges you had along the way?

A: Going mining only to discover I was being trolled by an actual planet.

Q: What was your favorite part of the mission?

A: The DSEC9 dailies motivating me to work on the crossover mission as well.

Following are photos of the first 4 Elder God Robes you work toward but do not get to keep because you turn each one in when you advance to the next level. They are also not tradable. Only the final Elder God Robe (High Priestess/High Priest) are you able to keep and is tradable.



Initiate Elder Robe

Disciple Elder Robe

Priestess Elder Robe

Lector Elder Robe

Q: What was your least favorite part of the mission?

A: Losing the bloody hand prints that adorned the first robe

Q: What suggestions would you offer to make this mission better?

A: Add crafting tribute missions.

Q: What advice would you give to those currently doing the mission, but also to those considering it?

A: Be patient, you'll get there! In order to get the robes as quickly as possible, do all the hunting missions on DSEC-9 then fly to Toulan and do the hunting and mining missions, noting the completion time of each. Fly back to Monria and repeat this process 16 hours later. Simple ;)

Q: Now that it is known that there will be a use for the Elder Tributes later on, are you continuing to collect them?

A: Yes



Anders SanBox Nielsen

First to Discover ... (M) High Priest Elder Robe

Now let's have a look at how this veteran EU player navigated his Elder Robe journey.

Q: What inspired you to give EU a go?

A: A friend of mine who I often played Diablo 2 with back in the day introduced me to the game. He had read an article about this virtual universe in some magazine and signed up for an account himself.

Q: What is your EU start date, and on what planet were you born?

A: On my Entropia Universe account page it officially states that my account was created 2003-10-29, but I remember playing the game before it went into what was called "Gold" in the beginning of 2003. If I recall right, I believe that my account was created somewhere between September and October 2002. This was back when the game was called Project Entropia, and back then there was only one planet, which was Calypso. I spawned Northeast of Jason Centre, and within the first 10 minutes a Drone killed me while I was attempting to shake off an angry Molisk that was chasing me.

Q: What was it about the Church of the Elder Gods mission that interested you?

A: I actually stumbled upon this by accident when I was in the middle of doing some research on the [VS Forum](#) about the different creatures on DSEC9. I was planning to work on the Codex for all the creatures located in the Mountain of Madness, which were added to the Codex some weeks earlier I believe, but that I hadn't had the time to do because of the TWEN event that was going on.

When I saw the release notes about the implementation of the Church of the Elder Gods mission, I thought to myself; *"This indeed looks interesting, it actually looks like a mission that has the potential to evolve into something that can become a long lasting quest line with countless of possibilities, if the developers choose to put in the work."* So my interest was/is a mix of the item reward, the journey to achieve this goal and the hope of further development in the future.

Q: What was it that kept you motivated?

A: Simply keeping my eye on the prize.

At first, I didn't plan to achieve the Elder High Priest Robe before the end of the year, because I thought I would be too busy doing a couple of other things. But after I got started on the mission chain, the diversity in "having" to do both hunting and mining activities kept me going.

Also, at the point where I got the Elder Priest Robe, a couple of friends of mine told me that they had observed that it didn't seem like there was anyone trying to get the discovery on the male version of the Elder Lector Robe. So the possibility of getting this discovery also became a part of my motivation.

Q: What were some of the challenges you had along the way?

A: When I was chasing the Elder High Priest Robe and to be the first to discover the male version, I literally felt stuck in a 16 hour repeating loop. A loop where I at times had to wake up at 3 in the morning to first do missions on one planet, then travel to the next planet and do those missions, and then return to the first planet again, just to be ready for the next round of missions.

Two times during the mission I was teleported back from the Toulan space server to the Monria space server, thereby having to make the flight to Toulan all over again.

Q: What was your favorite part of the mission?

A: That the mission chain makes me want to go explore different areas of both DSEC9 and Toulan. Also the fact that the hunting missions didn't involve the need to loot some specific item or material, which may or may not be in the "loot pool" at the given time I decided to do my hunting. That's a big plus in my book.

Q: What was your least favorite part of the mission?

A: That would be the space travel time. Like spending 50-60 minutes just to get from one planet to another is not particularly fun.

Q: What suggestions would you offer to make this mission better?

A: I would like to be able to accept all available missions with one single click, instead of having to click every individual mission, one by one. Just like you are already able to click the pedestal called Elder Shrine inside the Elder Church on DSEC9, and by doing so you automatically activate 4 hunting missions.



High Priest Elder Robe

The following two suggestions are more for future development of new missions that would expand upon this mission chain, or for other missions being introduced into the game. And I say this because I'm a firm believer in that there shouldn't be made changes to already existing missions. This way there are the exact same conditions for all participants no matter when they decide to do a distinct mission. I have always hated when there is an unfair advantage, either for the ones being the first to do a mission or for the ones doing it at a later point.

First suggestion is to make the countdown timer for when the mission can be picked up again start as soon as you accept the mission and not when you finish the mission. You would of course only be able to have one mission of a specific mining or hunting task active at any given time. This way you don't have to worry so much if you can't finish your mining missions because the mineral you are trying to find is not in the "loot pool," even though you are in an area that has this specific resource. This way your missions do not end up "going out of sync" for when you pick them up the next time.

My second suggestion is that I think some missions could reward more than one Elder Tribute. Because only getting one from killing 50 creatures with 1300 hp each, and then receiving the same amount for killing 50 with only 20 hp each seems a little weird.

Q: What advice would you give to those currently doing the mission, but also to those considering it?

A: Basically to go at your own preferred pace, and don't do like I did when I was chasing to be the first to discover the (M) version of the Elder High Priest Robe, and where I constantly felt like I had to do the missions as soon as they became active again. I think this is one of the key elements for enjoying this journey the most.

Also, remember to use the two weekly warp travels on the Yamato that are free if you are Monrian Born, Toulan Born, own an estate at Monria, DSEC9 or Toulan, or like me have completed the Toulan Citizenship mission through the monthly Toulan event.

Q: Now that it is known that there will be a use for the Elder Tributes later on, are you continuing to collect them?

A: I literally wasn't aware of this until I received this question about that, but I have been hoping that there was going to be a use for the Elder Tributes in the future. I would love to see this being developed further and evolved into something that opens up new opportunities within the game.

I have been collecting more Elder Tributes since as I mentioned. I am working on my mining missions on DSEC9 and Toulan, and therefore the amount is "passively" increasing.

Q: Would you like to add any additional comments about your experiences completing this mission?

A: I was actually multiple times considering not getting the High Priest Robe, because I really fell in love with the green Lector Robe, and I realized that as soon as I would upgrade it I could never get this characteristic look back. But I would always be able to "just" purchase the High Priest Robe from another player later, since it is a tradeable item, and thereby be able to have both the green and the black robe.

The green look was so awesome for the Saint Patty's Day celebration on Monria.



Elder God Lector Robe

The [Church of the Elder Gods \(DSEC9/Mountain of Madness\)](#) and [Church of the Elder Gods \(Planet Toulan\)](#) mission chain was introduced in our Nov 28, 2023 Planet Partner VU.

Here are the basic details regarding the structure of this mission chain, but complete details, including what missions and the number of Elder Tributes required for each Elder Robe are given in each thread identified above.

- Earn Elder Tributes by completing daily repeatable missions while engaged in hunting and/or 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 (must be repaired before trading)
- Only the High Priest/ High Priestess Robe is tradeable
- There is a Church on DSEC9 and Planet Toulan with appropriate missions for each location
- DSEC9 Elder Gods Church is located North of Larches Green TP at the Mountain of Madness --
/wp [DSEC9, 38080, 23954, 105, Waypoint]
- Planet Toulan Elder Gods Church is located South East of Pit North TP --
/wp [Planet Toulan, 137269, 92209, 119, Waypoint]
- Mission cooldown: 16 hours

Please Note:

With the mining missions, if you pick it up from DSEC9, you can't pick it up from Toulan at the same time, but you can complete the mining missions at either DSEC9 or Toulan.

Initiate Elder Robe - 150 Elder Tributes

Disciple Elder Robe - 420 Elder Tributes

Priest/Priestess Elder Robe - 810 Elder Tributes

Lector Elder Robe - 1320 Elder Tributes

High Priest/High Priestess Elder Robe - 1980 Elder Tributes

The saving grace with the number of Elder Tributes you need is that they roll over to the next level and are added to the required Elder Tributes you need for the next level Elder Robe. You also get an additional 4 hunting missions (2 at DSEC9 and 2 at Toulan), plus 3 more mining missions that are the same for both locations. This pattern continues through the mission chain until you achieve getting the final Elder God High Priest/High Priestess Robe.

You keep all of the collected hunting/mining missions, and will be able to continue collecting the Elder Tributes after getting the final Elder Robe. There will be a use for the Elder Tributes in the future.



Player Profile

Soloman SM Matthias

Every now and then a community member stands out and deserves recognition. After consistent participation in the Mountain of Madness Dynamic Pyramid Event at DSEC9, he took on Toulan as a project. It was mostly to get to the bottom of his own challenges but ended up helping the community as a whole. Let's dig deeper.

Q: When did you create your EU avatar, and what is your home planet?

A: Materialized September 25, 2015 at Camp Icarus, Calypso. The Laboratory is located at Genesis Amethera HQ on Calypso, with secondary quarters in Nahar Tower on planet Toulan.

Q: What society are you a member of (if any) and for how long?

A: We founded the society "Black Mesa Research Facility" on March 11 of 2019 so that we could chart our own course through this universe via observation and experimentation. We have endured tragedy and financial crisis which has made our collaboration very strong.

Recently, we have focused strictly on plasma weaponry for balanced team hunting. This is due to the range, decay, and DPP while using several Marber products. These products include the Bravo, Bravo Adjusted and BGH Annihilator. Even still, we do have Researchers that focus primarily on Resource Gathering as their main activity.

Currently, we have five active Plasma Snipers rising rapidly looking forward to great things as a solid team. Alternate goals include collecting and upgrading armor plates from the various planets and completing content so that we can be prepared for the new content as it arrives.

Q: How did you hear about EU and what was the motivating factor to give it a try?

A: I discovered EU while looking for Free-To-Play games. I have enjoyed many games over the years from developers such as Valve, Westwood Studios, and Blizzard. However, many games required monthly subscriptions and the purchase of the game itself. While other F2P games had a store where you could purchase items to consume in-game, EU offered a chance at being able to get back a portion of the investment over the long-term.

So, with an overwhelming sense of confidence, I began reading more to find out what it was all about. It became clear this was going to be a long process which would require some restraint on my part to succeed. After about a week of reading, I purchased a starter kit and then created my avatar on the same day. I have never looked back to the old games. Occasionally, we do still launch a server and play “7 Days to Die” on patch day.

Q: Did you choose any particular profession to focus on? If so, please share why.

A: Initially, I chose BLP rifles based on what weapons were available at the time. I did not want to invest into a profession that had a low cap, like whips, etc... Of course, as it turns out, item markup on limited weapons and tools is a different creature to contend with when trying to recover it in the loot return. Thus began the unexpected process of purchasing unlimited items to skill with along with very economic healing tools to reduce these losses.

Currently, I use only plasma weapons such as the Plasma Kyller Zwei, Marber Bravo Adjusted, and Marber BGH Annihilator. Having unlocked the remaining combat skills, I now intend to put more focus on melee combat to raise my Hit Points even further.

Q: What has been the most interesting aspect of EU for you?

A: You never know what you might discover today. I am still learning new techniques and strategies for combatting certain creatures and robots with special skills of their own.

Q: What has been the least interesting aspect of EU for you?

A: There is a lack of team-based instances which are found in many other games. These instances are typically run with a team including a “tank”, healer, and several DPS classes. Additionally, these types of instances typically have various goals and routes to accomplish while inside. They may also include various bosses and mechanics to defeat or solve along with the “trash mobs” which attack as several in one pull.

Q: What has been the most challenging of your experiences with EU?

A: Hands Down, the most challenging for me is restraint. Now I try to make sure that what I’m doing counts toward some bigger goal or content. No more random hunting.

Q: What has been the most rewarding of your experiences with EU?

A: I would have to say the most rewarding part is seeing it all come together. The weapons, armor, attributes, and most importantly our team, all seem to have come together at just the right place.

Q: What are your current main activities?

A: My activities are restricted solely to plasma sniping and crafting my own accuracy enhancers. I enjoy large events and proper teamwork. Otherwise, I'm likely chasing some content I've missed along the way or considering the next attribute point.

Q: What was your inspiration for creating the "Under the Microscope" data?

A: To be frank, my inspiration came from my own ignorance. I have always been an admirer of Planet Toulan. But with so many failed attempts at understanding how it all fit together, I ultimately stopped visiting for many years. But, during this downtime managed to secure the remaining blueprints missing from my Toulan Blueprint Books and a few articles of clothing that I really liked from Toulan.

Then, along comes a Silver Crown and I knew I was in trouble. Wait! WHAT!! It's how much to buy it? My final failed trip to Toulan begins. I'll just go do it myself. At this stage, I was well prepared to continue as I had been for many years without the assistance of any forum beyond PCF or the wiki. I was able to figure out that a Nawacore MK3 was needed. So we did what was needed to get the parts for the Nawacores and continued the investigation.

Laptop you say? huh? where? Ugghh. ok back across the galaxy, we can do this....At this point, ped had nearly been depleted for the short term. I decided to persist and get my laptop and upgrade it which ultimately wiped out my existing ped. Success, nonetheless, and then returned to Calypso to lick my wounds and consider another avenue for a time. Fast-Forward 2-3 years.. A Salafa What!!!! Oh no!!! It's happening again, %\$#@\$#!!!! "Umm, guys I must go to Toulan and not really sure how long yet." A classic "Best of Luck" was well received as I headed to Toulan.

During my long flight back to Toulan, a friend suggested I check out Virtualsense Forum. This was impressive compared to the little information I had available. I decided to make this trip count. I recalled the effort I put into "solving" Next Island loot in an Excel document and decided to apply the concept to Toulan but with a different approach. The "Actual" loot table. This should be easy. There is perhaps what, 13 creatures? No problem.

In general, we have some creature and a list of items it supposedly drops. But in reality, we have different spawn points with different loot and different levels. In addition to this, some of the spawn points have mixed levels and perhaps even other creatures. This must mean that there is an independent table for each spawn level, but when combined, it just looks like a list. I decided this needed to be split up so that a proper decision could be made when deciding which level to hunt for specific items.

Here we go, TabTab seems like the right place to start. Let's just see what happens. I have never experienced such an affliction. I call it Sticky-Note Sickness. Have you ever tried to keep up with the level of every mob you kill and everything it drops? At this point, I decided to put the info right there with the mob, on the forum. However, quickly realized it would get ugly fast and reached out for help. DME suggested that we make a special section for the data and The New Toulan Mob Project began.

It seemed to me that since the goal was to take a closer look at the loot table, that the name Under the Microscope was appropriate.

I managed to loot most items listed in the current loot lists on the forum and match them to the mob level. Then decided to condense it into a single chart as a reference to all creatures at once. Now we have updated loot lists on the forum pages, loot tables for individual levels with each mob, and a single chart which references all of it. We even know the imported and exported resources. My hope is that it helps others as much as it helps me. I no longer feel quite so ignorant when it comes to Toulan.

Unfortunately, I still have tons of sticky notes, some of which cannot be edited due to over-pasting too many characters during calculations.

Share any milestone achievements you have made.

Commando and Kill Strike, noticed immediate change in loot return each time.
Deep Space Knowledge, ready and waiting for skilling
3-man Marber Bravo Adjusted Team perfectly balanced
Marber BGH Annihilator, skilled in at level 101

Q: What are your future plans as a participant of EU?

A: Future goals may include:
Reaching 400 or 500 HP.
Looting a second BGH for our team this summer.
5-man Marber Bravo Adjusted Team

Q: What advice would you give to a new player?

A: Learn about dpp as soon as possible.
Time spent is more important than ped lost.
Focus all of your attention to one weapon style first and unlock skills.

DME Reflections

You can find information about *Under the Microscope* at the Virtualsense Forum [here](#) and [here](#).

When Soloman first approached me with this project, I also shared it with Ant, and he said that players will find value in the information. So Soloman was given the greenlight to proceed with his project.

He has created a separate Under the Microscope thread for each of our [Toulan Mobs](#) that you might find helpful.

What I find incredibly inspiring is when a community member finds value in content to the point of being proactive in providing further information toward helping others navigate their experiences ... *thank you*.





VIRTUALSENSE

DSEC9 MONRIA



Virtualsense Development Team

*An overview of who we are
and what we have accomplished
over the past 8+ years.*

It was 26 Nov 2015 when Eugenio Anhithe Wilde (Ant) bought Monria. ([Press Release](#)) That is when we became the Monria Team. We had already been friends and actively participating in Entropia Universe since 2005 with plenty of game experience under our belts. [Ant's thread announcement](#).

Eugeno Anhithe Wilde -- Virtualsense Owner, Content Creator, Virtual Assets Management
Juanita Kendra Wilde -- (Ant's RL Wife) -- Content Creator, Marketing
DarkMoonEnigma (DME) -- Community & Media Operations Management
Curtis Pusherman Mayfield -- (Ant's RL Brother) -- Sound & Tech Engineer

It's no big secret that the team is a family affair. Three of the four members are actually related, and the fourth virtually adopted as family almost from the beginning. As veteran participants there's a collective wealth of knowledge and understanding about our complex virtual universe and its lengthy learning curve, as well as our combined experiences that offer a template for developing the best possible experience. We are focused and dedicated to community first, and making sure that new players have a decent shot at navigating the universe with as much support as possible. You'll learn more about what we have been able to accomplish as you read further.

At the time of making his decision to purchase Monria, Ant had already experienced a progressive path creating a business presence within Entropia Universe for several years. In fact, he created a real life company called *Virtualsense* specifically for the purpose of investing in Entropia Universe, but he had also been involved in a few startups, and has invested in established companies.

Ant spent time learning his new lunar environment and its evolving community in an effort toward moving Monria in the direction of becoming more of a destination. Since Monria is a Moon and not a planet, as well as being located on the Calypso server, it was necessary to work with MindArk's team regarding development. Monria however is not a Caly Moon, but its own independent territory as stated in the [Moon-Estate FAQ](#) when Monria was first offered before launch.

Prior to the launch of Monria in 2013, I wrote an [exclusive article](#) on how the original Monria Team was doing with the progression on development with MindArk's team.

Ant is very calculated and methodical with what is implemented, because everything has to have a purpose and blend well with storyline and the theme of the location as much as possible. He is inspired by lore so Pinthas and I managed to publish [5 PDF books](#) between August 2017 and November 2018 developing Monria's Cthulhu-themed lore that tells of Monria's history and evolution.

Monria's lore is inspired by H.P. Lovecraft's work. He had always encouraged writers to expand on his work and develop their own storylines, which is what we did with the Monrian lore. There is still one more book to be written that will show the transition that connects Monria's lore to our other two locations - Planet Toulan and DSEC9. The challenge is to find the time.

Ant also contributes to lore through storyline written in some of our [content release notes](#), and I have to say that he is quite the writer, so take the time to check it out. I also continue adding to lore with the lead-in stories in our [Monria](#) and [Toulan](#) event threads. Over time, we have shown how our three locations are actually connected through lore, and I think some of it might surprise you.

We launched our first quarterly magazine with the [Monria Quarterly - December 2019](#) and gave a presence to Monria that told a fairly in-depth story. It introduces the management team, an inclusive view of what to expect when visiting Monria, as well as an exclusive interview with Ant and what his perspective was at the time of making the decision to buy the moon. He shared his view on personal relationships and how he built his team.

“Something that you can never really underestimate is the importance of personal relationships and working with people that have aligned goals. It's also important to have a clear vision of what you want to achieve in the longer term to guide you in the short term (strategic versus tactical).

When I bought Monria, it wasn't long until I decided that I needed a team to support me. First on this list was DarkMoonEnigma whom I knew as MindStar9 from Entropia Universe. We go way back, and in my opinion, she has always been the heartbeat of Entropia Universe, and somebody I just had to drag back into the game full-time. In fact, it was already in my head before I even knew Monria was for sale. It's really important to me that I have people around me that I can trust completely, which is why DarkMoonEnigma, Kendra and Pusherman were the staff members I wanted with me, even though it's myself and DME that do all the work!”

The team worked tirelessly from Nov 2015 until Aug 2020 building a cohesive community with many community members volunteering their time to support what we wanted to accomplish. On [Aug 19th](#), Ant made the big announcement that he was adding Planet Toulan to his virtual assets, and it was at that time we then became the Virtualsense Team. We were all quite excited about this transition, but especially Ant, because it meant he was finally realizing his dream to become a content creator.

In the [Sep 2020 VS Quarterly](#) magazine I did another exclusive interview to ask some key questions about his thought process surrounding his decision to add Planet Toulan as a virtual asset. His responses were quite candid, and he gave a look into not only his mindset behind the decision, but also his perspective about the direction he wanted to take Toulan.

As a new Planet Partner, he now had the freedom to create game content with his own team, but also maintained his close relationship with MindArk that has proven to be a mutually-beneficial endeavor. It was important to Ant that he continued to have MindArk's trust, so he set out to *show what he was made of*, so to speak, and not only did he get to work on Toulan to boost its economy, but in Jun 2021 less than a year later, he also released the new DSEC9 location with the first of 3 map sections.

This first map section brought not only new bot mobs (Otis), but reskinned Toulan mobs that were added to the 3 distinct coralled Synth Waves, but also out in the field. These reskinned Toulan mobs fit perfectly with the expanded Monrian lore that reveals that the original DSEC Science Team from Monria had used Artificial Intelligence to control and strengthen docile animals. You can read the entire Artificial Intelligence storyline in the highlighted Jun 2021 Quarterly below.

Once again, I did an exclusive interview with Ant to ask some key questions surrounding his decision to expand development beyond Monria and Toulan. You can read the results of the interview in full in the [Jun 2021 VS Quarterly](#) magazine. He's not short on sharing his mindset and perspective with regard to making the decision to incorporate not only more content, but a whole new location.

After the first map section was introduced in June of 2021, the second map section called Elara was released the end of Nov 2021 that came with a Lotus Temple and color-coded instances inside the temple for both solo and team engagement. A full breakdown of these instances can be found in the [Dec 2021 VS Quarterly](#) magazine. What I do with each quarterly issue is fully expand the VU release notes and add more detail that helps to understand the new content more easily. Elara also came with a new creature, the Lotus Invaders that are bots with crazy Toulan Jeefs in the drivers seat. Oh, you didn't know that, LOL ... check it out next time you visit DSEC9 and the Lotus Temple at Elara.

DSEC9 can only be accessed from a Monria teleporter in the drop-down menu, even though it was created on the Toulan server. This is due to Monria being on the Calypso server where we don't have full control of development or content creation. Another reason to have DSEC9 accessible from Monria was a need to create a new player beginners mission chain called [Stranger in the Woods](#) for our Monrian Born to be able to access. Monria never had a proper beginners mission chain that gave items and ammo to help a new player progress, so we wanted to facilitate that as best we could.

This new player mission chain was designed when the third and final DSEC9 map section called Mountain of Madness was launched the end of Aug 2022. We decided to do something a bit different during the weeks leading up to the VU and released a weekly Monday post that gradually revealed a sneak peek into what was to come in a [Road to the Reveal](#) offering. A bit of a storyline and photos were shared but nothing definitive that would truly give anything away. It was a sort of an ongoing mystery that drew speculation, but of course I made it clear that I could not answer questions. It was a fun progression from June 1st to August 29th, the night before the VU was released.

Our vision is quite clear, and that is to create content that is engaging and provides the best possible experiences, but we don't do that without working in partnership with our community to learn what works and doesn't work, and where we need to make adjustments. The community is very open with sharing their suggestions and giving feedback and we listen. We have implemented many ideas that have been presented by community members over the years and will continue to do so in line with what guidelines we have to follow as a Planet Partner. Creating content is the easy part, but getting it through the process from beginning to end and through balancing is the challenging part, and it doesn't always work as planned. The development part of the VS Team doesn't do this full time either.

One of the things we wanted to do was create content that would engage the community in groups that required teamwork to accomplish a mission for the end reward. The [Dynamic Events](#) at the Mountain of Madness on DSEC9 provide such group activity, and I can say that I have witnessed time after time the exceptional teamwork of groups to help each other get across the line to achieve the end goal. It's exciting to see societies do these events, but also individuals who host an event and provide the guidance through the course of the event to get the job done.

We also created mission chains that take a bit of effort to complete, including the DSEC9 / Toulan Crossover mission that gives rewards along the way. You start with the [Beginning Mission](#) chain at DSEC9 to the point of [Upgrading your Laptop from 01 to 04](#) in order to become eligible to take the crossover mission. You will then continue to advance by following guidance in the threads that players have contributed to in order to make it easier to do the [DSEC9 / Toulan Crossover Mission](#).

Most recently we added the [Church of the Elder Gods](#) mission chain that requires you to collect Elder Tributes from hunting and mining to get to each level of the Elder Robes. After the 5th and final robe you'll be able to take the latest Elder Tributes missions that each give 10 Elder Tributes as rewards. With the required amount of Elder Tributes you'll be able to pull a high-end weapon from the Elder Tributes Trader. These weapons were highlighted earlier in this issue. This mission chain involves both DSE9 and Toulan, and while the mining missions are the same, the hunting mission are different.

Across all 3 of our locations we have a lot to offer, and even though the development part of our team doesn't do this full-time, they haven't missed a VU and have added plenty at both DSEC9 and Toulan. We aren't adding anything further at Monria because as I stated earlier, we don't have development control and would have to work with MindArk's Team. They have their hands full, and we will continue to include more content at DSEC9 and Toulan. We've already done a lot at these two locations and we're far from finished, we just ask the community to please be patient and continue working with us.

Here is what we have accomplished across all 3 locations since 26 Nov 2015 as a team:

MONRIA

[Monria Version Zero](#)
[Monria 1.0 - What do you call a diseased Irish Criminal](#)
[Monria VU 2.0 - Monria Attack Status Report](#)
[Monria VU 3.0 - His Master's Voice](#)
[Monria VU 4.0 - The Celestial Prison](#)
[Monria VU 4.2 - The Order of the Elder Gods](#)
[Monria VU 5.0 - St Patrick's Horror](#)
[Monria VU 5.2 - The Dunwich Horror has Arrived](#)

PLANET TOULAN

[Toulan VU 20.3 - The Last of the Safians](#)
[Toulan VU 20.4 - By Royal Decree](#)
[Toulan VU 21.1 - Nadira Wants an Apprentice](#)

VIRTUALSENSE - DSEC9 / TOULAN

[VU 21.2 - The Abandoned Mine](#)
[VU 21.3 - Guardians of the Temple](#)
[VU 21.4 - The Humble Servant](#)
[VU 22.1 - Within the Caves](#)
[VU 22.2 - A CorBite Opportunity](#)
[VU 22.3 - Join the Elder Gods](#)
[VU 22.4 - Did Anyone Say Plushie?](#)
[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](#)
[VU 24.1 - Return of the Elder Tributes](#)

[Monria Quarterly Magazines](#)
[Virtualsense Quarterly Magazines](#)

After we added Toulan to our virtual assets in Aug of 2020, the numbering on the VUs changed to reflect the year and the quarter of release. In the past, there has usually been a VU every quarter, but this year the first VU (24.1) was delayed for two months and wasn't released until June 11th. It is not known exactly when the next VU is, but it will reflect the quarter in which it is released.

Keep in mind that with each VU, we produce a VS Quarterly magazine that expands on all of the VU content to give more details. This Nov, we will celebrate 9 yrs as a team, with a total of 19+ yrs in the Entropia Universe. We are dedicated to going the distance and will continue to provide engaging content, and even though content creation isn't done full-time, I think Ant and Kendra have done a phenomenal job with what they have given us already. Here's to many more years together.

MESSAGE TO THE COMMUNITY



This March 2024 Quarterly issue has been a long time coming, especially since the March VU was delayed by two months and not released until June 11th. The VU content is always the heart of each Quarterly because I expand the information and add more graphics, along with extra details and links to information to make navigating the content easier. Shadow and I did our best to get done what we could until the VU came out, but magazine production isn't a simple process, and is time-consuming.

Unlike the development part of the team who only create VU content part-time because of other real life investments and work commitments, managing the Community & Media Operations for me is a full-time job. However, I am blessed to be able to flex my hours to meet the needs of our community members, as well as what the rest of the VS Team needs from me. I find myself multi-tasking quite often, including during our Yamato Warp Schedules because my DME responsibility to the community doesn't go on pause, and when there is a need for help, I do my best to fulfill the need.

At times, I wish there were more days in the week and hours in the day, because I would like to do so much more. The interesting thing is, the projects are there for me to do that would benefit not only the VS Team, but the community as well. However, I have to remember to take some downtime now and then to refresh the process because I can get *too* focused and lose sight of important things. I know you only see part of what I do, like engaging with the community when I'm in the game, or working the Yamato warp schedule two days a week, but every element of my work is very community focused.

I work with amazing community volunteers who have dedicated time and effort to support what we want to accomplish in ways that have already benefited the community as a whole. It was 11 days after Ant bought Monria (11/26/15), that we created the [Community Initiative Programs \(CIP\)](#) (12/6/15) as an outreach to the community to be of help in as many ways as possible. These programs are currently under review in order to make them more viable and efficient.

I am pleased to report that Tedros 420 Daemonos has joined our [VS Space Travel Program](#) as a Yamato Pilot but also has taken it upon himself to revive our [VS Repair Skilling Runs](#) on the Yamato. Ted has been a shining example of how our volunteers have been incredibly helpful in the community, especially in our in-game chat channels. For quite some time now, he has been quick to answer as many questions as possible, but also provides links to info at our forum, and waypoints to areas at all 3 of our locations. I've known Ted a long time, from back in the day, but didn't know that until we had a chat where he revealed a secret and I did a Player Profile on him in the [Dec 2022 VS Quarterly](#).

Community is incredibly important to us, and Ant said right out the gate after buying Monria that we would be focused on community. We have not faltered from that commitment and continue to do what we can to make sure the community is appreciated for working in partnership with us toward creating engaging content that is of benefit to them. Granted, we can't implement every suggestion or idea, but everything is reviewed by Ant, and suggestions that are doable have the potential of getting into a VU at some point or another, but the process is slow.

Keeping in line with Monrian lore, Ant identified four Elder Gods when he wrote the lead-in story for VU 4.0 [The Celestial Prison](#) release notes - Oberon, Shade, Malgar and Pinthas - it was Pinthas we later learned who was actually Kthanid, Cthulhu's twin brother. All four of these Elder Gods had [Monria Armor](#) named after them. Pinthas also had an NPC at DSEC Forensics created in his image that dispenses [The Order of the Elder Gods](#) mission.

We created an NPC in the likeness of other community members as well, like the NPC at DSEC Forensics in Sachem Ursa's image that dispenses the [Shoggoth Hunting Daily](#), and the likeness of Negated in an NPC at the DSEC Mining Camp that dispenses the [Yog Hunting Daily](#), as well as the NPC at the DSEC Mining Camp in the likeness of Wang Xiang in front of his Monria Pet Stable that dispenses the [Cultist Hunting Daily](#), but also the [Leprechaun Pet Taming Daily](#). You will find an NPC in the likeness of Angel of Shadows that dispenses the [Shub Hunting Daily](#) in the Shub Cavern. There is also an NPC in the likeness of Curd at the DSEC Mining Camp that dispenses the [Mining Daily](#).

On [25 Jul 2020](#), ShadowDragonV did a Monria suggestion post about how cool it would be to be able to have the Shub Spine as an adornment to replace her bat wings. When we implemented content for VU 22.3 [Join the Elder Gods](#), we not only created the first 4 of 5 Dynamic Events that rewarded those who completed them successfully with the [Elder Gods Suit](#) and the [Shub Spine](#), but we also created a ShadowDragonV NPC in an Elder Gods Suit and Shub Spine that dispenses these dynamic events. Yet another well-deserving community member that has done more for the community than you may even know about. She is just simply amazing and I am blessed to have her as a Partner to work with on our Community & Media projects that we produce.

We didn't stop after creating ShadowDragonV's NPC at Larches Green on DSEC9 at the Mountain of Madness. We also created a community member for each of the dynamic events inside the mountain that need to be completed to acquire the item from each to eventually get the Shub Spine. The NPC associated with [Dynamic Event 2 / Shogghols](#) is *Count Cristo*, a member of the Sith Family in the game. Another Sith Family member, Sith Meister (although the NPC is shown as *Meister Sith* - intentional) is the NPC associated with [Dynamic Event 3 / Yogs](#). The only community member who slaughtered as many Shub as they did on Monria is an NPC associated with [Dynamic Event 4 / Shub](#) known as John Black Knight, and his NPC name appears as *The Black Knight*.

I shared the above information as a way to highlight some of the things we've done in the name of some of our community members. Ant had created his own reward for exceptional volunteer support in Dec 2020, and on Dec 1st, 7 community members found the VS Volunteer Outfit in their game inventories - 4 from Monria and 3 from Toulán. Later on, 17 Sep 2021, another deserving community member received the VS Volunteer Outfit. You can view the details [here](#). This is purely a reward given out by Ant after his observations over time of what each member has contributed to the community.

We will continue to focus on and work in partnership with our community, and also continue to show appreciation in our own unique ways. Sometimes, Ant surprises even me with some of the things he does that I don't know about, but then says those are the fun bits for him to see me get excited.

Go n-eirí an t-ádh leat!

Kendra, do you know where we're going???

Of course, we're following Ant!

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.



DSEC-9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC-9 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 DSEC-9 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 DSEC-9 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.

