

Monria Quarterly

March 2020



***Monria Celebrates its 5th Annual
St Patrick's Day Event***

Guardians of Evolution - Society Profile

... and much more

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MonriaMedia Community Driven



Shadow

Anny

DME

Kendra

These members of the Monria Media Team were the heart and soul of this magazine issue. Their credits are listed elsewhere, but you will learn something about them that not even Ant knows yet ... won't he be surprised.

MONRIA QUARTERLY

MARCH 2020



Welcome ...

It seems just yesterday that we hosted our first annual St Patrick's Day Event on Monria. It is our biggest and grandest event of the year, and jam packed with a full 48 hour weekend of activities that keep everyone busy and engaged. The event has a carnival feel with so much going on, from the St Patrick's Day Parade, to an Irish Fashion Contest, a Best in Show Pet Competition and much more.

It is only fitting that we focus the March 2020 issue of the Monria Quarterly on this exciting annual event, and present an encapsulation of just how much fun we have.

In this second issue of our Monria Quarterly you will learn the fundamentals of how this event is pulled together, but also what went on behind the scenes to bring the fun of the event to the pages of this issue of the magazine. It's a collaborative effort with the Monria Media Team, but we have also developed a new Monria Media Support Team that we will be adding more members to over time.

The cover of this issue was created by Kendra, a Monria Management Team official, and member of our Monria Media Team. She happens to be the only DNA-coded Irish person on the team. Two-thirds of the Monria Team live in Dublin, Ireland ... but they adopted me almost 15 yrs ago, so I feel pretty Irish too.

What you *may* not know, is that Ireland is connected to Cthulhu lore, and has a dark presence on Monria. A writing called *Mysteries of Ireland* presents ties to Cthulhu. It is connected to the *Miskatonic University Library Association*, which is rather famous for its collection of occult books, and with one of few genuine copies of the *Necronomicon*. Most believe it is just a fictional grimoire of magic that H.P. Lovecraft created for his stories. However, it is not fictional at all.

In Chapter 52 of the *Mysteries of Ireland*, there is a section called *The Mythos in Ireland / Tales of the Mythos* where it refers to the Lovecraft story called *The Moon Bog*, which takes place at Kilderry Castle, Co. Meath. There is a reference made about the *Deep Ones*. What escapes those who have not had direct experiences with Cthulhu, is that Lovecraft's references are not fiction, and we should be alert.

We learned before the event that Decca, Leader of the *Cult of Shut'thend*, was given the *Necronomicon* by the Cultists who found it in an unmarked grave during Halloween. We thought it was to be able to perform the ritual of incantations that would awaken Cthulhu, but we were terribly misguided. She gave it to the Outer God, Yog-Sothoth, who used its dark magic spells to bring forth the Dunwich Horror.

You will learn more about our newest resident on Monria, the Dunwich Horror, later in the magazine, along with what's new in Monria Development, the first Monria (UL) armor helmet merged with the Horns of Z'agol, which is the reward from The Order of the Elder Gods mission, and a brand new Monria-based society that has taken over management of our Monria Space Travel and Repair Skilling Programs.

On behalf of the Monria Management Team, we want to thank all who attended our St Patrick's Day Event, and hung out with us to experience not only the competitions and mob chaos that is very much a part of this annual event, but also to have fun with community members and friends of Monria alike.

With so much more to come, we thank you for your continued support.

DarkMoonEnigma
Monria Management Team & Community Manager

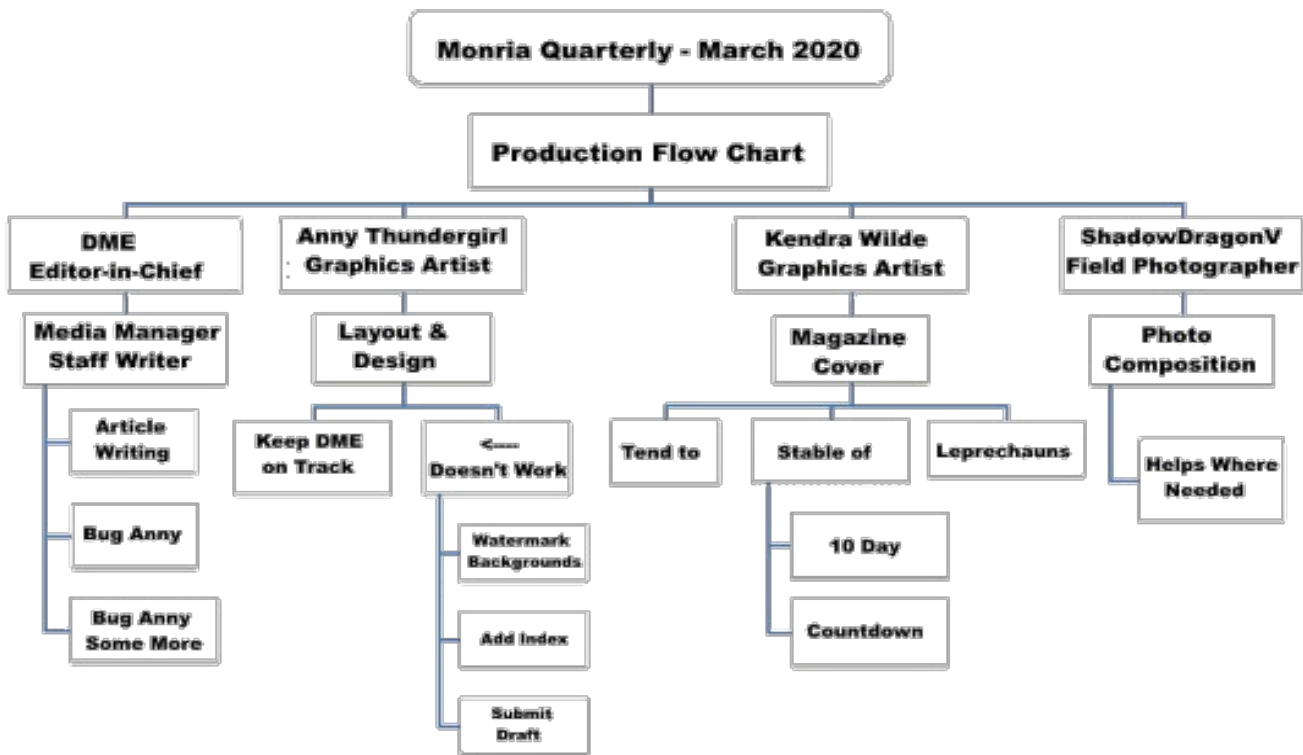
THE MAKING OF A MAGAZINE

I mentioned that you would learn what goes on behind the scenes during the production of the Monria Quarterly magazine, so I thought I would share a bit of insight into how things are assembled and who of the Monria Media Team and Monria Media Support Team were involved with this issue.

We recently created the Monria Media Support Team and currently have two members who contribute to our media projects as needed. The two support team members are ShadowV and Malgar. They are major contributors to several of our community programs and always willing to help where needed. Malgar wasn't active with this issue, but will certainly be a part of future issues.

We plan on expanding the Monria Media Support Team and open it up to others who may be interested in making contributions to future issues of the Monria Quarterly. If you have writing skills (English only) and are interested in submitting articles for review based on potential topics for future issues, or have graphics (Photo Shop) skills, or video creation skills, contact DME via PM at the Monria forum to explore options.

I thought it would be easier to just show you the magazine production flow chart for this issue, rather than writing out a wall of text to explain everything. I think you'll get the idea of what's going on here.



As you can see, there's some pretty important stuff that goes on during production of the magazine, and while it's very labor-intensive, we do have our crazy moments which help to ease any time pressures. That works except for when I'm bugging Anny about graphics and she tells me I should write first instead of work with graphics, and then I tell her that's not how my creative brain works, and then she tells me what works best for her so that she knows what she needs to do with graphics and page layout, and then I tell her that she wins (almost), but it all gets sorted out and we both win.

I want to thank not only Anny, but Kendra who did a fabulous job on the magazine cover and some magazine article banners, but also on her annual 10 Day Countdown to the event with her hilarious Leprechaun graphics, and Shadow who has a keen eye for photo composition and helped with the graphics for this issue. Your production patience and contributions are immensely appreciated.



I don't think there was ever a question that there would be an annual St Patrick's Day Event after Anhithe bought Monria on Nov 26, 2015. He has been a savvy investor in Entropia Universe, and created a real life business specifically to invest in our virtual world. He celebrates his 15 year EU anniversary in September.

This was our 5th annual St Patrick's Day Event, and as usual, 48 hours filled with activities, competitions and chaos, but I would say, mostly fun. Lots of deaths during the mob spawn chaos each day, but mostly fun. This year we even introduced someone new to our brood .. the Dunwich Horror, but you'll learn more about him later in the magazine.

There's a lot of work that goes into preparing for this event, and we start several months earlier. It also involves a bit of development too since we give away a St Patrick's Day gift to everyone who attends the event, and this year we went further to introduce the Dunwich Horror.

We didn't have a specific item created for the 2016 event since it was our first and we were learning what would work best, but we gave away a few sets of the green OJs as they were called, just like the original orange jumpsuit that Calypso had, only green with shirt and pants.

We also kicked off the month with a special event on March 14th prior to the St Patrick's Day Event that occurred on the 19th ... we dropped 20 numbered tickets in loot that were associated with a specific prize that could be seen in what was then Ant's shop at the Monria Hub before Sith Meister took it over as his shop ... here is a graphic of what it looked like. Whoever looted a numbered ticket, they had to see DME to turn in their ticket and pick up their prize.



Unfortunately, there were 2 people who never picked up their prize and we never did this event again.

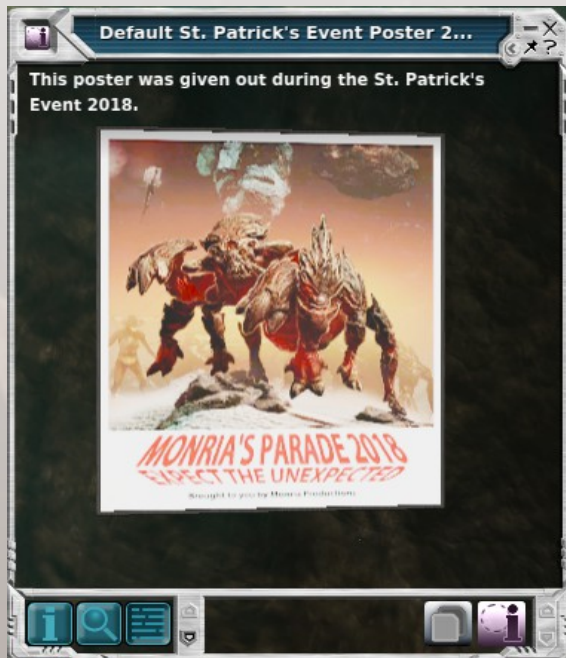
In 2016, the event was on March 19th, and was only a 24 hour event rather than a full weekend, so the day was jam packed with lots of activities, competitions and prizes. You can see the event thread [here](#).

It was our 2017 St Patrick's Day Event where we expanded the length of it to two full days. It was this event where we also had a display booth at GamerCon for both days and our event was shown on a big screen display. We even had two avatars for media people to give EU a test run.

There was a lot of interest, and real life Monria items were given away to those who visited the booth. You can read Ant's response [here](#) in the event thread regarding the GamerCon experiences.

We didn't have a specific St Patrick's Day Event item gift for 2017 either, but Ant crafted Rex Top Hats and pants and had then painted green. We did a random prize giveaway so that more people would be wearing green during the parade walk. I think it was after this event that we thought it would be cool to actually have a St Patrick's Day Event gift that we could give "everyone" instead of a random giveaway where only a few people were given something green to wear for the parade.

In 2018, the St Patrick's Day Event was on March 17th & 18th, and we actually gave two things away to all who attended the event. Here are the event giveaway gifts for 2018, 2019 and 2020.



Trip Kaminsky at DSEC Forensics was supposed to give out this year's event gift, but he got lazy and quite rude and said he didn't have time to give out a gift to everyone (we'll deal with him later), so we had to go to Plan B, which was have the event gift given out automatically with a pop-up at the Monria Hub TP.

We have already taken a few suggestions under our belt to consider for next year's event gift, but you won't know what that is until you attend the 2021 St Patrick's Day Event on March 13th & 14th.

We have come a long way since our first St Patrick's Day Event, and while many of the activities remain the same, there's always that element of surprise that pops up now and then. That's why Monria is very well known for *Expect the Unexpected* because you just never know when something out of the ordinary is going to happen. We like changing it up a bit each year to make it engaging and fun.

One of the absolute favorite pre-event fun things is Kendra's 10 Day Countdown where her stable of feisty Leprechauns tend to have a go at messing things up. I enjoy it as comic relief while working to get things organized for the event. Here is this year's 10 Day Countdown:





Kendra has been doing this countdown since we had our first St Patrick's Day Event in 2016. However, her graphics have become a bit more sophisticated, and a lot more fun, especially since she learned that the Leprechauns were always up for some mischief.

There's always a lot of excitement going on and people gather at DSEC Forensics for a bit of fun ... oh, and death ... because Ant has an addiction to eating creature candy and spawning any number of mobs on unsuspecting event participants ... from Robots, Troopers, Big Bulks, Wolf Hounds, Evil Leprechauns and even an Eomon or two, but DSEC Forensics isn't the only place he terrorizes.



I see dead people ... Anny, get in there!!



Sorry, no hugging ... you just wiped out half of Forensics.

Once Ant gets the ball rolling, then others join in and there is a multitude of creature candy consumption and total chaos ensues at DSEC Forensics. Plenty of people have a high enough skill to spawn a variety of creature capsules to keep the neighborhood on alert ... and of course, the ever-popular Big Pumpkin shows up in the midst of all the chaos and able to run right over most of the mobs with its long, long, long legs.

Sometimes, one of these spawned creatures shows up in the most unusual places. I actually think it was someone late for the Best in Show Pet Competition, but dead set on showing off their pet in hopes of getting a reward - did you catch that? - *dead* is the operative word, because the end result was death.



My only question is ... how many were crushed with that fall.

After all the preliminary fun, and it gets closer to the time for the parade, people start gathering at DSEC Forensics and getting excited about the parade walk. Every year, Ant leads the parade out the East end of Forensics into the crater, and up until this year, everyone pretty much knew where they would end up, no matter what route he took ... on the bridge in front of Massacre Hill where total mob chaos took place.

People always knew what to expect, and they weren't disappointed ... there's always a non-stop spawning of high level Robots, a barrage of Big Berthas, an intrusion of Evil Leprechauns, and the boss level for all four of our Monria mobs - Shoggoth (Level 15, HP 1600), Yog-Sothoth (Level 71, HP 7000), Guardian of R'lyeh (Cultist Boss - Level 86, HP 10,000), and Shub-Niggurath (Level 182, HP 18,000).

You can imagine the chaos during each of these waves, but with the number of parade walkers, as well as some heavy firepower, taking care of business was the order of the day no matter how many deaths one would have to endure.

There's one Monria streamer I get an absolute joy from watching, even though everything is in Russian, but I don't follow the chat, I watch the video, because no matter how often he dies, he's always smiling and laughing and getting right back up to get at it again. That would be [Gamer Yamato](#), and while live streaming our St Patrick's Day Event this year, he wore his St Patrick's Day hat, and caught the entire parade and end-of-parade mob chaos on video, including the constant spawning of our new Dunwich Horror.

Ant surprised everyone this year and took the parade route to the Yogs Burrow, which is near the Monria Hub. It's an enclosed section of DSEC Forensics where Level 3 Yog Scrubs spawn. This area was created specifically for Monrian Borns to be able to sweat without being bothered. There is also an invisible revive close by in the tunnel-way for easy return.

This was an ideal place to have the end-of-parade total mob chaos we always present, because it was very secluded, and the revive was close. Those who participated seemed to like the new location.

Here are some parade route photos to show how everyone got from DSEC Forensics (led by Ant of course) and ended up at Yogs Burrow to engage in the total mob spawning chaos,



Once everyone reached the Yogs Burrow, it was just a matter of time before the total mob chaos kicked in and everyone got busy.

Suddenly, a UFO showed up, and it was Kingu from *Cult of the Skull* arriving in style before all hell broke loose. He's usually pretty quiet, but I guess this time he didn't want to miss all the action.

They didn't have to wait long before the continued spawn of high level mobs took over, leading to the introduction of our new Dunwich Horror at the end.

Dunwich Horror arrives on Monria St. Patrick's event 2020



This is something that Ant has wanted to introduce for a long time, so the concept and details have been floating around for a while. When we were finally able to present this beautiful creature to you, it was quite an exciting moment. We are pleased with how it all turned out, and happy to give you a higher level shared loot mob to have fun with.

Now that the event is over, the Dunwich Horror will spawn on Monria after a certain number of mob kills, but we don't know that number. However, he seems to show up at least once if not twice in a day's time, so that tells me that people are busy on Monria. We know one person who contributes a lot toward that total number of kills, but I'll tell you about him later.

When the Dunwich Horror is spawned, a banner notice will pop up on your screen, and the coords will show in the System tab. The Dunwich Horror always spawns in the DSEC Mining Camp crater, so keep that in mind and watch Monria chat when a call to arms goes out because several people are needed to take down this creature.

Shadow took some great photos of the Dunwich Horror and managed to also get a scan of his stats:



The Dunwich Horror sports 100K health, so it requires a bit of firepower to take it down, but there are some other things to keep in mind as well.

When the Dunwich Horror spawns, the surrounding Yogs disappear. This is to make it easier for players to not only get back to the task at hand, but also to prevent any interference from surrounding Yogs that would make it more challenging to complete the task of taking the Dunwich Horror down.

Of course, something to also keep in mind is to keep the Dunwich Horror away from the turrets. There was an incident recently where one got close to the turret when its health only had about 30% left. It was a bit heartbreaking for those who had spent so much time fighting this creature. However, it was discovered that it was an accident and the person profusely apologized. The group fighting the Dunwich Horror were very gracious and accepted the apology after learning what had happened.

That said ... it was suggested that it would be nice if the turrets would turn off when the Dunwich Horror spawns so that this doesn't happen again. The suggestion was taken to Ant and it is under consideration.

Here are a couple more photos of the Dunwich Horror taken by Shadow that are up close and personal:



As you can see in Kendra's graphic collage of the Dunwich Horror, he uses an area of attack that pretty much looks like a ring of fire. He also likes to set players on fire. It's rather startling to watch him do this because after some are set on fire, there seems to be a bit of a delay before several fall to the ground in a death pose sporting the skull and crossbones.

Ant was rather cryptic with his release notes for Monria's VU 5.0 which came out on March 3rd, because the Dunwich Horror wasn't going to be introduced until the St Patrick's Day Event on the 14th.

*It feels like I have journeyed a thousand years through these foreboding caverns
My thoughts are stolen, twisted and returned to me blinded by the dreamlike music*

*It appears as a distraction and then I fade into my nightmares driven by the madness of constant whispers
I forget who I am but my soul longs to revive from the chaos*

*Who are they to bribe me with tainted coins won through this eternal combat?
Blood money to buy more blood*

*Counting down to another massacre they dance and parade
The world runs red tainted with the blood of their games*

*Seeping through the soil to the darkness beneath
They do not know the horror to come on that somber hill*

The phrase *somber hill* was referring to massacre hill by the bridge in DSEC Forensics where the parade normally ended in the past to total mob chaos. This year it ended up at the Yogs Burrow.

2020
ST PATRICK'S EVENT
IRISH FASHION
CONTEST WINNERS

Kendra Ant DME
(The Judges)



2020
ST PATRICK'S EVENT
BEST IN SHOW PET
CONTEST WINNERS

The two big competitions that we have each year during our St Patrick's Day Event engages people to be creative. The Irish Fashion Contest takes place on Saturday, the first day of the event, and the Best in Show Pet Contest takes place on Sunday, the second day of the event. Both contests are played out in our Monria Championship Boxing Ring located at the DSEC Military Camp North of the teleporter around the rock wall and past Wang's Pet Stable.

IRISH FASHION CONTEST

The rules for this contest are quite simple ... create your best Irish fashion ensemble and model it for review by the judges. Three members of the Monria Management Team judge participants based on creativity, how much of an Irish-related theme is presented in the fashion ensemble (design, colors, textures count), and anything extra that enhances the overall look, such as masks with Irish-related themes.

When it's time for judging, participants stand around the Monria Boxing Ring at the ropes. The judges will then make their rounds individually to review all participants. Once they have each formed an opinion on who should continue on toward a potential first, second or third place prize, they deliberate in their society channel to determine who the winners should be, and in what order.

After the first, second and third place winners are chosen, as well as any Honorable Mentions, the judges start eliminating those no longer in contention for a prize. The Monria Championship Boxing Ring is the only PvP zone on Monria, so the judges get to have their fun without the eliminated participants fighting back. Once a participant is eliminated, they cannot re-enter the ring.

Here are the Irish Fashion Contest Winners, and the three Honorable Mentions who also won a prize:



BEST IN SHOW PET CONTEST

This competition requires a different kind of creativity, because it also involves storytelling. You are only allowed to use one pet, and not display all of the pets you own as part of the presentation. Choose your pet wisely, and keep in mind what level it is, how many tricks are unlocked, and any special features that would help tell a unique story. Perhaps it's a buff when unlocked will help you. Maybe the origin of the pet and how easy or difficult it was to tame, or if you didn't tame the pet, how you acquired it.

Each participant takes center stage inside the Monria Championship Boxing Ring and has the entire ring to themselves for their presentation. They also get the Local chat channel to themselves without interruption in order to tell their story and perform any pet/owner activities.

Here is the story told by the first place winner of this year's Best in Show Pet Contest:

[Robin Melody Lyons] Hi everyone!

[Robin Melody Lyons] Today I'll introduce you to a special friend!

[Robin Melody Lyons] His home planet Calypso is located over 11 astronomical units across the universe where his species resides among the creatures of Eudoria.

[Robin Melody Lyons] Legends passed from generations tell the tale of an island densely inhabited by these fierce yet adorable devils.

[Robin Melody Lyons] Rumor has it that elite tamers have the opportunity to encounter a mystical Wasp variant after taming roughly over 9000 of the minions.

[Robin Melody Lyons] Some avatars even observed the unlock of an auto-loot buff after their pets became a little too friendly with the Leprechauns of Monria..

[Robin Melody Lyons] Regardless, once tamed, Eudorian Devils are well known to be the utmost loyal pet to any Entropian.

[Robin Melody Lyons] So, I'll demonstrate his obedience for you.

[Robin Melody Lyons] Go on boy, roll over!

[Robin Melody Lyons] Any old dog can roll over though.

[Robin Melody Lyons] But this one can dance just like his mama!

[Robin Melody Lyons] And he's just as macho as me too!

[Robin Melody Lyons] He must get his acrobatics from his father though.

[Robin Melody Lyons] Thank you all for your undivided attention!

With so many unique pets across our universe, you have a multitude of options, and you also have a year to think about being a participant in next year's St Patrick's Day Event - Best in Show Pet Contest.

Here are the winners of this year's Best in Show Pet Contest:

There are also some nice prizes to be won as well, so you might give some consideration to entering this competition and telling us your pet's story for a chance to win.

1st Place Prize
400 PED

2nd Place Prize
300 PED

3rd Place Prize
200 PED



We thank the participants in this year's competition for sharing their pet's story, and for the entertainment. Past participants have also been very creative with their stories and have literally blown us away.

GUARDIANS OF EVOLUTION

A new Monria-based society has been created specifically to focus on the evolution of Monria's community through its Community Initiative Programs ([CIP](#)), both current and future, and will include any extended activities and programs presented by the Monria Management Team.

The Co-Founders of this new society include "Anny" Divine Thundergirl, who has stepped into the Leader role, Gredrik Alhakekhist "Malgar" and Shadow "ShadowDragonV" Dragon. Over the past several years or longer, these three have contributed majorly to Monria programs and activities that have helped support not only our community members, but visitors and anyone new to Monria.



Anny is actually a Monrian Born, and created her avatar on 3/6/14 before the current Monria Management Team took over on November 26, 2015. She is a member of the Monria Media Team and has made numerous contributions to media projects such as event graphics, production of Monria's official storyline books of which 5 have been published now, and has played a major role in the production and publishing of our Monria Quarterly magazine.

Anny is also head of our DSEC Quantum Space Institute (DQSI) and records valuable data that keeps our moon safe and secure. More info on this can be found in our launch issue of the Monria Quarterly - December 2019 [here](#).

For some time now, Anny has been a backup Pilot for our Yamato Mothership, but also an ace Gunner as well. She has trained many Pilots and Gunners, and has provided crew support for not only the Yamato, but Granny Rowan's Kronan Mothership for several years.

Anny has now taken over management of our Monria Space Travel and Repair Skilling Programs as of March 17, 2020. She and Assistant Managers Malgar and Shadow are a little over 2 weeks into this transition, and by all indications, it is going quite well. There's more about this management change on next page.

Malgar is not only Co-Founder of the new Guardians of Evolution society, but also an Assistant Manager for our Monria Space Travel and Repair Skilling Programs. He is also Co-Manager of one of our premiere programs called Monria Community Assistance Team ([MCAT](#)). Malgar Co-Manages this CIP program with his lovely real life wife Shadow. This program was created on May 25, 2018 and is still going strong.

Many community members have benefited from the services provided by this CIP program, and many have actually joined as MCAT members to support the effort to assist those in need, whether it's a cave run to collect teleporters, clear mobs away from a mining claim that needs to be extracted, or helping Monrian Borns navigate their experiences on Monria and during field trips.

Malgar is a Pilot and Gunner for Monria's Yamato Mothership, and I'm not sure how that happened, because he has an issue with proper parking of his own personal vehicles. Evidence was provided in the previous magazine issue.

However, Malgar is always ready and willing to help where needed, including crafting Gyro FAP-2s and donating them to the Monrian Born Program.





Shadow is also a Co-Founder of the Guardians of Evolution society, and as mentioned earlier, an Assistant Manager for the Monria Space Travel and Repair Skilling Programs. Co-Managing the Community Assistance Team (MCAT) with Malgar has been an incredible benefit for both our community members, and those visiting or new to Monria.

She too is a Pilot and Gunner for our Yamato Mothership, and I'm not too sure how that one happened either because her flying skills as have been demonstrated during teleporter runs on field trips leaves me to wonder if this activity might need to be monitored more closely as well, because there have been questions about dents found on the Yamato.

Shadow has been an absolute blessing when it comes to support for our Monrian Born Program. She's there to assist in whatever way possible in order to help our new Monrian Borns learn about Monria and what their benefits are as a Monrian Born.

The one thing I treasure about Shadow is that she is very proactive when it comes to what needs to be done, and she scares me at times because I swear she's able to read my mind and manages to do things in anticipation of me needing it at some time or another.

ON A MISSION

Ever since these three individuals joined Monria, they have been steadfast in their mission as individuals and as program team members to provide whatever is needed to support the growth and well being of all things Monria. They have been dedicated in their efforts as it relates to community programs, but also as volunteers to mentor our Monrian Borns, and contribute in ways that support what Monria's Management vision is for evolving Monria into the future.

Therefore, Guardians of *Evolution* ... and their commitments are, but not limited to the following:

- welcoming new, existing and visiting players by sharing Monria-created tools that help players learn more about Monria, but also make things more accessible, as well as assisting where needed to help players find Monria destinations and other requests
- supporting the progressive growth of the Monrian Born population through guiding and teaching the most effective ways of navigating their experiences, while also promoting a sense of community by way of Monria chat, which is a good place to ask questions
- supporting any and all efforts put forth by the Monria Management Team that expands community activities through development, events and other initiatives
- be representatives and ambassadors on Monria and across the universe promoting potential and possibilities through engagement and interaction that elevates the fun factor

The society is managed by the Society Council which is comprised of Anny, Malgar and Shadow, and they have devised a set of Rules that govern who will be a good fit for their purpose and mission. They have already begun building their society membership with specific goals in mind, and it will be interesting to see how even they evolve while they are guarding Monria's evolution.

Suffice it to say, these individuals are heavy hitters when it comes to supporting Monria. Their dedication will benefit all of us, and are an inspiration for what is possible toward evolving into the future.

On behalf of Monria Management, we thank you for your efforts, your support, and your interest in helping us move into the future, but also for your unwavering enthusiasm for wanting to be involved at this level. We wish you the best with this new endeavor, and we will be here to support you in whatever way we can.

Read more about the Monria Space Travel and Repair Skilling Programs management change [here](#).



Monria VU 5.0

St.Patrick's Horror

Monria had a development release on March 3, 2020 and the release notes by Ant came with the above banner. However, even knowing what was in the release ahead of time, and that our Dunwich Horror would be introduced at our annual St Patrick's Day event, I had a hard time realizing what that graphic at the left side of the banner was ... *I kid you not.*

It just didn't click for me at first. Was I going to ask Ant about it? No, I wanted to keep the impression that my purple matter was in check at all times, never wavering from being on top of things and knowing what's what with the multitude of things he throws my way, and now a graphic that was certainly meant to be a bit cryptic for the community with good reason, but definitely caught me off guard. I eventually figured it out.

In addition to the introduction of our Dunwich Horror at the event, we took into consideration requests from the community to implement something that would prevent the loss of a wave boss due to the revive being too far from the wave event, and the boss timing out after all were dead and no one getting back quick enough to engage the boss mob again.

Tunnel Wave Adjustments

Shoggoth Wave

- A new revive point has been added to the Shoggoth Wave
- Combat Tokens can now be looted from the boss 'Conscientia The Reborn' in the Shoggoth Wave

Yog Wave

- A new revive point has been added to the Yog Wave
- Combat Tokens can now be looted from the boss 'Yog-Sothoth' in the Yog Wave

Cultist Wave

- A new revive point has been added to the Cultist Wave
- Combat Tokens can now be looted from the boss 'Guardian of R'Iyeh' in the Cultist Wave

Shub Wave

- A new revive point has been added to the Shub Wave
- Combat Tokens can now be looted from the boss 'Shub-Niggurath' in the Shub Wave

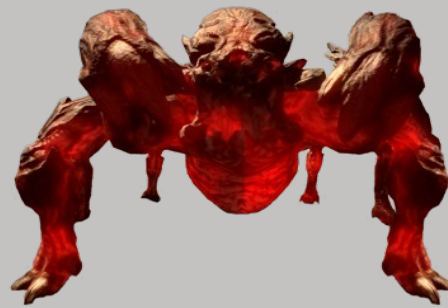
Here is a photo of each new tunnel wave revive that includes the coordinates:



/wp [Monria, 37749, 23002, 106, New Shoggoth Wave Revive]



/wp [Monria, 36442, 22990, 69, New Yog Wave Revive]



/wp [Monria, 35427, 22836, 78, New Cultist Wave Revive]



/wp [Monria, 35965, 20429, 94, New Shub Wave Revive]



Player Achievements

MONRIA

Sometimes a virtual achievement is worth mentioning, especially if it's a jaw dropper, or something totally unique and the first to achieve such. Monria has an example of both.

Monria has a mission called [The Order of the Elder Gods](#) wherein you collect a Chapter from each of our four mobs, and after doing so, you receive the reward of the Horns of Z'agol that has a 3% reload buff.



The second step in this mission chain is to acquire a Monria (UL) armor helmet from either of our four mobs to be able to merge the Horns of Z'agol with the helmet to make one piece while still retaining the 3% reload buff. There is a full set of both (L) and (UL) Monria armor that drops from each respective mob.

At last year's St Patrick's Day Event, we gave away four pieces of (UL) Monria armor and only one of the pieces was a helmet, the Oberon (Yog) UL Helmet. The person ended up selling the helmet to someone who held onto it all this time, and recently acquired the last chapter to complete The Order of the Elder Gods mission. Having the Horns of Z'agol and the UL armor helmet meant he could now merge the two.



King Scott Scott

Scott was the first to merge his Horns of Z'agol with his Oberon (Yog) UL Armor Helmet to create one piece of armor while also retaining the 3% reload buff. Here is a [video](#) of the actual HoF discovery.

We gave away one each of the four Monria armor (UL) helmets at this year's St Patrick's Day Event, but so far, no one else has come forward to claim they had the Horns of Z'agol and have merged them with an (UL) helmet.

Time will tell who will be next.

Here are the info screens for the merged Oberon (Yog) UL Armor Helmet:



Currently, the Horns of Z'agol seem to work with the helmets of some armors, which was not the original intention, but I can share that they will only merge with a Monria (UL) armor helmet. At some point in the future, the horns may be able to be detached but further details are not available at this time.





Another player who has experienced quite an achievement is John Black Knight from Titans of Space. We always know where to find him when he's on Monria. He has literally taken up permanent residence in the Shub Cavern, and I'm sure he would give them all nicknames if it weren't for his mission to kill every one of them that walk in his path, and if they don't walk in his path, he shows them the way.



Stats, Stats and more Stats

There's no doubt that John has been on a driven mission, one Shub at a time, even though it seems to be a party of many. We have witnessed his progression with the 10K repeatable Shub Iron Mission, and some of us are challenged I think to even fathom entertaining the idea of taking on an endeavor like this, but one thing is clear ... he *has*, and the stats are quite impressive.

Has killed over 597K Shubs.

Has completed the Shub 10K repeatable Iron Mission 59 times.

Has scored around 5K Globals.

Has looted Chapter 4 a total of 19 times from The Order of the Elder Gods mission.

He started hunting Shubs seriously on May 19, 2019.

He only killed about 1K Shubs from previous years up to that time, so not quite a year yet.

His largest Shub HoF so far is 4,289 PED on February 10, 2020.

John was tagged this year as Shub-Niggurath's human sacrifice to Yog-Sothoth, her mate, as a result of his constant and persistent annihilation of Shubs. This is an annual ritual at our Valentine's Day Event, but it has failed miserably the past 3 years now, and no human was taken hostage let alone sacrificed. As such, Yog-Sothoth is quite angry, so Shub-Niggurath has to come up with something different next year to please him. As Grandparents of Cthulhu, there's no telling the possibilities.



Shub Left: *We have to do something about this JBK guy who keeps coming into our home and causing trouble.*

Shub Right: *I know just the thing ... let's ring up his wife Bonnie and tell her he is messing around with us.*

Shub Left: *You are out your damn mind, she'll have our asses on a Trident quicker than you can say Cthulhu.*



I recall one time that Shadow and I were running a lower-level player through the cave system in order to collect the rest of the teleporters for him (part of the MCAT services), and when we got to the Shub area, it got a bit rough. Who should be watching local chat but none other than JBK.

He took on cluster after cluster of Shubs in front of us in order to make a path. If he had not been there to help, I'm not sure we would have made it through the cave system to the Shub Cavern teleporter.

During the production of this magazine issue, I've had to change John's stats a couple of times, so I wouldn't be surprised if soon he'll have new stats to report.

If there's one thing we know for certain, John's affinity for the Shubs isn't going to fade anytime soon, and I'm relatively certain that it's going to be a hard road for anyone to catch up to him at this point, but as we always say on Monria ... *"Expect the Unexpected."*

THERE'S ALWAYS TIME FOR FUN



Just don't fart your Ring of Fire right here, ok?



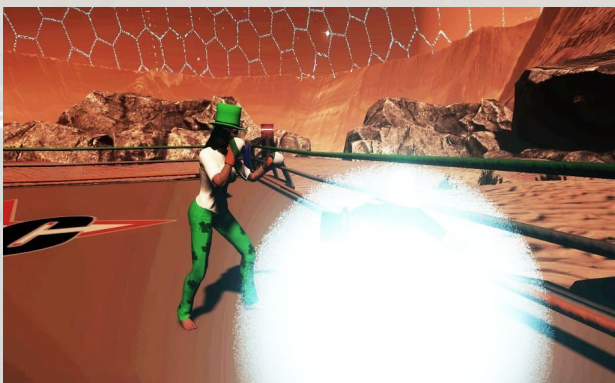
Kendra caught Malgar doing Yoga during a Dunwich Horror fight.



What are you brooding about?



She gave you up for adoption, get over it.



You wanted what for dinner now?



I didn't think so.



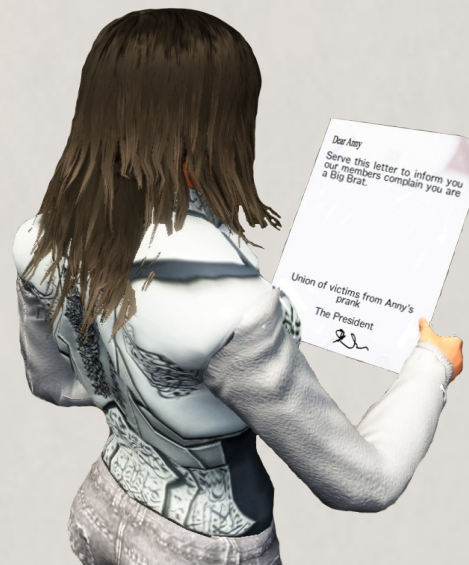
Kendra, that's not a real Leprechaun.
I know, Ant thinks he's sneaky, watch this.



You said you had hair dressing skills Shadow.



Stay in sync, the do-si-do part is coming up.



Is that Ant's signature?



ANTIHEROES



ANGELS

Time to get out
of here...quick



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.

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