

MONRIA QUARTERLY

December 2019

Vulgtmah Cthulhu



Monria Owner/Moon Manager - Exclusive VIP Interview
EUGENIO "ANHITHE" WILDE

MEET THE MONRIA MANAGEMENT TEAM

Learn how this team was assembled.

MONRIA

A moon like no other.

MONRIA COMMUNITY INITIATIVE PROGRAMS (CIP)

Community efforts that give substance & value to Monria.

MONRIA SHOP OWNERS

Learn why owning a Monria shop has advantages.

And much more ...

SPACECRAFT UNDOCKED

The spacecraft has undocked from Monria Space Station.

**Even the Monria Management Team
has its own Starfinder Spacecraft for
getaways and special field trips.**

**It is affectionately known as:
" The Turtle "**





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The search is on to discover
Monria community talent to join
our Monria Media Sub-Team.

Watch the Monria Forum for
further information on how you
can contribute to future issues.

Monria Media

Dark Moon Enigma



**Media Manager
Editor in Chief
Staff Writer**

Anny Divine Thundergirl



**Layout & Design
Graphics Artist**

Thank you to those who supported our efforts to launch this magazine.

Monria Quarterly

December 2019

Welcome to the launch issue of the new Monria Quarterly ...

As we begin our 5th year as the Monria Management Team, we wanted to give some perspective on how we came together as a team and what we have accomplished thus far. The Monria community has evolved into far more than we ever expected, and continues to surprise us to this day.

In this launch issue of the Monria Quarterly you will learn who the Monria Team is and what our specific roles are toward coordinating efforts to elevate your Monria experiences. Our vision and mission has been very clear from the beginning ... *a full focus on community.*

We give definition to exactly what Monria is and what we offer. This is inclusive of locations, missions, shops, apartments/penthouses, creature population and pet taming. We are providing links to our [Monria Directory](#), [Monria Interactive Map](#), [Interactive Space Map](#) and most recently published, [Monria Shops Inventory Tool](#) as downloadable PDFs.

We have included an exclusive VIP interview with Monria's owner who answers questions that shed light on his 14+ years in Entropia Universe, and his path to ultimately purchasing a virtual moon. He offers sage advice from a business perspective, but also shares what is most important in his vision for Monria.

You'll meet the Monria Media Team and who's behind Monria's official Cthulhu-based storyline with a link to the already published four books in downloadable PDF format. We are happy to announce that book five will be published in December, and work has already begun on book six. There's more to the Monria Media Team than just storyline publishing, and you'll learn the full scope of what goes on behind the scenes.

I can say without hesitation that Monria wouldn't be what it is today without our amazing community. We were specific when we started this journey that we wanted to work in partnership *with* the community, and not *for* the community. To our delight, this partnership has worked extremely well. We want to be purposeful in how we develop Monria, which is why we engage the community in this effort.

It was only days after we took over Monria as the new management team that we created the Community Initiative Programs (CIP) on December 6, 2015. We learned what worked and what didn't work, and revisited ideas along the way until we got it right. You will learn about the CIP programs in this launch issue, as well as who the community members are that effectively manage and support them with time and effort.

Shop owners are key to our Monria economy, and we will introduce you to several of our most active shop owners and those who sell from shopkeepers in their apartments. They all get their own dedicated section at our forum to share their inventory lists, but their inventory is also listed in our Monria Shops Inventory Tool database so that what is offered is at everyone's fingertips. There are benefits and advantages to owning a shop or apartment on Monria, which is why they are in such high demand with a waiting list. We support our shop owners as much as possible in an effort toward contributing to their success.

You'll learn about a couple of Monria-based societies and their connection to our official Monria storyline. They are allies with the dark forces on Monria, and quick to conspire with Decca, Leader of the *Cult of Shut'thend*. However, they are also rivals, and their smack talk at times is quite comical.

Each quarter we will publish a new issue of this magazine that will include things like what's new in Monria development, player and society profiles, potential exclusive VIP interviews, more storyline reveals, Q&A with Monria's owner, more creative and fun things, and tap into Monria's talented community to contribute.

For now, enjoy what we offer between these pages and learn a bit more about Monria and its community.

Dark Moon Enigma
Monria Team Member & Community Manager

Meet the Monria Management Team



Ok, it's no big secret that the Monria Management Team is a family affair. Three of the four members are actually related, and the fourth virtually adopted as family almost from the beginning after creating their avatars 14+ years ago. So, all are veteran participants with a wealth of knowledge and understanding about this complex virtual environment that has a lengthy learning curve. Their combined experience offers a template for developing the best Monria experience possible.

This is a team dedicated to community first, and making sure that Monria's new players have a decent shot at navigating the universe with as much support as possible.

There is much more in store for Monria.

Eugenio "Anhithe" Wilde

As Monria's owner and Moon Manager, Anhithe has been consistent in building his business presence within the [Entropia Universe](#) along a progressive path that led him to ultimately purchase Monria on November 26, 2015. The past four years have been steeped in learning the lunar environment and its evolving community in an effort toward moving Monria in the direction of becoming more of a destination.

Anhithe is more involved with behind-the-scenes activities that include direct marketing and advertising specifically for Monria, and working with [MindArk](#) (the Entropia Universe platform creator) on Monria development. We don't have our own level designers or graphical artists, so Anhithe works with MindArk's team to accomplish the development that we want to implement. He pays for additional development and content himself, and is very calculated and methodical with what is implemented, because everything has to have a purpose and blend well with storyline. He likes to surprise the community at times too.

While incredibly busy, Ant takes time to engage with the community during events, and adds his own flavor to the *"Expect the Unexpected"* that this team is known for. He's a funny guy, and very active in our Monria chat channel when participating inside the universe. He enjoys eating creature capsule candy and fully terrorizing the community. He made sure his skills were at a level to unleash an array of creatures, and shows no mercy. He's approachable, and very generous in funding our community initiative efforts.

Monria is a long-term investment for Ant, and will continue to listen to the community. It's important to him that our relationship with the community is of mutual benefit.

In Ant's own words ...

"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 asked what his thoughts were when assembling the Monria Team, his response was:

"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!"

You will learn more about Ant in our exclusive VIP interview in this launch issue.

Dark Moon Enigma

Dark Moon Enigma is Monria's Community Manager and oversees all of the community initiative programs, as well as manages the Monria Media Team, but she is also a Monria Forum Administrator, and one of the writers of the official Monria storyline. Her most important responsibility is the Monria community, and especially the Monrian Born who are guided by the benefits afforded them in the Monrian Born Program.

Her journey in Entropia Universe began on April 2, 2005 with her original avatar (MindStar9) who is on ice right now and in a cryogenic state (freezing her ass off) while the avatar wearing her purple underwear is acting in an official capacity with the Monria Management Team. You can read more of the story [here](#).

A condition of her contract was that a new, and more relatable Monrian Born avatar be created to fit the moon theme in order to engage in role-playing and developing a darker side to Monria storyline. This has been ongoing, and many of the community members have found themselves between the pages of the already published four Monria storyline books. The fifth book to be published the middle of December 2019.

Dark Moon Enigma is commonly known as DM or DME for short, and while she wears many hats that keep her busy (you don't want to see her bullet-point list), she checks in on the community a couple or few times a day to address needs, but also to engage in fun Monria chat activity with the community.

One of the other things that DME is very much involved with is event planning. She hosts a mid-month event every month, except for when a larger event is hosted such as [Halloween](#) or Monria's biggest event of the year, [St Patrick's Day](#), complete with a parade and a lot of chaos. Something you don't want to miss.

The majority of the time you will find DME on Monria, except when she and members of the Monria Community Assistance Team (MCAT), along with others, take Monria's Monrian Born on field trips to planets to help guide them through each planet's beginner missions, and help with collecting teleporters for future exploration on their own. Here is an example of a field trip to [Planet Cyrene](#).

In DME's own words ...

"Never underestimate the power of the dark side. Evil exists in unexpected places, and as Monria's story evolves, I'm sure your night sweats will increase ... DarkMoonEnigma isn't just a name, and something you will learn as mysteries and secrets are revealed ."

Juanita "Kendra" Wilde

Kendra is Ant's real life wife who began her Entropia Universe adventure on December 22, 2005, and an ally of DME's when it comes to Ant's in-world PED (Project Entropia Dollars) card. She continues to reinvent herself to be more useful, and her graphics contributions to our St Patrick's Day events are not only fun, but worth having a look at [here](#) and [here](#). She is a magnificent Monria Good Will Ambassador, and has just as much of a humorous side as Ant.

We decided to do a little Q&A with Kendra.

Q: What did you think when Ant told you he was going to buy a virtual moon?

"I wasn't at all surprised... I don't get surprised anymore. He has always loved Entropia and he knew he could make a positive change if he could manage things himself, and besides, this is the closest thing to owning an Island and starting a cult that he could get. It also makes great conversation. My family thought we were crazy, but that's nothing new, Ant only laughs when they start talking all sensibly to him.

He has learned over the years to trust his own judgment, and more often than not, it's proven to be good. In saying that, he doesn't go into things blindly no matter how crazy they seem to the outside world. A lot of thought goes into everything he does, and I tend to be a bit of a sheep so I'll happily follow along, and he hasn't steered me wrong yet.

Not surprisingly, he mentioned MindStar9 (DME) within about 3 minutes of thinking of buying Monria, no surprise there either. He always said that she's an absolute gem, and that he could think of no other person in the universe that could manage a community like her. And like Ant, she loved the idea and was on board immediately, so the rest is history."

Q: What is it like being a member of the Monria Management Team?

"Fantastic! The Monria team is amazing, I love being part of a team of very driven people with no limits to their imagination and dedication. It makes me look good to be a part of it even though my time is limited."

Q: What do you think makes Monria different than the rest of Entropia Universe?

"The community is the best part of Monria. DarkMoonEnigma has given so much of herself over the years to community-based projects, and long before she was DME, so having total control over managing the Monria community, we knew she would always put their needs ahead of everything else. There aren't enough hours in the day for a normal person to do the amount of work she does for this community, and it is apparent in the absolutely amazing people who flock to the moon and stick around."

Ant and DME work so well together. He leaves all the community-related stuff to her because she has so much experience in this field, both in and out of the universe, and he deals with content and technical stuff. They are very similar in that they always listen to the community to steer their paths because as residents of Monria they know what they want."

They also both don't tolerate bullies or trolls, and even though a small number of people have a problem with this, Ant and DME are brave enough to stand their ground without getting worked up, and the rest of us live in a lovely environment where you can interact freely without fear of attack or ridicule."

Q: As a veteran participant of Entropia Universe, what sage advice would you give to new players?

1) Give it time, this isn't a get rich quick scheme, or one of those games where you're going to be uber within a few weeks of playing.

2) Get involved with the community. They are wonderful and eager to help. You have the potential to make real friendships while enjoying the company of a great community that will be there to help when needed.

3) Check in on the Monria Forum. There is a wealth of helpful information. DME is always adding great content and advice. We also love to hear how people are getting on, so get writing, whether it's your experiences, stories, pictures, jokes and anecdotes, or advice and ideas. It's a safe place, we don't judge.

4) Pass it on... always remember you won't be a beginner for long, so help out new players the way others have helped you, and the moon will be a better place."

Q: What were your Entropia Universe experiences like, and how were you affected by them?

In my own experience, this game got me through looking after three children under the age of three 24/7 without going completely mad. Two of my own, and my sister's child. I could log into the universe and chat with my society mates, or go on a team hunt. I can't say this for any other game that I've played.

I remember my first society, "Dark Hunters Inc." It was the first time I made friends online, and it was fantastic to meet such lovely and helpful people. They were so uber and they would take me to Crystal Palace to get robot beacons, and come rescue me if I couldn't get to a teleporter (it was harder to get places back then). Sidekick, our society leader then, is a regular on Monria even today 13 years later.

People have said that Monria reminds them of when they first started Entropia Universe, back when it was called Project Entropia, and when there was more of a social vibe to it. I love this because it means we're doing the right thing.

I knew I had given birth to an Entropian when my son 'Pio Wilde' (avatar name) started school and he insisted that E was for jump.

It's also the only place where your young daughter 'Marita Wilde' (avatar name) can borrow all your clothes and forget to give them back. Her avatar looks way cooler than mine.

One of the best days of the year in the whole universe is St. Patrick's day on Monria. I would recommend that all players of Entropia Universe experience it at least once. It has a carnival atmosphere for an entire weekend, and it gets better every year. You won't find anything like it anywhere in Entropia. It's always the Saturday closest to March 17th (St. Patrick's Day), and typical of most Irish celebrations. There are a huge number of prizes, and DME is better at getting cash out of Ant than I am."

Q: What are your final thoughts about Monria?

"I love being a member of team Ant in and out of this crazy universe. I've no idea where we'll be in the next five years, but I know Monria will be a big part of it, and if Ant does manage to get that Island, he'll make sure it has damn good WiFi."

Curtis "Pusherman" Mayfield

Pusherman is Ant's real life brother and joined the universe roughly a week after Ant did, and it was around the time that Treasure Island had been sold. Humor runs rampant in the DNA of this family.

We decided to do a Q&A with Pusherman too.

Q: What did you think when Ant told you he wanted to buy a moon?

"To be honest, at that time I had no idea there was a moon! - but that is his angle - take something that is just pointless and give it some purpose - I think roughly 3 seconds after he told me he wanted to buy it I called him moon boy, and it's something I hold close to my heart."

Q: What have your experiences been like as a member of the Monria Team?

"Oh, did I get the job in the end?"

Q: What makes Monria different than the rest of Entropia Universe?

"The community by far. It doesn't matter if you're new or old, everyone is equal apart from the boss, and I'm not talking about Ant. It's down to the hard work and dedication DM has put in and continues to do."

Q: What sage advice would you give to beginner players?

"Originate don't imitate - take your time, it ain't going nowhere!"

Q: What are the reasons you would recommend Monria if someone hasn't experienced it yet?

"One of the coolest parts to Monria is its ability to hang with the big-boys. Make no mistake, you have the ability to do it all on Monria - Hunting, Mining, Crafting, Taming or getting knocked on your backside in the ring! (by a girl) - the visuals are spectacular."

Pusherman is not a man of too many words at times, but he's an avid crafter when he has the time. With the birth of his son a little over a year ago, he is a proud and busy Dad with less time available for universe fun. He's also Monria's tech and sound engineer, but we haven't quite figured out what all that entails yet.

One thing is for sure, the Monria Management Team is dedicated and passionate when it comes to all things Monria, and are determined to continue their efforts to elevate the Monria experience and make this moon a destination worth visiting, and perhaps even making it home.



Never ever EVER interrupt a Cultist meeting!

MONRIA

... At Moon Like No Other

Monria is a Horror 3D MMORPG with a real cash economy, expanding upon 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. Cthulhu never shows himself, but is ever at odds with those who invade his domain. His focus is to inhabit your every thought until you go mad. You must be of sound mind and body to be able to resist the seductive nature of his attempts, for on Monria, Cthulhu is not a creature to kill for reward, but an unfathomable and controlling energy that permeates every space on the moon where you think you may be safe ... *you are not*.

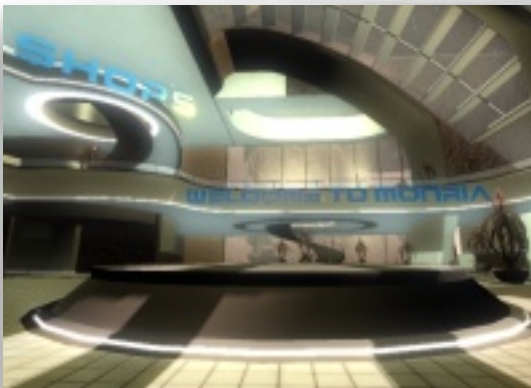
There is a supernatural power that inspires strange behaviors and night terrors that linger far too long before they seemingly fade, but they really don't, because haunting voices remind you that you are never alone. As humans, we are insignificant, and that lesson is learned not in consciousness, but in a subtle invasion of sense and sanity until you are drawn deeper into the darkness with no way out.

It was [November 26, 2015](#) when *Eugenio "Anhithe" Wilde* decided to [purchase Monria](#), knowing full well the challenges he faced, not only building a new moon community, but also how to blend a horror-based moon theme with development and official Monria storyline. Over the past four years, the Monria Team, in concert with its amazing evolving community, has managed to progressively deliver a more engaging experience while staying true to the Cthulhu-themed storyline.

Development may be slower than we would like, but it's steady, and we remain tuned into the community to evaluate not only needs, but wants. Again, we work *with* the community and not *for* the community as we consider what content will further elevate the Monria experience.

Here is a breakdown of what you can expect on Monria.

MONRIA HUB



The Monria Hub is where a new Monrian Born will spawn and start the [11 Beginner Missions](#). There are two player-owned shops on the second floor, and three player-owned shops on the third floor.

There are mission and other NPCs throughout the Monria Hub, including the [Crafting Daily](#) from Tobie that is touted to give the best daily mission reward, and the [Toy Soldier](#) mission from Thomas Malone on the first floor that is a progressive mission that rewards five Plushies.

Monria ad screens provide helpful information and alerts, and are located on the first and second floors.

We also added [3 Token Traders](#) and a [Mining Guild Representative](#) NPC with mining missions near the Token Traders and Auctioneer, both located on the second floor.

The center stage on the main floor has seen many event after-parties where both fun and chaos can exist with a surprise or two. It's not uncommon to see big Pumpkins, Fury Hounds or Robots unleashed by the owner of Monria. He makes up for the limited time he has to play due to his behind-the-scenes work.

TRADE CENTER

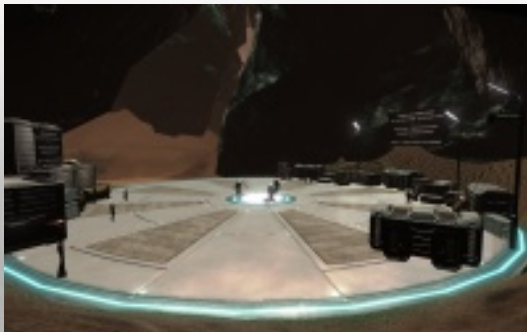
MONRIA HUB TRADE CENTER

The Monria Hub has a Trade Center on the second floor opposite the Shops. It offers NPCs for trade, storage and repair, and a technician for blueprints and blueprint books. There is also an auctioneer NPC to access the auction houses across the universe, and a large crafting tower in the middle of the Trade Center.

Players come from across the universe to do the Monria crafting daily because of its 0.75 engineering reward. It is not unlikely to find a group of players huddle around the crafting NPCs at various hours of the day and night.



DSEC FORENSICS



DSEC Forensics was formerly known as the Main Crater prior to our [reconstruction](#) the end of May 2017, and is a gathering place for a multitude of activities that include local trading. [Iron Missions](#) and other mission NPCs are located here including the [Shoggoth Hunting Daily](#) from NPC Sachem Ursa and [The Order of the Elder Gods](#) (4 chapters mission) from Pinthas Schmenke Dorian for the Horns of Z'agol that give a 3% increased reload speed. This mission is the beginning of a new mission chain.

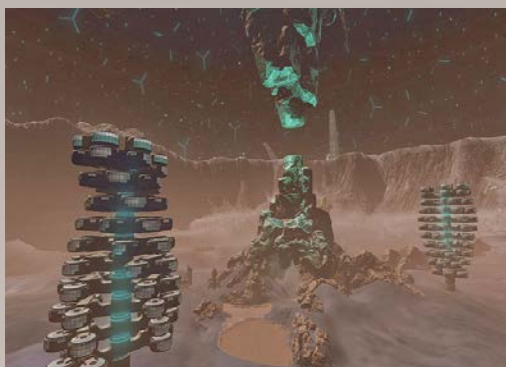


The Order of the Elder Gods mission will take quite a while to complete. The chapters are a rare drop, but they drop from all maturities. Chapter 1 from the Shoggoth, Chapter 2 from the Yog, Chapter 3 from the Cultists, and Chapter 4 from the Shub. They drop from creatures in the three craters and underground cave system. It's best to let this mission sit in the background while completing other missions.

Oh, the wide-eyed avatar sporting the Horns of Z'agol is ShadowV, who also happens to be Monria's own Moontoid Girl. The mask with the big M in the center is a dead giveaway. You can find her standing near the DSEC Forensics teleporter on any given day helping with our Monrian Born.

Monria has unique creatures, and each surface crater is home to one of four of them. The Shoggoth roam the DSEC Forensics crater and is our lowest level creature of the four. You can find many of our new Monrian Born players in this crater working on their skills and often sweating the Shoggoth to sell the collected sweat to Monria's Community Manager for extra PED (Project Entropia Dollars - virtual currency).

The Shoggoth is mentioned in the old *Church of Cthulhu* archives as a slave race and city builders for the Elder Ones. Its presence on Monria could indicate various alien construction sites deeper inside the moon. It is reported that during their evolution, some Shoggoths mutated and developed self-awareness which even led to a rebellion against their masters. According to some archives, Shoggoths can be traced back to an earlier existence on planet Earth where they inhabited a cavern city underneath Antarctica. They don't seem to be so rogue anymore, but rather more controlled through the silent efforts of Cthulhu and the inner workings of the *Cult of Shut'thend* and its Leader, Decca.

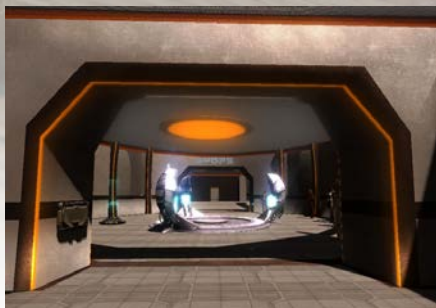


Monria is also a residential community with two unique apartment buildings that would rival any modern architectural design, and presents spacious interiors that include personal pools in the penthouse suites.

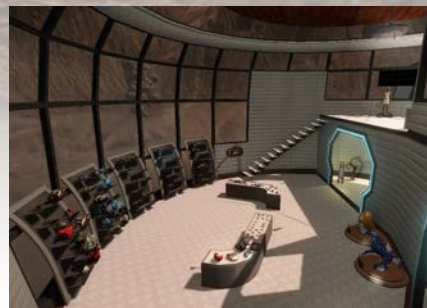
The Cthulhu and Cthylla apartment towers are also located in the DSEC Forensics crater and offer more in the way of amenities on their respective 9th floor. This is where the default teleporter is located. There are NPCs for trading, crafting, storage and repair, as well as a technician NPC for blueprints and blueprint books, but also an auctioneer NPC for accessing auction houses across the universe.

There is also a televator next to the teleporter to transport you to the six apartments on each floor between the 1st floor and the 8th floor, as well as to the penthouse suites on the 10th floor. Take a tour of a fully decorated and [Christmas-themed penthouse](#) that includes the pool area.

The 9th floor of each apartment tower also offers 6 player-owned shops. Here is an example of a shop entrance in the Cthulhu Tower owned and operated by WangXiang, as well as the main room interior. The interior of the shops are the same as the apartments, except for the fact that items can be priced for sale.



Each shop has a display deed that covers both the entrance hallway and outer area.



DSEC MINING CAMP

The DSEC Mining Camp is where you will find the next level creature that new players will eventually engage with as their skills increase. Various maturities of the Yog are progressively positioned around the crater for ease of access. In the center of the crater is a wave event that is triggered by stepping into the area. Several rounds of progressively increased Yog maturities occur until the last round when the Yog boss appears. There is a 30 minute cool down before being able to start the wave again.



The Yog is a mysterious creature resembling a big Arachni but with a deformed human-shaped head. All clues point to a bio-engineered species. Evidence was found of Cultists dabbling in advanced transgenics. DNA samples revealed a mixture of Arachni and human DNA.

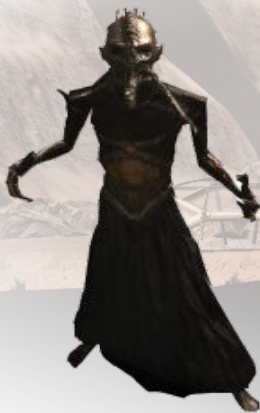
DSEC military advisers refer to these as bio-tanks, pointing out this is a clever way of creating low maintenance, self-repairing weaponry and excavation bio-tools, suggesting we should allocate further resources to research this advanced transgenic creature for our own purposes. The Yog is not only bio-tank employed by Cultists, but also effective excavation tools.

Exploration drones caught video footage of a group of Yogs carving out a tunnel with a speed that puts some of the best DSEC equipment to shame.

There are the regular NPCs located near the teleporter such as repair, trading and storage, but there is also a [Daily Mining Mission](#) at the teleporter with NPC Curd, and the [Yog Hunting Daily](#) just down from the teleporter on the left past the rock formation with NPC Negated.

DSEC MILITARY CAMP

The DSEC Military camp is where you will find the third level creature that a new player will advance to once their skills have increased even more. The Cultist is very Cthulhu-like in facial features, and are the primary catalysts behind most of the chaos that occurs on Monria. Now that their leader is back at the helm of the *Cult of Shut'thend*, Decca is in the throws of reorganizing the Cultists for even more disruption. It is not beyond her to incorporate the other Monria creatures in her attempts to regain control of the moon.



Cultists belong to *Church of Cthulhu*, a secretive organization that left all planets in known space hundreds of years ago in a mass exodus. The reason for this mass exodus was learned from an ancient journal discovered in a secret compartment of a file cabinet recovered from the DSEC Military Camp, previously known as the West Crater.

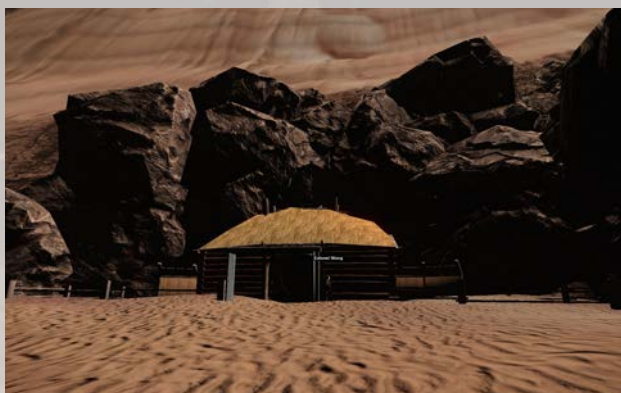
The Cultists are also members of the *Cult of Shut'thend* led by Decca, and whose family had owned not only the *Church of Cthulhu*, but many churches since the early 1500s. It was learned that the grand exodus from Earth and elsewhere was to Monria, where it is speculated that a new *City of R'lyeh* was built in the deep abyss at the core of Monria, and where Cthulhu resides in a death-like sleep.

Decca and the Cultists are desperately searching for the book of dark magic that will allow Decca to conduct a ritual of incantations that will awaken Cthulhu. This can never be allowed to happen, which is why our battles against the Cultists are fierce.

During the initial excavation of Monria after being discovered by the Deep Space Extraction Corporation (DSEC), several artifacts were uncovered bearing the *Church of Cthulhu's* logo, and revealed a network of underground tunnels that were defended by the Cultists.

The first encounter with the Cultists proved to be extremely lethal to the DSEC security team as only one team member survived. According to the survivor's testimony, Cultists seemed to employ powerful mindforce-ranged attacks as their weapon of choice. There is no doubt that their capabilities are technologically advanced and not fully known as yet, which is why we must at all times proceed with caution.

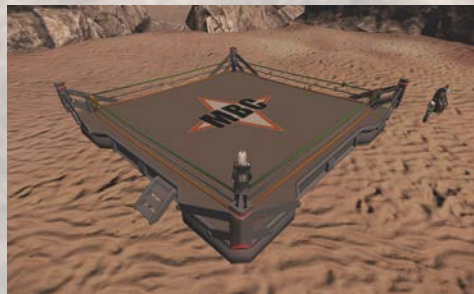
The repair, trade and storage terminals are located inside a metal tent structure not far from the teleporter. North of the teleporter around the rock formation is the Monria Pet Stable owned by WangXiang. Colonel Wang, who is positioned in front of the pet stable, gives out the [Cultist Hunting Daily](#), as well as Monria's [Green Leprechaun Pet Taming Daily](#). The Green Leprechaun also inhabits the DSEC Military Camp. Wang has a comprehensive [pet taming site](#) for more information on Monria and other Entropia Universe pets.



As a point of interest, it was Anhithe's mother-in-law who drew the prototype of the Green Leprechaun that became our first Monria pet. MindArk (Entropia Universe platform developer) used the sketch to create a likeness.

So why a Leprechaun pet? Monria's First Family lives in Dublin, Ireland. As green as you can get, and why there is a celebration of Monria's biggest event of the year - St. Patrick's Day.

It is said that the Leprechauns arrived on Monria as refugees as a result of a daring escape from another galaxy where they were enslaved by dwarfs.



Further North of the pet stable is our Monria Championship Boxing Ring. It is the only PvP zone on Monria and has its own Event Organizer for creating events. We will eventually launch our annual Monria Boxing Championship Event.

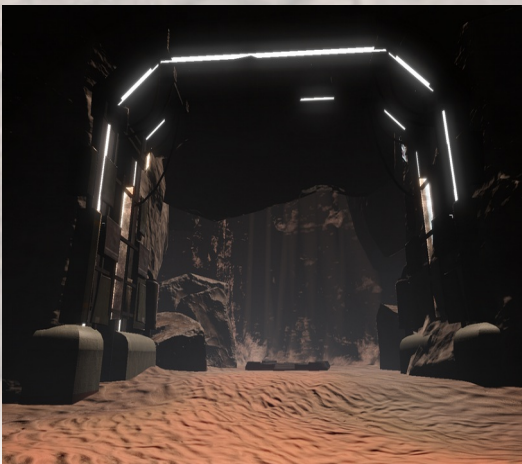
We have hosted events in the boxing ring in the past, including our Halloween Costume Contest with a unique way that the Monria Team judges and eliminates those not in the running for prizes. A revive terminal is located next to the Monria Boxing Ring and Event Organizer.

We have developed our own weight class boxing gloves that are crafted for such an event. They are the first 2-handed weapon in the game with a glove on each hand. Too bad both hands aren't active and only the right hand punches - that would be a sight to see, but with the various weight classes, each weight class comes with its own level of damage dealt.

Ant is wearing a heavier weight class glove that you can see is a dual color. Heavier weight classes are tri-color.



The DSEC Military Camp also has its own Cultist Wave Event to the NNW of the teleporter in a big pit. All of our creature waves are basically the same, having approximately 5 or 6 rounds with progressive maturity levels each round, and the creature boss showing up in the last round.



We installed Insta-Teleporters in each of the three craters inside abandoned mine entrances that will progressively take you from one crater to the next. The insta-teleporter system was implemented to be part of a future progressive mission chain. This is also a means to discover the actual teleporters in the DSEC Mining and DSEC Military Camp craters. Anyone who had the other two crater teleporters prior to our reconstruction in May 2017 will need to reclaim them.

The new and progressive mission chain once implemented will take a new Monrian Born player from their beginning experiences with lower level creatures and advance them to the highest level creatures as skills increase. There is no estimated date as yet for when this new mission chain will be available.

UNDERGROUND CAVE SYSTEM

Monria also has an underground cave system that our creatures inhabit as well, including a secret cave where you can find our Yog Hatchling pet, rare Yog Horror pet, and three rare Leprechaun pets for taming. Here is a link to the [Hidden Crystal Cavern](#) and how to get there. The underground system is also filled with beautiful crystals.

The hue from the crystals gives the rock walls a more luminescent appearance and helps to light the way, but be wary of what might be lurking in the darker areas.





The Cave TP1 is a default teleporter, but there are four additional teleporters to capture from the first to the fourth along the way to the fifth which is located in the Shub Cavern. Between Cave TP1 and Cave TP2 you will find Shoggoth, including a Shoggoth Wave Event in the open cave area.

It's not uncommon for our resident community members with higher skills to lead a cave run for those who need to acquire the additional teleporters. It ends up being quite the fun adventure, especially for our newer players.

Each underground wave event triggered will generate a message on the screen in the R'lyehian language. The language that Cthulhu understands and speaks. Messages like these are usually a warning. Here is one of the most common R'lyehian phrases uttered in Cthulhu's realm.

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."
(In his house at R'lyeh, dead Cthulhu waits dreaming.)

Between Cave TP2 and Cave TP3 you will find Yogs, including a Yog Wave Event in an open cave area. The Cultists inhabit the area between Cave TP3 and Cave TP4, and from Cave TP4 to the Shub Cavern you will find the Shub creatures.

Cave TP5 is in a larger cavern area where only the Shub inhabit. The Shub are the highest level creatures on Monria. The [Shub Hunting Daily](#) NPC Angel of Shadows is located near the Shub TP just before the open cavern area. The Shub also have their own wave event.



The Shub spawn is a most curious creature. It resembles an alien interdimensional entity found in the old *Church of Cthulhu* archives bearing the name Shub-Niggurath.

Evidence suggests that Cultists tried to mimic its appearance and managed to bioengineer it using advanced transgenics. There seems to be a strong telepathic link between Cultists and Shub spawns. Some speculate the Shub spawns may act as communication nodes to the actual Shub-Niggurath entity, though such speculation is considered wild and unfounded.

However, what has since been discovered is that Shub-Niggurath actually mated with Yog-Sothoth who are both Outer Gods and gave birth to twin deities, Nug and Yeb. Nug sired Cthulhu, but not in the conventional way. It was through parthenogenesis, a natural form of asexual reproduction where the development of embryos occur without fertilization. Cthulhu is considered a Great Old One, but not a God.

During our Monria events, we activate increased spawns of all creatures, with an additional spawn of the creature just below each respective creature boss. However, it is not unusual for us to kick it up a notch by including our Evil Leprechauns during our bigger events that drop Evil Leprechaun creature candy - players can eat the creature candy and turn into Evil Leprechauns where no player is safe from attack.

Monria is an ever-evolving community with much to look forward to. If you have yet to have the experience, let me recommend that you give it a try. If you are not already a participant in the Entropia Universe, follow [this link](#) to learn how to create your Monrian Born avatar. As we are a moon and not a planet, we are not listed at the main Entropia Universe website. Explore the [Monrian Born Program](#) information because it is the only new player program of its kind in the universe, with benefits afforded our Monrian Born that you won't get elsewhere.

After you create your account at the Monria Forum and download the game following the instructions given to you on how to create your Monria avatar, your initial training will take place on Planet Calypso, because we don't have our own beginner training area on Monria. If you are successful in creating your Monrian Born avatar, you will see your exclusive Monria Shirt when you walk out of the initial tutorial building to do your first mission (Target Practice).



Also, Monria will be referenced a few times in dialogue while you complete the training missions, but at the end of your beginning training, you will meet up with Lt. Smith and be transported to the Monria Hub where you will start Monria's beginner missions with Denis Pedersen.

Monria may be a small moon in a corner of the universe, and despite the dark and eerie theme of this magnificent moon, there is plenty to offer, including a vibrancy within the community that cohesively works to elevate the brighter side of your Monria experiences.

Just be forewarned that Monria is also a place to "Expect the Unexpected" ... especially with Cthulhu in residence ... the effects of the dark forces are subtle, and you won't know the difference until it's too late.





MONRIA

Exclusive
VIP Interview

Eugenio "Anhithe" Wilde

Monria Owner/Moon Manager

Anhithe became Monria's Owner/Moon Manager on November 26, 2015 when he decided to purchase the moon. At the time of making this decision, he had already experienced a progressive path creating a business presence within Entropia Universe for about 7 years. In fact, he created a real life company called Virtualsense specifically for this purpose, but he has also been involved in a few startups, and has invested in established companies.

Following are Anhithe's responses to interview questions.

Q: When was your avatar created?

September 20, 2005

Q: What were your gaming experiences prior to Entropia Universe?

"I first started playing games when my family purchased a VIC 20 in the early 80s, we then progressed on to the Commodore 64. I used to enjoy the text-based adventure games like the Hobbit and Eureka!. I loved Elite and can also remember destroying our Joystick at Christmas time playing Summer games, Winter games and Daley Thompson decathlon.

I've played console games casually, usually when my Son's friends visit and I give them a lesson in football (still champion since they were toddlers to teenagers, although it gets harder...).

Most of my time has been with PC games and mostly strategy, puzzle or adventure games. When I lived with my brother (Pusherman) we used to have a LAN set up and we'd play Age of Empires for hours. Sometimes Kendra (Mrs Wilde) would join and try to turn us against each other which never ended well for her.

I'm not very good at FPS or PVP as anyone who has ever met me in space would quickly realize, and now I only play Entropia Universe and happily spend most of my time on Monria."

Q: How did you hear about Entropia Universe and what inspired you to give it a go?

"At the time, Pusherman and I were living in different countries, and I decided to Google free online games so we could play games together. Project Entropia came up in the search results, something about a 'Treasure Island' for sale. It seemed different so I downloaded, logged in and got myself lost in the wilds of Calypso. Over 14 years on and I'm still getting lost!"

Q: What inspired your decision making with regard to the EU path you chose?

"I think initially what appealed to me about Project Entropia was the sandbox nature of it so I never really had a path. My game play was exploring and trying different professions and never worrying about skills, just enjoying the experience. I was initially a non-depositor, our children were young at the time and Kendra and I had previously blown all our savings on traveling just after we got married.

We were really just building our life again and I was focused on supporting my family and building a home. As we had more expendable income I would go out on Fridays with work colleagues for a few pints of Guinness. At some point I then decided to stop going out on Fridays and to deposit instead. I figured that at the very least I could get some of my money back someday, whereas all I normally got was a hangover.

This is when the real cash element of Entropia started being of interest to me. I also had more purpose in game as I was mining for my ingredients and crafting items that I used. The path I had chosen was one of self-reliance because I enjoyed the game and wanted to experience more aspects of it."

Q: When did the trading and acquiring shops come into play?

"I was never really a traditional trader because I didn't enjoy standing around Twin Peaks all day advertising wares. I think it was when the shopping malls were released that I decided I wanted to own and run a shop. Business has always been something I enjoy so it made sense to open a shop, learn about the retail industry and to be able to sell all the items I was crafting without having to be logged in all the time. It was also something that was far less risky in game than in real life so it was a great learning opportunity.

My crafting skills were pretty low as I only crafted for personal use so I started out in the Port Atlantis Mall with a shop that sold beginner items for new players. New players were starting in Port Atlantis and the costs were relatively low. It also allowed me to slowly gain skills in the different crafting professions and loot blueprints. As items sold, I mined for resources, crafted more items and grew my stock.

As I had a lot of stock, I then expanded and acquired further locations in Emerald Lakes Mall, Twin Peaks and Club Neverdie (CND), which is now FOMA. My entire game play was centered around supplying the shops, and because I had a ship, I would also fly to the different planets, craft, mine and get the local blueprints enabling me to import stock and materials not found on Calypso.

My plan for Peddlars was to have a shop on every planet and provide items across them all taking advantage of the trade barriers (PVP space and time) and make a small profit from the differences in mark ups across planets. Fate took me in a different direction but I still think it would have been a fun way to spend my time in Entropia Universe!"

Q: What was the main idea behind creating Virtualsense and its relationship to Entropia Universe?

"It was really two things that came together.

One was that at the time I was working for a tech company and was traveling quite a lot while the children were young. The company had made the decision to withdraw its European Operation. This meant that I was faced with redundancy or working for the global entity from Europe (with even more travel no doubt). I'm really not built to work for anyone else and I wanted to be at home more so decided to take redundancy and offer consulting services instead.

The other thing that was happening was that Entropia Universe was becoming more of a business to me and I had already decided I wanted to see if I could start a real business from within a game. So I took the plunge. Virtualsense was born and I can remember telling a work colleague my plan. He said what a brilliant name. I asked why and he explained that the idea made virtually no sense to him, so I stuck with it.

Virtualsense is really a playground for projects I believe in, and I fund it through consultancy services and income from those projects."

Q: What was the inspiration behind acquiring land areas, as well as the Yamato and the Turtle spacecrafts?

"Turtle was actually my first major purchase in Entropia, it was originally one of the hangers by Camp Enchidna, the first one on the right. Camp Enchidna was a bit of a home for Dark Hunters Inc, my old society. Pusherman and I would have global competitions at the crafting terminals. Some members owned homes there and it would be our usual meeting spot. I purchased it because I believed in space and felt there would be great potential some day. It was also handy for our Crystal Palace hunting trips!

Yamato was a little different. I wasn't really planning on any further space investments, but at the time, I was already having dreams of someday owning some kind of rock in space so I felt it was important to own warp capable ships. There's also massive potential for team-based game play in space that I hope one day is realized. Now of course, Yamato is crewed by our friends in The Knights of Entropia (TKoE) society who manage our Space Travel Program and provide a valuable service to Monria, so it has proven to be one of my better buys.

The Land area ownership came about because one year leading up to Christmas it was announced that Crystal Palace was for sale. This was something I wasn't quite ready for but I knew I wanted to own a substantial piece of real estate in space.

When I get determined I tend to move pretty quickly so I sold shops, stock, items I owned, skills and most things that weren't nailed down. I then put together a business plan for the purchase of an asteroid in space and managed to secure finance backed by the European Central Bank. All this happened pretty quickly during the Christmas period, the kids got coal that year and we had a budgie instead of turkey.

What I didn't realize at the time was that my society mate and friend Buzz was also in the bidding (we both kept it quiet for obvious reasons). My moment of glory was placing a bid on Crystal Palace and then seeing it outbid. Out of what must have been pity after beating me to Crystal Palace, Buzz sold me what is now Club Sweat, a Land Area on Calypso. I also purchased some of the new Land Areas that were released and developed them. This included relocating my original Hangar to Club Sweat.

I then went about paying off my loan determined to be ready for the next opportunity whenever it came and got involved with some other real life ventures."

Q: What inspired you to buy Monria?

"I recall when the first release of the estate was announced and it did peak my interest but I knew that consortiums were involved and felt that if I got in the bidding I would only hike the price and would have no hope of outbidding everyone else so I passed.

When what was by then called Monria was made available for resale I was immediately interested. It may surprise people to know that I had never even visited Monria, it just wasn't on my radar at all. I didn't even know where it was to be honest. I then checked around the forums and with friends in game and there was a fair bit of negativity surrounding Monria. The activity levels were low and I had a meeting with Akoz who was extremely professional and gave me full disclosure of all things Monria and his opinions on what was needed and its future potential. Next I met with MindArk to understand the contractual side of things and what that business relationship might look like.

I had a chat with Kendra and explained the challenges and all the reasons why it was such a bad investment and how much hard work it was going to be.

She knows me so well that she simply said something along the lines of you're clearly going to buy it, so you had better just get on with it.

Next I went about raising the funds and selling in-game assets and reinvesting. The bidding process was nerve racking because it was a reverse auction, meaning you reserve your bid and wait until the price comes down to meet your reserve, so timing and price was important. My tactic was that I decided my reserve, waited until the price was close (so I was less likely to be sniped) then I placed the bid and waited rather than trying to get a bargain. Luckily I was successful but I found out afterwards that I was close to not winning at all (I think a friend was going to bid the same reserve as me but I beat them to it)."

Q: What were your initial plans for Monria?

"One thing that was a very high priority for me was to build trust with our friends at MindArk and to foster an honest and positive working relationship. By bringing players into EU that we find directly, and focusing on growing the player base, it helps our credibility. Also, there are good people I have gotten to know who support our events, help when we have issues and really support me in our development plan.

Initially, I just wanted to understand Monria and its community. I deliberately kept an open mind and tried not to have any misconceptions. In my consultancy work I specialize in leading and building technical teams, improving delivery, and coaching in agile methodologies. I try to apply these principles to Monria, which means we try to add maximum value for minimum effort, and I prioritize our plans accordingly. So I try to understand the different 'personas' of our community. I hunt at all levels, mine at all levels, craft, I have run a shop on Monria, clicked Explosive Projectile blueprints, participate in events, even though DME never lets me win, I have started pogo parties and generally done all kinds of foolish things to really understand what it is to be a Moonie. I don't have a Monria Shirt but one day I hope to earn one.

In the short term, I wanted to reward what was at that time a tiny community. We asked what they wanted in our development plan and implemented what we could. I also decided that rather than sell our apartments we would use them as prizes so they were more likely to go to people who truly enjoyed Monria and were supporting us early into our journey.

We asked TKOE to run our free flight program for Monrian Borns, and extended the eligibility to apartment and shop owners. Our number one priority in the short term and long term is our community. This is why a dedicated Community Manager from within Entropia was a critical first decision, and also why I chose the best.

Our main goals are threefold:

To build a positive community who enjoy Monria.

Develop content and run events for our community.

To market Monria to new players, and to welcome and support them so they are more likely to stick around.

What we are trying to achieve in the longer term:

Make Monria the best place to start in Entropia Universe.

To grow the Entropia Universe player base through Monria's direct marketing efforts.

Ensure Monria is one of the most enjoyable destinations in Entropia Universe.

Q: What is your decision making process with regard to Monria development?

"The first thing I do is to give a lot of thought to the purpose of any development I am planning, and I'm aiming to give maximum value to anything that we implement. I'm somewhat constrained in what I can do, so I try to really focus on getting the best bang for my buck.

The process is something like this:

I get feedback from players, from my own observations, from DME via community feedback and suggestions on the forum. This becomes a list of ideas, goals I want to achieve, and problems we need to solve. I then prioritize this list and start to flesh out some development plans. Next I will discuss these plans with MindArk and figure out what we can and cannot do. I also try to get a steer on the effort so that I can weigh this up against the value it delivers and discard anything that turns out to be impossible or plain crazy. I'll also adjust the plans based on the availability of resources.

The next phase I then go through a process of writing out in more detail the development ideas,

write mission dialogue and steps, and give design input. There is a process of negotiations, scheduling, adjustments as needed and then the work goes into development. At some point this pops out in a VU (Version Update), I write some release notes and then I measure the impact of the release against the goal I was trying to achieve. I look at the activity in game, mission stats and player feedback to judge the success of any change. I also prefer to do 'themed' releases when I can, perhaps tackling a certain area of game play or extending our storyline.

This can take quite a long time, and there are plenty of iterations and pivoting throughout."

Q: What experiences owning/managing Monria have been the most rewarding?

"I love when players tell me that the community is so great and that it reminds them of old Project Entropia. When some new development is well received, or the community has enjoyed an event, it makes the effort worthwhile. I also love participating in the events and hanging out on Monria because there's just so many good people I get to have fun with. I also secretly enjoy killing some of our community members when I eat a creature capsule or blind side them in the boxing ring!

One of my early memories that was great fun was when we decided to throw an impromptu New Years Eve party last minute. There was lots of running around panicking and it turned out to be a great night. I also love the St Patrick's event, even though I'm always at risk of getting lost during the parade. Listening to Irish music, drinking Guinness and shooting mobs doesn't really get much better!"

Q: What experiences owning/managing Monria have been the most challenging?

"There has been quite a few but the two main ones that consume a lot of my time are marketing and development.

Marketing Monria/EU is actually pretty difficult, even though it's one of the things we as players keep saying we need more of. Getting players to see ads and even to register is not that difficult but the entire process from marketing to becoming a regular player is quite a long one with lots of drop offs. It has taken me the guts of 4 years to really get a system that works for us. A busy and positive environment where new players are welcomed really helps, as does targeted marketing and measuring the results. Without the environment being new player friendly with human interaction, a lot of players simply get confused and log off.

Also due to the time-frame involved in a new player becoming an active customer. Any marketing campaign needs a long enough lead time to measure its results and to be adjusted accordingly.

Development is quite a long process as we do not have our own team and work needs to be scheduled. I prefer short development cycles so that you can incrementally deliver value in a short period of time and get quick feedback on the impact of the change and then react accordingly. This can be a challenge as I really have to plan everything out in detail and cannot really react as quickly as I would like to feedback from the community.

I am a very determined and patient individual though so I'm still very positive about our continued progress."

Q: What are your current plans for the future development of Monria?

"I never share our development plans because I'm mindful that I don't want to make promises that I can't keep, set unrealistic expectations or spoil the surprise.

I will however talk a little bit in general terms about what I would like to achieve and let's see how we get on after another four years.

I would like Monria to be a place where there are multiple things that happen rarely, whether that is a rare item in loot, a difficult mission or an experience. This is the thinking behind the rare and difficult pets, the Horns of Z'agol by completing the four chapters mission, the unlimited armor pieces yet to be discovered, the rare boss mobs, the Plushie rewards and the random elements to our events.

Monria needs to be a place that our community is connected to, and feel that they positively contribute to. We run the community programs for this reason, apartments given as prizes, the Elder Gods and their armor named after community members, and even some of our community members have become NPCs that give out daily and other missions.

We should be new player friendly, and this was part of the reason in laying the foundations where we changed the mobs and spawns so that there is more of a natural progression between creatures. Why every new Monrian Born player can receive a starter kit and be part of the three month sweat buying program.

Why we run field trips, and why we make such a fuss over our Monrian Borns.

Our community loves group activities, like TP cave runs, completing waves or teaming up to take down Shub-Niggurath, the level 182 Shub Boss. Pogo Power!!!. This is also important.

Without promising anything, I would like there to be more missions involving our comMOONity (I stole that from ShadowV), content for newer players, rare surprises and more content that groups can participate in."

Q: What significant personal/business lessons did you learn during your evolution?

"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)."

Q: What is your advice to those just starting Entropia Universe?

"Take it slowly and enjoy the experience. Entropia Universe has a steep learning curve so it is important that you make friends and get a mentor or more experienced players to get advice from. Also, only deposit what you can afford and focus on cheap entertainment. This is especially important at the beginning because of the Real Cash Economy element of Entropia Universe. It is so easy to make an expensive mistake until you have learned the complexities of EU and its economy."

Q: What would your advice be to those who want to create a business inside Entropia Universe?

"Make sure that you have invested time into really understanding Entropia Universe before even contemplating a business. Start small so that you can make some mistakes as you learn and remember your reputation is everything. Also remember that our success is linked to that of Entropia Universe so try to make time to support other players, especially new players as they might one day become your customer."

Q: What is most important to you going forward with evolving Monria?

"The most important thing to me is that the community that has been with us all along are still with us going forward. I also want us to be able to look back and feel we made a really positive impact on Entropia Universe and its growth."

Q: Is there anything else you would like to share with your most appreciative Monria community?

"There are far too many of you for me to mention in name but I sincerely thank you for everything you do. You run our community programs, support our Monrian Borns, give your time to help us, donate prizes to our events and spend your hard earned PED on Monria. We appreciate all that you do and it sends a really positive message about what is best about the Entropian Community."



Ant participated in building a Monria Tron.

And here's why we can't take Monrians on Field Trips...



Odd way of exiting a Quad.



Malgar does not adhere to parking rules.



No explanation needed.



Malgar pushes his vehicles to the limit.



Believe me, this is an improvement.



I told you ...



DarkMoon Enigma

While community management is DME's primary responsibility, she also manages Monria's media activities that also keep her quite busy. She has a very extensive background in Entropia Universe relating to media production, news reporting, event planning, article writing, radio broadcasting and picture storytelling that highlighted the social activities and environment possibilities limited only by imagination and creativity. It all began in 2005 with her original avatar MindStar9 who's on ice right now while participating in an official capacity with the Monria Management Team.

As a staff member of the [EntropiaTimes](#) magazine production team between 2010 and 2011, it gave her experience interviewing and writing VIP articles relating to Entropia Universe Planet Partners and MindArk officials. In June of 2007, she began producing player and society profiles, which is something that is also planned for future issues of the Monria Quarterly as it relates specifically to the Monria community. There are three such [player profiles](#) in the Entropia Universe Archives section at the Monria Forum. More profiles from the past will be added to the archives when time permits.

Monria's official storyline also comes under the umbrella of the Monria Media Team, and you will learn more about the full scope of this endeavor in this issue, but suffice it to say, Monria gives us much to write about.

DME's current media focus will be Monria and its community with the help of the rest of the media team. Monria's evolving community has been nothing short of phenomenal, and nothing we expected, and we will be showcasing many of our community members who have been dedicated and supportive in their efforts to help make Monria what it is today.

It may be a small moon in the corner of the universe, but it's big on activities and having fun.

Anny Divine Thundergirl

When Anny joined our Media Team, she had already produced several graphic banners that you can see at the forum in event and other threads, as well as on our client loader, but was also the creative mind behind our [2017 St Patrick's Day Event](#) video. She is our videographer and our main graphics contributor. She created the above Media Team banner, as well as the Monria Space Travel banner, Monria storyline banner and the other banners showing on our client loader.

Anny operates the [Entropia Movies](#) website where you can see more of her work. Her creative talent with video storytelling is unique and entertaining.

Anny has been involved in many Monria projects with more to come, but she also has a grand sense of humor ... sometimes subtle, sometimes not. She has this need to place Monria's owner in strange positions on event banners. However, it might be a good idea to give the event banners more than just a glance at times, because she has a habit of slipping things in you might not otherwise catch.

It might help if I give you some examples so you know what I mean. Remember to look closely. Here's a little hint ... it also seems that somehow, Cthulhu photo-bombs the banners.



Anny has done a great job with our event banners, but also with all things requiring any graphics work, and that includes our official Monria storyline book covers which you will see later in this issue. However, the banner with the book covers is also on the Monria client loader.

Anny is actually a Monrian Born, and created her avatar on 3/6/14 before the current Monria Management Team took over. She was curious at that point and watched as Monria was developing. DME had seen her video storytelling about her character on Arkadia on Facebook and reached out to her. A friendship ensued and Anny eventually came to Monria to work with DME on many projects.

In Anny's words, she lists her associations as "Monria Moon Community Family, Monria Media Team (a bunch of projects I just LOVE) , MCAT Team Member, Yamato Gunner, Yamato backup Pilot, Pilot Trainer, Gunner Trainer. Event helper, chaos creator (not my fault really, I understand the R'Lyehian language, and sometimes Cthulhu sends me messages)."

Anny admits that she is also known as *Crazy Anny*, and quick to let everyone know that she shouldn't be messed with because you could end up frozen. We say Anny is lethal since so many of us have had the unfortunate opportunity of experiencing her impressive skills, especially in the Monria Boxing Ring, but she's also a great asset in team hunting.

Anny is the creator and designer of our Monria Interactive Map, the Interactive Space Map and the very effective Monria Shop Owners Inventory Tool that puts shop items at everyone's fingertips. She's a forward thinker and always looking for ways to maximize benefits for Monria's community and its visitors.

Behind the scenes, she has also contributed some pretty interesting development ideas that Ant has taken a liking to. She pretends to induce dreams into Ant so he thinks they're his ideas. He's buying into that-LOL.

Anny wears just about as many hats as DME does with her level of involvement with Monria. She is also the head of our DSEC Quantum Space Institute and records valuable data that keeps our moon safe.

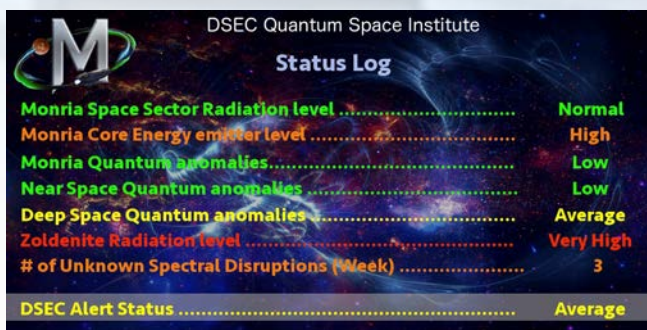
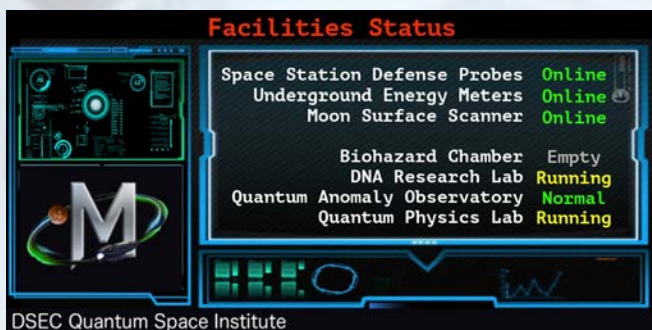


On October 24, 3014 (moon year), there was a critical alert from DQSI that put Monria on standby:

Anny from DQSI has reported that Quasar Q-29S in a nearby galaxy exploded some time ago, and that the gravity waves are just now reaching Monria space. There seems to be a disruption in the space-time continuum that has affected space travel throughout our Entropia Universe system. Traveling in space at this time can lead to unpredictable situations. We are told that the MindArk Imperial Scientists are looking into this anomaly, and putting forth every effort to stabilize disruptions. Taking into consideration what a Quasar is (aka - Quasi-Stellar Object, or QSO), it brings a secondary alert with respect to what has been discovered on Monria.

You can review the entire DQSI alert and subsequent activity and responses [here](#).

Anny's data reporting is quite specific as shown by the following:



Keeping Monria safe and stable is a tremendous responsibility, but Anny manages the DQSI Land Office in the Cthylla Tower, 2nd Floor, Suite 5, and makes sure the data equipment remains in proper working order.

There is also a bio-hazard chamber on the second floor to monitor anyone affected by radiation or effects from Maladrite exposure.

The Cthulhu effects are far reaching.

Suffice it to say, Anny is a big part of what helps to make Monria a vibrant community. She is a tremendous partner in all things media, and a very creative person. She's my right arm, and I don't know what I'd do without her. She's fun, she's talented, has a great sense of humor, and she has Cthulhu on speed-dial.

Pinthas Schmenke Dorian

Pinthas joined Monria's Media Team after DME reached out to him about the writing he did when he was a member of the original (first) Monria Management Team. He did a lot of storyline writing for Monria that was never published in its entirety. He is also the one who wrote the dialogue for the mission on Monria called "DSEC: Monria's Untold Story" (now called *The Order of the Elder Gods*). This is the collection of 4 Monria Chapters that give the reward of the *Horns of Z'agol*.

Pinthas and DME write Monria's official storyline. Four books have already been published as PDF files for downloading. You will learn more about Monria's storyline in this issue. Pinthas is currently working on his third book called *Tales from the Deep*, and we anticipate it will be published the middle of December.

Following is a message from Pinthas regarding his present state of mind while desperately seeking to learn who he really is as he navigates a multi-dimensional experience with K'Tan Partathus, Arch Follower of Cthulhu, who led the *Cult of Shut'thend* prior to Decca showing up on Monria to reclaim her position.

"At times, what you imagine things could be, is what becomes reality. The more you search, the more you begin to find. Ultimately, if we desire something so much, nothing stands in our way to reaching that goal. We dream no matter who tells us that it is impossible, or that we are not good enough for what we want, or what we can be. The naysayers who would rather pull us back into the abyss to survive with them, are only a distraction to the never-ending possibilities of the success we face. This story challenges sanity and the very existence of one's soul. Not only mine, but those I meet along the way.

In this moment, I feel I am in some sort of limbo, being pulled in multiple directions to be told multiple things about my past, present and future. The energy is subtle at times, and at others, the magnetic pull is so strong that I find myself in alternate dimensions. I don't know what is real, or what is just a manufactured dream by someone, or something that has a hold on me. You see, I am uncertain of who I am.

I've learned that if we move in one direction and it takes us where we want to be, then by all means, continue. If however, we find that we have lost our way and travel down a rabbit hole, we should feel free to take a different path in order to explore the endless possibilities of change. This is where I am challenged, for each path I travel, no matter how strange it may feel, there always seems to be some sort of familiarity present, tugging, pulling at my very existence.

Monria feels ancient, but new and relevant, and this journey is a path of further unraveling of mysteries and secrets beginning with the exploration of who I am and how I fit into the bigger scheme of things. The past is a mere offering of broken images and words that don't make much sense at first. The present is clear enough in my role as a Monria community member where I function quite well, but there is a haunting that draws me into the darkness where tales revealed are disturbing.

The future is not written in stone, how could it be, especially with paths that twist and turn and only lead deeper into the darkness where understanding what is happening is elusive at times. I strain to retain any distorted image that might give me a clue, any sound, or echoing voice with a fading message.

I can tell you this much... there are many among us who are not what they seem. This journey draws from the depths of darkness and multiple dimensions that reveal inexplicable experiences, and new challenges that we must prepare for, or Monria will be lost to us."

Pinthas will continue to work with the Monria Media Team and DME to write more of Monria's storyline. As Monria evolves, more will be discovered, and the mysteries and secrets that abound will lead to answers.

So far, four Elder Gods have been revealed, but they are not threats from those who want to control Monria. In fact, they are Monria's allies in the fight against the dark forces, and have been there all along. It is said that there are more, and we hope to learn who they are.

As we wait in anticipation to learn who Pinthas really is, there is much to do in preparation for what's to come. Depending on the reveal of his identity, it could be a good thing, or a bad thing ... *or both*.

Fugenio Anhithe Wilde

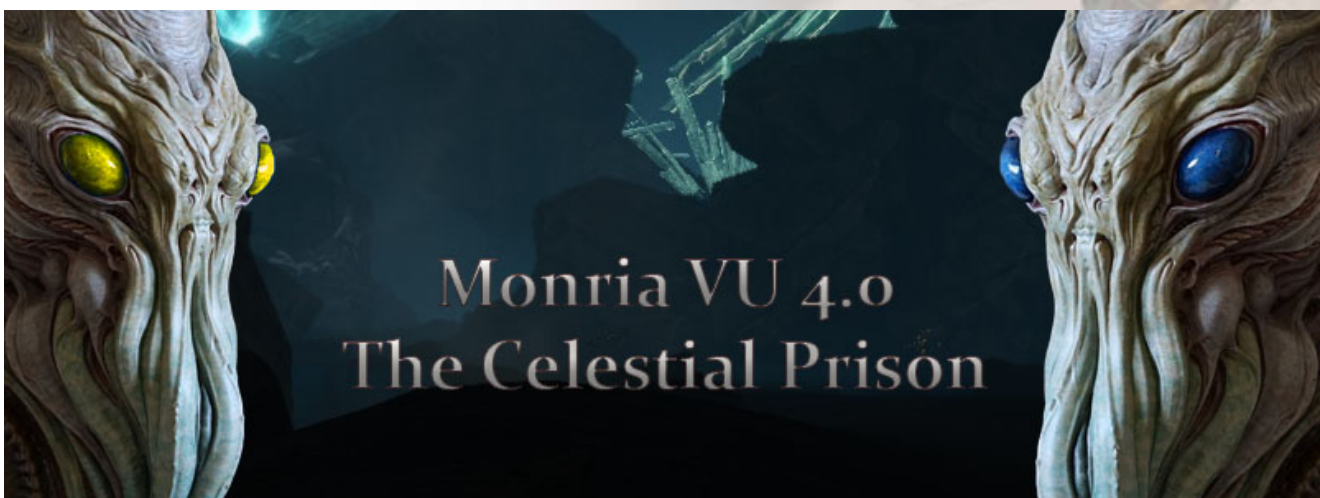
I know, you're all probably wondering how the owner of Monria fits into the Media Team when he's quite busy behind the scenes with marketing, advertising and especially development. It was actually discovered with our VU 2.0 release called [Monria Attack Status Report](#) that Ant is a fan of Monria storyline, and took to adding his own perspective on just what happened when we did some Monria reconstruction May 30, 2017.



With VU 3.0, [His Master's Voice](#), we learned how Monria's control system was infiltrated by the menacing *Cult of Shut'thend*. This was before Decca showed up on Monria to cause even more chaos. The Cultists managed to take control of the broadcast system, and what followed were evil rituals heard across the universe. The rituals were conducted in an ancient language. Ant tells the story of how Monria fared with this intrusion. Read the complete accounting by clicking on the link given.



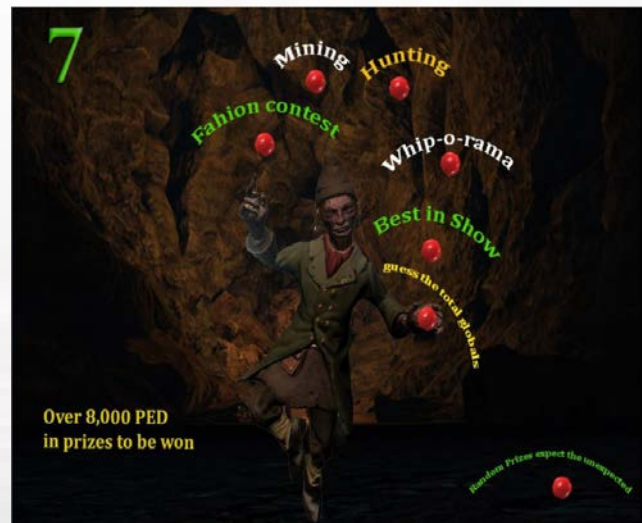
Ant continues to reveal in story format just how Monria is affected by development changes. It is often a clue not only into present day thinking, but also into the future and how everything is connected to Monria's official storyline. You can learn a lot about Monria regarding its story from Ant's perspective.



With the [Celestial Prison](#) VU 4.0 release, we learned who the first four Elder Gods were, but also of the fight that ensued that produced the *Horns of Z'agol*. There's a clue to who Pinthas is - *not who you think*.

Juanita Kendra Wilde

While Kendra is a magnificent Monria Good Will Ambassador, she's also a graphics contributor that helps to illuminate our events, especially our biggest event of the year, St Patrick's Day in March. Her 10-day countdown to the event graphics are always fun. Here are a couple:



I guess artistic creativity runs in the family since it was her Mother who drew the prototype for our first Monria pet, the Green Leprechaun. Our St Patrick's Day event for 2020 is not that far away, and we are already working on plans. Can't wait to see what Kendra's 10-day countdown graphics will be this time. Her collages are quite nice as well, and after one St Patrick's Day event, she appropriately created this one.



She captured the essence of what the SPD event is all about, but there's so much more. The event is a full 48 hrs over a weekend, and because there is so much chaos, we tend to have a few of the special mobs left over. Kendra made the mistake of taking a drive in one of the craters.



We look forward to Kendra's future contributing graphics, and here's hoping she doesn't run into Bertha again. You just never know what you will run into out in the craters after one of our events.

The Monria Media Team has added a quarterly magazine to its project list, and consideration is being given to creating a Monria Media Support Team. We would like to invite members of our Monria community to make their own contributions to the magazine as it relates to writers, photographers, videographers, and anything else of creative note that would help to bring Monria to life. At this point in time, it is strictly on a volunteer basis. In the near future, a thread will be posted at the Monria forum with specifics.

MONRIA

Community Initiative Programs (CIP)

The Community Initiative Programs (CIP) were established on December 6, 2015, not long after we took over the moon as the new Monria Management Team. Several CIP teams were developed in the beginning, and while we made great strides, we learned as we evolved what worked and what didn't work. We continued to revisit ideas until we got it right. We are very proud of our volunteer community members who help to manage and support our programs. We are truly blessed with an amazing community.

Monria Space Travel Program



Eric Shade Avenged & Lamilla Lami Masterson



On January 8, 2016 we launched the Monria Space Travel Program as our first CIP initiative program and commissioned The Knights of Entropia (TKoE) as our official crew. TKoE manages our space program under the leadership of TKoE General Eric "Shade" Avenged. Lamilla Lami Masterson works closely with Shade as the Assistant Manager of the program, and together with Yamato Pilots/Gunners and support crew they provide Monria's warp service on Fridays and Sundays.

There is a free travel benefit afforded our Monrian Born, Shop and Apartment owners, members of program teams, and members of the TKoE society. However, those who are not eligible for the free travel program can also sign up to be added to the Yamato guest list. Sign-up is [here](#), and travel schedule is [here](#). For those who would like to become paying passengers, the fee schedule is [here](#).

Monria Repair Skilling Program

Chris Moneyme Mo is very instrumental in helping to train Yamato pilots that not only relate to warp services, but repair run dynamics. Chris has hosted repair runs many times himself, and most often after the Friday and Sunday warp schedules.

Repair run activity enhances skills and helps to unlock Blueprint Comprehension for those who don't already have it. It also helps to increase efficiency with ship repair during the occasional pirate attack. Yamato pilots have their own section at the Monria Forum to post scheduled repair runs but this program is being revised and new information will be added soon. You can see the details [here](#).



As our Monria Space Travel Program has been in operation the full 4 years since the new Monria Team has been in place, we wanted to get some feedback from Shade with regard to his experiences managing our Monria Space Travel and Repair Skilling Programs.



Avatar created 3/30/12

Prior to Anhithe purchasing Monria, I had visited the moon a couple of times. During those visits, Monria just seemed like just another indoor mining area. Granted, I didn't thoroughly explore everything it had to offer, however initially, it just wasn't appealing enough for me to stick around for an extended period of time. There wasn't much of a community back then, and it was apparent that the moon still needed some TLC before it could be truly successful. Fast forward to the end of 2015. I got word from Xander 'Zan' Catman who was General of The Knights of Entropia at the time, that Eugenio 'Anhithe' Wilde had officially purchased Monria.

Anhithe was a former TKoE member and a friend to many of us, so we were extremely excited to hear the news regarding his new investment and the vision he had for Monria. Knowing Anhithe and his previous success in the Entropia Universe, I had no doubt that he was the right person for the job, and that Monria would soon get the attention that it needed.

It is my personal belief that the best games are those in which the developers engage with the community hands on, and mold the game around the community's feedback. This is something that we never really had in the past with MindArk or any planet partners within the Entropia Universe. Additionally, I believe that the strongest communities are built upon respectful, like-minded individuals that take pride in helping each other succeed. I know this to be true from my experience with The Knights of Entropia society, which has been around since 2006 and still doing very well. When I found out that Anhithe wanted to build Monria around these two values, I definitely didn't want to miss out on the opportunity to participate in the community, and assist in whatever way I could.

Fast forward again to November 2019. Monria is celebrating its four year anniversary under the ownership and leadership of Anhithe. I am completely blown away by the evolution and growth of the Monria community over the past 4 years, and it only continues to grow and improve as time progresses. Judging from the past, I have no doubt that even greater things are coming to Monria in the future, and you can bet I won't be missing out on them!

In January of 2016, Anhithe appointed The Knights of Entropia society as the official crew of the Yamato Mothership. As a result, two Monria Community Initiative Programs were launched; the Monria Space Travel Program and the Monria Repair Skilling Program. With the help of my Assistant Manager, Lamilla 'Lami' Masterson, we manage the warp schedule and repair skilling operations that take place on the Yamato. Together, we have developed these programs to offer scheduled warp transportation and repair skilling services to the Monria community.

While these programs primarily cater to the Monria community, our services are available to the entire Entropia Universe. Our warp travel schedule takes place every Friday and Sunday beginning at 20:00 game time. The schedule consists of Arkadia, Calypso, Rocktropia, Cyrene, Next Island, and naturally our return warp home to Monria.

As for our Repair Skilling Program, it's been a work in progress since day one. We have continued to develop this program over the years attempting to maintain a consistent amount of people looking to skill, as well as a consistent amount of repair skilling opportunities for them.

As of right now, this program is undergoing some changes. We are training more pilots for both the warp schedules, and to conduct repair skilling runs. We have very qualified and experienced TKoE members who do our training for us, like chris moneyme mo and Anny Divine Thundergirl. We recently added a new pilot to our Yamato staff as well, Tommy Chong, also TKoE. Except for a couple of backup pilots, all Yamato staff comes from TKoE who manages the Monria Space Travel Program. It works very efficiently this way, and we are also connected in the society chat channel.

We will make an announcement when the Monria Repair Skilling Program has been updated. We hope to have more success with it in the near future.

Monrian Born Program

The Monrian Born Program is a community initiative that became effective as of Nov 1st, 2016. The Monrian Born Program was designed to give every Monrian Born community member resources that will enable them to have the best possible beginning experiences on Monria and across the universe.

New Monrian Borns are given a Monria starter kit of a weapon, ammo and heal kit to get them started. They are given a free space travel benefit to utilize Monria's Yamato Mothership to travel the universe during our warp schedules on Fridays and Sundays. They are taken on [field trips](#) to planets and guided while completing beginner missions, but also helped to collect teleporters for future visits on their own. There are also [Monria New Arrival Tutorials](#) (MNAT) that provide further information and guidance.

Monria also has a sweat buying program strictly for Monrian Borns to extend their game play. They can buy sweat from DME their first three months for 2 PED per 1k of sweat, up to 3k of sweat per day. Each person is scanned to monitor the progression of their sweat gathering skill which was recently implemented due to a few issues with some buying sweat at a lower price and then selling it to DME at the higher price. This is something that will not be tolerated, and if discovered, the Monrian Born will lose privileges. Anhithe invests a lot of money into our community initiative programs and definitely wants our Monrian Born to succeed.

We also provide a list of [Monria Volunteer Mentors](#) who have posted introductions with their qualifications for mentoring. We encourage our Monrian Born to choose someone who is knowledgeable about Monria and can guide them accordingly, but we also provide a [Guide to Choosing a Mentor](#) in order to choose wisely. We want to avoid Mentor/Disciple issues as much as possible with our Monrian Born, but they also have the entire Monria community and program teams to help them navigate the universe.

As often as possible, someone gets a sweat circling going in the DSEC Mining Camp and announces it in the Monria chat channel with coordinates. This initiative was slow going at first, but now there are Monrian Borns who are pretty active in this respect, and help their fellow MBs out quite a bit.

We actually created a Yogs Burrow sweating location in the DSEC Forensics crater near the Monria Hub, and while it has an invisible revive at the location, there is no turret, which those sweating prefer so that they don't waste ammo killing the Yogs.

We are hoping to increase the sweating initiative so that our Monrian Born stay on Monria to sweat and not go elsewhere.



Monria Community Assistance Team (MCAT)



Gredrik Alhakekhist Malgar and Shadow ShadowDragonV Dragon Co-Manage the [MCAT Program](#) and are actually husband and wife in real life. Shadow created her avatar on 9/23/17, and Malgar created his avatar on 4/8/2013, but says he only played a week sweating on Calypso before he stopped. He then began to play again when Shadow created her avatar.

They both came to Monria when they learned about the event we were hosting for Valentine's Day in 2018. These two certainly created a presence right from the start, and caught the attention of DME right out the gate. They showed how caring and helpful they were to the Monria community, and their willingness to become involved as much as their time would allow.

On May 25, 2018 the MCAT initiative program was created and has been going strong ever since. Malgar and Shadow do an amazing job of co-managing this program, and we are pleased to have them.

Gredrik Alhakekhist Malgar

Q: What brought you to Monria?

Originally was told about the [Feb 12, 2018](#) event from an in game friend (Anthony Gray Stark) who was already a member of TKoE which we later joined. My wife ShadowDragonV and I split a heavily over-priced warp to Monria, and as this was the first time we had ever left Calypso we had no idea what to expect.

Q: Define your specific service to, or on behalf of Monria.

I co-manage the Monria Community Assistance Team (MCAT), a Monria Community Initiative Program with ShadowDragonV. We help new and old players alike with game play on Monria that includes but is not limited to:

- Providing correct and relevant information and knowledge related to the planetless moon Monria.
- Assisting hunters if they happen to find themselves in a situation where they could use additional firepower or healing support.
- Assisting miners if they should also find themselves in a spot of trouble with mobs and require some firepower to retrieve their claim.
- Arrange TP runs should the need arise for new players or visitors who require additional firepower or healing services to "safely" get through the caves.
- Assist and be present on Monrian field trips when arranged visits to planets take place. This will include the above needs of MCAT, and sometimes additional recon is done beforehand to collect data for missions, teleporter runs and mob hunting.

I am a TKoE Captain and Gunner in training for Monria's Yamato Mothership and space travel.

Q: What motivated you to call Monria home?

When I first arrived on Monria the 12th of February in 2018, I was completely unaware of what might lurk beneath the domes of Monria's craters. However, I was pleasantly surprised, because within the first few minutes on this small moontoid located in a quiet corner of space, I was swept back with overwhelming hospitality and generosity the likes of which I had never encountered before in any universe. Spawning moon-side in the midst of an ongoing event full of chaos and bedlam in every-which direction, there shone a fiery beacon of hope and negentropy that from there on was known to me only as DarkMoonEnigma. It was then that I decided that Monria deserved my undivided attention and diligence to assist wherever and with whatever possible.

The mission then was simple. After the event, I flew back to Calypso, gathered all my gear from storage, and caught the next flight back to Monria which has been my home ever since. However, for a few months I had to reside in the Shoggoth caves for warmth and food. Don't mock Shoggoth tentacle soup until you've tried it! That might be where the insanity came from... but that may be a story for another time.

I'm sure Malgar's reference to insanity comes from the [Celestial Prison](#) story as told by Anhithe when the Elder Gods were discovered and revealed. He referred to Malgar with his armies as *Malgar the Insane*. It is now no secret that Malgar is one of the four Monria Elder Gods and has Shoggoth armor named after him.

Malgar has proven to be an incredibly valued Monria community member, always ready to assist wherever he is needed, and most often on a moment's notice. It is not all business as usual though, because Malgar has an immensely infectious sense of humor, and it is not uncommon to catch him in some pretty funny and crazy moments, especially when we take our Monrian Born on field trips.

The dedication and support that Malgar has shown the Monria community is very much appreciated, and we look forward to getting him involved with more projects as Monria evolves. As one of Monria's Elder Gods, you will find him between the pages of a future Monria storyline book. *Just what will be revealed?*

Shadow ShadowDragonV Dragon

Q: What brought you to Monria?

In February 2018 Malgar and I went to Monria for an event (Valentines Day) that we heard about from a friend. We just about instantly fell in love with the moon and became a part of an amazing coMOONity where I found my in-game home.

Seeing what the Monria Team had done for the community is what got me inspired. I wanted to help them in any way possible, and that I surely have...

Q: Define your specific service to, or on behalf of Monria.

I co-manage the Monria Community Assistance Team (MCAT) program with Malgar.

The MCAT program was created when DME wanted to develop a more comprehensive community endeavor that reached out to more players. She invited Malgar and I to co-manage the program and assist wherever possible, whether it be new players, old players, and help them to understand what Monria is all about. Questions are answered in Monria Chat to the best of my knowledge.

I also assist DME with the Monrian Born Program, making sure that the new players get in touch with her, as she cannot be in the game all the time. I make sure that they have all the information about the Monrian Born Program so they know what their benefits are as a Monrian Born, and help them with the beginning missions. Getting them connected with our amazing community is also a way for them to benefit from the wealth of knowledge available to them.

Monria's MCAT members go along on field trips to planets to help Monrian Born navigate beginner missions, but they also assist with acquiring planet teleporters so that the MBs will have more to explore on their own when they return. Teleporter runs usually end up with me being stuck on something, or end up in the most unusual places ... *it's always an adventure.*



We also team up to do Monria cave runs, making sure that people have all the teleporters in the caves. Not everyone can fight their way through the cave system by themselves.

If miners are stuck getting a claim, we assist them by killing the mobs around them. We also assist people to take out Shub-Niggurath when she randomly spawns and terrorizes the Shub Cavern.

Monria is really "*Expect the Unexpected.*" The Monria Team has really made sure of that.

The events that happen every month are so much fun, but the best part for me is the random moments during the events, like Anhithe turning into creatures, or beating him up in the boxing ring, or making a new vehicle out of all the vehicles we can find by placing them next to each other and piling them up. We all spend our time laughing and having those random fun moments. Even terrorizing players as the big pumpkin with DarkMoonEnigma.

Ant isn't the only one who causes chaos with creature candy.



Nothing like terrorizing the Monria caves with a friend for fun, especially when the Monria mobs don't bother you.



However, when your creature capsule expires, your Pumpkin goes live and terrorizes you in a death/revive/death cycle without armor.



DME's Pumpkin timed out and took on a life of its own.



Not sure if Socratezz appreciated DME standing in the way.

There is always fun happening on Monria. The coMOONity is like no other!

Dear Shadow,

You have been a blessing to me since you landed on Monria and we met. Your unconditional help and support with all the craziness I encounter has been nothing less than brilliant. Your assistance with the Monrian Borns is unwavering and part of what I think helps to keep me balanced with the community.

There's never a hesitation when I need an extra hand, and I always get "*it's only a pleasure*" as a response when I say thank you. You contribute a lot toward our efforts in making Monria a more fun destination, even at the expense of finding yourself in crazy moments of your own.

It can get quite chaotic at times, but you are a friend, ally and amazing assistant that makes me wonder what I ever did without you ... *you're that valuable to me, and to Monria.*

Thank you for all you do and for motivating me to have fun at times. I often get lost in the management of all things community and definitely need to have more fun ... *I promise that I will.*

... Dark Moon Enigma



Malgar's parking isn't good on Monria either.



Axel brings Shoggs to Forensics to kill Shadow, but they want to craft.

MONRIA MOON SHOPS

Cthulhu & Cthylla Towers, 9th Floor

Monria Hub - 2nd & 3rd Floors

Monria has 17 shops, 5 at the Monria Hub, and 6 in each of the apartment towers on the 9th floor. Many of the shops are active, but unfortunately, there are a few that are inactive and we are reaching out to those Shop Owners to see if we can somehow resolve this situation.

However, both Shop Owners and those who sell from Shopkeepers out of their Monria apartments have their own dedicated section at the Monria forum to post their inventory list. The forum inventory lists are set up to work with our [Monria Shops Inventory Tool](#) database so that their inventory is readily available.

Following are some of the more active Shop Owners, and a couple of players who sell from Shopkeepers out of their Monria apartments who have shared their experiences with us.

Wangxiang WangXiang Tuxing



I was born in Entropia Universe on February 15, 2009 (pre-VU10). There was only one planet at that time, but I have been exploring every new planet that has been launched, and spent a lot of time on Next Island (starting in 2010) and Cyrene (Starting in 2012) especially. I naturally visited Monria just after its creation in 2013 and spent quite some time there, discovering new landscapes and new mobs.

I became more involved with Monria when I decided to acquire a shop during the first official auction organized by the Monria owners at the time. Then, Monria underwent further growth with the change of ownership at the end of 2015, and the development of a vibrant community.

When the stable was put up for auction in 2016 I did not hesitate to acquire it because taming and pets have always been important for me in EU (see my website [Taming and Pets in Entropia Universe](#)), and although I perfectly knew that stables were not on MA's priority list. It was a sign of my involvement with Monria.

I own a shop (shop #2 located in the Cthulhu Tower) and the Monria Pet Stable in the DSEC Military Camp. The shop offers a wide choice of weapons, mindforce chips, tools, armor parts and clothes. A dedicated pet corner has been set up on the 2nd floor, and a special VIP Area also offers a number of unusual and rare items for sale. The shop is successful and I am very happy with it. Surprisingly (for me), the pet stable is also very active, which is very good, and I can imagine it is the most active stable in the whole universe. I do not regret this investment.

Due to my involvement with Monria, I decided in 2018 to become a member of The Knights of Entropia (TKoE), as this society has strong ties with Monria.

I would especially recommend Monria as a place of birth in Entropia Universe, because of its strong community and the support provided to newcomers.

Sith Jedi Meister

I created my avatar on 5/16/06 when Calypso was the only planet, but then I spent a long time away from the game.

After returning to the game, I noticed things had changed. I was flying around testing all the new planets when I came across Monria just before their St Patrick's Day event.

I enjoyed the quests at the start and was introduced to some of the community who welcomed me before even getting to know me which made me have a good feeling.



Bella -- Sith -- Count

The Monria St Patrick's Day weekend showed me something about the community and the owners, and I was so inspired that I asked my family to join me.

I am the owner of Shop #2 (Sith Jedi Meister) at the Monria Hub on the 2nd floor. We as the Sith Family (Sith, Bella and Count) supply a range of weapons and a variety of other items to help with the day-to-day needs of Monria.

We started out looking for an apartment, and luck was on our side when Count won one at one of the Monria events. We purchased a shopkeeper pad and began selling D-Class Amps. We bought more and more shopkeepers to increase the trade we could do for Monria and its citizens.

Once we were settled and had a good flow of goods, we as a family had a chat about buying a shop and making the next step. This seemed to be taking a long time, and finding a buyer for the apartment was becoming unlikely. However, just before St Patrick's Day 2019, I was approached by Ant and a deal was struck to take over his shop at the Monria Hub. We jumped at the chance to take on this opportunity and spent a vast amount of time to get the shop where we are now. All the effort and time we have put into this venture has given us some great times, and we will continue to develop along side Monria to ensure we all have what we need to make our life on Monria as good as possible.

My family and I are members of the Monria Community Assistance Team (MCAT) and help the community in whatever way we can. We join the Monrian Born field trips to assist where needed, and I have organized Monria cave system runs to help others acquire the teleporters.

Hrothgar HrothgarVaine Vaine



I started my Entropia Universe experience on 6/10/16 when I created my avatar.

My first introduction to Monria was by Pillzy. He brought me to Monria to check it out after Ant had acquired it. After that, I stayed because of the friendliness of the community.

I am the owner of Hrothgars Roost, Shop 1 in the Cthylla Tower. I share my shop with others who would like to put items up for sale but can't afford a shop of their own. I was approached to run part of it for the Spartans as a society shop.

Right now, the shop is designed to help newer players, and offers lower level items. The new Monria inventory system helps immensely with keeping the community informed of items available in my shop.

I am a Colonel in The Knights of Entropia (TKoE) who are the official crew of Monria's Yamato Mothership. I am also a member of the Monria Community Assistance Team (MCAT) and have volunteered my time to help community members and visitors where needed. I have donated a variety of prizes to Monria's events, and have donated lower-level gear to new players to help them get started.

Monria is a great place for new players to start. The Monrian Born Program affords benefits they won't get elsewhere, and helps them navigate their first universe experiences. The community is very helpful, and well informed. Monthly events are a great way to meet new players and learn what Monria has to offer.

Tomac Gunner Wayman

I began my Entropia Universe adventures on 5/13/16. I was looking to increase my crafting skills and a friend of mine recommended that I go to Monria to do their daily crafting mission.

I arrived on Monria in October 2016. I was still a new player and had only been playing the game about 5 months. I had no intention of staying on Monria when I first arrived. My plan was to get crafting skills and leave after a few weeks of doing the daily crafting mission.

When I first arrived on Monria, I had no idea where to go, where the missions were, etc. I asked in Monria chat and there were several helpful people who directed me to the right areas. I found the community to be very friendly and helpful.

I also read in Monria chat that there was a Halloween event coming up on October 29th, 2016. Someone gave me a link to the event and I decided to check it out. I noticed that the event gave out lots of PED as prizes, and that there were 3 apartments up for grabs as well.



Like most new players, I didn't have a lot of PED to spend on ammo, but I decided to take 20 PED out of my crafting budget and give it a shot. Much to my surprise, 5 minutes and 13 seconds into the event, I killed a Yog Delver that globaled. That global turned out to be one of the winning globals for an apartment! Not bad for a 20 PED investment.

Now that I had an apartment on Monria, I decided to take a closer look at all the things that Monria had to offer. I found that there is much more to Monria than just a daily crafting mission, and I decided to make Monria my new home. That was one of the best decisions that I made in my Entropia experience. The people and staff on Monria are all top shelf. It is the most amazing and helpful of all of the communities in the Entropia universe, and I wouldn't trade my experiences here for anything.

After falling in love with Monria, I wanted to become more involved in the community, so I became a member of the Monria Community Assistance Team (MCAT). This gave me a nexus to help out new players and assist on the Monrian Born field trips to various planets. In addition, I wanted to become a pilot for Monria's Mothership Yamato. I joined The Knights of Entropia society because TKoE, in partnership with the Monria Management Team, provides the pilots that operate the Yamato. The Yamato offers free warps twice a week for Monrian Borns, apartment owners, and shop owners. After a few test flights, I earned my wings and became an official warp pilot.

After I won my apartment, I initially bought a shopkeeper so I could sell loot from my apartment. As my desire to become more involved in the community grew, I decided that I wanted to buy a shop. With the assistance of Monria's Community Manager (DarkMoonEnigma), I was able to find a shop owner who was willing to sell. It is important to note that there are only 17 shops on Monria, so finding one for sale can be difficult. After negotiating the price, I was able to achieve my goal of becoming a shop owner. Sadly, in order to help finance my new venture, I had to sell my apartment.

On September 6, 2017, I opened up **Gunner's Goods**. I took a look at what I thought might help out the community the most, and decided to sell crafting supplies in order to help players complete their daily crafting missions. At first business was slow, but as word spread, my shop became very busy, so much in fact that I had to give up my piloting duties on the Yamato due to time and scheduling conflicts.

It is important to note that on Monria, shops are the preferred method for trade, as opposed to the Auction House. To further this concept, Monria's staff is there to support shop owners whenever they can. As a prime example, Monria's staff recently created a program to help players find items for sale in Monria's shops. Players can either peruse the available items from a database, or search for specific items using partial or full key words. It is this type of commitment from Monria's staff that helps to enrich the economy, and help Monria's community thrive.

I have been on Monria for a little over 3 years. Most of my time in-game is spent trying to keep my shop stocked, and helping players who have questions in Monria chat. I try to contribute to Monria's economy by buying crafting materials (ematter, ores, and animal oils) from players and selling them in my shop for Monria's crafters.

They say that the biggest draw to Monria is its daily crafting mission. I say the best part of Monria is its community. A wise man once said that Eugenio Anhithe Wilde may own Monria, but it belongs to Monria's awesome community. Since I was the one to say that, I couldn't agree more.

Eric Shade Avenged



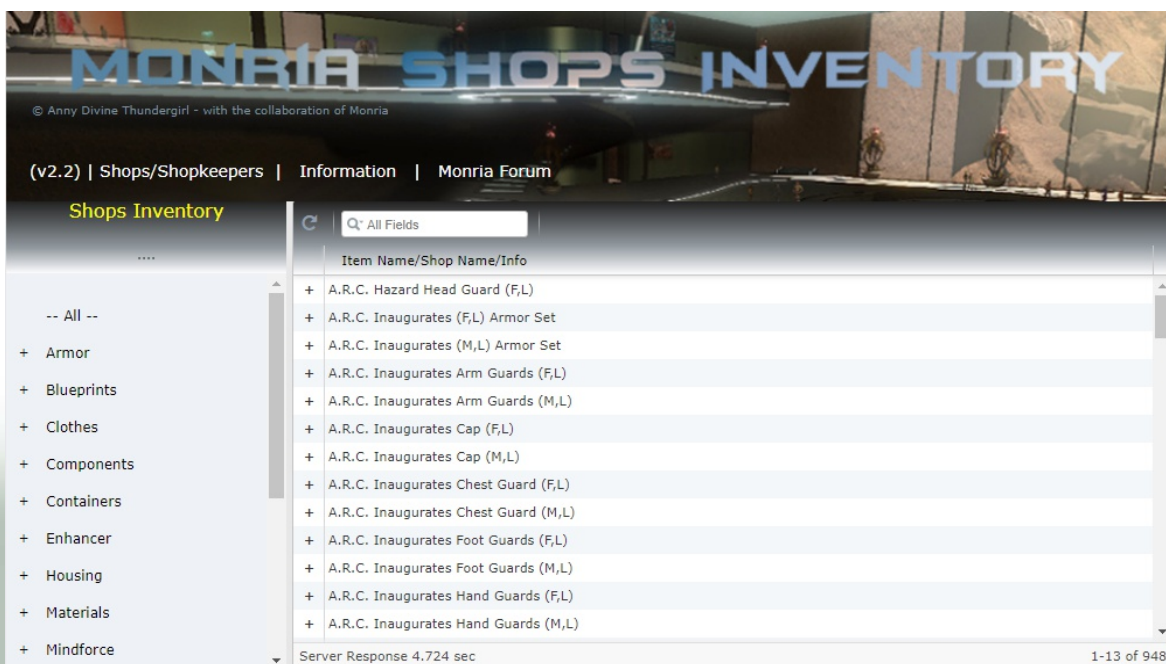
Avatar created 3/30/12

In addition to my duties managing the Monria Space Travel Program, I also manage The Knights of Entropia (TKoE) society shop in the Monria Hub. It's a very unique shop in the sense that it operates much like a flea market. This shop is specifically designed to give our society members the opportunity to open a booth, sell their own items/materials, and set their own prices.

While I am the deed holder and have to act as a middleman for any booth owners, the society shop allows our members to experience what it's like to sell in a shop without having to invest in one first. Additionally, it supports the Monria community as our booth owners have a very wide array of items available for sale.

The process of managing this shop is quite simple, but it requires a lot of time and careful bookkeeping. I have a spreadsheet that I use to keep track of everyone's items, every sale, TT values, retail prices, date of sale, and customer names. When a TKoE member wishes to open a booth within the TKoE shop, the first thing I do is set them up with a spot to place their items in the shop. Additionally I hang a sign with their name on it above their booth, which allows me to keep track of what items belong to who, and it also allows any customers to know who's items they are purchasing.

When a sale is made, I set aside the booth owner's earnings until I can meet up with them to trade and restock their booths. Business has been great, and even more so as Monria continues to grow. Now, with the addition of the [Monria Shops Inventory Tool](#), customers can find exactly what they need and what shop they can find it in, without aimlessly wandering through every shop on Monria. This tool has been a blessing to the economy on Monria, and it goes to show how much Monria cares about the success of their shop owners, and the simplicity it brings to the community.



Buzz Erik Lightyear

I joined Project Entropia/Entropia Universe in December 2002 when it was still beta. Along the way, I met Anhithe and we became friends, even members of the same society.

After he had purchased Monria, I heard about all the great events and especially the St Patrick's Day celebrations.

I opened my shop on Monria in the Cthylla Tower, Shop 3 on July 1, 2019. I supply Monrians and visiting miners with a good selection of minding finders, amps and other tools. There is also some hunting gear and armor protection as well. You can also find furniture and decor for decorating your Monria apartment.



The shop has been doing well, just like my Calypso, Arkadia and Crystal Palace shops. I think the shops are a great way for players on Monria to get items they need without having to worry about the auction transport fees of buying things from Calypso. And also having the ability to search inventory of shops on Monria with the shops inventory tool makes it super simple for a customer to check what is available!

The best thing about Monria is the people! Everyone is always helpful and nice, especially DME! The main four types of mobs are great with daily missions for each of them! The monthly events on Monria are excellent! Lots of fun with so many prizes and giveaways. The Monria Team puts in so much effort, and help and care for the players, they are number one.

Mike BeastClown Fed



I started my Entropia Universe adventures on 3/1/14.

Monria was the second location I visited. I fell in love with the community, and appreciate the tax-free mining.

I own Shop 5 in the Cthulhu tower and Beast's Department Store officially re-opened on 7/16/19. I work together with an Arkadian/Rocktropician crafter, The Beast Smith, to provide the community with exactly what they need for the lowest prides!

Inventory is comprised of items that are continually restocked so you can always pick up the same item again.

We offer a huge selection of full armor sets and armor plates, as well as weapons and attachments for a diverse array of hunting applications. Additionally, we offer mining supplies and taming equipment. I will be upgrading and improving the shop, so make sure to come in and check out what is new, or browse our inventory using the Monria Shops Inventory Tool.

And by the way, I am extremely pleased with the Monria Shops Inventory Tool, and I encourage anyone who is not using it to try it out. I have been actively updating my inventory on this resource and pledge to continue doing so to expedite shopping on Monria!

Lastly, I would like to thank everyone on Monria who has shopped at Beast's Department Store (BDS) since our Grand Re-opening four months ago. Your business has made Cthulhu Tower, Shop 5 my most successful shop in EU!

Inherent Marxus Legends

I first created my Entropia avatar in 2006 and was a non-depositor for many months. At the time, Port Atlantis was a lot smaller and was a major sweating hub. I heard that Fort Troy was also a great place to sweat so I did the TP run and spent a lot of time there making teams and organizing Daikiba swunting runs. I had a lot of fun with it back then.

In 2017 I saw a YouTube video from one of the Monria shop owners and I remember the first thing I thought was "wow, these shops look awesome, and they are on 2 levels! How cool is that!" I had just bought my 2nd shop on Rocktropia and still had some money to invest so I thought I should go visit Monria and check it out.



I really enjoyed the caves. It was different, it was fun, and I got my first global in a long time while hunting Cultists there! So I got in touch with someone that was selling his shop in the Cthulhu Tower, and the rest as they say is history.

One of the things that became quite clear to me right away was that, with the exception of the Cultists, there was limited information on what damage types the mobs were dealing on Monria. So I felt that there was a real opportunity to take on an active role and contribute something to this wonderful place.

Even though I hadn't really done it before, I set out to research what damage types the other mobs were dealing and make that information available to the community. I started with the Yogs, posted my results at the Monria Forum, and then did the Shubs too. Since I was already in the armor business, it made perfect sense that I should take it a step further and also put together a list of options for each mob. A lot of research went into this, and I couldn't even begin to estimate the number of hours spent. However, that didn't matter to me at all because I actually had a lot of fun doing it.

When you boil it all down though, the services I provide to the Monria community could best be described in this way:

#1. I provide you the exact damage types and proportions that each of the Monria mobs deal so that you can make an informed decision in choosing the right armor and plates to use.

#2. I make available to you, through my shop on Monria, some of the best armor and plate options for each mob that can be obtained in the game at this time. These are usually made available in full sets, at a fair price, which is based on the amount of time, effort and traveling that's involved with gathering it all. In short, I put all my time and effort into gathering these for you so you don't have to.

Some players prefer gathering everything themselves and saving a few PEDs, which is totally fine. No matter who you are or what help you need, if it has to do with protection, I'm always willing to help. So don't hesitate to contact me if you need something! Best of Luck to all and may Cthulhu be with you eternally.

prins evy laurent



I created my avatar about one year ago. I own a shop in the Cthulhu Tower on Monria, Shop 6, and supply a variety of items for the Monria community and its visitors.

I keep the shop stocked, and re-stock as often as possible. If there are ever any issues, DME is quick to let me know. I often donate items to the Monria events for DME's prizes giveaways.

What makes Monria different, is that it is more of a community than any other location in the universe, and where people live together and help each other as much as possible.

Darth Revan Reborn

I created my avatar in April 2016, and I am a Monrian Born.

A friend (who no longer plays Entropia Universe) introduced me to the game and showed me what it was like on his account, then suggested that I create an account on Monria to get the free space travel benefit.

The space program is great for getting around and bringing loot back to Monria. I can travel more freely to other planets without the risk of being shot down by pirates and looted.

I recently bought a shop at the Monria Hub, 3rd Floor, Shop 4. Currently, I offer crafting supplies and a variety of other items.

There are plans for a few other services such as a loot buying service, and a shop shelf rental service (where other players can sell in my shop).



There will also be an [EAG Sweat Buying Program](#) to further help Monrian Borns after they have completed their 3 months of selling their sweat to DME under the Monrian Born Program. Follow the link to learn more details about this program and what's required. More services will be considered as we evolve.

Previously I owned a shop on Monria in the Cthylla Tower, Shop 2, where I sold a variety of items, but mainly weapons and crafted components. The shop did quite well and regularly turned over more PED than what I would have gotten from holding onto deeds or other investment options. However, it did take more effort than expected, as many would not go look at shops outside of the Monria Hub, despite there being a lot of good shop owners in the two apartment towers.

Not that long ago, a unique resource tool was developed by Anny Thundergirl, a member of the Monria Media Team to help shop owners make their shop inventory much easier to access. This is a great tool, not only for shop owners, but players as well, because it puts shop inventory at everyone's fingertips.

The [Monria Shops Inventory Tool](#) is a database of inventory of all shops, as well as those who are selling items from shopkeepers in their apartments. It's easy to do a search on an item to see if a shop or one of the shopkeepers carry it, and if available, where to find it. It makes it not only convenient for the player to find what they need, but also reduces the number of hours spent advertising where my shop is, and what I have in stock. I get to spend more time working on other plans.

I have also been able to donate items at times to the Monria events to use as random global prizes. I also ran my own "I've lost my..." event where I would drop random items around Monria and offer PED to those who found and returned the items to me. This event was before item dropping was removed, and before the reconstruction of Monria, and got quite a few people to explore outside of the usual areas.

I did take a break from Entropia Universe for a while due to some real life changes where I knew I would not be able to log in regularly. During this time, I sold my previous shop on Monria to allow someone else to provide services, and it took a while to get a shop again when I came back.

Hopefully, I can help out the community where I can contribute to helping new players as an extension of what the Monrian Born Program does, as well as the support that the members of the MCAT program give.

I have spent a lot of time researching, testing and getting familiar with how Entropia Universe works. Although I do not mentor (mainly due to time restraints), I will offer answers, or clear up confusion in areas I am quite familiar with. I do my best to respond to questions with truth based on knowledge and experience. Some players are not as forthcoming with information, but I feel that if you are uninformed, you risk the potential for making mistakes that could be costly and give you a negative view of the game, and the reason that some decide to quit.

Even though I am mainly a crafter, I am also a level 50 hunter and level 35 miner with quite a bit of experience in these professions.

The Monria Management Team has done a great job with the moon, and it has come a long way from when they first took over four years ago. They have held regular events that have changed based on feedback and analysis. Their space travel program has expanded to include most planets allowing players to experience more than just Monria and Calypso. The Monria Forum is filled with a lot of useful information, to help guide you through your Monria experiences, but the Monria chat channel is also quite active where people are always willing to help. No other location in Entropia Universe has this type of support, and a destination worth checking out.

Alya Alya Drarh



I created my avatar in May of 2017.

I first became interested in Monria when a friend mentioned to me their crafting daily, and how it was helping him earn toward Blueprint Comprehension. I can't say what the inspiration was, but I immediately started looking for a Monria apartment. I think it was the fact that there were members of the Monria staff talking to us in chat, and people were friendly.

After acquiring an apartment and implementing my shopkeeper, I took time to evaluate what people needed and were not getting otherwise. I think as more growth has happened, and more shops becoming active, I've seen reduced sales. This means I have to be dynamic in selecting my inventory and respond to shifting demands in the market.

The Monria Shops Inventory Tool is a useful resource, but I haven't had a single sale since it was implemented. However, it has been a very busy time for me and I haven't been overly active in the game.

I joined the Monria Volunteer Mentors program in January this year, and so far have mentored two Monrian Borns successfully to graduation. I am also a member of the Monria Community Assistance Team (MCAT) and join the Monrian Born field trips to planets to help with activities when time permits.

I have periodically donated items to Monria's events to boost the random global prizes that DME gives out. I also became a pilot for Monria's Yamato Mothership and trained to do repair skilling runs. My activity so far has been minimal, but of all the places in this universe, on Monria I always feel like I'm part of a team, even if just informally and tangentially.

I keep pushing my own mentor to visit Monria, as he's never been there. It's not just the dailies for the tokens, or the awesome crafting daily, and not the fun mobs, or running around with Oberon in the hidden cave looking for something to tame. It's the community.

debud po3blck avizov

The one who brought me for the first time to Monria was Nick Lucker. He said *"There was a newbie guy which bought some mining skills, used 13 amp and got ATH. But you don't think about that, go hunt Yogs and sell me animal oils!"* And I was like ... yeah right...I will get ATH here too.

And then I saw that there are plenty of cool events with really useful prizes, the most warm and friendly community in EU (for example, I can leave my cat in front of opened client and chat box and not worry that it will be abused by anyone, mew mew). So I said, I have to visit that moon more frequently.

I have to tell you that I am Monria's Head Nutbar. That's a name that DME gave me because I think she thinks I'm funny. We do have a lot of laughs in Monria chat though, so I guess that works.



Avatar created 4/14/17

So mostly, my daily checklist duties on monria are:

- 1) Say hello to everyone
- 2) Ask how everyone doing
- 3) Find someone to make a joke on him/her
- 4) When he/she gets angry - blame Shadow in this
- 5) While Shadow trying to clean up the mess - try to cut her horns
- 6) Dig few holes in the ground and say that I don't know what everyone is talking about, I was mining the whole time.

I have a Monria apartment and sold items from a shopkeeper, but took the shopkeeper on vacation with me and DME put me in the invisible naughty corner, so I had to bring it back. All items are listed in the Monria Shops Inventory Tool database to help people find my stuff.

There is not enough space to explain how monria might be helpful:

- 1 - Monrian Born (MB) program. MB newbies will get unique T-shirts, life-time free warps on Yamato Mothership, and other bonuses which will significantly help at the start.
- 2 - Unique quests with unique rewards like Horns of Z'agol, including daily quests with daily token rewards.
- 3 - NO FEES on both mining (FREE INDOOR MINING, BABY!) and hunting.
- 4 - Great mid-month and other events with much of unexpected stuff incoming
- 5 - DME, Ant and other community members are always there for you!
- 6 - A very friendly application added not a long ago to boost everyone's shops advertisement.

* Just remember one thing - don't ever trust DME, you never know what she's thinking of. And don't eat any kind of cookies if someone offer you.

For everyone who's reading this - explore the darkness of the moon together with us, come to our side. We have cookies.

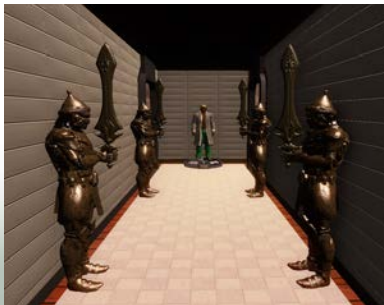
Dear Po,

I would be remiss if I didn't give the community an example of what earned you the Head Nutbar status on Monria. I hope the invisible tin foil hat is working for you. We tried to advance it to helmet level with a bit of anti-Maladrite Elixir immunity and protective stats, but it seems that you ate too many of Kingu's Maladrite-laced cookies and the electromagnetic rays from the cave crystals seep through the exterior.

Also, due to the number of holes you've created with your mining (amped finders dig deeper), you've left Monria in a hazardous state. Mobs and other players are experiencing dizzy spells from falling into almost crater-size dips in the surface of the craters. Your towers and major HoFs have caused visitors to wonder if we are doing another reconstruction of Monria.

... Dark Moon Enigma

Thank you for this entertaining photo shoot ... your guards take their job seriously.



THERE'S ALWAYS TIME FOR FUN



Disclaimer ... Ant is not testing new development.



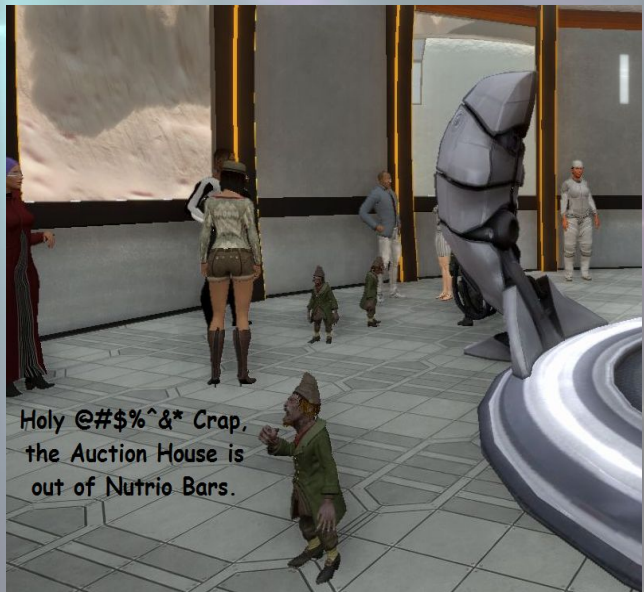
Like a Boss!!



Ya, like that's gonna happen.



Wait, is that Ant's Sombrero?



Try Gunner's Goods just around the corner.



The Cthulhu Mythos is quite complicated, as is the Cthulhu family tree, but we are introducing many of the Cthulhu characters that may very well end up being an alternate personality of some of our own Moon community members. *Case in point* ... four Elder Gods were discovered in May of this year, and for the first time, joined Monria in their fight against the dark forces revealing their human selves.

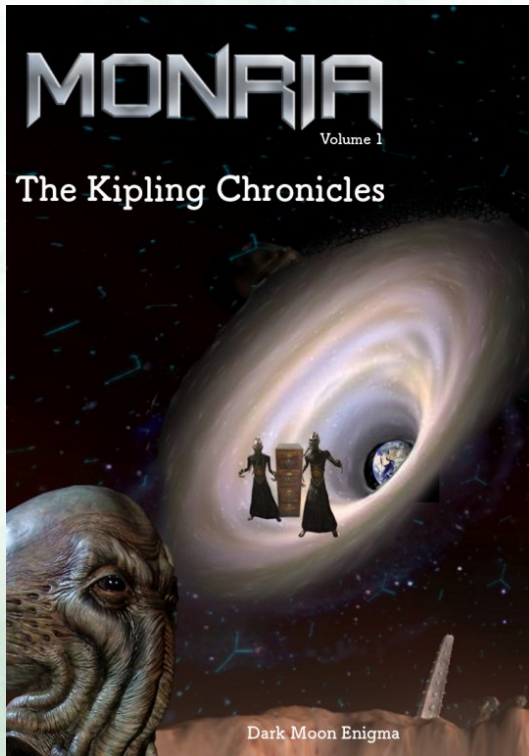


We want to weave the Cthulhu theme into the fabric that is Monria's evolution, and bring as many of the Cthulhu elements into the mix as we possibly can, both in storyline and what we can incorporate into our Monria environment. We have a lot of development plans, as I keep reminding everyone, but something that of course will take some time to accomplish in the way we want things to be revealed.

It all has to make sense, but one thing to keep in mind is that the horror of Cthulhu is more a mind control effort, and you will see more of that element come to the surface, but there is certainly a more scary element that can be introduced as well ... it's just a matter of time. There are ideas on the table with how to do this so we can blend it all together into an elevated experience.

There is also a great deal more to be revealed as storyline unfolds, and some things I think might surprise you, *or not*, but Monria is expanding on the Cthulhu Mythos with its own theme while staying true to the legacy of H.P. Lovecraft who urged writers to develop their own Cthulhu stories. We want to pay homage to Lovecraft in doing just that, so our storyline incorporates our Monria community, and quite frankly, you won't know from one moment to the next where you will find yourself.

Following is some information on the four [Monria Storyline Books](#) that we have already published, as well as the fifth book that will be published this month. Book six is already in progress with more community members finding themselves between pages filled with mysteries, secrets and reveals ... *who will they be?*



Forward by Dark Moon Enigma

Monria had been a peaceful Moon colony with minimal interference when it came to the local creatures, but something changed the day an unusual item was found in the West Crater; a parchment paper with a Rudyard Kipling poem on it that set into motion what can only be described as an escalation of dark forces attempting to undermine and destroy our human existence on Monria.

The Moon colony and its allies are bound in strength and numbers but it does not minimize the effort needed to keep the dark forces at bay. It actually encourages the dark forces to use strategies that will catch us off guard. So far, we have managed to keep ourselves one step ahead with intelligence reports. However, without collecting additional key data, it will get increasingly more difficult to fight in these battles with creatures that seem to be using some form of advanced technology.

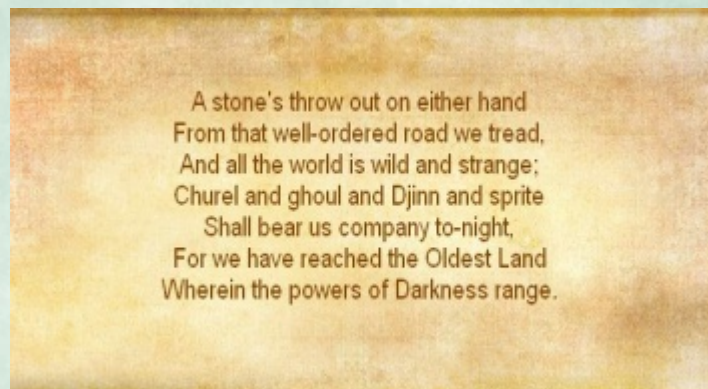
This is a path of discoveries that reveal the dark forces even beyond those that are known. Surprising revelations teach and direct the energies that must be employed to keep Monria safe and sane. Invading entities deliver challenging trials, and while victory has been ours, it has become increasingly clear that we have just begun.

There has been a progressive uprising in Monria creature activity that is certain to be about more than land encroachment. After the discovery of Monria in November 3010 by the Deep Space Extraction Corporation (DSEC), the current governing body has not found any official records that document their experiences.

This is quite strange as there is an established DSEC Military Headquarters, and a DSEC Forensics Lab, but very few archived documents. The moon had all but been abandoned when the new governing body arrived in November 3012. Only a few Monria residents were left, seemingly a bit dazed and wandering the craters and caves.

However, the community is growing, and the Monria Archives & Research Center (MARC) was established to collect and record artifacts and documents, along with Monria's evolving history.

There has also been an expansion in military personnel as a result of the increased activities. Monria is a mysterious moon, with dark forces that seem to hover in that vacant space between reality and daydreaming. Strange occurrences keep the colony on alert, and discoveries lead to uncovering the truth about Monria. Life on the moon isn't always what it seems.





Forward by Dark Moon Enigma

The discovery of the journal hidden in the ancient file cabinet recovered from the West Crater reveals a time before DSEC discovered Monria as a planetoid, and a period of time where great evil by the Cultists left Earth in turmoil.

The rise of the *Cult of Shut'thend* leaves devastation in its wake, with unexplained occurrences that have investigators and law enforcement alike pursuing answers, but none are satisfying. These Cthulhu worshipers will stop at nothing to achieve their goal of awakening their deity in his death-like sleep at *R'lyeh*, but just where is this hidden underwater city where Cthulhu and primordial beings are entombed?

It is said that the Old Ones have the power to keep the Deep Ones in check, but will they too rise and work with the Cultists to unleash their darkness upon those who are the most susceptible, or is no one immune?

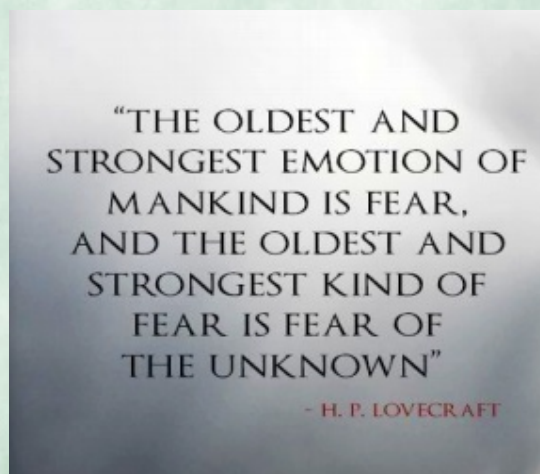
These journal entries document the unfolding of the history of the Cultists, at least during their period of time on Earth before the great exodus. One family in particular has very strong ties to the expanding darkness that prevails in the town of Arkham, Massachusetts in the New England sector of the United States, but also ties to Europe, and particularly England, that are revealed over the course of time.

The Crimson Manor harbors dark and devastating secrets with a link to the local church where nothing is as it seems. Where discoveries bring death, and where those who manage to escape, relive the horrors when they least expect it.

The question is, were they allowed to escape with more sinister plans in the making, or a means to an end in the grand awakening of Cthulhu. As I read each journal entry, I am documenting my own reflections, as well as adding information discovered through further investigation that may help to connect the dots between the *Church of Cthulhu*, the Cultists, and Monria.

Critical thinking is key in bridging the gap between then and now, and how what happened then, and after, defines the current State of the Moon. What was not revealed in *The Kipling Chronicles*, is the data chip discovered inside the lining of the back cover of the journal found in the ancient file cabinet. How it ended up in the file cabinet retrieved from the West Crater on Monria is yet to be known, but also, when it was discovered was not revealed either.

And so the road to Monria begins ...





Forward by Dark Moon Enigma

Monria is on her second colony with a community that is progressively growing. However, discoveries have given us plausible consideration with regard to why the first colony didn't fair so well.

The Kipling Chronicles revealed a parchment with a Rudyard Kipling poem inscribed on it, along with a recovered ancient 4-drawer file cabinet from the West Crater that the Cultists were protecting. We soon learned why.

It produced a hidden compartment with a journal rich with information, and gave an accounting of the dark history of the Cultists prior to their exodus from Earth that inspired book two of Monria's storyline, Historical Data | Journal Entries. We are now at the point where we learn when Monria was discovered by the Deep Space Extraction Corporation (DSEC).

It's the beginning of the first colony who eventually learned that they were not alone. They were uncertain of what they had uncovered through their drilling and extraction efforts, and soon were faced with challenges unlike any they had ever encountered before. There is no question that dark forces inhabit the moon, and that the fate of the first settlement and extraction team hung in the balance.

What choices did they have for survival? What valuable discoveries were made, and what not so valuable? I suppose though, that every discovery has its value, because every experience teaches in its own way, and whether right or wrong decisions were made.

Follow the path of the first exploration team and their attempt to establish a moon colony while struggling with dark and evil forces that didn't want them there. The path of mystery and shadowed secrets keep everyone on edge as they begin to second guess the stability of their sanity.

This book continues to bridge the gap between the past and the present, where we learned along the way that all is rarely what it seems. Strange occurrences have happened on Monria. Some are questioning their sanity because experiences are difficult to reconcile. I have had my own experiences with telepathic transmission of messages that I don't know what to make of, as well as my constant draw to the dark energy of the moon which has me baffled.

Gothgorath says I will learn in time, but for now, the struggles are real, and the answers are few. Perhaps learning the history of Monria and why such a darkness prevails, we will begin to strengthen our resolve even more, and not find ourselves in the same situation the first moon colony did; seemingly locked in darkness with no escape.

Side-Note ... Pinthas wrote the contents of this book while he was a member of the original Monria Management Team the first two years of the moon's existence. It was never published in its entirety. We are happy to have Pinthas as part of our Monria Media Team to be able to honor his body of work.

Our means of receiving impressions are absurdly few, and our notion of surrounding objects infinitely narrow.

We see things only as we are constructed to see them, and can gain no idea of their absolute nature.

With five feeble senses, we pretend to comprehend the boundless complex cosmos.

... H. P. Lovecraft



Forward by Dark Moon Enigma

Ever since the discovery of the ancient journal in the file cabinet in 3013, the majority of my time has been spent reviewing its contents, but not without fear that it would be discovered that the journal was missing.

That fear is still strong, but I continue persevering because there are so many unanswered questions. We were fortunate that in 3014 our disruptions were minimal except for Valentine's Day when the Shub went after Angel of Shadows again as their human sacrifice to Yog-Sothoth, and our St Patrick's Day event where all four moon creatures banded together in a show of force to gain back control of Monria. They have all failed.

The Kipling/Core connection seemed real, but after reading the notes discovered in Jennifer's desk, I'm not so sure. Who are all the players in this ongoing maze of mysteries that seem to escalate at every turn?

And who is it that seemingly stands in the dark shadows intentionally leading us with twists and turns to nowhere in particular as diversions?

One can't help but surmise that there are sinister plots at play despite the semi-quiet time during 3014.

We know more about Cthulhu, we know more about the Cultists, we know more about the *Cult of Shut'thend* and its devastating rituals. We also know more about the connection between each of the creatures and how they are used by the cult to cause chaos.

In my continued exploration of the ancient journal found in the file cabinet, I have yet to uncover the dark magic spells the Cultists supposedly use. However, it is the green Maladrite Elixir that interests me more, and the extent to which the properties are used to control creatures and humans alike.

I fear that the wake of devastation that the Cultists left on Earth before their grand exodus was just the beginning. We have been tried and tested with periodic creature uprisings, but now it seems the battle will become one of the mind. Physical battle is one thing, and something that we have weathered well, but how are we to rise above the superior technology that the Cultists possess if we are to not only advance our cause, but also learn what is required in order to survive?

The first moon colony obviously succumbed to the evil forces that reside in the dark, both above and below Monria's surface. We do not want to be its next victim, nor a casualty of manufactured chaos the likes of which has us constantly on alert. As I continue to learn from the contents of the journal, I also hope to learn from my continued encounters with Goth just what the Cultists might be up to, but ...

If all of this wasn't enough, Monria's Chief Executive Officer (CEO), Anhithe, put out an important alert to the colony and its allies that is quite disturbing.

R'luh uin Gof'nn Hupadgh Shub-Niggurath

Y'ai 'Ng'ngah, Yog-Sothoth h'ee - I'geb f'ai throdog uaaah!



Forward by Dark Moon Enigma

Outside the ordered universe at the center of all infinity, Azathoth sits orchestrating nuclear chaos beyond angled space. Nuclear as in nucleus of the cosmos, and not referring to nuclear energy. Azathoth rules all time and space from a black throne at the center of this nuclear chaos, and many have fallen victim.

Azathoth's lineage is far reaching with the likes of Yog-Sothoth, Shub-Niggurath, Cthulhu and others, and Monria has not gone unscathed from primordial horrors. While we haven't seen them in pure daylight, they exist in the hidden dark corners of the moon. There are those who fight against these dark forces, and those who discover in one form or another that they too are a part of this lineage.

It was recently discovered that four Elder Gods walk among us, and have supported our fight to thwart the continued efforts of the creatures to take full control and extinguish our existence on Monria. It has been at the hands of the Cultists who have caused chaos in the name of their worshiped deity Cthulhu, but there is a secret cult of evil beyond that of the *Cult of Shut'thend* under the leadership of Decca who has rightfully reclaimed her place in the grander scheme of death, destruction and control.

The main goal of the Cultists is to find the book of dark magic spells that would help them perform the ritual needed in order to awaken Cthulhu. The great exodus in 2346 from Broodham, Massachusetts in the New England area of the United States was a ruse by Decca to gather all Cultist Priests eligible to participate in the ritual to awaken Cthulhu. It was known only by Decca that the *City of R'lyeh* where Cthulhu lies in a death-like sleep was rebuilt in the depths of Monria. It was Azathoth who orchestrated the relocation due to the continued violent upheavals on Earth that caused struggles between ruling powers.

The Elder Gods support and protect Monria against dark forces that are becoming increasingly more aggressive, but one of the Elder Gods is experiencing multi-dimensional encounters that leave him in a state of flux and questioning truth. Pinthas is challenged to remember his past. Memories are elusive. There's a gnawing at his very core that tells him what he is experiencing is wrong, but if it's the only way he can link this multi-dimensional intrusion with his past, he must consider K'Tan's invitation, regardless of the potential consequences. Pinthas knows that Monria is important to him, but why?

As a well-trained hunter and miner, Pinthas is a leader, not a follower. His exploration into unknown parts of the underground caverns of Monria to advance the search for Zoldenite have always been successful, but this time, his world shifted.





The *Esoteric Order of Dagon* and the *Cult of the Skull* are both Monria-based societies who have gravitated toward the dark side. While they have been positive contributors to the Monria community, they don't shy away from aligning themselves with the likes of Decca, Immortal Yidhra DreamWitch and the Cultists to cause chaos now and then. Each society is from authentic Cthulhu lore with historical ties to evil.



Lee "Negated" Dokken, Leader

This tertiary cult of Cthulhu followers are hell bent on causing chaos whenever they can on the moon. They are closely tied to the Cultists with a long history of association that dates back to the 1800s. This order had remained silent until we recently discovered its presence on Monria.

There is speculation that they may have joined the great Cultist exodus from Earth to a destination where efforts would be made to awaken Cthulhu from his death-like sleep in *R'lyeh* dreaming. We now believe that the new *City of R'lyeh* sits at the core of Monria, and that over time, a darker side of the moon will rise.

It makes sense because this order worships both Cthulhu and Dagon, and are still loyal to both. They know that Dagon rules over the Deep Ones, who are primordial beings existing in the deep abyss and ever close to Cthulhu. Dagon, Hydra and Cthulhu are the triad worshiped by the Deep Ones and ready to do their bidding, which is especially disturbing after learning that the Esoteric Order of Dagon is active.

Lee Negated Dokken -- Leader, Esoteric Order of Dagon

My first foray into Entropia was way back in 2005 or 2006.(I'm not sure exactly as I've lost that account's info.) This character was born August 23rd 2015.

I first came to Monria when some members of my old society decided to fly over for an event. When I got here, though, I quickly became enamored with the Monrian community. There was just something about the close-knit almost family-like feel of Monria that got me hooked to this place, and I never really left.

The Esoteric Order of Dagon-- commonly referred to as the EOoD-- is a Monrian based society created specifically to cause mischief on the Moon. As Monria's 'premiere' cult of troublemakers (Sorry Leshrac, but I was here first), the EOoD is a featured part of Monria's official storyline. Led into battle by yours truly-- along with my faithful Yog steed, Marengo-- the EOoD is also one of the main protagonists in many of Monria's events. Recently, though, the EOoD has run afoul of another group of ruffians calling themselves the Cult of The Skull (Led by that aforementioned dastardly doer of devilish deeds, Leshrac).

While we are currently embroiled in fierce competition to acquire the aid of some of Monria's most influential dark forces, I'm sure eventually we'll find a way to relative peace. (Or whatever passes for peace when two such chaotic entities are forced into cohabitation.)

I would just like to reiterate my love for the Monrian community. I don't think I've ever had the pleasure of knowing a group of people who were so caring, helpful, and willing to include everyone. I may not be Monrian Born, but I couldn't be more proud and honored to call this magical moon my adopted home.

Now, if you'll excuse me. I'm late for a meeting with Immortal Yidhra DreamWitch to discuss Yog formations in a few upcoming battles. One can never be too prepared, and the Yog have been my steady companions and line of offense against Monrians who want to have it all.



12 Hr Valentine's Day Global Prize Giveaway

1K Bounty on Yog Globals/HoFs
Win a Monria Apartment

Saturday, Feb 17th
South Crater
12:00-23:59 Game Time

Step right up ...
Get your Valentine's Day balloon.
Use it as a distraction, then attack!

What's the deal here?
It's a battle strategy.
Are you kidding me right now?



The Yogs have found their Napoleon, but they will also meet their Waterloo!!

Monria South Crater

There is a Bounty for 1K Globals/HoFs Total in 12 Hrs!

Sat, Dec 16th
12:00-23:59 EU Time



Monria 12 Hr Event

Solo Hunting Mining
Team Hunting Global Prizes
DME Special Global Prize
Global Count Prize

"Perhaps I should not hope to convey in mere words the unutterable hideousness that can dwell in absolute silence and barren immensity."
... Dagon

Saturday, July 14th
12:00-23:59 Game Time
DSEG Mining Camp

"Expect the Unexpected"



"Leshrac" Kaine Necros

Cult of the Skull was created on Monria when it was learned that Negated, Leader of Esoteric Order of Dagon was going to be unavailable for a while. You should never leave space for other evil to step in to take over your chaos business.

When Lee 'Negated' Dokken, Leader of the Esoteric Order of Dagon, announced that he would not be so available to cause chaos on Monria for a while (were we sad? no), he said he put his associate in charge of "*general mischief-making on the moon*" -- that would be *Immortal Yidhra DreamWitch*.

Yidhra took this '*step in and take charge*' role quite seriously, but I don't think Negated was too appreciative of the degree to which she elevated her *mischief-making*. Yidhra telepathically sent DME a message that a new evil would inhabit Monria (just what we need), and would involve dark magic and witchcraft.

Before ending the telepathic message, Yidhra said -- *Cultus autem Golgotha* --- a Latin phrase that means *Cult of the Skull*. This cult is also known as -- *Chesuncook Witch Coven* -- a group of antagonistic witches and warlocks who worship the Outer God Shub-Niggurath.

The *Cult of the Skull* society has taken up residence on Monria and make it even more challenging for us to control the Yogs. Leshrac, the cult's Leader, and Lady Demonica, are the cult's purveyors of darkness and magic, and adept at keeping the unwanted suspended between mystery and madness. They are a real life couple who enjoy stirring the cobwebs in the caves.

They seem to be a very secretive society and don't allow just any outsiders to join them. Only those who are willing to give up their freedoms and lives are considered for membership in the coven. I noticed that even though Yidhra is a witch, she is not a member of the *Cult of the Skull*.

It was also learned that they hold ceremonies in a subterranean cavern where they practice the cult's dark magic and praise Shub-Niggurath's name. Shub-Niggurath and Yog-Sothoth are Cthulhu's grandparents.

The *Esoteric Order of Dagon* and the *Cult of the Skull* seem to get along for the most part, but we have all witnessed bantering and smack talk despite their alliance with Decca and the Cultists to cause chaos.

Leshrac Kaine Necros

I entered this universe on July 2, 2016, and originally came to Monria when the Yog pets came out. They looked pretty awesome and I wanted a few, so I grabbed one of my fellow Smugglers and took off.

My first thoughts upon arriving was that it wasn't as crowded as Arkadia or Calypso, and there wasn't any bickering in the chat boxes. I figured that this was going to be a fairly boring place, but after spending a few days on Monria, I realized just how wrong I was.

Monria has been, by far, one of the most lively and interesting places in the Entropian Universe. There always seems to be something going on, whether it's a cave run, giveaways, car races, field trips to the different planets, or a boxing match (highly recommended), there's always something to do.

It's the local community (or CoMOONity as ShadowV has coined it) that influenced me to stay. Everyone here is helpful and nice for no other reason than that's just who they are. There wasn't any of the usual petty fighting, or people just trying to get what they can out of you that I was used to seeing elsewhere.

The moon as a whole is run like one big society, with the higher level players helping out the newer members, and everyone doing what they can to help the community grow.

Another thing I enjoy about Monria is the role playing aspect it has with the Monrians and their battles against the *Cult of Shut'thend*. And that brings me to another Cult that caught my attention, the Esoteric Order of Dagon, run by Negated, a sinister player turning the Monrians against themselves. His Cult is small, but highly influential within Monria's community and inner circles.

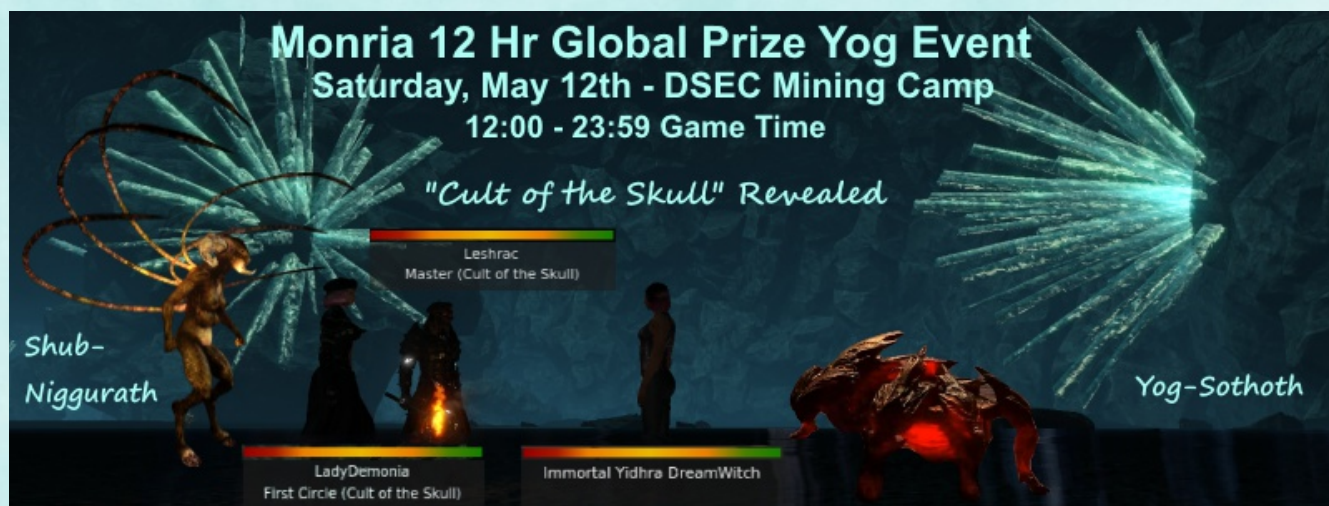
As a member of the Monria Community Assistance Team (MCAT), I help out players that are new to Monria, be it general questions, getting all the TPs, or just protecting miners from mobs while they collect their findings.

As one of the founding members of Monria's leading Cult, the *Cult of the Skull*, we help the community by helping out the newer players, assisting in some of the moon wide events while occasionally hosting our own. We also work closely with the Monria Management Team when we are needed for events that pertain to Monria's official storyline.

One of the biggest reasons to visit Monria would have to be the community itself. The perks of being a Monria Born citizen are really good if you are just starting out, but owning an apartment or a shop can get you many of the perks as well. The crafting and taming dailies are good to help build up skills as is the repair runs on the Yamato.

There are players of all levels from those who call Monria home and those who frequently visit, so finding a group to sweat or hunt with isn't hard. The St Patrick's Day event is another must see event. It is definitely one of the biggest group events in the game and the Monria Management Team never fails to surprise us with what they have planned.

As a member of the Monria community, I have fun.



The collaboration of these two dark side societies to cause chaos on Monria even finds them trying their best to lure some of the locals to join them. They hijacked the Monria Archives & Research Center (MARC) to hold a meeting in the main debriefing room. Kingu even brought some of his Maladrite-laced cookies.



MONRIA APARTMENT DECORATING CONTEST

SEE THE FOLLOWING DETAILS

Happy Holidays from Monria

Most of us like to decorate our real life homes for the Holidays, so why not the same for our virtual homes. Monria is sponsoring a Monria apartment Christmas-themed decorating contest complete with prizes.

Here are the Rules

Only Monria apartment owners are eligible.

Decorations must be Christmas-themed.

Apartments must be decorated before Saturday, Dec 14th.

Register your full in-game name and Monria apartment location [here](#).

Apartment Judging

Ant and Kendra's two children will be our judges as in a past apartment decorating contest.

They will be impartial as they are rarely in the game and really don't know anyone.

Marita Wilde (game name) will choose her favorite apartment.

Pio Wilde (game name) will choose his favorite apartment.

The judging will take place during the Dec mid-month event on Dec 14th.

Prizes

Once the two apartments have been chosen, an announcement will be made in Monria chat.

Each apartment winner will receive a prize of 200 PED.

Dark Moon Enigma will pay out the prizes at the event.

Here are two examples ...



The more creative, the more of a chance of winning!

Happy Holidays to all from Monria

Dear Monria Community and Friends of Monria,

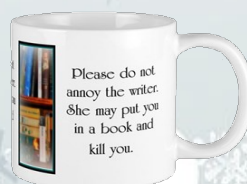
Anny and I would like to wish all of you a Happy Holiday Season, and thank you for the support you have given us over the years. We have collaborated on many projects in an effort to help make your lives on our moon more efficient and beneficial.

During the production of this launch issue of the magazine, time was not our friend, but we managed to pull together a fairly comprehensive overview of what Monria is all about. With each quarterly issue going forward, we will have a full three months within which to accomplish our goals.

Unfortunately, we had to streamline the content a bit and a few things we really wanted to add will have to wait until the next issue in March, but we will be working on a new project soon with the potential of being released by the end of the month. Also, the next book of Monria's storyline by Pinthas should be published sometime in the middle of December.

We hope you enjoy what you find within the pages of this launch issue. The goal was to highlight all that we could about Monria, especially since there has been so many changes in the past four years. We wanted to showcase a few more people as well, but time and space, and other circumstances made it difficult.

Monria and its community is evolving, as is the development. There is still much more to come, and we will report on all of it in future issues. Oh, and you might want to pay attention to the following.



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.

