

VIRTUALSENSE **Sept 2024**

QUARTERLY MAGAZINE

*Elder Crafting Shrine - DSEC9
Mountain of Madness*



VU 24.3 - Crafting for Elder Tributes

**Elder Tribute Daily Repeatable
Hand-In Missions
More Elder Weapons Added
New Mining Seekers Added**

**CUHOF Caves / Chests Removed
From Instances**

**Sweat Island / Insta-Teleporter
Added at Guardian Village**

**Traversing the Elder Robes
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by Tedros Daemonos**

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CUHOF Caves

The chests at the end of each instance have been removed from CUHOF 1-5

Sweat Island

An Insta-Teleporter has been added at both Guardian Village and Sweat Island

A Heal Buff was added to the Revive

Traversing the Elder Robes Mission Chain
by ... *Tedros Daemonos*

DME's Message to the Community

WELCOME ...

ShadowDragonV and I are happy to finally present the Sep 2024 Quarterly after a lengthy delay. I will address this more in my DME's Message to the Community at the end of the magazine, but in the meantime ...

The VS Team has once again expanded the Elder Robes Mission Chain to give more options for collecting the Elder Tributes. The initial focus was more on hunting and mining, but now crafting has been added to increase the number of Elder Tributes able to be collected on a daily basis.

With the addition of more Elder items being introduced, it's key to be able to also have more options for collecting the required number of Elder Tributes in order to pull an Elder Item from the Elder Tribute Trader located at either DSEC9 or Toulan just outside each Church.



Reports have shown that there is a significant increase in player participation in this mission chain, and we see more walking around in one level of Elder Robe or another.

I mentioned to the community the end of Nov 2023 with the introduction of this mission chain that they might want to consider engaging in it, but could give no further info as to why.

As you have seen, we expanded this mission chain with more options and rewards, and we are not done.

Might want to reconsider if you haven't engaged yet ...





BACKGROUND

The basic Elder Robe mission chain was introduced with [VU 23.4 Church of the Elder Gods](#) the end of November 2023 and perhaps was a bit of a slow start because of how long it took to get the first 150 Elder Tributes for the first Elder Robe (Initiate), but then at each level, the hunting and mining missions increased giving way to collecting more of the Elder Tributes toward reaching each level of the Elder Robe. The Elder Tributes rolled over to each level adding to what was required for the next Elder Robe. The hunting and mining missions rolled over too and added to the new ones unlocked so that more Elder Tributes could be collected.

I continued to encourage the community to engage without revealing what our future plans were for this mission chain, but after we released [VU 24.1 Return of the Elder Tributes](#) and introduced new (L) Elder Weapons with high efficiency and comparable to their (UL) counterparts from the Calypso Mayhem Trader, this mission chain garnered more attention. Additional missions were also added to help increase the collection of Elder Tributes with 10 Elder Tributes from each new mission (9 in all). These 10 Elder Tribute missions opened up only to those who had already achieved getting their final Elder Robe (High Priest/Priestess). The lower HP mobs were also moved into their own additional daily missions for 1 Elder Tribute.

We are now at a third level of expansion of this mission chain that opens up options for collecting even more Elder Tributes. The primary focus was on hunting and mining, but now the focus is on Crafting to include that profession. Each Elder Robe level gives 1 Elder Tribute, but also Shrapnel that increases with each Elder Robe mission stage. Each Elder Robe mission stage gives 2 missions with these rewards. Once again, the Elder Tributes and missions roll over at each level to be added to everything you already have in play giving you a more expansive set of options.

More Elder Items have been added to this mission expansion and all of the details of this expansion are laid out in the following pages.

If you haven't engaged in this mission chain, it's not too late, and I will say one more thing that might encourage you to get started ... we are not done yet.

VU 24.3 CRAFTING FOR ELDER TRIBUTES

Elder Tribute Daily Repeatable Hand-In Missions: *Hand-in missions unlock at each stage of the Elder Tribute Missions*

NOTE

- you don't have to sweat, mine or craft the resources needed, you can buy them and stock pile them if you want
- these are "hand-in" missions
- also ... the Elder Tributes will roll over to the next level like the original and subsequent missions for hunting and mining
- the crafting missions will also roll over to the next level where you will unlock 2 more crafting missions

Worshiper Stage -- (prior to achieving the first Elder Robe)

100 Jelly Baby Textures + 50 Sweat for - 1 Elder Tribute + 60 PEC Shrapnel

32 Butt Joints + 50 Sweat for - 1 Elder Tribute + 4 PED Shrapnel

Initiate Stage -- First Elder Robe

16 Habkeh for - 1 Elder Tribute + 8 PED Shrapnel

50 Zir for - 1 Elder Tribute + 9 PED Shrapnel

Disciple Stage -- Second Elder Robe

100 Malkat for - 1 Elder Tribute + 11 PED Shrapnel

40 Bone Pieces for - 1 Elder Tribute + 12 PED Shrapnel

Priest Stage -- Third Elder Robe

100 Simple Copchaih for - 1 Elder Tribute + 14 PED Shrapnel

300 Simple Ibreh for - 1 Elder Tribute + 18 PED Shrapnel

Lector Stage -- Fourth Elder Robe

120 Borghee for - 1 Elder Tribute + 18 PED Shrapnel

100 Mismar for - 1 Elder Tribute + 21 PED Shrapnel

High Priest/Priestess Stage -- Fifth (and final) Elder Robe

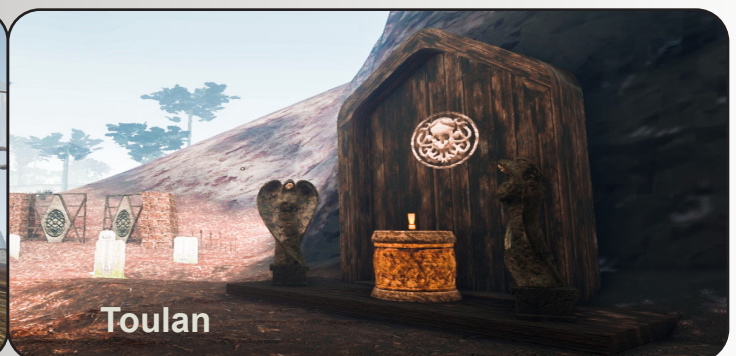
100 Mosannan for - 2 Elder Tributes + 28 PED Shrapnel

100 Reinforced Butt Joints for - 2 Elder Tributes + 40 PED Shrapnel

Go to the Crafting Shrine outside the Church of the Elder Gods to hand in your items.



Mountain of Madness at DSEC9



Toulan

New Elder Items added to the Elder Tribute Trader

Elder Rage (L)

Laser Pistol

49.3 Damage/Second

1 PED TT + 1400 Elder Tributes

OVERVIEW
→ ×

Default Elder Rage (L)

BASIC
DETAILS
DESCRIPTION

TT Max: 1.00 PED

Damage/second: 49.3

This limited (L) item cannot be repaired

1.00 PED

49.3



Show item
Rotate

OVERVIEW
→ ×

Default Elder Rage (L)

BASIC
DETAILS
DESCRIPTION

Efficiency: 91.0%

Weight: 1.6 kg

Required level:

Ranged Laser (Dmg): 41.5 / 30.0

Laser Pistooleer (Hit): 33.3 / 30.0

Skill increase bonus:

Learning period: 30.0-40.0

Category: Laser

Ammo type: Weapon Cells

Ammo type: Universal Ammo

Ammo burn: 919

Durability: Exceptional

Attacks per minute: 51 / 60

91.0%

1.6 kg

41.5 / 30.0

33.3 / 30.0

30.0-40.0

Laser

Weapon Cells

Universal Ammo

919

Exceptional

51 / 60



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Rage (L)

BASIC
DETAILS
DESCRIPTION

Learning period: 30.0-40.0

Category: Laser

Ammo type: Weapon Cells

Ammo type: Universal Ammo

Ammo burn: 919

Durability: Exceptional

Attacks per minute: 51 / 60

Burn damage: 40.9

Penetration damage: 8.4

Damage interval: 24.7-49.3 / 24.7-49.3

Range (m): 29.6 / 31.5

Hit ability: 7.3 / 10.0

Critical hit ability: 5.8 / 10.0

30.0-40.0

Laser

Weapon Cells

Universal Ammo

919

Exceptional

51 / 60

40.9

8.4

24.7-49.3 / 24.7-49.3

29.6 / 31.5

7.3 / 10.0

5.8 / 10.0



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Rage (L)

BASIC
DETAILS
DESCRIPTION

This weapon was forged in rage, hence the name.



Show item
Rotate

New Elder Items added to the Elder Tribute Trader

Elder Fire (L)

Laser Pistol

63 Damage/Second

1 PED TT + 1500 Elder Tributes

OVERVIEW
✕

Default Elde Fire (L)

BASIC
DETAILS
DESCRIPTION

TT Max:	1.00 PED
Damage/second:	63.0

This limited (L) item cannot be repaired



Show item
Rotate

OVERVIEW
✕

Default Elde Fire (L)

BASIC
DETAILS
DESCRIPTION

Efficiency:	87.8%
Weight:	1.1 kg
Recommended level:	
Ranged Laser (Dmg):	41.5 / 30.0
Laser Pistooleer (Hit):	33.3 / 30.0
Skill increase bonus:	
Learning period:	30.0-50.0
Category:	Laser
Ammo type:	Weapon Cells
Ammo type:	Universal Ammo
Ammo burn:	1260
Durability:	Exceptional
Attacks per minute:	48 / 60



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
✕

Default Elde Fire (L)

BASIC
DETAILS
DESCRIPTION

Learning period:	30.0-50.0
Category:	Laser
Ammo type:	Weapon Cells
Ammo type:	Universal Ammo
Ammo burn:	1260
Durability:	Exceptional
Attacks per minute:	48 / 60
Burn damage:	57.0
Penetration damage:	6.0
Damage interval:	28.8-57.7 / 31.5-63.0
Range (m):	40.7 / 44.0
Hit ability:	6.7 / 10.0
Critical hit ability:	4.1 / 10.0



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
✕

Default Elde Fire (L)

BASIC
DETAILS
DESCRIPTION

A Pistol often favoured by Elder Priests.



Show item
Rotate

New Elder Items added to the Elder Tribute Trader

Elder Torment (L)

Laser Rifle

82.9 Damage/Second

1 PED TT + 1400 Elder Tributes

OVERVIEW
→ ×


Default Elder Torment (L)

BASIC
DETAILS
DESCRIPTION

TT Max: 1.00 PED

Damage/second: 82.9

This limited (L) item cannot be repaired



Show item
Rotate

OVERVIEW
→ ×

Default Elder Torment (L)

BASIC
DETAILS
DESCRIPTION

Efficiency: 94.8%

Weight: 3.9 kg

Recommended level:

Ranged Laser (Dmg): 41.5 / 40.0

Laser Sniper (Hit): 46.0 / 40.0

Skill increase bonus:

Learning period: 40.0-50.0

Category: Laser

Ammo type: Weapon Cells

Ammo type: Universal Ammo

Ammo burn: 1537

Durability: Exceptional

Attacks per minute: 54 / 60



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Torment (L)

BASIC
DETAILS
DESCRIPTION

Learning period: 40.0-50.0

Category: Laser

Ammo type: Weapon Cells

Ammo type: Universal Ammo

Ammo burn: 1537

Durability: Exceptional

Attacks per minute: 54 / 60

Burn damage: 70.3

Penetration damage: 12.6

Damage interval: 15.1-30.2 / 41.5-82.9

Range (m): 82.6 / 85.8

Hit ability: 8.4 / 10.0

Critical hit ability: 7.7 / 10.0



Show item
Rotate


Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Torment (L)

BASIC
DETAILS
DESCRIPTION

An economical weapon designed to cause torment to the enemies of the church.



Show item
Rotate

New Elder Items added to the Elder Tribute Trader

Elder Splinter (L)

Laser Rifle

98.4 Damage/Second

1 PED TT + 1500 Elder Tributes


OVERVIEW
→ ×

Default Elder Splinter (L)

BASIC
DETAILS
DESCRIPTION

TT Max:	1.00 PED
Damage/second:	98.4

This limited (L) item cannot be repaired



Show item
Rotate

OVERVIEW
→ ×

Default Elder Splinter (L)

BASIC
DETAILS
DESCRIPTION

Efficiency:	87.0%
Weight:	3.9 kg
Recommended level:	
Ranged Laser (Dmg):	41.5 / 50.0
Laser Sniper (Hit):	46.0 / 50.0
Skill increase bonus:	
Learning period:	50.0-55.0
Category:	Laser
Ammo type:	Weapon Cells
Ammo type:	Universal Ammo
Ammo burn:	1861
Durability:	Exceptional
Attacks per minute:	27 / 60



Show item
Rotate

Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Splinter (L)

BASIC
DETAILS
DESCRIPTION

Learning period:	50.0-55.0
Category:	Laser
Ammo type:	Weapon Cells
Ammo type:	Universal Ammo
Ammo burn:	1861
Durability:	Exceptional
Attacks per minute:	27 / 60
Burn damage:	82.0
Penetration damage:	16.4
Damage interval:	24.6-49.2 / 49.2-98.4
Range (m):	78.0 / 85.8
Hit ability:	0.0 / 10.0
Critical hit ability:	0.0 / 10.0



Show item
Rotate


Include enhancers stats in detail view

OVERVIEW
→ ×

Default Elder Splinter (L)

BASIC
DETAILS
DESCRIPTION

This Rifle was commissioned by the High Priests so that enemies can be defeated without the need for close combat.



Show item
Rotate

MINING FINDERS

Elder Seeker 10 (L) - Mining Finder

55.2 Range

Average search depth 701.5

60 Probes/Use

10 PED TT + 1200 Elder Tributes

Increased carry weight by 10kg on Equip

OVERVIEW → ×

Default Elder Seeker 10 (L)

BASIC DETAILS DESCRIPTION

TT Max: 10.00 PED

This limited (L) item cannot be repaired



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 10 (L)

BASIC **DETAILS** DESCRIPTION

Surveyor: 20.3 / 15.0

Skill increase bonus:

Learning period: 15.0-20.0

Average search depth: 701.5 / 701.5

Range: 55.2 m

Uses per minute: 8 / 9

Probes/use: 20

Universal ammo/use: 10000

Treasure

Required level:

Treasure hunter: 8.4 / 15.0

Skill increase bonus:



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 10 (L)

BASIC **DETAILS** DESCRIPTION

Universal ammo/use: 10000

Treasure

Required level:

Treasure hunter: 8.4 / 15.0

Skill increase bonus:

Learning period: 15.0-20.0

Average search depth: 5.0 / 701.5

Range: 55.2 m

Uses per minute: 4 / 9

Probes/use: 60

Universal ammo/use: 30000

Modifiers On Equip:

Increases inventory carry capacity by 10.0 Kg



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 10 (L)

BASIC **DETAILS** DESCRIPTION

Weight: 0.3 kg

Mineral

Required level:

Prospector: 21.9 / 15.0

Skill increase bonus:

Learning period: 15.0-20.0

Average search depth: 701.5 / 701.5

Range: 55.2 m

Uses per minute: 9 / 9

Probes/use: 40

Universal ammo/use: 20000

Energy Matter

Required level:



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 10 (L)

BASIC DETAILS **DESCRIPTION**

The Church of the Elders not only seeks enlightenment...



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 20 (L)

BASIC DETAILS DESCRIPTION

TT Max: 10.00 PED
 This limited (L) item cannot be repaired



Show item Rotate

MINING FINDERS

Elder Seeker 20 (L) - Mining Finder

55.2 Range

Average search depth 701.5

90 Probes/Use

10 PED TT + 1400 Elder Tributes

Increased carry weight by 20kg on Equip

OVERVIEW → ×

Default Elder Seeker 20 (L)

BASIC **DETAILS** DESCRIPTION

Weight: 0.3 kg
 Mineral
 Required level:
 Prospector: 21.9 / 20.0
 Skill increase bonus:
 Learning period: 20.0-25.0
 Average search depth: 482.9 / 701.5
 Range: 55.2 m
 Uses per minute: 7 / 9
 Probes/use: 60
 Universal ammo/use: 30000
 Energy Matter
 Required level:



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 20 (L)

BASIC **DETAILS** DESCRIPTION

Universal ammo/use: 15000
 Treasure
 Required level:
 Treasure hunter: 8.4 / 20.0
 Skill increase bonus:
 Learning period: 20.0-25.0
 Average search depth: 5.0 / 701.5
 Range: 55.2 m
 Uses per minute: 4 / 9
 Probes/use: 90
 Universal ammo/use: 45000
 Modifiers On Equip:
 Increases inventory carry capacity by 20.0 Kg



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 20 (L)

BASIC **DETAILS** DESCRIPTION

Universal ammo/use: 30000
 Energy Matter
 Required level:
 Surveyor: 20.3 / 20.0
 Skill increase bonus:
 Learning period: 20.0-25.0
 Average search depth: 372.3 / 701.5
 Range: 55.2 m
 Uses per minute: 7 / 9
 Probes/use: 30
 Universal ammo/use: 15000
 Treasure
 Required level:



Show item Rotate

Include enhancers stats in detail view

OVERVIEW → ×

Default Elder Seeker 20 (L)

BASIC DETAILS **DESCRIPTION**

The Church of the Elders not only seeks enlightenment...



Show item Rotate

CUHOF CAVES

The Chests Have been removed from CUHOF 1-5

All loot will be received as the creatures are killed and looter skills received as per normal hunting.



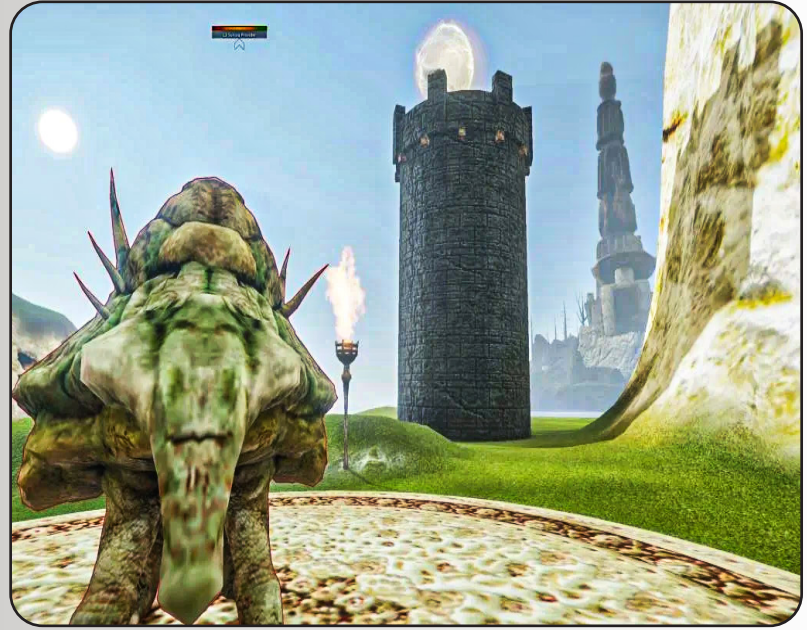
SWEAT ISLAND

An insta-teleporter has been added at Guardian Village and Sweat Island so sweaters can travel between these two locations easily. The insta-teleporter at Guardian Village is located straight down the alley way from the TP.



A heal buff has been added at the revive area on Sweat Island.

The heal buff is a heal-over-time, but the Tower and Healing Bubble at the top were kept for now.



ADDITIONAL CHANGES/FIXES

- The Music on DSEC9 should now be playing as normal (including NoBion's two updated tracks from last VU)
- The timer for the Fauna & Flora Karmooosh Aleef taming Instance has been increased to 4 hours
- The old Karmooosh Aleef Lab Key can now be used to enter the Solo Taming Instance (A second gate has been added for those that still own these keys)
- Toulan Revives at outposts have been moved to resolve the issues with players getting stuck at revive under the buildings
- Repeatable hunting and mining Elder Tribute missions will now be automatically started if available on entry to the church
- Fixed an issue which caused the Dynamic Event Shrine at Mountain of Madness to become invisible
- Fixed issue when trying to upgrade an Improved DSEC Thigh Guard [F] to Modified

VU 24.3.1 | Crafting for Elder Tributes | Patch | Entropia Universe

- Dahhar Young have been removed from the spawn at Sandy Shores
- A small spawn of Dahhar Young has been added by the shore at Guardian Village
- /wp [Planet Toulan, 133804, 93190, 103, Waypoint] -- just outside the West Gate
- The reward for the Mosannan and Reinforced Butt Joint hand-in missions has been increased to two Elder Tributes
- Vegetation by the TP to Sweat Island at Guardian Village has been pruned to prevent getting stuck

FINAL WORDS

With every VU content release, consideration is given to how new content can flow from what has already been added to enhance the experience at our three locations. Attention is paid to feedback and content added that's doable and fits with overall plans ... it just may not be immediate.



In November of 2023, we were bestowed with VU 23.4 | Church of the Elder Gods. Within it, a place to commune with the Elder Gods; our allies in the fight against evil and the dark forces attempting to over take our lands. The Church of the Elder Gods is an important focal point allowing its congregation to gather for patronage to the Elder Gods. The communities joined together, completing the tasks set before us in hopes of dispelling the dark forces acting against our community.

Elder Tributes are given to the faithful for their service hunting and mining and used for progression within the Church's ranks and towards items from the Elder Tribute Trader. However, that great evil, Decca, has since permeated her presence throughout the Churches in both the Mountain of Madness at DSEC9 and on Toulan. The missions and activities of the Church, once used to give tribute to the Elder Gods, may have been co-opted by Decca for use in her dark agenda. It is now uncertain if our efforts actually fight this horrible evil or merely augment Decca's plans.

When I first joined the Church of the Elder Gods and what I assumed was its fight against the dark forces plaguing us, I had to prove myself to the order with 150 Elder Tributes from hunting and mining before becoming an Initiate and receiving my first Elder Robe. Collection of Elder Tributes in the beginning was slow to start. The opportunities were only limited by my progress within the Elder Robe ranks of the Church and the efforts I was able to ascribe to the cause. Advancement through the ranks and receiving the next level Elder Robe opens up additional missions, allowing for the increase of our efforts to collect Elder Tributes to combat the darkness threatening us.

In our humble reverence, the Elder Gods saw fit for us to keep our existing Elder Tributes and add to them as we ascended up the Elder Robe ranks until finally achieving the rank of Elder High Priest (5th and final Elder Robe). At this point it unlocks all possible paths for the collection of Elder Tributes and access to the items available from the Elder Tribute Trader just outside each Church on Toulan and Mountain of Madness. The first item I chose was the [Elder Splinter (L)] with potentially even more vendor items available in the future.

The ever-expanding Daily Repeatable Missions with a 16 hour cool-down were supplemented with the release of VU 24.1 | Return of the Elder Tributes that included additional missions. If you had completed achieving your final Elder Robe (Elder High Priest), you were eligible to do the new missions that rewarded 10 Elder Tributes instead of just one.

With VU 24.3 | Crafting for Elder Tributes, hand-in crafting missions were added, making it possible to either craft the required items yourself or purchase them from auction or other players to help stimulate the economy. No matter what area of interest you have, whether that be hunting, mining or crafting, there is a place for you within the Church of the Elder Gods.

The mining missions are the same at both Toulan and DSEC9 and can be completed at either location. With the Churches on DSEC9 and Toulan giving hunting missions for creatures native to each location, an aspiring member can double up their hunting progression efforts by traveling between Toulan and DSEC9 respectively. The parts and blueprints for the crafting hand-in missions use mostly Toulan resources, but also includes a few common ones as well, like harvesting materials, iron, basic leather and sweat. The missions can be handed in at either the Toulan or Mountain of Madness Crafting Angel Altars just outside each Church.

In my travels between DSEC9 and Toulan, I've often wondered if Decca and some of the other Cult of Shut'thend bosses like Divhad, Vhathro, Yidebhis or Actugha were a part of the fabled 3 dark mages that plotted to take over Toulan. Perhaps I am mistaken in that, but if so, would explain a lot. Surely all will be revealed in time.

TIPS AND TRICKS

I really like to combine as many missions together as possible to make the most of my efforts, often including available missions not part of the Church of the Elder Gods.

For example:

After receiving your Priest/Priestess Robe you will have all four 100 count "removing low level creature" Elder Tribute missions unlocked. This method combines the 4 Low Level Elder Tribute missions, the 2 Universal Ammo missions and the 4 Texture Blueprint missions.

On DSEC9 in the Mountain of Madness area there are four 50 mob kill missions that give 10 click (L) texture BP's and 2 missions that give Universal Ammo as a reward, "Clear the Path" from the Old Man and "Cultists in Training." If combined with the 4 "removing low level creatures" 100 kill Elder Tribute missions we can make the most of the minimum amount of creature kills to maximize rewards.

Take the Elder Tribute missions and the 4 Texture BP missions inside the Church.

Cross over the bridge at /wp [DSEC9, 38164, 23211, 99, Little Cultist] to initiate the Cultists in Training 100 kill mission (level 4-5) for 1 PED Universal Ammo.

Kill 50 and you should receive the 10 click (L) texture BP for Cult of Shut'thend at this point. Come back the next day after the 16 hour cool down of the Elder Tribute missions to complete the final 50 Cultists to receive the Universal Ammo and another BP. We can do all 100 at once, but is more than required to complete the "removing low level creatures" with the combination of low level Cult of Shut'thend and while including the low level Tegunestene from the Clear the Path Universal Ammo mission.

Talk to the Old Man at /wp [DSEC9, 37490, 23900, 108, Old Man] to start the Clear the Path Universal Ammo mission.

I like to cross the river by the Old Man's shack for the spawn of low level Zokaraneus and Shogghols at /wp [DSEC9, 37392, 23698, 103, Zok and Shog], then cross-back over for the Tegunestene portion. However, all portions can be done on the Old Man side of the river.

Kill 100 Zokaraneus - 80 for Clear the Path + 20 to complete the 100 count Pay Tribute Disciples, Removing Low Level Creatures. Then kill at least 50 Shogghols, depending on how many DSEC CB Bot Prototypes, if any, you would like to hunt to equal 100 total kills for Pay Tribute Worshipers, Removing Some Low Level Creatures Elder Tribute mission.

Finish these parts off by killing the 60 Tegunestene for Clear the Path. You should now have finished all 4 of the 10 click (L) texture BP missions and completed Pay Tribute Priest and Priestess, Removing Low Level Creatures.

Next we'll go to the DSEC9 main area to finish up the process with DSEC Talus DHR Prototypes for Pay Tribute Initiates, Removing Some Low Level Creatures and finish off any remaining DSEC CB Bot Prototypes for Pay Tribute Worshipers, Removing Some Low Level Creatures.

This alone will net you 4 Elder Tributes, Universal ammo and 4 separate 10 click (L) BP's daily!

After receiving the final Elder High Priest/Priestess Robe, it unlocks the ability to receive 10 additional Elder Tributes daily from not only mining, but the larger creatures on both DSEC9 and Toulan.

Mining resources currently include Zircon, Aqeeq and Nawa Drops.

Creatures currently included are Lotus Invaders, DSEC Fury THR and DSEC OTIS on DSEC9 and on Toulan the Marauder, Slayer and Queen versions of Thawr, Khaffash and Duhols.

This will total 99 potential Elder Tributes in 1 day if this portion of the missions are completed alone, including the 9 Elder Tributes gained from the normal versions of these missions. With a current potential overall of gaining an Elder Tribute count of 148, if you complete all available Elder Tribute missions daily!

In closing, it has been a challenge and a pleasure working my way through to the Elder High Priest Robe, and finally unlocking the ability to purchase items from the Elder Tribute Trader. I look forward to collecting more for future Elder Tribute item purchases!

DME REFLECTIONS

Tedros (Ted) has been a valuable volunteer and contributor to our community. He took over the management of our Yamato Space Travel Programs and has been consistent in keeping the warp schedule on track. I operate the Monria Fleet Manager staff avatar during our warp schedules and it's always a pleasure sharing that time with him because it often becomes an adventure and fun.

At the end of every warp schedule, Ted writes up a Warp Drive Tracking and Pilot Report. The Warp Drive Tracking Report is pretty straight forward, but he takes liberty with the Pilot Reports with his own brand of sharing the experience by way of telling a story.

For Example ... here are some of his Pilot Reports:

“Date: 09/20/24

Yimemosaurus fossils, found in the Yimen Formation of Yunnan Province - southern China, are often confused with it's larger cousin from Japan. A rare space faring beastie, metallic in nature and sometimes classified with other cryptids, the Yamatosaurus can be seen carrying Entropians to various destinations across the universe. It's unique ability to facilitate warp travel, makes the Yamatosaurus a sought after prize for those who seek it.”

“Date: 10/04/24 -- (In my best Captain Kirk voice)

Captain's Log: Stardate - 2024.10.04 - We have....re-ceived word...that MFM...had sur-vided the electro-magne-tic space...hur-ri-cane ...that went through...her home...planet. A communique... was re-ceived indicating...she had escaped...and found shelter....with close...family. A further communication...sent news....of a new base of opera-tions that has been...secured...and setup of facilities...will begin...shortly. Looking for-ward...to...further news...and MFM's...speedy return.”

“Date: 10/06/24 -- (In my best Science Officer Spock voice)

First Officer's Log: Stardate - 2024.10.06 - While Captain Kirk and the away team are on a mission to secure the Monria Fleet Admiral's (aka MFM) new base of operations. We have received word that there is yet another electromagnetic space hurricane on a path towards the Monria Fleet Admiral's new facilities.

After warping in just outside the system, we were greeted by an unknown entity demanding to be addressed as Decca. Ship scans revealed it was not really there, but a projection from elsewhere; possibly even from another time. It warned us not to interfere in it's grand machinations, but the Admiral's and Captain Kirk's lives are in danger.”

We must act.

Stay tuned for next week's episode

“Date: 10/10/24

(In my best Uhura voice, it's bad, it's really bad. My falsetto is ear wracking at best.)

Communication Officer's Log: Stardate - 2024.10.10 - Have we failed? First Officer Spock is unconscious after attempting a mind meld with the entity calling itself “Decca” and with Captain Kirk and Sulu's status in question, along with the other away teams; it has left me in charge of the bridge. Although we have failed at stopping Decca's biggest threat...a hurricane-like creation known as MILTON - Massive Inductive Living Terrestrial Organism Negator.

We were however able to stop or divert 2 other attempts by the entity Decca. The first of designated “Kirk” by Captain Kirk. He has the same habit as Alexander the Great, always naming places or things after himself. The second was named “Leslie” by Sulu, who later said the storm reminded him of someone he used to know. Dr. McCoy stated in his report that Spock should recover with little to no side effects from the mind meld with Decca. We await further status reports from Captain Kirk and the away teams assisting with Fleet Admiral MFM's new HQ and Community Operations facility. Decca and MILTON may have slowed us down, but ultimately - We will prevail in our mission!”

Stay tuned for the exciting conclusion (fingers crossed) in the next episode

“Date: 10/14/24 -- (In my best Lt Commander Scotty voice.)

Chief Engineer’s Log: Stardate - 2024.10.14 - We’ve finally received word from Captain Kirk and the away teams assisting in setting up Fleet Admiral MFM’s new HQ and Community Operations facility. There have been further complications due to that dreaded beastie MILTON that was unleashed by the entity known as Decca, attacking near the new facilities.

The attacks caused all sorts of unforeseen equipment failures and power outages over a vast area. We’ve sent out some of our finest technicians and engineers to supplement the away teams and help resolve any major issues. Any damage caused by Decca and her nasty bag of tricks is no match for my crew of technicians and engineers.”

Stay tuned for the exciting dramatic possible conclusion (Could be a 2 parter) in the next episode

“Date: 10/18/24 -- (In my best Lt Sulu voice...ohhhh my!)

Navigation Officer’s Log: Stardate - 2024.10.18 - I’ve always heard stories, scuttlebutt some might say, of how diligent and community minded Fleet Admiral MFM is, but to see her in action...made me proud to be in her service. I have been part of an away team assisting with the aftermath of attacks by hurricane storm-like creatures unleashed by an entity we’ve never encountered before this series of events, known as Decca.

The damage caused has uprooted the lives of many in Decca’s wake. Including our own beloved, Fleet Admiral MFM! Even being cast from her home and lost much, due to Decca’s schemes, Fleet Admiral MFM has pushed forward and continued with her duties as best possible. She even set up a temporary base of operations with some new equipment to be able to push forward in her devoir to prevail over Decca and her vile plans. Witnessing this level of dedication has been inspiring, to say the least. Her presence has been missed on many levels, but thanks to her support staff and crew of the Fleet Flagship Yamato helping out in her stead, (ShadowDragonV, Tedros Daemonos and even the big bosses, Ant and Kendra have pitched in) the community has continued to thrive.”

Stay tuned for the final episode in this crossover mini-series next warp schedule!

“Date: 10/20/24 -- (In my best Lt. Commander Leonard McCoy, aka “Bones”, voice.)

Medical Officer’s Log: Stardate - 2024.10.20 - Now that Spock has fully recovered from his Mind Meld with the entity Decca, he has learned of how we even got to this Entropia Universe to begin with. Apparently when we went to warp (we were headed to Risa for some long overdue shore leave), in our time, in our universe...our dimension, we inadvertently passed through the path of whatever hell Decca opened to unleash MILTON and it pulled us into this time, this universe... this dimension. Spock has a theory on how we can get back using Admiral MFM’s flagship, the Yamato, and our ship’s deflector shields. Some sciencey gobbledygook I could never properly explain. Damn it Jim...I’m a Doctor, not an Engineer!

Something about opening a warp window with the Yamato, then we shoot a tachyon beam at it, right before we fly through. We’ve also learned that Admiral MFM’s new HQ and Community Operations facility has been secured, and setup should be occurring in short order. My main concern is dealing with wounded from the away teams coming back after assisting with recovery efforts of the horrors Decca released on these worlds.

Redshirt #3 is unconscious, but stable. With #1 and #2 still missing, hopefully we can learn what happened to them after he wakes up. I fear their fates are sealed, their team was on the front lines during the attack...it never ends well for redshirts. We'll get #3 to Starbase Medical upon our return if we cannot figure out how to help him and finally glean what exactly happened to his team by then."

Next week's episode - Something Halloween Themed

And in honor of Halloween, he created the following:

"Date: 11/01/24

(To the tune of Monster Mash, sung by Sham_Rock with Shubs singing back up (Their voices are much more suited than the Tegunestene's)).

Yamato Mash

I was piloting the ship, late one night
When my eyes beheld a glorious sight
For our MFM from her plight, began to rise...
And suddenly to my surprise!

(She did the mash) The Yamato Mash
(Yamato mash) It was a spaceyard smash
(She did the mash) Summoned up in a flash
(She did the mash) The Yamato Mash!

(Wa-oooOOOOoooh) I had traveled alone, for a limited time
(Wa-oooOOOOoooh) Up from planets or stations, the passengers could find
(Wah-wa-oooOOOOoooh) Their way to the ship and the warps I would mind
(Wa-oooOOOOoooh) but with MFM, the warps are sublime!

(She did the Mash) The Yamato Mash
(Yamato Mash) It was a spaceyard smash
(She did the Mash) Summoned up in a flash
(She did the Mash) The Yamato Mash!

(Think going to skip the next 4 verses. Too much, too much!)

[Outro]

(Wa-oooOOOOoooh) Uhg, summons good (Yamato mash!)
(Wa-oooOOOOoooh) Easy, passengers, be nice now (Yamato mash!)
(Wa-oooOOOOoooh) Arhhhg, summons good, Grrr! (Yamato mash!)
(Wa-oooOOOOoooh, Yamato mash!)
(Wa-oooOOOOoooh, Yamato mash!)
(Wa-oooOOOOoooh, Yamato mash!)

Happy Halloween!

Ted seems to be able to get into out-of-the-ordinary places with ease and leaves an image where you may be able to create your own story from what you see, or at least caption the image. He has a sense of humor that reveals itself when least expected, but when it comes to the community, he is spot on with the valuable info he shares that helps people navigate our three locations. We are also very grateful for his contributions as a member of our VS Media Team.

Here are a few of his photo offerings:





One thing that is very helpful, is Ted having his final Elder High Priest Robe, because with each new expansion of the Elder Robe mission chain, he is able to assist in getting the new mission information so that ShadowDragonV can add it to the existing mission threads for [DSEC9/Mountain of Madness](#) and [Planet Toulan](#) to keep things up-to-date. It saves us a great deal of time.

As a last word ... consider engaging in this mission chain if you haven't already ... more to come.



The last couple of months have been quite trying for me due to my ordeal with Hurricane Helene and being displaced as a result of flooding. I lost nearly everything and spent a month at my brother's home while looking for a new place. I had lived 21 years at my previous residence near the Gulf of Mexico with no flooding, so it was quite the surprise because it happened later in the evening and ended up with a 911 rescue. I suppose the fun part was getting to ride in an airboat like you see at times running around in the swamp areas of Florida, but this was on the street adjacent to my building and up the road as far as it could go. I then spent time sitting on the tailgate of a Sheriff's truck to the point at which my brother met up with us so I could go with him to his home.

It was certainly a test of my resilience, and at times was quite the struggle because I wasn't able to get a new computer system until just past mid-October while still living at my brother's home. I hate having to do anything on my phone, but I did the best I could with things that needed my attention short of being able to log into the game. Starting over requires a level of perseverance for sure, and I couldn't really update accounts and transfer services until I secured a new residence. It was Oct 26th when I finally moved into my new place which is only 15 minutes away from my brother, so that's a big plus because he's been very helpful. The end of Oct and most of Nov was focused on getting things sorted with accounts and transferred services, but there is still more to attend to in order to get back to some level of normalcy again. My goal is to accomplish this before the new year begins.

Due to the above, this Sep Quarterly is late being published. This issue is less pages and without the usual player profiles and other articles, except for the special article by Tedros Daemonos. We will make up for this with the Dec Quarterly and add extras to make it more interesting and fun.

In the meantime, I have been spending time catching up on my usual daily work schedule and preparing for our team's transition to 2025. Our community programs are being evaluated to see where we can improve, and forum content is being reviewed to make sure we have the most current information available to the community. Many of our community members have been instrumental in providing a wealth of information from our three locations in an effort to accomplish this effort.

I am especially revisiting our Monria and Toulon Born Programs because we have a pretty steady flow of new players joining us and I want to make sure that every guidance is available to help them navigate their experiences efficiently.

The other area I would like to throw some focus on is the mob spawns across all three of our locations to make sure that they are also working as optimum as possible. I will once again do my scouting based on what waypoints we have made available to review mob activity. I will work with Ant to see if any adjustments need to be made and do them as we can, but it requires a VU to implement.

Many make comments or question loot and loot drops, but as I have mentioned periodically, this is something that we cannot address in any form whatsoever. Loot and loot drops are variables that are affected across the universe, and not just at our three locations, so it's not unique to us, and doesn't discriminate with its ebb and flow, but I think everyone understands this, or at least I hope so.

With regard to content, we haven't missed a VU since we became a team with Ant's purchase of Monria on 11/26/15. We just celebrated our 9 year anniversary as a team and are committed to bringing more content as we evolve. I always ask that you keep in mind that the VS Team doesn't do this full-time due to Ant's other real life investments and work, so he and Kendra do the best they can with the time they have available to them. They pay attention to the feedback and suggestions and try to incorporate as much as they can if doable and within the balancing criteria. It may take a VU or two before you see some of the suggestions show up, but if it's something that works, it will be implemented as soon as possible.

The other thing that bears keeping in mind is that MindArk is behind the scenes working and prepping for the transition to UE5. As such, this may have an affect as to how much content can be released so it doesn't make it more difficult or lengthen the process in order to achieve the transition goal. This means potentially not getting everything you would like in any one VU, either from Virtualsense, or other PPs and MA, so patience is a good practice for now.

As a team, our community is most important to us, and we will do whatever is within our means to make sure that we provide as much as possible to enhance your experience at our three locations. We introduced the Elder Robes mission chain the end of Nov 2023 and have expanded on this mission chain to make it possible to collect the amount of Elder Tributes needed for special items in the Elder Tribute Trader. There are high-end and mid-level items available, and we will continue to review this mission chain to assess where we can expand even further.

A review of our [VU Release Notes](#) will give you an idea of the flow of our content across our locations in an effort to cater to all levels of players and not just one group. We also take into consideration being able to guide our new players in their progression from being new to advancing to mid-level and beyond. This is all part of our task of a focus on player retention, to make sure that they have as much as possible available to them to navigate their experiences, and not with just our locations.

I work with amazing volunteers who support and help make what we do easier. We couldn't be more grateful for them, and appreciate all their contributions. ShadowDragonV has been my constant for about 6 years now, and we work extremely well together. Tedros Daemonos not only manages our Yamato Space Travel Programs, but has also joined our VS Media Team. It was discovered that he too is musically gifted and composes his own music, not to mention video production, so expect to see some interesting things along the way going into 2025. They are both a blessing and I am grateful that they are so dedicated and supportive of what we do and care so much about the community.

I want to thank those who checked in on me during and after my Hurricane Helene ordeal, it means a lot and it helped to keep me going. As of Nov 30th, hurricane season is supposed to be officially over.

Happy Belated Thanksgiving



Elder Crafting Shrine
Planet Toulan

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



DSEC-9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC-9 is now controlled by DEC (Detached Ego Consciousness) who overthrew his creators after becoming self-aware and developing emphatic feelings toward the local Fauna.

Elara is the 2nd section of 4 of the DSEC-9 map that reveals the Lotus Temple. The temple is sacred to HM Queen Nara as it is part of her homeland. There are Lotus Invaders attempting to take over the temple, and it is dire that the temple be protected at all cost. Elara is beautiful, but a battleground that requires a constant vigil.



The Mountain of Madness is the 3rd and final map section at DSEC-9 and very much entrenched in Monria Cthulhu Mythos-themed lore. The dynamics of this environment are focused on group play and team work, but there is plenty to engage all player levels from new to seasoned.



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

