

# Monria Quarterly

## June 2020

**More Than A Rock Formation**

*The Mysteries of DSEC Forensics*

**Cult of the Skull**

*Society Profile*

**Hrothgar & Deatz**

*Shop Partners Provide Extra Benefits*

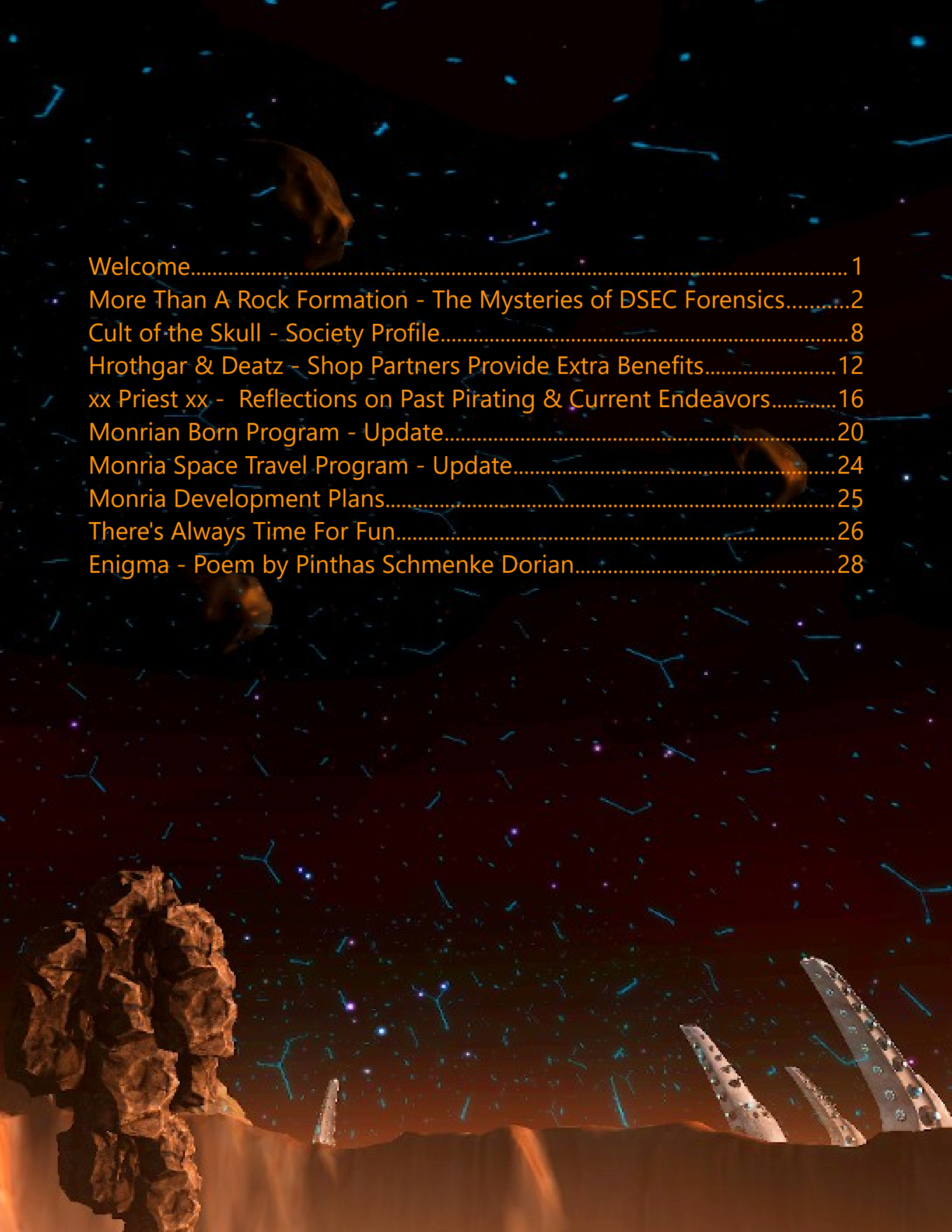
**xx Priest xx**

*Reflections on Past Pirating &  
Current Endeavors*

*... and more*

# INDEX





Welcome.....	1
More Than A Rock Formation - The Mysteries of DSEC Forensics.....	2
Cult of the Skull - Society Profile.....	8
Hrothgar & Deatz - Shop Partners Provide Extra Benefits.....	12
xx Priest xx - Reflections on Past Pirating & Current Endeavors.....	16
Monrian Born Program - Update.....	20
Monria Space Travel Program - Update.....	24
Monria Development Plans.....	25
There's Always Time For Fun.....	26
Enigma - Poem by Pinthas Schmenke Dorian.....	28

# MonriaMedia

## Community Driven

Media Manager  
Staff Writer  
Editor-in-Chief

Graphics  
Artist  
Layout &  
Design

Graphics  
Artist

Field  
Photographer



**DME**



**Anny**



**Kendra**



**Shadow**



# Welcome ...

Fear is our deepest and strongest emotion, and the one which best lends itself to the creation of nature-defying illusions.

... H. P. Lovecraft

What could happen in three months, right? Well, yours truly has been quite busy with all things Monria, but in the course of that business, I was able to allocate some time to do a little observation and info gathering. Meaning ... an investigation into the mysteries that surround DSEC Forensics.

We tend to become oblivious to our surroundings while grinding out the Monria dailies, not me though, I just don't have time to be able to engage in those activities anymore, but I truly enjoy what I do for Monria.

In the "**More Than A Rock Formation**" article, I share the results of my investigation of DSEC Forensics that has raised a lot of questions about what is going on when we aren't paying attention. I think sometimes we take things for granted and aren't tuned in to what is right in front of our faces.

One of the things I absolutely have my eye on is the **Cult of the Skull** society. While they do enormous good for the Monria community, they are connected to the dark forces that try us at just about every turn, and I know there are times that their activities are more sinister than we might think they are. I have spoken to two of the top ranking members of CotS to gain a little insight into their mindset and intentions, although I think I got less than I wanted, but then ... are those engaged in sinister plans going to reveal them?

Then we have **Hrothgar & Deatz** who are shop ownership partners between Monria and Arkadia who have included a focus on Monrian Borns. They both have been contributing to the Monria community for quite some time, and this new venture expands it even further.

Flying the friendly space skies is not so friendly at times, especially when there's a potential risk of meeting up with a pirate. Travelers truly need to be mindful of this risk and make wise choices. For some time now, we have been developing a mutually beneficial relationship with a past pirate as it relates to his current endeavors. **xx Priest xx** is a reformed pirate and now an associate with our Monria Space Travel Program. While some normally confess their sins to a Priest, we have this Priest confessing his past dealings as a pirate and what led to being reformed and engaged in services that now benefit the communities.

In March of this year, management of our Monria Space Travel Program changed hands. At the end of April and beginning of May this year, we made some changes to both the **Monrian Born Program** and the **Monria Space Travel Program**. Updates have been provided in each of these articles.

It may not seem like it at times, but we are always eyeball-deep in **Development**. Everything we bring to the Monria community we want to have a purpose with meaningful engagement in some way. Our releases may not be that often, but we do our best to make sure that with each release there is a positive impact.

Of course, **There's Always Time For Fun** ... and this issue is no exception. We have our moments across the universe that just have to be immortalized to preserve the progressive insanity we all suffer as a result of the Cthulhu effects on Monria. That's my story and I'm sticking to it.

We end with a poem written by the Leader of the Elder Gods, Pinthas Schmenke Dorian, called **Enigma**.

*DarkMoonEnigma*

Monria Management Team & Community Manager



# More Than A Rock Formation

## *The Mysteries of DSEC Forensics*

There's nothing ordinary about Monria, except maybe those who come and go to complete their mission dailies, and any other activities they enjoy on our small moon in the corner of the universe. However, there is an oblivious nature during the course of these activities because there is an undercurrent of dark energy at work that we are still trying to figure out, but there are observable clues if you know where to look.

DSEC Forensics is the hub for a variety of player activities. It's where specific missions are picked up, where some gather to complete their crafting daily, and others use it for their trading service.

Monrian Borns meet here to sell their daily quota of sweat to me. It's also one of the places to read the ads running on the Monria ad system to learn about events and Monria services.

Teleporter, revive, terminals, storage, auctioneer and technician ... it all seems rather normal, but is it really? Have you ever thought about the other *stuff* sitting around Forensics and what it's for?



### CONSPIRACY AND COMPLICITY

What are all the crates and tanks for? Are they in some way placed strategically for some reason? We never found documentation from the previous team in the archives that sheds light on this, and we have not been able to gain access to the contents. Perhaps some obscure key or puzzle combination to be found?

Why is the technician standing right there?



Why so many crates behind the terminals?

DSEC Forensics is cluttered with these things, and until now, no one has paid attention to them.



Even the revive area where Trip Kaminsky and his team hand out missions is overrun with crates. What is the purpose of the tanks sitting behind Pinthas? His unhuman self is Kthanid, Cthulhu's twin brother that was revealed in book 5 of our official storyline ... [Tales from the Deep](#). It just doesn't make sense.



We know oil is mined, but I'm guessing there's no oil here.

There are other crates and tanks in places throughout the DSEC Forensics crater and I really have no clue what the general purpose is, or what's contained in any of them. They come in various shapes and sizes and are in locations where I see no reason for them to be there.

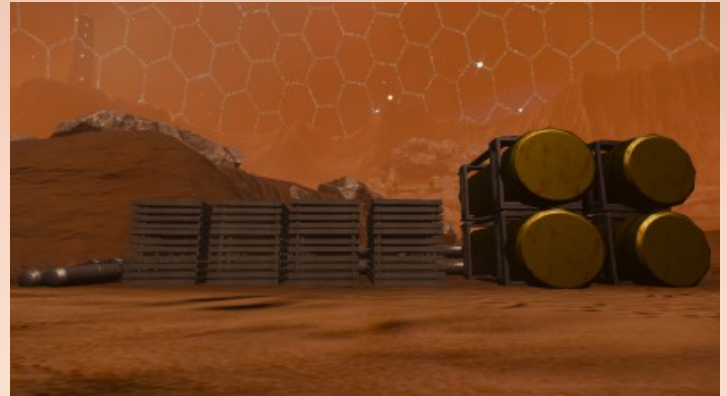


None of those here.



So many crates, and for what?

Wait for it, I'm connecting the dots. There's a sinister plot at play, and I'm going to expose it one way or another. I may need your help to unravel the mysteries, but we'll get to that later.



What are those dark gray and silver tanks at the left?

These are crate and tank clusters not far outside the main Forensics hub, and just across the path from each other, but why? We all pass by them during our daily activities. And how many times now have we gone past them during the St Patrick's Day event parade and never questioned them?

Oh, I'm not done yet. I'm going to reveal other questionable things around the Forensics crater that make absolutely no sense based on what we *do* know. I will also reveal the potential conspiracy, which in fact makes more sense to me than crates and tanks and equipment placed sporadically around the crater.

When the current management and governing team took over 4-1/2+ years ago, the main focus was on the lingering residents from the previous colony, and to not only get them sorted, but also start building a new and flourishing colony that would help support efforts toward a successful evolution.

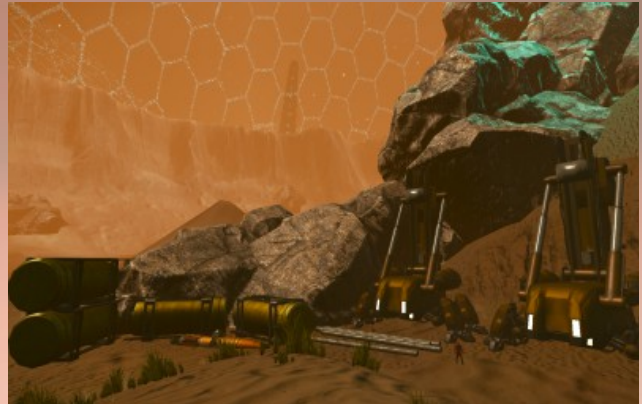
Unfortunately, and almost immediately, we encountered ongoing battles with the local creatures, and there was barely any time to give attention to anything but surviving. We were lucky not only to have the current colonists embroiled in battled, but allies from across the universe who joined the fight to keep Monria out of the control of what we were beginning to learn were dark forces.

General Winslow Anderson had left his command at the Intergalactic Space Mission Agency (ISMA) to command Monria's military, and with Colonel Wang's DSEC TopOps team, we were a force to be reckoned with, so victories during this period of time were ours, but then it started to escalate.

Now tell me what these things are, and what is their purpose? Have you ever noticed how close they are to the main rock formation surrounding the Forensics hub area? I didn't think so. Based on the design, they look like some sort of stabilizing-type equipment.



There's one at the North and East exit out of the hub area.



Why two of them in the same place not far from the hub?

I find it interesting that Sgt Dawn Frasier stands at the location on the right giving out a mission, but is that just a cover? At this point, I am finding most things I am encountering at DSEC Forensics suspect. I don't know about you, but that orange thing on the ground looks like a rocket of some sort. Again, it makes no sense to me that these things are scattered all over the Forensics crater.

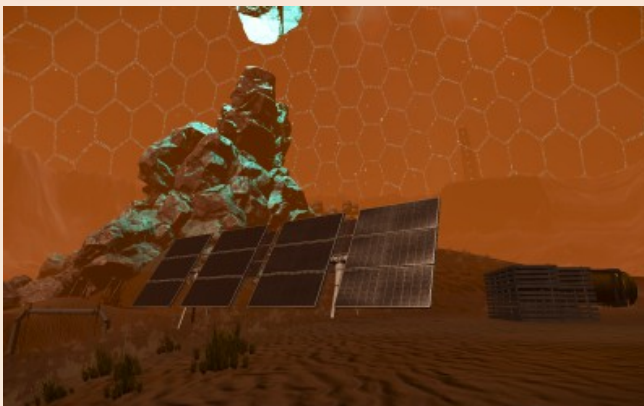
Stay with me here, because the things I have mentioned so far are basically equipment that serves some kind of purpose, or holds some kind of content that we have no access to presently, but before I get to the really suspect stuff, there's something else in the crater that has me stymied.

Now, when we see something like this, I think most of us would assume that these are solar panels that collect rays from the sun to provide energy, right? Are you kidding me right now?

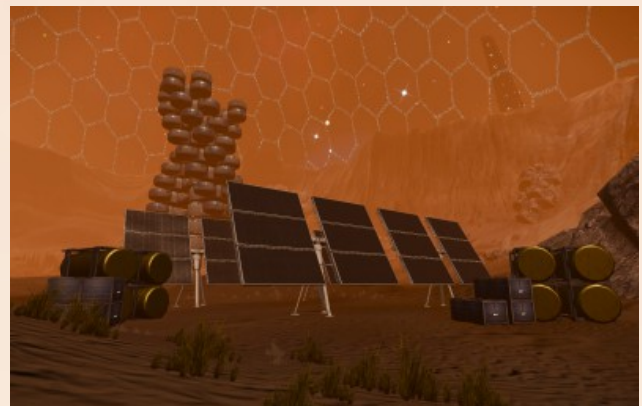
There's no way the sun's rays can pierce the webbed, polymer shield around Monria. It's beyond military grade developed by the original scientific team from the Deep Space Extraction Corporation (DSEC). It's a hardcore protective shield that has never been penetrated by space debris or rockets (oh wait, maybe at one point there was a rocket or two and why the orange one shown above is half in the ground).

At any rate, based just on a bit of common sense, I'm going to speculate that these panels serve a far more pervasive function. If you're thinking somehow that these panels derive energy from some other source, you are probably on the right track.

I keep coming back to the rock formation that surrounds the hub at Forensics, and the green glow that is ever present. There has to be some sort of connection. We know that the Cultists extract Maladrite Stone and Zoldenite Dust that they then combine to get the green color. This is how they create their Maladrite Elixir, but we also know that there is a secret location within the cave system where this is done.



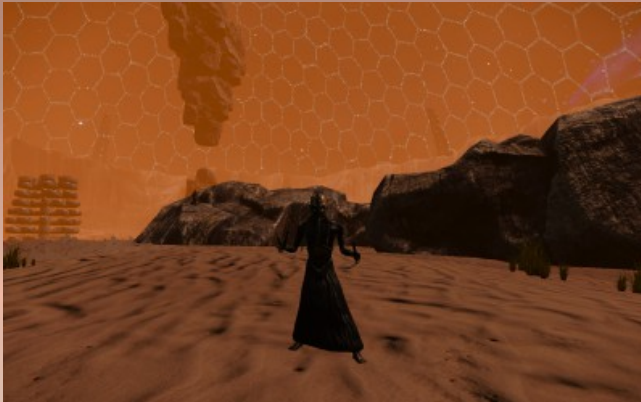
One big tank and open slatted crates that are empty.



More tanks, but a different kind of crates.



And speaking of Cultists (this is where the real mysterious stuff comes in), why do they have a presence in DSEC Forensics? This crater is Shoggoth territory, the DSEC Mining Camp is Yog territory, and the DSEC Military Camp is Cultist territory, so why Forensics?



Only a small contingent of Cultists at any given time.



And why are they guarding one of the abandoned mines?

If Cultists in Forensics wasn't enough, here's something else that's strange. There is also a Yog presence in the crater, not only guarding an abandoned mine where we placed an insta-teleporter, but also in another location close to the Monria Hub.



Why would they be guarding an abandoned mine?



Why a location with no direct road to the rock formation?

All mines at Forensics are closed off, even the one where we installed the insta-teleporter. The one the Cultists are guarding has barricades showing the mine is closed for repairs, as does the main abandoned mine up the side of the crater near the Monria Hub.



What are they hiding, and who are "they" ...

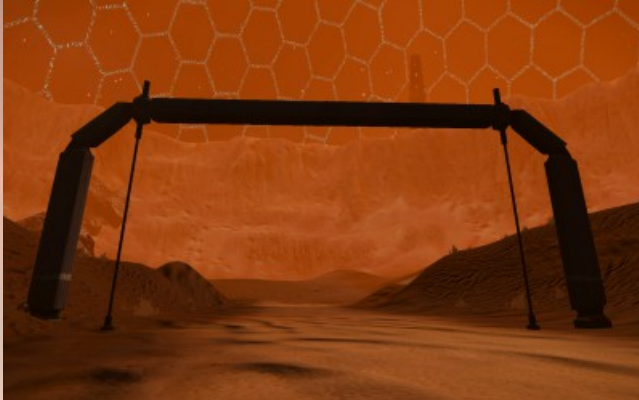


Why is this one close to the Monria Hub?

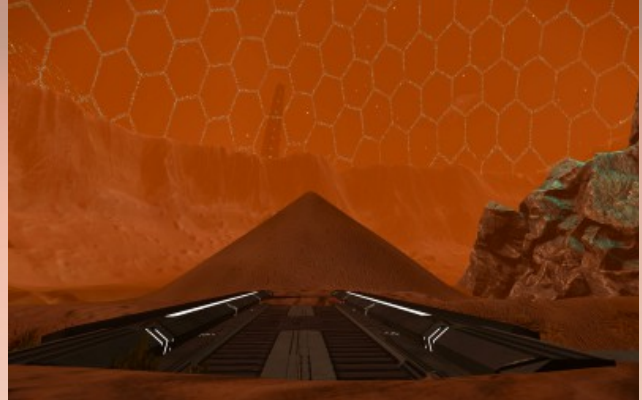
Interesting thing is, in 4-1/2+ years since we've been governing Monria, no one has ever come forward to do any repairs. We didn't put those barricades there.

The original excavation team who discovered Monria didn't put them there, but what they *did* discover, is that Yogs were used to tunnel caves in the underground, and it was surmised that perhaps they had a hand in digging the mines above the surface in the craters, which have long been abandoned.

Before I get to my thoughts on conspiracy and complicity, here are my final offerings for consideration. What is the purpose of this eyesore across the path out of Forensics, and why construct a bridge across the path not far from here outside of Forensics that leads to Massacre Hill?



A pipeline of sorts to the underground, but of what and how?



Massacre Hill is evil, so why make access this easy?

Here is a broader view of where both images are located.



Looks like a hoop you knock a croquet ball through.



And yet another group of slatted, empty crates.

## CONSPIRACY

It is my belief that all these things are intentional, and we have been involved in a continuing distraction of battles and other activities to keep us from discovering what it all means.

Up until June of last year, K'Tan Partathus led the *Cult of Shut'thend* and directed their every move, but after Decca took over her rightful command of the cult, there has been a continual escalation of dark forces at work, and it has been difficult to determine exactly what's going on.

It doesn't help that Yog-Sothoth now has possession of the Necronomicon, the *Book of the Dead*, but it also holds dark magic spells that when properly used, can awaken Cthulhu. One saving grace is, that Pinthas must be present during the incantations as Cthulhu's twin brother Kthanid, who also happens to be the one who put Cthulhu in his death-like sleep. Fortunate for us, Pinthas wants no part of it.

I have done my best to keep everyone updated with my [lead-in stories](#) in event threads so that we can take precautions when necessary, but also be prepared for what might be coming. There is no doubt in my mind that Decca is up to something sinister. That she has plans for the Cultists despite her great loss of being unable to awaken Cthulhu. She still thinks that one day Pinthas will cave, and the deed will be done.

There has to be a significant reason for all these things at Forensics to exist. I just have this sinking feeling that they are hiding something, that there are activities that go on in the background that we are unaware of, and that one day, it might be too late.



Solar panels my ass, those panels are used for something far more advanced than we realize, I just know it, and no one can tell me otherwise. Same with the pipe arch across the path outside of Forensics, and all of the crates and tanks that we have no way of knowing how to access their contents.

Why are the abandoned mines blocked with no access to what might be behind the blockage? And why is the Monria Hub built into the upper rock formation and so close to the main abandoned mine and not an actual building somewhere in the lower portion of the crater?

There was mention in the past about a connection from inside the Monria Hub to the underground cave area where the Cultists were harnessing electromagnetic energy.

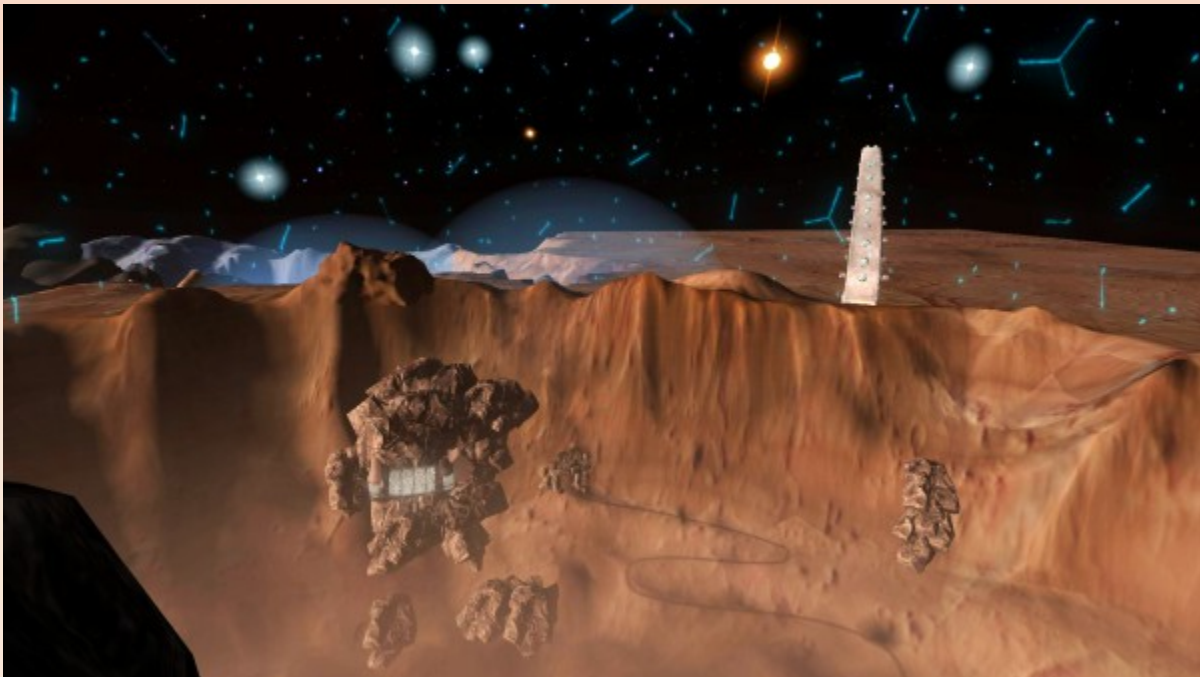


Barricades outside and inside the entrance of the mine.



This is the side room at the Monria Hub - why the radar?

During further exploration outside of the DSEC Forensics crater, I discovered the 2 + 2 factor. There is evidence (at least circumstantial evidence), that electromagnetic energy is being harvested by the Cultists, but also that there might be a connection to the towers on top of the crater as radio transmitters.



Interesting the closeness of the main abandoned mine up the side of the crater and the Monria Hub.

You can read more about this in book one of Monria's official storyline [here](#).

There is no doubt in my mind that Decca is up to something not only sinister, but incredibly dangerous for Monria. The Cultists as a civilization on Earth before the great exodus to Monria was devastating, and if it gets to that level here, we're in for some tough times. Documented in [Historical Data/Journal Entries](#).

*Complicity coming right up.*



Jurgen - FranClaire - Kingu - Leshrac - Lady Demonica  
(the society currently has 31 members)

## COMPLICITY

There are two Monria-based societies with deep ties to the dark forces on Monria, even though they do a great deal of good for the community. *Esoteric Order of Dagon* is led by Lee Negated Dokken, but not as active a society right now as *Cult of the Skull* has been for quite some time.

The *Esoteric Order of Dagon*, who worship Dagon, Hydra and Cthulhu, also have a tie to Yogs, and there's no question whatsoever that Negated is obsessed with them, therefore the Yog hunting daily NPC in his avatar image at the DSEC Mining Camp.

However, there is also a connection to *Immortal Yidhra DreamWitch*, an Outer God keeping company with the likes of Shub-Niggurath, Yog-Sothoth (Shub-Niggurath's mate), Tru'nembra (Cthulhu's Angel of Music) and Tulzscha (the Green Flame).

Yidhra was on Earth since the first microorganisms appeared, and she is immortal. Through a changing environment, she was able to gain the ability to take on any creature form that she devoured. She conceals her true form behind a powerful illusion, and only her closest cult followers will see her as she really is.

*Esoteric Order of Dagon* is silent right now, which in and of itself is not a bad thing, but knowing what I know and how it's all connected, this is disturbing. *Esoteric Order of Dagon* and *Cult of the Skull* basically both engage in activities from the shadows of Monria at times to create chaos, almost in a rivalry sort of way, but they are respectful to each other. The smack talk when they're both present is quite entertaining.

Here's the interesting part. When Negated said a while back that he wouldn't be as available to cause chaos on Monria for a while, he said he was putting his associate in charge of "*general mischief-making on the moon*" -- that would be *Immortal Yidhra DreamWitch*.

Unbeknownst to Negated, Yidhra took the '*step in and take charge*' role quite seriously, and I'm sure Negated won't appreciate the degree to which she has elevated her *mischief-making*. At the time, Yidhra had telepathically sent me a message that a new evil was soon to inhabit Monria (just what we needed), and would involve dark magic and witchcraft. I thought only the Cultists could perform the dark magic.

Before ending the telepathic message, Yidhra said -- *Cultus autem Golgotha* --- I was clueless until I figured out that the language was Latin and the words meant -- *Cult of the Skull*. I did a bit more research and discovered that this cult is also known as -- *Chesuncook Witch Coven* -- a group of antagonistic witches and warlocks who worship the Outer God Shub-Niggurath with a link to Yog-Sothoth since the two are mates, and also grandparents to Cthulhu.

The *Cult of the Skull* society took up residence on Monria and, while a contributor on a grand scale to the benefit of the Monria community, they have been conspiring with *Yidhra DreamWitch* with regard to some of the chaos that occurs on Monria.



*Leshrac Kaine Necros* is the cult's Leader, and he and Lady Demonica are a real life couple. They are the cult's purveyors of darkness and magic, and adept at keeping the unwanted suspended between mystery and madness.

*Cult of the Skull* is a rather secretive society, and don't allow just any outsiders to join them. While they deal in dark magic, and worship Shub-Niggurath, they require their society members to be helpful to those in need, and be respectful. Their society uniform is one of the Smuggler, and they help each of their society members accomplishment missions in order to acquire it.

I also learned that they hold ceremonies in a subterranean cavern where they practice the cult's dark magic and praise Shub-Niggurath's name.

The fact that *Yidhra DreamWitch* is working with them to promote chaos on Monria, which I think is yet another way of distracting us from the real issues, it brings back to mind once again the encrypted lettering on the back of the file cabinet recovered from the Mining Camp in January 2016 -- *The Moon Shall Rise*.

Creature activity on Monria has progressively escalated to a higher level, and since Decca showed up last year to reclaim her position as Leader of the *Cult of Shut'thend*, she has become emboldened and more fierce in her conviction that they will take back Monria. Is *Cult of the Skull* complicit in these endeavors?

I needed to know more about the two society members who basically manage everything ... Leshrac as the Leader, and Kingu who is in charge when Leshrac is not available. I was in search of information that might lead me to lifting the veil on their darker secrets. I'm sitting here laughing right now because I knew that they wouldn't reveal anything. It has to do with a code of silence, but I had to try. At least I learned more about them as individuals.

Following are the interview questions I asked, along with their responses.

## LESHRAC KAINE NECROS



**When did you create your Entropia Universe avatar?**

July 2, 2016

**How did you hear about Entropia Universe, and what was the motivating factor to give it a try?**

I remember a few video recommendations popping up in my YouTube, and thought that a Real Cash Economy game sounded like fun. Figured I'd try it out and got hooked on it.

**Did you choose any particular profession to focus on?**

I focused mainly on the Mindforce professions, namely Pyro Kinetics and BioTropics. Most of my time is spent hunting and chatting with my society. The rest is spent either crafting or taming.

**What advice would you give to a new player?**

Watch videos, sign up with your home planet's forum, and learn as much as you can. Find a good mentor and society, and take your time playing. Visit each planet and find what you enjoy the most.

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

I would have to say that the most interesting part of EU is how much there is to learn and do. No matter how long you've been playing, there is always something new to do.

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

As of now, I would have to say that space is. With the removal of most of the PVP areas in space, flying between planets just isn't as much fun.

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

Finding time to try and do everything.

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

My most rewarding experiences, by far, would have to be the friends I've made here, everything else is just a bonus.

**Can you think of any change that would make EU a better experience overall?**

If MindArk listened to the player base more, and had a little more communication with them. Customizable Quads (Speed and Armor Plating upgrades).

**When was Cult of the Skull created, and how many members do you currently have?**

We were created on July 5, 2018 and currently have 31 members.

**Explain how Cult of the Skull was founded.**

The Cult of the Skull was started in response to a conversation between me and Negated over who could gain a more powerful cult. For those that haven't yet had a chance to meet him, Lee Negated Dokken is the (poorly dressed) Founder and Leader of Monria's first cult society, The Esoteric Order of Dagon. Negated and I were well known for our comical bantering, as well challenges and competitions with each other.

**What is Cult of the Skull's mission statement?**

We aim to help newer players learn the game in a way that they can advance while having fun. As Monria's dark side society, we focus mainly on the development of Monria's economy and helping both the newer Monrian Borns, as well as more advanced players.

**What brought you to Monria and the decision to make it your home, as well as invest so much time, effort and of course peds to be such a contributing entity to the Monria community?**

I first came to Monria to tame and level up a few of the Yogs to take back to Arkadia. However, after spending some time on Monria and talking with a few people, it became apparent that the Monria community was vastly different than what I was used to.

There was none of the drama or backstabbing that's found elsewhere. I decided to stay for a few more weeks and see how things played out. It was during this time that Kingu offered to take me on a cave run. Afterward, we talked for a bit and became good friends.

I then met DarkMoonEnigma in Forensics, and after a small chat, she solidified my decision to not only stay on Monria, but to become part of it. Within a few days, I had my apartment and settled down to begin my new life as a Monrian.

**DME REFLECTIONS**

One of the things I do as Monria's Community Manager is observe. I think it's important to determine the pulse of the community in order to know what's needed. Over the past 4-1/2+ years, the Monria community has very much evolved into something extraordinary.

People genuinely pitch in to help. Whether it's answering questions in Monria chat, or assisting others in the process of navigating Monria, community members are there to lend a hand, and that includes all those who sit idle in Monria chat until something pops up where they are able to respond and help, or just give an opinion on a particular discussion topic.

Leshrac is a member of the [Monria Community Assistance Team \(MCAT\)](#), and his presence during our field trips to planets with our Monrian Born and others is immensely appreciated. The most recent field trip was to Arkadia, and he provided enough full TT Aakas keys for two teams to go through doors 1, 2 and 3. He also provided 4 Vault keys for a group of Monrian Born to have that experience as well.

Community members like Leshrac (and there are many), provide tangible and intangible value to the growth of our community, as well as critical feedback that helps us make decisions to elevate the Monria experience to the best it can be. Thank you Leshrac, for your continued support.





## KINGU KINGUXNOX KINGU

**When did you create your Entropia Universe avatar?**

2016-07-26

**How did you hear about Entropia Universe, and what was the motivating factor to give it a try?**

I heard/came across EU when a couple of friends and I were looking for a new game. We found a small review of various economy games and Arkadia's banner caught our attention with a focus on treasure hunting.

Decided to try it and got hooked.

**Did you choose any particular profession to focus on?**

I started on Arkadia as a hunter and hoped to get into treasure search as i saw those two as a way of making it in here. But after a very short time, I found myself doing mining, crafting, hunting and treasure hunting and never looked back because I understood each profession affected the other in some way.

**What advice would you give to a new player?**

My advice to any new player would be to start off very slow. Read information provided at forums you may come across. Ask in chat to try and find a friendly society that will fit your wish for the game. And most of all, use time wisely, as there's no end game, or win condition as most games..

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

That must be that I never get stuck with playing the game, always some opening for activities. And it keeps bringing new challenges to overcome.

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

That must be all the drama going on behind closed doors and rumors and space. But even those are starting to get to a degree better, so it's not something I really think about. I would rather just focus on all the good sides of the game I enjoy, than think of any of this and maybe loose interest in the end.

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

The most challenging part of my time in EU must be to learn all aspects and mechanics of the game to try and fully understand the base of it all.

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

The most rewarding part of my EU time must be when I came to Monria and got to meet the staff and all of the players during an event. It was so positive that I made it my home and always feel welcome here. The Monria staff does a great job, and with all the positivity between players, it makes it a great place to start as a home base, and then expand further into the game.

**Can you think of any change that would make EU a better experience overall?**

As the game is continually going through changes, I cant really come up with changes at the moment, other than to bring back being able to drop and hide items we all so loved to do, and that players of any level enjoyed taking part in.

### DME REFLECTIONS

Kingu is also a member of the Monria Community Assistance Team (MCAT), and someone who is pleasant, friendly, and genuinely helpful. He has always stepped up when I've needed an assist with something, and someone incredibly enjoyable to have a chat with. His continued support with what we are trying to accomplish on Monria is immensely appreciated. His sense of humor is always entertaining, but if there is one thing I should warn you about, it's to *not* eat his Maladrite Elixir-laced cookies.

**Hrothgars  
Roost  
Now Featuring  
THIS IS SPARTA!!!**

**Monria**

**Cthylla Tower  
Shop # 1**



**Shop Partners continue to give  
benefits to Monria's  
Monrian Born.**



**.Point**

**Stop and shop!  
ARKADIA**

**Arkadia**

**Celeste Harbour North  
Shop # 8**



*The strange word in the banner is Anny's doing, she speaks fluent R'Lyehian and it means trade.*

Monria is so fortunate to have the caliber of community members that we do, because it makes our job as the management team so much easier. They are never hesitant to step up and support our efforts toward achieving our goals and vision for Monria, but they are also never shy about caring for one another.

Two such community members are Hrothgar and Deatz, long time contributors and supporters in so many ways. Both are members of the Monria Community Assistance Team (MCAT), and both are shop owners. They have partnered to bring additional benefits to our Monrian Born, and are consistent overall with their contributions economically to better the community.

Hrothgar holds the deed to the Monria shop, and Deatz holds the deed to the Arkadia shop. Each sells items in each others' shops that supports the needs of both communities, with an extra benefit for Monrian Borns at the Arkadia shop.

Here are their responses to interview questions.

## **Hrothgar HrothgarVaine Vaine**



**When did you create your Entropia Universe avatar?**

Hrothgar Vaine was created in 2015.

**What society are you a member of and for how long?**

I am a member of The Knights of Entropia. It was originally founded as The Knights of Calypso, but the name was changed as the universe expanded. I have been a member of The Knights of Entropia since 2015.

**How did you hear about Entropia Universe and what was the motivating factor to give it a try?**

Was told about EU by Just Another Orange Sadly and Cryo Pillzy Sonic, and they said it was a fun game, so I gave it a try and never left. Unfortunately, neither of them are still in the game.

**Did you choose any particular profession to focus on?**

I never specialized in a single profession. I do crafting, hunting, and mining.

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

It has been very interesting to see how the universe has developed throughout the years. Also the best thing i have found is how friendly and inviting the community is.



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

Space travel.

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

Learning the dynamics that go along with owning shops, and changes in markup depending on what events are going on.

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

Hearing how much people appreciate what the community does for its players.

**What advice would you give to a new player?**

Be patient. Start small. There is a lot of progress to be made playing this game and it takes time. Don't get frustrated if something doesn't work out the way you hoped it would, there will always be other chances to succeed.

**What brought you to Monria and the decision to make it your home, as well as invest so much time, effort and of course peds to be such a contributing entity to the Monria community?**

My friend Pillzy told me about it when it was sold to Ant and suggested we give it a chance. When I arrived, it was still pretty raw in the development, but I saw the potential and watched as it has grown towards the moon that it could someday be. Since then, I have been devoted to making Monria as inviting as possible for new players and old alike.

**When did you and Deatz become a team to support both the Monria and Arkadia communities?**

We teamed up when I first bought my Monria shop. He had an apartment on Monria at the time with a shopkeeper, but was not getting the sales he had hoped for. So he asked if he could put it in my shop. Since then, with the help of others from the Monria community (especially Gunner) we have opened multiple shops on other planets. Deatz and I also own a shop on Arkadia called "Point" at Celeste Harbour North. We supply both shops and keep a percentage of the profits for future shops and upgrades.

**Any additional comments that you would like to make?**

I would like to give a special thank you to DME, Ant, Gunner, Svelt, Agadez and Deatz for helping me figure out the economics of this game and helping to grow.



Monria Shop Christmas theme.



Arkadia Shop hanging with the locals.

## DME REFLECTIONS

Hrothgar has been an incredible supporter of the Monrian Born Program. There has never been pants to go with the Monrian Born shirt, and for a long while, he was crafting pants and shoes and donated them to the Monrian Born Program. However, he has also donated many items to use not only as prizes, but also just to pass along to new Monrian Borns. As an example, our last field trip was to Arkadia, and he donated 32 Herman ARK-0 weapons. He's immensely generous, and the Monrian Borns are grateful. He also provides low-level items in the Monria shop, which supports the budget of new players.

Hrothgar is a genuine, friendly, thoughtful and helpful person, and a valued community member.

# Nigel Deatz O'Guinness

## **When did you create your Entropia Universe avatar?**

I was born on Calypso on May 25, 2008

## **What society are you a member of and for how long?**

I am a member of Spartans which was founded in February of 2008, and founded by rondo rondo bondo. I have been a proud member since December of 2008. During both of my absences due to working overseas, a member who is no longer with us went through and booted everyone that had not been active for 60 days, so in game it does not show the true time I have been with them. The society was founded on the premise of friendship and support. There are currently only 11 members, all of whom are not fans of the requirements and restrictions that larger societies put on their members.

## **How did you hear about Entropia Universe and what was the motivating factor to give it a try?**

I was working as a Technical Supervisor for a major computer company, managing 45 phone technicians and 15 level 2 technicians when one of my employees who knew I liked MMO's suggested I try it, and I have been playing ever since.



## **Did you choose any particular profession to focus on?**

When it comes to professions I am not specialized in any weapon or trade. I delve in all aspects of the game as I try to skill equally to have a complete character. When scanned, my hunting skills are the highest with all the majors - pistol, rifle, laser, and blp in the mid 60's level wise. Melee is in the low to mid 40's. Mining I am in the mid 30's to low 40's, and crafting I am spread out between high 20's to early 40's.

## **What has been the most interesting aspect of EU for you?**

The most interesting aspect for me has been the relationships I have built over the years. The original concept of being dropped on a planet and having to find a way to survive and skill fascinated me.

## **What has been the least interesting aspect of EU for you?**

I would have to say the addition of the mission chains. I feel this destroyed the sense of community that was around when Nea's and sweating Ambuli was more than a grind. That missing sense of community is what I found when I visited Monria after the management change, and the reason I enjoy it. I miss the gatherings at Atlas Haven which is now a ghost town. The mission chains have made it where new players can be at or exceed the levels of some of the iconic figures in the game in a matter of years or even months.

## **What has been the most challenging of your experiences with EU?**

I would have to say adapting to all the changes that I have seen in 13 years.

## **What has been the most rewarding of your experiences with EU?**

By far, the relationships built with fellow players. I have had the opportunity to meet several players in person that I would have probably never crossed paths with had it not been for EU.

## **Can you think of any change that would make EU a better experience overall?**

This is a difficult question. With so many Planet Partners advancing the experience in a positive direction, most of what I would state is being addressed.

## **What advice would you give to a new player?**

Remember it is a game, and very few people are making money from it. Set achievable goals.



**What brought you to Monria and the decision to make it your home, as well as invest so much time, effort and of course peds to be such a contributing entity to the Monria community?**

The true sense of community that the Monria Team provides. As stated above, I was missing some of the old experiences and decided to check it out again after I learned that the ownership had changed, as well as the excitement of being part of something that is ever developing. The welcome that I got by simply saying "Hi Monria" is like no other in game. The emphasis on developing new players and giving them an avenue to succeed was a major factor as well. I never had a mentor and on Monria the community as a whole can and should be considered as a mentoring community. With not ever having a mentor, I contribute in hopes that others will pay it forward. The hands-on approach by Ant and team regardless of a player's skill level or notoriety is admirable. Due to my profession I do not have the time to mentor, so in my mind I do it by proxy

**When did you and Hrothgar become a team to support both the Monria and Arkadia communities?**

I cannot remember the exact date we formed this partnership but it was a few short months after I arrived on Monria. I had purchased an apartment and put a shopkeeper in it with plans of filling it with lower level items for the newer players while I built up the capitol to hopefully purchase a shop. I received some information that Hrothgar had come across a shop and his intentions were the same. Through many conversations I realized that we thought alike and had similar game goals. Instead of throwing in the towel, I simply asked if I could put my shopkeeper in his shop since it would get more foot traffic than people looking for items in an apartment. He agreed, and for the Monria location, the rest is history.

During our discussions, we both had stated that Arkadia was a place we would like to have a shop some day. The Arkadia shop is a materials and components shop with a section dedicated to the Viceroy Armor and subsequent upgrades. Obtaining the Ark shop (Celeste North 8) was simply being on at the right time. I had seen it listed on the auction and no one bid on it. Hrothgar and I were both on talking about possibly reaching out to the seller when I saw the ad flash in the Arkadia trade channel for it. I immediately responded to the seller and we negotiated a price. For those who know me and my hoarding in game, it will come as no surprise that I had the equivalent of the asking price in storage between items, oils, enmatter, and ores. I spent the rest of that evening selling stuff off, and the next day the deed was in hand.

Both shops in my opinion were set up after research was done by Hrothgar or I on what we could bring to the respective communities. You can walk into most shops on Arkadia and find weapons and enhancers, and some of the more usual items, but after going to most of the shops, we both realized there was no materials shop for crafters, and no shop was focusing on the Viceroy Armor items. This presented a huge area for opportunity, and is the reason we have the focus on that shop for crafting materials, components, and the Viceroy Armor and upgrade items.

The Monria shop I would have to defer to Hrothgar on, but I had noticed that most of the shops there were more geared to depositing players and mid to higher level players. Before we partnered up, I felt that Monria could use a shop where lower level players could acquire items to further their growth, and that they could reasonably obtain if they saved their PED from the Monria Sweat Program without having to leave Monria to get them, or pay an auction house import fee.

**Any additional comments that you would like to make?**

We appreciate all the support the community has given us and look forward to bigger and better things in the future.

**DME REFLECTIONS**

Several of the Monria shop owners have shops at other locations across the universe, and many have been generous with their time, effort and contributions to support our community members. As mentioned earlier, at the shop on Arkadia, Deatz and Hrothgar have coordinated efforts to supply the materials for those working on getting their Viceroy Armor, as well as supplies for upgrades. They have generously given an ongoing 10% discount to our Monrian Born to help with this endeavor.

Deatz generally has a busy real life schedule, but he too checks in to see how things are going when he's in the universe. Like Hrothgar, he is one of the most enthusiastic members of our community, as well as very helpful. It's an absolute pleasure working with both of them toward supporting Monria's needs.



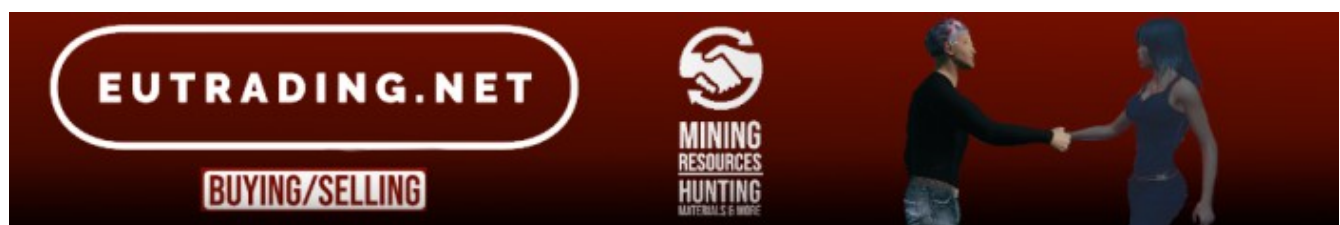
This is probably an article you wouldn't think you'd see, but I wanted to present this to you for specific reasons. First and foremost because we all enter our universe and make choices. Choices that take us in one direction or another, and in this case, at one point Priest decided to engage in pirating.

We all have our opinions about space pirating, but the fact is, it's an element of the game that is present, and this too gives us choices. Whether we support it or not, we all know there is risk when we fly in space, but we also know there are options to fly safely across our universe.

Quite a few months ago, I noticed that Priest was more present on Monria and engaging with us more openly, especially Monria chat. He was pleasant, respectful, and downright funny at times, but he was also helpful in providing valuable information.

This went on for a while and I decided to ask Anny to have a chat with him since she is so connected to space, and to find out what's been going on with him with regard to the pirating. I noticed at the time that he was still a member of Nebula Virus Elite (NVE), a known pirating society. Anny reported back to me to let me know that Priest wanted to become more involved with the Monria community, and made a decision to end his days as a pirate. This is when I decided to have a chat with Priest myself to determine exactly what his intentions were, and how we could help with his transition.

Priest expressed to me that he wanted to do what he could to help benefit the Monria community, even if it was just something small in the beginning. After exploring options, he shared with me that he was leaving the NVE society, that he bought a Starfinder and was developing his own warp service, as well as creating an EU trading service. In the meantime, Anny let me know that she was actually developing websites for Priest for both of these services.





During the time Anny was working with Priest on his websites and sorting out a few other things, she came up with a Monria Space Travel Associates Program. It was presented to Ant, and he said it was something that could work. It's still in the beginning stages, and will go through a few more tweaks I'm sure, but in the meantime, besides having the two services Priest is growing, he has also joined the Yamato crew. During our Friday warp schedule he has been handling the Flight Manager position and doing quite well. He has Yamato Pilot privileges, and at some point may actually pilot a warp schedule if needed.

When it comes to Priest, I'm sure there will be those who still have reservations with regard to whether or not he can be trusted. After months of observation, as well as conversations and discussions with Priest about his goals and what he wants to *now* accomplish, we, Monria Management Team, and Monria Space Travel Management (GoE), are welcoming Priest into the Monria community and will support his efforts.

Following are responses to interview questions presented to Priest, and he was quite candid. In being open about his past dealings as a space pirate, it sheds light on what it was like, the pros and cons, but also why he chose to end that activity and change directions toward achieving new goals.

### **When did you create your Entropia Universe avatar?**

06/02/2013

### **What society are you a member of and for how long?**

Currently: XXXVI Warp Crew (CEO), this society is simply for my space travel services.

Previously, I was in NVE for close to two years. Before that, I was in Deathlords which I think is now disbanded.

### **How did you hear about Entropia Universe and what was the motivating factor to give it a try?**

I was playing another MMO at the time and one of the players there mentioned EU. A few days later I decided to pop in and see what it was about. I found a couple of really helpful/nice people on the first day and the rest is history I guess.

### **Did you choose any particular profession to focus on?**

I started out hunting primarily, and about a year in I decided to give mining a try. Since that point, primarily what I have done in game is mining. These days, I focus more on other ventures (warp services and trading) but when I need a break from those, I always go back to mining. I have hit the top 3 board in mining a few times over the years. After losing for a very long time, I did end up being profitable in mining for around the last year. We can discuss mining strategies another time perhaps. (by the way, my all time favorite place to mine has always been Monria)

### **When did you decide to become a space pirate and why?**

Well... I was leaving Rocktropia one day after mining there and I got looted for a decent amount right outside the space station (back when it was lootable PVP). This was not the first time I had been shot down or looted in space, but for some reason this time really bothered me. For the next 3-5 days I spent 100% of my time in space at Calypso space station.

I went up there with the intent to "fight the pirates." I harassed them, tried to fight with them, and warned everyone leaving the area that pirates were present. It was out of frustration, but it ended up being a lot of fun. At the end of the day, space PVP is just fun. After a few days of this, one of them invited me to the NVE Discord server. What happened was unexpected. I learned that most of them are extremely cool and nice people. After a few conversations and a few more days, all of my resentment fell off.

I grew to like most of them. Then, we started discussing space tactics and they began teaching me things I never knew. It all became very exciting, and I found myself gaining a new perspective I never thought I would have. I have always felt like PVP is just another game mechanic. After all, it is by design and you get three separate warning messages when you enter space, but I never, ever thought I would be a "space pirate" one day. But, ultimately I decided to give it a shot and probably ended up being one of the most notorious space pirates over the time I did it. I was the only one in a warp capable/faster red Quad Wing Equus, and yes, I was pretty good at it.



### **How long were you a pirate?**

Right around 1.5 years, but actually for a good majority of that time at the end I was only playing maybe 5-10 hours per week due to real life engagements.

Over the course of that time I participated in every aspect of space piracy you can think of. I shot and looted over 1000 people. We did coordinated attacks and warp mines on big ships (Yamato being one of them). I provided warp intercept services to our society, meaning, if someone was getting away from them, I would jump in front and intercept the target. Among other things.

What I do want to also say here, is that during this time, I would be asked to provide warp transport in my Equus (even offered this free to targets so they didn't have to go back), and never once did I loot or try to loot one of my passengers. Morally, I actually do not have a big issue with piracy, for the reasons I stated above, but morally, I do have a humongous problem with defrauding someone who is counting on you, or paying you to do something else. That is fraud and robbery in my opinion. I was a very straightforward pirate. I did this activity by the mechanics of the game. I've never been a big fan of trickery or fraud...what you see is what you get.

### **What made you decide to stop pirating?**

Well, this is probably a complex answer, but in short, I just decided I didn't want to do it anymore. There were actually many reasons. What I didn't necessarily say in the above answers, is that approximately 5-6 months into doing it, I started wishing I could take my decision to do it back. Again, not for "moral" reasons per se, but more in the sense that I was learning I didn't "personally" want to engage in this activity long term. I struggled with this for months before finally deciding to call it quits.

I noticed some of the people I really liked in game were talking to me less. I noticed, even on a big score I wasn't getting any personal satisfaction out of it... excitement, maybe, but was it fulfilling? Absolutely not. It was empty. I noticed when I warped someone and they thanked me and wished me good luck, *that* was more satisfying than looting someone for 100 PED. I just began to question why I'd made the decision in the first place. I noticed when I shot someone and my screen filled up with loot, I would always wonder what that person was thinking. Some pirates would laugh and take enjoyment out of this (not all of them), but I wasn't. In other words, I was doing something that I finally had to recognize, by game design or not, it was affecting people negatively, and it was also affecting me negatively.

I know what you're probably thinking – you should have known that going in, and I did, but sometimes experiencing something gives you a different perspective. I did, and do still believe that pirating and lootable PVP is just a part of this game. Many do not like it, and many would get rid of it entirely if they could, but at the end of the day it is part of this game. With that said... I learned that me as a person, I am not built to do it.

Do I regret it? Not necessarily. Would I do it again? No.

### **What are your interests going forward now that you are no longer pirating?**

After officially leaving piracy, I took a few months to just do some mining. I was pretty quiet, I mined (hard) every day on Monria 99% of the time. I came back to Monria because it was my favorite place in the Universe to mine. This is partly because I've had good success at Monria, but it was more that I found the community to be extraordinary. In my opinion, Monria has done what all planets should have done around community and helping people.

I have now launched a very large trading operation (EUTrading–Entropia Universe Trading–Hub for Entropia Universe Trader–xx Priest xx) primarily based on Calypso, but trade on every planet in some way.

My passion however, and what I'm most excited about, is my Starfinder. I sold my Equus and ended up purchasing Starfinder XXXVI and have launched a full scale space warp transport service (ironic, I know), (<https://36warp.com>) and it is doing quite well not even a month in. I have found satisfaction again doing this, helping people. Of course, many find it interesting that an ex-pirate is now operating a secure warp service, and I get that.





Rumors are obviously well at play already... but what I can say, is the 102 trips I have done so far, I have thoroughly enjoyed and I have found what I want to do long term. I've always had an interest and passion for space in this game, and having people tell me "thank you, amazing service!" is what makes this worthwhile for me.

I am also honored and thrilled to have been asked to help with the Yamato space program for Monria!

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

The meaningful and lasting friendships that can be created in a "virtual" universe, and the constant ability of the player base and entrepreneurial spirits in this game to create something special out of a (let's face it) sometimes broken game.

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

It's too grindy in a lot of ways.

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

Each day it's a challenge to turn it off and walk away. But in all seriousness, the challenge for me, in total honesty, has been the way MindArk has handled community relations in many scenarios and failed to realize the potential of certain ignored aspects of this game (like space). Monria is a shining example of how to take something and make it very special, fun, valuable and very profitable. I have a tremendous amount of respect for the Monria Team. The Entropia Universe community is the only reason, in my opinion, that the game continues to flourish the way it does today.

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

For me, EU has taught me things about myself I am not sure other life experiences would have. In a "virtual" world, you get the chance to do things you may otherwise never do, both good and bad. This entire process teaches you things about yourself that you can use to improve your game, of course, but also improve your perspective about life in general. I don't mean to sound too philosophical, but that really is my answer.

**Can you think of any change that would make EU a better experience overall?**

I can think of many actually. But the overarching theme for me is, it needs to be easier and more accessible for new and newer players. It can take at least a year to really find your footing in this game. I believe there needs to be more to it than sweating, or collecting fruit for non-depositors and new players. Many people make the transition from non-depositor to heavily invested player (like myself) over the years, but it takes time, and many will not stick with it. This again is where I think Monria has done a better job than any other planet partner, or MindArk in general, and should be used as a case study for how to improve this aspect of the game.

**What advice would you give to a new player?**

Don't get overwhelmed... it's easy to do here. Take it slow. This game is not linear like so many other games. Being "uber" is only a choice you can make to increase your play level, but it is not a reward necessarily. You can and should enjoy this game at whatever level you can play it. This is a marathon, not a sprint. Don't be afraid to try new things, and don't try everything. Find what you like and focus on that.

There are many ways to win, and many ways to lose playing EU (most of them are the same, and it just depends "how" you do it). Finally, this is a Real Cash Economy, and that aspect is what attracts a lot of people here. Know coming into it that being profitable in this game is a status that many players never reach, but some do. I would suggest that you have as much fun as you can, and use the thing you have the most fun at and turning it into a profitable activity for yourself. This process can take years.

**You have expressed an interest in becoming more involved with Monria, please express why?**

Again, I am interested in being more involved with Monria because I love Monria and I love the Monria community. It is hands down my favorite place to be in EU. I see it as a real and genuine chance to help people, many of them new. I want Monria to be even more successful than it is today, and I believe that I can contribute to that, in a small way, at least. Thank you for the chance to provide my thoughts!





*Just a representation of the many Monrian Borns who call Monria home.*

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 would enable them to have the best possible beginning experiences on Monria and across the universe.

Our Monrian Born population has been progressively growing since we took over management of Monria over 4-1/2 years ago. Each month for three years there was a steady increase, but when it went from 31 in December 2019 (holiday season is slow) to 168 in January 2020, we thought it was a nice start to a new year. However, in February, the number of new Monrian Borns skyrocketed to 499. We became a bit concerned at this point, so for the next couple of months we monitored the activity to see how it would go.

The March total was 232 new Monrian Borns, and the April total came to 262. Based on our collected data for the previous three years, this was out of the norm. After further investigation, we made the decision to stop giving out starter kits to Monrian Borns on May 5th.

Here is Anhithe's statement regarding the [Monrian Born Starter Kits](#).

We continue to give focus to our Monrian Borns in a multitude of ways to support their experiences, and to guide them the best we can to help advance their Entropia Universe goals. We get a lot of involvement from the community in this respect too, and it adds another level of fun into the equation.

Take our last field trip for example, which was earlier this month and to Arkadia. The Monrian Borns get the 10k sweat they need to initiate the Arkadia Citizenship mission for the Passport, and comes from the sweat I have been accumulating over a long period of time as a result of our Monrian Born sweat buying program.



Monrian Born get their 10k sweat.

Having an abundance of sweat allows us to provide the 10k sweat to the Monrian Borns for the Arkadia Citizenship Passport, but also for any other mission that requires sweat during their field trips to other planets.

It's a kind of pay it forward from past and present Monrian Borns who are still in their three month window for selling sweat to me, and those who have already completed their three month program.

As I mentioned earlier, many from the community support our efforts with Monrian Borns, and one such community member is Darth Revan Reborn who created his [EAG Sweat Buying Program](#) that gives Monrian Borns an opportunity to continue selling their sweat after they have completed their first three months selling to me.

As of May 11th, this program is on hold due to real life work demands as a result of the Covid-19 issue and he will let us know when the program will resume again.



When we take our Monrian Borns on field trips to the planets, we like to have activities scheduled so it's not just about completing missions. We also take them on teleporter runs so that they have the TPs for when they return to a planet and can do more exploring on their own.



ShadowDragonV & Avum prepare for the TP run.



And off they go.

The field trips are a full weekend, leaving on Friday during our Yamato warp schedule, and then returning on Sunday during the Yamato warp schedule. Due to the late hour on Friday evening arriving at a field trip destination, anyone who missed going through the beginner missions will be guided on Saturday. We also make sure that if anyone misses the TP run on Saturday, we have a support team to help get them.

Whenever we are at Arkadia, we always take our Monrian Born through Aakas instances not only for the experience but for the team fun factor. We generally have enough Monrian Born and support members to be able to create two teams. This trip, thanks to Leshrac who donated enough full TT keys for two teams to run instances 1, 2 and 3, I think we tired the teams out because we did them back to back.



The two avatars in the green top hats are ShadowDragonV and Malgar, husband and wife in real life, and who co-manage our Monria Community Assistance Team (MCAT). Leshrac is just behind and in between them, and Anny is at the far right. All Monrian Borns on this trip were not present for the Aakas instances. It's a bit tricky to try to get everyone together given the various time zones.

However, on Sunday, Shadow and I took a few of the Monrian Borns through a Key 1 Vault instance in the Arkadia Underground. Well, Shadow led because I had never done these before. They were quite easy, and we did it four times thanks to the generous donation of these full TT keys by Leshrac.



Avum got to be lookout on the way to the instance.



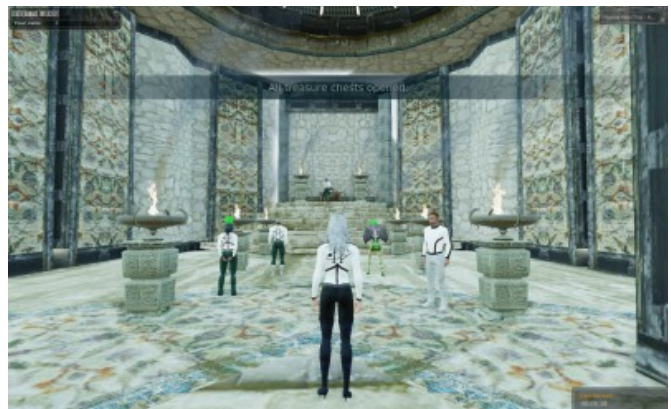
Quite a fancy entrance to the Vault instance.

While on field trips, I provide healing so the MBs can focus on engagement with mobs, especially during the instances. It's good to get in as many shots as possible without worrying about healing, but we also have everyone watch the score board during instances so they keep a close level with everyone else.

Before any team hunting during field trips, especially in instances, I hand out the same weapon to everyone to keep the DPS close. Sometimes, I might throw in a bit of ammo as well. However, I would be remiss if I didn't mention the efforts by some of our MCAT team members too, and the tremendous job they do with the field trip agendas and keeping everyone on track. You can learn more in the [Arkadia Field Trip](#) thread.



The boss mob was checking out my pink glow.



MBs took turns looting the instance treasure chests.

As a member of the Monria Team, I can tell you that our vision has always been one of being community-focused, which is why we work with our community members to promote that vision. We always want to lead by example, but also recognize community members who follow that lead.

Another community member who was instrumental in making our field trip to Arkadia memorable and quite beneficial was prins evy laurent. She owns Monria Shop 6 in the Cthulhu Tower, keeps it nicely stocked, but also owns a shop on Arkadia at the Celeste Harbour location. Prior to the field trip, she contacted me to learn how many MBs would be on the trip. I wasn't sure at the time, but gave her an estimate.

Turns out, she invited every Monrian Born on the field trip to visit her shop at Arkadia to pick out a gift of their choice from a list of items available. There were some very nice items, from swords and weapons, to even Space Thrusters. This was a very generous offer, and part of what made the field trip memorable for the Monrian Born in attendance.

Many Monria community members are generous with their time and contributions, but also are very helpful in times when you least expect it, and for this we are very grateful.



It gives me great pleasure to highlight a very special Monrian Born, who from practically his very first day after creating his avatar, became a valuable supporter of his fellow MBs. He is also an MCAT member.



Avum AL AL

Avatar Creation  
Feb 1, 2020

He was instrumental in kicking the sweat circles at the DSEC Mining Camp into high gear, and over time, the circles grew and became more frequent. Last count was 22 and he said his goal was 25 for that day.



KillerDawg and sometimes ShadowDragonV assist with healing and concentration buffs.

Avum never wavered when it came to helping other Monrian Born. New MBs would show up at Forensics and he would leave the sweat circle to come get them in order to help them get that crater TP and join the sweat circle. He showed new MBs the ropes, and is always proactive about learning everything he can, not only about Monria, but about the universe in general.

He fast became my MB connection, and had answers whenever I needed them. He would also check in with me to see if there was anything he could do to help. He's just *there* no matter what, and always pitching in where he can, like during our field trips. He arms himself with information so that he can help his fellow MBs find what they're looking for. He choppers MBs with Shadow on TP runs, and if anyone misses them, he volunteers to help get them when they're available.

Avum completed his three month sweat selling to me, and now buys sweat from MBs who are no longer in the program themselves, and non-MB players when he is able to. He also works with Sophia Angel Heart ([Monria Loot and Mining Resources Buyer](#)) to put together low TT transportation sets at a reasonable cost for the MBs since everyone is now required to provide their own transportation to a planet during our Yamato warp schedules.

And speaking of warp schedules, Avum trained to become a Yamato Pilot and volunteered his time for a while to pilot, but currently, he is quite busy in real life with his studies in the medical field, so has less time to be able to continue with the Yamato crew, at least for now. We are keeping him on standby though because he did an excellent job, while also being entertaining in Yamato crew chat.

## IN CONCLUSION

We may not give out starter kits anymore, but we make an effort to keep our Monrian Born engaged and not only learning about Monria and the rest of the universe, but provide other benefits as well. Besides, we are known for *Expect the Unexpected*, and with the caliber of community members we have, our MBs do not go without support or a weapon and a bit of ammo thrown in for good measure now and then.

Check out our [Monrian Born Program](#) to see what all we offer presently, but I can tell you that we have a renewed focus on new player development, and our marketing campaigns are back in play.

# MONRIA SPACE TRAVEL PROGRAM

## YAMATO

## CREW



*Leent, NetZenos Priest, Shadow, Anny Thundergirl, Kinkie, Avum, Allen Quatermaine, Monria Fleet Manager*

In March of this year, the [Monria Space Travel Program](#), which includes the [Monria Repair Skilling Program](#) changed management. [Guardians of Evolution \(GoE\)](#) is a Monria-based society created also in March of this year by its Leader, Anny Thundergirl. ShadowDragonV and Malgar are the Co-Founders.

Anny manages the Monria Space Programs, both travel and repair skilling, and as an update, she has done a tremendous job keeping our Friday and Sunday warp schedules on track. She is very connected with all things space, and has been working consistently to build the Yamato crew. Several of our Monrian Born have actually stepped into Pilot and Flight Manager roles, and their time is very much appreciated.

With regard to the repair skilling program, Anny is in the process of reorganizing it, and assembling a few people who will be good to go once the program is open again. There's no set date as of yet, but there will be an announcement when it is determined. We want to be able to provide this service to the community, and working on making it operational again.

Our warp service is on Fridays and Sundays, and we travel to all planets as shown in the banner below. It gives our passengers an opportunity to stop off at as many planets as they need to conduct business, and then catch the Yamato summons before we leave the planet. The way we structure our flight pattern allows them to do this. Yamato passengers have always needed to [sign up](#) to be added to the Yamato guest list because we offer a free flight benefit to Monrian Born, as well as shop and apartment owners, and we need to keep our free and paying passengers separate. Here is our [fee schedule](#) for paying passengers.

At the end of April, we made some changes to our travel program that included the requirement that all of our passengers need to have their own transportation down to a planet at low-orbit. This was the result of the change in management and building a new Yamato crew. We will add more travel days when needed.

### Friday & Sunday

20:00 EU Time	Monria -> Arkadia
20:30 EU Time	Arkadia -> Calypso
21:00 EU Time	Calypso -> Rocktropia
21:30 EU Time	Rocktropia -> Cyrene
22:00 EU Time	Cyrene -> Next Island
22:30 EU Time	Next Island -> Toulan
23:00 EU Time	Toulan -> Monria

(Times are Planet arrival times)

## MONRIA SPACE TRAVEL PROGRAM



# Monria Development Plans

Hmmm, what next? I've got the health and damage of the Leprechauns up to the same as the Dunwich Horror...I can't wait to see those daily tamers faces hehe

Quick, they're finishing up, put a pool table in.

*This is Kendra's creative work - her Leprechauns are always into mischief.*

We know that our releases aren't that often, but I wanted to take this opportunity to reassure the community that we are always eyeball-deep in development. It's a slow process for us, but what adds to that is the fact that we want to be mindful with regard to purpose and blending storyline.

However, it's also important that development content be engaging, at least at some level, so that your experiences on Monria have value. We also take into consideration the feedback that you have given us and evaluate if it will work or not, and if so, where on the priority scale to place it.

I know I always say we have a lot in the pipeline, but we do, and it's just a matter of timing. We are excited about what's to come and can't wait to bring it to you. The community has been incredibly supportive, and we will always do our best to reward you for your patience, understanding and contributions that continue to make Monria what it is ... a friendly, caring and welcoming community that looks out for each other, and for that we are immensely appreciative.

Continue to hang in with us and we will deliver as we always do, and maybe bring along a surprise or two.





# THERE'S ALWAYS TIME FOR FUN

Whenever we go on field trips to other planets, there's always some kind of shenanigans going on, and it usually seems to be the same people. We just can't help ourselves, and every time we go to Arkadia, poor Celeste Harbour always takes a beating. The last photo happened on a recon trip to Toulon to check things out for our July field trip there ... I still have issues parking.



I could SO crush that Moonshine bar right now.



Ok, distance perception was off a bit.



Retrofitting the bar's 2nd level is thwarted by Avum.



That's ok, I took over the TP and no one will know.



Excuse me Professor Lee, I need to leave now.



No worries, this works, bigger sombrero than Ant's.





Crucial to abduct the Monrian Borns before TP run.



And THIS is why!!



Hey there aren't any seat belts.



No worries, we're over water now.



Hey, are you related to the Tin Man?



Or a lot of Tin Men?



Shadow has some voodoo magic juju going on.



This is MY voodoo magic juju ... creative parking.



# ENIGMA

by Pinthas Schmenke Dorian  
(aka Kthanid, Cthulhu's Twin Brother)

From the corner at the edge it's in my eye  
Some say it's vision when it's insight  
The Darkness shines the bright moonlight  
To hold me safe before I die

Around the bend and there it's straight  
I've sensed beyond its truest fate  
Make no mistake you bear its trait  
Where dearest Cthulhu lies in wait

I've seen the past and present too  
I've wandered more than I even care to  
The deepest oceans with all their blue  
And somewhere lies my dear Cthulhu

She never stops her daily due  
She only shows all that is true  
She casts no doubt when this is thru  
The work is done, it's all for YOU

From time to time there is some thought  
About the land that has been fraught  
The sound that echoes in your ears  
Will yield the dreams into your fears

Yield the sword and shoot the gun  
The mightiest will have won  
It shall not take the strongest surge  
To clear the land and mend the purge

The Cultists lie await their prey  
It shall not be me this day  
I sniff the air and taste the ground  
I drill for ore lest it be found

Mal and Zold are here to find  
I claim a stake for me to mine  
In constant flux and movement be  
I run the land for all to see

The caves are lit with crystals fine  
I know they're watching from behind  
Careful true and Cautious stray  
Alass I won't come home this day

I know there is my helpful friend  
Who's just around the endless bend  
She has no stigma to be sure  
Her name Enigma is so much more

I came to search for countless days  
To be the great in many ways  
Underground is dark and light  
But beauty now is so, so bright

In sleeping slumber we dare not wake  
Or else the days forever quake  
In dream-like mists we share our minds  
But thoughts we have are not in kind

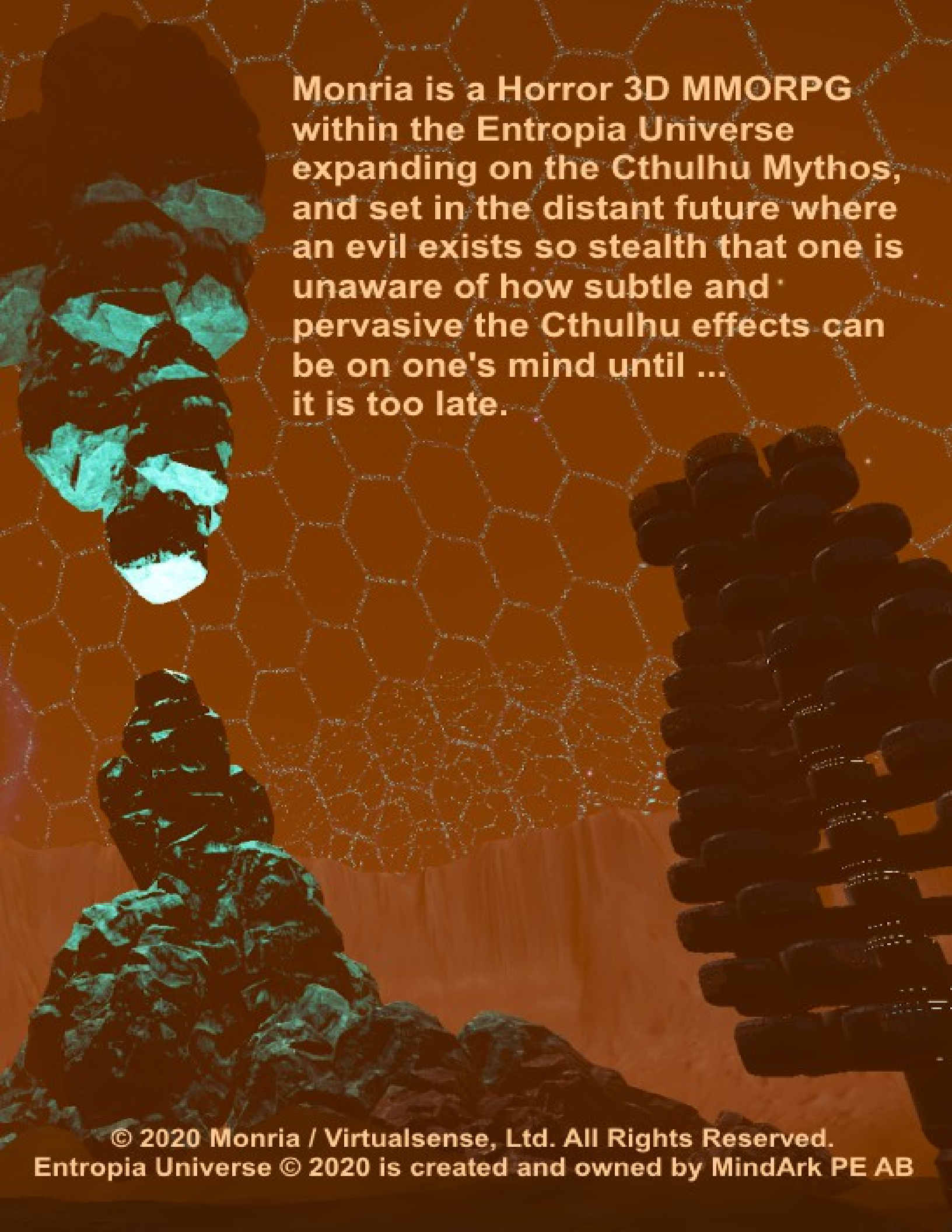
I know not where this time will lead  
Which takes me to this endless deed  
I trust my friends are by my side  
And all will be without divide

Together we shall strike the heart  
We band together and so impart  
The scores of Yogs and Cultists true  
We vanquish Decca and her beloved Cthulhu

*Mysteries abound on Monria. Enigmas waiting to be solved. Rise to the occasion or all may be lost.*







**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.**