



Citadel

# VIRTUALSENSE QUARTERLY

## September 2020

**Toulan / Monria ... A New Beginning**  
**Eugenio "Anhithe" Wilde ... Virtualsense Developer / Interview**  
**Toulan Player Profiles ... Hally, Miles, WangXiang & Noorie**  
**The Future for Toulan / Monria ... Where We Go From Here**

*... and much more*

# INDEX



Welcome

Toulan / Monria - A New Beginning

Eugenio "Anhithe" Wilde - Virtualsense Developer Interview

DME Letter to the Community

First Toulan Development - Last of the Safians - VU 20.3

Planet Toulan Visual Tour

Toulan Community Member Profiles - Hally, Miles, Noorie, WangXiang

Monria - An Update on Community Programs

Virtualsense Space Travel Associates Program

The Calling - A Story by Heidi Stassinopolis

HP Lovecraft - An Homage by Pinthas Schmenke Dorian

Toulan / Monria - Where Do We Go From Here



Fauna & Flora Center

# Virtualsense Media Team

September 2020  
Issue



Nahar Towers



DarkMoonEnigma

MediaManager  
Editor-in-Chief  
Staff Writer



Juanita "Kendra"  
Wilde

Graphics Designer



ShadowDragonV

Field  
Photographer

Toulan Dresses crafted by Noorie.



## Welcome...

This is our first Virtualsense Quarterly magazine after Planet Toulan joined our Virtualsense family last month on August 19th. You will learn more details in the article *Toulan / Monria A New Beginning*, and more about the path to this endeavor in the exclusive interview with Virtualsense Developer *Eugenio "Anhithe" Wilde*.

We had a short period of time to get something into the September 1st VU, and you'll read more about this in the *First Toulan Development* article. The [Patch Release Notes](#) give detail on the adjustments we made after the VU. We unleashed a lot of clothing blueprints, and you will also see samples of these in the article.

In the *Toulan Visual Tour* article, you will see why so many say that Toulan is a stunningly beautiful planet. Its Arabian-themed culture, environment and architecture lends itself to a unique style and ambience that complements and supports its journey through the sands.

Prior to becoming part of our Virtualsense family, Toulan had its own community-based forum where forum members contributed information and data that helped participants navigate their experiences across the planet as efficiently as possible. As of Monday, September 21st, the Toulan forum was imported into the now [Virtualsense Forum](#) where both the Monria and Toulan communities share valuable information.

We are highlighting several Toulan community members in the *Toulan Player Profiles* article who have been instrumental in helping not only new players, but fellow Toulanians and visitors alike to learn about Toulan. Whether it's contributing information at the forum, or giving guidance in the in-game chat channel, it's very clear that these individuals are very knowledgeable and helpful. However, since Toulan became a part of our Virtualsense family, we have learned that there are many more who have stepped up over the years to lend a hand, and especially most recently with a few Toulan community projects.

In the *Monria - An Update on Community Programs* article, you'll learn about changes that affect our community programs, as well as an exciting new addition to our Virtualsense Space Travel Program.

Also in the Monria section of the magazine, there are two Monria community members who have offered articles of interest. Heidi Stassinopolis has written a story about her personal mining experiences on Monria and is titled *The Calling*. Pinthas Schmenke Dorian has written an homage piece on *H.P. Lovecraft*.

In the article *Toulan / Monria, Where Do We Go From Here*, it offers a look into what some priorities are with regard to development, and what is important with regard to our connection with the community and how we can elevate your experiences in a partnership with what is needed, as well as your suggestions.

At the end of the day, we are very pleased to have Toulan as part of our Virtualsense family, and you will see a progression with both Toulan and Monria as we evolve that will make a difference.

DarkMoonEnigma  
Virtualsense Community & Media Manager





## **TOULAN & MONRIA | A NEW BEGINNING**

It is with great pleasure that we can announce a new and exciting partnership between Monria and Planet Toulán. We are delighted with our new beginning, and henceforth Virtualsense will be responsible for all Development Operations, and Marketing and Community Management of both Planet Toulán and Monria.

### **BACKGROUND**

We've been friends for quite some time now having lengthy discussions about Entropia and gaming, emerging technologies and how to improve the environments for our respective communities. Over these long talks we have grown our friendship into an alliance, and have come to a mutual respect for each other's strengths and where they lie. It was during these chats that our focus turned toward exploring ways we could work together for the benefit of both Monria and Toulán.

Since inception, Virtualsense was created as a business within the Entropia Universe with the goal to add value to the virtual world, create communities, engaging content, storylines and game play, and now this dream has become a reality.

Throughout this journey MindArk has been very supportive and positive about ideas that can add value to the Entropia Universe. Since our experience of managing and marketing Monria in partnership with MindArk has been so positive it has only fueled our desire to make a greater contribution to the Entropia ecosystem.

Toulán's Team has put great effort into the beauty of the planet and has been extremely impressed by what the Virtualsense team has been able to achieve with Monria. With more development autonomy we have every confidence that the right team is in place to build a bright future for both Toulán and Monria.

### **WHAT THIS MEANS FOR TOULAN**

- All future development will be undertaken by Virtualsense.
- Virtualsense will be responsible for all Marketing and Promotion of Planet Toulán.
- The Virtualsense Team will Manage the Planet Toulán Community including all future events.

### **WHAT THIS MEANS FOR MONRIA**

- Monria will continue to be developed, marketed and managed as it is today.
- We have a greater capacity to develop and will bring even more content to Monria!

### **FUTURE PLANS**

We have already started work on future content but we need to be very careful in how we go forward with our development. We don't want to make promises that we cannot keep. It is evident on Monria that Virtualsense takes things at a steady yet achievable pace.

We now have more control over this pace than we have ever had before but we will continue to proceed with purpose while prioritizing the content we feel will have the most benefit to our communities.

We would like to share the areas we are focusing on, and our vision of the future possibilities in this new age:

- The shops and apartments on Planet Toulon will be released and attainable through in-game activity.
- Monria will be expanded and new content added over time.
- We will focus on introducing more uses for Planet Toulon resources.
- We want to continue working with the community to support the growth of both locations through community initiatives.
- Cross location events/missions are something that we would like to make possible at some point.
- We intend to connect the lore between Monria and Toulon through storyline and missions while maintaining their own identities.
- We will apply what we've learned from Monria to Toulon and grow the community through new player acquisition.
- We will continue to support the Monria Space Travel Program managed by Anny Thundergirl and wish to extend the benefit to future Toulon Borns and Toulon estate owners at the appropriate time.
- For each VU we will be concentrating on resolving existing and new bugs in as timely a manner as possible.
- We will focus on player content to serve game play with a purpose and utilize the platform systems to that end.

## **TRANSITION**

VirtualseNSE is currently going through a transition and handover period so that we're fully operational but we wanted to share this information with the community as early as possible. The team at MindArk is fully supporting us to make this transition as smooth as possible.

Some of the current efforts underway are:

- Construction of a new [VirtualseNSE](#) website for the purpose of marketing both Monria and Toulon.
- Preparation of a migration of the Toulon and Monria forums to a single forum shared by both communities.
- Development of concepts/roadmaps for both Monria and Toulon.
- Research of Planet Toulon including lore, missions, content and reported bugs.
- A renewed focus on the utility and purpose of loot on Toulon.
- Review of all community initiatives and events.

## **FINAL WORDS**

We would like to thank the loyal and positive supporters from both communities. Although we have a lot of work to do we are really excited about the potential for the years ahead and look forward to the continued growth of both Toulon and Monria.

The primary goal of VirtualseNSE has always been to make a positive contribution to the Entropia Universe and to bring more players to our community. We will continue to work hard toward this goal into the future.

On a final note, we have always worked very closely with the team at MindArk and none of this would have been possible without their guidance. Over the years we have built relationships with some really good people who share the same goals and passion as we do.

Thank you for all you have done to support us.

Here's to a New Beginning!

Ant & Mohammed



## Eugenio "Anhithe" Wilde Virtualsense Developer

On August 19, 2020 Planet Toulán became part of the Virtualsense family. Toulán is a planet and not a moon like Monria, so there are many more variables that come into play when it comes to development.

The following Question and Response segment gives more insight into plans for those variables.

**Question:** We learned a lot about your virtual business path with the first interview in the launch issue of our quarterly magazine in December 2019. What inspired you to advance this business path with the addition of Planet Toulán.

**Response:** The success of Monria with very little ability to create content gave me the confidence to take the extra step. We've also received so much positive feedback that I felt that if we could be more creative with our content we would be able to achieve so much more.

I had always decided when I started down the path of a business within the Entropia Universe that I would just see how far I could go. It was a personal goal to eventually develop a planet myself and I've always had a soft spot for Planet Toulán, so I guess it was always in the back of my mind.

**Question:** When did you first meet Mohammed from the Beladcom development team, and what was the progression of that relationship that ultimately created the partnership between Planet Toulán and Monria?

**Response:** MindArk was quite encouraging and felt there were some synergies between us, so I reached out. We were adding Toulán to the flight program and I wanted to do some field trips to bring the community to Toulán for a different experience.

We had also discussed some areas where we could collaborate, and it progressed from there to the point where we are today. I offered some suggestions, and we agreed the best for both communities would be if we went forward with the partnership and me taking the lead.

**Question:** In your announcement *Toulán / Monria - A New Beginning*, you shared some background, what this means for Toulán and Monria, as well as some future plans. You also mentioned some current efforts underway. Can you expand on what concepts and roadmaps you might have in mind for both Toulán and Monria without giving too much away?

**Response:** I want to be careful with what I share as I don't want to spoil anything, or promise anything that I can't deliver. This is why I can sometimes be a little vague, but I'll try to expand on a couple of ideas without boxing myself in a corner. :)

### *Cross location missions:*

This will take some time to do but as we grow Toulán and further develop Monria, I plan to add storyline missions that span both locations. Hopefully we will find out more about what happened to the Safians and what Monria's involvement was. The Cult of the Skull society is always up to no good so no doubt they were involved in some way!!! The Insians and the evil Cults on Monria are unlikely to see eye to eye if they were involved in some way.

There are also opportunities for us to expand content relevant to two locations rather than just one. This means we can provide greater purpose for players to travel between the locations through the need for resources and missions.

I'm currently approaching the development by trying to lay some groundwork for Planet Toulán whilst working on future content for Monria. The Monria piece of this is a bit more involved but once I'm past these phases, the next step will be working on crossover concepts between Monria and Toulán.



**Question:** Can you give any insight into your approach to researching Toulán's lore, missions, content and bugs? Specifically, what direction will each take, and what do you hope to achieve?

**Response:** For Toulán's lore I have been reading up on the published backstory and doing some light reading of "One Thousand and One Nights" to give me a better sense of I guess the source of some of these derivative works (the western concept of Arabian Nights being one). I'm also aware of the original future direction of Toulán and the role of Nawa Technology in this so this has been in my thoughts regarding future development.

I have been playing and testing game content, and going through the missions as a player, and experiencing as much of the content as I can from different professions as possible.

My plan is to incrementally add content with each release toward my goal of adding more depth and purpose to gameplay which provides a storyline arc into Monria's history. I'm sure I'll make some mistakes but will just measure the impact of each release and incrementally move forward.

We also pay a lot of attention to the feedback we get from the community, so if we can fix bugs or enhance gameplay that is important to the community we'll prioritize accordingly and do what we can.

**Question:** Another effort you mentioned that is underway is a renewed focus on the utility and purpose of loot on Toulán. Could you explain a little further what this might look like?

**Response:** I think as a player there's nothing more frustrating than loot that serves no purpose at all. So rather than add new resources without a purpose, I am focusing on finding uses for existing resources and items on Toulán where it makes sense. This started with the last VU where we added blueprints with a spread of resources across mining and hunting. I also used the Zir button and Simple Habkeh as ingredients to give those crafted items a purpose.

This will continue into the future so that players have more uses for existing items. Also, with the imminent release of shops and booths on Toulán, I think it is important for shop owners to participate in the local economy :P

**Question:** It is well known that Monria has a mid-month event every month. Can you share any further plans you might have for how you will approach events on Toulán?

**Response:** This is one that will take a little bit of planning and leg work to get right but my plan is to have regular events on Toulán that fit in with our storyline and that are more interactive. Ultimately, I plan to extend these events to Monria and have some fun with the format by having dual location events and alternate location events that fit in with our evolving storyline. I'm quite surprised by the lack of outcry by the Insians regarding the demise of the Safians. Why has Nara returned? Who will protect Toulán now? What will happen if the Cultists discover that a Safian still lives....

It is going to be an evolving format and we will likely run some test events as I plan to experiment a little here. Like our Monria events our plan is to try to create events where we can have some fun together and iterate over time to make them better.

**Question:** You mentioned in the Toulán/Monria announcement that Virtualsense was going through a transition and handover period in order to be fully operational. Can you share anything more specific and whether this transition period has been completed?

**Response:** This transition period was really my way of letting the community know that I am just learning all this as I go along so that you all cut me some slack :)

Seriously though the handover is about me getting the team together and everything needed in place so that Virtualsense is fully in control of Monria and Toulán. There are technical aspects to delivering content that we are fully engaged in now and are actively developing when not answering questions for magazine interviews :P

We're good to go, we have a great team in place who are working extremely hard. The rest we will learn as we go along.

**Question:** In light of the addition of Toulán to the Virtualsense family, can you share the roles that the Virtualsense Development Team members will have as it relates to both Toulán and Monria?

**Response:** We have a small but dedicated team. Some are outward facing and engage with the community and a few others are chained to desks in dark caves hammering away at keyboards. The main people who most in the community already know are:

### ***Dark Moon Enigma***

She does most of the work. I guess the title is Community and Media Manager, but she's really the heartbeat of everything we do, and her role connects us to the community.

This role now extends to both Toulán and Monria and covers all community interaction, including event planning and coordination, media creation such as, but not limited to, storyline development, articles, magazine production, forum administration, and also the driving force behind all our community initiatives. Probably a bunch of other stuff I forgot to mention too :P

### **Juanita "Kendra" Wilde**

When not telling me what to do at home, Kendra is developing content and creating media assets. She loves interacting with the community but falls apart if asked difficult questions for fear of giving the incorrect answer or being accidentally placed into a position of responsibility.

### **Curtis "Pusherman" Mayfield**

After years of being involved with Monria, we're still not entirely sure exactly what he does. Being my brother has presented him with some exciting opportunities such as running a small shop in Monria selling a small collection of skulls from a kitchen table. He is responsible for Quality Control and Audio. I think this means he will spend his time 'testing' and listening to music.

### **Eugenio "Anhithe" Wilde**

I guess it's my fault that this strange collection of individuals are working together. I'm responsible for the business side of all this and am very hands on in the content creation and anything else technical. With our expanded roles I will have less time to communicate with players but, can always be reached via one of the above team members, as long as it is not Pusherman or Kendra.

**Question:** What is most important to you going forward with regard to evolving both Toulán and Monria?

**Response:**

Two things are most important to me:

- Everything we do is ultimately for the benefit of our community, so we listen to feedback and evolve accordingly
- We add to that community through new player acquisition and help those players to progress

**Question:** A looming theme that jumped out at me while reviewing the information you shared in the announcement was *purpose*, can you expand on why this is important to you?

**Response:** Pretty much everything I do has a purpose, I'm kind of built that way naturally. The process I go through starts with what outcomes I am trying to accomplish, and then I work backwards to figure out the best approach.

I will then try to creatively come up with a concept or solution. I then measure the result to see if I achieved what I expected and then iterate. I think if you're trying to create anything you need a clear vision of what you are trying to achieve, or the result will be random and unpredictable. There also needs to be purpose in gameplay for it to be as meaningful as possible, or players will just get bored.

**Question:** I know that there was a short period of time within which to pull a release together for the Sep 1st VU ... with this being your first experience working in the development environment and testing newly-created content, what would you say was the most challenging, and what did you find to be the most rewarding of the experience?

**Response:** There's been a pretty steep learning curve but I enjoy learning new things so I quite enjoy that aspect. The most challenging thing for me is time, there's just not enough hours in the day for everything I want to do so I have to be very clear on what my priorities are. I pretty much work all the time but it still never seems to be enough! What I find most rewarding is the sense of accomplishment when you create something that is enjoyed by players.

**Question:** Is there anything else you would like to share collectively with both communities?

**Response:** What makes Entropia Universe unique is the community, and I have made a great many friends over the years. Monria has become very special to me and we've had a lot of fun experiences along the way. I'd like to make some more and continue along this path with both Toulán and Monria. Thank you for all the kind words and support over the years.

I'd also like to ask everyone to play nice. If we happen to someday find members of evil cults slaughtering Insians, or the Narians use their cosmic abilities to destroy our Monria Borns, lets not fall out but join forces and become allies against this darkness.

### **One of Ant's Favorite Quotes**

The fact is, almost everything you do is collaborative. Somewhere out there, someone else had a hand in it.

... Cory Doctorow

Quote from ... "For the Win"



## Dear Community...

I first want to thank you immensely for your support over the years. It means a lot to me and is beneficial in helping me to serve you better as your Community Manager.

We are fast approaching Nov 26th and will be celebrating our 5th year as a team. We will host our 5 year anniversary event on Saturday, Nov 28th.

My schedule has been quite busy for a while now, and with the addition of Toulán, it's going to have me more engaged than ever, but that doesn't mean that I won't be available. I will continue to check in at least twice a day, and will make every effort to spend time with you and address any community concerns you might have.

I only ask that while I'm in the game that you have a little patience with regard to my response time, because the minute I enter the game, I'm generally bombarded with PMs. I'm not complaining about that, it's just that it's time-consuming and difficult at times to get to everyone as quickly as I'd like to.

If your need to connect with me is more urgent, then there are options with how to reach me, or leave me a message. An in-game chat message works, but I will only see that if I'm in the game, so sending me a PM at the forum or on [Discord](#) might work more efficiently.

I will be spending my time between Monria and Toulán depending on what the needs are and what activities are going on at either location. Right now, I'm on Toulán because I'm working on a few projects that require me to be there. ShadowDragonV is one of the Virtualsense Community Assistance Team Co-Managers on Monria and she, as well as others, like Avum, are always looking out for our Monrian Born. They both know how to contact me in case there are any issues on Monria.

As you probably know by now, the old Toulán forum was migrated to the [Virtualsense Forum](#) on Monday, Sep 21st, so we are all together now in one forum location. I will be spending some time soon reorganizing the forum to make it as efficient as possible.

Many in the community have contributed Toulán mob data to our [Toulán Mob Project](#) so that we can create a Toulán Mob Information Center at the forum. The response for help has been amazing, and it is very much appreciated. We are doing the same thing with Toulán Items and asking everyone to please forward any Toulán item links to ShadowDragonV in-game in a chat message so she has the links. She helped with the Monria items data, including blueprints and added cross links for more efficiency.

I will continue to work on your behalf to unite our two communities and create some fun along the way. This is still all new with the addition of Toulán, but with your continued support and patience, I know that together we will enjoy experiencing an even greater evolution of both Monria and Toulán.

DarkMoonEnigma  
Virtualsense Community Manager



There was a short period of time to work on development prior to the Sep 1st VU, but Ant managed to be able to pull some pretty cool things together. He is focused on boosting the economy on Toulan, so this will continue to be one of his priorities when he gives consideration to future development.

One of the more enjoyable things with regard to Ant's VU release notes, is that he is inspired by and loves storyline, and will write his own lead-in story. He is continuing in this vein with Toulan, so in addition to the Toulan storyline you will find in missions and other media, you will learn a lot about Toulan lore in release notes. Following is the introduction story to our first Toulan VU and release notes.

## The Last of the Safians

Nara arrived on the planet expecting to see the sultanate restored to its former magnificence. Instead, what she witnessed was a desolate and foreboding place. The great structures built by her ancestors remained, yet stood empty. As empty as she felt at that moment, knowing that it had all been for naught.

She was not expecting her secret fantasies to materialize and be welcomed by her namesake and greatest of all Safians. She had however hoped to at least find what it was that she had long since lost. A family.

The realization that Toulan was barren hit Nara hard, the last of her kin had protected her and secreted her away with a single purpose. It had taken her a long time to find their ancestral home, as all records had been destroyed to protect the Insians from a great evil. An evil greater than the Narians, a dark force that couldn't be ignored and caused the Safians to trade one moon for another, leaving behind the safety and power of Nawa Energy.

An evil that led to the demise of the Safian race as Nara was about to realize.

The last of the Safians was not ready. At the same age, the daughters of Sinmar were leaders, but Nara had led a more sheltered life. Folk tales and bedtime stories were no preparation for what lay ahead. In those parables the descendants of Sinmar were busy ensuring the future of the Insians and preparing their defense. The truth appeared to be quite different.

Nara wondered what had become of the Insians. She reached out through the void that connected all Safians and felt alone. Then a sense of familiarity coursed through her veins and hope returned. It was not quite Safian but something else. A new feeling, or rather a force that she was able to direct and channel. She was drawn to the Moon and felt the Nawa leave her body and travel toward what she somehow knew to be the Lotus Temple.

So it was, that the machine developed by the Safians came to life and the Insians were once more created.



## Tailoring

With the arrival of Nara and the return of the Insian colonizers, the rebuilding of the Toulan economy has begun. Using local resources, master tailors have created a large range of garments waiting to be discovered.

- A new Toulan Tailoring Blueprint Book is available from technicians.
- A selection of unlimited and limited tailoring blueprints are waiting to be discovered.

## New Toulan Clothing

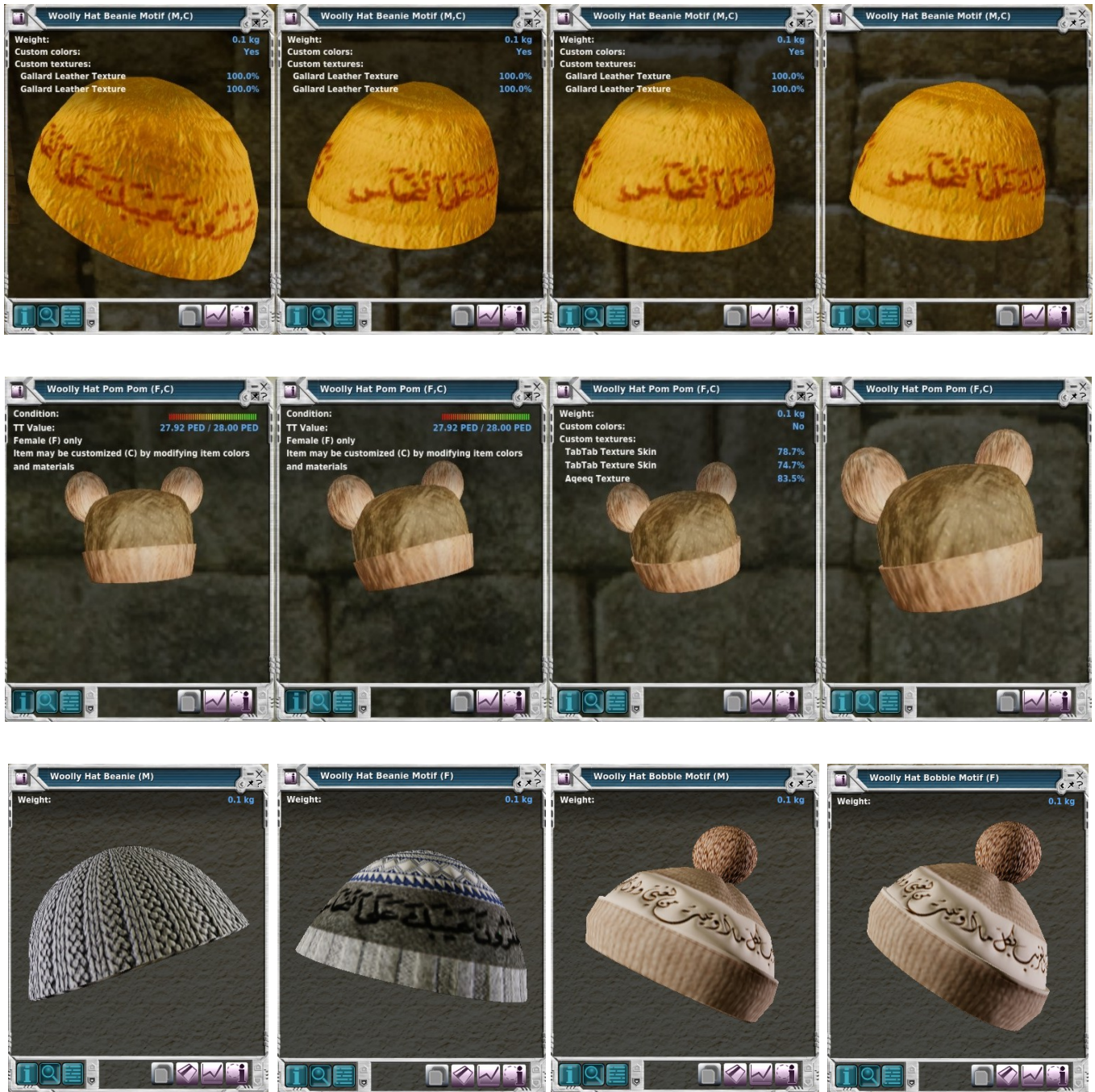
Since the VU, there have been several new Toulan clothing blueprints discovered with very distinct Arabian culture patterns, but there are many more blueprints out there yet to be discovered.

Here are a few examples of dresses that have been discovered, but there are more:





Here are examples of some head wear discovered, but again, there are more undiscovered blueprints:



There are other types of clothing as well, like jackets and pants, and over the course of time, more of the blueprints will be discovered and we'll see an expanded wardrobe of varying looks.

## Taming

After feedback from the community and some investigation, we made adjustments to the Karmooosh Aleef Lab Instances to further facilitate those who were eligible to achieve the taming of this unique pet.

Following is a breakdown of what the adjustments were, and what remedies were put into place at this point in time. The NPC Kenda was removed and this instance isn't available presently, but we are in discussion as to what to do with this instance going forward.

## KARMOOSH ALEEF LAB INSTANCE

- A Solo instance is available for holders of the non-tradable item “Karmoosh Aleef Lab Key – Solo”
- The entrance to the instance is at Lab 3 at Fauna and Flora Center
- The Lab Key entitles the holder to one entry to the instance
- Each instance has a 3 hour timer
- Only one Karmoosh Aleef Pet will spawn at a time
- If the pet is accidentally killed, another will spawn in its place
- You can only tame one ‘Karmoosh Aleef Pet’ during the instance
- The instance will be available until the end of the year to give players time to skill in the taming profession if needed for this rare pet

## DISTRIBUTION OF THE KEYS

- Keys will be placed in the inventory of players who have the Karmoosh Lateef Pet
- Keys will be distributed to Team Leaders and Team Members who entered the Karmoosh Team Instance
- Keys will be distributed to players who entered the Karmoosh Solo Instance
- The Karmoosh Aleef Lab Key item in the player’s inventory will be replaced with the “Karmoosh Aleef Lab Key – Solo”

## TAMING THE KARMOOSH ALEEF

The Karmoosh Aleef pet is a rare pet with an at present unique combination of passive effects:

- Skill Gain Pet & Taming 10%
- Decrease Critical Damage 3%
- Auto Loot 45 Meters

We wanted players who experienced the previous instances, or owners of the “Karmoosh Lateef Pet” to have the chance to tame the new pet, but it is a rare and high level pet. It is recommended that players with very little experience with taming, skill up and perhaps take advice from more experienced tamers as this is designed to be a one chance instance. Use it wisely!



### John Black Knight & Alaina Bonnie Knight

Both JBK and Bonnie are but a few who successfully tamed the Karmoosh Aleef pet, but then they do a lot of in-game activities together since they are a real life couple. They have also managed to skill their pets to level 7, which means the pets get to travel with them to other planets.

Makes me curious though, as to how they managed to get them to look conjoined. It's a family affair for sure.

This is a very desirable and unique pet, and one that many want to be able to tame because of its passive effects. Bonnie was kind enough to send me some photos of her pet, affectionately named Potato, so that we could share the stats. We are still in discussion about what direction to go with this pet instance, but as soon as something has been determined, we will let the community know.



Karmoosh Aleef Pet



Weight: 0.1 kg

Pet tamer: Alaina Bonnie Knight

Energy: 3901.0

Level: 7

Experience: 6667.0

Tamed: 2020-09-09

Rarity: Rare

Tricks: Greet, Dance, Happy, Decoy, Flip

Pet Status

Potato

Karmoosh Aleef

Level: 7

Metabolic rate: 20.00

XP: 6666

Affection: 100.0%

Mood: 100.0%

Energy: 97.5%

Status: Well fed

Exportable: At level 7

Training: Hard

Rarity: Rare

Date Acquired: 2020-09-09

Info

Passive effects

Karmoosh Aleef Pet



Weight: 0.1 kg

Pet tamer: Alaina Bonnie Knight

Energy: 3901.0

Level: 7

Experience: 6667.0

Tamed: 2020-09-09

Rarity: Rare

Tricks: Greet, Dance, Happy, Decoy, Flip

Pet Status

Potato

Available passive effects

Skill Gain - Pet and Taming

Pet and Taming skills increase faster

Decreased Critical Damage

Decreases the extra damage suffered from critical

Auto Loot

Nearby creatures are automatically looted when pi

Current effect on pet

Locked

Pet and Taming skills increase faster

Strength: 10%

Energy / h: 14.00

Level req.: 14

Criteria: 0.0%

Cost

PED: 3.00 PED

Essence: 20

Rare essence: -

Info

Passive effects

Karmoosh Aleef Pet



Weight: 0.1 kg

Pet tamer: Alaina Bonnie Knight

Energy: 3901.0

Level: 7

Experience: 6667.0

Tamed: 2020-09-09

Rarity: Rare

Tricks: Greet, Dance, Happy, Decoy, Flip

Pet Status

Potato

Available passive effects

Skill Gain - Pet and Taming

Pet and Taming skills increase faster

Decreased Critical Damage

Decreases the extra damage suffered from critical

Auto Loot

Nearby creatures are automatically looted when pi

Current effect on pet

Locked

Decreases the extra damage suffered from critical hits

Strength: 3.0 percentage

Energy / h: 15.00

Level req.: 20

Criteria: 2.2%

Cost

PED: 15.00 PED

Essence: 50

Rare essence: 2

Info

Passive effects



One of the things that is very important to us, is that information is readily available to the community to help navigate their experiences. In this VU, we added an Information Desk at the base of the Citadel.



### Information Desk

An information desk was added at the base of the Citadel to share information with new Toulans who spawn there, but also with all community members and those who visit Planet Toulans.

Those traveling to Toulans with their own space vehicles drop out of space in the open area just past the Info Desk, so this will be one of the first things they see.

We want to make information easily accessible, so we will continue to look for ways to do this. Stop by the Info Desk to see what information is available.

We were also able to get in a few fixes and adjustments done in this VU as well, and this is something that we will continue to monitor and keep up with as best we can. Please report Toulans bugs or glitches here.

### FIXES / ADJUSTMENTS

- Fixed an issue with texture causing client crashes when texture settings were set to low
- Lighting adjusted at the Nahar reactor due to graphical issues at night time
- Instances now use correct amount of Nawa Energy Cores
- Fauna & Flora Atrox Old to Provider now working correctly
- Added waypoint to protect the coop mission for Jabaly's position
- Updated the Ibreh & Zir Button BP Texture to tailoring BP
- Renamed "Wroten TabTab Tooth" to "Rotten TabTab Tooth"
- Renamed "Wroten Caboria Clam" to "Rotten Caboria Clam"

### KNOWN ISSUES

- The Information Desk will be activated in a patch
- Players graduating on Toulans are not receiving the Toulans Graduation Armor, this is currently under investigation.





There's no mistaking that Planet Toulán is a stunningly beautiful planet, and we have Beladcom to thank for its dedication to bringing this unique Arabian-themed planet to life.

Two visual tour videos of Toulán have been created for this article, one by HoneySnaps and CaptDew, a husband and wife team in real life, and one by yours truly.

[Planet Toulán Visual Tour](#) and [Sights of Toulán](#)

My video is more of a pictorial visual tour, whereby Sights of Toulán is more a live video tour.

Visiting Toulán in person is truly the ultimate way to experience it fully. The Citadel is not only the starting point for new Toulán Born players, but also the location where players flying to Toulán with their own personal space vehicles drop out of space and land. As a result, we added the Information Desk in our first Toulán VU on Sep 1st and positioned it where it is most accessible for those arriving at Toulán.

As you will see in the pictorial visual tour video, Nahar Towers is located near the Nahar City teleporter, and where many will acquire their homes once the apartments are released. There will be planned in-game activities whereby players will have an opportunity to earn an apartment. This holds true for shops, as well as booths at the Nahar Towers. There are photos in the pictorial visual tour video of a shop.

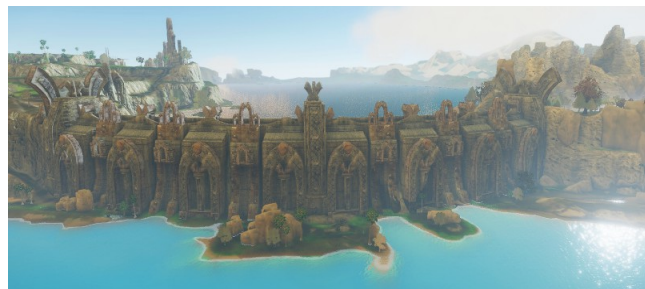
I am including a few additional photos in this article to highlight places that may not be in the videos.



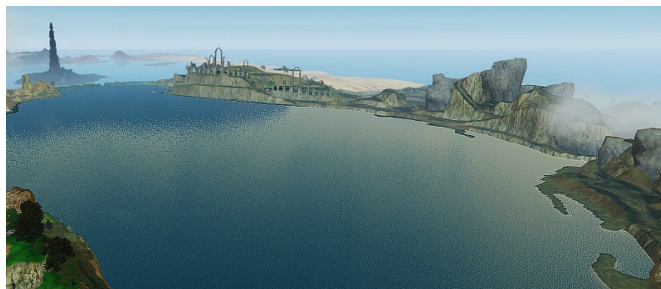
Entrance to Nahar City



Area to the left is where Nawa Core Agent is located.



The Dam



The Dam





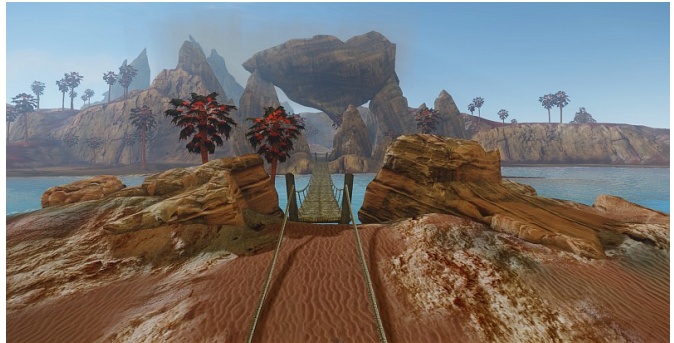
Pit North



Pit North



Sandy Shores South



Sandy Shores South



Guardian Village



Guardian Village

One thing I really enjoy about the Narian Temple area, is that it is always raining. It gives a real weather presence, and almost an eerie feel to the environment. I guess being a PvP zone helps that a bit.



Narian Temple



Narian Temple





## Toulan Community Member Profiles

### Harry "Hally" Alliandes



Hally joined Entropia Universe on December 4, 2001 when it was still known as Project Entropia. He belongs to the Mine to Extract (MtE) society, which was formerly known as Shoot to Kill (StK), and prior to that Calypso Conquerer Cadets (CCC). He shares that he learned of PE/EU when a friend from the Net Cafe had found it on an MMO beta tester page.

When asked if he chose any particular profession to focus on he said, *"I've done it all, most notably mining in days of old with Squall and Merou using the UL OA105."* Of particular note was his response to what the least interesting aspect of EU was for him, and he said, *"I don't care much for the aesthetics, clothes, and vanity items, it isn't my thing."* He's one of those who have more important things to think about and do, but says that the most interesting aspect of EU for him is *"Friendship and the fact that your avatar is an extension of who you would like to be, and having friendships that transcend age, country, time and social classes."*

I was interested in knowing what drew him to Toulan, and he said, *"Toulan was a fresh start for me having finished quite a few different missions and not feeling any sense of rewards, I needed something different and fun, and that's what I found on Toulan."*

Here are the responses to additional questions that were asked:

**Question:** What are your main activities on Toulan?

**Response:** I explore, I try out all the different aspects of Toulan, I've hunted quite extensively, and finished a few of the Quwa missions.

**Question:** What is your relationship with the Toulan community?

**Response:** I am a self-proclaimed emissary to Toulan, and when I arrived, I got hold of a few of the true pioneers who helped me understand Toulan. I try to always be welcoming to new players, help people with quests and locations, and try to make them feel welcome on Toulan.

**Question:** What are your future plans, and specifically as it relates to Toulan?

**Response:** I hope to get a hold of a booth, shop or similar because I have my storage packed with local Toulan goods, lootables and craftables. I also hope to continue helping people with their experiences which has been my main focus while waiting for the planet to develop. Also, I hope to continue to explore all of the cool stuff that there is to find on the planet.

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

**Response:** Hook up with the community because there are plenty of people who really want to help you get a good start. Use the local Toulán weapons and equipment because it has a low cost and is readily available. Oh, and explore the planet and enjoy the scenery.

**Question:** Are there any additional comments that you would like to make?

**Response:** I really want to extend my gratitude to the true pioneers of Toulán because they have shown me so much kindness and were willing to answer all of my questions which helped me to decide what kind of role I wanted to play on Toulán. I also want to thank Bonnie because her stream showed me what Toulán was, and it inspired me to go there to explore, which was the best decision I've made in game in years.

**DME Reflections:** As Community Manager, it's important for me to get a pulse on the community and how things fare. Prior to Toulán becoming a part of the Virtualsense family, I quietly observed the Toulán chat channel in the game to get a feel for how the community connected. I found Hally to be quite present and instrumental in helping where needed, but also informing people to let him know if they needed help. This type of interaction is key in supporting the experiences of those who call Toulán home, or those who want to experience Toulán. Hally was also a key contributor of information at the old Toulán forum, which has now been integrated with the Virtualsense forum.

## Stanley "Miles" Stardust

Miles started his adventures in Entropia Universe on May 10, 2007 on Calypso. He said he learned about EU *"In a news report about the banks that had just been sold for gobs of cash and it made me curious. I downloaded the game that day, and before long, I was hooked. I had no extra money at the time, so the free-to-play aspect was critical in the beginning."*

Miles shared that he *"Started with hunting because it was the most fun, and I've always been a Laser Sniper first and foremost. I added in some mining, in part because my PEDs lasted much longer, and it was a fun reason to explore. I dabbled in a bit of crafting initially by using low markup materials to build up some skills, now more seriously. I still practice all three main professions with roughly a 60/30/10 split. I also like exploring, but that is more of a hobby than a profession."*

When asked what the least interesting aspect of EU was for him, he responded with, *"Big events like Mayhems and Land Grabs which aren't my thing."*



Here are the responses to additional questions that were asked:

**Question:** What society are you a member of, if any, and for how long?

**Response:** Al Nahar Wanderers, which I founded in 2014 as a Toulán-based society in anticipation of a growing population. The mission is to be helpful to new players, and supportive of each other as we strive to reach our personal goals. Although we've had a few active members from time to time, never enough to give it a life of its own. For some time it has been dormant, but I hope that will change when the population does grow.

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

**Response:** The sheer scope and complexity. EU is an endlessly fascinating place because it operates on so many levels and contains so many possibilities. With the Real Cash Economy (RCE) at its core, and each avatar self-directed, it is an open world that fosters a very real experience.

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

**Response:** Matching my expectations to my bankroll and budget, learning to play within my means and have fun at whatever level that happens to be.

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

**Response:** Being part of something unique, and experiencing the changes that have made EU what is now from what it was at the beginning. When I started, most of what we have today was only MindArk's ideas, plans, and dreams. While changes to the platform open up new possibilities, it's really up to all of us to make something of it, and on each of us to develop an avatar to suit ourselves.

**Question:** Share what draws you to Toulan and what your experiences have been like.

**Response:** It was the first planet I visited on its discovery day. I usually avoid crowds, but I was on Next Island and flew right over. I had been obsessed with the vehicles since they came out, but Toulan forced me back on foot, changing my game play in ways that captured some of the feeling of old Calypso, and it made the little planet feel so big. At the same time, it really was small enough to take it all in, and participate all the way around. This opened up crafting to me, which has become a much bigger part of my EU experience. I also love making discoveries, and I've had my share of them.

**Question:** What are your main activities on Toulan?

**Response:** Mostly hunting, along with some mining, then I use those materials for crafting. I focus on crafting clothing, textures and swords, which I then use to improve my melee skills.

**Question:** What is your relationship with the Toulan community?

**Response:** I tend to play on my own since I'm online during quiet hours, but I enjoy helping others and sharing what I know (or think) with players who are also enthusiastic.

**Question:** What are your future plans, and specifically as it relates to Toulan?

**Response:** I've been committed to this place for a long time, and I want to see it succeed. I'd personally like to have an apartment here since I do call Toulan my home, and a shop to display and sell my Toulan fashions and gear. I plan on being an active player, part of the community bringing Toulan forward, and seeing how it unfolds, along with trying all that it offers.

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

**Response:** Take your time, it's not a race. Set your own goals and do what you enjoy, there is no right way to play. You'll meet a lot of good people, but be cautious dealing with others - the money is real.

**Question:** Any additional comments you would like to make?

**Response:** Entropia Universe is what you make it, so make it better.



## Noorie "Noorie" Anwar

Noorie created her EU avatar on April 10, 2013 on Calypso, and she's been a member of the Royal Club society since 2013. She shared that she found the game through an advertisement on a website and decided to try what it would be like to play a real cash economy game.

She chose crafting as a focus because it's always been a favorite profession in every game she's ever played. She shares that the most interesting aspect of EU for her is "*Great opportunities, new friends and fun, and also a chance to earn some money*", and says the least interesting aspect is "*The endless repetition of the same tasks*." When asked what has been the most challenger for her, she said that it was "*To reach level 24 Material Designer*." She shared that the most rewarding of her experiences is "*The result of the efforts invested in the crafting process*."

Noorie says she was drawn to Toulan because of "*The mystical and Arabian theme and also the variety of clothes*." She likes to help everyone as much as she can, and her future plans include "*To visit Toulan from time to time and do my favorite activities, and one one day to buy a shop in the Nahar Towers*." Her advice to new players is "*To be diligent in every endeavor and you will succeed*."



# Wangxiang "WangXiang" Tuxing

On February 15, 2009 (pre-VU 10), Wang created his Entropia Universe avatar on Calypso, which was the only planet in existence at that time. He is a member of the *Guardians of Evolution* society, which is a Monria-based society as of Aug 26, 2020.

Here are the responses to questions that were asked:

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

**Response:** I heard about EU through different articles published on the internet. I was very interested in virtual universes since my arrival in Second Life in 2006. I had been active in many virtual worlds during the period 2007-2009. I decided to try EU mainly because of its 'real cash economy' features. Today, EU is the only virtual world that interests me.

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

**Response:** I am mainly a hunter and tamer. I have been interested in taming since the beginning when taming was introduced and was still possible to tame Daikibas, Exarosaurs and Snablesnots. At the time, it was necessary to take flights to CND (original Club Neverdie before it became FOMA) to tame a Snablesnot Stalker. A true adventure, and flights were very different then.

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

**Response:** The real cash economy remains the most interesting aspect of EU for me. The fact that there are several different planets (separated by space) is also an attractive feature of the game.

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

**Response:** Some missions are quite boring. For example, killing high numbers of low-level mobs.

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

**Response:** Everything was very challenging in the first months because of the complexity of this universe, but it is also the reason why I continued with the game.

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

**Response:** The fact that there is always something to be discovered; new aspects of the game, new features and new people.



Wang's Toulan Stable just outside of Guardian Village

**Question:** Share what draws you to Toulan, and what your experiences have been like.

**Response:** I have always been a great traveler, and I like to discover new planets. So I went to Toulan soon after its launch. Toulan is a magnificent small planet, far from Calypso and its crowd. I feel it somehow like a "privilege" to be on Toulan. It is a planet that has to be merited.

When stables were first put on auction in 2014, I decided that I would bid on the one on Toulan, and I could obtain it. Development on this planet has been quite slow until now, it is a "sleeping beauty" waiting to be awakened.



**Question:** What is your current relationship with the Toulan community?

The community is still small and just emerging as I see it, but I try to interact as much as I can in the public chat. When my stable was enhanced with a shop, I immediately decided to reactivate it (I had stopped to pay for buffs for a while) and stock the shop because it was for me a strong sign that interesting developments were coming. I wanted to be part of this renewing activity.

I think I got it right.



Booth just outside the Toulan Stable Shack Shop

**Question:** What are your main activities on Toulan?

**Response:** Hunting is my main activity. I also have to mine (although this is not one of my favorite activities) because the market is very small. Crafting is interesting on this planet (clothes especially). Taming is not developed.

**Question:** What was the inspiration to get you involved with pets, and why did you choose Toulan, and later Monria to have a pet stable?

**Response:** I have been interested in taming in EU since the beginning in 2009, and I was quite sad that it completely disappeared during the period August 2009 - October 2014. [For this reason, I tried another similar game (AfterWorld) for several months, which had a developed taming system. This game doesn't exist anymore.]

I was extremely happy when taming was finally reintroduced in EU, even if I would say that the current EU taming system is still quite rudimentary. I even developed a website [Taming and Pets in Entropia Universe](#) dedicated to taming.

When stables were first introduced at auction in 2014, I decided I wanted to have one. Toulan because it was a nice planet, it would be the only stable on the planet (at least for a while) and there wouldn't be too much competition (and therefore more chances to obtain it). For me, it was a long-term acquisition, and at the same time, a bet on Toulan and on taming.



Wang's Monria Pet Stable at DSEC Military Camp



Wang's Monria Pet Stable NPC in his Likeness

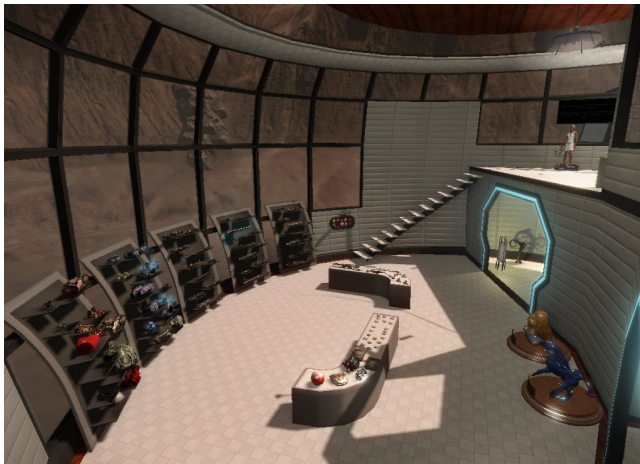
When the Monria pet stable was put at auction in 2016, I did not hesitate to acquire it because taming and pets have always been important for me in EU. Although I perfectly knew that stables were not on MA's priority list, it was a sign of my involvement with Monria.

**Question:** What are your future plans, and specifically as it relates to Toulan?

**Response:** I will actively support the development of Toulan and the development of taming through my different activities as a player, a shop owner and a stable owner. My involvement in the game has always been more important over time, and there is no reason for that to change.



Wang's Monria Shop at Cthulhu Tower, Shop 2



Main Room in the Shop

I own a shop in the Monria Cthulhu Tower, Shop 2. The shop offers a wide choice of weapons, mindforce chips, tools, armor parts and clothes. A dedicated pet corner has been set up on the 2nd floor, and a special VIP Area also offers a number of unusual and rare items for sale.

The shop is successful and I am very happy with it. Surprisingly (for me), the pet stable is also very active, which is very good, and I can imagine it is the most active stable in the whole universe. I do not regret this investment.

Now that Toulan is being developed by the same team as Monria, that can only be a bonus.

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

**Response:** Discover, interact, take your time, be patient, learn every day, enjoy. Be careful too, as there are risks involved. This is a complex, rich universe, and this game can progressively become an integral part of your life. This is real.

### DME Reflections:

The four player profiles presented in this issue of the Virtualsense Quarterly is only a small number of so many who have contributed to the Toulan community. For several months prior to the announcement about Toulan and Monria, I quietly observed the activity in the Toulan chat channel and found that even though the community didn't seem to be that active, there was still a stream of player interaction that told me that a much different vibe was going on.

In a little over a month since the Toulan/Monria announcement was made, the Toulan chat channel is more lively, and there is a lot more activity happening on the planet. I have witnessed a large number of players jumping on the Toulan bandwagon and willing to help with whatever needs to be done, like contributing to the Toulan Mobs Project at our forum. The Toulan/Monria community is a special blend of awesome.



As a result of Planet Toulán becoming a part of our Virtualsense family, some changes have taken place that reflect more on combined efforts when it comes to community. We are reviewing all community programs and updating or making changes where needed. However, we are also reviewing how we can improve them and assist our Monrian Born with their first experiences in an effort to navigate a very complex universe.

We made changes to the [Monrian Born Program](#) that we felt were necessary, but discussions are underway to determine how to improve it. We appreciate your patience while we sort through this, but in the meantime, the community at large is always available to assist where needed.

## Virtualsense Community Assistance Team (VCAT)

With the blending of two communities, we renamed the Monria Community Assistance Team (MCAT) to the [Virtualsense Community Assistance Team](#) (VCAT) so that community members have broader access to those who give assistance where needed. There is a Co-Management team for both Monria and Toulán who look after the activities provided by VCAT. ShadowDragonV and Malgar Co-Manage the Monria branch of VCAT, and Hally and Miles Co-Manage the Toulán branch of VCAT.

ShadowDragonV and Malgar have also taken over Co-Managing any future field trips for both Monrian Born and Toulán Born, assisted by HoneySnaps and CaptDew, all from the [Guardians of Evolution](#) society who are very active with helping new players in the community. ShadowDragonV, Malgar, HoneySnaps and CaptDew are all members of our Virtualsense Media Support Team.

## Virtualsense Space Travel Program

For quite some time, we have been traveling to all planets during our warp schedule on Fridays and Sundays and it has worked very well. We never set out to be a full-on warp service, but rather a warp service provided mostly for our Monrian Born and apartment and shop owners who get the free space travel benefit.

As we develop the Toulán Born Program (not ready yet), and release Toulán apartments and shops (information will be forthcoming), Toulán Born and Toulán apartment and shop owners will also be afforded free travel during our Friday and Sunday warp schedules on our Mothership the Yamato.

We also made a couple of changes to our warp schedule in an effort to accommodate our Toulán community members and give them an opportunity to travel to other planets and return home during the same schedule, especially if they are only picking up materials, or interacting with auctions. The way our warp schedule works gives passengers an opportunity to debark at planet low orbits, then be able to come back up to the Yamato during either the first or final summons at a location.

We added an additional warp to Toulán right after we leave Monria, and kept the original warp stop at Toulán at the end of the schedule prior to heading back to Monria. We have also changed the warp schedule to start two hours earlier in order to accommodate passengers in other time zones who couldn't make it before.

Please review the [travel schedule](#) and times we reach each location so that you will be prepared.

For some time, we have talked about a Virtualsense Space Travel Associates Program - that's up next.





As we only provide a warp schedule on Fridays and Sundays, we have been in discussions about initiating a Virtualsense Space Travel Associates Program. Anny presented a draft proposal to staff a while ago on what this would basically look like, but until now, nothing was set in stone.

Recently, both Priest and Deatz reached out to me with regard to offering additional warp services with discounted fees that would cover the days of the week that we don't warp. They own their own Starfinder and already run a full-on warp service.

We are pleased to announce that the Virtualsense Space Travel Associates Program will launch on Monday, October 5th with the following fee structure and warp schedules presented by both Priest and Deatz.

Priest manages the Starfinder [XXXVI Warp Crew](#), and Deatz manages the Starfinder [XXIX Warp Crew](#).

Here is the fee schedule that both have agreed to, and applies only to the below-listed weekday schedule for each, and is outside of our Friday and Sunday warp schedule:

- 3 PED - Monrian/Toulain Born - Monria/Toulain Shop & Apt Owners - VIPs with free travel benefit
- 8 PED - all others
- fee covers the entire travel route for the above
- 8 PED for any additional requested stop that will occur after the schedule concludes
- Monrian/Toulain Born will also receive an ongoing 10% discount for On-Demand VIP Warps - this pertains to the normal rates, and not during the already discounted weekday schedule rates
- both services advertise in the in-game trade channels -- PM them to be added before each warp
- weekday schedules will be Monday - Thursday, Deatz may provide warp services on Saturday

Here are the weekday route schedules for both Priest and Deatz:

**Priest** - all times are game time summons at SS

- Calypso, Monria, Toulain, Monria, Calypso
- 18:00 18:10 18:20 18:30 Ar 18:40

**Deatz** - all times are game time summons at SS

- Monria, Toulain, Arkadia, Toulain, Monria
- 02:15 02:30 02:45 03:00 Ar 03:15

We really appreciate this initiative by Priest and Deatz, and more information will be available when the forum announcement is posted prior to the start of this associates program. In the meantime, I must also alert you that due to decreased availability of Generic Fuses, travel fees may periodically fluctuate due to markup.



I was in a dark cold and oppressive place, like being at the bottom of a deep ocean, yet the water was missing. Drums started to pound in the distance and I could hear the discordant sound of many flutes. Suddenly I was surrounded by tentacles gripping my wrists, waist and ankles, holding my head still and I was lifted into the air. Tentacles everywhere, carrying me and passing me towards some darker place of evil. I became aware of whispered unintelligible chanting, nonsensical rhythmic words growing louder as I was propelled towards some horrid fate.

I awoke with a start, I think I almost screamed out, it's hard to remember now.



I had been sitting in my apartment looking out over Monria and the entrance to DSEC Forensics, checking that my finder and extractors were tuned properly. My Yog Horror High Tower was restlessly shifting his weight from foot to foot as he waited. I had been studying some obscure Cultist writings linked to the Order of the Elder Gods as I was sure there were hidden clues in them. Perhaps a relic or item buried out in the sands of Monria. Cross referencing it with a torn copy of the Necronomicon, I had grown tired, and the text had an almost hypnotic effect, sending me into the mad and chaotic dream.

What was that whispered chant I heard but couldn't make out? Perhaps it was more of a clue to the item? As I sat thinking about it I noticed a faint winking marker on the screen of my finder. The figures and text becoming fuzzy and jumbled. Damn thing was playing up again, it had been doing this for days now, showing a claim that can't exist when I had dropped no probes. I adjusted the settings and the screen finally cleared. The only way to check this was to take it out onto the moon and test its function.

I put my equipment together and made myself ready. High Tower scuttled around me in excitement at the prospect of being out in the open again, and we made our way to the teleporter. No sense in going far so I selected the DSEC Forensics TP, but as I stepped forward, I could swear I heard a whisper behind me. It distracted me, and instead of walking out into DSEC Forensics, I appeared at the DSEC Military Camp.

What's going on? Oh never mind, this place was just as good for a test. It just meant I had to recalibrate my finder. There it was again, that fuzzy signal broken up by static on my finder, and now there were odd characters appearing that made no sense. I banged the thing hard with my hand clearing the screen and returning it to normal.

High Tower and I walked out into the crater, taking our time as we kept our distance from the wandering Cultists as much as possible. One or two approached us and before they came too close I dispatched them with my Emik Enigma. A fine pistol, and totally reliable even if a little slow to reload, but it has more than enough stopping power for those Devotees and Enthusiasts that were now around me.



In fact, were they following me? There were quite a few of them now. They were all around me on three sides but maddeningly just out of range, giving me a choice of engaging them or taking the easy path that was open to me. I didn't like this, I was being herded towards a destination not of my choosing. What nefarious evil had they in mind for me? Odd thoughts of tentacles reaching out from the edge of my vision made me whirl around in confusion. Nothing there. Calm yourself.

Then that whisper again! What did it say? I think I heard one word before it faded. "Mgepog" it sounded like. Makes no sense to me, I haven't been here long enough to understand the Cultist language. Wait, there it was again, and it was the Cultists around me chanting in chorus quietly. Yes I could make it out, but it was meaningless gibberish, like the noise they often make, but it didn't sound like actual words.

Mgepog mgyogor, mgyogor, r'luh ah r'luh

Over and over, gradually getting louder as I walked down the path open to me. For all I knew it meant "Welcome to our Moon" but I doubted that. I could see in the distance two small depressions at the southern end of this crater. It looked like it was going to be my destination. I just hoped it wasn't final! I had an irresistible urge that made me want to take out my finder as the chant increased in volume. It was too strong for me to stop myself, and I could do nothing else but comply as I holstered my gun and opened the finder.

Mgepog mgyogor, mgyogor, r'luh ah r'luh

It was hard to concentrate on the monitor when I was compelled to fire the probes into the sands. And yes, there was something blinking in the direction I was headed, and then a message of No Resource Found appeared on the screen. What? I was sure I saw a claim there. I tried again and the chant became more insistent.

Mgepog mgyogor, mgyogor, r'luh ah r'luh

The finder showed a vague impression of something below, then another message of No Resource Found. I kept trying. Each time, the same thing until the chanting had become so loud that I could hear nothing else.

Mgepog mgyogor, mgyogor, r'luh ah r'luh

It was the chant from my dream, I remembered it then! The Cultists had led me down here with a purpose, but what was their despicable plan? I wasn't paying attention properly to my surroundings, and because of this I stumbled down the side of the depression that was my obvious goal briefly breaking the spell. Kneeling and drawing my pistol I looked around and the entire rim of the depression was surrounded by Devotees and Enthusiasts all chanting and raising their arms threateningly. I stood and prepared for the coming conflict, ready to go out fighting. Nothing happened, other than the incessant and insistent maddening chanting, becoming an oppressive force clouding my thoughts, directing my actions.

Mgepog mgyogor, mgyogor, r'luh ah r'luh, Mgepog mgyogor, mgyogor, r'luh ah r'luh, Mgepog mgyogor, mgyogor, r'luh ah r'luh

I had no control, as I was forced once more to fire up the finder. I was a puppet under the control of the Cultists as they made me run around the pit firing probes over and over in time to the chant, never finding the thing they obviously wanted me to discover. I was spiraling down towards the center while the chanting reached a fever pitch. The circle of Cultists advancing down to slowly engulf me.

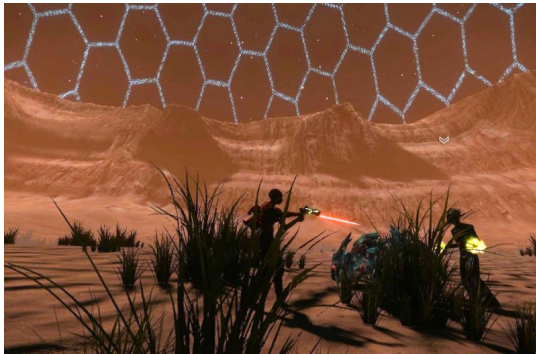
MGEPOG MGYOGOR, MGYOGOR, R'LUH AH R'LUH,  
MGEPOG MGYOGOR, MGYOGOR, R'LUH AH R'LUH,  
MGEPOG MGYOGOR, MGYOGOR, R'LUH AH R'LUH

I was guided to the center of the depression and fired all my remaining probes into the ground. The surface of the pit rumbled and tremored, staggering us all as a mini quake hit, shaking the Moon before a blinding flash blew out at my feet brighter than a sun. With a deafening roar that quieted the Cultists.

Then silence.



The Cultists were still encircling me, staring in silent worshipful awe at my feet. I looked down to see a golden box covered in strange writings. High Tower was cowering away from it. It was the first time I had ever seen him afraid. Despite feeling fuzzy from being under the Cultist mind control, I knew what had to be done.



I scooped the box up under my arm and drew my pistol, then ran at the nearest Devotee blazing away for all I was worth.

The shock of my attack stunned the Cultists for a second which bought me enough time to break through their ring and out of the dusty depression. All I could do now was run, run for all I was worth, I had to escape. The Cultists mustn't have this box they clearly desired. I had to prevent whatever malicious plan they were attempting to complete.

I was getting away from the mob of enraged Devotees and could see the path up to the Military Camp ahead of me.

I was going to make it. I looked over my shoulder and there was at least a 100 meter gap now. I looked forward and ran straight into a Protector of Shut'thend. His icy hands raked at me and I began firing, but I realized he wasn't trying to harm me. He was focused totally on the box under my arm, his scrabbling clawed fingers snatching at it. I threw the box over his head towards the camp and as he turned to chase after it I emptied my magazine into his unprotected back. I sprinted forward to pick up the box again as he expired, leaking noxious fluids into the sands.

The Devotees were right behind me now, I had to keep running. Nearly there, not far to go, keep running. Yes, there, I can see a turret, run Heidi run, like an arrow straight for the guns. Fingers crossed it won't be shut down for maintenance. I must be close enough, why didn't it fire? Fighting the increasing urge to look behind me I kept my legs pounding the sand. I could feel the presence of the Cultists behind me.

Please let me make it.

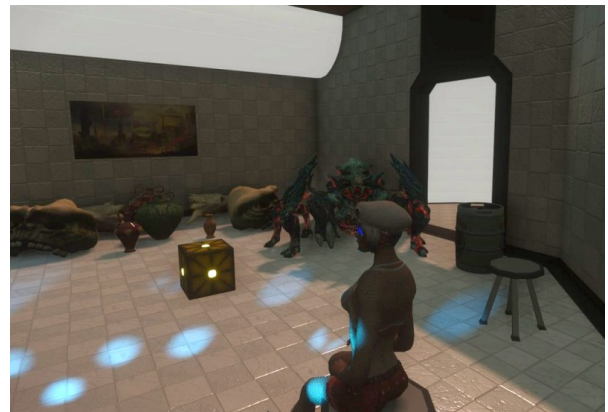
Then the guns fired. I didn't look back, I just kept running, running to the Teleporter, running through Cthulhu Tower, running to my apartment, running into my trophy room. Collapsing in the middle of the room.

I am sitting there now, staring at the box, not daring to open it, High Tower cowering in the corner. I can't leave it here alone, the Cultists might come, or send one of their agents to steal it. I can't even shut my eyes, as every time I begin to sleep I hear a loud and terrifying chant that never stops.

H' THARANAK, H' THARANAK L' CTHULHU

What have I done? How do I escape this doom? Will nobody rescue me from this monstrous device that exudes a cloying presence and terrifies me...

Help me...

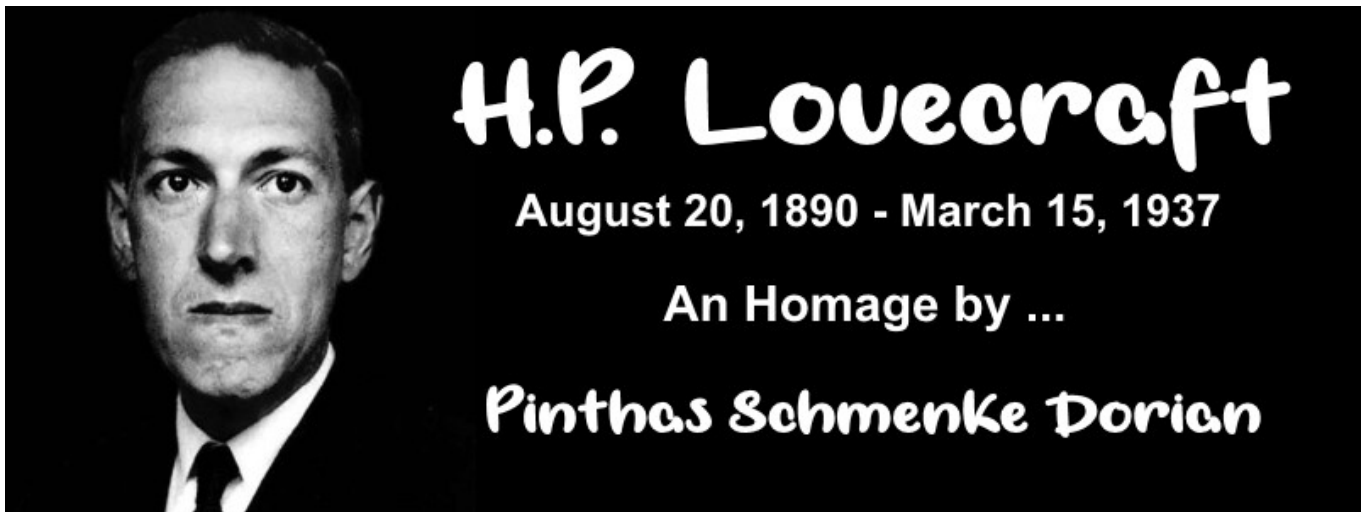


### DME Reflections:

I just want to say how much I thoroughly enjoyed your story Heidi. It kept my attention the entire time, and I hope that you will continue writing stories like this because I know you're a big miner on Monria. You have a great storytelling presence, and a nice way to connect energy with activities that makes it engaging.

For those who are curious what the R'lyehian references were, copy and paste into the [R'lyehian Translator](#).

I hope Heidi's story inspired some of you to perhaps consider writing about your own experiences either on Monria or Toulán. If you have an interest, then PM me at the Virtualsense Forum, and remember, it always makes it more fun to have photos to help tell the story. Use the Toggle Interface Visibility icon in game to clear your screen prior to taking screenshots.



The name H.P. Lovecraft is regarded by many as the most influential 20<sup>th</sup>-century author of horror fiction. Virtually unknown having died in 1937, his work lives on posthumously in almost every aspect of modern horror fiction we know today. Unlike the name "Tolkien" who many will almost immediately recognize, Lovecraft will barely raise an eyebrow. However, the truth is, that we would probably not have the creative works of current authors that you easily recognize today such as "Steven King" and others.

H.P. Lovecraft created an ongoing and never-ending mythos based on a creature by the name of Cthulhu, and to this day, his following is still present, and stories continue to be written based on this mythos. His concepts were complex and intricate with deep meaning that to some were difficult to comprehend in his day. Today, however, that is a different story. When you look at his writings, there are expansions of his original work adding to his original storyline. Podcasts of his work are available online, specific forums discussing much regarding the depth and concepts of the body of work he created, and even today, the virtual world has grasped at his Cthulhu Mythos.

There is an online 3D Horror MMORPG called Monria within the virtual world called Entropia Universe with a Cthulhu Mythos-based theme. The Virtualsense Development Team expands on this mythos creating their own engaging storyline that blends with their in-world activities. [Five downloadable PDF books](#) have been published and storyline continues through mediums such as event lead-in stories, mission dialogue, and the lead story with every development update.

Although Lovecraft never knew of his fame prior to his death, his works have lived on now for nearly 100 years, and there seems to be no stopping the ever-expanding body of work that he gifted for creative minds to expand upon. In my opinion, he is the father of modern horror fiction, and his mastery of horror has unknowingly influenced writings and virtual reality games for I'm sure many more years to come.

More importantly, people who are like-minded and enjoy the horror genre, have a creative outlet to chat and discuss much of his works on different forums throughout the world while writing more storyline and recording podcasts to express their creativity. If Lovecraft was living in today's modern world, he would be one of the best-known authors of our time. Like many artists, their genius is not discovered until they pass, and we never get to ask them the questions we want answers to. This, unfortunately, leaves a gap with which we fill only guessing what he really intended for his beloved Cthulhu.

**DME Reflections:** Pinthas and I are the writing team that brings the Monria Cthulhu-based storyline to life as it relates to our moon theme, and we very much engage many of our community members as characters in the storyline that makes it more interesting. Eugenio "Anhithe" Wilde, owner and developer of Monria, is very much inspired by storyline, and he writes development lead-in storyline for each development release

It is important to us that we stay true to Lovecraft and Cthulhu lore in this respect, and we embrace many of the Cthulhu family tree characters as we advance our own storyline.





With the addition of Planet Toulan now in our virtual vault of cool stuff, you can only imagine how much fun we are all having. However, with these crazy Leprechauns and TabTabs teaming up, there's no tellin' what will come out of the virtual woodwork, or the board room for that matter.

Nonetheless, we are geared up to take both Monria and Toulan to the next level and deliver over time a more engaging experience, while also staying true to our motto of "Expect the Unexpected" ... I think we managed to do that when we announced a new beginning for Toulan and Monria.

With regard to future development, I can assure you that we have a well-planned out path for where we are taking both Monria and Toulan. Right now, we are focusing on Toulan's economy, along with re-purposing loot to make it more useful. This doesn't mean that there won't be cool stuff too, there's plenty of it coming.

I know I get razzed at times for teasing you guys about what's cooking without ever really telling you anything but I appreciate that you know that and are gracious about it. I engage in this type of chat because I *know* what's coming and I am quite excited for you guys.

We are looking at, and evaluating how all missions work presently, or don't work, and then doing what we can to make needed adjustments. That includes looking at all mobs and mob spawns to assess if there needs to be adjustments there as well, but we are also relying on you guys to let us know how things work or don't work for you. This is why we have the suggestion sections at the forum for both [Monria](#) and [Toulan](#).

You know that we read what you post and take into consideration what the needs are, but also what you would like to see in the way of future enhancements. We implemented many of the suggestions over the years that were requested for Monria, and we will continue to assess what you present to see what's viable.

As Ant mentioned in the Toulan/Monria announcement, we have more control over development now, which means we can entertain cool ideas, but within the guidelines that have been set by MindArk. Also, with the future expansion of Monria, you will see some pretty interesting things happen there as well.

Becoming Planet Partners has unleashed a whole lotta creative energy, and you will experience the result of that with every VU. Each Virtualsense team member is actively engaged in pumping up the volume in one way or another, and you guys will be the recipients.

*I'll just say this ...* I learned just recently what's coming in the Dec 1st VU, and it took me more than a hot minute to collect myself ... Ant likes to torture me with not only sleep deprivation, but information that keeps me thinking about all the cool stuff ... just know it's coming.





Planet Toulán 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, Toulán 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 colonizing the planet, you are here to rebuild the nation to its past magnificence.

© 2020 Toulán / Virtualsense, Ltd. All Rights Reserved.

Entropia Universe © 2020 is created and owned by MindArk PE AB