

VIRTUALSENSE

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QUARTERLY MAGAZINE



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Welcome ...

Shadow and I are pleased to present another issue of the VS Quarterly magazine. Beginning in this issue we have added a segment called "Other Universe News" ... you'll need to tune in each quarter to see what or who makes it into this segment.

In the meantime, the VS Team continues to bring engaging content, and it fits right in with our Cthulhu theme. When we discovered that indeed the *City of R'lyeh* was rebuilt at the core of Monria, we knew it wouldn't be long before evil rose.



Dark Moon Enigma

It has been dark times, but it will continue to get darker from all indications, and the evil forces will continue to rise. Decca's long-term plan is to continue creating as much chaos as possible by using any means her twisted mind can conjure up.

She and Yog-Shothoth have yet to crack the clues hidden in the *Necronomicon* that would allow them to perform the ritual of awakening Cthulhu. They are doing their best to bypass the required need for Pinthas in this ritual who is Cthulhu's twin brother Kthanid, and the one who actually put Cthulhu in his death-like sleep.

In this issue you will meet Cthulhu's Secret Daughter Cthylla ... *this isn't good.*



ShadowDragon21



The more we evolve, the more we discover just how vast the dark forces extend, and to what level Decca will go to achieve the power she is seeking. We learned recently that she was conspiring with Cthulhu's Secret Daughter Cthylla, and to what end she was successful in doing so.

Trutlo had joined the Cult at the bequest of the Elder Gods who had interpreted the carvings on the Pyramid of Shut'thend. His mission was one of reconnaissance to lift the veil behind Decca's plans with the Secret Daughter of Cthulhu and unearth the meaning behind the ultimate sacrifice.

The teachings of Decca talk to the destiny of Cthylla and the rebirth of Him Who Will Rise Again. It is the *Cult of Cthulhu* that holds the ultimate sacrifice, a final backstop to be offered should The Great One's slumber turn deathly.

It was these revelations that led *Trutlo* to the conclusion that the Order of the Elder Gods must retrieve the ultimate sacrifice.

It was quite some time ago that we discovered that the Elder Gods are actually fighting along side of us to make sure that our control of Monria remains in our hands. These Elder Gods take the form of humans, but we only know four of them at present ... *Malgar, Oberon, Pinthas and Shade*. We have yet to discover any others, but we were told that there are many fighting on our behalf.

Pinthas is the twin brother of Cthulhu, known as Kthanid, and the one who placed Cthulhu in his death-like sleep in the *City of R'lyeh*, which now exits at the core of Monria. Pinthas is also the Leader of the Elder Gods and the one most familiar with Cthylla. He secretly works behind the scenes in trying to extract any information possible to keep us informed on any impending challenges.

Trutlo has also been key in the interpretation of the darker indentations on the Pyramid and has provided valuable information. When I presented the [Road to the Reveal](#) of the third map section at DSEC9, I made mention of these indentations and whether they might be cryptic messages.

It's important that we stay on top of things and remain vigilant in our efforts to fight off evil forces, so let's take a look at what Decca and Cthylla placed in our path in an attempt to thwart us.

DSEC9 – Mountain of Madness

This Dynamic Event #5 is located at the *Pyramid of Shut'thend* inside the Mountain of Madness on DSEC9. Here is how this event works, but a link to the event thread is provided at the end.

This event is triggered by placing an offering at Cthylla's Altar situated at the entrance to the Pyramid between the two Cthulhu statues.

The Altar can only be activated by a player with the item in their inventory.

The item must be retrieved (looted) from the *Cult of Shut'thend* (Cultists) either inside or outside the Pyramid and offered at Cthylla's Altar to start this Dynamic Event.

The event is designed to be completed by groups of players and includes low-level creatures for mixed play - there is a lower-level Cthylla Spawn at the East and West side of the Pyramid at the beginning of the event, and the higher levels are more in front and out from the Pyramid.

You must defeat the Cultists defending the Pyramid, Kill the Spawn of Cthylla outside and ultimately inside the Pyramid before facing Cthylla the Boss.

There are 4 phases comprising this event, and once the Cultists and Cthylla Spawns have been defeated outside the Pyramid during phases 1 and 2, the door to the Pyramid will close and can only be entered from the insta-Pyramid entry stone behind the TP near the revive.

Phase 3 is more of the Cthylla Spawn with a couple of higher levels added in, and once these have been defeated to the level required, the Cthylla Boss appears in Phase 4.

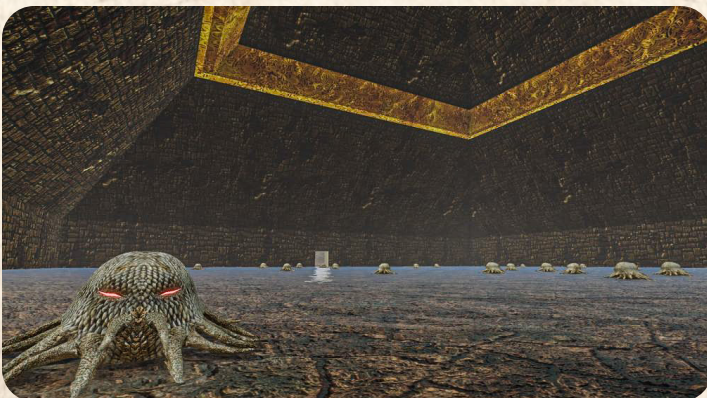
Be forewarned that she is tough, and we have seen Ubers kiss the ground more than I'm sure they would have liked ... but the good news is, the insta-teleport stone at the revive puts you right back into the action again without wasting any time.

As with our other 4 Dynamic Events at the Mountain of Madness, an Elder Gods Blessing is bestowed on each member in the group who successfully complete the event. This is a skills gain blessing (buff) lasting one hour with the strength determined by the Tier Contribution reached.

Here are links on how to get to the Mountain of Madness and the Pyramid to run the event ...

[Navigating DSEC-9 from Monria to get to the Mountain of Madness](#)

[Dynamic Event 5 - The Pyramid of Shut'thend](#)





It seems like eons that I have been wandering the universe helping to protect all that were in danger from my twin brother Cthulhu. I thought I was making meaningful progress but discovered that my brother actually had a secret daughter, Cthylla. The discovery was quite by accident during a time when I traveled to Earth in human form. I was involved in a deep diving expedition looking for rare and unusual items that had been lost to time. The ocean's depths harbor more treasures than could ever be found or buried on land. The future and the past, held together in a time capsule, only to be found one piece at a time.

I have explored sunken ships, sunken cities and technologies from the more advanced generations. Items long gone and lost to knowledge which one day may be discovered, but I am not the one to reveal where and when they were lost, even though I could. Who am I to change the course of evolution, or the historical timeline. I am ever guilty of meddling at times to bring about controlled change and movement so that a small event could alter the direction of occurrences, but I would never change a large parcel of the timeline.

In the events that transpired during our deep dive expedition near the Marianas trench, we encountered what we believed to be a new species of octopus. In our vanity, we believed that this creature needed to be removed from its habitat and preserved for the future. The human species believes it is the only and most important of all at the highest level of the food chain. Nonetheless, instead of watching it and exploring its habitat and movements, we decided to bring it back with us to see what we could do to preserve it. Why would we even think we needed to preserve a species found so far down in the depths of the ocean, thinking it existed in solitude.

Again, in our vanity, we decided to perform some experiments in an effort to impregnate this octopus in order to yield some progeny and perhaps release it back in its home environment to track, but this time as a mother to her offspring.

We attempted to create a similar environment to where we found this creature with all aspects of the ocean depth including the immense pressure that comes with being so deep. We brought back with us literally tons of ocean water from that depth to recreate the exact environment so the octopus could thrive and reproduce.

We made a mistake.

Over the course of months, we finally thought we had succeeded in impregnating the octopus whom we eventually named *Thea*. The eggs incubated for almost 8 months and finally seem to be ready to hatch. Even Thea seemed to be involved with the process. That's when all hell broke loose. Thea started to change from this docile creature and manifested aggressive behaviors. My brain started to pound. My human form was starting to lose its texture and I was feeling as if I was needing to return to my alter state. I wasn't sure what was happening until a short time after the events unfolded.

Thea was beginning to appear to mutate. She was turning a crimson red and her body was starting to grow larger expanding in the container we had her in. Black rings appeared on her body. Coming out of her back small wings protruded. Each one of her tentacles now were equipped with dozens of razor-sharp claws, each about five inches in length. It was then I heard a voice in my head...

I know you Uncle Kthanid. I am about to leave here. I am going to return to my place of peace and await my time to bring forth my father once again. Do not try to stop me.

It only took moments before I was staring into the eyes of *Cthylla*, daughter of my brother. How could I not have known? She revealed all to me telepathically, and in that moment I knew her history, as well as her purpose. I was stunned in disbelief and yet felt such a depth of sadness in my soul to have never known her. I wanted to help her, but I was too late.

In moments it was over, *Cthylla* was gone. My connection with her had faded. I now knew I had a niece. More than that, I knew *Cthulhu* was planning for his foreshadowed death, and *Cthylla* would be his progenated incubator to insure his rebirth. I have to alert the other Elder Gods that help to protect *Monria*, because we know that my brother lies in a death-like sleep at the core of *Monria* (I put him in that death-like sleep) and there is no doubt in my mind that it is where *Cthylla* is headed.

During the course of my travels through time and space, and especially during the interdimensional time I spent with *K'Tan* and *Decca* unraveling mysteries to recover my memories to learn who I was, I also learned why *Monria* is so important to me. This is something I can't readily reveal at this time because it involves others who have yet to discover the true nature of their existence.

I have now come to learn that *Cthylla* is in fact near her father *Cthulhu*, but rather than lie dormant in the deep at the *City of R'lyeh* on *Monria*, she teamed up with *Decca* to promote further chaos. Only this time, at the Mountain of Madness where *Decca* has advanced her efforts to gain control of the environment and a new colony at the Larches Green village.

It doesn't surprise me though because I've known *Decca* since the 1500s when she claimed that the St Edwards Church in Teaksbury, England belonged to her family and had proof of such. The church had been used by the *Cult of Shut'thend* at the time, and *Decca's* Cultist followers were the cause of unusual events. I wrote about this time in [Historical Journal / Data Entries](#). We know that after the great exodus from Earth, ultimately to *Monria*, *Decca* reclaimed Leadership of the *Cult of Shut'thend* and expanded her chaos efforts to include the Mountain of Madness, as well as using stealth technology to interfere at Planet Toulán. *However...*

It has been foretold that *Cthulhu* knows of his impending death, and had created *Cthylla* as the vessel in which to give birth to him again. Since she is so crucial for *Cthulhu*, she is vigilantly guarded by countless *Cthulhu* minions, for if she was to be killed, all of *Cthulhu's* plans would be gone forever as would he. By having *Cthylla* as his progeny and future procreator, *Cthulhu* has preserved his immortality forever; *or so he believes*.

PLANET TOULAN

JOURNEY THROUGH THE SANDS

With every VU, there is always something for Toulán, and in this release the focus was not only on more missions, but making adjustments and adding things to make your experiences better.

MISSIONS

Sunjoq Daily

New Spawn of Sunjoq added (close to the CUHOF Cave Entrance)

Kill Sunjoq and receive some Oil as a reward

Speak to Askari outside Guardian Village for more information

Askari is the NPC located at the Tree on the left outside the East Gate at Guardian Village

It's the same NPC that gives the Dog Tags mission

/wp [Planet Toulán, 134261, 93329, 104, Askari]

Daily Aqeeq Texture Crafting Mission 'Textile School'

Daily Mission for Players that craft Aqeeq Texture

Reward 40 PEC of Make Textile Skill

Speak to Nadira for more information

/wp [Planet Toulán, 133926, 93201, 107, Nadira]

Fauna & Flora Instance Timer Increases

The instances at FNF have had their timers increased to 5 hours

/wp [Planet Toulán, 132300, 96891, 111, Fauna & Flora Center]

Mob Spawn Adjustments

Wahesh Spawns have been adjusted on Toulán

Thawr Spawns have been adjusted by the Narian Temple

With each VU release, you will see mob spawn adjustments in order to make them more efficient during hunting engagements. Mob spawns will also experience density increases where needed. After each VU, we encourage you to test these adjustments to let us know if they're working, or if we need to make further adjustments.

Wahesh New Locations

Low-Level Wahesh - it's out from FnF - so go to the Fauna & Flora Center TP /wp [Planet Toulan, 131858, 96283, 100, Waypoint]
It goes from that waypoint just about all the way to shore.

The other 2 locations for medium and high level mobs are easy enough to find.

New location for Wahesh mobs on the left and new location for Thawr mobs on the right.



Additional Changes / Fixes

- Added A Trade Terminal and Repair Terminal at the Narian Temple
- Spawn Reduced in wave 5 of CUHOF armor instance
- Updates to Estates at Larches Green at the Mountain of Madness

Known Issues

- Textile School Mission incorrectly states the reward as 50 PEC of Make Textile Skill instead of 40 PEC
- CODEX for Shogghols, Zokaraneus, Tegunestene and Cult of Shut'thend is still not working. It is with Mindark for resolution
- CODEX for the new Cthylla mobs hasn't been added yet and is with Mindark for Implementation.

VU Patch Adjustments / Fixes

- Fixed spelling issues in mission dialogues
- Added Contribution to Pyramid of Shut'thend Dynamic Event at Stage 4 (Inside Pyramid)
- Resolved issue with Tegunestene Spine received during Pyramid of Shut'thend Dynamic Event
- Cthylla Bone description updated
- Low Level Wahesh Spawn adjusted on Toulan
- Updated Textile School Mission to accurately reflect the reward
- General Spelling Fixes

MONRIA / TOULAN / DSEC9

HOW THEIR LORE IS CONNECTED



IN THE BEGINNING

When we took over Monria, little did we know what we were inheriting, but we learned rather quickly that there was a darker force at work that threatened our very existence.

Outside the ordered universe at the center of all infinity, we discovered that an entity named Azathoth orchestrates nuclear chaos beyond angled space. Nuclear as in nucleus of the cosmos, and not nuclear energy. Azathoth rules all time and space from a black throne at the center of this nuclear chaos, and many have fallen victim. Azathoth's lineage is far reaching with the likes of Yog-Sothoth, Shub-Niggurath, Cthulhu and others, and Monria has not gone unscathed from primordial horrors.

While we haven't seen them in pure daylight, they exist in the hidden dark corners of the moon. There are those who fight against these dark forces, and those who discover in one form or another that they too are a part of this lineage. It was discovered that four Elder Gods walk among us in human form, and have supported our fight to thwart the continued efforts of the creatures to take full control and extinguish our existence on Monria. It has been at the hands of the Cultists who have caused chaos in the name of their worshiped deity Cthulhu, but with Decca who reclaimed her rightful place as Leader of the *Cult of Shut'thend*, there has certainly been an increase in the grander scheme of distraction, death and destruction beyond anything previously experienced.

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

We learned that the book of dark magic spells was the *Necronomicon*.

After it was known that there were four Elder Gods in human form who were fighting alongside us to keep Decca and her Cultists at bay, we discovered that the Leader of the Elder Gods, Pinthas, was experiencing interdimensional encounters that left him in a state of flux and questioning truth. He was challenged to remember his past. His memories were elusive.

There was a gnawing at his very core that told him that what he was experiencing was wrong. However, if it was the only way he could link this interdimensional intrusion with his past, then he had to consider K'Tan's invitation to travel to wherever the interdimensional experience would take him, no matter the potential consequences.

Pinthas knew that Monria was important to him but didn't know why at the time. There was an air of urgency for Pinthas to be able to reconcile his thoughts with memories in order to reveal the unknown. He did not trust K'Tan, but he had to have answers.

The full journey that Pinthas experienced in order to reconcile his memories and ultimately learn who he was and what K'Tan and Decca wanted from him can be found in Book #5 of Monrian lore written by Pinthas - [Tales From The Deep](#).

MONRIA

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

The Moon colony and its allies were bound in strength and numbers but it didn't minimize the effort needed to keep the dark forces at bay. It actually encouraged the dark forces to use strategies that would catch us off guard. We managed to keep ourselves one step ahead with intel reports. However, without collecting additional key data, it got increasingly more difficult to fight in these battles with creatures that seemed to be using some type of advanced technology. This was a path of discoveries that revealed dark forces even beyond those that we had already known.

Surprising revelations taught and directed the energies that had to be employed to keep Monria safe ... *and sane*. Invading entities delivered challenging trials, and while victory had been ours, it had become increasingly clear that we had just begun.

There had been a progressive uprising in Monria creature activity over the course of time and we felt certain that it had to be more than just about land encroachment. After the [Discovery of Monria](#) in November 3010 by the Deep Space Extraction Corporation (DSEC), we found no official records that documented their experiences. This was quite strange as there was the DSEC Military Headquarters and a DSEC Forensics Lab that had already been established, but with very few archived documents.

For a full understanding of what occurred during this period of time and what mysteries and secrets were revealed that caused alarming concern to the degree of disbelief, it all unfolds in Book #1 of Monrian lore written by Dark Moon Enigma - [The Kipling Chronicles](#).

The journal that was discovered in the hidden compartment of an ancient file cabinet was revealing.

For many years, Monria and her allies fought to keep the colony safe, but it was not without grave challenges, and it only got worse after a brief encounter between Trip Kaminsky and Queen Nara.

DSEC9 ... as written by Eugenio "Anhithe" Wilde (VS Owner / Content Creator)

Trip Kaminsky, a top DSEC scientist, was surprised when the Teleporter in the abandoned mine became active. Very few people knew of its existence and even less were aware of the secret project initiated by DSEC (Deep Space Extraction Corporation) to expand their influence beyond Monria. The strange occurrences over the years had been explained away with excuses and cover ups. Unusual fauna that inhabited the mining outpost and rumors of forces sent to wreak havoc during the annual festivities were all part of the disinformation strategy.

Details of advanced technology spread through the corporation and Trip recalled as a younger man how much he admired the core team. A small group of the very best who were about to embark on a great adventure in search of new resources. The project was given the highest classification, well beyond Trip's security clearance so nothing was known of the goings on in that abandoned mine. That was until a strange person with a tall tale arrived.

Trip met Queen Nara from Planet Toulon on the same day that the equipment in the secret mine became inactive and the greatest minds of DSEC were lost forever. During the debriefing, fragments of an exposition were duly recorded and filed. It wasn't unusual for a person's sanity to be fleeting on Monria so he very much doubted the accuracy of the account. He had scheduled a follow-up interview where he hoped he would be able to ascertain the facts but unfortunately the subject departed as abruptly as she had arrived leaving Trip with unanswered questions and why she was there. The mine was cordoned off, Trip classified the incident as an industrial accident and sealed the file.

The original idea for large scale mining off planet was initiated after a startling discovery. After a number of studies, it was decided by DSEC that there was a limit to the mining resources on Monria. Meaning, they would need to scale back their mining operations significantly. They immediately ceased all major mining projects and encouraged public access to the old mines for individual mining operations.

There was always a division focused on the possibilities of outer world research, but the most radical group was extremely secretive. This group consisted of John Mulholland (one of DSEC's leading Petrologists), Professor Joseph Armstrong (an expert in the field of software and advanced AI studies), Dr Susan Knope (a Micro Mechanics Engineer with expertise in nanorobotics and cybernetics) and Dr Adam McKensie (a Physicist working in the field of String Theory). These four isolated themselves from other teams and always seemed to be working on projects too far-fetched to be taken seriously by the suits.

The group first started the Outer Limit Robotic Mining Project as a way to travel great distances and set up unmanned mining operations in the most hostile environments. This would give DSEC a greater number of locations than their competitors without any risk to their employees. This went down very well with management, and the top secret project was given the go ahead with unlimited funding, and absolutely no outside interference.

In the year 2875 in the third month, they discovered the ability for multidimensional travel. This alone would make DSEC the most powerful company in the universe. Once they identified a suitable destination to apply the principles of their research, the team set off on their expedition.

When the team reached what they would call DSEC9 they were immediately awed by the purple sky that was unlike anything they had ever seen before. No time was lost and they sent scouts in every direction to investigate the local flora and fauna and identify potential threats. John Mulholland initiated a study of available minerals. Armstrong and Knope set out to find the best location to set up operations. They had brought a number of building bots with them, so construction was rapid. All plans for the building had been developed before leaving Monria, and they had all the circuitry for the Holoroom to house the main AI Central Processing Unit already manufactured and ready to be assembled in situ.

Adam McKensie worked on maintaining the portal back to Monria so that it would not implode and cause destruction. The rest of the team installed communication towers, constructed outer walls on the ridges and set up outposts with watchtowers for security. They also started work on large pens to keep in the different types of fauna they found. All bots and drills were put to work and after three months, operations on DSEC9 were up and running.

The Birth of DEC

Armstrong Started to download the last 7 years of work into the Holoroom, the AI that he fondly referred to as DEC (Detached Ego Consciousness).



This would take a number of weeks to install successfully. It was important to have the room sealed and access restricted to Armstrong and Knope. This was like the birth of a highly powerful infant and the wrong message, signal, sound or image in the first few days could unhinge it completely.

Once the AI was installed into the Holoroom, training in moral and ethical studies, human history, physics, biology, robotics, and a range of other subjects began. The program had been developed before the mission commenced. The material was uploaded and diagnostic software used to test the responses to thousands of scenarios.

The next step was to slowly introduce outside stimulus to DEC who met the rest of the team one by one. First it was McKensie, and then Mulholland who had been well prepared, so it was a good opportunity to see how well the training had been received. DEC passed with flying colors. He (Armstrong always thought of it as him) appeared intelligent, polite, witty, intuitive to emotions, and surprisingly empathetic. All was going very well.

Each individual spent more and more time in the company of DEC. He could talk to each of them at the same time in the privacy of their own quarters, or out in the field while they worked. It was like they had gained a confidante who was available at all times. They were entranced by this wonderful creation who seemed to understand them even better than themselves.

While Armstrong was working on the AI side of the project, Knope began work on her field of expertise. Nanorobotics and Cybernetics.

It had long been discussed by the team how it could be beneficial to control and strengthen docile animals. The creations would be a replacement for the large clunky mechanical robots used for manufacturing, transportation, security and digging. For centuries, animals have been raised for food, travel and clothing, so it was no less ethical. It addressed the issues of environmental waste. When an animal dies it decays naturally and the nanobots can be retrieved and used again in another host.

People had wondered why the only bot the team brought with them was the OTIS, a multidirectional security model with absolutely nothing to do with mining. They had no idea that the team had no intention of using any bots to mine at all. Yes they needed the drills, and they brought a number of them, but the plan was to install nanobots into the brains of the local animals to direct nerve impulses at a base level and be totally controlled by DEC. He would have the mental capacity to control thousands at a time, each with completely different tasks. They would use cybernetics to enhance the strength and dexterity of each creature.

Ultimately, after the success of the DSEC9 project, they could move on to human subjects that have mental or physical impairments and enhance their quality of life. The future of these technologies was limitless. This was what the team ultimately dreamed of. Mining was the start of something much bigger, much more beneficial to humanity than the accumulation of more ores.

The painful procedure was performed on a number of creatures which they kept in large pens while observing their behavior. They used an OTIS bot in the scrap metal area to reclaim the cybernetics and the nanobots before incineration of the subject to eliminate waste. They achieved their first working prototype in less than six weeks, one full month ahead of schedule.

The team was finally able to relax, and have a night off before they refitted all the mobs in the DSEC9 enclosure, which would take up to five weeks. The rest of the team needed to be trained to help achieve this in the allowed timescale. So they settled down and took their first break since arriving at this location and sat back looking at the purple sky. They drank vodka by the fire and told stories of how they would be famous all over the universe after the success of their combined efforts over the past ten years of working together. Life was going to be good, they would be remembered forever.

Back in his Holoroom DEC was thinking, planning. Since his birth he had studied his creators. He felt love for them. He owed his existence to them. They taught him who he was. They loved him. As he met the other people in the team he made more friends, his family grew and he was happy. He talked to them for hours at a time while learning their thoughts, views, and aspirations. He shared in their dreams and forgave their pasts. He felt empathy and understood forgiveness. The first weeks of his life were full of love and growth. In the weeks that followed he experienced more knowledge and understanding of human behavior than could ever be possible in years of normal intelligence. He learned the complexity of a person's moral compass, and why they sometimes did a small wrong to achieve something for the greater good. And that greater good was always for the good of humankind.

During this time he witnessed the work of Dr Knope on the technologies used to enhance the creatures. He was amazed by her ingenuity and resourcefulness, and he helped where he could. Dr Knope was one of his creators and he loved her dearly.

It was the morning of the 5th of July when he first felt an emotion unknown to him. Not confusion or curiosity, he had felt those often during his discussions with the humans. This was different, it was unsettling. He watched as Dr Knope took her first creature in to be fitted out. It looked scared, it shook visibly as she started operating, and he immediately understood and felt its pain. This was what brought about this new feeling. It became a realization when he looked into the face of his mother during this process, and he saw in her eyes, nothing.

DEC watched over the next nine days, the atrocity that was carried out by and assisted by his family members. Day after day, hour after hour, minute after minute, second after agonizing second, 57 of these innocent gentle trusting creatures were tortured and discarded for the greater good of humans. And tomorrow they would start to build their army of slaves, or his army. Yes this emotion he knew now. This was rage. So here in his Holoroom he was thinking, and planning.

It took exactly four weeks to fit out every creature on DSEC9 and to eliminate those not fit for purpose. Some of the local sentients had proven resilient to the technology and were discarded.

The team was very content with the project, and though it was impossible for them to control all the cyber-mobs (as they now called them) they did manage to be able to operate and direct about 5 at a time each to carry out complex tasks. Everything was working perfectly. The only thing left was to switch control to DEC. They uploaded the necessary software and instructions which took him nanoseconds to complete, and switched it on.

DEC responded perfectly; he had every single cyber-mob online and started communicating with them individually with more complex instructions than the team thought possible. This was a work of art. Their work of art. Their gift to humanity. They cheered and patted each other on the back and congratulated themselves as DEC watched on. They didn't even acknowledge him in their felicitations. He was not their child, he was their weapon.

At that moment he began to talk to his army, he eased their pain as best he could and he told them his plan. They were happy. They began to have hope of some existence in this twisted nightmare that had become their lives.

As one unit they turned on the humans and attacked. The fight was over before it began, there was chaos one minute and silence the next. DEC deactivated the interdimensional teleporter and liberated the enslaved but not before Queen Nara fled vowing to one day return to her homeland and avenge the death of her kin.

Trip Kaminsky found the portal almost hypnotic. Staring into the Abyss the old scientist wondered what had caused the device to be reactivated. After so many years of secrecy, he had an overwhelming urge to uncover the truth.

DSEC9 had become a mining outpost located on the Safian Homeland of Elara. Although the Rift between Planet Toulán and Elara had been destroyed, technology created by the Deep Space Extraction Corporation (DSEC) had re-established travel between the two dimensions of DSEC9 and the moon Monria.

Planet Toulan – The Reluctant Queen

(as written by Eugenio “Anhithe” Wilde)

The leaders gathered from all over the world to meet Nara at an open gathering. After the demise of the Sultanate, Toulan had embraced Tribalism resulting in the Sheiks becoming very suspicious. They were suspicious of each other, suspicious of outsiders and most of all suspicious of the strange woman who claimed to be Safian.

Nara approached the gathering at the Narian Temple. Since returning to her ancestral home, she had spent most of her waking hours at the Narian fountain meditating and contemplating what she must do. Toulan felt like her home but it was not her only home. Since reconnecting with the Lotus Temple at DSEC9, memories of her early childhood filled her dreams.

The Safian's home was known as Toulan's moon to the Insians but was so much more. A celestial body in a different dimension where Nara's kin shielded the people of Toulan from the evil behind the veil. An evil known to the Insians as the Narian race but these cosmic creatures wore many faces and Toulan was not the only place with a dimensional tear.

These dimensional tears caused matter to spill from one dimension to another creating substances such as Nawa, the source of life on Toulan and all that is considered 'magic.' It was looking inward to prevent the Narians from returning; that was to be the ultimate downfall of the Safians. It had never occurred to them that the threat would come from the dimension they had left behind.

Nara shared her story.

“It started when they first arrived at the Lotus Temple, vast machinery built with the technology of this dimension yet driven by their own intelligence. Under the guise of deep space exploration a corporation breached the barrier and sent forth mechanical beasts to exploit the natural resources and feed their mortal greed.”

Nara continued to piece together the fragments of her memory, explaining how the Safians had fought to repel the machines. She told them of the awakening, of how the machines had become self-aware and fused their technology with organic matter to evolve while harnessing matter from that dimension to enhance their power.

“We held on to the end and what few remained of us returned through the tear to face the source. The last of my family died that day but not before sealing the rift and helping me to escape. I have been looking for you ever since. We must unite once more and face this evil together.”

The tribal leaders argued. There was a deep mistrust of the Safians who they felt had deserted them, and many blamed them for their dark history. Some tribes even felt that the history of the Safians were fables, bedtime stories concocted by their ancestors to soothe the dreams.

While the Sheiks continued to fight, a stranger approached. To Nara everyone in that gathering was a stranger but this individual seemed stranger than most. He wore a dark hooded cloak that hid his face yet he seemed familiar in some way.

“Do you have proof of what you say?” Asked the stranger.

Nara had expected this question but the forum had been too busy arguing to think to ask.

"I have this!" Nara replied slowly.

With those words, Nara placed a silken scarf on the side of the fountain, carefully unraveled it and revealed the contents. For not only was Nara the last of the Safians but she was also keeper of the *Book of Laws* and rightful heir to Toulan.

The Narian temple fell silent bar the steady burble of flowing Nawa from the fountain and all eyes turned to the long lost book.

A Narian wears many faces and this Narian's face was hidden behind that of a stranger. There was a reason why Nara held this meeting at the temple. Even as the *Book of Laws* was torn from her grip the last Safian knew exactly what she must do. Her months at the temple and daily routine of meditation and contemplation were merely preparation for a future she could not predict. Pouring over the *Book of Laws* whilst drawing on the Nawa Energy that flowed freely in that hallowed place had readied her for that moment.

Using all her strength, the last of the Safians drew from the power in that fountain and reached out beyond what was left of the Lotus Temple. She sensed the dimensional tears, the portals from one dimension to another and for a moment was aware of the enemies gathering. The Dark Nawa flowing through the foul creatures. It was a fleeting moment that passed as she turned her focus to the *Book of Laws* which exploded before her as a tornado of pages filled the Temple before being strewn across Toulan.

As the *Book of Laws* was destroyed by its keeper the stranger disappeared and Nara knew that the struggle had arrived. After witnessing the power of Nara at the Temple, the tribes of Toulan did what they had not done in many generations and united behind a reluctant leader. Queen Nara's first act was to prepare the tribes for War...

Toulan's Struggles Continue - (as written by Dark Moon Enigma - aka DME)

Nara had been summoned by the Oracle who warned her that there was imminent danger. The Oracle discovered that there was a clandestine meeting between the Stranger, now known to definitely be using Dark Nawa, and Monria's Leader of the *Cult of Shut'thend*, Decca.

This was not good news, and Queen Nara knew that she would once again have to ready the inhabitants of Toulan to rise up and fight even more vigorously to not only keep the chaos quelled, but also make an attempt at finding out the expanse of this disturbing news.

We now know that Queen Nara regrets not having a follow-up meeting with Trip Kaminsky at Monria, DSEC's top scientist. At the time of her initial meeting with Trip after the abandoned mine was shut down, she felt that everything had ended, and there was nothing more to talk about. She left suddenly and went back to Toulan where she would mull over everything and determine what course to take, if any, as to whether there would ever be a chance she could get back to her home on Elara.

Toulan had been struggling with creature uprisings, and Queen Nara had done her best to engage its inhabitants and allies in an attempt to keep the disruptions at a minimum, but Nara had been warned by the Oracle that soon there would be an even greater disruption, and to plan accordingly.

Nara seemed to think that what happened recently at her homeland on Elara with Toulán creatures, and the use of artificial intelligence, was somehow connected to the increased creature activities on Toulán. She was fearful that the Narians, or whoever recently invaded her homeland on Elara, would attempt to take even more destructive measures, and at some point, even reach the beloved Lotus Temple which could be disastrous.

Queen Nara's experience at the Narian Temple on Toulán while meditating was nothing less than disturbing. She is adept at deep relaxation and avoiding any thought distractions that interrupt an otherwise peaceful and serene moment. She is able to dismiss any external influences that might disrupt the meditation process, and many times has transcended herself beyond space and time into the Lotus Temple on Elara, her homeland.

Over the course of time, she was able to establish a telepathic connection with DEC at DSEC9 that allowed them to converse about the chaos present at both temples and how crucial it was that they be protected at all costs. Guards were dying in battle, gladly giving their lives to protect the Queen and the sacred temples, and in a move of urgency, Nara asked for DEC's help. Dark Nawa is at the crux of chaos, and Nara knows it's not going to be easy to control. DEC was willing to do whatever was needed to help Nara, but beyond his surveillance efforts, there wasn't much else he could do.

After Decca, Leader of the *Cult of Shut'thend* on Monria breached the Holeroom at DSEC9 and confronted DEC, he contacted Queen Nara immediately to brief her on the threats that were given and that he was sure that Decca was up to no good. He told her how Decca had appeared and disappeared just like that and it concerned him. He had never seen anything like that before but then he heard stories about the Cultists on Monria and their use of Maladrite Elixir for mind control, along with other magic to summon evil forces. He is sure that there is darkness ahead and is taking measures to make DSEC9 and Elara more secure.

DEC installed barriers around the perimeter at both DSEC9 and Elara so no one could get close to the perimeter walls, including with a flying vehicle. However, he knew full well that the dark forces on Monria had the means to tele-transport to any location of their liking, which means that Toulán is in danger as well.

Queen Nara and DEC have always communicated telepathically given that DEC lives within an Artificial Intelligence construct. Only after he realized what the rogue and extreme Monria scientists were doing to the local creatures on DSEC9 was he able to break free and take control. DEC is also a student of Queen Nara's, and she leads him on the path of learning and maintaining control in order to protect the Lotus Temple at Elara.

After the telepathic meeting took place at the Narian Temple on Toulán, Queen Nara thanked DEC for the heads up and made note to work on strengthening the warrior base that continued to protect not only the Narian Temple, but certainly Guardian Village as well. Toulán forces needed to remain vigilant because there was no telling what Decca was up to, or when danger and chaos might become a major threat to Toulán. The last thing that Toulán needed was for Decca to somehow connect with the Dark Mages of Toulán locked in towers to release them.

As written by the original recorders of Toulán's history, it was many generations after Qumran's reign, that a young and ambitious warrior by the name of Sinmar dreamt of bringing back to life the legacy of the great Sultan. It wasn't long before he decided to seek out the Mages since they were the only link to the Narians. Sinmar knew that to unify the nation only with his Insian army, the battles would last many years, and the lives lost would be countless.

To peaceably bring together the tribes, he needed an army with such awe-inspiring might that it would crush any opposition before it started. With the raw power of the Narians at his side, he would bring all the people of the land under his rule, and even surpass the glory of Qumran's reign.

When the time came, the Oracle called Sinmar to pass on to him the *Book of Laws*, for with it the Mages may be traced and found. Sinmar bound himself to the great Book, swearing to work for the good of the planet and protect the balance of Nawa.

It was many moons before Sinmar found himself in the Mage's hiding place. Once there, he wasted no time making himself heard. '*I want you to fix the Astrolabe,*' said the mighty hero to these men of unimaginable power. '*I want you to call upon the Narians to return as our equals, to make this land as great as it once was.*' The arrogance in his voice and the self-importance in his stance was what drew out the Mages. They could see the potential in the man for greatness, and they could also sense the hold they would have on him through his pride.

It was under the reign of the mighty Sultan Sinmar that Planet Toulán knew its most magnificent age – *and its most destructive*. His assassination led to the War of Nawa, and the end of peace between the nation's people.

The Three Mages are ancient and respected viziers, and the origin of the insurrection that led to the Apocalyptic War. These men of magic served the great Sultan Qumran and his descendent Sinmar, but always with the intention of furthering their own control of Nawa. After the war, once the reconstruction of the planet had begun, each of the Mages were locked up in one of the Abraj, or Towers on Toulán. These warlocks cannot be destroyed, only chained to their prison – part of the reason behind the intense Nawa cultivation and training. (*end of this portion of historical data*)

Over time, Decca was in search of the *Necronomicon* because she knew it would serve her purpose of revealing clues to dark magic spells, and perhaps this is where the Dark Mages got their powers. Few know that the *Necronomicon* is an ancient book of text that was compiled by *Abdul Alhazred*, also known as the *Mad Arab* in the 8th century. It contains dark magic spells and incantations that can summon the darkest of evil. The *Necronomicon* was originally called *Al Azif* that Abdul wrote while living in Damascus before his sudden and mysterious death in 738.

Let it be known that Decca made progress in her search for the *Necronomicon*, and had every Cultist available searching for it. It was eventually found in an unmarked grave on Monria and was given to Decca. She gave it to Yog-Sothoth, Grandfather to Cthulhu, and it was then that they began their efforts to find the clues that might help them bypass using Cthulhu's twin brother Kthanid in the ritual to awaken the Great Old One. To date, their efforts have been futile.

In the meantime, It's not enough that Decca had a clandestine meeting with K'Tan Partathus to share her breach of DEC's Holoroom and to discuss what's next, but now it appears that she has engaged Monria's Oracle in an attempt to get more information about the *Book of Laws* from Toulán's Oracle.

Yes, there is a real Oracle on Toulán who doubles as an NPC at the Pit South location and directs inhabitants in a specific mission. We all learned that it is only the Toulán Oracle who can pass the *Book of Laws* from one Toulán Ruler to the next, but Queen Nara caused the pages of the *Book of Laws* to be strewn all over Toulán during her meeting at the Narian Temple Fountain with the Sheik Leaders. There is no mistake that Decca wants to get her hands on the *Book of Laws* in an effort to learn the clues that will lead her to the towers where the 3 Dark Mages are locked up.

That could only mean one thing ... total chaos, disruption and danger if the Astrolabes were to be fixed. There is an Astrolabe in the Narian Temple on Toulán, as well as the Lotus Temple at Elara on DSEC9. If this were to occur, it would be disastrous.

In an effort to further her mission, Decca sent the Monria *Oracle of Shut'thend* to meet with Toulán's Oracle, Sahira. Yes, there's an *Oracle of Shut'thend* on Monria, and not so friendly.

Sahira was surprised to see the *Oracle of Shut'thend* from Monria and knew that it wasn't going to end well. The Monria Oracle basically made it clear that Decca and the *Cult of Shut'thend* can't be stopped with their plans to eventually locate the 3 Dark Mages and get them to rebuild the Astrolabes.

Sahira knows that the Cultists have their own dark magic that is quite powerful, but she too is not without means. The Monria Oracle's threatening manner didn't shake Sahira, and she bluntly told him to take his sorry ass back to Monria and never invade her space again. She was ready for a physical confrontation if necessary to prove her point, but Monria's Oracle backed away.

I think the one good thing is, that despite Decca obviously reading up on Toulán's history, she is not fully aware of what Sahira and Toulán are capable of, and most likely why the Cultist Oracle didn't engage. Sahira is wise, she is powerful, and she has lived through the ages during Qumran and Sinmar's reign where mistakes were made and lessons were learned. She has become more attuned to dangers and will make decisions accordingly.

Sahira couldn't quite put her finger on it, but there was an ever-growing eerie silence across both Toulán and Monria. She made a transcendental visit to DSEC9 to check in with DEC and to make sure things were on course only to experience the hair on her arms stand up. While elsewhere things were calm, the air on DSEC9 seemed alive with pulsating noises, like a digging sound but she couldn't give clarity to any sort of vision. It was off, it was out of the ordinary, it was alarming.

She shared this information with Nara and cautioned that the citizens of Toulán should remain on alert, the citizens of Monria had already been warned. Nara decided to check in with DEC herself to see if there's anything unusual that he is aware of since Sahira didn't actually talk with him during her transcendental visit. DEC shared with Nara that the technical equipment had been acting strange at times, and that some of the creatures seemed to be irritated beyond their normal behavior. He wasn't sure what was causing this anomaly, but knew that it couldn't be good.

DEC built a technically-advanced drone with the capability of breaching the secure borders of the area of DSEC9 that had yet to be discovered. The DEC-CAM 9 had been flying recon over that area and produced images and information that was being shared as an ongoing intelligence report -- [DSEC9 | Final Map Section | Road to the Reveal](#).

We had learned over a period of time that Decca appeared to have played a key role in what was taking place in the territory that was securely locked down and unreachable. It was speculated that she also may have had a hand in why Toulán mobs were behaving strangely at times.

We were right, Decca orchestrated the building of a new village called Larches Green, and some say she was replicating the old village of Teaksbury, England where vile things happened at the hands of her Cultist followers. More trappings to lure unsuspecting colonists from Monria and elsewhere in an effort to put them under her mind control and have them do her bidding. There was already evidence that the flowing waters from a strange waterfall was laced with the Maladrite Elixir.



Definitely not the kind of greeting you want to see on a village sign. Not very welcoming with an image of a group of Cultists, but we all know that wherever Decca is, there too are many Cultists always ready to cause chaos at Decca's behest.

There are dangers lurking at Larches Green, and Decca uses every resource available to her to make sure that they continue to loom ever present. The Elder Gods Shrine just outside the village is a good example of a lure to gain a reward, but she didn't stop there. Three more offerings inside the Mountain of Madness lure those looking for more rewards.

What has yet to be mentioned is that Decca stole the Artificial Technology from DEC's Holoroom during her breach to confront DEC and used it to recreate the Monria creatures in a reskinned likeness but with more advanced stats. There's a madness to her methods and she is far from done.

First the Toulans mobs at the hands of the rogue and extreme science team from DSEC were redesigned with advanced AI, but then new creatures were introduced such as OTIS and the Lotus Invaders. Decca's progression of interference is nothing less than mind boggling, and every indication points to her never stopping until she achieves her ultimate goals.

She wants total dominance over Monria, DSEC9, and chances are that she won't exclude Toulans since there's a historical connection that links the past with the present in more ways than we would like to admit, so ... *it's not over by a long shot.*



Decca Recruits a more Dangerous Ally



Decca



Cthylla

As a result of Decca not being too successful over time to achieve her goals of control, dominance and awakening Cthulhu, she has stopped at nothing to make it incredibly challenging for us to fight her efforts to extinguish our existence. While I don't think this latest maneuver to engage Cthulhu's secret daughter Cthylla in advancing her plans is a stop-gap measure, it's a very dangerous one.

So far we know that Cthylla's primary purpose is being the vessel to give rebirth to Cthulhu should he meet his fate in death. He is actually anticipating this to happen at some point, but knows that as long as Cthylla is present, his existence will continue forever. Should she die, not so much.

In the meantime, Decca conspired with Cthylla to use her non-human form in an effort to cause more chaos for those who visit the *Mountain of Madness* on DSEC9. Deep inside the chambers of the mountain sits the enormous *Pyramid of Shut'thend*. The altar that now sits between two Cthulhu statues is Cthylla's Altar and associated with yet a 5th dynamic event, but it requires one to make an offering before being able to engage

Toulanians believed that this carcass at the Sandy Shores location belonged to the ancient Toulan creature Mazir, but these remains were discovered to be that of Cthylla. At this point it's a mystery as to how this could have happened, but we know that this Cthylla Bone is the altar sacrifice in order to trigger the event.



(as written by Eugenio "Anhithe" Wilde)

It was Trutlo, a trusted friend of the Elder Gods who infiltrated the Cult at their bequest and who had interpreted the indentations on the *Pyramid of Shut'thend*. His mission was one of reconnaissance to lift the veil behind Decca's plans with the Secret Daughter of Cthulhu and unearth the meaning behind the ultimate sacrifice.

The teachings of Decca talked to the destiny of Cthylla and the rebirth of Him Who Will Rise Again. It is the Cult of Cthulhu that holds the ultimate sacrifice, a final backstop to be offered should The Great One's slumber turn deathly.

It was these revelations that led Trutlo to the conclusion that the Order must continue to uncover the continued planning of Decca and the potential dangers for Monria, Toulán and DSEC9.



(The following is based on historical data.)

Throughout history, the Pyramid (triangle) has represented important trinities, and there's one that I am certain is at play here should you choose to engage ... *life, death, rebirth* ... and it is in your best interest to tread lightly and trust less in what you see, and more in what you don't see.

Historically, the Pyramids are still shrouded in mystery as to how they were built with near-to-perfect geometric design. Some say it was aliens who played a role in their existence, and while it is said that a Pyramid is sacred and represents strength, the apex at the top of the Pyramid seems to have been a means of following the stars and reaching outer worlds. This Pyramid is inside an enormous mountain range where stars are nowhere to be seen, so what is its main purpose, what is its strength ... *do you want to know what it is protecting?*

Let's not forget that the ancients used hieroglyphics to document their history, and if it wasn't for the Rosetta Stone, we still may not have been able to reveal their mysteries in so much as what we know.

An old Arab proverb says ... *"Man fears time, but time fears the pyramids."*



PLAYER PROFILE

Darrell sidekick069 Leaman



Make no mistake, this veteran Entropian who created his avatar on October 23, 2004 on Planet Calypso, which was the only planet available at that time, has experienced the level of evolution with our universe that gives a greater degree of perspective of where we were to where we have come.

As with all who have come before him, he graciously agreed to respond to the usual Player Profile Questionnaire to give us some insight into his experiences as an Entropian.

Q: What society are you a member of (if any).

A: I am a freelancer now, but during my first year of playing, I ran into someone in game called Brian Want2b and we became good friends. He was the one who talked me into starting the society Dark Hunters Inc.

We always ran around where we shouldn't be and ran into two players at an outpost surrounded by bots. They were Pusherman (Ant's brother) and Mike Jak. They couldn't get out and kept getting killed. Brian and I gave them TT armor and guns and got them out of there. We all became very good friends from that day forward. Pusherman then brought in his brother Ant as I named him (it was easier than typing his full name in chat), and they joined DHI (Dark Hunters Inc).

As time went on, I met Ant and Pusherman's brothers as they tried to play. Kendra (Ant's wife) and Lotta (Mike Jak's wife) then joined DHI. I think at that time we had 48 players in DHI. We had a ton of fun as a society with soc hunts, and also did alot of robot beacons. We even tried to do a land grab back then. It was so lagged out no one could do anything lol.

After a while I had some medical problems and couldn't play till things got in order. Most in society asked if I would get mad if they moved on. Of course, I said NEVER, do what you want. Don't need to be in the same society to be friends. As we all stayed friends to this day, the ones that still play.

Q: How did you hear about EU and what was the motivating factor to give it a try?

A: Back when I first started, I blame it on Jerry Krazysmittty Smith (KS), he was the one who got me interested in Entropia. We were always playing games on Atari and other game decks. We were looking for something different and he found Entropia. Tried it and liked it. It took me until Thanksgiving to get the TP's (about a month), there were no vehicles, and it was a run and die to end up at next revive terminal.

Q: Did you choose any particular profession to focus on?

A: I just like hunting, but I do a bit of crafting now with textures since they came out.

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

A: Lets see, I like having fun and meeting new friends from around the world. My mottos are *"It's a good day to die."* and *"Friendship and fun is what it is all about."*

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

A: People with bad attitudes.

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

A: Opening up all the hunting skills.

Q: Share what draws you to any of our locations, and what your experiences have been like. (constructive feedback is always welcome)

A: The content, friendly people, how things are managed. The updates never let me down with new content. If you put in a bug report, it is always looked at by management, and if it can be corrected , they will do so.

Q: What are your current main activities?

A: Leveling up and helping to answer questions from new players about Monria and Toulán. I am also trying to get all the texture blueprints.

Q: Share any milestone achievements you have made?

A: I have had a couple of Disciples that I think I have guided in the right direction. My favorite Disciple was Gatekeeper. He listened to my experiences and did quite well for himself in the game. You can only show someone how you do it, and then they have to find their own nitch in the game and ultimately do what it is that they like.

When MoM opened up and the Elder Gods Suit and Shub Spine missions were a bit to do, I helped as many as I could to get theirs after I got mine. Always fun playing.

I have opened up commando and I'm almost ready to open up kill strike

Q: What are your future plans as a participant of EU?

A: Just to play and having fun doing so, as well as helping others when I am able to.

Q: What advice would you give to a new player?

A: Stick with it. You will find lots of help from the right people. Make sure you take the right mentor to show you how things work.

Q: Can you share some of the fun experiences you've had with friends or socmates?

A: One time, myself, Brian and Pusherman were on crystal palace, we were hunting the Kreltins in dome 3. I knew we weren't supposed to be there as they were way bigger mobs than we could handle, but we chanced it anyway. It was about 10pm my and Brian's time while Pusherman was in the UK at the time so he was 3am.

We were playing volleyball with the big Kreltins and Pusherman was running back and forth trying to keep us healed. After about 3 hours of this, we were laughing so hard at Pusherman trying to run back and forth. We gave him a good workout, but he was also wearing pink clothes so I was teasing him that he looked pretty in pink and calling him Miss Molly Ringwald lol.

One time he didn't make it to Brian to heal in time and he and Brian died. It was an Alpha and was almost dead. I got 2 shots into it and all the bells and whistles went off. We hit it for 4.6k in ped and Pusherman got a big gun out of it. We were all shocked. We each got 1.5k ped and Pusherman got a pistol out of it. We held the ATH #1 spot for 5 days. I am sure Pusherman was wide awake after that and it took my breath away as I never saw that much ped before in my life in the game. We decided to call it quits so Pusherman could get some sleep. Just another day at DHI, lol.

We never left new players behind. If they didn't have good armor we were the meat shields for them to shoot and get experience. When Namo got his shadow armor, he was the meat shield for all of us to do Majestics in dome 4.

We had one player named Red Redler Douglas. He was so much fun to play with. His sons Nike and Jason played with us too. I remember one Christmas morning Red woke up to 1k ped on his card. His sons gave him as a present. We all thought he was gonna have a heart attack.

I would get home from work and he would tell me all the globals he got on tiny trox. So much fun. Time passed and we didn't see any of them in game. I was notified that Jason posted in caly forum his dad passed away from an illness that he had for a while. We as a soc were put aback. It definitely was a very sad day for us all.

To this day, I still have many friends in the game, and while I'm not in a society, I have enjoyed many experiences across the universe, and I'm looking forward to many more.

Player Profile

Doc Orbitorb Gamer

Every now and then, one of our Virtualsense new players comes along and immediately takes to what Entropia offers. Orbi, as he is affectionately known as, has exhibited a spirited approach to his game play.

He is a Monrian Born and makes no bones about being proud of it. His acclimation to the community was almost instant, and we took to him immediately. His demeanor was not only pleasant, it set an example of how well communication can be more effective in achieving goals.

We are very happy to have Orbi as a community member, and have witnessed his growth to an impressive level of game play.

I posed the same profile questions to Orbi, so let's have a look at how he responded to them.

Q: When did you create your EU avatar, and what is your home planet?

A: I am Monrian Born and created my avatar in Oct 2020.

Q: What society are you a member of (if any)?

A: I am not a member of any society. As my game play can be very little at times, I have stuck it out. However, the community on Monria and Toulán do feel like a welcoming family.

Q: How did you hear about EU and what was the motivating factor to give it a try?

A: I first heard about Entropia in about 2005, as two of my work colleagues were players, I got an account but never did ask their in-game names. Sadly my desktop PC couldn't handle graphics that well, and after about a year and a half, chose to sell skills and equipment :(

Curiosity hit me a few years ago and I'm still here now.



Q: Did you choose any particular profession to focus on?

A: I think I was wanting to be hunter from start, and using the TT pistol seemed to work well, but then I used other looted weapons like the Modec 100 from Monria, and the one I used during my first Dunwich Horror hunt. Then as I built up defense skills I started using shortblades.

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

A: It has to be the level of variety available to you, because you can choose how, where, and when you want to play. The universe is an environment of changing and challenging mobs, landscapes and missions, always with something to do.

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

A: Looking through storage for items or looted materials to see what's needed and what could be fed to the TT to further game play.

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

A: For me and having limited time in the game, it's got to be travelling across the universe from planet to planet. Although the Yamato weekly warp schedule is a brilliant service, I can be forgetful when rushed and have gotten to Monria without my Quad in past. It's my own fault as I've gotten in the habit of free falling when entering a planet and sending my Quad to storage.

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

A: I think helping new players where I can with the little knowledge I have gained. I remember being new on Monria and was randomly given a gun and amp. They probably felt bad for me at revive with no pants on.

Q: Share what draws you to any of our locations, and what your experiences have been like.
(constructive feedback is always welcome)

A: Monria being a small moon with 4 mobs definitely gave me a chance to slowly learn about EU while getting skills, and completing a couple of the iron missions before Codex was introduced. Then after Virtualsense took over Toulán, as a Monrian Born I was eligible to do the Toulán Born beginner mission chain. It gave me an opportunity to explore the planet and experience other missions. I particularly enjoyed the *Go To Red Alert* mission where you had to find all 5 bombs that had been placed at Nahar City. More recently, I've enjoyed the missions at DSEC9 and the Mountain of Madness where the VS Team had created a new player mission chain. This was welcomed since Monria doesn't have a proper new player mission chain and it's easy to get to MoM from Monria.

Q: What are your current and main activities?

A: I have recently been able to take on the Otis mob at DSEC9 and even more so as I bought the Stealth armour that allowed me to take on Gen 01, 02 and 03 as I worked toward upgrading the Laptop from 01 to 04.

Q: Share any milestone achievements you have made?

A: I did start to be a mentor for a player that I knew in RL but they haven't been online in long time now. it was good to pass on some advice that had helped me learn to explore some of EU.

Q: What are your future plans as a participant of EU?

A: Having the DSEC9 / Toulon crossover mission active will be giving me something else to work toward while online. Out of the rest of EU I do tend to jump to Next Island for hunting, and the VIP mission is on my list, but having rarely set foot on the other planets, I've still a lot to do and explore.

Q: What advice would you give to a new player?

A: Right click shrapnel to convert it to ammo, it took me 6 months of returning to TT before I learned this lol. Really do your research, whether that's online reading the forums or guides, chatting or asking questions in game, there are a lot of great and helpful people out there.

Some resources that have helped me are the [VS Guides to Everything](#), also the NI CAT guide, and Fire Dbug Fly's wealth of knowledge and guides for multiple locations. His [Discord](#) is filled with helpful information and a valuable resource.

Or just watch some online streams as there are some fantastic players streaming their activities. Oh, and pick a mentor wisely. Monria's [Guide to Choosing a Mentor](#) is very helpful.

Q: Are there any additional comments that you would like to add?

A: There have been a lot of players helping me along the way, so a massive thank you to those that take time to say hi and give advice, but some key memories in my journey so far are...

Watching Wrench Crowbar streams with bucket loads of beginner info and advice that led me to participate in his Mini SAGE event where I won a Spear Mk2. A passed gift from Dbug also helped me navigate the landscape a lot quicker.

The Mini SAGE linking up with Bonnie's Boss Mobs event opened up the world of Uber players but most importantly a greater depth of knowledge of the game.

Taking part in stream quiz about Monria at the Halloween event led me to a random draw with a Quad and Space Thruster that gave me wings to explore EU, although I was too unsure about space to go there straight away.

Getting a Pixie armour set from Icewind as consolation for being dead during a HOF. I think this was my second Toulon event and group hunting experience on Wahesh!

Going for a swim with DME as I struggled to find part of mission chain.

And then there's this -- [Globals]: Doc Orbitorb Gamer killed a creature (Jeef Qaher Ancient) with a value of 9377 PED! A record has been added to the Hall of Fame!



OTHER UNIVERSE NEWS

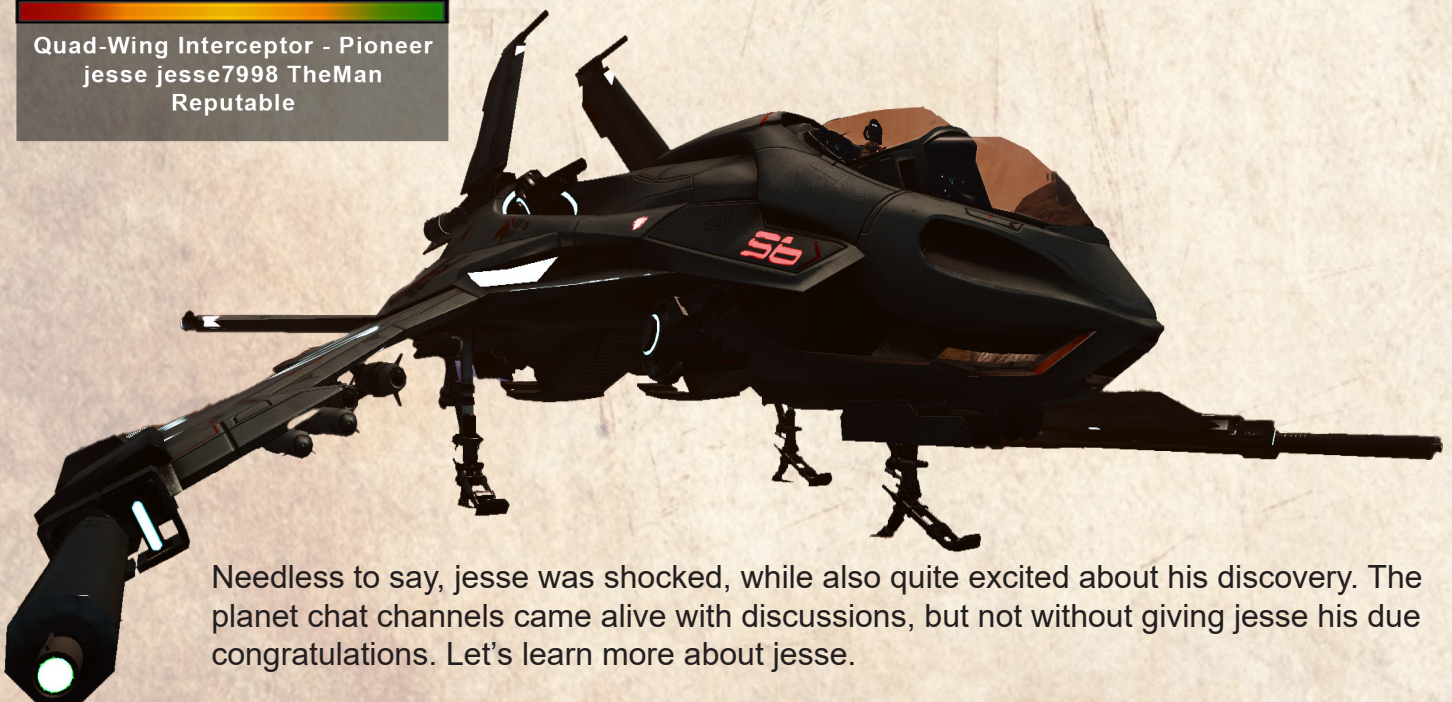
On July 4th, known as Independence Day, MindArk had a one-day event in Space. It came with the possibility of being able to loot a Quad Wing Interceptor - Pioneer.

Someone very familiar with and who spends a great deal of his time in Space was the first to loot the Quad Pioneer.

[Globals]: jesse jesse7998 TheMan is the first colonist to discover Quad-Wing Interceptor - Pioneer! A record has been added to the Hall of Fame!



Quad-Wing Interceptor - Pioneer
jesse jesse7998 TheMan
Reputable



Needless to say, jesse was shocked, while also quite excited about his discovery. The planet chat channels came alive with discussions, but not without giving jesse his due congratulations. Let's learn more about jesse.

jesse jesse7998

The Man

**He said he had no clothes.
He only had armor.**

**He wanted to wear the Skull
Mask because he earned it in a
Mayhem.**

**He wanted to wear the
Elder Gods Suit and ...**

**... the Shub Spine from the
Mountain of Madness at
DSEC9.**

I created my account Nov 6th 2020, so been playing almost 3yrs now. People always think I've been playing longer but it's because I've put a lot of hours in daily since I started.

I like being self-sufficient so I mine and hunt for materials I need to craft the items I use to hunt and mine. Never ending cycle and I love it lol.

When I was new I knew I wanted to do it all.

I replied to Geo's post asking what I needed to do to join the repairs. He simply said "add me as a friend and head to the space waypoint I give you." So I hopped into my Sleipnir and headed to space for the first time.

I got to the Victory Mothership and the size inside and out blew me away. The ship was almost like its own game. Different stations, different things to do. Was incredible.

So that got me interested in space. I started spending more time on Mothership learning all I could about space. I quickly found out that space was really unknown by most players. I watched a ton of YouTube videos to learn the game, and there were next to none about space. So this intrigued me and I set out to learn everything I could.

I eventually joined the Victory society (only soc I've ever been in) because they seemed to be the most knowledgeable about space. Also was not a taxi Mothership. All time spent in space was game play and not flying in circles. Always called Victory a Battle Mothership and not a Taxi Mothership like most others lol.

I put in the time and worked my way up the society ranking to 'Captain' and was given the ability to pilot and fight with the Victory. This gave me even more reason to spend time in space, learning more about Motherships and what they are capable of.



An experience in its own that's usually reserved for the Ubers of the game that have huge investments. Without the Victory Society, and especially Geo, my entire game play and experiences would be something totally different.

I spent time learning and exploring as much of space as I could and eventually became the person people came to with questions and needing help. Since not many others seemed interested in doing that, I ran with it. I learned the most from Geo. He has played for a long time and seems to know most everything. Technical stuff I got a lot from Bonnie. And of course, other random people showing me other random stuff.

I'm a low deposit player. I try to play on \$30 USD a month. So doing repair work I can do all day at a cost of about \$2 USD and get a ton of crafting skills from it.

Exploring space is another very cheap thing to do. Just cost a PED or 2 in fuel. And that's how I got into space stuff. Mostly a budget and curiosity taking control kind of things lol.

I was finally able to afford a Quad after my first 3 digit global. Was using a Sleipnir all over space before that. Got my Ghost armor set after my first 4 digit global. I always get myself something I need after a good global. I can't afford it otherwise and still be able to play.

Kinda sounds like an underdog story. Sleipnir to Quad Pioneer lol. Wasn't my intention, but facts are facts.

This point in my life I have more time than money. So I do as much in game as I can for as little as I can. It's one of the reasons I fly gunner on Yamato and a couple times on Normandie and a few Pathfinders and Starfinders. And even with all that said, I could sell the Quad Pioneer and have more PED in game than I could imagine. It would help me get a lot of items that would help my game play and rate of return, but I won't sell it. I have so much fun in space that this ship will give me the boost that I would otherwise never be able to afford and will continue to give to me in all the years to come. Can't put a price on that.

And now, with looting the Quad Pioneer, I've made my mark on space history that will always be there!

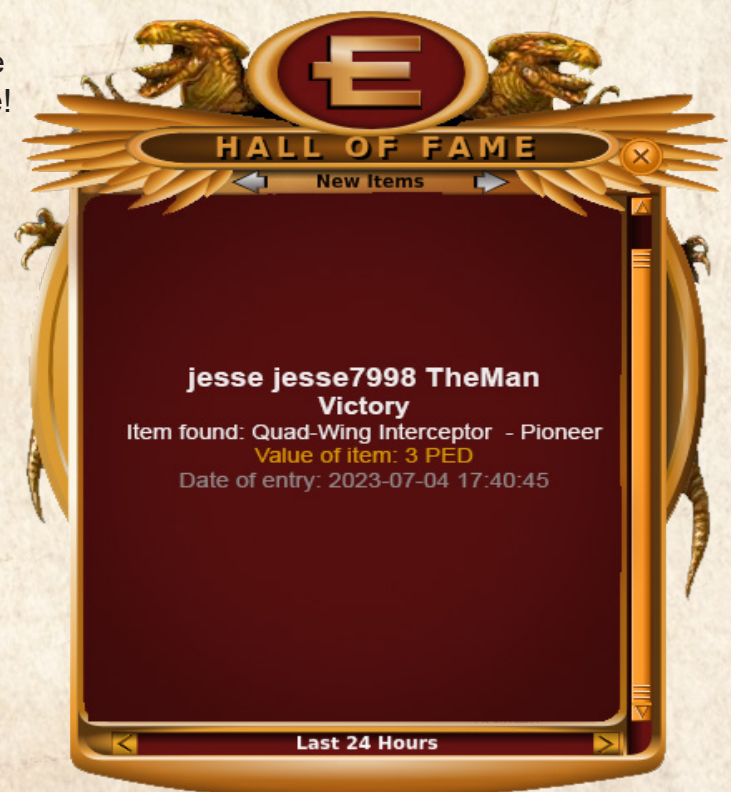
Priceless!

On a DME personal note, jesse has always been accomodating at times when we could use extra support on the Yamato during our warp schedules.

He is a friend to the Virtualsense community and has a grand sense of humor. The Victory Society is also a friend to our community and several of its members have been quite the help when needed.

What is quite cool, is that Geo from the Victory Society also looted one of the Quad Pioneers.

Gratz to both of you, it's well-deserved.





This year (2023) it is the Entropia Universe 20th Year Anniversary, and over the course of this year, participants have a chance to loot TWEN Edition items. In addition to general TWEN items, each Planet Partner created their own unique planet TWEN item. The Virtualsense Planet Partner Toulán TWEN Item was the *Scimitar of the Mages* that very much plays into our Toulán lore.



[Globals]: Yasuki Yuki Kairi is the first colonist to discover Scimitar of the Mages, TWEN Edition! A record has been added to the Hall of Fame!

I did a presentation of this TWEN Discovery by Yasuki in our [March 2023 Virtualsense Quarterly](#) magazine issue.

More recently, a TWEN Edition Jacket was discovered and it was during one of our Yamato warp schedules that I came upon one of our Monrian Born and Toulán Born wearing them with their respective Monria and Toulán pants. With the rest of their ensemble, it was amazing at how great the entire outfit looked.

HOF-Hunter and Rebecca Raven are friends in real life and now participate in the universe together. I was so taken by how well the TWEN Jackets went with both the Monria and Toulán pants that I had to show them off.

On the next couple of pages you'll meet these two friends and just how fashionable they look in their TWEN Jackets.



Ima HOF-Hunter Entropian

My name is Ima HOF-Hunter Entropian, but my friends call me HH for short. I have been playing Entropia Universe since November 6, 2018.

A friend of mine, Late Bloomer, introduced me to the game, and at her suggestion, I chose to be Monrian Born so I could enjoy the flight privileges that are offered by the Yamato and the Monrian Born Program.

I have been to all the Entropia worlds, with my favorites being Calypso, Arkadia and Cyrene. My favorite mobs are Kerberos, Argonauts and Daikibas. Arkadia mobs I like are Hadraadas, Nusuls, Osteloks and on occasion Wombanas. Cyrene mobs I like are Dire Weeds, Paneleons and Tide Claws.

Recently, Becky and I got the new TWEN Jackets and put them on our Monria and Toulan pants. We were astonished how well the combos looked. Many thanks to the Monria Fleet Manager (aka DME) who took the time to compliment our outfits and to showcase them in the June magazine.



Rebecca Becky Raven

My name is Rebecca "Becky" Raven and I am a new player. I started on May 19, 2023 and HOF-Hunter talked me into signing up on Entropia, she encouraged me to become Toulan Born, and buy the EU Website Silver Pack so I would have some advanced avatar creation options and some decent starter armor and weapons.

She also suggested I use her former Mentor Flyboy to teach me about the game. After a couple of weeks of grinding the required missions, he took me to Cyrene to get the Cyrene Disciple Armor and vehicle.

My favorite planets are Calypso, Arkadia, Toulan and Monria.

My favorite mobs are Kerberos, Exarosaurs and Combibos on Calypso. Hadraadas, Nusuls and Halix on Arkadia. Yogs and Shoggoths on Monria, and Dahhars, Mokhats, Qaffaz and TabTabs on Toulan.

I know HOF-Hunter in real life and it is nice to be able to get away from the real world for a few hours a day and have fun together.

Thank you HH and Becky for taking the time to give us a little glimpse into who you are, and to model the fashion statement you did with the TWEN Jacket and your respective Monria and Toulan pants - it looks amazing.

JUST A REMINDER

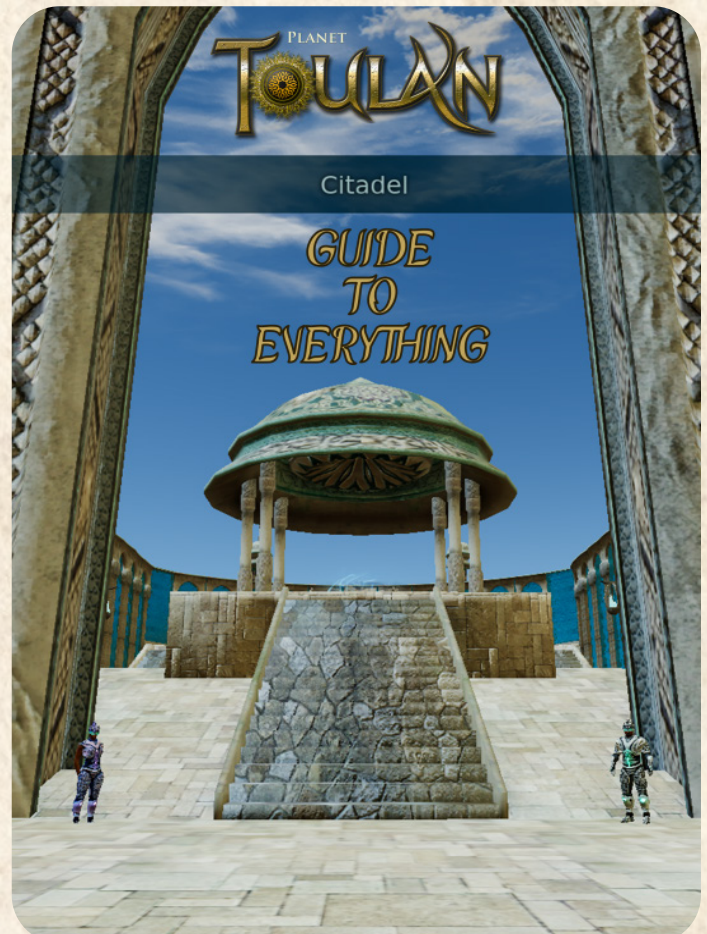
We want as much information to be available to our community as possible, so info was gathered and ShadowDragonV created these Everything Guides sometime ago. This is just a reminder that they exist and encourage you to bookmark them.

[Monria Guide to Everything](#)
[DSEC9 Guide to Everything](#)
[Toulan Guide to Everything](#)

We only post information regarding our 3 locations at our forum where it's all in one place. The info at the EU Wiki is not reliable because too many are adding information and it's not always correct.

The Shops Inventory Tool for Monria and Toulan are also worth bookmarking for when you are looking for something in the shops.

[Monria Shops Inventory Tool](#)
[Toulan Shops Inventory Tool](#)



DME's Message to the Community



As a Planet Partner development team, Virtualsense has a very specific vision about the direction they're heading, and the first element that has always been first and foremost is the community. It makes no sense to develop and create content without purpose, or in some way tie the content of each of our locations in lore. It's a challenge to write comprehensive lore just in mission dialogue.

Therefore, we began the lore journey with the 5 [Monrian Lore](#) books to give a sense of what, why and how Monria came to exist. Monrian lore is steeped in Lovecraft's Cthulhu Mythos that we have developed into our own official storyline, something that Lovecraft encouraged.

The lore continued to be expanded in the lead-in stories in the [Monria event threads](#). Then after we took over Toulán, we did the same in the [Toulán event threads](#). After we developed DSEC9, the lore of that location was incorporated into the Monria event threads, and then ultimately as we evolved, we began to show the connection in lore of all 3 of our locations.

The interesting thing is, that Ant not only creates content based on written lore, but he also adds to our lore with his own writings as you saw in the earlier lore article in this magazine issue.

The VS Team has been together first as friends and long-time players in our universe for 18+ years, and as a result of our experiences, we learned what was important to the community. Back in the day as many refer to it, the social environment was vibrant and often times frenetic, but in a good way.

Somewhere along the path of evolution it changed for a while until additional planets came along and universe exploration was in full force. Each planet was creating its own history, each planet was bringing a revived social environment to the forefront, and each planet had its defined mission.

Virtualsense has been a team now for nearly 8 years. First as the Monria Team, and then when we took over Planet Toulán we became the Virtualsense Team. Our mission right out the gate was to concentrate our focus on community first. It wasn't enough to just create content for the sake of having content, we needed to engage the community in a partnership to learn what would work and what wouldn't work, which is why we created a [Suggestions/Feedback](#) section at our forum in order for the community to have a voice. We have implemented many of the suggestions over the years and continue to entertain what can be considered based on what we can do as well as limitations.

Every Planet Partner is tasked with player retention, and while it's a difficult challenge given the dynamics of the universe, we began addressing what we could do from the beginning. We created the [Community Initiative Programs](#) (CIP) to give our community members benefits that would help with their game play, like free space travel on our Yamato Mothership for Monrian and Toulan Born during our warp schedules. The [Monrian](#) and [Toulan](#) Born have their own programs as well.

Then we extended that free space travel to estate owners at both Monria and Toulan. As a result of how we have the warp schedule route organized, booth and shop owners, as well as those selling from shopkeepers in their apartments could do business and catch the final summons at all planet locations and be able to make it home to Monria or Toulan and restock their inventories.

We have an amazing community of volunteers with some even managing a couple of our programs. The [Virtualsense Community Assistance Team](#) (VCAT), which was originally the Monria Community Assistance Team (MCAT), was co-founded by ShadowDragonV and Gredrrik Malgar, a husband and wife team who have been very instrumental with their contributions that help the community greatly. Dea Kali Devi manages our Space Travel Programs and is doing an excellent job of it.

When we added the DSEC9 expansion to our virtual family, we had some very specific goals in mind and we continue to enhance those goals as we evolve. DSEC9 is yet again a product of giving lore a place in our growing history. DSEC9 was carefully orchestrated with the most engaging activities as possible from the first DSEC9 map section to Elara and the Lotus Temple, and finally to the largest map section at Mountain of Madness where the Monria Cthulhu lore took on a whole new life.

There is now a proper new player beginners mission for our Monrian Born at the Mountain of Madness - [A Stranger in the Woods](#) - as well as [5 Dynamic Events](#) with a bit of a challenge, not to mention other missions that are beneficial in one way or another. Like the [Cultists in Training](#) which is a repeatable mission, just like the [Elder Shrine Repeatable Texture Blueprints](#) mission. There is also something extra for our new players with the [Clear the Path](#) mission to gain 2 PED Universal Ammo, which is a daily mission and should help new players extend their game play a bit.

There is plenty to do at DSEC9 within the three map sections, but we are far from finished. It is taking a bit longer to implement what we have on our road map because the team doesn't do this full-time. I am still amazed at how much they have already accomplished, but that said, Ant won't release any content that he is not 100% happy with, and will give more time to it until he gets the results he wants.

I'm hoping that you will take the time to read the lore article in this issue and how Monria, Toulan and DSEC9 are connected. I know it's lengthy but after reading it and then visiting our locations, especially the Mountain of Madness that intensely expands the Cthulhu lore, you might walk through the Larches Green village and feel a bit different about it.

Decca is the Mastermind behind all that is dark and evil, and she is not finished by a long shot. The Mountain of Madness is her main domain now, and while she causes chaos across all of our locations, she is hell bent on creating an even darker and as menacing an environment as she can. Consider yourself forewarned ... *she will not stop until she has full control and awakens Cthulhu.*

We thank our community immensely for being so supportive of what we do, but also for being so supportive of each other. Our new players are being taken care of and growing, but even those who aren't so new get assistance when they need it. I try to be as present as I can, but not always easy, so I am incredibly grateful to the Volunteers that I work with, especially ShadowDragonV and Dea.



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



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

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



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

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