

VIRTUALSENSE QUARTERLY
SEPTEMBER 2022

MOUNTAIN OF MADNESS

Join the Elder Gods - Development VU 22.3
Dynamic Missions for Group Play & Team Work
New Music - *by Community Member NoBion*
Toulan

Added new stages to the Toulan Citizenship Mission
Added new Blueprints to the 'Carpenter's Daily Deal'
Madness | A Yog's Perspective! - *by Heidi Stassinopolis*
Mountain of Madness Revealed - *by Pinthas Schmenke Dorian*
The Adventures of Dadthulhu - *by Eoden Asmodeus Rydar*
There's Always Time For Fun & Creative Photography
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DME's Message to the Community

DSEC-9

Join the Elder Gods - Development VU 22.3

Intro & Road to the Reveal

Larches Green Village

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New Mobs

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Welcome to the Dark Side

Stranger in the Woods

Clear the Path

Texture Blueprint Missions

Missions for Group Play & Team Work

Join the Elder Gods

Elder Gods Suit (20% increased speed)

Prove Yourself to the Order

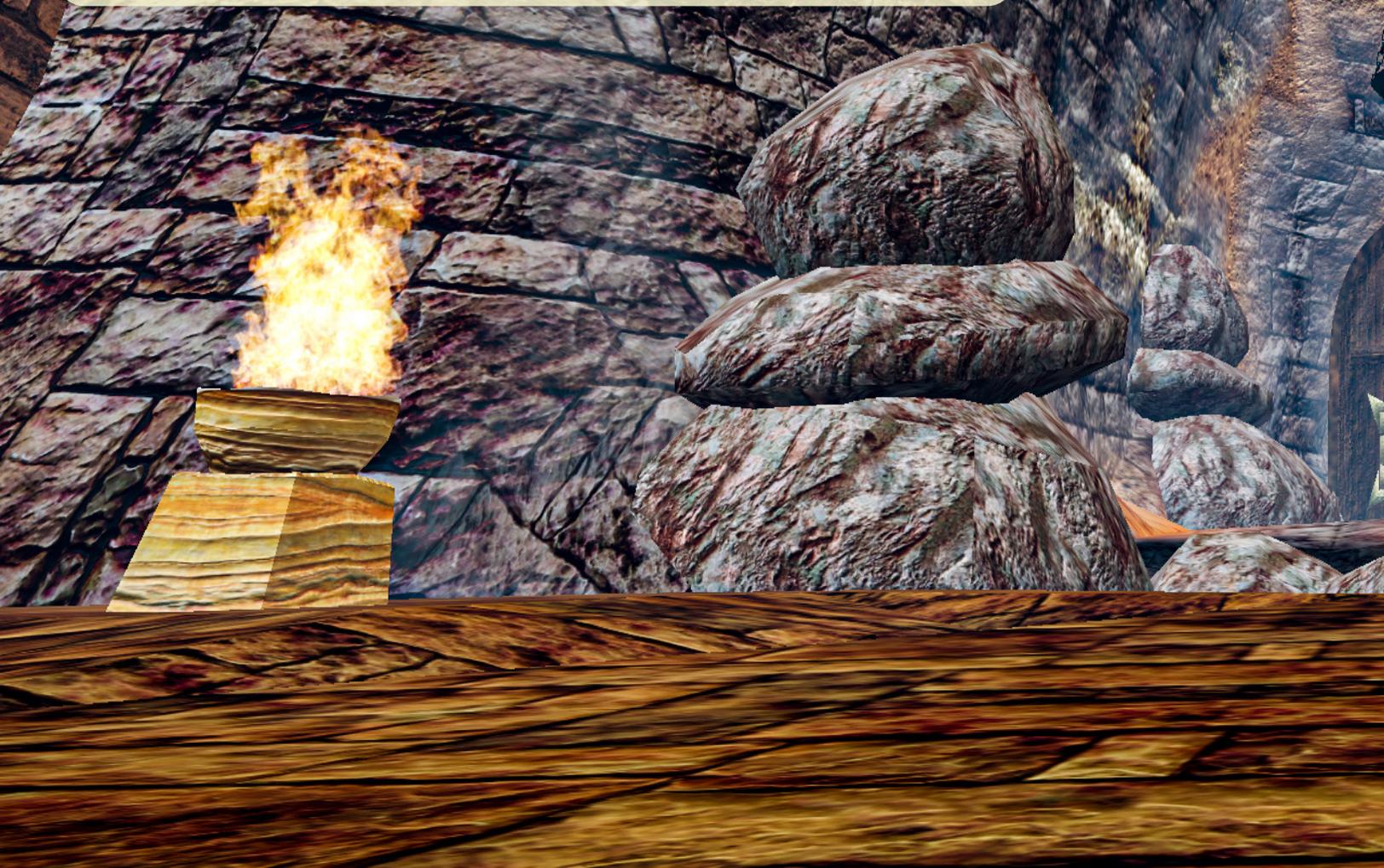
Shub Spine (20kg increased carry weight)

Dynamic Event 1 - 'Defend the Shrine'

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Creature Control Capsule Missions

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Zokaraneus Gipi Creature Control Capsule

Tegunestene Vydrith Creature Control Capsule

Cult of Shut'thend Tajho Creature Control Capsule

New Music

NoBion has once again collaborated with the VS Team and his new music can be heard throughout the new area!

TOULAN

Added new stages to the Toulan Citizenship Mission

Added new Blueprints to the 'Carpenter's Daily Deal'

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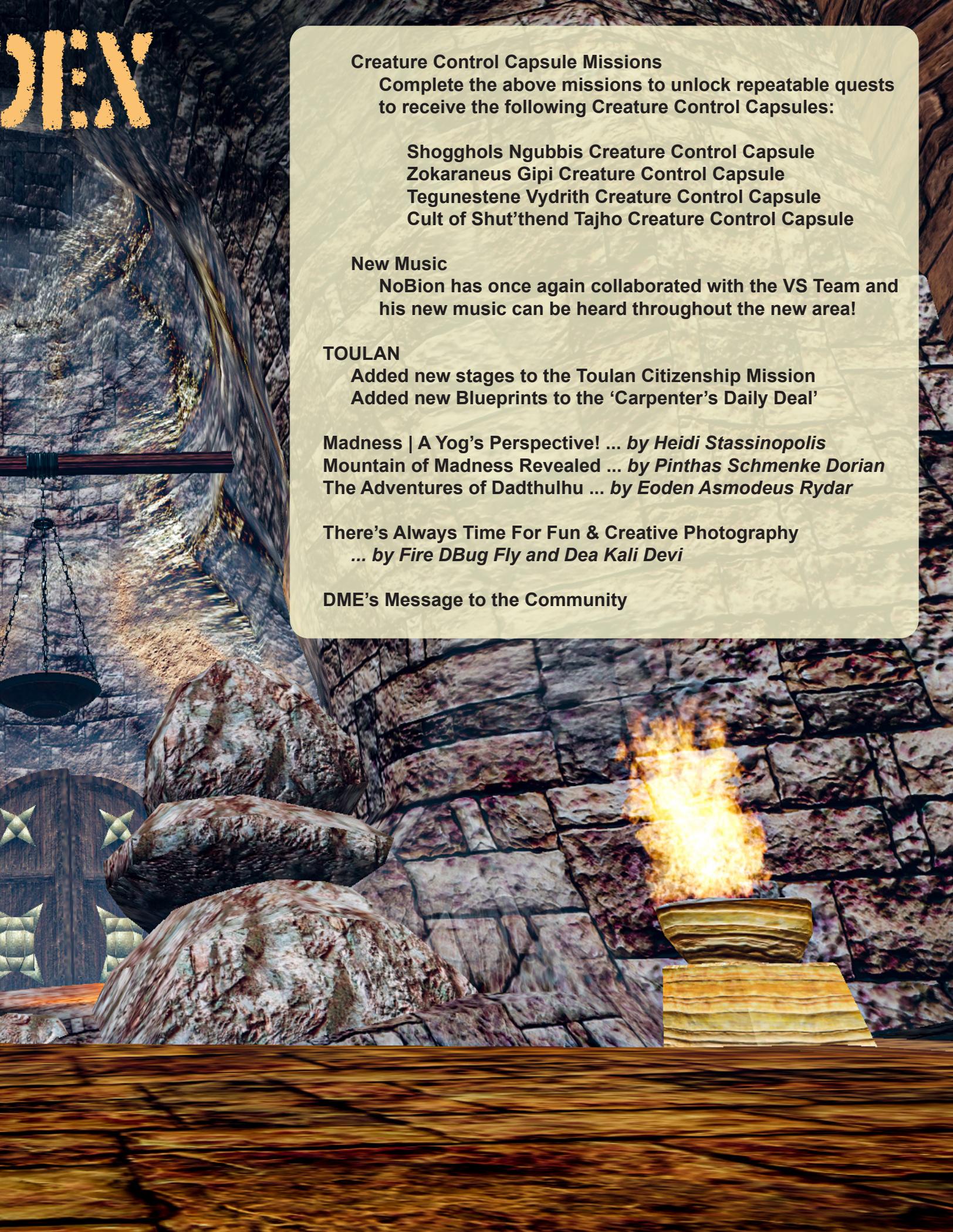
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DME's Message to the Community



Welcome ...

Shadow and I are pleased to present the September 2022 Virtualsense Quarterly magazine.

The focus of this VU was the third map section at DSEC-9. It was important to get the foundational work done to prepare for additional content development going forward.

An additional focus was on group activities and team work in order to get the community to engage more with each other to achieve specific goals with our dynamic wave events both inside and outside the Mountain of Madness.



Dark Moon Enigma

The Virtualsense Quarterly magazines are produced in order to not only expand on the VU development content with more information to give clarity, but also to bring to light important community dynamics.

The quarterly issues are also to give more of a glimpse into the Virtualsense Team and what our mindset is to the degree that we can share it as it relates to development for our locations. Our partnership with the community through suggestions and feedback is a tremendous help in being able to design content that is a more engaging experience.

We thank those who have made contributions to all issues.



ShadowDragonV



JOIN THE ELDER GODS - VU 22.3

It had been many years since The Great Battle when evil was bound to the [Celestial Prison](#). The Order of the Elder Gods that was formed on that day continued to defend the citizens of Monria and preserve The Order from the threats of the Cultists and those they worship. Their numbers had diminished but still The Order continued in stealth, protecting the weak and containing the evil on that wretched moon.

Meister Sith was the first to realize what truly happened on that fateful day. He had often journeyed through the dreamlands hoping to one day meet the Elder God he had been searching for ever since. It was here that the link was revealed to him. Long before the Outer World Research project had begun, The Order knew of the existence of the Mountain of Madness. It seems on the day of The Great Battle, the gatekeeper had one last trick and transported his minions through the dreamlands to another dimension.

Through his talents, Sith watched over time as the foul creatures from Monria evolved in their new environment gaining in strength and ingenuity. He watched helplessly as the village perished.

The fate of Larches Green observed through his journeys across the other dimensions reminded Sith of the fate that would befall his home if The Order did not stand together against the followers of Cthulhu.

It was for this reason that he raised the banner, gathered what was left of The Order of the Elder Gods and journeyed through the dreamlands taking the fight to the Mountain of Madness. It may have been too late for the villagers of Larches Green but Sith was willing to lay down his life for those that followed. And thus, a new battle begins.

The Road to the Reveal

Over a period of time, anxiety had been high, and the unknown had been unnerving to say the least. It wasn't until DEC had built his most advanced fixed-wing drone with up to 90 minutes flight time and stealth invisibility cloaking that we were able to finally get a glimpse of what was taking place in the third map section of DSEC-9. The images returned from DEC-CAM 9 gave pause to consider the potential danger we could all face if we did not prepare ourselves.

We know from previous experiences that an unknown portal on Monria had been breached by Yog-Sothoth. Not that long ago, Decca had breached the security at DEC's Holoroom at DSEC-9 delivering threats. We also know, based on the experiences of Pinthas (Cthulhu's twin brother in human form) that Decca and her evil Cultists use advanced mindforce technology, but we didn't know if it was at a level that could breach the heavily fortified and secure DSEC-9 expanse.

We also questioned who put the fortification in place that required such advanced technology as the DEC-CAM 9 to get through. The more we evolve to bring new opportunities to our ever-growing community, the more we become an intrusive threat to the dark, evil forces, and ... they will stop at nothing to block us.

Make no mistake, outside the ordered universe at the center of all infinity, Azathoth sits orchestrating nuclear chaos beyond angled space. Nuclear as in nucleus of the cosmos, and not referring to nuclear energy. Azathoth rules all time and space from a black throne at the center of this nuclear chaos, and many have fallen victim. Azathoth's lineage is far reaching with the likes of Yog-Sothoth, Shub-Niggurath, Cthulhu and others, and Monria has not gone unscathed from primordial horrors.

While we haven't seen them in pure daylight, they exist in the hidden dark corners of the moon. There are those who fight against these dark forces, and those who learn in one form or another that they too are a part of this lineage. When we discovered that four Elder Gods had walked among us in human form, and had supported our fight to thwart the continued efforts of the creatures to take full control to extinguish our existence on Monria, we knew we were in for a long battle.

It has been at the hands of the Cultists who have caused chaos in the name of their worshiped deity Cthulhu, but with Decca reclaiming her rightful place as Leader of the *Cult of Shut'thend*, we also knew that there would certainly be an increase in the grander scheme of death, destruction and aggression toward regaining control beyond what we have experienced thus far.

The more images the DEC-CAM 9 produced, the more plausible it was that Decca seemed to be replicating the village of Teaksbury on Earth where she attempted to conduct a ritual of incantations with her Cultist Priests to awaken Cthulhu. She knows she won't be successful in doing this without Pinthas, so perhaps she's of the mindset that if she brings the village back to life in a new environment close to where Cthulhu lies in a death-like sleep at the core of Monria she might have a chance of luring Pinthas back into the fold. This is pure delusion because Pinthas won't do it.

One thing is certain, the rise in Cultist behavior at that time in history became a global phenomenon, and incidents were transforming otherwise normal townsfolk into unrecognizable impressions of themselves. They seemed to have had no control when it came to cognitive functions. There was definitely something brewing, as I think there is now.

We have experienced a continuation of incidents that keep us fully engaged in a fight to maintain control of Monria against a sleeping yet telepathically-effective Cthulhu. Monria creatures try us, and we have been victorious, but what concerns me more intensely right now is the rise in Cultist activities, not only on the Moon, but at the Mountain of Madness. I mention Monria a lot, but we have to be conscious of the fact that this is a village that was built at Monria's expanded dimension.

I fear that the Cultists have associates who may be recruiting through a means of unsuspecting initiatives. Meaning, a stealth mind-control function that catches someone off guard and draws them in so quickly that there's no defense. For all we know, there could be a tertiary cult being groomed to aid the Cultists in future battles. We must be vigilant and alert to protect our community members.



LARCHES GREEN

The Larches Green village at Mountain of Madness is no ordinary village. It might look quaint enough, but the dangers clearly lurk in the shadows at every turn. Dead trees, a quiet eeriness, and a haze that drifts across the village making it feel more than a bit creepy.



It is said that this discovered village at the Mountain of Madness was once vibrant with villagers, but the empty houses and other structures make it feel like a ghost town. At the point of being discovered, we didn't know how long it had been there, but based on initial surveillance and now gaining access to this location, we wonder just how long this village has really existed.

After exploring this village in person, and based on critical thinking of what we know to date about Decca and her evil Cultists, there is no doubt in our minds that this village, no matter when it was built, was created with a clear strategy in mind. Just as a reminder, Decca is in the business of death, destruction and chaos to achieve her goals, and her main goal is to awaken Cthulhu, but in the course of achieving that goal, she will stop at nothing to regain control of Monria, and now beyond.

We have been dealing with Decca for a long time now, and when I say she has a clear strategy, it is not something we should take lightly. She and her Cultist followers have failed to take back control of Monria as she did with the first colony that had fallen to their advanced mind control tactics. The more we learned over the years from governing Monria, the more resilient and formidable an opponent we became to Decca and her efforts to be rid of us as what she calls intruders.

Upon closer look at the precise construction of the village, it was created as a lure to unsuspecting visitors. Even though homes and other structures are uninhabited, the appeal of what's available to explore is quite drawing, despite having to engage with the local creatures at times, but that's a given knowing Decca as we do, and more about this will be revealed shortly.

Who doesn't think that The Dubliner pub wasn't intentional, especially knowing that the business (Virtualsense) governing three locations is an Irish-based company, with Ireland having a rich history connected to Cthulhu lore ... just sayin' ... for example ... [The Moon Bog](#) ... by HP Lovecraft. Decca was very clever with this pub design offering a popular Irish brew, creating a social environment with inside and outside seating at tables and barrels, and even installed terminals inside the pub for those exploring the village and beyond. However, be aware that there are Necronomicon books at some of the tables, as well as one inside the church that you will at some point have to interact with.





After a battle-worn day engaged with the local creatures, who wouldn't want to cozy up to a table and enjoy a glass of Guinness? The environment is inviting, the brew is ice cold, and the barrel is kept well stocked, but I must warn you that the red and silver symbols on the wall are more than decorative and represent unseen dangers.

The red symbol is associated with the Elder Things. What I know about the Elder Things is that they were the first extraterrestrial species that inhabited Earth about a billion years ago. They have the ability to withstand the deepest of ocean pressures, interstellar travel, and can hibernate for great periods of time. It is said that few of them die except by accident or violence. Their race is alien, and their motivations and intentions to humans is unfathomable.

Their greatest achievement was creating the Shoggoth servitor race, and were extremely dependent upon them. It seems that they initially colonized the entirety of Earth, but continued wars over millions of years and a rebellion by the Shoggoths lessened their strength. It is not certain what eventually happened to the Elder Things but scientists had speculated that they still may survive in some places. It was also said that there had been travel through a dimensional portal to a location in a triple star system where they lived. If Decca has manipulated the new Monria creature species with the stolen artificial intelligence data from DEC's Holoom, what role will the Elder Things play, if any?

The silver symbol represents the Necronomicon. The Necronomicon is comprised of substantial text, but in the unabridged version located at the Miskatonic University Library, a specific passage stands out that we should not take lightly:

"Nor is it to be thought...that man is either the oldest or the last of Earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but between them, they walk serene and primal, undimensioned, and to us unseen. Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through, and where they shall break through again."

As a reminder, and for those who don't know about the Necronomicon, it's an ancient book of text that was compiled by *Abdul Alhazred* (also known as the "Mad Arab") in the 8th century, and it contains magic spells and incantations that can summon the darkest of evil. The Necronomicon was originally called *Al Azif*, which Abdul wrote while living in Damascus before his sudden and mysterious death in 738. It was later translated into Greek and given the name Necronomicon. Who isn't thinking right now that this may represent a direct link to Planet Toulon and why Decca wants to disrupt the order of things by locating and setting free the three Dark Mages in her effort to take over more control.

It is said that studying the text of the Necronomicon is inherently dangerous, and for anyone attempting to master its arcane knowledge, there's potential for meeting an unexpected and untimely death. However, that said, the Cultists are an advanced civilization quite prolific in their own use of arcane magic. They worship Cthulhu and are in his service to do whatever bidding is expected of them, including mastering the dark magic from the Necronomicon that will ultimately awaken him from his death-like sleep in the *City of R'lyeh* at the core of Monria.

Now question why these symbols appear elsewhere, and why you actually have to find several of the Necronomicon symbols in one of the missions, and why the Necronomicon sits on a couple of the outside pub tables, or why you have to interact with the Necronomicon located inside the Church.

Let this be a warning ... *all is not what it seems.*



This is no ordinary village church by any means. The Necronomicon is obstructed from sight by the pulpit where I'm sure those who are preaching the word are not preaching at all, but using the words from the Necronomicon to cast spells over unsuspecting attendants who don't know any better.

Do you remember what happened when Decca spoke at the podium outside St Edwards Church in Teaksbury proving authenticity of historical documents showing that the *Church of Cthulhu* had belonged to the Decca family for centuries?

There were riots, picketing and total chaos in the streets. Police had to engage the crowd on numerous occasions with no end in sight to putting this uproar to closure. There were odd glowing lights within the church. Authorities continued to work on getting the crowd to dissolve. However, the chaos and disruption only escalated. Decca tried to make a formal statement in hopes of putting the disturbance to rest.

After explaining the historical background dating back to the original creation of the *Church of Cthulhu* in the 1500s, Decca also explained to the people enough to help them understand many events that transpired throughout the centuries. Decca seemed to have calmed the crowd, almost in a mesmerizing way. When finished, the quiet among thousands of people was almost transforming.

For that moment, time seemed to freeze, and all appeared to be moving toward a peaceful resolution. That, however, was not to be. Somewhere in the crowd, whether it was from hired crowd activists or just unruly members of the community, different types of debris were being thrown at the podium where Decca was standing. Soon after, a riot broke out. Members from the crowd started to rush the church in an attempt to take over.

Police continued to work on crowd control but were losing the battle. It appeared that the fire line was about to be breached when from the podium a flash of green burst forth. The flash was small, but large enough to create a momentary startle effect and the crowd stopped for a second. Not seeing any other disturbance, the crowd continued to press the fire line of protection. It was at this point Decca decided that this whole event was over.

Taking the podium one final time, there was a loud buzz in the air. The voice of Decca resounded to the crowd in a very loud and angry tone.

“Enough! This is my church and has always been. You will all go home now and end this charade.”

The greenish hue started to emanate from all around the podium and started to expand out into the crowd, covering those in close proximity.

“I have been tolerant up to this point, but now my patience has grown thin.”

The greenish hue now extended out encompassing all members of the crowd.

“Anyone who does not leave and go home will experience the wrath of Cthulhu, and he will have no mercy on your mind or body let alone your pitiful souls.”

The greenish hue was completely engulfing Decca who was now levitating above the podium. Sparks exploded forth from Decca. Then the screams started, slow at first then a small snapping sound started, almost in thunderous cracks.

Members in the crowd started to experience pain associated with the snapping. Within seconds, the snapping increased to an electrical buzz and then a buzz-like sparking became nonstop. As intensity manifested, there were more screams emanating from the crowd. Moments later people were running for their lives while the intensity continued.

Screams of madness, pain and torture were now coming from most all of the rioters. Decca was nothing more than a glowing green ball of energy commanding sparks and beams of green into the crowd. Soon people were dropping to the ground as others were running away with their hands holding their head trying to get away from the intense pain and agony.

At the end of it all when the energy dissipated, the fallout was evaluated. Hundreds of people lay dead on the ground and hundreds of others were rolling around with their hands on their head trying to relieve the intense pain they were experiencing. With that, Decca, having returned to the ground, turned around and walked back into the church without making a sound or uttering another word.

Let me bring something back into focus here for a minute ... the Cultists don't come by this greenish hue of flaming sparks naturally. I reported that one of the Outer Gods named Tulzscha appears as a pillar of green flame during incantations by the Cultists in their circle of evocation. However, the flame is cold with no warmth and no shadow, and it is attributed perhaps to the amount of energy taken to summon him. Tulzscha gives power to the Cultists, and at this point, I am assuming that this power needs to be periodically renewed. This obscure entity who dances in the court of Azathoth only has a small number of worshipers which are mostly the Cultists that I have been able to ascertain.

Again, I am sharing all of this historical data with you to give you an understanding of the connection not only between Decca and the *Church of Cthulhu*, but also what she and her evil Cultists are capable of when it comes to her intentions. We should never underestimate what she would do in the name of gaining total control over Monria and her sister locations.

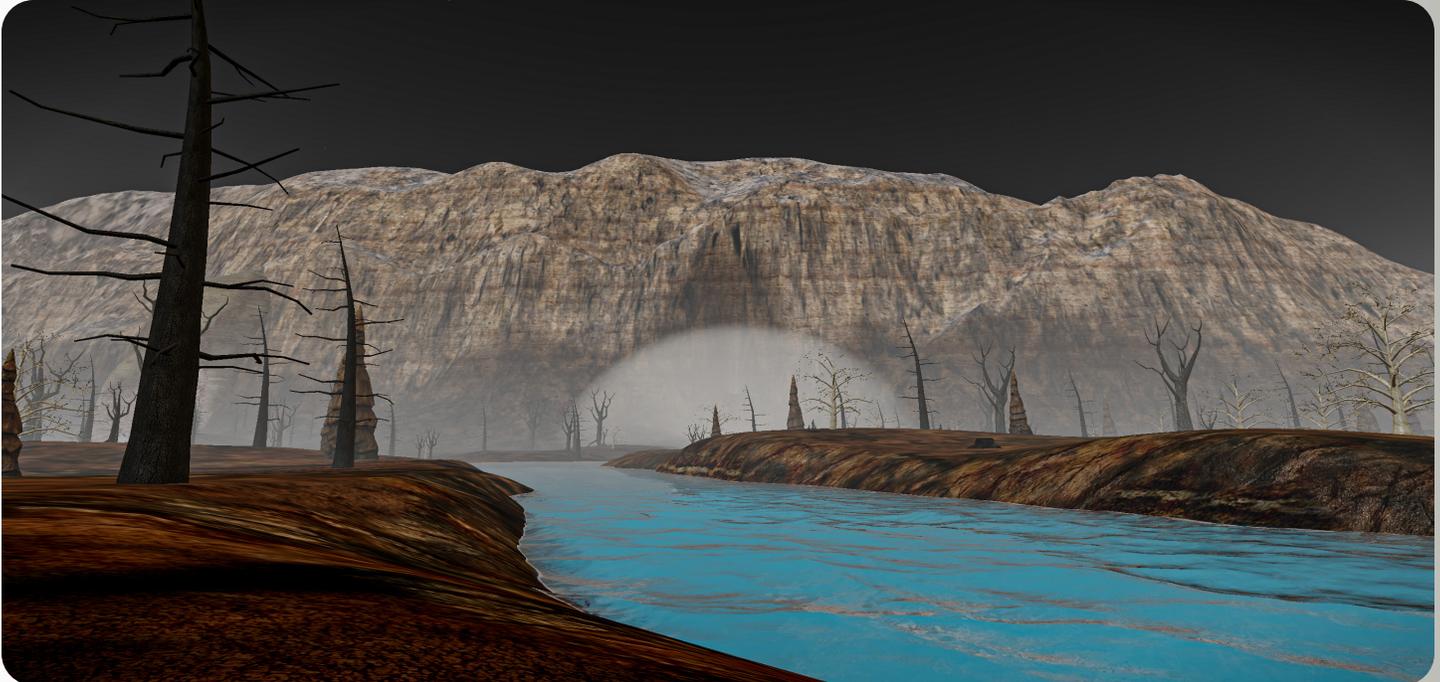
There are many clues that we should be wary of, and a good start is the teleportation devices. There is only one outside of the mountain, but it is located at the edge of the village. The symbols on the platform are very indicative of symbols used in a circle of incantations by the Cultists.





Interestingly enough, we have also discovered that the Cultists use water as one of the ingredients in their Maladrite Elixir. We know they use the crystals from the Monria underground cave, as well as Maladrite Stone and Zoldenite Dust, but the water part makes a bit of sense as well because the water runs over the underground crystals on Monria in certain areas forming pools and a small river if you know where to look. Therefore, perhaps the erosion of crystal properties end up in the water.

The use of water at the Mountain of Madness is of no less significance, and I'm sure another strategy in the course of a deep-seated plan toward causing villagers and visitors alike to go mad. The curious thing is, the source of the water eventually ends up in the river on both sides of the village.



Upon closer investigation, we came upon a waterfall, with a portion behind the top of the waterfall looking a bit suspicious. Where is the water coming from, and is it a natural source, or something forced? We probably don't need a lesson in geology because I think we all understand that water is quite erosive as it falls over different layers of rock, like hard rock that is slower to erode, and soft rock that erodes more rapidly. However, we can see that this waterfall juts out from a very curious position in the side of the mountain, and doesn't have a natural course on land that eventually falls over a cliff.



If that isn't enough to raise an eyebrow, then consider that wishing wells are strategically placed around the village. Very clever to design the posts on either side of the well in the shape of a cross holding up the roof of the well. Perhaps a comfort to those who might practice a *normal* religion?

Throughout centuries and across cultures, water was thought to have healing powers. Therefore, springs, lakes, rivers and wells full of water were protected and used as places of worship. Small wells and springs became sacred, and many would bring gifts to appease the deity they believed resided inside, like weapons and armor of their fallen enemies as offerings, hoping for granted wishes. The Celts took this farther and began paying for their miracles, but then it was also said that river brewing companies used it to produce ale. Who's thinking of The Dubliner pub right now?

Who is the deity that lives within, and could its contents be the fruit of the poisonous tree? Don't overlook the green texture on the outside of the well. Might it be that particles in the mist that dance across the village from the waterfall be laden with Maladrite Elixir? Is it intentional? I would say yes.

If you make a wish, be careful what you wish for ...

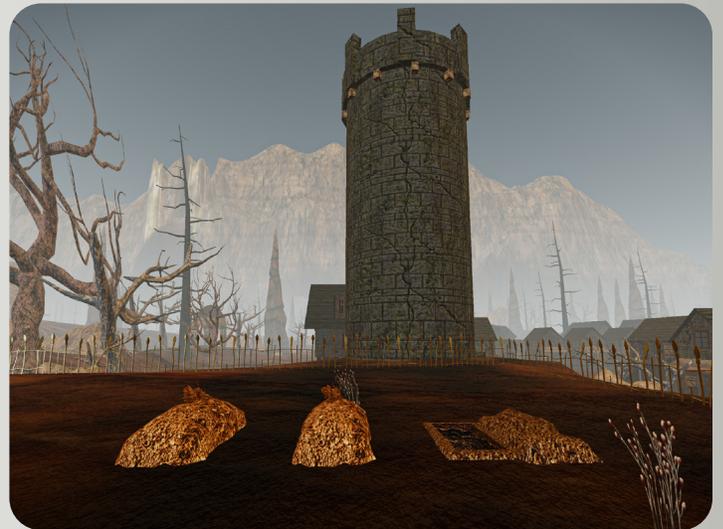


If it was just the wishing wells showing a green texture, then it might be understandable given they are a water source and the green could be a mold of some sort. However, it was also discovered that the gazebos on the land were also covered in the green texture and are not a source of water.

Gazebos are generally used to provide shade, shelter from rain and a place to rest, while acting as an ornamental feature. Some even set up tables and chairs for a morning brunch or afternoon tea. This might very well be another lure of comfort to the unsuspecting. It all seems suspect.



It shouldn't be disturbing to find a wishing well and graveyard next to a church, right? Or should it be? Another moment of strategic convenience I would say for those innocently wanting to worship, make a wish for good luck, and visit their dearly departed. It's the method of *departed* that concerns me.



I have made countless efforts to warn everyone that we should never underestimate Decca and her Cultist followers, nor what stealth and manipulations would be used to lure us into the dark side. Aside from the Maladrite Elixir used in forms other than what we have already discovered, they use advanced mindforce technology that renders some weak and vulnerable. We need to look out for them. Suffice it to say, we have our work cut out for us, especially since we now have a new species of Monria creatures to deal with that presents a more difficult challenge.

The challenges are presented as dynamic wave events, each with a specific goal for those engaging to achieve their Tier 3 Contribution @100%. No easy feat given the variables pertaining to gear and skill levels. These dynamic events were created as group activities that require team work to help fellow participants with lesser skills and gear to achieve the goal as well.

Each of the events rewards with an item toward gaining The Order of the Elder Gods Suit and the Shub Spine, both with a specific buff that enhances your game play. In addition, there is an Elder Gods Blessing that gives a 1 hour increased skills gain. It takes 5 or more players to trigger each event, but given the level of the creatures, a larger size group will help work toward completing the event successfully. It's also important to pay attention to the Local chat channel for information.



The goal of the Shrine event is to successfully work through 4 phases of Cultist waves before killing the boss at phase 5. The Shrine has a health bar and it is critical to keep the Cultists off the Shrine so it doesn't lose its health and explode. The wave of Cultists rush to the Shrine to do damage. The Shrine can be repaired during battle which also helps.

If completing the initial Shrine event is unsuccessful and it explodes, it goes into the "Reclaim the Shrine" mode with only 2 phases. The Shrine does not have a health bar and the Cultists do not attack it. You still have to reach Tier 3 Contribution @100% to gain the Zomorod Crystal. If you fail the initial event, you lose Tier progress and have to start over.

Once successfully completing either the initial Shrine event, or the "Reclaim the Shrine" mode to get the Zomorod Crystal, you turn it in to NPC ShadowDragonV and receive The Order of the Elder Gods Suit with a 20% increased run speed. The suit is a onesie and can be worn under armor and clothing. This suit was designed to keep in line with the Monria official Cthulhu-themed lore. Our development is very lore driven.

The suit is also tradable, but know that once you have the suit, you cannot get it again by doing the Shrine event. However, each time you do the Shrine event, you will get the 1 hour increased skills gain and the Zomorod Crystal. At this point you have unlocked the repeatable quest to get the unique *Cult of Shut'thend Tajho Creature Control Capsule* by turning in the Zomorod Crystal to NPC ShadowDragonV.



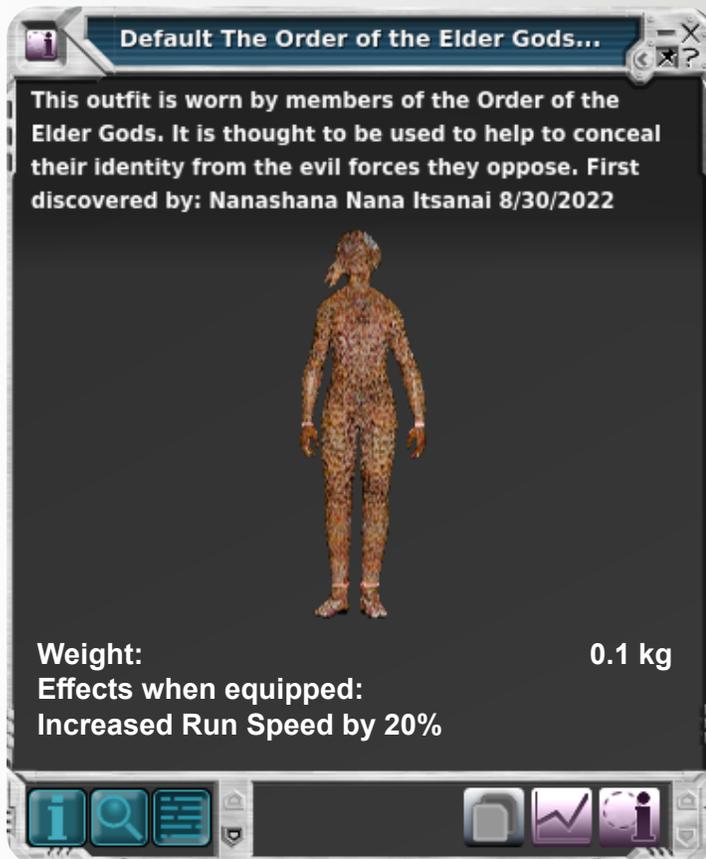
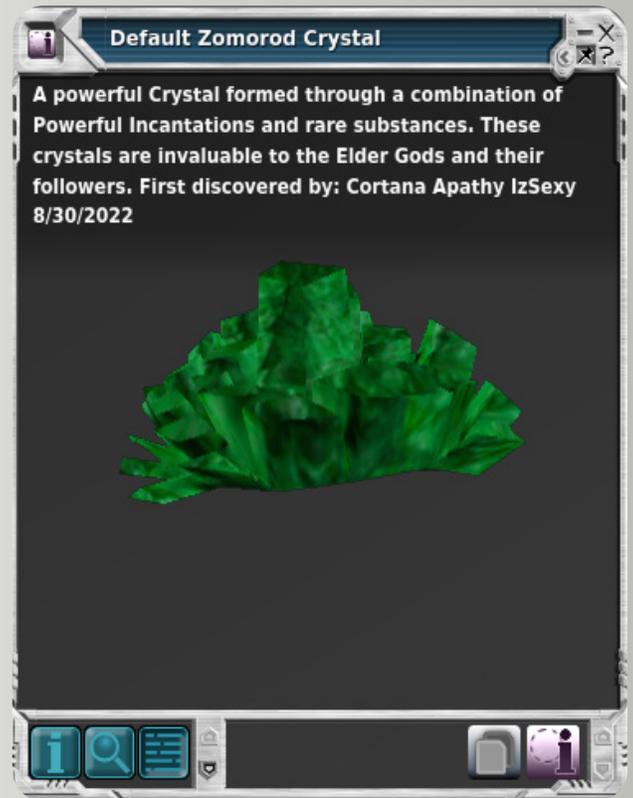
Cult of Shut'thend Cultist

Note of Importance ... you can complete the Shrine event without taking the “[Join the Elder Gods](#)” mission because regardless of when you complete the Shrine event, you will still get the Zomorod Crystal and be able to hand it in after, or later to get the Elder Gods Suit.

It’s the same with the other dynamic wave events inside the mountain. As long as you keep the item rewards from the events, you’ll still be able to turn them in to get the Shub Spine after you do the Shrine event.

Once you turn in the Zomorod Crystal to get the Elder Gods Suit and take the “[Prove Yourself to the Order](#)” mission, you then go back to each dynamic wave event teleporter to interact with those NPCs to turn in the respective item received by completing the wave event.

You will not get the “[Prove Yourself to the Order](#)” mission before taking the “[Join the Elder Gods](#)” mission first. After turning in the items to the respective NPCs inside the mountain, return to ShadowDragonV.



There are 3 dynamic events inside the mountain at specific teleporters, and also requires at least 5 players present in order to trigger the events. The goal is still the same, and that is to achieve your Tier 3 Contribution @100% before the event ends to receive the item needed toward getting your Shub Spine. Also, the 6 teleporters inside the mountain are not default, so for most of them, you will have to work together to capture them due to the level and damage of the mobs along the way.



The *Shogghols Dynamic Event* is triggered at the first teleport device inside the mountain by having 5 players present. It is important to work as a team in order to help all achieve the main goal of reaching Tier 3 Contribution @100% to get the 1st of three items needed for reward of the Shub Spine. For full details see [Dynamic Event 2](#).



The *Zokaraneus Dynamic Event* is triggered at the third teleport device inside the mountain by having 5 players present. It is important to work as a team in order to help all achieve the main goal of reaching Tier 3 Contribution @100% to get the 2nd of three items needed for reward of the Shub Spine. For full details see [Dynamic Event 3](#).



The *Tegunstene Dynamic Event* is triggered at the fourth teleport device inside the mountain by having 5 players present. It is important to work as a team in order to help all achieve the main goal of reaching Tier 3 Contribution @100% to get the 3rd of three items needed for reward of the Shub Spine. For full details see [Dynamic Event 4](#).



OTHER MOUNTAIN OF MADNESS MISSIONS



This mission chain is targeted toward new players in an effort to give them items and ammo to help advance their game play, but everyone can do it. For full details see "[A Stranger in the Woods.](#)"



This mission requires you to kill 80 Zokaraneus, 20 Shogghols and 60 Tegunstene Hatchlings for 2 PED Universal Ammo. This becomes a repeatable daily. For full details see "[Clear the Path.](#)"



This is a repeatable [Texture Blueprints](#) mission. Destroy [Shogghols](#), [Zokaraneus](#), [Cult of Shut'thend Cultists](#) and [Tegunstene](#). Any maturity counts towards this mission. Once the bar is full, you will receive 10 Limited Blueprints. Cool down is 5 hours. For full details see "[Elder Shrine.](#)"

Oh, did you think the story was over? Not quite. After traversing through a vast number of large caverns, and despite being curious about activities along the way, an intriguing structure at the end of the mountain trail looms ominous and rather mysterious.

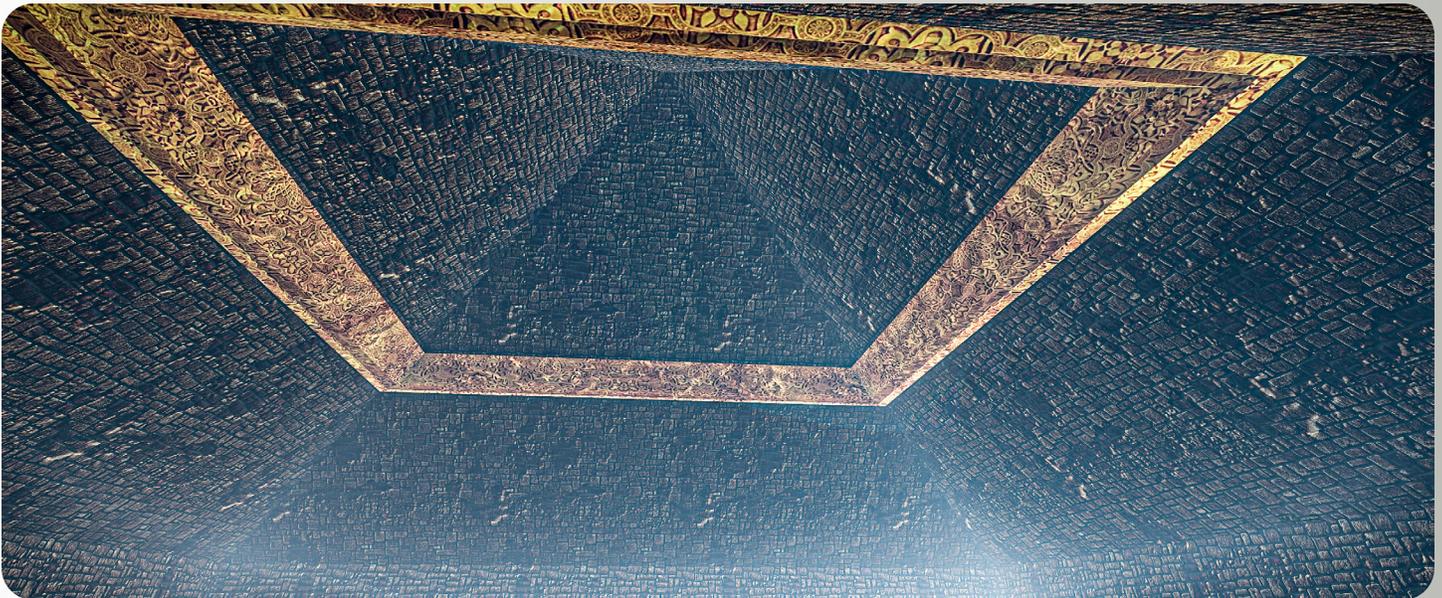


Throughout history, the Pyramid (triangle) has represented important trinities, and there's one that I am certain will be at play here should we engage ... *life, death, rebirth* ... but how that occurs is yet to be discovered.

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 ... *what is it 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. I don't know about you, but in the photo above, I detect stone indentations on the Pyramid, as well as some unique inscriptions on the square border of gold as shown in the photo on the next page. Is there a mystery here to unravel? Will we need our own Rosetta Stone?

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



The square border of gold with its ornate etchings may be yet another clue to uncovering more of the deep, dark history that is the Cultists led by Decca. Perhaps there *is* an unraveling of mysteries that we should concern ourselves with in order to keep evil at bay.

And speaking of evil, I fear that well-known Cultist rituals that were used throughout history may be looming at our door. The use of Maladrite Elixir in many forms as a silent weapon to overtake an unsuspecting victim to the degree their body is saturated with it drives them mad, then the Cultists use an archaically-designed altar to drain the green fluid into reservoirs beneath the ground.

Decca and her Cultist followers use this ... I suppose you could say filtered Maladrite Elixir as yet another ingredient to fortify their mind control abilities (yes, they drink this stuff in addition to the powers that Outer God *Tulzscha* gives them) because it's a means to proliferate recruitment to the dark side and joining the *Cult of Shut'thend*.

Have you paid attention? Did you take notes of the ways the Maladrite Elixir could get into your blood stream? Do you think you might already be infected? How often do you visit The Dubliner pub?



CREATURE CONTROL CAPSULES



ShadowDragonV and I were trying to enjoy a downtime moment at a table outside The Dubliner pub when we were rudely interrupted by a Zokaraneus creature. We thought that perhaps one of the hatchlings close by might have been dragged into the village, but taking a closer look, it was clear that 'crusher' had gotten into the creature control candy. He's taking up way too many seats.

I was reviewing some of the content of the Necronomicon to see if I could make any determination as to whether there were clues that would give us an opportunity to defend ourselves better against the dark forces that Decca had unleashed on us most recently. I cautioned Shadow not to open the Necronomicon book in front of her because she might suffer dire consequences. I have yet to learn why I am not affected by the dark spells, but Pinthas said it will come in time.

By completing the dynamic wave missions, repeatable quests are unlocked on each NPC with a creature control capsule as a reward for returning the required item from each dynamic event.

Dynamic Event 1 - Cult of Shut'thend Tajho Creature Control Capsule (ShadowDragonV)

Dynamic Event 2 - Shogghols Ngubbis Creature Control Capsule (Count Cristo)

Dynamic Event 3 - Zokaraneus Gipi Creature Control Capsule (Meister Sith)

Dynamic Event 4 - Tegunestene Vydrith Creature Control Capsule (The Black Knight)

New Music by Community Member NoBion

When we released the DSEC-9 expansion 6/1/21, we introduced originally-composed music created by community member NoBion for the first map section of DSEC-9, along with originally-composed new music for the 3 Synth Waves at DSEC-9 by VS Team member Pusherman, Ant's brother.

The VS Team continued to work with NoBion to create new and originally-composed music for the 2nd DSEC-9 map section, and recently the 3rd and final map section Mountain of Madness. We thank NoBion for continuing to collaborate with the VS Team to provide new and exciting music.

PLANET TOULAN JOURNEY THROUGH THE SANDS

Although most of the focus had been on getting the rest of the DSEC-9 map released we did manage to add some content for Toulan.

CITIZEN QUESTS

Additional stages were added to the Citizen Quests taken after achieving Toulan Citizenship. The quests can be taken from the Citizens Representative just inside the East Gate at Guardian Village.

THE CARPENTER'S DAILY DEAL

Further Blueprints were added to the NPC Yusra on the 7th floor in Nahar Towers and 'The Carpenter's Daily Deal' mission. These are repeatable quests that give you item blueprints. Here is a weapons rack.





It seems an eternal age since the soft skinned ones came and stole me from the dark and once comforting caves on the moon of Monria. Since then I have traveled long and far with my munificent keeper, our time together becoming less arduous for I find her not to be so unpleasant after all. I have experienced the fascinating world of these squishy aliens who lack proper appendages. Their strange obsession with possessions and endless need to acquire more of the mysterious tools that their puny claws require to perform the simplest of tasks. It seems incomprehensible that these weak beings have been able to create so much without even growing a single hard claw on their soft bodies.

Often I have watched in growing admiration of my companion as she has used her contraptions to delve far deeper than any Yog could even imagine existed, and the treasures and great items that have been uncovered defy my once limited imagination. Even more astounding are the incredible battles I have witnessed as these seemingly helpless and apparently weak mortals have gathered together and combined their power to defeat even the most monstrous of beings.

So I have become used to the feeling of growing invincibility and confidence as I witness more and more dread creatures fall beneath the hammer of these relentless people. Since we have made our home on the strange desert planet all has been well despite the numerous invasions that are always beaten back. There is a leader here they call "Queen" that rallies them and encourages them to fight to the last in defense of the lands.

Many times I have traveled, not unwillingly, back to the Monrian Moon with my associate to delve the depths or hunt amongst the globulous Shoggoth, the evil Shub or the nefarious Cultists. I have grown used to the sight of my brother Yogs being ruthlessly slaughtered but it no longer troubles me to see them fall as it is a small price to pay to be given the freedom to roam the fascinating worlds beyond this tiny moon.

And yet I am troubled by the scenes I have witnessed in recent days, when taken to a place I hope never to return. This other Moon "Elara" although seemingly innocuous and resembling its parent Toulan, is an alarming place. Its residents are beings whose very substance has been altered and manipulated in ways I find most horrifying by some wicked mechanical being defying my limited mind.

Here the greatest and most evil desecrations have transpired in a new place just uncovered by the soft mortals. Behind towering gates lies some dreadful barren land, once populated by the mortals who are now gone for all time to who knows where. The dark and twisted trees scattered about the broken landscape lead to a settlement. It was as we traveled towards this settlement that I was exposed to the most terrifying crime, as we encountered small beings that seemingly once were Yogs but have been awfully transmogrified into yellow apparitions of their former selves. What evil has occurred to create these vile mockeries of my peaceful kindred? Similarly, the Shoggoth and Shub have been defiled into beast-like parodies of their Monrian brethren. I suspect the blame lies within the realm of the Cultists, for rather than being mutated possibly for some cruel mirth, have seemingly grown in power in this land.

Yet despite this malevolence, all these monsters fell before the might of the adventurous soft ones as we made our way to the deserted village ahead. At one time it must have been a prosperous place with many peoples but all that we found was the desolation and despair of an abandoned shell of a village.



It was in this place that my companion and I encountered what at first we thought to be a Cultist but in fact was a cunningly disguised mortal. This “person” recruited my keeper and convinced them to battle with others against the Cultists whose sole intent was the destruction of some remote temple or shrine. The purpose of this battle I know not, yet I witnessed the total defeat of the Cultists as they attacked in vain against the all powerful cohort.

Seemingly the reward for this task was a similar disguise to allow my associate the ability to travel further on in this crazed land. I must admit it troubled me to be in company of what now appeared to be a Cultist, no friend of the Yog are they!

South we now traveled through the broken landscape to a great edifice which at its center was a gigantic gateway. The approach to it was guarded by signs that warned us to turn back and stay away, warning of the horrors that may lie within. Yet it is to this place that the villagers may have ultimately journeyed to their doom.



Inside this great mountain we found an endless warren of caves populated by more of the abhorrent mutated beings, all out of their minds and hell bent on attacking all that entered this insane labyrinth. It is with some grim satisfaction that I witnessed the destruction of many of its denizens, no tears I shed or pity I felt for the dreadful facsimile of Yog that reside in this place.

More battles ensued and increasing numbers of the mutated Monrians were slaughtered in their hundreds, all by the soft skinned ones in their new disguises. Almost as if they had taken on more than the appearance of the Cultists, for they were one and all consumed with a great bloodlust and were intent on the destruction of all around them. It was as if there were some strange curse befouling their minds driving them onward for some mysterious purpose.

In the far depths of this Mountain stronghold we came to a great cavern and at its center a monumental Pyramid. The very fabric of the cave reeked of evil intent, as if the Pyramid itself was emanating a dreadful presence, almost pushing us away with physical force, and at the same time calling out to be investigated. It was as if the Cultists in their nefarious wisdom had found a way to tap into the curiosity of the humans. Making them unwillingly overcome their fears and helplessly enter the intimidating structure. I had no such urge and wanted only to leave this place but my companion could not be dissuaded from the folly of going inside. I was proved right of course for beyond the threshold there was only great danger and fortunately our survival instincts prevailed as we fled that place chased by the powerful Cultists within.



Consequently, whilst making our way back through the strange underworld, we again became embroiled in more battles until after many hours spent in this dungeon of horror, sacrificing all, soaking the ground in blood and gore, finally the last denizens were defeated and we returned triumphantly to the desolate village.

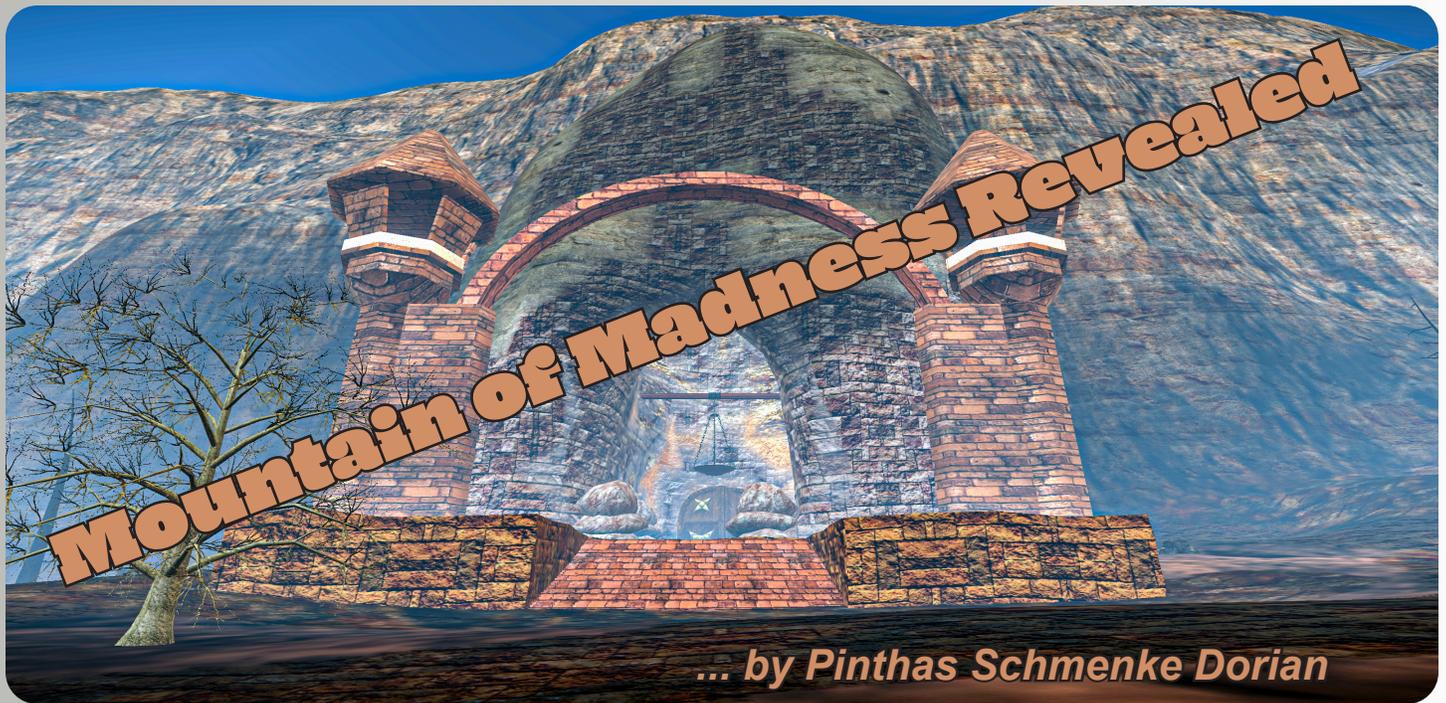
Again my companion and those others who had participated were rewarded for the great battles fought against the corrupting influence that had tainted this land. The reward was more odious than the last, not only are they all consumed by the need to appear as that of Cultists, they now too adorn themselves with the spines of Shubs, a most unpleasant sight indeed.

It was with some relief to me that we were leaving this hellish place to return to our normal coexistence and back to our usual routine. A restful peace away from the alarming adventures we had endured, but it was still a worry. Ever since leaving the dreaded mountain and desolate village, my ally has refused all requests to remove the hateful apparel claimed as reward for victory over the Cultists. Many days later it is still worn with pride, and more and more of the other mortals are appearing every day on Toulan garbed in the same way. It would appear that all who acquire these garments are in no way inclined to remove them, ever!

I wonder perhaps if it is the Cultists who have been victorious ultimately, and whether there is some strange curse at work here. The Cultists may not be physically strong enough to overcome, but their malevolent evil knows no bounds, and it could be that they have found a way to manipulate the vanity of these mortals to enslave them in a more insidious manner. Time will only tell.

Hightower Percival Lavacrust

Yog



It should never come as a surprise that when something close to madness has erupted, Decca is somewhere behind the chaos. Make no mistake and do not underestimate the intensive plotting and planning that unfolds when things are happening. We traversed a journey over the last few months and learned much about her intent. Out of the mists came a new area specific to Decca and her Cultists, ultimately designed to awaken Cthulhu from his death-like slumber. Structures appeared that were once hidden. Why now is Decca revealing this to us after so much time?

The landscape changed and there it was, the shift in consciousness bringing enlightenment, or was it just Decca revealing what was always there but out of sight and reach? Just seeing all of this for the first time makes me cautious and on my guard. I don't know if we are still on Monria, or in a linked dimensional rift. Nonetheless, it is real and we are here. I must explore all the areas, as I know that the Shrine is key to her plans. Is this where Archibald Crimson III disappeared to all those years ago? Was Decca inherently involved in his disappearance?

The old carvings on the teleporters reveal the ancient tongue that only a few truly remember and can translate. I know deep in the recesses of my mind that I know this language, if only I could remember. I wandered through the new territory and saw hordes of creatures not unlike those found on Monria, but different in texture and more aggressive. Did the Maladrite Elixir transform them?

We face a bigger and more fearsome threat than ever before. Do not let your guard down. We are forced to engage to keep the area accessible, yet this distracts us from our primary goals. Is this one of Decca's master plans?

There are so many enemies to face and they are coming at us fast. I have to help wherever and whenever I can. The Cult of Shut'thend is reforming and attempting to reclaim their territory. It appears that we are the ones they want removed, and the Mountain of Madness is their strategic stronghold. How do we face them, and how do we stay vigilant?

We need more Maladrite and Zoldenite, along with the other ingredients required to learn how to make the Maladrite Elixir that Decca and her Cultists use to try to control us. We need our top scientists from DSEC to delve into the intricacies of this elixir and come up with an antidote.

There also seems to be some form of osmosis that takes place across Mountain of Madness that facilitates the Maladrite Elixir to seep into our bodies. It makes sense now why we see the river and the waterfall. We discovered that the Maladrite Elixir requires water. We know the waterfall is close to the Larches Green village, and there is a fine mist that travels across the village, not to mention that there is a river nearby. We never figured out where that waterfall originates from and is still highly suspect as to its source.

This for me partially explains why there is green covering the wishing wells and the gazebos, and perhaps how the Maladrite Elixir can seep into our bodies over a period of time. Let's not forget that there is a sacrificial altar in the Pyramid inside the mountain. When one becomes overwhelmed and less in control of their faculties, it seems the Cult of Shut'thend moves in, because the elixir they drain from our bodies is more concentrated, and that makes it even more dangerous.

From the Road to Reveal I remember this chanting: *"Prophecy in Necronomicus is yours revealed, Depths and Darkness are yours concealed."*

I've always said that we need to get our hands on the Necronomicon, and now I see that we have that opportunity with a mission that our governing body has bestowed upon us in order to get it and unite to work against the dark and dangerous future we face.

Dark Moon Enigma will help us to stay the course and guide us through the maze that is the Mountain of Madness, along with what continues to challenge us at our sister locations at the hand of Decca. We need to keep Dark Moon safe, and Decca must never know who she is, or from where she comes, because it could be the death of us. Protect her at all costs.

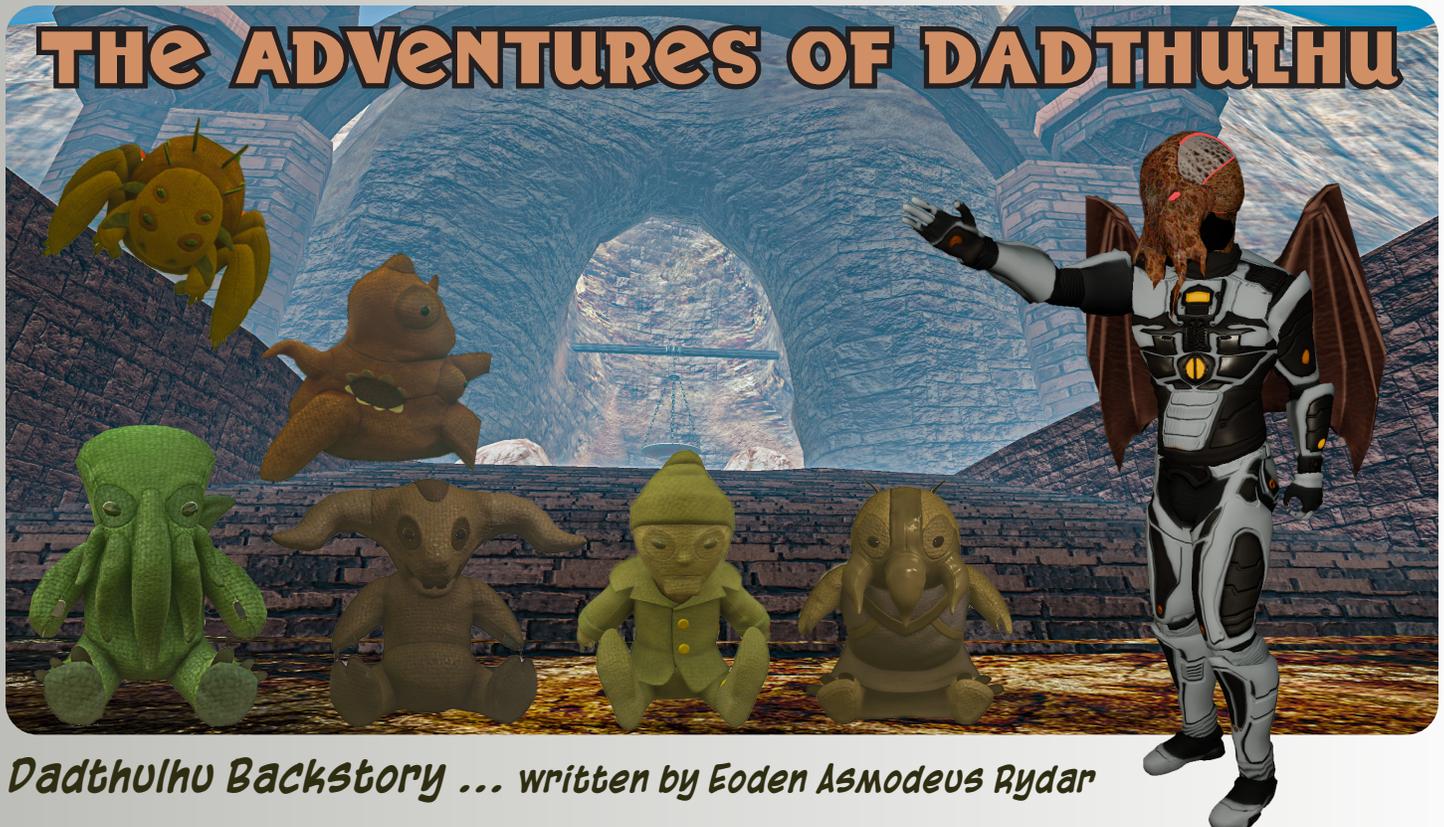
I have made my first run at the Shrine and it is being well guarded by the Cultists at different times. We need to learn where the Cultists go and how they are getting there when they show up. I am not sure if they are using a different dimensional portal, or if the Maladrite Elixir is helping them with teleport technology, but we need to keep this Shrine safe and out of the hands of Decca.

We also need to make our way to the Pyramid, as there are many unknowns there which are being protected by the Cultists. I suspect that K'Tan Partathus is lurking and preparing some of the rituals from past times while extracting the Maladrite Elixir from fallen heroes. We must keep him at bay. The more he prepares, the more Decca strengthens. She wants to awaken Cthulhu but we must prevent her from ever achieving this end goal. I know she is near and I know she has revealed herself at times at the Shrine, but she is far more reaching than we might know.

As Cthulhu's twin brother Kthanid, I know the horrors that can be inflicted upon us. In the wake of the devastation and destruction that Decca and her Cultists left prior to the great exodus from Earth, I learned that they were headed to Monria. I had also learned that the City of R'lyeh was rebuilt at the core of Monria, and felt in order to protect Monria and its second colony trying to rebuild itself, I had to use my powers as Cthulhu's twin to put him in his death-like sleep.

And there he stays while Decca and her Cultists scramble to figure out an alternative way to awaken him. You see, Decca and K'Tan need me and their Cultist Priests in order for the incantation in a very precise ritual to be successful. They tried to coerce me into joining them during my interdimensional journey to retrieve my memories, because at that point I had no recollection of who I was or what my purpose was.

Make no mistake, I do now.



Dadthulhu Backstory ... written by Eoden Asmodeus Rydar

Dadthulhu has been alive as long as all the other Elder Gods but is rarely spoken about in the great pages of lore as no great deeds were done in his time, or wars waged in his name. Dadthulhu is only the distant cousin of Cthulhu. Not to be mistaken for the father of Cthulhu. Dadthulhu was more into backyard BBQs and talking about the old wars of the past. Dadthulhu was more of a lesser god and much smaller in stature. Enjoys documentaries and the thing the mortals call the Discovery channel.

With Cthulhu's mind mash business going on and making everyone go mad or insane, Dadthulhu thought it was probably best to separate himself from his cousin and enjoy a bit of normal life. You know? It is hard to go to the store and buy groceries when everyone runs out screaming "Oh look, that Elder God is here and will make your brains melt again!" Again? Well, I don't think you live through that twice, Dadthulhu thought to himself, but mortals were always exaggerating things.

Many thousands of years have passed and Dadthulhu has continued to live a very simple life. Ended up in an apartment on FOMA (not like much ever happens at that old, abandoned place) and assumed it would be a good place to chill and enjoy a simple life. Dadthulhu made a few friends, has a weekly BBQ and enjoys buying New Balance shoes (they are so damn comfortable).

Mostly now, Dadthulhu was starting to forget about the Great Ones and his cousin Cthulhu. Occasionally Dadthulhu would still get a few Cultists knocking on his door asking, "Have you heard of our Lord and Savior Cthulhu?" and then the squeals of delight when they think they found Cthulhu... so embarrassing when they drop to their feet and start worshipping... flailing their hands in the air saying, "We are not worthy." Dadthulhu would at first try to explain the difference between himself and his cousin, but it was no use. Eventually Dadthulhu just stopped answering the door.

After a few more thousands of years had come and gone Dadthulhu felt a calling. As if something, someone, or a lot of somethings was trying to reach him. Dadthulhu thought it was time to do something else with his life and find a distraction for this noise in his head. Dadthulhu realizing he was kind of broke and just living off the fame of the Cthulhu lore for years decided it was time to get a job.

Dadthulhu saw a post about a job over with DSEC on Monria. DSEC was complaining about Yog and Shoggoth running amuck. Problems with Cultists performing rituals and interfering with things. This seemed like a perfect job for Dadthulhu as he had experience with wrangling in such problems when he helped organize things for his cousin Cthulhu. Dadthulhu applied online for the position (turned off the camera, as he felt appearance might be an issue) and eventually landed the job. Dadthulhu got his old ship flying again and headed out to Monria.

Not long after Dadthulhu started working at DSEC, he felt that calling he experienced earlier much louder in his head, like hundreds of tiny screams. Dadthulhu shrugged it off the best he could and focused his time going through DSEC training and a few awkward moments with his coworkers... wow no worries mates! No madness or mind mash here. Dadthulhu finally smoothed things out with his team and got going on his new job duties. Most of Dadthulhu's job duties consisted of patrols in the tunnels of Monria, checking on teleporters to make sure they were still functioning and cleaning the Shoggoth slime off things. Dadthulhu eventually made it down to the Yog cavern and was stricken by a loud calling... hard to shake it but hard to tell where it was coming from.

After many weeks observing the Yogs, Dadthulhu noticed they were agitated and constantly trying to dig a new tunnel. This particular area even seemed very hard for the Yogs to dig through. The stone was different, harder, almost like shell. When Dadthulhu felt the call again, he noticed the Yogs also got more agitated and started digging into this area more.

Eventually the Yogs did break through. A small, tiny opening but they managed to break it open. At this time the Yogs almost seemed to sense Dadthulhu's presence and stepped aside forming a gauntlet to the opening... no not a gauntlet but a presentation of sorts... beckoning him to go forward. Hesitant at first, Dadthulhu slowly made his way through the line of Yogs. As he passed, each one sort of bowed to him. Well, this is certainly odd he thought, eventually making his way to the opening. Dadthulhu crawled through the opening and came out into a small round cavern of sorts.

Dadthulhu thought it was best at this point to turn off his communication channels with DSEC while he investigated the area... this felt like the Old Ones... felt like home, the air even smelled like home. He noticed an altar and a few relics of the Old Ones. Upon closer examination, the relics were more like small toys and scrolls talking about the ancestors and their history. Vases full of manuscripts and such. Dadthulhu lit a few cauldrons and provided a bit more light to investigate.

Dadthulhu then noticed the ceiling was lined with round pulsating sacks that glowed a light red and seemed to almost breathe in their movement. At this point Dadthulhu thought to himself... oh hell no I am not getting paid enough for this and decided it was best to leave and report what he found.

As Dadthulhu was backing his way out of the cavern he tripped, landing on his back. His Zune music player flew out of his armor pocket and fell a few feet away. His helmet rolled off and acted like a speaker for his music player. The song of the great Neil Diamond Sweet Caroline started blaring out of the helmet and echoing into the cavern. The egg-like sacks responded and started breathing and pulsating more. Dadthulhu scrambled to grab his helmet and music player but alas it was too late! The eggs burst! Out came small demons flying around in a fury.

Dadthulhu froze on the floor clutching his Zune, then scrambled to grab his helmet. One of the chosen babies flew down near Dadthulhu and started to play with the toys at the altar. Dadthulhu then realized that these are not demons but were tiny versions of Cthulhu.

They were spawns of the great Cthulhu!

Dadthulhu now realized his calling and his purpose. He knew that he had to protect the wee baby Cthulhu tots from the Cultist maniacs and keep them from the DSEC team, Afraid that they would just want to exterminate them. Dadthulhu's calling is to raise the Cthulhu tots in secrecy so they could choose their own path in the world. He would teach them to enjoy BBQ, New Balance shoes and the great Neil Diamond.

Dadthulhu then confidently stood up and spoke the old language in a booming voice. All the Cthulhu tots stopped exploring and playing with the various ancient relics. The Cthulhu tots immediately made a squeal-like sound of excitement and flew to Dadthulhu. They all surrounded him and then climbed up his legs and attached to his arms, one even tried to sit on his head. Dadthulhu and the Cthulhu tots bonded and became a sort of family.

After some time, reality set in and Dadthulhu realized he needed to get back before his DSEC team came looking for him. He knew he needed to get the Cthulhu tots out, so he worked out a plan to smuggle them out a few at a time. By the time he came out of the cavern the Yogs were back to digging holes as if nothing happened. Dadthulhu managed to get all the tots back into his apartment at DSEC. Got them fed, entertained for now since Dadthulhu brought back a few ancient relics, toys and manuscripts to help teach them and bring them up.

Dadthulhu reported back into DSEC and said he tripped and knocked himself out. Asked to be transferred to a desk job while he was recovering. After getting approval to transfer to a desk job at DSEC headquarters. Dadthulhu worked on making a makeshift block to the ancient cavern in case he needed to go back someday but didn't want anyone else finding it.

In his spare time, Dadthulhu started reading the manuscripts to the Cthulhu Tots at night and they all circle around him speaking in gibberish but they were all very small. They really enjoyed listening to the great Neil Diamond and well, the music helped keep the extra noise down in his apartment.

Dadthulhu got in good with the DSEC staff and gained access to the training labs. Dadthulhu then started a course on patrols for new cadets. In his spare time, Dadthulhu also used this time to sneak the Cthulhu tots in and start teaching them in the DSEC classroom. Sadly, they are still a bit young and end up eating most of the manuscripts or having a temper tantrum when they don't get their toys. Unfortunately, their fits caused the DSEC staff near the classroom to start complaining about having a few more headaches and visions of madness but thankfully they all just blame the Cultists for now, unaware that the Cthulhu tots were experiencing their own challenges.

Thus begins the adventures of Dadthulhu and the Cthulhu tots, but wait, there's more ... it wasn't long before Dadthulhu realized that the Cthulhu tots were upset because they wanted their friends to join them and help them escape the same future that the Cthulhu tots were headed for before Dadthulhu came along and saved them. There were Shoggoth, Yog and Shub tots, along with Leprechaun tots and even Cultist tots.

Dadthulhu knew that he had his hands full, but he was up to the task and was reminded that this was his greater calling. The challenge was to get them organized enough to settle down. Dadthulhu did his best to keep all the tots entertained while still giving them a good education and securing their future.

Of course there were BBQs ...

Note ... the following photos depict Dadthulhu's adventures with the Cthulhu tots and their friends.



Monria Space Station

Dadthulhu is heading to his new job on Monria. He will meet up with the DSEC Team to receive training.

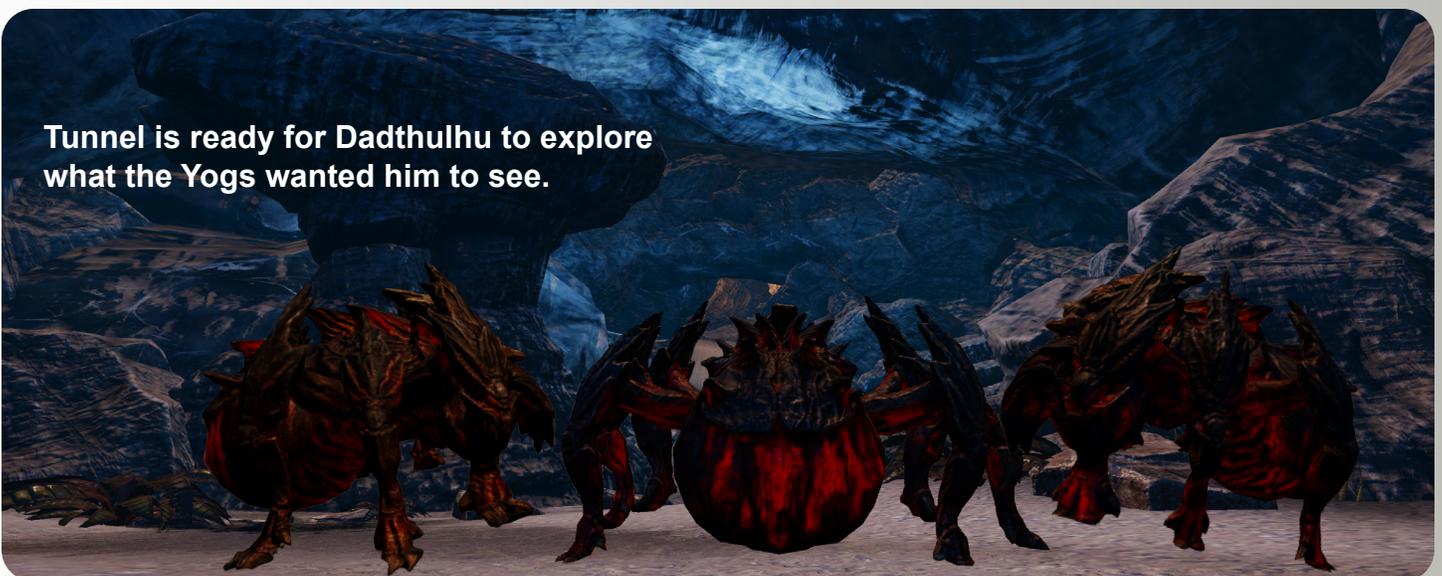
Patrols through the tunnels of the underground proved to be quite interesting for Dadthulhu, especially when he met with the Yogs digging a tunnel they wanted him to enter.

Dadthulhu knew when the Cthulhu tots were revealed, his life's path would be on another trajectory.

Dadthulhu's adventures begin.



DSEC Team Meeting for Job Training



Tunnel is ready for Dadthulhu to explore what the Yogs wanted him to see.



Classroom Time with the Cthulhu tots and friends.



Dadthulhu is frustrated with misbehavior.



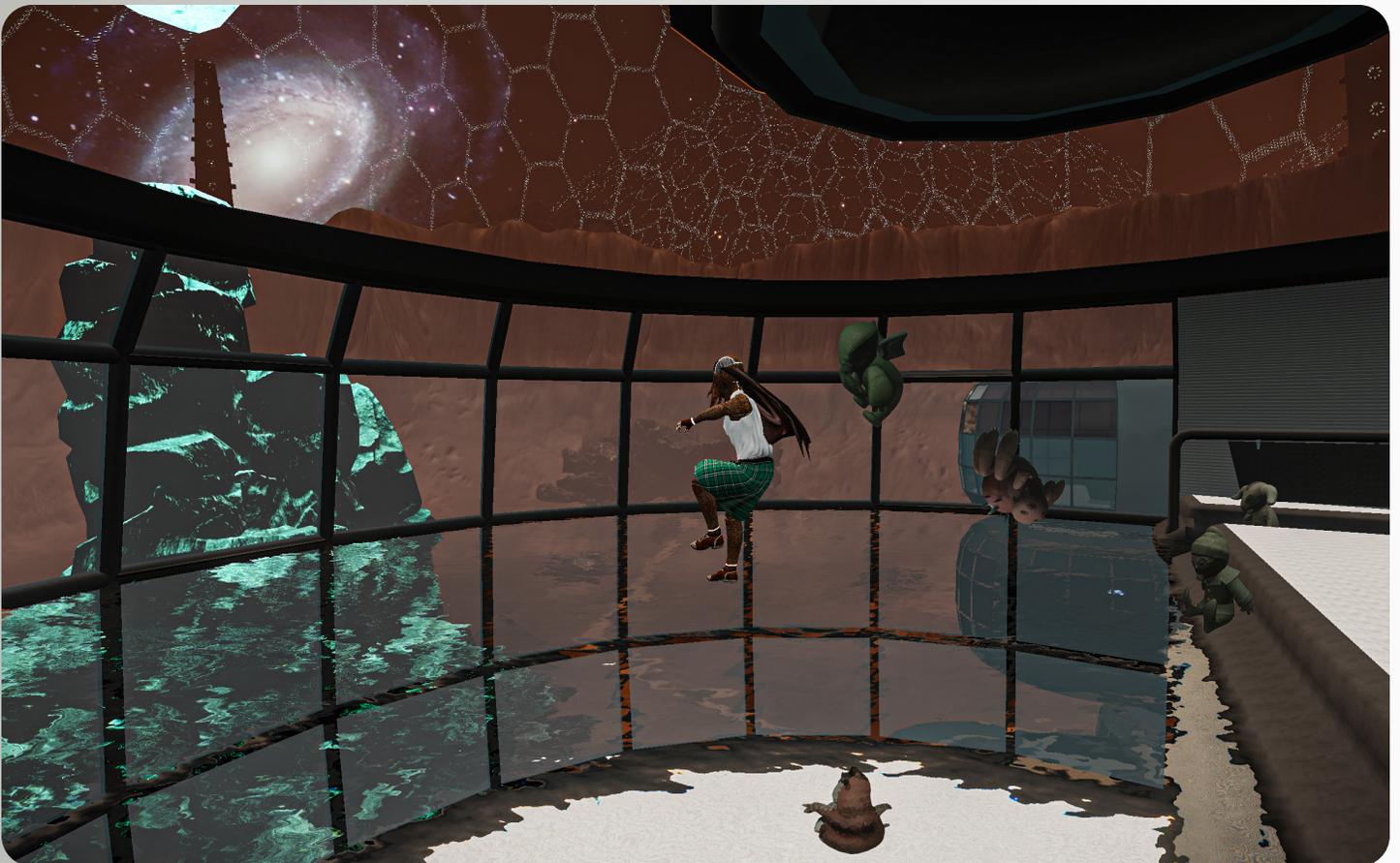
Dadthulhu scolds the 3 Cthulhu tots who misbehaved.



After their education and reprimand, Dadthulhu treated the tots to a snack.



Dadthulhu coaches the tots before a swim.



Dadthulhu and the tots go for a swim.



Dadthulhu BBQs for the tots.



Dadthulhu warns not to swim too soon after eating.



Dadthulhu stops at The Dubliner for a Guinness in dressed up armor.



Dadthulhu charms the beer barrel.

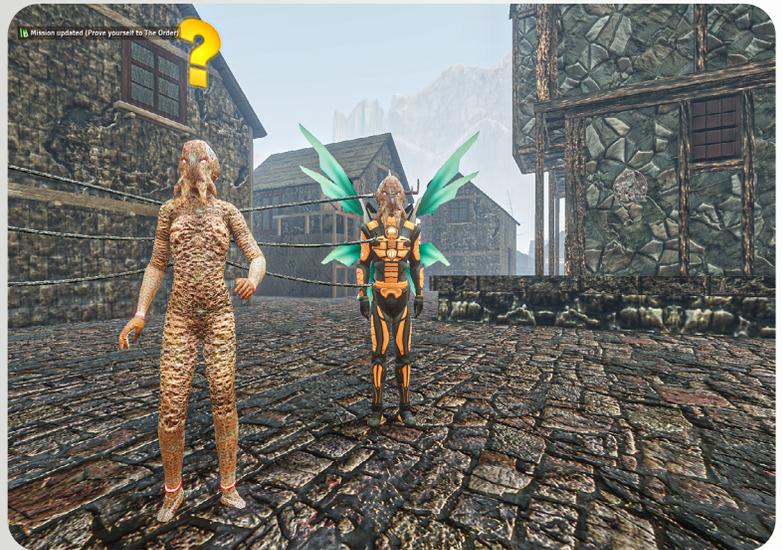


Dadthulhu gives respect to the beer barrel - he wants that Guinness.



**Dadthulhu under the influence dances with ShadowDragonV.
The perfect ending to a Dadthulhu adventurous day.**

FIRE DEBUG FLY



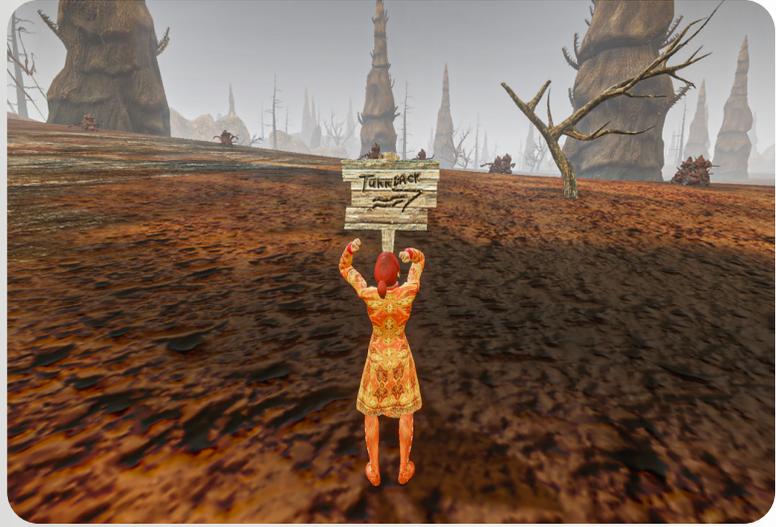
MOUNTAIN OF MADNESS SCREEN CAPTURES



DEA KALI DEVI



Stranger



I Knew That Guy Was Evil



Hello Girls



Surveillance Atop A Tower



Investigating Potential Campsites



Maybe A Good Camping Spot

MOUNTAIN OF MADNESS SCREEN CAPTURES



It Will Keep The Rain Off



Greetings Fellow Humans



So Many Places To Hang Laundry, So Little Time



I Really Want To Swing



This Thing Needs To Go Faster



There's Such A Thing As Too Much Diet & Exercise



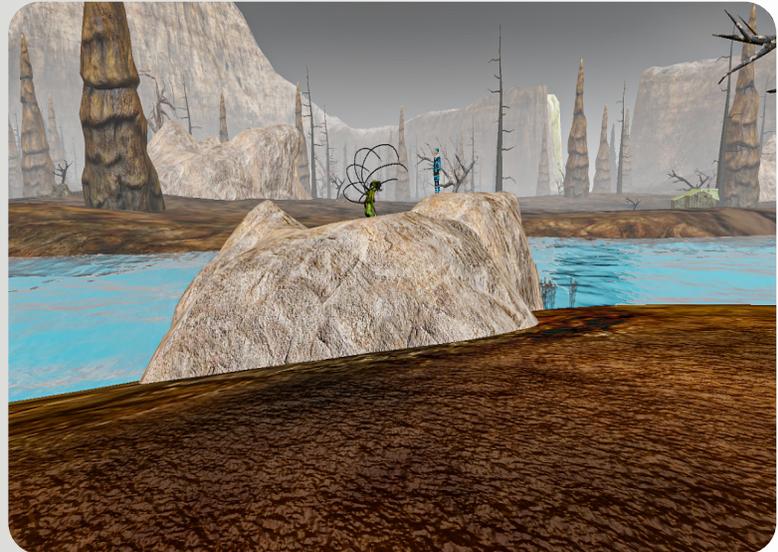
Verticle Dry Cleaning



You Talkin' To ME?



To Bathe or Not To Bathe



Eleni Taunting A Tegunstene (Shub)



Waving Back At Tree



Relaxing Behind The Waterfall



The Lady Wanted Pictures



Won't Be Exploring Here For A While



Nice Revive Touch



Beer Time



Beat Malgar & Synial To The Best Seat In The Pub



Time For A Break



DME'S MESSAGE TO THE COMMUNITY

My message this time is to share something that is near and dear to our hearts as a development team, but it is a sentiment that is shared by many within the community. The VS Team has been comprised of friends first for the 17+ years we have been associated with Entropia Universe, and then transitioned into a team when Ant bought Monria 11/26/15. First known as the Monria Team, we then became the Virtualsense Team after we added Planet Toulan to our virtual family on 8/19/20. We further expanded Monria with another dimension known as DSEC-9 with 3 map sections on 6/1/21.

Our primary focus has always been the community and will always remain that as long as we are a team, but equally as important is incorporating our official lore that has evolved from just Monria to Toulan and now DSEC-9. Over time, we have shown, and will continue to show, how all locations are connected through lore. There are some rather unique associations such as the Necronomicon that was mentioned earlier in this issue, and who it was who originally wrote this dark and evil book.

When we became the Virtualsense Team after adding Toulan, we then gained control of creating content with a much greater opportunity to work with the community to determine not only what's working and what's not working, but also to partnership in the creation process so that we know what the community would like to see in the way of engaging activities and items. They let their thoughts be known through their [Suggestions and Feedback](#) at our forum and we have done our best to try to accommodate the requests as best we can. We have implemented many suggestions over the years and will continue to do so, as long as it's within reason and can be balanced, but it's also a matter of timing and when things can be done, as the VS Team is not full-time developing, which is surprising because of the amount of content they've been able to put out there.

Here is why I am so excited about this particular VU and why my approach to this magazine issue of our [VS Quarterly](#) was so different this time. The Monrian lore, specifically being Cthulhu Mythos-themed allowed Pinthas and I to advance the lore through [5 PDF books](#) in developing our own expanded storyline based on the writings of H. P. Lovecraft, which he always encouraged writers to do. It was a labor of love for us, but Ant right from the beginning bought into this and absolutely loves the lore and writes some of it himself, especially as lead-in stories with VU release notes.

The VS Team is very tuned in to our official lore and will do everything possible to create content that promotes the storylines. As Entropia Universe players first for so many years, we understood how important it was back in the day that there be storyline, and how many continued to ask for it. However, we also understood what community and the social environment meant. It was a big deal back in the day and there were exciting and vibrant times that kept everyone connected.

We as a team have made concerted efforts over the years to recreate that community feel, as well as elevate the vibe that brings more of a togetherness in the activities that people engage in at our locations. It is without question that we have one of the most incredible communities across the universe. It gives us pride that community members are so friendly and helpful with others.

When Ant decided to make the 3rd and 4th map sections at DSEC-9 into one and created content that furthered our Monrian lore, I was totally beside myself with excitement. After learning exactly what that content was, I couldn't contain myself, because it included (finally) a proper new player mission chain that our Monrian Born would have easy access to that would help to advance their game play and give them more options.

Then, when I learned that there was a main focus on group activities and team work to accomplish goals, I don't know where my mind went at that point, but it was an exceptional feeling for sure. It told me more than ever that Ant is tuned in to not only our Monrian lore, but also to the dynamics of what is profoundly our community environment and social scene.

I have witnessed since the release of this VU just how much the community comes together as a group, as well as the team work ethic that fosters success in achieving goals. The level of caring and helpfulness with fellow participants during our [4 Dynamic Events](#) is truly phenomenal. The interaction in the Monria chat channel is also a testament of just how coordinated and organized the groups are while running these dynamic events. They alert each other when a dynamic event is in play, and especially when the Shrine event triggers, because that is the more involved event that definitely requires a larger group and lots of team work to be successful.

With this magazine issue, I specifically delivered the VU information by blending lore with the graphics so that it had more meaning, especially to understand where the content was coming from and why it was created. The *Mountain of Madness* is very much connected to Monrian lore, and it's good to have a bit of history to make the connection. This way, while experiencing the content of this map section, I hope for instance that when you enter the Church you know why it's there, and what its history is, but also while experiencing the entire environment, why it was that Decca was so hell bent on recreating the town of Teaksbury from Earth where the mass exodus took place that led her and her Cultist followers to Monria. As a reminder, *Cthulhu* lies in a death-like sleep at the core of Monria in the rebuilt *City of R'lyeh*. It's anyone's guess what the future holds at this point.

I would be remiss if I didn't give thanks to a few people who made this issue possible. First to my exceptional VS Media Team partner (ShadowDragonV) who is always in the trenches with me whether it's the magazine or other projects we work on. She is always accommodating, but we also have a lot of fun working together. Since she and Malgar moved to Monria about 4 yrs ago I think, we have been inseparable. She has been an enormous help with community members and responding to their questions, but she has also been an immense help and guide to our Monrian Born. I lost count with how many Monrian Born Disciples she has helped guide toward graduation.

As always, I am excited to get new articles by *Heidi Stassinopolis* and *Pinthas Schmenke Dorian*. They continue to display their creativity in storytelling and imparting valuable information.

Fire Dbug Fly and *Dea Kali Devi* are always up to something, and I'm glad they contributed evidence of that in this issue. Their fun photography is definitely a light touch that is enjoyable and a laugh.

When "*Eoden*" *Asmodeus Rydar* pitched his Dadthulhu idea, I wasn't sure what to make of it at first, but the more we chatted, I knew it was something I wanted for this issue. However, it looks like there's a possibility that this may become a series. I think we have something planned for a Christmas issue.

My deepest gratitude to the community and your continued support, it means a great deal to me. I will continue to be as active in the game as possible and respond to your needs the best I can.



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.