

# VIRTUALSENSE QUARTERLY

## MARCH 2022

CUHOF Caves

**VIRTUALSENSE VU 22.1 -- *Within the Caves***

**Toulon Citizenship Progression**

**Monria's St Patrick's Day Event**

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# WELCOME ...

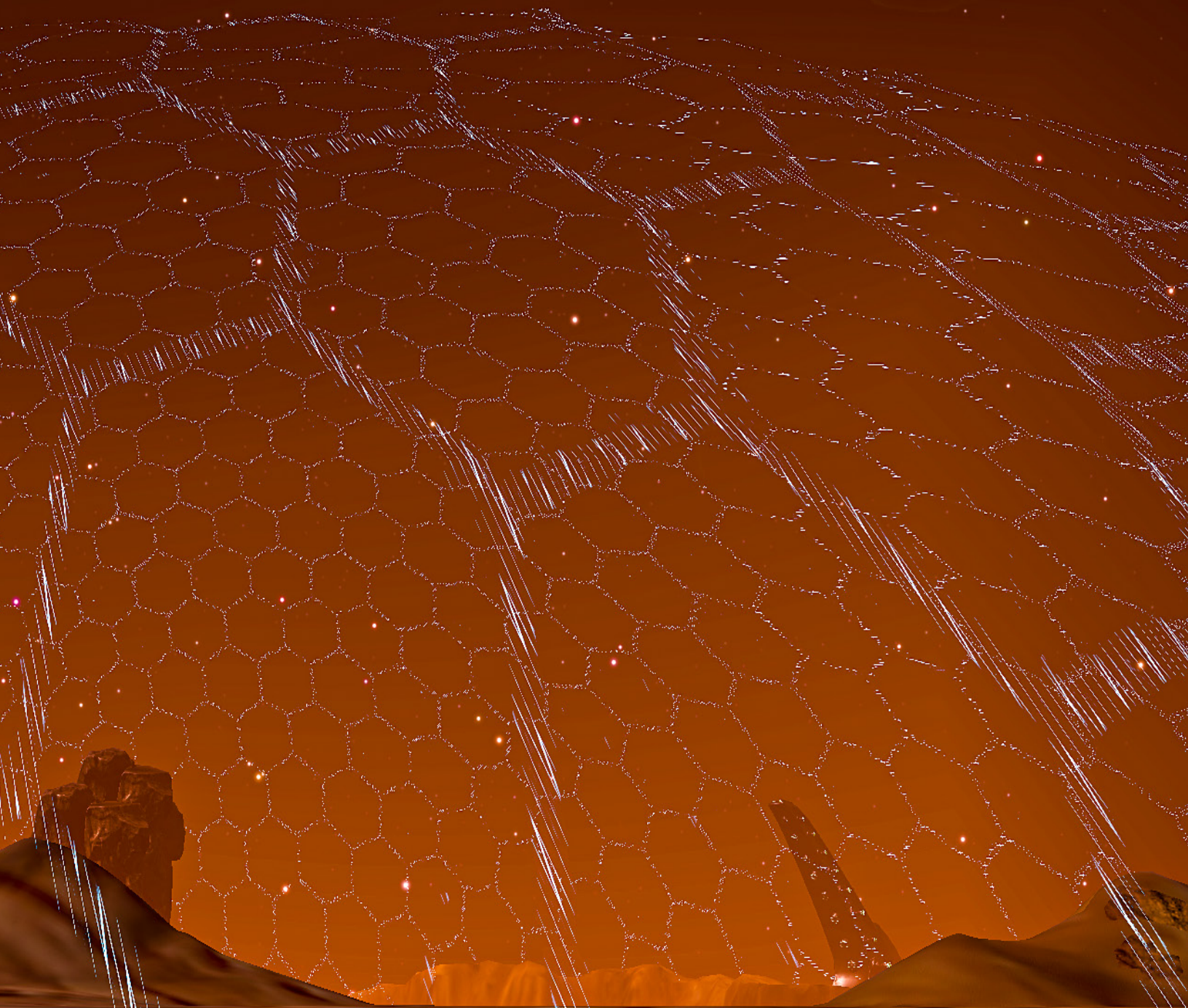


Dark Moon Enigma



Shadow ShadowDragonV Dragon





Welcome to the March 2022 Virtualsense Quarterly magazine issue ... for several years now, Shadow and I have worked in partnership with all things media, from event and other banners, to full-on magazine production. It's not just about graphics and the writing, but a total collaboration of blending ideas and drawing upon community resources to present the vibrant life of three locations.

In this issue, we cover the Virtualsense VU 22.1 - Within the Caves release notes in more expansive detail to give extra clarity. March is always our Monria St Patrick's Day Event that spans 48 hours with special activities, grand prizes, and lots of chaos, not to mention a proper parade.

There are updates on the Toulon Citizenship Mission progression, as well as what two community members have the first complete sets of the new CUHOF Instance Armor. There is also someone who now has a full set of DSEC Armor and has upgraded it to the level of Improved. I'm also happy to report that we have a new article by both Heidi and Pinthas who have contributed unique and entertaining stories. This issue's Player Profile is quite special and you'll discover why.

We thank our community for giving us a wealth of content to work with, you are appreciated.





## VU 22.1 Within the Caves

### Queen Nara | A Reflection:

To the Brave and Loyal Citizens of Toulán,

Let us not forget the sacrifices of our forebearers.

As darkness fills our caves and surrounds our villages we are reminded of the madness of war.

We stand together against the lethal power of abused technology but we do stand tall for we are not alone. We bask in a light that fills the crevices where evil lurks and lift the spirits of the oppressed.

Clear the caves and defend your homes.

Be the Guardians of your villages and unite against those that seek to destroy.

We are one people, a people where the strong lift the frail and the wise guide the young.

Bring light to the caves.

Defend your homes.

### **CUHOF ARMOR INSTANCE**

A new limited armor set has been introduced and available as a mission from NPC Mudarra located within the CUHOF Cave. You need to hand in parts needed by Mudarra in order to enter a 7 stage armor instance mission to clear the area. It's a dynamic wave instance where you receive a different limited piece of armor at each stage.

Once each stage is completed within the allocated time, you return to Mudarra to receive the armor piece for that stage. When you finish all 7 stages, you will have a complete set of CUHOF Armor (L) of your avatar's gender. The armor is tradable.

Speak to Mudarra the Armorer at the CUHOF Caves for more information.

Make sure you capture the new CUHOF Cave TP to make it easier and quicker to get to the cave.

Nawa Core Parts are now stackable and can be refined to make CUHOF Molten which is used in the Armor Instance Mission.





In the left graphic, it shows the ingredients required in order to enter the first stage of the 7 stage wave instance.

The ingredients are the same for each stage except the quantities will increase.

In the graphic to the right, it shows what piece of armor you will receive in your avatar's gender at each stage.

Complete all 7 stages to get a full set of CUHOF Armor (L).



There are 2 community members who have completed all 7 stages to obtain the full set of the CUHOF Armor (L).

At left is *Harry Hally Alliandes* in the male set of armor, and at the right is *Little black-kobalt Star* in the female set of armor from the armor instances.

You will need a NawaCore MK3 in order to take this mission, and this mission is repeatable every 48 Hrs.

If you are unable to complete the mission within the allocated time, you can re-enter the instance to try again without giving any additional materials or pay any additional fees.

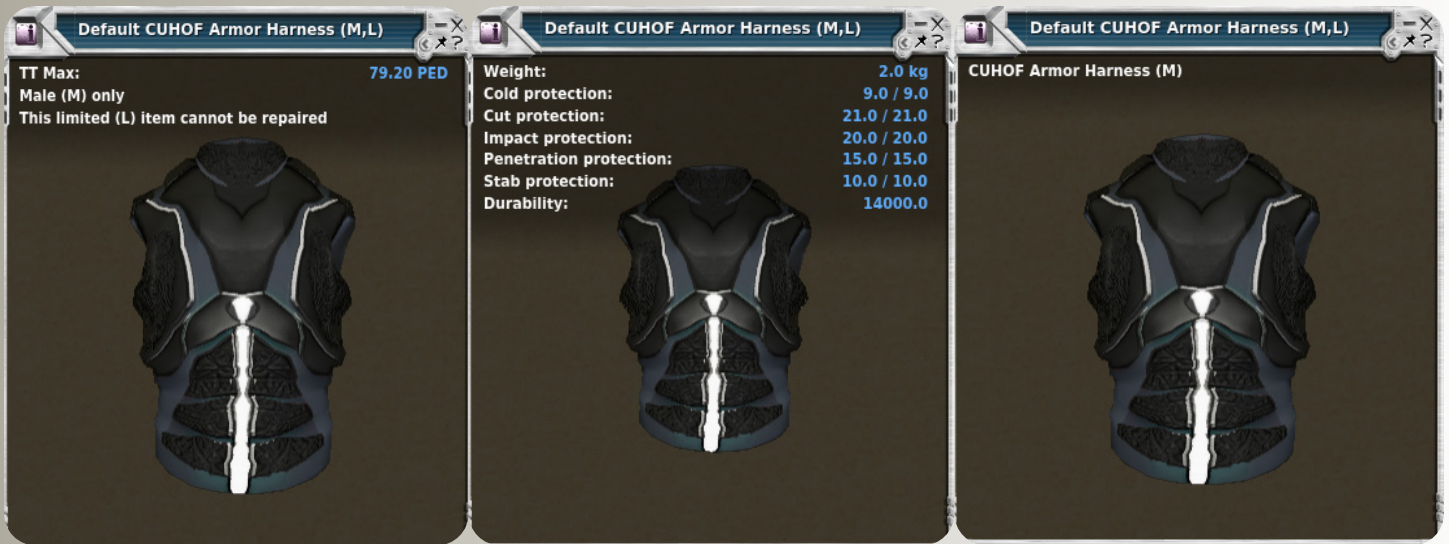
There is no storage inside the instance but you can exit and enter as you please. Keep in mind that the counter will continue to run during the allocated time period in case you need to leave.

If you are unfamiliar with [NawaCores](#), here is a comprehensive guide written by Alaina Bonnie Knight.

Also, for more information on this armor instance, see [Eleni's guide](#) that is still under construction.







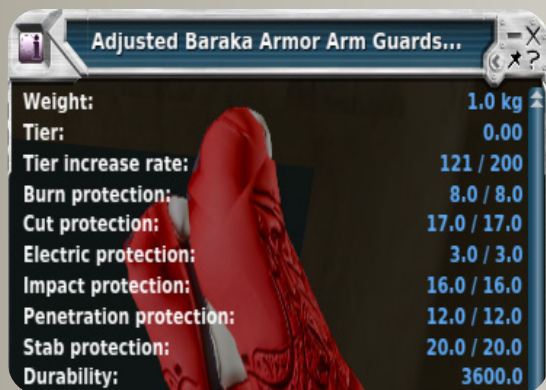
This is our first (L) armor development for Toulan. We kept in mind what the main mob damage types were. Only a few have Electric.

There is also an armor plate that can be looted within the armor instance mission.

This CUHOF Armor Plate I complements the stats of the new CUHOF Armor (L).



## BARAKA UL ARMOR UPGRADE



The UL Baraka Armor can now be upgraded to Adjusted Armor status. Speak to the Armor Upgrade Merchant at the CUHOF Cave.

- 3 part – 5% Increased Evade,  
5% Increased Dodge
- 5 part – 10% Increased Evade,  
10% Increased Dodge
- 7 part – 15% Increased Evade,  
15% Increased Dodge

Below is what a full set of (M) and (F) Baraka Armor looks like modeled by:

*Harry Hally Aliandes & Eleni Von Estlla*







It was reported that specific blueprints weren't dropping during crafting, so the decision was made to create a mission that would make it easier to get the blueprints. This is a repeatable daily mission.

Hand in 1 Basic Butt Joint and receive a 10 click Neon Sign blueprint of your choice. You can get the Basic Butt Joint blueprint from any Toulan Technician.

Speak to Yusra on floor 7 of Nahar Towers for more information on how this mission works.

The Wood Shavings and other ingredients required for this blueprint can be collected via harvesting on Toulan.



## TOULAN CITIZENS

The Queen has been showing her appreciation to Toulan Citizens who help to defend Guardian Village during our Monthly Events, and has now created a first mission in a new chain for Toulan Citizens.

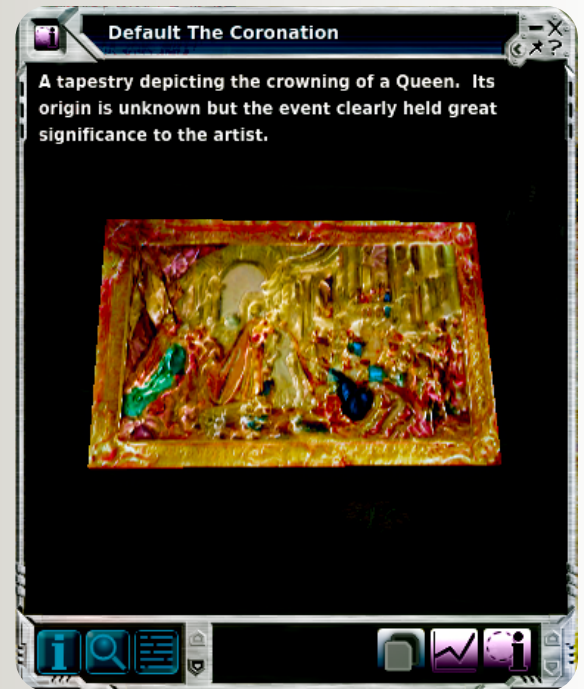
Toulan Born and those having completed the Toulan Citizenship Mission are eligible.

Speak to the Citizen's Representative at Guardian Village just inside the East Gate for more details.





***QUEEN NARA'S CORONATION***



The next step in the Toulán Citizenship Mission chain after completing the mission to receive your Toulán Citizenship, is to see the Toulán Citizens Representative at Guardian Village to take a quest that will give you an historical tapestry of Queen Nara's Coronation.

## ***TOULAN CITIZENSHIP PROGRESSION***

The Toulán Citizenship Mission is not meant to be completed quickly, especially when it is tied to the Toulán Monthly Event and the only time you can work on the mission. It will take some, if not most, more than a few monthly events to complete this mission. We introduced the Toulán Citizenship Mission with the Dec 2021 VU, and only two community members completed it within two Toulán monthly events. During the March monthly event, two more community members completed the mission to earn their Toulán Citizenship. These 4 community members have completed the mission.

*Yog Synial Sothoth & Harry Hally Alliandes*



*Arc Snillum Lee & Fire Dbug Fly*





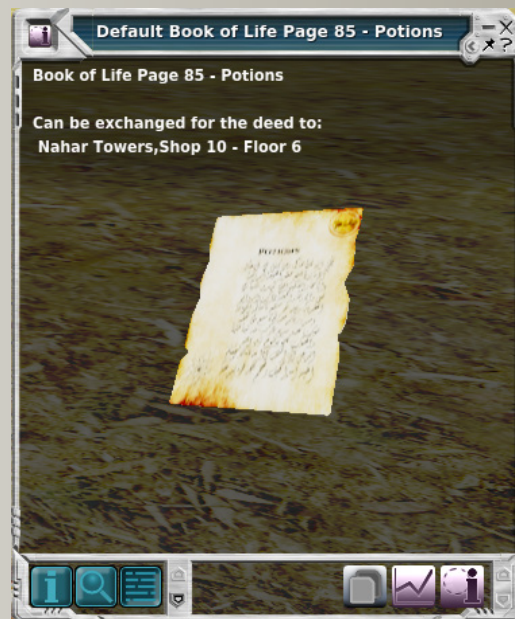
Ever since we released the Toulan apartments, booths and shops in a uniquely-designed system to acquire them, many have done their best to loot the Lost Pages from hunting, mining or crafting, or save up enough Mirsal Tokens to buy an estate from the Mirsal Token Trader located at the Citadel or Nahar Towers. Each Lost Page has an estate assigned to it based on the following identification:

Creation of Avatars = Small Apartment  
 Nawa Transfiguration = Medium Apartment  
 Narian Defence Spells = Large Apartment  
 Creature Spells = Booth  
 Potions = Small Shop  
 Incantations = Large Shop

One community member in particular was working hard to acquire a shop, something he wanted really bad. However, in the process, he managed to collect a few apartment estates, along with a booth that he manages for Drakil. Hally finally got his shop with a Lost Page he looted during the March Toulan Event.

## TOULAN ESTATE BARON

*Harry Hally Alliandes*

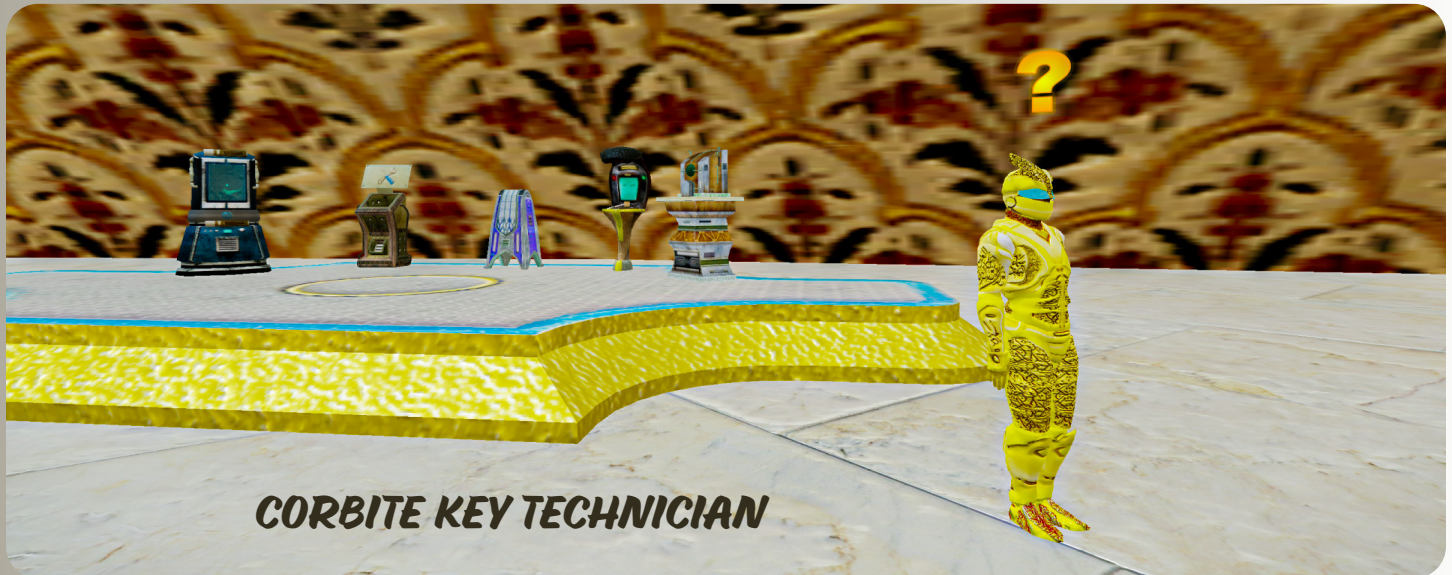




## ELARA

Many have extra Lotus Instance key parts, so a CorBite Key Technician was installed at the Lotus Temple to the right of the Gold Instance gates near a group of terminals.

You can now exchange spare Lotus Key Parts and Shrapnel for a Lotus Gold Solo Master Key. Even though it is cheaper to loot and refine the required key parts to create the Lotus Gold Solo Master Key directly from the key parts, the key technician was added as a convenience for those who wish to convert the extra key parts, rather than collect a set.

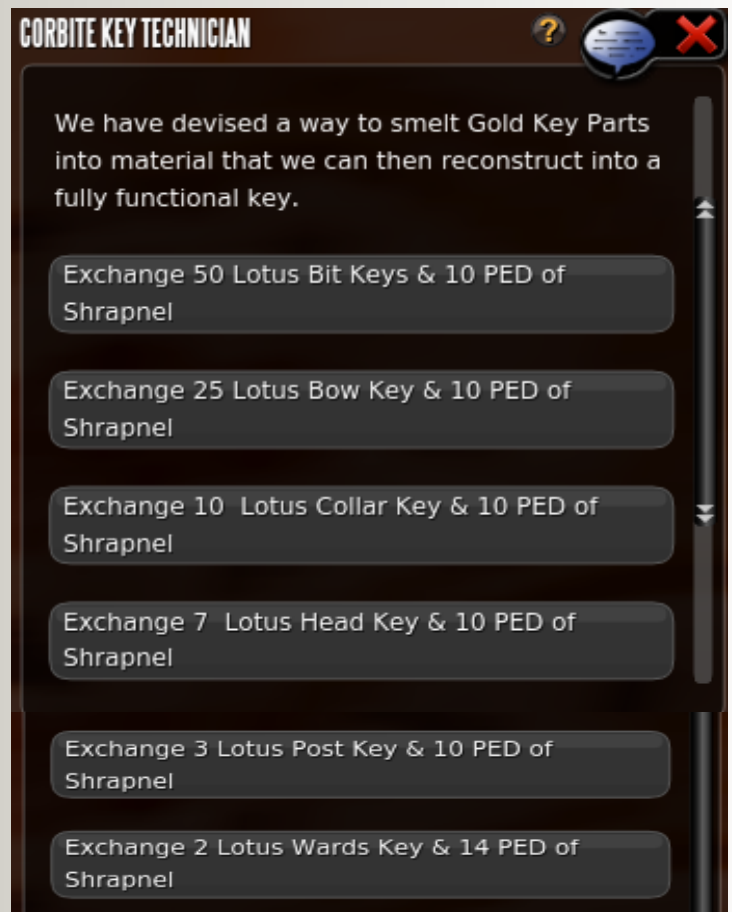


When we launched the 2nd map section at DSEC-9 (Elara) with the Lotus Temple and the instances, it was discovered over time that the 6th key element required to make the Lotus Gold Solo Master Key was not dropping.

Since we were between VUs, we had to wait until the March VU in order for the fix to be implemented. The 6th key component now drops and the Lotus Gold Solo Master Key can be made from all 6 elements that are required.

In the meantime, within that 3 month period, 5 of the Gold Solo key parts continued to drop and players had quite a collection of extra parts. It was suggested that it would be helpful if the extra parts could be exchanged in order to create the Lotus Gold Solo Master Key.

Therefore, a key technician was installed at the Lotus Temple to exchange extra key parts. The requirements for the exchange of the 6 key parts are listed at the right.





Every VU, time is taken to address any adjustments and fixes needed that have been posted at the forum by community members. This is valuable for us to know what is working and what isn't. We encourage our community members to continue posting in [Suggestions/Feedback and Bugs](#).

## **ADDITIONAL CHANGES/FIXES**

### **DSEC-9**

Graphical/color adjustments to the day night cycle at DSEC-9

Otis Toy renamed to Otis Plushie

Text adjustments

More discoveries added to descriptions

Reduced Wahesh Hatchling global threshold and slightly increased model size

Various small tweaks and adjustments

### **Toulan**

Missing Qaffaz Daily was added to the Mission Terminal

Wood Cutter Daily reward increased (1 PED extra Universal Ammo)

Jeef Spawn increased during Monthly events

Adjusted (increased) existing TabTab spawns

Mokhat and Dahhar Juveniles should now count towards CODEX

Gun turrets added to Al Nahar to stop unwanted visitors

Tweaks to the ground by the Citadel due to flooding issues

More discoveries added to descriptions

Added CUHOF TP to information desk

Various small tweaks and adjustments

## **BETA "BINX" BREAKER**

Binx is the first to upgrade a full set of DSEC Armor from the DSEC-9 Armor Upgrade mission chain to the level of Improved.





**THE CALM ...**

**BEFORE THE CHAOS**

## **MONRIA ST PATRICK'S DAY EVENT**

Every year, there is an anticipated excitement surrounding the annual Monria St Patrick's Day Event, and in particular the traditional parade walk around DSEC Forensics led by Anhithe, owner of Virtualsense and content creator. He does his best not to get lost while leading the parade walkers on a path that gets them from point A to point B.

Parade participants are asked to dress in Irish-related colors (which pretty much ends up being green) to add to the festive feel of the parade.

It's not unusual to see pets on the parade route, nor any number of previous St Patrick's Day gifts that we have given out to event participants. There have been shirts with ties and pants adorned with clover, flags, and even a pair of clover sunglasses. This is our 7th annual SPD Event.

Many shoot off fireworks to give the parade more flare.



For 2022, the St Patrick's Day Event gift was a Kilt, which was available well before the start of the parade by going to DSEC-9 from Monria.

Many of the parade walkers were wearing their Kilt to represent the Irish spirit, but continued to wear it during the full event weekend.



Remember I mentioned Point A ... this is the gathering of those who want to walk in the parade that begins at DSEC Forensics.

This is the time when many show off their new Irish-related outfits, especially those who are participating in the Irish Fashion Competition later in the day.

For those who have never walked in the parade before, they are unsuspecting of what happens at Point B. The walk is calm before the chaos.



When we did our first St Patrick's Day Event in 2016, which is Monria's biggest event of the year, no one knew what to expect. It was new for us too, and a means to learn what would work and what we needed to do to improve. We have pretty much kept the format the same with a tweak here and there to make it more interesting and engaging.

One of the things we did was add a bit of chaos prior to the start of the parade walk, as well as at the end of the parade walk. A variety of shared loot mobs are unleashed both at DSEC Forensics and the Yogs Burrow where the parade walk ends. No one is safe, not even the casual crafter at Forensics. This includes 4 Monria boss mobs and others like Big Bulk, Troopers and even the Dunwich Horror.





There's no mistake that the annual Monria St Patrick's Day Event weekend is quite festive, not only with formatted competitions that give prizes, but also with the hunting and mining activities that also bring nice prizes. Dakanti Dazz Mann hit a 3785 Narcanisum claim and won himself a Yog Horror Pet, while the Love Craft Academy won the Shub Team Hunting prize with a HoF of 5917 PED. You can see all of the prizes won in the event thread [here](#), and a complete list of event data results [here](#).

I mentioned earlier that there's a bit of chaos at DSEC Forensics before the parade walk, and even more chaos at the end of the parade walk. The parade ends at Yogs Burrow where parade walkers are met with an onslaught of higher level mobs, including Big Bulks up to Bertha at Level 397, Bots, Monria Boss Mobs, Evil Leprechauns, and even the Dunwich Horror with his Ring of Fire AoE ... it's cool to watch. The constant spawning goes on before and after the parade for up to 2 hours.

Here are some examples of the chaos ...





It's not just at DSEC Forensics and Yogs Burrow where the chaos takes place. On the second day of the event there is chaos at the abandoned mine up on the cliffs next to the Monria Hub at Forensics. The Monria mobs take over including the bosses and Dunwich Horror.



Except for the occasional Shub Boss at Level 182 that carries a hefty punch and was unavoidable, everyone pretty much focused on the Dunwich Horror. He often pays out quite well during events. However, there were Shoggoths, Yogs and Cultists also adorning the cliffs, and those who were participating maneuvered the cliffs with ease. Even the way they handled their death spirals rolling down the cliffs resembled a seasoned performer from Cirque du Soleil.

It is known that I can't play the game, but it doesn't mean that I don't have my fun. This time I was able to wave the St Patrick's Day Flag to start the Yogs Burrow chaos (ok, I took some liberty there), and JJ properly christened the event with champagne.







# IRISH FASHION COMPETITION

Every year we look forward to what Irish fashion designs the participants in the competition come up with, and we are never disappointed. What drew us mostly to the first place winner (ShadowDragonV) was not only her choice of clothing design overall, but her well-designed mask that was created with such detail in all 3 of the Irish Flag colors.

The Irish Fashion Competition follows the same format every year because it works well. The contestants line up around the inside of the Monria Boxing Ring at the ropes for the VS Team to review their fashion. Sometimes it takes us a while to do that because the fashion statements are so good.

It is also difficult at times to determine a first place winner because so many did such a great job on their fashion. Once the winners are determined, Ant and Kendra then walk around the ring and get their PvP on to eliminate those not in the running, if you know what I mean. They cannot heal or enter the ring again. Winners are then announced and prizes paid.







# BEST IN SHOW PET COMPETITION

The pet competition is equally as creative because it involves participants coming up with a well-played out story about the pet they decide to showcase - can only be one. Some of the stories are just pure brilliance and captivating, and at times, it leaves you wanting more.

Each participant gets into the Monria Boxing Ring and has the Local chat channel all to themselves in order to tell their story. They also interact with their pets to enhance the performance, which makes it all the more enjoyable.

Criteria to win a prize is to tell a good story, have as much interaction with your pet as possible to accompany the story, and it doesn't hurt to be dressed in Irish Fashion.

We are hoping that more take an interest in this competition because it's fun, and now and then a story or two makes it all worth it. Fire Dbug Fly said that he's going to recruit people - I wish him success with that - we want to continue with this.







# FIRE DBUG FLY

Every now and then, a community member steps out of the shadows and goes more than the extra mile in service of the community.

Fire Dbug Fly is someone you should know. Not only because he's such a great guy, but because what he does for the community is immensely beneficial. His main focus is Planet Toulán, but it's not uncommon to find him at other locations.

He avails himself as a tour guide of Toulán for those who are new, as well as those who are visiting for the first time. He acquaints them with the ins and outs and answers questions to help them navigate their Toulán experiences.

He created his own [Discord Server](#) in order to share a wealth of information, not only about Toulán, but game information that is valuable to all. There are a lot of topic channels with indepth helpful data.

He is an excellent Mentor, and also a Yamato Pilot.

DBug also runs a [Twitch Stream](#) and can often find him streaming mostly on Toulán, but he is also very supportive of other streamers. He is an avid photographer of Entropia Universe, and you can find his offerings on his Discord Server in the Off The Beaten Path channel, but others as well.

Here are his responses to a Player Profile Questionnaire:

**Please give your full in-game avatar name.**

Fire-Dbug-Fly

AKA - Dbug, Bug, Fire, Fired, Fly, Hey you nice Wings.

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

I created my Avatar in 2007, in the days of Project Entropia before the Planets. My Home Planet is Toulán. Being afforded the chance to become a citizen has very much sealed this for me.

**What society are you a member of (if any) and for how long?**

Al-Nahar Wanderers – Just recently decided to select a Toulán Society, with the introduction from a very good friend.

Earnpeds.com Society member for several years, showing love and support of a friend in his endeavors.

Angels of Peace – My first Society, Much love and respect to the Old Guard.



## **How did you hear about PE/EU and what was the motivating factor to give it a try?**

I discovered PE after an introduction to the gameplay from a coworker (watching over the shoulder in the cube next to mine). The game seemed smooth enough for the time and the interaction with the ability to play free was appealing. And so, the journey had begun to sweat and explore. Ask all the questions and learn the ways of Entropia.

## **Did you choose any particular profession to focus on? If so, please share why.**

My primary Profession is Hunting though there are a number of professions I skill on a regular basis. I part time as a Tour Guide on Toulon currently which leads to a lot of time in exploration. Entropia's Professions like resource gathering are a good example of a profession I would like to level higher. I personally find hunting to be more enjoyable because of its active engagement on HP/Armor/Respawn, than looking at a crafting machine or dropping endless probes.

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

FreeStyle Camera View. Seems like such a simple thing but it's the thing that I use all the time to take better photos of the journey. A close second being the community interactions in a game we all love.

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

The reintroduction of Taming into the game just doesn't appeal to me. For those interested in Taming I wish you luck in your tedious journey. PVP and Pirating have to be at the bottom of my interest in EU, so many good people lost to this area of EU.

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

Keeping all of the information of all the planets remembered. Though we have had some very great additions over the years with planet partner forums, trying to explore all the content has always been the most challenging.

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

Mentoring, in all of my time in EU I have found that mentoring other players with advice and guidance has been the most rewarding experiences I've had. From the grinder that finishes in 24 hours to the 3-year disciple, both still have access to me years later. Entropia's continual development makes mentoring a beneficial thing for both the disciple and the mentor long after the Graduation Swirls.

## **Share what draws you to Toulon and what your experiences have been like.**

Despite being an avid traveler of the universe I decided to save Toulon for Last. I decided long ago that when I did visit Toulon that I wanted to settle in and learn in depth. My time on Toulon had been nothing but welcoming from the locals who provided me with more help than I could ask for. Several New friendships were formed quickly. The planet has everything I was looking for and then some, plenty of dailies and small mobs to grind in mass or even swunt when needed.



## **What are your main activities on Toulan?**

Dailies, Dailies and More Dailies! I spend my time cycling through my dailies every hour when they are back up. I spend a chunk of my time in CUHOF and Card Instances, as well as the Toulan Temple Hunting and Shard Collecting. I also like to explore every little corner of Toulan in my spare time and take photos of just about everything interesting along the way. This certainly helps when giving Tours.

## **What is your relationship with the community?**

When I arrived in Entropia I knew very little and I took the advice of others on where to go and where to find the information I needed. After discovering that there was such a good community on Toulan I decided to take their guidance and make it available via my Discord as well as contributing to the Virtualsense forum. In doing so, I quickly realized that this was the way for me to convey a lot more knowledge quickly with my Disciples and others which sometimes took months if not years to convey.

When provided the opportunity to run the Repair Runs on Toulan I jumped on it to meet new people while also working toward my own goals as a Pilot. I received a welcome embrace to streaming Entropia on Twitch where for a long time I just lurked. Now I use Twitch to engage with viewers from all over the universe and show them the things I do that they may not have done themselves or have questions about. The Discord, Twitch, Mentoring, community forums, as well as the Planet Chats have been an absolute blast so far and am looking to continue engaging with the community in these ways.

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

Currently, I am looking to continue on Toulan as a Tour Guide, finish up my citizenship mission (which he did with the March Toulan Monthly Event), hopefully get to updating some things at the forum. After that, I'm likely going to continue hunting my Codex ranks and CUHOF Armor Plates, but also taking a little time to relax and take in the Toulan scenery along the way.

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

Be Monria or Toulan Born – I'm biased here, I know.

Find a well-seasoned mentor that can teach you about how the game operates while not hindering your enjoyment of the game. Some like to come in and go all out to graduate, others take the time to learn the right path for them before ever shooting a round, crafting a conductor, or dropping a probe. Remember, that just because someone says something is good or bad, it just means that you need to fully understand how to reach that determination on your own, but also understand if it's built on feeling or built on the system mechanics.

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

A Special Thanks to those who over the years have given their time and energy to guiding me. To those who are no longer with us, you are still dearly missed and I hope to fill your shoes one piece of guidance at a time.



As mentioned earlier, DBug is an avid photo taker of our universe, and many are quite unique. He has an eye for capturing his adventures and experiences in an unusual way at times but are fun. Again, be sure to visit his Discord to see a multitude of these photos in various channels. Some of them are intentionally done perhaps to question “what was he thinking” but that’s what makes them worth it.

Below are just a few of the St Patrick’s Day Event photos he captured.



DBug and Anhithe about to get a hug from a Shoggoth.



Malgar's Gold Leprechaun, Nugget.



DBug is flanked by 2 ladies shooting off fireworks.



A festive view of the parade path.



Evil Leprechaun Sweating



Big Bulk Bug Patrol





# Citizen Yog

... by Heidi Stassinopolis

In the deep dank caves a Horror came forth,  
Reigning over his Yog brethren low.  
King of all those that burrow and dig,  
On the moon of Monria hidden from sight.

The curdled peace of his dark dominion,  
Brought to its end in most cruel fashion,  
The pale two legs came with evil intent,  
Greedy and wanting with whips that bite.

Many hours the Horror he defended,  
Enduring great pain and humiliation.  
His will most strong beginning the conflict,  
Yet brought to his knees and thus made tame.

Imprisoned alone waiting to know his fate,  
When during the great two leg celebration,  
Handed like chattel to adventurous miner,  
Heidi took charge in her quest for fame.

Made to wear a tag branded Hightower,  
Followed his mistress far from his home.  
Learning to dig deep and burrow for riches,  
Mistress and pet companions became soon.

Calypso and Arkadia visited most often,  
Chasing great fortune in hidden depths.  
Return to Monria to win more events,  
Apartments and prizes add to small fortune.



Then onward to the newest adventure,  
Desert frontier world with prospects a plenty.  
Chased from Monria by evil Cultist trinket,  
But curse was lifted on serene world Toulán.



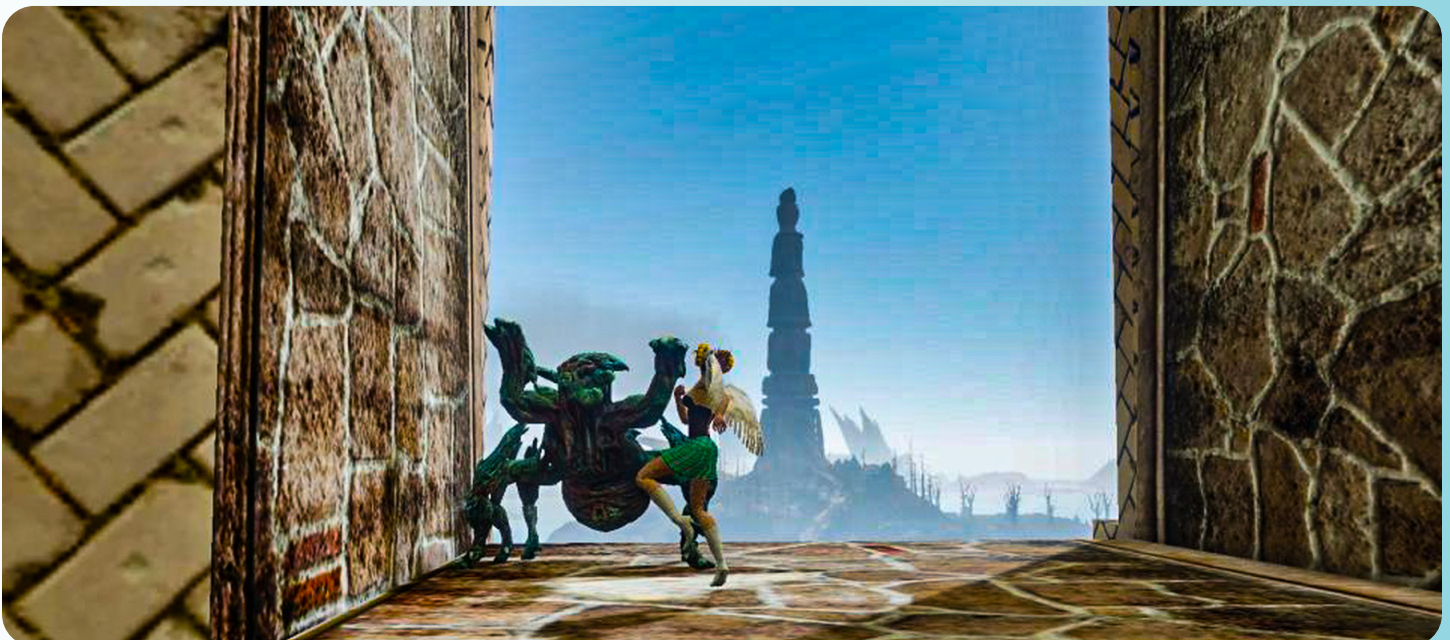
Queen Nara appears and defenders are called forth,  
Protecting the village of Guardian name.  
Bounty is issued in form of Lost Pages,  
Tempted by destiny Heidi had ruthless plan.

Mining forgotten and great weapons were purchased,  
Hightower watched keenly as Enhanced Duhol were slaughtered,  
Snow Mountain was taken but reward still eluded,  
So Heidi then turned attentions to Host on the plane.

Jeef Host it was that she decided to conquer,  
Blazing away and reducing their number,  
Drawing forth great Supreme Jeef to battle,  
Page was revealed by mighty Host that was slain.

So on to new life for Heidi and Hightower,  
Shopkeepers now with time only for bookkeeping.  
Then deal was done and apartment was taken,  
Toulan now home! Is this final epilogue?

Earning a living in the Toulan community,  
Less time for mining or hunting for our pair,  
Until new decree by gracious Queen Nara,  
How soon will we see a new Citizen Yog?



*And the quest continues ...*



# IRISH SUPERSTITIONS



*... by Pinthas Schmenke Dorian*

Many superstitions occur in different cultures and countries, and the Irish are no exception. I have searched high and low looking for some of the most interesting superstitions of the Irish. Here are a few of them, but beware, there's an added caveat shared with each one.

## **Giving something sharp to a friend can 'cut' your friendship.**

In Ireland and several other countries, giving or passing someone a knife or scissors is said to sever the relationship. Luckily, there is a way around this – by accepting a coin in exchange. You can still get your friends and family some fancy kitchen knives for holidays; be sure they give you 10 or 20 cents in return. As you know every time you get out your Katana and hunt a Cultist, you get a loot box in return. Go figure.

## **Seeing a single magpie brings sorrow to the passerby.**

Many Irish superstitions revolved around the pesky crow, who antagonized farmers in myriad ways and so made for a convenient collective enemy. However, a solo magpie can strike fear into the heart of a passerby as no crow can. There is some muddying between the Irish and English versions of magpie folklore, but the general belief is that saluting the magpie (and sometimes telling him or her the time) will stave off the sorrow, and a duo of magpies conversely brings joy.

Make sure you are wearing your watch or have your phone with you on outings in the countryside just in case you need to give one of these passerby's the time or you may find yourself in a dark cave surrounded by something eerie, like a Yog or two.

## **Cutlery falling on the floor invites guests to the house.**

The Irish believe that if a knife falls on the floor, you'll have a gentleman visitor. A fork, expect a female to visit your house. A spoon, well, best learn the tales of the Shoggoth.

That's not to say dropping a knife or fork on the floor will help you meet your next loved one, but it may be worth a try.



**Disturb a fairy fort at your peril.  
(especially at the start of May when the fairies are at their worst)**

The term 'fairy fort' refers to a variety of structure remnants found across Ireland that some people believe to be the home of fairies or 'small people.' As sweet as the name sounds, fairies were not to be disturbed, and revenge for any upheaval could range from sleepless nights to death, causing many farmers to still report being afraid to disturb a fairy fort on their land.

Be prepared when you are taming one of those Leprechauns as they are friends with the fairies. Take off your shoes before you enter their realm or you may find many sleepless nights.

**When your nose is itchy, it's a sign of a fight to come.**

An itchy nose can be annoying enough as it is, but the belief that it signifies a fight is coming in your near future brings another level of irritation. To nip the conflict in the bud, some believe a light punch and handshake with the suspected combatant will do the trick.

It just may be better to take an Allegra or another allergy pill. You may just get more out of taking a booster pill from a loot box to increase your critical hits, that way you reduce the itchy nose and take out your opponent in less time.

**If the palm of your left/right hand is itchy, money is coming to you/leaving you.**

Continuing on the itchy theme; an itchy palm on your left hand means that someone is going to pay you money – although some also believe you need to spit on your hand to bring that to fruition. An itchy right palm means you will have to pay out money soon, and no amount of spit will turn that fortune around.

Nonetheless, all the itchy parts mean some loot is going to come around either to you or the loot pool and go to one of your friends... HOF away and scratch that itch.

**When a bird poops on you it means Good Luck.**

A bird pooping on you is considered a good thing in Ireland. Some believe that the Irish came up with this belief to make themselves feel better, since, as they say, the bird poop lands on people frequently in Ireland. You can see why some of those awesome hats people wear are very useful for going out in the daytime. Best to contact your EU clothes designer to procure yours.

**Ringin' in your right ear.**

If you hear ringin' in your right ear, it is said that the souls in Purgatory are calling for your prayers. I wondered why my right ear is always ringin' when I am in the caves hunting Shubs.  
*Hmmm...*







# DME'S MESSAGE TO THE COMMUNITY

I wanted to take this opportunity to address a few things, give a few reminders and share some information. I also want to acknowledge our amazing community not only for their continued support of our efforts, but also for their continued friendly and helpful service to each other.

## ***VIRTUALSENSE TEAM COMMUNICATION***

I learned recently that a couple of Planet Partners are conducting voice channel discussions on their planet-related Discords where they share information and answer pre-listed questions while the community listens. I was able to catch the Arkadia session, and it was great hearing from Dylan and David again.

Shawna from the Cyrene Team mentioned on their Discord and at their forum that they would be doing the same the end of April, and I will do my best to tune into that one as well. I think it's a unique way of keeping the community informed and updated on what's going on to the degree that they are able to share information.

Each Planet Partner team has their ways of communicating with their communities and keeping them updated. At Virtualsense, we won't be conducting voice channel discussions on our VS Discord, but this is for many reasons, a time factor being one of them.

As the VS Community Manager, I am in the game every day, and sometimes more than once a day depending on my projects workload. I am available in a number of ways besides that to respond to questions, and/or share what information that I am able to share. I'm in the game for 4-1/2 hours on Fridays and Sundays with the Monria Fleet Manager, the staff avatar used during our Yamato warp services on ship duties. I am also in the game for hours during our Monria and Toulon monthly events, and available in game to answer questions on VU days.

I make sure I have my [VS Discord](#) open throughout the day, even while working, so that I can answer any questions that arise, or respond to any reports that relate to our locations. If I don't have the answer to something, then I will check in with Ant and Kendra to make sure I get it for you. There are specific channels on our Discord for all 3 of our locations (Monria, DSEC-9, Toulon) with a wealth of information to help you understand and navigate each location.

At the [VS Forum](#), both Ant and I have our own sections available where the community can interact with us as well. Ant has an [Ask Me Anything](#) section, as well as [Let's Talk Monria/DSEC-9/Toulon](#) section, and I have a [Let's Talk Community](#) section which is another way to communicate with us.



While the Progress Update portion in each of our sections isn't used anymore, they are left there so you can see how we managed it in the past. Right from the beginning as a team, we have always been open as much as we can be with our communication. For those of you who are not aware, we don't reveal anything about our VUs until release day when the release notes are posted. We do this because we want to make sure that everything made it into the implementation of the VU.

We also have an official [Virtualsense Website](#) that Ant manages and keeps up. For those interested in creating either a Monria or Toulam Born avatar, you need to follow the instructions exactly as shown in [this forum thread](#), or there's a chance your avatar creation will place you at another location.

We shared our collective thoughts out the gate when we first became the Monria Team on 11/26/15. Then the Virtualsense Team on 8/19/20 when we added Toulam to our virtual family, and further when we expanded Monria with DSEC-9 on 6/1/21. Our primary focus will always be community first, and I think we have lived up to that mission statement. We have always been of the mindset that it is important to listen to the community, and this didn't start after we became a team, but nearly 17 years ago when we became friends in the game and shared experiences.

Today, we still continue with this mindset more than ever because we want to know what works and what doesn't work, but also what the community would like to see at our locations that would help to enhance their game play and be more engaging. We have listened, and over the years as a team, we have implemented many of the suggestions presented to us by community members. We have a [Suggestions/Feedback](#) section at the forum, as well as [Bug Reports](#) that not only help us with what needs to be done, but also inspires us to create what the community would like to see.

The reason we provide all of these outlets for communication is the time factor I mentioned earlier. Development and Content Creation for our locations is not a full-time job for Ant and Kendra, so time is quite limited, and they have to really prioritize their agendas to fit everything in, not to mention they have a family with two children. Ant has other investments and work that keeps him rather busy, so he does what he can each quarter to make sure that there is a nice VU. However, both he and Kendra join us in the game during specific events and share in the fun, just not as often anymore.

## **REMINDERS**

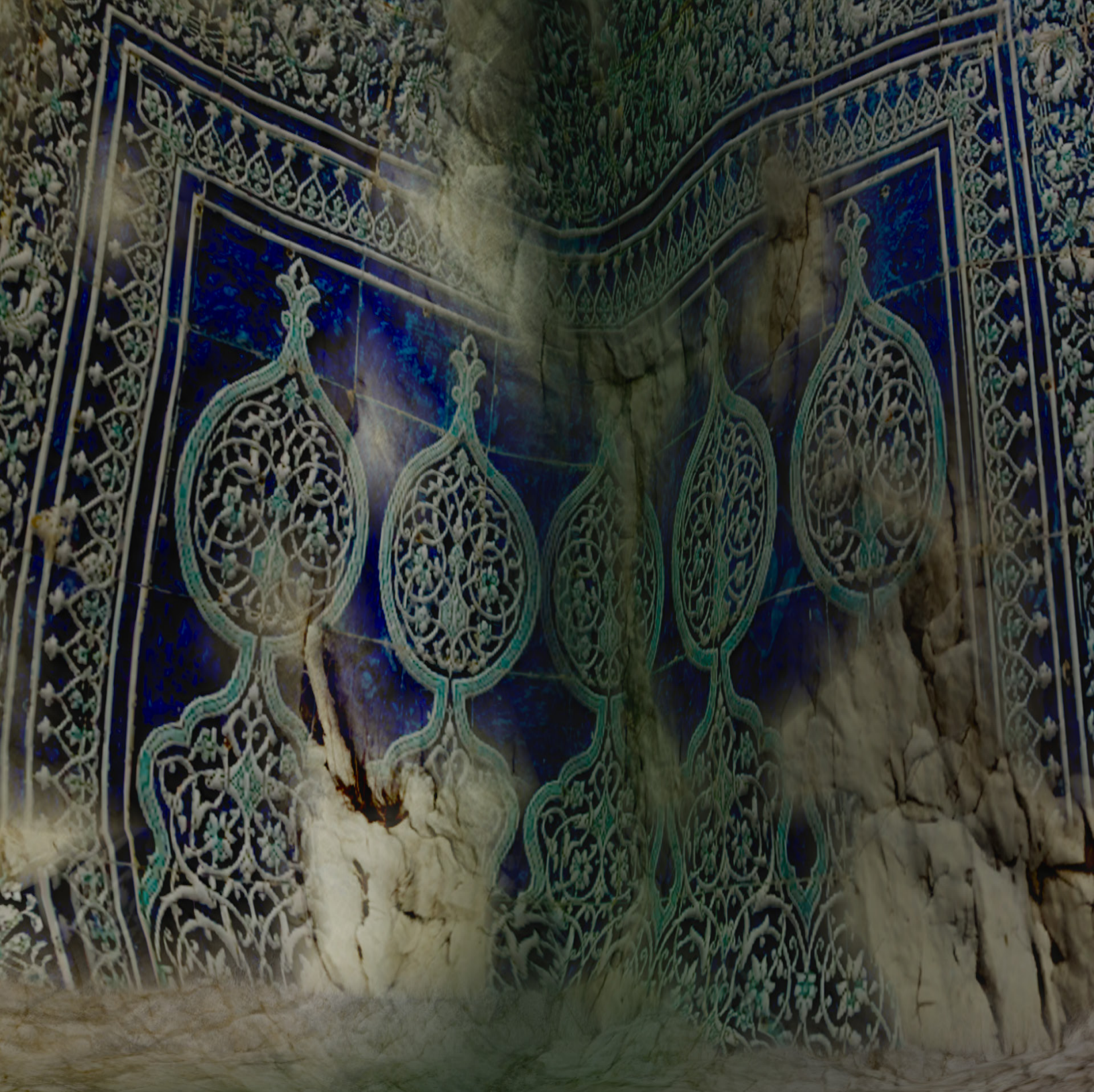
I wanted to remind everyone that there are sections at the forum that can be very helpful in learning more about our locations, from mobs, to items, to blueprints, to apartments and shops, to a multitude of information that will be useful to you. Following are links to the main categories at our forum:

[News | Announcements | Updates | VS Website](#)  
[Virtualsense Development](#)  
[Forum Info | Say Hello | Twitch Streams | Discord](#)  
[Community Initiative Programs \(CIP\)](#)  
[Resources | Monria/DSEC-9/Toulam/Entropia Universe](#)  
[Missions | Monria / DSEC-9 / Toulam](#)  
[Mob Information | Monria / DSEC-9 / Toulam](#)  
[Items/Blueprints/Pets | Monria / DSEC-9 / Toulam](#)

[Virtualsense Event Activities](#)  
[Virtualsense Space Programs](#)  
[Virtualsense Media](#)  
[General Discussion | Non-Program Related](#)  
[Creative Corner | Community Contributions](#)  
[Miscellaneous | Entropia Universe](#)  
[Miscellaneous | Off Topic](#)

Most of all, remember that I am always available to you one way or another, and if there's anything at all that I can help with, don't hesitate to contact me. It's best to do so either in a forum PM or Discord because I will see it more quickly than in the game. Thank you for your continued support.





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