

# VIRTUALSENSE

March 2023

## QUARTERLY MAGAZINE

**Development - VU 23.1**  
**Where have all the Khaffash gone?**

**10-Day Countdown to St Patrick's Day Event**  
**Created by ... ShadowDragonV**

**St Patrick's Day Event**

**Toulán's Planet Partner TWEN Item**  
**Discovered by ... Yasuki Yuki Kairi**

**Player Profiles**  
*boa crusher snake*  
*Nigel Deatz O'Guiness*

**What about the Leprechauns?**  
*by ... Pinthas Schmenke Dorian*

**DME's Message to the Community**



# INDEX

## **DEVELOPMENT - VU 23.1 - Where have all the Khaffash gone?**

**Narian Temple ... changes have been made to the Narian Temple, including a new daily mission.**

**Mining ... indoor mining rules have been disabled on the DSEC-9 server based on community feedback.**

**Mining Missions ... new repeatable mining stages missions have been added to the Mining Research Missions.**

**Action Jeef ... a new mission has been added so the Jeefs don't feel left out on the plushie action.**

**The Queen's Reward ... The Queen's Reward is 3 repeatable quests unlocked after The Queen's Appreciation 7 is completed as part of the Queen's Appreciation Quest Chain.**

**Bahri Daily ... hunt Bahri for oil.**

**Nadira Rewards Practice with Blueprints ... weekly crafting mission.**

**Weekly Butt Joint Crafting Mission ... with coloring skill reward.**

**Cultists in Training ... a repeatable daily mission.**

**Pass on a Message ... a repeatable crossover mission between Toulán and DSEC-9 with a 5-day cool down.**



**10-Day Countdown to St Patrick's Day Event**  
created by ... *ShadowDragonV*

**St Patrick's Day Event - Irish Fashion Competition and more.**

**St Patrick's Day Event Photos ... by *ShadowDragonV***

**St Patrick's Day Event Photos ... by *Fire DBug Fly***

**St Patrick's Day Event Photos ... by *DME***

**Planet Toulán's Planet Partner TWEN Item**  
discovered by .. *Yasuki Yuki Kairi*



#### **PLAYER PROFILES**

**boa "crusher" snake**

**Nigel "Deatz" O'Guinness**

**What about the Leprechauns? ... by *Pinthas Schmenke Dorian***  
A history of the Leprechaun in story format.

**DME's Message to the Community**





# Dark Moon Enigma

## Welcome ...

Shadow and I are pleased to bring you the March 2023 Virtualsense Quarterly that not only highlights our annual St Patrick's Day Event, but the March VU, player profiles, the Toulan PP TWEN item discovery, and much more.

Apologies for this issue being delayed but there was a great deal going on in March that prevented the usual end-of-month publishing of this issue. March is always a tough month with not only a VU, but the SPD event that occurs in the middle of the month, and other things taking priority.



# ShadowDragonV

Magazine production is a very involved process and rather labor-intensive. It requires a lot of organized effort to be able to coordinate the elements needed.

From player profile interviews, to all of the graphics needed (transparencies especially), photo shoots and getting the right backgrounds, to contributions in the way of player articles, to being able to expand a bit on VU content. It becomes time consuming, and when you have other time-related projects, time becomes a very valuable commodity.

Shadow and I give thanks to all who were gracious with their time and information.







## **VU 23.1 | Where have all the Khaffash gone?**

With this VU, the main focus was on adding more missions, but as always, our missions are created with more than just a reward in mind. Meaning, that they expand beyond just the reward and consider aspects of the process that connect to other activities by those producing resources that are helpful. We have given a concerted effort to making sure all resources have a purpose, and sometimes more than a single purpose toward helping to grow the economy.

There is attention given to some of our missions to help advance skills. It is also important to us to work on player retention, which is why we create missions that give opportunities to our new players as well to give them a chance to extend their game play and work toward building their avatar. However, our community members also play a key role in helping to guide our new players.

So what's going on with the Khaffash on Toulán at the Narian Temple?

### **NARIAN TEMPLE**

Based on Feedback from the community, some changes have been made to the Narian Temple:

- Khaffash mobs will 'de-spawn' if dragged outside their natural spawn area around the fountain and 're-spawn' in their original area
- The quantity of Nawa Fragments spawned on the ground has been reduced
- A new daily mission 'The Khaffash Terminator' has been introduced at the temple
- The mission is activated by entering the area around the fountain
- Kill Khaffash and receive a reward of Nawa Fragments



## THE QUEEN'S REWARD

The Queen's Reward is 3 repeatable missions unlocked after The Queen's Appreciation 7 is completed as part of The Queen's Appreciation mission chain. They are intended for players that frequent our monthly Toulan events and are either Toulan Born or have completed the Toulan Citizenship Mission. At this point, you are eligible to do The Queen's Appreciation missions, and once those are complete, then you can take the following Queen's Reward mission.

### *The Queen's Reward for Jeef Host*

Has a one week cool down so can only be completed once during the event  
Kill 500 Jeef Zajer Hosts and receive a reward of 5 PED Universal Ammo

### *The Queen's Reward for Enhanced Duhol*

Has a one week cool down so can only be completed once during the event  
Kill 500 Enhanced Duhol and receive a reward of 10 PED Universal Ammo

### *The Queen's Reward for Evolved Wahesh*

Has a one week cool down so can only be completed once during the event  
Kill 500 Evolved Wahesh and receive a reward of 20 PED Universal Ammo

## Bahri Daily – "Hunt Bahri for Oil"

- NawaCore MK1 is required to unlock this mission
- New Toulan Born players will receive a "NawaCore MK1" when exiting the start room
- Others need to speak to the NawaCore Agent NPC in Nahar City down the road from the teleporter - /wp [Planet Toulan, 134554, 96449, 274, Nawacore Agent]
- Kill Bahri and receive some Oil as a reward
- Interact with the Mission Terminal for more information

## Nadira Rewards Practice with Blueprints

- Weekly Mission crafting Tailoring BPs (from Technician)
- Receive a 5 click BP for crafting attempts
- Speak to Nadira for more information
- /wp [Planet Toulan, 133926, 93202, 106, Nadira]

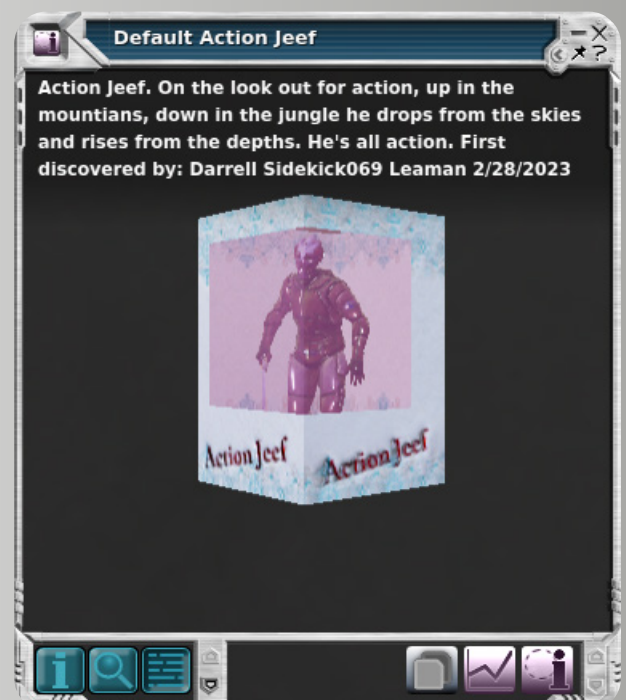
## Weekly Butt Joint Crafting Mission

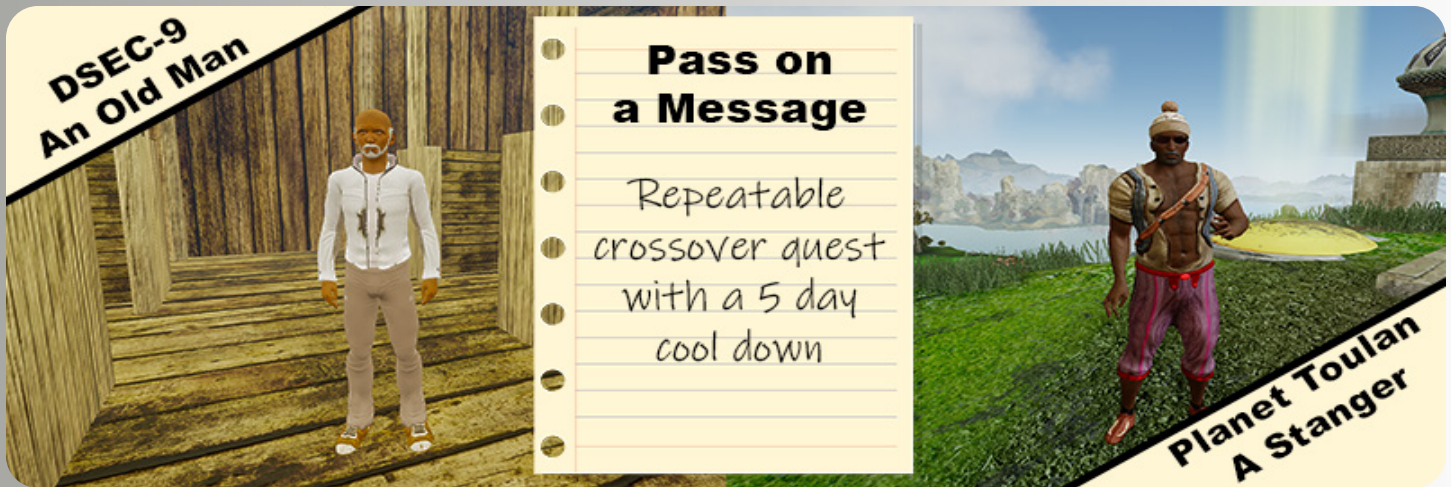
- Weekly Mission for players that craft Butt Joints
- Reward Coloring Skill
- Speak to Nadira for more information
- /wp [Planet Toulan, 133926, 93202, 106, Nadira]

## Action Jeef

A New Mission has been added so that the Jeefs don't feel left out on the plushie action...

- Hunt Jeef Qaher and/or Jeef Zajer and earn an
- 'Action Jeef'
- Speak to Xaida for more information
- /wp [Planet Toulan, 134410, 96477, 273, Xaida]





It seems the Old Man in the Mountain of Madness at DSEC-9 and the Stranger at the Citadel on Planet Toulon are relying on players to be their messaging service. However, it doesn't go without a reward, albeit a small one, but this might be better suited for those who have a free travel benefit on the Yamato mothership during the weekly warp schedule, and even for the paying passengers.

- [Pass on a Message](#) is a repeatable crossover quest with a 5 day cool down
- It might suit those that are joining the weekly flights -- timing is everything in this respect
- Find either 'the Stranger' on Toulon or the 'Old Man on DSEC-9' for more information
- Stranger at the Citadel on Toulon - /wp [Planet Toulon, 132643, 94098, 279, Stranger]
- Old Man at DSEC-9/Mountain of Madness - /wp [DSEC9, 37490, 23899, 108, Waypoint]

## Cultists in Training (Repeatable Daily)

- Low level daily Mission with small universal ammo reward
- When you enter the area where the low level Cultists are, the Mission will automatically activate
- This mission takes place at the Mountain of Madness
- /wp [DSEC9, 38320, 23150, 422, Waypoint]

## MINING

Indoor Mining rules have been disabled on the DSEC-9 Server. All mining will now behave like normal planetside mining. This was done based on some player feedback and to support new player mining.

## MINING MISSIONS

New Repeatable mining stages missions have been added to the Mining Research Missions:

- The Daily Repeatable Missions are unlocked once Stage III is completed for the resource in question (As part of the mining Research Quest Chain)
- Receive 10 PED of Universal Ammo as a reward for finding 1000 points of the relevant resource
- **Note** ... The DSEC Mining Research quests become available after completing the DSEC Storyline Missions (Quest 'More From Derelict') and can be continued on Toulon via the Rais NPC (at the CorBite Trading Center) in Nahar Towers, 8th Floor



## Additional Info ...

If you haven't done the beginning portion of the DSEC-9 armor upgrade mission chain to get to the "*More from Derelict*" part, you'll have to do that first, and once you have completed Stage 3 of the mining missions from NPC Simon in the Engineering Building at Terminus Elara (2nd DSEC-9 teleporter), you'll unlock the new repeatable mining missions that you continue to take from Simon.

You can only take the repeatable mining missions from Rais at the CorBite Trading Center in the Nahar Towers at Toulan after you have become engaged in the DSEC-9/Toulan crossover mission and have access to Rais on the 8th floor.

## Mining Missions Added:

- Zircon Mining Research Stage Repeatable
- Youd Mining Research Stage Repeatable
- Yashib Mining Research Stage Repeatable
- Sunburst Mining Research Repeatable
- Sham Mining Research Stage Repeatable
- Qaz Mining Research Stage Repeatable
- Qasdeer Mining Research Repeatable
- Nawa Drops Mining Research Repeatable
- Maro Mining Research Repeatable
- Mamnoon Mining Research Repeatable
- Lulu Mining Research Repeatable
- Ghali Mining Research Repeatable
- Fairuz Mining Research Repeatable
- Aqeeq Mining Research Repeatable

## ADDITIONAL CHANGES/FIXES

With every VU, we give attention to things that are brought to our attention that either needs fixing, or some changes made to better the experience, and the following is what was done with this VU:

- Small typo fixes
- Toulan Born beginners mission chain working properly now
- Adjusted graphics on Neon Signs
- Adjusted waypoint name on DSEC-9 so it can be copied effectively now
- Lowered global thresholds for low maturity Shogghols at Mountain of Madness
- Fixed issue with Dynamic Event Cooldowns in Mountain of Madness
- Updates to Larches Green Village, including work on creating estates

## ADDITIONAL CHANGES/FIXES - POST VU WITH PATCH

- Fixed Grammar and Typos
- Updated Spawn at Narian Temple
- Fixed issue with Corbite Task at Narian Temple
- Added some discoveries
- Terrain and building adjustments at Larches Green
- Fixed Icon on mission reward description for Crafting Weekly



# 10 DAY COUNTDOWN TO ST PATRICK'S DAY EVENT

For a while, Kendra used to do the 10 Day Countdown to the St Patrick's Day Event [here](#) and [here](#), until we decided to expand our virtual locations by adding Planet Toulon and DSEC-9 with its 3 map locations. Kendra is now super busy with development and creating missions among other things.


ShadowDragonV has picked up the mantle and this is her first year creating the 10 Day Countdown. She made an effort to associate each day to elements of the event and made them fun.








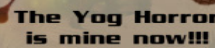
**8 Days to go**



**Time to teach the  
Leprechauns how to do the  
Official dance of Monria**



**The cultists are getting their hands  
on more Maladrite and Zoldenite...  
Can you stop them???**



**The Yog Horror  
is mine now!!!**



**7 Days to go**



**Who has the bigger  
KaBo00om???**



**6 days to go**

**When the bosses come out to play?**













The annual Monria St Patrick's Day Event is something that many look forward to because it has a variety of components in addition to the prizes that can be won. The prizes are always bumped up not only with PEDs, but also with items. You can see a full listing of event prizes [here](#).

The prize for Solo Hunting winner on each of the 4 Monria mobs is a Monria UL Armor Helmet that is very much designed to fit the Chtulhu-themed lore. These UL helmets can be merged with the Order of the Elder Gods *Horns of Z'agol* after collecting all 4 Chapters. Here are two examples of what it looks like with both the Oberon (Yog) UL Helmet and the Shade (Shub) UL Helmet and horns.



The first to merge a Monria UL Armor Helmet with the horns was [King Scott](#), and then another one by [Quiet Jay Shadows](#), and then [Shade](#) himself merged his namesake UL armor helmet with the horns.



One of the fun things with this annual event is the St Patrick's Day Parade where Ant leads (or tries to lead) the community in a parade around DSEC Forensics where everyone ends up at the infamous *Den of Death*, also known as Yogs Borrow. It's where the 3 hr Boss Waves go on during the monthly Monria event. It's another segment of the total chaos that occurs over this 48 hr SPD event. Some of the photos are on display over the next several pages to support what I'm talking about.

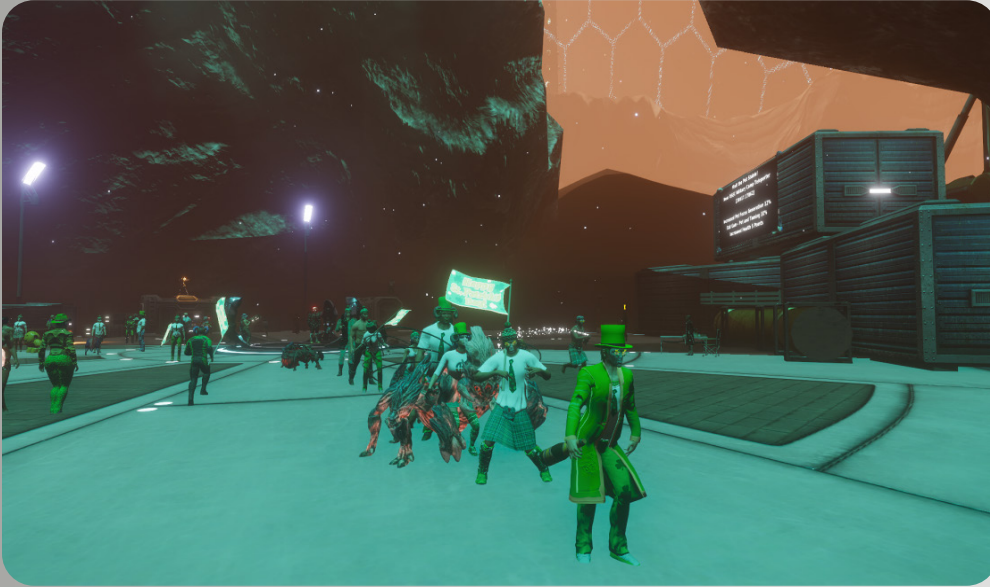
One of the other special things that we look forward to is the Irish Fashion Competition. This year was even more difficult for us to choose the winners, which is why we also gave out 4 Honorable Mentions to those who put in some extra effort. However, the 1st, 2nd and 3rd Place Winners clearly went the extra distance to set themselves apart. Mask making isn't easy, especially when the mask making system isn't working at full potential, which hopefully will have some attention with the UE5 transition.

Here are the winners of the Irish Fashion Competition along with the Honorable Mentions, and a close up of the masks of the top 3 winners that set them apart.





# ShadowDragonV St Patrick's Day Gallery



Ant is gathering everyone at DSEC Forensics to get ready to walk in the St Patrick's Day Parade.

It's a long walk around Forensics, but he does his best to stay on the path and not get lost.

Sometimes it doesn't work out so well and each year everyone gets to see more of Forensics.

Every year, the number of players who join in the St Patrick's Day Parade seems to grow a bit, so that might give Ant pause to get a little nervous leading so many in the parade.

For my PED, I think he knows *exactly* what he is doing and takes delight in it.



I also think he's taking his time and savoring the parade walk because he knows that he's leading them into the - *Den of Death*.

For those who haven't experienced it, they may or may not be surprised given that we are known for unexpected activities.

This is a continuation of the earlier chaos at Forensics.





At the *Den of Death*, there's a variety of spawning mobs in waves, starting with the Big Bulk series.

Other mobs include other bots, our Evil Leprechaun, our 4 Monria boss mobs (Shoggoth, Yog, Cultist and Shub), along with the mob that seems to be the favorite, Dunwich Horror.

There's an invisible revive in the tunnel-way near by, and easy to get back at it.

A bit later in the day on Sat, players start gathering at the Monria Boxing Ring for the Irish Fashion Competition.

VS Team members are walking around the ring and viewing those who are presenting their fashion. When a final decision is made as to who the winners are, the process of elimination begins.

The Monria Boxing Ring is PvP and that means Ant and Kendra have a little fun.



During the course of the SPD weekend event, there are periods of total chaos.

Twice at DSEC Forensics where Ant spawns various mobs for a couple of hours. Once at the *Den of Death* after the parade which is timed, and then on Sunday there's additional chaos at the abandoned mine up next to the Monria Hub, which is also timed, but always remember to ... *Expect the Unexpected*.



# Fire DBug Fly St Patrick's Day Gallery



DBug shows a different kind of perspective during the St Pat's Day Parade. That's him at the top left of Ant's hat.

He caught Ant leading the group on the parade path, and both are carrying their St Patrick's Day Flag that was given as the SPD Event Gift in a previous year. Ant usually carries a glowing scepter of sorts, but changed it up this year.

Ant is never without his trusty Yog Horror - *Orryx* - which is a name right out of Cthulhu lore.

*Orryx* (The Bright Flame) is an Elder God that manifests as a giant pillar of blinding white and purple flames. Although its expression is bright and blinding, no one feels its heat.

During the St Patrick's Day Event, *Orryx* gets to see his cool cousin in action.



When the chaos pursues at DSEC Forensics and elsewhere, the Dunwich Horror gets to show his dominance and the "Bright Flame" that represents the lore of *Orryx* and is on full display. Dunwich is the most sought after creature during our monthly Monria event during the 3 hr mob boss waves.

He's a beautiful glowing blue on the chest and underbelly, with red piercing eyes.





What was it that was said about no one feeling the heat? The flames are bright, but the colors are a variation of orange and yellow. His *Ring of Fire AoE* encircles anyone near him and he sets your ass on fire. He doesn't mess around.

At Level 274 and 100K HP, he is a hand full, and while that may not compare to other high level creatures across the universe, his *Ring of Fire AoE* will give you a challenge. He is known affectionately as *Dunny*.

Even though Dunny gives you a challenge, there are times when he takes pity on you and empties his pockets a bit. Then there are times when he decides to be a bit more generous. He has HoF'd at events and during our monthly 3 hr Boss Waves activities upwards of 3K PEDs.

The Dunwich Horror spawns every day in the DSEC Mining Camp at the same location. The surrounding Yogs are removed until he is taken out.



This is Ant viewing DBug's Irish Fashion during the Irish Fashion Competition. While he didn't place in the top 3, he was for sure showing off his unique and creative Irish fashion style, which is why he was one of the Honorable Mentions. He rightly deserved to be recognized.

I have it on good word that he will be back next year to up his Irish Fashion game and make it even more difficult for us to choose the winners.



# DME's St Patrick's Day Gallery

During the total chaos that takes place at DSEC Forensics, the Dunwich Horror always wants to be the center of attention, and thinks nothing of showing you that he's the Mob King on Monria with his *Ring of Fire* that can destroy anyone in his presence.





However, the total chaos includes a variety of other mobs outside of the Monria mob realm and they do their best to put their lethal proclivities on display. One such mob is the *Big Bulk* from Calypso that pays a visit to join in the St Patrick's Day festivities. A variety of levels are unleashed, but there's one who sends a clear message to the Dunwich Horror ... *Big Bulk Bertha* ... she flaunts her L397 prowess to show the L274 Dunny who's boss, and that she too has her own *Ring of Destruction*.







# Planet Toulán

## TWEN Item Discovery

### Yasuki Yuki Kairi

This is the year that Entropia Universe is celebrating its 20 year anniversary, and there is a year-long event where special items can be looted. The Planet Partners created their own unique TWEN item in the Steam Punk style and Planet Toulán stayed true to Toulán lore with the *Simitar of the Mages* item.

I caught up with Yuki to get some information on his history in Entropia Universe and discovered some pretty interesting things. He made the time to fill out the usual Player Profile Questionnaire and I will let him speak for himself.

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

**A:** June 15, 2022 and Calypso Born

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

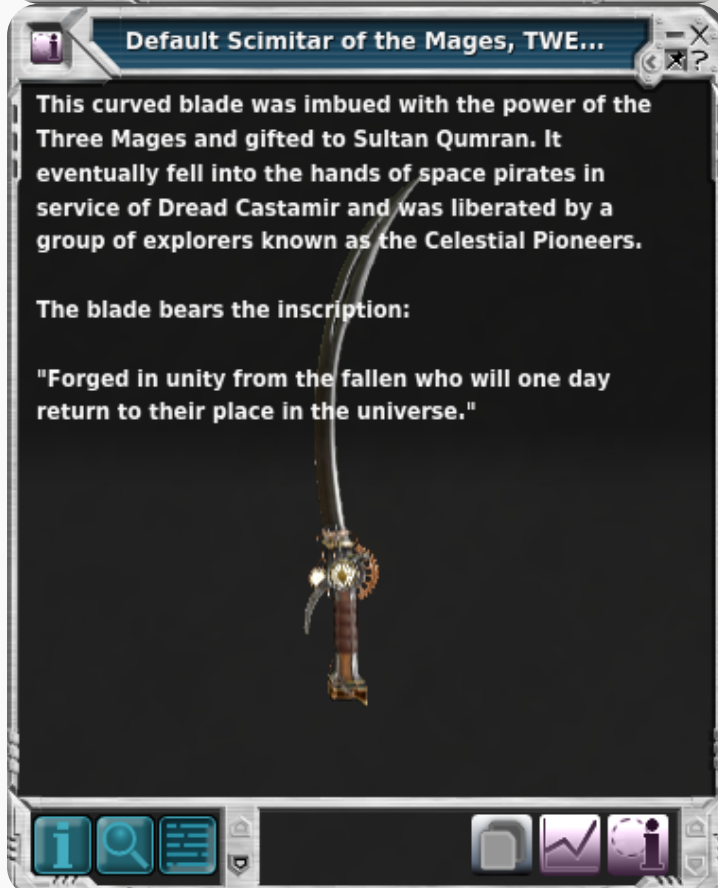
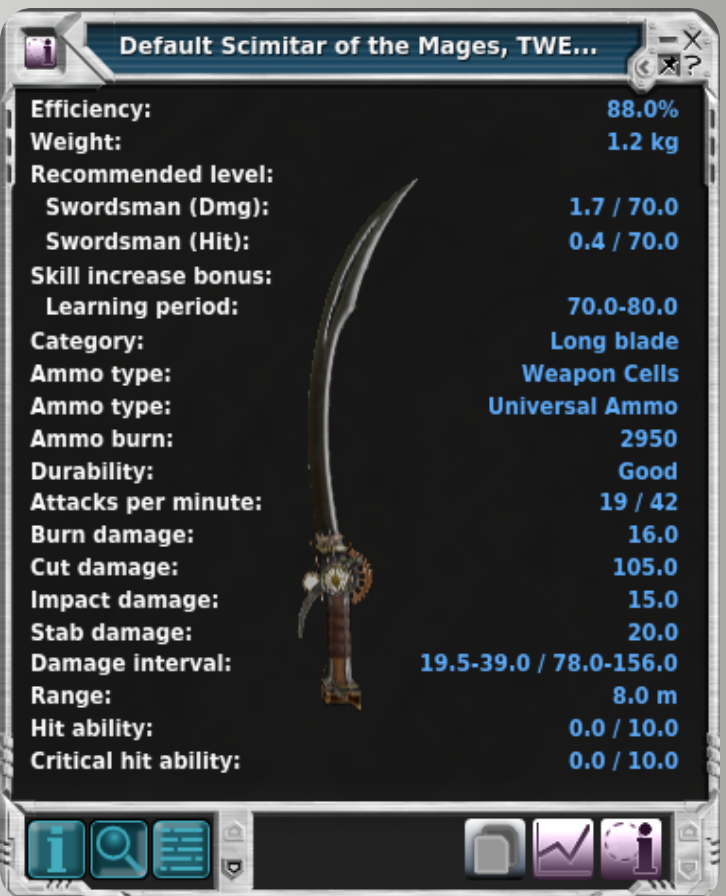
**A:** Yuki had just joined the End Game society at the time he looted the Toulán TWEN item and wanted more time to get to know everyone.

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

**A:** I was actually introduced to the game by school friends back when it was still known as “Project Entropia” but I had to have been in my early teens at the time because all I remember about those times was just sweating mobs and running around exploring the world haha.

Then 15 years later I decided to check up on how the game was doing and to my pleasant surprise there’s still a healthy player base and the game is continually developing.





I decided to do some more research into what I've missed out on these past years and stumbled upon Messi's story of how he started late into the game and managed to surpass everyone including those who have been playing since the start! I was immediately hooked after reading his journey and knew right away this was a game I needed to get into with one goal in mind and that is to see how far I can push myself and if I can accomplish what he's done.

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

**A:** Hunting has always been my main focus in Entropia. Ever since I was a kid I always dreamed of what it would be like to hunt at the level of all the ubers. I wanted to make that dream a reality so everything I've been doing thus far from the moment I created my avatar and started my journey up until now has been for this moment.

I definitely plan to explore more about how mining and crafting works in this game but as of now, that'll have to be put on hold.



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

**A:** I consider myself a very competitive person in that I always want to push myself to see what I can achieve in doing so. In that regard I view EU as the perfect game for me just because of how much freedom you have in the choices you make as well as the impact said choices can make on your future. Having everything be tied to money in an RCE game has definitely kept me 100% attentive in every step of my journey so far and I'm loving it.

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

**A:** It's hard to say really because I'm so new to the game still, practically everything interests me as I'm still learning things all the time. If I had to pick something though, perhaps it would be the content in space because I personally feel like it's been neglected and only serves as a blocker in being able to access the content of all the different planets. I'm hoping with the Unreal 5 engine release this all changes and more development effort is poured into space because it has limitless potential.

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

**A:** Oh man where to even begin with this....as a new player getting into this game and wanting to become a top hunter there has been tons of challenges. One challenge that really sticks out though is just the immense amount of information you need to process to really get a good grasp of this game. When we take into account the available information out there can be outdated, potentially wrong, or even kept a secret because of the RCE aspects of this game...it's definitely been a challenge trying to figure everything out!

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

**A:** It's only been a little over 9 months for me so far on this journey, but I can say without a doubt it was everything leading up to this moment of looting a TWEN unity weapon! The culmination of all my efforts focused purely into giving myself the best opportunity to succeed in the TWEN event and seeing it all come to fruition is a feeling like no other. I put my full trust in this game and went in with everything I had and ended up being pleasantly rewarded for it.

**Q:** What experiences have you had at any of our locations (Toulon, Monria, DSEC-9)?  
(constructive feedback is always welcome)

**A:** It's a little embarrassing to say but I've never actually visited any locations besides Toulon for the first time this week as I've been putting so much effort into catching up to all the top hunters. I've mostly spent all my time skilling up over on Cyrene, but I'll be sure to take the time exploring all the various locations in the future!

**Q:** What are your current main activities?

**A:** I'm going to continue being a full time hunter for the remaining duration of this TWEN event. I don't have any plans of slowing down because there is still plenty left to go for the year haha.

**Q:** What are your future EU plans?  
(you can include your goals as it relates across the universe)



**A:** Like I mentioned previously, I have one goal in mind and that is to become a successful hunter, so all my plans in EU will be to achieve that goal.

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

**A:** The most important piece of advice I can give to a new player is to always keep an open mind and take everything you hear from other players with a grain of salt. That isn't to say don't trust them, but always, always do your own homework and test to see if everything lines up correctly. EU is an extremely punishing game for the misinformed, and it's easy to be overwhelmed with how much information is out there but always make sure you understand what you want to do before you do it!

**Q:** Would you like to add any additional comments?

**A:** I'm really happy to be able to talk more about my journey so far in EU and if anyone has questions don't be afraid to reach out! I also have a progress thread which has kept track of my journey since the beginning over on the PlanetCalypso forums if you're interested in hearing more detailed information about how it's been going.

You can learn more about Yuki and his EU journey in his [Hunting Log](#) thread at the Calypso forum.

And here is the moment that Yuki made the Toulan Planet Partner TWEN Item Discovery.



I am keeping a list of all of the original TWEN discoveries, but not the additional items that are looted. You can find my list at the Virtualsense forum in the [TWEN Item Discoveries](#) thread. I've also included the earlier versions of the weapons for comparison.





# Player Profile

## boa crusher snake

I was looking forward to doing this profile because crusher and I met back in the day when I was still operating my original avatar MindStar9 (MS9). I was a member of the group who published the 4 issues of the EntropiaTimes magazine during 2010-2011. You can view all 4 issues in PDF download format in our [Entropia Universe Archives](#) section at the forum.

After vehicles were introduced into the game in June 2010, I did an article on vehicles and how we were doing. It was actually in the first issue in Sep 2010. I interviewed quite a few people to get their opinions, along with lots of photos and added captions. The encounter I had with crusher took place at Rocktropia. He had used textures on his vehicles, as did others, and the results were quite striking. To my surprise, crusher still has these vehicles so of course I had to do a comparison shot. See the photos on the opposite page.

As with all player profiles, each get a questionnaire to respond to, and this is what crusher shared.

**Q:** When did you create your Entropia Universe avatar, and what is your home planet?

**A:** February 25, 2007. Born on Calypso, as it was the only option at the time. Along came Arkadia which was home for many years and Monria is half the time now.

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

**A:** The original one was Calypso Settlers and Rowdoc Rowdoc Donner was the leader. Then went to Benevolence with Chuck Jarrhead Wholery.

Currently, I am in Spartans, a great close-knit group of people led by Rondo Rondo Bondo. All of the members are well over the 10-year mark in the game and work as a team to advance everyone's game play.



September 2010  
Crusher - Accessories are important.



March 2023  
Crusher - 11 yrs later after graphics updates.



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

**A:** This is a great story. In a previous game I was playing at the time (Americas Army) the Clan I was in was made up of people in the European time zone. We used Ventrilo and I always noticed a group playing Entropia. I jumped in the channel and was submerged in the whole Entropia Universe gameplay and was told, not asked, to get the game downloaded!

I was given like 30 seconds to figure out a name and launch into this wild world at Port Atlantis. Overwhelmed, I was dragged to swamp camp and told to sweat and skill. I was meeting so many many people, and it was amazing how helpful everyone was.



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

**A:** To be honest, I still to this day haven't picked a profession. I am mainly a hunter but I also enjoy crafting, and if I have an opportunity, I drop a probe here and there.

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

**A:** There are so many different things. How game play has changed over the years, and it seems when you turn one corner there is more to see and to learn. When I started the game the avatars were very uniquely boxy.

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

**A:** Oh, many things. Usually it goes back to the negative attitude of players who like to use troller blades to stir things up. For me, I didn't enjoy the Iron Missions. I much prefer the Codex system.

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

**A:** Learning the game play and what can be done takes time for me to get there.

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

**A:** To simply put it, the friends and people I've met, as well as the game play.

**Q:** What experiences have you had at any of our locations (Toulán, Monria, DSEC-9)?  
(constructive feedback is always welcome)

**A:** I spend half my time on Monria (now DSEC-9 too) and I like the fact that you do not have to really ponder what Mob to go hunt as I struggle to decide on what to hunt when there are a lot of options. Crafting is easy there, and after hunting, I use the oils I get to craft.

**Q:** How would you describe your relationship with, and overall view of our community?  
(we always like to know how we're doing and how we can improve)

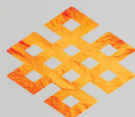
**A:** One word - FANTASTIC

**Q:** What are your current main activities?

**A:** The monthly Monria event is one I really enjoy. I'm working on the DSEC-9/Toulán crossover mission, as well as upgrading my Skullcandy armor.

**Q:** What are your future plans, and specifically as it relates to any of our locations?

**A:** Going to keep doing what I've been doing because it works for me, and I also enjoy being a creature of habit.





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

**A:** If you are lucky enough to land on Monria you have a great network of people who will help you until you are not so much a duck out of water.

## DME's Reflections

Crusher is an active member within the Virtualsense community and helpful in our Monria chat channel. Often times he is quite entertaining with his humor, and may have a note of sarcasm attached to it, but it's never negative. He takes part in the banter that frequently happens in chat and it helps to make it more fun. His helpful spirit makes him one of our favorites.

When someone has spent years in Entropia Universe, it's also enjoyable to get into chats regarding the past. It's amazing how many veterans we have in our community that have a wealth of information they can share, especially when they've experienced so many changes in EU's evolution.

One activity that crusher is usually present at is taking down the Dunwich Horror. Dunny spawns every day on Monria in the DSEC Mining Camp at the same location. The surrounding Yogs are removed until he is killed. When he appears, a banner flashes across the screen to let the community know he has arrived, and the waypoint is shown in the System tab.

At Level 274 with a nasty Ring of Fire AoE, it takes quite a few players in a close formation to share the damage. It's a sight to see the Ring of Fire and several players go up in flames ... that's his specialty ... oh, and ... *pets are welcome*.







# PLAYER PROFILE

## Nigel Deatz O'Guinness

Deatz is a veteran Entropia Universe player who is very much a part of our Virtualsense community, and has been very helpful to new players and others for many of his years.

Let's get into the nitty gritty and learn more about his EU evolution with the usual player profile questions.

**Q:** When did you create your Entropia Universe avatar, and what is your home planet?

**A:** Birthdate May of 2008 on Caly as it was the only option at that time.

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

**A:** I am a member of the "Spartans" society which was founded in 2008 by rondo rondo bondo. We just celebrated our 15th anniversary as a society. I am the fourth original member. As the Spartans were historically, we are a small society. Over the years we have grown close as friends, and in my opinion, more a virtual family than a society. Due to my real life profession I have had the pleasure of actually meeting in person approximately 50% of our current members.

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

**A:** I was working for a tech firm and several of the employees that worked for me stumbled upon it and said I should give it a try, that I might enjoy it, so I did. 15 years later I am the only one of that group still playing.

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

**A:** My goal from the beginning was to be a well rounded, self-sufficient player, so I never specialized in any certain area. While my hunting skills are the highest, my mining and crafting skills are not too shabby either which has led to a lot of my success in EU.



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

**A:** The most interesting aspect for me has been the people that I have met and the relationships that I have built over the years. The community and the sub-communities have been, and are amazing.

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

**A:** The least interesting aspect for me is how cut throat some are and the lack of respect shown in certain chat channels.

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

**A:** I would have to say skilling my avatar to become self-sufficient. I never had a mentor and have made several costly errors as expected over the years.

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

**A:** Setting goals and achieving them, albeit not at times as fast I would of have preferred.

**Q:** What experiences have you had at any of our locations (Toulan, Monria, DSEC-9)?  
(constructive feedback is always welcome)

**A:** I kind of stumbled into the Virtualsense community by accident. I was tired of Calypso and had never been to Monria, so one day I flew there. This was shortly after Ant and family had acquired it. The community was very welcoming and just what I needed to reinvigorate me in EU.

**Q:** What are your current main activities?

**A:** Currently I am working on the crossover mission between DSEC-9 and Toulan when I have spare time. A lot of my time is taken up with managing and stocking my main shop on Arkadia and my land area *Sentosa's Reach* which I acquired late last year, also located on Arkadia. I have a location on Next Island as well that I have a soc mate managing.







## SENTOSA'S REACH

Mutated Madana

Argonaut



**Q:** How would you describe your relationship with, and overall view of our community?  
(we always like to know how we're doing and how we can improve)

**A:** Shortly after arriving on Monria, I found myself entrenched in the community and assisting with new players, and donating items for the new player program that existed at that time.

When ShadowDragonV and Malgar Co-Founded the MCAT program (Monria Community Assistance Team), which is now VCAT (Virtualsense Community Assistance Team), I was one of the original volunteers and found myself also as a silent partner in a shop on Monria. I am admittedly not as involved as I was in the past due to starting a real life business and growing it as I have with my investments in EU, and would like to be.

**Q:** What are your future plans, and specifically as it relates to any of our locations?  
(you can include your goals as it relates across the universe as well)

**A:** I am always looking at opportunities, and as the VS Team continues down their developmental path, I would like to one day be able to add some holdings in DSEC-9 or Mountain of Madness, but this all depends on stuff I have no control over. VS motto --> *Expect the Unexpected*



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

**A:** Be a sponge when it comes to learning, take in as much information as you can, and don't be afraid to reach out to others. Most importantly Be Patient! Nothing in EU comes fast lol.

## DME's Reflections

I've known Deatz for quite some time now, and it has been no surprise to me that he has been so helpful toward our community. Even though he has his real life business to manage, when he's about, he's always in the mix in some way or another.

He too is another who has a challenge tolerating those who become disruptive in our chat channels, and there have been times when I'll get a PM from him telling me that he is biting his tongue. However, he is not shy in responding to those at times who go just too far, but in a constructive way.

He revealed to me at one point in the past that he wants to model himself after Ant's path to his success with trading, land area ownership and building a shop presence. Ant started with shops called Peddlers, then land areas (still has Club Sweat on Calypso), and transportation (Ant still owns the Yamato Mothership).

Deatz owns shops, a land area and a Starfinder warp ship. Looks to me like he's well on his way.



Starfinder XXIX  
Nigel Deatz O'Guiness







I was traveling along the paths in Monria when I realized that something or someone was following me. I heard little wisps of sounds and mischievous laughter. It felt like things were about to get a bit dicey.

As I looked behind me, I could only grasp slight hints in my peripheral vision of what appeared to be a tiny image, almost fairy-like but not. I thought I saw part of a beard swinging in the misty air and then it all vanished. This seemed to happen for what felt like hours, but I knew my timeline was only minutes. I continued to walk along the cavern paths and this phantasm of sounds and sights began to become more often, and the glimpses seemed to be happening more and more frequently. I didn't realize at the time that I was about to be inundated with not one creature, but many.

In that moment, as I turned one last time to check on my surroundings, weapon drawn, I heard a soft but memorable sound. It was a footstep, and the planting of that footstep right in front of me. I quickly turned around and for a moment saw nothing in the mist, but as my eyes scanned the darkness, I was drawn down lower to the ground, and there in front of me was what appeared to be a man-like figure no larger than a few feet in height, smiling, giggling and grinning mischievously in my direction. I thought, is this one of the Leprechauns spoke about here on Monria? Was I finally going to not only see one but interact with one? Was this a taunt that I was warned about and to be on my best guard?

Catching my surprise and controlling my excitement to the best of my ability, I graciously started to introduce myself hoping that all would go somewhat "normal." Nothing on Monria is really normal, I thought, but if this was a chance to see and interact with one of these hard-to-reach creatures, I would do my best.

The infamous Leprechaun has been classified over time as a very solitary fairy and appears in the form of a bearded man wearing a coat and hat and loves to partake in mischief, which is the part that worried me the most. Was it true that there was a pot of gold at the end of the rainbow for me to grab if I could just follow him to the end and capture him. He would have no choice but to turn it over to me. Nonetheless, there were no rainbows down here in the caverns so what are they doing here?



In days past it is said that these creatures would take advantage of sleeping adventurers and slowly drag them into the ocean if they were on the beach. One of the earliest mentions of this was in a medieval tale known as the “*Echtra Fergus mac Leti*” ([Adventure of Fergus son of Leti](#)). Where three Leprechauns drag Fergus into the ocean but in the end Fergus ends up capturing the Leprechauns and they grant him three wishes in exchange for their release.

In other stories, the Leprechaun is said to be a solitary creature, whose principal occupation is making and cobbling shoes, and who enjoys practical jokes. I understand the practical jokes but here on Monria, I don't believe there is a true need to cobble any shoes. Maybe we could use them on the dry and rocky soil, and maybe they have a way of making decent footwear that would protect us. Hmm, maybe I should inquire about this talent and get myself a pair of awesome boots.

In McNally's 1888 account, the Leprechaun was not a professional cobbler, but was frequently seen mending his own shoes, as “*he runs about so much he wears them out*” with great frequency. This is, he claims, the perfect opportunity for a human being to capture the Leprechaun, refusing to release him until the Leprechaun gives his captor supernatural wealth.

According to McNally, the universal Leprechaun is described as about three feet high, and is dressed in a little red jacket or roundabout, with red breeches buckled at the knee, gray or black stockings, and a hat, cocked in the style of a century ago, over a little, old, withered face. Round his neck is an Elizabethan ruff, and frills of lace are at his wrists. On the wild west coast, where the Atlantic winds bring almost constant rains, he dispenses with ruff and frills and wears a frieze overcoat over his pretty red suit, so that, unless on the lookout for the cocked hat, *ye might pass a Leprechaun on the road and never know it's himself that's in it at all*.

Here on Monria, we have heard about different [Leprechauns wearing different colored coats](#) representing different types of powers. The one currently in front of me was wearing a Golden Coat. As I start to introduce myself to him, he gestured for me to follow him and quickly three more of his compatriots appeared as if out of nowhere and “*encouraged*” me as well. What was I to do? I started to follow them and at the same time kept my guard up just in case.

Shortly, I found myself entering a large cave and was escorted to a small area where there was a comfortable fire and a black cauldron with the aroma of an amazing stew apparently being cooked for their evening meal. They spoke an odd tongue that I did not understand but I did get the hint that they wanted me to join them for supper (I was thinking that I hope I am not the supper). After a brief moment, food was served to us all and I cautiously waited until I saw one of them eating before I began to enjoy the food myself.

In the moments after, I cannot recall what happened as I was flooded in a dream-like state and had visions of what appeared to be a piece of their past on Monria. In one of the caverns there were innately carved buildings out of the crystals and green flowing rivers of Maladrite with different statues of what appeared to be some of the ancient ancestors of this tribe.

I wasn't sure if they were giving me this vision to help me understand who and what they were or where they came from, but this image gave me a sense of timelessness, as if it were hundreds or maybe even thousands of years old. In all of this imagery there were no families, or female or child Leprechauns, only the male figures of men, young and old. It seemed rather odd to me so I decided to do a little research to see if I could make some sense out of this.



I found a story authored by Carolyn White, *A History of Irish Fairies*, where it was mentioned that there was no record of any female Leprechauns in existence. This of course means that Leprechauns defy typical laws of biology by surviving, and there is no evidence that tells the story of how they breed. Perhaps it is this unfortunate situation related to the Leprechaun that Leprechauns are actually a protected species under European Union law?

There are 27 countries in the European Union - Austria, Belgium, Bulgaria, Croatia, Republic of Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain and Sweden. Hmm ... Sweden, the origin of Entropia Universe.

[Carlingford's Sliabh Foy Loop](#) trail is officially protected land for the 236 Leprechauns that apparently live in Ireland. A local lobbyist group which included Kevin Woods, a native of Carlingford, managed to convince the European Union that the area should be protected, and now it is under the *European Habitats Directive*.

By the way, the Leprechaun name seems to derive from the word “*luchorpán*,” meaning small body- no surprise there as they are said to be only 2-3 feet tall.

The Leprechauns have become one of the best known Irish symbols associated with St. Patrick's Day. It's not all rosy cheeks and smiles with Leprechauns though. The original Irish fables portrayed the pint-sized creatures as ugly and mean. Leprechauns were shoe-makers who hid the money they made from their craft in pots (thought to be gold) hidden at the end of rainbows.

Leprechauns were originally depicted wearing red, not green. The idea of wearing green was a 20th century invention when it became used as a short-hand for everything Irish.

The evil Leprechaun, with his hot-temper and spiteful trickery, is probably the best-known Leprechaun internationally. Some insist he's a thoroughly nasty piece of work, and best avoided. Where have I seen this before, oh yes, the annual Monria St Patrick's Day Event when their rendition of the Evil Leprechaun is unleashed to cause mischief. The trickery might be that Evil Leprechaun Creature Capsules can be looted from them and regular players can morph into an Evil Leprechaun and cause their own chaos upon their fellow event participants.

As a cousin of the [Clurichaun](#), the Leprechaun is known to have inhabited Ireland before the arrival of the Celts and can survive hundreds of years. Some consider Leprechauns to be the true natives of Ireland who are descended from Irish royalty.

Nonetheless, here on Monria, the Leprechaun is not a protected species, maybe this is why they are bringing me to this place in the [Hidden Crystal Cavern](#) to show me their past.

At the end of it all, I found myself outside in the crater on top of a ledge, not sure how I got there. I was untouched and all my belongings were intact. In front of me lay the oddest of items; a pair of boots. These were the most beautiful and highest crafted item I had ever seen in all my time here. Was it truly a gift from them? Were they trying to tell me something?

I will have to go to DME and tell her of my experience and see what she thinks of it all. Nonetheless, I am perplexed and apparently no farther along in my understanding of these small but mischievous creatures. No actually, I have more questions than answers.



# ST. PATRICK'S DAY TRIVIA QUESTIONS & ANSWERS

**Question:** What are some other names used to refer to St. Patrick's Day?

**Answer:** The Day of the Festival of Patrick and The Feast of Saint Patrick

**Question:** The first-ever St. Patrick's Day Parade in 1762 didn't take place in Ireland as you might have thought. Where did it take place?

**Answer:** The United States

**Question:** Green hasn't always been associated with Saint Patrick's Day. That actually didn't happen until when?

**Answer:** 1798

**Question:** Each year in Chicago since 1962, the Plumber Union dyes what Kelly green?

**Answer:** The river

**Question:** To celebrate St. Patty's Day in Ireland, Dublin hosts a huge festival that lasts how many days?

**Answer:** Four days

**Question:** What was St. Patrick's Day originally mean to celebrate?

**Answer:** It was a day honoring Saint Patrick for introducing Christianity to Ireland in the fifth century.

**Question:** What mythological being is a part of St. Patrick's Day lore and Irish culture?

**Answer:** Leprechauns

**Question:** Where was the first St. Patrick's Day parade in Ireland held in 1903?

**Answer:** Waterford, Ireland

**Question:** According to Irish legends, Saint Patrick changed his name to Patricius after becoming a priest. What was his name at birth?

**Answer:** Maewyn Succat

**Question:** Even though it's a big drinking day now, St. Patty's Day used to be a dry holiday up until what decade?

**Answer:** The 1970s

**Question:** NYC's St. Patrick's Day parade has been happening since 1762 and is one of the world's largest parades. About how many marchers does it typically have?

**Answer:** Around 250,000 marchers

**Question:** What major Catholic holiday does St. Patrick's Day occur during?

**Answer:** Lent

**Question:** There's a tradition that Irish government leaders give United States president shamrocks on St. Patrick's Day dating back to 1952, when John Hearne first sent some to which former U.S. president?

**Answer:** President Harry Truman





# DME'S MESSAGE TO THE COMMUNITY



And now that another successful St Patrick's Day Event is behind us, it's time to focus once again on future goals and continue the vision we have for our Virtualsense locations.

As you know, we don't reveal what we're working on in any specific way, but I can tell you with certainty that our content development is on course and there's much to look forward to in the way of engaging experiences.

As I'm sure you also know, MindArk and the Planet Partner teams are working diligently behind the scenes toward the Entropia Universe transition to the Unreal 5 Engine. This is, of course, no easy task and takes a great deal of focus, but there are things to keep in mind when considering this immense project and how it affects current content decision making.

That means, what you hope for, meaning content you would like to see implemented, may not happen until UE5. Considerations have to be made to make the transition as smooth as possible. Therefore, to those sharing your wish lists, know that we are aware of them and have made note, and as always, we take into consideration what will work for the community and our locations, but even then, there's no guarantee.

It's not all doom and gloom though, because over the past 7+ yrs as a team, we've been able to implement many of your ideas and suggestions, so I think we have a pretty good record there.

I'm excited about where we're headed and especially with how much the evolution of our community has elevated the very real connectedness we all have toward helping each other navigate our glorious universe. It's just not about our VS locations, but help with resources that give players a chance at success toward whatever their goals are, and I couldn't be more proud of our community's engagement in that respect, especially when it comes to our new players and expanding their game play.

I work with Community Initiative Program (CIP) teams who are amazing, and I am very appreciative of their dedication and time volunteered to make sure everything stays on course.



One of the things I can share with you is that we continue to have an influx of new players both at Monria and Toulan. Usually it's ShadowDragonV, my Media Partner, or Dea Kali Devi who manages our Yamato Space Travel Programs, but recently, I've had the pleasure to help guide a few of them during times I've been able to log into the universe. My time has been limited due to projects, but in the long run, it will benefit the community both present and future, so it's all good.

ShadowDragonV and I work on a lot of projects, and the result is multiple resources for the community to help navigate not only our 3 locations, but also gives information that helps with decision making and what to expect from activities. There are also resources that help our community members and visitors alike find items they may be looking for, and what booths or shops have them in their inventory. Following is a list of these resources.

The linked documents below are in downloadable PDF format for easy bookmarking.

[Monria Guide to Everything](#)

[DSEC-9 Guide to Everything](#)

[Toulan Guide to Everything](#)

I also worked with Morrath who owns and manages the Entropia Hub website and together we recreated the shop inventory tools that Anny had originally made and that would allow a search feature of all booths, shops, and those selling from shopkeepers in apartments on both Monria and Toulan to find an item that was needed.

[Monria Shop Inventory Tool](#)

[Toulan Shop Inventory Tool](#)

When we release the Mountain of Madness estates, we will create one for that location as well to make it easier to find what you're looking for while engaged in the 4 MoM Dynamic Wave Events and other missions that will keep you busy.

Many in our community have contributed immensely to the info we share at our [Virtualsense Forum](#), and everything is pretty organized to be able to find what you're looking for, but if there's ever a need for something, just let Shadow or I know.

I want to thank the community for the continued support you have given us, and for your understanding and patience that what the development side of the VS Team does isn't full time, but in spite of that they manage to give you something every VU, even if it's not something that you wished for ... just stay tuned and see what happens as we reveal all our content.

My deepest appreciation for your continued support with my community efforts as well, but then we have the best.





# ST PATRICK'S DAY GIFTS OVER THE YEARS

## 2018



## 2018



## 2019



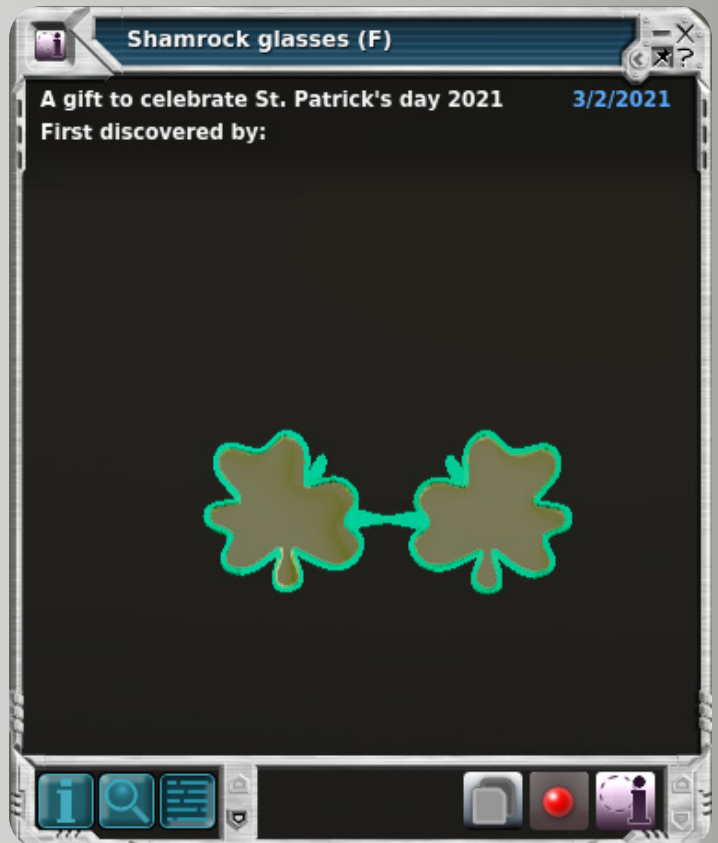
## 2020



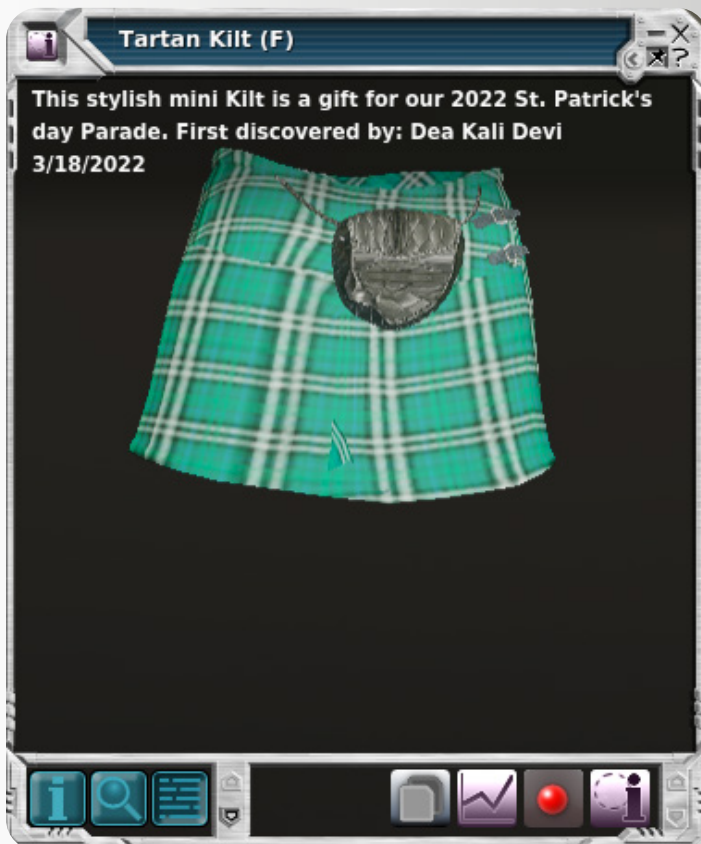
2021



2021



2022



2023







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



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

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



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

**Planet 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.