

VIRTUALSENSE

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QUARTERLY **M**MAGAZINE

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DME's Message to the Community



Welcome ...

Shadow and I are pleased to finally present the Sep 2023 VS Quarterly. The Sep VU was late (well into the middle of the month) so this issue was delayed. We are celebrating an exciting update to community member NoBion's music throughout DSEC9's three map locations as well as other VS content. Have a look inside to see all the details.

Join us at The Dubliner Pub for a cold brew while listening to NoBion's music.





DSEC9

Music Overhaul

NoBion has been working overtime overhauling the audio experience on DSEC9. We are delighted and thankful for the wonderful job he has done. In his own words:

“Hello Entropians,

I’ve had the pleasure of providing the music for DSEC9 which has been running since June 2021. While I managed to make a fair number of tracks, I did not see my overall vision become reality with the release, so not long after, I began working on what I call “The DSEC9 Music overhaul.”

The work is finished, and you will be able to log in and enjoy it today! However, first a few words about the music and the thoughts behind it. Until now, the soundtrack featured around 20 tracks, these were split between the 3 Zones, but from now on, the whole soundtrack will be shared between all zones!

The soundtrack has been upgraded to feature not only songs, but also more “atmospheric” tracks that are typically slower and can feature environmental elements (wind, humming, etc.). In total, the soundtrack now features 30 songs and 30 atmospheric songs for a combined playlist of 60 tracks! To put that into perspective, it’s 2.8 hours of continuous music!

For the older players, you might even notice a few very nostalgic sounds make an appearance throughout the soundtrack. Inspirations come from Project Entropia, Entropia Universe, The Omikron Soul, and multiple other sources. You will experience some tracks that sound very Project Entropia’ish, while others have their unique style or other recognizable influences.

Due to some technical circumstances, the music is mixed so it always plays the song first, and fades into an atmospheric song, so teleporting in and out to shift songs in a search to experience the complete soundtrack will not be possible.

Enjoy!”
NoBion

MOUNTAIN OF MADNESS CODEX



Shogghols



Zokaraneus



Cult of Shut'thend



Tegunestene



Cthylla Boss



Spawn of Cthylla

After we released the Mountain of Madness map section at DSEC9, it took a long time before the Codex was added. It was a bit tricky because DSEC9 is on the Toulán server, and Monria is on the Calypso server, so it was a challenge and the reskinned Monria mobs at MoM couldn't immediately use their Monria cousin's Codex. It took a while to determine which direction to go, but MA finally got it sorted out and they all have their own Codex. The Meta Codex was fixed by MA as well.

Sight of Cthylla



This UL weapon sight can only be looted from the Cthylla Boss in the Pyramid of Shut'thend Dynamic Event at the Mountain of Madness on DSEC9. The Territory is listed as Toulan because DSEC9 is on the Toulan server and the photo is from our test server as the sight hasn't been discovered yet.



The [Pyramid of Shut'thend Event](#) takes place at the 6th teleporter inside the mountain at the Mountain of Madness on DSEC9. The event is triggered by offering the Cthylla Bone to Cthylla's Altar in front of the Pyramid.

This event does not have a cool down, and as long as someone has a Cthylla Bone in their inventory, the event can be triggered again. The Cthylla Bones are looted from the Cult of Shut'thend Cultists around the Pyramid, but it's been said that they have been looted from these Cultists elsewhere at MoM.

PLANET TOULAN

JOURNEY THROUGH THE SANDS

CREATURE SPAWNS

Over the past few months we have been collecting feedback from the community on the creature spawns on Toulán. With this feedback we have reorganized creature spawns across Planet Toulán. We have attempted to group the creature spawns by maturity and type to improve the hunting experience. This is an ongoing effort and we will continue to make tweaks in the future based on feedback, so please let us know in the [Toulán Feedback Section](#) at the forum.

THE KHAFFASH TERMINATOR

Players now have a choice of 3 options at the repeatable stage of the Khaffash Terminator Mission at the Narian Temple:

- Kill 50 Khaffash for 10 Nawa Fragments
- Kill 100 Khaffash for 20 Nawa Fragments
- Kill 150 Khaffash for 30 Nawa Fragments



Additional note for clarity ... if you haven't done this mission before, upon first entering the Narian Temple at the Nawa Fountain, you will get the pop-up message regarding the Khaffash Terminator Mission ... it will only be for the 50 kills, but after a 16 hr cooldown and doing the repeatable, you will then get the pop-up message that gives you the 3 options.

TEXTILE SCHOOL

Three textures are now eligible for the Textile School Mission - see NPC Nadira at Guardian Village:

- Aqeeq texture = 1 point
- Sunjoq texture = 1 point
- Caboria texture = 2 points

TWEN TOKEN TRADER

A Token Trader has been added and is accessible from the following locations:

- Toulán, Floor 7, Nahar Towers, next to the Information Booth
- DSEC9/Elara, next to the Lotus Temple TP

Since this magazine issue was delayed, I can tell you that all 5 of our Scimatar of the Mages swords have sold and it was the only item in our TWEN Token Traders.

REPEATABLE COOLDOWNS

The cooldown period for all repeatable missions on Planet Toulán and DSEC9 have been reduced to 16 hours.

ADDITION -- Crafting, Auction and Mission Terminals added at the Narian Temple

KNOWN ISSUE -- A Platform issue exists where the in game music stops playing if you teleport between a Monria TP and a DSEC9 TP. You must relog to fix the issue.

PLAYER PROFILE

Mungo Mungo Baobob

If you're ever running around DSEC9 at the Lotus Temple in the Elara map section you're bound to run into Mungo. He's practically a permanent fixture.

Mungo was born on Calypso in January of 2009 before the creation of other planets, but these days he considers himself a citizen of Toulán, with great interest in DSEC9.

He's not currently in a society, and hasn't been for a great many years, but shares that he *does* plan to start a society in the future after acquiring a warp capable spacecraft.

Let's delve into the responses Mungo gave to the usual list of questions in order to learn about this community member.

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

A: I was a gold seller from World of Warcraft early years, and was searching the internet for a new game I could make money in. Google led me here and I set out on a mission to make a withdrawal. I *did* make that goal, but have never made another withdrawal as I am always finding bigger and better things to spend ped on. I, like many others, came to make money, and became a "player" instead.

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

A: The first half of my game life was spent sweating and trading, and made that first withdrawal from sweat sales alone. I still consider sweating to be the only "real" skill-based skill (as you cannot chip it in). However, these days I'd rather deposit my soul, than touch a sweat tool ever again.

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

A: Seeing firsthand how the deposit and non-deposit game styles really are like different games. Both are enjoyable, but they are drastically different experiences.



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

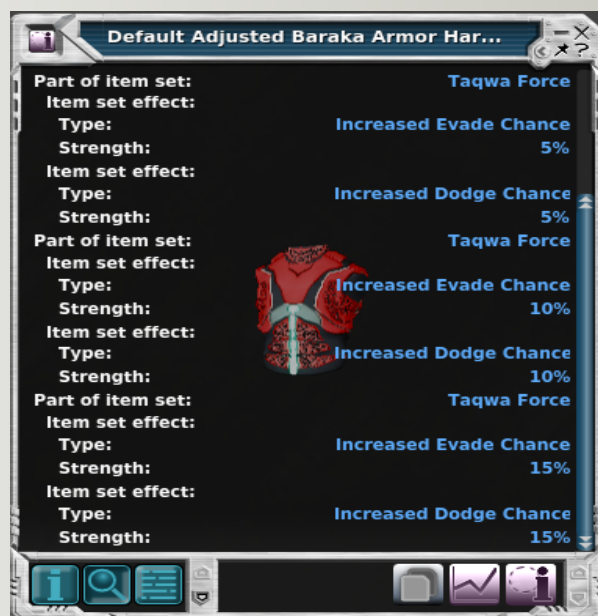
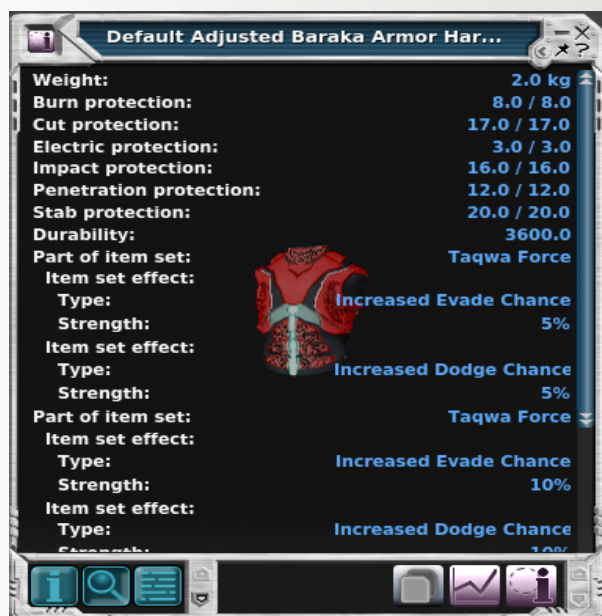
A: Pirates and “forced” space PvP in general. I saw too many good players leave during the early space days.

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

A: Not reaching for the Visa everytime something new catches my eye. LOL, seriously though, I had never really been challenged by the game, until I started doing Toulan/Monria activities. The quest missions kept me progressing, while also making me feel sufficiently rewarded for doing so, but of all the things that could be said about the experience, challenging certainly sums it up.

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

A: I started this journey into the Virtualsense world simply acquiring the Horns of Z’agol on Monria, which led me to the CUHOF instances on Toulan chasing a set of Baraka Armor with my little ArMatrix LR-10 fresh out of the sweat fields.



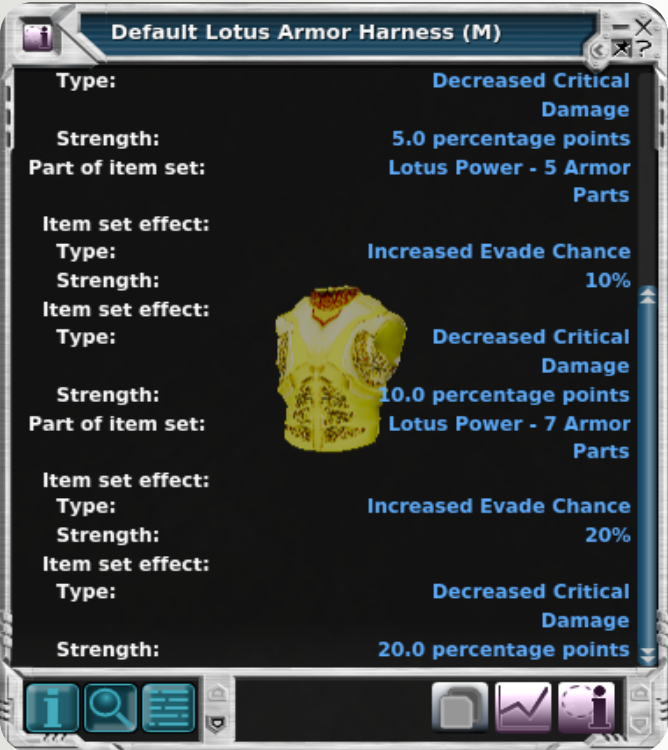
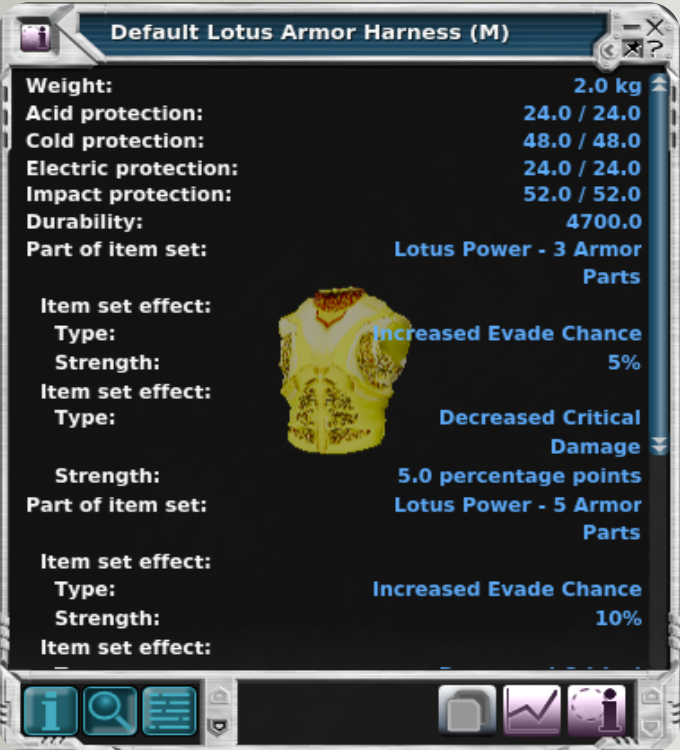
I pushed through the *DSEC9/Toulon Crossover Mission* and acquired the *Silver Crown of Sahar* that gave me the status of Lotus Guardian. After collecting the 6 keys required to make the Lotus Gold Solo Master Key, I am close to completing my set of Lotus Armor.

I am currently at Level 85 in Laser Rifles, and feel like my avatar grew up simply by doing the natural progression of the quests and dungeons. I am now skilled enough I can take the Lotus Armor out and take on some things I never thought possible.

As a Lotus Guardian and being able to complete the temple dungeon is probably the single most memorable achievement in EU for me, and I think I would feel that way even if I didn't have a Dark Lotus tattoo on my arm.



Some time ago, I put in a suggestion that maybe the Lotus Armor could be upgradable to Dark Lotus Armor. DME liked the idea because it could easily be introduced through their lore since there's so much of a dark side already, but that would totally be up to the team and what's doable. I make a joke about it now and then, but no harm. I'm happy either way.



Q: What draws you to any of our locations? Feedback is always appreciated.

A: The Lotus Temple on Elara at DSEC9! Seriously though, everything is balanced so well. I have enjoyed the experience, and while searching for rare drops can be grindy, I never felt the burn of the grind from 10 to 85. I was simply playing and enjoying my time.



The Lotus Temple is located at DSEC9 in the Elara map section on the left above the DSEC9 map section. The Mountain of Madness is at the right of the map.

Full details of the Lotus Temple Instances are in the [Virtualsense Dec 2021 Quarterly](#).

Q: What are your current main activities?

A: My partner BoB Hulk (who has helped me every step of the way) looted a booth estate deed in our early days of CUHOF instance grinding on Toulán, so I am often restocking or tweaking prices on the mining amps he crafts. I am trying to acquire the last needed piece of Toulán's Baraka Armor and last two pieces of Lotus Armor. I am also looking forward to trying to loot a full shop in Larches Green at the Mountain of Madness on DSEC9 when they are eventually released. I would like to decorate and peddle some of the things we craft and loot, which would include the Aquila Armor we craft. Without Bob or the Aquila Armor he crafts I never would have been able to push through everything.

Q: Share any milestone achievements you have made?

A: I feel like I've gone from sweating all day, to having consumed 99% of content at two Virtualsense locations, DSEC9 and Planet Toulán (that's more than a milestone though, it's kinda mind blowing).

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

A: I want to acquire a nice big shop at Larches Green to decorate with all this stuff I have been collecting over the years, and I desire to get a space warp ship to offer hunting and skilling runs.

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

A: Skip the non-deposit cycle, read everything you can on the forums and pick out a mission plan that excites you. Set a budget and dive in, it really is a fun experience.

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

A: Is this where I request a new armor be created called Dark Lotus, either as a new quest/loot or as an upgrade to current Lotus Armor? No? Then I'll just say I look forward to continuing to grow my avatar, along with the growth of DSEC9 and Toulán.



NoBion is not just DSEC9's Music Composer. He's an Entropia Universe veteran dating back to December 2003. We'll have a look at the responses to the usual questions asked in a player profile questionnaire, and then delve into his music background after.

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

A: I started around December 2003 and my main planet is still Calypso. However, I am a big fan of the Virtualsense commitment to the game experience and the wonderful work they do to build up a strong community. They are really good at letting the community take part in the responsibility to make it the best it can be. The other planet partners and MindArk really should watch and learn.

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

A: I've been a part of multiple societies throughout the years, and for quite some time I was a member of Silly Underground Family. Currently I am a Freelancer, but that is primarily due to low activity in the game. I will eventually join a new society or return to Silly Underground Family when or if I pick up more activity in the game.

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

A: I had an Uncle who at the time played MMO's, but back then they were relatively new. He played a lot of EverQuest, and when I watched him play, I was very impressed by this living, always alive virtual world. Unfortunately, it required the correct age and monthly subscription to play.



I was chatting in a random gaming community around the time, and someone mentioned Project Entropia. I had never stumbled across it before then and they wanted to show me around. I was HOOKED. I loved everything about it, and it did not require much to start.

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

A: I have always been kind of an unusual MMO profile. I like the social aspects and the more dynamic activities. I think the first 1 to 2 years I played without depositing. I had no way to deposit, so that was simple. However, I managed to build up a bit of gear with income from sweating, reselling and the Oil Rig.

For years, many knew me at the Oil Rig for hanging around, grabbing oil and just socializing, it had its own community. With time, I did get the option to deposit and got some skills, along with some very good equipment to defend myself and friends, but I have never been hardcore at any profession. I am not a great grinder to be honest.

After Land Grab was introduced, I did participate in that as well, it was quite cool!

It's been many years since I participated in the Oil Rig / PVP game in EU. I think the explosive weapons ruined a lot of it. Now it's mainly hunting, but on a very casual level. Getting a family, house and busy job took away a lot of MMO time. Also, I play a lot of different games, so that makes it hard to really grind much in any game.

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

A: The most interesting aspect of PE/EU is definitely the RCE system. It's pulled off pretty well I'd say, and it makes up for the lack of "active" gameplay in EU that over time has become very automated. I used to like the hunting tactics like run and shoot, and group hunting tactics with spread out teams managing aggro by shooting so the creatures or robots change direction all the time.

Also, the community has grown to become more of an adult player base compared to many MMOs out there, and with no intention to insult any kids or teens, it's been a good experience in combination with the more serious and exciting aspect of the RCE system.

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

A: It's when you look at EU at a pure gameplay mechanics level. It's very "barebones" and I am missing something to spice up the gameplay, and the odds for those who actively participate in combat. Also, I am sure something similar can be implemented with other professions.

I also really love the "living in the universe" stuff in MMOs, and a bit disappointed in the lack of development on the housing/apartment aspect of the game. It could be very interesting but is so much out of focus it's not very interesting at the moment.

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



A: It's really a self-imposed one, but keeping up with old friends on skill level is very hard to near impossible when you don't play much. I've never been very high on skills, and I once even sold all my skills (never do that, trust me). I can handle something like an Adjusted Maddox, so I can participate in a lot, but I can't handle the big guns like most old players.

Another thing is, I lack the patience to sell low markup stuff, so I'm taking very small losses there. Thing is, many small losses equals a big one over time.

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

A: First and foremost, it's been a real pleasure to work with Virtualsense on the Soundtrack for DSEC9, so that's a major memory that I will always have with me to the day I die. Except for that, I would have to say definitely Land Grab. Also, before they introduced the Rocket Launchers, being at the Oil Rig in Vain Armor with a powerful Med Kit and taking those tiny hits from ML or Camo series rifles with attachments felt good. It was fun to be nearly invincible.

Q: What are your current main activities if you are still playing the game?

A: Hunting is my primary activity now. I also enjoy occasionally Mentoring someone, but it depends on if I have the time to dedicate to a Disciple. Overall, it's currently at a very casual level. I often enjoy running into old players that know who I am, and I know them too of course.

Q: Have you achieved any milestones over the years?

A: I managed to assemble two sets of Lion Armor over time. While I had to purchase almost all pieces, it's still a demanding activity in itself to buy and collect rare armor pieces. You have to watch the market and be quick when it requires it.

I also remember once looting a Supremacy Armor part with a team, that was insane. Another memory was being a fairly new player back in the Project Entropia days when I managed to loot Salamander Thighs off a Gokibusagi. That was way before any market value tools and I sold them way too cheap on auction, at least 1000 peds below value. I learned to do my research after that.

Also, when I managed to purchase the Vain Armor set I had back in the days, it was a result of saving up for it for a long time. I wanted a set ever since I saw it the first time and it was 1 of 2 sets in the entire game. I have some of these memories in pictures and videos. It's nice sometimes to take a trip down memory lane. I even have a few [videos on YouTube](#) with that gear.

And of course, completing the soundtrack for DSEC9, that was a major milestone!



Q: What are your future plans as a participant of PE/EU if you are still playing?

A: With the new UE5 engine plans, I hope that the gameplay mechanics will somehow be upgraded as well. While I do not expect something extraordinarily new, I would like the entertainment to be a more dynamic system. I would also like to have the feeling of making a difference by what I am actively doing to better the loot/return.

Today it's too much of a spreadsheet in Excel and owning the right gear. I would like them to move things in more of a direction that it's the way you play that makes the difference, not the stats of the equipment (sure, the stats should still make a difference but just minor ones). I think doing so would encourage more to stay and play, and be easier to play on a low budget.

Also, I think there is major potential in EU to compete with virtual world games like Second Life and There.com, or anything comparable.

There's already a housing system, multiple planets and a customization system in EU. If they expand and upgrade it, and also introduce the possibility for 3D designers to submit and sell furniture and clothes in the game, they could attract a much larger crowd of customers. It would make the world much more alive, and with more people engaged the more the word about the game would spread. I also think that it would fall very well in line with all the current main activities in the game.

There is a lot of terrain in Entropia Universe, and I could even imagine systems for societies to put down their own towns / cities through land plots. The groundwork is already there and done.

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

A: It's very important to do your research before joining Entropia Universe. The game has a very different speed of progress than any other MMO. Goals take months even years to accomplish, but it makes sense due to the nature, dynamics and Real Cash Economy of the game.

Also, it's important to make good use of the community as much as possible. Find a good Mentor and a good Society. There's so much help available, and the community in EU is in many cases superior to the majority of game communities out there.

Q: Are there any additional comments that you would like to make relative to your music and what your potential future plans may be in that respect?

A: Already from the start when I began playing Project Entropia, I fell in love with the music in all eras of the game, but it's still the first few years of the soundtrack that I like the most. It's embedded in my brain, and has been a major inspiration whenever I am creative in music production.

It was never the main goal to reproduce or copy the old soundtrack with the DSEC9 music, but I wanted at least a small amount of the songs to sound as if they were originally a part of that old world soundtrack. If I have succeeded with that on a few songs, then I think I did good. Luckily, I think there are a few where I accomplished that goal.

The main aim for me was to have a varied soundtrack that had the Project Entropia style feel to them, but also some that supported the style and atmosphere of Monria / DSEC9.

Throughout the 2.8 hours of music, you will want variation. I loved the eerie and slow synth tracks in the PE/EU soundtrack and felt that I needed to overhaul the DSEC9 soundtrack to implement much more of that. Here is the newly created ...

[DSEC9 Music Snippets Video](#) -- right click and open link in new tab.



I also wanted to make changes to some of the existing tracks, as I felt there were some that weren't entirely as I wanted. I also introduced the atmospheric tracks that are mixed with the normal tracks. A normal track will play and then will fade into an atmospheric one, it sounds great!

A few tracks even have total similar sounds from songs of the old PE soundtrack, or at least sound cues from them. You'll not escape the full DSEC9 soundtrack without thinking "that's really like the old PE music" and that is something I can promise.

Currently, there aren't many ways to experience much of my music other than going to DSEC9, which I highly recommend for multiple reasons. DSEC9 being the only way to hear the music might change at some point, but right now it is playing there exclusively. I might very soon make a track with snippets from some of the songs for people to hear. I already did that with the first release and these can be found on my youtube channel.

I am open to any future projects at the moment as it wouldn't make any sense to expand on an already massive soundtrack. However, maybe a new project with Virtualsense sometime in the future, I'd love to work with them again.

I also worked on a collaboration with Johaoninho90 on the [Entrolympics 2022 video](#). The music track in the background was composed by me, so I recommend people to check the video out and support Johaoninho90 and his events in the future.

Q: How early on in life did you gravitate toward music?

A: It all started back around 2004'ish when I made hip hop/pop music with a good friend. I primarily sang and did a bit of rapping to mostly premade beats either solo or together with him. I also began learning to produce music slowly around this time and purchased a keyboard and microphone of a more professional quality. We actually managed to win a local competition with a song, so that was cool. I occasionally worked on some music throughout the years, but not with much final to release.

Some years ago I really picked up on music making again and I made several of my first PE/EU inspired tracks. You can find a link for a compilation of them all on YouTube, but keep in mind it's getting old now, and the complexity is rather low. So do not put expectations too high.

Q: What or who were your influences?

A: I am heavily inspired by the original PE soundtrack from the period of 2003-2004. Also, some of the ambient music from games like The Nomad Soul and other sci-fi games. There are also songs in all other eras of PE/EU that have been a good inspiration, but not as heavily as the first era.



Q: What was your first musical instrument?

A: My first instrument was a Guitar. I had lessons for maybe half a year to a year when I went to school, so it's more or less all forgotten now. I use Keyboard mainly today for music production, but not always, as sometimes it's a question of dragging notes with the mouse and then working on adjustments and effects afterwards.

Q: What musical instruments are you using now to compose your music?

A: I use an *M-Audio Oxygen 49*. I do have a complete microphone setup, but except for one song in the DSEC9 soundtrack, my voice was not used.



Q: When did you first start composing your own original music?

A: 2004-2007 and then again since 2017 to now, in between it was minor only. Anyone is welcome to contact me if they have a project and could see my style of music as a potential match.



DME's Reflections

There's an untold story of how NoBion actually came to Virtualsense and ended up composing original music for DSEC9. A few years ago, it was KillerBee (another veteran player) who encouraged me to listen to NoBion's music, and so I did. I instantly fell in love with it, and as I too am a veteran player of 18+ years, I was around during the early years of the Project Entropia music.

I shared the music with Ant and his brother (Pusherman, who is our VS Team Tech and Sound Engineer), and they really liked it too. I then contacted NoBion and got the ball rolling to produce some original tracks for DSEC9. Pusherman himself actually did original tracks for the three mob waves in the first map section of DSEC9, and those are quite cool as well, be sure to give a listen.

I remained connected with NoBion on Discord and got to work with him in one sense. He wanted my feedback on whether the tracks fit with our theme. It was an enjoyable process. The VS Team appreciates the hard work that NoBion put in to compose the magnificent tracks for DSEC9. There's no doubt that we would continue working with him as we evolve -- *Thank You NoBion*.

DME's Message to the Community



This issue of the Virtualsense Quarterly was delayed because the September VU wasn't released until September 19th. While there are certain production steps with each quarter's magazine issue, each is unique with its own variables and its own time factors. Coordination with players being profiled is key as well, but in the end, we finally got it sorted.

One of the things I wanted to expand on is that we are very much a lore-driven team, and a great deal of our development is inspired by the lore that is now connecting all 3 of our locations. One of the first things that we did after Ant bought Monria was give a great deal of thought to how we wanted to create our own Cthulhu-themed lore. H.P. Lovecraft always encouraged writers to expand on his work to create their own developing storylines, so that was the direction we headed.

Pinthas Schmenke Dorian was a member of the original Monria Team when it first launched in 2013. He wrote 16 chapters of Monria's history, 4 of which became the Chapters that many have worked toward looting in an effort to get their *Horns of Z'agol*. When we upgraded the reward for this item, we also created a Pinthas NPC at DSEC Forensics where you take the mission. Outside of the 4 Chapters, the contribution that Pinthas made toward Monria's history was never published. After we took over Monria on 11/26/15, I invited Pinthas to join our Media Team to make this happen.

Over the course of time, between Aug 2017 and Nov 2018, Pinthas and I wrote 5 downloadable PDF books telling [Monria's History](#). From that point forward, the evolution of Monrian Lore was advanced with lead-in stories in the quarterly VU Release Notes, the first being [Monria Attack Status Report](#) with the May 30, 2017 (March) VU release. Ant is also very much a writer and contributes to the ongoing lore related to our locations. When we took over Toulon on 8/19/20, he offered a bit of Toulon's history with [The Reluctant Queen](#) and how HM Queen Nara came to be on Toulon in the December 2020 VU release. From this point forward we became the Virtualsense Team.

When we launched DSEC9 with the June 2021 VU release, Ant once again took to pen and paper and told the story about how DSEC9 was created with [The Abandoned Mine](#). With Toulon, we gained the ability to do our own development and content creation. Monria is on the Calypso server, so we were unable to independently develop or create content and needed to work with MindArk's team. This is why we placed DSEC9 on the Toulon server. It gave us a great deal more freedom with regard to being creative with development, but we also connected DSEC9 through the Monria teleporters.

With the August 31, 2021 (Sep) VU release, Ant once again not only offered us more lore in the way of [Guardians of the Temple](#), but it was the first rendering of how we began connecting our lore between locations, and that they don't necessarily have independent histories.

One of the things we are very big on is giving recognition to our community members who have gone the distance to achieve specific things, or made contributions in other ways that support what our vision is for our locations and the community as a whole. We've created NPCs in the likeness of a few of our community members on Monria who give out the daily missions, and for other missions. We advanced our Monrian lore by creating 4 community member Elder Gods who had Monria Armor named after them. You will learn who the 4 Elder Gods are from the lead-in story that Ant wrote for the March 2019 VU release [The Celestial Prison](#). Pinthas is Cthulhu's twin brother *Kthanid*. In Monria Book #5, *Tales from the Deep*, Pinthas goes on a journey to regain his memories and why Monria is so important to him, but it reveals much more than this.

When we released the 2nd map section at DSEC9 (Elara) with the Lotus Temple, it was community member *Yog Synial Sothoth* who became the focal point, and Ant once again gave us more lore in the way of [The Humble Servant](#). An NPC was created for Synial on the second level of the Lotus Temple in front of the Gold Instances to take the missions, but he also offers the Toulán Flying Carpet mission. There are Solo and Team Lotus Temple Instances that are color coordinated. You can find a complete breakdown of these missions in the [December 2021 Virtualsense Quarterly](#) magazine.

With the March 2022 VU release, [Within The Caves](#), Ant offers a Reflection from Queen Nara. There is always a tie-in with community and how we support each other through the good and bad times. We have always placed community as our priority focus and involve them in our ongoing storyline.

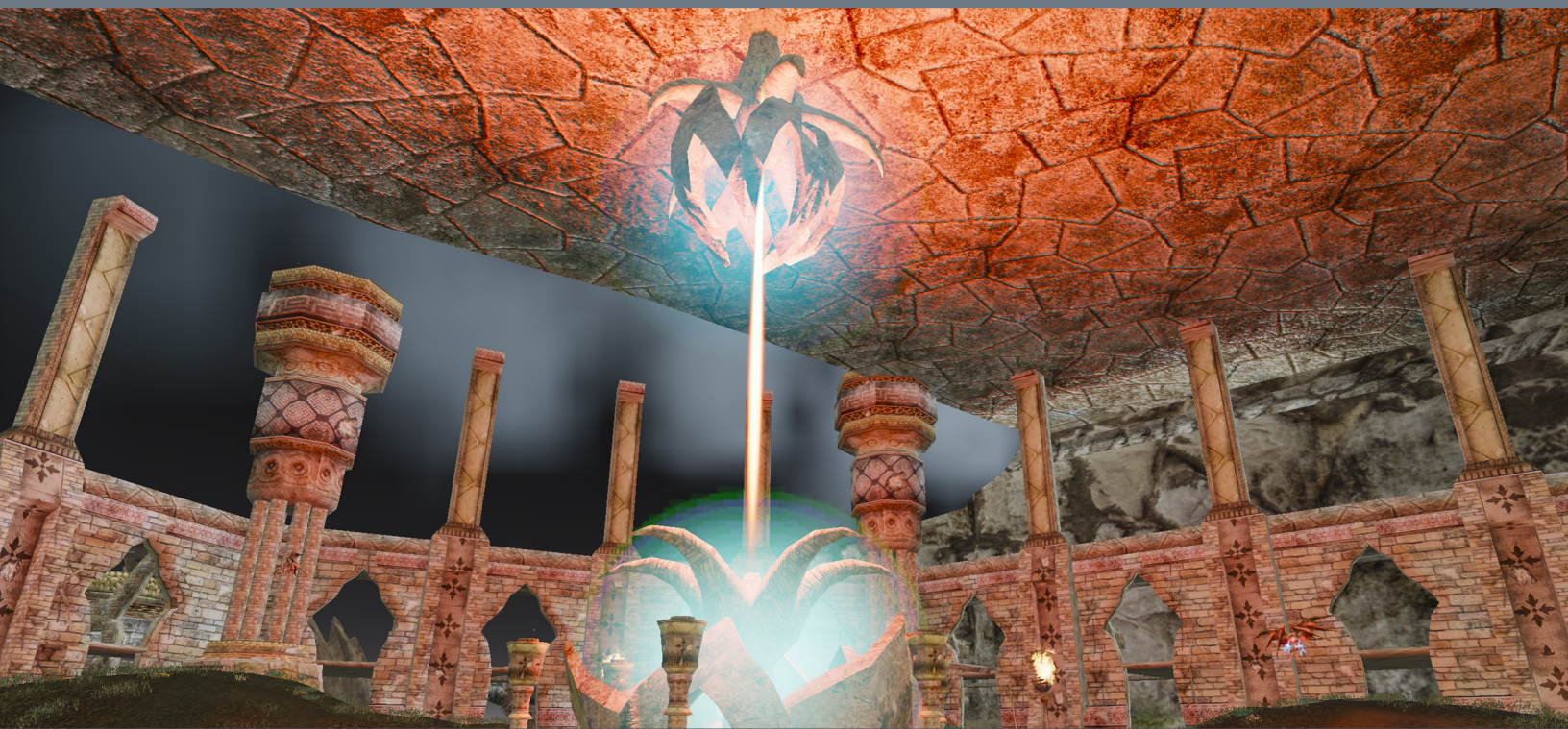
During the time when we were building out the 3rd map section at DSEC9, Mountain of Madness, we had a bit of fun with it and offered an evolving tease over the last weeks before the VU release. It was an opportunity for community members to get a sneak peek at what was to come, but also to be able to catch up on a bit of storyline and back lore. The [Road to the Reveal](#) thread at our forum offered some interesting responses. Pinthas also gave his perspective based on his lore experiences.

With every VU release, there is something relevant with lore, such as [Join The Elder Gods](#), and [Cthylla's Altar](#) that offer missions and other activities. However, I have continued evolving the lore as well with my [Monria](#) and [Toulán](#) event lead-in stories that at times reveal more than you might expect. It's key to pay attention to these lead-in stories because they may give a clue as to what's to come.

Another way of learning about who we are as a team, and what our development is all about is to read the Quarterly Magazines. We started this while we were still the Monria Team, publishing the [Monria Quarterly Magazine](#), and then the [Virtualsense Quarterly Magazine](#) after we had Toulán.

I get that lore isn't for everyone, but from one who has been embracing this universe for 18+ years where I have written about and promoted player and community experiences, I learned early on that for some, lore is a key factor. It's interesting to learn back stories and evolve those stories over time. It's fun for us to include community members in our evolving lore who become a part of our history, literally. I will also be taking a look at our content items that don't have a specific history in their description and update them to make it more cohesive.

As always, I am appreciative and grateful for those who continue to not only support what we do as a team, but me as your Community Manager as well ... *Thank You*



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.



DSEC9 is an automated mining outpost established on the Safian Homeland of Elara. Originally operated by the DSEC mining corporation of Monria, DSEC9 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 DSEC9 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 DSEC9 and very much entrenched in Monria Cthulhu Mythos-themed lore. The dynamics of this environment are focused on group play and team work, but there is plenty to engage all player levels from new to seasoned.



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