



# Virtualsense Quarterly December 2020

By Royal Decree  
VU 20.4

Player Profiles

Virtualsense  
Volunteer Awards

Monria / Toulan

Huge Update for Toulan

Sith Family, Morrath  
Little Star & Legacy

Anhithe Awards  
VS Volunteer Outfits

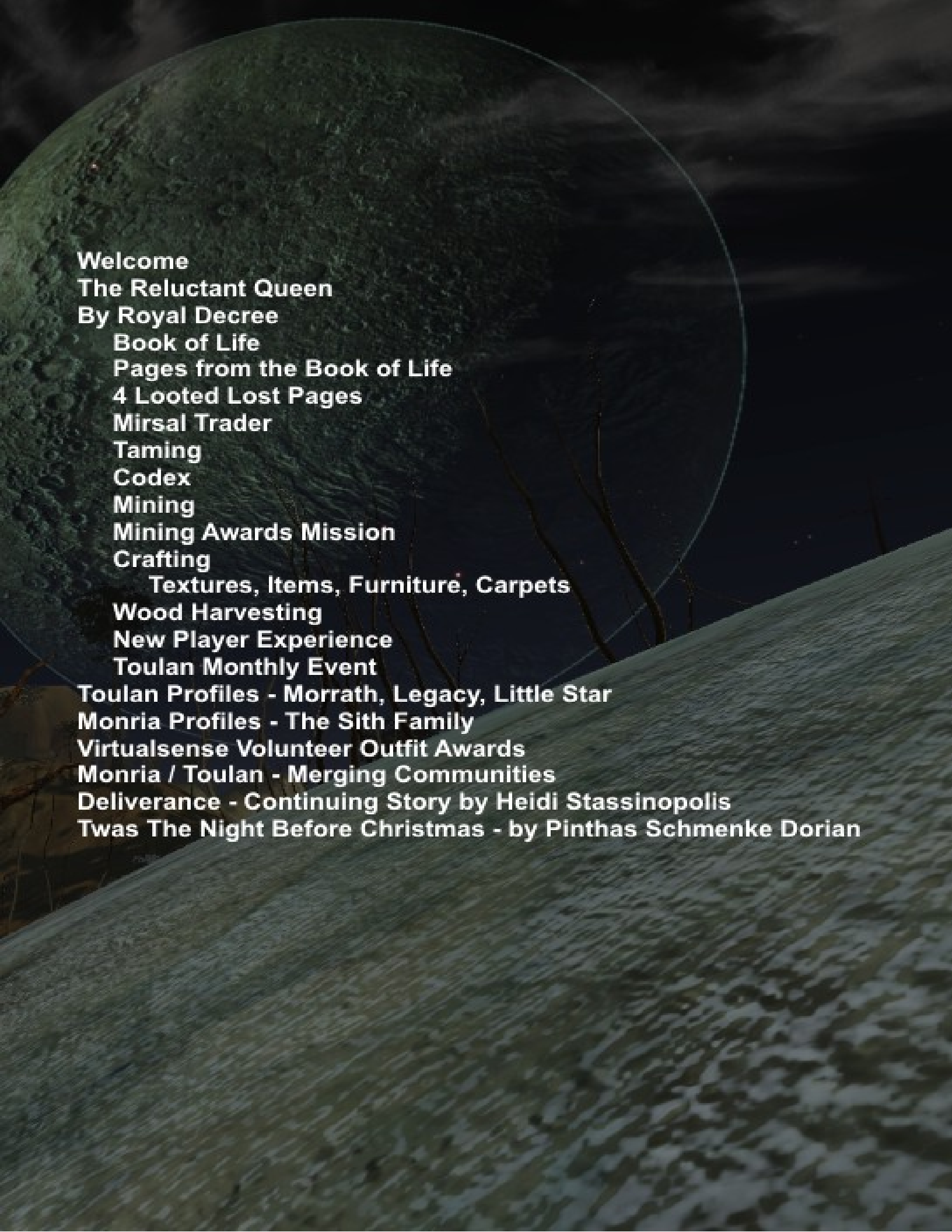
Merging Communities

*... and much more*



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## **December 2020 Issue**



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## *Welcome...*

Here we are at the end of another year, but this year was quite exciting with the addition of Planet Toulán to our Virtualsense family on Aug 19th. We scrambled like crazy to put a release together for the Sep 1st VU to at least give the Toulán community an economy boost. Then it was back to the drawing board to continue with our plans for the Dec 1st VU, which turned out to be quite large, and another boost to Toulán's economy.

We are working in tandem with our two amazing communities to make sure that we develop not only what is needed, but also throw in a few things from the [Toulán](#) and [Monria](#) suggestion threads. We've already been working on the big March VU for Monria, but as stated elsewhere in this issue, Toulán will benefit as well. We are already in the process of charting the other three VUs in 2021 besides March.

With the release of the Toulán apartments, booths and shops, we are looking forward to seeing who our new Toulán residents and booth/shop owners will be. This depends of course on looting a Book of Life Lost Page. Each page belongs to a specific category as described in the VU article later in the magazine, and each page identifies which real estate property it represents. So far since the Dec 1st VU release, and as of the publishing of this magazine issue on Dec 26th, there have been two small apartments, one booth, and one small shop discovered in loot - two outside of the event and two during the weekend-long event that took place Dec 18th - Dec 20th. The owners of these properties are mentioned in the VU article as well.

The long-awaited Codex was added to Toulán with the Dec 1st VU, but the new Toulán event system was already in progress and Codex was not added to our event mobs. However, Anhithe is looking into this for them to be added in the future. Unfortunately, there is no estimated time for when this will happen.

One of the things that Ant was adamant about, was finding a purpose for every Toulán resource that he could, and he believes he has accomplished that. However, he will continue to monitor community feedback and will make any necessary tweaks so that Toulán resources can be used more efficiently. With 67 furniture BPs, the requested Harvesting of trees had to be on the VU agenda. Some of the furniture and carpets are shown in this issue, but I believe the one furniture BP I've been waiting for to drop hasn't happened yet.

The New Player Experience has been enhanced with 22 steps to complete the mission chain, which is only for our Toulán and Monrian Born, and there are more details in the VU article.

We were excited to premiere our new weekend-long monthly event that Ant had a lot of fun designing, but it's also quite intricate. Now that some of you have experienced it first hand, I wanted to add a bit more detail to help facilitate how everything works. Have you ever had a lot of mobs charge you at once in a group because you invaded their space? Ya, that happens at the beginning when HM Queen Nara triggers the event.

On behalf of the Virtualsense Development Team, I want to extend our appreciation for the way in which you work with us to help make Monria and Toulán a better experience. We are grateful for your support. Here's to an exciting 2021, because as far as we're concerned, we will definitely be contributing to the excitement.

DarkMoonEnigma  
Virtualsense Team Community & Media Manager



With the adding of Planet Toulan to our virtual family, it presented a unique opportunity to blend two entirely different dimensions and cultures into an evolving storyline. Some are reluctant to believe or perhaps accept that there is any connection at all between Planet Toulan and Monria. You are invited to stay tuned, because I am anticipating that you will be pleasantly surprised at how all of this unfolds. And I will share a little secret with you ... Anhithe is the author of this continuing journey into the realm of possibilities. It started [here](#).

## **The Reluctant Queen**

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

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

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

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

## **Nara shared her story.**

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

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

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

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

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

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

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

“I have this!” Nara replied slowly.

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

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

A Narian wears many faces and this Narian’s face was hidden behind that of a stranger. There was a reason why Nara held this meeting at the temple. Even as the Book of Laws was torn from her grip the last Safian knew exactly what she must do.

Her months at the temple and daily routine of meditation and contemplation were merely preparation for a future she could not predict. Pouring over the Book of Laws whilst drawing on the Nawa Energy that flowed freely in that hallowed place had readied her for that moment.

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

As the Book of Laws was destroyed by its keeper, the stranger disappeared and Nara knew that the struggle had arrived.

After witnessing the power of Nara at the Temple, the tribes of Toulán did what they had not done in many generations and united behind a reluctant leader. Queen Nara’s first act was to prepare the tribes for War....







After adding Planet Toulan to our virtual family on August 19th, there was a looming deadline for the next development release on [September 1st](#), but we managed to pull some things together in order to give the Toulan economy a kick-start. About 68 clothing blueprints were introduced. We were also able to get more [Fixes and Adjustments](#) done which is something everyone always hopes happens with VUs and Patches.

With our most recent development release on [December 1st](#), we continued with the economy theme, and Anhithe was able to create a use for every resource found on Toulan. This is something that will be a continuing effort, and you will most likely see changes and updates in future releases. The goal is to create the most efficient and useful purpose for all resources on Toulan, and this may take some tweaks along the way. We were also able to address many more [Fixes and Adjustments](#) in the patch after the release.

We have a specific development focus for both Toulan and Monria, and while each release may be more dedicated to one location or the other, both locations will benefit. This current release for Toulan was huge and quite involved, and we have a major update coming in March for Monria, but Toulan will experience the side-effects, and this new era of exploring possibilities is just the beginning.

## **The Book of Life**

By Royal Decree, HM Queen Nara is offering the deeds to estates on Planet Toulan in exchange for the return of the Lost Pages from the Book of Laws. These pages will be used in the construction of a sacred book titled the 'Book of Life' to reflect a new era on Toulan. An era where the life of all is respected and people will no longer be subjected to the oppression of their free will, but rather coexist in harmony.

There are 103 pages to be discovered for the 'Book of Life.' Each Page can be exchanged for a particular estate deed. The description of the item will reference the individual estate deed that it can be exchanged for.



1. Creation of Avatars - each can be exchanged for a small apartment deed.
2. Nawa Transfiguration - each can be exchanged for a medium apartment deed.
3. Narian Defense Spells - each can be exchanged for a large apartment deed.
4. Creature Spells - each can be exchanged for a shopping booth deed.
5. Potions - each can be exchanged for a shop deed.
6. Incantations - each can be exchanged for a large shop deed.

The deeds will be exchanged by a Virtualsense Official or HM Queen Nara by Royal Appointment.



## Pages from the Book of Life

To prevent the knowledge from the Book of Laws being acquired by the nefarious stranger, Queen Nara destroyed the book and scattered its contents across Planet Toulan. Pages for the Book of Life can be obtained exclusively in a variety of ways on Planet Toulan:

- From the chests in instances.
- By hunting mobs.
- As "Something Out Of The Ordinary" while mining.
- During crafting anything on Toulan.
- From Toulan event mobs.
- From the Mirsal Trader in Exchange for Mirsal Tokens.

Since the Dec 1st VU, four of the Lost Pages have been discovered, and each received their estate deed by Royal Appointment with HM Queen Nara.

Kingu was the first to discover a Lost Page that rewarded him with a small apartment in Nahar Towers. He had an audience with HM Queen Nara for the transfer of deed.

He is a member of the Cult of the Skull society, a society that plays a key role in the Monria storyline, but rumor has it that they may be infiltrating Toulan in nefarious ways.

Kingu is a Yamato Pilot, and several of his fellow society members are also part of the Yamato warp schedule crew. Perhaps I should pay closer attention to motives. They do an outstanding job as warp crew, but knowing their history with the dark side of Monria, I wouldn't put anything past this lot, especially when Kingu is always giving out his Maladrite Elixir-laced cookies.



Lost Page 28 - Creation of Avatars - 12/4/20



Lost Page 75 - Creature Spells - 12/13/20

White GHOST Angel was the second to discover a Lost Page and to claim the deed to a Nahar Towers Booth after an audience with HM Queen Nara.



Nahar Towers - Booth 5, 6th Floor

Ghost decided to put the booth at auction, and it's not surprising that it sold so quick ... new owner of this booth at Nahar Towers is - Dakanti Dazz Mann.

The first two Lost Pages were discovered prior to the Toulan weekend-long event, and two of them during the event. The pages are random and a bit rare, but these four pages have dropped since the Dec 1st VU.



It was setu0 daC laMono who discovered the third Lost Page. After his audience with Queen Nara at the Citadel where she normally meets those who discover pages, he claimed his estate and posed as the new owner.

As you can see, even with a small apartment, the item points are quite substantial.



Lost Page 12 - Creation of Avatars - 12/18/20

There are many who are interested in discovering a shop Lost Page. There is a small and a large shop that is available, and current shop owners at other locations across the universe are looking to expand their business and contribute to Toulan's economy. especially since Ant gave all of Toulan's resources a purpose.

The first small shop was discovered by Darrell Sidekick069 Leaman. He too had is audience with the Queen at the Citadel to exchange Lost Page 81 for the shop deed, and then discovered that he had an extended audience when he went to claim his shop estate.



Lost Page 81 - Potions - 12/19/20



Avum - Queen Nara - Sidekick - Shadow - Kendra

Sidekick isn't sure yet whether he will keep the shop or sell it. He doesn't have a shop elsewhere, so if he decides to keep it and try his hand at shop ownership to contribute to Toulan's economy, this will be a first for him. Time will tell what becomes of the first shop discovered on Toulan.

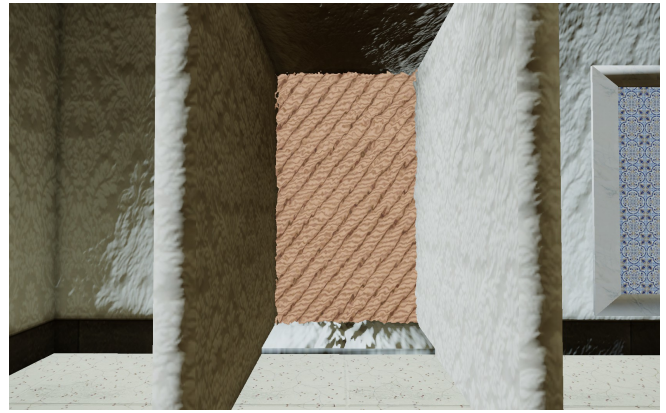
As a point of reference, all apartment and shop owners on both Toulan and Monria get the free space travel benefit with our Mothership Yamato. We added an extra stop at Toulan at the beginning of our warp schedule so that shop owners and anyone selling from shopkeepers in their apartments are able to travel to all other planets to do business, and then be able to return to Toulan at the end of the warp schedule. The way that we designed our warp schedule gives them enough time to exit at low orbit, and then catch the final summons.



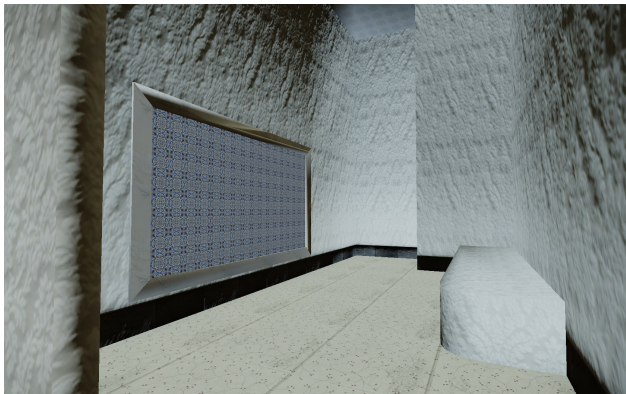
Here are screenshots of the small shop stats, as well as what the interior looks like. Additional display points were added to the outside of the shop so that the shop owner can hang a sign.



Shop Estate Stats



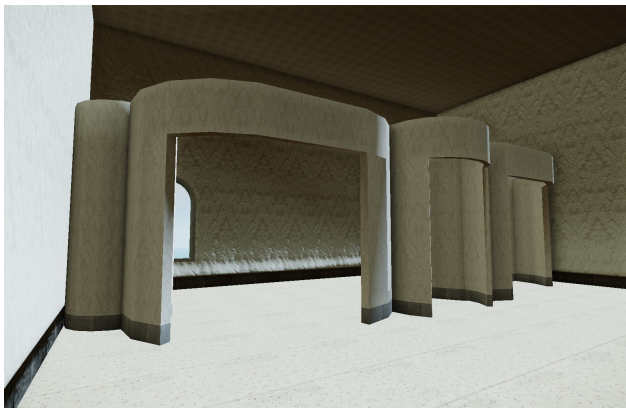
Looking at the entrance from the inside.



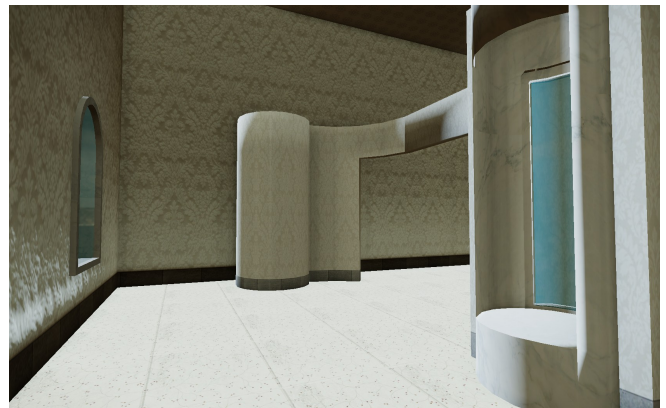
Room in the entry way to display items.



Looking into the shop from the entry way.



View 1 after entering the shop.



View 2 from the window side of the shop.

There's plenty of room to display items, but before doing that, it's always good to canvas the community to see what they most need. We (Virtualsense Team) support our shop owners and those who sell from their apartments with shopkeepers with regard to marketing/advertising their shops/apts through certain mediums, but also via the [Toulan Shops Inventory Tool](#), and the [Monria Shops Inventory Tool](#) in an effort to help them increase their inventory sales.

The shop inventory tools are the creation of Morrath MD Dorbath who joined our VS Media Support Team a while back, and he has done a tremendous job of providing valuable information at this EU Hub site for both Toulan and Monria. You will learn more about Morrath in his avatar profile later in this issue.

## Mirsal Trader

The Mirsal Trader located in the Information Booth at both the Citadel and Nahar Towers is playing a much bigger role now with regard to specific interactions.

- A limited number of Lost Pages across all categories have been added to the Mirsal Trader and can be acquired with Mirsal Tokens.
- Mirsal Tokens can be acquired from chests in instances, via Something Out Of The Ordinary while mining, and can still be exchanged for Sabikah from the Mirsal Trader.
- The Karmoosh Aleef Lab Key has been added to the Mirsal Trader and can be exchanged with the Mirsal Tokens.

We discovered an intrusion at the Citadel Information Booth when a few of our Virtualsense Volunteer Outfit recipients decided they would confuse Haneen, the Mirsal Trader and Thana, the new mining mission NPC.



Information Booth at Nahar Towers - 6th Floor



1-Shadow, 2-Mirsal Trader, 3-Hally, 4-Haneen, 5-Malgar

We are never lacking for humor in either of our communities, but it seems the lot of nutbars from Monria have found their counterparts on Toulan. Even Miles was inside the booth at one point prior to me catching the screenshot. ShadowDragonV is known as an instigator of crazy activities, but that's not a bad thing.

## Taming

Several were asking for a taming mission, and it's good that you continue to post in the [Toulan Suggestions](#) section of the forum because we *do* pay attention to it.



Karmoosh Aleef Pet

- 1 - The Karmoosh Aleef Taming Instance will remain in place.
- 2 - It is now possible to acquire the Karmoosh Aleef Lab Key from the Mirsal Trader with Mirsal Tokens.
- 3 - A daily repeatable taming mission has been added. NPC Kenda is at the Toulan Pet Stable where you can get the mission.
- 4 - The TabTab pet spawn has been increased Northwest of Guardian Village.

## Codex

The long-awaited Codex was finally implemented on Toulan, so quite a few are happy about that. The one thing that still needs to be tweaked is for us to add the unique event mobs to Codex. Ant is working on this and it should happen sometime in the future in a VU. There is no set date, but it should happen as soon as possible. Ant was working on our new event system before Codex was added, so a missed opportunity.



## Mining

- Ores and Enmatters found on Toulan have been included in Blueprints to give further purpose to local resources.
- SOOTO (Something Out Of The Ordinary) has been added to mining on Toulan and includes Lost Pages for the Book of Life, as well as Mirsal Tokens.

## Mining Awards Mission

A new Mining Awards mission chain has been added. Speak to Thana at the Citadel to find out more.

- Dedicated Toulan miners can complete the Bronze, Silver, Gold and Platinum stages for each of the Ores and Enmatters local to Toulan.
- All 15 Ore and Enmatter mission chains can be completed in parallel while going about your everyday mining routines.
- As each stage is completed for each individual Ore/Enmatter, the player receives a vanity reward that can be sold or placed in their estate for bragging rights.
- In the rare event that anyone completes all the Bronze, Silver, Gold and Platinum stages for either all of the Ores or all of the Enmatters, they will be named either "Supreme Champion Ore Miner" or the "Supreme Champion Enmatter Miner" - and they will receive a Chalice as proof.
- Including the Chalices, there are 62 vanity items to be collected.

Here are two examples of resources where the Bronze level has been achieved.



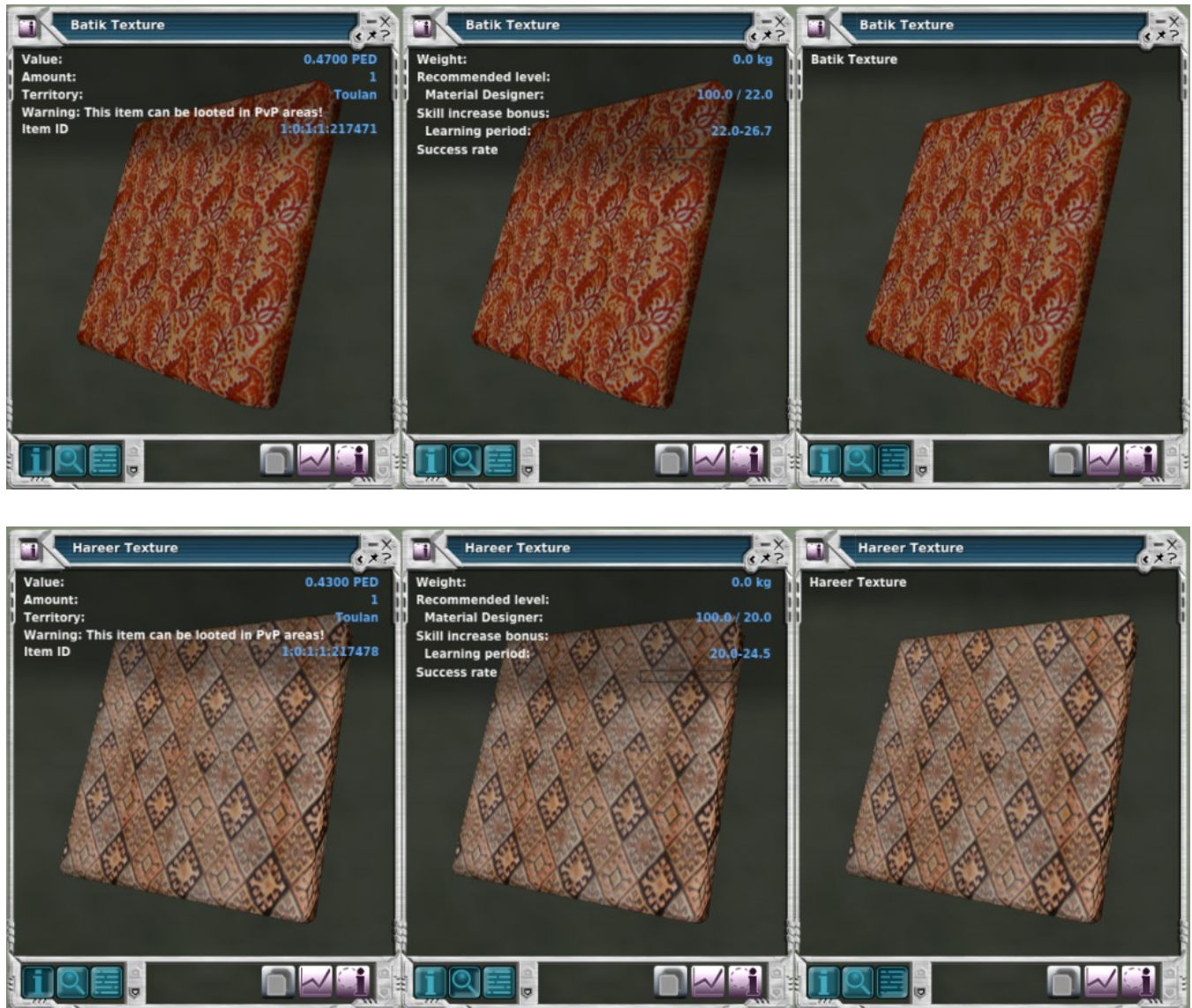
## Crafting

New Blueprints, both Limited and Unlimited, were added, and many have made discoveries. These new Blueprints use ingredients from Hunting, Mining and Harvesting.

### Texture Blueprints

- A new Texture Blueprint Book is available from the Technician
- Some Blueprints include ingredients not previously used in Texture BPs.

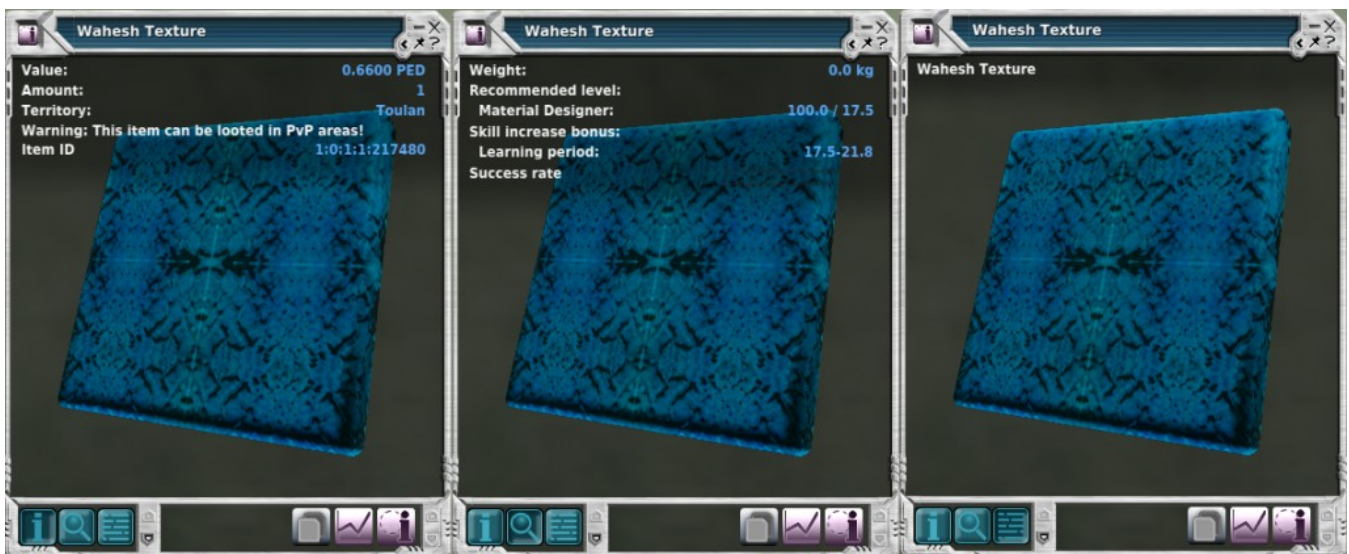
Here are some of the new Textures:



One of the unique things that was added to discoveries on Toulou, is that in the description section of the blueprint, it gives the name of the person who discovered the item, and the date discovered.

I will give a few more examples of our new Toulou textures, and then I will give an example of a couple of items that have been discovered where it shows the name of who discovered it and when.





The following two low-level weapons we introduced are our version of the Sollomate Rubio and the Sollomate Azuro, and the first discovery of each was by the same person.



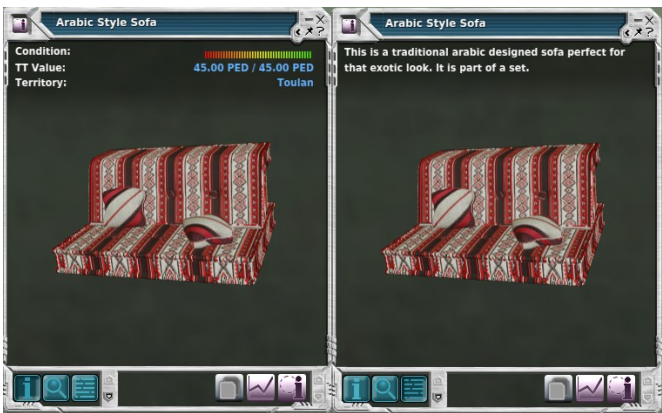
In our September 1st VU, we introduced a lot of clothing blueprints, and in this December 1st VU, we wanted to introduce furniture and carpets. There are 67 furniture-related blueprints, including carpets, and I'm not sure at this point in time that all of them have been discovered. I know there is one furniture blueprint that hasn't been mentioned yet that is quite unique in design, and I am waiting to actually see it in an apartment.

A new Furniture Blueprint Book is available from the Technician. The Basic Butt Joint Blueprint is available from the Technician as well. It utilizes harvesting resources and is used as an ingredient in Furniture BPs.

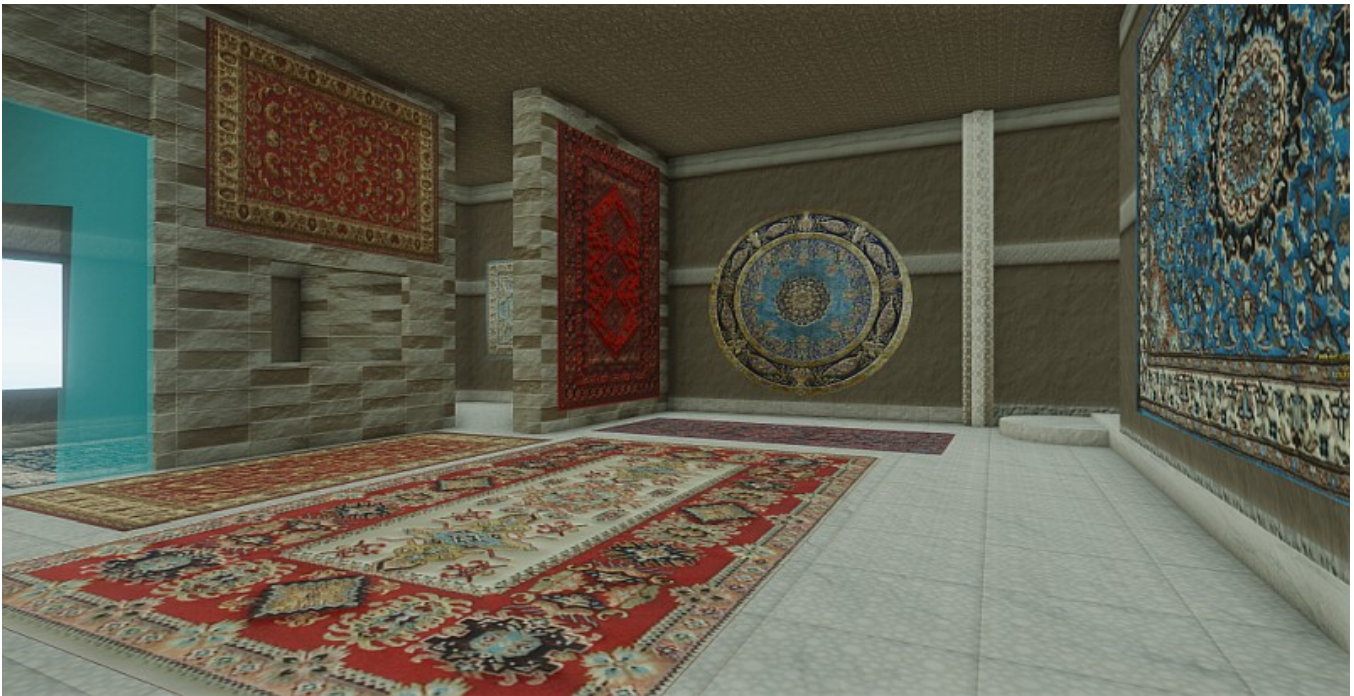
I believe it was Miles and Morrath that put furniture on their VU wish list, and several had asked about the possibility of adding harvesting, while others wished for the apartments and shops to be released - we listen.



Having an apartment is one thing, but you need to have something to put in it. Here are a few examples of some of the furniture that's available.



There is so much more available, and I especially love the colorful carpets that you can decorate with to add another dimensional look to your decor.



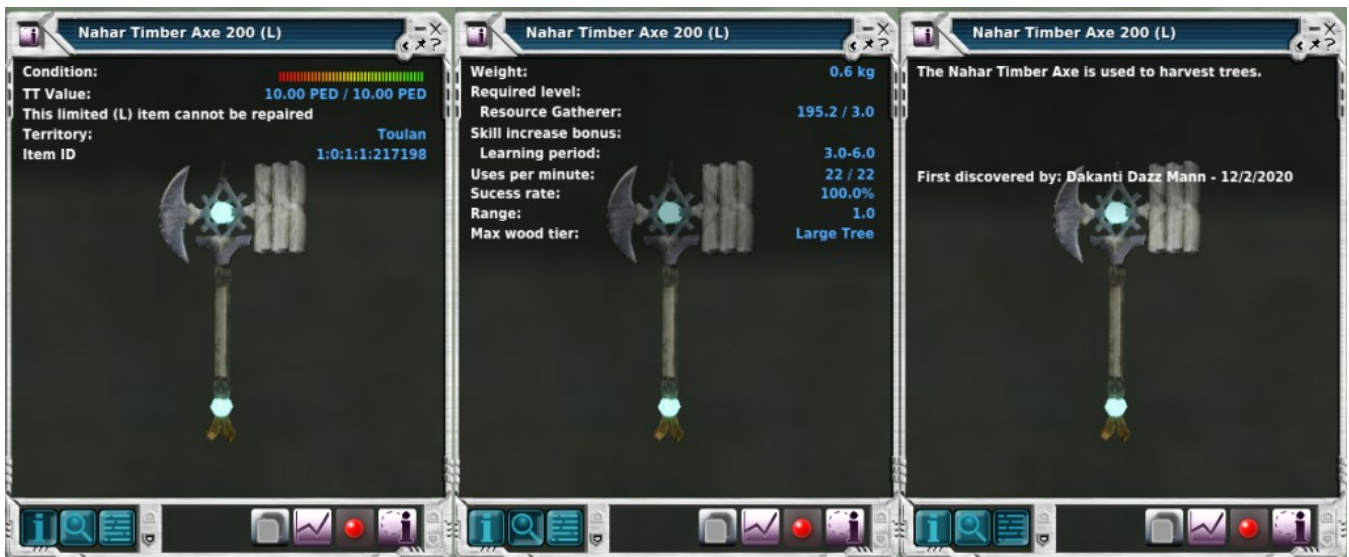
## Wood Harvesting

Moonleaf boards can now be harvested from trees on Toulan and have a purpose. They are used in the construction of furniture and Nahar Axes.

- Moonleaf boards can now be harvested from trees using your favorite harvesting tool.
- Nahar Timber Axe 100 (L) has been added to the TT terminal and is used to harvest wood.
- BPs for the construction of Nahar Timber Axes can be looted from Tool crafting. Nahar Timber Axe 200 (L) and Nahar Timber Axe 300 (L).
- Nahar Axe 100 (L) -- can be used to harvest Moonleaf Short Board
- Nahar Axe 200 (L) -- can be used to harvest above and Moonleaf Board.
- Nahar Axe 300 (L) -- can be used to harvest the above and Moonleaf Long Board.
- Furniture crafters are utilizing Moonleaf Boards in the construction of their products.







These are the 3 locations where you can try your hand at harvesting Toulan trees.

#### Location #1:

[Planet Toulan, 131286, 91972, 100, Waypoint]

#### Location #2:

[Planet Toulan, 131718, 91780, 102, Waypoint]

#### Location #3:

[Planet Toulan, 131536, 95229, 118, Waypoint]

This actually looks like a relaxing way to collect a much needed resource for furniture crafters. Also looks like a nice spot, especially during the night cycle.

I wonder what's on that moon.

## New Player Experience

A number of changes/additions have been made to support new players on Planet Toulan.

- Mission titles, dialogue and small cosmetic changes were made to the New Player Mission Chain.
- Monrian Born players can now complete the Toulan Born beginner mission chain.
- Toulan Born players will receive a Toulan Born shirt when creating their avatars on Toulan so that they can be identified for Toulan Born community initiatives.
- 2 new Juvenile mobs (Mokhat and Dahhar) are located East of Guardian Village.
- Mawlood Armor Recruit is a low level, low TT armor that can be acquired through hunting.
- The Fanoos V1 FAP can be acquired through hunting.
- 2 new starter weapons (Mawlood Recruit Eagle and Mawlood Recruit Hawk) have been added and can be acquired through hunting.
- Mokhat Jelly has been discovered in the Mokhat Juveniles and is used to create a new local texture.

Here is the front and back of the new Toulan Born shirt. A [Toulan Born Program](#) was created with benefits.



A new repeatable mission via a mission giver East of Guardian Village has been added with a reward of 50 PEC Universal Ammo.

There is a mission NPC located at a tree outside the East gate of Guardian Village at the left side. There are Juvenile Mokhat and Dahhar mobs you kill to loot Dog Tags, and after you loot 5 of them, the mission will update and you can collect the 50 PEC of ammo.

The mission is open to everyone, but keep in mind that this was designed specifically for new players.



## Toulan Monthly Event



During a meeting held at the Narian Temple by Queen Nara, a stranger revealed himself, and it appears that he is using Dark Nawa to strengthen the creatures of Toulan in an effort to bend their will to his own.

HM Queen Nara is rallying the people of Toulan to defend their homeland.

- A new monthly 48Hr+ event format has been created for Toulan.
- The Toulan community and allies must unite to defeat shared loot mobs and protect the planet.
- 22 modified mob maturities will only ever appear during this monthly event.
- There are Lost Pages for the Book of Life that can only ever be looted during this monthly event.
- Each monthly event is initiated by Queen Nara at the East gate of Guardian Village.
- Following the initial attack, there is a full scale invasion across various locations on Toulan.

This new event system was designed with some flexibility, and with an option to work with some variables to add new experiences. Knowing Ant the way I do, I would say --> Expect the Unexpected. All of the unique event mobs are shared loot, so all player levels can participate.

Toulan saw its first monthly event play out the weekend of Dec 18th - 20th. Queen Nara kicked it off just out the East gate of Guardian Village. She first removed the local mobs from the area, and then unleashed a host of mob formations just waiting for the defenders to get close enough to trigger the attack.

Two units of Jeef Qaher Mohajem stood in formation, and once they detected players within a large radius, they all charged at once ... yes, I said "all" of them charged at once. After the two units were all killed, four units spawned a little further East, and again, all charging together when any players got within their large radius. Once the four units are killed, five units spawn in separate formations (think military units of Jeefs standing in formation).

Once the last wave is killed, three large Jeef Qaher Boss Mohajem are spawned. After the three bosses are killed -- A Host is approaching Guardian Village -- this means that there will be four areas East/Northeast of Guardian Village where the natural spawns disappear and the new Jeef Zajer Host event mobs spawn, which is a new mob type that looks like a Jeef, but with different stats etc. These mob spawns last for the full weekend. After a certain number of kills, a Jeef Zajer Host Supreme will spawn, which is a big boss mob.

Next, there are Duhol Mohajems spread out in circles and less formal, so that means a bit more running around, more like militias. And again, like the Jeefs, they will charge you from a distance in groups. After three waves of attacks (you need to kill each group), three Duhol bosses spawn. Once the three bosses are killed, an attack of one of the new event mobs (Enhanced Duhol) is triggered in the Snowy Mountains area. The natural spawns disappear, and the spawn of Enhanced Duhols will also last the entire weekend with an Enhanced Duhol Supreme boss mob who will appear after a certain number of kills.

After the above two stages, a boss mob from each of the land mobs on Toulan will spawn in sequence in a random location in the area East of Guardian Village. That's 7 bosses, each one harder than the one before. Once all 7 bosses are killed -- The Wahesh have Evolved -- this triggers the third of our unique event mobs (Evolved Wahesh) who actually spawn on land at Sandy Shores South. This event mob will also continue to spawn the entire weekend with the Wahesh Supreme boss mob spawning after a certain number of kills.

During the event, creature capsules were dropping for each of the event mob types -- fun stuff.

4 areas East of Guardian Village

4 areas in the Snowy Mountains

3 areas at Sandy Shores South

Jeef Zajer Host Young  
Jeef Zajer Host Mature  
Jeef Zajer Host Old  
Jeef Zajer Host Provider  
Jeef Zajer Host Guardian  
Jeef Zajer Host Dominant  
Jeef Zajer Host Alpha

Enhanced Duhol Young  
Enhanced Duhol Mature  
Enhanced Duhol Old  
Enhanced Duhol Provider  
Enhanced Duhol Guardian  
Enhanced Duhol Dominant

Evolved Wahesh Young  
Evolved Wahesh Mature  
Evolved Wahesh Old  
Evolved Wahesh Provider  
Evolved Wahesh Guardian  
Evolved Wahesh Dominant

Jeef Zajer Supreme (Boss)

Enhanced Duhol Supreme (Boss)

Evolved Wahesh Supreme (Boss)

These mobs will only spawn during our monthly weekend event, and since each of the bosses during our first event were discovered as a surprise, I can tell you that the Wahesh is the toughest. It is a Level 364 with 48.5k HP, and can deal 830 shared damage. Here is our [2021 Toulan Event Schedule](#).

And speaking of Wahesh, I did a run up Sandy Shores to see what the Wahesh looked like spawning on land and discovered that 5 Evolved Wahesh Supreme bosses were just sitting there pretty waiting for a group with some firepower to have a bit of a killing party. I alerted the community who quickly descended upon the area.



There just had to be a Mankini in there somewhere, LOL.

Avum AL AL  
bella chia chinka  
Ernest Bilko Sgt  
Vadim Boerseum Cross  
Crud Crud Strife  
Krystal Jan Oaki  
James Jim O'Neill  
Tony K0lb0sa K0lbasters  
Mytale Mytale Snoodle  
Pure Pure M2K  
Serenia Sin T'sar  
Sith Jedi Meister  
slize0 slize0 ifjuts  
Pavol Svako Gierl  
Hangliderpilot DrDelta Arnold  
Mariebeth Wolf Meadows

Names in alpha order - 3 missing.



Ya, I wasn't going to get out.



They look evil on land too.



But even evil gives golden swirlies.

For some reason, it was not uncommon to see 5 Evolved Wahesh Supreme bosses out at once, and one of the things that was so cool, is that whenever anyone discovered a boss, they would immediately post it in the Toulan chat channel along with the waypoint. Many hunters stopped what they were doing to join up.

We've had some great feedback from the event, including suggestions on how to improve it. Hally started a thread at the forum called "[Event Weekend Feedback](#)" in case you would like to add your thoughts.

Also, check out Alaina Bonnie Knight's streaming [video of the event](#) to see what the action was all about.



Here are a few more photos from the event ... I wish I could have gotten more, but perhaps I'll be able to get to more places across Toulan to see how things are going with our January event.



Everyone is gathering at Guardian Village waiting on the Queen to arrive to start the event ... there was a big turnout.



Those are big Jeefs, and if I had gotten closer, it would have been lights out for me, like when the big bosses showed up.



The Wahesh Gang - yup, that's what I call them, made mince meat out of the Evolved Wahesh bosses.



It's funny to watch the Wahesh spawn and move over land. This group worked really well together.



Don't pay any attention to that damage number.



That Karmoosh pet sure wasn't afraid.

I can't wait until our next monthly event the end of January. If you have an opportunity to participate, it's best to be there at the beginning at Guardian Village when HM Queen Nara initiates the event and all hell breaks loose ... now that the cat is out of the bag with regard to how the event mobs behave by all charging at once, it's something not to miss or experience. I'm sure those who were there at the beginning were surprised, LOL. I wonder how many mouths dropped when all the mobs started charging ... see you next month.





## Morrath MD Dorbath

They say that people come into your life when you need them the most. I don't know who "they" are, but I would tend to agree with them. I don't even recall the first conversation we had, but I do remember how it has gone since then. For several years, Anny Thundergirl was my main media partner, especially when it came to our quarterly magazine production, but for some time now, real life has demanded her time and she has been tremendously missed. Perhaps when all is settled, she'll be able to rejoin us again.

In the meantime, Morrath very quickly filled media needs in a variety of ways, and it all stemmed from our chats about the shop inventory tool that Anny had originally created, but before I get too far, let's learn more about who this Toulan community member is and how he fits into the equation.

Morrath began his Entropia Universe adventure in 2010 on Planet Calypso. He now calls Toulan home, and is a very helpful community member.

He was introduced to Entropia Universe when he was browsing sci-fi games looking for exploration games. He had been playing other MMOs like Earth and Beyond, Anarchy Online and Star Wars Galaxy. He was testing them all to choose which game to focus his time on. He says that EU came out the winner with its unique game play, and he saw the potential right away.

He joined societies in the past, but never found his place in any of them, so he chose to become a Freelancer. Although, he states that he wouldn't mind creating his own society in the future.

After trying the most played professions, he made the decision to really get into acquisition of estate deeds, and crafting long blades and furniture. He says that player housing ownership is fascinating to him, and he also tends to look for uncommon things to do in EU - making his niche market and getting a reputation where it is not so crowded.

When asked what the most interesting aspect of EU was for him, he responded by saying:

"In any game we play, we tend to see through all the ins and outs pretty quickly. We see all the predicted patterns. Now in EU, I love to see what will come up next. How each planet will outdo themselves to bring players, even with all the limitations they have, to follow. I enjoy crafting the most though, and there are so many blueprints out there. Exploring the world is also a past time of mine and discovering new areas or points of interest - lots of hidden treasures."

When asked what the least interesting aspect of EU was for him, he said mining was his least favorite activity, while the most challenging EU experience is knowing when to slow down. The most rewarding EU experience for him has been finding and playing with such a great community of players.

Morrath shares that he went to Toulan before all of the recent updates, and during the course of his EU game experience, he had never been there before. He said that as soon as he landed, he could see that it was different from the other planets. Smaller, fewer mobs, fewer people, and a perfect place to explore.

He said that Toulan was perfect for his level, and he had the pleasure of meeting some regular Toulan inhabitants that were very helpful to newcomers.

Morrath's daily activity on Toulan is hunting and getting the card instances done. However, he also spends part of his time buying loot from players who are passing through Toulan. He also spends time crafting at either Guardian Village, or in the Nahar Towers at a location that Legacy told him about that has a good view. That would probably be the observation deck with expansive windows looking out onto Nahar City.

His relationship with the community is watching the Toulan and Monria chat channels to see if he can answer any questions asked, but is quick to say that he usually learns more by just reading the chat from other players.

He said he decided to move his avatar to Toulan because he wanted to own an apartment and shop in Nahar City. He wants to specialize his crafting in long blades and furniture, which he will only sell on Toulan. I would say that's a dedicated focus.

After working with Morrath for some time now, I've learned that he takes great joy in being able to create a tool that will be used by all Entropians, and has said that it is such a great reward. He has also shared that knowing it will help someone is enough for him.

Well, I just couldn't be happier about the work we've accomplished together (mostly him for his creative mind and attention to details for what was needed), and I think it's safe to say that we have only just started. We will be working on more projects over time for both Toulan and Monria, but what he has given us thus far is just over the top for me. The [Monria Hub](#) and [Toulan Hub](#) at his EU Hub website are more than a blessing, and the shop inventory tools for both are incredibly helpful to all who visit Toulan and Monria.. Right now, only WangXiang has a shop at his Pet Stable, but as more shops on Toulan come online, we will add them.

Thank you Morrath, for all you do and for being a great media partner to work with, you are appreciated.

With regard to giving advice to new players, he says that he would have loved to have the information we have now when he started. He suggests that new players should watch, follow, ask questions to the streamers, and post in the forum when in doubt. Get as many opinions as you can, and do not get items that are above your level. Have fun and take your time, but also play the way you want to play.

I asked Morrath to give the inspiration behind his EU Hub website and he said - "I usually make websites or applications when I see something is missing. I was always amazed at how the EU information is so spread out and hard to find. I wanted to fill in the gaps with whatever other developers had made, but not copy, so I focused on a directory with useful tools I could make with my skills.

I focused on EU estate deeds valuation, and web tools for Toulan and Monria in collaboration with the Virtualsense Development Team.

**Toulan Shops Inventory Tool**  
In collaboration with Virtualsense eu

Search for an item Toulan shops only

ie: Tabtab...

Categories	Items
All (50)	A.R.C. Hazard Head Guard (F,L) found in WangXiang Pet Stable
Armor (18)	A.R.C. Inaugurates Arm Guards (F,L) found in WangXiang Pet Stable
Blueprints (0)	A.R.C. Inaugurates Arm Guards (M,L) found in WangXiang Pet Stable
Clothes (14)	A.R.C. Inaugurates Cap (F,L) found in WangXiang Pet Stable
Components (0)	A.R.C. Inaugurates Cap (M,L) found in WangXiang Pet Stable
Containers (0)	A.R.C. Inaugurates Chest Guard (F,L) found in WangXiang Pet Stable
Enhancer (0)	A.R.C. Inaugurates Chest Guard (M,L) found in WangXiang Pet Stable



## Cosmic Legacy Unknown

Legacy says the avatar name comes from the book *Cosmic Legacy: Space, Time, and the Human Mind*, and recommends the book as a good read on where we came from, and where we are headed as a species.

After doing research for free MMOs online, Entropia Universe came up, and since the sci-fi genre is of great interest, a space MMO sounded perfect. Born on Calypso Feb 16, 2019 - the short period of time in Entropia Universe hasn't stopped Legacy from building skills that are currently at 154,000 skill points. A member of the Universal Trading Company society, there isn't much history there yet because it's fairly new, but they are hoping to become established traders one day.

When asked if there was a particular focus on any profession, it was clear that hunting was primary and made the following claim: "At first I chose pistols because I found they had the best ammo burn to dps ratio, so I could get more shots with less PEDs. My favorite is the Isis LBP Series, but sadly, there are none available after level 30. Also, I chose BLP ammo because I prefer the bbraat, brraat brraat over pew pew pew. Now that I'm Category 4 in Mayhems, I don't want to raise those skills any further, so I am now skilling ALL professions to the Category 4 Mayhem level."

In contrast to the hunting profession, Legacy says that "the most interesting aspect of EU would be coloring textures because a certain color can make a texture look completely different than what you would expect." Still in infancy when it comes to coloring and material design, there is a concerted effort to grow in this area.

The least interesting aspect in EU for Legacy is PvP and says "I come for the sci-fi. If I wanted a first person shooter game I'd go play Black Ops or something, so PvP is just not my thing."

I have to ask what the most challenging aspect of EU is for anyone I interview, and for Legacy it was pretty clear, "The most challenging experience for me would have to be the Matrix Parkour Instance. So hard, but so fun and well worth the effort!"

In any game, there's generally a rewarding aspect that keeps a player coming back. For Legacy it's the experience of seeing Toulan become a thriving point of interest and makes the comment that, "In chat I'm reading that players came to Toulan and now they don't want to leave. Also I like my crafting spot. It's the only place in EU to craft with a view, (which was my idea by the way)."

Legacy's main draw to Toulan was to acquire the graduation armor set. Said that Musca was cool, but Pixie/Rifi had higher impact. The choice was Pixie or Rifi, and since yellow is not a likable style, the Rifi was the obvious choice.

Legacy shares, "I came to Toulan to graduate, and I just never left. I love Toulan because it's a simple life and easy to decide what to hunt or where to mine. It's small, quiet and beautiful. Also, being an introvert in real life, I guess I'm something of an introvert in the game as well. The farthest corner of the galaxy seemed perfect."

When asked what Legacy's main activities are on Toulan, the response was, "My favorite activity is doing Khaffash dailies at the temple, but my main activity has always been helping newcomers to Toulan. Now that there is so much help available on Toulan, I enjoy watching other newcomers helping the newcomers. If there's something that someone can't answer, I'm happy to chime in when needed."

I can say that for as long as I have been observing the Toulan chat channel, I've seen Legacy being very helpful when in the game, but I would have to agree that the Toulan chat channel has become quite active, and there is a lot of help coming from many community members.

I think most have advice for new players, and the advice given by Legacy was pretty precise, which is always the same when taking on Disciples, "Spend your PEDs wisely, don't shoot everything you see. Make a small initial deposit of \$20 to fund your first month in EU. Buy a set of B.E. Pilot Armor for 90 PEDs, and you will have 100 PEDs left to shoot with until you get your graduation set. Also, if you're going to sweat, do it for the skills, not to make PEDs. Evade and Concentration go a long way in your EU life."

With regard to future plans on Toulan, Legacy has set a very distinct directional course and shares ...

"I want to establish my home on Toulan, locate the source of Dark Nawa, and gain its powers as my own."

I'll bet that was inspired by "[The Reluctant Queen](#)."

Legacy is an avid movie watcher and concludes with ... "May the Nawa Flow Ever in Your Favor."

## Little black-Kobalt Star

For a time before Toulan joined our Virtualsense family, we discovered not only at the old Toulan forum but also in the Toulan in-game chat channel, that Little Star was quite dedicated to the Toulan community. Is very knowledgeable and steps up to help as much as possible, not only new players, but anyone visiting on Toulan that is interested in knowing what's available. Here is more information on this veteran EU player.

Little Star began his journey on Oct 29, 2003 but doesn't remember exactly how he learned about Entropia Universe. He thinks it was an ad claiming you could get rich playing a game, but he was just getting tired of WoW and was looking for another MMO. However, he was quick to say that, "The get rich part spoke to me."

A current member of the Soldiers of Redemption society, he shares that he's been in quite a few societies over the years. If a society loses its activity level, then he says the search is on for a new one.

He's a dedicated hunter through and through, but has dabbled in mining and crafting, even though he never really enjoyed it. Also says that he knew right away that sweating wasn't for him.

Little Star shares that the most interesting aspect of EU for him is the alien feel of another world, and says, "Calypso back then looked amazing, and the story of colonizing another planet was a great lure to me. Part of why I love Toulan is because the look reminds me a little of how Calypso was back then."

With regard to the least interesting aspect of EU for Little Star, he says, "Trading, aka selling my loot, is almost always a horrible experience. I really don't like standing around doing nothing."

Of course there's always a challenge in some way or another, and Little Star's is, "Letting go of the hope to achieve an ATH and selling all my cool stuff to downgrade so I can play at my PED card's level. Then find the strength to stay the course," but also shares that, "It has also been the most rewarding, as I have now managed to get a TT-return between 97-98% for the last 2-3 years."

The big draw to Toulan as stated before by Little Star is "A bit of the old Calypso feel. It's also not very big, and the people who call it home know each other. I started my log on Toulan and haven't looked back. It's one of my better decisions in Entropia Universe, and believe me when I say I made many crappy ones."

I think no matter how long we spend in EU, we are bound to make not so good decisions, especially since the game is so complex.

Little Star claims to not be a big talker, and a bit of a shy guy, but says that chatting in the game helps a lot. He tries to help out on Toulan as much as he can, and if a helping hand is the difference between having a good or bad experience for someone on Toulan, he'll reach out.

He doesn't have any real plans going forward, other than to slowly work on his looter skills, and his aim to reach the 98% TT-return if at all possible. He said he's looking for a shop if he can manage to loot one. Shares that buying one will probably not happen, as he needs the PEDs for his bankroll. Says he's going to keep an eye on us (Virtualsense Team) to see what we do on Toulan, and also says, so far he's impressed and very happy.

Thank you Little Star, much appreciated.

He also had some sage advice for new players and said that they should, "Start walking, explore and read a lot. It's important to listen to other players but never blindly believe. Always try things out for yourself. Don't be too quick to join in the big league unless you want to."

As a parting comment, Little Star says, "To all you players thinking about checking out Toulan, I say come on over. We are happy to have you."

In the last four months after we added Toulan to our Virtualsense family, I have observed Little Star in the game and at the forum helping as much as is possible. Always sharing information and links, but also guiding in a way that makes it easy for a new player to understand, or any player for that matter.

He supported and contributed immensely to the Toulan Mobs Project that I started at the forum in order to collect information that would allow me to start putting the Toulan mob threads together. We want to have as much info as possible available to the community. I will resume my work on that project soon. I've been inundated with several projects, but I have great teams to assist, so I'm pretty happy.

If you're ever on Toulan, Little Star is one of those names you will see quite a bit of in the Toulan chat channel. Don't be shy about asking questions, because he's not shy about answering them.





The Sith Family has been a very integral part of our Monria community for several years now. Always ready to help when needed, always participating in community activities, always proactive about helping with new players when called upon, and a major contributor to our events at times in the way of additional prizes.

They have been a major contributor to the Monria economy as well. They started off selling items in their apartment with shopkeepers, and eventually moved into the biggest shop on Monria when they bought it from Ant (Monria Hub, 2nd Floor, Shop #1). Recently they added another shop to their real estate holdings with the purchase of the shop just above on floor 3, Shop #5 where they sell only Monria-related items.

We can get into the shop stuff in a bit, but here are the responses (collectively) to the interview questions.

## The Sith Family Question & Answer Interview

**Q: When did you create your Entropia Universe avatars?**

**A:** Sith Jedi Meister, 16 May 2006 - Count Cristo Monte, 23 Nov 2006 - Bella Chia Chinka, 25 Nov 2006.

**Q: What is the name of your society, and how did you come by its name?**

**A:** Shadow Knights is our society name and we all worked together sitting around the dinner table giving ideas, so it didn't take too long to choose the name. We used to recruit members a long time ago. Povilla, Una CyberFlo, Zax all members at some point, but their avatars grew and they moved on. We keep our society just as a family group now. The Sith Family is the name that was given to us on Monria a while ago and it has stuck with us since. We love the name and use it a lot more than we do our society name.

Our society logo is not an official logo. We wanted something that suited us at the time of our first Monria St. Patrick's Day Event together, and that is where the logo began and can be seen at the forum. It is likely to change as time goes by to incorporate The Sith Family name.

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

**A:** I played many online games and was the first to find the game, and after a few months of playing, I told Count and Bella about it. We all like playing games, and this was portrayed as a real life economy where we believed that if we invested money, we may get a return. However, in the fourteen years of playing, we have never withdrawn a single PED/Dollar/Pound from the game. We have had lots of fun, lots of ups and downs, but even after the bad times, we are always drawn back. We enjoy the game as a whole, but most of all, now we enjoy the Monria community and chat. We enjoy the challenges and the possibilities.

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

**A:** Count and I started out as miners, but we try a bit of every profession. We all have different methods of hunting, and Bella only ever uses the weapon suitable for the level of mob being hunted, and only ever amps the biggest gun she can use for the occasional big mob being hunted.

She always leaves after a certain amount of PED per hunt no matter what, and analyzes the result. I set myself a goal and work to achieve it no matter how long it takes. Count only has one aim, annihilate everything in sight and leave nothing standing, big or small. I am the main crafter of the family and continue to collect a vast blueprint collection. I work on increasing my skills to be able to craft as high as possible.

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

**A:** At first, everything was equally interesting. The enjoyment of searching and discovering new places was never tiring. This was lots of fun at the start, as often we would get trapped at an outpost and need help to get out because we didn't have vehicles back then. Unfortunately, Calypso became so big and uninviting, it can be a lonely place. Finding Monria was the best thing for us. Being a part of developing the apartment with shopkeepers was the beginning. Owning a shop was always a dream for us, and after a long time, it became a reality. The acquisition and development of our first shop gave us a new and re-invigorated focus.

We needed to work together to manufacture items to the best of our capabilities. We needed to mine and hunt for the resources to use in manufacturing to keep the shop well stocked. We needed to advertise so newbies and veterans alike were aware of the shop and what we carried as inventory. However, we had no issue with advertising other player shops and shopkeepers should someone ask for something that we did not carry. We are a family within a community and we want to help each other do the best we can.

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

**A:** As newbies, we could deposit a minimum amount and play for a full weekend, and often much longer. A deposit would always trigger a global to keep the interest there. Now, as our avatars have grown and developed, higher cost weapons, higher ammo usage, bigger mobs, bigger damage, all come at a much higher cost. Now a deposit many times higher than we started with does not always trigger a global, and may only last 24 hours. This is not pleasurable, and certainly not sustainable. However, if one of us gets a good Global/HoF, as a family we share our winnings and equally share our losses too.

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

**A:** There are a lot of aspects that are pretty technical, and require a lot of thought and consideration. I read, talk and discuss everything with Count and Bella and keep them updated, involved and motivated, presenting new challenges like obtaining access to the Hussk, running an instance or two, and recently on Toulon to get the instances unlocked. I am now in the process of walking the family through the missions to get us to the Gorgons. We love to explore, and these missions and chains give us a challenge, but also a break from just killing or mining.

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

**A:** The results of playing for so many years is not just seen but experienced. Mobs that once upon a time would have killed us with a look, should now be afraid of us! We would run away from creatures that we can now mark and kill easily, which shows us our achievement and progression.

Coming to Monria has been one of the best experiences. Monria chat and the restrictions on what is said and discussed keeps the chat acceptable to everyone. Politeness and a willingness to help is evident. St Patrick's Day and all the events are all well organized. If it wasn't for Monria, and now Toulon, Count would definitely have sold up and quit the game.

**Q: Can you think of any change that would make EU a better experience overall?**

**A:** Sometimes EU needs to give a better value for the money. Skills, armor, weapons do not seem to make any difference in the return, as at times, it is too fast a loss and can also be a very heavy loss. The speed at which the PED can be taken needs to be slowed down. We understand that we have to pay for the pleasure of playing, but if percentage losses could be spread over a longer time, allowing a longer play time, that would be better. Perhaps PED bought could be linked to time played too somehow.

We also miss the items in the loot pool, that was always fun to get. It can be quite boring just getting shrapnel nearly all the time. The fun of seeing something like an item in loot and checking out what it is and its stats it just adds to the fun of getting loot.



Sometimes when killing mobs we used to get a gun at our level, or slightly higher, which allowed us to continue without having to purchase a new one, and allowing us to progress and play longer. We would like to see weapons drop more tailored to our level rather than weapons that are of a lower level. Therefore, it would require a more varied and increased set of weapons added.

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

**A:** We would not give specific advice to anyone as we know first-hand that what works for one player does not always work for another. Each player needs to make their own decisions, and that will determine their game play. We can however help with finding locations, TPs, types of mobs, or how indoor mining works, etc. Also, with our knowledge and experience, we can tell people of our experiences and let them make the decision on how they wish to play. We can also help with knowledge of how specific items work should someone ask whether they can use it effectively or not.

**Q: What brought you to Monria and the decision to make it your home, as well as invest so much of your time, effort, and of course PEDs to be such a contributing entity to the Monria community?**

**A:** I was flying around trying to find a new challenge and ended up on Monria for the St Patrick's Day event. I then introduced Count and Bella to Monria after my first St Patrick's Day event. I was so excited and happy with the whole experience and the community, that it rubbed off on them, and because of the Irish connection Count was extremely interested to give it a try. We have never looked back.

Monria is the best place to be, and we always return after a field trip. The importance of community cannot be understated or underestimated. It is something special that is very rarely found within MMOs. The interaction with community and leaders is invaluable, and we look forward to this continuing.

**Q: What has it been like playing as a family, and how has that helped your overall experiences?**

**A:** Working as a family is one of the reasons we carry on playing. We are always able to help each other out with many different things. This can range from finding TPs or how to complete a mission chain. As said above, we share both our good fortunes and bad alike. We can discuss game play and what we are going to do next, even when we are not actually logged into the game. We have had some really funny moments in game, and been able to laugh about them together, especially after a few beers.

We can each take a task and pass the results on to the others for future reference, or use the results to help facilitate a bigger plan. Running instances and missions as a family has been great, as we can talk to each other and make sure we are going the right way. This usually means I am running up and down the stairs to ask "What are you doing?" to a reply of hilarious laughter from Count and Bella. This adds to the fun factor as it is our game and in our time to complete the tasks at hand.

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

**A:** We would like to thank DME, Ant and the Monria/Virtualsense Team for their work and effort in arranging events and activities that keep the community, and particularly our family interested. There are so many avatars that cross our paths daily - MrEddie, WangXiang, Shadow, JBK, Bonnie, Avum, Wrench Crowbar ... way too many to list them all, but they all make our game play that much more fulfilling, and bring some pleasure to our real lives too in this difficult time.

The Sith Family continues to be a vital entity within our community with a dedicated focus on not only helping community members, but the overall economy. Their expansion into a second shop on Monria is filling a need and helping to make a difference, but there's potential that they may expand even further in the future if the right opportunity presents itself to opening a shop on Toulan.

We appreciate their support and partnership (along with the rest of the community) toward helping to make experiences the best they can be as we evolve both Monria and Toulan.

Following are some shop photos to give you an idea of their organization, but you can always find out what their shop inventories are in the [Monria Shops Inventory Tool](#).

## The Sith Family Shop - Monria Hub - Shop #1, Floor 2



Sith crafted amps for Count and Bella and all 3 of them got HoFs with Bella getting a 4k+ Tower.

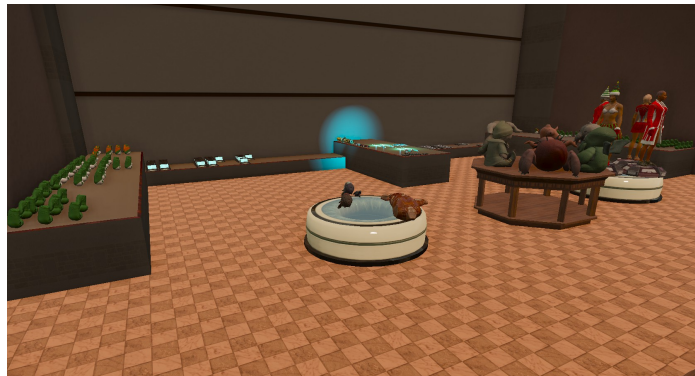


This is the main shop at the Monria Hub.

## The Sith Family Shop - Monria Hub - Shop #5, Floor 3



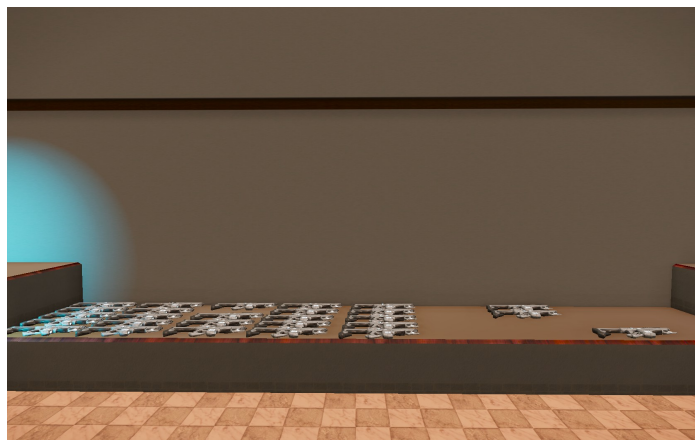
The inventory is very well organized.



Even the Monria Plushies get to hang out.



The Monria Boxing Gloves are designed for different weight classes. Most weight classes are stocked for both (M) and (F), they're fun.

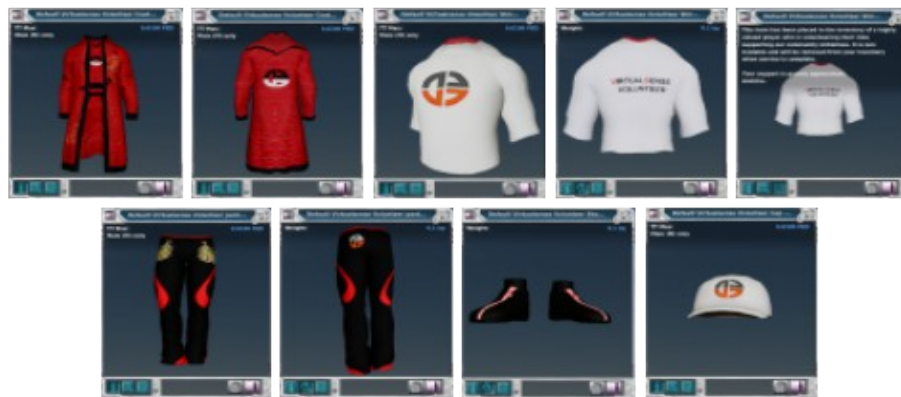


They carry the Monria Modest VXT weapon series from the VXT 100, VXT 300, VXT 700 to the VXT 900.



On Tuesday (Dec 1st) after the Toulan VU release and the server was up, a set of Virtualsense Volunteer clothing was placed into the inventory of several Toulan and Monria community members.

This initiative was something that Ant created on his own and a personal thank you to these individuals who have volunteered and dedicated their time every day in service of their respective communities.



## Monria / Toulan Recipients

### ShadowDragonV & Malgar

- Co-Managers of the Virtualsense Community Assistance Team (VCAT) - Monria Branch
- Both have been dedicated to the Monria Community from the first time they set foot on Monria, which was 3+ years ago
- Both have been huge supporters of our Monrian Born community, and leaders with many of the in-game activities such as field trips.
- Both are members of the Virtualsense Media Support Team and work behind the scenes to help support our media efforts - this includes support with our quarterly magazine and other media projects
- Shadow has been dedicated to collecting screenshots of all Monria items and blueprints and posting them with a cross-reference link
- She is now in the midst of collecting screenshots of all Toulan-related items and blueprints for posting at the forum - she has already posted quite a few
- Shadow has also worked closely with me on other projects that are beneficial to the communities and will continue to do so
- She is always asking what she can do to help, and makes my life easier with all I have to do - she is very proactive, and if she sees a need somewhere, she will often just do it and present it to me



## Anny Thundergirl

- There's so much I could say about Anny and her dedication to Monria and the community
- Right from the beginning when she moved to Monria from Arkadia about 4 years ago, she became my full-time media partner - meaning, she worked with me on media projects from start to finish
- Anny created the original Monria Shops Inventory Tool (now obsolete), the [Monria Interactive Map](#), and the [Interactive Space Map](#)
- She has worked tirelessly with me on our quarterly magazines up until the Sep issue when real life demanded more of her time
- She has dedicated a lot of time to the Monrian Born Program and what would work best to support our Monrian Born population
- Anny took over management of our space travel program on March 17th this year, again, until real life demanded more of her time
- She was always there when we needed her for anything, and most times, she too was proactive and just did things she knew we needed - much the same way Shadow continues to do
- We also discovered that Anny is actually Monrian Born, and created her avatar way before she joined us on Monria after leaving Arkadia

## Avum AL AL

- Avum is a perfect example of how length of time isn't necessarily a measure of dedication - right out the Monrian Born gate he became incredibly engaged with the community
- During the time he took to learn all he could as fast as he could, he was also a tremendous support to his fellow Monrian Borns
- He was instrumental in initiating the sweat circles again
- He would constantly transport new MBs to the DSEC Mining Camp and show them how to sweat
- He would direct his fellow Monrian Borns to the Monrian Born Program to learn of their MB benefits
- Avum trained to become a Yamato Pilot, and has since trained other Yamato Pilots
- He will be one of the Yamato Pilots doing repair skilling runs when the program is up again
- He partnered with Sophia Angel Heart to be able to continue buying loot at her rates at the DSEC Forensics location on Monria when she isn't around - they were also at our event on Toulan
- After we disbanded our official sweat buying program, he created his own so that sweat buying could continue - he also took on the remaining MBs who were still in their 90-day window selling sweat to me from Sep 1st until it ended Nov 24th at the 2 PED per 1k sweat
- He joined the field trips to other planets and helped to transport our MBs during the TP runs, but also guided them with beginner missions
- Avum was also named the "Monrian Born Ambassador" because of his "daily" dedication to the Monrian Born population
- He too continues to check in with me to find out if there's anything he can do to help

## Harry "Hally" Alliances - Stanley "Miles" Stardust - Little black-Kobalt Star

- Prior to the announcement that we were adding Planet Toulan to our virtual family, we reviewed the old Toulan forum, and what we found was that several members were dedicated to supporting Toulan
- This dedication was right from the beginning, and in either forum posts with information and replies to questions, or the in-game Toulan chat channel
- Also prior to the announcement, the Toulan chat channel in the game was observed to see who was being interactive - without fail, the above 3 Toulan community members were there and supportive
- This was an indication that they continued with their dedication to support community needs, even when the Toulan chat channel had a lower level of activity due to a lesser population
- It doesn't mean that there weren't others who supported the community both at the forum and in the game, but the involvement of the 3 community members identified above was pretty extensive, and that was a determining factor

- Now that the Toulan chat channel is quite consistently active, there are many more who have stepped up to support the community
- Hally, Miles and Little Star continue to be dedicated to helping the Toulan community in whatever way they can, and especially the new Toulan Born
- Hally and Miles are Co-Managers of the Virtualsense Community Assistance Team (VCAT) - for the Toulan Branch of the program - Little Star is also a VCAT member and one of the Toulan community members profiled in this Dec magazine issue
- I did a player profile on both Hally and Miles in the [Virtualsense Quarterly - September 2020](#) issue, you can learn more about them from their player profiles
- It's good that we have people like these 3, as well as others as support, because as a result of our two VU releases (Sept 1st and Dec 1st), the community has become more vibrant and active

The common denominator with this first group of recipients of the Virtualsense Volunteer Outfit is "daily and consistent" support. This is not to take away from any other member of either community, because there are literally many who have made valuable contributions that benefit the communities overall.

We have an amazing community on Monria that has grown with us over the past 5 years, and it has been nothing short of phenomenal with what we've been able to accomplish together. The Monria recipients chosen by Ant in this first round have gone above and beyond anything expected. We like to allow our community members to make their own choices as to what level they want to become involved, and the Monria recipients full-on jumped in to contribute to a high degree of benefit to the community overall. This was clearly observable and immensely appreciated.

Many members in the Monria community over the past 5 years have contributed very generously, and we are grateful for the support. We don't want you to feel as though your contributions weren't or aren't valued, or that they are "less than" - because they mean a lot to us, and have benefited members of the community, as well as friends of Monria, but especially our Monrian Born. We value *all* of our community members, and will continue to do so.

Ant wanted to do this as his special thank you to certain community members on Monria who have gone above and beyond with their daily and consistent dedication to the community, as well as to a few of the Toulan community members who have been consistent with their community support since Toulan launched. Toulan is now in a growth pattern, and many more community members have stepped up to be supportive and contributing, and it is definitely observable.

I hope we can appreciate the dedication of the community members who are the recipients of this first round of the Virtualsense Volunteer Outfit, and look forward to when the next round will happen. This again is something that Ant initiated, and he alone makes the choices based on his observations, so I hope we can give respect to that, and appreciate that he is of the mind to do something like this as a personal thank you.

## And Speaking of New Clothing



This dropped from a Toulan event Supreme mob boss. I confirmed that it will only drop from the event Supreme mob bosses.



As we progress with our two communities, we are giving great thought to ways that we can connect them and even bring them closer together with regard to game play, community programs, and even storyline. We will eventually create cross-location events and mission chains, but there's also something else in store for these emerging communities -- I just can't reveal it yet, LOL -- I had to get a tease in there ya know.

There is now a proper [Toulán Born Program](#), and new Toulán Born have their own identifiable shirt as seen in the New Player Experience article. The new player beginner missions are intended for the Toulán Born only, but we have extended access to these beginner missions to our Monrian Born as well, especially since early in the year we disbanded the Monria starter kit.

The Toulán new player mission chain was enhanced. There are 22 steps in this new player mission chain that gives a weapon, ammo, heal kit, mining gear and probes (might be more), and navigates the new player across the terrain of Toulán in a pretty safe path. And just to confirm, the vehicle mission at the Citadel from Ahlan is open to everyone, but only Toulán Born / Monrian Born are able to access the Toulán Born missions.

## **Virtualsense Community Assistance Team (VCAT)**

With the blending of two communities, it was mentioned in the Sep magazine issue that we renamed the Monria Community Assistance Team (MCAT) to the [Virtualsense Community Assistance Team](#) (VCAT) so that community members have broader access to those who give assistance where needed.

There is a Co-Management team for both Monria and Toulán who look after the activities provided by VCAT. ShadowDragonV and Malgar Co-Manage the Monria branch of VCAT, and Hally and Miles Co-Manage the Toulán branch of VCAT.

We will no longer do field trips to other planets, but rather focus our energies on Monria and Toulán to support the progress of our Monrian Born/Toulán Born new players. We would like to see random and planned events for our new players, and hopefully we can get some community members at both locations to engage them.

## **Virtualsense Space Travel Program**

From Nov 1st to Nov 13th, the Yamato warp service was on a brief pause while we reorganized the Yamato Crew. I was concerned that we would be out of commission until the first of the year, but a great group of incredible people came together and signed up to be trained as crew. Avum did the preliminary training with the Pilots until they could have hands on during an actual warp schedule, and I did training for our new Flight Managers. However, there are several now who do both Pilot and Flight Manager, depending on need. Also, after the first of the year, we will begin reorganizing the Yamato Repair Skilling Program and get that going.

## **Monria / Toulán Development**

I'll just say this ... buckle your seat-belts. We're going for shock 'n' awe with the big Monria March VU, but Toulán will benefit as well. Going forward, Monria and Toulán will be getting a whole lotta love.





It had been many countless hours since I had locked myself in my apartment. The endless chanting of Cthulhu and the Cultists had become a hushed susurrant at the edges of my awareness. I had been in a trance like state of dumbfounded numbness for too long and now it felt as though I was awakening and coming to my senses at last. Perhaps they had become bored with tormenting me, or were lulling me into a foolish act.

I lifted myself wearily to my feet and stumbled towards the glowing box at the center of the room, aware of a vibrating pulse as if the thing were alive. I reached out to touch it to find the surface cold and clammy, my mind instantly filled with a sensation of being at the bottom of a great dark ocean. Shrinking back in alarm at the image I knew I had to escape somehow, but I could not leave this dreadful artifact unattended. I had to take it away from Monria and hide it or destroy it so that the Great Old Ones would never have it in their possession. This much was clear to me.

I put on my gloves and quickly bundled the loathsome box into a bag, shuddering at the sight of oily clear liquid oozing from its patterned surface. Was it sweating? Or weeping? The thing certainly was alive in some form, maybe even sentient?

Quickly while I was still in control of my senses I left the apartment and made my way to the Teleporter. Crazy as it sounds now I had to force myself to walk normally, I wanted to run screaming for all I was worth but had the notion that I should not draw attention to myself. As if they had lost sight of me and as long as I stayed calm they wouldn't be able to find me.

The televisor to the 9th floor takes milliseconds to transport me normally but this time it was as if I were able to count each brief mote of time as I was transported. Arriving at the Teleporter I retained my composure dialing in my destination, Twin Peaks on Caly, paying the fee with my ped card.

Stepping out into bright daylight of the trading hub was no relief, I still felt hunted and burdened by the vibrating box. It was a busy day and many traders were at the balcony. I considered selling the box but that might mean it would make its way back to Monria and be recovered by the Cultists. I couldn't take that chance. Similarly I didn't want to risk flying my quad to another planet in case a pirate might capture the box.

I went to the storage terminal thinking to stash the box temporarily when I had a message from an old friend Bilko who was a soc mate from our days in ~ZEN~.

"Hey Honey, how are you?"

Bilko is a good friend and somebody I have had a lot of trades with over the years, supporting his crafting. Luckily for me Bilko owns Starfinder XV affectionately named 'Bilko's Bus' so it was a way for me to move further from Monria.

"Hi Bilko, all good here. Any chance you are going to Arkadia sometime soon?"

"Sure thing we can go now, I'll go prep the Bus and send you a summons."

The minutes passed by as I nervously paced around the market trying to stay out of everyone's way, the box in my possession was beginning to vibrate at a higher frequency, was it aware of what was happening? Maybe it was able to signal or communicate with the Great Old Ones? This thought made me shudder at the possibilities but relief came as the summons called me up to orbit.

I began to relax as I sat back in the visitors lounge of Bilko's Bus, and felt the ship begin to move out from the Space Station. The words WARP DRIVE SEQUENCE INITIATED sounding through the ship raised my spirits and I put my feet up and chilled out.



On arrival at Arkadia space I thanked Bilko for the lift and promised to collect all the list of resources he handed me. Using the teleporter network I went to my second home at Valiant Firebase for a good nights sleep.

I rose early feeling refreshed, leaving the seemingly inert box in my apartment I went out in to the wilds of Arkadia to mine and hunt for the goods.

How foolish I was to think it was so easy, the first encounter I had with an Oweko my gun broke! I was sure it was fully working but pulling the trigger just resulted in a click and I was hard pressed to evade the enraged beast and make it back to an outpost safely.

I decided to go into the underground and mine some resources but as soon as I brought out my finder and fired the probes it died on me. Seriously! Is that stupid box breaking my equipment now?

I went back to the apartment and contemplated the box that seemed to have become the bane of my life. Maybe I should try to open it, or would that be a bad idea? It could have some monstrous creature in it I suppose, or hopefully some magical artifact of great power. I tried to pry at the corners with my fingers to no avail, I beat it with the butt of my broken pistol, I even kicked it! Resulting in a sore foot and some choice words. Nothing seemed to damage or mark the surface in any way.

This stupid cube is a menace, can't get rid of it, can't live with it, can't open it. I sat on it for a while contemplating the scenery outside my apartment when I remembered I had an old knife in the place somewhere. I searched around upturning vases and looking on shelves, when I finally found it on a window sill. A discarded memento of a trip to Toulan from a couple of years ago. I remembered looting it from a Jeef warrior I think, what was it called, ah that was it a Hilqa knife. Yes this will do I'll stab the cursed thing into submission.

I approached the box brandishing the knife but when I came within striking distance I saw that the blade was starting to glow an unearthly color like some kind of black light.

I stepped back and it stopped.

I reached forward with the blade and it glowed again, this time I saw that the box itself seemed to grow dull and tarnished. I tried to strike but some unseen force prevented me from making contact with the blade.

Can my day turn any weirder?

I tossed the blade aside contemplating the box, sitting on the floor leaning against a wall. I must have been tired as I fell into a fitful slumber dreaming of strange images and sands of time. Something made my eyes snap open and I had to duck to one side as the Hilqa knife flew towards my head burying itself in the wall. I swear I saw a ghostly gray tentacle retreating into the box.

Dammit that's the limit, scare the bejeezus out of me on Monria, ruin my equipment here, and now throwing things at me. I kicked the box down the stairs and out onto the Firebase parade ground, then jumping in my quad with the evil cube I lifted off. Toulan bound and to be rid of the monstrosity once and for all. If a pirate captures me and the box then that serves them right.

About an hour later I was dropping through the blues skies of Toulan and approaching the Citadel landing zone.

I stopped briefly at the new information stand trying to work out where I should go and what to do. So much had changed on Toulan since I was last here, so many possibilities and places to explore. I had no place to stay on this planet so I would have to carry the cursed cube everywhere of course.

My first few hours were spent walking down to Guardian Village, then around the coastline of the inner sea.



I thought about burying the box on one of the islands but of course some other unlucky miner would doubtless be tricked into unearthing it.

After several hours aimless walking I found myself staring across the straits of Sandy Shores South. I waded through the shallows and up onto the desert expanse of Sandy Shores and began making my way north.



Avoiding the wandering Jeefs and keeping close to the Westerly shore I worked my way up to the oasis in the distance. I had thought to find somewhere to hide the box or to drop it into the water. Arriving at the temple like structure of Sandy Shores North I surveyed the peaceful desert scene, that was having a calming effect on me. I walked out into the lake and climbed onto a rock in the center, but I realized this remote place was not good, the water was so crystal clear it was useless to hide the box in this place.

I looked to the North East across the desert and finally realized what I was supposed to do with the evil artifact, it was obvious now.

Had the box been clouding my mind and the peace of the desert had given me clarity, or was I acting under the influence of the malevolence of Cthulhu? It no longer mattered to me and I only cared to remove myself of this burden.

I fired up my hoverpod and took the most direct route possible to Guardian Village, dodging Jeefs and Bahri who seemed determined to block my path. I powered the hoverpod off the desert sands out over the water leaving a mob of pursuing creatures behind me with a whoop of excitement. Flooring the throttle I laughed as I skipped across the water and made landfall, my objective in sight on my left.

Jumping out of the pod I stopped and looked up at the towering edifice of the great Dam before I began climbing up the slope to access the top.

I felt energized and free as I found myself running along the top of the huge construction allowing me to look out over the lands of Toulan.

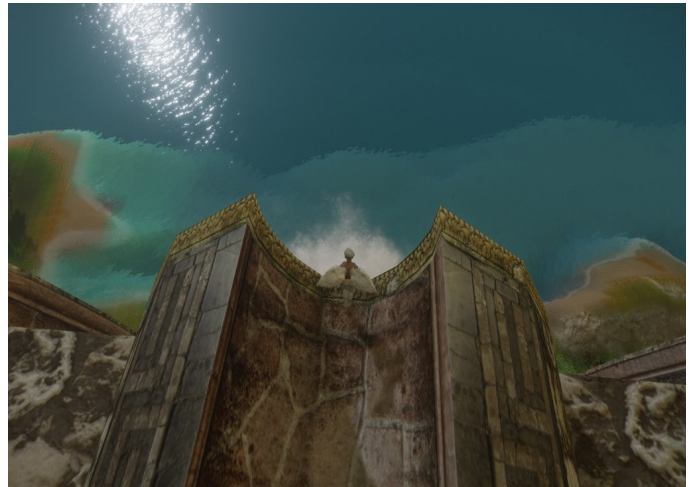
Climbing on the stonework I walked precariously along the dam until I was over the waterfall staring out across the inner sea.



I was about to shout a curse after, when again, the ghostly tentacle whipped out from the box and snatched at my legs.

Jumping back I stumbled and began to spin out of control, the curse turned to a shriek as I toppled over the edge of the precipice.

Tumbling uncontrollably I was stunned as I hit the hard surface of the water and plunged below the surface. It felt as though I was being sucked down into the depths but it was a good cleansing feeling and I was able to swim hard for the surface, my head breaking into fresh air finally free of my unfortunate baggage and feeling the warmth of the Rising Toulan sun on my face.



Free at last to start a new adventure on Toulan.

## Are You Sure?



### DME Reflections:

When it comes to Cthulhu and the creatures of Monria, it doesn't matter how far you travel in the universe, there is never an escape, because once you experience the Cthulhu effects, they linger in unimaginable ways. Your thoughts are not always your own, and your space-time continuum can be erratic.

Never assume that all is right with the universe. We experience anomalies, weird occurrences, and suffice it to say, that the dark side of the moon is growing ever more dangerous.

We are discovering that there is a shift in terrain, and some substantial uncommon activities are taking place. Investigations are underway and we caution everyone to be mindful of what they choose to experience.

Some things are just not in our control ... *and some are.*

# Twas The Night Before Christmas

... by Pinthas Schmenke Dorian



Twas the night before chaos  
when all through the pub,  
Not a creature was glowing, not even a Shub

The weapons were ready by DSEC with glee,  
Preparing for Decca, her coming to see.

The troops were assembled, ready and trained,  
While dreams of odd visions scattered our brains.

With Pinthas all armored and smart in his garb,  
Far deep in the landscape there rose an alarm.

We left from our stances and entered the fray,  
Away to the battle we trampled our way.

I knew in a moment we're over our head,  
The enemy that faced us our minds were in dread.

They scoffed us and mocked us,  
The stench of decay.  
It still didn't stop us, we pushed on our way.

# Twas The Night Before Christmas

... by Pinthas Schmenke Dorian

We wondered and pondered  
how would we survive,  
And dreaded the prospects of  
staying alive.

I drew out my weapon my aim was so true,  
I held my hand steady, following through.

All gritty and sweaty to battle we rode,  
We shot them and bombed them in  
hopes they'd explode.

Tentacles swaying, moving about,  
The pain was severe as I gave a big shout.

Sensing intrusion with something so deep,  
My focus was waning with thoughts  
I'd not keep.





# Twas The Night Before Christmas

...by Pinthas Schmenke Dorian

Then it just hit me, and out of the blue,  
Our enemy stood there, fearless and true.

Cthulhu trampled my brain with such pain,  
His actions egregious, filled with disdain.

I filled all my weapons and blasted away,  
I vowed not to give in, not now, not today.

Lights they all shifted to red and to green,  
Crossing dimensions to an alternate scene.

A team came to help me as we stood  
at Toulon, wondering helplessly  
where Monria had gone.

A pause came from Decca as she  
chilled all the land, showing her  
power by waving her hand.

I'll give you this moment she  
proclaimed out of sight,  
Merry Christmas to all, and to all  
... a good fight.





**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.**