

VIRTUALSENSE QUARTERLY

JUNE 2022



A CorBite Opportunity - Development VU 22.2
Toulan's Nawa Flying Carpet Finally Discovered
... by Harry Hally Alliandes

DSEC-9 Final Map Section | Road to the Reveal
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Chris Sahel Silver

The Prophet ... by Heidi Stassinopolis
There's No Escape ... by Pinthas Schmenke Dorian
DME's Message to the Community



This golden door is the entrance to the CorBite Corporation and its CEO Rais. He is the NPC that you take the continuing DSEC-9/Toulan crossover mission from and gain the initial Silver Crown after killing the OTIS Commander. Then ultimately the Final Silver Crown of Sahar upon completing the mission chain.

The only way to gain access to Rais is to do the beginning [DSEC-9 Mission](#) until you get your Access Card to DEC's Holeroom, as well as your Laptop 01. You then need to [Upgrade Your Laptop 01 to 04](#) in order to take the crossover mission, but beware ... if you follow someone through the golden door and try to take the mission from Rais, he will promptly boot you out.

Welcome

A CorBite Opportunity - Development VU 22.2

CorBite Tasks

Where's My Pet?

This mission is now repeatable every 7 days.

DSEC Mining Research

Quests can now be completed at Toulan via Rais.

Toulan Citizen Quests

Further mission stages have been added.

The Carpenter's Daily Deal

More Blueprints have been added.

Toulan's Nawa Flying Carpet Finally Discovered by *Harry Hally Alliandes*

DSEC-9 | Road to the Reveal

A lot of work has already been done to the final map section.

The Road to the Reveal is being played out in a thread at the forum.

Follow the Monday Write-Ups with photo, lore and clues.

Player Profiles

"Sherwood" Flu Fortuna

"Dea" Kali Devi

Chris "Sahel" Silver

The Prophet ... by *Heidi Stassinopolis*

There's No Escape ... by *Pinthas Schmenke Dorian*

DME's Message to the Community

WELCOME ...



DME

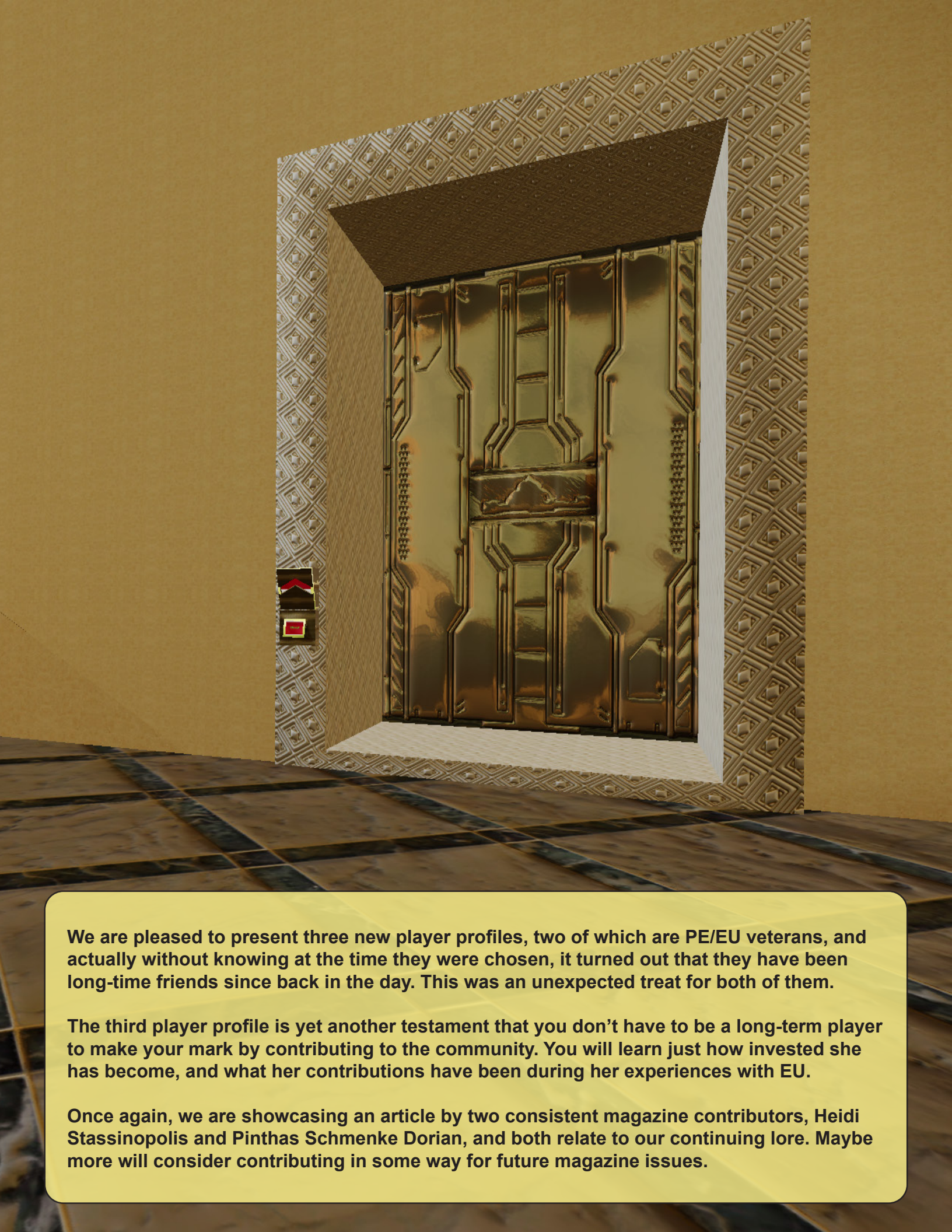


ShadowDragonV

Shadow and I welcome you to the June 2022 Virtualsense Quarterly magazine. We are presenting what's new in the latest Virtualsense development, along with player profiles, community member articles, and the Road to the Reveal of the final map section at DSEC-9 with the most current Monday Write-Ups that include a photo, lore and clues.

As a community, we've had a trying time with the unknown, and we know that there are dark forces out there that are evil. Decca is always up to no good, and it seems that her efforts have been slowly escalating to the point of raising red flags and sounding alarms.

It is of the utmost importance that we remain vigilant while we do our best to uncover the covert operations at play that have the potential to bring harm to Toulan, Monria/DSEC-9.



We are pleased to present three new player profiles, two of which are PE/EU veterans, and actually without knowing at the time they were chosen, it turned out that they have been long-time friends since back in the day. This was an unexpected treat for both of them.

The third player profile is yet another testament that you don't have to be a long-term player to make your mark by contributing to the community. You will learn just how invested she has become, and what her contributions have been during her experiences with EU.

Once again, we are showcasing an article by two consistent magazine contributors, Heidi Stassinopolis and Pinthas Schmenke Dorian, and both relate to our continuing lore. Maybe more will consider contributing in some way for future magazine issues.



We have progressively added missions on Toulán to enable our participants to acquire Mirsal Tokens that are used to purchase items and estates via the Mirsal Token Trader at Information Booths that are located at the Citadel and inside Nahar Towers at Nahar City.

With this VU, we added not only a new Mirsal Token mission, but made a previous one repeatable.

CORBITE TASKS

Complete Tasks for the CorBite Trading Corporation and earn Mirsal Tokens.

Complete 50 tasks for 50 Mirsal Tokens.

If you don't like a task you can return to Rais who will assign a new one.

Each task will need to be completed within an hour to count.

After completing a task you will receive the next task in 15 minutes.

Repeatable after 7 days.

Requirements:

Must have completed the quest *Negotiate a Trade Deal* which is part of the 'DEC Emissary' quest at DSEC-9!

What this means is:

Complete the beginning of the [DSEC-9 Mission](#) to the point that you acquire your Access Card to DEC's Holoroom, as well as your Laptop 01. Then [Upgrade Your Laptop 01 to 04](#) in order to take the DSEC-9 crossover mission between DSEC-9 and Toulán. It is then that you will gain access to Rais at the CorBite Corporation office to not only continue with the crossover mission, but also be able to take the CorBite Tasks mission.

HERE IS A SAMPLE OF CORBITE TASKS:

Kill 15 Wahesh
Die 5 times
Find 10 resource claims
Excavate 50 Nawa Drops
Kill 50 creatures on Event Island
Kill a creature inside the Narian Temple
Find 3 mining claims for Aqeeq Stone

Attempt to craft 50 Basic Butt Joints
Tame 20 TabTabs
Craft 15 Samar Shoes
Craft 100 of any item
Harvest 100 wood shavings from trees
Attempt to craft 50 of any item
Loot 25 Animal Muscle Oil

Sahel is keeping an updated list of tasks [here](#).

WHERE'S MY PET?

The 'Where's my Pet' Quest is now repeatable after 7 days!

As a reminder, this is the mission you take from the Frantic Lady at the Nahar Towers inside the Information Booth area on the 6th floor. She has 15 rogue TabTab pets that roam Nahar Towers including inside shops and around booths on the 6th and 7th floors as well as WangXiang's Pet Stable outside of Guardian Village.



Fire DBUG Fly put together a [Frantic Lady - Where's My Pet Guide](#). Once you have found all 15 of the rogue TabTabs, return to the Frantic Lady and receive 10 Mirsal Tokens. As mentioned above, this mission is now repeatable after 7 days. Each TabTab pet has a unique name and description.

DSEC MINING RESEARCH

The DSEC Mining Research quests can now be continued on Planet Toulán via the Rais NPC at the CorBite Trading Center in Nahar Towers.

Requirements:

The DSEC Mining Research quests become available after completing the DSEC Storyline Missions ('More From Derelict'), and just as a reminder, here too you need to have gained the Access Card to DEC's Holoroom and your Laptop 01 upgraded to 04 to see Rais.

TOULAN CITIZEN QUESTS

Further citizenship stages have been added to the Toulán Citizen Representative at Guardian Village just inside the East Gate. These are available to Toulán Born and those who have completed the Toulán Citizenship Mission. The [Toulán Citizenship Mission](#) can be taken from NPC Haneen at the Citadel in the Information Booth near the landing zone. It is tied to the monthly Toulán Event and you must have a NawaCore MK3 in order to take the mission.

Once Toulán Citizenship has been achieved, you gain access not only to free space travel on the Yamato Mothership (Virtualsense owned), but also to any Toulán Born only missions current and in the future, and receive the exclusive Toulán Born outfit.

THE CARPENTER'S DAILY DEAL

Further Blueprints have been added to the Quest 'The Carpenter's Daily Deal'

As a reminder of what The Carpenter's Daily Deal entails, in VU 22.1 we introduced this mission as a result of feedback that specific blueprints weren't dropping.



Daily Repeatable Hand in Quest

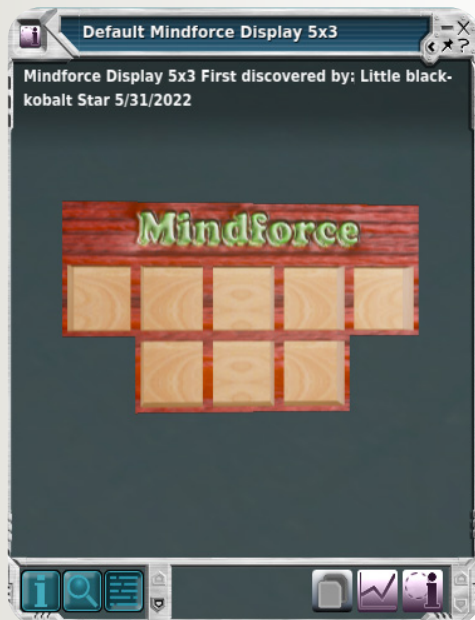
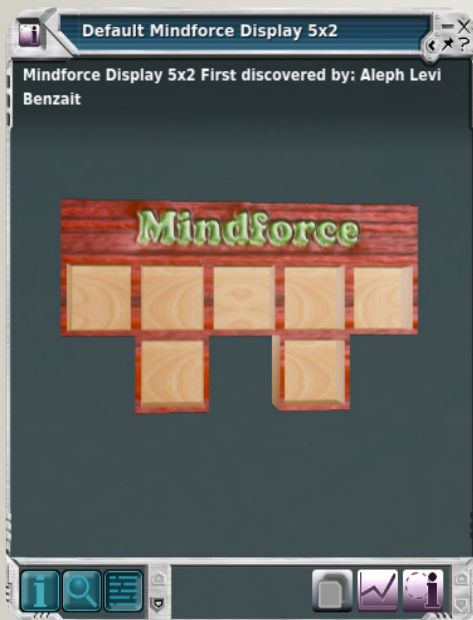
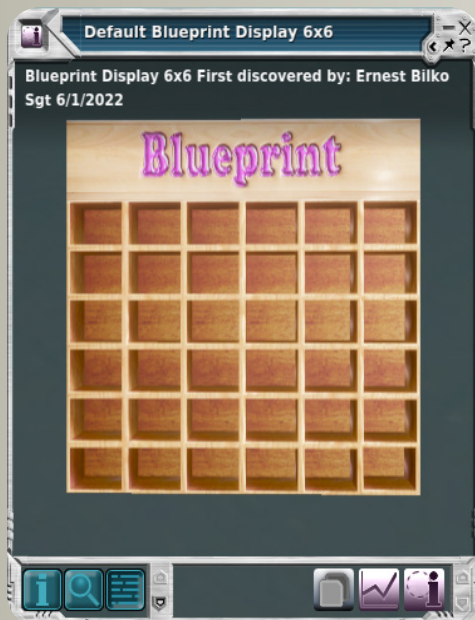
Hand in 1 Basic Butt Joint (BP in Technician) and receive a 10 click blueprint of your choice.

Speak to Yusra on floor 7 of Nahar Towers for more information.

The following new blueprints in a variety of sizes have been added to this daily hand-in quest.

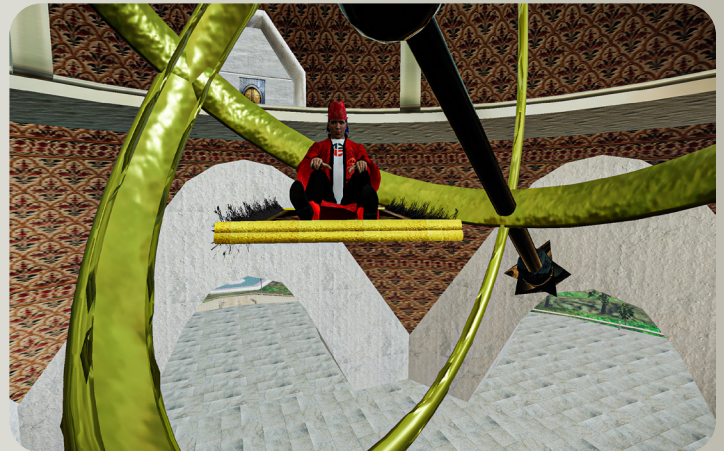


HERE ARE A FEW SAMPLES



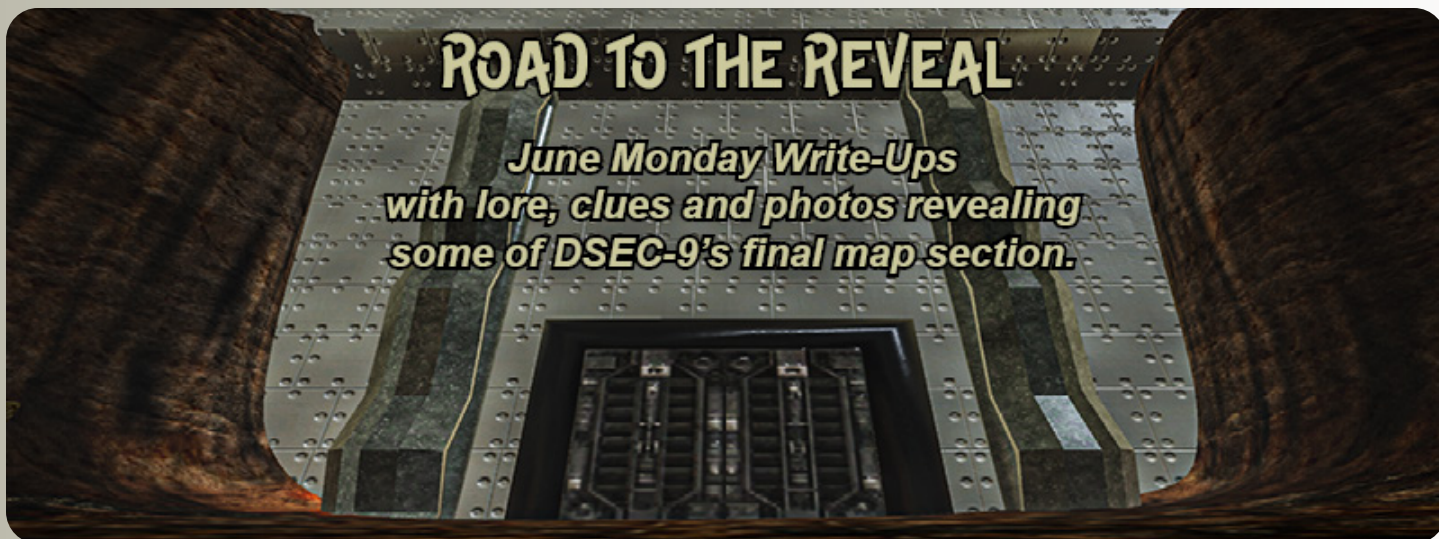


Toulan's Nawa Flying Carpet was introduced with the Dec 2021 VU with a set of ingredients to collect to turn in and receive the flying carpet. One of the ingredients was quite difficult to gain in enough quantity to complete this mission. However, Hally (affectionately known as "Hally Baba"), was finally able to complete the mission and first to discover the Nawa Flying Carpet.



Hally let Larry and LittleStar test fly it and it produced some interesting results.





The original plan was to release map section 3 of DSEC-9 with June's VU, and then map section 4 with December's VU. However, it was decided to combine both sections to complete DSEC-9's full map environment. It was Ant's idea to gradually reveal photos, lore and clues leading up to the next VU and giving you a glimpse into what you might expect without revealing too much.

I have been presenting weekly Monday Write-Ups that began with Monday, June 6th and keeping them all in one thread at our forum called [Road to the Reveal](#). These will continue through Monday, August 29th just before the next VU. *Hint:* for any of you familiar with our Monrian lore books, it might give you a bit of a leg up on your speculations.



On the left side of the map, the bottom section is called DSEC-9, and the top section is called Elara. This might be a bit confusing since the entire Monria expansion dimension is called DSEC-9, but each part of the map has its own name, including the final map section that will be revealed with the next VU.

Following are the four Monday Write-Ups for the month of June to give you an idea of what's been presented so far. All content is in development and subject to change due to movement of assets and tweaking of lore. This means that shared photos may look a bit different after the next VU.

The community has been responding to these postings with their thoughts and speculations, but I am also getting a response to each from Pinthas who was very much involved in the lore of Monria and the writing of our 5 books. His perspective and analysis of what he is seeing might be helpful to you as well, so I have included them here.

PINTHAS SCHMENKE DORIAN

Perhaps it would be beneficial for all to know a bit of background about Pinthas first ... he is very well versed in Monrian lore ... he was my lore writing partner for Monria as we advanced storyline, and between us we have published [5 Monria PDF Books](#). The final book, *Tales from the Deep*, was written by Pinthas and reveals his harrowing interdimensional experiences with Decca and K'Tan Partathus on the road to reconciling his memories to truth, and the discovery of who exactly he is and why his relationship with Monria is key.

Here is my Foreword from the book to give you a clue to what his journey was, and the eventual reveal of who he truly is.

FOREWORD ... by Dark Moon Enigma

Outside the ordered universe at the center of all infinity, Azathoth sits orchestrating nuclear chaos beyond angled space. Nuclear as in nucleus of the cosmos, and not referring to nuclear energy. Azathoth rules all time and space from a black throne at the center of this nuclear chaos, and many have fallen victim. Azathoth's lineage is far reaching with the likes of Yog-Sothoth, Shub-Niggurath, Cthulhu and others, and Monria has not gone unscathed from primordial horrors.

While we haven't seen them in pure daylight, they exist in the hidden dark corners of the moon. There are those who fight against these dark forces, and those who discover in one form or another that they too are a part of this lineage. It was recently discovered that four Elder Gods walk among us in human form, and have supported our fight to thwart the continued efforts of the creatures to take full control and extinguish our existence on Monria. It has been at the hands of the Cultists who have caused chaos in the name of their worshiped deity Cthulhu, but with Decca reclaiming her rightful place as Leader of the *Cult of Shut'thend*, there will certainly be an increase in the grander scheme of death, destruction and control beyond what we have experienced thus far.

The main goal of the Cultists is to find the book of dark magic spells that would help them perform the ritual needed in order to awaken Cthulhu. The great exodus in 2346 from Broodham, Massachusetts in the New England area of the United States was a ruse by Decca to gather all Cultist Priests eligible to participate in the ritual to awaken Cthulhu. It was known only by Decca that the *City of R'lyeh* where Cthulhu lies in a death-like sleep was rebuilt in the depths of Monria. It was Azathoth who orchestrated the relocation due to the continued violent upheavals on Earth that caused struggles between ruling powers.

The Elder Gods support and protect Monria against dark forces that are becoming increasingly more aggressive, but one of the Elder Gods is experiencing interdimensional encounters that leave him in a state of flux and questioning truth. Pinthas is challenged to remember his past. Memories are elusive. There's a gnawing at his very core that tells him that what he is experiencing is wrong, but if it's the only way he can link this interdimensional intrusion with his past, he must consider K'Tan's invitation regardless of the potential consequences.

Pinthas knows that Monria is important to him, but why? There is an air of importance, even of urgency that Pinthas is able to reconcile thoughts with memories in order to reveal the unknown and break the interdimensional spell. He does not trust K'Tan, but he must have answers.



MONDAY, JUNE 6TH

Times have been troubling, anxiety has been high, and the unknown has been unnerving to say the least. Meetings between DEC and Queen Nara, Toulán's Oracle (Sahira) and Queen Nara, Toulán's Oracle and Monria's Oracle, and of course, with Decca in the middle of everything giving out threats and poking her nose into everyone's business, it has raised red flags and alarms for the safety of Toulán, Monria and especially DSEC-9.

Well, another meeting was had recently between DEC and myself to see if we could somehow gain intel on what was happening in the unfinished portion of the DSEC-9 map area. To my surprise, DEC had already been working on a more advanced DEC-CAM Drone that would help facilitate capturing images. He's excited about this because it's his most advanced fixed-wing drone to date with up to 90 minutes flight time. It's able to break ceiling limitations, as well as achieve high-precision accuracy. Its versatility allows for greater maneuverability and can operate in the harshest of conditions. It boasts a stealth mode with a built-in invisibility cloaking mechanism. Sounds like his efforts have paid off and produced success.

DEC likes to talk nerdy stuff, so when he has an ear, he takes advantage because he rarely gets company who will chat with him. I don't mind, I just act like I know what the hell he's talking about and leave it at that, but I became rather excited myself when I learned that his new DEC-CAM 9 Drone would be able to breach the uncharted area of the DSEC-9 map to gather intel. Maybe we'll learn exactly what's going on and be able to become better prepared for what we might face.

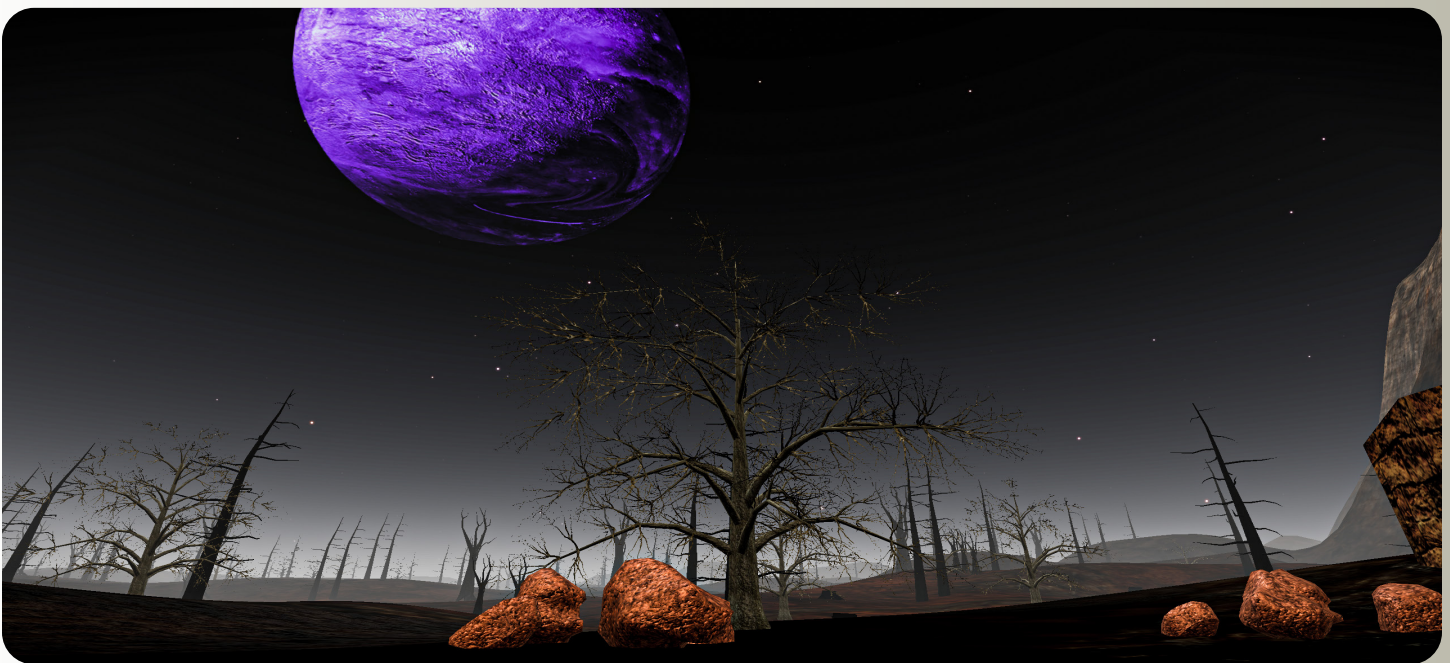
It's been a little less than a week now since DEC built the new DEC-CAM 9 and my anxiousness is getting the best of me, because I want to see something, anything. I paid another visit to DEC to follow-up and he said my timing was good because he had something to show me. I felt my pulse race and experienced heart palpitations. I know that Decca is involved in some way, but to what extent. Her dark forces are evil, and her control over the Cultists scream danger, so anything is possible. DEC said the first image was basically of a section of the terrain, and after having a look, it was quite telling.

Dead trees, a massive mountain with a circle of haze in front of a portion of it. There's what looks like water to the right, and in the distance a sort of opening. It looks a bit creepy, disturbed and death-like. This can't be good. We better keep security on alert at all times.

There's an unsettling and eerie feel across this environment, and one could only imagine what lurks in the shadows or elsewhere. This walk down mystery lane will continue to reveal more.

PINTHAS RESPONSE

Decca was once thought to hold secrets unknown to many, except the oldest who were called friends. The distance between time and knowing has shadowed that connection. Below the skyline and above the ground is all that is between. Knowing that age old structures have been known to appear from the hidden. They were always there, just lying in wait for a discovery. When Maladrite and Zoldenite were discovered, no one could have imagined the immense significance to Monria and the Universe. The main focus was to work on the colony and protect them from potential harm. Then something happened, just a glimmer, something appeared, or I thought it did. The landscape shifted and I was there and not there, I was somewhere, but still here. The visions shared with me; the now and the then; put me in two places at once. I have a bad feeling about all of this. I had an idea that what was about to happen would change everything I thought I knew...



MONDAY, JUNE 13TH

The full purple moon sheds little light on the desolate environment that has come to be known as the final map section at DSEC-9, and yet to be named. An environment that clearly appears to be devoid of all things living, or is it.

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

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

The DEC-CAM 9 scanned part of the outer perimeter and captured more than dead trees. Bright-colored boulders are strewn about, but the most interesting eye-catcher is the portion of a small column of stone. I asked DEC if there was more, but he said the DEC-CAM 9 was on a specific course and missed getting more. Additional perimeter scanning is on the agenda.

Even this little piece of unknown evidence tells me that at some point there was life, and that building blocks were created and used, but for what? The more evidence that surfaces, the more I am convinced we have much to fear. We see barren land, not conducive to producing much of anything, a land that looks and feels dead but also gives a sense of evil.

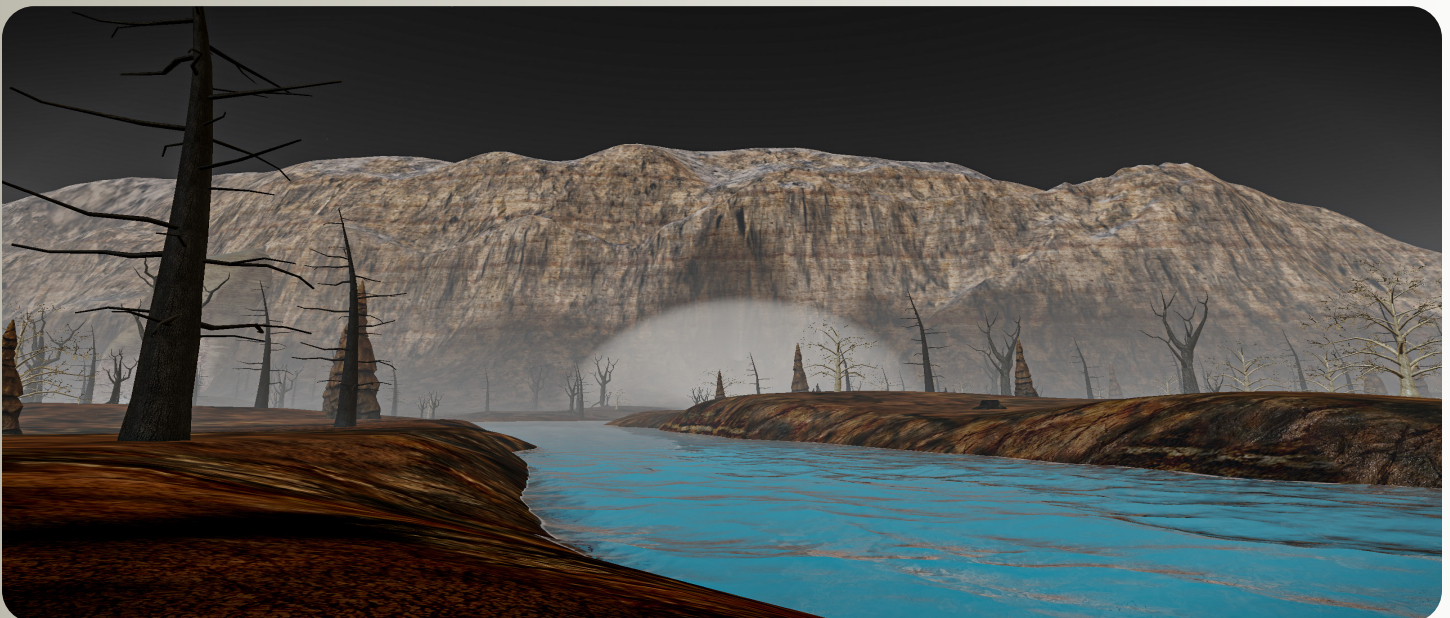
Let's hope that DEC-CAM 9 captures much more to give us clues as to what's happening at the final map section of DSEC-9.

PINTHAS RESPONSE

What was once, is no more. That is what we are taught to believe. We see the remnants of what appears to be a great divergence from what we see now. The rocks, the sky, the moon. Space has an uncanny sense of quiet loneliness and even plays tricks with the mind. It doesn't matter that I am on Monria, this is a changing landscape both near and far.

The distance reveals a structure blended in the backdrop of the horizon. I didn't need anyone to tell me that there was once abundant life here on this rock. The caverns reveal that to me every time I go into their depths and experience the greenish hue, it enables me to see more clearly. Sometimes you find a structure that appears to be old and disintegrating, as expected. However, other times what should appear dated and relic-like appears to be polished as if new with no explanation.

Are they dimensional rifts? Am I just seeing areas that have been isolated from the ravages of time itself. I need to explore more and find out the true nature of what is happening.



MONDAY JUNE 20TH

New DEC-CAM 9 footage of the final map section at DSEC-9 clearly shows a river runs through it, but where does it end ... or does it. DEC said the footage he reviewed showed the river where in one moment waves of inertness appeared to have all of the energy sucked out of them, and then a seeming conversion back to a kinetic energy that presented thick, heavy wave movements. This is not an insignificant eye-blink of cosmic time. Every finite movement has its relevance.

And speaking of relevance, what is the significance of the half-moon glow in front of the mountain where it seems the river ends? Once again I caution you as I've done many times in the past that not all is what it appears to be ... the unknown can mess with our beta waves. The universe in its infinite expanse of space can be an unsurprisingly intrusive place. I wish I could triage my thoughts right now in order to see how all the puzzle pieces are fitting together ... or would I just find a fragmented barrage of more unanswered questions. I sometimes end up with more than half-past-midnight out-of-the-box ideas about this stuff, but not sure where it's all going.

My mind at times feels like pudding from trying to draw out the shadows, but it's my job to ferret out the evil and give it a face. This business of investigating what seems to be an impending danger to us all is taking up most of my head space. Are we facing an unbending battle between good and evil, or is this witness to yet another of Decca's attempts at control, not only of Monria/DSEC-9, but also Toulán. It is said that 5th dimensional lifeforms have an innate ability to warp reality to suit their needs, and that's definitely not a good thing. Unfortunately, as human beings, we are trained to see limitations. However, 5th dimensional beings present differently. They can see, sense and feel beyond that which is right in front of them. Physics and mathematics accept the 5th dimension as a micro-dimension with a seamless connection between gravity and electromagnetism.

Pinthas witnessed this first-hand when he was transported into another dimension by K'Tan Partathus. K'Tan applied his advanced mind control on Pinthas during his efforts to unravel the mystery of his memories to discover who he really was, as well as why Monria was so important to him. If you read *Tales from the Deep* by Pinthas, you know what a struggle it was, but he did learn his true identity.

Some say that change is a collective endeavor, and that at times we might have to look at the bigger picture and lose a battle in order to win, but I say there is no room to lose a battle with what we are dealing with, even though we don't know the full scope of what we face. Adversity is an opportunity, and I would rather collectively witness a radical transformative miracle than to give in to Decca and her evil Cultists. Every yellow brick doesn't lead one down the right road. Let's be a voice and not an echo of hesitation.

Question is ... *will this be an exciting search for treasures, or a descent into madness ... we have a choice ... let's make the right one.*

PINTHAS RESPONSE

Historical documents from the 24th century revealed that senior investigator Johnston Murphy, reporter for the Chromophoric Chronicle, was investigating robed figures in an old abandoned church in Broodham near Arkham, Massachusetts. It was at this point when scientists began unraveling the information found in these documents.

... continued

Interestingly enough, I remember the odd disappearance of Archibald Crimson III, the interactions of his beloved Danielle and the incident at the local church. The church Priest with a group of local parishioners were performing a ritual, and Johnston Murphy recalled being transported to another place in time and space. The exact description from the text is below for your review, as I believe it reflects what we need to be aware of and understand.

“The depth of the universe seemed to surround me, and I found myself in the deepest darkest place I had ever known. I was no longer on the planet, let alone at the church. I was not even sure I was in the known universe. I was in a place that seemed even deeper and darker than the universe itself. It was in that space and time that I sensed terror.

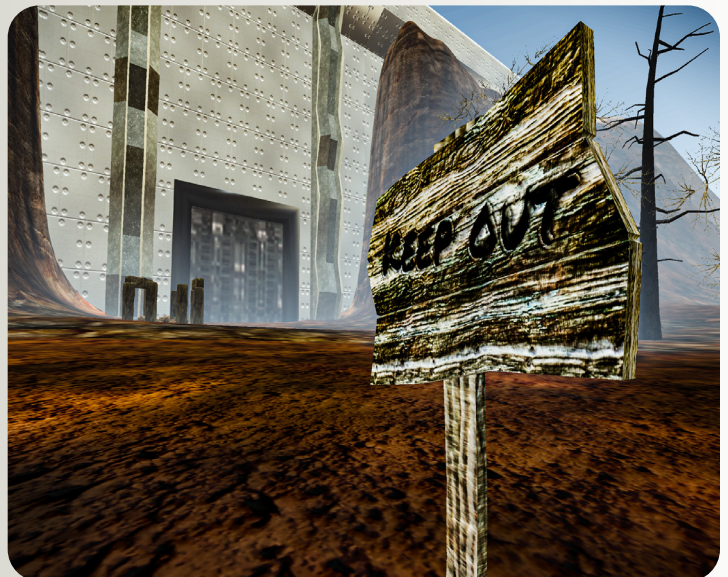
In the distance was a shadow of an object, a barely perceivable entity, yet I could feel and experience the most terror-ridden state I had ever known in my life. It was a type of feeling I could not put into words. It was as if I was completely penetrated with a sense of evil, horror and terror all at once.

I could not even fathom or understand emotionally the horror I was experiencing, but it felt as if the universe was screaming at me. I barely got a glimpse of this creature in the distance, and all I was able to see was a small amount of outline of what appeared to be a tentacle-type area where his face would have been.

In my mind I could not understand or grasp the intensity of where I was, where I had been, what I was facing, and where I was facing it. Along with the sounds of horror and emotions of fear came the shakes and sweat that poured from my body, as if life itself was being sucked from me in that moment. It felt like some life energy-destroying force had engulfed me, and while I was fearing the worst, the entity disappeared completely.”

I bring this to your attention as the area in the image brings back to me fleeting memories from my trials with K'Tan and some of the visions I have had in the past. They are just out of my ability to bring them forward, but I know they are significant.

The semi-circle in the distance from the river seems familiar to me, but I am not sure if it is a dome, or translucent state of energy from another plane of existence. I am also not sure if it recedes into the mountain at this time, or is only a play on the light coming from a different source yet to be identified. Sometimes, we need to just look up and see what we are missing. I need more data.



MONDAY JUNE 27TH

I don't think I need to tell you how dire this looks, and surely we should take it as a serious warning. In [Historical Data / Journal Entries](#) it was Sgt Trevor Wingard who did a police investigation of the Broodham Church where Johnston Murphy was last seen during an evening service. Sgt Wingard wanted to question the Priest but he was nowhere to be found. Instead, he left his Disciple Curtis Havenshire in charge who gave a full recount of the night that Johnston Murphy had attended the church service.

As expected, it was of no help whatsoever, so Sgt Trevor decided to make another visit to the church but unannounced. He was able to slip into the church unseen and found a staircase leading down to another chamber. The room to the South was somewhat dark and smelled of old incense and sweat. He took out his flashlight and started to investigate. On the floor he noticed what appeared to be markings equidistant from each other to complete a circle. The markings are quite similar to what you see in the photo on the previous page at the bottom.

Upon further inspection within the circle, there appeared to be some residue that looked like dried blood. In addition, there was some other residue which appeared to have a greenish hue, but Sgt Wingard was unable to identify it, so he scraped samples of both residues off the floor for further analysis at the forensics lab.

One of the elements I found rather drawing of my attention in all of the reporting from the past is the green hues and the green fluid that seeps from the pores of those who have been found dead. We have since learned that Decca and her Cultists use Maladrite Elixir they are able to produce from Monria cave crystals, Maladrite Stone and Zoldenite Dust. The creation process is unknown at this time.

Learning that this is used as a means of mind control ... *what will we really face in the future?*



PINTHAS RESPONSE

KEEP OUT, as if that is going to happen. Who stays out when the sign clearly invites you in? The old carvings invoke memories of a time gone by, but it is uncertain what is rising out of the ground with minimal aging leading me to believe that I am on the correct path.

My mind haunts old feelings from a time with K'Tan causing me to lose control and the visions start once again. I forget how mesmerizing they could be and how inviting the feelings had been, even in the face of certain unknowns. The markings take me back to my experiences in the old land, the old church and the old writings. I am here both in the past and on Monria, it all blends into one.

I am drenched in my own sweat, and my blood is infused with Maladrite Elixir. Greenish sweat oozes from my pores as I see the markings on the turnstile. Instead of the odor of sweat, I smell hints of lavender and rose. My memory tricks me as I look at the markings and start to unconsciously run my hands over them and appear to press each one in a particular order. *KEEP OUT* burns into my brain and I return back to the moment. I am not sure I really want to go further but somehow I must.

Sherwood
Flu Fortuna

Dea
Hali Devi

Chris
Sahel Silver

**Player
Profiles**



As we continue to develop our three locations and our community grows, more community members are getting involved with helping to provide not only valuable information that helps navigate experiences, but are also engaging in our [Community Initiative Programs \(CIP\)](#) and providing helpful services. Our first player profile created the [Mining on Toulan](#) thread at our forum in Dec 2020.

SHERWOOD FLU FORTUNA

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

I created my avatar in the spring of 2005. I moved my first steps out from the cargo airplane in Port Atlantis, and Eudoria was my home for years. As a tourist, I used to go sometimes to Amethera, Crystal Palace and The Asteroid when it opened, which was called Club Neverdie at the time.

Actually my residence is on Toulan. I'm spending most of my time on Toulan, but still love to travel around to see the new developments of the other planets and try new missions while completing old ones.

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

I was one of two founders of the <--- Miner's mafia ---> society. I was mining together with a friend and we were talking about the Mafia in Italy and United States. Both freelancers, we decided to make a society and call it Miner's Mafia. I'm still in the society even if the active members nowadays are just 3 but it's nice to have a channel open to talk. Most of the core of society friends don't play anymore but I'm still in touch with everyone, met in real life, socials, email, etc.

Q: How did you hear about EU and what motivated you to give it a try?

I read about Project Entropia in a fashion newspaper when Treasure Island had been sold to an Australian guy for \$26,500 and that hyped me. I never played games and I wanted to give Entropia a try.



The article was well written and in this virtual world, you can interact live with a real person, and if you pay or gain something it has real money value and that got me! Except trying EVE Online for a short period, Entropia Universe is the unique online game in my life... oh, well, I played also with Farmville.

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

Despite the society name I have always been a hunter. I have some skill in mining and in crafting. Toulan textures made me go deeper into crafting textures, they are the best of the universe for my taste. I have all the texture blueprints available on Toulan except Bahri one. You can see most of the fancy textures of Toulan in my apartment and some are always for sale at Heidi's Bazaar.

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

A never-ending game. I like the fact that you can plan your goals and try to accomplish them, find your way to play to reach some goals and, in the meantime, think about the next task to do. I like to have an almost infinite universe, the more you explore the more you have to do. I'm a resident of Toulan for almost two years and still I surprise myself to see a new corner never seen before.

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

PVP aspects. Despite being a 17 year player, with 13-14 years of active playing, "red areas" are almost unexplored for me.

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

If I have to choose one it's WOF, World of Firepower event that was a sort of world championship of Entropia where each nation competed for 4 hours by hunting and every global was a point for the match. I was the captain of team Italy for all the years that event took place. It was really hard but funny work coordinating the Team (we are Italians :D). We also had our own website for it, a skype channel and direct phone calls everyday.

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

That's a hard question to answer, but PED-wise I almost had an ATH, it was 3000 PED lower than the lowest, at that time, with a Hogglo. That year I had months and months of really bad returns from hunting, and at a certain point, I decided to deposit 10,000 PED. I made a sort of challenge with myself and informed every friend of mine: "10K PED ammo for a 10K PED Hogglo!" One friend told me, why just 10K you can go for 30K. After some days of hunting BOOM! 33K PED Hogglo exploded inside my ped card!

Q: What drew you to Toulan and what have your experiences been like?

I started to play Entropia a few years ago after a very long period of very low activity. I was just keeping my avatar alive and logging in every now and then. I changed home, city, work and finally I also changed my computer, the old one wasn't able to support EU anymore. In the first days I had to learn how to play again. I finished some iron missions on Calypso and I started to travel around planets again. Once I arrived on Toulan for the first time I fell immediately in love with its landscapes and atmosphere. Toulan is always sunny, even during night time it's bright and comfortable.

Q: What are your main activities on Toulan or any of our locations?

Hunting for dailies and make any other long term mission. My focus is to skill up and Toulan gives nice benefits doing missions. I'm mission addicted.

Q: What is your relationship with the community?

Since firsts days I had a great positive feeling from residents. It's nice to live on a small planet where sooner or later you can meet everyone. I had a lot of help and hints from old residents. Actually I consider myself a well experienced Toulanian and try to answer questions in the planet chat channel, but I sometimes wait a minute because usually a better answer comes from someone else while I'm trying to write up my answer.

Q: What are your future plans, and specifically as it relates to Toulan?

In the near future I want to complete the Toulan Citizenship mission and complete the codex also for Wahesh and Thawr. In the long period, I'm sure that more long mission chains will keep me busy. My dream is get an ATH and make it on Toulan.

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

For a starting character I would suggest to be a Toulan Born because a small but great community is going to take you by the hand a guide you through your first steps and growth. Second tip is listen to your heart and take the game as a place where you can interact with other real people that like to have fun playing Entropia Universe like you.

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

I would like to thank the Virtualsense Team for this being able to share my Entropia Universe experiences, and for all the work done and the future developments coming. I wish you all the best!

* * *

DEA KALI DEVI

Our next player profile is another testament that you can still make a great impact without having several years of experience in our universe. Dea is a Monrian Born and in the short time that she has been in the universe, she found her way to Toulan and eventually became a [Toulan Volunteer Mentor](#). She has guided many new Toulan Born in their efforts to not only learn about and navigate Toulan, but has also mentored them about the universe in general. She is also active in our Toulan and Monria chat channels and ready to respond to questions to help.

I think one of the things I absolutely love about Dea is her being a Yamato Pilot for our weekend warp schedules. Eleni von Estlla is also a Yamato Pilot and manages our space travel program, and when the two of them are together during our warp schedules it's crazy fun. It's like in-flight theater with these two and it keeps us entertained.

Dea is an extremely reliable and dedicated Yamato Pilot and handles the Yamato Mothership extremely well. She is also a member of the [Virtualsense Community Assistance Team \(VCAT\)](#).

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

I am Monrian Born and created my avatar on May 15th, 2021. I consider Monria, Toulán, and the Yamato home.

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

I've been a member of Deus Vult for almost a year and currently hold the rank of Captain. Deus Vult was created on October 6th, 2018 when Dllr Root and soc mate Marko left Sneaky Ninjas to create a society of active players with a focus on unity, fun, and exploration. In 2019 we started hosting racing events on Arkadia and in 2022 on Next Island.

Q: How did you hear about EU and what motivated you to give it a try?

I stumbled across an article about EU that focused as much on community as it did gameplay. I spent most of my time in the beginning killing baby Shoggs in various ways in Monria's Cave 1. It was there I was discovered by another player and TP'd to Calypso where I eventually met my much beloved mentor, Elric Amadeus Bent.

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

Since I love space, I focus on Captain and VSE skills. Planetside, I focus on Whipper and Animal Tamer to bend mobs and the occasional player to my will, then Pyro Kinetic when that's not possible.

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

Exploration. Finding little known hunting grounds or lovely places to just sit and relax.

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

Mayhem

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

Fighting the urge to expand my growing clothes and vehicle collections.

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

Piloting the Yamato during warp schedules and repair runs.



Q: What draws you to Toulan, or any of our other locations, and what have your experiences been like?

The respective communities and events draw me to Monria and Toulan. Whether it's competing for the highest global on Monria or defending Toulan against invasion, there is always a sense of unity.

Q: What are your main activities on Toulan, or any of our other locations?

The TabTab taming daily and hourly daily missions for skill rewards on Toulan, and the Leprechaun taming daily, plus daily hunting token missions on Monria.

Q: What is your relationship with the community?

I am a Yamato Pilot, VCAT member and Volunteer Mentor. I try to assist anyone who needs help... whether it's sharing a link, killing an army of Mokhats to check maturity spawn rate, or being a meat shield for an OTIS Commander birthday battle at DSEC-9. :)

Q: What are your future plans, and specifically as it relates to Toulan?

Beyond a few secret long-term plans, I have absolutely no idea. Now that I've achieved Toulan Citizenship, I must sadly find another challenge.

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

Get a good mentor and be patient! Also, leave #rookie and don't look back.

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

Team Yamato Crou 4 Lyfe!

DME Side-Note ... one of the byproducts of having Eleni manage our space travel program is that she's French, and as such, many things have taken on new spellings. We have had a bit of fun with it and after Eleni promoted the Monria Fleet Manager to 'Shef' ... the galley menu had to be redone to accommodate the new 'Franch Quizine' and items with names that barely have a resemblance to their actual names, like 'Franch Crowssants,' 'Bakettes,' and 'Benyays.' The 'Franch Glossinary' is growing, and no telling what might show up next.

* * *

CHRIS SAHEL SILVER

There's an interesting story related to this profile and a discovery that was quite unique. Prior to asking Sahel if he would allow me to do a player profile on him after observing how active he was on Toulan and the help he was providing to the community, I was already working on Sherwood's profile.

Come to find out, the two of them have been friends in the universe since they both joined in 2005. I had no idea, so this is quite special that these long-time friends are both being show-cased as players who contribute valuable time and information for the benefit of the community.

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

I was born in 2005 at Fort Troy on Calypso the same as many other orange suited noobies that got word of this new Real Cash Economy game being available for free. These days I see Calypso still as my planet of origin and where my roots are since I grew up there. Just so many hours I spent doing TP runs (no vehicles back then) and exploring the vast lands of Eudoria and Amethera, this will stay engraved in my memory forever.

I still have my first apartment in Omegaton. Bought a CND apartment when it was hip and hot. Later expanded with one in Bilton towers and Medusa teleporter (I'm quite the hoarder and like to decorate), and my own shop #11 on F.O.M.A.

Returning after my Big Sleep (I took an almost full 10 year break from 2012-2021 due to busy family life and career), I thoroughly explored the universe again, falling quite in love with the atmosphere and community I found on the beautiful planet Toulán. Recently I bought a medium sized Toulán apartment as my first home outside of Calypso, enjoying the free interplanetary transport that came with it.

Since the universe opened up, there are so many different exciting places to discover. I like to hop between planets to get a taste of all of it, but Toulán feels like my second home now.

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

Previously I had been a member of the "Miner's Mafia" society for a long time. I only left the soc because I was taking a very serious break from the game and didn't think it was fair or useful to keep me in the ranks.

My time in Miner's Mafia was just great. Together with another socmate who had good webdesign skills for that time, we made our own forum and website. We had a technically-advanced mining logging system on our site. Another socmate and Entropia friend wrote mob and mining info, locations and descriptions for hours for our online "Tourist Guide of Calypso." I ran the forum and handled our society shop in Omegaton Delta. Looking back now, the amount of effort we put into this was crazy. You only do that if you are very passionate about something, and we all were just that. Since I returned I am still a freelancer. I might join a soc again in the future, haven't decided on that for now.

Q: How did you hear about EU and what motivated you to give it a try?

I was intrigued by computers and the development of the internet in general. One day I came across an article that mentioned this interesting new game Project Entropia that worked with real money and you could also take it out, not to mention it was free to join too.



As many, I thought something in the lines of “I’ll be having fun playing a cool game and probably make some money out of it. Since I’m good at gaming I’m probably going to be a winner in this game too. Sign me up now!”

Suffice it to say, I soon learned how to deposit my Saturday night money, which was quite difficult back then as credit cards were not commonly used in my country.

My ideas of straightup making money changed to “I hope to get lucky one day” as I understood the workings of the game more with time. But I had the greatest fun sweating, hunting, exploring and talking to others that experienced the same. The community and the constant development, additions and changes to the game kept me wanting more.

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

Since the start, I focused on long blading. The main reason back then was that I wanted to skill in something others didn’t. Everyone was hunting with a rifle or pistol, only a few with the RepEdge 2x0. This would be my weapon of choice for many, many hours to come.

With the GameBryo / CryEngine change I remade my character to look like a big bulky guy that could actually carry a broadsword too.

Mining was always more profitable for me, but not as exciting as hunting. Crafting is something I used to see as just too expensive to pick up, but since my return I’m tipping my toes in it.

Previously running our society shop and now my own shop #11 on F.O.M.A. is another activity that eats quite some game hours.

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

The real cash economy, the unique player base that comes with it, the complexity and dynamics of all the systems and the difficulty of the game. Also the addition of new systems through the years makes it never boring for me.

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

Using EU purely as a financial trading tool would be something I just find too boring, even if it would be profitable. I do think it’s interesting that people do this though, just no aspect I would pursue. A lot of systems could be made more interesting by MA, there is enough room for improvement.

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

The most heartwarming thing was when I returned after my long break to find many friends still here welcoming me as their long lost pal, it made me feel so welcome. My thoughts about this great community haven’t been wrong and really makes up a big reason as to why I like this game so much. Other than that, in 2008 I had a totally unexpected 30k mining ATH, which I partially cashed out of EU to buy myself a nice gaming pc! You have to understand how crazy this was. You play a game, yes you deposit every once in a while, but amounts that you would spend going out too, nothing crazy. You get lucky and can actually cash out and buy this gaming pc you could never dream of owning as the poor student you are. I know sheer luck was a big factor here, but man how I loved EU.

Nowadays I like to set goals for myself to reach, and start missions to finish. It feels really rewarding to cross them off the list!

Q: What draws you to Toulan or DSEC-9, and what have your experiences been like?

I don't know exactly what the magic of Toulan is that draws me so much. Toulan's design is mostly very nicely done. Lots of detail, you can feel that someone is putting love in their work designing it. The Arabic theme is something really different than other planets too. I like the mob and terrain designs, the only "complaint" would be that there should be more of it: Toulan is not the biggest planet (yet?).

DSEC-9 I see as a place with very much potential. The storyline is tying it nicely to Toulan. The last VU had some improvements to its visuals and I can't wait for the new part to be revealed. I love hunting the OTIS bots there, who teach me about patience so well every time I need a certain item to drop of them.

Apart from that I like that the Virtualsense Team takes the playerbase seriously; asks for and acts on feedback and likes to keep close ties with its community.

Q: What are your main activities on Toulan or our other locations?

Besides completing Codex, finishing the crossover and Toulan Citizenship missions are my main priorities on Toulan and DSEC-9 for now. I want that Silver Crown of Sahar and hope to be a Lotus Guardian soon. The DSEC armor upgrade is something I'm looking into, as is getting myself a set of CUHOF (L) Armor, but of course, also getting one of the Nawa Flying Carpets. And last but not least, trying to loot a Lost Page (Incantations of course) so I can become a Toulan shop owner!

Q: What is your relationship with the community?

While my active playtime is limited, I am often able to lurk around half AFK and do some slow chat on the Toulan chat channel while hanging around at Guardian Village. While I am an older player, I did take a long break and I'm still quite new to Toulan so I'm learning a lot reading the chat myself. Where I can, I try to help out with knowledge I do have, or by helping out killing some boss mob when requested. Events are always fun moments to spontaneously meet other Toulanians. The forum is a good information source that is usually open on my second screen.

Q: What are your future plans, and specifically as it relates to Toulan, or our other locations?

I talked a bit about my goals before, but I really would love to own a shop on Toulan and figure out how I can support the inhabitants best with my services so we all have some profit from that.

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

Enjoy your stay! It is a great universe with many possibilities and opportunities. Remember to play this game for fun, challenge yourself and don't blame the system.

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

On a personal note, a shout out to my old friend and Toulan resident Sherwood Flu Fortuna for pointing me in the right direction after my return to this game, that guy is golden!



In the far depths of the desert the wind whipped through the trees disturbing the ancient sands creating eddies and swirls that almost began to take shape in the air. A nearby Dahhar shifted restlessly as if sensing a build-up of arcane power as the wind began to pick up speed. Grains of sand began to lift from the ground in greater frequency and buffet the barren surroundings until a great dark mass had formed in the air. A swirling dark dust devil grew in the center of the sandstorm, growing in strength to the height of a tall Safian, and once formed, the surrounding gale dropped instantly, showering everything in sand. Only the whirling dust devil remained just above the surface of the desert.

As if alive it slowly began to track East towards the distant Burj-Al-Hawa Tower in a straight path ignoring the undulations of the desert, crushing trees that were obstructing the menacing whirlwind. Dahhar and Bahri scattered in panic as the powerful dust devil stormed through their lands towards the inner sea. The swirling demon reached the water's edge and seemed to quail in terror as if not expecting its presence, stopping and buffeting against the shore. It paused for a moment before turning to the North, following the coastline, constantly questing for a path towards the East. Climbing the terraced sides of the Citadel the thing edged around the watery ponds towards the archway at the Dam, seemingly shrinking in size and power as it slowly moved to the top of the Dam.

If a dust devil could appear to creep, it was so now. The presence of water to either side seeming to cause it to panic and tremble every inch of the way over the Dam. Relentlessly it edged its way forward like a creeping force of nature until it burst forth from the end of the Dam, and then with a great roaring grew in size as it picked up speed and turned again towards its destination. Not the Tower after all but the Village of Guardians that once lay in the shadow of the Tower.

Crashing through the wooden palisade as if it were made of matchsticks the dust devil stormed towards the center of the village finally stopping and shrinking as the wind dropped and the whirlwind coalesced into the form of an old Safian man, ancient beyond reckoning, wizened, holding himself up with a great staff and wearing royal robes covered in arcane writings.

"Behold Toulan and hear my words, for I am a messenger and bring forth the future from the long distant past!"

The crowd reeled back at the thunderclap and yet at the sound of the old man speaking they became calm as if mesmerized by the tone and lilt of his ancient voice. Though seemingly weak and thin like that of a venerable one, the voice was clear as crystal almost as if the sound was inside their heads.

"600 years hence the heroes of Al-Nahar stood firm repelling the evil ones while the rest of Toulán burned! Little now remains of that glorious time yet the culprits were never truly punished for their crime."

The crowd became animated nodding their heads in agreement, making signs of protection against evil at the merest mention of the feared Narians.

"Yet once more Toulán is threatened and endures the monthly invasions by those who would steal and destroy."

Murmurs of agreement passed through the audience.

"Brave defenders hold them back inspired by The Reluctant Queen who has returned to restore the Book of Life."

A single nervous cheer erupted from the back of the throng, quickly hushed by those around.

"So now the way is clear and the return to Elara has become real. Does this mean the old ways shall be relived once more?"

The crowd leaned forward as one hanging on every word of the old preacher.

"I think not!" The preacher spat.

The crowd gasped at that.

"Elara is ruled by the insane non-being, the lands are desolate and forbidden, ruin is all that awaits those who travel there."

The old man paused pulling the crowd more under his power.

"Elara is lost I tell you, doomed to be controlled by others more powerful! Queen Nara deceives you all I say! She cannot protect you indefinitely, a greater power shall usurp all!"

The old man swayed hypnotically as he spoke weaving his magic, enchanting all before him.

"Unless a hero came forth perhaps? Who on Toulán shall save the day?"

With a great show, the old sage made as though he was listening for an answer from the villagers.

"None come forth? No hero lives in this land? Can this be true?" The old man cackled evilly, waving his staff and sweeping it to point at the throng in front of him making them shrink back instinctively.

"Come now, is the Empress not here who quietly subdues all before her? Or the Raindrop perhaps? Will the Little Star not step forth? Nor the colorful keeper of Toulán's history Eleni? I would expect the Lord of the CUHOF Hally Baba, the maker of carpets to be the first in line. Is no hero here at all?"

This was issued more as a taunting challenge as the old man seemed to grow in stature almost threatening the crowd with his words.

He had them totally in his power now bending them all to his mysterious will. Thunder peeled overhead and arcane energy began to fill the air reeking of ozone and dead things.

"Perhaps I shall bring forth a true champion from the depths to conquer all and rule this land!"

The old man began to weave his spell with green tendrils of energy spreading out from him, drawing on the life force from the land and the people, power building all around him. An unearthly chant began to permeate the air, as if from another dimension, as if the barriers between worlds were becoming thinner and thinner.

"IMPOSTER!"

The shout came from behind the crowd and all turned as one to see the regal countenance of Queen Nara, her glorious golden robes shining so bright it was painful to behold her presence.

"You are no Safian!" The Queen shouted angrily, causing the old prophet to flinch. The crackling green power that had begun to build around him shattered with a thunderous peel and the old man once more appeared wizened and weak.

Queen Nara raised her hand and pointed directly at the prophet *"Reveal your true self Imposter!"* as a burst of rainbow light burst forth from her finger engulfing the man in a blinding flash that caused the whole crowd to cover their eyes and turn away.

As the blast of light dissipated, what stood before the village was no longer an old man but the black robed inhuman visage of a Cultist staggering blindly, wisps of smoke emanating from its robes.

"Your kind are not welcome on this world, nor our moon Elara, you shall leave now or pay the price." Queen Nara threatened the Cultist.

Turning its head towards the sound for its eyes were burned beyond use, the Cultist raised both hands and uttered an incantation in its strange incomprehensible language.

"Enough! Begone Abomination." The Queen again raised her hand, palm facing outward, and as she did, a black mass appeared in the air behind the blinded Cultist, forming like a tearing of fabric as it expanded, the air around began rushing into the hole pulling the Cultist towards it.

The Cultist was yanked off its feet into the clutches of the gaping black mass, but not before it spat out *"You will not prevail, our alliance will be unbreakable and DECCA shall bring forth the old one."* but then it was gone and the black void slammed shut.

The stunned crowd turned toward their Queen in awe, then after a moment of silence raised a cheer for their savior and monarch. Queen Nara walked forth, took up the place where the fake prophet had stood and addressed her subjects.

"Fear not brave Citizens of Toulán, this land is safe and we shall endure until all that was ours is finally returned."

Peace had returned to Toulán once more, but for how long?....



Deep down, I am a treasure hunter. I seek out the unknown and unfound. It doesn't always need to be the great find, or the biggest secret. Just the thrill of the hunt and then stumbling upon the lost. Being dragged into the abyss by K'Tan and having found my way out was one of my most harrowing experiences.

The unknown can paralyze you at times, and once the darkness is revealed, it resonates at a different level of understanding of the reasons why we do what we do.

I love reflecting, and then seeing where I am and how I got here. In all of my despising of K'Tan for who he is and what he represents, I still owe him a small debt of gratitude for revealing my personal truths to some degree. My point being is that even though we face a great enemy, sometimes that which unfolds during an unexpected journey can bring us back to a humble beginning, and then the pieces start to line up to reveal what needed to be done.

The dreams began, to my dismay, when I was captured by K'Tan and his followers. His desire to bring to my awareness who I was and where I had been had caught me by surprise. What happened to me along the way was my own doing and my own desire to change my personal destiny, but he knew more about what and who I was and how it would unfold than I realized.

I was trying to protect Monria and all its secrets. I believed that if I forgot, no one could force me to divulge what I no longer knew. K'Tan understood that and started to push through my barriers, as he needed to bring out what was hidden. The elixir, derived from Maladrite and other ingredients was the key. I had forgotten what it could do and how important it was to the lives of so many.

In my state of confusion, I was being manipulated into remembering. Mixing my blood with the elixir, the fusion reminded me of the generations that came before and were locked in my DNA. Once the two were combined, it was out of my control to stop what was going to happen.

Unlocking my own potential, unlocking my past, unlocking myself, the elixir was awakening in many ways, creating the final release and reveal and putting the largest smile on the lips of K'Tan. Through that bony and disfigured living corpse of a man I saw what appeared to reveal the rekindling of a touch of humanity that was buried long ago. It was only for a fleeting moment, but there it was on his face, through his smile, between all of his rotting teeth and decay; HUMANITY.

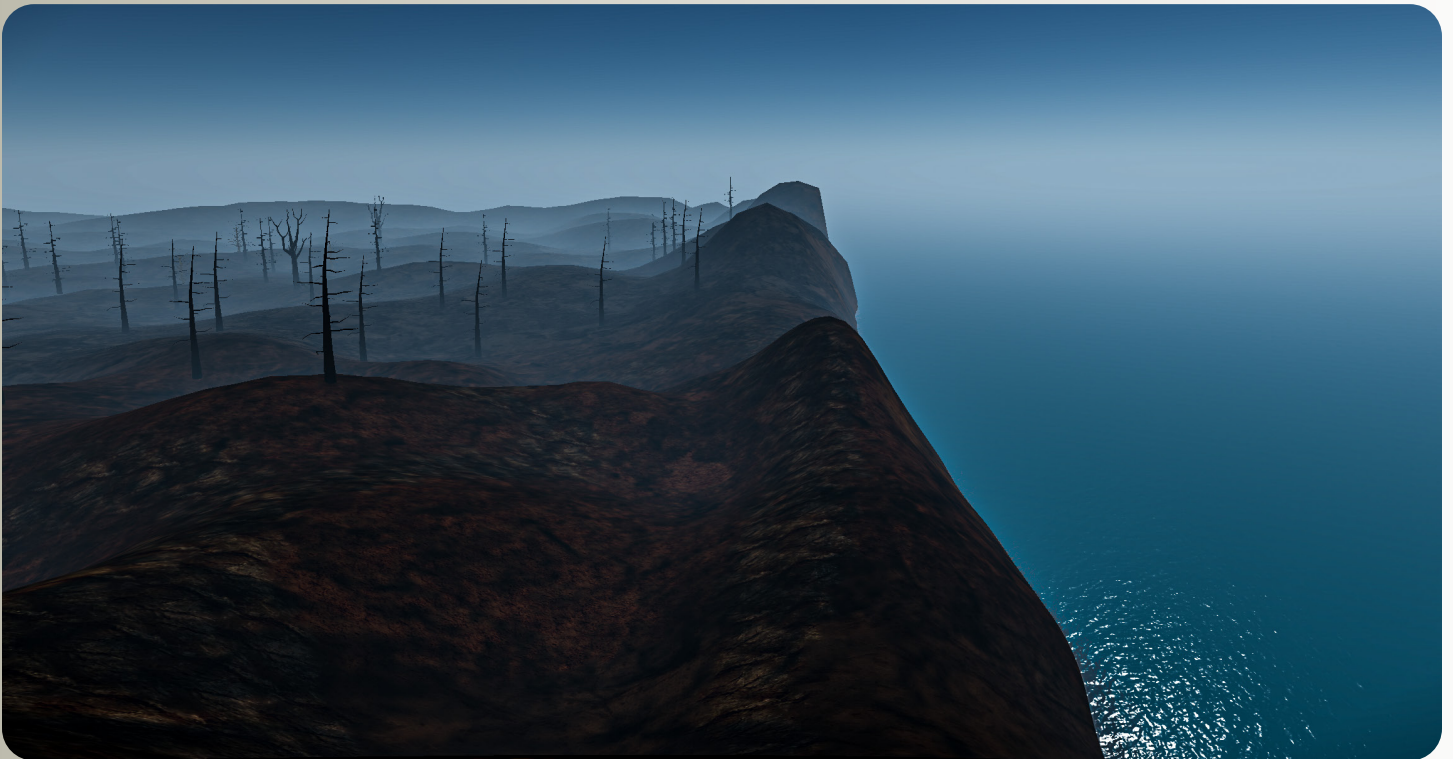
The reason I bring this up takes us back to the beginning with talks of being a treasure hunter. Monria has a way of bringing us to where we need to be when we need to be there. What was hidden is now found like a treasure hunt. It seems to defy the laws of physics, but that's because we don't always have the clearest of understanding. The fault lies with us for not understanding. That, however, does not change the events that are unfolding.

Just because we don't know, doesn't mean it won't happen. Do not be so naïve to think in this manner. It is what it is and will be what it will be regardless of what we want or do. We either make choices or those choices will be made for us. Do not forget this. Inter-dimensional transfer exists even if we don't understand how. When we are in the experience, it doesn't change that fact. Linear speed and time exist in a very different way. Thinking in a linear pattern makes no sense in 4 or 5 dimensions.

Travel takes place in a different manner, and space acts differently, thus the lack of understanding of the physics. However, it still works, we just don't see it the same way. Moving through the speed of thought is much different than plain linear movement and thus not perceived at the same mental understanding.

That being said, what was once hidden is now being revealed. Places on Monria will be revealed when the time is right or needed. That seems to be my point as a result of my experiences.

Past events leading to present finds can only be explained by Monria revealing itself. I close my eyes to see what is behind them. In my blindness, there is light, there is understanding, there is...



...the unknown that can cause us all to pause and think of what might be out there. My senses tell me that there is an impending darkness we have yet to experience. I don't think for one minute that the Cultists led by Decca have retreated in any way. Quite the opposite, and I am inclined to think that dangers that we face will have an effect across dimensions. We must be prepared.



DME'S MESSAGE TO THE COMMUNITY

If there's one thing I know for certain, it's that change is inevitable. Nothing remains inert, everything at some level experiences motion. We just don't always see it, and that's where we can run into a problem. There is a subtleness, even in the wind at times that can be deceiving.

All three of our locations are on heightened alert given what we've learned so far about what is going on at DSEC-9 in the final map section. DEC is doing his best to capture drone footage from his new DEC-CAM 9 with hope that more will be revealed over time. The current prospects look dire.

So far, what stands out to me the most is the elevated platform with the strange symbols, because these are eerily similar to those found at the Broodham Church when Sgt Trevor Wingard was investigating the death of Johnston Murphy.

Symbolism is often used to identify a cult, and as we know, Decca and her *Cult of Shut'thend* are not quiet about their association with *Cthulhu*. This is why the latest discovery is alarming to me. Let's not forget that the *Necronomicon* is accessible to Yog-Sothoth, as well as Decca, and they will do anything to be able to make use of its dark magic spells.



While they might be able to use incantations and create some chaos, the one saving grace is that they won't be able to gather the eligible Priests for the incantation to awaken *Cthulhu* because there's one crucial element they have not been able to secure ... Pinthas. He is *Cthulhu*'s twin brother and actually the one who put him in his death-like sleep in the *City of R'lyeh*. Now, let us not be naive to think that Decca isn't cunning enough to find a workaround, but I shutter to think of this.

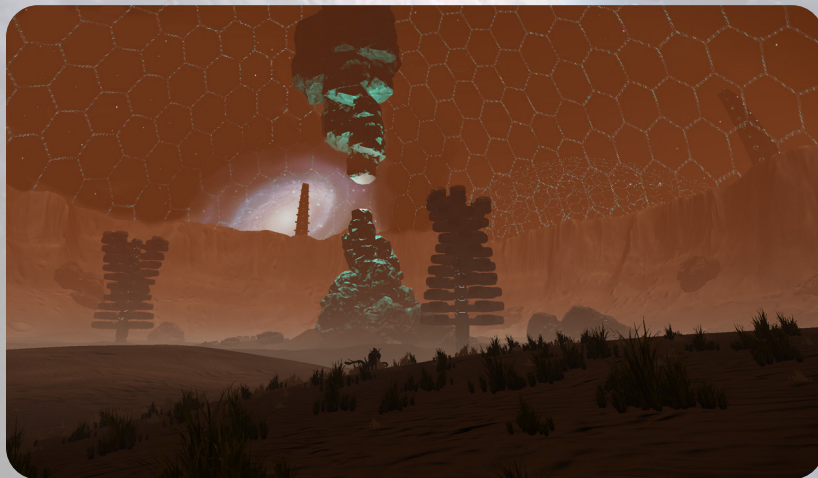
Let's get serious. The unknown creates a level of fear, and we all know that fear can paralyze us at times to the point of being immobile. In this case, the level of subtle motion that I was speaking of would probably be your pulse and palpitating heart. If you should see any of the following symbols, the best course of action would be to do your best to leave the area as quickly as possible. However, it may already be too late at that point ... *just sayin'* ... Decca is relentless.





PLANET TOULAN

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.



MONRIA

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



DSEC-9

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