

Virtualsense Quarterly - March 2021

MONRIA

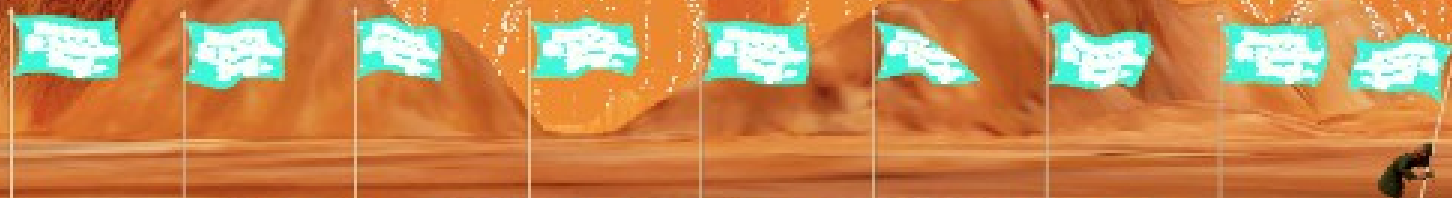
Monria Celebrates its 6th St Patrick's Day Event

Player Profiles - Roslon Kas Farstar,
Kirk Kinkie Hotwood, Eleni Von Estlla,
Chukano Wrench Crowbar

Toulan Development

The Hunt ... by Heidi Stassinopolis
Tribute to St Patrick - Pinthas Schmenke Dorian

... and more



We totally kicked ass this year!!



Yes we DID

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The Hunt ... by Heidi Stassinopolis

Tribute to St Patrick's Day

... by Pinthas Schmenke Dorian

Happy St Patrick's Day

... from Monria's Leprechauns

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MARCH ISSUE 2021

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The past year has been a whirlwind, and after adding Toulan to our virtual family in [August 2020](#), it's been intense, but in a good way. We have more creative freedom and control over development, which means that we can entertain possibilities, and why we keep telling you to post your [Suggestions/Feedback](#) at the forum for both Monria and Toulan. We really *do* pay attention to that.

This March issue of our Virtualsense Quarterly of course is focused on our annual [St Patrick's Day Event](#), which is always littered with total chaos, but also full of fun. The magazine is being published a few days late due to real life time demands and other assorted challenges, but nonetheless was fun to produce.

With regard to the actual two day event, we managed to gain some special powers to unleash some hell at DSEC Forensics before the parade. A few *hours* of hell to be exact, and it was painful. Oh, not for us, but for those who were participating in the event. Even the regular crafters were warned they were in dangerous territory and might want to move ... or not ... but nonetheless, total chaos was on the menu for the weekend, so I think everyone was expecting us to bring the pain. I think we have some masochists in our community.

Every magazine issue presents player profiles, and there are again four in this issue. This month's selection is quite diverse, but they all have something in common, they contribute in some way to the community that benefits both individuals and the economy. These are dedicated individuals who are making a difference.

When we introduced our Toulan Monthly Weekend-Long Event, I also mentioned that this new event system was designed with some flexibility. The first flexible variant was introduced with the March monthly event. An additional hour or so of Boss Mobs and Mohajem Mobs were thrown into the mix. It was a welcome addition.

Unfortunately, the Monria expansion release had to be delayed, and there's no specific date at the moment for when it will be implemented, but we did have a Toulan release. We introduced a new crafting daily mission that after the initial stages were completed, it unlocked the daily and gives .70 PED Machinery skills. Jelly became the word of the day, and you can only get it from the Mokhat Juvenile Youngs outside the East Gate of Guardian Village. It's a resource we wanted our new players to have access to so they can get a bit of MU for the product to help extend their game play.

In a couple of issues of the magazine, Heidi Stassinopolis contributed game-related stories that kept not only our interest, but also wanting more. Heidi once again submitted a new story called The Hunt and I won't spoil what it's about, but I can tell you that the sequel is already planned for June's issue.

Something that was missing from the last issue or two was "There's Always Time For Fun" segment. Finding a few photos that absolutely cry out for a caption is one of my favorite things to do, and I often find myself in situations where a photo op presents itself. I had a bit of fun with some of them this time.

Pinthas is another community member who likes contributing an article to our magazine issues, and while he's extremely busy in real life, he always takes the time to submit something. This time, it's a tribute to St Patrick and St Patrick's Day. It's an interesting read, and you might learn a thing or two.

And last but not least, our Monria Leprechauns wished everyone a Happy St Patrick's Day.

We want to thank all who participated in our annual St Patrick's Day Event, and we look forward to more.

I also want to thank everyone for your patience and understanding with regard to my not-so-present self recently. It's been a trying time, but the community has been a wonderful source of support. I appreciate you.

DarkMoonEnigma
Virtualsense Media & Community Manager



There's something to be said about tradition, and as in the past five years, the agenda for the sixth annual [Monria St Patrick's Day Event](#) was pretty clear ... a Parade led by Anhithe, a Fashion Competition, a Best in Show Pet Competition, Hunting and Mining grand prizes with extras donated by the Sith Family for each (solo) hunting and mining category, and ... let's not forget all of the chaos thrown in for good measure... that too is a tradition and one, despite what it represents, I think everyone actually looks forward to.

This is a weekend-long event with specific activities that begin at 10:00 game time on Saturday morning at the DSEC Forensics location, which is considered a gathering hub to meet up with others, a popular crafting spot, and of course trading.

Before the Parade

It all started out calm, which is normal before the parade begins out the East end of Forensics. The Monria chat channel was very active, as usual, but then all hell broke loose and chaos ensued for hours before the parade was to start. It was a war zone between players and creatures, and in the end, despite all the death and destruction, it was the creatures who retreated, but there was something sinister about their departure.



It was non-stop slaughter. Calls were going out for more firepower. It was evident that the creatures were in a driven state of mind, but it stands to reason given what we learned recently.

Last year, the Cultists were successful in finding the Grimoire that was mentioned in the Journal that I found in a hidden compartment of the ancient file cabinet we uncovered in the then West Crater, now known as the DSEC Military Camp. They found the Grimoire in an unmarked grave in October 2019 during our Halloween event and immediately gave it to Decca, Leader of the *Cult of Shut'thend*.

The disturbing news at that point was, that Decca discovered cryptic clues within the Grimoire that had dark magic spells that could be used in incantations at a ritual with Cultist Priests to awaken Cthulhu, and once the clues were decoded, it led the Cultists directly to the Necronomicon ... *Book of the Dead*. We did our best to find it first, but came up short.

We had no idea what Decca's intention was with the Necronomicon, but it didn't take us long to uncover that she turned it over to none other than Yog-Sothoth. This was bad news because the dark magic spells are even worse, and as we learned from Gothgorath, my undercover resource gatherer inside of the evil-doing *Cult of Shut'thend*, Monria has a lot to be fearful of from the dark side of the Moon.

We've always known that the universe can be unpredictable in its boundaries, where one entity begins and another ends. Wisdom teaches us to never let it be said that intentions are not driven by need, nor need driven by relentless pursuit to achieve a goal. Dimensional realms exist, and serve a purpose that binds those unsuspecting of shifting sands, and draws upon common energy that unites civilizations with similar directional motives. It is this understanding that has us on alert, because the sands on Monria have definitely been shifting.

Yog-Sothoth, known as the Keeper of the Gate, breached an undiscovered portal at the top of the rock formation at DSEC Forensics in the past and gathered creature allies to cause chaos at one of our events. While he, Shub-Niggurath (his mate, and they being Cthulhu's grandparents) are relentless in their pursuit to take back control of Monria with the help of Decca and the Cultists, there is something more sinister going on in the background and we have yet to get a pulse on what it could be that we are facing.

There's no denying that there's an eerie feel in the air, and a thick tension that can't be shaken. There's something coming and we are blind right now, so we are lacking the advantage. I fear that to say that we must remain alert would be an understatement. It's clear that Decca and her accomplices are at work here, and she has even gone to great lengths to call in outside help.

Make no mistake, the Dunwich Horror and Big Bulk Bertha teamed up this year to cause even more chaos, but they also had help from other Monria creatures, including the Evil Leprechauns. It was apparent that Decca was pulling out all the stops and hell bent on winning the victory one way or another.



Ring of Fire and Flaming Death



Ring of Blinding Confusion and Potential Death



There was no easy escape once engaged, and many would experience multiple deaths, even while trying to teleport to another location, but the revive at Forensics was close. However, once Shub-Niggurath discovered that their hunters were back in the battle quite quickly, there was a shift in strategy.



Shub-Niggurath at the behest of Yog-Sothoth is trying to make a point about battles they start which are most definitely at the direction of Decca, but what Shub-Niggurath neglects to remember is that they have never won a victory yet ... yes, we got this.



Ok, so there was a lot of death, point taken, BUT ... community members and their friends and allies got back into the chaos with even greater determination to win yet another victory. When Monria was taken over by a new governing body 11/26/15, it was known then what was needed in order to build a stronger community. This process is ongoing and what keeps us ahead, even if it's only a step at a time.



Virtualsense Team | Kendra - DME - Anhithe

The Parade

It was now time for Ant to get everyone organized for the St Patrick's Day Parade March. I think more look forward to this part of the event because it's filled with tradition. Participants dress in their finest fashion as close to Irish-related as possible and join others to support the Irish spirit, even if they aren't Irish.

Pets from all over the universe joined their owners for a bit of fun on the parade path. There was waving of the new St Patrick's Day Flag that was one of the gifts this year, and wearing of the Shamrock Glasses that added a nice touch to the accessories.

Fireworks of many colors brought a festive touch to the march, and for once, I think that Ant remembered the parade path better than in past years. I think that marking the path with waypoints helped.



I think after 5 years experiencing this SPD Event, our participants know what to expect at the end of the parade march. Our 6th presentation was no different, and we brought the pain.

The parade used to end at the bridge near the hub of DSEC Forensics, and all hell would break loose there and on Massacre Hill, rightfully named, as it has ended up being the scene of brutal death.

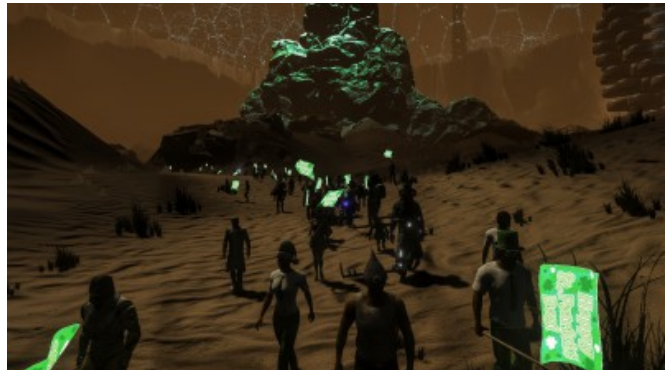
Now, the end of the parade path leads into what is known as the Den of Death, otherwise known as Yogs Burrow, a place for new players to sweat.

There is an invisible revive inside a tunnel way that leads out of the area in another direction. The revive makes it possible to return to action quickly.



Welcome to the Den of Death

More Parade & After Parade Photos





As you can see, the invisible revive location is not far from where all the action takes place, so it's a quick turnaround after death.

The Yogs Burrow (aka Den of Death) is a nice size area, and there are mobs spawning all the time, so it keeps everyone busy and engaged.

There's a variety of mobs to make it interesting ... from Big Bulk Gens to Big Bulk Bertha and other bots, along with Monria's boss mobs, including our Dunwich Horror and Evil Leprechauns.

However, I think it was the teaming of the Dunwich Horror and Big Bulk Bertha that commanded most of the attention. For some reason, this year, they were hell bent on causing the most chaos, both at DSEC Forensics and the Den of Death.

This year, there was more of the big mob levels spawning than any other year, and for many more hours ... I only see that escalating to more chaos.



Invisible Revive Close to Den of Death



Ring around the Big Bulk



Gimme that flag Avum, or else.



The Dunwich Horror is the largest mob that we have on Monria right now, but despite some saying his level isn't high enough, the variables with this beautiful fluorescent blue reflecting creature make it a challenge to take him down too quickly. His Ring of Fire AoE not only sets players on fire, but it can totally destroy any of the vehicles that are left out as a safety measure, and best not to do so.

During non-event activities, his normal spawning happens after so many mobs are killed across Monria, that number is only speculated, but unknown. He always spawns in the DSEC Mining Camp, and always in the same location in a pit out away from the TP and turret area. When he spawns, a banner alerting everyone is flashed across your screen, and the exact location will show in the System Tab.



Ever since I got my official avatar status on Feb 9th, I'm able to get up close to the mobs and in the mix of things without taking any damage. It's really a blessing because it allows me to get better photos and video footage for my media work, especially the quarterly magazines.

However, during the chaos event at the Den of Death after the parade while getting some decent photos and video footage, it took a hot minute to realize that some of the hunters standing behind me were using me as a blocking shield to keep the mobs from getting to them, LOL ... I forgot who actually said this in chat, but as soon as it was mentioned I turned around to see what was going on and moved out of the way. I was still able to get some decent screenshots though, so there's that.



The weekend chaos was far from over. On day two of the event, there was more chaos at DSEC Forensics before the Best in Show Pet Competition, but there was also total chaos at the abandoned mine out next to the Monria Hub. This is no surprise either, because Monria boss mobs and other high level mobs come out to play as well, like Dunwich.



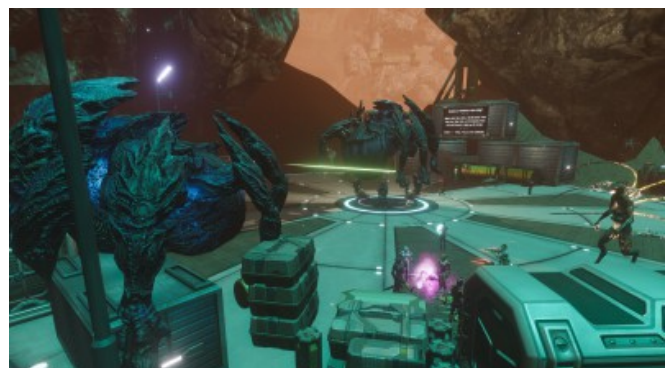
Thanks for the hug Dunny



Burn, burn, burn, in a burning Ring of Fire



You're going down Crusher



Shub-Niggurath running to join the Party

The downside to the abandoned mine chaos is that there isn't a revive close by for a quick return after death. The activity also takes place on multi-level cliffs which makes it a bit difficult in places to land a spacecraft. We might reconsider this portion of the chaos activities and come up with something else for next year, but you can rest assured that whatever we decide on, it will keep you fully engaged and then some.



Yogs in waiting for their prey to arrive.



At one point, there were 4 Dunwich ready to rumble.



I almost didn't recognize Soul without his Mankini.



Dunwich continued to show who was Boss.



ShadowDragonV took on an entire group of Cultists.



Keeping Greenday's Quad repaired was a challenge.

Pictures tell a story of their own, but there always seems to be a bit of a mystery behind what led up to them, and there is sometimes a question or two that could be asked ... like, what were they thinking?

At the end of the day, I believe there are those who welcome the chaos and the challenges it brings. With all chaos mobs being shared loot, it means that any level player can join in for the fun, even though the payout won't be the same for everyone, but then it shouldn't be expected either. The variables in our universe make everyone's experiences unique, especially based on personal play style.

Fashion & Pet Competitions



The Irish-related fashion competition on Saturday, and the Best in Show Pet Competition on Sunday during this event bring some of the most memorable moments ... for complete details, see the [SPD Event](#) thread at the forum.





Roslyn Kaz Farstar



Kaz created her avatar in 2013 on Arkadia. However, she says "These days, I'm a bit of a nomad, but Toulon always gives me that feeling of returning home whenever I land on the planet." She states she started playing Entropia Universe to help out Greenleaf Mining Company, but mining wasn't particularly exciting to her. When she noticed clothes and their endless texturing and coloring possibilities, she was hooked.

When asked whether she leans toward any one profession, her response was direct and specific. "My main activity in the game is running my shop on Calypso, Farstar Fashion at the Port Atlantis Mall, Floor 1, and spend most of my time designing items, as well as gather resources to craft, texture and color them. Toulon has added many fun new items to keep me busy." It should be noted that Kaz has 121 Toulon discoveries total, 55 of them were furniture including both the BPs and the items.

I asked several leading questions to get more of a feel for her general EU experiences.

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

A: I love discovering new items and finding new combinations of texture and paint to create cool new outfits and decorations. My latest discoveries is the furniture that came out in Toulon's December update. They have turned my shop and apartment into cozy, luxurious spaces. I had so much fun decorating, and I absolutely love the ambience it creates.

I also like exploring the world of Entropia. I remember roaming the Toulon wilderness in 2014 when it first launched. I had a great time discovering all the interesting things about Toulon and its terrain. The weather effects were amazing - I especially loved how it would snow at Nahar City, and rain at the Narian Temple.

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

A: It's a toss-up between the long hours flying through space and collecting hard-to-find materials for crafting.

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

A: Trying to keep myself light enough to run and not overflow my storage in the process, especially with crafting so many different items and textures. Keeping things organized and in their proper places is very challenging.

Collecting rare materials can also be tough. For example, when Toulon introduced their first clothing line and the player base was still quite small, there weren't enough Thawr hides to go around. I had to recruit players from Greenleaf Mining Company from Arkadia to come hunt Thawrs.

Fun, but it took a lot of time and organization. I also had to mine my own resources, which was harder back then because Jeefs were very territorial (still are), and we couldn't spawn vehicles for a quick getaway. Now I trade with established miners and hunters for materials, but some resources still take a lot of searching to get enough for a few clicks.

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

A: The most rewarding experience has been watching my business, Farstar Fashion, grow. After discovering the first Toulán clothing seven years ago, I had the opportunity to purchase my first shop, and it's been fun watching it grow ever since. Decorating with the new Toulán furniture has been like icing on the cake, and it's really rewarding to have people come through and visit, and tell me how much they enjoy the interior design and the clothes, decorations and furniture.

Q: Can you share what draws you to Toulán as part of your game play, and what your experiences are like?

A: I'm drawn to Toulán every time there's something new to discover. I love the sense of community and the whole Arabian theme, as well as the details the developers put into the planet.

Q: What are your main activities on Toulán?

A: My main activity on Toulán right now is crafting, but I would love to some day own a shop there as well.

Q: What is your relationship with the Toulán Community?

A: The community is great. It's nice to be able to help each other out. Many of the residents have helped me when I was looking for rare materials, or needed to borrow a blueprint for crafting something new. I always carry my texturizer with me so I'm ready when I come across someone who needs a texturing job done. ;-)

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

A: My plan is to continue crafting all the fun new Toulán items, always ready to discover the next new thing. The prospect of looting one of the shops or apartments adds a little thrill to the grinding, and I'm ready to decorate if that happens. I'm sure I'm not the only one who has this on their wish list!

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

A: Don't think you need to be an uber to get a lot out of the game. When I came and discovered a lot of the new furniture on Toulán, I was only a low level furniture crafter. Same thing years earlier when I first came to Toulán to craft clothes, but if you're at the right place at the right time, you can take advantage of many of the opportunities that come along, progress in skills, and hopefully have a lot of fun in the process.

Q: Any additional comments that you would like to add?

A: Littlefoot, my seven-year-old TabTab says "Hello and Happy Hoffing."

Kaz has spent a great deal of time fine-tuning her skills and the results are amazing. Following is just a small offering of what she done in the way of crafting items, texturizing and coloring.



Port Atlantis Mall - Floor 1



Inside Shop

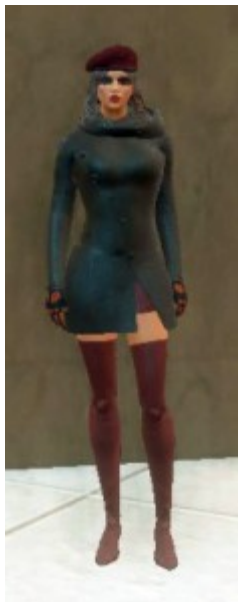


Kaz showcases some of the carpets from Toulan.

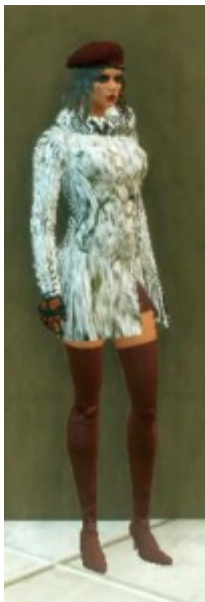


Yet another beautifully decorated bed ensemble.

Besides the amazing furniture designs that Kaz creates, she also applies textures to clothing. We released a lot of Toulán textures, and you can see several of them in the [Virtualsense Quarterly - December 2020](#). There are also several examples of the Toulán furniture.



Kurta Coat Dark



Kurta Coat Light



Shaman Dress



Shaman Dress



The texture on the shirt to the left is LuLu and is created by using LuLu Pearls from mining. It amazes me that you can get such an intricate design from using a mining resource.

The texture on the right and below are two of the Toulán textures that Kaz discovered the 1st and 2nd day of the Toulán Dec 1st VU release.

One of the things we've done is add the name of the player who discovers items in the game, along with the date as a permanent marker for who discovered what from our development.



Kirk Kinkie Hotwood

I've known Kinkie for quite a while now, and even when you think you know a person, these player profiles always reveal something new. Like his avatar name. He calls it a *handle* and had used it in a few MMOs at the time he picked his avatar name for Entropia Universe. He had met the same people across different games who recognized the handle, so it just stuck.

Kinkie entered the universe in April 2010 and moved around quite a bit. He was mining on Arkadia for a long time with Neil Stockton, and hunting werewolves and wolves on Rocktropia with society hunts.



Kinkie says he is pleased to say that he is a member of The Knights of Entropia. He was recruited by Strike back in April 2015. He shared that it felt a little like dead mans boots, but when Strike had stopped playing, he took the time to put in a recommendation for Kinkie as his replacement as Colonel. He said this was about a year after joining TKoE.

The TKoE history is interesting and dates back to Nov 2006 when it was first called The Knights of Calypso and founded by Thaddeuss Scotsman.

There was only one planet at the time and that was Calypso.

Kinkie shared that after more planets were added to the universe, the society was reformed in August 2012 to become The Knights of Entropia. Xander Zan Catman was the society leader when he joined. A great guy and such a good laugh. Eric Shade Avenged is the current General and Kinkie says that the two of them have been friends for a long time now.



Kinkie also shared that The Knights of Entropia made their society home on Monria where they have a shop at the Monria Hub (3rd Floor, Shop #3). TKoE also managed the Yamato Space Travel Program from January 2016 until March 2020 and provided pilot and crew support. Kinkie says that the society is spaced out across different planets but come together on Monria for events and is reminded of some past St Patrick's Day event shenanigans with Lami, Leon and Gunner.

I always ask players I profile some of the same basic questions because they relate to their involvement in Entropia Universe. EU is a very complex game with quite a lengthy learning curve, and variables that present options regarding style of play. It's not something one jumps right into without taking the time and effort to learn some things in order to make good choices, but the community is always available to help too.

Following are some questions that Kinkie responded to:

Q: When asked how he heard about PE/EU he gave the following response.

A: I'm not entirely sure how I heard about it, that was nearly 11 years ago. I was likely looking for something with a bit more twist to it than the run of the MMORPGs I had been playing which started to feel a bit samey. Also losing interest in the game before finding it again and learning how many on my friends list still played was a motivating factor, along with my Mentor, Ridge Batty. We still talk almost daily.

Q: When asked if he chose any particular profession to focus on he gave the following response.

A: Initially, I had access to a very good healing tool, and built up a clientele as a healer, but time constraints in real life meant I needed something I could pick up and drop when needed, so I switched to ore mining.

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

A: That's easy, it's the people I've met, and the ones I've become friends with. It's easy to relax and catch up with people in game when I have some downtime. You meet some right characters, and I recently picked up a little Turkish from people I talk to. It's surprising what you find yourself getting into.

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

A: I'm actually struggling with this question. I could say solo sweating, but when or if I go sweating, it's part of a swunt group or organized event which makes it more social. I've also never been one for AFK crafting.

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

A: Piloting the Yamato was both lots of fun having such an expensive vehicle in your hands, and at the same time, challenging because you're watching chat, where you are going and keeping to a schedule. Luckily, the Flight Manager and Monria Fleet Manager were there to help. Sometimes it was like herding cats. More of a niggle than a challenge, but if you plan to leave the game for a long time, make sure you tell others. Maybe some can relate if they've had soc members disappear when they have a lot invested in the game.

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

A: Team play, making connections, piloting the Yamato. We had a good laugh, often with a beer while in the pilot's seat. And dare I say it, there was a thrill when we unexpectedly got warp mined and had to repair the ship quickly to keep on schedule. Getting new players down to planets was always a laugh or two when Lami headed it up. And of course, real life responsibilities and timing meant I eventually stepped down in the end because I couldn't guarantee to be around with the new schedule times.

Q: Share what draws you to Toulan as part of your game play and what your experiences have been like.

A: Toulan's been revitalized. There's opportunity to discover new things, and it's much easier to get around now. I remember when vehicles weren't accessible. I had a Sahra MK4 blueprint that needed crafting held in storage, which was a nice surprise. The A102 fits them perfectly. Some of the Monria locals have moved to Toulan and it gives it a sense of community.

Q: What are your main activities on Toulan?

A: I team up with Avum AL AL and Sophia Angel Heart. We provide a service buying loot and transporting it. I often get resources shipped in that people ask for. An example would be Wool. There seems to be a shortage on Toulan. Towards the end of the evening, I'd hunt TabTabs or Mokhats, a couple of the daily missions.

Q: How do you see your relationship with the Toulan community?

A: I would say service provider, and like a bar friend you have a chat with and share some knowledge. I'm often giving gameplay tips, I can shift some loot if that's useful to you, or provide a selection of pistols and rifles. I've never felt the urge to go into mentoring, but will happily chat and pass on advice to others. I also have a page on the Virtualsense forum ([Entry Level Weapons for Sweat](#)) where I trade low level weapons for sweat. You can find me mostly hanging out at Guardian Village. I noticed newer players sometimes need only a small amount of oil to keep their cars going, or Nutrio Bars for their pets, so I added those to the program too. It feels like it's been well received by many.

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

A: I actually had it in mind to come to Toulan for some quiet time, and I read a few comments in chat saying a trader would be useful here, and some of my friends moved to Toulan too. I wanted some quiet time, as I have been working on a mini games site with Javascript and Blender. I can still continue working with it while doing my thing in EU. It's actually a lot more active on Toulan than I first anticipated. Eventually, more of the apartments and shops will be found. Shops will be up and running, and I'll likely stop supplying weapons, but other than that, I'm not really one for planning too far ahead. I'll see where the wind takes me.

Q: What advice would you give a new player?

A: I imagine Entropia Universe could seem quite daunting, especially with the amount of info available on forums. Take your time, there's a LOT of missions and exploring to do for free, or with a small budget until you get a good grounding of the game and economics. Be sociable, you can learn a lot from others.

Eleni Von Estlla



It was early 2016 when I first met Eleni. She spent some time on Monria and I got to know her pretty well. Eleni is quite talented and very creative. Her Media content at the forum showcases her [Mask Making](#), and it's truly amazing.

Eleni created her Entropia Universe avatar the 25th of August 2015 on Arkadia. I asked Eleni the usual series of questions that I do for all player profiles and got more than I bargained for because she gives details that tell the full story, and I'm not one to cut someone short. I thoroughly enjoyed it.

Q: How did you hear about Entropia Universe, and what motivated you to join?

A: Oh, you will love this one. I ended up in EU by mistake really! I was actually past a major life change and we just got our first PC for games; I only played on consoles before. Looking at what was available to play, I saw this game called "Ark" (which in fact wasn't out yet!), where you seemed to build everything from scratch, and create a lot of stuff to survive. Somehow, I ended up on forums and read that Arkadia was the place to start (that's how clumsy I am!). I signed up, I had dinosaurs, and I was bare hands, that was it. Later, I realized, that wasn't the game, but got stuck on Entropia and actually still haven't tried Ark yet.

My experience on Arkadia was short lived though. While I met lovely people, I was also deceived pretty early as well. I wanted to leave, so I shared the cost of purchasing a spaceship with a friend to look at what was beyond.

On a trip for the night, we went to Cyrene. I didn't understand where to start, and still can't figure out how missions work, so onto the next. We traveled to Calypso and it took over an hour just to find the shopping center, was boring, but finally found the mall, and that was my first deposit, gone.

Then traveled to Monria. It was empty, I loved it. No one will annoy me here. I later bought an apartment there for 300 PED, but that was before the then Monria Team took over in November 2015. They started developing Monria and everything changed.

Next consideration was Rocktropia. No thank you, next! Toulan? Well, now that looked nice, but it was getting late already so back to Arkadia. The next day, I grabbed all of my stuff and asked my friend to fly me to Toulan again, and he could keep the ship. The rest I think you can say is history.

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

A: Okay, you may want to have a seat for this one. Arriving on Toulan, I somehow found the Narian Temple where you get free Nawa. While everyone wanted it for selling (sweet glow texture hype), I was only there to collect it to attempt to make guns.

Then the rig game happened. Share what you get, or Mr.X will kill you. Stubborn me answered and said do what you need to do. When Mr.X arrived, people complained to him, he shot them all and we had a laugh. He was using a big plasma gun, the 0x0, so I asked him about it and decided one day I would have one. I finally got one and have been using plasma guns exclusively since. Training was hard and very slow, but in the end, I now have more plasma skills than him (he unofficially mentored me by the way), and I have been an 0x0 owner for a while now.

I have also had a soft spot for swords, so I have been training hard on these too, and since I am happy with my plasma levels, I am going fully-on swords. I am a terrible miner and only started crafting, but I love finding shiny stones and making stuff with them, particularly clothes. And speaking of clothes, I have been making a lot of designs over the years. Mixing and matching clothes, thinking of what would go well together, and also asking skilled players to apply the textures and paint for me, but it never ended up into a business because I loved them all too much to part with them.

I also owned a shop on Arkadia for a bit which I wanted to turn into a beauty salon, but I mostly put friends' things for sale and really wasn't using it for myself, so I sold it all and bought the 0x0 gun. I experimented in mask making, and after the Monria St Patrick's Day event in 2016, I carried on and settled into an atelier on Calypso to try to perfect my skills, pushing the limits further for each new mask. Result was good and much welcome from everyone; maybe so much that it became work after work for me, and I didn't have time to play and enjoy the game anymore. So I stopped and came back to Toulon once again.



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

A: Well, that is a hard question. The diversity, maybe? You can literally do whatever you want. From killing players to creating clothes. Working on my weapons to make them better, skilling to get to the next level. There is a lot to do, and a lot to be done!

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

A: Well, certainly socializing because sometimes, just asking for a price from a trader ends up in a 30 minute boring talk where I just want to close the chat window. Some people can be very deceiving too, create drama and be very intrusive to the point where it brings problems home. So, even though there are wonderful people in Entropia that I love helping, the social side would be the low side for me.

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

A: Challenging? That would be understanding the game properly. Having had a terrible mentor, the silent type, I actually had a hard start. There was so little information, and so much misinformation and why it was very hard to understand the right from the wrong. So, fortunately I met some wonderful people who helped me with that; added to personal testing and research on forums, and brought me to where I am now, but that was a rocky road and cost me some expensive mistakes.

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

A: Most rewarding, as for a big "YES!" I think it's on little friendly (and drunk) PvP matches during Saturday parties on Calypso when everyone gets a bit hyper and ends up in the arena. I kind of found out that I was doing okay with my swords, and that I wasn't that little anymore. So that was a funny and rewarding moment telling me that my training paid off. And also, while I was creating masks, getting some "wows" when masks were finished was actually very rewarding.



In all the masks that Eleni has designed, I would have to say that the following is the most creative. Take a minute to really look at it from the left side, center face, and right side, it's brilliant.

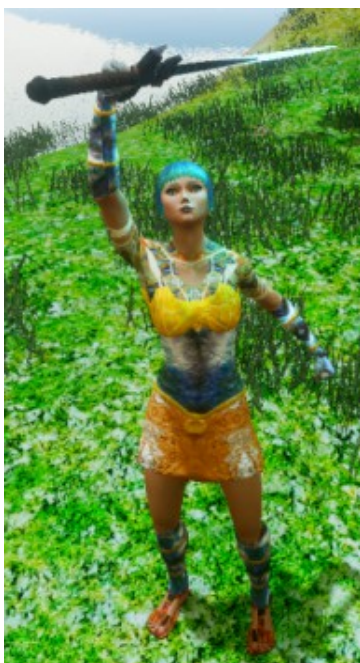


Q: Can you share what draws you to Toulán and what your experiences have been like?

A: Well, it's not that anything draws me to Toulán really, it's that I more likely play the game called "Planet Toulán" rather than Entropia Universe. What really caught my eye at first was the color palette. The choice of colors are brilliant, the scenery, the desolation as we progress through the landscapes makes it very sad, but so beautiful at the same time. You can imagine how life would have been if it wasn't a wasteland, and I think that's brilliant.

So my first experience upon landing was to try to kill a turtle (Sunjoq). That didn't go well, that's how young I was in the game. Then my first real grind was on Bahri. Loved the purple little guys, and at the end of it, I discovered my first statuette. What a surprise that was. Looking at that statuette I noticed this human head on the shoulder, and an odd human arm that got me to dig further into the Toulán lore. Seeing how beautiful those statuettes were, I then asked Miles about them and I decided to go for all the undiscovered ones, minus the ones Miles went for.

And that was my main work on Toulán. I collected hides along the way and decided I had to turn myself into a Toulán museum of curiosity. So I looked at what would be the best design to add the most textures to and came up with what I wear now. Still not finished, but I have a lot of textures in storage. I'm happy with how it came out, and it's also my everyday armor too.



Eleni shared that her current outfit with many textures includes LuLu, Nahar, Jeef Zajer, Aqeeq, Khaffash, Arabesque, Qaffaz, Sweet Glow and Thawr. She also says that it's all original and unpainted.

I can't wait to see what new "originals" she might design. We released many new textures on Toulán, so there are many possibilities.

Q: What are your main activities on Toulán?

A: Now that the Quwa challenges are gone because of Codex, that leaves me with other goals to look for. So I have been focusing on picking things up, chasing the lore, and details on the planet.

With the new content released, I sure have my hands full, so I am back at swording. I'll keep doing what I do best, gathering hides and designing my clothing. Also been mining, and everyone who knows me, knows I hate this, but looking at how things have been implemented, it now actually makes sense to do so.

However, I now have to work for it since no one is here to help me anymore. I am learning crafting, tailoring and skilling texturing and coloring slowly. I started mentoring too, because it finally makes a lot of sense for newcomers to stay here!

Eleni is the first [Toulán Volunteer Mentor](#), and she has a wonderful introduction thread at the forum and gives details about all of the experiences she has had that would make her a great Mentor choice. She has already had great feedback from those who have chosen her so far, and I suspect this will continue to be a benefit to many. Since we implemented the Toulán Born Program with the Dec 1st release, the Toulán Born population has increased quite a bit, so hopefully we'll see more sign up to be a Toulán Volunteer Mentor.

Q: What is your relationship with the Toulán community?

A: Okay, so the "community" is pretty new on Toulán. We have switched from a handful of residents to a fully populated planet.

Me, to the community, I wouldn't give myself a "title" or anything. I'm just here, and if I have the answer to a question, well, I'll help. So far, it has been going pretty well actually. It has been extremely rewarding seeing all of my work put to good use. When I see people sharing the [Damage Types for Toulán Creatures](#), it leaves me speechless, because people barely noticed it when I released those in October 2016.

All this work that we have done on Toulán for the past years is finally being put to good use, and this has no price. Being able to point people in the right direction, or give right answers, just feels good. I think people are being wonderful the way they share and care about others. There are always grumpy feet, but in a general way, and people are just amazing! Oh, and we are finally able to help Toulán new players and lead them to viable activities!! This is new and I love it. The [Toulán Born Program](#) introduced Dec 1st is a big help too.

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

A: So, believe it or not, I don't know myself. I had a very long-term plan, which I only told two people, so I won't tell you, but if it happens, it will be big! Estates? Hmm, I live in my mob spawns. I mean, I could use one for the future, but I'm not chasing it, and it's too rich for my blood. I think I'll just go as the days come, look at what I could use, see if I can afford it, and off I go!

On a longer term plan, I would like to reach level 100 in swords and tier my sword to tier 10. I am working on a much higher HP too in order to survive longer and be armor-free (I hate wearing ugly armors). What I would really love is to loot and deserve a Toulán unlimited item, either a gun or sword that I can love and keep with me forever as a testament; a beautiful sword with big damage would be best.

Other than that, all I've really wanted for so long was to see the planet fixed. We have gotten much more than that and I am literally over the moon. I now have my hands full, so I haven't thought about what's next.

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

A: Get a Mentor, and a good one. Reading misinformation or listening to the wrong players can just lead you to expensive mistakes, rather than doing it by yourself in the first place. Get help, ask questions, go with your heart, and choose someone who sounds like they really know what they're talking about. Leave unsolicited advice behind you, unless you know somehow it's good advice, but overall, keep your game fun.

Q: Any additional comments you would like to make?

A: Yes! Mark-Up is player-created. It's your own fault if your common loot that literally anyone can hunt won't sell at 500%. It's not the planet's fault.

In August 2016, Eleni created a [Toulán Map](#) with TPs, mobs, waves and key points ... she has since done an update with a [2021 Toulán Map](#) version, but says it's still a work in progress.

Eleni is also a member of our [Virtualsense Community Assistance Team \(VCAT\)](#) and very helpful to both of our communities on Toulán and Monria when she visits there for events.

Every location in our universe has a history, whether it's put into print or not. Eleni was instrumental in writing up a [Toulán History Summary](#) in July of 2016. In January of this year she did an update to this thread. She's also been researching [Words and Utterances: Nawa](#), and [Toulán's Arabic Translations: Lore](#), but she also has a sense of humor and presents us with a bit of comic relief at times. [Feeling Poor? Make Diamonds!](#) is a post that inspires a laugh or two, or her [How to be Successful at NOT Mining!](#)

Eleni is back and entrenching herself in all that is new, but also looking forward to what else will be coming. We have a lot planned for Toulán, and I'm sure she will become more knowledgeable and remain helpful.

Chukano WrenchCrowbar Crowbar

Wrench started on Calypso in October 2014, which he says has been his home base like forever, even during the 3 years he did not actively play the game. He moved his base of operations to Toulon the beginning of 2021 and has penned it *The New Frontier*, which you will learn more about later.

He said he was never really a member of a society because he could not find one that was fitting for him, and with the many breaks he took during his years in EU due to real life, he felt more comfortable going solo. However, in May of 2020, he created the *Crowbar Crew* society. It was the result of many of his Twitch Channel followers who requested he create a society because they wanted to assist and contribute to the game the way he did, and so far is a very small society.

His responses to the usual player profile questions gives more insight into just who Wrench is, and what he is passionate about.

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

A: I heard about EU by coincidence really. I never imagined a game like this could exist, where instead of just paying money each month, you could actually withdraw as well. I was intrigued by this aspect like many others at first, but when I learned that there was a community of mostly friendly people, it was what really drew me in and kept me in the game.

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

A: I was trained as a miner by my Mentor, and on his advice I bought some AUDs which I kept for a long time. When the AUD price spiked, I suddenly had almost doubled my invested PED, so I decided that trading would be a new opportunity for me. I traded on high volume, low profit margins making sure the sellers were paid as much as possible, building a good solid reputation and customer base.



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

A: Community and Challenge! To explain in more detail: I have played almost every big MMORPG, before playing as Raid or Guildleaders in competitive PvE and PvP scenes. Sadly, there is always an end to content or challenge. Whereas, Entropia Universe always offers new challenges, new opportunities to help people stay in the game, and with a little knowledge you can provide and share in their victories and progression no matter how small. It is a huge motivator for me to keep doing what I do and play the game.

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

A: I think there could be improvements done with societies. Also part of the reason why I was never really interested in joining one. I would love for example, to have some (non-game breaking) unlocks such as society colors or a society pet with no buffs, or a society base.

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

A: Well now. The constant struggle to stay alive (with PED) in the game which is also one of the motivators to stay in the game because at the same time, I see challenges as rewards. Also the lack of understanding I had when I started the game, and recovering from consequential mistakes were also quite challenging.

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

A: Definitely the community, and specifically the community we have built around the stream. I have many awesome supporters, followers, and even when I don't stream, I get messages on my Discord, in-game mail, PMs, etc., about what people have achieved, and people sharing experiences.

If there's one thing I've learned about Wrench, it's that he is very much connected with most communities across the universe, and has provided a very beneficial service that especially helps lower level players.

Q: Share what draws you to Toulan and Monria as part of your game play, and what your experiences have been like with both communities.

A: Let me tell you about Planet Toulan. There once was a planet I was completely uninterested in, and after traveling there in the past, I found no binding with the planet like I had for example with Arkadia, or good old Calypso. Sure, I might not have given it enough of a chance back then, but it is arguably a beautiful planet,

In more recent times, we had a field trip with the stream to Toulan and people asked after one day: Wrench, can we leave please, it is boring here, what are we supposed to do, why have we even visited here? Now, however, I get reactions like: Wrench, can we live here?! This planet is awesome! Can we go to the Monthly Event again? Can we farm more Mirsal Tokens?

How things can change so fast. And why is that you ask? It is for sure a big part of the awesome efforts of the Virtualsense Development Team, combined with traders now finding Toulan. Also, the addition of the Codex, the possibility to loot apartments, booths and shops from hunting, mining and crafting, or buy them with the Mirsal Tokens. It's the epic Monthly Weekend-Long Event, and added lore. The CUHOF missions with an upgradable NawaCore for more missions to take, and the easy starter missions to gain skills on level 1 mobs or high missions for more experienced hunters. The chance to loot Lost Pages to exchange for estate deeds is a big draw, even though they are rare and random.

All of the above reasons would be moot if the community was not given a proper chance to experience these combined efforts. Toulan can really be the new port of call for new players and veterans alike. I believe so much in this that I am throwing in my full support, and contemplating relocating here full time (combined with Monria) with my Stream and Crew. I will do weekend trips to Caly instead of the other way around. I think it is awesome to be a part of assisting to establish and build something on this planet when it is still in its very early stages of re-development. Combined with the upcoming VU update that will expand Monria as well, I think it is the right choice. This is why I henceforth shall call Toulan *The New Frontier*.

In my humble opinion, Toulan *is* The New Frontier, and I feel that there are opportunities here to grow as new or even experienced players, and not just this. The opportunity to contribute and build something new in an existing game, to be a part of it and help it develop, this is the true challenge and motivator I have been looking for, and it will be interesting and fun to be a part of its evolution.

Q: What are your main activities on Toulan and Monria?

A: On Monria, we visited since last year almost every monthly event after April, planning extended weekend field trips. On Toulan, my main activity is to teach and learn, to do sponsored hunts every stream, farm Mirsal Tokens with my society (we want that shop one day). Almost every activity I do is with my society, or with the community. In February, we organized the [First Toulan Mini-SAGE Event](#) in conjunction with fellow streamer Bonnie who did her [Toulan Boss Waves Event](#), and our [First Monria Mini-SAGE Event](#) on April 2nd, with Bonnie's [Monria Boss Waves Event](#) that followed.

Q: What is your relationship with the combined communities?

A: Well, I boxed a lot with Shadow, and the Sith Family always helps our followers with special loot buy lists and crazy events. My two awesome supporters, KillerDawg and Rotive, have an apartment on Monria where we end up during each monthly event. On Toulan, same story. Many friends are here now, and one of my society members, BlobbyBobby went specifically into trading to assist the emerging community. Many other society members and friends live on Toulan now for extended periods of time.

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

A: Well, I always told you DME that I want to be adopted by Monria, and now Toulan. Our major long-term goal is to own a shop on Toulan one day which can assist in my non-profit stream to fund the events that we create on a daily basis and make my adoption dream come true. Our smaller goals are simple: provide player created content and assist where we can promote and grow both Toulan and Monria, and make this *Frontier* a new player hub of activity in the future.

Wrench's advice to new players is to get a Mentor and take time to learn. Don't be distracted by the money aspect of the game and enjoy yourself. You can actually learn a lot through [Wrench's Twitch Stream](#) and [YouTube Channel](#). This game has a lengthy learning curve, so don't be in a big rush.

Wrench's SAGE events are comprised of multiple Swunt Teams, each led by a Swunt Team Captain to gather sweat and hunt creatures before Bonnie arrives with her mighty army for her Boss Waves Event where wave after wave of boss level creatures are unleashed by the VS Team. The activities include massive sweat buys of 3k sweat per team member at 2.5 PED per 1k of sweat, and crazy giveaways.

The Toulan event was considered a Mini SAGE event, and since Wrench's stream is non-profit, it was paid for by Wrench and his Crowbar Crew with the help of many sponsors, so the event was limited to 100 players from a cost-control perspective. When additional funding is presented, then more people can be added. The following are photos of the Swunt Teams during the Toulan Mini-SAGE Event.



Teams were being transported to the swunt sight.



Even pets supported the sweating of their owners.



These Sunjoq are a level 1, so healing was minimal.



There are plenty of the Sunjoq in this field to keep busy.



Sith Meister treated his team with a Level 52 Fury Hound.



This team found a nice cozy spot on a hilltop for sweating.

Team Captains gave each of their team members 3 PED of ammo and a free Herman ARK-0. Free healing by authorized Team Captains was provided during the swunting.



Most of the time it was Sunjoq being sweated.



But there were Duhols as well.

These SAGE events are pretty well timed, beginning with Wrench's live stream at 17:00, the first warp from Half Moon Bay on Calypso at 17:15, the second at 18:00 which is done to give time to set up people at their swunting stations with teams, the Team Captains distribute the 3 PED of ammo and Herman ARK-0 at the swunt location, and at 19:00 the swunting event starts. Then at 21:00 the authorized Team Captains gather up the sweat and pay 2.5 PED for 3k of sweat from each player.

At the end of the swunting event, Wrench's participants all gathered at the Citadel waiting for Bonnie to arrive with her massive army of hunters in anticipation of the Boss Waves Event hosted by the VS Team. Wrench's crew is always up to 100 participants and beyond, and Bonnie's army is always 100+, so it's a big party.

Once the Normandie docked at the Toulain Space Station, the landing zone became an overcrowded field of personal spacecraft that were literally bouncing off the ground because there were so many. You can see a glimpse of this in [Wrench's mini video](#) highlighting his event earlier, and the landing of Bonnie's army.



Wrench's SAGE events are very popular, and when he posts a thread at our forum, the sign-up to join his event is practically non-stop. He posts his threads early enough to give everyone an opportunity to get listed as a participant because space is limited, unless there is additional funding from his sponsors.

In the June issue of our Virtualsense Quarterly magazine, I will highlight the Mini-SAGE II and Boss Waves Event that was presented by Wrench and Bonnie on April 2nd. It was basically the same format, except this was the first ever that the VS Team was able to set up a Boss Wave Event and bring the pain, even though our boss mobs (except Dunwich) aren't the pain level the army of hunters like. Perhaps one day, but we did our best to create a non-stop 3 hour spawning of our boss mobs and Dunwich to keep them busy. Here's to more of these events.



When the Toulon Monthly Weekend-Long Event was introduced, it was mentioned that this event system was designed with flexibility, which means that event variables could be introduced in future monthly events. The first of these variables was presented recently with an extended period of time at the end of the initial wave rounds with Toulon boss mobs for up to one hour or more. This weekend-long event has many components to it and full details can be found in the [December 2020 Virtualsense Quarterly](#) magazine issue.

Those participating in the event meet at Guardian Village and wait for HM Queen Nara to arrive to kick off the event on Friday at 19:00 game time. It all takes place out the East Gate of Guardian Village and most know what to expect when it does. When a player steps into the aggro range of the first wave of Jeef Zajer Hosts, the entire rank of these mobs all charge at once. Then it advances to the Enhanced Duhols and bosses.



During the monthly event in February, things got a bit dicey when the Jeef Bosses decided they wanted to overtake Guardian Village. The locals and allies defended the village the best they could, but the battle was a brutal one. Reinforcements were flying in to help support the effort, but it took Queen Nara to settle the score to prevent more looping revive deaths. The bosses certainly had their fun in and out of Guardian Village.



Every now and then, Queen Nara threw in the Level 324 Evolved Wahesh Supreme Boss just for fun, and it's quite the thing to witness a sea dragon navigating land.



Once the initial stages have been completed at the beginning of the event, then the modified event mobs are unleashed across Toulan.

The Jeef Zajer Hosts outside Guardian Village, the Enhanced Duhol outside Al-Nahar Snow Mountain and the Evolved Wahesh outside Sandy Shores.

HM Queen Nara enjoys engaging with the locals, especially when invited to join others in a bit of a [Toulan Pogo Victory Dance](#).

Toulan Development - VU 21.1



The March 2nd VU brought a new daily crafting mission to Toulan. Speak to NPC Nadira at Guardian Village to begin the mission, and once the initial stage is completed, it will unlock the daily crafting mission. It will take a bit to get to the unlock, but once there, this crafting daily will reward .70 PED of Machinery skills. If you have any questions, it's best to ask them in Toulan chat because community members have figured out a few things that might be helpful to you.

Festive Gifts!

The issue with the Christmas Gifts was resolved and you had a chance to collect them during the month of March by visiting Planet Toulan and seeing NPC Thana just left of the Information Booth at the Citadel.

St Patrick's Day Gifts

This year's St Patrick's Day Gifts were distributed on Planet Toulan due to Monria's expansion release being delayed ... we didn't want you to miss out. You had an opportunity to collect them during the month of March by walking up to the center of the Information Booth at the Citadel where you received a pop-up notice.

Texture Blueprints

The following unlimited versions of Material Blueprints were added:

- Luxury Ornate Texture Blueprint
- Reddish Pink Texture Blueprint
- Batik Texture Blueprint
- Mosaic Texture Blueprint
- Red Overlapping Texture Blueprint

Let there be Sound!

The ambient music by Composer Tareq Al Nasser was added to the various areas on Toulan that the tracks were originally intended for.

Jelly Zone

- A new TP was added to the Jelly Zone
- The spawns at Jelly Zone were adjusted so that maturity 'groups' don't overlap

Toulan Waves

The wave timeouts were increased for all the waves on Toulan to give time to kill the boss.

Mob Spawn Adjustments

- Fixed the issue with Karmooosh Spawning by Guardian Village
- Added a Mokhat Juvenile Spawn close to Guardian Village
- The Dahhar Spawn close to Al Nahar Snowy Mountains has been increased
- Qaffaz Spawn added to the East of Guardian Village in the mountains
- Increased the Wahesh Spawn
- Jeef Zajer Host should no longer appear in the FNFs

Additional Changes/fixes

- Ad Screens added to Nahar City and Guardian Village
- Fixed auction category for Bahri items
- Updated text for Fauna and Flora requirements
- Adjusted weight of Sham, Sham Sand and Nawa Vial
- Adjusted Mawlood Recruit Harness so it matches the rest of the armour
- Fixed issue with Juvenile spawn after event
- Increased times for monthly event
- adjusted the attack stage of the event
- Fixed Modern Floor Lamp BP
- Fixed Tiered Floor Lamp BP
- Added rewards description to some daily missions
- adjusted the 'protect to coop' reward so it is inline with other missions in the chain
- Added more names of those that discovered items to the descriptions

Toulan Development Patch 21.1.1

The following fixes/adjustments were implemented:

- A Dialogue Mission was added for the Christmas Gifts from 2020. These gifts were available during March by speaking to NPC Thana at the Information Booth at the Citadel. Sorry for the delay.
- Crafting Daily mission updated to add limited jelly texture BP to be eligible, and Aqeeq texture to be available as an option.
- Fixed the 1st person view of Ahlans old vehicle.
- Moved the floating tree broadcaster!
- Fixed an issue with the title of the Mawlood arm guards.
- Corrected a typo in the mining mission.

Toulan Event Mobs And Codex

Toulan's monthly event mobs were included in Codex and added to the base mob as part of the family for each base mob.



The snowy landscape began to brighten as the first signs of dawn approached and I sprinted up over the next ridge, lungs burning in the frosty air. Cresting the rise I found more of them, Duhol, huddled together in the lee of a rocky outcrop. Without a thought I charged down towards them firing constantly, and though they surrounded me, I was able to dispatch them one by one evading their swinging clumsy clubs. Another five dead.

The attacks had been going on all night since Queen Nara had called all of us to arms to defend Guardian Village, wave after wave of enhanced creatures had assaulted the Queen's position for the first couple of hours but we had been steadfast in our defense and broke them every time.

Now the whole of Toulan was invaded by these bigger cousins of the local creatures. Many defenders had taken to the desert to battle the massive Wahesh that had evolved into flying dragons, but I had decided the most effective thing I could do was battle the Duhol that had taken Snowy Mountain.



It was still light when I had started at the base of the mountain and fought through the night without stopping. These enhanced Duhol were bigger and more aggressive than the normal inhabitants of the mountain, but they were equally clumsy and dull witted. I was able to slay many of them as they charged towards me waving their huge but ineffective cudgels.

I had another reason to be here. The appearance of the Queen in recent months, and the revelation that the Book of Laws had been scattered to the 4 winds meant that the Lost Pages may be found anywhere. I was certain that Snowy Mountain was where I might find one of these elusive pages, and all I had to do was hunt patiently until I found the creature I was looking for.

Pausing to reload my gun and take another Neurostim pill, I turned to face the next slope letting my breathing slow and then began to jog uphill. A noise to my left gave me enough warning to duck as a club came swinging out from behind a large edifice, I rolled and turned firing blindly.

The pounding of sandaled feet running towards me and the roar of anger was drowned out by the explosive rapport of my Enigma pistol, the last shots ripping through the raging beast and stopping him just as he reached out to me. I paused to search the bag at his waist only to find yet more bones. Why do they carry these seemingly pointless artifacts? No time to think about this as ten more of the raging beasts were drawn to my location by the noise of gunfire.

Rather than stand my ground, I charged towards them firing. I had found being as aggressive as they are was the most effective tactic. Once they encircled me they were so big and clumsy that they would get in each others way and struggle to hit me. I just needed to keep firing because the wall of creature bodies was impossible to miss.

Hot lead tore through the icy blue hide of the last remaining ogre and brought him to his knees as he expired. I checked the bodies but yet again more bones and bangles, useless!

I know this page is up here, just need to keep pushing on, keep firing and running, onwards obsessively towards the mountain top.

I stopped at a pair of dead trees and looked ahead, I could see the summit of Snowy Mountain and the way was clear, no Duhol in sight. I ran on hard and fast, my breath creating plumes behind me in the freezing snowscape, just a few metres more and I'll be there. A quick look behind me and I could see more of the blue ogres forming up into a mob, though it seemed they were content to let me run on.



Reaching the heights of the mountain I turned to face an oncoming noise and saw him finally! The Supreme Duhol, a giant beast that was much bigger than his lesser cousins, and glowing almost a strange and unpleasant pink.

I brought my gun up to sight on him as he swung his club towards me and it all went dark. Regaining consciousness I looked around groggily to see the revive terminal and the building at Al-Nahar, my broken armour plates hanging uselessly from my harness.

I stumbled as I made my way back into the building to check my storage and re-equip myself. Now that I knew the location of the giant Duhol I needed to prepare quickly and get back to the mountain peak.

Once I had recovered my composure, repaired my gun and armour, and loaded up a special surprise for the giant, I engaged my teleporter chip and concentrated.

My ears were full of the whoosh of the teleportation, and I was disorientated as I appeared on the top of the mountain, ready for the swing of the club this time but nothing came for a second. Then a bellow of rage, I turned and cursed, Ambush! No giant pink monster to fight, it was the group of twenty or so Duhol that had been trailing me. Their master had vacated the mountain top and left them to deal with me.

I fired and kept firing, batting their clubs aside and disposing of them one by one until their bodies littered the mountain top.

No stopping me now, my blood was up and it was time to finally take the Supreme down. I could see his gigantic footprints in the snow and it was easy to track him down.

His back to me as I approached I didn't wait for a second chance, just fired and charged towards the lumbering monster. Several shots pounded his flesh as he turned towards me, and more hits as he swung at me, connecting but this time not as effectively. I could take that hit, but not many more. Time for a surprise, I loaded my Arsonist chip and fired the blistering fireball at his head, engulfing him in flames.

As he raged and blindly swung out in the burning conflagration I took more Medistims and healed myself quickly with my combat FAP before firing my Enigma again. He had managed to beat out the flames, and with an angry howl, charged at me again, but I evaded and ran past him firing before launching another blazing fireball at him. I could see he was beginning to weaken as more lead tore into him. I kept running left and right avoiding his club.

Again, the flames died down allowing him a chance to swing at me and he connected, hard. I tumbled under the weight of the huge club, and winded, I struggled to concentrate. The club was swinging towards me again but I managed to roll and launch a third fireball at him stopping him in his tracks. More healing, watching for his next move, then when I felt strong enough, out with the pistol and kept firing, pounding away and weakening him further, evading his swings again.

One more fireball should do it, he was stumbling towards me raging and swinging out while I easily ran to the side out of his reach and flamed him again.

The ground shook as he fell to his knees in front of me, arms hanging limply to his sides, all the life gone out of the mighty giant.



I stood in front of him, and even now slumped in front of me he was easily three times my height. I breathed a sigh of relief and ripped open the bag at his waist to claim my prize, at last.

What's this? A few bits of shrapnel and some oils? WHAT? Where is my Lost Page? It should be here, I was certain of it. All that effort and a bag of junk is all I get.

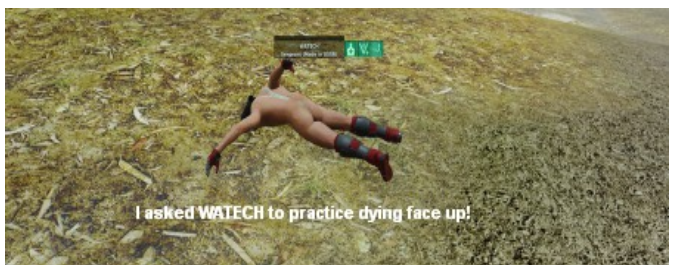
I raged at the injustice of it. What now do I do? If the Supreme Duhol isn't holding a Lost Page, where do I go to hunt for one?

I looked down the mountainside back towards Al-Nahar wondering what to do, and stopped in horror. This wasn't THE Supreme Duhol, it was ONE of the Supreme Duhols, and there below me was another two!

I checked my pistol, popped another couple of pills and charged down the slope firing.

The Hunt goes on...

There's Always Time For Fun





Saint Patrick, who lived during the fifth century, is the Patron Saint of Ireland and its national Apostle.

Born in Roman Britain, he was kidnapped at age 16 by Irish raiders and sold as a slave to a Celtic priest in Northern Ireland. After toiling for six years as a shepherd, he escaped back to Britain. He eventually returned to Ireland as a Christian missionary and is credited with bringing Christianity to its people.

In the centuries following Patrick's death (believed to have been on March 17, 461), the mythology surrounding his life became ever more ingrained in the Irish culture: Perhaps the most well-known legend of St. Patrick is that he explained the Holy Trinity (Father, Son and Holy Spirit) using the three leaves of a native Irish clover, the shamrock.

Among the legends associated with St. Patrick is that he stood atop an Irish hillside and banished snakes from Ireland—prompting all serpents to slither away into the sea. In fact, research suggests snakes never occupied the Emerald Isle in the first place. There are no signs of snakes in the country's fossil record, and water has surrounded Ireland since the last glacial period. Before that, the region was covered in ice and would have been too cold for the reptiles.

The first St. Patrick's Day parade took place not in Ireland but in America. Records show that a St. Patrick's Day parade was held on March 17, 1601 in a Spanish colony in what is now St. Augustine, Florida. The parade, and a St. Patrick's Day celebration a year earlier were organized by the Spanish Colony's Irish vicar Ricardo Artur.

More than a century later, homesick Irish soldiers serving in the English military marched in Boston in 1737 and in New York City on March 17.

Enthusiasm for the St. Patrick's Day parades in New York City, Boston and other early American cities only grew from there. Due to COVID – 19, in 2020 and 2021, parades throughout the country, including in New York City and Boston were canceled or postponed for the first time in decades.

In modern-day Ireland, St. Patrick's Day has traditionally been a religious occasion. In fact, up until the 1970s, Irish laws mandated that pubs be closed on March 17.

Beginning in 1995, however, the Irish government began a national campaign to use interest in St. Patrick's Day to drive tourism and showcase Ireland and Irish culture to the rest of the world.

The meal that became a St. Patrick's Day staple across the country—corned beef and cabbage—was an American innovation. While ham and cabbage were eaten in Ireland, corned beef offered a cheaper substitute for impoverished immigrants. Irish-Americans living in the slums of lower Manhattan in the late 19th century and early 20th, purchased leftover corned beef from ships returning from the tea trade in China. The Irish would boil the beef three times—the last time with cabbage—to remove some of the brine.

Leprechauns

The leprechaun story has long been a beloved aspect of Irish lore. They are believed to be a part of another piece of famous folklore, as they are traditionally known to be members of the fairy family. The original Irish name for these figures of folklore is “lobaircin,” meaning “small-bodied fellow.” Tales of these small creatures first emerged in the 8th-century, when legends about tiny water-dwellers began circulating among the Celts.

They were considered tiny men and women who could use their magical powers to serve good or evil. In Celtic folktales, leprechauns were cranky souls, responsible for mending the shoes of the other fairies.

The history of leprechauns has become associated with everything green and they are now often depicted as old men dressed in a hat and suit of this color, wearing buckled shoes or smoking a pipe. However, this was not always the case. In fact, you may be surprised to know that they were originally depicted as wearing red and were thought of as being dressed in this color for many years. Over time, they have evolved into the green-wearing guys we have come to know and love today.

While we think of these creatures as imaginary, belief in them and other closely-related fairies was actually widespread throughout Ireland. This is one of the reasons that this icon is now so ingrained into Irish culture, even today. The leprechaun story says capturing these small creatures will secure a wee bit of luck in addition to three wishes. With this in mind, they have become associated with the “luck of the Irish,” which is one of the reasons they remain so popular today. Keep your ears open- they can often be heard tapping their tiny cobbler hammer in the distance, which signals listeners that they are near. They can also be heard dancing away to traditional Irish music and are even known to play instruments while doing a little jig.

With regard to the Monria Leprechauns

It is told by DarkMoonEnigma (DME) that they escaped from another galaxy where they were being held hostage by mutated dwarfs as slave workers and now reside on Monria as refugees.

Remember, capturing (taming) these little creatures brings a wee bit of luck and 3 wishes. The luck part is easy to comprehend, but I don't think anyone has been granted 3 wishes yet. That may actually be related to the legendary Genies that are still a myth on Planet Toulán.

The Shamrock is the National Flower of Ireland

The shamrock, a three-leaf clover, has been associated with Ireland for centuries. It was called the “seamroy” or “seamrog” by the Celts and was considered a sacred plant that symbolized the arrival of spring. It translates from Old Irish as “little clover.” According to legend, it was St. Patrick who used the plant as a visual guide when explaining the Holy Trinity. The **three leaves** of a **shamrock** are also said to stand for faith, hope and love (again with the symbol of threes). By the 17th century, the shamrock had become a symbol of emerging Irish nationalism. However, the shamrock was originally associated with the Celtic goddess Ana or Anu with the three leaves representing her status as the maiden, mother and crone of Ireland.

The first evidence of a link between St Patrick and the shamrock appears in 1675 on the St Patrick's Coppers or Halfpennies.

These appear to show a figure of St Patrick preaching to a crowd while holding a shamrock, presumably to explain the doctrine of the Holy Trinity.

The word “shamrock” first appears in plays and poetry in the 1500s, but the first person to link it to a recognizable plant was the English herbalist John Gerard, who in 1596 wrote that common meadow trefoil, also known as clover, was “called in Irish *Shamrockes*.” Botanists have been trying to match the idea of the shamrock with a particular species for centuries, so far without unanimous success. Although the plant is assumed to be a type of clover — the clover genus (*Trifolium*) includes hundreds of species.

At some point in the Middle Ages, shamrocks started showing up in the floral emblems of Britain and Ireland, appearing alongside English roses, Scottish thistles and Welsh leeks.

According to E. Charles Nelson, circa 1988, who is also author of *Shamrock: Botany and History of an Irish Myth*, the earliest reference to the wearing of shamrocks is in 1681, and by the 1720s the plants were worn on hats. In the beginning of the 1800s, they started showing up as popular decorative motif carved into churches, splashed across fashion and jewelry, and festooning books and postcards.

By the 1820s almost anything meant to have an Irish connection had a shamrock on it Nelson says, and over time, wearing the shamrock would alternate between being a charged nationalist symbol to a more innocent display of Irish pride.



Here's to a long life and a merry one.

A quick death and an easy one.

A pretty girl and an honest one.

A cold beer and another one.

May your blessings outnumber the shamrocks that grow,
and may trouble avoid you wherever you go.

May your glass be ever full.

May the roof over your head be always strong.

And may you be in heaven half an hour before the devil knows you're dead.

May the blessings of each day,
Be the blessings you need the most.

Borrowed from - Irish around the world. com



The Monria Leprechauns are unique, and due to their capture and long enslavement by the Dwarfs prior to escaping to Monria, they are bitter and tend to mumble a lot. No one has been able to figure out what they are saying but it's quite funny to listen to them because it sounds like they're telling someone off.

Despite their ornery personalities, they wanted to wish everyone a Happy St Patrick's Day.



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.



That was one
helluva weekend.

Hadj

DME

Avum