

MONRIA

A character in a dark, textured, possibly metallic or woven suit stands in a blue, rocky environment. The character is positioned on the right side of the frame, facing left. The background consists of large, dark blue rocks and a ground covered in glowing yellow particles, creating a shimmering effect. The overall lighting is dim and blue-toned, with the glowing particles providing a source of light.

GUIDE

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Welcome to the Monria Guide To Everything. This guide will help you navigate Monria with ease with helpful links that will take you to the Virtualsense forum, as well as Waypoints that you can copy/paste in game to find what you are looking for.



HELPFUL LINKS

Virtualseense Website - <https://virtualseense.eu/>

Virtualseense Forum - <https://www.virtualseense.eu/forum/>

Virtualseense Official Discord - <https://tinyurl.com/yyg456kk>

Virtualseense Media - <https://tinyurl.com/yckvthde>
(Official Storyline & Quarterly Magazine)

Monria Interactive Map - <https://entropiahub.com/monria-map/>

Monria Shop Inventory Tool - <https://entropiahub.com/monria/shops/>

Ore/Enmatter Distribution Map - <https://tinyurl.com/y3dq3mkz>

Monria Bug Reports - <https://tinyurl.com/jkaxa66p>

Monria Suggestions/Feedback - <https://tinyurl.com/5fcv874t>

Starting a Monria Avatar - <https://tinyurl.com/8v3f44ds>

Monrian Born Program - <https://tinyurl.com/y399n8so>

Beginners Corner - <https://tinyurl.com/5yhox8x>

Virtualseense Space Travel Sign-up - <https://tinyurl.com/y59dtfyx>

Virtualseense Space Travel Schedule/Fees - <https://tinyurl.com/x533es9d>

Monria Events - <https://tinyurl.com/9unnp3by>

(For Events) **Increased Mob Spawns** - <https://tinyurl.com/3rx4v9f2>

11 Beginner Missions - <https://tinyurl.com/yypdqm3e>

How to Capture the Crater TPs - <https://tinyurl.com/y3hxjawn>

Monria Mobs Info - <https://tinyurl.com/4bd5udn5>

Wave Event Info - <https://tinyurl.com/mu4d5xhr>

Monria Codex Info - <https://tinyurl.com/23d6tvkc>

Monria Daily Missions - <https://tinyurl.com/2txayz mh>

Monria Mobs, Waves, Pets Info - <https://tinyurl.com/3spr27ax>

Hidden Crystal Cavern - <https://tinyurl.com/yyapetk5>

Monria Items - <https://tinyurl.com/3ks33htu>

Monria Blueprints - <https://tinyurl.com/msfna32t>

Ant's Response to the Chapters Mission - <https://tinyurl.com/ycmeqcax>

Navigating DSEC-9 (How to get to DSEC-9) - <https://tinyurl.com/2btpsdh3>

WAYPOINTS

Monria Space Station - /wp [Space, 58054, 81246, -56, Monria Space Station]

CRATERS

DSEC Forensics is a given waypoint. DSEC Mining Camp and DSEC Military Camp you will have to collect the teleporters. Yogs Burrow - there is an invisible revive in the tunnel-way.

DSEC Forensics - /wp [Monria, 38132, 21010, 12, DSEC Forensics]

Yogs Burrow - /wp [Monria, 37641, 21727, 26, Yogs Burrow]

Entrance to Mining Camp - /wp [Monria, 38488, 19935, 26, Entrance to Mining Camp]

DSEC Mining Camp - /wp [Monria, 38752, 19114, 116, DSEC Mining Camp]

Entrance to Military Camp - /wp [Monria, 37738, 17985, 106, Entrance to Military Camp]

DSEC Military Camp - /wp [Monria, 37738, 17985, 106, DSEC Military Camp]

CAVE

You will have to fight your way through the mobs to collect these teleporters. No vehicles or teleport chips allowed in this area. (No teleport by the Hidden Crystal Caverns)

Cave 1 Teleporter - /wp [Monria, 38360, 22644, 229, Cave 1 TP]

Cave 2 Teleporter - /wp [Monria, 36870, 23653, 102, Cave 2 TP]

Cave 3 Teleporter - /wp [Monria, 36245, 22285, 176, Cave 3 TP]

Cave 4 Teleporter - /wp [Monria, 35037, 21404, 86, Cave 4 TP]

Shub Cavern Teleporter - /wp [Monria, 35600, 20045, 91, Shub Cavern]

Hidden Crystal Cavern Entrance - /wp [Monria, 36340, 23260, 62, Crystal Carvern]

DAILY MISSIONS

Hunting Daily can be done every 16 hours, Crafting Daily every 21 hours from hand in.

Shoggoth - /wp [Monria, 38136, 21028, 12, SachemUrsa]

Yog - /wp [Monria, 38837, 19001, 99, Negated]

Cultist & Taming - /wp [Monria, 36905, 17857, 176, Wang]

Shub - /wp [Monria, 35462, 20008, 101, Angel]

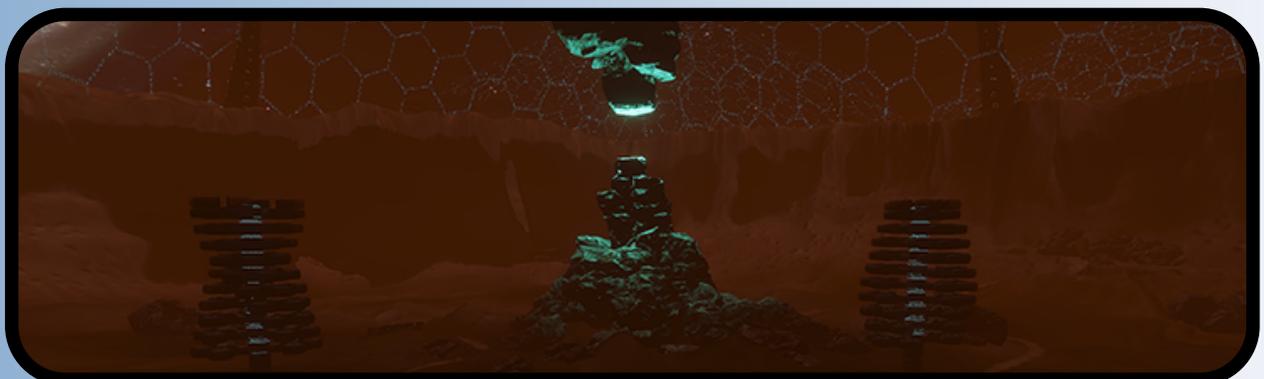
Mining daily - /wp [Monria, 38740, 19113, 116, Curd]

Daily Crafting - /wp [Monria, 38150, 22091, 121, Tobie]

THE ORDER OF THE ELDER GODS

Chapters can be looted in any order, any maturity, inside and outside of the caves.

Pinthas Schmenke Dorian - /wp [Monria, 38145, 21022, 11, Pinthas]



PLUSHIE MISSION

6 cuddly plushies to collect.

Thomas Malone - /wp [Monria, 38078, 22053, 122, Plushie Mission]

Colonel Wang - /wp [Monria, 36905, 17857, 176, Leprechaun Plushie]

WAVE WAYPOINTS

Cave waves have 6 waves. Crater waves have 7 waves. Boss on the last wave.

Shoggoth Wave - /wp [Monria, 37498, 23346, 54, Shogg Wave]

Yog Wave (Crater) - /wp [Monria, 38632, 18304, 32, Crater Yog Wave]

Yog Wave (Cave) - /wp [Monria, 36513, 23005, 60, Cave Yog Wave]

Cultist Wave (Crater) - /wp [Monria, 36353, 18458, 33, Crater Cultist Wave]

Cultist Wave (Cave) - /wp [Monria, 35397, 22762, 65, Cave Cultist Wave]

Shub Wave - /wp [Monria, 35657, 20456, 88, Shub Wave]

NPC WAYPOINTS

THE HUB

Carl Beckman - /wp [Monria, 38014, 22051, 156, Carl]

Dennis Pedersen - /wp [Monria, 38022, 22063, 157, Dennis]

Hank Powers - /wp [Monria, 38055, 22076, 134, Hank]

Dan Frances - Ben Connors- Andy Greenfield - /wp [Monria, 38126, 22094, 130, Dan-Ben-Andy]

Chuck Iverson - /wp [Monria, 38137, 22109, 136, Chuck]

Thomas Malone - /wp [Monria, 38078, 22053, 122, Thomas]

J.T.K - Tobie - /wp [Monria, 38150, 22091, 121, J.T.K – Tobie]

Token traders - /wp [Monria, 38145, 22079, 215, Token Traders]

DSEC FORENSICS

Jeff Swansson - /wp [Monria, 38117, 21002, 12, Jeff]

Trip Kaminsky - Mac Look - Angela Grayson - Angeli Toob - /wp [Monria, 38135, 20990, 15, Trip]

Sachem Ursa - /wp [Monria, 38136, 21028, 12, Sachem Ursa]

Pinthas Schmenke Dorian - /wp [Monria, 38145, 21022, 11, Pinthas]

Sgt Dawn Frasier - /wp [Monria, 38401, 20917, 15, Sgt Dawn]

DSEC MINING CAMP

Negated - /wp [Monria, 38837, 19001, 99, Negated]

Curd - /wp [Monria, 38740, 19113, 116, Curd]

DSEC MILITARY CAMP

Wang's Pet Stable - /wp [Monria, 36917, 17865, 175, Stable]

Colonel Wang - /wp [Monria, 36905, 17857, 176, Colonel Wang]

Monria Boxing Ring & Event Organizer - /wp [Monria, 36863, 17940, 175, Boxing Ring]

MONRIA MOBS

Shoggoth



Chapter 1

[Malgar Armor](#)

Dmg types --> "Huggable"

[Other Info](#)

Yog



Chapter 2

[Oberon Armor](#)

Dmg types --> 22% impact -- 30% Cut -- 30%

Stab -- 18% Acid -- level 6 and above also do

some Cold

[Other Info](#)

Cultist



Chapter 3

[Pinthas Armor](#)

Dmg types --> 40% Impact --

30% Penetration -- 15% Cold -- 15% Acid

[Other Info](#)

Shub



Chapter 4

[Shade Armor](#)

Dmg types --> 35% Impact -- 15% Cut -- 30%

Stab -- 20% Penetration

[Other Info](#)



Dunwich Horror



L274

After an *unknown* amount of kills
across the **whole** of Monria

The Dunwich Horror will spawn
in DSEC Mining Camp

(check systems tab while on Monria to see when he has
appeared)

/wp [Monria, 39121, 18328, 33, Waypoint]

MONRIA PETS

Green Leprechaun



Decreased Pet Focus Regeneration 20%
Found in DSEC Military Camp
/wp [Monria, 36371, 17278, 40, leprechauns]

Blue Leprechaun



Increased Pet Focus Generation 10%
Increased Movement Speed 12%
Found in the [Hidden Crystal Cavern](#)

White Leprechaun



Skill Gain - Pet and Taming 15%
Decreased Critical Damage 2.0 Percentage
Found in the [Hidden Crystal Cavern](#)

Gold Leprechaun



Increased Pet Focus Generation 15%
Auto Loot 32m
Found in the [Hidden Crystal Cavern](#)

Yog Hatchling

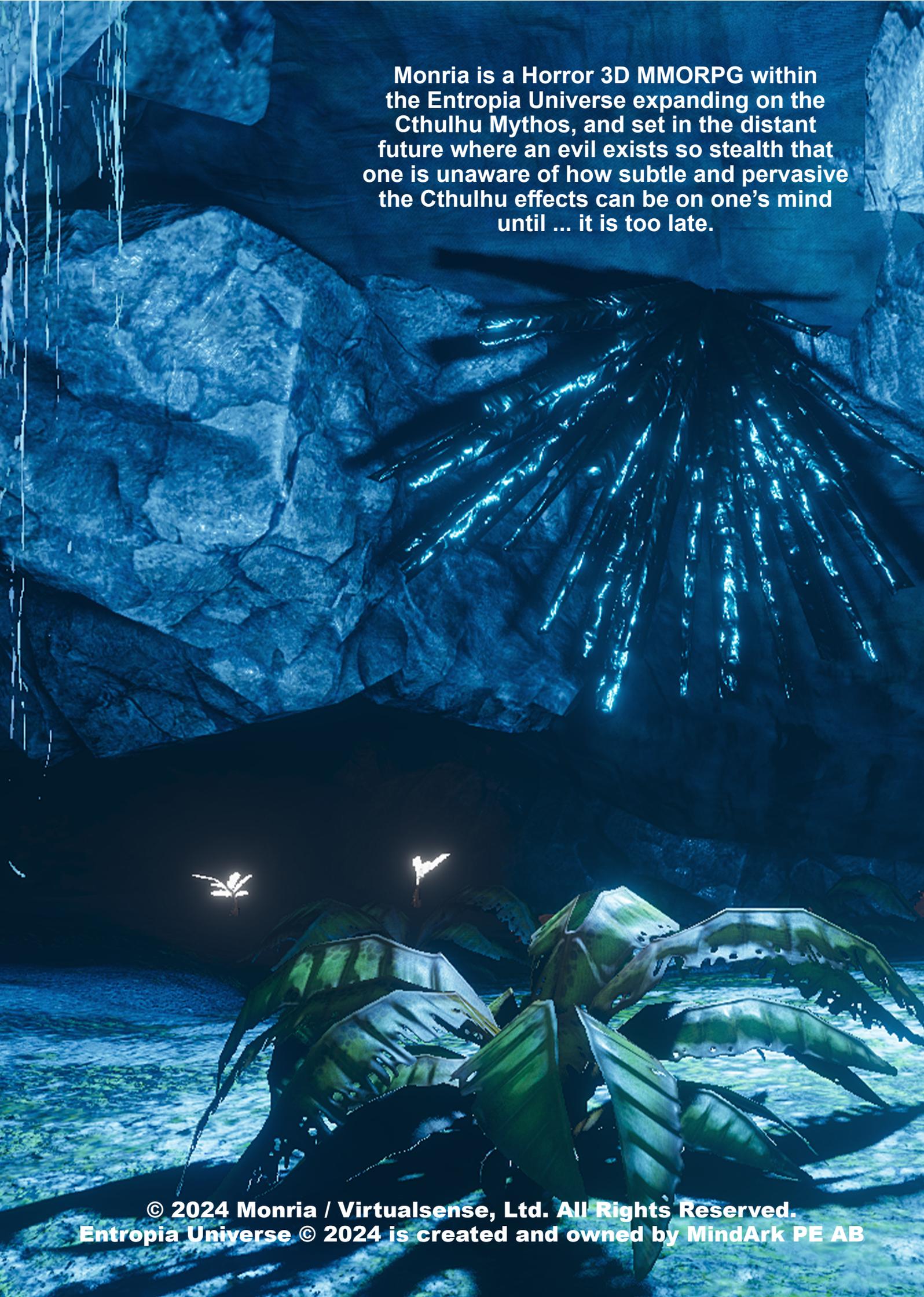


Excavator Mastery 10%
Found in the [Hidden Crystal Cavern](#)

Yog Horror



Excavator Mastery 25%
Found in the [Hidden Crystal Cavern](#)



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.

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