



SIGNAL CARTEL TRIPTIK

Waypoint Systems

(Alphabetical Order)

Dead End

New Eden

Promised Land

TIP: Set each system in the TripTik as a waypoint, then choose Autopilot options to establish a route for your expedition.

TRAVEL NOTE:

Waypoints are located in relatively quiet lowsec systems. However, be mindful when in these systems of opportunistic capsuleers who may seek to free you from your ship and pod.

EVE Gate Expedition

A pilgrimage to the mysterious EVE Gate and other curious sites in nearby systems of the Genesis region.

Expedition Highlights

Introduction. Embark on an expedition to the shattered New Eden system and get as close as possible to viewing the mysterious Eve Gate, and some other interesting anomalies on the way.

Dead End. This ominously named system is home to a mysterious entity - a gigantic black monolith (warp to the named celestial beacon to see it). This gargantuan, perfectly smooth rectangular structure sits alone in the void, typically guarded by Blood Raider forces although we don't know why. As Signal Cartel veteran explorer Markus Vulpine notes in his journal, other monoliths have been discovered elsewhere in New Eden. One theory about these indestructible objects is that they were used by the Talocan (one of the ancient races of New Eden) for navigation or as star maps. Examining the readings while in the proximity of a Monolith presents an intriguing message. What could it mean? More info here and here.

New Eden. View the distant pulsing ruin of the EVE Gate near Planet 1 (the only planet in this system), shrouded in light so intense that one wonders whether gazing upon it too long might cause irreparable damage to the ocular nerves. Many thousands of years ago, it is rumored our ancestors entered the Cluster through this destroyed gate. It is hard not to wonder what was - and may still be - on the other side. While pondering that question, one can also examine secure containers anchored here by other visitors which offer laments for lost friends, greetings, and even an exclamation that someone once had tea and cookies here. More info here.

Promised Land. Warp to Planet I, a stormy planet near which is a Violent Wormhole. As reported by Mark726 in his journal, this Violent Wormhole is presumed to have been constructed by the Sansha using unknown technology. This one is reported to be related to the regrouping of Sansha forces after invading Yulai; why or how it persists is unknown. Unlike the wormholes we routinely navigate throughout the Cluster, Violent Wormholes (there are others in Thera and perhaps elsewhere) are not navigable with our current technology. The mystery of this one is perhaps best pondered from the safe distance of the nearby Customs Office. More info here.

Our [Expedition TripTiks](#) are published as a service to New Eden and are intended to encourage capsuleers to visit and learn more about interesting destinations in the Cluster.

Like this Expedition? Send the Researcher some ISK in appreciation!
Questions or Suggestions? Find us in the **EvE-Scout** channel in-game.

Published by Signal Cartel's
1420.Expeditionary Division

Researcher: **Lof Mayaki**

[Signal Cartel Web Site](#)