

April 2013

The Multiverse Monitor

All the Things that They Don't Tell You



The Blackout

Could it be a Flowery plot?

By Nita Incog

The Doctor is In (page 6)
Dethroning the Dalek (page 8)
About Bloody Time! (page 16)



DISCOVER *New Caledonia*

FEATURING THE FOLLOWING EATERIES:

La Trattoria (World One, Italian)
Nakamura's (World One, Japanese)
Abbot's Bakery (Redwall, Pastries)
Dupdelver's (Discworld, Rat-based foods)

There's something here for each starving agent!

Briefing

Sports

All-HQ Australian Indoor-Rules Quiddich, Inter-Department League:

- DBS trounces DMS with three agents left standing. DBS moves to semifinals.
- DoSAT and DMFF fight each other to a standstill. Tiebreaker match to be played later today.
- Flawless DIC victory over DF team. DIC moves to semifinals.
- In an incredible turn of events, D-Ops moves to semifinals after a surprise victory over the DIA.

Other:

- Tomoko Kogi (DF) wins first place in the All-HQ Women's Kendo tournament.
- The DoI continues to dominate in the New Caledonia track-and-field championships. Recent gold medal winners are Agents Architeuthis (women's 10000m), Bulldog (men's shot put), and Beydoun (110m hurdles)
- Acacia Byrd Archery Cup tournament now underway.
- Agent P. Fisher, now having recovered from his lower back injuries, to participate in the upcoming DMS triathlon.
- The Tour de Gallifrey enters its final stage with Agent G. Singh (DBS) in the lead.

pictures L-R: Agent Harris Frost (still MIA since the Blackout) the Tour de Gallifrey logo, the Acacia Byrd Archery Cup, the Slaver Sunflower

News from Headquarters

- A Geographical Aberrations team is under investigation following an incident in which a DIA patrol officer's cloak was immolated by a man-eating gaslamp. The officer was not harmed, but lamented the loss of his favourite cloak, which he calls "Mister Snugglies."
- The Department of Intelligence is once again so far behind its recruitment quotas it has requested that the Department of Floaters allocate some of its agents to surveillance duties.
- The Department of Floaters is starting to overtake the DMS in terms of agent growth. The Sunflower Official had no comments on the matter.
- The cause of the 2013 Blackout remains unknown. The Slaver Sunflower, head of the Department of Dead Author Electricity Generation, has promised a full investigation. Many Agents blame the inability of the DoDAEG to compensate for the slow but steady growth in energy consumption.
- Agent Harris "Disaster Magnet" Frost missing after Slorp debacle.
- The sixth Canon Library in HQ is now open for business. Location not disclosed to maximize chances of finding it.





Simply Magical

Meet Madoka Kaname, the Canon Character of the Month

by Crumi Knight

While several canons have their own set of deities, which means that we get new gods and goddesses nearly daily, it is fairly rare that one of them becomes aware of the PPC, and them directly or indirectly interacting with it is even rarer.

This is the reason why Madoka Kaname (also known as Madokami or Godoka) is a rather peculiar addition to the pantheon.

But who is Madoka? First of all, let's see from where she came. Madoka is the title character of the 2011 anime sensation *Puella Magi Madoka Magica*.

Despite being a Magical Girl series on the paper, though, those who watch the series find themselves quickly catapulted into a dark world where fallen Magical Girls become Witches, the very monsters they fight, tricked into a (short) life of despair with the promise of a wish by a creature called Kyubey, who uses the whole process to generate energy in order to stave off entropy.

(Several DoSAT technicians have found flaws in his knowledge of entropy, but that isn't the focus of this article.)

And here comes our Madoka. Don't expect a goddess descending from Heaven to fight the evil Kyubey, though.

At the beginning of the series, Madoka is just your average, cute, kind Japanese 14-years-old girl with a desperate need to be useful. So she contracts (wishing to bring back to life a small cat she didn't even know beforehand, because she's just that kind), becomes a Magical Girl, and dies fighting a powerful conglomeration Witch known as Walpurgisnacht. (No, she doesn't ascend to godhood afterwards thanks to her innate kindness, she's stone dead. Game over.)

However, before getting slaughtered she manages to save and befriend a shy, even cuter girl called Homura Akemi. Homura isn't what you'd call a badass: she's got a weak heart, weak eyes and got hospitalized for months. Madoka is her only friend. When Kyubey approaches Homura as she cries over the dead body of her friend, though, Homura doesn't have any doubt about what she's going to wish for: to go back in time and protect Madoka. (cont.)



As a result, many Agents currently worship her. Not only Magical Girl Agents from her continuum, but also several other Agents who have no correlation at all with her world. She apparently has followers in World One, too.

But what's her relationship with the PPC? Well, after ascending she is apparently everywhere and everywhen, capable of watching over the whole multiverse. This means that not only she will come for any fallen contracted Agent from that continuum, but she's right here in HQ, watching over us. She also approves our fight against bad writing, although she disapproves the practice of swearing death to Sues in her name.

(Rumors of her regularly meeting the Sunflower Official for tea are unsubstantiated.)

During missions in her continuum Agents should be very careful: Madoka can be affected by Suefluence if she is still a normal girl or if she is a Magical Girl, but as a goddess she has OOC Immunity, meaning that in a badfic featuring her there's a high chance of Replacement Sues.

Due to her omniscience, neutralising has no effect on her Goddess form. This is hardly an issue, though, as she apparently has a detached enough point of view to retain her sanity.

Another interesting phenomenon recorded is her influence on Homura Akemi: in some fics set after Madoka's ascension Homura is apparently capable of resisting OOCness in a limited fashion, and can be easily taken out of that state. The reasons for this are still unknown, but Agents should take advantage of that, especially considering that afterwards Homura is always willing to help take down the badfic. **MM**

*Want more Madoka?
See the librarian at
the Canon Library.*

Unfortunately, her clumsy attempts aren't successful: Homura keeps repeating the last month and half several times. Her skill grows each time, she manages to become badass, and she even devises a cold mask to try to scare Madoka away from the contract with Kyubey. She even starts stealing enough military grade weapons to supply a small army, in an attempt to take down Walpurgisnacht all by herself. It doesn't work.

Homura's timeloops have a side effect, though: by centering several timelines around Madoka, her karma (the amount of misfortune a Magical Girl is destined to carry in life, and the source of her potential) keeps growing exponentially. Madoka ends up with enough potential to be able to rewrite the entire universe with her wish. And that's exactly what she does.

She wishes to destroy every Witch. Before they are born. With her own hands. And that's one hell of a paradox, since it means that Madoka is forced to be able to destroy her own Witch, despite the fact that they can't exist simultaneously.

This ultimately causes her to ascend at a higher plane of existence, and become just an abstract concept. She becomes the *Concept of Hope and Goddess of Magical Girls*, since she wants Magical Girls to be able to never lose hope while they protect people, and die with a smile on their faces as they don't have to curse anyone as Witches.



*opposite page: Madokami
top left: Normal Madoka
bottom right: Magical Girl Madoka*

Feedback

Dear Agent,

I want to let you know that Ms Incog's coverage of the Mary Sue occupation of the International Academy of Hetalia Fanfiction is disheartening and chilling. The thought of them burning any repository of learning as great as the IAHF library boils the blood. It's enough to make any proper Agent fl amethrower-angry. We have helped them before in their time of need; what's barring us from jumping in this time?

From,

A Concerned Citizen

DEAR AGENT,
I DO NOT LIKE THE ARTICLE "THE PITFALLS OF BAD POETRY" IN YOUR PREVIOUS ISSUE. DALEKS ARE SUPREME AT POETRY (AND CLUEDO, NO MATTER WHAT SOME HUMAN SCUM MAY DO OTHERWISE). YOU WILL BE EXTERMINATED FOR YOUR DISMISSAL OF THE ART OF DALEK POETRY. EXTERMINATE AGENT!
FROM,
OMICRON



Dear Agent,
The coverage of the internship programme in the last issue was commendable. I enjoyed reading about the experiences of the interns, and hope to use them as meat shields on my own missions.
From,

Duck and Hide

DEAR AGENT,
WHY CAN'T I GET A TARDIS?
I WANT A TARDIS. TARDISES ARE COOL.
FROM,

ASPIRING DOCTOR

Dear Aspiring Doctor,
Absolutely not.
From,
Agent Morgan

Dear Agent,
Can you tell me how to wire an oven into my console? I want to make a soufflé but all the console is doing is spitting creatures from Labyrinth at me. Help!
From,
Tarred

Dear Tarred,
This isn't the time to be making soufflés, you nincompoop. The RC's flooded with black chickens and Glitter.
From,
Feathered

Got any opinions or questions that your partner won't listen to but you're dying to share? Send them to RC #2536!



THE DOCTOR IS IN.

by Anon E. Maus
Interview with a Canon Character

AS probably everyone (and their mini) knows by now, the Eleventh Doctor showed up in HQ on 3 April 2013 HST as one of the many, many canons dragged in by the destabilised plotoles from the Blackout. The Doctor was, according to eyewitnesses, extremely instrumental in the destruction of Slorp. The Monitor has had the opportunity to get a bit closer to the Time Lord that we so often strive to protect. For those Agents who haven't worked in the *Doctor Who* continuum, the Doctor is a time traveller who utilises a Time and Relative Dimension in Space – yes, like the ships in DoSAT that Agent Morgan won't let you near – to traverse time

and space in search of people and civilisations to save (or destroy, depending on your point of view). He is one of the last Time Lords in his original continuum, the other being, naturally, his insane and chaotic archnemesis the Master. Of course, “in his original continuum” is the key word there, because there are several Time Lords here at HQ working for the PPC.

Yes, the Doctor has met most of them. In fact, the Monitor managed to get this exclusive interview with the Eleventh Doctor (“Eleventh” referring to the life he's on – Time Lords have thirteen lives, or regenerations) shortly after he left the company of those Time Lords. (*cont.*)

MM. Hello, Doctor.

II. Hello! You must be a reporter. That's interesting; the last reporter I met had a little hole in her brain.

MM. Believe me, I don't have one. Might I say that it's an honour to meet you sane for once?

II. When you're talking to a madman with a box, sane is relative.

MM. Oh believe me, we've seen worse.

II. I wouldn't doubt you.

MM. So, how are you liking the PPC?

II. Wow, this place is so confusing! And you know it's confusing because believe me, I have seen many confusing things in my lifetime, like that one labyrinth I happened to find in the middle of an asteroid just a couple light years away from Woman Wept! Isn't that interesting, a random labyrinth in the middle of an asteroid?

MM. Was there a minotaur inside?

II. There was cake. Surprisingly good cake.

MM. That's the sort of monster I'd like to face down in a labyrinth.

II. I got a bit sick of cake after that one, actually. That was in my previous life, when I was travelling with Rose.

MM. Do you think of Rose often?

II. I know she's happy, and that's what matters. I mean, I'm not the same man anymore, am I? I have Clara and River now, and I had the Ponds, but the Ponds had to say bye-bye, so... actually, it'd be nice to see Rose again.

MM. Do you think you will? See her and your Metacrisis, that is?

II. Travel between parallel worlds is extremely hard, if not impossible. I mean, surely you lot must realise that.

MM. There was that one time when some people from the Mirror Multiverse came by... but that's not the point.

The point is, Doctor, how much of us do you know by now?

II. Have we really strayed that far from the point?

MM. I'm afraid so.

II. Ha, well! I know that you have Time Lords and TAR-DISEs, that you protect different universes from destruction at the hands of creatures called Suvians, and that navigation through your headquarters is worse than navigating my sexy ol' girl when she's in a mood.

MM. We don't call the members of the Department of Geographical Aberrations 'Pyros' for no reason, you know.

II. Geographical Aberrations? Like Earth getting moved?

MM. Something like that, yeah.

II. I assume Suvians are behind it?

MM. When are they not?

II. When Daleks are behind it.

MM. But then you could have a Suvian Dalek.



“I KNOW THAT YOU HAVE TIME LORDS AND TAR-DISES, THAT YOU PROTECT DIFFERENT UNIVERSES FROM DESTRUCTION AT THE HANDS OF CREATURES CALLED SUVIANS, AND THAT NAVIGATION THROUGH YOUR HEADQUARTERS IS WORSE THAN NAVIGATING MY SEXY OL' GIRL WHEN SHE'S IN A MOOD.”

MM. Agent Morgan said you don't approve of our practices.

II. Guns. Too many guns. Have I mentioned that I dislike guns? And some of these Agents should never come near a flamethrower – I saw one of them tearing down the hall this afternoon, shouting about the bubble apocalypse while burning everything in sight.

MM. That'd be someone from DoGA, sorry.

II. DoGA?

II. That would be terrifying, and believe me when I say something

is terrifying; it usually is.

MM. We'll take your word for that. Anyway, Doctor, explain this to us –

II. Explanations? I'm rather rubbish at explaining things. Most things, at least. Like time. I can never get the shape of time just right.

MM. Well, it's not about time. It's about Makes-Things, actually.

II. Ah yes, Elliot. Or not-Elliot, I suppose. Love that man. Even gave him an older model of my screwdriver, since he was so handy with them.

MM. How do you know him? We heard something about the Bio-Dome project...

II. He was working on the Bio-Dome used on Bowie Base One. I believe he developed most of the controls. And he was offered a post on the actual base, but turned it down. Actually, now that I come to think of it, I should've realised a bit sooner that there was so much more to Elliot than just some shiny honorary degree at some sort of technological school in the States.

MM. You mean MIT?

II. Something like that. You lot should take good care of him. He's a treasure. If you don't appreciate him enough, I can always take him off your hands –

MM. Oh, no, we need our Makes-Things. Besides, you know you're not going to remember any of this tomorrow, right?

II. Some of you don't ever stop reminding me of that, actually!

MM. Well, since you won't remember us, would you like to give us some parting words of Doctorly wisdom?

II. Don't run with flamethrowers.

MM. An excellent lesson that gets forgotten often here at HQ. Thank you so much for your time, Doctor, and once again: it's been an honour.

II. Oh, please, don't salute. I should be saluting you lot, really. Keep on having my back and everything. Thank you. **MM**

**WANT MORE OF ELEVEN?
SEE THE LIBRARIAN AT
THE CANON LIBRARY.**



WE ASKED HER
HOW SHE DID IT.
SHE SAID
"SPOILERS".

BY CARLETON HEARTH

DETHRONING THE DALEK

Okay, she really didn't, but it would be funny if she did. Clara Oswald, current companion of the Eleventh Doctor, beat Agent Omicron, the long-running champion of PPC Cluedo, on 4 April 2013 HST. I played this fateful game of Cluedo with them (and the usual others, although the Reader apparently couldn't make it; she was a bit busy with handling some of the other stray Canons that had appeared as a result of the Blackout) and found some time to talk to Ms Oswald afterwards.

"I'm not going to tell you how I did it; that would make Cluedo less fun, wouldn't it?" she says. "I just take really good notes, that's all."

Oswald arrived in HQ with the Eleventh Doctor, who also took this moment to catch up with his fellow Time Lords at another table. "I'm happy for her, I really am!" says the Doctor. "I mean, I didn't win my match against Davros and Sarah Jane back in my fourth body – actually, you know what,

Sarah Jane won that match. I guess it could be a companion thing."

And as the Doctor's newest companion, Oswald certainly is full of surprises and mysteries – possibly even moreso than many of his previous companions. As we are aware, Oswald has appeared in the Doctor's timeline twice prior to her current incarnation, and both of the previous ones have died. Of course, she has no recollections about any of this – in fact, one of her incarnations could be a future life that just happens to be in the Doctor's past.

"I don't think my past is anything really worth talking about," she says. "All I know is that right now, travelling with the Doctor's a great joy – he promised to take me to Vegas, you know – and I can't wait to see what we'll be doing next. Aside from, you know, losing spectacularly at slots." MM

A BEGINNER'S GUIDE TO ^{PPC}Cluedo

a murder mystery right within HQ

by Agent Morgan

The game of Cluedo is the sum of its history – PPC Cluedo even more so. No, wait, that's not right. Cluedo is a game of two halves – the left half and the right half. No, sorry, still not there.

Cluedo (ah, here we go) is a way for everyday folk (I hesitate to use the word 'average' – this is PPC HQ, after all) to experience the thrill of being an amateur detective, following in the footsteps of Sherlock Holmes, Hercules Poirot, Nancy Drew and all their compatriots. There has been a brutal murder in a large building (a mansion in the original game, or PPC HQ in our own edition), and since the crime-fighting forces of the day are clearly off somewhere else, it is up to the players to solve it.

No, the victim didn't do it. We promise. It's not that simple.

The players are tasked with determining not motive, means and opportunity, but where the murder took place (from a massive array of rooms on the gameboard – one assumes the body was moved, or else this would be rather trivial), what weapon was employed (since apparently a Dalek, poison-tipped arrow and cafeteria food all leave much the same marks...), and of course whodunit (always one of the players, or one of the unused player pieces).



**Frequently
Asked
Questions:**

*opposite page L-R: The Cluedo Board with our accusation of the culprit behind the Blackout.
this page L-R: Jay Thorntree, with a Dalek (Agent Omicron?) in DoSAT.*



“OF COURSE, THIS IS PPC HQ WE’RE TALKING ABOUT. ‘ON LANDING IN A ROOM’ IS NOT AS EASY AS IT SOUNDS.”

To the lasting regret of some (I daresay many?) players, the game does not proceed by pinning others to the wall and torturing them until they confess. Instead, each player is given a hand of cards, signifying places, weapons and people they know were not responsible. The object is to determine what cards are held by all other players – and therefore which three cards are missing, unaccounted for, and therefore the answer.

Players move their piece around the gameboard through the standard use of dice rolls, and on landing in a room, are permitted – even encouraged – to make a ‘suggestion’. Citing the room they are in, they suggest a possible culprit and weapon. Tension builds around the table as the responsibility of answering passes clockwise around: will anyone be able to disprove the suggestion?

In most cases, the answer is ‘yes’. The first player in the circuit who holds one of the named cards must

show that card to the questioner – but to no-one else. With a smug expression, the questioner must make a note on their little bit of paper – and so the game proceeds to the next player.

Of course, this is PPC HQ we’re talking about. ‘On landing in a room’ is not as easy as it sounds. There are portals set up between different locations on the board, allowing rapid travel across it, but even more disorienting is the ‘unless you hadn’t noticed’ effect. Whenever a player, on rolling their single die, turns up a 1, they are deemed to have been paying too much attention to where they are going, and are immediately transported to a randomly-selected room. Thus, potentially, any of the twenty-two locations are a single turn away... but with no way of choosing which. **MM**

Q. Can I lie about what cards I have?

A. No. If you could, it would be less of a ‘game’ and more of a ‘random guess’.

Q. Am I allowed to suggest cards I’ve got myself?

A. Yes! In fact, this is a major part of the strategy involved.

Q. How do I win?

A. You probably don’t. Statistically, given the number of players, you watch someone else win.

Q. No, but seriously.

A. By making an ‘accusation’ in the same manner as a ‘suggestion’, and checking whether it matches the three retained cards. Be careful, though – if you’re wrong, you’re out of the game.

Q. Are you sure the victim didn’t do it?

A. Absolutely positive. Sorry about that.

WEAPONS AHoy!



Fantasy/ Medieval

Mêlée

- Try a flail: guaranteed results with every swing!
- Don't dismiss the katana as a Suvian weapon: take advantage of its impressive cutting power (when canonically permissible, of course)!
- Pole weapons are in this season. Use a halberd or a pike to keep foes at a distance.

Ranged

- A good bow goes a long way. Make sure to use one with a pull appropriate to your strength.
- Do not underestimate the crossbow! A single high-powered shot is sometimes the only thing you need.

Unconventional

- Go for the Bare-Handed Monk style: train with one of HQ's many martial artists to deliver a fatal blow without using a weapon.
- Spotted a nice volcano somewhere along the way? Let the planet's molten mantle do the hard work.

Magic

- Protecting yourself against magical attacks should be your first priority.
- Magical Suvians tend to be more squishy than their direct-combat comrades: as long as you can close the distance without getting roasted, you have the advantage.

Modern

- A well-placed dagger can make all the difference in the world.
- In a pinch, baseball bats and other sporting implements can become effective weapons too.
- Lost all of your gear? All you need is a hammer, a piece of wood, and nails.

- Oodles of firearms are available in modern settings.
- Consider using a revolver as your personal sidearm: your spent casings stay within the cylinder and don't litter the canon's environment.
- A modern crossbow remains an efficient and relatively silent weapon.

- Car-fu Suvians into oblivion: don't hesitate to use basic mechanical physics against reality-warpers.
- Is your partner's cooking really that dreadful? Fulfill the Suvian's last request for a last meal...

- Magic can be effective even in modern continua.
- Try enchanting the Suvians' toaster to blow up in their face: guaranteed results!
- Be careful to avoid enchanting your equipment by accident, though: PPC technology tends to be explosively unstable as it is.

STUCK ON SUE-KILLING IDEAS? IN NEED OF NEW WEAPONS?

This chart might help you plan your next kill.

(The Monitor is not responsible for any injuries or damage inflicted by incompetent weapon-wielders.)



Mêlée

Ranged

Unconventional

Magic

Future/ Sci-fi

- Try a lightsaber: the final word in ultimate cutting power. Watch your fingers, though.
- Omni-tools from the Mass Effect continuum are growing in popularity: you can write up charge lists, browse the web, and impale things with the omni-blade function all with the touch of a button.

- Sci-fi guns are not only shiny, but also fairly effective.
- They come in several varieties, such as plasma guns, lasers, blasters, pulse guns, gauss rifles, and obviously the PPC favourite: the railgun. It's fair game so long as canon allows it!
- NOTE: Make sure you can actually lift the weapon first.*

- Future technology can provide several alternative ways for getting rid of Suvians, even more so than a modern setting.
- Throw your Suvian in a space-ship's exhaust system, disintegrate it in a force field, squash it under a Super Robot's foot... your imagination is the only limit.

- If the continuum allows it, magitek can be an Agent's best friend.
- Technology adds a whole new level to the capabilities of magic users, and this is the reason why Nanohaverse magic is becoming very popular among PPC Agents.

Magical

- Enhance your physical abilities with magic! Potions, incantations or illusions can give you an edge in battle.
- Carry a Zeldaverse fairy in a bottle. If ever you are downed (and you're not too mangled), the fairy can bring you back. Alive-ish.

- Use a Stunning (*Stupefy*) or a Full Body-Bind (*Petrificus Totalus*) spell with a Potterverse wand to disable targets before charging them.
- Hurl bolts of lightning at Suvians. Don't deny it: you know you want to.

- Has your quarry been abusing its super-special CAF/pet monster? Free the poor thing from oppression and watch as the underling finally gets to bite back.
- Dare the Suvian to transform into a mosquito. You know what to do next.

- For every magic style Suvians can abuse, there's always a weak spot you can take advantage of.
- Fire-based magic Suvian on the loose? The Agua-menti spell will be your best friend.
- And if the Suvian tries to kill you by taking control of a forest, remember that DOGA Agents are called Pyros for a good reason! **MM**

At least a third of the population of Headquarters showed up on 4 April 2013 HST to honour fallen Cafeteria Workers at the Tomb of the Unknown PPC Agent. Some of them had no real idea why they were doing it until they listened to the speeches made by speakers at the flame-jar vigil.

The brightly-coloured flames shone eerily against the great black Monolith; the perpetual starlight made its ithildin lettering shine all the more starkly, reminding us that people die in the defence of HQ all the time, and we only pause to remember them after a great tragedy has occurred. While the Blackout itself was not an Emergency-level tragedy that required mobilisation and bloodshed on the part of the agents, the creature unleashed during the Blackout – and the creatures that crept into HQ while the shields were down – claimed several lives.

Yet throughout all of this, the Flowers remain silent. Well, of course, they're Flowers; they don't really speak – but aside from Captain Dandy and the Security Weeds, no Flowers were seen responding to the destabilised shielding and the various bleeding continua. Naturally, whispers have arisen to explain such apathy.

"They're behind it, I bet," says a DMS Agent who requested anonymity. "Things had gotten too complacent around here, and they wanted to spice things up. The entire thing about the meatloaf monster was all just a hoax to scare us out of our daily routines."

"There definitely was a monster," rebuts the source's equally anonymous partner. "But it probably just came from somewhere else. The Flowers took down the shielding and let it play for a while before letting it go. I bet it was actually quite harmless, and it was some other monster that came in behind the meatloaf that killed the Cafeteria Workers."

Still others believe that calling it a hoax is insulting to the memories of the dead Cafeteria Workers.

"Look, I knew one of the girls that got eaten by that monster, all right?" Technician Neo Webber insisted. "Angie was one of my sis's best friends – aside from her kitchen partner anyway – and helped her dye her hair. I can't believe anyone would say something so insensitive as 'it was a hoax,' because Angie's death isn't a hoax, and my sister's near-death isn't a hoax, and that Doctor's TARDIS most definitely wasn't a hoax!"

Technician Webber is, of course, referring to the appearance of the Doctor, the main character of the British television programme *Doctor Who*. The Doctor, his companion, and some of his enemies showed up in HQ during the Blackout, as evidenced by previous articles in this edition of the Monitor. Indeed, many Canon characters from many different continua showed up alongside the monsters, and a final count of Canon character appearances are still being tallied.

"I know I saw Castiel from *Supernatural* wandering by the Cryptomusic Archives," says Spy Geoffrey Carver. "I think I also saw several iterations of Sherlock Holmes and John Watson bickering by the Fifth Canon Library. Xander wasn't very happy about the noise, I think, and told them to be quiet."

The Flowery silence in the aftermath of the Blackout may be unnerving and cause for conspiracy whispers, and indeed none of the Board of Department Heads were available for comment. But there is substantial proof that the Blackout has wreaked havoc throughout HQ, causing what has essentially been a long and gruelling crossover that everyone – not just the Disentanglers – is trying to sort out. We can only hope HQ will go back to its relative sense of normality soon. **MM**

"The Flowers were behind it, I bet."

"There definitely was a monster."

"Angie's death isn't a hoax, and my sister's near-death isn't a hoax, and that Doctor's TARDIS most definitely wasn't a hoax!"

The Blackout

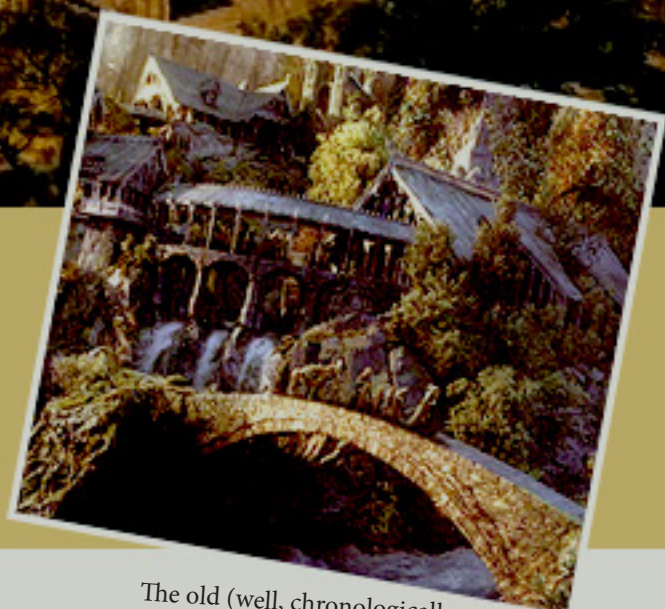
by Nita Incog



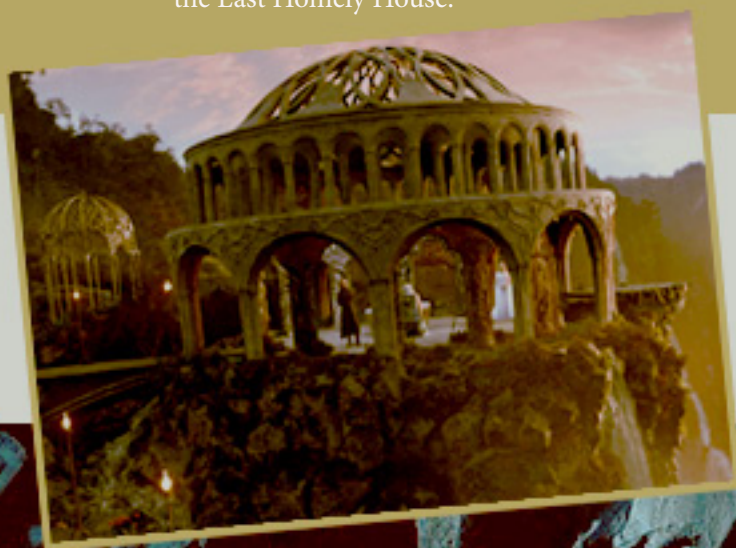
The Rivendell of Bilbo Baggins' time

Shiny New Rivendell!

Rivendell's undergone remodelling for the *Hobbit* films. Expect Sues to distort even these pretty new additions to the Last Homely House.



The old (well, chronologically new in terms of in-universe time) Rivendell



A gazebo and Elrond's new light table





ABOUT BLOODY TIME

by Cale Serfe

As some of us know (because we've all invested in the betting Apool), as of sometime around early April, the leading Will They/Won't They Couple of HQ has finally gotten the hint and... well, They Did.

DMS Agents Eledhwen Elerossiel and Christianne Shieh were spotted walking down the corridor hand-in-hand on 15 April 2013 HST and confirming to passerby that they are, indeed, a couple. Some people squealed. Others demanded money from their partners.

"This is really none of your business, you know," Agent Shieh says. "But since you've been nosing into our business since you started interning, I'll tell you that the rumours are true. We're together. Now leave us alone."

Elerossiel and Shieh have been partnered since 2008 HST, starting out in the Lord of the Rings division but moving into Freelance due to Shieh's inability to stay focused on one continuum at a time. Indeed, the human agent had spent time in both the Naruto and Harry Potter divisions before switching to Tolkien, a move that would throw her into the path of Eledhwen Elerossiel, escapee from the Mary Sue Factory Happily Ever After Ltd.

"If anything, this is a match made in Personnel," Agent Elerossiel says (with a touch of dryness). "Our paths would not have crossed otherwise, even with Chrissy's alarming rate of partner turnover."

The Marquis de Sod and Agent Shieh's former partners, Isamu Takeda and Selma Salmon, are unavailable for comment due to unavailability, death, and insanity, respectively. **MM**

Gossip

And speaking of Will They/Won't They couples, Agents Sergio Turbo and Nikki Cherryflower were spotted in the hallways of HQ during the Blackout. Have they returned from wherever they'd gone missing, or was that a time distortion that brought them here in their past? Some of us hope it's the former. Others of us, like DoSAT Technician Corolla, think it's the latter. -HG

Speaking of Corolla, however, the betting pool for her creating her fiftieth sapient console has extended greatly. Loss in your bets today! Some of the great prizes in the pool are: chocolate bars, a sonic lipstick (apparently stolen from a Sue), a shiny dagger, a hairclip, and a one-volume edition of The Lord of the Rings. -NW

Agent Fearn was spotted flirting with the Disentangler last Monday. Please tell us he was joking. We don't want to hear any more bad Dalek pick-up lines. (Besides, he's a Dalek, she's a Time Lady. It would never work. They'd literally be star-crossed lovers. And we're willing to bet that the other Time Lord and Dalek agents would have something to say to these two.) -TA

Scientist Lori Starrett is rumoured to be pregnant. Our insider sources say she's just had a bad pickle and not to bother her about it, but we're fairly certain they're lying to us. After all, her partner's been buying baby clothes from the General Store all week. They said it was for the Nursery, but we know better. -PS

Nurses Marion McKay and Suzine Sacks were caught sitting extremely close together at La Trattoria last Wednesday. Their colleagues say there's nothing going on, but chances are these naughty nurses will be the next Will They/Won't They couple! Make your bets today! -CH

Got salacious gossip?
Send it over to RC #2536!

(The Monitor is not responsible for any wounded egos and feuds stemming from content on this page.)



Editorial

You're all pretty sick and tired from hearing stuff about the Blackout, aren't you?

Well, tough beans. And actually, the beans in Friday's refried bean stew are surprisingly tough, so bring nutcrackers to dinner.

That was our point, actually. It's not our fault the food here is dubious enough to gain sentience and kill people. We make do with what's given to us. And the people who supply us with ingredients are surprisingly lax about what gets put in the pot.

You see, the Department of Operations often delegates the oh-so-unimportant task of fetching ingredients for the kitchens to misbehaving agents in different Departments, or accepts food offerings from non-misbehaving agents who've encountered a new species of berry while out on a mission or something. We know for a fact that the Fisherman from the Special Operations Division in the Department of Floaters once donated a bucket of scenery custard to the Cafeteria, coincidentally on the day eldritch meat from R'lyeh appeared on the menu.

Moving food is such a staple of the Cafeteria provisions that we've taken their edibility and benign nature for granted. Sue-derived food has also been such a staple that we've naturally forgotten that Sues have odd ways of haunting us even after death and pulverisation.

That's right! Of course the Glitter still left in the Sue-meat would have made the monster gain sentience and mobility, and the ability to eat up stuff like Weeping Angels and Cafeteria Workers, which was really freaky because I nearly died!

(Shut up, Nerys.)
(Make me.)

Anyway, in order to avoid nasty meatloaf monster stuff in the future, we're writing to inform you all how exactly we get the ingredients for Cafeteria meals and therefore calling on all of you—that's right, Y-O-U—to help us fix things!

Talk to Upstairs! We hear the Flowers have turned a deaf ear—if they have ears—o stuff about the Blackout, but this has gotta be heard. We need—

(Nerys, I'm taking over this editorial now.)

(Poopy.)

We need to raise awareness. We need Upstairs—especially the Nightshade—to restructure the Cafeteria food-obtaining tasks so that disciplined and/or voluntary collectors aren't bringing us dubious food anymore. Your health is on the line, whether that's from nutritional intake or simply avoiding another meatloaf monster.

Trust us on this. MM



Elysa Webber and Nerys Carpenter

Why We Need Better Cafeteria Food

Have an opinion too long for the Feedback page? Submit it to RC #2536 with the tagline "Editorial Page"!

LEVEL THE PLAYING FIELD!

This week's special at the PPC Armoury: **CMC 660 HEAVY COMBAT SUIT**

Twin incinerator flamethrower gauntlets
Heavy "Juggernaut" neosteel plating (+3 armour)
Suitable for close-quarters combat
Automated medical systems
HUD with multiple battlefield awareness systems
Built-in gravity accelerators for zero-G environments
Top-of-the-line sound mufflers
Cleared for use in any 'verse featuring similar types of
heavy powered armour

WARNING: FUEL MAY LEAK INTO OPERATOR COMPARTMENT. USE AT YOUR OWN RISK.