

May 2013

# The Multiverse Monitor

All the Things that They Don't Tell You

## An Abundance of Lampposts

HQ's Cleanup Continues

by Arlen Terrag

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# storytellers needed

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# Briefing

## News from HQ

The Sunflower's Witness was spotted again this week, this time attempting to broadcast an anti-Sunflower Official speech through a console in an empty Response Centre. A DIA patrol team was sent to restrain her and hand her over to Fic-Psych, but the rogue agent managed to escape by deploying a smokescreen, headbutting one officer and portalling away in the brief confusion. Joseph Logan, one of the DIA officers who confronted the Witness, tells us the madwoman shouldn't be underestimated. "I went down with my colleague [Officer Brian McMaolin]. We were just going to talk to her, but next thing I knew she'd knocked Brian flying and dashed through a portal before I could get to her. Brian's not an easy person to knock over, either. I think we're going to be a lot more careful next time she shows up." The Tiger Lily and her lieutenants were unavailable for comment at press time.

The Departments of Internal Affairs and External Security are working overtime to clear the hallways of PPC Headquarters. Security Dandelion squads and volunteers from all action departments are on the lookout for any monsters or other threat entities that might have been let into HQ following the temporary loss of shields during the Blackout. Agent Omicron, one of HQ's few Dalek agents, is reportedly leading the charge and encouraging his fellow agents with shouts of "SECURE THE HALLWAYS! SECURE! SECURE!" Teams of DES agents, DIA officers and Osbert's Raiders have also locked down a number of dangerous or suspicious areas and are conducting a grid-by-grid search for intruders, aided by Central's restored camera feeds. Any agents in these areas have been advised to remain in their RCs and open their doors only for identified members of those three groups.

The Nursery is under guard, and will remain so until the last of any intruders from the Blackout are dealt with. For now, only residents, workers and parents or guardians will be allowed access. "We take the safety of HQ's children seriously," said a DIA spokesman. "As long as there are still potential threats on the loose, we will keep up our watch, hopefully with a minimum of distress for those living at the Nursery."

A team from Building Maintenance are currently rebuilding part of a hallway that was abused by a group of agents who tried to recreate the rolling-ball-of-doom scene from *Raiders of the Lost Ark*. "HQ is not a playground," said one worker. "I wish that them crazy folks in their RCs would just get the message already and stop re-enacting famous movie scenes in the hallways. Sure, it was funny the first time around, but we're getting real tired of cleaning up after them. Especially after a rendition of the Mister Creosote sketch." Agents are also discouraged from recreating the Dead Parrot Sketch with any Suvian Cute Animal friends, dead or alive, avian or not.

New Caledonia's eating district reports an increase in customers since April. A surprise favourite is Deepdelver's Tavern from the Discworld, which specializes in rat-based cuisine. According to Deepdelver himself, he was very surprised at how many human agents turned up and actually finished their rat-and-kidney pies.

Call off the search parties: Agent Harris Frost has been found loitering around one of Ankh-Morpork's less savoury locales.

The Potterverse agents celebrated the 15th year anniversary of the Battle of Hogwarts on 2 May 2013 HST in a wandlight ceremony throughout HQ. If you were wondering why the hallways were so dark that day, don't worry. It's not the return of Slorp.

*pictures L-R: Agent Omicron, the rolling-ball-of-doom, Harry Potter, the Sunflower's Witness, a rat-and-kidney pie*



# Briefing

## Sports

DMFF will face off against the D-Ops in the finals of the All-HQ-Australian Indoor-Rules Quiddich tournament. The Department of Operations is truly shaping up to be a formidable opponent, as evidenced by the DIA's defeat in the quarterfinals. DMFF also surprised everyone this season, managing to fend off the DoSAT team earlier on.

The DIC will play against the DBS in the consolation match later this week.

The HQ StreetWar tournament began late May and is expected to last until mid-June. So far the following agents have been eliminated: The Disentangler (DIC), Markus Brown (DMS), William Roy (DMS), Jean DuVallon (DIC), Marcel Chevalier (DBS), and Elysa Webber (DO).

The DMS triathlon will be held sometime in mid-June, depending on the weather in the World One location where the event will take place.

The 2013 All-HQ Parkour Competition, Attack of the Mary Sues, is now underway. Admission into the event is free, so grab your running shoes and try out all five courses. All competitors must proceed through the course on foot. No flying, smashing through walls, or phasing across dimensions.

This year's winner of the Acacia Byrd Archery Cup is the DF's Benoit Fortier. Despite unfavourable wind conditions, Agent Fortier was able to achieve a perfect score in the competition.

The PPC Hide-and-Seek Tournament began on Friday, held in an Escher Room. Currently, Multiverse Monitor correspondents are unable to locate any of the contestants, but updates will come as the event continues.

The All-HQ Boxing Organisation hosted its latest event, "Lords of the Ring", last Friday, 31 May. Fighters from all Departments competed in front of a capacity crowd in New Caledonia's Multiversal Sportplex, with the action available on television sets and console screens all over the city and HQ. The night was capped off with two title bouts, as AHBO Light Heavyweight Champion Edmund Howell continued his reign in a 12-round unanimous decision win over Carmine Jenkins, while Anton "Bloody Boy" Harris claimed the Heavyweight crown with a sixth round stoppage of Ular gro-Khagra. Full results for this and other cards over the month have been posted by the AHBO.

*pictures clockwise: Edmund Howell's boxing gloves, the 2013 All-HQ Parkour Competition logo, the Escher Room*







# BATTLE OF THE DEPARTMENTS



AHBO ALL-HQ MIDDLEWEIGHT CHAMPION **STARON RUUZ** FACES HAMMER-FISTED "MARQUIS' OWN" **PREREK SEVNO**



# RUUZ

ASSASSINS **VS.** PERSONNEL

# SEVNO



FOR MORE INFORMATION CONTACT AHBO HEAD OFFICE AT **RC 9123**



**SATURDAY 22ND JUNE 2013 HST**

**MULTIVERSAL SPORTPLEX, NEW CALEDONIA**





*pictures top to bottom:*  
Zachary Quinto as Spock,  
Leonard Nimoy as Spock,  
Leonard Nimoy as Spock  
Prime, and the 2009 Enter-  
prise.

*opposite page: the 1960s  
Enterprise*

## IT'S ONLY LOGICAL

*Meet Spock, Canon Character of the Month*

**BY STELLA ITER, STAFF WRITER**

Every canon has its popular characters, the ones that are widely loved and much discussed. Some characters move beyond that, though, to become the face of their franchise and have broad influence on the world of fiction.

And no character has had as much impact on fandom as we know it as Spock.

The pointy-eared alien has been popular with fans – and fangirls – since he first appeared on the original series of *Star Trek* in the 1960s. With the reboot in 2009, his popularity has only increased. But who is he?

To understand Spock, you must first understand the Vulcans. Contrary to popular belief, Spock is not a Vulcan – he is half-Vulcan, half-human. However, he was raised on Vulcan and adopted the customs of his father's species to such an extent that he appears full Vulcan. The Vulcans are unemotional, preferring to base decisions on logical reasoning. Their stoic nature puts them at odds with humans and other species that often rely on “gut instincts”. Vulcans do have emotions, though – in fact, their careful emotional suppression is due to years of violence in their past. (*cont.*)





Spock is torn between his Vulcan upbringing and his human side. He was bullied as a child for his mixed heritage. Despite being accepted to the prestigious Vulcan Science Academy, he chose to enter Starfleet. As the military/exploratory branch of the United Federation of Planets, he hoped to find a place where both halves of him would be accepted.

Before serving in his famous position as first officer and science officer to Captain James T. Kirk, he served aboard the Enterprise under Captain Christopher Pike. Spock became incredibly loyal to Pike – while serving under Kirk, he put his career at risk to help him. You could say, however, that one of Spock's defining characteristics is his loyalty to his captains, as he repeatedly goes on away missions to protect Kirk. Of course, the slash fans would say it was more than loyalty...

Though he is half-human, Spock functions as Captain Kirk's logical center, balancing out Dr. Leonard McCoy, who often functions as Kirk's emotional center. Naturally, Spock and McCoy clash, and are fond of snarking at each other, though Spock would not admit to doing anything for the illogical reason of irritating someone else. He is almost more Vulcan than most due to his insecurities about his half-human nature. However, by the time he enters the reboot universe, he seems to have found a balance between being overtly emotional and coldly stoic, and is able to act as something of a mentor to his younger self.

The reboot Spock is much like the original, but he is slightly more emotional due to his youth and the traumatizing events that the new timeline caused – namely, the destruction of his home planet, Vulcan. He is somewhere in between emotional and stoic, not because he is balanced like his older self, but because he suppresses very strong emotions that sometimes show through.

Spock's character has had far-reaching effects. His Vulcan hand gesture and catchphrase "Live Long and Prosper" have been a means of identifying Trekkies since they first came into existence. *Star Trek* would not have developed the fanbase it did without his character. Much early fanfiction featured him, for better or for worse - he was one of the first Mary Sue Lust Objects, and a participator in the first slash couple (Kirk/Spock).

Unfortunately, Suethors have not learned since the 1960s, and he still appears in many Suefics as a Lust Object or to comment on how logical the Sue is (which is, without exception, not at all). The number has increased exponentially with the reboot making him younger and shinier, and *Into Darkness* is expected to cause a further increase, since he is appearing alongside actor Benedict Cumberbatch of *BBC Sherlock* fame. PPC agents can expect a rise in bad crossovers and in Sues awed by so much "hottness".

But what has made this character so popular and influential? The question is difficult to answer. Perhaps it's because of his race's catchphrase and hand gesture being such an easy way to identify oneself to fellow Trekkies. Or perhaps his deep brown eyes and gracefully pointed ears entrance hormonal teenage girls who long to unlock his heart.

But perhaps it is something deeper. Spock's struggle, in every timeline, is to find balance between his Vulcan and human sides, to find balance between emotions and logic. It is a quintessential human struggle. He appeals to teenagers, caught between childhood and adulthood, and to anyone who has ever been caught between two worlds, or torn apart within. He will continue to be beloved as long as humans are able to identify with his struggle. MM

***WANT MORE SPOCK? SEE THE LIBRARIAN AT THE CANON LIBRARY.***

# Feedback

DEAR AGENT,  
YOUR COLLECTIVE NOSES, OUR BUSINESS,  
GET OUT.

THE "THEY DID" COUPLE  
P.S. THE NEXT PERSON TO ENQUIRE ABOUT  
OUR SEX LIFE GETS A KUNAI TO THE GUT.

DEAR AGENT,  
PETITION TO BAN AGENT FEARN FROM  
ALL GAMES AT RUDI'S, EVER? HE  
NEVER STOPS EXTERMINATING THE  
THING, AND BY THE THING I MEAN  
THE GAMES! IT'S NO FUN PLAYING  
GAMES WITH HIM!  
-DAL-DAL

DEAR AGENT,  
YOU WILL BE EXTERMINATED FOR IMPLYING THAT I EXHIBIT  
EMOTIONS OF ANYTHING LESS THAN PURE DALEK HATRED  
TOWARDS THE DISENTANGLER FOR BEING A TIME LADY.  
DALEKS DO NOT ENGAGE IN THE SOCIAL INTERACTION  
KNOWN AS "FLIRTING".  
FROM,  
FEARN

Dear Agent,  
I actually somehow like having the  
Daleks around, but either they  
settle down or the Cluedo circuit  
will have to find somewhere else  
to play on Thursdays. I'm sorry,  
but it's getting a little ridiculous,  
and I'm not putting my customers  
at risk if things get out of hand.  
-Rudigore

Dear Agent,  
The very idea of the Flowers or-  
chestrating the Blackout and releas-  
ing a monster upon us is horrifying.  
I've never liked them, but I never  
thought they'd do this, either.  
-A still-traumatised Agent

**Corrections:** In the Editorial of the previous issue, the Flowers are said to have turned a deaf (metaphorical) ear "o stuff about the Blackout". The "o" is actually "to". Also in the Feedback section, the 'Concerned Citizen' who wrote about helping the International Academy of Hetalia Fanfiction has been tracked down and assured that everything over there is fine; they may or may not have been barricaded in their RC and totally unaware of the date.

Dear Agent,  
If you think two colleagues having lunch to-  
gether in a crowded little cafe is something  
to be construed as subtext, you need to have  
your head examined. Fortunately, I happen  
to know just the place. I'll see you in session.  
-S.S.

Dear Agent,  
I've been asked (by a source who will remain  
nameless for your sanity--and for mine as well,  
I suppose) to point out that in your last issue,  
you mentioned someone named "the Reader" as a  
regular in the Cluedo games.  
There is no Reader. Whoever she is, she is not  
currently in HQ, or a member of the PPC. You were  
either creating a conspiracy, or the victim of  
one of HQ's dimensional slips.  
That's all.  
-Agent Dawn McKenna



Dear MM,  
You should write about puppies  
they are so cute and not scary  
like evil meatloaf. I think my  
Dad's meatloaf is evil too, can  
the Doctor come blow that up?  
Mummy's new mini-Balrog is  
like a puppy but I don't know  
how to hug it without getting  
hurt. :(  
From,  
Bradley Kent, Age 6



# Editorial

(What do you mean that's not a picture of a killed-and-scram'd Sue?)

Got feedback, opinions, and/or questions that your partner won't listen to but you're dying to share? Send them to RC 2536!  
Got an opinion too long for the Feedback page? Send it to RC 2536 with the tagline "Editorial Page"!

kill and Scram?  
an editorial

by Terri Ryan, Department of Personnel, DOGA Archivist/R&R Division

Decades ago, when the PPC was staffed solely by Flowers and a certain Korean, our fragmentary records indicate that the preferred method for dealing with plothole-generating badfic was to destroy the world from orbit – the so-called 'Nuclear Option' our emblem recalls to this day. Nowadays, things have changed, with some agents taking days or weeks to complete their missions. There are some PPCers who have been out there for years, doggedly pursuing every last charge. Indeed, rumour has it that there is a three-agent team somewhere in the Multiverse, still sending in sporadic reports on their quest to kill a novel-length *Star Trek* badfic.

These two extremes have become the heart of what's known as the 'Kill and Scram' debate. Since I've apparently been seconded to the R&R Division of Personnel (sarcastic thanks again, boss), I have seen reports from proponents of both sides of the argument. This supposedly makes me qualified to offer an opinion.

At its heart, 'Kill and Scram' is about what our purpose is in performing missions. Are our Action agents there simply to wipe out a plothole generator? Then they should kill the Mary-Sue, exorcise the

slash wraith, or resolve the crossover as soon as possible, to stop it affecting the world any more. But... I, and many others, don't think that's why we go in.

I love the canon worlds, their inhabitants, and their stories. It breaks my heart to see what people do to them – and I don't even go on missions! I can only imagine what it must be like to actually witness it first-hand. But witness is the key word here. As I see it, PPC Agents are witnesses on behalf of the canon. The world can't stand up for itself (except in certain unusual cases), so it's up to us to watch what happens - to feel the canon's pain – and then to stand in for the mistreated world when the time comes to set things right.

Can you do that without seeing a large portion of what happens during the story? Perhaps you can. But to my mind, ending a mission early is a disservice to canon – a way of saying, "I know you're hurting – but I can't be bothered to stay and share that pain with you." And I don't think that's right.

However great the temptation. **MM**



# An Abundance of Lampposts

HQ's Cleanup Continues

by Arlen Terrag, Staff Writer

Headquarters is still being cleaned up in the aftermath of the Blackout, as agents and security forces have to contend with rogue plotheoles, intruding canons, monsters, potential structural damage, and the aftermath of a scenery-displacing plot. After tracking down a large number of cats, tigers, lions, and one old wizard, one group of agents finds themselves having to sort them into groups and return them to their individual canons.

“Without the Universal Translators, we wouldn’t’ve got anywhere,” says Agent Connor Marozzi, Department of Intelligence. “We couldn’t recognize them all on sight, and whoever brought them here in the first place wasn’t around to help, so we had to ask them all. It was a bit of a nightmare, really, although I think they had it a bit harder over with all the lampposts. Yes, I said

lampposts. I don’t know much about that, though, you’ll have to ask [Officer Jacob Sullivan, Department of Internal Affairs].”

Officer Sullivan was too busy to talk, but his partner, Officer Adalwulf, spoke on what the team of officers and agents had found. “I can’t tell you too much, but the lampposts were part of a bigger mystery. Apparently, there was a woman and a Klingon, and they were investigating. We’ve got a whole bunch of people claiming to have been tied upside-down to the lampposts, too. Right now, we’re moving the lampposts back to Gotham--they all seem to have come from the *Holy Musical B@man!* universe--and we’ve got officers trying to get statements from the woman and the Klingon. If we get anything useful, we’ll let people know.”  
(cont.)



“Rest assured that we will continue to do our best to protect HQ’s population from any and all threats, internal or external.  
- A DIA Spokesman”

As of press time, the Department of Misplaced Flora and Fauna has been called in to assist the DIA in their inquiries on the matter of the displaced lampposts. Agent Rosalie of the DoMFF, who was responsible for a segment of forest appearing randomly in HQ due to Remote Activator failure in the Blackout, says that it has been tedious getting individual lampposts back to Gotham city. “It’s not as if we can send them all back at once; lampposts aren’t entire cities or buildings or forests, you know?” says the nymph. “I’ve actually got to find where these lampposts used to be, and they were taken out from random spots all over the city. It’s quite annoying, actually.”

Various other canons and creatures have been encountered throughout HQ, and while most have been seen out without incident, others have been more troublesome for personnel attempting to deal with them. A group of the less troublesome variety was encountered on its way out of HQ, and convinced to give a statement.

“Look, we didn’t actually try to end up here,” says Dean Winchester, one of the main characters on the TV show *Supernatural*. “There was just this--this blue portal, and then we were here. And it’s been a pretty crazy ride. I mean, seriously, meatloaf? Who creates a giant meatloaf monster and sets it loose? Come on, man.”

“We got a little lost,” admits Dean’s brother, Sam. “I mean, we were looking for [Castiel, *Supernatural* canon], and it just--look, the hallways all look the same, it’s not like we did it on purpose. We didn’t mean to get lost, and we’re sorry about any trouble we’ve caused.”

The trouble Sam mentioned may have something to do with some of the monsters that ended up in HQ, such as Creepers from *Minecraft* and Timberwolves from *My Little Pony: Friendship is Magic*, which are currently being actively cleared out by the Security Departments. Two agents from the

Department of Floaters have also gone missing, and are reportedly rescuing a stampede of Ypurs, which escaped from the Cafeteria during the Blackout, from Aperture Science.

“Yeah, [the Fisherman, Department of Floaters] was just settling down to a nice chat and catch-up with the rest of us Time Lords,” says the Disentangler from the Department of Implausible Crossovers. “I mean, how many times do we get to have that here and with the *Doctor*, too? But then Fish’s partner, Evie, came by telling him that the Ypurs got out of their containment thing and that they had to go, so he had to leave early. Poor bloke; I hope he’s all right.”

*Multiverse Monitor* staff are trying to confirm rumours of happenings in and around the Department of Fictional Psychology, as well as reports that gunfire has been heard beyond a perimeter established by the DIA, Department of External Security and Osbert’s Raiders, a militia group formed during an invasion by the League of Mary Sue Factories back in 2008. Sources inside the DIA and DES have been unable to confirm or deny witness accounts, sent by console to the *Monitor*’s newsroom, that security forces have been engaged by operatives of the Enforcers of the Plot Continuum. As of now, the only confirmed sightings of operatives from other multiversal organisations are those of two constables from the Transfictional Canonical Defence Authority, who helped destroy the meatloaf monster Slorp prior to being sent home by the Department of Sufficiently Advanced Technology.

“It’s true that our personnel have had to deal with hostile elements that got in during the Blackout,” says a spokesman from the DIA. “However, at this time we cannot make any definitive statements as to the identities of the alleged operatives. Rest assured that we will continue to do our best to protect HQ’s population from any and all threats, internal or external.” MM



# The Glorious Revolution

Adapts *Night Watch*, Achieves Glory Of Its Own

Stan Grayston, Resident Critic



dir. Joel Whitegrass  
25 May-24 August, Saturdays, 8 PM

The 25th of May is renowned throughout HQ for many reasons, and its coming is often commemorated by the corridors turning into a practical forest of lilac sprigs, but there's seldom been one big event to recognise its significance, at least until playwright and director Joel Whitegrass decided to take a break from stabbing Mary Sues for just long enough to put together this stage adaptation of Terry Pratchett's *Night Watch*. This task has been seen to quite ably, if perhaps staying a little too close to its source, and proves worthy not only as theatre, but as a tribute to all who lost their lives leading up to - and during - the Revolution, to whom a dedication was read before the performance began.

By now, most of those reading this know the story to *Night Watch*, but for those unfamiliar it is the fifth of seven books concerning the Ankh-Morpork City Watch. Watch Commander Sam Vimes is about to become a father, and seems to be on top of the Discworld. He has riches, respect, title and a loving family. Then, while pursuing serial killer Carcer Dun, he corners the madman at the dome above the Unseen University's Library, where they are both struck by a magical thunderstorm and sent thirty years into the past, on the eve of the eponymous Glorious Revolution - and worse, Sam Vimes must play the part of his own mentor, hardened copper John Keel, when Carcer gets to him before Vimes can. Now he has to track the murderer through an Ankh-Morpork on the brink of civil war, and try to save as many

people as possible from the coming slaughter - even though that shouldn't be possible, given "his" own name is on one of the tombstones.

To review "Glorious Revolution" on basis of plot is slightly futile, as its plot and that of the book are one and the same in most respects, with all its twists, turns and parallels to great works like Hugo's *Les Misérables*. What we can instead look at is the process of adaptation itself, and how Whitegrass and company bring this story to the stage. In this, the director does admirably, but due to either reverence or caution often seems reluctant to strike too far out on his own path. A great adaptation isn't afraid to branch off from its source, be it moulding the work to fit its new medium or exploring themes and content the original could only touch on in passing - there are a few great instances of this, where we get a more personal look at some of the events of that time Commander Vimes wasn't a party to; it seems rumours that certain cast members were actually present for the Revolution aren't baseless. That said, there are times where Whitegrass could have afforded to skim or even change things up, and some who were expecting a wholly new experience might be slightly disappointed by how much we've seen - or read - before.

Where "Glorious Revolution" truly shines is drawing the audience into the story it has to tell, and enhancing it through the many tools available to us here in HQ. The set design was incredible, looking like it actually was Ankh-

Morpork, and while some might say the cast using Disguise Generators to actually take on the forms of their characters takes some of the fun out of the acting, I found it a very clever way to keep up the viewer's immersion and a new challenge for the actors, who had to truly become their roles in action as well as appearance. In this respect, I feel they did very well, especially amid rumours some of the cast were security officers who had to abruptly leave the production to deal with the Blackout and needed hasty replacement. This also made quite the treat out of the final bows, as each cast member was called up by character name and only then revealed themselves with a dramatic deactivation of their disguise. It seems at least one of the generators malfunctioned, though, as when Death's actor removed his disguise there was nothing underneath. Strange. You will also definitely be surprised by the actors for Carcer and Findthee Swing, whose identities I never would have guessed.

All in all, this is a show I cannot recommend enough, and in fact I will be making a point to see future productions - performances will continue through to August, and apparently new tours aren't out of the question if this initial run is a success. You should definitely see it when you have time, though be mindful of your fellow audience; the Large Auditorium fills up pretty quickly, and seeing it at the debut we had Statler and Waldorf make surprise appearances during intermission, only to be dragged off mid-heckle by event security. MM





*Miss Nariel,  
Co-Coordinator  
at the Strategic  
Badfic Elimina-  
tion Initiative.*

*Teaching Credentials Through Pain*

# OFU squared

*by Nita Incog, Editor*

Several Course Coordinators of various Official Fanfiction Universities announced the formation of a new OFU programme last week. This programme, called “OFU<sup>2</sup>” or “OFU-Squared”, was designed to combat the presence of Sueniversities in the Multiverse, and to instruct students interested in coordinating their own Fanfiction Universities in what not to do.

The Official Fanfiction Universities have been part of the Canon Protection Initiative for many years, the first one for Middle-earth being established by Miss Cam in 2002 HST. Many graduates of OFUs work in the PPC as agents, or work for the OFUs as non-Canonical staff. However, not all OFUs take on the burden of Canon protection as seriously as others, leading to a phenomenon called the Sueniversity.

A Sueniversity is classed by most OFUs as a “Fanfiction University... with all the hallmarks of the OFU brand... which doesn’t do its job.” In Sueniversities, the staff members are driven out of character, the fan-girls run amok without regards to the consequences, and the canon is distorted.

“An OFU is about teaching students to write well. A ‘University’ which promotes bad writing doesn’t deserve the name,” says Dr. Huinesoron, the Administrator of the Official Fanfiction University of Discworld (OFUDisc). “An OFU which is itself badfic? As Administrator of OFUDisc, I find that deeply offensive. But how could we stop people from writing bad OFUs when all our experience lay in running Fanfiction Universities and teaching people things? The clue, as they say, is in the question.” (*cont.*)

To combat the increasing number of Sueniversities, Dr. Huinesoron called up several of his colleagues to create the distance learning programme "OFU2", where groups of Coordinators film their visits to various Sueniversities, compile charges against each Sueniversity, and then deal out consequences.

"Like Doc Huinesoron says, some of these Sueniversities deserve a good torching," says Mr. Allen, Course Coordinator at the International Academy of Hetalia Fanfiction (IAHF). "Some of them are plain hypocritical, others are blatant plagiarisers, and all of them just need to be killed with fire."

However, the distance learning format has raised concerns amongst the OFU communities, particularly about the lack of Learning Through Pain, one of the most well-known mottos of the OFUs as a whole. However, Dr. Huinesoron says that there will be plenty of pain for the prospective Coordinator partaking in the course:

"The Official Fanfiction University system understands that pain is an excellent motivator," says the Administrator. "But how can we torture students who, like those of OFU2, are only interacting with us at a distance? We considered making them sit through half an hour of flashing urple, wilver, bled and so forth, but the education aspect was somewhat lacking. Instead, it was proposed that we pay a visit to the Sueniversities - and force our students to watch every grisly detail."

This suggestion leads to the current format of the OFU-Squared classes, the first lesson of which will be coming out sometime in the near future. It involves a visit to a Sueniversity called "The Official Unofficial Fanfiction Academy", which claims to teach its students how to write fanfiction for the *Lord of the Rings*, the *Avengers*, *Alice in Wonderland*, *Harry Potter*, and *X-Men*, amongst others.

"Our first target annoys me for many, many reasons," says Miss Nariel, Co-Coordinator of the Strategic Badfic Elimination Initiative for the *Avengers*-verse (SBEI), and an OFUM graduate. "The main student character becomes a Lust Object, throws all the canons out

of character, and even inserts her Real Life friend into the story so that Glorfindel can fall in love with her. She even makes up a Stu--a spider Stu--who was likable up until the point when he started claiming credit for most of the important events in *Lord of the Rings*. In the words of TOUFA's Charles Xavier, it's 'most ungroovy', and you have my word that I will throw [mini-Nick Furys] at it until it's erased."

*Dr Huinesoron,  
Administrator at  
the Official Fanfiction  
University  
of Discworld.*

“A ‘University’ which promotes bad writing doesn’t deserve the name.”  
- Dr Huinesoron, OFUDisc





The background of the page is a scene from the anime 'The Infinite Library'. It depicts a vast, dark space filled with numerous floating books. A large, white, angular structure resembling a library or a ship is visible. Several characters are present: a girl with long purple hair and a crescent moon on her chest, a boy with short orange hair, and a smaller character in a white hoodie. The overall atmosphere is mysterious and ethereal, with blue and white lighting.

# The Infinite Library

In the newest *Nanoha* movie, the Infinite Library has been redesigned. Any agents needing a place to crash should check it out, assuming Suethors haven't erased it from existence again.

# THE SUE LORD: A NEW

*Pictures, both pages: The many incarnations of the Sue Lord*

On 20 April, 2013 HST, agents from the Departments of Floaters, Mary Sues, and Implausible Crossovers encountered a new form of Mary Sue while working on a collaborative mission in the *Doctor Who* continuum. This new Sue, named the Sue Lord, possesses the ability to regenerate into different Sues upon assassination.

Unlike a Time Lord Sue, which is a Sue that assumes a different form upon death but retains the same name and backstory, a Sue Lord becomes a completely different Sue with a new name, a new form, a new backstory, and a new way to distort the Canon with each regeneration. Some forms of the Sue Lord have been Time Ladies, others have been human, and still others have been 'vampire/human/witch[es]'

"Our Sue Lord came to us with the Intelligence Report thinking that it was a collection of several different Sues," says Agent Eledhwen Elerossiel (DMS). "It was only when we actually got into the fic that we realised they were the same Sue at its core - constantly becoming new Sues upon death, with new ways to provoke the rest of us."

"It was a joke, the Sue Lord," says Agent Christianne Shieh, Agent Elerossiel's partner. "Ellie and I had this joke a couple missions ago about a Sue that would just regenerate into another, completely different Sue afterwards. Obviously the Ironic Overpower hates me."

While the Sue Lord's individual regenerations were easy to kill, the entity itself proved trickier to deal with, as it retained the ability to make new bodies for itself even if all its current regenerations were destroyed or removed from the fic. Attempting to remove the Sue Lord's incarnation from its fic, meanwhile, prompted it to skip to its next regeneration.

"It was a disgrace, is what it was," says Agent Lonny (DF). "I never met a nasty that a few well-directed stabby things in the right places won't take down, but this thing kept mocking the very concept of being killed properly! I eventually just decided to shove one of the Sue-s in that carrying case the Assassins used to lug their minis around so we could bring it by some canon characters to kill it, but guess what? The fic reacted when I hid its little darling worse than it did when we just busted up the last one's vitals, and locked us into the collapsing world-pocket thing. If we hadn't portalled to the next chapter, we'd probably have been deleted from existence. Blasted Sue Lord holds a grudge." (cont.)



# SPECIES OF sue

BY anon e. maus, EDITOR

To defeat a Sue with such abilities, Agents Elerossiel and Shieh, Lonny and Copernicus, and Edgar Sullivan and Agent \_\_\_\_\_t (DIC) had to bring the Sue Lord into a completely different continuum, with different rules regarding duplicate selves.

“When Lonny managed to remove one of the Sue-incarnations from the fic’s chain of events, it inspired me to dispose of the Sues in the *Timecop* continuum,” says Copernicus, Lonny’s partner. “In essence, the *Timecop* continuum’s rules of time travel state that any two versions of the same entity from different time periods are never to touch. If they do, the two entities will warp together, the time-displaced matter deleting itself from the time stream. In addition, any actions that the past self would have performed past the point in time that he or she melted into the future self will be deleted from the time stream as well. It’s a very strange and situational rule that fits into *Timecop*’s time-space laws not making much manageable sense. Thus, we decided to gather all of the Sue Lord’s bodies together, bringing them one by one into the *Timecop* continuum so that their influence could properly be expunged and so that the central entity would not constitute any replacement bodies after we left.”

Future Intelligence Reports may use this mission to identify new specimens, since there are a few telltale signs of a Sue Lord’s presence. The Sue Lord’s natural habitat is in a Word World designed as a series of oneshots or OC requests. The most discernible feature of a Sue Lord fic involves multiple Sues so repetitive that they may as well be the same one.

“Oh, Sue Lords are pretty recognizable once you actually meet one,” says Agent Sullivan. “I mean, when they’re all in the same format, use the same plot, and share the same SPaG mistakes, and change appearance and backstory every chapter...well, then you’re dealing with a Sue Lord. Not fun. I wish you all the luck in the world.”

The six agents, all of whom are currently receiving treatment from Medical and FicPsych, expressed equal levels of dismay at the prospect of dealing with future Sue Lords. Already, Intelligence has detected



“sue LORDS ARE THE SUPERVILLAINS OF FANDOM.”

- Agent Agent \_\_\_\_\_t, DIC

potential new Sue Lords in the depths of the Circle of Lemmings.

“Sue Lords are the supervillains of fandom,” says Agent Agent \_\_\_\_\_t. “You know how you get idiots like Hammer and Stane, and then Loki comes and blows them both out of the water? That’s a Sue Lord: hard to kill permanently, full of tricks, and all-out insane. I wish I could say the one we just faced down was the only one around, but when have we ever been that lucky? Sue Lord reports are probably going to start flooding in before too long. Try not to tempt the [Laws of Narrative Comedy] or the Ironic Overpower; you’ll regret it.” MM

# After the Demon Barber

## An Interview with Thane Krios

By Meister Raro



It can be rather frightening for an agent to be discovered by a Gary Stu - just ask Anneli Rodriguez, Xanthus Garkaran, and Cinderella of Response Center 2183. When this trio was sent to deal with Subject 23, a *Mass Effect* Stu, they found his powers allowed him to detect them through the SEP Field, and Agent Cinderella was taken prisoner.

However, one of the canon characters was immune to Subject 23's Suefluence, and was able to help. Thane Krios was on the *Normandy* thanks to being mentioned in an author's note, though his lack of presence in the actual fic granted him immunity from Subject 23's powerful Suefluence. This eventually led to Cinderella forming an alliance with him, through which Cinderella was eventually able to escape and complete the mission.

We caught up with the drell assassin during his time at FicPsych, and here he provides his thoughts on Subject 23, the PPC, and Sues in general.

**Multiverse Monitor:** Thank you for meeting with me today, Mr. Krios.

**Thane Krios:** There is no need to thank me. I am simply sitting down to talk.

**MM:** Well, considering who you're talking to...

**TK:** Are you certain you will not be in trouble for this interview?

**MM:** I'll be neuralyzing you afterwards, so I think I'll be fine.

**TK:** Very well then. It pleases me to know that Cinderella is well.

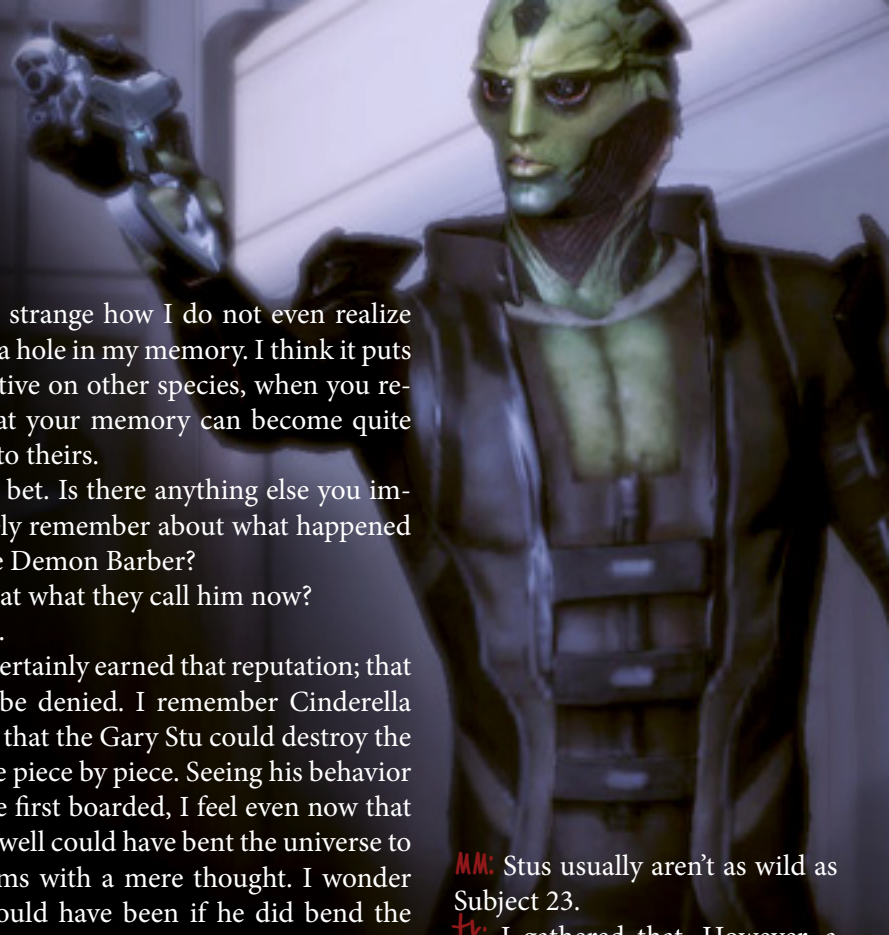
**MM:** Yeah, it must've been a little rough on her to be in that situation. I never knew what exactly happened to her, other than she was seriously injured.

**TK:** She did not tell you?

**MM:** No. Her entire RC was a little guarded about it, to be honest...

(cont.)





**Tk:** I cannot blame them. I was tasked with watching over Cinderella when she was first captured by Subject 23. He tortured Cinderella with an ice whip while she was under my watch.

**MM:** She was? Oh my God... How did you react to that?

**Tk:** I... [His eyes moved rapidly here, and his next words were spoken with some speed.] *He rushes in, ice forming in his hands. Smell of salted water in the air. He raises the ice, strikes her: she screams. "Who do you work for...?" he asks. Eyes the color of melted gold, squinted in hate.*

[Here, he returned to normal.] I felt anger and guilt. I was angry that such a man thought that he was justified in doing what he did to her. I felt guilt, that I was bound to my Commander such that I could not stop it. When Cinderella told me of her mission, I felt compelled to help.

**MM:** And that was when you formed that small alliance.

**Tk:** Of course. As I said to Cinderella, Shepard would have wished me to deal with Subject 23 if she had been in control of her faculties.

**MM:** And I think we know what happened after that.

**Tk:** Indeed.

**MM:** I heard there was a scare when you remembered everything even after being neuralyzed...

**Tk:** There was. Understandably, she was worried when the neuralyzed failed. She was... quite open when discussing the PPC with me.

**MM:** Really?

**Tk:** She discussed some departments I think were not relevant to the mission she was on. I am still quite intrigued by the department that handles bad homosexual relationships...

**MM:** Department of Bad Slash?

**Tk:** Yes. I think it is interesting how these authors see fit to pair me with another man.

**MM:** Do you particularly mind that?

**Tk:** Not at all, actually. I find the idea intriguing... If I were to retain my memory of such an event, I imagine I would be ruminating on that. It is a subject I would revisit quite often with my ruminations on my life.

**MM:** I'll imagine, since you're dying and all. I... well, if you're not offended by other people mentioning it.

**Tk:** It would be uncouth of me to be offended by a truthful statement.

**MM:** That's a fair point. Any other points of the PPC you find interesting when you can actually remember them?

**Tk:** I still find it interesting that your neuralyzer, as you call it, can make a man with perfect memory forget something he experienced.

I find it strange how I do not even realize there is a hole in my memory. I think it puts perspective on other species, when you realize that your memory can become quite similar to theirs.

**MM:** I'll bet. Is there anything else you immediately remember about what happened with the Demon Barber?

**Tk:** Is that what they call him now?

**MM:** It is.

**Tk:** He certainly earned that reputation; that cannot be denied. I remember Cinderella told me that the Gary Stu could destroy the universe piece by piece. Seeing his behavior when he first boarded, I feel even now that he very well could have bent the universe to his whims with a mere thought. I wonder what would have been if he did bend the universe...

**MM:** Okay, I'm a little confused here. You go between 'bend' and 'destroy' like they're interchangeable.

**Tk:** In this scenario, they can be interchanged. I think of it in this manner: Subject 23 attempted to have his way by bending the forces of the universe in such a way that he could kill someone he does not like. To do so, he overrode the free will of everyone in the universe, and created events which did not actually happen so as to ensure nobody would go against him. Are such actions not akin to destroying the spirit of the universe?

**MM:** I suppose it is.

**Tk:** Frankly, I am surprised that an agent of the PPC does not recognize that.

**MM:** I don't know... I guess I just didn't think of it like that before.

**Tk:** Perhaps. [He paused here.] What I find remarkable is that your organization deals with such threats against universes on a daily basis. I cannot imagine what life must be like for your agents.

**MM:** Well, we get to see the multiverse, you know?

**Tk:** I suppose, though I cannot help but feel it must be taxing. I should think your organization's mental health would be questioned when they deal with such threats every other week.

**MM:** Stus usually aren't as wild as Subject 23.

**Tk:** I gathered that. However, a less... 'wild' threat is still a threat when it concerns the subversion of free will. I do hope your agency exercises good will towards their agents. I do not think your superiors realize how brave their agents must be to be able to deal with threats to entire universes on a daily basis.

**MM:** I'll be sure to tell the SO that.

**Tk:** Please do.

**MM:** Indeed. Well... I suppose you won't remember us again after neuralyzed, so... Any parting words for those of us at the PPC?

**Tk:** Remain calm, and do not panic. Eventually, things will work themselves out.

**MM:** So essentially, take a cue from *Hitchhiker's Guide to the Galaxy*.

**Tk:** I... believe so. Remind me to read that some day.

**MM:** I think you'd like it a lot. It was a pleasure to talk with you, Mr. Krios.

**Tk:** The pleasure is all mine. **MM**

*Want more than Krios?  
See the librarian at the  
Canon Library.*

# Gossip

Are you so sure that DMS Agent Eledhwen Elerossiel hates DMFF Agent Rosalie? I mean, I could've sworn I saw them at the Booktique last Saturday exchanging civil conversation. And possibly a hug. Or maybe more. -AM

Are Spies drinking on the job? We saw Agent Yakov Minin of the DoI leave a New Caledonia liquor shop with several bottles of wine and at least one bottle of Firewhiskey. Given Agent Minin's fondness for a mug of Butterbeer anywhere, anytime, it looks as if he might be going off the deep end this time. -WT

Is the DoI desperate to the point of recruiting animals? A female Glaceon was recently spotted lurking around the Laundry Room wearing a little black scarf with the department's flash patch sewn onto it. -AD

Little green - okay, grey - men in Headquarters! Saw them myself, I did, running past DoSAT. Accidentally fell through the shields, or were the Flowers planning to have us all probed the whole time? -BB

I hear one of the DIA's lieutenants is a robot! Some techie should go look at him. -CW

There are clones in HQ! And some are civilians! I was walking by Agent Dawn's RC yesterday, and I saw her talking to three people who looked almost identical to her! One had glasses, one was an Elf (Tolkien), and one looked about 15 years old. Now, I'm pretty sure Dawn only has one sister, not three, so where'd the other two come from, is what I want to know?? -CS

I saw someone who looked a heck of a lot like Captain Jack Harkness flirting with Agent Luxury near the Cafeteria yesterday. (Well...I say flirting...) The agent I asked told me that he's working in ESAS. When did Harkness join the PPC? Are we so desperate for new recruits that the Marquis is hiring canon characters? And can someone get those two a restraining order before the rest of us end up traumatized? -ES

I think that some of our folks are waaaaay too overpowered. Like, I saw this one agent - didn't see his department patch - he, no, she, er, it - well, blue alien - was walking down the hallway with balls of lightning in his hands. Okay, so maybe it was hunting down some of the goop monsters, but isn't that Sueish? Eh? -OP

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

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





# Want Ads

*WANTED - a nice set of Glop-snerch earmuffs, because my neighbours won't shut up. Please send the package to RC ... oh, I forgot the number. It's just the one with theurple flame-thrower marks on the door.*

*WANTED - weapons trade: willing to exchange a M-96 Mattock or a M-5 Phalanx for a M-7 Lancer. Mattock in mint condition, hardly used. Phalanx has seen some use, but still works like new. Drop by RC 9097 if you've got the goods. Ask to see Philip Bowman.*

WANTED - kendo sparring partner. Must have several years of experience. Contact Agent Tomoko Kogi at RC 3232 to arrange a meeting.

WANTED - assistants in cross-continua experimentation. Experience in dealing with crossovers is preferred, but not essential. For more information please contact William Marshall, DIC, RC 1998.

WANTED - desk staff and acquisitions specialists. Must display above-average knowledge of various multiversal weapons and weapon systems, have good work ethic and a helpful nature. Experience navigating canons and dealing with potentially hostile situations - optimally WITHOUT violence - preferred for acquisition staff. Stealth skills nice, but not required. Good pay, flexible hours. Contact Big Murphy to apply.

WANTED - assistant for acquiring Schrodinger's Chocolate. Must be able to retrieve chocolate from a box with a cat without observing it. Inability to alter the properties of something by observing it a plus! Contact the General Store to apply.

*WANTED - more books! I've read all of the ones in my possession and have been unsuccessful in locating the Canon Libraries! Contact Archivist Penidhren at RC if willing to help!*

WANTED - Shakespeare loving thespian agents and other HQ personnel! Want to be part of a Shakespeare theatre troupe? A Troupe By Any Other Name is recruiting members for its first production of Macdonalds! (We mean M-----, but we can't say it aloud for bad luck.) Contact OMS Agents Kate Lynn and John Naki at RC 1564 or Ool Agent Sandi Rustlefeathers at Cubicle 221B Bakery Avenue for more details.

Need help? Submit a Want Ad to RC 2536!





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*"This is a show I cannot recommend enough."*  
-stan grayston, multiverse monitor