

What is BONC?

BONC or the Bureau of Necessary Corrections has always existed!¹ With its HQ conveniently² located in the Big Sphere (or BS) BONC sends its squads of well-trained³ agents out to the far flung corners of the multiverse to thwart the evil machinations of FOE⁴.

BONC Q and A's

Q. Who founded BONC?

A. No one knows.

Q. Who built the Big Sphere?

A. No one knows but they sure loved spheres, especially concentric ones!

Q. How big is the Big Sphere?

A. The best answer we have is as big as it needs to be. It seems to be somewhat elastic.

Q. Is there a floor plan or map of the Big Sphere?

A. No. But when you need to get somewhere you'll eventually get there!⁵

Q. Where is the Big Sphere located?

A. No one knows. Best guess? In some long lost species' Purgatory. It would explain a lot of things! Like the crappy coffee. Your badge will lead you back.

Q. I've heard rumors that there are other Big Spheres?

A. Not Big Spheres per se but other HQs where beings that don't interact well with carbon based life forms are based. BONC has several branches and any being is welcome!

Q. What sort of beings?

A. Energy lifeforms, creatures that can only live in extreme conditions, cold, pressure, depression, etc.

¹ As far as anyone can tell.

² Convenient to who?

³ Ha!

⁴ The Forces of Entropy.

⁵ Rumours abound that there are many odd rooms beings have found only once.



Q. What's the Multiverse and why should I care about it?

A. The Multiverse is what we call the entirety of the various Universes, Planes of Existence and Realities both real and imaginary⁶. Why you should care about it is because all your stuff is here!

Q. Who is monitoring the multiverse?

A. The Deep Thinkers with the help of the Big Board™ and the Librarians.

Q. Who are the Deep Thinkers?

A. A group of beings in tune with the Multiverse. Through a variety of means (transcendental meditation fasting, various psychic abilities⁷, dreams, various oracular methods up to and not excluding the odd human sacrifice⁸, the I Ching, hot yoga, self-flagellation, A ha! moments⁹, games of Magic the Gathering™, etc.) they are in tune with the Multiverse and determine exactly where and when we need to go!

Q. What's the Big Board™?

A. The largest bulletin board in the multiverse. At least 30 stories tall by several football fields¹⁰ in width the Big Board™ is in a state of near constant flux. It is covered by images in 1, 2 3 or even more Ds! Push pins of various lengths, densities, weights and materials are connected by yarn, wool, string, spider-webs and even stretched out intestines. Workers known formerly as "board boys" but now more properly by the inclusive term "board beings" work to modify the Big Board™ under the direction of the Deep Thinkers. Using cherry pickers, stilts, jet packs, levitation, hot air balloons and more esoteric techniques they move and add images, connectors and pins. They always wear blinders so as to not take in too much of the Big Board™ at once for it is said that to understand too much of the Big Board™ is to court madness!

The Big Board™ is located in the Situation Room right next door to The Library.

⁶ Both oddly and equally important.

⁷ Both real and imaginary.

⁸ Always on a strictly volunteer basis. No, really!

⁹ Generally had when listening to the band A-ha.

¹⁰ American football or soccer? The answer is yes.



Q. Who are the Librarians?

A. The Librarians¹¹ work in The Library where they safeguard and organize our Knowledge. They constantly seek out new sources of Knowledge so we can do our work better.

Q. What can I find in The Library?

A. Nothing. You're only allowed in The Library if you are a Librarian, Library Page or a Shelver/Delver. However you can visit the Information Desk and request titles.

Q. What kind of materials can I find in The Library?

A. Books, both printed and hand written, scrolls, clay tablets, movies, scent collections, lucid dreams, non-lucid dreams, wet dreams, immersive and e-mersive experiences, memories, things Ted thought of, etc. Pretty much anything that has ever been created, published, etc. You can borrow secular titles to read, view, experience or whatever.

Q. How do I go on a Mission?

A. Volunteer to do so. Generally speaking you have to be a member of a group¹² who work well together. You all have to agree to go on a mission and report to the Ready Room. There you will be sent through the Blue Door.

Q. What's the Blue Door?

A. Haven't you been paying attention? It's how you get sent on Missions. You're sent through the Blue Door. Going through the Blue Door prepares you for your mission. You will be transformed into forms better suited for the Reality you're travelling to. Provided with memories, tools and knowledge to get the Job done!¹³

Q. Will violence¹⁴ be necessary to the successful completion of a Mission?

A. Violence is not always necessary but it is sadly often it plays a role.

Q. How do I get back after a Mission?

A. Once you've either succeeded or utterly failed on your Mission you'll be dragged back to the Big Sphere through some arcane mechanism we don't really understand.

¹¹ The The in The Librarians and The Library are always capitalised.

¹² There are of course solo missions and occasionally big call outs.

¹³ Hopefully.

¹⁴ Including but not limited to biffing, bonking and much more grisly things.



Q. Can I bring back souvenirs?

A. No.¹⁵ What you usually bring back are fond memories and satisfaction at a Job Well DoneTM.¹⁶

Q. What's there to do around here?

A. Anything that two¹⁷ consenting adults can want to do¹⁸. A partial list: theatres of all sorts (movie, operating, of war), rooms and dens of all sorts (card, reading, game, boarding, boring, drug and durg, iniquity), exercise facilities of all sorts (bare knuckled fighting, hot yoga, baby oil pits, horse and bareback riding) bowling (5, 10 and 33 pin varieties), etc.

Q. Can I quit?

A. Of course! Once you cannot bear the thought of another mission there's plenty to do around here!¹⁹

Q. Who are we working against?

A. We call them FOE. They are the **Forces Of Entropy** acting to destroy the Multiverse. They are rumoured to work out of a Big Cube located somewhere else in the Multiverse.

Their main agents are the Markers you have no doubt encountered. Once you've been touched by a Marker other supernatural agents of FOE can always identify you as an Agent of BONC! Their main enforcers are known as Harvesters. In the case of more powerful entities FOE also makes use of Crushers and Mega-Crushers²⁰.

The possible agents of FOE are myriad! The deluded, the opportunistic, the foolish, the misled, the unaware, the insane and the purely Evil. Any of these could be working for FOE whether willing or unknowingly.

Welcome to BONC!

¹⁵ It has happened.

¹⁶ Beings sometimes retain skills and abilities they've been equipped with for Missions.

¹⁷ Or more.

¹⁸ Plenty of solo activities as well.

¹⁹ Always a need for human sacrifice volunteers!

²⁰ Why did you think the dinosaurs went extinct?

