

Disaster Report - Log #1

I'm writing this in a notepad, but I'll try to upload it to the official records later, once we get power restored. ((It's later!)) At approximately 02:17 a massive electromagnetic event knocked out almost all of the integrated stable systems. Even some standalone systems, like my PipBuck, were hit by the pulse. It is currently locked up with garbled text on the display, and I just hope that old Toggle can fix it, or else my job is going to be even more difficult.

It is currently 08:35, and I believe my team and I have successfully found and replaced all of the burnt out junction components. The breakers are reset, but we're not going to close them until the spell matrix team gets everything realigned on their end. I could sure use some coffee, but even the coffee pots aren't working.

Disaster Report - Log #2

The time is 10:41. I was able to convince Toggle to take a look at my PipBuck while the spell matrix team worked, but he says he'll need some hours to work on it if I want to save any of the files that I have on it, so I have decided to wait.

Everything appears to be all set to restore primary power. We just need the Overmare to cast her artificial sun spell into the matrix.

Disaster Report - Log #3

Primary power is back up and running, and it is now clear just how extensive the damage is. Thankfully the damage to the air processing systems was minimal, as it was already starting to taste stale. My PipBuck still isn't up and running, so I can't tell just how high the CO2 levels got, but later I will attempt to find someone who had a working PipBuck. ((Dandelion had a peak reading of 0.92 percent.))

My team and I have just finished repairs on the water pumping machines. The damage there was much worse than the air filtration, and I was worried that the talisman might have gotten damaged, but preliminary inspections revealed no damage. I always worry about systems like that; the water talisman, the pressure regulator sensors, medical equipment. They're all black-boxes from the old world, and none of it can be replaced if it breaks.

Disaster Report - Log #14

Still haven't gotten much sleep. Honeybunches is upset that I missed our anniversary, but we all know it can't be helped. I'm not looking forward to going over all of the systems again, but if something is making ponies sick, I've got to do everything I can.

Disaster Report - Log #16

It's not the fertilizer mixing systems, not the thermoregulators or the compression coil. I still think it's gotta be some kind of mold, but the doctors are convinced it isn't biological.

I'm starting to feel a little ill myself. Even when I get sleep, I still feel tired.

Disaster Report - Log #18

Celestia help us, there is something wrong with the water talisman. I don't know what to do. Bitter Hops says we can't say anything, can't start a panic, she's the number one though, can't argue with that. I don't know what we're going to do, but we've got to do something.

Maybe if we put our heads together though, the spell matrix experts and I can come up with something? They were the ones who helped me find the problem, on our third inspection of the water talisman. It looks like it's purifying the water, purifying it of everything except the heavy metals. Lead, mercury, manganese, and some other traces are starting to build up.

Disaster Report - Log #25

Who thought up of these water talismans? They're insane! I'm not a spell matrix expert, we just have one of those, but I'm a damn good mechanic and I can't make heads or tails of it. I suppose we only have one because they are so insane. How much did this cost to make? An arm or a leg? A head or a tail?

I'm working on a makeshift filter, but everything I build gets saturated too quickly. It's hard to think of anything else I can do. I'm working on half a night's sleep, and I decided to start sharing my water ration with Honeybunches. I know he's not considered critical personnel like I am, but he's pretty damned critical to me, and I just can't stand to see him like this. I guess I'll need to put a password on this and scrub the official version, now that I'm defying the Overmare's direct orders.

But maybe if I lose my mind, maybe I'll finally be able to understand what whoever made these water talismans was thinking when they did. Insane.

Disaster Report - Log #38

Tried a bigger filter this time, at least 5 times as big. Worked for 3 hours before it got clogged up beyond use. I can't increase the size of the filtering components any more. I tried doubling them, but too much passed through. I'm already near the limit of the workspace, that's 12 inches, but maybe I could borrow some piping from another department and do a workaround?

It took me 1 day to make the last one, so if I can increase the size by another 2 and 1/3rd maybe I can just keep building them over and over again?

Maybe between the bottled water and Sparkle Cola, I can make the symptoms go down. They're already twice as bad as last week.

Disaster Report - Log #40

I know that 5s and 7s are important. Maybe 9s too. If I multiply 5, 7, and 9, I get 315. 315 millimeters is almost 12 inches, so maybe if I make the diameter 315 millimeters it will work this time. The overmare just made an announcement, but I've got to focus on this problem.

The other possibility is 3s. 3 to the 3rd is 27, which has a seven in it already. There's got to be something I can do with 27. 27 volts? If I run an electromagic sparkle current through the water, maybe I can get the 3 elements to deposit to 1 cathode. Or maybe I should try 2 cathodes?

This is critical. There's a 2 in 27, but I only know what to do with the 7. There has to be something. And I'd have to add some salts to the mixture, but I don't know where I'm going to find 5 different kinds of salts, at a minimum. 9 would be ideal, that's 3 times 3, and ought to be perfect.