

Scenario

The Death Hand of Saint No-One

Saturday, June 5, AD 1993.

This scenario works best with 4-8 players, plus the GM.

C^oNTINUUM™

Roleplaying in The Yet™



Players' Notes

[GMs: Hand out copies of this page to all players, and read from page 2 as you deem appropriate.]

Your Corner

It's the summer rave scene of 1993, and your corner is "Hook & Wheels" It's main area is the rave space at Mercy Warehouse in Red Hook (Brooklyn). Levellers are amazed that you're such regulars, there every night, pulling 24 hour stints or longer. How about that. And you never get caught by the cops, either.

20th Century New York is a populous town, and spanner corners barely encompass entire neighborhoods, let alone boroughs. The map of spanner "turf" is sufficiently hazy that most New York corners make an effort to work in concert. Your corner is Red Hook (Brooklyn) between June AD 1990 and August AD 1995, but if you have to act on Continuum business around the city, it's not usually a big deal.

Note that Manhattan and the other boroughs are too far to span to levelly in a single jump (if you're Span 1). The subway system is full of unwatched chambers, that local spanners familiarize themselves with in order to cross town in a matter of seconds.

Your Mentor

Justin Freiburg (Age 32y?; Born c. 1967)

Justin is a furry motorcycle enthusiast, although you have seen him beardless now and again, and it's startling. He has a passion for beat poetry, though lately he's tossing Robert Browning at all of you. Most of you experienced some weird unexplainable event, and then Justin cruised up on his Harley, and offered a ride and an explanation. And that's how you got into the Continuum.

Justin explains that he has to be off in Kansas City KS at the center of hog rally this weekend (June 4-7, 1993). Nearly everybody knows he never misses that weekend, and Fox is said to be covering it. "Hey, it's that Information Age for ya." He can't risk being seen so obviously in two places at the same time.

You and Your Chronies

Select one of the following characters, or design one of your own. All of these people are members of your corner, and are your trusted friends. The GM is free to use any unselected characters as NPCs. None of the characters yet belong to a Fraternity.

Once all players have selected their characters, place them on the rave map somewhere.

Ed Branch (Age 30y 64d; born May 12, 1960)

Accountant. Also firearms aficionado, and Second Amendment activist. He also quotes the Tenth Amendment a lot, especially after a few beers, or whenever the conversation turns to the Maxims.

Rosie "Bubbles" LaPaz

(Age 21y 84d; Born August 22, 1905)

Bubbles is a Bright Young Thing from Chicago that nearly got herself killed in the crossfire of a gunfight during an early Prohibition raid. Justin rescued the teen Rosie, and decided (or discovered) she was a keeper. It took some finagling to bring her up to the Nineties, but everyone feels it was worth it.

Rowena Lincoln (Age 20y 40d; Born April 7, 1975)

Works at the Love pharmacy on Madison Ave in the East 90s. Gorgeous girl in love with a leveller named Vinny. Vinny's in with the Latin Lords. Rowena tried telling him once about spanning, but he just called her nuts. Everyone's worried that it won't work between them.

Taro Matsushita (Age 24y 18d; Born May 8, 1974)

Yes, he knows martial arts, and even trains people for cash. He's a professional stunt man, but he's proudest of his work as an indie film director, which few of you have seen, since it's all in Japanese.

Elvis Moore (Age 25 45d; Born December 8, 1978)

Motorcycle Repairman, has his own small garage in central Jersey. Known for hating the King of Rock 'n Roll because he grew up being teased for the name. Went on a long, personal pilgrimage to the Fifties to tell Presley fans that he died fat; Justin eventually went and told him to cut it out. Likes Pink Floyd.

Tom Redsnake (Age 28y 184d; Born June 14, 1968)

M.A. Office Design, Columbia University. Claims that raves are 'the only places people dream much anymore'. His grandmother prophesied in a dream that he would visit his Apache ancestors, so after he learned to span, he focussed on his skills at dreaming.

Luke Weems (Age 35y 18d; Born September 19, 1972)

Has a religious bent, and is a workaholic futures broker, with fanatical honesty. Well, sort of. Luke's a Mormon with six wives, and only two actually are aware of each other. Plus, he claims he has twenty more in his Yet. Packs a wicked punch, too.

Rick Zuwilinski (Age 18y 251d; Born April 1, 1980)

New York City buggy driver. Loves horses, loves carriages. Wants to span down to where there are lots of them. Rick can almost talk to animals, and when he was a teen leveller, he picked the locks on the cages in the Bronx Zoo monkey house, and let them roam the backrooms. In fact, that happens this week, and some of you want to go watch and tease him.

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The Rave Scene.

"Hook & Wheels": This is your rave club, and being spanners, you're never raided, at least not successfully by the level cops. Sex and drugs in these controlled environments were very much in evidence in the early '90s, less so later; it is up to the GM how much this is a part of his play style.

On the Rave map, the "L's" are leveller guards and bartenders. They don't know about spanning, and ask no questions about their employers' secrecy, as the pay is good and some of you look standardly dangerous.

The back rooms are for private spanner business. While the office and "back room" are sometimes occupied by levellers, the "safe room" is always off limits to all but spanners, and is kept locked from the inside. There is also a basement, if you feel you need it. The back room has a couple beds and a fridge.

Information control.

There are no windows or cameras anywhere at the rave, though spanning home for a device is possible. The DJ might carry a tape recorder, as may some leveller guests.

Luke's computer in the office has a 14.4k modem connection to AOL and the internet (the Web is still nascent). It's a 486 with 2 megs of RAM, and an 80 meg hard drive. It holds Luke's stock futures and the club's various records and transactions; none of this info is out of place for June 1993.

**Justin Freiburg**

Mentor Extraordinaire, Cageless Wonder

Society United States **Locality** Chicago AD c1970
Age 37y 88d

Corner Brooklyn 1990s **Frat** Foxhorn
SPAN 3 FRAG 0

B 6 M 7 Q 9

Skill/Attribute/Title/Rating

Modern English/M/Master/10

Driving— Motorcycle/B/Master/12

(And many another skill as the GM sees fit)

Items:

Leather, chains, and a special comb for that ZZ Top beard. Sunglasses, keys to the Harley, a big suede wallet and a heart of gold.

Justin explains that he has to be off in Kansas City KS at the center of hog rally this weekend (June 4-7, 1993). Nearly everybody knows he never misses that weekend, and Fox is said to be covering it. "Hey, it's that Information Age for ya." He can't risk being seen so obviously in two places at the same time.

Justin is in fact fully informed of the events that transpire this weekend, and is aware he plays small part in it. However, he is cruising Up and Down the years, providing the Grace rolls and the occasional temporal tripwire for the bad guys.

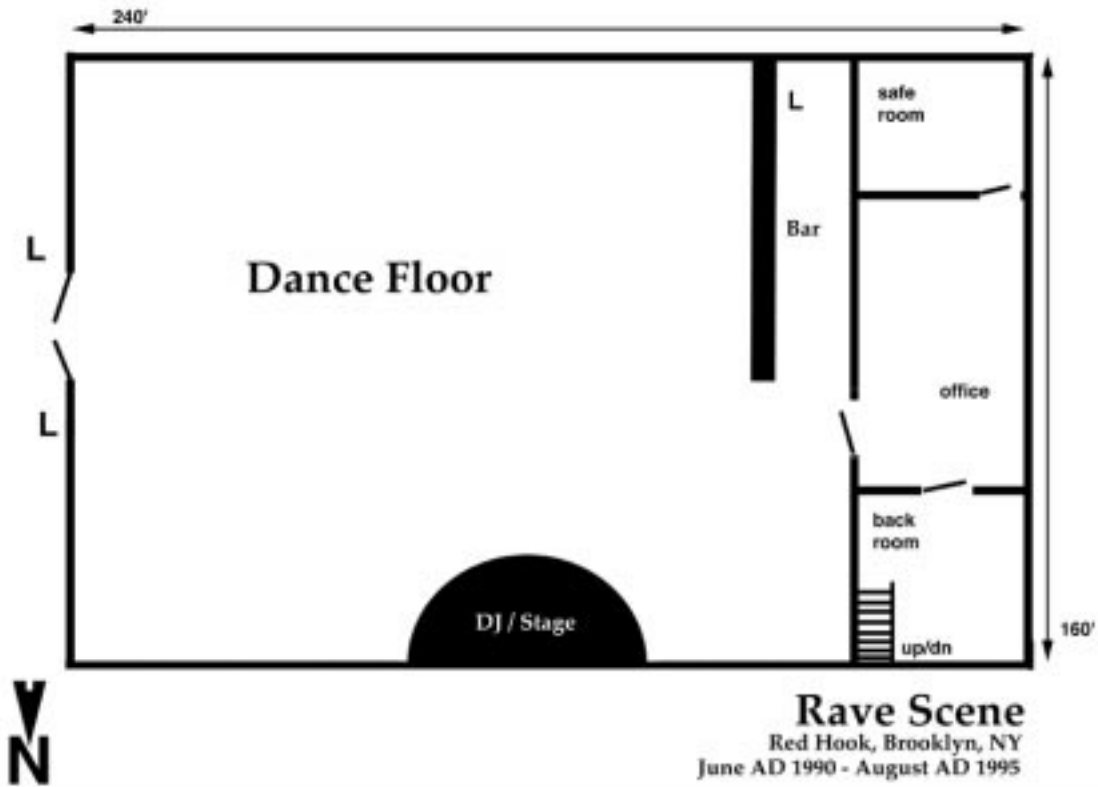
If a spanner Goes Down or Up to call or ask Justin about Mike, he'll find their predicament very interesting, but give no information beyond, "Huh. Well, we'll look into that. —Oh, and if you see me, remind me to call me about it."

If the players get into an awful bind, or become unnecessarily clueless, have one of the evil masterminds make a blunder right in front of them (like appearing somewhere where they stand available to pounce, or observe to Frag 'em later). As the players attempt to overtake them, the bad guy might mutter under his breath, "Dammit, Justin."

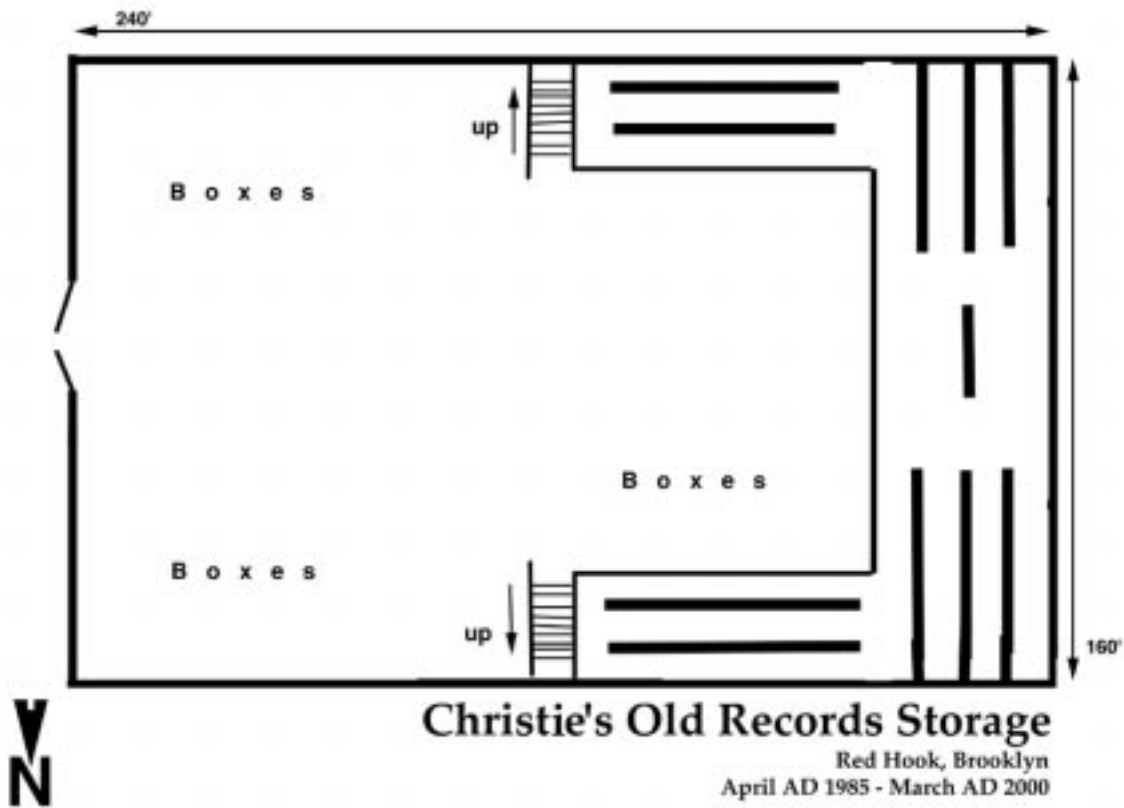
Justin, being of a rebel mold, is a natural undercover spanner to spy on Narcissist doings. But he's loyal Continuum all the way.

left, and pages 4 - 7
Don Diego Sanchez, (b. AD 1660)
selections from
The Later Adventures of America: A Sketchbook
(AD 1870 - 2136)
pencil
Scribal Librarian at the New York Public Library

Artwork ©1999 Juan Sanchez



HANDOUT #1



HANDOUT #2

Player Characters and Other Handouts

Part of GMing c^oNTINUUM is being able to create and adapt on the fly. The backgrounds of the provided Player Characters contain many extra story arcs that don't obviously enter into the main plot. Rowena's boyfriend, Tom's painted stones, Taro's art films— all fairly ordinary, everyday things, but very personal things. Any of these might be targeted by resourceful narcissists like Mike and Marie as things vulnerable to Frag, cutting our heroes close to the heart.



Ed Branch

Society United States *Locality* New York c1990s

Corner Brooklyn 1990s *Frat* n/a

Age 30y 64d *Born* May 12, 1960

SPAN 1 FRAG 0 BODY 3 MIND 6 QUICK 4

Benefit: Photographic Memory

Skill/Attribute/Title/Rating

Firearms/M/Journeyman/8

Accountancy/M/Journeyman/8

Car/Q/Apprentice/5

History - Firearms/M/Apprentice/7

Law - U.S. Modern/M/Apprentice/7

Computer - Internet/M/Novice/6

Items:

Guns, guns, guns, taser, bulletproof vest, copy of *Guns & Ammo*, handcuffs.

Accountant. Also firearms aficionado, and Second Amendment activist. He also quotes the Tenth Amendment a lot, especially after a few beers, or whenever the conversation turns to the Maxims.

Additional Story:

Few of your clients know you are a 'gun nut'. There's a gun club upstate near your Westchester County home that meets every Friday night, and sometimes you can't resist going there five times a week. But no one upstate knows of your rave side.

You have a bottomless supply of ammo hidden in various spots around the warehouse. Only you know where they all are.

The Tenth Amendment to the U.S. Constitution (1791):

"The powers not delegated to the United States by the Constitution, nor prohibited by it to the states, are reserved to the states respectively, or to the people."

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Rosie "Bubbles" La Paz

Society United States *Locality* Chicago c1920s

Corner Brooklyn 1990s *Frat* n/a

Age 21y 84d *Born* Aug 22, 1905

SPAN 1 FRAG 0 BODY 2 MIND 4 QUICK 5

Benefit: Extraordinary Beauty

Skill/Attribute/Title/Rating

Etiquette - U.S. 1920's/M/Journeyman/6

Etiquette - U.S. 1990's/M/Apprentice/5

Melee Combat - Gin Bottle/B/Journeyman/4

Athletics - Dancing/B/Apprentice/3

Dreaming/Q/Journeyman/7

Research - Library/M/Apprentice/5

Items:

Gin Bottle

Bubbles is a Bright Young Thing from Chicago that nearly got herself killed in the crossfire of a gunfight during an early Prohibition raid. Justin rescued the teen Rosie, and decided (or discovered) she was a keeper. It took some finagling to bring her up to the Nineties, but everyone feels it was worth it.

Additional Story:

You don't feel insane, or even strange about being on the other end of the century. There's something natural to you about the link between the Roaring Twenties and the Rave Nineties. It's the same speakeasy, only louder, more choices in 'medicine', and more honestly raw.

Justin usually feels responsible, to meet any material needs of yours, but lately you've decided to take employment helping with library research for a study a CUNY professor, Leon Holmes, is doing into nineteenth-century women's mores. (You've got to stop giggling in the library.)

Privately, you've been wondering if the Narcissists are as bad as they're made out to be. They seem to have wildness down to an art. But Justin gets mad every time you want to talk to them, so you do what your mother said to do with a man, and shut up.



Rowena Lincoln

Society United States *Locality* New York c1990s
Corner Brooklyn 1990s *Frat* n/a
Age 20y 40d *Born* April 7, 1975
 SPAN 1 FRAG 0 BODY 3 MIND 5 QUICK 6
 Benefit: Tough

Skill/Attribute/Title/Rating
 Language - Spanish/M/Apprentice/6
 Car/Q/Novice/6
 Art - Cooking/Q/Apprentice/7
 Athletics - Dancing/B/Apprentice/4
 Melee - Katana/B/Apprentice/4
 Unarmed Combat/B/Apprentice/4
 Items: Katana

Works at the Love on Madison Ave in the East 90s. Gorgeous girl in love with a levellor named Vinny. Vinny's in with the Latin Lords. Rowena tried telling him once about spanning, but he just called her nuts. Everyone's worried that it won't work between them.

Additional Story:

Even you're worried it won't work out, especially since Continuum spanners of higher Span keep looking at you with such sad eyes.

Vinny taught you to fight, and you've been hoping you could teach him a thing about love, but he's been away a lot lately, and it's starting to look like it's over.

Plus your mother and your four sisters in Chattanooga keep asking for money, and you're wondering how much you can bend this time thing for extra cash, without breaking the rules or disappointing Justin.

Next time a higher-Span Continuum person asks for some help, you're going to ask for that extra cash.

You hated knives until Taro introduced you to the katana, and now you and he practice whenever you can arrange it. Hey, now that you think about it, Taro's an available man...



Taro Matsushita

Society United States *Locality* New York c1990s
Corner Brooklyn 1990s *Frat* n/a
Age 24y 8d *Born* May 8, 1974
 SPAN 1 FRAG 0 BODY 4 MIND 4 QUICK 5
 Benefit: Tough

Skill/Attribute/Title/Rating
 Unarmed Combat - Judo/B/Journeyman/6
 Melee - Katana/B/Journeyman/6
 Art - Filmmaking/Q/Journeyman/7
 Language - English/M/Apprentice/5
 (Native Language - Japanese)
 Items:
 Katana, 16 mm camera, Japanese-English pocket dictionary.

Yes, he knows martial arts, and even trains people for cash. He's a professional stunt man, but he's proudest of his work as an indie film director, which few of you have seen, since it's all in Japanese.

Additional Story:

Your indie films are primarily four shorts and one hour-long masterpiece built on footage you took of natives in the South Seas, which you dubbed over with weird narration in your native tongue. There are five literati in Tokyo who think you're the bomb, though you've summoned the courage to *not* span Up to find out if that career takes off.

Rowena has been scheduling more practices with you than you'd expect. You're wondering if this means you'll have to trounce Vinny for her or something.

**Elvis Moore**

Society United States *Locality* New York c1990s
Corner Brooklyn 1990s *Frat* n/a
Age 25y 45d *Born* Dec 8, 1978
 SPAN 1 FRAG 0 BODY 6 MIND 5 QUICK 5
 Benefit: Perceptive Limit: Addiction—cigarettes

Skill/Attribute/Title/Rating

Repair - Vehicle/M/Master/8

Motorcycle/Q/Apprentice/6

Melee - Pipe/B/Apprentice/7

History - U.S. South/M/Apprentice/6

Items:

Lead Pipe, tools.

Motorcycle Repairman, has his own small garage in central Jersey. Known for hating the King of Rock 'n Roll because he grew up being teased for the name. Went on a long, personal pilgrimage to the Fifties to tell Presley fans that he died fat; Justin eventually went and told him to cut it out. Likes Pink Floyd.

Additional Story:

God you hate Elvis Presley, and you tell *everyone*. No fewer than three Southern spanners, one of them Confederate, have challenged you to duels to defend his honor, and when you're high enough Span, they'll be ready. So will you.

These people didn't have to put up with the fat jokes, the grease stuck in their hair, and ceaseless schoolyard nattering. You had no middle name, nowhere to hide.

You secretly swear you'll span into Graceland that fateful day, and personally jam the last fried peanut butter hoagie down that black-velvet throat, and be the father of a million conspiracy theories.

You can fix anything. Bikes, cages, roofs, TVs, computers up through 2002. And one day— you will fix the Presley.

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**Tom Redsnake**

Society Apache *Locality* New York c1990s
Corner Brooklyn 1990s *Frat* n/a
Age 28y 184d *Born* Jun 14, 1968
 SPAN 1 FRAG 0 BODY 5 MIND 4 QUICK 5
 Benefit: Aptitude (Dreaming)

Skill/Attribute/Title/Rating

Dreaming/Q/Journeyman/7

Art - Office Design/Q/Journeyman/7

Art - Dancing/Q/Apprentice/6

Religion - Apache/M/Apprentice/5

Language - Apache/M/Novice/4

Melee - Knife/B/Apprentice/6

Items:

Knife, Painted stones, medicine bag (worn around neck).

M.A. Office Design, Columbia University. Claims that raves are 'the only places people dream much anymore'. His grandmother prophesied in a dream that he would visit his Apache ancestors, so after he learned to span, he focussed on his skills at dreaming.

Additional Story:

Your grandmother was much spookier than you've been telling people. She kept showing up at odd hours and giving you small tribal artifacts like beads and painted stones, saying they held a power both quiet and great. You still have them somewhere, but your spanner experiences have caused you to relegate totemic objects to the back drawer.

You tend to pace yourself when it comes to the raves. Some of your chronies treat the atmosphere of your corner as a kind of end-all, but you know better. You treat it like the weekend it truly is.

Your dreams have been revealing a gold hand, disembodied, pulling at what might be a submarine hatch in dark waves. You're not sure if it's hanging on for survival, or if it wants to break in, killing the submarine's passengers. All the portholes have crosses on them.

You also have an embarrassing secret. While at Columbia, before you became a spanner, you made extra bucks as a Chippendale's dancer. You wonder how long this can possibly be kept from your chronies.

Victor Beaugard Houston,
 (b. AD 1857)
 U-000 (AD 1919)
 watercolour
 private collection, New York



Artwork © 1999 Drew Tucker

**Luke Weems**

Society United States *Locality* New York c1990s

Corner Brooklyn 1990s *Frat* n/a (see below)

Age 35y 18d *Born* Sep 19, 1972

SPAN 1 FRAG 0 BODY 5 MIND 5 QUICK 5

Benefit: Math Wiz

Skill/Attribute/Title/Rating

Unarmed Combat - Boxing/B/Apprentice/6

Car/Q/Novice/5

Light Aircraft/Q/Novice/5

Language - Spanish/M/Novice/5

Professional Skill - Finance/M/Journeyman/7

Religion - Mormon/M/Apprentice/5

Mathematics/M/Apprentice/6

Items: 486 PC, Personal planner book, Pager, New

Testament, Book of Mormon

Has a religious bent, and is a workaholic futures broker, with fanatical honesty. Well, sort of. Luke's a Mormon with six wives, and only two actually are aware of each other. Plus, he claims he has twenty more in his Yet. Packs a wicked punch, too.

Additional Story:

You find nothing dishonest in having multiple wives. A spanner has a wider perspective on things, and there is plenty of spacetime where polygamy is the norm. You cheat on none of them at the raves, and are ready with helpful advice to dissuade those there considering extra- or premarital affairs.

You never use the information you have to influence your advice and purchases at work. You intend your service to the Continuum to be seamless in this regard, and the Moneychangers' Fraternity seems impressed—you have every expectation of joining them one day.

You spend over twelve hours of every week of your Age practicing boxing at various gyms.

The (leveller) wives:

Salt Lake City -

Gail— the only wife the secretaries at work know about. She covers for:

Elena— who is devoted to Luke, and had the first child of this family,

Michael, in 1990.

(The rest rely on separate pager numbers to contact you. You always return their calls within seconds.)

Morissette— (Chicago)

Mindy— (New Orleans)

Lona— (Mexico City) - three children, Eduardo (b. 1986), Lona (b. 1987), and Consuela (b. 1989).

Kai Li— (Hong Kong)

Your hope is that Deseret (the Mormon terrestrial kingdom later incorporated as the state of Utah) is recognized as a Society. You haven't pursued the information, waiting instead until you're higher Span. Plus, you're a busy family man; time enough for politics later.

The Continuum has had nothing to say to you about your lifestyle, good or bad, apart from the strong hint that twenty wives await you over fifty years Down in the past. Justin has said his personal opinion is you're headed for trouble— not Frag, but trouble.

**Rick Zuwilinski**

Society United States *Locality* New York c1990s

Corner Brooklyn 1990s *Frat* n/a

Age 18y 251d *Born* Apr 1, 1980

SPAN 1 FRAG 0 BODY 3 MIND 4 QUICK 6

Benefit: Contortionist/Double-Jointed

Skill/Attribute/Title/Rating

Art - Animal Husbandry/Q/Journeyman/8

Vehicle - Carriage/Q/Apprentice/7

History - Medieval England/M/Novice/5

History - Industrial Age Transport/M/Novice/4

Melee Combat - Horsewhip/B/Apprentice/4

Stealth/B/Novice/3

Items:

Horsewhip, Map of New York City.

New York City buggy driver. Loves horses, loves carriages. Wants to span down to where there are lots of them. Rick can almost talk to animals, and when he was a teen leveller, he picked the locks on the cages in the Bronx Zoo monkey house, and let them roam the backrooms. In fact, that happens this week, and some of you want to go watch and tease him.

Additional Story:

Frankly, you're not sure how you managed to get out of the Monkey House without going to juvenile hall. You remember a bunch of people showing up and helping you get the monkeys corralled. They all seemed to know you somehow, and then as soon as it was done, they mysteriously disappeared while your back was turned. Since you became a spanner, you believe it's the Continuum helping out. Lately, you're believing it's been in your Yet to arrange the monkey-house cleanup yourself.

You're looking for a few good men who are brave enough to wrestle a gorilla back into his pen. But you're wondering how to breach the subject delicately to your friends.

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Preparing and Starting to Play

First, it's always a good idea to for GMs to read an entire scenario in advance, and to take notes about parts you'd like to emphasize or elaborate during play. Why not take the time now?

When you're ready to start play, hand out copies of Players' Notes (the first page of this scenario) and let the players familiarize themselves with their characters and their chronies. When each have chosen a character, hand each player a copy of their selected persona's statistics, from the handouts on ppg. 4-7.

Recommend that everyone read the rules well before play, but allow several minutes to answer questions at the game session itself. Expect private questions about character quirks, and general ones about how time travel "works" in C^oNTINUUM (especially if this is your first time playing.) Be prepared to answer individual character questions away from the rest of the players, but try to answer questions of general interest to all players, to avoid repeating yourself.

Likely Span of Events.

The list at right gives a kind of checklist of things to cover during play. It's not a hard and fast timetable, by any means, but it does point out the major "plot points" to touch on during the game. The major elements of C^oNTINUUM that are demonstrated in this scenario, are highlighted in **boldface**.

Opening Moves.

Once the players have settled their characters in on the map of the rave, describe the "ordinary" goings on at a rave: the blare of the music, the lighting, the paying leveller customers, and their assorted borderline behaviors. Call for a Perception skill roll against their Quick.

Success means they notice a tall man, dressed in odd clothes— nothing too out of place, anything goes in a rave, but spanners can often tell when someone is "dressing down" for visiting other times. He also has a greying beard, looks to be in his forties, and is crossing towards the bar without looking much at his dance floor surroundings.

Once at the bar, he looks at the simple setup with a kind of soft-eyed, delighted smile; a kind of wonder, though some may wonder what medication he's on. If approached, he is soft-spoken and friendly.

If anyone asks him, "What time is it?" he will repeat the question back in the eternal method of spanners identifying one another. If no one asks him, he'll open with the signal himself, because he's here on a personal quest.

Likely Span of Events

Introduce Rave Scene, Saturday June 5, AD 1993.
Explain that Justin will be away.

'St. Michael of Wycroft' approaches the PCs at the rave and asks: "**What time is it?**"

Mike asks if Justin is around first.

Mike reveals his plight, and the players decide whether and how to help him.

Spanning around town to investigate the location of Hand an/or Mike's agenda. [**Keeping record of spans.**]

The party goes after the Hand either to give to Mike, or keep it from him.

Getting the Hand - **Physical Combat**
(probably against the Hand itself)

Discovering their mistake (either about Mike or about the Hand or both), and engaging in **Time Combat** to undo it, or to try to get the Hand back.

[Failing anything so dramatic, Mary shows up, gives them her political/**Narcissist** third degree, and starts Time Combat.]

Epilogue: Wrap up and review of the adventure.

Skill advancement.

Mike asks if Justin is around, and of course, he's away this weekend. He seems a little concerned at this news, and says something to effect of, "Really? I was told he'd be here. Well, perhaps you could help me. Is there somewhere we could speak privately?"

Mike's Plight.

Once ensconced in the back room or other private chambers, Mike will explain that he's in New York looking for his hand. Savvy players may count their visitor's hands, and find he has both attached, at which point he'll explain further that his hand, and indeed entire forearm were kept in a reliquary, as sainthood is in his Yet. While martyrdom is not the best of endings to look forward to, he still feels somewhat responsible for his town of Wycroft, and his canonization, for that matter.

Mike claims he wants to make no waves in someone else's corner, but he has heard (through spanner tales) that his arm has made it to New York in the last half of this century.

He also claims he discovered the reliquary vanishes from record shortly before appearing to save his hometown from famine. This line of enquiry has led him to believe the reliquary was brought farther Up, and its return to Wycroft in 1106 is still in the Yet. Plus, he doesn't want to appear too often in his home locality, as he's a saint there and all, and too

many such a manifestations might impinge the historical record. So he encourages the players to await his assistant Mary Tillet, and give it to her. (Another ruse: he just wants to learn its location, or ensure that these unsuspecting Span Ones have it for a time, and he'll get it from them.

If the characters ask for some proof, Mike can provide a picture from a magazine that took him "forever to locate". It's a photo of a tapestry of his Hand from Natural History magazine. (See pg. 12 for Mike's stats and further information on his agenda and the proofs he's planted.)

Spanners Chasing Leads

Presuming the players are helpful to Michael, they will want to try and track his Hand down. Conversely, if they suspect he's up to no good, they'll want to find it and keep it out of his reach.

Players with characters that can teleport and travel time are always unpredictable. Some will be stumped by all but the most direct clues. Other will pop around and devise startling, unexpected solutions. Expect anything in a time travel game. Some likely ideas:

Let's Steal It.

Once our heroes find the Hand, they may decide to just take it from poor old Mr. Tuzzolino. After all, it's needed more elsewhere, and if he needs it back, Mike will certainly agree to the players that he'll bring it back after the miracles.

All We Need Is A Copy.

Alas that Mike has no photo of the piece itself (just a crude medieval rendering on a tapestry). All he needs is something that precisely resembles the reliquary, and he can arrange for any miracles around that. It still means locating the Hand, but only a photo is necessary.

(Note Mike just needs to learn the address of the Tuzzolino residence, to succeed.)

Distrusting Mike.

Let the players come to this themselves. Drop few hints, if any, that he's anything but an honest Continuum spanner. See if deduction leads to the truth: the PCs will discover no "St. Michael of Wycroft" in Roman Catholic books of saints, detailed English histories make no mention of him, etc. —But wait for them to *ask*. Information is all.

If confronted, Mike will act nervous, but claim that something must be seriously wrong: he knows all about his sainthood. He doesn't mind obscurity, but someone is succeeding in erasing his name!

Should the players continue to trust Mike enough to want to hand over Tuzzolino's address, Mary should

encounter one of the characters alone at this point, and perhaps drop some hints he isn't all he seems.

Research

Naturally, resources of the many colleges in the city and the extensive New York Public Library make most basic research merely a matter of spanning around to the right times. Most details about levellers, even about Tuzzolino's reclusiveness and interest in antiquities, can be gleaned from public papers, and may require but a single roll.

Finding out about spanner's successive lives, or place in ancient histories, takes greater effort, and each bit of info about their actions (such as Michael's false leads about the Hand, pg. 12 should require a separate roll, and expenditure of Age.

The internet in 1993 is still mainly full of FTP sites and such, supplemented by the online services like Prodigy, CompuServe and AOL. The Web is still in its infancy, and you should limit the information one can glean then accordingly.

Finally, there are situations demanding espionage, if only of poor levellers' file cabinets and hard drives. The GM may devise elaborate maps and play out how the players sneak around darkened offices, avoiding guards and cameras... but spanners have an absurdly easy time of it. They can teleport and travel time. They normally get what they want unless some spanner's sentient force reaches out and slaps them.

Detailed maps are usually only necessary if antagonistic spanners are present, and research properly applied allows spanners to study an area they are to fight in meticulously before spanning back to join the fight. Running one or two Physical Combats against levellers will quickly prove how easily beaten they are. It's like torturing ants. The first couple times can be fascinating, but soon you get bored and feel bad about yourself, and move on to worthy challenges.

Dreams

Tom and Bubbles both have the Dreaming skill.

Dreams are often more symbolic than direct (unless Lucid Dreaming or the like is used). Here follows a few suggestions of the myriad possible investigations Dreaming players may request:

Tom's dream of the submarine, if he goes into it farther, symbolizes a potential wider threat to the Continuum. The Hand is entering "strange waters" — where it doesn't belong, and you have to stop it. (This is also a clue as to how to stop the Hand: long immersion underwater [a couple minutes] will short-circuit it if it has already taken 15 IP.

See the Hand's statistics, pg. 16)

Dreaming on Mike reveals a shadowy man, much taller than people around him. You're not sure if this is how he is seen, or sees himself. [This is deliberately confusing, but a successful History or equivalent roll will reveal that size symbolized the importance of a personage in Byzantine and medieval sculpture.]

Dreaming on Mary reveals her in the guise of Liberté, a living 18th Century oil painting, dripping with blood and anger, screaming threats and oaths in French at the observing dreamer. [Later a painting might be seen in Tuzzolino's apartment that closely resembles this dream, and even resembling Mary.]

Other dreams involving these two may include shadowy figures (Mike and Mary) circling around the hand, both aiding and resisting one another.

Dreaming on the Hand reveals it grappling around the dreamer's own (or a chrony's) throat, crushing it with casual ease. [If the Hand later is captured, this chrony is attacked first.]

Christie's and its Records Warehouse-

For spanning into Christie's offices, downtown Manhattan, remember there are cameras on, and there are leveller guards (use the stats on pg. 16). Still, a couple successes on Quick or Stealth should do the trick. At Christie's is a basic clue (memo, computer file, whatever) including the following information:

- 1) The date of the closed auction:
Friday May 5, 1963 2:00 PM
- 2) The reliquary of St. Michael of Wycroft was scheduled to be auctioned.
- 3) Details of the purchase are at the records warehouse, the address of which is just a few doors down from the rave.

The interior of Christie's records warehouse is similar to the rave, although there is a second floor.

Inside the warehouse, little security is present. Some locks on doors exist, and rarely, a caretaker comes around to check. These are just old records, not Christie's auction pieces. There's little a spanner need fear here, at least from the management.

It's not hard to search through the years to find 1963. But the party will encounter Mary waiting for them in the ill-lit stacks of 1960s cards (the far lower right of the map in Handout #2). An elder badly fragged Mary, out for a revenge the party may not even understand.

After their flashlight beams are seen to penetrate parts of her body, (other bits of organs and muscle are simply more visible through her unevenly transparent skin), she will try to communicate, but only make noises out of syncopation with her jaws, and mostly unintelligible noises at that.

Frustrated and afraid, she will brazenly reach *through* a box and grab the precious card with the information the party is after. The card still has proper mass, so it pulls off the box's lid as she removes it. She waves it right in front of their noses, and spans away with it.

If they manage to acquire the card in the warehouse, (by spanning Down, for instance) they will discover the man who purchased the arm is Leonardo Tuzzolino.

Leonardo purchased other things at auction that day. Cross-referencing the cards, even with the main one missing, will discover his name, and his then (and still) current address.

Meeting Mary Again for the First Time.

Just as the players have discovered Mike's a phony (or, conversely, just as they are about to give the Hand's location to him on a platter) a woman will intrude on their lives.

Perhaps she will be on the dance floor, perhaps in Tuzzolino's apartment, perhaps even in one of the corner's spare beds, calling out to an unsuspecting male player character, whom she will behave as if she's known him for years (something seemingly pleasant to put in his Yet).

Mary takes whatever position opposite to what the players have just decided to do (help Mike or trash him as a fake). This keeps them guessing, and ultimately should propel them into acquiring the Hand for themselves.

Tuzzolino's Apartment.

It overlooks Central Park on Fifth Ave. on 73rd St. Walking in through the lobby will meet with suspicious, beefy doormen. It's best to call ahead, or expect to be deposited into the street, on your ear.

Spanning in unannounced creates an unfortunate—but short-lived—misunderstanding. The butler in residence, Edwin Spooner, is a spanner of no mean skill. He knows exactly what the Hand is, and is prepared for Time Combat on anyone spanning in to find and take it. He has been warned that an attempt is to be made to steal the Hand, though his information is erroneous, having derived from Michael. He'll have spanner backup, and will himself be everywhere

around the apartment. (See Spooner's stats, and that of his chronies, pg. 14).

Calling first has the best results, though it may require extra espionage at the phone company (Nynex) to dig up Tuzzolino's unlisted number.

Getting through to Spooner on the phone (Leonardo never answers himself) will meet with a devastatingly polite refusal on behalf of Mr. Tuzzolino to have any visitors. However, if the players pose as even amateur admirers of antiquities, this will get back to Tuzzolino, who will insist they be invited as guests. (Spooner's omnipresence has been spooking the old fellow, and he's more desirous of company than is his habit.)

If invited to dinner, Mary will certainly arrive as a surprise guest (surprising even to the lucky folks who have met her elder selves.) Leonardo treats her as an old and valued friend, and Mary starts making dark hints about her allegiances (which go over Tuzzolino's head, but should make players doubt every non-player character in the room.)

Of course, the players will be after the Hand, and Tuzzolino is entirely willing to show it off— after dinner. With Mary present and acting all threatening, players are likely to try and see or snag the Hand for themselves.

This proves tricky, as it is one of ten reliquaries of hand-like quality spread around the room. Even Tuzzolino is hard-pressed to recall which one is St. Michael's, but both Spooner and Mary know which one is the genuine item.

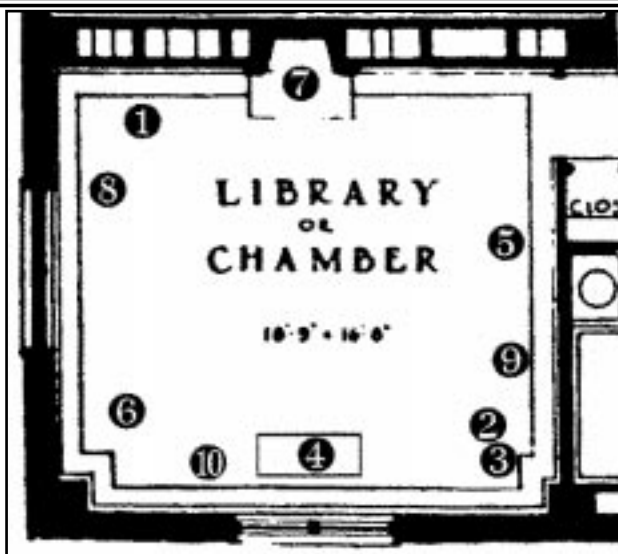
In the Library.

If the players have located any of the magazine articles, they will be able to narrow down the Hand to one of two choices: Numbers 4 (in an glass case with an alarm) or Number Seven (on the mantelpiece).

Reaching for Number Seven means it will attack at once. See pg. 16 for the terrifying powers of this non-reliquary, and enjoy the Physical Combat. The GM is advised to note potential water sources on the map on Handout #3 (bathrooms, kitchen) since immersion may be the only way to stop this thing.

Spooner will allow the spanners to get a little beat up. The incident has been in his Yet for awhile now.

If the players succeed in deactivating the Hand, Mary will make an attempt to take it (now that it's safe). She'll initiate Time Combat. If Mike is still in the game, and has enough information, he may join in the Time Combat as well. While fighting two Span Threes seems like a tough job, if the chronies



Close-up of Tuzzolino's Library, revealing the many hand reliquaries he owns. Number Seven is the Death Hand.

coordinate (perhaps with the help of Spooner), they stand a good chance of bringing them down.

Victory Conditions

Bagging one or both Narcissists, and keeping the Hand out of Mike's clutches. Turning it over to Justin or even ensuring Spooner survives the week to keep watch over it, are all acceptable outcomes.

Game also ends if Mike takes the Hand away from the 1990s. Not a victory, mind.

Epilogue

Justin rides back into the corner one afternoon, and either congratulates his crew for a job well done, or shakes his head and offers what condolences he can.

In any case, he'll make one point clear: "That's not the last we've seen of Mike 'n Mary. Life's not like Dragnet. Not for us, anyway."

following pages
Don Diego Sanchez, (b. AD 1660)
Scribal Report on the Outcome of the Wycroft Incidents,
AD 1993
pencil
Scribal Librarium at the New York Public Library

Mike is not a saint by any stretch of the imagination, though he's damn good at pretending.

His pitch is very earnest and above-board. He will go through the whole process of spanner identification, and even ask after Justin, though secretly he's picked this weekend because he's certain Justin is way the entire time.

Typical dialogue: "Hello, I'm called Michael. Saint Michael, actually. Of Wycroft. Yes, my martyrdom's in my Yet. A tad disconcerting, but one has to do one's part. Anyway. I'm looking for my hand..."

Mike claims he wants to make no waves in someone else's corner, but he has heard (through spanner tales) that his arm has made it to New York in the last half of this century.

He also claims he discovered the reliquary vanished shortly before appearing to save his hometown from famine. This line of enquiry has led him, he claims, to believe the reliquary was brought farther Up, and its return to Wycroft in 1106 is still in the Yet. Plus, he doesn't want to appear too often in his home locality, as he's a saint there and all, and such a manifestation might impinge the historical record. So he encourages the players to await his assistant Mary, and give it to her.

If the players start openly suspecting him of mischief, he maintains a pleasant smile, and claims only to misunderstand the ways of the 20th Century. He's always ready to apologize or make amends, or appear to. This villain never shows the emotions of one. He more than half believes himself a saint, despite all the pain he causes. Pain is normal in his locality.

Why doesn't Mike just grab the Hand once/if he learns where it is?

He hopes to trap Mary, as he doesn't like not being given information when he wants it. He suspects that anyone picking up the device will shortly be attacked by it [true]. Also, he has slightly better knowledge of how these things operate, despite Mary's years of having it within reach. Once it incapacitates her (or a player), he feels he'll have the time to switch it off safely, and take it Down to the 12th Century.

His only "evidence" is the tapestry photo from *Natural History* magazine (mentioned below), which displays a reliquary of an arm being venerated; and the hearsay that it was auctioned here in New York in the 1960s. He's come to 1990s because he's a bit foggy on how to research auction houses, and is hoping the players can help [true].

Evidence discovered that contradicts his story— or lack of evidence supporting him— he'll blame on Narcissist efforts to erase his sainthood. If necessary, he'll try to panic the players into believing something major is going down: the less they find out about St. Michael of Wycroft, the more he'll act wronged and concerned.

Michael, Abbot of the Monastery at Wycroft Hedge
"St. Michael of Wycroft"

Society Britain **Locality** AD 1000 **Age** 45y 17d
Corner Druids cAD 250 **Frat** (Narcissist)
SPAN 3 FRAG 1

B 7 M 7 Q 9

Skill/Attribute/Title/Rating (before Frag penalties)

Old English/M/Master/10

Modern English (1890s)/M/Journeyman/9

Late Latin/M/Master/10

Catholicism (Medieval)/M/Master/10

Cudgel/B/Journeyman/9

Death Hand Operation/M/Novice/8

Items:

Non-descript clothes, that are never quite the right fashion. Usually something that can double for a cudgel. Rarely carries money of any kind, beyond a bag of salt.

Mike's agenda.

His motivation is to change a rather notable piece of history: making himself a saint in his own country.

None of the following happened, but Mike has been planting evidence— "cobwebs" of his agenda throughout time. Most of these events are substantiated in only one place, and are occasionally (on a Grace) outright shown to be false. St. Michael of Wycroft appears on no Catholic registry of saints or saints' days, ever. The info he's planted appears in **small bold face**. (When he planted it is braces.)

1) [June 4] 982 - Michael martyred by pagan peasants by having his limbs chopped off in witness to Christ. **Smithsonian magazine, April 1979, no other attestations.** {January 7, 1979. in the author's notes in Washington DC}

2) [August 14] 1047 - Michael appears to children in danger of falling down an empty well, saving them. **Archaeology Today, May 1987, among other 1980s sources. All refer to a manuscript in the collection of the British Library, written in the 1300s.** {June 12, 1314. Dictated to a scribe in London who enjoyed the strong "medicines" Mike could provide.}

3) [September 8] 1106 - The presence of Michael's arm (in its reliquary) saves his native town of Wycroft from famine. **Natural History, March 1974 - has a photo of the tapestry fragment of the Hand reliquary. The story is based on oral tradition and an entry for that date in a monastic diary reading simply, "He appeared, holding forth his hand, and saved them from starvation."** (Translated from Old English. The diary exists in the collection of the Church of England.) {This breviary is scribbled in Mike's own handwriting. He tucked into odd Church papers being held at Oxford on September 22, 1318.}

4) c. 1120 - Michael sainted; a tapestry commemorating his miraculous event is woven. **The fragmentary Wycroft Tapestry hangs occasionally in the British Museum. Most sources believe it depicts Norman generosity. The reason a golden hand is pictured is unknown.** {Only Michael himself connects the tapestry with his destiny, as he discovered it by accident in the Museum on June 6, 1887.}

The truth. Michael was actually the young abbot of a founding monastery in rural Wessex. He oversaw three monks. In his day, there was little if any care on the common folks' part about religious matters; the Danelaw was too nearby and the Pope too far away to worry about church. He got involved with spanning and Narcissism when he met the wrong man on the road one day, and got in between him and someone the man had a quarrel with.

Marie Tille

(Mary Tillet), Mike's "Friend"

Society France **Locality** Paris, c1800 **Age** 32y 104d**Corner** Jacobin Club (1790s) **Frat** (Narcissist)

SPAN 3 FRAG 3 (to 7)

B 4 M 7 Q 8

Skill/Attribute/Title/Rating (before Frag penalties)

Mod. French/M/Master/10

Mod. English/M/Journeyman/9

History - French Revolution/M/Grandmaster/11

Items:

Anything she can Slipshank.



Societies a puppet-state of the Continuum, designed solely to hold descendants of the freedom-loving "narcissists" as slave ransom. Literally, as she will point out to Rowena or Tom.

She wants to leverage the players into joining her cause, before they have the chance to become their elder selves. She's helping Michael only to get these young spanners' attention, which is why she doesn't just give him the Hand, or take it herself.

Why grill players with Mary's politics?

Regarding the big picture, it helps demonstrate that Mary has to make at least some kind of entrance to give the players a "fighting chance". If she demonstrates when and where she is, the players can wrack their brains to find the chink in her armor during Time Combat.

Is Mary absolutely rotten?

Mary is what we call a "swing" character for the GM— if the players figure out Michael too easily, Mary can enter as a mysterious/scary spanner with a less precise agenda. On the other hand, if Mike is having his way with the players, Mary can be much more sympathetic, even aiding the PCs against Mike full throttle, if she sees a reason. But she's never a completely trustworthy presence.

How does Mary get so badly fragged that she's in the warehouse in such a state?

This is one of the beauties of C^oNTINUUM, presenting an ending in the midst of the story. It either has to be solved, or becomes a goal—or finds its own explanation in the course of the game. This last happens remarkably often, and adds an extra thrill to any session.

Mary is quite contrary, being the 'swing' character. If she becomes the players' enemy, they will likely frag her. If she turns on Michael, he might get her while the PCs aren't looking. A final option can always be leaving it a mystery to be explained during another session of play.

Artwork © 1999 Juan Sanchez

Mary's story is one of witnessing violent revolution in her youth, and being recruited suddenly one night by Antedesertium as France leaned towards becoming an Empire. When she spans about, she makes little effort to hide her politics.

She knows exactly where the Hand is, and who guards it. Michael has suspected she knows, and has been trying every bargaining chip to get her to reveal that she knows. She's holding out for a guarantee that Mike will help her on "the big picture", but now he's "hired" the PCs, and that ticks her off.

Michael's narrow self-interest appalls Mary, but the thought of the Hand being brought back to medieval times thrills her with the possibility of spreading powerful tech in defiance of the Inheritors. If/when Mary is feeling pro-Michael, she quotes various attestations of appearances of the original St. Michael, such as: "The Swiss occultist Steiner believed that the Archangel Michael descended to Earth in the nineteenth century, so to contend with evil on earth. I think he saw our friendly saint, n'est-ce pas?"

If Mary is encountered in the Christie's records warehouse, it is a much later version of her trying to frag the players for some slight they have yet to give her. This Mary is Frag 6 and can do creepy things like reach through solid objects. But she's stopped making sense; Marys encountered subsequently will be junior versions, who may only learn of the warehouse from player complaints at her.

These junior Marys are very sophisticated and will attempt to goad characters using every racial, historical, or personal nightmare she can point out. When/if the players tire of the politics or simply tell her to get lost, she informs them, "If you're going to learn anything as a spanner, you first must feel Frag." And she commences Time Combat.

Mary's agenda.

Mary is a very politically-motivated spanner. Antedesertium has found an apt pupil in Mary, who delights in first hinting, then openly declaring the

Edwin Spooner, Time Butler
Society Britain **Locality** London, AD 1610
Corner Manhattan, 19th-20th Cent. **Frat**
 Antiquarian
 SPAN 3 FRAG 0
 B 5 M 7 Q 9
 Skill/Attribute/Title/Rating
 Mid. English/M/Master/10
 Mod. English/M/Master/10
 Butlering/Q/Grandmaster/13
 Brawling/B/Journeyman/7
 Stealth/Q/Master/13

Items:

Polishing cloth, extra white gloves.

Edwin has been working for Leonardo for only three and half years of his Age, though it's been spread over decades, and it feels like centuries. While the pay is to die for, Edwin is only there to watch over the fate of the Hand.

Mike has succeeded in giving Spooner false information that an attempt on the hand is to happen two days before the players' attempt. So while he's kept some chronies patrolling on either side of the event, he's packed himself into every nook of the wrong day. Leonardo is quite upset for a week afterwards, even dreaming of Spooner being in his very mind.

Note that Mary is an occasional guest. Edwin finds her company refreshing, but not altogether healthy. He will tolerate her opinion to a point, but not to a fault. Note that her frequent presence in the house causes Spooner less concern that she will steal it herself, because of the risk of Fragging herself.

He has met the Brooklyn (PC) party before, but not they him. He doesn't think very highly of them at the outset, and is privately surprised they're involved in this mess. Should Mary initiate Time Combat while in his master's house, he will feel it his duty to respond, and join in the Combat on the side of the players (they are guests, though perhaps uninvited.)



Don Diego Sanchez, (b. AD 1660)
Spooner Exploring the Rave, (study)
 AD 1994
 pencil
 collection of the artist

Terry and Philippe, Spooner's Spanner Guards

Society Britain **Locality** Ottawa, 1997
Corner Tuzzolino Residence **Frat** —
 SPAN 1 FRAG 0
 B 5 M 5 Q 5
 Skill/Attribute/Title/Rating
 Stealth/Q/Apprentice/33
 Sense of Humor/Q/Journeyman/7
 Modern English/M/Apprentice/6
 Modern French/M/Apprentice/6

Items:

Handcuffs (2 pair each)

These two Canadians are useful for any extra back-up or plot device you feel the players need, or need to be hindered with.

Leonardo Tuzzolino,

The Leveller Guy Who Owns the Hand
Society Rome Locality Late AD 20th Cent.

Corner n/a **Frat** n/a

SPAN 0 FRAG 1

B 1 M 5 Q 3

Skill/Attribute/Title/Rating

Mod. Italian/M/Master/9

Mod. English/M/Journeyman/7

Antiquities (European Medieval)/M/Journeyman/7

Antiques (AD 18th-19th Cent.)/M/Apprentice/6

Finance/M/Grandmaster/10

Items:

He's rich. He has just about anything available, if he wants it. On his person, he rarely carries more than his platinum AmEx.



Gaunt, miserable, and fabulously wealthy, Leonardo Tuzzolino lives in palatial splendor on the 11th floor of his Fifth Avenue apartment building. His daughter, Laura, visits him occasionally, but she has long since decided that whatever wealth he might leave her is hardly worth the curious mind-games her father habitually plays. Therefore, Leonard Tuzzolino lives alone, abandoned by all but his faithful and equally unpersonable retainer, Spooner, who infests the back corridors of the Tuzzolino apartment like a plague.

Leonardo Tuzzolino is in fact not a bad man, but he is morbidly afraid of losing himself. He is obsessed with the thought that part of his mind might ebb away at any point, and that he might lose touch with himself, his ego, whatever it is that makes him a proper man. This has led to a fascination with the occult, and his discoveries in this area have only made him more odd.

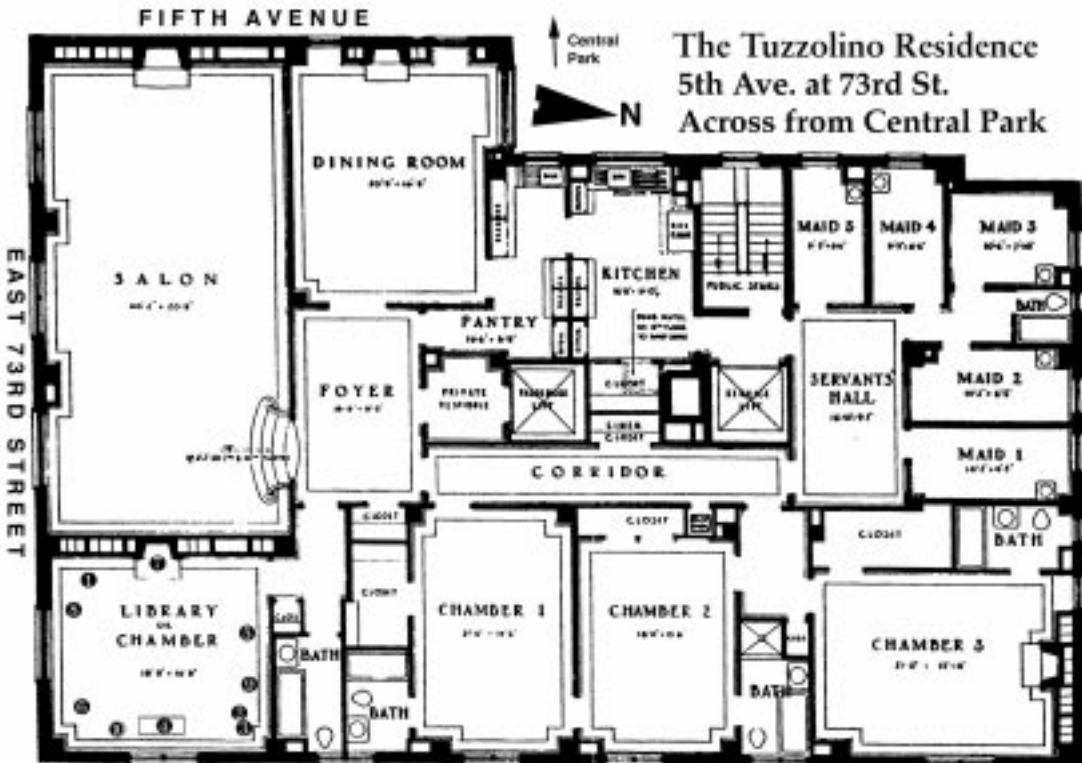
He obtained the Hand of Michael in 1963, in an auction at Christie's. He has some idea of its power; though he attributes it to spiritual forces. He has noticed that AC electrical outlets snap and crackle in its presence.

A devout Catholic, he will be out at Church most

of the day on Sundays, and part of every Friday.

His friendship with Mary goes back to the day he bought the hand at auction; even so, he has no idea that spanners exist, but Spooner often enters the room the very second he's needed, which has kept the old man on edge for years.

Don Diego Sanchez, (b. AD 1660)
Still Life: Leonardo, (study)
 AD 1990
 pencil
 Scribal Librarium
 at the New York Public Library



Artwork © 1999 Juan Sanchez

**The Hand**, Cybernetic Assault Weapon**Society** (Late Societal) **Locality** c AD 2040

SPAN n/a FRAG 1

B 11 M 8 Q 5

Skill/Attribute/Title/Rating

Laser/B/Master/8

Taser Touch/B/Master/15

Crush/B/Master/15

RSD*/M/Journeyman/9

AI/M/Master/12

*Remote Synapse Disruptor— a successful roll incapacitates the target for five bouts, lowers their Quick -3 and Mind -2 per hit until eight hours of rest. Characters with an attribute that reaches zero via attack by an RSD, fall unconscious.

Meant as a prosthetic for ground assault troops, this useful device can also operate independently should the need arise. Its loyalty to its owner is nearly unshakable, and it has come to recognize old Leonardo as its owner.

Its styling is rather medieval, but on very close inspection, can be seen to be technological device. Ideally, this thing's high-tech attacks should take players utterly by surprise, so only reveal its mechanical nature if they eyeball it thoroughly and repeatedly.

Note that it may have other powers, like force fields, solar generators, and whatever else necessary to further plots, surprise, etc.

Level Guards (5)**Society** United States **Locality** New York 1993**CORNER** n/a **Frat** n/a

SPAN 0 FRAG 0

B 5 M 2 Q 4

Skill/Attribute/Title/Rating

Pistol/Q/Apprentice/5

Nightstick/B/Journeyman/7

Stealth/Q/Apprentice/5

Law Enforcement/M/Apprentice/3

Items:

Pistol

Nightstick

Handcuffs (1 pair each)

These guys are good for Christie's guards, rookie cops, suspicious beefy doormen, rave bouncers, and other bruisers.

above

Eleanor Stockwell, Scribal measurer (b. AD 1852)

*The Hand in Repose**Scribal Report on the Outcome of the Wycroft Incidents,*

AD 1993

photograph

Scribal Librarian at the New York Public Library

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