

Fighting the Ones Before

Welcome to the Guardian Universe II Demo. This time around the game has gotten powerful and the heroes won't be outgunned like they have been in the past. GU2 offers an easy to use system and allows the players and game masters to do more narrative gaming. Powers are placed into general categories. Players will be able to customize how their powers work and what it looks like when activated. We have found that sometimes less detail about powers allows for more creativity, something we at Dilly Green Bean Games like.

In this demo we have provided you six different hero types to use. Each one represents a different section of the new Guardian Universe II. So what is GU2? We call the new game Guardian Universe II: Power Overwhelming. The plot: A Chinese God has changed reality after the Cartel disaster, leaving the world open to attacks from beyond the farthest reaches of space. But as one generation of heroes finds themselves without powers, another generation is coming out of hiding. To make matters complicated a new breed of human is causing panic around the world. The Evolutionary has been spawned from the reality shift, humans with uncanny powers.

Each character will have an explanation of their powers, so fear not. The mechanics of GU2 are really simple. Main Stat Bonus Number (BN)+Common Skill/Advanced Skill Bonus Number (BN)+Variable=Outcome. The variable for the sake of this demo will be a ten sided die. Players will be rolling against an opponent's Outcome. The highest outcome wins. Main Stats, Skill Ranks, and Power Ranks are set up in multiples of ten EXCEPT near humans who might have a Above Average rank equaling 15 (BN is rounded up to the nearest tenth). The Bonus Number is determined by: Main Stat Rank divided by ten. The variable for this demo is a Ten-Sided die.

5: Below Average. The weak and pathetic.
10: Average: Nothing to brag about.
15: Above Average. A prime instinct that gives you the edge.

20: Superb. This is where human perfection comes into play.

30: Extraordinary. The MAX a human may reach in their potential.

40: Fantastic. Anyone who has been augmented is at this level. This can be through technology or mystic gifts.

50: Awesome. This is the level past human. Super beings are at this level.

70: Mighty. Demi-Gods and prime beings get this high.

100: Supreme. Demi-Gods, Cosmic heroes and some extreme powered EVs can reach this Rank.

500: Cosmic 1. Some Cosmic heroes achieve this Rank. At this Rank players are heading into the range of Gods of Mythology.

1000: Cosmic 2. Here is where the Gods of Mythology stand. Characters with Ranks this high can create life with a thought or smash whole planets with their bare hands.

3,500: Cosmic 3. Above the Gods of Mythology or the Ones Before. This Rank represents them best.

∞: Infinity. This is where God Almighty reigns.



GALACTIC GUARDIANS

Main Stats	Secondary Stats	Ka-Tar
(Alien)		
INT	20	2
AGI	30	3
MGT	40	4
SPT	20	2
MVT	20	2
ST	80	
HP	80	
IN	50	5
Action:	60	6
Dodge:	60	6
Perception:	40	4
Education:	40	4
Damage:	40	
Power Ghosting:	40	
Power Stun Beams:	30	
Armor	---	



Power Explanations:

-Ghosting: The ability to walk through walls and walk on air. The player may walk through any material equal to the rank of this power. They also may ignore physical attacks from material of lesser strength than the power's rank.

-Stun Beam: Anyone hit by these beams must make a MGT save (roll 1d10 and add your MGT. If you roll higher than the Stun Beam rank you suffer no damage. If you roll less than you take damage equal to the Stun Beam Rank and you are stunned for 1d10 turns.)

Brief History:

Ka-Tar is one of many Imperium agents who ended up on Earth, fleeing from the threat of NeCross. Since her arrival she has taken to helping mankind from the evils that are running rampant.



Your Main Stats are as follows:

Intelligence (INT): How smart you are.

Agility (AGI): How agile you are.

Spirit (SPT): How strong your willpower is.

Might (MGT): How tough and how physically strong you are.

Movement (MVT): How fast you can move.

You also have Secondary as follows:

Hit Points (HP): How much lethal damage you can take before dying. (MGTx2)

Stun Point (ST): How much non-lethal damage you can take before taking lethal damage. (MGTx2)

Initiative (IN): How fast you can get the jump on someone. (INT BN+AGI BN)

-Lethal Damage is damage that can kill you. Gunshots, edged attacks and lasers are good examples.

-Non-Lethal Damage is damage that can knock you out cold before it kills you. This includes blunt attacks, falls and POWERS. Yes Powers do Non-Lethal damage (Except in the case of claws).

To simplify the demo even further we will simplify Common Skills and Advanced Skills into Action, Dodge, Perception, and Education.

-Action is your Agility Bonus Number + Combat and Agility related skill Bonus Number.

-Dodge is your Agility Bonus Number + Dodge Bonus Number.

-Perception is your Intelligence Bonus Number + Perception Bonus Number.

-Education is used for any actions requiring Intelligence. This is your Intelligence Bonus Number + Basic Education or Advanced Education skill Bonus Numbers.

-Damage is the amount of Stun damage caused by your physical Might.

Determining How Many Actions One Gets

Player's get one action and one dodge per 20 points of Movement. This means the player always gets one chance to dodge and one action. If players have a Movement of 40, then they get two actions and two chances to dodge.

ARMORED UP



Main Stats

Secondary Stats (Evolutionary)

INT	10	1
AGI	30	3
MGT	20	2
SPT	20	2
MVT	20	2
ST	40	
HP	40	
IN	40	4
Action:	60	6
Dodge:	60	6
Perception:	20	2
Education:	20	2
Damage:	20	

Power Generate Ice: 40

Power Resistance to Cold: 20

Armor ---

Power Explanations:

-Generate Ice: This power allows players to generate ice from their body. It can be used to form melee weapons, creating ice walls or even firing shards of ice at a target. Damage is equal to the power rank. The material strength of the ice is also equal to the power rank.

-Resistance to Cold: The player can resist the intensity of cold equal to their power rank and ignore cold damage equal to that same rank. This does not protect you against a baseball bat made of ice or attacks like that.

Brief History:

Cold War is poser hero who thought that if he took a super tough hero name people would respect him. Instead they mocked him publicly when he lost his first battle. Now he spends his time trying to prove how tough he really is.



Main Stats

Secondary Stats (Altered Hero)

INT	20	2
AGI	40	4
MGT	20	2
SPT	30	3
MVT	30	3
ST	40	
HP	40	
IN	60	6
Action:	80	8
Dodge:	80	8
Perception:	40	4
Education:	40	4
Damage:	20	

Power Super Hearing: 50

Power Immune to Poison: 20

Armor ---

Power Explanations:

-Super Hearing: This power works like sonar. Players gain a bonus to their Perception equal to the Bonus Number of the power. The downside is any sonic attack does DOUBLE the damage to a hero with super hearing.

-Immune to Poison: The player is immune to any poison of equal or less intensity to their power rank.

Brief History:

Blind Fury was one of the world's leading martial art instructors until he was poisoned by the Black Lotus. Instead of dying like the ninjas had hoped, Blind Fury's body mutated and became altered. His sense of hearing compensated for his loss of sight and soon Blind Fury was walking the streets at night administering his own brand of justice.

Blind Fury





Main Stats

Secondary Stats (Android) T-Techs

INT	40	4
AGI	20	2
MGT	30	3
SPT	20	2
MVT	10	1
ST	60	
HP	60	
IN	60	6
Action:	40	4
Dodge:	40	4
Perception:	80	8
Education:	80	8
Damage:	30	

Weapon

Shock Whip: 20 damage+MGT

Power Teleportation: 50

Armor 30 Natural

Power Explanations:

-Shock Whip: 20 Material Strength, target must make a MGT save difficulty 20 or be stunned for 1d10 turns.

-Teleportation: This power allows players to instantly disappear and instantly reappear up to a distance in yards equal to the power rank times 5.

-Natural Armor: Androids gain a natural AC (armor class) equal to their MGT. Any damage done over the AC is then deducted from the natural AC. When the AC reaches zero the android is reduced to unprotected wires and parts.

Brief History:

T-Techs was a prototype counter terrorist unit created by a covert think-tank. T-Techs decided that its talents would be better served by fighting crime its own way.



Main Stats

Secondary Stats (Technical Genius)

INT	30	3
AGI	20	2
MGT	20/30	2
SPT	20	2
MVT	20	2
ST	40	
HP	40	
IN	50	5
Action:	40	4
Dodge:	40	4
Perception:	60	6
Education:	70	7
Damage:	20/30	
Power Infravision:	20	
Power Force Field:	30	
Armor Armor:	30 AC	

Major Cash



Power Explanations:

-Infravision: This power allows players to see in the dark equal to their power rank. Some uncanny powers like Generate Darkness have higher intensities of darkness.

-Force Field: A barrier of energy surrounds the player giving them protection equal to their force field rank. Any damage over the rank could cause the field to collapse. If damage exceeds the force field rank roll 1d10: 1-5 Field Collapses, 6-10 Field Collapses and player takes damage equal to force field strength.

-Armor: This provides the player with extra protection. In this case it is a battlesuit that offers increased MGT. Any damage done over the AC causes a reduction in AC equal to amount to damage that exceeded the AC.

Brief History:

Major Cash was a smart military researcher who built a prototype power armor. In a strange series of events, Major Cash's family was kidnapped and he was forced to steal the armor. In the end Major Cash became a one man war machine, fighting evil wherever he could find it.

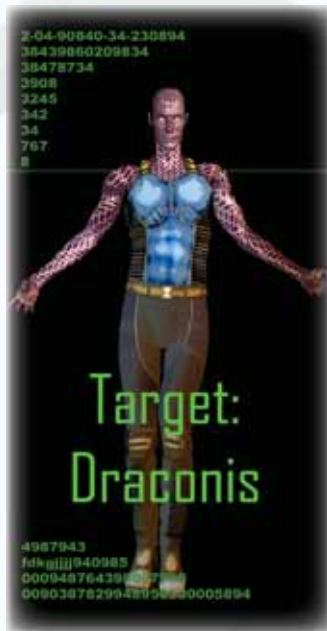
GAMER'S GUIDE TO THE GUARDIAN UNIVERSE: STATS

Main Stats

Secondary Stats Draconis

(Cursed Hero)

INT	10	1
AGI	10/20	1/2
MGT	10/40	1/4
SPT	30	3
MVT	10/20	1/2
ST	20/80	
HP	20/80	
IN	20/30	2/3
Action:	20/40	2/4
Dodge:	20/40	2/4
Perception:	20	2
Education:	20	2
Damage:	10/40	1/4
Power Fangs:	10+MGT	
Power Claws:	20+MGT	
Armor Natural:	40AC	
Nemesis:	Silver	



Power Explanations:

- Fangs: Sharp teeth that do lethal damage.
- Claws: Fingernails that do lethal damage.
- Natural AC: All Cursed Hero types gain a natural AC equal to their MGT ONLY while in cursed form.
- Nemesis: Some heroes have weaknesses, or what we call part of the Nemesis Effect. ALL Cursed Hero types MUST choose a Nemesis.

Brief History:

A famous boxer, Drack fell in with the wrong crowd. He sold his soul to the devil in order to try and save his career. During the day he is a normal man, at night he is vampire-like beast. Draconis does have self control, to a point. Sometimes his bloodlust overcomes him and he will feed on human blood.



THE SETTING

The Demo

The Hunt in Warm October

Trent Knoll, a billionaire from Nevada was recently indicted for corruption and bribery after his company, Hewn's Traders, was brought down by a united team of heroes who stumbled across a strong-arm operation. Due to testify against Trent's men, these heroes have all come back to Nevada for a week. Determined not to go to jail, Trent has other plans.

The Action

The players are picked up by the US Marshals and escorted to The River Boat Casino in downtown Vegas. The players are staying in the penthouse on the tenth floor with two guards at the only elevator going to that floor. The penthouse itself has six bedrooms, a hot tub, an in-room bar, a large screen TV in the living room area with several couches and a nice dining room area. Each room has a small porthole window, too small for anyone to fit through. There is a large sliding glass door with a porch that overlooks Vegas. If you look straight down there is a swimming pool area. Too high to dive into in case anyone decided that it might be cool to try. The players aren't allowed to leave the floor. On the main floor of the casino there are five more guards monitoring things. There are security cameras on each elevator and all over the casino. The penthouse has cameras rigged in the living room and dining room.

GM Material

The elevator door opens and four men appear dressed in street clothes. When the guards approach them there is a loud explosion and smoke fills the hallway. The two guards are on the ground while the men from the elevator are gone.

Any player who enters the hallway will be blinded by smoke (unless they have Nightvision). They may also make a Perception roll (Perception BN+1d10) difficulty 5 to see if they noticed anything. If the player makes it then they will see four ninjas dodging in and out of the shadows. This battle is pretty simple: the players must defeat the ninjas. When all the ninjas are down, the players may remove their masks. They will find rotting corpses underneath. These were zombi ninjas.

After this battle if you have time bring the players down to the casino floor. When they come off the elevator they will be walking into a scene of chaos.

The attackers are known as Hellbrand. They are sinners who have returned to Earth to kill sinners for hell's great army. The mission of the Hellbrand is to help Trent Knoll escape prosecution because he is directly working with the agents of hell. The heroes are fair game for a quick kill. Luckily for the heroes, this team is pretty unorganized.

Main Stats

Secondary Stats Zombi

Ninja

INT	20	2
AGI	20	2
MGT	20	2
SPT	20	2
MVT	20	2
ST	40	
HP	40	
IN	40	2
Action:	40	4
Dodge:	40	4
Perception:	40	4
Education:	40	4
Damage:	20	

Katana: 20+MGT Damage, LETHAL

Power: NightVision: 20

Armor Natural: 20 vs. STUN

Nemesis: Fire (Damage x2)



Zombi Ninjas are left overs from before the reality shift. Today they are used by agents of evil as minions. The zombi ninja is just as quick and as deadly as the human counterpart. Zombi ninjas may ignore 20 points of STUN damage each time they are hit, but fire damage does double the normal damage.



CREATING THE HERO

Main Stats

Secondary Stats Hellbrand

Gangers		
INT	10	1
AGI	30	3
MGT	20	2
SPT	20	2
MVT	10	1
ST	40	
HP	40	
IN	40	4
Action:	60	6
Dodge:	60	6
Perception:	20	2
Education:	20	2
Damage:	20	



Power: Invulnerable to Fire and Heat

Power: Dimension Jump

Armor Regeneration: 30

Nemesis: Holy Items (Damage x2)

Power Explanations:

-Invulnerable to Fire and Heat: The player is completely invulnerable to flames and heat. That's not to say anything they are wearing isn't. Hellbrand gain this power because they are agents of Hell.

-Dimension Jump: A Hellbrand may travel to Hell and back by entering any flaming area large enough for them to fit through.

-Regeneration: This power allows a player to instantly heal up to their power rank. If the player does not take damage over the next three turns, they then may regenerate more Hit Points or Stun Points equal to their power rank.

Brief History:

Simply put, a Hellbrand is a sinner who hunts sinners after going to Hell. Most Hellbrand are ruthless killers who could care less about redemption while others are those who were pawns who've been convinced that if they kill all the sinners on Earth that they'll go to Heaven.

When you finish reading this demo, remember that it is set up so that the GM can use their imagination in expanding it. As a gamer, there is nothing that bothers me more than a close-ended demo. As a player, I always like to exploit the situation. Remember that there are tons of chairs in the casino along with tables. If the players are strong enough they can easily use a table as a weapon or a chair. Tables usually do damage equal to their Material Strength plus the player's MIGHT.

The First Demo: Why it Failed.

At Port Con this year we ran a GU2 demo which in my opinion failed to do the job it was supposed to. The rules for GU2 were so clunky that it wasn't smooth in the action department not to mention the math was ridiculous. I went home after the con feeling like I needed to do something drastic. I changed Rank bases, created the Bonus Number and revamped the 80+ pages of core material. Even my demo team had some of the same complaints. So it was good that things changed.

The Second Demo: The Big Hit!

So once again I hit another convention trying GU2. No one at the table to play, it was looking pretty grim. OGC happens to be one of my more exciting cons. So my mentor who was hanging out with my business partner and myself looks at me and says "Jay, show me TBS." TBS is The Basic System, the core mechanic of GU2. So I was glad to be doing something. I had to think fast. I wasn't going to run the dumb demo I had written for Port Con. Instead I gave my business partner and my mentor the notebook with ALL the Guardian NPCs and told them to pick. Of course they grabbed Stonington and Major Ironside, the two super armored and muscle bound characters. I decided that I'd do a musclemen photo shoot on Miami Beach, hosted by Fabio. It seemed Fabio was holding onto an artifact that the Sisterhood of Artemis wanted. So while Stonington was flirting with Fabio and the other hero hunks, Major Ironside noticed that there were an awful lot of women hanging out who looked suspicious. Of course, it's a hunk photo shoot, who wouldn't? So the Sisters attack and Fabio's bodyguards start opening fire on everyone. The battle went well. A lot of grabbing chairs, coolers, lights and other objects and using them as weapons. But the Bonus Number option really made the battle fly. Rolling a 1d10 as the variable was brilliant. The super hero feel was there. I had found what I wanted. GU2 was ready to get finished. I came home from OGC and got to work, revamping the 80+ pages AGAIN! But this time I knew what I was doing. I had seen it hands on.

*Fabio has no association with Dilly Green Bean Games and his name was used as a familiar example for the sake of the demo. The demo was not published. The mention of Fabio in this text was to explain the demo used for OGC.

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The Basic System© 2003-2005 Dilly Green Bean Games

Want to know how good you are?

*Refer to the Rank Explanation at the start of the demo.

Intelligence	Description	Agility Rank	Description	Might Rank	Description
Below Average	Not all there	Below Average	Limited Movement	Below Average	Lift 50 lbs Very feeble
Average	Normal Human	Average	Normal Human	Average	Lift 100 lbs
Above Average	Understands modern technology. Can perform repairs.	Above Average	Some training	Above Average	Lift 400 lbs Needs a few minutes to rest every 30 min
Superb	Can perform experiments and jury-rig equipment	Superb	Olympic Athlete, natural ability	Superb	Lift 800 lbs Rest after 1 hour of work
Extraordinary	Can operate alien technology and invest lasting equipment	Extraordinary	High agility from formal training added with natural talent.	Extraordinary	Lift 1 ton Normal sleep for rest
Fantastic	Can repair alien technology. Also may improve current technology.	Fantastic	Able to dodge single bullets!	Fantastic	Lift 10 tons Normal Sleep
Awesome	Able to improve alien technology.	Awesome	Super agility! May dodge multiple bullets.	Awesome	Lift 50 tons Normal Sleep
Mighty	Able to create artificial life.	Mighty	Able to evade full automatic gunfire.	Mighty	Lift 80 tons Can resist dangerous environments
Supreme	All Knowing	Supreme	Agile enough to dodge lasers!	Supreme	Lift 80 tons+ No sleep May exist in space with no protection
Cosmic 1	-	Cosmic 1	-	Cosmic 1	-
Cosmic 2	-	Cosmic 2	-	Cosmic 2	-
Cosmic 3	-	Cosmic 3	-	Cosmic 3	-
Infinity	Knows ALL	Infinity	-	Infinity	-

Spirit Rank	Description
Below Average	Easily manipulated
Average	Normal Human
Above Average	Some resistance to mind control
Superb	Trained to resist mental attacks
Extraordinary	VERY difficult to control except via magic or high technology
Fantastic	Almost unbreakable
Awesome	Indomitable
Mighty	Totally indomitable except by someone more powerful
Supreme	The Max. Mental attacks do not effect.
Cosmic 1	-
Cosmic 2	-
Cosmic 3	-
Infinity	-

Rank	AC	Material
Below Average	1-9	Cloth, glass, paper, ice, crystal, rubber, soft metals
Average	10	Mortared brick, aluminum, light machinery
Above Average	15	Some types of armors, meshes
Superb	20	Concrete, iron, bullet proof glass
Extraordinary	30	Reinforced concrete, steel
Fantastic	40	Solid stone, advanced metals
Awesome	50	Steel alloys, granite
Mighty	70	Diamond and heavy super alloys
Supreme	90	Alien metals, magical material
Cosmic 1	110	Light star matter
Cosmic 2	500	Medium star matter
Cosmic 3	1,000	Super heavy star matter
Infinity	2,000+	Duh..... Why bother?

How intense is intense? Here is the Intensity Chart.

Type	Rank	Effect
Air Pollution	5	Players need to make an MGT save difficulty 15 or suffer a -5 to ALL MGT rolls.
Tear Gas	10	Players need to make an MGT save difficulty 20 or suffer a -10 to ALL actions.
Snake Venom	15	Players need to make an MGT save difficulty 25 or suffer a -15 to ALL actions. They also take 15 non-lethal points of damage each turn until treated.
Spider Venom	20	Players need to make an MGT save difficulty 30 or suffer a -20 to ALL actions. They also take 20 non-lethal points of damage each turn until treated.
Vacuum of Space	100	Players need to make an MGT save difficulty 90 or suffer a -100 to ALL actions. They also take 100 non-lethal points of damage each turn until treated.
Campfire	5	Players suffer 5 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Room	10	Players suffer 10 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning House	20	Players suffer 20 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Storage Building	30	Players suffer 30 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Chemicals	40	Players suffer 40 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Exposure to Industrial Furnace	50	Players suffer 50 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Explosive Chemicals	70	Players suffer 70 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Volcano	100	Players suffer 100 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 50 points of damage every turn exposed to lava.
Star	1000	Players suffer 1000 points of lethal damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 500 points of damage every turn exposed to surface.
Sickness: Cold	5	-5 to ALL actions until recovered.
Sickness: Flu	10	-10 to ALL actions until recovered.
Radiation: Residuals from old Atomic blast	5	Players suffer 5 points of lethal damage when exposed. They also take 5 points of damage for each round of continuous exposure.
Radiation: Recent Atomic blast	20	Players suffer 20 points of lethal damage when exposed. They also take 20 points of damage for each round of continuous exposure. Must make MGT safe difficulty 70 or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail the save.
Plutonium	40	Players suffer 40 points of lethal damage when exposed. They also take 40 points of damage for each round of continuous exposure. Must make MGT safe difficulty 50 or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail the save.
Nuclear Reactor	50	Players suffer 50 points of lethal damage when exposed. They also take 50 points of damage for each round of continuous exposure.

		Must make MGT safe difficulty 40 or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail the save.
Direct Atomic Blast	70	Players suffer 70 points of lethal damage when exposed. They also take 70 points of damage for each round of continuous exposure. Must make MGT safe difficulty 80 or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail the save.
Storm: Rain Showers	10	Might 10 winds.
Storm: Thundershower	30	Might 30 winds.
Storm: Thunderstorm	40	Might 40 winds, 40 damage from lightning strikes.
Storm: High Winds	40	Might 40 winds.
Storm: Tornado	50	Might 50 winds. Random debris thrown with Might 50 bonus to damage.
Storm: Hurricane	100	Might 100 winds. Random debris thrown with Might 100 bonus to damage.
Heat: 90 degrees F	10	10 points of non-lethal damage per turn exposed.
Heat: 120 degrees F	20	20 points non-lethal damage per turn exposed.
Heat: 150 degrees F	30	30 points of non-lethal damage per turn exposed.
Cold: 30 degrees F	10	10 points of non-lethal damage per turn exposed.
Cold: 0 degrees F	20	20 points of non-lethal damage per turn exposed.
Cold: -30 degrees F	30	30 points of non-lethal damage per turn exposed.
Cold: Space	70	70 points of non-lethal damage per turn exposed.
Acid: Mild	10	10 points of lethal damage per turn exposed.
Acid: Standard	20	20 points of lethal damage per turn exposed.
Acid: Concentrated	40+	40 points of lethal damage per turn exposed. (May be higher damage depending on Game Controller's needs.)
Electricity: House Current	20	10 points of non-lethal damage per turn exposed. Player must also make a MGT save difficulty 20 of be stunned for 1d10 rounds.
Electricity: Taser	30	30 points of non-lethal damage per turn exposed. Player must also make a MGT save difficulty 30 of be stunned for 1d10 rounds.

Electricity: Lightning	40	40 points of lethal damage per turn exposed. Player must also make a MGT save difficulty 40 of be stunned for 1d10 rounds.
Electricity: Power Lines	50	50 points of lethal damage per turn exposed. Player must also make a MGT save difficulty 50 of be stunned for 1d10 rounds.

THE SECOND UNIVERSE IS UPON US

GLUE



DBE
Dilly Green
Sean James