

DEGENESIS

F L O O D

ACQUA CHE NON S'ASPETTA
ALTRO CHE BENEDETTA
ACQUA CHE PORTA MALE
SALE DALLE SCALE
SALE SENZA SALE

ACQUA CHE SPACCA IL MONTE
CHE AFFONDA TERRA E PONTE.

DOLCENERA - FABRIZIO DE ANDRÈ



Colophon

This adventure took shape
in two intense weeks, in april 2021.
At times, it rained.

Authors

Alberto Toro
Andrea Marcantognini

Artwork

Alessandro Patria
Davide Calabrese

Photography

Stefano Panza

Sound design

Stefano Panza

Art direction

Matteo Pont

Soundtrack

FLOOD is a scenario conveyed through three
languages: words, images, and sounds.

You can scan the qr code below, to gain access to
a dedicated playlist of three audio tracks.

The music was composed to put you in the
mindset for some of the most meaningful scenes
in the story, and it focuses on emotions and
feelings, the threads of our narrative.

Feel free to cry as you listen, and let your tears
join the water that soaks these pages.



You can iron the following pages if you like

Please enjoy it with your headphones. The big ones.

BEFORE THE STORM

"Judging by the shape of the clouds it looks like a downpour is on the way. At this rate we'll cross the Adria and reach Ravenna by tomorrow morning." Ninive had an apprehensive look on her face.

She lowered her gaze, looking for her commander's figure among the reed's green stalks. She wanted to know if he agreed with her forecast.

The man's beard had sprouted gray, shaggy hair. His suit was dirty and worn, his back hunched by the years. His looks did not fit the picture, the Preservist once projected.

The flight across the rocky slopes and gray valleys of the Balkhan had left them no time to catch their breath. For more than ten days they had been hunted day and night by the Voivode's men.

"We will head out as soon as he returns. I don't want the weather to stifle the progress we made so far".

His voice was firm and confident. The events may have had an impact on him, but they did not weaken his spirit.

A breeze blew over the reeds, the tips dancing as if they were slender bodies in the cold.

They were waiting for Yonatan.

The Jehammedan went out again to hide their tracks. He had shown abilities that none of the two Spitalians thought he had. Ninive had barely gotten to know him, yet - even at their first meeting - she had been amazed by the dedication the man proved. She never met someone like him before. Not outside of her cult.

The most critical elements of their operation were Yonatan and the relic her commander was holding.

The commander's instructions were clear. It did not matter whether the prophecy was real or not; what mattered was that the followers of Jehammed believed it was, so that they could have confidence in the battle against the Voivode.

However, as much as she was reluctant to admit it, she witnessed the prophecy gain legitimacy thanks to the young man that saved their life. The music Yonatan had played with the flute was something she had never heard before. The men had a gift.

The instrument was safely tucked away in the commander's backpack. During their escape, Ninive realized how much attention he had paid to the Icon. He must have come to some kind of realization. Clearly, he didn't have the time to share it with her. Commando Prime Osgar had had the Spitalian under his command for years. She couldn't really doubt him after all this time.

"Is there something worrying you?" The voice of Commando Osgar snapped Ninive back to reality.

She had been staring at her commander's backpack all this time.

She moved her lips, in search of the words she'd need to ask him about that realization.

A faint noise behind them drew the old Spitalian's attention, and he quickly turned his head.

The woman instantly recognised her commander's concern.

It alarmed both of them. A moment later, a Spitalian suit appeared a few meters back amidst the vegetation. Yonatan had finished his task.

The first raindrops started falling.

It was time to go.

OPERATION WATERFALL

The greatest obstacles the Spitalians have encountered in the Balkhans, were not generated by the Dushani. The medics were despised by the locals. The Voivodules had never trusted, or could they stand the bald heads. Ever since Buzdovan took over Voivodate Dalmatia, betraying and killing the previous ruler, the situation had gotten worse. Spitalians are sold like slaves and hunted down all over the region. Something needed to be done. In 2597, Commando Prime Osgar and his Corp infiltrated the city with the objective to topple Buzdovan's rule. The man is one of Krenzler's most valuable tacticians; only someone like him would be able to elaborate a plan to find a weakness in the tyrant's bloodstained armour. However, this was not the case. Osgar spent months studying his enemy only to find no apparent blind spot or weak element in his close circle of Boyars. Every piece of his chessboard was expendable, they were just pawns for him. Then, an unexpected alliance turned the tide. Preservist Ninive had come to him with what she told was a prophecy that would work in their favor...



ADRIA, THE HOLY RIVER

Overgrown steel titans jut out of the horizon in the green meadows of the fertile river crossed plain. Ruins of a bygone age when the land was filled by the weaves of the sea.

Here, the Adria river marks the border between Purgare and the Balkhan. The Anabaptists and many clans believe that the river that runs through these lands is one of the Garden of Eden's four rivers. Its water is sacred and theirs is the duty to farm and protect this land. For centuries, people have battled for the right to sow this ground. Dozens of generations have died for it.

Under the soft hummus, bones emerge alongside corroded metal crosses and carved ram heads. Peace is a concept that many people were unfamiliar with, but today clans and faiths no longer clash one against the other in this part of the world. Many cities arose from what once were war camps or fortresses. In more than ten years, these lands have prospered. The contrast with the toxic volcanic desert on the west side of the Apennines is more evident than ever.



1. STAGHOUSE The city's Inn is the only place in town where travellers can expect to find good lodging. Here, the city council meets once a month.

2. HARBOUR A cluster of fishing shacks, boat sheds, and a single dock. The Trabucchi, mechanical fishing platforms, are the most prominent features of the harbour.

3. PIAZZA MERCATO The Piazza is Ravenna's economic heart. Just a few small shops and jewelers strewn around. Of all these shops, the Emporio is the flashiest of all. Here Demir the Balkhan teases the locals' appetite with tobacco, spices, and foreign products.

4. ASTARTE'S HOME An old anabaptist lives in a pine forest in Ravenna's north-western outskirts. Since the war's end, the Elysian has lived in isolation, living solely on the land's wealth.

A GREAT ALLIANCE

In the spring of 2478, the Balkhan forces had crossed the Purgan borders near the ruins of Ravenna. The first-ever shift in an eight months long-stagnant war phase. Not a good news for the Anabaptists. Surprisingly, in the next few days, the invading army was kicked back to the other side of the Adria by a small clan nested inside an old fortress

This successful defense caught the interest of the Broken cross and a Furor was dispatched to test the strength of the clanners. When they reached the ruins of Vitale, they entered a solid fortress guarded by hundreds of fierce defenders. Clan Bisanti had survived behind the thick walls of the cathedral and carved their houses in the ruins of the city. Scrappers had looted large parts of it, but the church's complex had been well defended. Vitale had retained part of its original charm, striking the missionaries with the fortress's interior: the golden and cerulean ceilings were a work of art that needed to be preserved. The Anabaptists praised the clan's unity and proposed an alliance against the common foe. In the weeks that followed, Vitale was already overrun with Orgiastics. Everybody believed this alliance would have changed the outcomes of the conflict.

RAVENNA

At the time, Ravenna was just a bunch of fisherman's huts without any strategic value other than its proximity to the river. Once the clan joined the Anabaptists, it grew into one of their main war camps. Battle after battle, the bond between cult and clan was further reinforced. The alliance led to important victories, but success was not supposed to last. When the war ended, Ravenna lost its purpose.

The clan had fought for almost a century and needed to adapt to a life without battles. Large parts of it scattered in search of a better home or joined the Anabaptist church. The remains of the Bisanti became a clan of farmers and fishermen, closely tied to the river and its resources. Today, Ravenna has over 400 residents, mainly members of the Bisanti clan, and just a few cultists. The old barracks and walls have been repurposed into houses and fishing shacks. The Elder's council oversees the clan and elects a Mayor as the city's representative. To this day, Mayor Insaghi has always been the only mayor of Ravenna, with widespread support from the city's residents.

THE VITALE FORTRESS

Vitale had been a landmark and a strategic bastion but after the Ravenna camp expansion, it became only a holy ground for the Purgan worshippers. The fortress has been home to the local Anabaptist for nearly a century and has not seen a battle in over sixty years. After the war, most of the Anabaptist's forces stationed in Ravenna left and settled behind these walls. Today, the Anabaptists rule the city. Emissary Galeno leads the fortress and manages the relationships with the nearby cities of Mistral, Dux, and Perugia.

The majority of Vitale's Bisanti have converted to Neognosis and the number of families that still consider themselves members of the clan are extremely low. Over the years, the Basilica's interior has been partially renovated and has drawn pilgrims from all over Purgare. The cathedral's acoustics are to this day an unexplained mystery.

MIRABILIA

A complex of strange ruins, sprouts from the canopies of trees 10 km south of Ravenna. After years of looting, the park now resembles a jungle of tracks and dangling cables. At the entrance, a restored yellow letter sign greets visitors who approach the ruins. What once was an amusement park is now a labyrinth of corroded metal.

With the conclusion of the war, the clan's fighting spirit has been abandoned for a more peaceful way of life. However, here, men and women from Bisanti's younger generations put their balance and agility to test through increasingly difficult stunts. They are known as Mirabili. The armed band is seen with suspicion by the rest of the city of Ravenna, who fear their younger generation is wasting time reminiscing battles and stories that are now a thing of the past. Dolcenera, the leader of the Mirabili, aspires to keep her clan's lost heritage intact and alive. The Exempla has watched over the city and the region, supervising the training of every new member. The woman has revived abandoned traditions and baptized every Mirabile with the Adria's water. Dolcenera is the incarnation of the Adria and embodies the spirits of the clan's ancient leaders.



BISANTI

SONS OF THE RIVER

Spikes of the riverbank



In the past, clan Bisanti was renowned for its fearsome warriors and legendary leaders. The war had made them heroes but killed dozens of generations in the process. Their numbers were dwindling, and so was their fighting spirit.



The end of the war should have resulted in prosperity, but they ended up having less than before. The clan did not fit in. They had no choice but to adapt and find a different way to live. The clan's greatest warrior started rebuilding the clan from the ground up. The river was their most valuable treasure. Blades give way to be nets, fishing lines and fish traps.

The crafts that were built for battle, became boats for their merchant, showcasing the elegance of their jewels and talismans in the outposts along the river. Soldiers learned to toil in the fields, and in a matter of time, small olive groves sprang up all around Ravenna. In Autumn, they would harvest the green fruits and sell them in Vitale, where the Ascetics and Elysians of the Broken Cross would use them to make healing oils. After ten years, the warriors who became Elders, believed their work had rescued the clan.

The scars on their bodies served as a reminder of all the devastation and death that their clan had to endure. At night, the crackling fire gave them visions of their youth, images of battles that they sought to forget. Vivid memories that reminded them how much their life had improved.

SERVANTS OF THE BROKEN CROSS

The Anabaptist have influenced the clan's culture since the beginning. The Broken Cross had guided outside their old fortress. They have fought side by side, died side by side for a shared purpose and a better future. They had shown them the road to righteousness and the source of all evil.

People in the clan still look to the Broken Cross for guidance, as if they were a benevolent father. However, some claim the Bisanti's blind confidence in the Anabaptists made them vulnerable and excessively reliant on their assistance. To some the true cause of the clan's demise was its mass conversion. The Ascetics had changed the clan's original traditions, stolen their treasures and taken possession of the fortress of Vitale, the clan's birthplace. These ideas have found receptive ears among the clanners younger fighters. Sooner or later, the Mirabili would do something to try to get the clan back on the right track.

MOSAICS

Mosaics are remnants of a bygone era. The clan's men and women of the clan wear luxurious tiles as jewelry or have the design tattooed on their bodies. Many are obvious replicas of the original items torn from the mosaic that once adorned Vitale.

Every family treasures them as a relic of their illustrious ancestry. Many African Merchants from Bedain have learned of these jewels and are travelling north in hope of obtaining these precious jewels.

The prophecy was known by every Jehammedan. Voivode Buzdovan hunted down the cult for years, ruining the peace created in Dalmatia by the Zlatan brothers. An Icon, built by a legendary Iconide, would be the instrument of his defeat.

Once the relic has found its way to the hands of an Isaaki, he would be able to topple the voivode of Dalmatia from his throne. Mazech was one of the last Abrami who continued to preach against the voivode in secret. His intent reached the ears of the Preservist of operation Waterfall. Mazech revealed to Preservist Ninive, that his family was related to the original Iconide that created the Icon, and that he knew where it was hidden. Buzdovan was afraid of what the Icon could do so he kept it near its palace. Mazech's only son - an Isaaki named Yonatan - would have been the one to fulfil the prophecy. The young man proved his strong sense of commitment right away and gained the Spitalians' trust. With the Jehammedan's help, Preservist Boris was able to locate the path to the palace's catacombs and steal the Icon's wooden box. Inside, Yonatan found a flute; not exactly the sacred blade he had expected to wield in battle. However, the Voivode noticed the disappearance. His spies were already on the lookout for the Spitalians capturing Preservist Boris. The two remaining Spitalians were trapped. Desperate, Yonatan pursued the prophecy. As he grabbed the Icon, his hands started to play the instrument on their own. An ancestral feeling had taught him how to use the flute. The melody was flawless. The Voivodules clutched their heads in agony and the Spitalians were freed. Nobody had the time to evaluate the situation. Yonatan realized their only option was to get out of the region. They would have to get to the sickbays of Cruces in Purgare, where they could plan the next steps in safety. To avoid alarming any Anabaptist, the Spitalians disguised him. Hopefully, they would make it to Cruces without incidents.

ROLEPLAY

Yonatan has been preparing for this moment for a long time. He is the one who has been chosen to carry out this prophecy. It is the sole reason for his life and does not know whether his family is still alive or not. Yonatan feels everybody else is relying on him and will not let anyone stop his destiny. He is an Isaaki, this is his responsibility.

PROFILE

ARCHETYPE: Balkhan, The Martyr, Jehammedans, Rank 1: Isaaki

ATTRIBUTES: BOD: 4, AGI: 3, CHA 3, INT 2, PSY 4, INS 3

SKILLS: Athletics 8D, Brawl 6D, Force 8D, Melee 8D, Stamina 10D, Toughness 7D, Navigation 6D, Mobility 7D, Stealth 5D, Conduct 5D, Expression 5D, Leadership 5D, Focus 6D, Cunning 5D, Domination 6D, Faith 10D, Reaction 6D, Empathy 6D, Orienteering 6D, Perception 5D, Survival 6D

BACKGROUNDS: Allies 2, Authority 1, Renown 2, Resources 6, Secrets 2

SPECIAL: Injured: Even if Astarte has helped him, Yonatan still feels the wounds he has suffered. He has 5 flesh wounds and 2 trauma damage; Inspiring: Those who stand on the same side of Yonatan add +1D to each attack

POTENTIALS: Weal and Woe 1, Divine Intervention 2

INITIATIVE: 10D / 12 Ego Points (Focus)

ATTACK: Boris Preservalis Sword, Melee 8D, Distance 1m, Damage 11

DEFENSE: Passive 1; Melee active (Parry), Melee 8D; Ranged Combat active, Mobility 7D; Mental, Faith 10D

MOVEMENT: 8 m

ARMOR: Preservist suit, 3 Armor

CONDITION: Spore Infestation 0/20, Flesh Wounds 14, Trauma 6

SPECIAL EQUIPMENT: Preservist Boris's medal with integrated tracking device, one P4-TR14 Agent Cartridge



THE ICON

The prophecy's strange, chiselled bone flute is a mystery. Yonatan still does not understand what happened when he played the instrument. It was predetermined. He had always known how to play the relic. He now hears its tune; it beckons him to it. What for the Isaaki is part of the prophecy, for Commando Prime Osgar is something entirely different. Osgar does not know who has created the instrument, but he was definitely not an Iconide. The flute had reproduced unknown sounds, something that only the Dushani's rupture could comprehend. Osgar immediately took possession of the flute and has never let Yonatan to ever take it out of its box since. This *Icon* must reach Cruces to be studied. The original operation's plan has changed.

P4-TR14 EXPERIMENTAL AGENT

Operation Waterfall has been supplied with the best the Spitalians had to offer. Unfortunately, most of this gear has been lost. Yonatan carries an experimental gas cartridge, one of the few weapons retrieved during the escape. The gas has a strong psychotropic effects, plunging the minds of those that come into contact to experience a maelstrom of hallucinations. Every person, comrade or friend, appears to them as a nightmarish shadow, leading them to desperately attack one another. The effect lasts for 30 minutes and only a roll of BOD+Mental Defence (5) helps see through this intoxication.



DOLCENERA

The dead body of Dolcenera's mother drifted away in the Adria's cold water. Ninfia had given birth to her in that same holy river, ten years before. Dolcenera had always been the only one caring for her crippled Anabaptist mother.

THE ADRIAN HERESY

Dolcenera inherited the resentment her mother had towards the Anabaptists. Ninfia taught her the foundations of the Adrian Heresy, the order she had helped in founding. Adrianic heretics practice baptism in the water of the Adria river, a once forbidden Bisanti ritual. Besides, Elysian oils are not needed to reach communion with God. The pure water of the Eden's river is more than sufficient to achieve this. The order has gained new members after the events of Lucatore, but many are unaware of the origins of their faith. As a result, the cult's Elysians have begun to suspect them.

Her uncle - a respected man named Insaghi - adopted the girl. However, the soon to be Mayor of the Bisanti, had a lot on his mind and never really took care of her cousin's daughter. This did not change much for her; she had always been in a tough situation up until that point. The only real teachings the girl learned were the stories and traditions that her mother had taught her. She learned what meant to be a Bisanti and to value her own warrior heritage. Once the peace treaty was signed and the war over, Dolcenera thought it was part of a joke. She had spent her whole life preparing for fighting and the Anabaptists had prevented her from carrying on her clan's tradition. Ravenna descended into ruin for no apparent reason and her stepfather's city council did nothing to stop it. She had to do something herself. In the following years, Dolcenera kept her clan's warrior values, rallying those generations who have witnessed the clan collapse. Far from Ravenna and Vitale, Mirabilia became her training ground, her bulwark from where she could watch over the region. She has been constantly at odds with her stepfather and the Elders. To her, they look like a swarm of crying babies. They do not think with their heads and agree to do what the Broken Cross asks them. They pay no attention to any of her advice, but still need her Mirabili to keep an eye over the city. This is not what her clan deserves. The Bisanti needs a strong leader, someone who will not falter. She observes what happened in Dalmatia and wonders why it could not happen here. Once again, she will have to do something herself. The merchant Demir has helped her in preparing for the day they will take control. This day, as the swelling river predicts, has finally arrived.

ROLEPLAY

Dolcenera believes this is the moment to finally avenge both her clan and her mother. The Bisanti have allowed the Anabaptists to rob them of their home and their pride for many years. Their legacy has been destroyed by the city's council. She will do what must be done to protect her clan. Nevertheless, the woman is not a murderer. The course of events has taken hold of her. At a crucial moment, she will come to her sense and realize how far she has gone.

PROFILE

ARCHETYPE: Purgare, The Chosen, Clanners: Bisanti, Rank 3 Exempla

ATTRIBUTES: BOD: BOD: 4, AGI: 4, CHA 3, INT 2, PSY 4, INS 2

SKILLS: Athletics 8D, Brawl 7D, Force 7D, Melee 7D, Stamina 7D, Toughness 9D, Mobility 9D, Stealth 6D, Leadership 7D, Legends 4D, Domination 6D, Faith 8D, Reaction 8D, Orienteering 6D, Perception 6D, Primal 7D, Survival 5D

BACKGROUNDS: Allies 2, Authority 3, Network 3, Renown 2, Resources 3, Secrets 3

SPECIAL: When fighting in Mirabilia she adds +3D to her Active Defense and +2 to her Passive Defense

POTENTIALS: Sleek 1, Rebel 2, Pursuit of Glory 2

INITIATIVE: 9D / 14 Ego Points (Focus)

ATTACK: Sword, Melee 8D, Distance 1m, Damage 9

DEFENSE: Passive 1; Melee active (Parry), Melee 11D; Ranged Combat active, Mobility 10D; Mental, Faith 8D

MOVEMENT: 8 m

ARMOR: Leather strip Armor, Armor 3

CONDITION: Spore Infestation 0/16, Flesh Wounds 18, Trauma 8

SPECIAL EQUIPMENT: Her mother's nose ring (a relic for the follower of the Adrian Heresy), A set of blue and gold mosaic tiles (70 dinars each)

POTENTIAL

PURSUIT OF GLORY

PREREQUISITE: Bisanti

Dolcenera feels she has to take the town. She is not thinking about the consequences at the moment. Bisanti are made to live a life of danger. What they are today may not reflect their past, but their warrior blood still runs through the veins of their few. They need adrenaline to feel alive and risk their life for a higher purpose. Each time she spends Ego, she feels a rewarding feeling. If the bonus dices she adds to her action roll results in a success, she regains 1 Ego point per number of rolled success (max 1 success per potential level).

The fugitives were quicker than expected. They survived Buzdovan's trap and then even managed to outrun their pursuers. The Preservist who was captured resisted torture for nearly a week, then he revealed their escape plan.



Buzdovan feels the curse casted upon him by Iconide Zlatan creep back. He had attempted to exert control over his destiny, but the Icon had found a way to escape him. The thieves must be stopped before they reach Cruces. He only has one last plan. Once the Spitalians have crossed the Adria, the false sense of security would lead them to lower their guard. Through the years, spies and informants were dispatched in between their ex-enemies' population, invisible assets he could use to prepare a trap for the Commando. Since the war's end, one of his most loyal men had been working for him in Ravenna. A merchant named Demir had moved to the town and developed a lucrative business selling foreign goods to the Bisanti. With the secret support of the Voivode, Demir has become a powerful and respected figure in the city of Ravenna. The merchant owns one of the city's most profitable stores. He has invested in the repairing of the Trabucchi, made important deals with the Africans and found a Scrapper for the city. Meanwhile, he spent years smuggling ammunition and Burn, right underneath the ringed nose of the Anabaptists. He and his Voivodules will be on the lookout for Spitalians patrolling the riverbanks. As a secondary plan, the merchants intend to take advantage of Dolcenera. Through the years, Demir has created a bond with the woman. She protects and covers his merch while he supplies Mirabilia. She has been informed of the plan and will maintain the situations under control. She will make sure the locals do not look around. Demir is confident he will be able to honour his Voivode and reclaim his Icon. If he succeeds, Buzdovan would reward him with the title of Boyar and a chair among his advisers.

MIRABILI INSTIGATOR

Demir has taken advantage of the Mirabili's spiritual belief. His words have convinced Dolcenera that the flood and the storm are part of an omen. Her obvious disdain towards the actual leaders of the city, has convinced him she could be manipulated to his Voivode's bidding. Demir promised her that if she helps him locate the Spitalians, she will gain Buzdovan's support. The Voivode's assassin will hide among the ranks of the Mirabili so that they will not be noticed by the rest of the clan. He will help her take control of the city. To Demir, Dolcenera's ambition is just a rebel's whim. A new ally, on the other hand, would always benefit his Voivode. Buzdovan will undoubtedly find a good way to exploit the woman in case she takes control of the city.

ROLEPLAY

When his master called, the lackey was swift to respond. The most important goal for Demir is to please his Voivode. When it comes to manipulating people, he has no boundaries. Demir is unsuspectable, and he knows it. Over the years, he has earned the Bisanti's trust by displaying a charming and eccentric personality. Nonetheless, he is a coward who can do nothing without the safety of his Voivode. He will run like a rabbit as soon as he loses control of the situation.

PROFILE

ARCHETYPE: Balkhan, The Disciple, Clanners: Voivodule, Rank 3: Smuggler

ATTRIBUTES: BOD: 2, AGI: 2, CHA 4, INT 3, PSY 5, INS 3

SKILLS: Athletics 5D, Melee 4D, Stamina 4D, Toughness 4D, Crafting 4D, Navigation 5D, Mobility 5D, Stealth 4D, Conduct 6D, Expression 6D, Negotiation 7D, Seduction 6D, Legends 7D, Cunning 6D, Deception 9D, Domination 8D, Willpower 6D, Empathy 6D, Orienteering 7D, Perception 7D, Primal 7D, Survival 6D

BACKGROUNDS: Allies 3, Authority 2, Network 4, Renown 3, Resources 3, Secrets 2

POTENTIALS: Fool's Fate 2

INITIATIVE: 5D / 14 Ego Points (Primal)

ATTACK: -

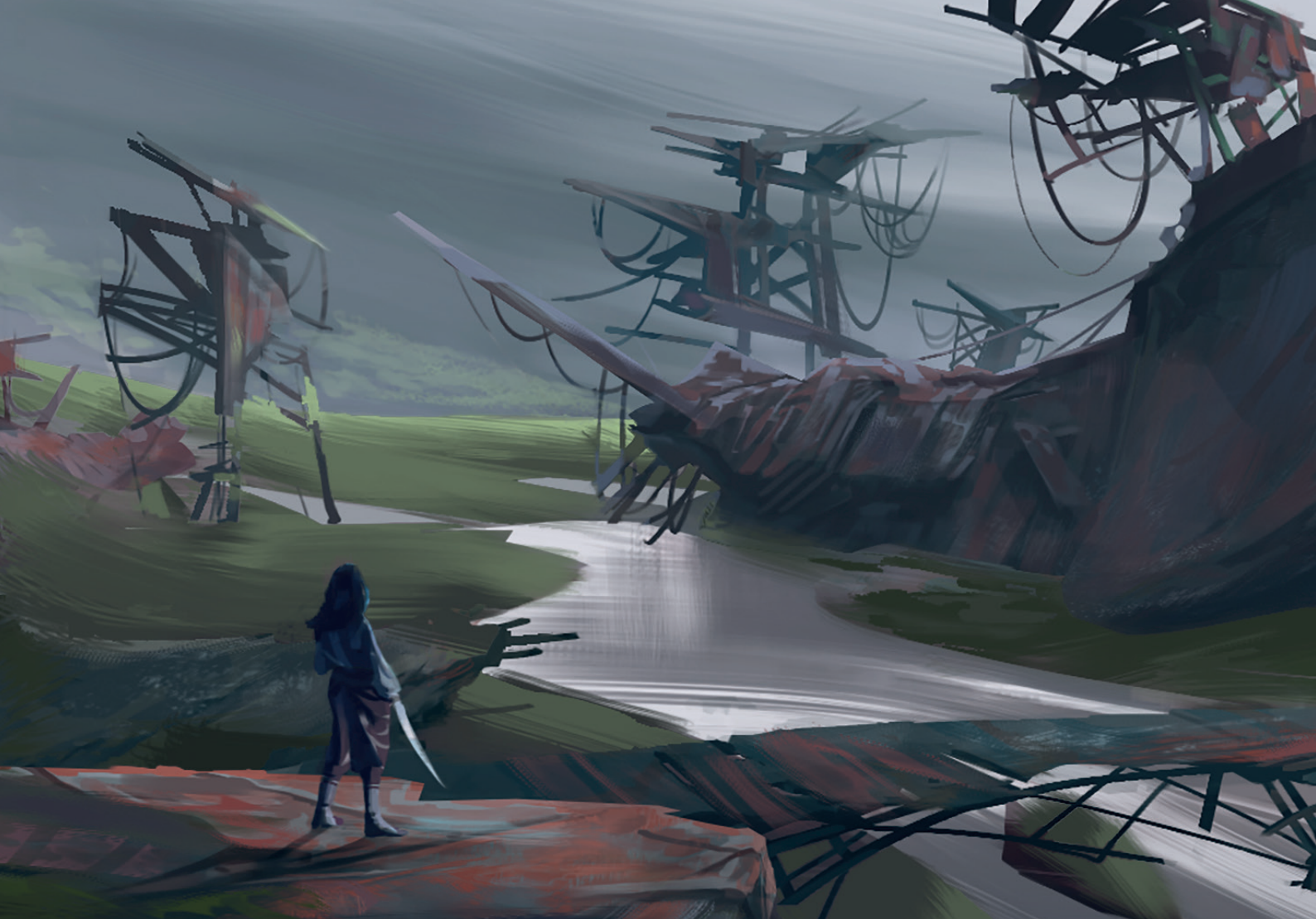
DEFENSE: Passive 1; Melee active Mobility 5D; Ranged Combat active, Mobility 5D; Mental, Willpower 6D

MOVEMENT: 5 m

ARMOR: Elegant robe and fur mantle, Armor 1

CONDITION: Spore Infestation 3/12, Flesh Wounds 8, Trauma 7

SPECIAL EQUIPMENT: Keys for the basement of his Emporio (contains his secret stash of weapons, ammo and Burn that he has smuggled in town)



Non crediate ch'ogne acqua vi lavi

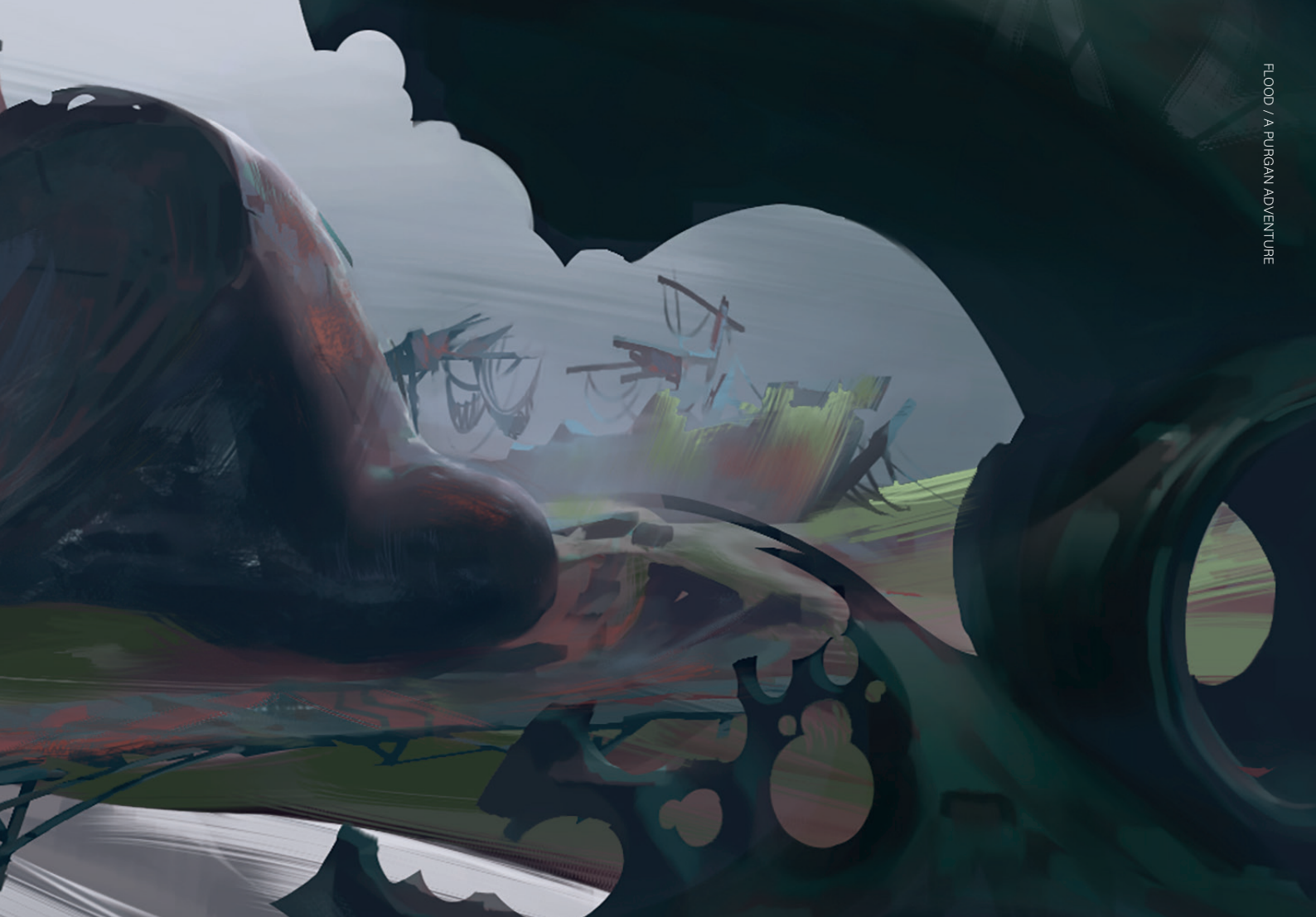
Dante, Paradiso - Canto V

2598, Spring. After two days of incessant rain, the Adriatic valley has turned into a swamp. The Adria's flow is boosted by water from the melting Alps' ice. Any minute, the river seems on the verge of overflowing, crushing the precious crops of the clans that live along the riverbanks. The waters are impassable, and the travellers are forced to rest for a few days in the first shelter they find.

Two strands of destiny intertwine. Ravenna will be the stage of terrible events. Internal strife has divided clan Bisanti. The Mirabili and their leader Dolcenera have decided to take action. The flood is the sign they were looking for; many people believe the woman is the incarnation of the river's spirit and have complete trust in her. She has tried for years to make the rest of the clan see their errors, but the elders have refused to listen. Her resentment has now gotten the better of her. She has agreed to seize hold of Ravenna and force her clan to awake. Blood will be spilled in the process; the clan has always been accustomed to this kind of reality. At the same time, Demir, a local merchant, has

been tasked by his Voivode to find and eliminate the three survivors of Operation Waterfall. Demir has instigated Dolcenera's fanaticism and convinced her that, if she helps him locate the Spitalians and the Icon, she will gain his master's support in her goals. What matters the most to his Voivode is what the fugitives have taken from him, a relic that he believes has the power to put an end to his rule.

Commando Prime Osgar, Preservist Ninive and Yonatan have been slowed down by the storm. Osgar needs to reach Cruces and safely deliver the Icon. At night, they are caught in an ambush in the woods near Ravenna. They survive but the situation aggravates. Yonatan suffers a terrible wound and cannot continue further without treatment. Osgar would not abandon the Isaaki here, not after what he has seen. They will have to find someone to look after him and find a shelter to hide in the meantime. The weather is getting worse. They can fight Buzdovan's assassins but can not stop the inevitable incoming flood.



01: LIGHTNING IN THE STORM

The forces of nature have been unleashed on mankind for two days. The thick forest trees are not enough to keep at bay the water that pours from the sky. The holy river has tripled in volume, tearing away chunks of earth and entire trees.

Navigate the river has become impossible. As if it was daytime, lightning brightens the sky and violently strikes the soaked path near the riverbank. The lights of Ravenna guide the group's journey through the tumultuous waters. On this awful night, there is a ray of hope. As they get closer, they notice some buildings in the distance. The weight of the water on the damaged roofs could cause them to collapse at any time.

The city's border is marked by an abandoned wooden watch post. On the shore, something catches the group's attention. Something different from the broken branches carried by the river. Their eyes catch a glimpse of a diluted bloody trail. Morbidly, their sight follows the trail eventually spotting something that looks like a body with his face deep down in the mud. A second later, they spot two more. Deep gruesome wounds are visible. A clear sign that the flood did not cause their death.

Suddenly, a loud thud diverts their attention away from the corpses. A child wrapped in a raincoat has dropped the buckets he was holding. He has noticed the group, but the bodies are what caused his reaction. A split second later, a lightning strikes showing the fear in the child's eyes and anticipating his hasty escape towards the city. His cries draw the attention of his clan who emerges from the safety of their barricaded houses.

When the characters reach the city, the people of Ravenna stand on their entryways. Many carry old weapons. They do not seem to like having visitors and the bodies' news have made it worse. A woman, Dolcenera breaks the silence, speaking to them with a stern tone.

"Who are you? And what have you done to those men?" she has no hood, and the rain soaks her hair. When the characters try to explain the situation, she realizes they are not a part of it.

"Do not stand there like impaled crosses, come, get into the city".

The woman rapidly instructs the villagers to take care of the dead bodies and carry them.

"Bring them in the Staghouse, I'll go call my father".

02: THESE MAN SERVE THE VOIVODE

The characters are escorted to the Staghouse by two Mirabili. The Clanners are curious about the events and quickly join them, overflowing the inn's common room. The aroma of roasted fish and the warmth of the fireplace restore the hearts. As soon as the bodies are brought inside, Nemo, the innkeeper, begins complaining. Teodora, her young daughter meanwhile tries to keep up with all the newcomers. She sets a table and prepares a delicious meal for the characters.

"Don't worry, people here are always like this with foreigners" she says, pausing briefly before adding: "I think you will need a room for the night, I'll go and prepare them for you".

The soaking wet bodies have been placed on one of the inn's tables attracting everyone's attention. A rivulet of diluted blood starts forming on the floor.

When Dolcenera and Mayor Insaghi enter the inn, the crowd moves away. The old man is still wearing his nightgown,

attempting to conceal it with a thick mantle. The woman immediately points at the characters.

The limping Mayor introduces himself and her daughter. He will ask some customary questions, but his attention is drawn elsewhere.

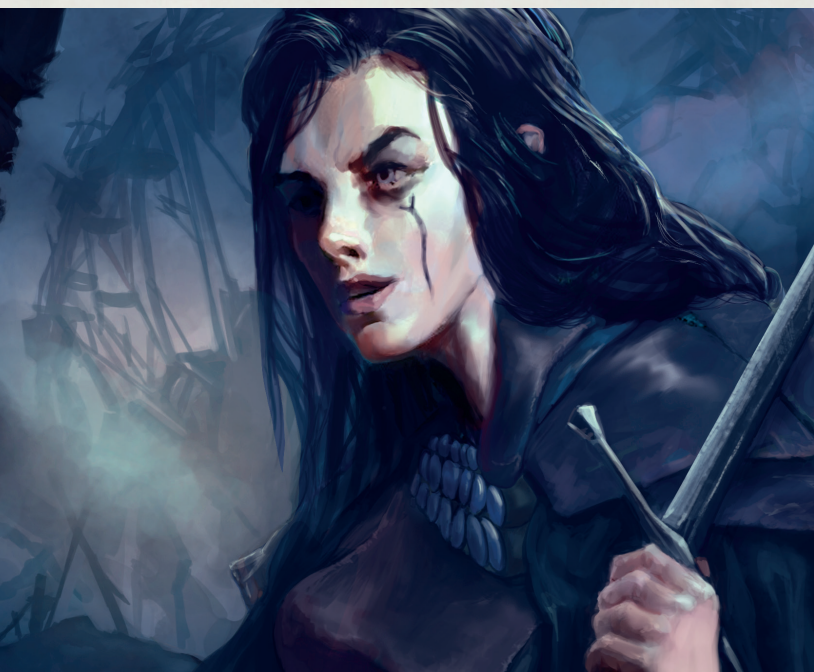
"These men serve the Voivode". The notion makes the old man abruptly turn white, while Dolcenera rushes over to check the corpses tattoos to confirm any doubts. Despite her best efforts to conceal it, an INS+Empathy roll (C3) reveals that the woman is clearly disturbed by this revelation.

The older men in the hall start expressing dozens of concerns. Many immediately consider calling the Anabaptists in Vitale to assist them. Dolcenera suppresses any thoughts, imposing herself. "We will take care of this situation. We don't need the Anabaptists amidst our businesses. Those who have killed these Voivodules cannot be far. Tomorrow, my men will comb the woods. As soon as we'll find them, we'll give them the end they deserve".

FOLLOWING DOLCENERA

Dolcenera rushes out of the Staghouse. She does not need any additional information. The night and the incessant rain make it easy to follow her. The Voivodules bothered her. She wants an explanation.

Demir is the only one who can help her understand what has happened. The two will have an intense discussion. It's impossible to understand the exact words without getting caught. With an INS+Perception (C2), the character can hear that the mysterious man is trying to convince Dolcenera about something: "You are like the water, kid. You can do everything. It's the river that commands you. You can see by yourself that this is the right time".



03: TRUST

Day and night seem the same. The morning sun is obscured by the clouds, and the torrential rain has not stopped since the characters arrived in Ravenna. Teodora timidly knocks at their doors. Mayor Insaghi would like to have a word with them.

The old Bisante is talking with Nemo, but stops, and salutes him when he sees the characters.

"On behalf of Ravenna, I sincerely apologise. We were not very accommodating yesterday. This rain has dampened my fellow citizens' spirits...not to mention the bodies you have discovered. I...I wanted to talk with you about this. Since you will have to remain in the city, I would like to ask if you could do me a personal favor.

My daughter and I often disagree with one another. I do trust her but this time I am concerned about the death of these men..." He corrects himself as his voice becomes quieter "...Voivode's soldiers here in Ravenna. I pray that the river has dragged them for kilometres but if this is not the case, then this is a very sensible

situation. Peace, you know, is a thin veil and this city has seen enough war. If the Voivode learns that some of his men had been killed in Ravenna, I am not sure what he might do. Dolcenera is like...like this flood, nobody can make her change direction. I fear she is too eager to make her own justice and aggravate the situation. She is too impulsive".

Insaghi puts a hand in his tunic, pulling out a tinkling pouch. "These might not be much, but they are 400 dinars. I don't know how else to compensate you for your help...but I place my trust in you. I need to know what these men were doing here and who has killed them".

Mayor Insaghi does not have many responses to the characters following questions but before finally going, he lingers for a moment.

"I don't want our relationship to get any worse, so please do not say anything to Dolcenera about our agreement. She would see this as a lack of trust in her".

04: THE EMPORIUM

The Emporio is located at the centre of the city. The structure has been recently renovated and catches the eye of the characters. There are not a lot of clients. Only a few are waiting, outside the doorway, under the metal shed.

A man with a shaggy beard and a fleshy mosaic tattoo on his face rants at the entrance. His anger is directed towards a man who is twenty centimetres shorter than him, with a long pair moustache. "You goatfucker, the petro you sold me was shit! When I loaded the generator, it clogged it. Now I have pay Toral for the repairs". The merchant tries to keep the man at distance without accomplishing much. He tries to protect himself from this accuser. "It may have been the residues from old fuel that clogged it up. With these old generators, you never know ...you should pay more attention to it".

The Bisanti turns bright red with rage. He slams Demir against the wall of his shop: "Hear me out, bastard! Three balkhans have died. If you don't want to become the fourth you better return the dinnars you took from me. If you don't, I swear on the holy rivers I'm gonna brake you open like an oyster".

If the characters do not step in, Dolcenera appears from around the corner. The woman was busy loading goods on a small metal cart. A rage-filled smirk visible on her face ready to save Demir's ass. With a powerful kick, she hits the back of his knee, forcing the man to the ground and burying his face in the mud of the footpath.

"First you make fun of the river, then you make a threat you can't keep. You should've thought twice about it Davide, else you'll be the oyster here".

Despite Dolcenera's small stature, the man is terrified by her and makes the wise decision to flee. Demir gives Dolcenera a look of gratitude, but the two do not say a single word to each other. A few minutes later, the cart is fully loaded and some of her Mirabili guide it towards south.

Demir is a tough nut to crack. He is a master of deception and will not easily let something slip through his lips. He would initially deny any involvement in last night's incident. To every interrogative the characters ask him, he answers them with another question. He's trying to figure out who the characters are loyal to. If they would help him in his task, he will propose them a profitable agreement.

If cornered, his cowardice will take over revealing that he is an agent of the Voivode. He will tell them an altered version of the story: "My brothers were following some thieves. Three egghead dogs have entered the Voivode's palace. I'm not sure how they did it, but they managed to outsmart their pursuers. My lord has promised a generous reward for the heads of those bastards who have dared besmirch his name. He wants the stolen goods returned to him. I don't know anything else. Let me go now".

It would be impossible to squeeze out of him more information. The merchant would never mention the night's scheme he has devised with Dolcenera.

STROLLING AROUND

During the previous days, someone might have seen or heard something. Ravenna's residents are visibly concerned. The fear of the previous night's macabre discovery is added to the danger posed by the flood. The mood in the city does not really benefit the investigations. To obtain the limited details and potential clues, some social ability testing will almost certainly be needed.

◊ **Toral the Mechanist:** At the Trabucchi, the city's only Scrapper fights to keep the machines safe. The weather has made them inoperable. "Voivodules, you say? I wonder what has pushed them to cross the river with this kind of weather. Most of the people here haven't held a weapon in years. They may have come across one of Vitale's Orgiastic pack".

◊ **Andrea, the Mirabile:** A young muscular Mirabile who is helping the families along the river barricading their homes. "The river has punished the Voivodules because they don't give it respect! If they were in tune with it, like me or Dolcenera they would still be hanging around".

◊ **Nemo, the Innkeeper:** Behind the counter of the Staghouse, a middle-aged man with a tattooed face desperately scatters buckets around the floor to stop the water drippings from the inn's roof. His face tattoos have faded, but they still reveal that he is a Bisanti. He loves to talk politics. "I believe they were settling a score. These days, no one would kill a Voivode's soldier. It is most likely one of them. They've been killing each other for centuries. Ask it to Demir, the Emporio's owner if you don't believe me".

◊ **Opal, the stonemason:** Along the turbulent river's bank, there is a small workshop. It is owned by a young Bisante who manufactures mosaic tiles for those that have the dinars to buy them. "Listen to me, they have been killed way up north of here. They have travelled kilometres before stranding here. There's an old Elysian called Astarte in the woods in the north. He might have seen something".

05: UPRIVER

The only way to really find out what happened last night is to travel upriver. The dim solar light illuminates a grim landscape. The treetops bend and scream under the raindrop and the incessant wind. The Adria river flows more and more impetuous every minute. The water has gotten dangerously close to the levee's threshold.

After half an hour of walking through the mud, the characters find something. Under a fallen tree trunk, they notice the body of a woman in armor. The log's weight has stopped her from being dragged away by the river. A broken spear protrudes from her abdomen. Her tattoos resemble those found on the dead Voivodules. The weapon's manufacture does not appear local, and it is most likely Balkhan.

The character can try searching the area for other clues. The rain has obscured the tracks, making it impossible to reconstruct the fight's dynamics. An INS+Perception (C3) leads to find the shell of a burnished color grenade case. A red Spitalian eight-legged cross is imprinted on the metal. With at least 2 triggers, they spot a flap of fabric, hanging from a tree, fifty meters west of the battle area. The directions suggested by the fabric leads deeper into the forest. Here, the treetops shield the ground from the sunlight and rainwater. The path has been left untouched, and with an INS+Survival (C2) the characters discover deep boots footprints imprinted in the dark soil. After minutes, their nostrils pick up a scent of burning wood carried by the wind. A fire must be burning not far away from where they are. A thin thread of smoke, almost invisible to their eyes, comes from an isolated small cottage. A tiny garden, now flooded by the constant rain surrounds the building.

He is allowing himself a moment of relaxation, slowly puffing his wooden pipe. Astarte is keeping an eye on the characters. He seems to be waiting for someone. The old man is friendly and welcomes the characters to warm by his fire. His modest house consists of only one room. The aroma of desiccated herbs suspended from the ceiling alters the senses.

His pallet bed is the only part of the house concealed by a battered curtain.

Behind the drape, lies a smooth-faced pallid man, covered by heavy blankets. He is resting and his face is soaked with sweat due to the fever. Astarte will answer any question, but he will not betray Yonatan. He will say he found him a few days ago and has taken care of him like any true faithful man would.

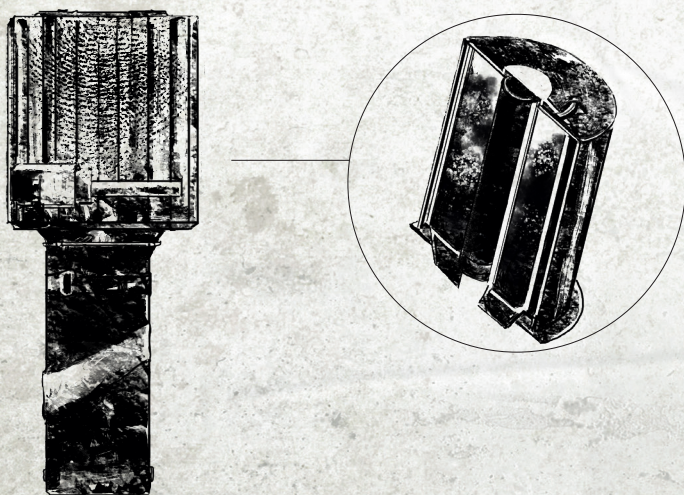
If the characters skim Yonatan, he will regain consciousness and grab the arm of the closer character. He will feel a strength that is not fitting for an eighteen years old young, ill man. Yonatan is not a good liar, and his version of the events directly contradicts Astarte's.

With a test of INS+Perception (C2), the characters can glimpse a pair of dirty boots under the bed. If they peek under it, they will see a reinforced Spitalian suit, a slightly damaged metal helmet and a longsword, sharp like a scalpel. At that point, without any way to justify himself, Yonatan, with a broken voice, partially confesses.

"My team and I... we have been attacked by the Voivode's men. He wants to stop us. We have an important mission to accomplish. I've travelled with two companions, but I was wounded by an arrow. I was fortunate to be accepted into this home". The man, whose vision is blurred by pain, often takes breaks to catch his breath. "All we've done is protect ourselves. Please don't get involved in this. It's for your own good and for that of the entire Adriatic".

If the characters make an INT+Legend (C2) roll, they can recognise the tattoo's he has as Jehammedans. This discovery is the only thing they can use to extract the truth about Yonatan's heritage out of him. However, nothing, not even torture, can get him to reveal the nature of the Icon they have stolen.

The look of hope on Yonatan's face is contagious. He will insist that the characters stop looking for the Spitalians. He will ask them not to reveal anyone else his location.



FORETOLD TRAGEDY

During the day, the Mirabili locate the Spitalians' hideout. Osgar notices the ambush but they are outnumbered. When the Commando sees Ninive wounded and dragged to the ground, he pounces, assaulting most of the enemies to protect her. Ninive manages to escape but Osgar is killed, and the Icon taken. The rain may fall but the blood spilled by Dolcenera will not be washed away. This is only the beginning.

06: BLOOD NIGHT

Even the character's bones are soaked after a full day in the rain. The atmosphere they experienced yesterday in the city was not the most welcoming, but the good food and warm fireplace of the Staghouse make the tavern the perfect place after a day like this. In the large common hall, the city's Elders and Mayor Insaghi are talking animatedly. They are debating whether to ask the help of the Anabaptist's of Vitale against the impending flood.

When the Mayor takes the word, the elders become quitter: "Trust me, our Anabaptist brothers will come at our rescue as they always have. We have shared years and years of relentless war. We have the same ideals. If we called them this evening, they'd be here before the sun rises. We need to secure the harvest and transfer our supplies to their storage facility as soon as possible. The river will rip the Trabucchi from their seat if we don't protect them."

One of the elders, chimes in with his rough voice, interrupting the Mayor "Those Trabucchi have aged, and this is not the first time the river has made itself heard. If this was a normal occurrence, I would be on your side, but given what happened with the Voivodules last night," he pauses, "maybe it's best if we wash our dirty laundry at home."

The conversation gets suddenly interrupted. The inn's door is slammed open. A burst of water and a blast of cold wind greet a woman as she enters the inn. From her dress, everybody recognizes her as a Spitalian. She staggers inside, delirious and covered in blood, collapsing shortly after. She is seriously wounded and barely manages to speak. Her words are disconnected but placing them together the characters understand she has been attacked in the woods north of the city. The aggressors have killed her Commando Prime. She tries to reach the nearest character before collapsing into a deep coma. "Yo...Yonatan...he...has to live". She clutches a Preservist medal with the symbol of its cult. With an INT+Engineering (C2) it is possible to see that the medal has an integrated proximity locator on its back.

With the Preservist laying on the ground, Insaghi abruptly interrupts the elder's council. The old mayor cannot conceal his fear for what has just happened in front of their eyes. He orders the woman to be carried to a warm bedroom. Some

minutes later, the Preservist medal starts to emit a steady, repetitive, weak beeping. If the characters have successfully rolled in Engineering, they will know the meaning of this: another proximity locator has entered the operation range of the one in their hands.

The frequency of the bip rises to the point it becomes a faint but constant squeal. Shortly after, the Staghouse door opens again. Cackling and laughing, Dolcenera and her Mirabili swarms in. Cloaked, they move between the tables of the inn. A roll of PSY+Cunning (C2) shows that the situation is not reassuring, they are taking strategic positions, blocking any possible escape route.

THE HAND OF BUZDOVAN

Demir is not the only Voivodule in Ravenna.

The city is home to travelers and immigrants from the balkhans and eager to answer the call of their master.

These are the men he promised Dolcenera in exchange for the Icon. They will remember who their real master is and are willing to do everything to please him.



In an impetus of authority, Insaghi thunders against his stepdaughter.

“Dolcenera, what is this all about? We are trying to make an important decision here”.

The woman responds quickly and with disdain “This is still a tavern! We have to celebrate, and I can’t think of a better place to do so”.

Insaghi is baffled “Celebrate? What does it look like to you that needs to be celebrated?”

The old man is pressed by Dolcenera. She approaches the elder’s table “Victory, father...the solution to all the problems of Ravenna. That’s what I’m gonna celebrate”.

Insaghi panics “Solution? What are you talking about?! Did you find the person who killed the soldiers?”

Dolcenera’s hand slides inside her pouch from where she pulls out a medal. It is identical to the one that the Preservist had in her hand and produces an identical and constant sound. “I am almost done with this

problem father; I know she is here...but we have a bigger issue to deal with first”.

Her right hand grabs the hilt of her sword. The eyes of the old man dampen, and tears begin to stream down his cheek.

For a moment, she hesitates. The characters have more than enough time to convince her to change her mind and desist from her intent. Dolcenera does not take the life of her stepfather lightly. She is petrified right in front of the old man’s teary eyes. Her men notice her reluctance, and one of them spurs her to act. He shakes her, and while doing so, frees his arm from the cloak, revealing scars and an unmistakable Balkhan tattoo.

“Do what you have to do, or I’ll take care of it myself, woman”.

The man draws a curved blade, but the woman moves quicker. Her blade digs into her father’s stomach. She is no longer able to return. The slaughter begins. The youth of Ravenna will take their city back.

Mirabili and Voivodules

Dolcenera and her men are not there to kill the characters, but they will if they will stand in their way. Depending on the number of characters, the number of enemies ranges from 6 to 10. You should keep a 2 to 1 ratio.

Combat Stats:

Profile: Mirabili/Voivodules
INITIATIVE: 5D (12 Ego)
ATTACK: Crossbow, Projectiles 5D, Distance 15/60m, Damage 10; Brawl: 6D; Melee 6D, Saber 6D (dmg 8) or Mace (dmg 7), Blunt
DEFENSE: Passive: 1; Melee active: Parry (6D)
Ranged combat active: Dodge (5D)
MOVEMENT: 6 m
ARMOR: Leather Armor 2
CONDITION: 12 (Trauma: 6)

THE FINAL ACT

Disobeying Astarte, the still injured Jehammedan has abandoned the house in search of the Preservists. With the medal's tracker, he reaches their hideout where he finds the murdered body of the Commando. Was this caused by the men he has met previously? The Icon is lost. The worst possible thing has happened. He has no other option than to try and recover it himself. He can follow the music inside his head and still honour his destiny. Their death won't be for nothing.



07: THE BRIDGE

Outside, under the rain, the Icon has called Yonatan into the city. The man trudges through the storm, with only the protection granted by his cloak. Barefoot, he relentlessly advances towards the bridge of Ravenna. As soon as he has entered the city, the Preservist medal he has inherited begins to emit a signal. However, his mind is focused on retrieving the Icon. His hands firmly grip around the hilt of a black blade, a Preservalis sword.

In the Staghouse, the fight has ended. The stench of blood pervades the inn covering the scent of the rain

and the hot smell of meat stew still boiling in the fireplace. A single woman has changed the fate of her city in a matter of minutes. The medal the characters got from Ninive starts beeping again. A new tracker has arrived in the city.

The signal takes them outside the tavern, where the sound of the raging river does not encourage them. The houses near the levee are lashed by the water and the gusting wind makes the Trabucchi tremble. The water has reached the height of the bridge. On one

side of it stands a man, Yonatan the Jehammedan the characters met earlier that day.

Lightnings illuminate the scene. Their light reveals another silhouette desperately attempting to reach the other side of the river. Debris carried by the water, smash against the braces of the bridge. The structure trembles and the man falls to the ground. His hood is removed revealing the face of Demir. The merchant is trying to leave the city, carrying the Icon he has received from Dolcenera. It is not wise to remain in Ravenna.

The wind and the rains make it difficult to even stand. The characters have to roll a BOD+Athletics (C3) if they want to reach Yonatan. A dull metallic noise rips the storm and one of the Trabucchi's safety chain brakes. The mechanical arms of the tower crane are no longer fixed in position and begin to swing over the bridge.

The chains that dangle from them are moved by the strong wind akin to whips. If the character wants to cross the bridge, they must act fast and roll AGI+Mobility (C3) or they will take 10 damage (armor applies). They should not try running on the bridge's surface. The risk of falling into the water is real. Demir slowly makes his way forward, slipping on the wet metal. Yonatan, on the other hand, moves ceaselessly as if he was fuelled by an unknown force. When he gets close enough, he uses his last remaining energy to knock the merchant to the ground. A bone flute falls from Demir's clothes and rolls over the bridge's metal floor. Yonatan catches it before it can fall off the bridge. Flowing through its reeds, the wind generates a heart breaking, melodious sound. Demir shakes in fear.

Yonatan raises his sword, but his attention is solely set on the flute. Then, his eyes roll, and his fiery sight falls on the old man.

"The prophecy will be fulfilled. Run to your master. Tell him I'm coming for him".





AFTER THE RAIN

In the afternoon of the fourth day, the storm subsides. Water, according to the Mirabili, is a sign of great change. With its slow flow, it can smooth the river rocks or be a destructive force.

Over three long days, the water has drastically changed Ravenna, but the nature of these changes will depend on the choices made by the characters:

Ravenna: The flood destroyed much of the clan's resources but also many of the traces of the events that occurred in the area. The Clan is desperate. In the coming weeks, Ravenna will draw the Anabaptists of Vitale and the Spitalians of Cruces and Santiago. They would try to reconstruct the events that had happened during the flood. The Bisanti can do nothing to prevent the two cults from snooping around.

Yonatan: With the Icon in his hands, has the Isaaki taken the first step toward his triumph? Is he truly the Isaaki of the legend? What should he do next to carry out this task? What is the true power of the Icon? Yonatan's near future is full of doubts and questions. He will have to find an answer to all of them.

Dolcenera: Did she survive the massacre at the Staghouse? All the blood she spilled by the end of the fight will be enough for her, and she won't be able to put an end to the life of the last remaining, wounded and defenseless woman. The involvement of the Anabaptists and Spitalians in Ravenna will send her on the run for months. She will be haunted by what happened at the Staghouse, but she will eventually convince herself that it was the right thing to do. She will hide in Mirabilia for a while, buying time before she can strike and revive Ravenna once and for all.

Demir: Buzdovan will not accept his failure. However, Demir is lucky that the Voivode still has plans for Ravenna. The merchant still has a firm grip on the city, but after what happened, it is best not to draw the Anabaptists' watchful eye. Demir must be sure not to lose his privileged position amidst the city, while waiting for a second chance.

Ninine: Sixteen days. That is how long it takes her to wake up from her coma in the Cruces hospital. It seems that some Bisanti took her to the outskirts of the city and then waited for someone to take care of her. The end of Commando Prime Osgar does not mean the end of Operation Waterfall. The Voivode of Dalmatia is still on the throne, and a young Isaaki is fighting against him.

EXPERIENCE

Surviving the Scenario: 1 EP

Following Dolcenera during her meeting with Demir: 1 EP

Finding Astarte's House: 1 EP

Convincing Dolcenera to end her attack: 3 EP

Defeating Dolcenera: 2 EP

Discovering information on Operation Waterfall: 2 EP

Revealing the Voivode's plan: 2 EP

Recovering the Icon: 2 EP

