

Ana — a.k.a War Mother — is protector of the Grove and its people. As chief warrior and resource-collector for the city, she always had a violent, difficult job.

As food and resources fell short, Ana and her sentient rifle — Flaco — embarked on a journey in search of a new paradise. Believing to have found it, she signaled her people to join her. However, once the signals were fired Ana was restrained and taken prisoner by a mysterious force. With no way out, and no means to warn her people, Ana is trapped, struggling to break free...

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