

Heart of Ashes



A game and coloring book.

Made possible by
the adults at Indie
Press Revolution.

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Memo Angeles,
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Heart of Ashes



Read the first two paragraphs aloud. Reference the last two as you prepare.

Heart of Ashes is a game. It's a game about children lost in a dangerous, fantastic world. A world controlled by greedy adults who covet magic, and are scrambling to accumulate power for an upcoming war. But also a world where fun things can happen, and exciting things, and where friendships can be forged and tested.

Our protagonists stumble into the Otherworld, where they find they can do magic! Except, they soon learn that others aren't quite so fortunate, that the great many lack any magical power whatsoever. And so begins the difficult task of choosing how to use your magical powers, who to trust, what offerings are secretly traps, and how to make a difference in a different world.



To play you'll need two dice of a single color, a die of another color, a pile of tokens, scissors, and at least one pack of crayons, felts, or pencil crayons.

As the owner of this booklet, you're entitled to a copy of the PDF. To obtain your copy, write to me at mcdaldno@gmail.com and let me know how you acquired the game!

The Otherworld

Read aloud. Whenever you finish reading a page, pass it to someone to color in.

There are a few definite things that are known about the Otherworld, things which don't change between groups.

Long ago, magic permeated the world and everything within it. Every tree knew how to dance and

sing. Every animal, great or small, could converse with humankind. All people and things could play with magic, could experiment and learn from it. And, most of the time, this was good.



But sometimes people and things would get selfish. Sometimes, magic was used as a weapon to hurt others. And so a powerful mage named Seven Flames decided that the thing to do would be to remove all magic from the world, forever. That this would bring peace. And he almost succeeded, when he brought about the First Sundering. Now, very few people know how to use magic. Very few animals can talk. Very few trees and mountains and streams can think and act for themselves. And those who still can, they have a lot of power.

You, the characters of this story, are children. You weren't born in the Otherworld, and that's why you all have access to magical powers when you enter it. The First Sundering never affected you.

Trouble is on the rise. Many believe the Second Sundering is coming soon, and that Seven Flames will return to finish what he started. Civil war is brewing, as the powerful look to defend their power and the weak look to turn the tables.

It's said that whoever recovers Seven Flames' heart will be able to bring him back to life, to bring about the Second Sundering. It is the relic that everyone wants: the heart of ashes.

Starting the Game

Place the character sheets on the table and read this section aloud.

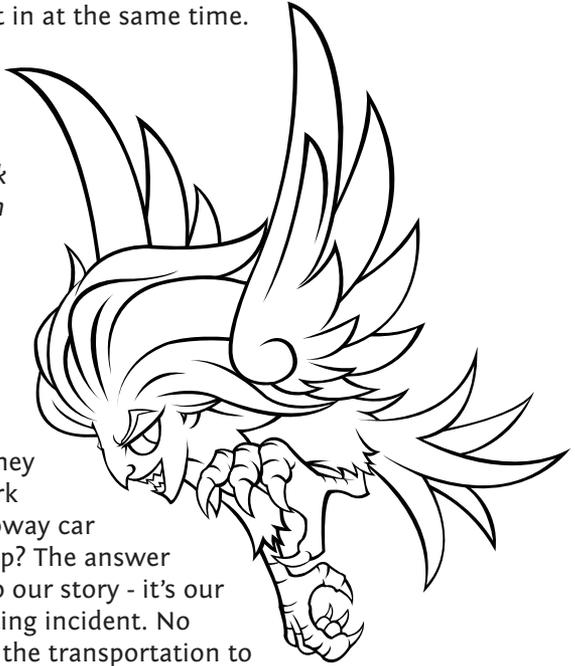
Before you are six children. Each of them has strengths, weaknesses, a key that motivates them in the story, and a magic power. Choose your child now, and answer the two questions on their sheet. I don't play a child - I'm running the game, and I'll play the minor characters and antagonistic forces you encounter, as well as describing this new world.

Your character is waiting to be colored in. Do that now! I've got a picture on this page, and I'll color it in at the same time.

Coloring time!

As people start to finish their coloring projects, casually ask them what questions were on their sheets and what their answers are. Once you've heard all the answers, continue reading.

Next, we have to figure out how these characters end up in the Otherworld. Did they chase an animal down a dark alley? Did they get on a subway car and this is where it ended up? The answer we give acts as the kicker to our story - it's our opening scene and our inciting incident. No matter what our answer is, the transportation to the Otherworld should be, for the moment, irreversible.



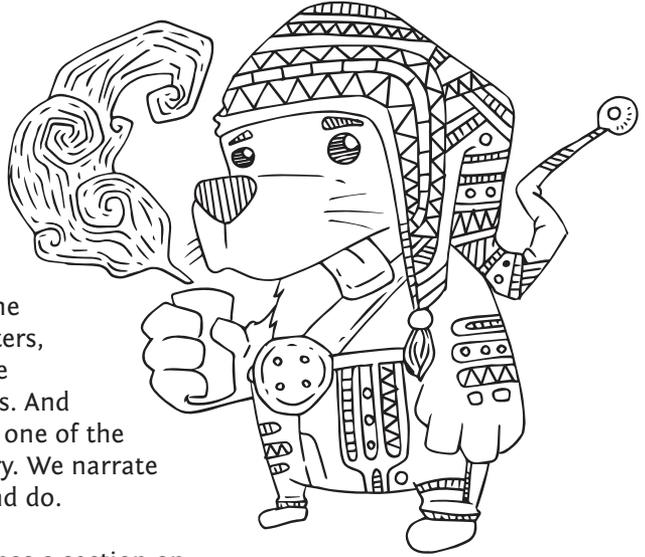
Each of your characters has a magic power. At the very start of the game they don't know about it, but once in the Otherworld they can discover it whenever you'd like. Maybe it spontaneously goes off in the first scene, and you have to learn to keep it under control! When outside of danger or conflict, you can use your magic power freely and without cost. You can also have it lay dormant for as long as you'd like - it's there when you want it. Let's decide on the kicker event for our story, and then learn some of the rules of the game before playing that kicker out.

Determine the kicker event - how the children will end up in the Otherworld.

Interacting

Get someone to read this page aloud.

Before we start playing, let's go over how the game works. The person running the game plays the minor characters, the antagonists, and the environments around us. And we're each in charge of one of the protagonists of our story. We narrate what they say, think, and do.



Each of our characters has a section on their sheet called Personal Keys. Whenever you narrate one of the listed actions, fill in an Experience bubble. **Whenever you collect three Experience bubbles**, you can trade them in to buy something for your character sheet - a new Key, a new Talent, or a new Power. Each of us gets to start with two bubbles filled in, meaning that we'll be able to add something new to our sheets in no time!

There's a second type of key - World Keys. When a new setting element gets introduced, like a strange creature or an opportunistic faction, the person running the game will put a World Key on the table. We can buy them just like Personal Keys. If you buy one, your character has a special bond with that entity, and your interactions with them help you learn and grow. It also means that we'll see them again - if no one buys the World Key by the end of the scene, then that person or group or creature will fall into the background of the setting. We won't really hear from them again unless one of us makes a point of seeking them out. World Keys are a way of communicating what we want to build our story around. They each cost three Experience bubbles, just like a Talent, Personal Key, or Power.

At any time, you can choose to **leave a key behind**. To leave a Personal Key behind, subvert our expectations of the behavior and the trait. To leave a World Key behind, sever ties with the entity or irrevocably change your relationship to it. When you leave a key behind, it counts as filling in three experience bubbles. You can spend them right away if you choose to.

Sometimes our characters will get into a conflict - with the world around us or even with each other. There are specific rules for handling conflicts.

Conflict, Temptation, and Talents

Read this page aloud the first time someone gets into a conflict.

Whenever you endure great risk or clash with another character, you'll roll dice to determine what happens next. We'll first agree on what it is your character is attempting to accomplish. Once that's settled, you'll roll the two dice of matching colour.

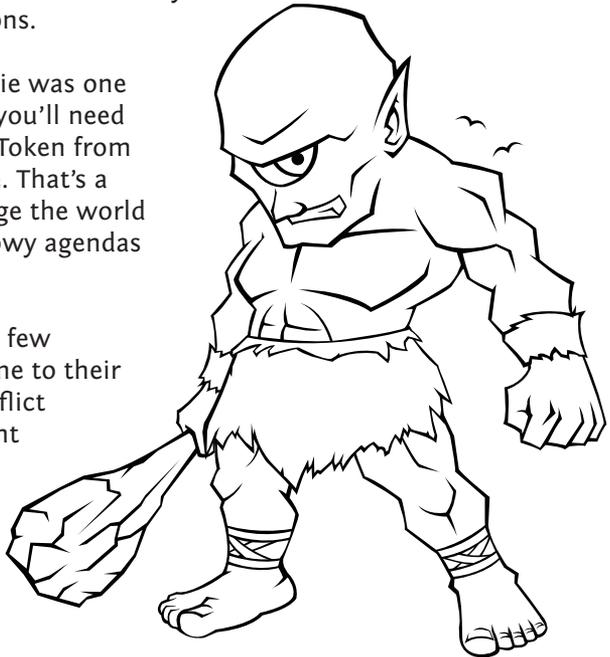
There is a great darkness looming over the Otherworld - shadows stretch long and war draws near. During any roll, you can choose to **depend on shadowy forces**. If you do, take the oddly-coloured die and add it to your set of dice before rolling.

When you **depend on shadowy forces**, you decide what that means. There will sometimes be a literal representative of those forces present, offering you some sort of tangible bargain. In other cases, you might be turning to the allure of malice and anger to achieve your desired goals.

After rolling, you need to assign dice. One die needs to be assigned to **whether you succeed at your intent**, with a result of four or higher meaning that you are indeed successful. Another die needs to be assigned to **whether there are immediate complications**, with a result of four or higher meaning that you don't see any immediate complications.

If the oddly-coloured die was one of your assigned dice, you'll need to hand me a Shadow Token from the middle of the table. That's a currency I use to change the world and advance the shadowy agendas of the land.

Each protagonist has a few Talents, which can come to their aid in moments of conflict and adversity. If a Talent applies to the conflict, you can add +1 to one of your rolled die results. You may only use one Talent in each conflict.



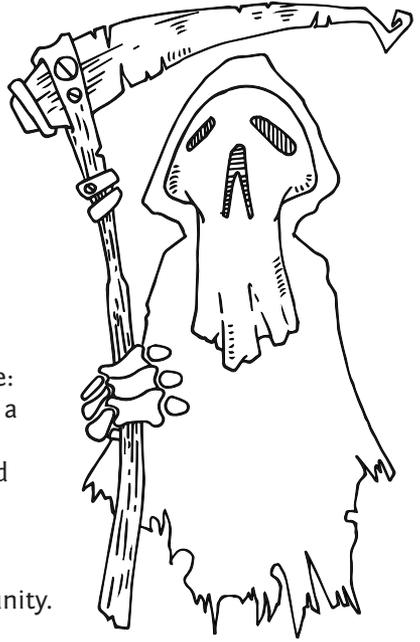
Complications

Read this section aloud the first time someone gets into a conflict.

Each conflict has the potential to introduce new complications. Complications are the trade-offs that are often attached to success.

When introducing a complication, maybe:

- * The protagonist's actions make them a target of ire and resentment.
- * The protagonist is hurt or endangered as a result of their actions.
- * The protagonist's actions cause someone else to suffer, get wounded, die, or be pushed out of their community.
- * The protagonist's actions let a dark, magical infection seep into the area.



Conflict Between Protagonists

The first time two protagonists get into a conflict, have one read this aloud.

Conflict between two protagonists works slightly differently. Each involved player takes one of the matching dice. Either can choose to depend on shadowy forces to gain the oddly-coloured die. Whoever reaches for it first gets it - if both players reach for it at about the same time, then whoever's narrated the more shadowy action gets it.

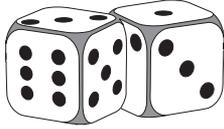
We first need to agree on what's at stake in our conflict. We don't need to determine all the potential outcomes of our die roll in advance - just establish a clear understanding of what we're struggling over. Once that's clear, we roll. If you rolled two dice, pick which result to keep.

Compare each player's die, adding Talents and other bonuses to the results shown. The player with the higher score is the victor - their protagonist emerges successful. However, their success involves some sort of complication or consequences. The person running the game has authority over what the complication is, but they're encouraged to collaborate with the player who just lost the conflict - the defeated protagonist will often be the source of the complication.

Conflict (with the world or a minor character)

Clarify Your Goal

Gather Your Dice



Are you depending on shadowy forces?

Roll and Assign
(one die for each,
add all bonuses)



*You succeed on a
4 or higher.*

*Your actions don't
cause an immediate
complication on a
4 or higher.*

Conflict (with another protagonist)

Clarify What's at Stake

Each Take a Die



Is one of you depending on shadowy forces?

Roll

(push a die forward, add all bonuses)

Whoever has the higher result wins
with consequences attached.

Renown

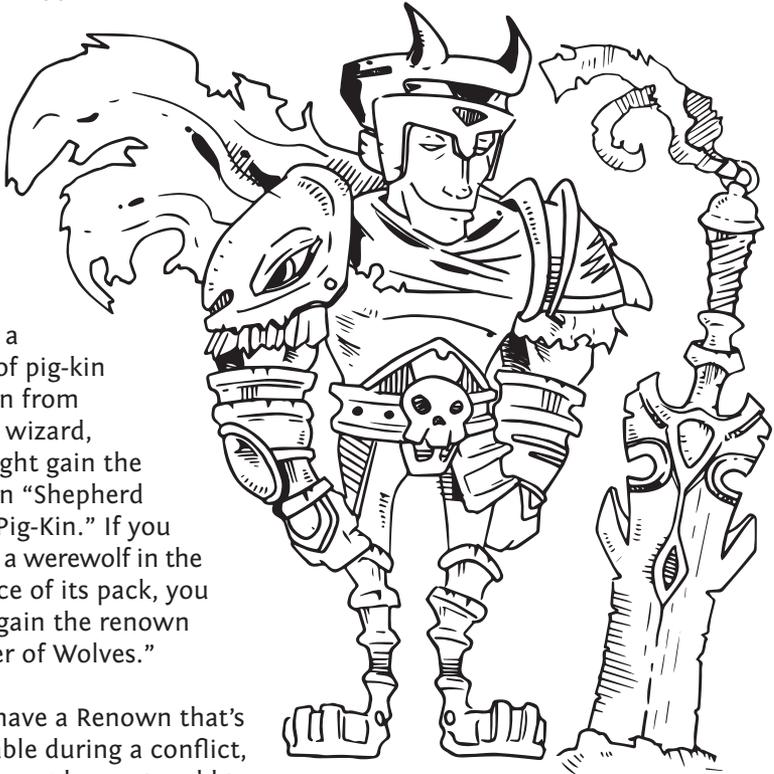
Read this aloud the first time someone could earn a score of 7 in a conflict.

If a crowd witnesses your character in a conflict, and during that conflict your success die comes to a 7 or higher with bonuses, you earn a Renown. Renowns are reputations that your character has earned through their word and deed in the Otherworld. They always come packaged with expectations and responsibilities - when you earn a Renown, it means that there are people in the Otherworld who consider you the gatekeeper to their happiness or ultimate fate.

If you defend a group of pig-kin children from a cruel wizard, you might gain the Renown "Shepherd of the Pig-Kin." If you wound a werewolf in the presence of its pack, you might gain the Renown "Hunter of Wolves."

If you have a Renown that's applicable during a conflict, you get a +1 bonus to add to one of your dice. This bonus functions in the same way as the Talent bonus, though you don't need to apply both to the same die. You can only count a single Renown in a conflict, though you may also count bonuses from other things (Talents, Magic).

A Renown goes away when you make a point of rejecting the expectations and responsibilities that come with it.



Magic

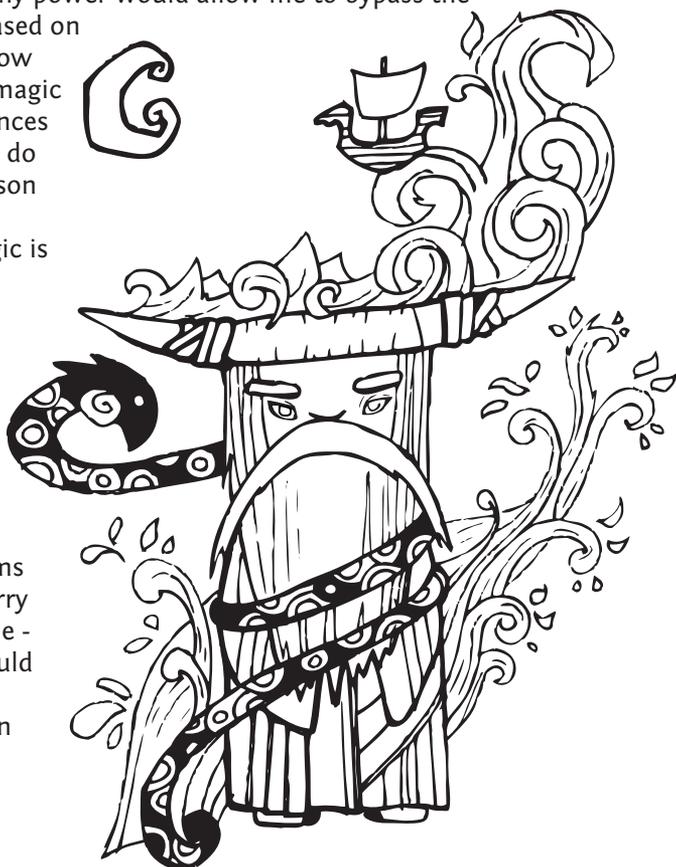
The first time someone wants to use magic in the midst of a conflict or great danger, have them read this page aloud.

Each of us has a magic power. When outside of danger and conflict, we can use these powers freely and without cost. In the midst of a conflict, however, we have to make a choice about the effect our magic has and the price we're willing to pay for using it.

I can choose to rely on Magic for a boost in this conflict. I'll gain a +1 bonus to one of your dice. This bonus functions in the same way as the Talent bonus or the Renown bonus, except for one twist. If my Magic bonus results in an even-numbered score, I have to hand the person running the game a Shadow Token.

Alternately, I can use magic to bypass the conflict altogether. You all need to agree that my power would allow me to bypass the situation entirely based on my description of how I'm using it. Using magic to escape consequences is no tidy affair - If I do so, I'll hand the person running the game a Shadow Token. Magic is dangerous.

While Shadow Tokens do imply a growing darkness spreading across the land, we players should keep in mind that conflict and problems aren't things to scurry away from in a game - they're fun! We should feel free to indulge in the Shadow Token economy and see what happens next.



Experience Bubbles

Refer to this page whenever someone wants to spend Experience points.

You can trade in three experience bubbles for:

A new Talent!

You can list any skill you can think of as a Talent. Some examples include:

- * **Archery**
- * **Uncanny Timing**
- * **Decoding Symbols**

A new Personal Key!

Personal keys always have an Adjective for a title and list 3-4 behaviors that garner experience. See the next page for a list of possibilities.

A new World Key!

These will be placed on the table as you encounter people, groups, creatures, and strange places in the Otherworld.

A new Magic Power!

Work with the group to come up with the details of how your power works. See below for a list of possibilities.

Magic Powers - An Example List

Stream of Truth

You can force someone's true thoughts into the open. When you use this power, the target's inner monologue gets broadcast through an unpredictable vessel - maybe the words come out of your mouth, or maybe they resonate between the tree branches nearby.

Quiet Eyes

When you make eye contact with someone, you can choose to give them the quiet eyes. An unsettling glow flashes in your pupils, and then the target loses the ability to speak or make any noise for a couple dozen very awkward seconds.

Bat Wings

You can sprout bat wings whenever you want them. They usually disappear again without any difficulty.

Personal Keys - An Example List

Leading

Experience: take charge of a situation; give others a command; complete a group project

Deceitful

Experience: lie; work to keep a lie hidden; get in trouble for lying

Insurgent

Experience: convince someone of their worth and power; help a group of people organize; speak truth to power; take drastic action to right an injustice

Attentive

Experience: give someone your undivided attention; ask a question that reveals something's true nature; spend time studying the details of an object or place

Secretive

Experience: keep someone's secret despite pressure; slink around in the shadows; involve others in a plan without revealing your true motivations

Haunted

Experience: reminisce about a tragic event in your past; let paranoia get the best of you; empathize with a grieving friend

Allegiant

Experience: defend someone's name and honor; take counsel or command from a superior; demonstrate your commitment to a cause; make a personal sacrifice for someone you believe in

Uncertain

Experience: seek advice; change your mind midway through a plan or quest; apologize for something

Corrupt

Experience: pay a great price for access to new power; show callousness; give power or information to sinister forces

Running the Game

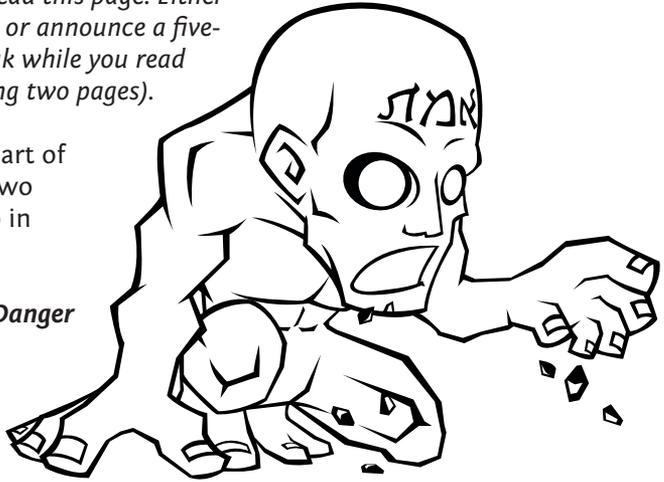
Only you need to read this page. Either read it in advance, or announce a five-minute water break while you read it (and the following two pages).

When you run Heart of Ashes, there are two principles to keep in mind.

Mix Wonder and Danger

Throughout the game, present a diverse cast of characters and set of experiences. Some

should be cute and lighthearted: the talking robin who's trying to learn to swim, the clumsy wizard who's bashfully in love. Others should be sweeping and epic: the growing tide of civil disobedience; the clatter of swords as war draws near; ogre bandits invading a village in the dead of night. Others should be haunting and fraught: the ghost of a drowned sailor attempting to murder his neglectful ex-captain; a minotaur hungry for a bloody revenge.



Muddy the Water

Present a simple starting picture, and continue to make the situation more grey and nuanced as the protagonists explore it. Picture an eccentric scientist living just outside a village. His name is Ducky. He's built an invention that cures disease and prevents aging, but the villagers refuse to let him or his contraption enter the village. But digging deeper, we learn that Ducky's machine is powered on the stolen dreams of children. And Ducky has a complicated past. But when the protagonists confront Ducky about these hidden details, they learn that Ducky doesn't understand what the problem is - dreams aren't important, and his machine has the power to save lives. Why shouldn't he harvest the dreams of children to save their parents? If the protagonists agree with him, continue to muddy the waters - maybe it turns out that harvesting a dream also saps the dreamer of their imaginative spark. Is the life-saving ability of the machine worth its price in imagination and dream? Continue adding nuance and complication throughout play.

World Keys

Only you need to read this page.

When running Heart of Ashes, a big part of your job is introducing interesting characters and conundrums for the protagonists to explore. A stable of possibilities are included with the game, in the form of World Keys. They are designed to be cut out and then folded along the dotted line. On one side you'll see a description of the character or entity. On the other side is a picture and the key itself.

You can design your own World Keys if you'd like - give them a compelling description, an evocative name, a picture ready to be coloured in, and a set of experience-generating behaviors for the protagonist.

Whenever you introduce an entity within the setting, place its World Key on the table where everyone can see it. It's best if you have a World Key to offer for most or all of the entities you introduce.

If by the end of the scene someone buys the World Key, great! You can continue introducing that entity into the story. Have the person who bought the key colour it in. If by the end of the scene nobody buys the World Key, great! The players have communicated to you that they want to move on to new situations and they'd prefer if this entity weren't recurring. Write them out of the story as quickly as possible.

During the first couple scenes, it's good form to remind the players at the end of the scene that if nobody buys the World Key in that moment, that the character or situation will fade out of the story.

The Torches

The Torches are a secret society seeking to bring Seven Flames back to the Otherworld. They are dangerous and there are rumours of a young mage among their ranks, but they also have a vision for the world to come - one of mundane equality and the elimination of magic and hierarchy. They meet in shadow, by night, under flame.

The Torches

experience:
infiltrate their
gatherings; join
their cause;
investigate a
mystery tied
to their
actions



Shadows

Only you need to read this page.

Think in terms of shadows: darkness spreading slowly across the land, enveloping all that lays before it. You will accrue Shadow Tokens throughout the game.

There are four ways to gain Shadow Tokens, and we've already gone over three of them:

- * When a protagonist relies on shadowy forces during a conflict and ends up allocating the oddly-coloured die.
- * When a protagonist relies on magic during a conflict and the bonus results in an even-numbered score.
- * When a protagonist uses magic to bypass a conflict.

Finally, if a protagonist undertakes a course of action that would advance the shadowy agendas of the land, or that introduces great risk into the world, you can hold up a Shadow Token and pointedly ask, "So, you're going to..." If they proceed with their course of action, add the Shadow Token to your pool.

You can spend your Shadow Tokens to do three things -

Introduce a Threat

Foreshadow a threat to life and livelihood that might befall a person or group. On a secret piece of paper, note what the threat is, who will suffer if it comes to pass, and how many advances it'll take for the threat to come to pass,. For example, you might record one of:

- * The Chaotic Crew will kill an innocent person (2).
- * The Vampiric Spies will turn Sabin into one of them (3).

Advance a Threat

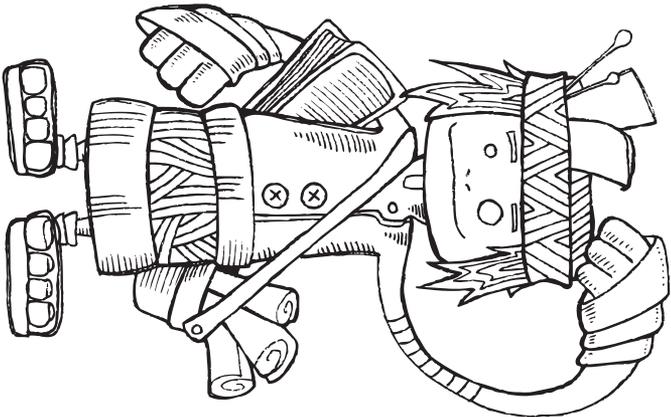
Introduce details of how the threat is progressing, and continue to foreshadow how it might harm the life and livelihood of its target. Mark the advance next to the threat on your secret piece of paper. If this is the final advance needed, narrate how the threat comes to pass (or, in some cases, how it can be averted by some immediate hard choices made on the part of the protagonists).

Offer an experience point to carry out a dark agenda

Have some entity in the setting ask for help in carrying out their dark agenda. Hold up a Shadow Token as you make the request, and make it clear that if they carry out the request, they'll fill in an Experience bubble.

Sabin

Sabin is 12 years old, loves writing, and dreams of being an architect.



Questions

Why do you want to be an architect?

Who's secret are you keeping?

What is it?

Talents

Photographic memory.

Reown

Experience



Magic Powers

Psychometry

When you touch an object, you can sometimes obtain a flash of insight into its recent past or near future. It even works on people, though you're always left with a cold chill afterward.

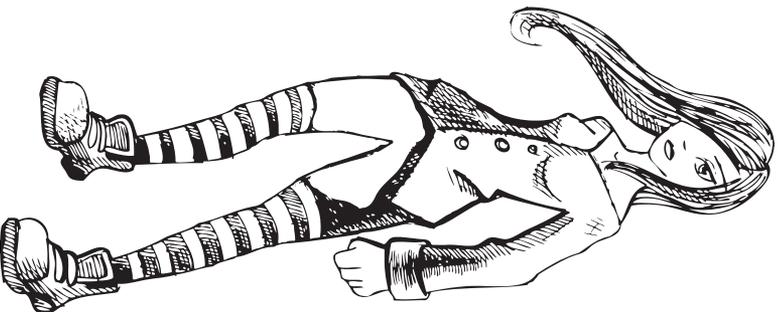
Personal Keys

Loyal

Experience: defend a friend or ally; make a personal sacrifice; care for a needy friend

Easton

Easton is 13 years old, loves video games, and has always wanted to run away from home.



Questions

What is your most prized possession?

Why are you in trouble at school?

Talents

Climbing.

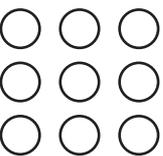
Repowr

Magic Powers

Ghost Hammers

You can conjure magic weapons from thin air - ghostly swords, hammers, and crossbows. They disappear the moment you drop them.

Hyperience



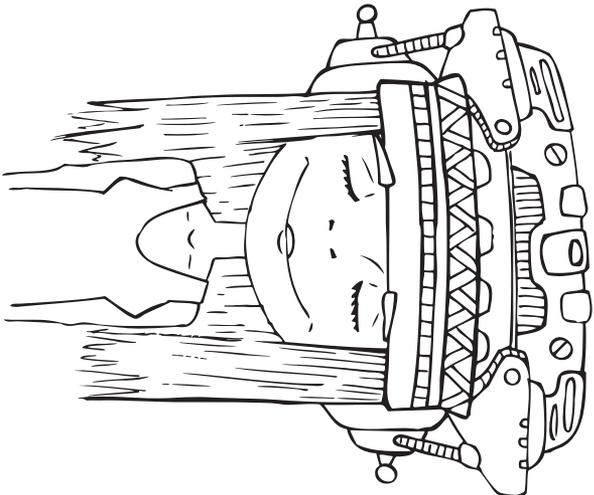
Personal Keys

Unflinching

Experience: stand up to someone or something terrifying; rush in without second thoughts; endure terror or pain

Elisa

Elisa is nine years old, a talented musician who spends a lot of time daydreaming.



Questions

What's your favourite song? Why?

What would your dream house look like?

Magic Powers

Useful Doors

You can create doors by drawing on a surface with chalk. You don't have any control over where they lead, and they disappear after you and your friends travel through one.

Talents

Mimicry.

Personal Keys

Curious

Experience: explore a dangerous place, conduct an experiment, ask so many questions that you end up in trouble

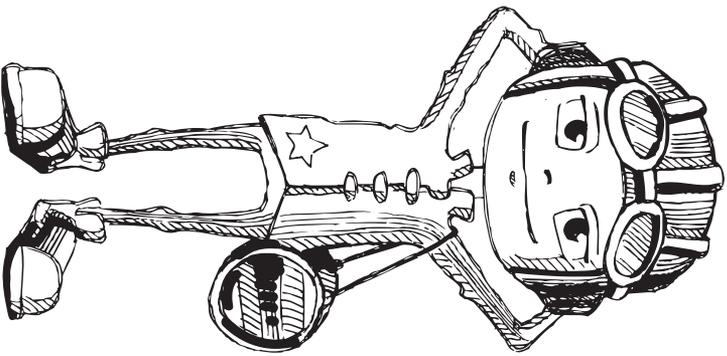
Experience



Repowr

Micah

Micah is eight years old, loves astronomy, and is learning to be an inventor.



Questions

Why did your family move last year?

Which of your friends is your role model? Why?

Talents

Fixing things.

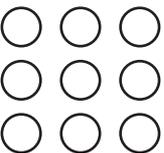
Renown

Magic Powers

Itty Bitty

You can shrink down to a quarter of your normal size. When little, gravity affects you differently - you become featherlight and can jump much higher.

Experience



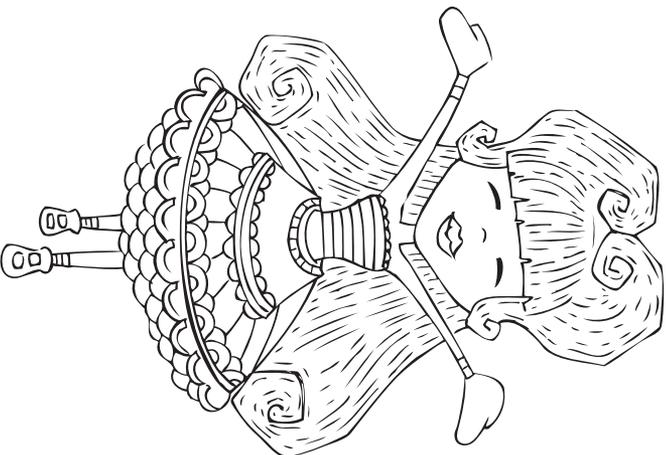
Personal Keys

Honest

Experience: admit blame; speak the truth even when it's dangerous; call attention to lying and deceit when you encounter it

Betty

Betty is 11 years old, loves baking, and already knows how to use make-up.



Questions

Who's your favourite family member?
Why?

What secret have you been keeping
from all your friends?

Talents

Bold speeches.

Renown

Experience



Magic Powers

Sending

You can project your thoughts into other people's heads, and if they choose, engage in a psychic conversation with them.

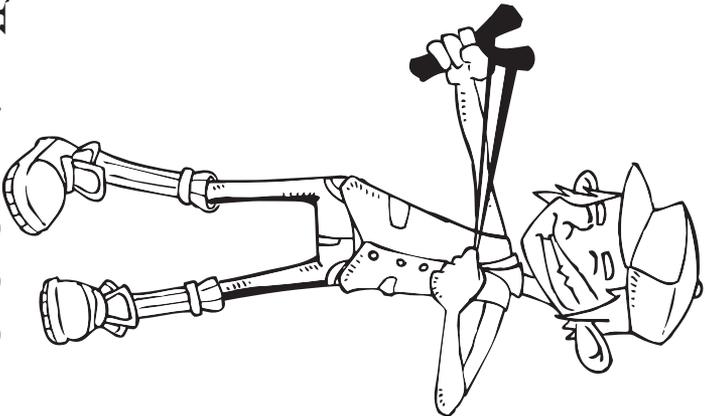
Personal Keys

Friendly

Experience: make an unlikely friend; tend to the sick and wounded; offer someone a gift

Otto

Otto is eleven years old, a trouble-maker, and an aspiring poet.



Questions

Do you consider yourself to be a kind person? Why or why not?

Why do you like poetry so much?

Talents

Marksmanship.

Renown

Experience



Magic Powers

Befuddlemancy

When you say it in the right voice, people will believe almost anything you say... for a moment. The audacity of your lie influences how long they'll believe it.

Personal Keys

Romantic

Experience: dote on someone; demonstrate your feelings for someone; help fix someone else's romantic troubles

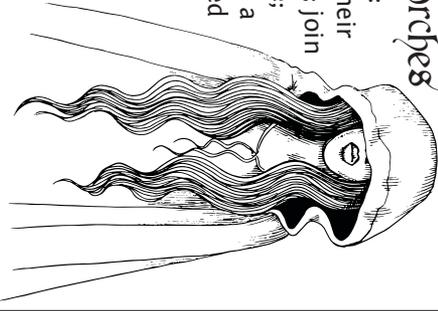


experience:
do his bidding;
spy upon him;
disobey his orders

Lord Endril

Lord Endril

Lord Endril is a scrawny man, with sunken cheekbones. But make no mistake, he's powerful and feared. Lord Endril is the only living mage older than 30 (he himself is 52). Some whisper that it's because he's killed and eaten all the others. He used to be part of the SAVANT GUARD, but now he is involved in the hidden workings of the capitol city.

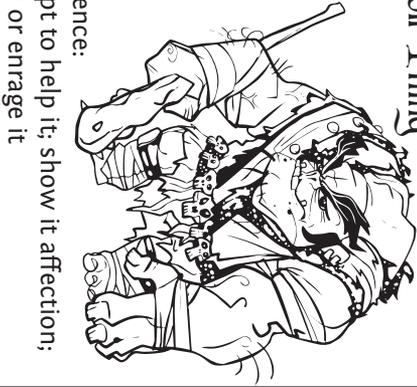


experience:
infiltrate their
gatherings; join
their cause;
investigate a
mystery tied
to their
actions

The Torches

The Torches

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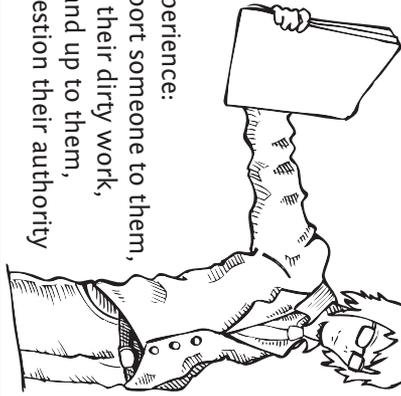


experience:
attempt to help it; show it affection;
offend or enrage it

Troll-Thing

Troll-Thing

Troll-Thing stands over seven feet tall, with many eyes scattered across its fat head. It is a big, ugly creature. It falls in love very easily, and it is the saddest form of love, because it is rare that someone returns the gesture. It gets confused about the difference between love and the need to cause violence and smash everything in sight.

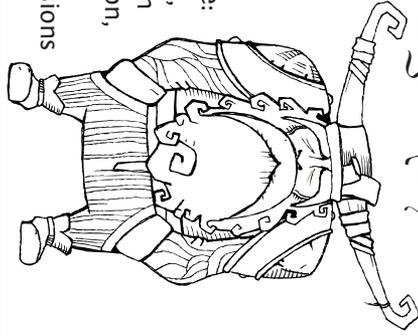


experience:
report someone to them,
do their dirty work,
stand up to them,
question their authority

The Savant Guard

The Savant Guard

The Savant Guard are a task force of gifted mages, age 17-21. They dress in sleek, charcoal-coloured suits. They're nearly the only mages left in the Otherworld, and they use their abilities to rule the land "in times of dire need." Some say they've become drunk with power: imposing a drastic curfew and meddling with an iron fist. Some, like the REBEL ARMY, want to strip them of their power.

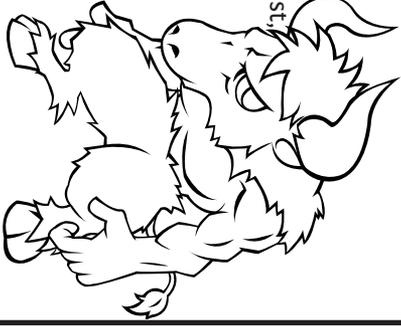


experience:
help them,
bring them
information,
challenge
their decisions

The Village Watch

The Village Watch

The Village Watch exist in every township. They are elected from among the townsfolk, and do their best to uphold the peace. However, they are usually trying to deal with too many problems at once, and rarely have the training required. Though many try to do the right thing, at the day they always feel tired and frustrated. They are wary of the SAVANT GUARD.

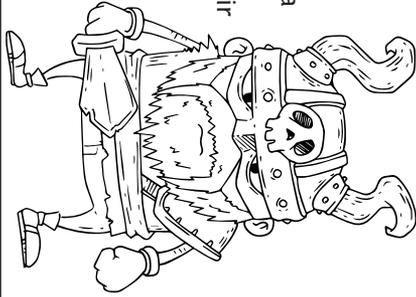


experience:
accept a quest,
complete a
quest, fail to
complete a
quest

Mino, the Guide

Mino, the Guide

An old and miserly beast, Mino has wooly legs and twisty horns. He has the power to grant wishes to anyone who asks, but demands that first they undertake a quest for him. His quests are sometimes dangerous, sometimes confusing, and rarely does he explain his true motivations. Perhaps he is a friendly creature, trying to look out for his own needs. Perhaps he is a diabolical mastermind.



experience: join their forces, take a pirate oath, question their plans, try to avert chaos

The Chaotic Crew

The Chaotic Crew are the most notorious pirates in the Otherworld. They traverse whatever water they can find, be it open sea or narrow brook, searching for adventure and fun. Sometimes, their trickery can get very out of hand – they have an explosives expert in the crew, as well as a few master thieves. They have very dangerous initiation rituals.



experience: give them something, help them get revenge, teach them something

The Rat Boys

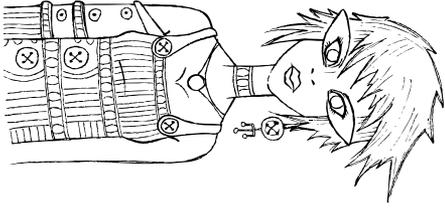
The Rat Boys have grown up in the gutters and abandoned buildings of the city. They are sneaky and clever, but also lonely and tired. Years ago, they were transformed into mutant half-rat half-boy creatures, by a grumpy wizard. They are constantly asking people to give them stuff, and swear revenge on anyone who refuses. They are always there to defend their friends, though!



experience: witness their rituals, try to find out who their members are; witness one up close

The Lycanthropes

There is a special kind of person, who by the light of the deep moon transforms into a ferocious wolf. They are tremendously secretive about their curse, though many are quite proud of their hidden identity. They gather late at night, under the deep moon, to act out strange rituals. Many involve bonfires, wrestling, the eating of raw flesh, and all manners of dancing. The other talking animals are frustrated at their secrecy.



experience:
aid their cause,
head into battle
with them, try to
talk them out of
drastic action

The Free Army

The Free Army

The Free Army are a group of citizens opposed to Otherworld's curfew. They are champions of free speech, free assembly and the right to do what you want. They gather at night around huge bonfires, to protest the curfew. The Free Army is huge, and the law doesn't know how to break them apart. As their number grows, many become more and more afraid of them. Their tactics are getting more aggressive.

experience:
seek them out; show them
your weakness; befriend
them; give them power

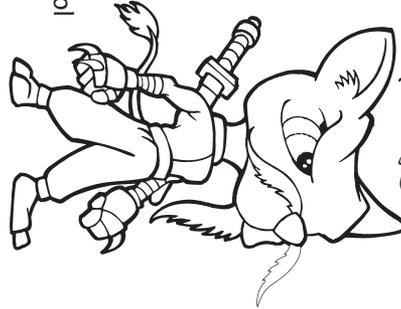


Vampiric Spies

Vampiric Spies

The Vampiric Spies are mysterious, dangerous and hard to track. They are rumored to live in a remote mountain hide-out. They dress in red & black robes, and can take flight as bats. Perhaps they are truly evil, like the worst kind of story-book vampires. Or maybe they are just misunderstood, judged without a fair chance. Many want them dead. Who do they work with?

experience:
ask him for
advice,
enact his
advice,
try to control
his army



Southpaw the Rogue

Southpaw the Rogue

Southpaw is a talking ferret, old and grizzled. He's considered a living folk hero by many, and a dangerous renegade by some. He works to defend the rights of the common people, and to share his wisdom with those who listen. Despite his good qualities, he is arrogant and often gets his followers into serious trouble. He hates the rule of law and consorts with ruffians. He might lead THE FREE ARMY.