



Leder Games LLC

1884 Como Ave
St. Paul, MN 55108

Date: 07-02-2025

To Whom It May Concern,

This letter serves as a formal Letter of Authorization from Leder Games LLC, the rightful owner of the intellectual property associated with the brand Leder Games LLC, to authorize Arthur Smid to pitch a comic book set in the world of Root. Arthur Smid wrote and illustrated a Root comic book and created a story outline for the series. Leder Games LLC requests that Arthur Smid work on the comic book with an established publisher. The license will be available if publishing is pursued.

If you require any further information, please contact us at ted@ledergames.com or 608-792-7020

Sincerely,
Ted Caya
Executive Director of Operations
Leder Games LLC

Signature:

Date: 7-2-25

ROOT

REVOLUTION

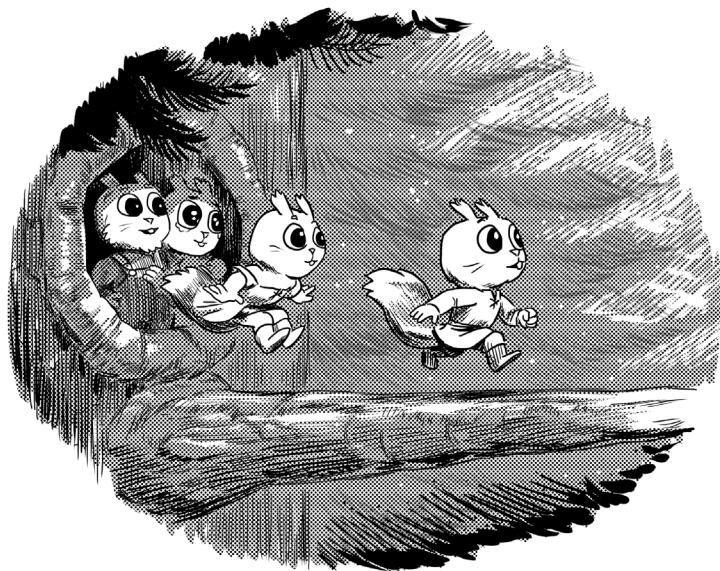
BOOK PROPOSAL

by Arthur Smid



ROOT: REVOLUTION

*A Proposal to Write and Illustrate Graphic Novels
Based on Root by Leder Games*



Words and Pictures
by Arthur Smid



1. Titles

Series: *ROOT: REVOLUTION*

Book One: LITTLE WARRIOR

Book Two: WOODLAND MIRAGE

Book Three: DESIGN THE RULER

2. Logline

A young squirrel joins an insurgent army of animals to protect their forest home and must fight to save himself when the war becomes an all-consuming quest to consolidate power. Funny animals meet social realism in a series of graphic novels based on the board game Root.

3. Summary - Book One

Dash is a squirrel and too young for war—but he wants to fight. Cats cut down his home tree! Based on the award-winning board game by Leder Games, *Root: Revolution* follows Dash into an insurgent army. His parents don't want him to join. Predatory birds once ruled the Woodland and Dash's father believes they will make the forest safe again. But with the election of a despot vulture, the fragile democracy of the Woodland starts to break. To prevent destruction of the forest, the insurgents must defeat the cats and birds. The first of a three book series of graphic novels, “Little Warrior,” introduces the struggle for power!

4. Intended Audience

Teens and young adults who enjoy fantasy adventure

Readers of anthropomorphic animal stories

Fans of Root: the board game, role-playing game, and digital game

Teachers and school librarians helping youth understand power politics

Adults who read allegorical graphic novels

5. Format

Graphic Novel: Teens & Young Adult

6.625 by 10.187 inches

6. Genre

Anthropomorphic Fantasy

7. Length

Approximately 558 pages: three books with at least 334 pages per book

8. Project Timeline

Between one and two years to complete the first book. Publishing the story as a series will allow the audience to build over the time needed to complete the artwork. I spend up to a week on the layout and line art for a single page, and I estimate it will require 3 weeks to produce the three books of *Root: Revolution*.

9. Color Options

Full color. Modeling and watercolor texture with a color palette similar to the game art created by Kyle Ferrin.

Flat color. Color without rendering, modeling, or texture. Comparable to comic books before digital coloring and still used by some artists, for example in *Patience* by Dan Clowes. Pages colored this way can be completed more quickly and less expensively than full color.

Limited color. Black line art with two colors, tan and burnt sienna similar to the page and pencil drawing colors in “The Law of Root.” Quicker and less expensive.

Black and white. Black line art with gray tones. An ink wash look, possibly using halftone common in Japanese comics, this would allow for a less-expensive book.

NOTE: A book publisher may decide to hire a colorist to speed up the production. Alternately, the three books could be published first in black, white, and gray or limited color; and with enough reader interest and support for a color version, the three volumes could be repackaged in one full-color book.

10. Comparison Titles

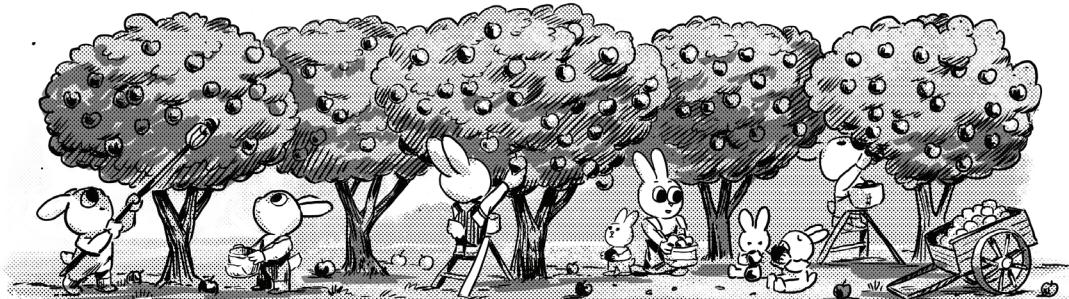
Clue: Candlestick, by Dash Shaw

Ralph Azham Series, by Lewis Trondheim

Dungeon Series, by Joann Sfar and Lewis Trondheim with numerous artists

Vjg'Kqp'Dcti g, by Pqto Jctr gt and Ogeijcp'Ectvgt

Animal Castle, by Xavier Dorison and Felix Delep



11. About the Author

Arthur Smid

Writer and Illustrator

Phone: (503) 419-7379

smidarthur@gmail.com

I live in Portland, Oregon, and grew up in Eugene, a college town where I went to school.

At the University of Oregon, I published comics in the school paper and created illustrations for a history textbook while completing my Bachelor of Arts. After moving to Portland in 2000, I worked in the art department of a stop motion animation studio. Aspiring to create comic books, I also applied myself to the craft of writing. I worked as a language tutor and taught speakers of other languages in Oregon, as well as in Japan and Spain.

Upon returning to Portland in 2008, I sold stories to a news and events website. And from 2009 to 2010, I reviewed graphic novels and interviewed cartoonists for *The Daily Crosshatch*. Writing for online publications led to work managing social media. As my professional life centered around digital tools, I began collaborating with a software developer to outline a novel about video games and financial technology called *You Will Win The Future*.

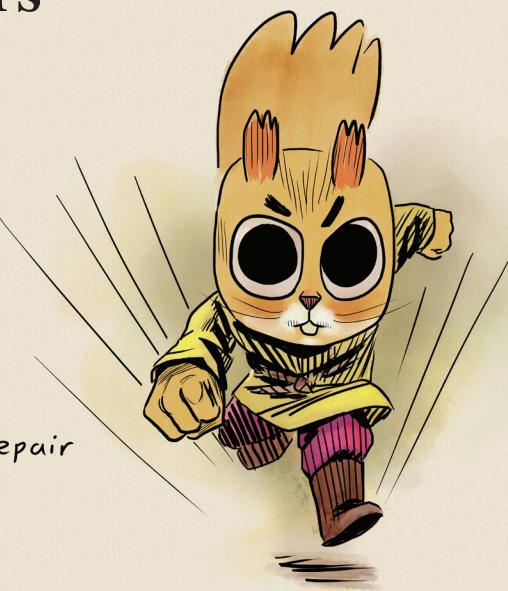
Self-publishing a 400-page book improved my understanding of long-form storytelling and marketing—to promote my novel, I adapted its fictional video game to a board game. Bringing my prototype and novel to the Stumptown Game Summit two months before the pandemic, I had the good fortune of playtesting with designers and exploring a game library that allowed me to see more of what I'd been missing. Root has provided the community and inspiration that comic books gave me as a young artist.



12. Main Characters

Dash

Squirrel about to finish school
Works with his dad -- home repair
Untrained in the art of war

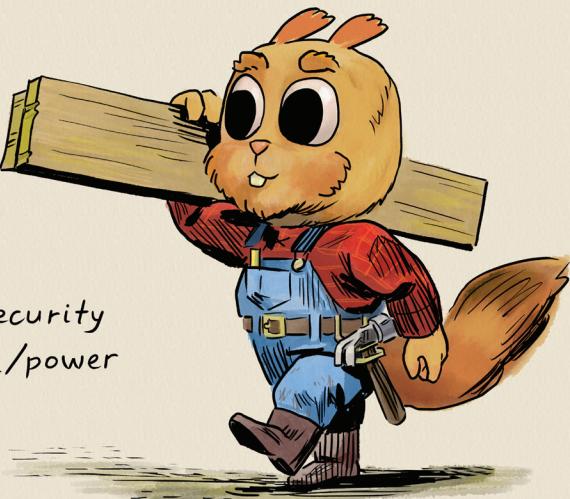


Scout

Student of forest law
Knows her neck of the woods
Prefers a negotiated peace

Poep

Dash's dad -- he wants security
Quick to side with wealth/power



Malka



Raised to rule -- elite schools
Able to listen, collaborate
Loyal to her class

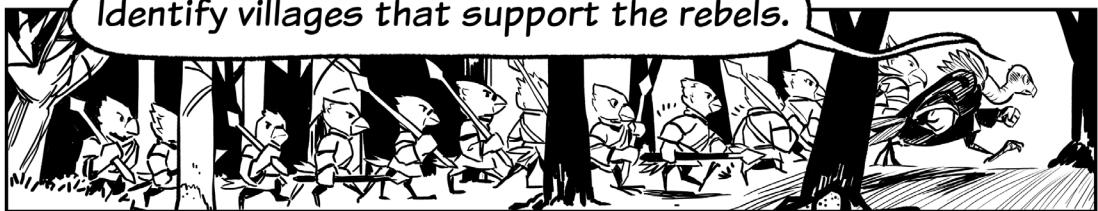
Pyook

Vulgar, fearless
Popular with some folk
Believes in hereditary rule



Viatrix

Business owner: Swordsmith
Persuasive speaker and organizer
Will use others to achieve her goals

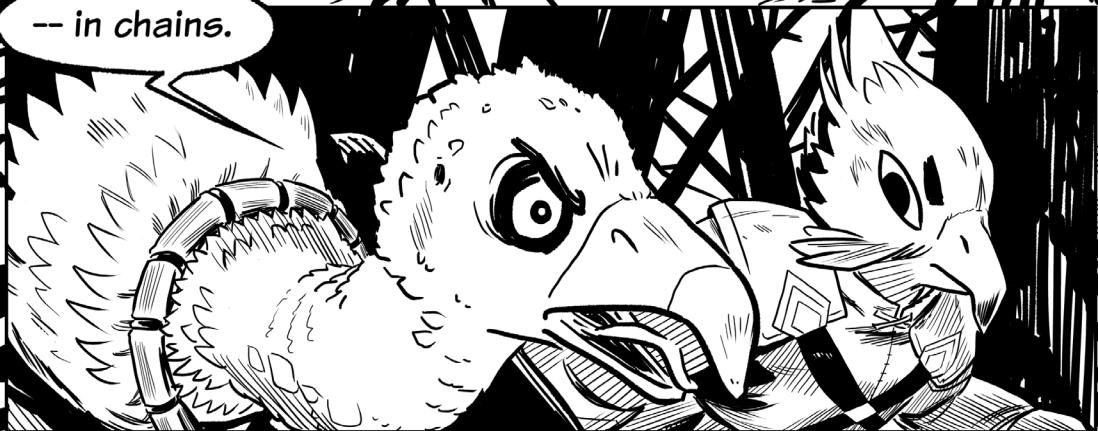


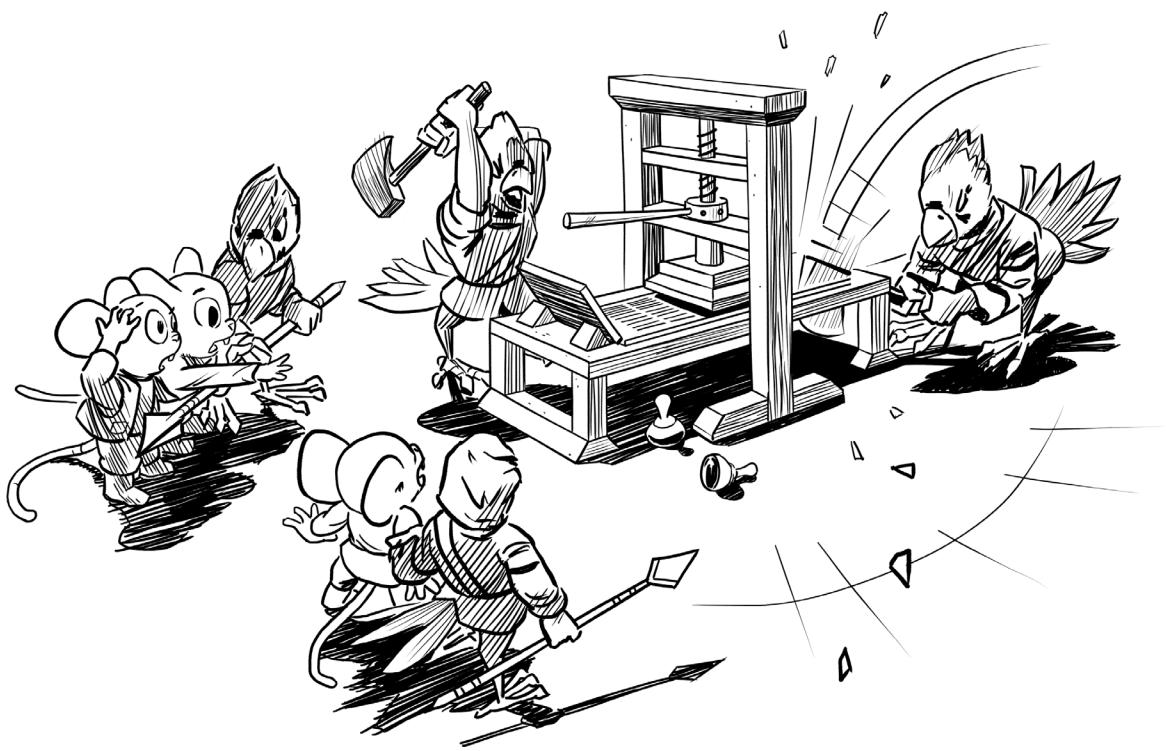
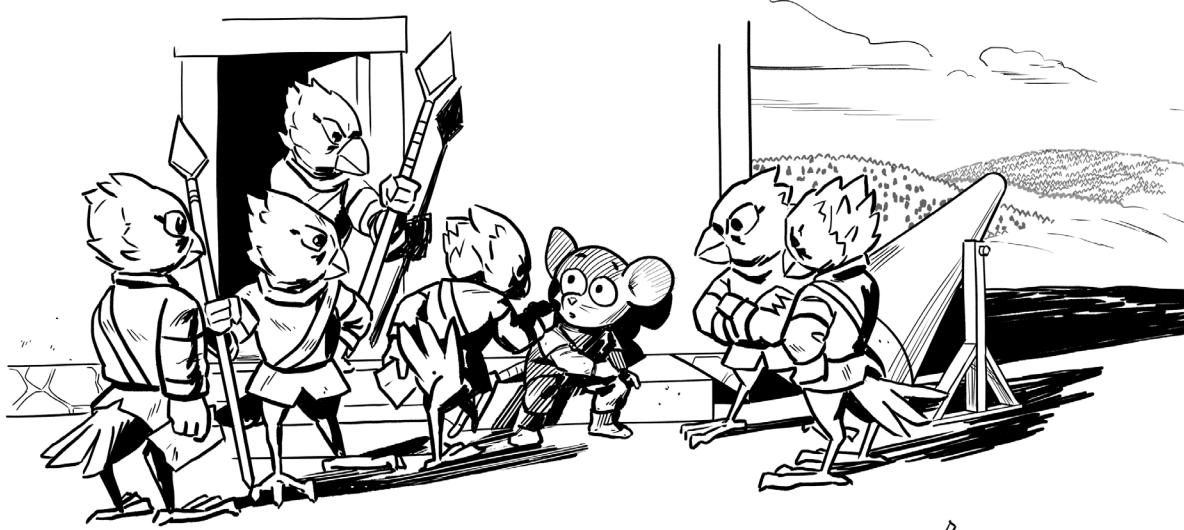
Identify villages that support the rebels.

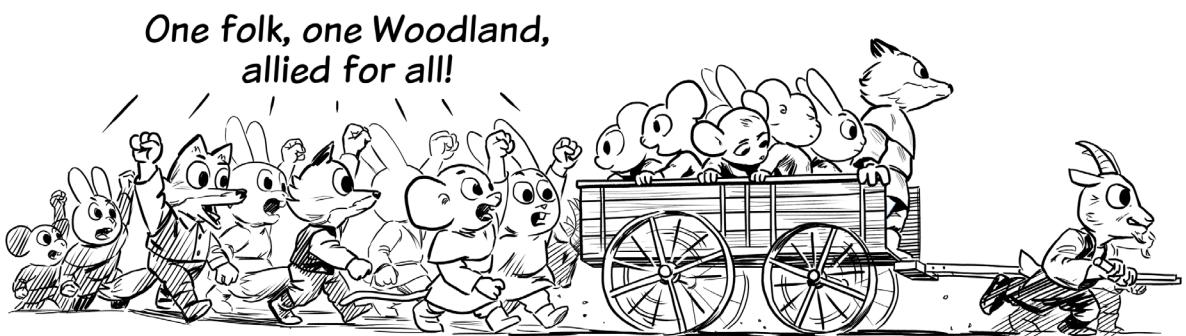
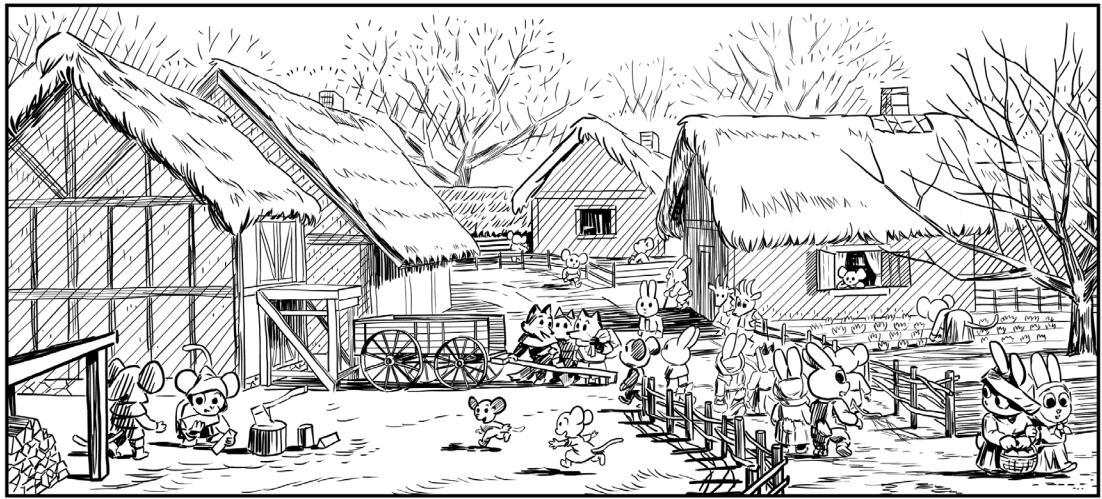
Suppress them.

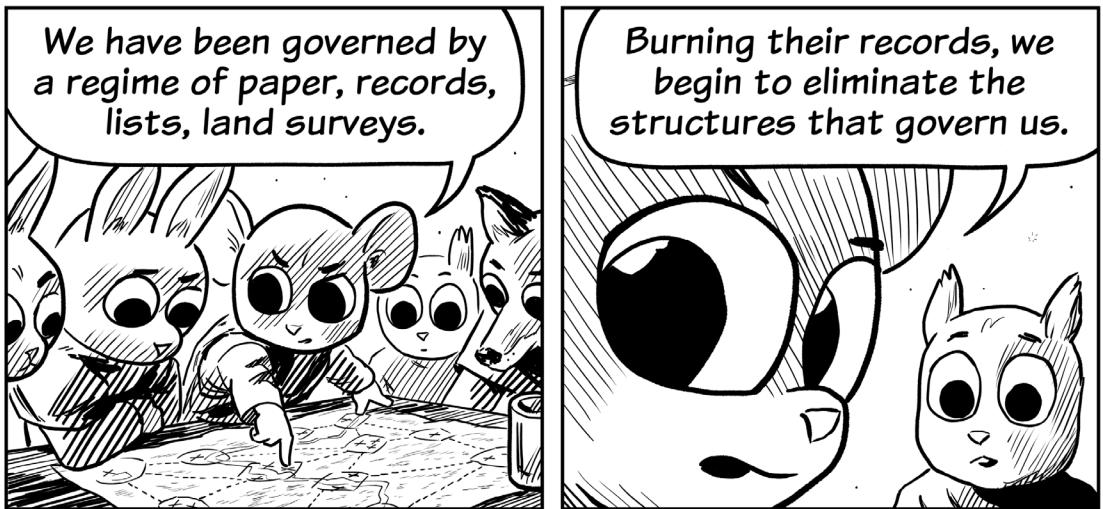
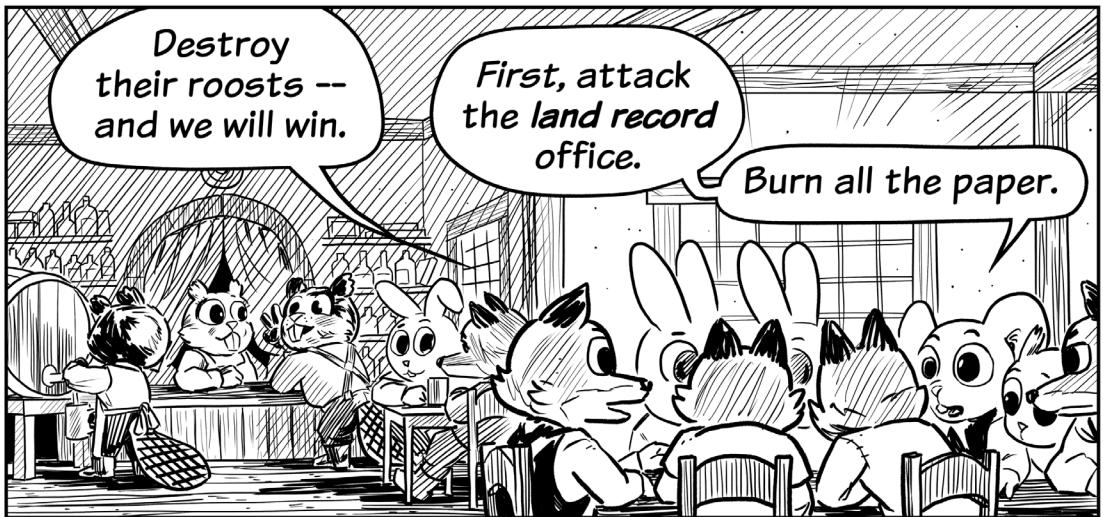
Make those animals work --

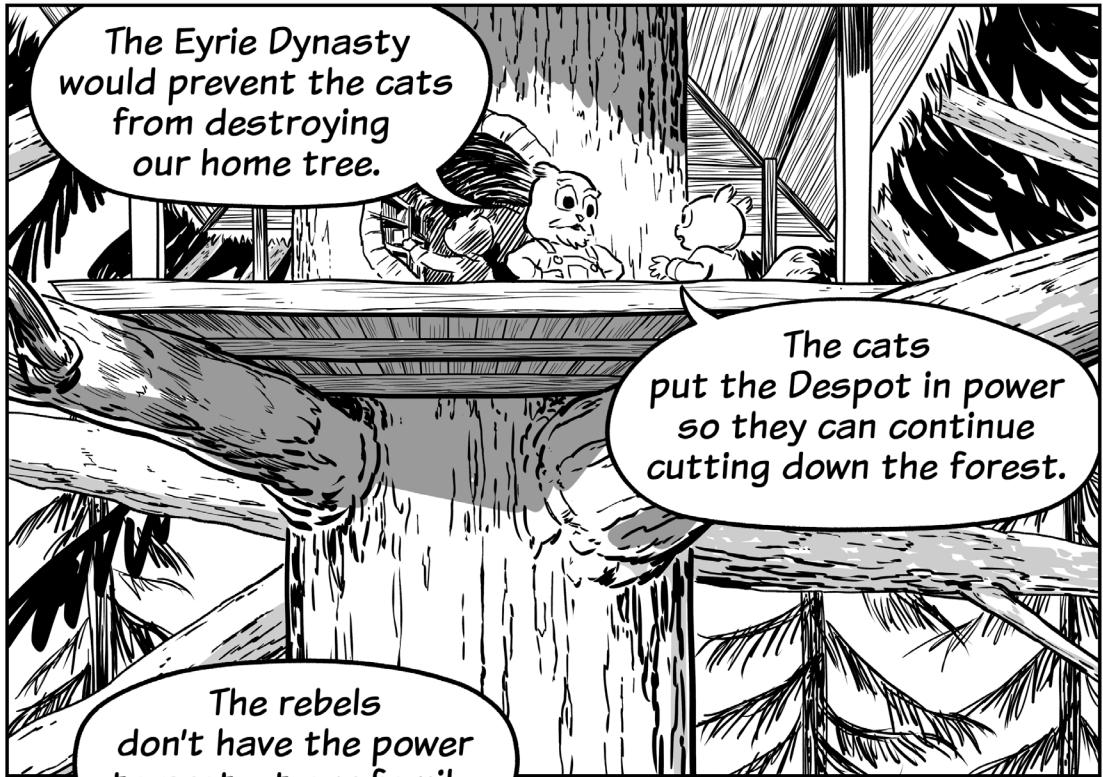
-- in chains.











I'm worried you spend time with troublemakers.

I won't hurt anyone.

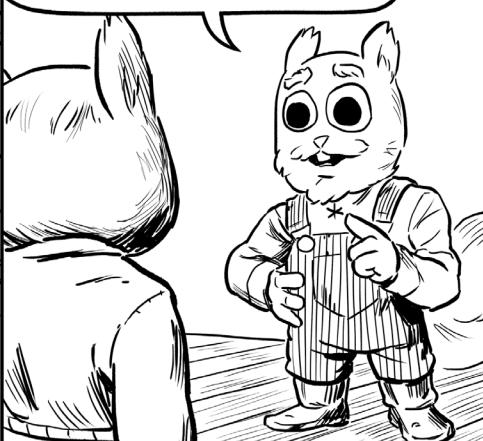


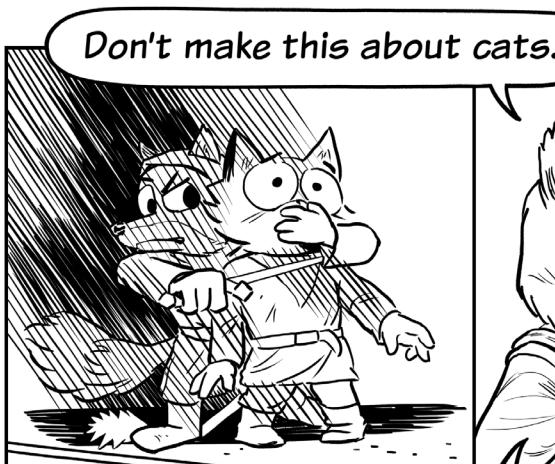
Now, it's time you and Lilah return to school.

What if school makes us useful to the cats --

-- and I get a job that makes them more powerful?

You get a good job and you make money.





Our porridge is thin.

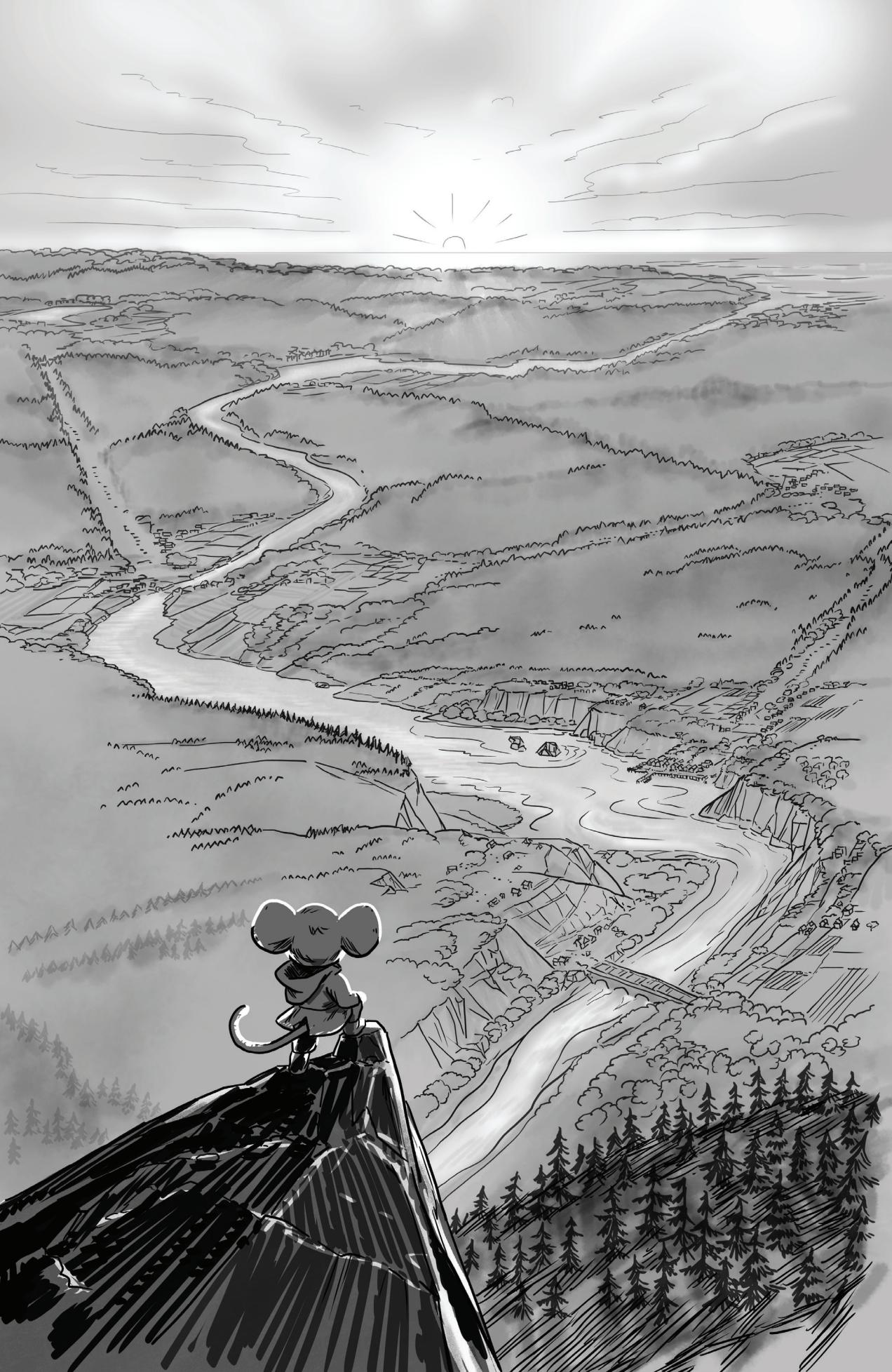
They've begun
returning to their farms.

Villagers gave all
they can spare --

-- If we take more by
force, they won't have
enough seed to plant
their crops.

And we lose
their sympathy.

To provision the warriors, we need money.



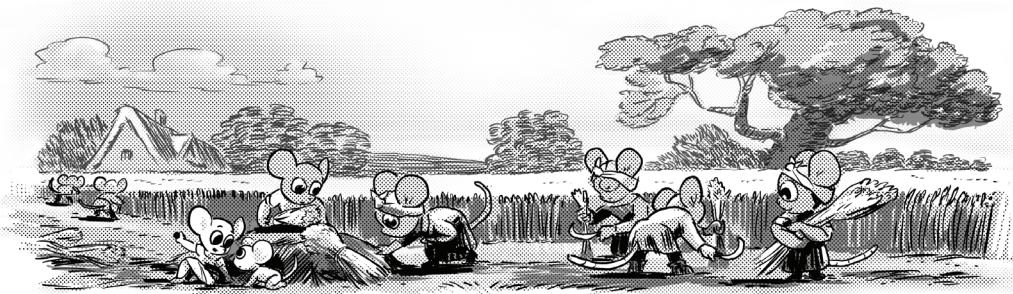
14. Story Synopsis

Book One: LITTLE WARRIOR

Dash, a young squirrel, escapes with his family when cats cut down their home tree. Running through the forest a mouse named Scout guides the squirrels to safety. Cats have brought industry to the Woodland—and the right to vote. Unable to secure an honest victory at the ballot box, the Marquise de Cat funds a vulture to rule in her favor. With the election of Pyook the Purifier, the fragile democracy of the Woodland starts to break. Even cats worry this could lead to a return of the autocratic Eyrie Dynasty.

Viatrix, a sword-crafting fox, calls the small animals to join in defense of their forest home. Doing business with the Riverfolk Company helps Viatrix fund the Woodland Alliance, but those otters sell her swords to all sides of the conflict. Dash's father believes the insurgents will never win. He tells his son that Pyook will make the forest safe again. Disappointed, Dash looks elsewhere for guidance. He joins the Alliance. Viatrix rallies a village of rabbits to revolt, and Pyook orders his warriors to suppress the villagers. Dash sees his parents taken away. He follows in secret to a work camp. His father relays a message to his son: It is good, we have food.

That winter the stores are empty, soldiers have taken the food. Hungry mothers lead the forest animals in protest. With little to eat for themselves, cats blame the leadership of Pyook. Cat warriors mutiny and join the protestors. During the unrest, the Woodland Alliance succeeds in taking a fortified keep of the Marquise de Cat. Viatrix escalates the war to secure her hold on power. She proclaims an Endless Summer, the utopian vision of their ultimate triumph. Viatrix resumes the construction of the former administration's training complex and their campaign against terrorist crows.



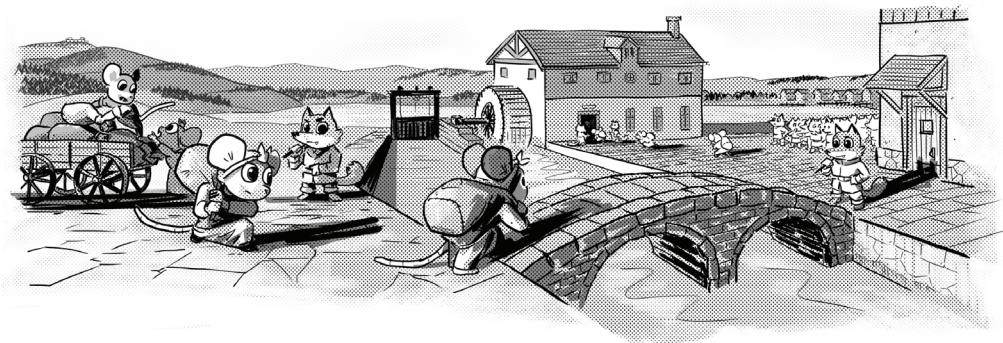
Book Two: WOODLAND MIRAGE

Dash runs messages for the Alliance and, overhearing talk of trees to be cut, decides to spy on the moles. He discovers Viatrix has made a deal with the cats to supply trees for fuel. Viatrix has greatly expanded her business since engaging the war. Smelting iron for swords, she needs wood for fuel—she needs trees, lots of trees. Dash talks with Scout and she swears him to secrecy. A power struggle exists

within the Woodland Alliance between those who want to broker peace and those who wish to continue fighting and win the war—though by all appearances they are losing terribly. The peace faction believes war will define the government and the fighting will never end. Scout has a plan to prevent Viatrix and other wealthy animals from winning elections. Scout says they can create a true democracy; the creatures of the Woodland can deliberate and decide what happens to the forest.

Viatrix visits fox warriors injured by snares and declares all crows are potential supporters of the Corvid Conspiracy. Deep in the forest inside a burned-out tree, terrorist crows receive material support from members of the Eyrie Dynasty. A slick and sharp eagle provides the ingredients for bombs. They fund the crows to undermine the Alliance and prepare the battlefield for the return of the Eyrie Dynasty.

Dash receives a message to deliver and halfway to his destination he begins to open it. Stopping himself, he decides he must remain loyal to the Alliance. Bombs explode. The Alliance continues losing sympathy among the Woodland, so much necessary infrastructure has been destroyed in the war. Dash challenges the rabbits within the peace faction to a race. They are faster, but Dash crosses difficult terrain through the treetops. Below him, he sees an armored badger. Dash meets one of the Keepers in Iron and listens to stories of their proud past. The badger impresses Dash with her loyalty. In the morning the Keeper is gone. Dash finds Scout to tell her, but she is busy. Viatrix needs to unify the Alliance, and Scout offers her a way to do it. Viatrix takes her advice and convenes a random selection of representatives. Every faction of the Woodland animals has a representative, even the crows. During the Assembly, representatives expose a plot. The crows receive funding from the Eyrie Dynasty, but the crow denounces the “Woodland Liars.” They promised an Endless Summer. They are fat, warm, and happy. The leaders of the Alliance stole all the food. Foxes of the Woodland Alliance put down the uprising.



Book Three: DESIGN THE RULER

Dash turns away from Viatrix, and his sister takes him to a garden of the Lizard Cult. She says the Alliance is led by unbelievers. Dash sees the Cult trying to destabilize the Alliance. Sensing its utility in destroying the Alliance, cats and moles materially support the Cult. In a desperate attempt to save the Alliance, Viatrix

orders her warriors to burn the enemy food supply and poison their water. Dash sees the destruction of the forest as a threat to their lives and begins to spy on military correspondence. He believes Viatrix betrayed the purpose of the Woodland Alliance. She has decimated the forest. He answers the question posed by the Keeper. He will kill to protect the forest—he must use poison. Viatrix survives and begins to eliminate subversives. Dash, caught in the Woodland Terror, receives the death sentence for opening sealed correspondence.

His parents attend the trial, and his father tells Dash a new leader rules the Eyrie. Led by Kahn the Charismatic, the Eyrie Dynasty overcomes a dispirited Alliance and shatters the rebel bases. Kahn kills Viatrix in battle. Armored badgers come out of the forest and gather at improvised outposts, celebrating the return of the Eyrie Dynasty. Dash's father works his connections among the birds to secure his son's reprieve. They send Dash to a labor camp.

Underground within mountain tunnels the moles guard Dash, other prisoners, and hundreds of rats conscripted to labor. Dash notices a mole stumble when they reach the light. He sees light shining from the armor of badgers in a nearby clearing. He runs toward the forest. Rats notice Dash escaping and they scatter in every direction. A mole cries from the Tower, “RATS! RATS! RATS!” Dash enters the forest, disappearing through the trees.

APPENDICES

A. Secondary Characters

Mimo

The mother of Dash, she is a wildcrafter. She knows all the plants of the Woodland and their uses. Mimo loves her children. She supports the peace faction of the Woodland Alliance but never tells her husband.

Lilah

The sister of Dash. Imaginative and creative. She becomes involved with the Lizard Cult.

Pardo

Cat, he/him, a trusted advisor to the Marquise de Cat and rational about the election. Malka will listen to Pardo.

Garde

Cat, he/him, Chief of Staff, worried about the election and the rise of the Eyrie Dynasty.

Tonka

Cat, he/him, an industrialist willing to manipulate the election.

Taff

Cat, he/him, strategist and ideologue conniving to manipulate the election.

Falco, Jellie, Mashal, and Champ

Otters, they run the Riverfolk Company.

Pankie

A raccoon and Thief Vagabond. Always collecting items—watch your pockets. Willing to cut a deal.

Fluffo and Pinkin

Rabbits. Scout's comrades. They will experience the ravages of wartime and fight when necessary, but both come to believe in the promise of a negotiated peace.

Sax

A badger, one of the Keepers in Iron. She prefers to seek for the lost artifacts alone but has earned her position. An elite warrior.

Zorn

A crow, terrorist, member of the Corvid Conspiracy. Born to wealth, a class traitor.

Kahn

Eagle. A leader of the Eyrie Dynasty. Charismatic, daring, willing to lead from the front.

Dool

Leader of the Lizard Cult. Mesmerizing speaker, one of the great storytellers.

Pombi

Mouse, Scout's mother. She opens her home to forest refugees, largely upon her daughter's prodding.

Abbit

Mouse, Scout's father. His concern for his daughter is only matched by his love of the Woodland.

B. Series Outline

Book One: LITTLE WARRIOR

Act 1. “A Necessary Bird”

Dash and his family escape the destruction of their home tree—led to safety by a mouse named Scout. Cats cut down trees, converting the habitat to resources needed to expand their rule. In a clearing of the Woodland, villagers gather for market day. Mice encourage all the folk to vote. From a window of the manor house, a cat officer watches the villagers. The cat expresses his concern to the assembled dignitaries: Cats will lose the upcoming election. A vulture silences him. Two industrialist cats have brought a populist vulture named Pyook, seeking a deal with the Marquise de Cat for the vulture to rule on behalf of the cats. Malka resists the offer, but sees her interests served and agrees to secretly fund Pyook’s campaign for election.

Act 2. “Fugitive Democracy”

Scout guides Dash’s family in search of a new home. She shows them a mark on the trees. Scout tells them the cats will take these trees. They talk about rulers of the forest and Viatrix, a popular candidate. In her swordsmith shop, Viatrix conducts business with four otters of the Riverfolk Company. The otters negotiate a better price for the swords. Viatrix walks through town and talks with villagers. They express their support for her campaign. Hidden in a tree, Pyook watches Viatrix. Woodland animals line up and vote. Cats take the ballot boxes at day’s end. Overlooking the crowded village square, Malka announces the winner: Pyook the Purifier. Bird warriors remove a cat workshop in a neighboring village. The birds excuse their actions, they must follow the Decree. They build a roost.

Act 3. “The Cry of Burly Grove”

Pardo and Garde complain of Pyook’s transgressions. The industrialist cats remind them of the trade-off; cats have land for a new recruiting station. Dash and his father see bird warriors leading cats out of the woods. Poep says Pyook will be good for the Woodland. Cats begin work cutting trees to clear ground for their recruiting station. Refugees pile into the mouse family home. Scout enters and tells them of a secret meeting. Viatrix gathers animals to fight back as the Woodland Alliance. A raccoon slips in and reveals a document proving the cats have conspired with the birds. The Alliance takes this information from village to village. Foxes of the Woodland Alliance secure sympathy and lead a revolt. They destroy every structure built by the cats. Small animals debate: Can they win by violence? Scout advances a plan to establish legitimate rule by the forest animals. Foxes sideline the discussion, the battle first must be won.

Act 4. “Two Sides of the Sword”

Bird warriors stop and search villagers. The birds round up animals suspected of subversive activity. Suppression of the Woodland creatures increases support for the Alliance. Scout and two other mice plan a secret mission. Dash follows the mice and they sabotage the logging operation on Downy Grove. Dash’s father completes construction of their new home and voices support for Pyook. He believes the birds will prevent the destruction of their home tree. Dash tells him the cats installed Pyook so they can continue cutting trees. Poep says the rebels don’t have the power to protect his family. The Alliance needs money to maintain their warriors. Otters loan money. The otters sell weapons to all sides of the conflict. Viatrix provides weapons and money to the Woodland Alliance. In a rabbit clearing, the Alliance secures support for a revolt. Listening to Viatrix rally the fighters, against his parents’ wishes, Dash joins the rebels.

Act 5. “The Mothers Strike”

Viatrix leads rabbits into battle. They remove birds and cats from their village and prepare a rebel base. Fox warriors notice swords of fallen enemies are the same as their own. Dash picks up a sword and struggles with the weight of it. Scout tells him there’s other work he can do. Dash and the mice steal money from Pyook’s armored cart. Returning home, Dash sees bird warriors shake down villagers. He watches birds take his family away to a work camp. Pressed to work rebuilding a roost, Poep befriends the birds. Villagers declare a general strike. Mothers march to the Keep. Guards tell a rabbit mom she can’t place her empty basket at the door. The moms push past, storm the doors, and place their empty baskets inside. Cat warriors also have little to eat and blame the leadership of Pyook for the troubles. A barrack of cat warriors mutiny, joining the protesters. Advisors warn Malka; they must meet the needs of the public or be overthrown.

Act 6. “Evening Actions”

Heeding advice, Malka supports field hospitals. She demands an audience with Pyook. No one can access him, Pyook sees betrayal everywhere. He says the Woodland must sacrifice: We are at war. His viziers talk with other bird leaders, losing confidence in the Despot. Malka orders conscription of fighting-age mice. The Alliance interprets this as a sign of weakness, and fox warriors discuss how to take power. Observing maneuvers of Pyook’s warriors, the Alliance disrupts their supply of food. Pyook can’t fulfill his Decree. He doesn’t have the resources to supply his warriors in battle. Pyook goes into turmoil—other bird leaders seek to unseat him. The Alliance wins popular support by spreading sympathy among villagers, proving the collusion against them by cats and birds. An evening assault by the Alliance overtakes the Keep. Summertime. With a tenuous hold on power, Viatrix resumes construction of a military training center begun by the cats at Downy Grove. Continuing a campaign of the cat administration, Viatrix attacks the crows. She declares the “Endless Summer,” a utopian vision of their triumph. The Alliance escalates the war to solidify their rule of the Woodland.

END. A foot soldier in the Woodland Alliance, Dash witnesses Viatrix take power.

Book Two: WOODLAND MIRAGE

Act 7. “Underground Alliance”

Viatrix contracts with the Duchy moles to supply metal. Running correspondence for the Alliance, Dash overhears the number of trees to be cut. He thinks it's cat business and decides to spy, but the trees will be delivered in service of the current administration. Viatrix needs fuel for smelting and made a deal with the cats to source wood. Viatrix has vastly expanded her business since engaging the war. She oversees the completion of new buildings to forge swords. Dash tells Scout what she said about charismatic animals is true. Scout swears him to secrecy. Within the Alliance a power struggle exists between those who want to broker a peace treaty and those who wish to continue fighting and win the war. Dash begins to mistrust Viatrix.

Act 8. “To Make War or Peace”

Dash hears from the peace faction. Meeting in secret and fearing reprisal, the group warns Dash that violence will define the government and war will never end. They suggest an intellectually dishonest stratagem to discredit Viatrix. Plotters say the Woodland must be manipulated to vote her out of office. Scout says that lies and manipulation will be their own defeat. She has a better way; rather than holding elections that will be a certain victory for Viatrix, use random selection and regular rotation of representatives. She outlines her plan to introduce sortition. Fluffo and Pinkin support her, but many other rabbits doubt the proposal. The mice think it's a good idea, this minimizes the opportunity for a small wealthy cohort of cats to turn all policy to the advantage of their class. Within the fractured Alliance, Dash and Scout side with the peace faction, a secret Society for the Representation of Woodland Folk.

Act 9. “Destroy the Plotters”

Terrorist crows launch attacks against the Woodland Alliance. Viatrix visits fox warriors injured by snares and declares a state of emergency. All crows are suspect. Alliance warriors stop and search crows in the villages. Deep in the forest inside a burned-out tree, militant crows receive material support from leaders of the Eyrie Dynasty. An eagle provides the crows with ingredients for bombs. To reestablish the Eyrie Dynasty, the birds must undermine the Alliance. Dash receives a message to deliver for the Alliance and considers opening it. If the message relates to the clearing of forest, Dash thinks he could prevent it but decides he must remain loyal to the Alliance. A bomb destroys the rabbit base of the Woodland Alliance. Many Woodland dwellers who sided with the Alliance become disillusioned. The war against the crows has destroyed much of their necessary infrastructure; and

the Woodland Alliance has been taking food from the countryside to supply their warriors, leaving the farmers with much less than they need to survive. The support enjoyed by the Woodland Alliance has diminished. Viatrix seeks a decisive victory to restore legitimacy and stop the Corvid Conspiracy.

Act 10. “Keeper’s Code”

Dash admires Fluffo and Pinkin, they are fast. He challenges them to a race. The rabbits win, but he crosses difficult terrain through the treetops. Below him, Dash sees an armored badger. Dash follows and the badger places Dash’s neck between her sword and a tree. Dash begs for his life. He says he lives to save the forest. To save his life can protect ... The badger laughs. Dash meets Sax, one of the Keepers in Iron. She tells him the Keepers fight to maintain their culture. Dash mentions the home he lost. Sax says she will keep her culture alive. The last of the relics. In this forest are pieces of herself, her culture. They must be recovered. She tells Dash about Animalia. More wild than anyone Dash has encountered before, Sax lives off the land. They make camp for the night. Sax says Dash must answer these questions for himself: What would he do to protect his home? Why would you kill? He struggles with the words. Dash affirms his loyalty to the forest above factions.

Act 11. “A Plot Exposed”

Dash awakes and the Keeper is gone. Dash finds Scout to tell her about Animalia, but she’s busy. Viatrix needs to unify the Alliance, and Scout offers her a way to do it. Viatrix takes her advice and convenes a random selection of representatives. The rabbits run the postal service, a key infrastructure for news and information used to invite potential assembly members. Every faction of the Woodland animals has a representative, even the crows. During the Assembly, representatives expose a plot. The crows receive funding from the Eyrie Dynasty, but the crow denounces the “Woodland Liars.” They promised an Endless Summer. They are fat, warm, and happy. The leaders of the Alliance stole all the food. Foxes of the Woodland Alliance put down the uprising. Dash turns away from Viatrix.

END. Dash sees the ideals of the Woodland Alliance have no substance.

Book Three: DESIGN THE RULER

Act 12. “Enter the Garden”

Through decimated forest, Dash goes with Lilah to a garden of the Lizard Cult. The Lizards promise renewal. Survival. Wealthy cats and moles sit close to the pulpit. Dool says Lizards regenerate, never dying. The vastness of life is an unbroken line held by them. Dool unveils a fossil. The Ancestor. Ancient One. A seam in the earth’s crust reveals a fossilized skull of a dinosaur pushed above ground in a

massive earthquake. This is sacred land and the center of their power. They preach regeneration and offer a story of shared identity and purpose. The discarded Woodland critters go to them. The war has given lizards a unique lever over Woodland life. From nothing, the Green Dragon gives life to all things. This story has tremendous appeal now that the Woodland has been deforested. Moles and cats materially support the Lizard Cult. Dash sees the Cult trying to destabilize the Alliance.

Act 13. “Land of the Dead”

Smelting iron requires massive amounts of wood, and much of the Woodland has been deforested in pursuing the war. Kahn meets with Zorn and celebrates the crows success in sapping public support for the Alliance. Privately, Kahn cuts all funding to the Corvid Conspiracy. In a desperate push toward victory, the Woodland Alliance destroys enemy food sources and poisons their water. Dash believes Viatrix betrayed the purpose of the Woodland Alliance. Villagers now have limited access to safe drinking water. Scout falls ill. Dash, courier of the Woodland Alliance, begins to spy on sealed correspondence and learns that Viatrix receives medicine from a physician. Having delivered messages to her, Dash knows the physician.

Act 14. “Sacrifice Yourself”

Dash answers the question posed by the Keeper: He will kill to protect the forest. Viatrix is a traitor, and Dash has a unique opportunity to remove her. He gathers plants with Mimo and learns what to use. She intuits her son will use it to kill someone and switches the bag. Dash attempts to poison Viatrix, fails. To supply their warriors and staff, the Woodland Alliance appropriates food from the granary. Members of the peace faction within the Alliance lead an uprising of farmers. Viatrix rewards villagers who identify subversives and declares a death penalty for enemies of the revolution. The Lizard Cult has deepened the divide between opposed factions. Views held sacred by one group regarded with contempt by others make conversation between them impossible. Viatrix says the way they've organized the military will be the best way to run other institutions, and she shuts down the legislature. Dash, caught in the Woodland Terror, receives the death sentence for opening sealed correspondence.

Act 15. “The Right to Rule”

After declaring martial law, Viatrix conscripts the entire Woodland to military service. Poep visits his son in prison and tells Dash that a new leader controls the Eyrie Dynasty. Having continued building roosts for the birds, Poep has close relationships with officials in their new administration. Led by Kahn the Charismatic, the Eyrie Dynasty overcomes the Alliance armies and destroys their bases. Kahn kills Viatrix in battle. The Keepers in Iron come out of the forest and gather at improvised waystations, celebrating the return of the Eyrie Dynasty. Dash's father works his connections to secure his son's reprieve. They send Dash to a labor camp. Hidden in a tree Pyook watches Kahn proclaim the return of the Eyrie Dynasty.

Act 16. “Mountain Stream”

Underground within mountain tunnels, the moles guard Dash, other prisoners, and hundreds of rats conscripted to labor. Dash is among a team pushing a cart of ore on rails to the surface. He notices a mole stumble when they reach the light. In the distance, Dash sees light shining from the armor of badgers gathered in a nearby clearing. He runs. Down a rocky slope from the opening of the mine Dash must cross a great distance in open view to reach the forest. The rats notice Dash escaping and they scatter in every direction. From the Tower a mole cries, “RATS! RATS! RATS!” Dash enters the forest, disappearing through the trees.

END. The Eyrie Dynasty defeats the Woodland Alliance, and Dash escapes with his life.



DASH IS A SQUIRREL AND HE WANTS TO FIGHT. Cats cut down his home tree! Small animals displaced by industry join an insurgent army in *Root: Revolution*, a graphic novel based on the award-winning board game by Leder Games. The insurgent Woodland Alliance creates widespread public sympathy to defeat the cats. Predatory birds, terrorist crows, a growing number of factions among the forest animals each assert their own claim to rule the Woodland—and the Alliance escalates the war to consolidate power. Witnessing the destruction of more trees, Dash confronts the ultimate test of character. He must decide to follow orders that will further destroy the Woodland, or rebel and risk his own life to protect his forest home.

