

# By the Whisker



*[Excerpt from, legends of Amber-dale glen]*

'The forest came to life as Quickpaw woke from his leaf bed under the tall elm. Overhead he could here the squabbling of some sparra. The sun creped further into the sky, and without eating Quickpaw started out toward Amber-dale glen. He carried with him a burden, an icy shard in his heart. Amber-dale glen had only been around for 5 seasons.

Three days ago Quickpaw had over heard a few now dead toad warriors explaining very excitedly about the Great War to overthrow the Woodlanders and over take the Amber-Works. There great leader GrugUg had devised the plan, and as Quickpaw listened, the more his heart sank. Now he is headed off to let the dwellers of Amber-dale glen know what's about to come...'

'By the Whisker" is a Role-playing Setting.

It's based on the Redwall books by Brian Jacques.

For Use with any Universal Role-playing game.

**Book #1**

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# By The Whisker

produced by Fugue games written by Randal2k

*"In the first season of amber-dale glen a settler from the north came by town. He was from an expedition that was recently ambushed by a small toad army. I say small as the traveler said there were no more than ten, and I say army to make the traveler happy as I have used his words. The traveler spoke of another town to the north, from which he had come, called Wicket hollow. We will dispatch a team of noble beasts to take our new friend home and introduce trade with Wicket hollow." - Journal of Whitenose*

## By the Whisker – the world.

By the whisker is a Setting for any RPG.

BTW is TL: 3 (medieval (pre-1450) steel weapons, mathematics with 0)

Wages are in "Leaf Coins" and are in denomination of \$1 – 5, and weigh about .005 ounces.

While all of this book deals with "Amber-dale glen" it can be adapted to almost any "Redwall" type setting.

## The background of Amber-dale glen

Half a season has passed since Amber-dale glen was formed. A small town in amongst the tall pines of the Great forest, just off the shore of a brand new world, almost unexplored. The beasts of amber-dale glen have been busy planting and building and learning there surroundings, and experimenting with "amber", the pitch like substance that oozes from the forest trees.

As time permits the adventurers of Amber-dale have been exploring, but never getting too far without becoming too cold in the harsh winter conditions. Snow penetrates the foliage canvas provided by the trees almost too easily. Two feet of snow accumulated according to the journal of Whitenose.

Amber-dale is named after the town from which the inhabitants fled, two seasons ago. Their town of Amber-alls was invaded by sea rats and completely destroyed. Amongst the mayhem and destruction almost all the inhabitants were able to escape on a liberated pirate vessel thanks to "dale". The trip was cruel and many died. Those who survived decided that naming the town after their home and "Dale Burin Thomas the 3<sup>rd</sup>", greatest hare warrior in all of Amber-alls, was a great idea, and the name Amber-dale was created.

## The town of Amber-dale glen

The Town is being built in three levels, radiating in a half circle from the Amber River. The first semicircle is the Amber works. A small water wheel, barrel factory and tow line to float the amber down river. A few other buildings producing Amber-Oil, for lamps and torches, stoves and staining wood, another building for making Amber-tar, a substance used to fix boats and water proof items, like the barrels on the tow lines.

The second tier is where the shops, great hall, kitchens and other public works are located. The third is where the goodbeasts of Amber-dale live. Burrows, houses and tree logs are among just a few of the homes that dot the hill and forest. A patrol is setup to go round the perimeter of the town, and watch for strange happenings. The squirrels watch constantly from their homes above the town.

*"Today the fourth day of the 2<sup>nd</sup> season, we will search for more food, as our stores are becoming empty. Rudgetail otter has volunteered to take a small group to forage, we all wish them luck" - Journal of Whitenose*

## **The Leaders of Amber-dale glen**

The town has one leader, and six elders that are elected to a board. They make all the decisions for the town, while all beasts have input on what should be done, the seven make the final decision. As of the second season of

Amber-dale glen the seven are, Methusla mouse leader, Brokstripe badger, Dewtail mouse, Chipper chipmunk, Vonder mole, Brokentail owl, and Grendt otter. Each of them was elected from the original crew to arrive on the continent, except Brokstripe who joined with Amber-dale glen after they found him almost dead and consumed with bitter cold.

### **Methusla mouse leader;**

Methusla has been the leader of Amber-alls and was carried over by unanimous vote as the leader of Amber-dale glen. He was born and raised in Amber-alls, from a family that was very influential in the city. He is well respected and honored amongst the townsfolk.

### **Dewtail mouse;**

Dewtail is among the finest of healers and has a very compassionate temperament. She has worked with many of the townsfolk and dibbuns in her days.

### **Chipper chipmunk;**

Originally from the town of greenfinch, a small trading community near Amber-alls, he now resides with the town as head bishop of the Luxin Monks. He has a very keen temperament, very loyal, honorable and fair.

## Vonder mole;

Vonder was the leader of the mole tribe back in Amber-alls and now is the second in command of the mole tribe here in the great forest, having taught the moles here to build architecture of the likes they had never known.

## Grendt Otter;

Grendt was the leader of the Ambers-alls Otter tribe, and has grown in rank and popularity with the tribe in Urth. He has been appointed as liaison to the tribe, "Claw and rudder", and speaks for them at council.

"It's been two full moons since the party left to Wicket hollow, and no report or information has been returned. We had half hoped for some sign of them within one full moon, or at least a good beast with word. but nothing." -Journal of Whitenose