

*This guide was prepared using the Firebird/Penguin Putnam edition, © 1986. Other editions may differ.*

#### SYNOPSIS

##### Book One: The Wall

**Chapter 1:** Matthias is an awkward young mouse, a novice at the medieval-style Redwall Abbey, nestled in an idyllic, peaceful country setting by Mossflower Wood. One day, he confides in the kindly Abbot Mortimer his admiration for the mouse hero of olden days, Martin the Warrior, whose portrait is a prominent feature of the Abbey's elaborate tapestry that depicts Redwall history. The Abbot explains that Martin fearlessly fought off an army of vermin enemy, then hung up his magnificent sword. All members of the Redwall Order henceforth foreswore violence, except in necessary defense, and vowed to care for the sick, the injured, and any creatures in need. The Abbot advises Matthias, "The day of the warrior is done, my son. We live in peaceful times."

**Chapter 2:** Those peaceful times are about to end. Cluny the Scourge, an enormous, savage one-eyed rat, is racing in a hay cart toward the Redwall countryside with his army of five hundred fearsome rats. (This pattern of alternating chapters continues.)

**Chapters 3-5:** The Redwall mice and woodland creatures from all about enjoy a sumptuous medieval feast, with Matthias and Cornflower Fieldmouse happily seated next to each other, while the maniacal Cluny draws closer. At the Abbot's request, Matthias escorts the Churchmouse family and Cornflower's family on the road toward their homes in a cart pulled by Constance Badger. Hearing thundering hooves, Constance alertly hides the cart. The horrified woodlanders watch as the hay cart races past, full of huge armed rats. Constance takes her cart and its passengers straight back to the Abbey.

**Chapters 6 & 8:** Cluny sets up headquarters in the nearby St. Ninian's Church, where he rules his henchrats and army through terror, aided by his long, deadly whip of a tail. Frogblood and Scumnose forcibly enlist more vermin—rats, weasels, ferrets, and stoats—for Cluny's conquering army. But Cluny starts having nightmares about a mouse garbed in a hooded robe pursuing him, wielding a large bright sword.

**Chapters 7 & 9:** Old Brother Methuselah, the Abbey's record-keeper, confirms that the huge rat reported by Matthias and Constance must be the pillaging, murdering Cluny the Scourge. Many Redwall mice want to flee, but Matthias emerges as a leader, designing ways to defend the Abbey; these leadership abilities remind Methuselah strongly of Martin the Warrior. Warned by Ambrose Spike Hedgehog, all the peaceful woodland creatures take sanctuary within the Abbey.

**Chapters 10 & 11:** Cluny marches his army to Redwall; he and his deputy Redtooth, closely guarded and disarmed, meet inside with Abbot Mortimer. Cluny demands surrender

or death to all; the Abbot refuses. On his way out, Cluny is stunned by the tapestry portrait of Martin the Warrior—it is the mouse of his nightmares! Ambrose Spike, rescued by Foremole and his tunnelers, reports that the rats have seized the Vole family at St. Ninian's. Matthias despairs that he is not able to act like Martin, donning armor and magical sword to rescue the Voles, but Cornflower assures Matthias that he is both brave and compassionate and is emerging as a true Warrior. A much heartened Matthias feels that Martin has spoken to him through Cornflower.

**Chapters 12-14:** The woodland creatures at Redwall, guided by Matthias and Constance, practice unfamiliar fighting skills. Methuselah confides in Matthias that he has been studying clues for many years trying to find Martin's burial place and that perhaps the warlike sparrows stole a treasure from the mice many years ago—Martin's sword? That night, on Cluny's orders, Shadow (a sort of rat-weasel) carries out a risky mission: he scales the high walls of Redwall, steals into the Great Hall, and rips away the tapestry portrait of Martin. Pursued by Matthias and Constance, Shadow falls from the walls. Cluny coldly snatches the tapestry fragment from him and leaves him to die.

**Chapters 15-19:** Matthias sets out on his own to rescue the Vole family and retrieve Martin's portrait. On the way, he disarms Cluny's deputy Ragear and binds him securely to a tree. Near St. Ninian's Matthias acquires a jolly ally, Basil Stag Hare (a satire of the British regimental officer). Aided by Basil, Matthias succeeds in his daring rescue, but only because Cluny and his army have departed for Redwall, with Martin's portrait atop Cluny's war standard. The battle at Redwall begins, with mouse archers and vermin slingers trading volleys and the defenders, led by Constance, repulsing scaling ladders. Back in Mossflower Wood, Ragear is transfixed and killed by a huge, evil-looking adder called Asmodeus.

**Chapter 20:** With the battle raging in front of Redwall, Cluny and a handpicked squad scale—somewhat ineptly—a tall elm tree in back of the Abbey. They plan to use a plank from tree branch to wall top to gain access to the Abbey.

##### Book Two: The Quest

**Chapters 1-3:** Alerted by the observant Methuselah, Constance kicks the plank loose, plummeting Cluny to the ground. His army carries him, gravely wounded, back to St. Ninian's. Matthias arrives back at the Abbey, guided by Silent Sam, the paw-sucking nonverbal baby squirrel.

**Chapters 4 & 6-7:** Matthias and old Methuselah brainstorm to decipher the riddle carved into the stone previously hidden behind Martin's missing portrait. The line "I [Martin]—am that is [Matthias in anagram form]," followed by "Take on my mighty role" and "My sword will wield for me," reveals that Matthias is Martin's truly designated warrior successor. Figuring out other clues leads Matthias and Methuselah to Martin's

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burial chamber beneath Redwall Abbey, where Matthias acquires Martin's sword belt and shield. Another inscribed riddle gives a hint where to find Martin's missing sword, which Matthias believes is essential to secure victory against Cluny's horde.

**Chapters 5 & 8:** Cluny engages Old Sela, the skilled fox vixen healer, to bring him to recovery. Sela learns Cluny's battle plans so she can sell them to Redwall, aided by her duplicitous but rather dim son Chickenhound. Cluny is a step ahead and plants false plans that Sela "discovers."

**Chapter 9:** Guided by the riddles, Matthias and Methuselah discover that Martin's sword must be on the north arrow of the Abbey's weather vane—which is at the very top peak of the Abbey. The plucky Mrs. Jess Squirrel makes the hazardous climb up to the vane, but is savagely attacked by sparrows on the way down—all for naught; the sword is no longer attached to the weathervane.

**Chapters 10-13:** Constance Badger acquires Cluny's false battle plans from Sela in an ambush, which results in Cluny's ordered execution of the two foxes.

**Chapters 13-16:** Matthias embarks on a hazardous quest to regain Martin's sword from the sparrows, which entails climbing to the highest reaches of the Abbey roof. He forces the hostile, belligerent captive young sparrow Warbeak to come with him. Each saves the other, and they become friends. King Bull Sparra and his angry warriors capture Matthias in their under-eave home, but Warbeak and her mother Dunwing protect the young mouse.

**Chapter 17:** Jess Squirrel and Basil Stag Hare carry out an audacious plan that lures Cluny into the open as they steal back the portrait of Martin the Warrior.

**Chapter 18:** Dunwing and Warbeak spread a rumor that draws the mad King Bull Sparra and his warriors out in search of the snake who stole Martin's sword from them. After Dunwing helps Matthias find Martin's scabbard in the king's chamber, Warbeak helps Matthias make a perilous climb up to the peak of the Abbey's highest roof, from where Jess Squirrel will help him descend. But the Sparra King returns and attacks Matthias, and both fall into space towards the ground far, far below.

**Chapter 19:** Chickenhound, Old Sela's son, has survived and talked his way into the Abbey for medical help. He reveals Cluny's real battle plans. But then, left alone, he loots treasures and runs away into Mossflower Wood, killing Brother Methuselah who had tried to stop him. In a fatal mistake, he chooses a hiding place that also shelters the adder Asmodeus. Amazingly, the others recover Matthias, barely alive, from the Abbey pond.

**Chapters 20-22:** Matthias continues his quest, this time to recover Martin's sword from Asmodeus, although warned in a dream by Martin to be very careful. Basil Stag Hare directs Matthias to the great snowy owl Captain Snow, who patrols the land from the far edge of Mossflower Wood to the old sandstone quarry. Near the owl's territory, Matthias becomes enmeshed with a quarreling band of guerrilla shrews, including Guosim and Log-a-Log.

**Chapter 23:** Cluny's army resumes the assault on Redwall, spearheaded by a massive battering-ram assault on the Abbey's main gate. Meanwhile, Cluny directs a squad of ferrets, weasels, and stoats to undertake a tunneling operation underneath the Abbey's massive walls.

## Book Three: The Warrior

**Chapter 1:** Jess Squirrel ends the battering-ram action with a combination of hornets and ram-coating vegetable oil. Constance devises a powerful crossbow to kill Cluny; the bow is effective, but it takes out Cluny's self-aggrandizing deputy Cheesethief instead.

**Chapter 2:** Matthias befriends the marmalade cat Squire Julian Gingivere, former friend of Captain Snow, who takes the mouse to the owl. Bowing to his military comradeship with Basil, Captain Snow doesn't eat Matthias but instead tells him where to find Asmodeus—in the quarry.

**Chapters 3 & 5:** Cluny implements his latest strategy: His army attacks the Abbey's gatehouse in force, while Cluny and a smaller squad position a siege tower next to the quiet southeast wall. Cornflower, serving meals on the ramparts, spots the tower and throws a lantern at it, turning the tower into an inferno.

**Chapters 4, 6 & 8:** Matthias, Log-a-Log and Guosim (who is soon killed) enter the lair of Asmodeus within the quarry. Matthias creeps past the sleeping serpent within its innermost chamber to grasp Martin's sword at last, and creeps safely out. But then Asmodeus awakens; a heart-stopping chase ensues. Asmodeus corners Matthias and nearly hypnotizes the mouse into immobility, but Martin's voice snaps Matthias out of his daze. The young warrior mouse swings the mighty ancient sword and severs the adder's head!

**Chapter 7:** The tunnel is complete, but Foremole and his moles have been tracking its progress all along. Darkclaw, at the head of Cluny's army, begins to emerge confidently within the Abbey grounds—only to be met by Constance Badger and a beaver, who deluge the tunnel with cauldrons of boiling water, killing most of the tunnelers. Lined-up defenders then jump on the tunnel, collapsing it.

**Chapter 9:** Matthias and the shrews return to the barn of Julian the cat, who gives Matthias some serious advice: Martin's sword is not magical; it is made only to kill, and it will be only as good or evil as the creature who wields it. Matthias must use the sword wisely, only for right and good, as Martin used it. Guided by Matthias, Julian and Captain Snow mutually apologize for their mistakes and restore their friendship.

**Chapters 10-11:** Cluny adapts again. He promises the dormouse Plumpen not to burn his captive family to death if Plumpen will infiltrate the Redwall mouse repair crews and gain entry to the Abbey. Plumpen does, secretly opens a Redwall gate, and as Cluny's army enters Redwall, Fangburn apparently executes the naive dormouse. Warbeak, now Queen Sparra, tells Matthias to hasten back to Redwall, which he does, followed by five hundred shrews.

**Chapters 12-14:** The sparrows revive Plumpen and use his greased rag and tools to open all the rest of Redwall's small doors. Meanwhile, Cluny takes over Redwall Abbey and prepares to slaughter its inhabitants—when suddenly the Warrior Mouse, the figure in Cluny's nightmares, appears, complete with burnished shield, black sword belt, and magnificent sword. As Matthias attacks Cluny, swarms of Sparra warriors fly to the attack, joined by masses of heavily armed shrews and then Redwall's released fighters, lead as always by Constance Badger. As defenders overwhelm the invaders in fierce fighting, Matthias and Cluny engage in a breathless, desperate, drawn-out fight to the finish. It ends when Matthias maneuvers to crush Cluny beneath the huge, falling

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Joseph Bell. But, sadly, Abbot Mortimer lies dying from the poison barb on Cluny's tail. In his final words, Mortimer appoints Matthias as the Warrior Mouse of Redwall, champion of Redwall's Order, defender against evil and wrong, with his sword Ratsdeath—to be supported in his life's work by his soon-to-be wife, Cornflower.

**Chapter 15:** The annals of John Churchmouse, new recorder of Redwall, relate some details about the lives of individual creatures several years later, including how the son of Matthias and Cornflower, Mattimeo, is already trying to lift the great sword Ratsdeath.

### TIME LINE

<b>June</b>	Cluny and his horde arrive.
<b>next day</b>	Abbot Mortimer meets with Cluny and refuses to surrender.
<b>night, day 2</b>	Shadow steals the portrait of Martin from the Abbey.
<b>day 3</b>	Matthias rescues the Vole family from St. Ninian's; Cluny's army attacks Redwall.
<b>that evening</b>	Constance foils another attack by Cluny, who is severely injured; his army retreats. (Cluny spends next 3 weeks recovering.)
<b>day 4</b>	Matthias and Methuselah find Martin's tomb.
<b>day 6</b>	Jess Squirrel climbs to weather vane, finds Martin's sword missing.
<b>night, day 6</b>	Constance kills Redtooth in Mossflower Wood, takes false battle plans from Sela.
<b>day 7</b>	Matthias climbs to sparrows' nesting place with Warbeak and becomes captive. Cluny orders the execution of Sela and Chickenhound.
<b>several weeks later</b>	Jess and Basil steal back Martin's portrait. Matthias escapes the sparrows. Chickenhound kills Methuselah; Asmodeus kills Chickenhound.
<b>next day</b>	Matthias sets out on his quest to find Captain Snow and Asmodeus.
<b>day after</b>	Cluny's army attacks Redwall again; the battle lasts for days.
<b>2 days later</b>	Matthias regains Martin's sword and kills Asmodeus.
<b>2 days later</b>	Cluny and his army enter Redwall; Matthias returns; they fight to the death. Redwall is saved.

### BIOGRAPHICAL SKETCH

Brian Jacques (pronounced "Jakes") was born in 1939 in Liverpool, England, where he still lives today. He attended Roman Catholic schools in his lower-class neighborhood, then left school to become a merchant seaman at age fifteen. He went on to work at a great variety of jobs: railway fireman, longshoreman, truck driver, logger, bus driver, policeman, boxer, postmaster, comedian, and folk singer. In 1980, he began a successful career as a freelance radio broadcaster, scriptwriter, playwright and storyteller. His storytelling gave birth to *Redwall*—he wrote the story to tell aloud to children at a Liverpool school for the blind. A friend who was his for-

mer English teacher read the manuscript and sent it to his publisher without Jacques's knowledge. The book was an immediate hit, and Jacques decided to make it a trilogy. Responding to his readers' wishes, and happy to remain immersed in the world of Redwall, Jacques published his fifteenth Redwall book in 2002, with a sixteenth due out in 2003. In addition to writing, and continuing his radio broadcasting, Jacques frequently travels to schools and bookstores for the interaction with his young readers (he calls them "Redwallers") that he relishes.

### CRITICS' CORNER

Legions of readers, young and old, and many critics maintain great enthusiasm for the Redwall books. Jacques's tales feature nonstop action, frequent feasts and battles, large casts of varied animals, and young heroes who rise to the occasion against contemptible villains. A critic in *VOYA* describes the basic Jacques plotline as "goodbeast sanctuary threatened by nogood vermin and/or natural disaster, young untested heroes to the rescue." Jacques himself has said in *Contemporary Authors*, "In writing children's books I feel that a 'good yarn' is essential, keeping in mind a strong moral sense of values for children. My writings of the *Redwall* trilogy are set in the 'long ago' era because most of the adventure and romance has gone from the world of today."

Critics have praised the series since its inception with *Redwall* in 1986. Of *Redwall*, *School Library Journal* admired "the quality of the writing, the rich cast of characters, the detailed accounts of medieval warfare, and Jacques' ability to tell a good story and make readers think." *The New York Times Book Review* judged, "His book is artfully structured to rivet the attention of young readers and listeners. Mr. Jacques has woven an energetic, if somewhat simple-minded, fantasy on a refreshingly old-fashioned subject: the struggle between good and evil. *Redwall* is both a credible and an ingratiating place, one to which many young readers will doubtless cheerfully return." *Horn Book* added, "We have in *Redwall* another long, beautifully written, exciting British fantasy....[T]he book is splendid, with a delightful hero and a smooth, charming style." *Books for Your Children* found the "narrative style forceful and flowing" and the dialogue "superb," concluding that "*Redwall* has proved impossible to put down and wonderful to read aloud."

### WORKS BY BRIAN JACQUES

#### Redwall series novels

*Redwall* (1986)  
*Mossflower* (1988)  
*Mattimeo* (1989)  
*Mariel of Redwall* (1991)  
*Salamandastron* (1992)  
*Martin the Warrior* (1993)  
*The Bellmaker* (1994)  
*The Outcast of Redwall* (1995)  
*Pearls of Lutra* (1996)  
*The Long Patrol* (1997)  
*Marlfox* (1998)  
*The Legend of Luke* (2000)  
*Lord Brocktree* (2000)  
*Taggerung* (2001)  
*Triss* (2002)  
*Loamhedge* (2003)

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### Redwall-themed companion books

*The Great Redwall Feast* (rhymes from Redwall books) (1995)

*Build Your Own Redwall Abbey* (1998)

*Redwall—The Illustrated Collectors Edition* (1997)

*Redwall Map and Redwall Riddler* (1998)

*Redwall Friend and Foe* (2000)

*A Redwall Winter's Tale* (2001)

*The Tribes of Redwall: Badgers* (2001)

*The Tribes of Redwall: Mice* (2003)

*The Tribes of Redwall: Otters* (2002)

*The Redwall Recorder's Journal* (2003)

### Other

*Seven Strange and Ghostly Tales*, 1991)

*Castaways of the Flying Dutchman* (2001)

*The Angel's Command* (2003)

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*Books for Your Children*, Spring 1988, p. 31.

Brennan, Geraldine, "On the Side of the Noble Warrior," *Times Educational Supplement*, May 9, 1997, p. 19.

*Bulletin of the Center for Children's Books*, July-August, 1987, p. 211.

*Children's Literature Review*, Vol. 21. Detroit: Gale Research, 1990.

*Contemporary Authors*, Vol. 172 & New Revision Series Vol. 68. Detroit: Gale Research, 1989, 1998.

Estes, Sally, "The Booklist Interview," *Booklist*, November 1, 1991, pp. 516-17.

Frederick, Heather, "Charting a New Course," *Publishers Weekly*, March 26, 2001, pp. 34-35.

*Growing Point*, March 1987, pp. 4756-57.

Holtze, Sally Holmes, ed., *Seventh Book of Junior Authors & Illustrators*. NY: H.W. Wilson Co., 1996.

*Horn Book Magazine*, January/February 1988, p. 71.

Loer, Stephanie, "An Interview with Brian Jacques," *Writer*, April 2000, p. 15.

*New York Times Book Review*, August 23, 1987, p. 27.

*School Library Journal*, August 1987, p. 96.

Silvey, Anita, ed. *Children's Books and Their Creators*. Boston: Houghton Mifflin, 1995.

*Something About the Author*, Vols. 62 & 95. Detroit: Gale Research, 1990, 1998.

Williams, Karen, "Englishman Brings Adventure, Friendship to Redwall Series," *Christian Science Monitor*, May 29, 1997, p. B3.

### Internet Sites for Brian Jacques

"Brian Jacques": <[www.randomhouse.co.uk/redwall/](http://www.randomhouse.co.uk/redwall/)>

"Redwall Abbey: The Official Web Site of British Author Brian Jacques": <[www.redwall.org/dave/news.php](http://www.redwall.org/dave/news.php)>

"The Redwall Encyclopedia":

<[my.execpc.com/~sulliva1/encyc.html](http://my.execpc.com/~sulliva1/encyc.html)>

### GENERAL OBJECTIVES

1. To examine the theme of good vs. evil in a variety of familiar media
2. To discuss the range of possible responses to violence and the ethics of each response
3. To understand the elements of the coming-of-age novel
4. To learn about forms and traditions of the animal tale

genre and elements of fantasy and realism within it

5. To consider the different effects of rule through justice and reason vs. rule through terror and madness
6. To discuss the factors that could motivate a person to go on, and continue on, a quest
7. To examine the nature of tyranny and tyrants
8. To analyze the sources and expression of courage and the nature of heroism

### SPECIFIC OBJECTIVES

1. To understand the role that Martin the Warrior has played in the history of Redwall Abbey
2. To identify elements of medieval life in the novel
3. To note the various signs that hint at and then show a link between Martin and Matthias
4. To understand the reasons why Matthias goes on his quest
5. To trace Cluny's ever-adapting battle strategies and the Redwall defenders' responses to them
6. To follow the ways in which Matthias grows and changes in the course of the novel
7. To distinguish good vs. evil character traits and actions in the novel's characters, and their animal vs. human behaviors
8. To identify and discuss the novel's basic themes
9. To analyze the author's use of short, alternating chapters and of humor
10. To recognize elements of both fantasy and realism in the novel

### LITERARY TERMS AND APPLICATIONS

To enhance students' appreciation and understanding of the novel, present them with these terms.

**anagram:** a word, phrase, or name made by rearranging the letters in another word, phrase or name. Matthias and Methuselah are able to decipher Martin's riddle once the old mouse realizes that "am that is" is an anagram of Matthias's name.

**animal story:** a fictional account of events in the lives of animals. In an animal story, the animals may act like animals, they may act like animals but are able to talk to each other, or they may behave and talk like human beings. This novel is a mix of the second and third type, with the animals being humanlike in wearing clothes, talking to each other, eating at tables, being aware of moral and ethical issues, and so on. The individual animals do, however, behave according to the nature of their species. You could share with students that the technique of ascribing human characteristics to nonhuman things is called **anthropomorphism**.

**coming-of-age novel:** a work of fiction in which the main character moves into and/or through adolescence and develops at least the beginnings of maturity. In this novel, awkward young mouse Matthias discovers and exercises leadership skills and grows into his destined persona as a mature and wise warrior mouse.

**dialect:** nonstandard speech, often language characteristic of a particular region. Jacques often individualizes his animal characters by having them speak in distinctive dialects, such as the dense country dialect of Foremole and the funny pidgin English of the sparrows.

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**fantasy:** a fictional work that departs radically from a realistic depiction of the world as we know it. In a fantasy, readers are expected to accept the seemingly impossible (in this novel, the existence of a medieval world inhabited entirely by talking animals with many human behaviors), although the tale presents logical and meaningful characterizations (critics often praise this aspect of *Redwall*) and very realistic descriptions of the fantasy settings (here, the very British countryside of Redwall and its environs). Animal tales that use talking animals and animals with human characteristics are part of the fantasy genre.

**quest tale:** the quest is a frequent theme of novels, especially fantasy novels. The quest is for something desirable; this object of the quest can be something of supreme importance that will deeply affect the searcher if found or achieved. In this novel, Matthias embarks on a highly dangerous quest to find Martin the Warrior's missing sword; Matthias is convinced that he needs the sword in order to defeat Cluny and realize his own destiny to become a warrior mouse.

### SETTINGS

The focus of the action is Redwall Abbey, a great medieval-style building with soaring walls made of red sandstone, set next to Mossflower Wood. The building includes many common features of a medieval castle, such as a gatehouse, a bell tower, ramparts, and a Great Hall with an elaborate tapestry along one wall. Beneath the Great Hall is the Cavern Hole, site of the many Redwall feasts, and deep beneath that Matthias and Methuselah discover Martin the Warrior's tomb. The space beneath the Abbey's highest vaults is the sparrows' home, where King Sparra holds Matthias captive for a time. Within the Abbey walls are gardens and orchards that make Redwall self-sufficient, plus a pond from which the otters rescue Matthias after his fall. The Abbey provides sanctuary for all the gentle woodland and meadow creatures who flock there for protection against Cluny and his horde.

Cluny sets up his headquarters at the nearby St. Ninian's Church, formerly home of the Churchmouse family. Matthias crosses the meadow next to St. Ninian's in his daring sortie to rescue the captive Vole family from the church's locked garden shed. Some action takes place within Mossflower Wood, where Asmodeus the adder strikes several victims, and which Matthias crosses on his Vole rescue mission and on his sword quest. This quest brings Matthias into shrew country, to the barn where Squire Julian the cat lives, to the tree that is the home of Captain Snow the owl, and finally across the river and into the tunnels of the old quarry that is Asmodeus's lair. Here, Matthias finds Martin's sword, slays the beast with it, and achieves his destiny as Martin's warrior successor. The novel's climax, the fight to the death between Martin and Cluny, and Redwall defenders and the invaders, fittingly takes place within the walls of Redwall Abbey.

### CROSS-CURRICULAR SOURCES

#### Fiction

Richard Adams, *Watership Down*  
Lloyd Alexander, the *Westmark* series  
Avi, *Poppy and Perloo the Bold*  
Clare Bell, *Ratha's Creature* and sequels  
Kenneth Grahame, *The Wind in the Willows*  
Robin Jarvis, *The Dark Portal* and sequels  
Rudyard Kipling, *The Jungle Book*

Sterling E. Lanier, *The War for the Lot*  
Robert Lawson, *Rabbit Hill* and *The Tough Winter*  
C.S. Lewis, the *Chronicles of Narnia* series  
Robert O'Brien, *Mrs. Frisby and the Rats of NIMH*  
George Orwell, *Animal Farm*  
J.K. Rowling, the *Harry Potter* series  
J.R.R. Tolkein, *The Hobbit* and *The Lord of the Rings* trilogy

#### Nonfiction

##### Sources for students:

Peter Alden, *Peterson First Guide to Mammals of North America*  
Wayne Douglas Barlow and Neil Duskis, *Barlowe's Guide to Fantasy*  
Stephen Biesty, *Cross-Sections: Castle*  
R. Allen Brown, *The Architecture of Castles: A Visual Guide*  
Conrad Cairns, *Medieval Castles*  
Donald J. Crump, *How Animals Behave*  
David Macaulay, *Castle*  
R. Macrae, *Presenting Young Adult Fantasy Fiction*  
E. Jaediker Norgaard, *Nature's Great Balancing Act: In Our Own Backyard*  
Barbara Taylor, *Forest Life*

##### Sources for teachers about fantasy literature for young readers:

Bruno Bettleheim, *The Uses of Enchantment*  
Sheila Egoff, *Worlds Within: Children's Fantasy from the Middle Ages to Today*  
C.S. Lewis, *Of Other Worlds: Essays and Stories*  
Pat Pfeifer and Helen M. Hill, eds., *A Reference Guide to Modern Fantasy for Children*  
Marshall B. Tymms et al., *Fantasy Literature: A Core Collection and Reference Guide*  
Jane Yolen, *Touch Magic: Fantasy, Faerie and Folklore in the Literature of Childhood*

#### CD-ROMs

*Castle Explorer* (Dorling Kindersley/DK Multimedia)  
*Eyewitness Living Earth Series: Mammal* (BBC Worldwide America/DK Media)  
*Mammals of the World* (Andromeda Interactive)

#### Internet

"Author: Brian Jacques": <[www.kidsreads.com/authors/au-jacques-brian.asp](http://www.kidsreads.com/authors/au-jacques-brian.asp)>  
"Build a Medieval Castle": <[yourchildlearns.com/castle.htm](http://yourchildlearns.com/castle.htm)>  
"Brian Jacques Quizzes": <[www.funtrivia.com/quizlistgold.cfm?cat=7861](http://www.funtrivia.com/quizlistgold.cfm?cat=7861)>  
"Castles of Britain" (Castles Unlimited site): <<http://www.castles-of-britain.com/>>  
"Castles on the Web": <[www.castlesontheweb.com/](http://www.castlesontheweb.com/)>  
"Ghosts in the Castle": <[www.nationalgeographic.com/features/97/castle.enter.html](http://www.nationalgeographic.com/features/97/castle.enter.html)>  
"The Medieval Castle": <[www.geocities.com/medcastle/index.html](http://www.geocities.com/medcastle/index.html)>  
"Redwall Abbey: The Official Web Site of British Author Brian Jacques": <<http://www.redwall.org/dave/news.php>>  
"The Redwall Encyclopedia": <[my.execpc.com/~sulliva1/encyc.html](http://my.execpc.com/~sulliva1/encyc.html)>  
"The Redwall Kitchen": <[www.redwall.net/kitchen](http://www.redwall.net/kitchen)>  
"The Redwall Reader's Club": <[www.rw-club.org/](http://www.rw-club.org/)>  
"Secrets of the Lost Empires: Medieval Siege": <<http://www.pbs.org/wgbh/nova/lostempires/trebuchet/>>

## REDWALL

### Video/DVD

*Animal Life in Action: Mammals* (Library Video Co.)

*Castle* (with David Macaulay) (Unicorn)

*Classic Animal Tracks* (BBC Worldwide America)

*The Glory of the Middle Ages: Castles* (Double Diamond)

*Magic for Beginners* (Brian Richards Entertainment)

*Medieval Siege* (*Secrets of Lost Empires: Nova Series*)  
(WGBH/BBC)

*Student Workshop: Making Decisions, Solving Problems*  
(Sunburst)

### THEMES AND MOTIFS

A study of the central issues and situations in *Redwall* should include these aspects.

#### Themes

- good vs. evil
- coming of age
- the quest
- loyalty and treachery
- courage
- response to violence
- caring for others
- rule through justice and reason vs. rule through terror and madness

#### Motifs

- medieval elements
- monastic elements
- the tapestry
- Martin the Warrior
- the sword
- varied creatures
- use of dialects
- late-blooming summer rose
- techniques of castle warfare
- food and feasts
- Cluny's whiplike tail, his standard, and his one eye

### MEANING STUDY

Below are words, phrases, or sentences that have a particular meaning in the novel. Explain each as it relates to the book. Use the chapter and page numbers given in parentheses to reread the term in context if you wish.

1. Matthias wobbled along the cloisters, his tail peeping from beneath his novice's habit. He fell cowl over tail, landing at the feet of Abbot Mortimer, head of Redwall Abbey. (Book One, Chap.,1, p. 13)  
*(The words in this sentence that may be unfamiliar to young readers place the tale in its monastic-abbey setting. Matthias, like the other Redwall mice, wears the clothing of a monk—a habit, complete with its cowl, or hood. Young Matthias is a novice—a monk in training, one who has not yet taken his monastic vows. Cloister is a general term for a place of religious seclusion; it also means an arched way or covered walk along the inside wall or walls of a monastery, convent, or similar building, with a columned opening along one side facing a garden or courtyard. An abbey is a cloister ruled by a leader who is called an abbot or abbess.)*
2. The long tapestry was the pride and joy of Redwall. (Book One, Chap. 1, p. 14)  
*(A tapestry is a heavy cloth woven by hand [or, in more modern times, often by machine] featuring decorative designs and pictures, usually hung on a wall or used as a furniture covering. The Redwall tapestry, woven over successive generations, is a priceless chronicle of Redwall history, and it features the portrait of Martin the Warrior that fascinates Matthias.)*
3. "I will explain to you what our Order is all about." (Book One, Chap. 1, p. 15)  
*(An order is a community of monks or nuns following a particular rule. The Order of Redwall Abbey practices no religious activities, at least none that are described in the book. Rather, the Order follows the path established by Martin the Warrior after he hung up his sword: "to heal the sick, care for the injured, and give aid to the wretched and impoverished" while also vowing "never to harm another living creature, unless it was an enemy that sought to harm our Order by violence.")*
4. Cluny the Scourge (Book One, Chap. 2, p. 17)  
*(Cluny's sobriquet is apt. A scourge is any cause of trouble or affliction, or any means of inflicting severe punishment or suffering, and Cluny has been the source of much of that. A scourge is also a whip or other instrument for flogging, which well describes Cluny's whiplike tail, which he uses frequently to flog his followers and attack his enemies.)*
5. Redtooth carried a long pole. This was Cluny's personal standard. (Book One, Chap.,2, p. 17)  
*(A standard is a flag or banner used as an emblem or symbol of a leader, people, or military unit. Cluny's standard is topped by the skull of a ferret the Warlord once killed. After Shadow steals the tapestry portrait of Martin the Warrior, Cluny adds that piece of fabric to the top of his standard.)*
6. Many woodland creatures were granted sanctuary within Redwall. (Book One, Chap.,9, p. 44)  
*(A sanctuary is a place of refuge or protection. In medieval times, a fugitive from justice could not be arrested inside a church or other sacred place. The peaceful woodland and meadow creatures have flocked to Redwall for sanctuary against Cluny's invading horde.)*
7. A maiden's colors for her champion warrior. (Book One, Chap.11, p. 61)  
*(This is another medieval element of the novel. In the medieval Age of Chivalry, a young woman would give the knight she most admired a scarf or other piece of fabric to tie around his arm when he went into battle or into a tournament. Cornflower shows her admiration and affection for Matthias by giving him her favorite cornflower-blue headband to tie around his arm.)*
8. The sword belt was made of shiny black leather with a hanging tab to carry sword and scabbard. (Book Two, Chap.,6, p. 143)  
*(Matthias and Methuselah have found the sword belt of Martin the Warrior. The scabbard is the sheath that holds the sword's blade; the sword belt and scabbard allow the warrior to carry his sword with him wherever he goes, ready at hand in an instant. Unfortunately, Martin's sword is still missing at this point.)*
9. "Father Abbot, it is our duty not only to defend but to retaliate." (Book Two, Chap.,11, p. 174)  
*(Martin is declaring that in desperate times, faced with*

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an implacable enemy, the Order's restriction to self-defense only must be overruled. You could initiate a class discussion on the validity of this concept relative to the war on terrorism.)

10. Under the eaves at either edge were countless scruffy-looking nests. (Book Two, Chap.,16, p. 200)  
(Eaves are the lower edge or edges of a roof, usually projecting beyond the sides of a building. The sparrows live up under the eaves in the highest point of Redwall Abbey. The "countless scruffy-looking nests" are evidence of the sparrows' quarrelsome nature and disorderly way of life.)
11. A platoon of otters on the ramparts unloosed a rattling fusillade. (Book Two, Chap.,23, p. 260)  
(A rampart is a broad embankment or wall-like ridge used as fortification, usually topped by a wall called a parapet, used as defense against attack on a castle, fort, or similar structure. In this battle, a unit of otter defenders is very effectively unloosing a rapid and continuous shower of pebbles, propelled by slings, down on Cluny's army.)
12. They had run into a cul-de-sac! (Book Three, Chap.,8, p. 317)  
(Matthias and Log-a-Log are in a desperate predicament. While pursued by Asmodeus, they have been cornered in a cul-de-sac, a passage with only one outlet—back along the tunnel towards the giant snake.)

### COMPREHENSION STUDY

Answer the following questions in your own words. There is not always a right answer. Your judgment is important, and you should be ready to defend your answers by referring to passages in the book.

#### Questions 1-4 (Literal Level)

1. What role did Martin play in the history of Redwall Abbey? What mission did he establish for the Abbey's Order?  
(As explained to Matthias by Abbot Mortimer, Martin arrived in the deep winter when a horde of foxes and vermin were besieging the Founders in the Abbey. Wielding his great sword, Martin drove the enemy army away and slew its wildcat leader. While recovering from his severe injuries, Martin underwent a transformation, forsaking the way of the warrior. He led all mice of the Order in a solemn vow never to harm any living creature, except an enemy trying to harm the Order through violence. Henceforth, the mice of the Order devoted themselves to healing the sick, tending the injured, and aiding the poor and unfortunate, and so it continues to the present day, the time of Matthias.)
  2. What signs show Matthias and Brother Methuselah that Matthias is the true descendant-successor to Martin the Warrior?  
(Matthias feels strongly drawn toward the portrait and story of Martin. As Matthias's natural leadership skills emerge, Methuselah remarks that Martin had the same skills, and at a similar age. When Matthias appeals to Martin's portrait for help, he feels Martin has answered him through Cornflower's words. Methuselah confides in Martin what he knows about finding Martin's tomb and sword because the old mouse has "an uncanny feeling"
- that Matthias should know these things. When Shadow works to tear away Martin's portrait, Matthias hears Martin calling to him for help in a dream. The riddle line "I — am that is" clearly links Matthias [in anagram, "am that is"] and Martin ["I"]. The riddle specifically says that Martin will carry on through Matthias in the lines "I — am that is, / Take on my mighty role" and "I — am that is, / My sword will wield for me." The effigy of Martin in the warrior's tomb bears a striking similarity to Matthias. Martin's sword belt fits as if it had been made for Matthias, and Martin's shield feels "oddly familiar" to Matthias. Later, Martin warns Matthias in a dream to beware of Asmodeus. And Martin's voice snaps Matthias out of the deadly hypnotic daze Asmodeus is casting on him.)
3. What varied and changing strategies does Cluny devise to conquer Redwall Abbey? How do the Abbey's defenders respond?  
(Cluny first tries to terrorize the mice into surrendering without a fight; Abbot Mortimer summarily refuses. Cluny then dispatches Shadow to steal the portrait of Martin the Warrior, hoping to demoralize the Abbey mice completely, but Matthias rouses the mice to remain defiant. Cluny engages his army in direct battle in front of the Abbey walls, with slingers hurling missiles at the defenders, who fire back with arrows and repulse the scaling ladders and grappling hooks. During this battle, Cluny and a handpicked squad scale a tall tree behind the Abbey; as Cluny crawls across a plank from tree branch to the top Abbey wall, Constance appears and kicks the plank away. After Cluny recovers from his injuries, he directs his army in a renewed assault on the Abbey, this time using a battering ram against the main gate. At the same time, Cluny sets a squad of weasels, ferrets, and stoats to tunneling underneath the Abbey walls. Jess Squirrel ends the battering ram action by dropping hornets on the enemy warriors and vegetable oil on the ram. While his main army assaults the Abbey's gatehouse, Cluny and a smaller squad maneuver a siege tower next to the Abbey's quiet southeast wall; Cornflower discovers the tower and throws a lantern at it, turning it into an inferno. Foremole and his helpers monitor the progress of the tunnelers; when they start to emerge within the Abbey grounds, Constance Badger and a beaver pour boiling water into the tunnel, and other defenders jump on and collapse the tunnel. Cluny finally gains entry to the Abbey by infiltrating the captive dormouse Plumpen into the grounds; he opens a side gate for the invaders. But Matthias the Warrior arrives, along with an army of sparrows and shrews, and the bolstered defensive forces finally defeat Cluny and his army.)
  4. In what ways does Cluny betray and harm his own allies?  
(Among constant examples of this in the tale: He abandons the rats who are crushed by the overturned hay cart. He attacks the new recruits to terrify them, and often slashes his deputies with his whiplike tail and disparages their intelligence and abilities. He leaves Shadow to die after snatching the tapestry fragment from the loyal soldier. He outfoxes Old Sela and then orders the execution of her and her son. He kills a soldier who

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questions his leadership. He tries to force soldiers back up into the burning siege tower.)

### Questions 5-8 (Interpretive Level)

5. How does Matthias grow and change in the course of the novel?

*(Matthias matures from an awkward young novice into a confident warrior-leader. As the novel opens, Matthias is a bumbling youth struck by hero-worship for the legendary Martin the Warrior. When the threat from Cluny and his horde arises, Matthias suddenly begins to show leadership traits, inspiring the Abbey mice to prepare to defend themselves and devising strategies to do so. But, while Matthias boldly defies Cluny during the meeting with the Abbott, he later cries in shame and frustration at not being able to rescue the Vole family, as he believes Martin surely would have done. He continues to build confidence, though, in teaming with Constance to direct Redwall's defense and in carrying out the bold rescue of the Voles with Basil Stag Horn's help. As Matthias and Methuselah decipher Martin's riddle and find Martin's sword belt and shield, Matthias feels a strong, growing identification with Martin, which builds his self-image as a warrior. He then bravely undertakes a classic hero's quest—the very risky mission to regain Martin's sword from the sparrows and then from the giant adder Asmodeus. In willingly risking his life to save Redwall from Cluny and his horde, Matthias becomes a full-fledged warrior mouse, and in absorbing Julian's advice about using the sword only for right and good, Matthias becomes a mature and wise adult mouse.)*

6. Identify the main character traits of Matthias, Abbott Mortimer, Constance Badger, Cornflower, and Cluny. What faults do the "good guys" have? Does Cluny have any positive character traits?

*(Answers will vary somewhat. All the "good guys" are loyal, honest, brave, and caring. Matthias and Constance are more willing than the others to strike and vanquish the enemy; Constance is especially aggressive. Abbott Mortimer is personally devoted to nonviolence and charity toward all, which makes him underestimate the cunning of tricksters such as Chickenhound. Cornflower is quiet and gentle, but tireless at keeping Redwall's defenders fed. Cluny is evil personified—he has a violent temper, is bloodthirsty and treacherous, has no moral sense, and enjoys terrorizing everyone he has contact with. He is, however, a brilliant strategist.)*

7. In what ways do the characters in this novel act like animals, and in what ways like humans? Do you think the snake Asmodeus is an evil creature, or just a snake acting in accordance with his nature?

*(Opinions will vary. In general, the animals act according to the nature of their species—e.g., the moles are champion tunnelers, Jess Squirrel is a highly accomplished climber and jumper, Basil Stag Hare excels at bounding and jumping. On the other hand, the animals live like human beings in the Abbey, eating cooked food at tables, sleeping in beds, wearing clothes, and using mechanical devices, and they are aware of moral/ethical issues. Asmodeus stalks and kills prey in accordance with his nature as a snake, but his enjoyment of the process adds a sense of evil to his actions.)*

8. What are the basic themes of this novel?

*(The overall theme is the struggle of good vs. evil. Other themes include coming of age, courage and treachery, the proper response to violence, the quest, loyalty, caring for others, and rule through justice and reason vs. rule through terror and madness.)*

### Questions 9-12 (Critical Level)

9. What do the following stand for (what is their symbolic value)? — Redwall Abbey, the Abbey tapestry and its portrait of Martin the Warrior, Martin's sword, and the late-blooming roses

*(Redwall Abbey represents sanctuary for all that is good, a haven of kindness and peace and natural bounty. The tapestry is a physical symbol of the Abbey's rich history, and Martin's portrait is a source of inspiration for all, the embodiment of courage and class. For Matthias, Martin's sword is the symbol of warrior status, without which there can be no hope of defeating Cluny and his horde. [Although Julian points out that the sword contains no magic; it is only as good as the mouse who wields it.] As the roses bloom in late June, they represent the peace and beauty and bounty of Redwall. The rose leaves shrivel and the tiny rosebuds die as a symbolic reaction to the loss of Martin's portrait, the loss of Redwall's inspiration and protection. In Matthias's dream, the late rose thorns became small swords, and its bloom suggests the way to Martin's sword.)*

10. Why does the author use many alternating chapters, switching from activities of Redwall folk to activities of Cluny and his gang?

*(This seesawing action between the "good guys" and the villains adds a great deal of suspense to the narrative. Chapters tend to end with cliffhangers, leaving action suspended and interrupted by the switch in focus in the next chapter, which also ends in a cliffhanger. Readers want to find out what happens next with each piece of interrupted action, which keeps the pages turning. The constant alternations between short chapters also emphasizes the contrast between the two groups.)*

11. What elements of fantasy do you find in this novel? what elements of realism?

*(Fantasy elements include animals and other creatures talking, wearing clothes, using mechanical devices, and otherwise behaving like human beings; the quest theme; the struggle between good and evil; the youngster who emerges as a hero; and the other-worldly medieval setting. Within the fantasy, there is much realism: the countryside and the Abbey are described in naturalistic detail, and the individual characterizations and dialogue are very realistic.)*

12. How does the author use humor in this novel?

*(The novel is full of violence and hair-raising escapades. The author's sure touch with humor lightens up the narrative and adds a needed element of fun. Examples include the portrait of Basil Stag Hare as a satire of the British army officer, the funny dialects of the moles and the sparrows, the bumbling infighting and stupidity of Cluny's deputies, and the antics of the baby squirrel Silent Sam.)*

### Questions 13-16 (Creative Level)

13. What do you think are the most dramatic incidents in this



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action-packed novel?

14. Why do you think Brian Jacques chose mice as his main protagonists for this novel? Why do you think mice are the choice of many authors as their protagonists? (*Jacques answered this question in an interview in Writer. He said, "Children can identify with animals. They can recognize human nature and good and evil more easily in animals, because virtues and vices can be more simply shown. Mice are my heroes because, like children, mice are little and have to learn to be courageous and use their wits."*)
15. Recast the story with wild animals that live in your area.
16. Create other characters for this novel with names that indicate their nature.

### ACROSS THE CURRICULUM

#### Art

1. Draw a detailed map of Redwall and the surrounding area. On the map, note sites of significant events from the novel.
2. Construct a model of Redwall Abbey and its grounds.
3. Create a class display of images of various medieval tapestries. Include information on how a tapestry is made.
4. Draw pictures of some of the novel's characters; keep each character's image true to its species.
5. Basil Stag Hare is quite fond of his military medals. Create some medals of your own design for accomplishments of your choice.

#### Health

1. Demonstrate correct first-aid techniques to revive a person from drowning, and to treat a person for injuries such as a gash, a puncture wound, and a broken bone.
2. Find out and report on how a snake's venom affects the human body, and how to treat a snake bite.

#### History and Social Studies

1. Create a visual presentation of the various techniques of offense and defense in the siege of a medieval castle.
2. Identify and list the elements of medieval life throughout the novel.
3. Write an accurate, exciting description of an actual historical battle, medieval or otherwise.

#### Language Arts and Literature

1. Read other books in the Redwall series. Then get together with classmates who have also read more Redwall novels. Compare the novels and identify common elements among them.
2. Dividing this work up among classmates, create a vocabulary list, with clear definitions, for the novel that would be helpful for young readers.
3. Brian Jacques uses many vivid figures of speech, such as "The adder's voice was a cold, dark, green velvet fog" and "gliding like a cloud's shadow." Practice your skill at writing with imagery such as similes and metaphors.
4. Read books by some of these authors that Brian Jacques loved as a boy: Edgar Rice Burroughs, Zane Grey, R. M. Ballentine, Sir Henry Ryder Haggard, Sir Arthur Conan Doyle, and Robert Louis Stevenson. Do you see any elements of these novels in *Redwall*?
5. Compare the final battle scene between Matthias and Cluny in *Redwall* with similar hero-vs.-villain scenes in

movies you have seen.

6. The words "am that is" are an anagram of the name Matthias. Create other anagrams of your own name and names of friends and family members.
7. Discuss in class other books you have read, and films/videos you have seen, that revolve around the theme of good versus evil. What is the outcome of each of these conflicts?

#### Mathematics

1. Draw a lineup of the animals featured in this novel, with each creature in correct scale to the others.
2. Compile a tally of the number of those injured and of those killed among characters with individual names on each side of the conflict. How do the numbers compare?

#### Music

1. Simulate the various sounds by which the Joseph Bell delivers various messages to its listeners.
2. In the classroom, play recordings of music that could have been featured at a medieval feast.

#### Science

1. Create an illustrated field guide to one of the animal species featured in *Redwall*. Be sure to include information on typical characteristics that this animal exhibits in the novel.
2. Create a poster of poisonous snakes that may be found in your region of the country. Highlight identifying characteristics.
3. Diagram a fulcrum and lever, explaining the principles that make this device work.
4. Explain the phenomenon of phosphorescence in water, as in the lake in the lair of Asmodeus.

### STUDENT INVOLVEMENT ACTIVITIES

1. Discuss in class the issue that Matthias and Abbott Mortimer wrestle with: how to respond to acts of violence. Does turning the other cheek send a signal of weakness? What circumstances, if any, require the attacked to fight back? Is defense sufficient, or must the response sometimes be to attack and/or to retaliate?
2. Record your dreams for a week or two. Try to understand what prompted each one, and what each one means.
3. Squire Julian and Captain Snow have broken off their friendship after they quarreled. Has this happened to you and a friend? Share ideas with classmates on effective ways to patch things up after two friends have had a serious disagreement.
4. Shadow's climbing skills enable him to scale the wall of Redwall Abbey. Visit a local rock-climbing facility and try your hand at this sport.
5. Make up a riddle that your classmates have to solve in order to find a hidden object.
6. Ambrose Spike the hedgehog entertains the youngsters at the Redwall feast with magic tricks. Learn some magic tricks yourself; demonstrate them to classmates and/or entertain younger children with them.
7. Matthias is excited about staying up all night for the first time. Have you ever stayed up all night? Describe the experience—what caused you to go without sleep, and how did you feel?
8. Visit a museum and view medieval artworks, including

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medieval artifacts and paintings that depict medieval life.

9. With classmates, act out dramatic scenes from the novel, such as Cluny's meeting with Abbott Mortimer.
10. Visit a zoo or nature center and view some of the creatures featured in *Redwall* first-hand.

### ALTERNATE ASSESSMENT

1. Draw up a detailed character list for the novel, assigning each character as appropriate to the good side or the villainous side. List each character's name, tell what type of creature she or he is, give a brief character description, and tell what role she or he plays in the novel.
2. Outline the settings that would be featured in a *Redwall* screenplay. Describe each setting and tell what happens there. You could also list essential props that would be needed at that setting for each scene.
3. Give your assessment of these comments by Brian Jacques: "This tag, 'fantasy' [for his *Redwall* books]; I don't like the name....I like to think that my books are old-fashioned romantic adventure."
4. Explain how the specialized skills of various woodland and meadow creatures help in the defense of Redwall Abbey. Then explain how the characteristics of the animals of Cluny's horde work both for and against them.

## TEACHER'S NOTES

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VOCABULARY TEST

Match each underlined word with its meaning listed below. Write the letter of the meaning in the space next to the sentence number.

- |                |                      |                  |             |
|----------------|----------------------|------------------|-------------|
| a. stuffed     | f. wailing in grief  | k. savageness    | p. bold     |
| b. mad, raging | g. in a stealthy way | l. animal pests  | q. fool     |
| c. destruction | h. eager willingness | m. wild disorder | r. history  |
| d. urgings     | i. fear & shock      | n. strike back   | s. clown    |
| e. cautious    | j. in a perky way    | o. talkative     | t. flexible |

- \_\_\_ 1. Matthias again. What a young buffoon of a mouse.
- \_\_\_ 2. The thrush began whistling jauntily a few bars of his summer song.
- \_\_\_ 3. The tapestry was a magnificent chronicle of Redwall events.
- \_\_\_ 4. Martin arrived when the Founders were under attack from vermin.
- \_\_\_ 5. The great feast had ended, and the Redwall mice and their guests sat back replete.
- \_\_\_ 6. Methuselah's words identifying Cluny caused widespread consternation.
- \_\_\_ 7. Cluny thought back on all the carnage, death and misery he had caused in his career.
- \_\_\_ 8. The meadowlands stirred to the great brazen voice of the Joseph Bell.
- \_\_\_ 9. What need of berserk fits for a bunch of silly mice?
- \_\_\_ 10. Shadow was very lithe and wiry, with a long sinewy body.
- \_\_\_ 11. Using shrubs as cover, Shadow moved furtively forwards.
- \_\_\_ 12. No doubt about it, the foxes were trying to dupe the Warlord.
- \_\_\_ 13. Jess Squirrel climbed the wall with speed and alacrity.
- \_\_\_ 14. The strength and ferocity of fully grown badgers were renowned.
- \_\_\_ 15. "Father Abbott, it is our duty not only to defend but to retaliate."
- \_\_\_ 16. Matthias was still wary of his prisoner, the sparrow Warbeak.
- \_\_\_ 17. The Sparra soldiers were urged on by the mad exhortations of their King.
- \_\_\_ 18. Outside the nest pandemonium was sweeping the Sparra Court.
- \_\_\_ 19. Matthias was bereft of any tears or lamentation after the stresses of his recent experience.
- \_\_\_ 20. The garrulous ferret explained to the rats the principles of fulcrum and leverage.

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### COMPREHENSION TEST A

#### Part I: Matching (30 points)

Read each character description. In the list below, find the character who matches the description. Write the letter of the character in the space next to the description number. Use each name only once.

- |   |                    |
|---|--------------------|
| ___ 1. Badger who is a fierce fighter.                                      | a. Abbott Mortimer |
| ___ 2. Novice turned into warrior.  | b. Ambrose Spike   |
| ___ 3. Giant hissing snake.   | c. Asmodeus        |
| ___ 4. Ruler of the Redwall Order.  | d. Basil Stag Hare |
| ___ 5. Overconfident, thieving fox killed by Asmodeus.                      | e. Captain Snow    |
| ___ 6. Fierce young sparrow of royal blood.                                 | f. Cheesethief     |
| ___ 7. Black-eyed black-furred rat-weasel with exceptional climbing skills. | g. Chickenhound    |
| ___ 8. Huge white owl.  | h. Cluny           |
| ___ 9. Terrifying head of the invading army.                                | i. Constance       |
| ___ 10. Military male with an exceptional fondness for food.                | j. Killconey       |
| ___ 11. One in a long line of ferrysheeps.                                  | k. Log-a-Log       |
| ___ 12. Paw-sucking baby squirrel.  | l. Matthias        |
| ___ 13. Deputy of Cluny killed while wearing his chief's battle outfit.     | m. Shadow          |
| ___ 14. Valiant fighting hedgehog.  | n. Silent Sam      |
| ___ 15. Ferret who directs Cluny's tunneling squad.                         | o. Warbeak         |

#### Part II: Fill-In (30 points)

Write one or two words in each blank to make each statement true.

1. The forest next to Redwall Abbey is named \_\_\_\_\_.
2. The abbey's treasured tapestry is hung in the \_\_\_\_\_ of the Abbey.
3. The events of the novel take place in a season called in the chronicles the Summer of the \_\_\_\_\_.
4. The rat warlord is known as Cluny the \_\_\_\_\_.
5. The phrase "am-that-is" is an anagram of \_\_\_\_\_.
6. Cluny sets his headquarters up in \_\_\_\_\_ Church.
7. The figure of a \_\_\_\_\_ haunts Cluny's dreams.
8. Guosim and her comrades are members of the \_\_\_\_\_ Union of Shrews.
9. Cluny carries the portrait of \_\_\_\_\_ on top of his standard.
10. Bull Sparra holds the title of \_\_\_\_\_ of the sparrow tribe.
11. Wise old \_\_\_\_\_ helps Matthias solve the riddles.
12. Cornflower's last name is \_\_\_\_\_.
13. The resident tunnel experts of Redwall are led by the animal named \_\_\_\_\_.
14. On his quest, Matthias finds himself in the mouth of an enormous orange \_\_\_\_\_.
15. In Martin's tomb, Matthias finds the \_\_\_\_\_ that once belonged to Martin.

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### Part III. Multiple Choice (20 points)

Underline the choice that correctly completes each of these sentences.

1. Cluny's army includes (voles, shrews, stoats, hornets).
2. Friar Hugo is Redwall's amazingly fat (record-keeper, cook, abbot, gardener).
3. With the help of Basil Stag Hare, Matthias rescues the captive (Fieldmouse, Churchmouse, Dormouse, Vole) family.
4. Cluny carries a (mouse, ferret, fox, snake) skull on top of his standard.
5. Cluny is missing one (ear, paw, eye, claw).
6. The Cavern Hole is the site of Redwall's frequent (religious services, jousts, feasts, fights).
7. Cluny's favorite weapon is his (tail, sword, crossbow, dagger).
8. The sparrow tribe lives next to the Abbey's (choir loft, ramparts, orchard, eaves).
9. Matthias kills Cluny with (the Joseph Bell, Martin's sword, Cluny's poison barb, Asmodeus's venom).
10. At the end of the novel (Methuselah, Abbott Mortimer, Bull Sparra, Chickenhound) dies.

### Part IV: Essay (20 points)

Choose two and answer in complete sentences.

1. What is the mission of the Redwall Order? How was this mission established?
2. What tactics does Cluny use to try to breach Redwall's defenses? How do the Redwall defenders counter these tactics?
3. In what ways is this novel a tale of good vs. evil?

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**COMPREHENSION TEST B**

**Part I: Matching (30 points)**

Read each character description. In the list below, find the character who matches the description. Write the letter of the character in the space next to the description number. Use each name only once.

- |  |                       |
|--|-----------------------|
| ___ 1. Mad bird king.  | a. Asmodeus           |
| ___ 2. Head of Redwall's tunneling team.                               | b. Basil Stag Hare    |
| ___ 3. Able weasel favored by Cluny and killed by Cheesethief.         | c. Brother Methuselah |
| ___ 4. Orange cat who doesn't eat mice.                                | d. Bull Sparra        |
| ___ 5. Hissing killer of Chickenhound and Guosim.                      | e. Cluny              |
| ___ 6. Agile rooftop climber and treetop leaper.                       | f. Cornflower         |
| ___ 7. Oldest and wisest of Redwall's mice.                            | g. Foremole           |
| ___ 8. True descendant-successor of the famous Martin.                 | h. Guosim             |
| ___ 9. Rat deputy of Cluny, killed at night in the woods by Constance. | i. Jess Squirrel      |
| ___ 10. Lithe rat-weasel who steals the portrait of Martin.            | j. Matthias           |
| ___ 11. Evil one-eyed bilge rat.                                       | k. Old Sela           |
| ___ 12. Female member of the Guerrilla Union of Shrews.                | l. Redtooth           |
| ___ 13. Lovely fieldmouse who will become Matthias's wife.             | m. Scragg             |
| ___ 14. Outstanding leaper and bounder with many military medals.      | n. Shadow             |
| ___ 15. Cunning fox who is a counterspy and healer.                    | o. Squire Julian      |

**Part II: Fill-In (30 points)**

Write one or two words in each blank to make each statement true.

1. What species of animal is Ambrose Spike? \_\_\_\_\_
2. What is the name of the space in the Abbey where the mice hold their feasts and meetings?  
\_\_\_\_\_
3. What species of animal is Constance? \_\_\_\_\_
4. What nickname/title do Matthias and Martin share? \_\_\_\_\_
5. What object does Matthias seek on his quest? \_\_\_\_\_
6. What is the sparrow language called? \_\_\_\_\_
7. What other personal name do the creatures have for Asmodeus? \_\_\_\_\_
8. Who is the head of Redwall Abbey during the events of this novel? \_\_\_\_\_
9. What species of animal is Silent Sam? \_\_\_\_\_
10. Who steals from the Abbey and kills Brother Methuselah? \_\_\_\_\_
11. From what part of Redwall Abbey do the otters rescue Matthias? \_\_\_\_\_
12. Where was Martin's sword hidden before the sparrows stole it? \_\_\_\_\_
13. What weapon does Cluny's army use to try to break down the Abbey's main gate?  
\_\_\_\_\_
14. What artwork tells the history of Redwall Abbey in pictures? \_\_\_\_\_
15. Who is the white owl who has been a friend of Basil Stag Hare and of Squire Julian?  
\_\_\_\_\_

## REDWALL

### Part III. Multiple Choice (20 points)

Underline the choice that correctly completes each of these sentences.

1. One of Cluny's deputies is (Dunwing, Colin Vole, Mangefur, Chickenhound).
2. (Plumpen, Warbeak, Silent Sam, Ragear) opens the side door that lets Cluny's army into Redwall.
3. Winifred, an outstanding Redwall defender, is a(n) (rabbit, dormouse, mole, otter).
4. Cluny and his horde arrive in the Redwall countryside by (ship, horse cart, battle chariot, foot).
5. The guiding principle of the Redwall Order is (silence, prayer, nonviolence, militarism).
6. When dressed for battle, Cluny wears a (poison barb, spiked club, shield, whip) on his tail.
7. The forest next to Redwall Abbey is named (Redwall, Sandstone, Ninian's, Mossflower) Wood.
8. Cluny fears the (huge snake, warrior mouse, traitor rat, fierce owl) of his nightmares.
9. Cornflower saves the day by throwing a lantern that turns Cluny's (battering ram, lookout tree, siege tower, command tent) into a blazing inferno.
10. Matthias finds Asmodeus in an old (quarry, barn, abbey, coal mine).

### Part IV: Essay (20 points)

Choose two and answer in complete sentences.

1. What signs reveal that Matthias is the true descendant-successor of Martin?
2. Compare the characteristics of the Redwall defenders with those of their attackers.
3. In what way is this novel a coming-of-age tale?

**REDWALL****ANSWER KEY****VOCABULARY TEST**

- |      |       |       |       |
|------|-------|-------|-------|
| 1. s | 6. i  | 11. g | 16. e |
| 2. j | 7. c  | 12. q | 17. d |
| 3. r | 8. p  | 13. h | 18. m |
| 4. l | 9. b  | 14. k | 19. f |
| 5. a | 10. t | 15. n | 20. o |

**COMPREHENSION TEST A****Part I: Matching (30 points)**

- |      |       |       |
|------|-------|-------|
| 1. i | 6. o  | 11. k |
| 2. l | 7. m  | 12. n |
| 3. c | 8. e  | 13. f |
| 4. a | 9. h  | 14. b |
| 5. g | 10. d | 15. j |

**Part II: Fill-In (30 points)**

- |                    |                          |
|--------------------|--------------------------|
| 1. Mossflower Wood | 9. Martin                |
| 2. Great Hall      | 10. king                 |
| 3. Late Rose       | 11. Methuselah           |
| 4. Scourge         | 12. Fieldmouse           |
| 5. Matthias        | 13. Foremole             |
| 6. St. Ninian's    | 14. cat                  |
| 7. warrior mouse   | 15. sword belt or shield |
| 8. Guerrilla       |                          |

**Part III: Multiple Choice (20 points)**

- |           |                     |
|-----------|---------------------|
| 1. stoats | 6. feasts           |
| 2. cook   | 7. tail             |
| 3. Vole   | 8. eaves            |
| 4. ferret | 9. the Joseph Bell  |
| 5. eye    | 10. Abbott Mortimer |

**Part IV: Essay (20 points)**

Answers will vary.

**COMPREHENSION TEST B****Part I: Matching (30 points)**

- |      |       |       |
|------|-------|-------|
| 1. d | 6. i  | 11. e |
| 2. g | 7. c  | 12. h |
| 3. m | 8. j  | 13. f |
| 4. o | 9. l  | 14. b |
| 5. a | 10. n | 15. k |

**Part II: Fill-In (30 points)**

- |                    |                   |
|--------------------|-------------------|
| 1. hedgehog        | 9. squirrel       |
| 2. Cavern Hole     | 10. Chickenhound  |
| 3. badger          | 11. pond          |
| 4. Warrior         | 12. weather vane  |
| 5. Martin's sword  | 13. battering ram |
| 6. Sparra          | 14. tapestry      |
| 7. Poisoetooth     | 15. Captain Snow  |
| 8. Abbott Mortimer |                   |

**Part III: Multiple Choice (20 points)**

- |                |                  |
|----------------|------------------|
| 1. Mangefur    | 6. poison barb   |
| 2. Plumpen     | 7. Mossflower    |
| 3. otter       | 8. warrior mouse |
| 4. horse cart  | 9. siege tower   |
| 5. nonviolence | 10. quarry       |

**Part IV: Essay (20 points)**

Answers will vary.

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