



Redwall: The Graphic Novel

Stuart Moore (Adapter) , Brian Jacques , Bret Blevins , Richard Starkings (Lettering)

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It was meant to be: The classic fantasy adventure that began the Redwall phenomenon is finally available in a cool graphic format. Illustrated by renowned comics artist Bret Blevins, Redwall: The Graphic Novel brings to life all the battles, all the heroes, and all the villains in a fun new format perfect for reluctant readers, those just entering the Redwall world, or the countless existing fans of the series.

Redwall: The Graphic Novel Details

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Author : Stuart Moore (Adapter) , Brian Jacques , Bret Blevins , Richard Starkings (Lettering)

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From Reader Review Redwall: The Graphic Novel for online ebook

Amanda says

This brought back memories of reading the actual novel for the first time many years ago. The series was such a big part of my childhood and developing who I am now.

Since it is such a short graphic novel, the story is much condensed, but it's a fun read if you're already in love with the Redwall world and just want to see it in picture form. The art is pretty good. The good guys are cute, the bad guys are delightfully evil looking, and the backgrounds and the abbey itself are beautiful.

I'd recommend this for a lazy day read when you hear Redwall calling you back.

Kellie says

How many times have I read the novel version of Redwall? 3 or 4 times. So, I think that I can say with a lot of certainty that the graphic novel edition is very true to the book dialogue/plot wise. I did have to give the book 4/5 stars instead of 5 because I wasn't super thrilled by the art. I loved the style but I didn't really like that it was in black and white. The books always had the most vivid descriptions so I think the graphic novel would've been so much better if it was in color.

Overall, this was a quick read and it was worth the 30 minutes it took to read.

Kailey (BooksforMKs) says

Matthias Mouse, whose home is being attacked by the evil rat Cluny the Scourge, is on a quest to recover the legendary sword of Martin of Redwall, so that he can meet Cluny in battle. There are riddles and secret passageways, old enemies and unexpected friends, and of course, several mighty battle scenes!

I adore the full novel, Redwall, so seeing it in graphic form was exciting! There is so much more depth to the story that couldn't be included in this format, but it still managed to fit most everything in there, although it feels a bit rushed.

I wasn't really a fan of the artwork. Too many teeth. Literally every evil creature was just all teeth and gaping eyeballs. bleh. And I had pictured the good creatures as more cute, not quite so ferocious and homely. After all, they are supposed to be peaceful abbey dwellers, so I imagined them as dignified for the old ones or cute for the younger ones. Oh well.

I would recommend reading this if you've already read the novel Redwall, and it's a lovely revisit to the story!

Betsy says

Once there may have been a need for warrior mice to guard Redwall Abbey, but those days have long since passed. Now the most that young Matthias can hope for is to someday become an abbot himself. As they say,

the days of the warrior are past. Or rather, they would be if Cluny the Scourge and his crew of blood-thirsty rats weren't travelling straight for the Abbey with murder on their minds. Now the good animals must band together to fight this terrible invader. For Matthias, that means going on a quest of his own to recover and use the word of the legendary Martin the Warrior. In his own small way, Matthias is the only hope for a land now torn asunder by war.

In the essence of space, much has been lost in terms of descriptions and smells. Jacques ranks right up there with Laura Ingalls Wilder and Grace Lin when it comes to writing about the true glories of delicious abundant food. Tasty morsels get short shrift in Moore's version though, and that's a true pity. I'm sure that with the right text, illustrator Bret Blevins could whip up delicious baked goods and succulent soups if the need arose. At 148 pages this work is faithful, but I can't help but imagine what would have happened if Philomel had gone all the way and produced a 200+ lush full-color edition with time spent on character and scope. Nothing against the black and white pages, mind you. In this age of flashy computer-drawn hues and tones it was kind of a relief to see the events of this story playing out in good old-fashioned gritty grays and blacks. Still, you get the sense that the 148-page limit should have been pushed a little farther. As I am given to understand it, this adaptation was originally published overseas, so there was little the American publisher Philomel could do once they brought it over. Perhaps if it is successful they'll consider future installments at a more extensive length.

Illustrator Bret Blevins is primarily known for his work with big comic book powerhouses like Marvel and DC Comics, but his style takes many of its cues from real life. For this particular book he would have had to create a rat worthy of Cluny's grotesque evil. Certainly Blevins' work with musculature and action serves him particularly well in the massive battle and action sequences. At the same time, the good guys in this book had to look at least a little tough. It's all well and good to read a story about adorable woodland creatures going to war, but if your characters are too adorable then there isn't any life in them. Blevins does a good job at balancing this all out.

I noticed that an Amazon reviewer figured that for people unfamiliar with the original book, this graphic novel would be impossible to figure out on one's own. They thought the images here to be difficult to follow. I admit to not having that problem, but I have read the book before so maybe that helped me. Looking at it, the black and white images on the slick shiny paper could be confusing to kids that haven't read graphic novels before. I definitely wouldn't consider this to be a starter GN. Still, for those kids who know their comics and are well-acquainted with following detailed panels and a myriad of different forms and angles, this shouldn't prove to be a difficult read. Blevins does a fine job of distinguishing between one mouse and another, even with this massive cast of characters. In the end, this new "Redwall" is a fun graphic novel and well worth a look to anyone unfamiliar with the very first story. Read the comic, then read the book. There is much to be gained from both.

Magila says

3.5

I am not an avid Redwall reader. There is something about anthropomorphic animals that has always been off-putting to me. This graphic novel seemed to be a way of bridging that gap.

Between the black and white (that felt like it needed color) and the overall story, I started and put this book down a month or two ago. After about 4 pages, I picked something else up, and about 3 novels, 5 graphic

novels, and 50 children's books later I decided to give it another go. I'm glad I did.

The story of the siege of Redwall would rival anything you will find in The Lord of the Rings. I found this comic to have maybe edited out some important aspects of the book, such as Constance, but overall it was successful. This would be an excellent book for lovers of books on animals that talk, a la Ga'hoole and Chrestomanci.

Way better than I thought, but I rounded down because of the painfully slow beginning.

Kelsey Hanson says

If you look at some of my previous reviews it is painfully obvious that I LOVE the Redwall series. This review is based strictly on how the artist adapted that story and not the actual plot of the story itself. If you want my thoughts on that one go read my other review. This book was a bit disappointing for me. The artwork itself is fairly impressive but many scenes that could have easily been included were cut, especially the feasts! There are also main characters who get little more than a mention including Cornflower and many of the villains of Cluny's horde. As a fan of the original series, this graphic novel bummed me out but the story is still good and the artwork isn't bad either.

Linda says

I did not realize this book existed in graphic form until I specifically perused the card catalog for my library. Redwall was a favorite book of my son and mine when he was much younger.

This is a story of anthropomorphic animals who live in an Abbey. Brian Jacques was the original author. He knew how to spin a yarn - or several since there are 21 books in the series.

I loved the revisit to Mossflower Woods. The graphics are in black and white which was an initial disappointment to me, but I was quickly drawn in and didn't really notice after that.

Heather says

Genre: Graphic Novel

Award: There were no awards listed either for the graphic novel or the traditional novel on which it is based.

Star Rating: Four Stars

Grade level(s): 6-10th grade The language is easily accessible for most students. Within this age range, teaching students about a period of history to which they often cannot relate is difficult without good visuals. The graphic novel allows students to visualize the experiences of the abbot mice, while simultaneously delving into the history of the medieval period and all of the ramifications that were involved in survival during that period.

Summary: All is peaceful and calm for the inhabitants of Redwall Abbey, before the assault of the evil Cluny the Scourge, an diabolical one-eyed rat. Nothing will stop this creature in his mission, nothing except

a recurring dream of his, a dream of Martin the Warrior. We learn Martin has been dead for many years. What will the mice of Redwall Abbey do? An awkward young novice, Matthias, has hope and an ancient prophecy tells of the return of Martin in the “I am that is.”

With distinct characterization Brian Jacques creates vivid and life-like characters such as the powerful badger Constance, a mute squirrel named Silent Sam, a bold rabbit named Basil Stag Hare. It is an archetypal quest story of animalistic proportions. Jacques’ hero is not overly glorified in his victory, because it is one of unity, not of individual prowess. The ultimate triumph of good over evil is all the more refreshing seen through the eyes of a humble “church mouse.”

Evaluation: *Redwall* is a good example of the use of the graphic novel genre for young adult literature. This graphic novel has visual impact that showcases the artistic ability of the creator and highlights the difficult life of anyone living in the middle ages. The novel very effectively blends text and art; although the novel does not use color it would be superfluous to the story. This story does contain some of the best qualities of its literary genre, historical fiction. The plot is interesting and enjoyable. The historical events of political alliances, knights, etc are authentic. The events, attitudes, and behaviors reflect the values and spirit of the time. Although it was frustrating and slightly disturbing the way in which the sparrow people were marginalized and their language was little more than a pigeon. The themes however, do provide insights into contemporary problems. The story itself and the illustrations are appropriate for adolescents.

Description of the ending: The ending of this story is **semi-open**. Although, the Abbey is saved from rat invasion and destruction by the brave mouse Matthias, thus resolving the primary problems of the novel, it is not an ultimate conclusion. Because Matthias is the “reincarnation” of Martin the Warrior, his very name is an anagram for “I am that is” the reader is left hopeful that there will be future reasons for Matthias to defend his sacred home.

b. Choice Young adult Books

1. Suggestions This novel would be useful in teaching these elements:

- a. Students to understand organizational structures of literary and informational material. (Not all material in the news or in real world experiences is written, thus using a graphic novel and examining visual depictions can prepare students to understand visual text.)
- b. Students to identify how allusions from a variety of sources (e.g., literary, mythological, religious, historical) contribute to literature. (There are variety of historical references to medieval constructs, the importance of the church to daily life, the walled city siege, etc.)

2. Read Aloud pg. 53 Methuselah the ancient scribe reads to Matthias from the legend of Martin the Warrior “Who says that I am dead knows nought at all. I-am that is, two mice within Redwall. The warrior sleeps ‘twixt hall and cavern hole.

I-am that is, take on my mighty role. Look for the sword in moonlight streaming forth, at night, when day’s first hour reflects the north. From o’er the threshold seek and you will see; I-am that is, my sword will wield for me.”

Pg. 105 Matthias runs into a vegetarian barn cat. “‘Phut’ Matthias lay wet and sticky quivering all over, dust and straw clinging to his fur He had no chance to make a run for it and he could not stop his body from quaking badly. He lay staring into the feline eyes . . . great twin pools of turquoise flecked with gold . . .”

Pg. 142 Father Abbot’s last words. “Lift my head a little and I will tell you what my failing eyes can see . . . before I leave you. Ah, yes . . . I see the most beautiful summer day of my life. The sun shines warmly upon us. The friends I know and the love are all about me. Life is good, my friends I leave it to you. Do not be sad, for mine is a most peaceful rest. And Redwall . . . our home . . . is safe.”

Sylvia says

Ceritanya keren. Tentang sebuah castle (Redwall Abbey) yang dihuni oleh mouse, dipimpin oleh Father Abbot. Trus kedamaian di castle tersebut terganggu dengan kedatangan rats yang dipimpin oleh Cluny The Scourge. Mereka ingin merebut castle tersebut.

Tersebutlah Martin the Warrior yang dulu pernah mengalahkan wildcat, namun dia terluka. Peninggalannya berupa pedang tersembunyi di suatu tempat, dan hanya pedang itu yang mampu mengalahkan Cluny, serta melindungi Redwall.

Maka Matthias, a young mouse, pergi berkelana mencari dimana pedang tersebut berada. Mulai dari terkurung dikerajaan burung gagak (Matthias menemukan sarung pedang tersebut disana), kemudian mencari burung hantu yang mengetahui letak pedang itu hingga bertempur dengan ular, petualangan Matthias cukup seru untuk diikuti.

Yang membuat saya akhirnya tertarik membaca adalah bentuknya yang graphic novel. Secara mo baca novelnya males banget bukan? Tiga buku dalam serial Redwall terangkum dalam 1 graphic novel ini.

By the way, di buku ini musuh mouse adalah rat. Padahal kalau kita pikir mereka sama, sama-sama tikus ya? Tapi ternyata rat itu derajatnya lebih rendah dibanding mouse, penampilannya juga lebih gak enak diliat. Mungkin kalo bahasa Indonesianya, *rat* itu sebutan untuk tikus got kali yah? (atau curut?) Sementara *mouse* untuk tikus-tikus yang suka 'dipiara' di rumah-rumah mungkin yah :D

Hazel Honeycutt-Dill says

As you can see, it was a graphic novel and has pictures. It was a very good book. I recommend reading it to your son and daughter. I think you would really like it.

The part I really liked was when the sparrows and shrews attacked and you could see the big battle. And I also liked it a lot. It also has a good amount of fantasy so if you like fantasy I think you would like this.

Jess says

Graphic novel
For 4th grade and up

When Redwall Abbey is attacked by rats led by Cluny the Scourge, the young mouse Matthias must enlist the help of other animals and learn to be a warrior.

Brian Jacques thick novel has been wittled down to 143 pages and retold in pictures through this graphic novel version. The format may make it more appealing for readers unfamiliar with the series, or intimidated by the length of the books, but the vocabulary is still fairly complex and many pages are text-heavy. The black and white illustrations are also detailed and complex, with vivid characters and plenty of intense battle scenes. Fans of the original books will enjoy seeing the characters and setting illustrated, but may miss subplots, details and emotional complexity. There's a lot here to appeal to readers, especially boys, who

enjoy animal stories, battle scenes, and epic struggles between good and evil.

Rather than replacing the book, the graphic novel could act as an introduction or compliment to the series. Although it's been many years since I read the original book, the plot of the graphic novel felt rushed and slightly flat. It was easy to imagine where more complex, descriptive scenes had been eliminated, as well as moments when remaining faithful to the original may have undermined the effect and pacing of the illustrations. At times, the small font was difficult to read and the illustrations often required careful attention to decode. The book often feels torn between slimming down the story and remaining faithful to the intense detail of the original, and perhaps either more extreme abridgment or greater faithfulness would have led to a superior graphic novel.

School Library Journal says that it "captures the spirit and the language of the original," but suggests that the format "makes the action accessible to younger readers," which would probably depend on a younger reader's tolerance for violence but doesn't take into account the challenging vocabulary. Booklist says the transformation to graphic novel has "mixed results," but praises the artwork, saying it "conveys the emotional edge of the animal characters."

Dolly says

Our girls attend a local library book club and Redwall was discussed at the July meeting. One of the club members brought this book - she couldn't get the novel and didn't have time to read it before the meeting. I was excited to see this version; we have become big fans of graphic novels and I was eager to read it.

The narrative is very dramatic and engaging and from what I've read of the novel so far (only about a fourth of it), it is faithful to the tale and doesn't lose too much in the adaptation. The black and white illustrations are terrific and even a bit scary in parts, but occasionally I found it difficult to figure out who was in the scene and what was going on. It would certainly help to have read the book first.

I would recommend this book for middle grade readers due to the violence and dramatic content. I enjoyed reading it and plan to read the rest of the novel soon. I doubt, however, that we'll get into the series much, since our girls did not like the story and gave up rather quickly. Perhaps they'll at least read this version.

Liz says

This graphic novel adaptation of Brian Jacques classic Redwall offers a quick overview of the story line. Set in Mossflower county in Redwall Abby, young Matthais dreams of being a great mouse warrior like Martin. When Cluny the Scourge attacks the Abby, Matthais must find Martin's sward and defend his home. With the help of his forest friends Matthais defeats Cluny and his army becoming the warrior mouse of Redwall and champion of the order.

When compared to the classic Redwall, the graphic novel leaves something to be desired. The flashy graphic illustrations pale in comparison to Jacques masterful language which creates images from words. Most of the story is left out and only highlighted by the major battles. I would only recommend Redwall: The Graphic Novel to a struggling reader to interest them in reading the full length story, helping them bridge the gap between graphic novel and chapter book.

Mont says

MONT'S AERIE

I had tried to read the original novel to my 7-year old son last summer, but I felt that he was getting lost in the lyrical language that praised all the flora and fauna of the woods and meadow, despite how charming that writing was to me. I shelved the project, intending to pick it up again when he reached about 10. Then I stumbled across the idea of seeing if there was a graphic novel, so I bought it for his 8th birthday. (I did this for Pullman's "The Golden Compass" as well.) Problem solved. He paid close attention and understood the plot and seemed in suspense. I still plan on reading the original novel to him, perhaps sooner, but I believe he will not get lost now that he understands where the story is going and the difference between shrew, rats, badgers, mice, sparrow, hedgehogs, adders, etc. I'm not a "purist" when it comes to these things--book first; movie second, if ever; graphic novel never. Like most things in life, pragmatism is most effective. The substance of the graphic novel, which surely was edited for length, seemed quite competent. I was disappointed that the illustrations were all so dark and full of snarling animals when it seemed that the spirit of Redwall Abbey is peace and how even the gentle must resolve to be strong and fight. I also would prefer color to the black and white.

Overall, I am very pleased, but this is because of Brian Jacques. I hope the collaborative effort between Jacques, my son, and me will produce a vision of green and blue.

PLOT SUMMARY

Redwall by Brian Jacques follows the struggle between gentle mice and savage rats. The mice live in Redwall Abbey, along with a number of refugees from the woodlands. In order to save the mice and refugees, Novice Matthias quests for the lost Sword of Martin the Warrior. The story begins with a celebration. The mice are throwing a jubilee sponsored by Abbot Mortimer, and creatures from the nearby woods are invited. Matthias, a clumsy, young mouse, takes guests home when a wagon filled with rats races by. The rats are led by Cluny the Scourge, who plots to take over Redwall Abbey. Cluny, with his Horde, has already taken over St. Ninjan's Church, which was abandoned.

In the face of the rats' threats, the woodland creatures band together; Matthias proves to be a worthy leader in all things military. The rats have stolen a picture of Martin the Warrior, which had hung on the wall. In its absence, Matthias, the other mice, and the woodland creatures can see clues to finding Martin the Warrior's sword. With the sword, they feel they will finally be safe from the violent rats.

Matthias begins his search for the sword under Brother Methuselah's advice. Meanwhile, Cluny makes multiple attempts to take Redwall Abbey, and Matthias is imprisoned for a short time. He is kept hostage by the sparrows who nest under the eaves of the roof, and who follow King Bull Sparra. While he is imprisoned, Matthias learns new clues about where he might find Martin's mighty weapon, and once he escapes, he makes his way out of Redwall Abbey to seek the sword out. Because of his quest, he is absent for much of the siege.

Along his journey, Matthias meets and befriends a group of shrews. He gets advice from a cat and an owl when he finds an abandoned farm—they tell him to beware the sandstone quarry because there is a giant adder there named Asmodeus. Asmodeus, it turns out, has taken and hidden Martin's sword, so Matthias knows he must face the snake. He manages to behead the snake and find the sword. As he heads back to the Abbey, he hopes that the rats have not taken it over. Matthias brings with him an army of sparrows and shrews.

Unfortunately, by the time they reach Redwall Abbey, Cluny has wormed his way in with trickery. Now, he is executing the mice and woodland creatures who call Redwall Abbey their home. The armies clash, and the struggle comes down to a one-on-one battle between Matthias and Cluny. They fight to the death. Though Cluny is stronger, Matthias manages to defeat and kill him. Matthias's bravery does little for Abbot Mortimer though, who is fatally wounded. Before he dies, Mortimer commands that Matthias is named the champion of the Abbey and that he marry Cornflower, the mouse he loves. At the end of the story, the mice at the Abbey welcome woodland creatures as they celebrate a year after what they call the "Late Rose Summer Wars." The mice celebrate their victory and the ensuing peace.

A prominent theme in Redwall is good versus evil. Redwall Abbey operates much like a Roman Catholic abbey; it is self-sufficient and focuses on purity of the soul, though there are no religious overtones—for example, the mice do not talk about the will of God. Instead, their focus is on their work, on providing refuge to other good woodland creatures in need, and in keeping the evil rats out of the abbey. The rats are not the only representation of evil; Asmodeus's name is synonymous with the Devil and is an allegorical symbol of the serpent that tempted Eve in the Garden of Eden. This snake does not hunt because he needs to eat; he hunts to kill the good. Cluny represents the pinnacle of evil in Redwall; he is merciless and enjoys pillaging and hurting others.

Death is also an important theme in this story. However, depending on the character in question, its meaning changes throughout. For example, Matthias is warned to think of the sword not as a magical item, but as a bringer of death. For Cluny, death is a mere trifle. He deals death without remorse, readily and often brutally. For most of the mice, death is a necessary part of life that should also be mourned. When Methuselah dies and Matthias is believed to be dead, both are mourned and honored as heroes.

VIEW FROM THE MONT

I tried to read the novel to my son who was 7. The language was too advanced for him, so I abandoned the book and read him the graphic novel, which he followed with great enthusiasm. The story reminds me of a favorite book, "The Tale of Despereaux." another story about brave and gentle mice, who must arise against deadly rats. The illustrations are in black and white and not terribly sophisticated. Snarling teeth abound. Nevertheless, I was grateful for this entry level to what I perceive to be quality children's literature. I keep trying to grow a serious reader, boats beat back against the tide.

Jessalyn King says

I feel like I may have enjoyed the book book of this better. This graphic novel edition was OK, but it had a few issues.

#1: the drawings weren't good enough to be able to distinguish between the characters. This becomes a problem for #2

#2: the lack of female mice. There was one as a love interest, of sorts, but it wasn't made obvious. She is a character at the beginning, she may be somewhere in the middle (but I couldn't tell if she was present), and then at the end, she's creepily gifted to Matthias as a wife. Hmm.

#3: I'm curious as to the age of Matthias: he seems like he's meant to be a child at the beginning, but maybe he's supposed to be a teenager? But then at the end he's gifted a wife. It'll always come back to that. That's just mega creepy. I've been told it's a tad bit less creepy in the book book, but still.

#4: the writing was a bit stilted.
