

# Literacy Skills Teacher's Guide for

## The Long Patrol

by  
Brian Jacques

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### Book Information

Brian Jacques, The Long Patrol  
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Interest Level: MG

Tammo, a daring young hare hungry for adventure, is sent to join the Long Patrol and defend Salamandastron against the RapsCALLION hordes.

**Award:** American Bookseller Pick of the List;  
Misc./Other

**Topics:** Adventure, Travel; Animals, Rabbits;  
Fantasy/Imagination, Fantasy;  
Recommended Reading, IRA/CBC Choice;  
Series, Redwall

### Main Characters

Abbess Tansy the generous leader of Redwall Abbey, who loves children and works hard to maintain a high standard of hospitality at Redwall; she gets lost exploring the ruins of a castle buried below Redwall

Arven the living resident warrior of Redwall

Borumm a weasel in Damug's army who plots to overthrow Damug; he murders Lugworm, another deceitful traitor, while escaping from Damug

Byral Fleetclaw the son of Gormad Tunn who is killed by his brother Damug during a ritual battle

Chieftain Log-a-Log the wise leader of the Guosim shrews, who helps defend Redwall; he is forced to kill Hogspit the weasel after Hogspit refuses to take Log-a-Log's warnings seriously

Craklyn the recorder of Redwall Abbey, who narrates several passages in this story; her research in the abbey archives helps Abbess Tansy find out where the pit under the south wall leads

Drill Sergeant Clubrush an army officer who worries about Lady Cregga's obsession with destroying the RapsCALLION army; he defies her orders when he thinks her Bloodwrath clouds her judgment

Firstblade Damug Warfang the cowardly and unpredictable leader of the RapsCALLION army whose cruelty horrifies even the vermin he leads; Lady Cregga kills him in battle

Firstblade Gormad Tunn Damug and Byral's father, who dies at the beginning of the story; he led the RapsCALLION army before Damug, and Damug is frequently compared to him

Fourdun the squirrel captured by Damug, who is rescued by Tammo and Midge when they pose as two vermin

Hogspit the stupid and aggressive weasel who causes Damug's scouting party to be slaughtered by the Guosim shrew after Hogspit picks a fight with the Guosim leader

Lady Cregga Rose Eyes the mammoth badger warrior who rules at Salamandastron; she is obsessed with destroying the RapsCALLION army and is blinded while fighting Damug Warfang

Lousewort and Sneezewort two bumbling soldiers in Damug's army who are horrified by Damug's cruelty to the vermin who oppose him

Lugworm Gormad Tunn's advisor; he betrays Damug and is punished by being chained to his co-conspirators

Major Perigord Habile Sinistra the leader of the Long Patrol, who is known for his wisdom and bravery

Martin the Warrior the spirit of a past Redwall warrior; he periodically chooses a creature through whom he can speak when he needs to communicate with the residents of Redwall Abbey

Midge Manycoats a member of the Long Patrol whose expertise in disguises enables him to fool Damug Warfang into thinking he is a soothsayer

Pasque Valerian a member of the Long Patrol who is very knowledgeable in herbal medicine; Tammo falls madly in love with her

Rockjaw Grang a large rabbit who belongs to the Long Patrol; he bravely sacrifices his life so that Tammo and Midge Manycoats can escape the RapsCALLION army

Russa Nodrey a tough, nomadic red squirrel who mentors Tammo as they travel towards Redwall; she is killed saving Russano from a band of vermin

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**Russano** the badgerbabe named for the squirrel who saved his life; he grows up to become a Badger Lord at Salamandastron

**Skipper of Otters** the fearless otter who dives into the pit to save Sloey from an eel

**Sloey** a rambunctious mousebabe who falls into a pit and is almost eaten by an eel

**Tamello De Fformelo Tussock (Tammo)** the young hare who leaves home to join the Long Patrol only to find himself in the midst of a brutal battle; he learns that war is not glamorous or fun

**Trowbaggs** the young hare at Salamandastron who is part of Lady Cregga's army; he also learns that war is not glamorous when he fights at the battle to save Redwall

**Viola Bankvole** the spunky head of the Redwall infirmary, who takes charge when Abbess Tansy disappears

### Vocabulary

**ditty** a simple song

**ecstatic** extremely happy

**haversack** a bag slung over one shoulder, which is used to carry goods

**parchment** a special kind of coarse paper used for writing

**soothsayer** a person who uses rituals and magic objects to tell the future

**stoat** a kind of weasel

### Synopsis

The struggle continues between the woodland creatures representing good and the animals representing evil in the tenth book in the *Redwall* saga. In *The Long Patrol*, a young hare nicknamed Tammo repeatedly gets into mischief while playing soldier and upsets his father, Colonel Cornspurrey De Fformelo Tussock. His mother, Mem Divinia, makes arrangements for him to run away from home to join a group of fighting hares called the Long Patrol. She persuades a squirrel named Russa Nodrey to guide him as far as Redwall Abbey, which is on the way to the Long Patrol headquarters at Salamandastron, before he can get into any more trouble.

Meanwhile, an army of vermin called the RapsCALLIONS lose their leader, Gormad Tunn, from injuries suffered in a battle with inhabitants of Salamandastron led by the badger leader, Lady Cregga Rose Eyes. Gormad Tunn's son, Damug Warfang, becomes leader, or Firstblade, after slaying his own brother in a ritual fight. Then Damug, fearing water, fraudulently ensures that his army travels by land instead of by sea for the next battle in their constant search for war, treachery, trouble, and revenge.

On Tammo's first day away from home he stops Russa from killing two renegade ferrets. When the ferrets return and attempt to ambush Russa and Tammo, Russa is only able to slay one of them. The other returns with a band of vermin and takes Russa and Tammo prisoner after a skirmish, but a Long Patrol scouting party saves Tammo and Russa. Tammo and Russa accompany the Long Patrol to Redwall Abbey. On the way Tammo becomes smitten with Pasque Valerian, the young medic of the Long Patrol.

Meanwhile, far away in Redwall Abbey, Abbess Tansy finds out that the south wall of the abbey is crumbling. She is told the deterioration is due to a flooded pit under the wall. At the same time, to the southeast, Damug and his RapsCALLION army begin their march towards Redwall, and to the southwest in Salamandastron, Lady Cregga, the Badger Ruler, is preparing an army to destroy the RapsCALLIONS.

In the meantime, Tammo and his traveling companions stop to rest. Tammo and the others set up camp when they hear the battle cries of Russa and Major Perigord, who have gone out to scout the area. Everyone runs to assist Russa and Major Perigord in defending a badger babe from a band of vermin. Russa dies from her battle wounds, and a hare called Rockjaw Grang names the baby Russano after her. Shortly afterward, the Long Patrol arrives at Redwall, while at Salamandastron, Lady Cregga's army begins their march.

At Redwall the Long Patrol is invited to a feast. Their

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feast is cut short, however, when they hear that Sloey, a mousebabe, has fallen into the flooded pit. The adults find Sloey about to be eaten by an eel. Skipper of Otters dives into the pit and disappears into the water entangled with the eel. After slaying the eel, Skipper is saved when Gurgan Spearback, leader of the Waterhogs, pokes at a dammed up fresh water spring, breaking the wall and washing Skipper out of the passageway.

As the Salamandastron army is marching, Lady Cregga sees the tracks of the RapsCALLION army and realizes the vermin are headed toward Redwall. Filled with the Bloodwrath, she charges ahead of her army to find them. Her officers find her later, disoriented and exhausted. She rejoins them, and her army rushes to stop the RapsCALLION army.

At Redwall, Log-a-Log of the shrews urges Redwallers to prepare for war. The shrew also advises them to dam the water eroding the wall. During the council, Martin the Warrior, guiding spirit of Redwall, speaks through Tammo to tell the Redwallers how to fight Damug's army. The spirit hints that Midge Manycoats and Tammo need to manipulate Damug's army by posing as a soothsayer and his companion and to persuade Damug to conduct the battle away from the vulnerable Abbey.

The next day the shrews help dam the stream, and the pit dries up. In the meantime, Craklyn, the Abbey Recorder, finds out that the pit is actually part of an enemy castle upon which Redwall was built. Abbess Tansy takes a group of Redwallers down to investigate the pit. When a wall collapses, Tansy and her friends are trapped and must travel through the ruins and across a bog in order to make it back to the surface.

Meanwhile Tammo and Midge successfully persuade Damug to have the battle in a location strategic for the Redwallers. Their ruse goes awry, however, when Damug imprisons them until he knows the results of the battle. Tammo and Midge escape and free a squirrel that Damug had captured, but they are chased as they escape. They

are almost to the place where the seasoned Long Patrol warrior, Rockjaw, is waiting to escort them back to Redwall when a ferret throws a spear, and Rockjaw is mortally wounded. He stays to fend off the RapsCALLIONS while the others race back to Redwall.

Soon afterward, the RapsCALLION army arrives at the battlefield. The Redwall army is waiting for them. Casualties are high on both sides. Just when the Redwallers are nearly conquered, Lady Cregga's army finally arrives. Damug and Lady Cregga go over a high ridge locked in combat, and her army swiftly defeats the remaining vermin.

After the battle Lady Cregga is found alive but blind; Damug is dead. The Redwallers slowly recover from the battle. Lady Cregga becomes Russano's caregiver. Tammo and Pasque wed, and Russano grows up to become the Badger Ruler of Salamandastron.

## Open-Ended Questions

Use these open-ended questions as the basis for class discussions, student presentations, or extended writing assignments.

### Initial Understanding

When Hogspit the weasel picks a fight with Log-a-Log, Chieftain of the Guosim shrews, Log-a-Log kills Hogspit and says, "No skill, no sense, and no honor, now y've got no life!" What does Log-a-Log mean?

*Hogspit is not a capable fighter and is clearly outmatched by Log-a-Log, as is demonstrated by the many times that Log-a-Log gets the best of him during their confrontation. Despite this, Hogspit foolishly continues his attempt to attack Log-a-Log, thus showing his lack of sense. When Log-a-Log shows Hogspit how easy it would be to kill him, Log-a-Log gives Hogspit a chance to leave. Instead, Hogspit shows his lack of honor by trying to kill Log-a-Log while his back is turned, forcing Log-a-Log to finally kill Hogspit.*

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#### Literary Analysis

What are Lady Cregga's strengths and weaknesses as a leader?

*For the most part Lady Cregga treats her soldiers with kindness and respect, as shown by her patience when she lets Deodar choose her saber from the armory. She is also strong and brave and usually sets a good example for her warriors in battle. However, she is so obsessed with destroying the RapsCALLION army that her judgment becomes clouded. She begins to make foolish choices, such as when she forges ahead of her army and becomes lost in the woods or when she tries to lead her army into battle before she sends out scouts to gather information.*

#### Inferential Comprehension

What is the most likely reason that Lugworm would want to betray Damug?

*Besides the fact that the vermin seem to frequently turn on each other in order to empower or vindicate themselves, Lugworm has a very specific reason for disliking Damug. Lugworm does not have Damug's respect. Damug threatens him whenever Lugworm gives him advice and is extremely violent whenever Lugworm accidentally says the wrong thing. For example, Damug throttles Lugworm when Lugworm suggests Damug avenge his father's death.*

#### Constructing Meaning

How could the reader tell that Pasque likes Tammo as much as he likes her?

*From the beginning, Pasque frequently seems to choose Tammo as her companion. She walks with him in marches, joins him when he is cooking in the Abbey kitchen, and sits next to him during the Abbey feast. She flirts with Tammo when she is tending to his paw after his capture by the tree rats and is very unsympathetic when she tends to the wounds of the chief of the tree rats. She stops eating when Tammo takes a long time returning from his mission with Midge Manycoats and is overjoyed when Tammo comes back. She also accepts the red ribbon Tammo wins in the throwing contest and uses the ribbon to bind Tammo's wound when he is injured in battle.*

### Teachable Skills

**Recognizing Setting** Redwall Abbey is full of mysterious passageways and unique rooms and tunnels, which creates a feeling of suspense for the reader and has a dramatic impact on the events in the story. Have the students draw a detailed picture of Redwall Abbey that shows both what is above and below the ground.

**Deriving Word or Phrase Meaning** The creatures of Redwall and the Long Patrol have a strong tradition of singing poems glorifying their history and culture. Have the students create their own poem about a custom or an event in this story using the Redwall style of poetry.

**Comparing and Contrasting** Many of the characters, especially Lady Cregga, Tammo, and Trowbaggs, go through dramatic changes in this story. Have the students choose one of the characters and describe how and why they change as the story progresses.

**Describing Actions or Events** Part of the story is narrated by a character named Craklyn, who records the history of Redwall Abbey. Have the students imagine they are Redwall's recorder, who must write a record of the events in this story. Have them consider what details are

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important and what details they might leave out in this history. Then have the students make an outline of the events that will be recorded.