

MOSSFLOWER

A Tabletop Tale of Brian Jacques' Redwall

"Who says that I am dead
Knows nought at all.

I am that is;
The Warriors sleep.

I am that is;
Take on my mighty role.

I am that is;
Wield my sword for me."

**Recorded By Nameless Brothers of the Abbey
for the Genesys Roleplaying System**

SETTING

While the tone and subject matter of your campaign is ultimately up to the GM and players to decide, it should be mentioned that the Redwall novels by Brian Jacques are earnest, fantastical tales about good-hearted creatures coming together and triumphing over an unambiguously evil threat to their way of life. While death is inevitable, it is consistently treated with solemnity and respect in the novels. Redwall is not a dark and edgy fantasy series.

While some of the best of Brian Jacques' works often include characters in morally ambiguous situations - like the scenarios encountered by Veil Sixclaw, Blaggut, or the Taggerung - it's important to remember that his heroes are truly good at heart when it really matters, and his real villains are always rotten to their very core.

Mossflower uses most of the rules present in *Realms of Terrinoth* as a base. This document requires both *Realms of Terrinoth* and the *Core Rulebook* to be useable.

MAJOR LOCATIONS

MOSSFLOWER WOOD

A vast expanse of fair woodland that covers the central and eastern half of the continent. It is home to a wild array of gentle creatures, from mice to squirrels, from otters to badgers, from voles to moles, shrews to sparrows, and just about any other creature under the sun. Long gentle streams and wide, lively riverways serve as an easy means of transport through the woods. Life is gentle and good in Mossflower.

REDWALL ABBEY

A large abbey on the western edge of Mossflower Wood made of red sandstone. It serves as a central hub for the good beasts of Mossflower Wood. The creatures who call Redwall home are devoted to peaceful pursuits and live in harmony with all. The abbey is world renowned for the kindness of its creatures and their generosity in sharing their bountiful food in magnificent feasts. In times of trouble, creatures invariably flock to the safety of the tall abbey walls. The walls themselves are tall to any creature, and protected by large oak gates. A gatehouse sits within the walls, and is at times home to either the warrior of the abbey or the historical recorder of the abbey.

Redwall Abbey is led by a Father Abbot or Mother Abbess, and is often home to a Badger Mother. In times of need a Warrior will often rise up from their humble lives in Redwall Abbey to protect the creatures of the land.

The Abbey is renowned for its food, and is home to a large apiary, an orchard, sprawling lawns and a deep freshwater lake. Food is stored in deep cellars where ales, wines, and cordials are brewed.

The abbey itself is comprised of two large wings at right angles to each other, with a tall belltower joining them. There is an enormous Grand Hall where feasts are held, and next to it are the kitchens which always seems to be bustling. There is a smaller chamber called the Cavern Hole where brothers of the abbey can meet and converse in comfort. There is a large library with all the recorded history of the abbey and the surrounding country, as well as the recorded wisdom of the wisest creatures.

Opposite, there are extensive barracks and a well stocked infirmary where any beast is welcome. The brothers and sisters of Redwall Abbey always do their best to provide care to sick or wounded creatures.

The abbey is informally governed by a charter, which is as follows:

- To be brothers and sisters of peace and goodwill while living together under the protection of Redwall Abbey.
- Forsake all unnecessary forms of violence, not only to Mossflower, its trees, grasses, flowers and insects, but to all living creatures.
- Help and comfort the dispossessed.
- Harbor orphans and waifs.
- Offer shelter to all creatures alike.
- Give clothing, warmth and food to any beast or creature that is deemed in need of such.
- Educate and learn, particularly in the healing arts, comfort the sick, nurse the injured and help the wounded.
- Take food from the earth and replenish the land by caring for it; husbanding crops, living in harmony with the seasons always.
- To honor and protect friends and brethren, only raising paw to do battle when life at Redwall is threatened by treachery and the shadow of war; at these times every Redwall creature should show courage, fortitude and obedience to the Father Abbot. The taking of another life must always be justified and never carried out in a wanton manner.

SALAMANDASTRON

A large dormant volcano on the west coast of Mossflower that has been converted into a fortress. Ruled by a Badger Lord, it is home to the Long Patrol – a brotherhood of hares who patrol the paths of Mossflower and the surrounding areas to protect the friendly creatures from any dangers.

Salamandastron is filled with mazes of long tunnels and is home to a deep freshwater reservoir. It is well defensible by even a small force, which is useful because even in times of plenty

Salamandastron itself home to few creatures. The Long Patrol is largely out in the world at most times.

NOONVALE

A small, peaceful community of woodland creatures and the center of friendly creatures far to the north of Redwall. It has long been kept hidden by its citizens in an attempt to keep itself safe from war. Food and plants are abundant and life there is one of peace and plenty.

CASTLE FLORET

A castle built atop tall cliffs in Southward, the land far to the south of Mossflower. It was once the home of the Squirrelking and a hub of activity in Southward, but was captured by vermin and used as the fortress of Urgan Nagru and used to inspire terror in the land.

MINOR LOCATIONS

BAT MOUNTPIT

A series of mountains in the west that separate Redwall Abbey from Salamandastron. The Bats of the mountain range are ruled by a Lord, and are good natured creatures who keep to themselves.

BIG LAKE

A large lake in the south of Mossflower. It was once home to a vicious water snake. There is a large island in the southeast part of the lake.

BROADSTREAM RIVER

A large river near Noonvale far to the north of Redwall Abbey. Home to many Otters and Shrews.

BROCKHALL

An ancestral Badger hall near Redwall abbey. Originally home to the Brocktree family, many Badger clans have come and gone over the years.

GREEN ISLE

A large green island in the western sea that is home to many otters.

THE ISLAND

Located in the southern part of the Big Inland Lake, it was once home to a badger clan. This isolated island has been the home of many creatures both fair and foul. Castle Marlfox was built on the island at one point.

KOTIR

The former enormous castle that commanded Mossflower. Once occupied by Cat kings including the vicious Verdauga Green Eyes, it was destroyed many years ago. Redwall Abbey is built on its ruins.

LOAMHEDGE ABBEY

A ruined Abbey far to the southeast of Redwall. It was abandoned when a plague caused the creatures to flee to Mossflower where they would eventually found Redwall Abbey. An Earthquake sunk much of the Abbey into the ground, turning it into what is now called Malkariss.

LILYGROVE

A small farming town to the southwest of Redwall Abbey. Mostly settled by Mice and Voles.

MALKARISS

A fortress built in the ruins of old Loamhedge Abbey. It serves as a base for all kinds of vermin and villainous beasts. It was notable as the base of the slaver fox Slagar the Cruel.

MARSHANK

A slaver fort far to the north on the East Coast. The often-deserted fort is home to vermin of all kinds, and is famous for being the home of the infamous corsair Badrang the Tyrant.

MOLEDEEP

A town of Moles near to Redwall Abbey. It has often served as a refuge for the good creatures of Mossflower in times of trouble.

NORTHEASTERN FOREST

A large, dark forest far to the north of Redwall Abbey. It stretches from Noonvale in the west to Marshank in the east.

QUARRY

The now-abandoned quarry where the stone for Kotir and Redwall Abbey was mined. It has often been infested by vermin and reptiles.

RIFTGARD

A large castle fortress in the far north ruled by Ferret Kings who keep slaves to toil on their land. Ferrets from Riftgard tend to be pure white in colour.

RUDDARING

A towering ring-shaped mountain in the western sea. An Otter holt is built into the rocks under the sea.

SAINT NINIANS

A small church community to the south of Redwall Abbey. Often abandoned, it was supposedly originally built as a home by the wife of a lazy mouse named Ninian. So disappointed by

receiving no help from her lazy husband, Ninian's wife raised a sign on the building that read "This aint Ninians!". Over the years many of the letters went missing, until the home became St. Ninian's Church.

TOADLANDS

A marshy place on the far side of Bat Mountpit. Home to a villainous tribe of toads.

FOOD & DRINK

Food and drink is one of the most important aspects of life in Mossflower Wood. There is nothing good creatures love more than candied chestnuts, all sorts of cheeses, massive tater n' turnip n' beetroot pies, or a cold cup of fizzy strawberry cordial. The following is a list of foods common in Mossflower Wood and the creatures who love them most.

Apple Cider: A popular drink in Redwall Abbey during hot summer months.

Candied Chestnuts: A common snack in Redwall Abbey and beloved by most creatures. These tasty treats are largely unknown to villainous beasts.

Carrot Cake: A sweet carrot and nut cake made by badgers and popular with the Long Patrol..

Cheese: The creatures of Redwall Abbey produce massive wheels of all kinds of cheeses that are enjoyed by good creatures everywhere. From sharp cheddars to milder leek or onion cheeses, no feast is complete in Redwall Abbey without several large wheels of cheese. Villainous beasts eat old hard rinds of cheese and moldy old mushy cheeses.

Cup o' Cheer: A very strong, sweet drink made of rhubarb and honey to bring joy to the Abbey creatures during long winter months.

Dandelion and Burdock Cordial: A popular fizzy drink made by woodland creatures away from the Abbey. It is popular served as cold as can be.

Hotroot Soup: A spicy soup made of shrimp, onion, garlic, horseradish, and hotroot pepper found throughout Mossflower that is particularly beloved by Otters. A popular pastime among good creatures, especially otters, hares, and hedgehogs, are hotroot soup eating contests

October Ale, or Nutbrown Ale: The pride and joy of Redwall Abbey, October Ale is a rich brown ale with a heavy foam that is very difficult to brew and requires constant tasting and adjusting. It has been brewed in Redwall since time immemorial. It is drank in the Abbey everyday, and all creatures of Mossflower love it. Even villainous beasts know of October Ale.

Scones with Strawberries and Cream: A common snack in Redwall Abbey to be taken with tea and as dessert after meals.

Seaweed Grog: The drink of choice of searats and corsairs, Seaweed Grog is a salty strong drink that most good creatures find very unpleasant.

Strawberry Cordial: A sweet, fizzy strawberry drink that is a favourite with the dibbuns of Redwall. It is a clear, slightly pink drink that must be served very cold.

Tater n' Turnip' n Beetroot Pie: A mainstay at every Redwall feast, this earthy and humble pie is a particular favourite of moles. The pie is served with rich, flakey pastry and a thick tomato chutney.

Trout: A special treat served in Redwall Abbey for special occasions. Prayers of thanks are given for the good trout that has given up its life so that the abbey dwellers may eat.

SKILLS

USED SKILLS

Alchemy (INT)	Mechanics (INT)	Streetwise (CUN)
Athletics (INT)	Medicine (INT)	Survival (CUN)
Charm (PR)	Negotiation (PR)	Vigilance (WILL)
Coercion (WILL)	Operating (INT)	Verse (PR)
Cool (PR)	Perception (CUN)	Brawl (BR)
Coordination (AG)	Resilience (BR)	Melee (Heavy/Light) (BR)
Deception (CUN)	Riding (AG)	Ranged (AG)
Discipline (WILL)	Skullduggery (CUN)	
Leadership (PR)	Stealth (AG)	

RENAMED & CUSTOM SKILLS

Cartography (INT) (Formerly Astrocartography)	Crafting (INT or CUN) Fishing (BR) Flying (AG) (Formerly Piloting)	Knowledge (History) (INT) Knowledge (Nature) (INT) Soothsaying (INT) (Formerly Runes)
Cooking (INT or CUN)		

Cartography (INT)

The ability to travel the land and read a map.

Cooking (INT or CUN)

The ability of a creature to cook a delicious meal in a proper kitchen or on a campfire with the appropriate equipment. It also covers the brewing of ale or fizzy drinks and cordials. It is the finest pursuit in Mossflower, and a source of much prestige.

Crafting (INT or CUN)

A creature's ability to sew clothing and tapestries, mend rips and tears, or craft, repair, and modify tools or simple weapons and armour.

Fishing (BR)

The ability of a creature to spend long hours wrestling with a hooked fish, looking for urchins on the sea floor, or the skill of a fisher with a spear and net. A universally popular pastime in Mossflower.

Flying

A flying creature's skill at maneuvering in the air.

Soothsaying

The ability to read hidden messages in the random throwing of bones, runes, and plants. It does not include the ability to cast spells outside of buffs and debuffs. In social encounters superstitious creatures may be particularly influenced by the message supposedly read from this skill.

SPECIES / ARCHETYPES

Note: All creatures except birds and toads possess sharp claws and teeth that they can attack with unless otherwise noted.

Claws: (Brawl; Damage +1; Critical 4; Range [Engaged]).

Teeth: (Brawl; Damage +1; Critical 3; Range [Engaged]; Vicious 1).

FRIENDLY CREATURES

BATS

BRA:1 AGI:3 INT:1 CUN:3 WIL:2 PRE:2

- **Wound Threshold:** 8 +Brawn
- **Strain Threshold:** 12 +Willpower
- **Starting Experience:** 90 XP
- **Wings:** Bats are winged creatures and cannot wield traditional weapons.
- **Starting Skills:** Bats begin with one rank in both Flying and Perception. You still cannot train their either skill above rank 2 during character creation.
- **Claws:** Bats possess small but sharp claws and may choose to attack with the following weapon profile:
(Brawl; Damage +1; Critical 4; Range [Engaged]).
- **Echolocation:** Bats are able to perceive their surroundings in the dark thanks to echolocation. They may make perception checks in pitch black conditions with no penalties.

Bat Names

Brightwing, Cayvear, Darkfur, Duskskin, Rockhanger, Silverwing, Sunwing, Wingfold

BADGERS

BRA:3 AGI:2 INT:1 CUN:2 WIL:2 PRE:3

- **Wound Threshold:** 14 +Brawn
- **Strain Threshold:** 9 +Willpower
- **Starting Experience:** 70 XP
- **Large:** Badgers are Silhouette 2.
- **Starting Skills:** Badgers begin with one rank in Leadership. You still cannot train their Leadership above rank 2 during character creation.

- **Stubborn:** Badgers add ■ to social skill checks targeting them.
- **Bloodwrath:** When a Badger has suffered any wounds, he deals +2 to any Brawl or Melee attacks. When a Badger is critically injured, he instead deals +3 to Brawl and Melee attacks. The Badger must add ■ to any checks when critically injured.

Names

Males: Barkstripe, Boar, Brang, Brocktree, Grawn, Orlando, Rawnblade, Rowanoak, Russano, Stonepaw, Sunflash, Urthrun, Urthstipe, Urthwyte

Females: Auma, Bella, Brockrose, Constance, Cregga, Ena, Gisela, Gorse, Loambudd, Mara, Mellus, Nora, Regina, Sable, Slaine, Temperence, Una, Zella

HARES & RABBITS

BRA:2 AGI:3 INT:2 CUN:3 WIL:1 PRE:2

- **Wound Threshold:** 12 +Brawn
- **Strain Threshold:** 10 +Willpower
- **Starting Experience:** 90 XP
- **Starting Skills:** Hares begin with one rank in Cool. You still cannot train their Cool above rank 2 during character creation.
- **Tenacious:** After a Hare hits a character with a successful combat check, they add ■ to combat checks targeting the same character until the end of the encounter.
- **Nimble:** Hares have a melee and ranged defense of 1.

Names

Males: Algernon, Archer, Ballaw, Bartholomew, Basil, Bramwell, Chester, Clubrush, Eyebright, Felix, Floke, Florian, Justinian, Oxeye, Rockjaw, Seawood, Shorebuck, Starbuck, Tamello, Wilford

Females: Daphne, Dewfleck, Dorothea, Fleetrunn, Honeydew, Kersey, Moonpaw, Pasque, Pennybright, Rosemary, Ryeback, Sundew, Willoway

HEDGEHOGS

BRA:2 AGI:1 INT:2 CUN:2 WIL:3 PRE:2

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP

- **Starting Skills:** Hedgehogs begin with one rank in Resilience. You still cannot train their Resilience above rank 2 during character creation.
- **Tricksy:** Once per encounter during their turn, a Hedgehog may use this ability and spend a Story Point to produce a previously undocumented small item (encumbrance 1 or less) with a rarity no greater than 4 from a pocket, bag, pouch, nearby windowsill, passing cart, or other convenient location—even if there is no logical explanation for the item’s presence. This item cannot be a weapon unless the weapon has the Limited Ammo 1 quality.
- **Natural Defence:** A Hedgehog may curl into a ball as an action and add ■ ■ to any attacks against them until they uncurl.

Names

Males: Ambrose, Barleyburr, Barty, Benjo, Bultip, Cockleburr, Coggs, Drogg, Durry, Furlo, Horace, Humble, Oakheart, Picklepaw, Rambuculus, Spike, Tudd

Females: Beechtip, Downyrose, Faith, Juno, Myrtle, Nettlebud, Pinny, Posy, Rosey, Skittles, Tansy, Teasel, Tingle, Whinn

KESTRELS

BRA:2 AGI:3 INT:2 CUN:1 WIL:2 PRE:1

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Winged:** Kestrels are winged creatures and cannot wield weapons.
- **Starting Skills:** Kestrels begin with one rank in both Flying and Stealth. You still cannot train their Flying or Stealth above rank 2 during character creation.
- **Fleet of Wing:** Kestrels can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers in a turn.
- **Talons:** Kestrels possess sharp talons and may choose to attack with the following weapon profile:
(Brawl; Damage +2; Critical 3; Range [Engaged]; Vicious 1).

MICE, VOLES, & WATER VOLES

BRA:2 AGI:2 INT:2 CUN:2 WIL:2 PRE:2

- **Wound Threshold:** 10 + Brawn

- **Strain Threshold:** 10 + Willpower
- **Starting EXP:** 110
- **Small:** Mice are Silhouette 0.
- **Starting Skills:** Mice begin with one rank in each of two different non-career skills. You still cannot train these skills above rank 2 during character creation.
- **Ready for Adventure:** Once per session as an out-of-turn incidental, a Mouse may move one Story Point from the Game Master's pool to the players' pool.
- **Swimmer:** A Water Vole may remove ■ to skill difficulty checks in the water and up to ■ ■ in athletics checks that involve swimming.

Names

Males: Alfred, Bernard, Cedric, Colin, Connor, Dandelion, Dandin, Edward, Frederick, Geoffrey, Gonff, Henry, Hugo, John, Jonah, Joseph, Jude, Luke, Martin, Matthias, Nicholas, Oliver, Phillip, Quentin, Richard, Robin, Rollo, Rufus, Simeon, Stewart, Thomas, Timothy, Willard, William, Winston

Female: Abigail, Alice, Amelia, Bailey, Bethany, Bryony, Caroline, Clementine, Cornflower, Eleanor, Elise, Garnet, Jane, Juniper, Laterose, Laurel, Mariel, Paisley, Robin, Sage, Serena, Snowdrop, Sophia, Tess, Verity, Viola, Willow

Note: These common names may be shared by nearly any other creature.

MOLES

BRA:1 AGI:1 INT:3 CUN:3 WIL:2 PRE:2

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting EXP:** 110
- **Small:** Moles are Silhouette 0.
- **Starting Skills:** Moles begin with one rank in Mechanics. You still cannot train their Mechanics above rank 2 during character creation.
- **Dark Sense:** When making skill checks, Moles remove up to ■ imposed due to darkness.
- **Diggers:** These creatures are natural burrowers and may add ■ ■ to any check involving burrowing or digging.
- **Honest:** Honest and trustworthy by nature, Moles add ■ to Charm and Negotiation skill checks.

Names

Males: Billum, Bruff, Brugg, Burrem, Darby, Diggum, Durdlum, Dwurf, Gaffer, Grumbee, Gurjee, Muggum, Pitclaw, Rooter, Roolee, Ruggum, Soilflyer, Sturnclaw, Wugger

Females: Aurla, Blinny, Blossom, Brull, Dawbil, Diggum, Edelweiss, Furrel, Gilly, Gurchen, Lully, Muggle, Nilly, Podd, Polleekin, Truggle, Ulba, Ummer

OTTERS

2 3 2 2 2 2

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 70 XP
- **Large:** Otters are Silhouette 2.
- **Starting Skills:** Otters begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.
- **Swimmer:** An otter may remove ■ to skill difficulty checks in the water and up to ■ ■ in athletics checks that involve swimming.
- **Tail:** An Otter's tail may be used as a Brawl weapon. When used to attack, it uses the Brawl skill combined with the Agility characteristic, but like most Brawl weapons, adds its weapon damage to the character's Brawn for total damage. It always counts as equipped, and has the following weapon profile:
(Brawl; Damage + 1; Critical 5; Range [Engaged]; Disorient 2, Knockdown).
The Otter may trigger Knockdown with ^, but still must spend additional ^ to knock down targets with a higher silhouette as per the Knockdown quality rules.

Names

Males: Alem, Arflow, Bagg, Banjon, Barrool, Daddo, Deyna, Drenner, Endar, Finnbarr, Flagg, Gillig, Heartwood, Jum, Kolam, Lugg, Rab, Riverjack, Root, Runn, Rushcutter, Shogg, Shoredog, Spraydog, Thrugg, Wullger, Wullow

Females: Bankrose, Banya, Brookflow, Catkin, Figgs, Filorn, Gil, Glenner, Iris, Keyla, Kite, Marigold, Marinu, Mayberry, Memsy, Raura, Reedtail, Runa, Spring, Swash, Tiria, Winnifred, Winniegold

SHREWS

1 2 1 3 3 2

- **Wound Threshold:** 6 + Brawn
- **Strain Threshold:** 12 + Willpower

- **Starting EXP:** 110
- **Small:** Shrews are Silhouette 0.
- **Starting Skills:** Shrews begin with one rank in Negotiations and one rank in Stealth. You still cannot train their Negotiations or Stealth above rank 2 during character creation.
- **Stubborn:** Shrews add ■ to social skill checks targeting them.
- **Militia Training:** Shrews add ■ to all combat checks that target characters who have a larger silhouette than they do.

Names

Males: Alfik, Alfoh, Bandle, Banksnout, Bowley, Burrl, Dinger, Dippler, Dobbler, Fenno, Fleggum, Frackle, Grenn, Groo, Marul, Mollo, Nordo, Osbil, Rawkin, Rugger, Rukoo, Sharptail, Teno, Welko, Wikk, Wuddle

Females: Banka, Chich, Curlo, Dimple, Dinat, Dobra, Dukwina, Emily, Flann, Fligg, Floom, Frenna, Groo, Honeysuckle, Mimsy, Preese, Raffu, Shalla, Tenka, Urfa

Note: Guosim Shrews are led by an elected leader named Log-a-Log regardless of gender.

SPARROWS

BRA:1 AGI:4 INT:1 CUN:2 WIL:1 PRE:3

- **Wound Threshold:** 7 + Brawn
- **Strain Threshold:** 13 + Willpower
- **Starting Experience:** 100 XP
- **Wings:** Sparrows are winged creatures and cannot wield weapons.
- **Starting Skills:** Sparrows begin with one rank in Perception. You still cannot train their Perception above rank 2 during character creation.
- **Beak & Talons:** Sparrows possess sharp talons and a pointed beak and may choose to attack twice with the following weapon profile:
(Brawl; Damage +1; Critical 3; Range [Engaged]; Vicious 1).

SQUIRRELS

2 3 2 2 1 2

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP

- **Starting Skills:** Squirrels begin with one rank in Survival. You still cannot train their Survival above rank 2 during character creation.

- **Climber:** A Squirrel may remove ■ to skill difficulty checks while clinging to or hanging from places, and up to ■ ■ in athletics checks that involve climbing.

- **Nimble:** Squirrels have a melee and ranged defense of 1.

Names

Males: Arven, Barkjon, Beech, Bremmun, Drufo, Elmjak, Elmtail, Firjak, Gael, Gawjo, Janglur, Jukko, Oakapple, Pinetooth, Plumm, Ranguvar, Redfarl, Rocc, Rufe, Samkin, Wakka

Females: Amber, Armel, Ashtwig, Bikkle, Craklyn, Dannflower, Ellayo, Fenna, Firdance, Fwirl, Gully, Jess, Melanda, Rosabel, Russa, Saro, Shilly, Springpaw, Tamsin, Tassy, Treerose, Trisscar, Twissle,

VILLAINOUS BEASTS

Unisex Horde-Beast Names

Badtooth, Baleclaw, Bateye, Bigfang, Bilgesnout, Bladetail, Bloodwhelp, Bluebane, Byle, Catseyes, Cheesethief, Chinwart, Coldclaw, Crableg, Crookneck, Darkclaw, Deadtooth, Dewnose, Doomeye, Fangburn, Fishgill, Fleabane, Fleabit, Foulwhisker, Frogblood, Grayjaw, Greybones, Grimtooth, Halfnose, Hairbelly, Hooktail, Lardgut, Lousewort, Lugworm, Mangefur, Milkeye, Oilback, Ragear, Rashback, Ratflank, Redtooth, Reekhide, Ripfang, Ripper, Rotface, Saltear, Scratch, Scumnose, Scummy, Skruttle, Skullface, Splitnose, Squint, Stinky, Stonefleck, Toothrip, Wartclaw, Weltskin

CATS

2 3 3 2 1 2

- **Wound Threshold:** 13 +Brawn
- **Strain Threshold:** 8 +Willpower
- **Starting Experience:** 70 XP
- **Large:** Cats are Silhouette 2.
- **Veil:** A Cat may very rarely be a Friendly Creature instead of a Villainous Beast.
- **Starting Skills:** Cats begin with one rank in each of Athletics and Perception. You still cannot train the Athletics or Perception skills above rank 2 during character creation.
- **Claws:** Cats possess sharp, retractable claws and may choose to attack with the following weapon profile:
(Brawl; Damage +2; Critical 3; Range [Engaged]; Vicious 1).
- **Fleet of Paw:** Cats can perform a second maneuver to move without suffering strain. They still cannot exceed the limitation of two maneuvers in a turn.

FERRETS, STOATS, & WEASELS

2 2 2 2 2 2

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting EXP:** 110
- **Veil:** A Ferret, Stoat, or Weasel may occasionally be a Friendly Creature instead of a Villainous Beast.
- **Starting Skills:** Ferrets, Stoats, and Weasels begin with one rank in each of two different non-career skills. You still cannot train these skills above rank 2 during character creation.
- **Ready for Adventure:** Once per session as an out-of-turn incidental, a Ferret, Stoat, or Weasel may move one Story Point from the Game Master's pool to the players' pool.

Names

Males: Aggal, Aggrim, Badrang, Bladd, Bowfleg, Boggs, Crumdun, Drigg, Gruven, Kligger, Klitch, Lugg, Rockpaw, Sarengo, Tramun, Trattack, Wildag, Wurgg

Females: Akkla, Antigra, Bluefen, Fraul, Gliv, Juppa, Kurda, Raddi, Romsca, Skulka, Tazzin, Thura, Wigga

FOXES

2 2 2 3 2 1

- **Wound Threshold:** 10 +Brawn
- **Strain Threshold:** 12 +Willpower
- **Starting Experience:** 90 XP
- **Large:** Foxes are Silhouette 2.
- **Starting Skills:** Foxes begin with one rank in each Deception and Skullduggery. You still cannot train Deception or Skullduggery above rank 2 during character creation.
- **A Fox's Cunning:** Foxes gain Knowledge (Nature) as a career skill and begin with two ranks in Knowledge (Nature). You still cannot train their Knowledge (Nature) above rank 2 during character creation.

MARTENS & SABLES

2 3 2 2 2 2

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting EXP:** 80
- **Large:** Martens and Sables are Silhouette 2.
- **Starting Skills:** Martens & Sables begin with one rank in Charm. You still cannot train Charm rank 2 during character creation.
- **Nimble:** Martens & Sables have a melee and ranged defense of 1.
- **Mad Eyes:** Martens & Sables gain   on Charm, Deception, and Negotiation checks

RATS

2 2 2 2 2 2 2

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting EXP:** 100
- **Veil:** A Rat may, on only the very rarest occasion, be a Friendly Creature instead of a Villainous Beast.
- **Starting Skills:** Rats begin with one rank in each Coercion and Leadership. You still cannot train Coercion or Leadership above rank 2 during character creation.
- **Tricksy:** Once per encounter during their turn, a Rat may use this ability and spend a Story Point to produce a previously undocumented small item (encumbrance 1 or less) with a rarity no

greater than 4 from a pocket, bag, pouch, nearby windowsill, passing cart, or other convenient location—even if there is no logical explanation for the item's presence. This item cannot be a weapon unless the weapon has the Limited Ammo 1 quality.

Names

Male: Baltur, Blaggut, Clatt, Cluny, Damug, Drull, Durrflow, Ferron, Gadik, Gormad, Grigg, Gringol, Karvil, Kybo, Ledder, Obbler, Orlug, Ricker, Riddig, Toolam, Whegg, Wulp

Female: Daisyblade, Dirva, Galdra, Gornat, Guzzle, Gurba, Kodra, Poskra, Riftun, Slipp, Tala, Toolam, Whidge, Wirga

RAVENS & CROWS

2 1 2 3 2 2

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting EXP:** 100
- **Winged:** Ravens and Crows are winged creatures and cannot wield weapons.
- **Starting Skills:** Ravens and Crows begin with one rank in Cool. You still cannot train their Cool above rank 2 during character creation.
- **Superstitious:** Ravens and Crows are highly superstitious creatures. They suffer ■ against any Soothsayer checks made against them.
- **Beak & Talons:** Ravens and Crows possess sharp talons and a pointed beak and may choose to attack twice with the following weapon profile:
(Brawl; Damage +2; Critical 3; Range [Engaged]; Vicious 1).

TOADS

3 2 1 2 3 2

- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting EXP:** 70
- **Starting Skills:** Toads begin with one rank in the skill Resilience. You still cannot train their Resilience above rank 2 during character creation.
- **Hot Tempered:** While a Toad's strain exceeds half of their strain threshold, they add ■■ to all social skill checks and add 1 to the damage of one hit of each melee attack they make.

CAREERS

ABBEY DWELLER

See *Core Rulebook* for details on *Priest* Career.

Note that Redwall is a magic-less setting.

You are a humble friendly creature living a quiet life within the walls of Redwall Abbey. Your days are spent in the happy company of your fellow brothers and sisters. You spend your days in many simple ways, be it gardening, beekeeping, candle making, ale brewing, cheese making, fishing, or helping record the daily business of Mossflower Wood.

- Divine becomes Cooking.

ENTERTAINER

See *Core Rulebook* for details.

- Include Verse as a Career Skill.

ENVOY

See *Realms of Terrinoth* for details.

- Knowledge (Geography) becomes Cartography
- Include Verse as a Career Skill.

HEALER

See *Core Rulebook* for details.

Your knowledge of herbs and poultices and your long practice at splinting breaks and wrapping sprains have made you an excellent healer. You've found your calling in coming to the aid of any beast in need.

LEADER

See *Core Rulebook* for details.

- Include Verse as a Career Skill.

SCHOLAR

See *Realms of Terrinoth* for details.

- Knowledge (Lore) becomes Knowledge (History)
- Knowledge (Geography) becomes Knowledge (Nature)

SCOUNDREL

See *Realms of Terrinoth* for details.

SCOUT

See *Realms of Terrinoth* for details.

- Knowledge (Adventuring) becomes Knowledge (Nature).
- Knowledge (Geography) becomes Cartography.

SEER

See *Realms of Terrinoth* for details on *Primalist* Career.

Note that Redwall is a magic-less setting.

A Seer uses signs and hidden messages gleaned from the random patterns of thrown bones, stones, and herbs. They can brew powerful potions and heal the mind with their words and powerfully magical smokes.

- Brawl becomes Deception
- Primal becomes Soothsaying

SOLDIER

See *Core Rulebook* for details on the *Soldier* Career.

Whether a hare in the Long Patrol or a GUOSIM militiaman, you were born to serve your people by fighting in battles far from home.

TRADESPERSON

See *Core Rulebook* for details.

WARRIOR / SCOURGE

See *Realms of Terrinoth* for details.

Warrior is a singularly unique career and should not be available to most creatures. A warrior has been imbued by the spirit of warriors past – Martin, Matthias, Mariel, Dandin, Samkin, Triss or numerous others – in times of crisis to come to the aid of creatures in need. Creatures who obtain the career *Warrior* gain the additional heroic ability *Spirit of the Warrior*.

A villainous Warrior is deemed a *Scourge*, and becomes imbued with the terrible power of terrible beasts - Cluny the Scourge, Badrang the Tyrant, Ungatt Trunn, Slagar the Cruel, or Mokkan the Marlfox - to conquer the lands before their mighty horde. Beasts who obtain the career *Scourge* gains the additional heroic ability *Wrath of the Scourge*.

Warrior / Scourge is not a purchasable Career, and can only be obtained by in game actions at the GM's discretion.

HEROIC ABILITIES

Spirit of the Warrior

Foretelling: A creature with *Spirit of the Warrior* may have prophetic dreams sent by the spirit of past warriors. See *Realms of Terrinoth* for details.

Signature Weapon: Gain +2 Dam when wielding *The Sword of Martin*. The Sword has a preternatural ability to return to the possession of its chosen Warrior.

Empowered: Add ■ to skill checks.

Empower Allies: Allies within Short Range add ■ to their skill checks.

Wrath of the Scourge

Influential (Improved): Through fear, love, or greed you inspire the villainous beasts around you to flock to your vile banner. See *Realms of Terrinoth* for details.

Unleash (Improved): Your ability to cause harm is second to none. See *Realms of Terrinoth* for details.

Devastating: While active, add +2 to damage to each hit.

Drain: Nearby enemies add 2 strain for each turn this effect is active.

TALENTS

Tier 1

Apothecary (RoT)
Bought Info (CR)
Bullrush (RoT)
Challenge! (RoT)
Clever Retort (CR)
Desperate Recovery (CR)
Duelist (CR)
Dungeoneer (RoT)
Durable (CR)
Finesse (RoT)
Forager (CR)

Grit (CR)
Hamstring Shot (CR)
Jump Up (CR)
Knack For It (CR)
Know Somebody (CR)
One With Nature (CR)
Painful Blow (RoT)
Parry (CR)
Precision (RoT)
Proper Upbringing (CR)
Quick Draw (CR)

Quick Strike (CR)
Rapid Reaction (CR)
Second Wind (CR)
Shield Slam (RoT)
Surgeon (CR)
Swift (CR)
Tavern Brawler (RoT)
Toughened (CR)
Tumble (RoT)
Unremarkable (CR)

Tier 2

Adventurer (RoT)
Bard (RoT)
Basic Military Training
(CR)
Berserk (CR)
Block (RoT)
Bulwark (RoT)
Coordinated Assault (CR)
Counter Offer (CR)
Daring Aviator (CR) (Flying
Creature Only)

Defensive Stance (CR)
Dirty Tricks (RoT)
Dual Wielder (CR)
Encouraging Song (RoT)
Exploit (RoT)
Flash of Insight (RoT)
Grapple (RoT)
Heroic Recovery (RoT)
Heightened Awareness
(CR)
Hunter (RoT)

Impaling Strike (RoT)
Inspiring Rhetoric (CR)
Inventor (CR)
Lucky Strike (CR)
Reckless Charge (RoT)
Runic Lore (RoT)
Scathing Tirade (CR)
Sidestep (CR)
Threaten (RoT)
Well-Travelled (RoT)

Tier 3

Backstab (RoT)
Barrel Roll (CR) (Flying
Creatures Only)
Body Guard (RoT)
Cavalier (RoT)
Counterattack (RoT)
Dissonance (RoT)

Dodge (CR)
Dual Strike (RoT)
Eagle Eyes (CR)
Easy Prey (RoT)
Field Commander (CR)
Forgot to Count? (CR)

Full Throttle (CR) (Flying
Creatures Only)
Heroic Will (CR)
Inspiring Rhetoric
(Improved) (CR)
Justice of the Citadel
(RoT)

Natural (CR)
Painkiller Specialization
(CR)
Parry (Improved) (CR)

Potent Concoction (RoT)
Precise Archery (RoT)
Pressure Point (RoT)
Rapid Archery (CR)

Scathing Tirade
(Improved) (CR)
Shockwave (RoT)

Tier 4

Back-to-Back (RoT)
Can't We Talk About This?
(CR)
Dead Eye (CR)
Death Rage (RoT)
Defensive (CR)
Defensive Driving (CR)
(Flying Creatures Only)

Enduring (CR)
Field Commander
(Improved) (CR)
How Convenient! (CR)
Inspiring Rhetoric
(Supreme) (CR)
Scathing Tirade (Supreme)
(CR)

Venom Soaked Blade
(RoT)
Unrelenting (RoT)

Tier 5

Crushing Blow (RoT)
Dedication (CR)
Indomitable (CR)

Let's Talk this Over (RoT)
Master (CR)
Retribution! (RoT)

Ruinous Repartee (CR)
Whirlwind (RoT)
Zealous Fire (RoT)

MAGIC, EQUIPMENT, ARMOUR, & WEAPONS

Magic

- All magic skills except Verse have been removed.
- Verse can only be used for Buff and Debuff style spells as well as influencing social situations. What spells and effects this specifically includes is at the GM's discretion.
- Magical Implementations have been removed with the exception of musical instruments and the Verse skill, although their descriptions can still be used to flavour items.
- The Soothsaying skill can also be used to inflict buffs, debuffs, and to influence social situations. However, these skill checks require more preparation and should not be performed on the fly in the midst of battle.

Horses

There is some discrepancy about horses in the Redwall universe. While present in the original novel as much larger creatures capable of pulling wagons full of hundreds of rats, they are entirely absent in the rest of the series. As such, this document assumes they are not present in the Mossflower depicted here. If, however, you wish to use horses in your game keep in mind they should be Silhouette 5 compared to the normal creatures of Mossflower, and controlling them acts as using a vehicle and is governed by the Operating skill. They are not rideable in the traditional sense.

Special Weapons & Equipment

- Repeating Crossbows should be exceptionally rare, devised and constructed only by cleverest creatures.

Craftsmanship

- Ancient Craftsmanship is more common than its name would suggest. The world of Mossflower has a grand tradition of passing down items from one generation to the next.
- Dwarven Craftsmanship in *Realms of Terrinoth* becomes Badger Craftsmanship.
- Elven Craftsmanship in *Realms of Terrinoth* becomes Fallen Star Craftsmanship. This should be an exceptionally rare quality in any weapon or piece of armour.

UNIQUE WEAPONS & ITEMS

Sword of Martin the Warrior

- Melee (One Handed) / Melee (Light)
- Dam +6 / Crit 2
- Engaged / Encumbrance 1 / Rarity 10 / HP 5
- Fallen Star Craftsmanship
- Defensive 1 / Pierce / Sunder / Superior

Mace of Sunflash

- Melee (Two Handed) / Melee (Heavy)
- Dam +4 / Crit 2
- Engaged / Encumbrance 3 / Rarity 8 / HP 4
- Concussive / Cumbersome 3 / Defensive 1 / Knockdown

Gullwhacker

The Gullwhacker is a short length of heavy rope with large knots tied along its length. Its linked rating is tied to the number of knots in the rope, generally a Gullwhacker not long enough for more than two knots. When soaked in water, its Crit becomes 2.

- Melee (One Handed) / Melee (Light)
- Dam +2 / Crit 3 or 2
- Engaged / Encumbrance 1
- Linked / Stun Damage

Verminfate

A large two handed broadsword wielded by the Badger Lord Rawnblade Widestripe.

- Melee (Two Handed) / Melee (Heavy)
- Dam +5 / Crit 2
- Engaged / Encumbrance 3 / Rarity 10 / HP 4
- Fallen Star Craftsmanship
- Defensive 1 / Pierce / Sunder / Superior / Unwieldy 3

Barb of Cluny the Scourge

Usable by Mice, Rats, Voles, Water Voles, or any creature with a thin, flexible tail.

- Melee (Light)
- Dam +3 / Crit 2
- Short Range / Encumbrance 1 / HP 4

- Steel Craftsmanship
- Disorient / Pierce 2 / Vicious 3

ADVERSARIES & NEMESIS

VERMIN HORDE

Cat Guard (Rival)

3 4 2 2 1 1

Soak: 6

Wound Threshold: 15

Melee/Range Defence: 3/2

Skills: Discipline 3, Melee (Heavy) 3, Melee (Light) 3, Resilience 3, Vigilance 3.

Equipment: Halberd (Melee [Heavy]; Damage 7; Critical 3; Range [Engaged]; Defensive 1, Pierce 3), Chain Shirt (Soak +2)

Ferret, Stoat, or Weasel Spearman (Minion)

3 2 1 2 1 1

Soak: 2

Wound Threshold: 4

Melee/Range Defence: 1/1

Skills (Group Only): Brawl, Cool, Deception, Melee (Light), Ranged, Stealth.

Equipment: Spear (Light) [Melee (Light); Damage +2; Critical 4; Range [Engaged]; Accurate 1, Defensive 1], padded armor (+1 soak).

Ferret, Stoat, or Weasel Archer (Minion)

2 3 1 2 1 1

Soak: 4

Wound Threshold: 4

Melee/Range Defence: 1/1

Skills (Group Only): Cool, Ranged, Perception, Vigilance

Abilities: Point Blank Shot (when making a Ranged combat check targeting an opponent the Archer is engaged with, increase the difficulty once [instead of the twice]).

Equipment: Longbow [Ranged; Damage 8; Critical 2; Range [Extreme]; Accurate 1, Cumbersome 3, Superior, Unwieldy 3], ratty clothes (+1 soak).

Fox Seer (Nemesis)

3 2 2 3 3 3

Soak: 3

Strain Threshold: 15

Wound Threshold: 17

Melee/Range Defence: 1/1

Skills: Cool 2, Knowledge (Nature) 2, Soothsayer 4

Abilities: Spiritual Focus (as seer adds  to Soothsayer checks they make for each Fox ally within short range).

Equipment: Ritual dagger (Melee [Light]; Damage 4; Critical 3; Range [Engaged]). Bat-hide robes (+1 defense).

Examples: Grissoul, Nightshade, Sela the Vixen

Rat Assassin (Nemesis)

2 4 3 4 2 2

Soak: 2

Strain Threshold: 12

Wound Threshold: 14

Melee/Range Defence: 4/3

Skills: Cool 2, Coordination 3, Deception 3, Medicine 2, Melee (Light) 2, Perception 2, Ranged 2, Skulduggery 3, Stealth 4, Vigilance 3.

Talents: Finesse (may use Agility instead of Brawn for Brawl and Melee [Light] checks).

Abilities: Poisoner (as an incidental, may apply poison to all weapons. A character wounded by a poisoned weapon must make a **Hard**    **Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates Despair),

Vanish (after performing a check, may spend two Advantage or a Triumph to hide from all other characters in the encounter).

Equipment: Savage Dagger (Melee [Light]; Damage 4; Critical 3; Range [Engaged]; Accurate 1, Vicious 2), Blackjack (Melee [Light]; Damage 5; Critical 5; Range [Engaged]; Disorient 2, Stun Damage).

Examples: Shadow

Rat Corsair (Minion)

2 1 1 1 1 1

Soak: 3

Wound Threshold: 5

Melee/Range Defence: 1/0

Skills (group only): Brawl, Cool, Coordination, Melee (Light).

Equipment: Cutlass (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1).

Rat Lieutenant (Nemesis)

3 2 1 2 1 2

Soak: 6

Strain Threshold: 10

Wound Threshold: 15

Melee/Range Defence: 4/3

Skills: Athletics 2, Discipline 2, Leadership 1, Melee (Light) 3, Resilience 2, Vigilance 2.

Equipment: Sword (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1), Breastplate (Soak +2)

Examples: Redtooth, Cheesethief

Rat Swordsman (Rival)

3 2 1 1 2 2

Soak: 4

Wound Threshold: 10

Melee/Range Defence: 3/2

Skills: Athletics 2, Melee (Light) 3, Resilience 2

Equipment: Sword (Melee [Light]; Damage 6; Critical 2; Range [Engaged]; Defensive 1), Chain Shirt (Soak +1)

Examples: Ragear, Mangefur

Rook Soldier (Minion)

HORDE LEADERS

Badrang the Tyrant (Stoat Warlord)

Cluny the Scourge (Rat Warlord)

Cluny the Scourge is a bilge rat who is said to be born in the southern jungles of the world, far away from Redwall Abbey. Little is known about Cluny's past, but he is implied to be a former pirate. It is said that he lost his left eye during a battle with a pike, which he killed in retaliation. Cluny is described as a rat of exceptional size and strength, wearing a cloak made from batwings with a mole skull as its fastener, a helmet ornate with black feathers and stag-beetles' horns, and an eyepatch over his empty eye socket.

BRA:5 AGI:3 INT:2 CUN:3 WIL:1 PRE:4

Soak: 5

Strain Threshold: 24

Wound Threshold: 33

Melee/Range Defence: 2/4

Skills: Athletics 2, Brawl 1, Coercion 4, Deception 2, Leadership 3, Vigilance 2

Talents: Adversary 3

Abilities:

- **Terrifying:** At the start of the encounter, all of their opponents must make a **Hard [■ ■ ■] Discipline check** as an out-of-turn incidental, as per page 243 of the Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy.
- **Poisoner:** Attacks with his tail barb inflict poison on the target. A character wounded by a poisoned weapon must make a **Hard [■ ■ ■] Resilience check** as an out-of-turn incidental or suffer 4 additional wounds, and must check again on their next turn if the check generates Despair

Equipment: Steel Longsword (Melee [Light]; Damage 4; Critical 2; Range [Engaged]; Defensive 1), Barb of Cluny the Scourge

Ironbeak (Raven Warlord)

Slagar the Cruel (Fox Slaver)

Ublaz Mad Eyes (Marten Emperor)

Ungatt Trunn (Cat Warlord)

CRUDE TRIBES

Agitated Sparrow (Rival)

3 3 1 2 1 1

Soak: 3

Wound Threshold: 13

Melee/Range Defence: 0/1

Painted One (Minion)

1 2 1 1 1 1

Soak: 1

Wound Threshold: 3

Toad Tribesman

3 2 1 1 2 1

Soak: 3

Wound Threshold: 11

Equipment: Trident (Melee (Heavy); Damage +3; Critical 3; Range [Engaged]; Defensive 1, Vicious 1)

TRIBE LEADERS

Glogalog (Toad Warlord) (Nemesis)

4 3 2 3 2 2

Soak: 5

Strain Threshold: 11

Wound Threshold: 20

Melee/Range Defence: 0/0

WILD ANIMALS

Owl

Pike (Nemesis)

5 3 1 1 4 2

Soak: 8

Strain Threshold: 34

Wound Threshold: 45

Melee/Range Defence: 1/1

Size: Silhouette 4

Skills: Brawl 4, Cool 3, Discipline 4, Resilience 4, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of combat checks targeting this character twice).

Abilities: Terrifying (at the start of the encounter, all of their opponents must make a Daunting fear check as an out-of-turn incidental, as per page 243 of the Core Rulebook. If there are multiple sources of fear in the encounter, the opponents only make one fear check against the most terrifying enemy).

Equipment: Pike Teeth (Brawl; Damage 17; Critical 2; Range [Engaged]; Sunder, Vicious 5).

Eel

3 4 1 2 4 2

Soak: 5

Strain Threshold: 12

Wound Threshold: 15

Melee/Range Defence: 0/0

Adder & Water Snake

4 4 1 2 2 2

Soak: 7

Strain Threshold: 15

Wound Threshold: 18

Melee/Range Defence: 1/0

Skills: Brawl 3, Resilience 2, Stealth 2.

Abilities: Silhouette 3, Swallow (may make an opposed Brawl check to swallow an engaged target. If the check is successful, swallowed characters are immobilized and suffer 6 damage at the start of each round but can escape if the snake is killed or by making a successful **Hard**

Athletics check).

Equipment: Jaws (Brawl; Damage 6; Critical 2; Range [Engaged]; Vicious 2), constricting coils (Brawl; Damage 10; Critical 3; Range [Engaged]; Ensnare 4, Stun 4).