Animal Farm Character List

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Page numbers indicate the page on which a character was first mentioned.

1. **Mr. Jones** [Pg.3] – loses his money in a lawsuit; becomes an alcoholic; attempts to regain farm; Battle of the Cowshed; eventually loses hope and moves; dies in a home for alcoholics
2. **Mrs. Jones** [Pg.3] – flees after noticing the battle between Mr. Jones and the animals
3. **Old Major** *(Willingdon Beauty)* [Pg.4] – has a dream; speaks to animals about it; teaches them *Beasts of England*; twelve years old at death; over 400 children; skull placed on a stump after Snowball’s expulsion
4. **Bluebell** [Pg.4] - a dog; dies
5. **Jessie** [Pg.4] - a dog; dies
6. **Pincher** [Pg.4] - a dog; dies
7. **Boxer** [Pg.4] - enormous beast; white stripe down his nose; strongest animal; burns his straw hat; “I will work harder!”; could not memorize beyond the letter D; strikes a stable-lad with his hoofs- Animal Hero, First Class; “Napoleon is always right!”; does not believe that Snowball was in league with Jones the entire time; protects himself against Napoleon’s dogs; believes that working harder is the answer to all; split hoof requires a very long time to heal; wishes to retire; falls on his side from a damaged lung;
8. **Clover** [Pg.4] - mare approaching middle life; memorized letters but not words; takes Mollie aside- accuses Mollie of having her nose stroked by one of Pilkington’s men; warns Boxer not to strain himself; asks Muriel to read commandment about beds; sings *Beasts of England* on the knoll; treats Boxer’s split hoof; first to see a pig walking on its hind legs; asks Benjamin to read commandments
9. **Muriel** [Pg.5] - white goat; reads better than the dogs; often asked to read one of the commandments; notices change to commandment about alcohol; dies
10. **Benjamin** [Pg.5] - donkey; oldest animal on the farm; devoted to Boxer but never spoke with him; seems unchanged by the Rebellion; reads as well as a pig but doesn’t exercise this faculty; only animal that understands the true nature of events; asked by Clover to read commandment about killing- refuses; keeps flies off Boxer; announces that a cart is taking Boxer away; reads single commandment to Clover
11. **Mollie** [Pg.5] – foolish, pretty white mare; wears ribbons and loves sugar; wears Mrs. Jones’s ribbon; often rises late in the morning; in her stable during the Battle of the Cowshed flees Animal Farm
12. **Moses** [Pg.6] – tame raven; Mr. Jones’s pet; flees with Mrs. Jones; Sugarcandy Mountain; reappears and claims to have seen Sugarcandy Mountain
13. **Snowball** [Pg.16] - quicker in speech and more inventive than Napoleon but doesn’t have the same depth of character; sets fire to ribbons; best at writing; writes Seven Commandments; Animal Committees; convinces birds that they don’t violate the Commandments; in charge of defensive operations at the Battle of the Cowshed; attacks Jones himself – receives Animal Hero, First Class; wins majority of speeches; studies books about farming and proposes the windmill; expelled from the farm by Napoleon and his dogs; becomes scapegoat for all of Animal Farm’s issues
14. **Napoleon** [Pg.16] - large, fierce looking Berkshire boar; not much of a talker; believes education of the young is much more important than educating the old; takes Jessie’s and
Bluebell’s puppies; better than Snowball at canvassing support for himself; against Snowball’s windmill- urinates on the plans; increase food production instead of building a windmill for electrical power; wants to procure firearms and train animals in their use to further the Rebellion’s spread; orders dogs to chase Snowball away from Animal Farm; pronounces a death sentence upon Snowball- he probably came from Foxwood (eventually accused of selling himself to Pinchfield); orders hens to lay eggs- they rebel; will sell timber to either Pilkington or Frederick; executes hens and attempts to kill Boxer for doubting Snowball’s treachery; not seen in public often; gun fired on his birthday every year; credited for every successful achievement; pronounces death sentence upon Frederick; creates and receives membership into the Order of the Green Banner; thought to be dying after he drinks whiskey; gives speech in Boxer’s honor; carries a whip; ends tradition of calling another animal “comrade”; changes name back to Manor Farm; plays an ace of spades simultaneously with Mr. Pilkington

15. **Squealer** [Pg.16] - spreads propaganda; gives Napoleon the title “Leader”; speeches about joy and dignity of labor; announces Napoleon’s decree that *Beasts of England* is banned; gives reports about increased food production; falsely announces that Napoleon is dying; claims he was at Boxer’s bedside when he died; denounces rumor that Boxer was slaughtered; takes the sheep to a piece of waste ground and teaches them “four legs good, two legs better”

16. **Pilkington** [Pg.38] - kind gentleman; Foxwood- not well kept; Napoleon pretends to agree to sell the timber to him; doesn’t help Animal Farm when Frederick attacks; Animal Farm purchases two fields from him; gives speech about relations between Animal Farm and Foxwood

17. **Frederick** [Pg.38] - tough, shrewd man; Pinchfield- very neat; hated and feared by the animals; accused of performing cruel deeds on his animals; Napoleon sells the timber to him; wants to pay with a cheque- animals demand cash; animals claim money used is counterfeit; attacks Animal Farm with his men- defeated but destroys the windmill

18. **Minimus** [Pg.36] - poet; composes song to replace *Beasts of England*

19. **Mr. Whymper** [Pg.64]- visits Animal Farm every Monday to act as an intermediary

20. **Pinkeye** [Pg.95] – tastes Napoleon’s food

21. **Alfred Simmonds** [Pg.122] – horse-slaughterer; takes Boxer away