

"The Cask of Amontillado"

What makes up the Atmosphere of a story?

Atmosphere:

Overall feeling/mood of the story Overall: This story has an ominous or evil feeling

What is the setting of the story?

Italy, 1600's, Carnival season

What words does the author use to describe the mood of the story?

Injuries

Threat

Revenge

Insult

Punish with impunity

What is the tone of the narrator? From whose point of view is the story told?

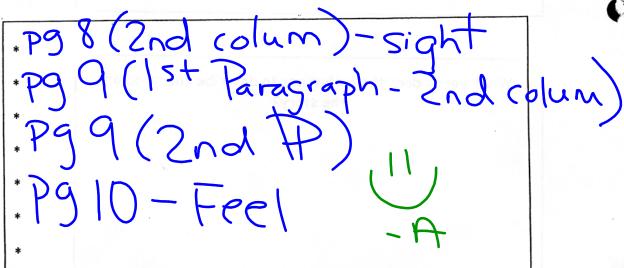


He is vengeful and vindictive

What is sensory imagery?

Writing that is based on the 5 senses: Sight, Hearing, Feeling, Smelling, Taste Makes the reader feel as though he/she is there.

How does the author use <u>sensory imagery</u> to create the horrific effects in this tale? Find examples from the story.



"The Cask of Amontillado": Characterization

Fortunato:

Fortunate: Lucky - Ironic

Characteristics:

*Wealthy Italian

*Partying during Carnival

*Connoisseur in Wine - Expert

*Easily Tricked

Well Known & Trustworthy: Freemason

What happens to Fortunato at the end of the story?

He is chained to a wall, tortured & killed

Montresor:

Sounds like Monster

Characteristics:

Wealthy Italian

Vindictive

Sneaky

Vengeful

Holds Grudges

*Psycho Killer

What does Montresor say to Fortunato to persuade him into the catacombs?

He uses Reverse Psychology

He tells him he has a rare wine of Amontillado

-He tells him that he will ask Fortunato to taste it.

He tells him that they should go back because

Fortunato will be missed and has a cold.

What does Montresor do to Fortunato? B/c of an insuff

Meets him in the street

Tells him he has Amontillado

Uses Reverse Psychology to get him to come with him to

the catacombs

Continues to give him alcohol

Chains him to the wall in a niche (hole in the wall)

Tortures him

Mocks him - yells in his face

Burns him

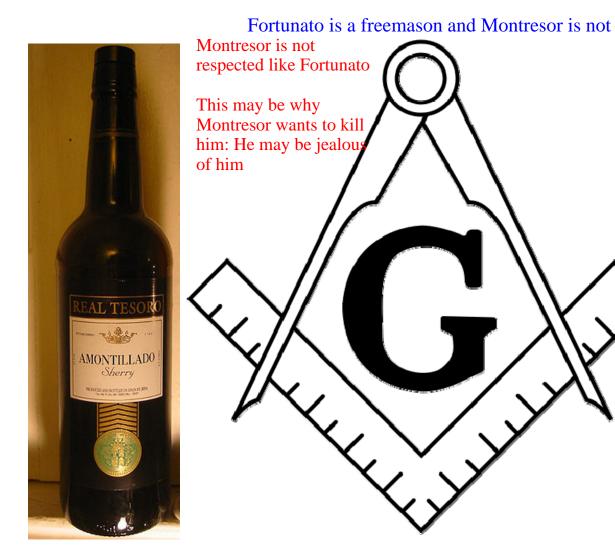
Stabs him

Bricks him into a wall - left to die

"The Cask of Amontillado": Foreshadowing

How does Poe use foreshadowing to create the horrific effect in this story? List examples of foreshadowing found in the story.

5





A trowel: He uses to brick up Fortunato

Montresor's coat of arms: A snake biting a human foot The saying is "No one attacks me and gets away with it."

