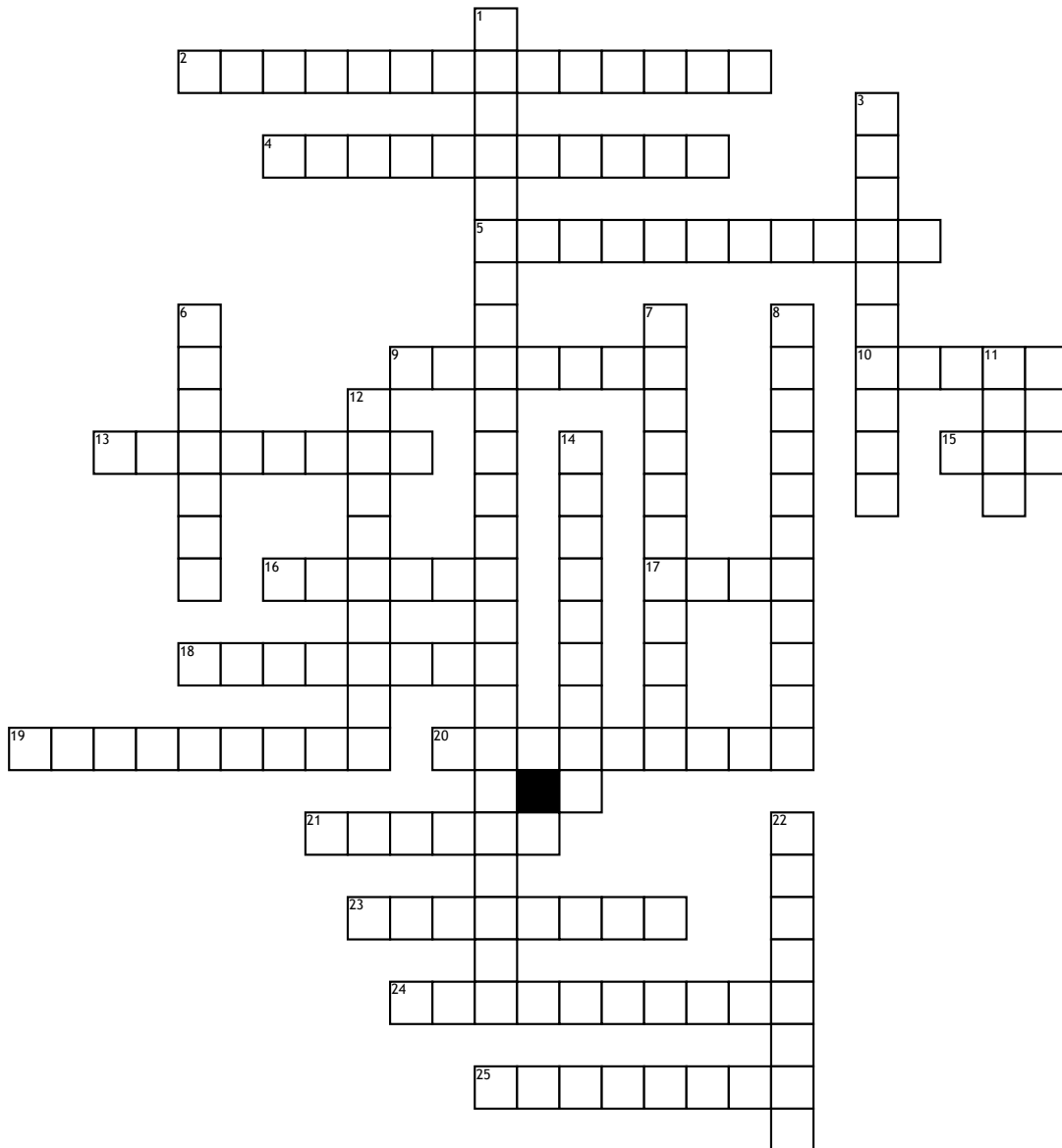


Name: _____

Date: _____

Literary Devices



Across

- 2. grotesque characters; dark humor
- 4. what the author makes us see, touch, taste, smell, or hear
- 5. it sets up the story
- 9. grim or ghastly
- 10. central idea
- 13. talk
- 15. The master of creepiness
- 16. this character stays the same

- 17. rate at which a story develops
- 18. spoken in a region
- 19. you smell it
- 20. the circumstances
- 21. you see it
- 23. you hear it
- 24. all-knowing
- 25. the one who tells a story

Down

- 1. what others say about another character

- 3. where the loose ends are tied together
- 6. this character grows
- 7. building a unique character
- 8. I
- 11. feeling created in the character
- 12. you taste it
- 14. self talk?
- 22. you hear it