

Literary Term Questions

Chapter 10

Character - Cerdic, Crispin, and the four men.

Internal Conflict - Praying for Father Quinel to be waiting for Crispin.

External Conflict - He walked to west.

Foreshadowing - Crispin will get punished by the four men.

Mood - Hurrying and cautious.

Protagonist - Crispin.

Antagonist - Steward, Father Quinel, the four men.

Setting - The church, Lord Furnival's manor house, and road.

Symbol - The cross gesture --- peace (May God be with you.).

Theme - Don't trust anyone when you are in the brink of getting trapped.

Chapter 11

Character - Crispin, the four men, and Father Quinel.

Internal Conflict - Fighting his emotions.

External Conflict - Ran and hugging the ground.

Foreshadowing - Crispin will be in a huge danger without Father Quinel.

Mood - Dashing and surprised.

Protagonist - Crispin.

Antagonist - The four men and Father Quinel.

Setting - Jet-black night, mill, river, forest.

Symbol - water -- cleaning, purifying. & blood -- death.

Theme - Run for your life when there's the danger right in front of you.

Chapter 12

Character - Crispin.

Internal Conflict (fighting for one thing to do another)- nothing.

External Conflict (Man v.s. nature)- Propped against a tree.

Foreshadowing - The next day would be dangerous again, but might be peaceful with all the reverie in the forest.

Mood - Relaxing, exhausting, desperate, yet anxious.

Protagonist - Crispin.

Antagonist - Goodwife Peregrine and steward.

Setting - Almost midnight in the forest.

Symbol - The cross gesture --- peace will be with Crispin the next day / Sad memories of his most important people: mom, dad, and Father Quinel.

Theme - Hide in a place where you can be unseen.

Chapter 13

Character - Three men, dead man.

Internal Conflict - Following the words of Father Quinel.

External Conflict - Following the sun ray (from the two paths).

Foreshadowing - Maybe the dead man signaled the same will happen to Crispin.
Mood - Encouraging, but ominous.
Protagonist - Crispin.
Antagonist - Saint Giles and Goodwife Peregrine.
Setting - Roads and forest.
Symbol - Cross of lead --- Peace shall be with you. Bread and seeds --- it will help to strengthen Crispin during his journey
Theme - When you see something that symbolizes your sin, think about what will happen to you afterwards.

Chapter 14

Character - The dead man.
Internal Conflict - Willing God to tell him where he must go.
External Conflict - Feeling the mist as handful of toads.
Foreshadowing - Something unpleasant will happen.
Mood - Surprising and ominous.
Protagonist - Crispin.
Antagonist - The dead man.
Setting - Roads and forest.
Symbol - Blood --- a person will die.
Theme - When you see a dead person, try to think about what would happen.

Chapter 15

Character - Crispin.
Internal Conflict - Perhaps God destroyed the church.
External Conflict - The mist making him feel like lifting.
Foreshadowing - He has to flee again somewhere safe.
Mood - Mysterious and scared.
Protagonist - Crispin.
Antagonist - The person from far distance.
Setting - The ruins of church.
Symbol - The cross that skull held --- maybe Crispin can find peace after his death.
Theme - When a land is empty, try to find some other lands.

Chapter 16

Character - The man, Crispin.
Internal Conflict - Hungering for food.
External Conflict - The man grabbing Crispin's hand tight.
Foreshadowing - Maybe the man can be a bad guy.
Mood - Welcomed at first, but later on, astonishing.
Protagonist - Crispin.
Antagonist - The man.
Setting - The church ruin.
Symbol - Bread --- it will fill his stomach.
Theme - You should never trust a stranger.

Chapter 17

Character - The man, and Crispin.

Internal Conflict - Crispin wants to get free by the clutch.

External Conflict - The man gripping Crispin's arm tight.

Foreshadowing - The man won't be trustworthy.

Mood - Willing to runaway, and dangerous.

Protagonist - Crispin.

Antagonist - The man.

Setting - Next to the ruins of church.

Symbol - Bells --- Maybe Crispin might learn music.

Theme - You should try to listen to the commands of the stranger and runaway later on.

Chapter 18

Character - The man and Crispin.

Internal Conflict - Reluctant of promising the sacred oath.

External Conflict -

Foreshadowing - The man will use anything for Crispin. (stealing, and other bad stuff.)

Mood - Reluctant and awkward.

Protagonist - Crispin.

Antagonist - The man.

Setting - The entrance to church.

Symbol -

Theme - Even in sudden bad situations, you should be focusing on what the stranger wants.

Chapter 19

Character - Bear and Crispin.

Internal Conflict - Bear keep on asking Crispin questions and making him frustrated.

External Conflict -

Foreshadowing - Crispin now has begun his long journey.

Mood - Adventurous, and frustrating.

Protagonist - Crispin.

Antagonist - Bear.

Setting - Inside the church.

Symbol - The sack --- now the journey has begun.

Theme - Don't judge book by its cover.

Chapter 20

Character - Bear and Crispin.

Internal Conflict - Bear confirming Crispin's fear.

External Conflict -

Foreshadowing - They are soon to be arrived at the town.

Mood - Half assured and half dangerous.

Protagonist - Crispin.

Antagonist - Bear.

Setting - The road.

Symbol -

Theme - Some of the people who look mean can be nice in the inside.

Chapter 21

Character - Bear and Crispin.

Internal Conflict - Bear pressuring and forcing Crispin to do this and that.

External Conflict -

Foreshadowing - Maybe Bear can teach such things to Crispin.

Mood - Being tired.

Protagonist - Crispin.

Antagonist - Bear.

Setting - Under a tree.

Symbol - Recorder --- maybe he would play it in the middle of the town.

Theme - You should try your best even if it's hard.