



The Cask of Amontillado



Scenario Description and Roadmap



Context of the story

Edgar Allan Poe's famous short story takes place in an Italian city and features two characters, Montresor and Fortunato. The plot summary of "The Cask of Amontillado" is about revenge, deceit, and murder, as Montresor tricks a drunk Fortunato by trapping him inside an ancient catacomb. Poe's story uses irony incredibly well in the elements of his characters and setting. "The Cask of Amontillado" is a great example of the Dark Romantic genre, which features stories of the grotesque or situations of judgment and punishment.



Global explanation

When the players enter the room, they will see a very beautiful Venetian mask on the table. After turning it over, they will find a key taped to the back of the mask.

The next step will be to open a chest with 6 wine bottles inside. The players will see that these bottles are not empty. Inside 4 of them the players will find 4 pieces of cloth.

Each piece of cloth contains part of a riddle which is , "Without fingers I point, without arms I strike, without feet I run. I have hands but cannot clap. What am I?"





This has been written on one piece of cloth which has then been torn into 4 parts and placed into 4 of the 6 wine bottles.

They will realize that it's impossible to take these pieces out without the aid of some instrument, which can be found in the same room. They will find a set of pincers hanging on the wall.

After taking out all the pieces of cloth, the players will read the riddle about a clock, which will invite them to look at the clock on the wall and see the time. This will be the next digit code to open a drawer with a journal inside.

In the servant's journal, there will be another riddle about a candle. The riddle will guide them to look for a candle on the top of a bookcase. The bookcase has a padlock with the letter code "CANDLE".

The players should open the bookcase and find a small box inside, in which they will see a few pictures with random numbers on the back of them. Only one of the pictures serves to solve the next puzzle.

On the back of this picture the players will find the following sequence numbers: 35 34 32 29 25. The players must find the next two logical elements. To procure the next digit code, they will need to subtract 1, 2, 3, 4, 5 and 6. After obtaining the code "2014", the players will be able to open a chest with a few bones inside.

These bones have coloured dots on them, which allows players to understand that the bones should be placed in the correct order to form the name of the murderer, which is MONTRESOR.



Each bone also contains one letter of this name. In the same chest the players will see another piece of paper with the code 1I592R written on it. This code should be used to obtain the next code from the word “MONTRESOR”, which is “MIRROR”.

The final object that can be found in the same chest is a black light torch. The players will see a big mirror hanging on the wall. They should use the torch to read the family motto written on the mirror, which is “No one attacks me with impunity” and a digit code 3765.

Opposite the mirror, the players will see a small box hanging on the wall with the coat of arms on it. They will understand that the family motto “Nemo me impune lacessit” should be translated as “No one attacks me with impunity”.

By using the digit code 3765, the players will open this small box with a key inside. They will use this key to open the door and escape the vault before the oxygen runs out!



Roadmap

The **diagram** of the detailed steps is available as an **annexed file** ("diagram.pdf"). Following the steps on the diagram while reading may help you understand and **visualize** how the game will unfold.

| Phase A – The carnival mask

After reading about the story "The Cask of Amontillado", the players enter the room and they are told they are the next victims of Signore Montresor. They are in a vault and they need to escape within 60 minutes, otherwise, they will run out of oxygen and die. When they enter the room, they see a carnival mask on the table.

| Step A.1 – Find key taped on the back of the mask

The players find a key taped on the back of the mask.

| Step A.2 – Use the key to open a chest

Once they find the key, the players must find a chest somewhere in the room and open the lock with this key. Then they continue to phase B.



Phase B – The clock

Players have been able to open the chest and find some objects inside.

Step B.1 – Find the six wine bottles, the pincers and the pieces of cloth

Inside the chest, they find six wine bottles. Inside 4 of them, the players will find 4 pieces of cloth, originally one large piece of cloth torn into 4 parts. The players also need to find a pair of pincers somewhere in the room, hung on the wall. These pincers will be used to take the pieces of cloth out of the bottles.

Step B.2 – Read the riddle

The players need to put the four pieces of cloth together to be able to read the riddle, which says:

“Without fingers I point, without arms I strike, without feet I run. I have hands but cannot clap. What am I?”

Step B.3 – Find a clock on the wall

As the solution to the riddle is “the clock”, they need to find an analogue clock somewhere in the room, hung on a wall. The clock does not work and has stopped at the time: 10:15.



Step B.4 – Use the time of the clock to open a drawer

The players will use this number (1015) to open a drawer locked with a four-digit lock. Then they continue to phase C.

Phase C – The servant's journal and the candle

The players have been able to open the drawer and they find something inside.

Step C.1 - Find the servant's journal

The players find a journal inside the drawer. When they open it, they realize that there is a riddle written on the first page which says:

"I look taller when I'm young. As I get old, I become shorter and shorter. Wind and water are my enemies. I need fire to live."

Step C.2 - Find a candle on a bookcase

As the solution to the riddle is "CANDLE", they will look for a candle somewhere in the room. The candle is on the top of a bookcase.

Step C.3 - Use the word to open a bookcase

The players introduce the word "CANDLE" in a six-letter lock and they will be able to unlock it and open the bookcase. Then they move to phase D.



Phase D – The picture of a candle

Step D.1 - Find a box with some pictures inside

The players open the bookcase and they find a box. When they open it, they see several pictures of random objects which have some random number series on the back. They will need to find the picture of a candle and solve the number series they see on the back of the picture. The number series is the following: “35, 34, 32, 29, 25, ?, ?” (they need to subtract 1 from the first number to the second one, then they will subtract 2 from the second number to the third one, then 3, then 4, and so on. Following this logic, the players find the next two numbers in the series: 20 and 14. Consequently, the four-digit number they will get is 2014.

Step D.2 – Use the digit to open a chest

The players will use the four-digit number (2014) to open a chest locked with a four-digit lock. The chest will be somewhere in the room. Then they continue to phase E.

Phase E – The coat of Arms

Step E.1 – Find some bones, a secret message and a black light torch

The players open the chest and they find some bones, a secret message on a piece of paper and a black light torch. Each bone has a letter on it and a different-coloured dot at each end. These are dominoes which need to be solved. They will identify the first bone of the domino because one of its sides doesn't have a



coloured dot. They need to match the dots with the same color in order to find the hidden word, which is “MONTRESOR”. Then, they look at the secret message and see some numbers and letters (11592R). They realize that the numbers correspond to the position of the letters in the word MONTRESOR. Then, they will be able to solve the secret message, which is “MIRROR”.

Step E.2 – Find the mirror, the motto and a four-digit code

The players find a mirror somewhere, hung on a wall and, with the black light torch, they find the motto of the house Montresor “No one attacks me with impunity”, written on it with black ink. They also find a four-digit code written with the same ink.

Step E.3 – Use the four-digit code to open the box of the house Montresor

When the players look at the mirror, they see a box with the coat of arms of the house of Montresor reflected in it. They also see a sentence on the coat of arms, saying “Nemo me impune lacessit”. They will discover then that the motto written on the mirror is the motto of the house of Montresor, so they need to use the code they have just found on the mirror to open that box. When they open it, they will find a key.

Step E.4 – Find a key

The players will be able to open the box and find a key in it.



Step E.5 – Use the key to open the door and escape the room

The players use the key found in the previous step. They will be able to open the door and escape the room.



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