



This text is from the first chapter of *Room 13* by Robert Swindells.

# Room 13

This is what Fliss dreamed the night before the second year went to Whitby.

She was walking on a road high above the sea. It was dark. She was alone. Waves were breaking at the foot of cliffs to her left, and further out, the moonlight made a silver path on the water.

In front of her was a house. It was a tall house, looming blackly against the sky. There were many windows, all of them dark.

Fliss was afraid. She didn't want to go inside the house. She didn't even want to walk past but she had no control over her feet. They seemed to go by themselves, forcing her on.

She came to a gate. It was made of iron, worked into curly patterns. Near the top was a bit that was supposed to be a bird in flight - a seagull perhaps - but the gate had been painted black, and the paint had run and hardened into little stalactites along the bird's wings, making it look like a bat.

The gate opened by itself, and as she went through Fliss heard a voice that whispered, 'The Gate of Fate.' She was drawn along a short pathway and up some stone steps to the front door, which also opened by itself. 'The Keep of Sleep,' whispered the voice.

The door closed silently behind her. Moonlight shone coldly through a stained-glass panel into a gloomy hallway. At the far end were stairs that went up into blackness. She didn't want to climb that stairway but her feet drew her along the hallway and up.

She came to a landing with doors. The stairs took a turn and went on up. As Fliss climbed, it grew colder. There was another landing, more doors and another turn in the stair. Upward to a third landing, then a fourth, and then there were no more stairs. She was at the top of the house. There were four doors, each with a number. 10, 11, 12, 13. As she read the numbers, door 13 swung inward with a squeal. 'No!' she whispered, but it was no use. Her feet carried her over the threshold and the voice hissed, 'The Room of Doom.'

In the room was a table. On the table stood a long, pale box. Fliss thought she knew what it was. It filled her with horror, and she whimpered helplessly as her feet drew her towards it. When she was close she saw a shape in the box and there was a smell like damp earth. When she was very close the voice whispered, 'The Bed of Dread,' and then the shape sat up and reached out for her and she screamed. Her screams woke her and she lay damp and trembling in her bed.



Name:	Class:	Date:
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## Room 13

1 Which of these words does the writer use to describe Fliss? Tick **two**.

tall ☐      pale ☐      dark ☐  
 alone ☐      afraid ☐

☐ 2b  
1 mark

2 This passage opens the first chapter of the story. What purpose do you think this passage serves in the story as a whole? Tick the **best** answer.

to introduce the main characters in the story ☐  
 to describe the setting of the story ☐  
 to set the mood of the story ☐  
 to tell the reader what Fliss is like ☐  
 to explain what happened before the story began ☐

☐ 2f  
1 mark

3 Look at the paragraph beginning: *She came to a landing with doors ...*

How does the writer make this paragraph scary? Write **one** way, explaining how it adds to the scariness.

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☐ 2g  
2 marks

4 Tick to show whether the following sentences about Fliss's dream are **true** or **false**. The first one has been done for you.

	True	False
The house is near the sea.	✓	
The animal depicted on the gate is a bat.		
Fliss pushes open the door to Room 13.		
Fliss is afraid of Room 13 even before she sees what is inside.		

☐ 2b  
1 mark

☐ / 5  
Total for this page

5

Look at the penultimate paragraph (the one before the last) beginning: *She came to...* **Find** and **copy a phrase** that shows that Fliss has no control over what she does.

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1 mark 2a

6

Look at the last paragraph beginning: *In the room...*

**Find** and **copy a phrase** that means the same as *covered in sweat and shaking*.

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1 mark 2a

7

Why does the writer include the whispering voice?

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1 mark 2g

8

Look again at the last paragraph beginning: *In the room...* What do you think the *long, pale box* is? Explain why you think this, using the text to help you.

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2 marks 2d

/ 10  
Total for this test