

[The Rooms in the Tower] bed, pillow, blanket, empty fireplace, shelf, candle, low cabinet, thick metal door S, window W, mirror E, chair
 story. (mother says to defeat the vampire, keep him out of yr room. Make it secure!
 Eric wanted to tell me something)

stand on chair (ait) take candle (no need to take anything) break chair (no)

x fireplace (tunnel up chimney) burn chair (not with just a candle)

x floor (one flagstone is loose, but need something thinner than fingers to prise it up.)

search bed (paper) read paper. x mirror (hook, hair) touch hair (hairpin!) sharp.

x door - (gap, keyhole) x keyhole (almost big enough for hand; see stairwell outside)

look in gap (see nothing) put hairpin in keyhole (use it on window's keyhole!) → window is now secure.

breathe on mirror ("LOOK UNDER MATTRESS") look under mattress (metal rod)

prise flagstone. x cavity. (something chair slithers to lower level, get rag & parchment)

x parchment (from Eric to you. - silver crucifix was with rag)

break chair - put wood in fireplace. burn parchment. (lose candle too)

move flagstone. put rag in keyhole. put blanket in gap. sleep.