1. **What are your options in the "SpellCastingAcademy"?**

PracticeRoom, Lessons, HurryingStudent

1. **What does the "less" command do?**

Allows you to interact with an item

1. **What can you do with a "PracticeDummy"?**

You can practice their new spells on them

1. **What happens if someone tries to ‘mv’ a PracticeDummy that is no longer in the PracticeRoom?**

It displays “must be a valid item and location to move it”

1. **What do you see when you try to look into a box (ls Box)?**

PracticeDummy1

1. **What is in the "Green Meadow"?**

Pony

1. **Who is in the cave in the EasternMountains?**

A rat

1. **What do the OldManuscripts teach you to do?**

Use help and man for a list of spells and details on a specific spell

1. **What is surprising about the rat?**

Its big and bites people

1. **Where are you brought to when you use the portal**?

TownSquare

1. **What do you learn when researching the dark wizard?**

He will fragment the land and only the world-maker can stop the DarkWizard’s virus

That the power of “sudo” may be the DarkWizard’s only weakness

1. **What does the vendor reveal when smiling?**

gold teeth

1. **Name two things you can interact with at the farm?**

Ear of corn and a farmer

1. **What is in the cage?**

There’s a scared looking kid.