1. What are your options in the "SpellCastingAcademy"? either go to the practice room, go to a lesson or interact with students.
2. What does the "less" command do? Makes it so you can inspect an item
3. What can you do with a "PracticeDummy"? move the dummy to a different location
4. What happens if someone tries to ‘mv’ a PracticeDummy that is no longer in the PracticeRoom? you can’t
5. What do you see when you try to look into a box (ls Box)? The dummy is there
6. What is in the "Green Meadow"? a Pony
7. Who is in the cave in the EasternMountains? An old man
8. What do the OldManuscripts teach you to do? How to look up spells learned, and what man does.
9. What is surprising about the rat? It is as big as a dog
10. Where are you brought to when you use the portal? A town in history
11. What do you learn when researching the dark wizard? Sudo will kill him
12. What does the vendor reveal when smiling? Golden teeth
13. Name two things you can interact with at the farm? Farmer and Corn
14. What is in the cage? A scared Child