1. What are your options in the "SpellCastingAcademy"? Go to the practice rooms, lessons, or interact with the hurrying student
2. What does the "less" command do? It lets one interact with items
3. What can you do with a "PracticeDummy"? Practice your spells on them or put them in boxes
4. What happens if someone tries to ‘mv’ a PracticeDummy that is no longer in the PracticeRoom? It will give an error
5. What do you see when you try to look into a box (ls Box)? The items in the box are listed
6. What is in the "Green Meadow"? The pony
7. Who is in the cave in the EasternMountains? An old man
8. What do the OldManuscripts teach you to do? That you can use help to figure out the commands
9. What is surprising about the rat? It bites you
10. Where are you brought to when you use the portal? A new town
11. What do you learn when researching the dark wizard? He isn’t very nice
12. What does the vendor reveal when smiling? Golden teeth
13. Name two things you can interact with at the farm? An ear of corm and a farmer

What is in the cage? A kid in a cage