



# Chutes and See-You-Laters

## Trivia Quiz

*Santiago the Seer: The Pearls of Prescott*

28q

Think back to what happened in Chapter 28 of *Santiago the Seer: The Pearls of Prescott*. Choose the best answer for each question. No pressure—this is just for fun. Good luck, Seer!

1. Where does Santiago land at the start of the chapter?
  - a. On a pile of leaves
  - b. On a flat, slippery surface
  - c. In a shallow pool
  - d. On top of Hen
  
2. Why won't James use his phone light?
  - a. It's broken
  - b. He lost it in the chute
  - c. His battery is below 20%
  - d. He doesn't want to attract creatures
  
3. What spell does Corbyn say will create light?
  - a. Lumina
  - b. K'anchay
  - c. Brillare
  - d. Shinaq
  
4. What does Santiago use to cast the light spell?
  - a. A pebble
  - b. A feather
  - c. A leaf
  - d. A coin
  
5. How big is the room once the leaf lights up?
  - a. About the size of a classroom
  - b. About the size of a full basketball court
  - c. About the size of a small cottage
  - d. About the size of a gymnasium
  
6. What unusual structure sits in the middle of the room?
  - a. A giant hourglass
  - b. A floating platform
  - c. A miniature cottage
  - d. A stone archway
  
7. What feature on the cottage seems out of place?
  - a. A silver drawbridge
  - b. A golden revolving door
  - c. A glowing chimney
  - d. A staircase that leads nowhere
  
8. What does the plaque next to the door say?
  - a. "Enter only with pure intent"
  - b. "Only he with the key may enter and no more"
  - c. "Knock thrice to be admitted"
  - d. "Speak friend and enter"
  
9. What is identified as the "key" to the door?
  - a. The leaf
  - b. The necklace
  - c. The bird
  - d. The statue
  
10. What does Santiago hand to James before entering?
  - a. His backpack
  - b. The glowing leaf
  - c. The bird
  - d. A map