



Chutes and See-You-Laters

Trivia Quiz

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