

The Story of Everland and the Nine Islands Quest

**In the Northwest Boundary Waters where the Great South Current flows
Nine islands lie in nearly undisturbed repose
In a place called Everland,
Where on these islands nine (and more, some say)
Enchantments cast by local elders slow the march of time,
Keep marauding ships at bay
And safeguard all the islands harbor.**



**Though man still treads the tranquil islands lightly
In farmers' fields and narrow pathways, mostly,
Nature has regained the upper hand here, restoring balance to the land and
Giving refuge to Earth's creatures, small and great, in all their glory.
But that, my friends, is only half the story.**

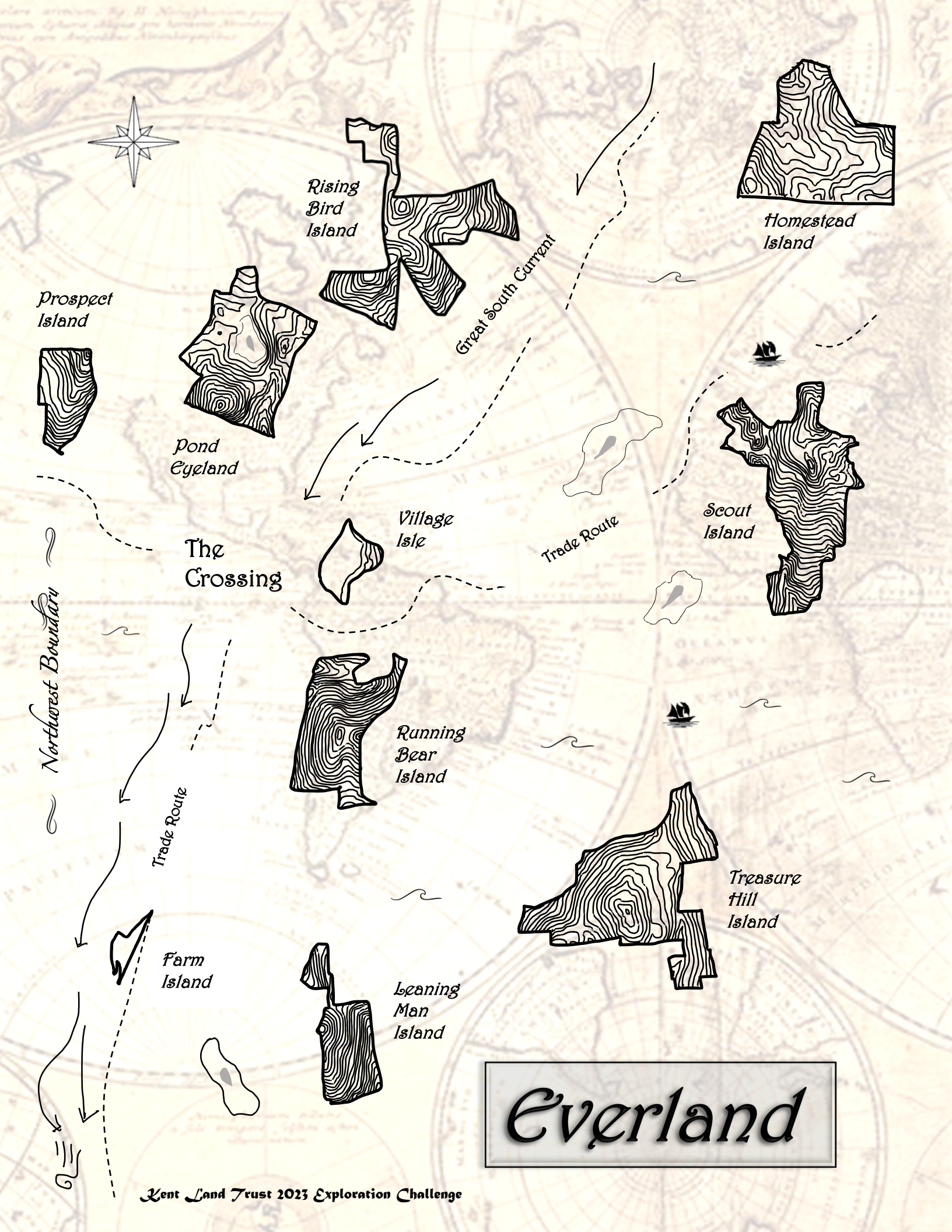
**You see, the archipelago of which I speak is in duress
Because the islands' magic will not last unless the elders can engender
Their wizardry and wisdom in each new generation of defenders.**

**I present, therefore, an island quest, as follows:
Conscript a worthy crew and, starting on the nearby Village Isle,
Set forth on an adventure that will teach of:**

**Everland, in ages old;
Eight of its beasts and seven of the islands' heroes;
The names and places of a score of forest treasures;
Where to gather, in late summer, with other salty nature lovers
To tell tall tales and celebrate each other;
And, after steadfast searching and upon profound reflection,
How one and all can aid in Everland's protection!**



**So join up with your friends and neighbors,
Round up your mate and sons and daughters,
And set sail on a quest involving clues and maps and codes and creatures!
I should mention -- there will be hiking. I hope that will be to your liking!
If so, bring your wits and pack your boots and otherwise equip your band
To venture forth in Everland!**



*Rising
Bird
Island*

*Homestead
Island*

*Prospect
Island*

*Great South
Current*

*Pond
Eyeland*

*Scout
Island*

*The
Crossing*

*Village
Isle*

Trade Route

Northeast Boundary

Trade Route

*Running
Bear
Island*

*Treasure
Hill
Island*

*Farm
Island*

*Leaning
Man
Island*

Everland

Village Isle

Flat Terrain

Sail first to the lively heart of
Everland in the Northwest Boundary Waters
And proceed to the petite park where the falcon flies and the locals saunter.
Look here for a row of three trunks running roughly south and north
Then answer me these questions tree, while taking careful notes, of course!

- Which tree has two-lined leaves, both short and narrow?
- Which species' forbears wore the King's broad arrow?



Look behind a quiet place to crack this element'ry question:
What tree here thrives between the atheneum and the tracks?

Still on the Village Isle, look elsewhere for a cozy arbor
And within a plaque erected in this local hero's honor:

Having sampled summer's mission,
Gathered maps and bought provisions,
The time has come for you to parse more clues,
Explore nine islands and their waters,
And complete your search for all below, in any order:



Twenty trees containing three-and-twenty scrambled letters,
Eight creatures, some real and some of legend,
Seven local conservation champions,
The hidden goal of this adventure,
And a date and time and place to come together.

Prospect Island

Steep Terrain

The age of iron, with its smoking, treeless slopes has given way
And the alchemistic folk who coaxed their molten brew from native rock
Have all sailed off. Resurgent forests now hold sway!

Dock carefully before you climb the first long Prospect Island hill,
Pausing near the western bend to witness this impressive forest pillar:

Climb further up, moving slightly off the blaze-ed path
To hop atop the roundish remnants of a collier's cache.
As symbols of the land's resilience, find rising from the hidden ash:
- Examples of this understory species (Genus first), frayed and slender
- This winged, everlasting creature!

Rejoin the trail and keep on hiking
If you have the urge to wander,
Making sure, before departure,
To find and name the Island's founder:



Running Bear Island

Steep Terrain

The trees on Running Bear stand tall and proud
Bearing names for all to read aloud.

Along the trail, find a trunk erupting from the hilly ground
Not from a bulb, despite the way this Latin name sounds:

Scale the mountain's heights, stopping as you need to catch your breath,
And find the blocky head, with knitted brow, of this colossus
Looming o'er the trail amongst the ferns and mosses:



Farm Island

Flat Terrain

At the smallest sheltered island where the elders often gather,
Taste the fruits, read a tale, or gaze upon the waters,
Making sure to note the hero whom this island's gentle footpath honors:



Leaning Man Island

Moderate Terrain

***In days of old,
When Everland was very cold,
Crystal waters rumbled south and piled skyward,
Grinding mountains down and
Gouging out new valleys as they wandered.***

***And in even older times,
Modern hilltops slept in beds of teeming oceans
Building earthy crust from countless ocean creatures' shells and bones.***



***Sail to the Isle of the Leaning Man and reach the upper, orange trail
Where, along the island's rocky, lofty western margin, imagine, lying still,
This slinky creature's spine, dredged from the depths of sea and time:***



***Atop the wind-swept western ledges,
Including near the westward views,
Identify this evergreen with peeling bark and waxy fruit:***

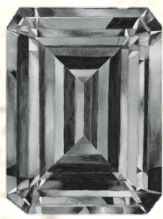
Treasure Hill Island

Moderate Terrain

Island folks once toiled here to seek an iron fortune.
Although the mines are long since closed, the island's wealth is growing!

Walk the first declining path and find along its edges
A tree with round, unbalanced leaves
And graceful, arching branches.

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Press on and downward,
Passing through a host of fallen soldiers
And others standing, still, with sloughing bark,
Now sadly in their death throes.
All members of a furrowed breed:
Laid low by this bejeweled foe:

After crossing bridges twice, observe soon on the pathway's right
Two trunks with bark that's dark and scaly, one with vines on either side
(Let be the hairy one, its poison ivy!).
Both are trees of this variety:

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Your questing work on Treasure Hill is hereby finished,
But keep on hiking 'round the loop, as per your wishes.

Rising Bird Island

Nearly Flat Terrain

Drop anchor near the rising bird's broad beak

Then reconnoiter inland, gently, 'long the purple pathway seeking

Signs of these fine flying beings:

- **One who builds with spider silk and tumbles like a falling leaf**
- **And one who dips and darts about while eating insects on the wing.**



**Scan further near the purple route to find a shortish tree whose
Trunk is reminiscent of a mighty arm with twisting sinews:**

**While you'll not find this *Marvel's* name imprinted here on signs
She is force of nature and a friend of birds from every clime
From the distant neotropics to the *Northwest Boundary Islands*:**



**If your crew is in the mood for steeper island hiking
On a lark, you might explore
This island's newly opened western wing.**

Scout Island

Moderate and Steep Terrain

**Tack betwixt the two great eyes and dock your vessel wisely,
Then move along the camel's walkway, looking sharp and heading southwise,
Marching left for sixty paces past the roadway's split,
To meet this leafy island figure holding two tall walking sticks:**

**Watching wisely o'er the meadow,
Name this sweet but firm old sent'nel:**



**Climb to reach the highest peak here, stopping at the final turning,
To see a smooth and silver trunk, rooted near a stone wall's ending,
And here record its Latin naming:**

**Before your scouting work is done, look carefully about
For creeping beasts eponymous with one Scout Island hiking route
And ask among your shipmates for the name of the adult:**

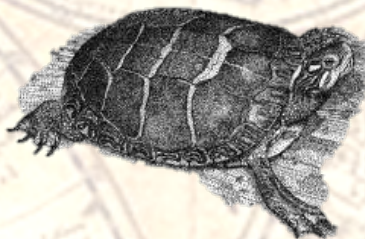


Pond Eyeland

Moderate Terrain

**Dock here on the Fuller side, amble up and down, and soon discover
The story of Pond Eyeland and its visionary founder:**

**Look about and nearby note,
Just beyond a trail sign's arrow,
A tree with dark and splitting bark
That's etched with horizontal channels:**



**Walk now along the pondside, moving counter to the clock,
Cross seven modest wooden bridges,
Stopping shortly 'fore the eighth one
To spot a modest tree with pointed leaves
Growing near a hefty rock
Despite the misbelief that it's been
Lost forever from these shores:**

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**Continue on and leave the pondside
Sloping gently upwards briefly,
And come upon two dueling pointers
Fronting this appealing tree:**

**Keep on hiking as you wish,
But don't disturb the fish.
The pond is watching!**

Homestead Island

Moderate Terrain

**Prepare your craft and shipmates for a lengthy sail and ramble,
Then run against the Great South Current for a goodly while,
And navigate your vessel to the stately Homestead Isle.
Here ride a horse or horseless carriage down the Purple Rim
Stopping at the roadway's end to note this pair of island champions:**

**Now classify (in common terms) two very thorny wardens
Who stand guard 'tween the roadway and the former Dugan dwelling:**

**Your crew should also scrutinize the Homestead Trailway's reaches
To find the printed visage of this boneless benthic creature
A harbinger of healthy streams whose name belies its other features:**

Find and take the Meadow path to name these close relations:
- **A tightly-peeling species near both endings of a simple bridge**
- **This pallid meadow dweller, seen here in singles, pairs, and handsome copses**



**Take the western Stone Wall Trail beyond a bulwark's northern span
And 'fore you skirt a crossing bound'ry at its sudden western end,
Behold an oddly colored stone, hid within a rocky nook,
And stop to have a closer look.**

Everland Nine Islands Quest Team Instructions

Should your crew dare to quest for treasure among the islands of Everland:

- **Fill out a paper signup sheet or sign up online at www.kentlandtrust.org.**
- **Be sure to choose a salty name for your band of heroes and appoint a captain to parley with the Kent Land Trust.**
- **Use the given clues and the Everland map to navigate and decipher. You will also need more detailed island maps that can be found at www.kentlandtrust.org/klt-places and in the Conservation Commission's excellent book, *Kent Trails: A Hikers' Guide*, available for purchase at the House of Books and at Sportsmen's Connection in Kent.**
- **Take photos of your spirited crew while visiting each island. Send photos to info@kentlandtrust.org. Use your team name as the subject line. Prizes will be awarded for the best photos!**
- **There are various items to find and there is a message embedded within the quest. Once you discover all items in a category (like all the creatures' names), and once you decode the embedded message, send your solutions to info@kentlandtrust.org to qualify for booty.**
- **The quest will also reveal the time, date, and coordinates of a seafarers' gathering at summer's end. We trust your wit and stout hearts will bring you there!**
- **Thank you to all KLT members! If you are not a member, please join at www.kentlandtrust.org/become-a-member and/or consider making a donation to the Kent Land Trust.**

And please heed the following:

- **Dock and secure your vessels properly. Consult property maps posted at: www.kentlandtrust.org/klt-places for approved docking locations (marked with a *P*).**
- **Tread lightly and leave no wake or trace.**
- **On departure from each island and when you return to port, check your garments and personal spaces for tiny, pestilential stowaways.**

