

In the notes below, I'll use "3-loc" to describe a wind that goes to 3 locations, etc. I'll use parentheses to describe speed; thus the "(2) wind" is the wind that travels 200 kn.

The key to ordering the winds fastest-to-slowest is properly placing Boreas and the other 4-loc(ation) winds.

By Clues 3 and 9, only one wind visited 2 locs, and only one visited 5, the rest were in between (3 or 4). From Clue 2, the total number must be divisible by 6, so it's 18 total, broken up into 2, 3, 4, 4, 5.

Since Boreas visits the same number of haunts as the wind just faster than he (Clue 6), they must be the 4-loc winds.

Say that Boreas is the slowest wind (1), with the other 4-loc wind being (2). The 5-loc wind must be (3), since he has two winds faster than he. By Clue 3, the 2-loc wind has winds faster and slower than it, so it must be (4), with the 3-loc wind being (5) by default.

Apeliotes can not be the other 4-loc wind (in any scenario), since he differs in locs by at least 2 (Village/Swamp) from the next slower wind. Nor can he be the wind just faster than the other 4-loc (in any scenario), because by Clue 8 that would mean that the two 4-loc winds had only 1 location in common (swamp), but we know that they have 3 in common. So, Apeliotes, in this scenario, is either speed (4) or (5). If he is (4), then Eurus must be (2) or (3), as by clue 4 he also has winds faster and slower than he. He cannot be (3), as that would have the 4-loc wind in (2) going to the Estuary, a uniquely-visited location. Along with the Swamp, this makes 2 locations not shared by Boreas, more than the 1 allowed, so that can't be the case. Eurus must be (2), with Boreas going to the Estuary. That makes Swamp/Estuary the pair of locations not shared by the 4-locs; therefore, Notus cannot be (3), as that would send the faster 4-loc to the Seashore, another unique location -- Notus must be (5). As such, by clue 10, Apel at (4) goes to both the Village and Seashore, but by virtue of being the wind just faster than the 5-loc, he also goes to the Streambed. This is more locations than he's allowed, so, Apel can NOT be (4) in this scenario, so must be (5). By clue 8, the wind in (4) goes to the Swamp and Village, and by clue 9 he goes to the Streambed. Again, this is too many for the 2-loc, so.....with no place for Apel to go, Boreas cannot be the slowest wind. Whew. Zephyrus must therefore be the slowest wind in any scenario, since all others have at least one slower wind mentioned.

Say Boreas is (2), with the other 4-loc being (3). As we've seen, Apel can't be (3) or (4) in this scenario, so must be (5); there is therefore a Swamp for the other 4-loc, but not Boreas. the 5-loc wind, who by clue 9 must have at least 2 faster winds, must be (1). By clue (9), this gives the 4-loc at (3) the Cavern, which Boreas can't have, so, again, too many differences there. So Boreas cannot be (2).

Say Boreas is (3). Other 4-loc is (4). Apel cannot be (4) or (5), but since he needs to have two slower winds, he can't be (1) or (2) either, so this one dies quickly.

Therefore, Boreas MUST be at (4), with the other 4-loc at (5), and Zephyrus at (1), and Apeliotes at (3). Eurus must have a faster wind, so can't be (5); therefore, Notus is (5) and Eurus is (2).

By Clue 10, Boreas goes to the Seashore; this must be the location he does not share with Notus. If the 5-loc wind is (2) or (3), Boreas winds up with another non-shared location (Streambed or Cavern); therefore, 5-loc is (1).

By Clue 8, the wind at (2), being just slower than Apel, goes to the Village and Swamp; being just faster than the 5-loc, by Clue 9, he also goes to the Streambed. Thus, the wind at (2) - Eurus - must be the 3-loc wind, leaving Apel as the 2-loc wind (the locs being Cavern, by Clue 9, and Field by Clue 4). The 2-loc being at (3) forces the Plateaus to (5) and (1) by clue 3. Plateau is thus the location Notus does not share with Boreas. The final unique location, Estuary, must therefore be visited by Zephyrus.

Zephyrus cannot also visit the Village (Clue 8), so his other two locations are Marshland and Treetops. Finally, Notus and Boreas share their final three locations. These cannot include the Swamp (Clue 8), so they both visit Marshland, Treetops, and Village.

Only Eurus' haunts are all unique lengths, so only he can be the wind mentioned first in Clue 5. Thus, his route is Swamp-Village-Streambed. By the rest of Clue 5, Apeliotes travels Cavern-Fields, and Boreas travels Marshland-Seashore-Treetops-Village. Marshland is the first stop for Notus and Zephyrus (Clue 3). Zephyrus could not have visited the Swamp 2nd or 3rd (Clue 5) or last (Clue 7), so that must be his 4th stop. his final stop cannot be the Estuary (Clue 7), and if he visited the Plateau last, the first part of Clue 7 would be impossible. Thus, his final visit is to Treetops, with the remaining visits distributed to realize Clue 7 as shown below.

1(00 kn)	Zephyrus	<b>Marshland</b>	<b>Plateau</b>	<b>Estuary</b>	<b>Swamp</b>	<b>Treetops</b>
2	Eurus	<b>sWamp</b>	<b>village</b>	<b>sTreambed</b>		
3	Apeliotes	<b>caVern</b>	<b>fiElds</b>			
4	Boreus	<b>marShland</b>	<b>seaShore</b>	<b>treEtops</b>	<b>villAge</b>	
5	Notus	<b>marshHland</b>	<b>villAge</b>	<b>treeTops</b>	<b>platEau</b>	

Index into each wind's stops according to their speed, as shown above. Arranging the letters found alphabetically by wind gives VE SSEL WIT HATE MPEST, or "Vessel with a tempest", the answer to which is TEAPOT (source of humble refreshment).