

AIOLIA

*Homely, hospitable Aeolus, master of all the perverse winds
Offers you humble refreshment, and thoughtfully grants you a great gift:
Powerful gales in a tight sack. Wretched the men who, with base greed,
Open the bag - oh, the villainy, loosing a storm on the wild seas!*

When the winds were released from Aeolus' bag, most vanished to the far corners of the earth, wrecking havoc on the way. However, five of them (including Zephyrus) blew through some of their favorite haunts before scattering....

1. Each wind flew at a different speed ranging from 100 to 500 knots, in 100 kn increments. The durations of visits to haunts were identical, so that all of the winds' first visits were simultaneous, then all second visits were simultaneous, etc. No wind visited the same haunt more than once.
2. The haunts Cavern, Estuary, Fields, Seashore, and Streambed were visited only once. The haunts Marshland, Plateau, Swamp, Treetops, and Village were visited by at least two winds. One wind's visits accounted for exactly 1/6 the total number of visits made by all of the winds.
3. Each wind that visited Marshland did so as its first visit, and each of those whistled through Treetops at some point subsequently. The only wind to visit as few as two haunts avoided the Marshland entirely; that wind, as well as the next slower and next speedier wind, also avoided the arid Plateau.
4. The wind Eurus stayed away from the Estuary favored by the next slower wind. The wind just faster than Eurus did likewise, preferring to whip through the Fields.
5. Only one wind visited all his haunts in order strictly from shortest name to longest. The two next-most rapid winds, whimsically, both flew through their haunts in alphabetical order. No different locations beginning with the same letter were ever visited simultaneously.
6. The wind Boreas enjoyed the same types of terrain as the next faster wind; he visited only one haunt that the other did not, and vice versa.
7. Two visits to Treetops occurred immediately between visits to the Plateau (which were not necessarily made by the same winds). No wind made the Estuary or Swamp its final visit.
8. Only two winds howled through the desolate Swamp. The wind Apeliotes was just faster than one of these, and he did not share that slower wind's penchant for blasting through the Village. The other Swamp visitor was just slower than the first, and they held no other haunts in common.
9. The only wind to visit as many as five locations did not share the next-faster wind's delight in skimming along the Streambed, nor did he moan through the Cavern beloved by the next-faster wind after that.
10. The wind Notus did not visit both the Village and Seashore; the next-slower wind, however, stirred up spectacular gales in both locations.