Keene Quests

Explore your community through treasure hunts.

"Try as you might
You won't be able to see,
The pond that was once at this very site.
It powered the mill and is now history."

-From the Colony Mill Quest
Keene Quests

Newest Updated Version as of October 2014

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Created by local community members, this booklet contains a series of quest adventures to guide exploration of some of Keene’s special places.

“These environmental and historical treasure hunts are a reminder that adventure is the best starting-point for education and citizenship alike.”

-John Elder, author of Reading the Mountains of Home

For more information on Quest Projects throughout New Hampshire, Vermont, and anywhere else, contact:

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    complex. Created by: Megan Nemecek’s RMS 8th grade with Aamika DeVries
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Welcome to the Keene Quests!

Congratulations on beginning your questing adventure! This booklet is filled with quests that can guide your explorations of Keene. A quest is very much like a treasure hunt, with maps, riddles, and pictures to lead you through special places to the hidden homes of secret treasures.

There are seven quests in this booklet. Each one explores a different piece of Keene’s cultural and natural history. Some of these quests take place right in downtown Keene, while others will lead you out into farms and woodlands.

The quests in this booklet are the result of the hard work and creativity of local elementary, middle and high school students. With the guidance of community members, graduate students and educators, these young people chose their sites and developed the clues, maps, and illustrations that make up the pages of this book. The completion of their work means the beginning of your adventure.

We hope that whether you are a local resident or a one-time visitor, these quests will help you to explore and learn about the landscape and heritage of Keene.

Happy Questing!
How to Get Started Questing

Decisions, Decisions

Your first and most exciting step is to choose your Quest. You can use the table of contents and the pages in this booklet to see what Quests are out there, and then just follow your fancy. Three quests take place inside of buildings, so you will only be able to do those quests when the buildings are open. Check the table of contents to see which quests say Limited Access. Before you head off adventuring, be sure to think about where you are going and what you will need to bring to be prepared. Check the weather and dress appropriately. Bring along a snack or a drink. If the Quest you choose uses cardinal directions as clues you might even want to carry a compass.

The Maps

Each Quest in the booklet has a Locator Map and a Quest Map.

Locator Map: The locator map for each Quest shows you where in Keene you will start the Quest. Most Quests also have written directions to go with their locator maps.

Quest Map: This page includes not only a map, but all of the riddles and pictures that are your clues to complete each Quest. Remember that Quests can be a bit tricky. You might need to fill in some blanks and unscramble some clues. Strangely enough, for at least one Quest, the Quest map page doesn’t even have a map!

The Treasure

It’s true! If you follow the clues closely, each Quest will lead you to a hidden treasure. You may have to do a bit of looking in curious spots to find it, but rest assured that the treasure will never be buried. Inside of each box, you will find a rubber stamp, an ink pad, a logbook, a pencil, and treasures connected with the site. Be sure to collect an impression from the stamp as a memento and as proof of your Questing success. You can use the pages at the end of this booklet for your stamping if you’d like. Sign your name into the logbook, add your thoughts and drawings, and become part of Questing history: your entry becomes part of the treasure! Take some time to read the other entries if you choose, and then carefully re-hide the box exactly as you found it.

For the Dedicated

If you plan to go on more than one Quest, you may want to create your own passport book for your notes and stamps. Some Questers even make their own personal stamp so that they can leave a distinctive mark in each Quest’s logbook!

Happy Questing!
Keene Quest Code

What each Quester can do to stay safe, protect the environment, and keep the secrets of the Quest.

♦ Respect wildlife, plants, and trees
♦ Stay on existing paths
♦ Be careful to avoid damaging fences and stonewalls
♦ Respect the "treasure" box so that other Questers can see its treasures
♦ Keep the secret of where the box is hidden
♦ Re-hide the box carefully when finished
♦ Keep dogs under control
♦ Carry out all trash
♦ Walk carefully in wet and steep areas
♦ Keep eyes, ears, and heart wide open
♦ Look, listen and learn from the world

Happy Questing!
1. At this house of sticks you will start your quest. Built in 1806, now go do your best.

2. Look at the door and see an object 100 years old. You’ll see the word “Colony or so we are told.

3. On the sides of the door are windows with designs. Through each window the sunlight shines. In 1806 they needed the light. No electricity was there to make things bright.

4. Go left, around the corner a faucet you will see. Horatio Colony added this spout in the 1940’s to get some water out.

5. If you’re at the bird faucet then walk west, Until you see two pots with birds at rest.

6. Turn left and leave the terra cotta pots behind. Above the door an eagle holding two flags you will

7. Turn to the left to see a set of double doors, At one time inside you’d find a carriage on the floor.

8. You’ll tie your horse to this iron ring, Attached to a granite rectangular thing.

9. Walking straight to the narrow brick path can be fun, It’s wide enough to go one by one.

10. Leave the bricks that form a path. Enjoy the view from the past. The house you see is two stories tall, You can make a reservation to see what’s inside its walls.

11. From this place turn 180 degrees. Horatio would plant flowers by the trees. On both sides there’s a place to sit. You can take a break, but you still can’t quit.

12. There are window shutters on the back door, That start from the top and go to the floor. The shutters act like a screen, That keeps bugs out, not to be seen.

13. Go on the brick path heading North, then turn East, this is a place you could have an outdoor feast. This addition was built in 1899, By a woman named Emeline.

14. From the porch walk Northwest, To the gate to end your quest!
QUEST MAP

Key:
O = tree
= stairs
= hydrangea
= bushes
= Stone pillar
1 = lattice
Take a look and find a store
Where you can buy books – one or more!
This is where you will start,
Now you will need to depart.

Follow the path to the North,
40 steps will take you to the corner,
careful of the cars whizzing back and forth!
Look up high
you'll see a smokestack,
though here ran a railroad track
Up on top is marked F and C
this stands for mill owners
Faulkner and Colony
As you look North across the street,
you'll see the brick houses where the mill workers used to sleep and eat
Steady now, it's not a race.
Heading East up the road,
wants you past the mill's brick face.

As you pass a square entrance tower,
look left and see a place for the breakfast hour.

Try as you might
you won't be able to see,
the pond that was once at this very site.
It powered the mill and is now history.

Now on with the Quest,
Go to the corner of streets Gilbo and West
If you're looking for a tasty treat,
You missed what was there to see,
Here Ye Goody Shop once stood,
Yes, it really was quite good
Continue around and toward the place you might park your ride.
Find the eastern most entrance on the south facing side
Go inside, straight past the stairs, and you will see an auction sign for all to read.
They were auctioning off the mill, you will find new owners here, still

Go into the food court and turn right down the hall,
Follow the mill's original brick wall.
At the end you should see maps across the way,
Take some time to read what they say.

Now go back the way you recently came
turn right at the corner and look for the heat
You are really accomplishing a fun feat
Oh lordy it's hot,
like one big boiling pot.
You could assume this was a boiler room,
would you believe it once blew up and went KABOOM?!

Stroll down the hall and head to the second floor,
what you're looking for, I hope is no bore.
Try and find the difference from old and from new.
The original mill didn't have all that glass,
there's a clue!

Now that you've seen old bricks and big beams,
You are getting near done or so it seems.
Stay on this floor to search and to find
The clue that will lead to the end of the line.

Walk to an elevator with a big window view
Of a chimney from which smoke once blew.
Here lies the treasure just under your nose
Hidden in a box by the old fire hose.

Your job is now done, so go take a rest,
while you enjoy what's found in your treasure chest.

As you look North across the street,
you'll see the brick houses where the mill workers used to sleep and eat
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wants you past the mill's brick face.

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while you enjoy what's found in your treasure chest.
Created by the Contemporary Leadership class at Keene High School.
Learn about the history of land use on West Hill.
Estimated time: 30 min

From Route 9 heading west from Keene, go through the blinking light at Base Hill Road and Daniel’s Hill Road will be your next left. Heading east into Keene it will be on your right after Whitcomb’s Mill Rd. Turn onto Daniel’s Hill Road, and the Preserve is the first driveway on the left.
The riddles below are for use with the QUEST MAP.
Note: Italicized stanzas represent directions to specific stops along the quest.

You’re in the parking lot so turn toward the gate, walk up the trail to discover your fate!
Start at the info board, pick up a book, flip to site 8 and read—it’s a hook!

Don’t walk all the way up there, not just yet it’s a long walk uphill—that you can bet.
Japhet chose pristine land where he would toil but he made little profit because of the ____, the land was all cleared so the sheep could pasture. At this time the hill would have looked a lot grassier.
The center of the crossroads is where you now stand; so find a friend and grab their hand.

Set in 1763, common for its day, this intersection on the old Daniel’s Hill Road goes four different ways.

Turn southwest and plan to hike, you won’t need a car; you won’t need a bike.
Look to your left in the long rock wall, take 15 steps; don’t be afraid to fall.
In the wall lies a big white stone; the stone’s the next clue, see how it’s shone.
These longs walls of rock used in houses and forts contain all sorts of minerals; granite, and white or pink ____

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In the wall lies a big white stone; the stone’s the next clue, see how it’s shone.
These longs walls of rock used in houses and forts contain all sorts of minerals; granite, and white or pink ____
You can't see it from here, it's miles away; years ago it was different than it is today.

Of looms and woolens the Colony's had their fill because they were the owners of the Colony mill.

Wool from these local sheep is what they would use to make blue fabric that the Union army would choose.

A variety of products and hardly a blunder there
But the first thing the mill made was fabric for

In the 1940's they built a cabin for the summer. To install the piping Horatio hired a ___ __ __.

Look south across the trail to see
A lamp-post that is surrounded by trees.

The living conditions were primitive and stark, except for the light post-Horatio was afraid of the dark. So now you know about the hill's history but the original occupants name's still a mystery.

Before the settlers made their homes, this tribe of Native Americans roamed.

In 1938, came a storm on its way to Maine,

New England's most damaging ___ ___.

The winds blew down trees; everything was soaked.

Lumber was used from the pines, maples, and oaks.

Now you must head towards where the sun rises.

Stop at the first building, which is full of surprises.

Unscramble the letters from the parentheses and go to the place where the word leads. Take a walk to the Northwest side—here is where the treasure lies!

More information about this lot can be found in the treasure box.

A lamp-post that is surrounded by trees.

Take a walk to the Northwest side—here is where the treasure lies!
A Historical walking tour of downtown Keene.
Estimated time: 35 min.
Riddles for Keene Map Quest

1. This star is where you start your quest. Come see where historic things rest.

2. Go South to a boulder and find its sign to read. Once a fort you see. Please show respect and just look at me.

3. Cross the street. Go North to a place with bulbs round a sign. It will tell you the movies at the right time.

4. Continue North, to where train passengers got off and on. Now buses come, some at night, some at dawn.

5. Look North where Roman numerals look so divine. It is what train passengers used to tell the time.

6. Go down a street opposite of East, and find an old church building made of stone at least. A story of a man there you will find, who lived a life both brave and kind.

7. At the corner of Winter and another street, find a type of house where lawyers used to meet. Though judges and juries no longer come here, their newer building is really quite near.

8. Flee to the east! Find the FOURTH meeting house for people. It is white and it has a big, huge steeple.

9. Turn around. A gazebo and fountain you have found. A man stands here and a cannon that blew. The Civil War is remembered by you.

10. The big white church is next to this place. Your money can be saved without a trace. You can go inside to see the three Famous men that used to be.

11. High school students once came to this place, which is no longer a learning space.

12. Cross the town square Through the circle you go Look southwest for the Events Kiosk Treasure’s in black below!
"Washington St. Quest"

Created by Franklin School's 3rd Grade, Mrs. Woolridge

A Walk Through the History and Architecture of Washington St.

Estimated time: 40 min

Directions:
1. Go north on Main Street from the intersection of Routes 12 and 101.
2. Continue on Main Street and bear right at Washington Street.
3. Go straight down Washington Street and park near Benjamin Franklin Elementary School. The school is the starting point of the QUEST.
I flew a kite and got a ZAP!
This is where you'll start your map.
In 1907 is when I was built
From September to June
I'm filled to the hilt.

Across the street and two blocks down
Is where my house can be found.

Go far south
Traveling down three streets, then cross
You will see my trees of three
And the numbers above my door that read 1833

For your next stop, keep your stride south
My building is on a circle that's called a square
The city planner can be found there

North two blocks, across the street gets you there,
At this house criminals beware
On the northeast corner there is a stone
It's carved with writing, the meaning unknown

This is the home of unfortunate fates
Find the oldest stone within the iron gates

North is the Rise, the end of the Quest
You've done a great job and almost can rest.
But first, a great surprise is in store!
So head to the back, and look by the door.
STAMP PAGE

Use this page to collect all of the one-of-a-kind stamps from the treasure boxes!
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Use this page to collect all of the one-of-a-kind stamps from the treasure boxes!