1. Work your Wizardry!

Start this adventure in front of the pond with fountains near the parking lot in Fielding Park. Hillfield Trail is a mystical place that a friendly wizard named Keerc calls home. Using love, care and a magical potion, Keerc has helped restore Junction Creek to make it inhabitable for wildlife of all sorts.

But Rettil, an ugly troll, is threatening to pollute the Creek again so Keerc has gone into hiding. Your challenge is to create more magical potion and release it into the Creek to help Keerc. Don’t forget to explore your surroundings along the way. Good luck!

Find a wand.

Search for a special stick shorter than a rabbit that can be transformed into a wand.

Create a good luck charm for your quest and initiate your wand:

Find seven special natural things on the ground no bigger than your thumb. Arrange them in a fish shape in a neat spot. Face your charm. Touch your head with your wand, plug your nose and say:

“Lucky shmucky, fish spell, lucky shmucky, wish me well”

Now create your potion:

Fill your bottle with water from the pond and tighten the cap. Hold your wand in one hand and the potion bottle in the other. Tap your head and your shoes with your wand, and then the ground three times. Hold the wand over the water, trace large circles in the air and repeat:

“Mullamazee, Mullamazo! Make the magic colours glow!”

Use your potion to magnify beautiful colours:

☆ Find a leaf, rock or something cool.
☆ Dip your wand into the potion and paint the object. Watch the colours grow stronger.
☆ Paint at least 5 interesting things and share your favourite one.

Hide!

Practice hiding from Rettil’s spies as you walk to the next stop. Take turns saying “spies” unexpectedly. Quickly find a tree or rock to hide behind. Then come out and continue down the trail.

2. Conjure up magic colours

Cross Fielding Rd. with caution. Take the Hillfield trail (directly across from the parking lot entrance) and walk until you see three birch trees sticking out from the same stem (about 8m).

Keerc uses his potion to brighten nature’s colour because it’s a mega-colour-magnifier. While tapping the top and bottom of the potion bottle with your wand, repeat three times:

“Mullamazee, Mullamazo! Make the magic colours glow!”

Use your potion to magnify beautiful colours:

☆ Find a leaf, rock or something cool.
☆ Dip your wand into the potion and paint the object. Watch the colours grow stronger.
☆ Paint at least 5 interesting things and share your favourite one.

3. Make super duper smells

Stop after about halfway down the trail (approx 370m) where you see a big pine, just past a dead birch, with a large, flat rock behind it.

The magic potion helps the forest creatures smell hidden aromas. Keerc uses it to help himself smell things better as well. Use the super duper smelling spell:

Shake the magic potion bottle really fast while you say:

“Alacazam, alacazo, alacazuff! Make me some super duper smelling stuff.”

Use your potion to magnify neat smells:

☆ Look for something neat to smell: a leaf, a twig, bark, plants, etc.
☆ Put potion on your sponge and dab it on your nose.
☆ Scratch the surface of an object with your fingernail. Sniff deeply to help the potion bring the smell to you.
☆ Scratch and sniff at least five neat smells.
☆ Share your favourite smell with someone else.

Look for traces of Rettil on your way to your next stop: broken branches, litter on the ground or in the Creek, graffiti, etc.

4. The Music of life

Stop after about 160m where you can see three maple trees near the shore. You will be facing the middle of the island in the Creek.

Can you hear the Creek sing?

☆ Find a comfortable seat next to the river.
☆ Silently listen to the Creek singing for one minute.

The rippling sound means air is getting pumped into the water, so fish, insects and plants can breathe. Blow some air into your magic potion.

Tighten the cap and shake the potion as hard as you can while repeating:

“For fish and plants and insects small, I offer air upon my call. It lets them breathe both in and out. Get in there air, I scream and shout.”

Do you see white foam at the edge near the ripples? It is made when air bubbles and tiny particles mix with moving water.
5. Carving instrument
Continue down the trail (about 40m) until you see a brown patch with little vegetation on the right side of the trail. You will be facing the tip of the island on the Creek.

Find another comfy seat facing the water. Check out how rainwater has washed soil from the hillside on the other side of the Creek. This is called erosion.

Demonstrate how it works:
☆ Fill up your bucket with water and go back to your comfy seat.
☆ Make a mini-mountain of dirt no bigger than the height of two fists.
☆ Pack the mountain together to make it strong.
☆ Pour a small stream of water from your bucket over the mountain.

Did your stream carve out a channel or completely destroy your mountain?
Erosion takes much longer to wear down real mountains.

On your way to the next station, look for signs of erosion (tree roots exposed, dried up mini-channel on the soil or on the trail, etc.).

6. Trick the Troll
Stop just before walking under the concrete bridge (about 160m from last stop). On the other side of the Creek you should see exposed bedrock.

You have almost reached the green wooden and metal bridge. You must release the potion if it is to work. But Rettil has a troll guard living under the bridge. Put it to sleep:
☆ Sneak up the trail to the wooden bridge.
☆ Sprinkle some potion on the bridge.
☆ Wave your hand as you repeat: “Sleep time you terrible troll. Dream away as we stroll. On the bridge where we will be, as you sleep, don’t bother me.”

7. Thank the Creek
Walk to the green wooden and metal bridge. Stand on the centre of the bridge. Face the Creek, away from where you came from, to discover the final ingredient for strengthening the potion. To identify it, first you must find in and around the water:
☆ Dancing plants
☆ Insects on the water
☆ Shimmering shapes

The final ingredient is our appreciation for the Creek and the life within it. Add this to the potion. Bow the Creek and say “Thank you”. Throw your wand into the water.

Now that the potion’s magic is strong, return it to the Creek so that it may help all the creatures.

Congratulations!
You have outwitted Rettil and added more magic potion to the Creek. We must all appreciate and be caretakers of water as the magical liquid of life!

Look around the wooden bridge to find the hidden plaque. Use the side of your pencil or crayon to make a rubbing of it below.

This activity is adapted from the activity “Of Wizards and Potions: A Woodens River Adventure” from the following book:

Distance: 1.5 km return.
Approximate time: 1hr30

Location: Corner of Fielding Rd. and Highway 17. Parking available at Fielding Memorial Park.

Trail tools: Prepare and gather these tools for each person:
- Paint brush;
- Potion bottle (decorated plastic bottle with lid);
- Bucket or yoghurt container.