***Title: THE MYSTERIES OF WĘGIELNIK***

**Theme**: the quest trail will take you around Węgielnik – an extraordinary park allowing insights into regional World War II-related history and multiple local legends.

**How to play and find the Quest Treasure:** this game is accessible 24/7. Read all clues carefully, solving riddles for the final password leading to the treasure – an expedition seal.

**Start line:** the quest begins in the main market square of Piwniczna-Zdrój. This is where you can park your car if needed. GPS co-ordinates: 49.44060 N, 20.71415 E

**Walking time:** ca. 2 hours 15 min

Take Daszyńskiego (street) to the bridge from the square,

look for a red trail to your right. The sign is right there.

A walk up the stairs begins a thematic route,

Brzanówki Hill’s historical plaques leaving no doubt.

Take a short breather on step number twenty,

hold on to the rail and read facts aplenty.

A Węgielnik map panel welcomes every eye keen,

looked at by travellers since 2014.

*“Piwniczna-Zdrój – blisko HISTORII”, or “close to history”*, H-26, I-8

The hill itself abundant in legends and memory.

Walk on up, take a turn to the right, then a left,

Stop at downward-leading steps, among trees, and be deft

in looking carefully to your left at a rock,

A slightly blurred inscription on the flinty block.

The date 1916 carved into unyielding stone (31)

has survived decades, and today is still shown.

Come closer to read the rest of the inscription.

*LEŚNIAKÓWNA* is commemorated in the description. L-6, A-12  
Could it have been love, of a beau or a friend,

that here at the rock found its carved-out end?

Or could the *L* girl have been so true and so brave

to lay down her life our motherland to save?

When feeling creative and in circumstances good

Come up with your own story of the girl from the woods.

A second flight of steps will take you right down,

A rocky cave to your right. Take time to look around.

Reach a place with another plaque and a map,

A *BENCH* right next to it – for a breather or a nap. C-10, H-15

A guesthouse called *LIMBA* lurks among the trees. M-1

At the crossroads take a right. Green trail. It’s a breeze.

History in our quests to recreation is wed,

Shortly to be proven by the clearing ahead.

Defence lines are described on panel number five.

Finding them in the woods, one is glad to be alive.

The Germans decided to build them in 1944,

Fearing the Russian Army, its colour *RED* before. E-29

An appeal on the panel wants trench workers to be seen.

Count the brown planks above. How many? *SEVENTEEN*. E-9, T-13, N-20

Follow the trail between panels numbered four and five.

You’ll be walking the trench – a historical archive.

You need to reach a place with a forest railing.

They say arms were hidden here to ensure smooth sailing

in battle. Other legends – told over a flagon –

claim that the ditch was protected by an evil dragon.

The beast used to steal Black Highlanders’ sheep.

Praised were those who filled the ditch with a heap

of soil. The railing is supported by 11 posts. (31)

Got the count? Then on to meet other ghosts

of the past. Turn back, take a right up before the clearing.

See the steps in the forest? They will be steering

you in the right direction. Pass the wooden railing.

Well-preserved trenches you’ll see without failing.

Keep walking. The forest around here grows rather dense.

Mount a low mound to get a profound sense

of mystery. To avoid Soviet enemy-spun glitches,

The Germans developed deep linking ditches.

They connected a number of firing positions

While securing field depots of ammunition.

To the playground clearing you need to go back –

the next forest hill will keep you on track.

A panel along the upper path shows a description

of shelters, a work of pure fact rather than fiction.

A photo shows the *TOBRUK* circular *Ringstand* 58C, T-4, O-27

a shelter effective in hiding from the enemy.

Look at the machine gun: *MASCHINENGEWEHR* MG 34 A-2, I-18, N-24

was its German name. It was used on this forest’s floor.

Another few steps will take you to a clearing,

History re-enactments soon to be appearing.

Wooden trenches guarded by shadows long dead

of those who right here during World War II bled.

Note that this space is surrounded by trenches.

Turn right to the panel which thirst for knowledge quenches.

How many photographs do you see in this one?

2, that’s right. Panel seven’s done. 2 (25)

Leave the clearing now, and start walking up.

Time to scale a tower, that’s right, buttercup!

The view from the lookout will take your breath away.

See the mountain ahead? To reach it – quite a way.

The mountain was a giant, as the legend goes.

His name was Kicarz. Rather violent, he had many foes.

Although said to have created the Łomnica valley,

Bad deeds prevailed in his general tally.

He stole piles of treasures, amber and gold.

Though hated by merchants, he cared not, all told.

Bored out of his wits, he decided to use his many skills,

Placing one leg on Brzanówki (that’s your current hill).

Right by the river Poprad went his other leg.

He began stacking stones easily, like eggs.

Having produced the valley, he curled up for a nap

And today is still sleeping. What a curious chap!

That’s Piwniczna’s local and oft-repeated fable

Of Kicarz the sleeping giant – is he of waking able?

No one knows. Anyhow – it’s time to walk down.

The sign says it’s *SIX* minutes to your next riddling round – I-21

to *Krzyż*, that’s *“cross”* in Polish. Walk between the shrubs.

Among the birches – a crucifix. In front of it – the hub

of a successive batch of clues. That’s panel fourteen.

The *TODT* Organisation can upon it be seen. T-14 , T-28

This German entity served purposes of construction

On the Siegfried Line. The start of production?

Check the first date. What’s that? NINETEEN THIRTY-THREE. E-5, E-11

Got it? Great. Back at the tower is where you’ll need to be;

walk right around it, and back to the clearing you go.

Find the soldier with a cannon that the direction shows.

Walk between the trenches, and down. Right as rain.

A little lower you’ll be helped by railings and their *CHAINS*. N-3

The scenic platform offers a magnificent view,

The river Poprad hugs the mountain like a ribbon blue.

See the house right on the road? The one with the gables?

The only one that’s roofed in *BLACK*, its colour like a label L-30

of a crow. Leave the platform, walk along the chains,

And take a right for more knowledge on the lane.

History in the upper part, fauna and *FLORA* below. A-25

Reading helps with learning, it only goes to show.

The sign reads *PIJALNIA* in the photo on the right: P-7

mineral water pump! Walk down the path for another sight

of steps, then an intersection, beyond there’s a cliff.

Take a right to find the treasure – you’ll be there in a jiff.

The slope is steep – it was afforested after the war,

Meadows full of sheep and cattle grazing here before.

Two sharp curves lie ahead – stay alert and deft.

After getting to the crossroads, you’ll need to take a left.

You’ll pass a tight passage, and two flights of stairs.

Walk straight ahead. Watch for signs. Soon you’ll notice where

The mountain path ends, and pavement appears.

To your right the River *CZERCZ* in River POPRAD disappears. E-16, P-17, C-22, Z-23

Above them – a *RAILWAY* pass (for trains) and a footbridge too. W-19

Take that footbridge to get across, you’ll easily pull through.

Three hundred metres down the river south you need to walk.

The password reveals the treasure – that’s no idle talk.

This brings us to the end of the Węgielnik Park quest.

At the Battle of Grunwald Monument you can stop to rest

On your way back to the centre of our charming town.

Well done, Brave Explorer – the treasure is your crown!

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| M | A | N | T | E | L | P | I | E | C | E |  | A | T |  | T | H | E |  | P | I | W | N | I | C | Z | N | A |  | H | O | T | E | L |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |  | 12 | 13 |  | 14 | 15 | 16 |  | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |  | 26 | 27 | 28 | 29 | 30 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 1916 | \* | 2 | - | 11 | = |  |
| 31 |  | 32 |  | 33 |  |  |

CODE: 1916\*2-11=3821

*HISTORII:*  H-26, I-8

*LEŚNIAKÓWNA:* L-6, A-12

*BENCH:* C-10, H-15

*LIMBA:* M-1

*RED*: E-29

*SEVENTEEN*: E-9, T-13, N-20

*TOBRUK:* T-4, O-27

*MASCHINENGEWEHR:* A-2, I-18, N-24

*SIX:* I-21

*TODT:* T-14 , T-28

NINETEEN THIRTY-THREE: E-5, E-11

*CHAINS:* N-3

*BLACK:* L-30

*FLORA*: A-25

*PIJALNIA*: P-7

*CZERCZ* in River POPRAD: E-16, P-17, C-22, Z-23

*RAILWAY:* W-19