

THE TALE OF THE POW BURN IMPS



Welcome to Northumberland Park,
my name is Scarlet and I am a
Pow Burn Imp.



NORTHUMBERLAND
PARK
NORTH SHIELDS

1

Start at the door in the large stump.

Once upon a time there was a fine stream called the Pow Burn flowing straight through this park, from which we get our kin name of Pow Burn Imps.

We live happily beside this waterway, but sometimes it rises so high that we are stranded in the tree tops.



There are secret tunnels, beneath the riverbed, which let us travel round the park at such times but to get to them we need to call on our friend, Wader the Water Troll.



One morning, when the river was particularly high, a door magically appeared in an old tree trunk. It slowly opened and a curious fellow peered out. The visitor's name was Bristlejinn and he was a Ginkgo Troll from Wallsend Park.

Bristlejinn had stepped through a similar doorway at Wallsend Park in his search for leaves from a ginkgo biloba tree that he needed to take back to his friends. Eating the leaves from this tree was the only thing that could prevent his kind from falling into a deep sleep. Bristlejinn was the last Ginkgo Troll still awake and his friends had been asleep so long they had actually turned into wood!



2

Walk to the tree with the windows and doors in the upper trunk.

My fellow Imps were surprised to find themselves eye to eye with Bristlejinn, as they were perched at the top of their tree, but soon realised that this giant visitor was both friendly and helpful. They no longer had to simply wait for Wader because the kind Ginkgo Troll offered to look for Wader while he searched for a ginkgo tree.



The Imps knew that Spital, the wise old snail who had built all their wonderful tree houses and underground tunnels, would know where to start looking.



3

Head up the steps to the bowling green, hold the handrail. Find a place where you can share a seat with a giant snail.



Stroke his shell,
tickle his chin
and then you can make
friends with him.

This is exactly what Bristlejinn did. As predicted, Spital knew where to find Wader and that he was probably asleep. He also shared the secret that Wader would not wake up unless a special rhyme was spoken.

At this point, Spital stretched and yawned (a funny sight if you ever happen to see a sleepy snail) and began to slide into his shell.

Before he vanished completely, he told Bristlejinn to talk to the Northumberland Lions who, he assured him, were much more friendly than they looked.



The trick was to call them by their names, but not to muddle them up as this would hurt their pride. With a faint sound echoing from within Spital's shell, the Troll heard what he hoped were the names of the lions.



4 Follow in Bristlejinn's footsteps past the pet cemetery. Turn right at the main path, then immediate left, and head towards the lions stationed either side of the steps.



Just as Spital said, there were two lions, but Bristlejinn was uncertain how friendly they would be when faced with a giant unknown Troll.

However, he remembered the Imps stuck in the tree and his family back at home waiting for ginkgo leaves, so taking a deep breath he bravely approached the lions.

They were identical, how was he to tell which was which? He was not even sure if what he had heard coming from Spital's shell was their names. But he was in front of them now so had to make a choice, he crossed his fingers and greeted each lion in turn. Fortunately he guessed correctly and the fierce-looking lions became friendly pussy cats who warmly welcomed Bristlejinn into the garden. To ensure visitors wouldn't have to guess which lion was which, the clever troll carved their names on stones where they sat.



5 Can you find their names carved by the troll? Pet the lions as a thank you and make your way into the garden.



Bristlejinn had come a long way but now felt lost. Even if he found Wader, he did not know what the rhyme was to wake him up. Looking at the plants in the garden he started naming them out loud. Strangely, he thought he could hear giggling. He repeated: *"Meadowsweet, Parsley, Fennel, Betony."*



He definitely heard laughing, then was greeted by more Pow Burn Imps. They were friendly and curious, and he told them of his adventures so far - the quest for ginkgo leaves, his search for Wader and the special rhyme.

The Imps were giggling again. Of course they knew Wader and his favourite place for a nap. As for the rhyme, it was one they had made up ...



"Fennel is yellow, Parsley is green.
Where is the Wader? Has he been seen?
Meadowsweet needs him, Betony calls:
Rescue all Imps from these waterfalls."



6 Find a secret gate in the fence and please close it behind you. Head down the woodland path, turn right at the bottom and stop next to Wader.

Thanking the Imps for their help, a delighted Bristlejinn left with a rhyme in his head and directions to seek the Water Troll. He easily spotted him sleeping near rocks. Taking a deep breath and repeating the rhyme in his best sing-song voice, he waited for a reply ...



There was creaking and cracking, then more shuddering and shaking and finally Wader sat up! Surprised to be looking at a strange Troll, Wader wondered if he was dreaming.



Bristlejinn quickly told his tale about the stranded Imps and his own quest for ginkgo leaves. Wader rose, stretching out his extra long limbs. Together they set off to the rescue.

As they made their way through the flooded river it occurred to Wader that his brother, Smiler, knew every tree in the park and would probably be able to tell his new friend if there was a ginkgo biloba tree nearby.

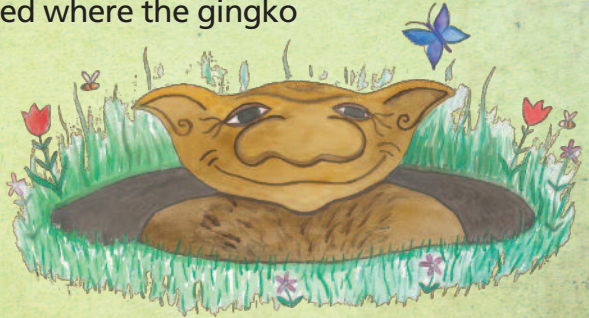
7

Follow the main path with the pond to the left, along past the play area and up towards the park gates until you find Smiler.

Excited to meet another Water Troll and get nearer to finding ginkgo leaves, Bristlejinn waved goodbye to Wader, who was already helping stranded Imps out of the tree tops.

It did not take him long to find Smiler, who was hard at work up to his neck in a large hole, clearing mud and twigs from a drain. Once he got over his surprise at seeing the Ginkgo Troll, Smiler introduced himself and apologised for his funny face – his nose was itchy but he could not scratch it as his hands were muddy. Bristlejinn was happy to help, so scratched Smiler's nose and asked the jolly Troll about ginkgo trees.

Smiler grinned widely and nodding his head back towards the centre of the park he explained where the ginkgo biloba tree was planted.

**8**

Head back to the middle of the park. Find the wall in front of the pavilion – at the end you will see a small ginkgo biloba tree, but please don't pick any leaves as Bristlejinn and his friends still need them.

The ginkgo tree is just below my house and it was here that I met Bristlejinn as he was collecting leaves. The tree is small and the giant Troll found it tricky with his large hands so I offered to help.

As we worked together he told me about his family beyond the magical door and how important the leaves were for them. I thanked our giant new friend for helping my kinfolk by finding Wader.

Then I wished Bristlejinn good luck and waved goodbye as he disappeared back through the magical door, returning to Wallsend Parks.



**Your adventure now is over,
you have reached this journey's end,
but please come back to see us soon
for we think of you all as friends.**

Perhaps you could use human transport and go to Wallsend Park next, to see the Ginkgo Trolls and discover the start of Bristlejinn's tale in 'The Tale Of The Ginkgo Trolls'.



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