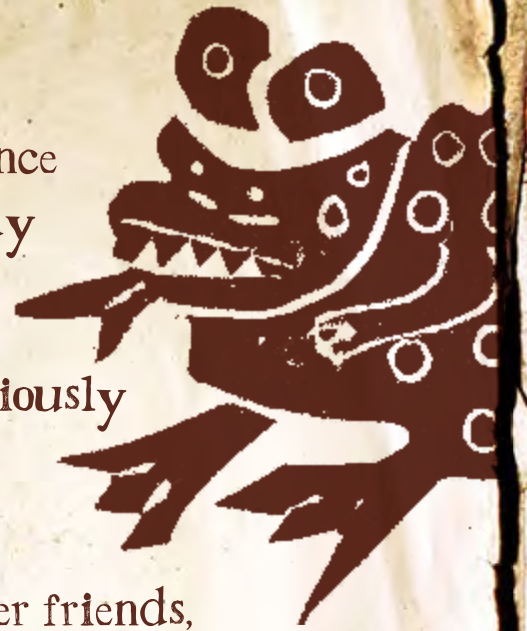




The Castleshaw Quest

Many years ago...

Dark days have come to Castleshaw...
Grott the Evil Toad has taken up residence
in the reservoir; his stinky steaming body
is boiling the water and killing fish.



Animals, birds and villagers are mysteriously
disappearing.

Lyd the Airy Fairy gathers her friends,
Del the Tree Elf, **Digg** the Dwarf
and **Spring** the Water Sprite.



They decide they must do something to save Castleshaw
and its inhabitants – so they set off on a dangerous quest
around the reservoir....

As they approach the reservoir they spot Upp the Unicorn and ask her for advice:



"YOU MUST SEEK OUT FRIEZE THE WISE WATER NYMPH, SHE WILL KNOW WHAT TO DO:

FOLLOW THE GOLDEN STONES IN THE WATER TO THE VILLAGE.

BUT BEWARE! TO GET THERE YOU MUST PASS CROSS DOB THE TROLL IN HIS STONE HOUSE.

HE IS IN LEAGUE WITH GROTT SO BE CAREFUL NOT TO DISTURB HIM - HERE IS SOME MAGIC POWDER TO SPRINKLE ON YOURSELVES... IT WILL MAKE YOU INVISIBLE... IT'S VERY PRECIOUS SO USE IT WISELY.

WHEN YOU REACH THE END OF THE VILLAGE YOU MUST CLIMB NODDLE MOUNTAIN, YOU WILL FIND FRIEZE'S HOME AT THE TOP."



Thanking Upp for her help, the Questers carry on...

They see Dob's little stone house and sprinkle themselves with the magic dust so they can sneak past him.

Just as they are out of danger and the magic dust is wearing off, the waters of the reservoir start to boil and whirl... quick run

...Grott the Toad is hungry!!!



Running as fast as they can they pass the houses where the frightened villagers huddle, and finally reach the bottom of Noddle Mountain.

After a steep climb they come to a clearing where Frieze the Water Nymph lives in her watery grotto. Her beautiful tinkling voice fills the air



"Choose the stone closest to your heart and I shall tell you what you need to know."

The Questers see that there are four mysterious stones carved with magical symbols.



Lyd chooses the stone that has the whirls and swirls of the wind and the air

Del chooses the stone that depicts the rustling leaves and twisted branches of the trees.



Digg chooses the stone showing the earth he cares for

Spring chooses the stone with ripples and drops of water



The four Questers sit on their chosen stone
and the Nymph speaks again:

*"You have chosen well my brave
adventurers and shown your hearts to be true
- now I will tell you what you must do..."*

*You must take an image of your true spirit
to the entrance of the castle on the hill, find
the teeth marks in the stone and say this spell."*



**WIND, AIR, BREEZE
TREE, ROOTS, LEAVES
EARTH, SEEDS, GROWING
WATER, EBBING, FLOWING**



**COME MIGHTY BEAST IN THE HOUR OF NEED
WITH YOUR STRENGTH CASTLESHAW BE FREED**

The Questers thanked the Nymph
- they knew what they must do.

Lyd drew a feather that had floated to the ground

Del did a rubbing of tree bark

Digg traced a pattern he found on a stone

Spring thought of mist and kept it in her head

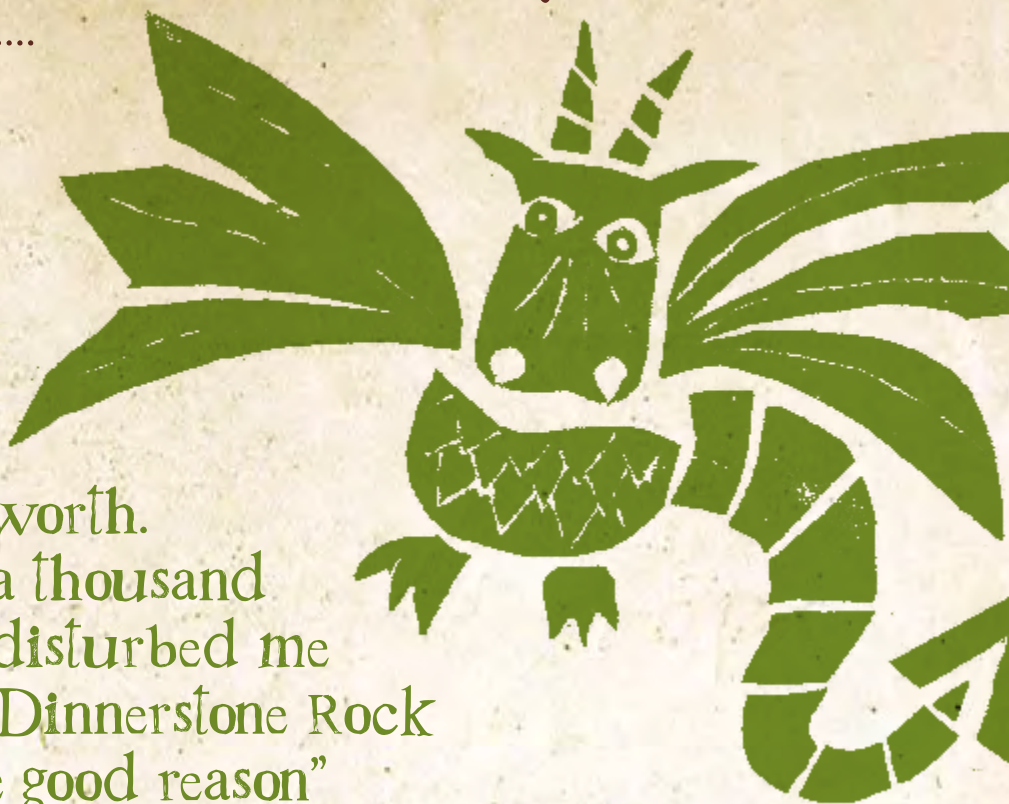


With trepidation they travelled onwards to Castleshaw Fort.

There they found another magical stone. Standing round it together they recited the spell. The air was filled with a loud flapping noise. The sky grew dark as a vast shadow loomed over them. There hovering above them on mighty wings was a magnificent dragon....

The dragon spoke to them in a booming fierce voice

“I am Densh,
Guardian of the
realm of Saddleworth.
I have slept for a thousand
years You have disturbed me
from my rest on Dinnerstone Rock
I hope you have good reason”



The Questers were terrified and rendered speechless...
At last brave **Lyd** managed to speak



“Oh mighty dragon we are sorry to disturb you But our beautiful reservoir has been taken over by Grott the Evil Toad, his steaming body is boiling the water, killing the fish, terrifying the people and animals that live around here. Please could you save us from Grott, You are our last hope!!”

The dragon spoke again only more softly this time:

“You have shown much courage and your quest is a true one, Grott and I are old enemies. I shall banish him and restore Castleshaw to harmony. But beware, I cannot banish him forever, you must stay forever vigilant and look after your beautiful valley. But for now return to your homes, and live in peace...”



Many years have passed since Lyd, Del, Digg and Spring summoned Densh the Dragon and banished Grott the Evil Toad. There are signs that Grott has returned to Castleshaw and is once again up to his Evil Ways.

It looks like his Troll henchman Cross Dob is back living in the little stone house.



Are you brave enough to follow
our Questers path and summon
Densh the Dragon for help again?

If you are lucky you will meet Upp the Unicorn
for some Magic Invisibility Powder from her horn
– which is sometimes invisible too.

Make sure you visit Frieze the Water Nymph and sit on the
magic stones - you need to decide which stone is closest to
your heart – and don't forget to choose your special object
to activate the spell.



You might want to take a paper and pencil so you
can draw it or take a rubbing but you can always
just keep it in your mind.

Lyd, Del, Digg and Spring carved some
magic symbols into walls along the way
to help brave Questers in the future
so look out for those...

And finally Good Luck!



THE CASTLESHAW QUEST



The Castleshaw Quest

was created by

Green Monster Arts

with the help of the

Imaginative pupils of Diggle Primary School

who inspired the story, and

Local Residents

who designed the prints for the illustrations and carvings
at an open workshop at Saddleworth Museum.



With Many thanks to David and Annette Hirst, the tenant farmers,
and the landowners United Utilities for making this project possible.



watershedlandscape

For more information about Castleshaw and other
Watershed Landscape projects in the South Pennines go to

www.watershedlandscape.co.uk

We'd love to hear about your adventures on the Castleshaw Quest. If you've got
any drawings photographs or stories you'd like to share, please go to

[www.watershedlandscape.co.uk/heritage-landscape/projects/photographic-
recording-project/](http://www.watershedlandscape.co.uk/heritage-landscape/projects/photographic-recording-project/)

or submit directly to the *Geography* website

[www.geograph.org.uk/gallery/watershed_landscape_project_heritage_of_the_
south_pennines_15264](http://www.geograph.org.uk/gallery/watershed_landscape_project_heritage_of_the_south_pennines_15264)



pennineprospects

Supported in partnership by:



LOTTERY FUNDED



Oldham