



macarulla

03

ENG



the  
WITCH QUELA'S  
POTION

▷ Andorra

# QUELA THE WITCH'S POTION



We're on the  
move for you!



ESCALDES-ENGORDANY  
BUS & LA DEMANDA  
PINGO

<https://www.ridepingo.com/>

## HOW TO GET THERE

Les Fonts car park  
CS-200 (Ctra. d'Engolasters), km. 6.5  
AD700 Escaldes-Engordany  
(Start of the Les Fonts circuit  
with a detour via the Agulles d'Engolasters route)



## COORDINATES

42.517536, 1.570974

 Moderate

 3 km

 125 m

 2 hours approx.



Always follow the marked path.



Wear proper walking shoes.



Bring plenty of food and water.



Make sure you take  
your rubbish with you.



Check the weather forecast  
before setting off.



Respect everything you find on your  
route: don't pull or damage them.



Respect the plants on your route:  
don't pick them or damage  
the surroundings.



Don't light any fires.



The routes are not suitable  
for people with reduced mobility.



Keep an eye on your children  
at all times, especially those  
under 3 years old.



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## QUELA HAS LOST HER MEMORY

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Quela, the most popular witch in the valleys of Andorra, was preparing a happiness potion in the Molleres Wood. Suddenly, a stinky green smoke appeared, and Quela found herself sitting on the ground, her memory blank.

She can't remember anything, and worst of all, she hasn't been able to finish the happiness potion she is supposed to present, to great acclaim, at the meeting of the Witches' Council tonight.

Quela needs your assistance, but in order to help her you'll have to be as quiet as possible. What's more, you'll also have to become witches and wizards, if you don't want to be turned into a toad!

Before entering the forest, pick up a *macarulla* (local pine cone) to use as an amulet, and repeat this protection spell:

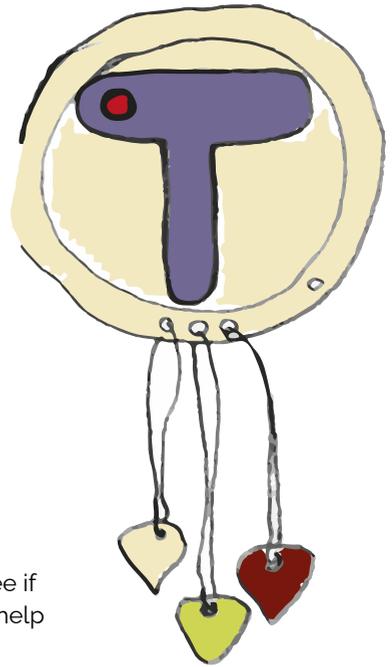
**PLUIT ET SOLIS EST,  
VENEFICAE PECTUNT.**

**PLUIT ET SOLIS EST,  
VENEFICAE LUGENT.**

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Once you've cast the spell,  
you can continue along the path...





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# the ENCHANTED forest

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**The witches protect the entrance to the forest with wind-chimes that scare off intruders.**

Listen carefully and observe the chimes closely, to see if you can decipher the word they're hiding. This might help Quela to get her memory back!



**USE A PEN OR PENCIL**

*Write each letter in the corresponding box.*

*When you have the entire word, write it down in the text below, then continue along the path.*



FANTASTIC!

Quela is a \_\_\_\_\_, which was a word used in Andorra to describe someone who gathered herbs to make oils and other remedies. Now, let's get going! You need to find the objects that will help turn you into witches and wizards.



## the chamber of untidiness

You've reached Quela's chamber of untidiness.  
**She's scattered everything all over the place!**

Take a look at Quela's wardrobe and choose the combination you like best.



USE A PEN OR PENCIL

*Draw the things you'd wear if you were a witch or a wizard.*

Fabulous! Now that you've seen how Quela dresses,  
look for the compass and find the things  
you need to become a witch or wizard.



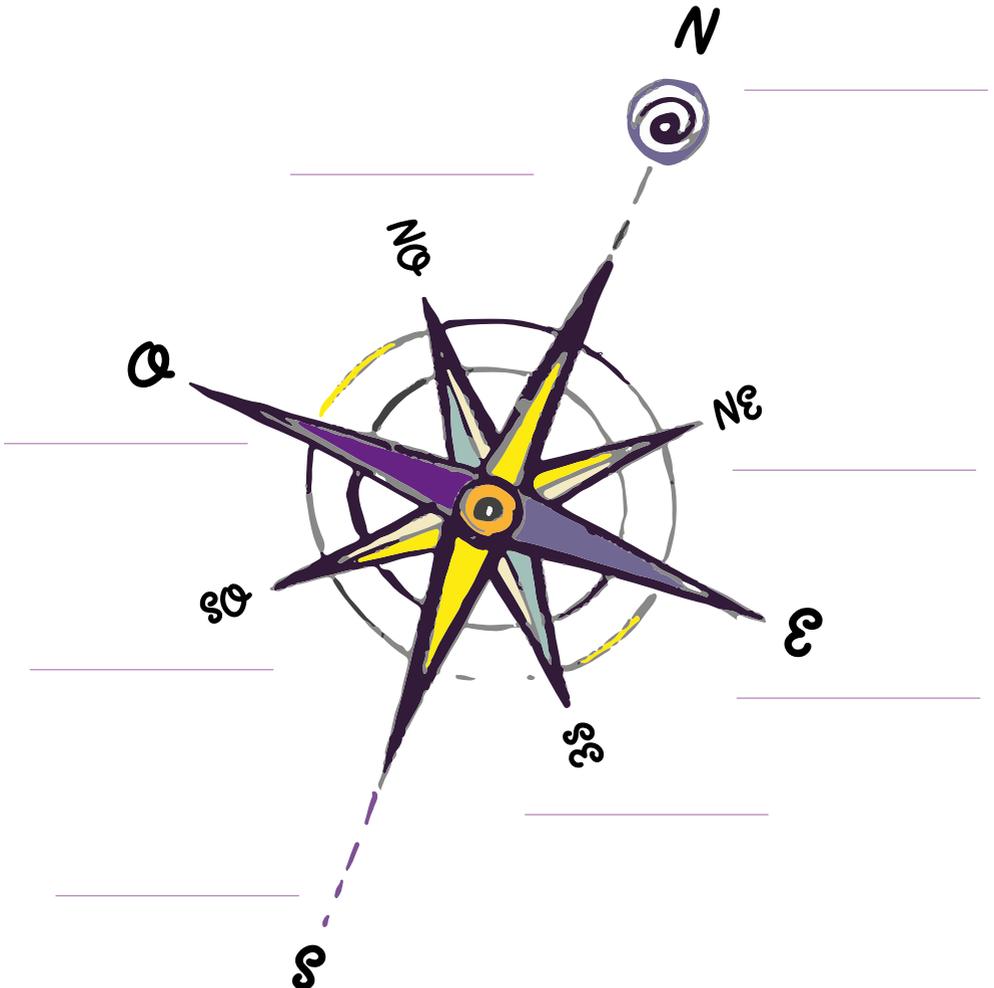
# THE WITCH'S BELONGINGS

Position yourself in front of the compass you'll find on the route and observe the objects around you.



USE A PEN OR PENCIL

Follow the four cardinal directions to find the objects in the forest.  
Write their names in the correct space according to their position on the compass.



*Solution:*

N: BROOMSTICK / NE: LAMP / E: SPELL-BOOK / SE: BOOTS / S: CAULDRON / SW: POTION / W: HERBS / NW: HAT



# THE WITCH'S FAMILIARS

Every witch and wizard has familiars: animals that protect them, warn them of danger and keep them company. Using magic, they can communicate with each other perfectly.

## Keep an eye out!

**Now you need to find the animals that Quela would talk to for hours.**

Which of them do you think you could communicate with best?  
As you find them, make their sound, so that you can communicate with them.



USE A PEN OR PENCIL

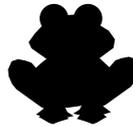
Connect each silhouette to the corresponding pair of eyes and write down the animal's name.



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_

*Solution:*

CROW, SNAKE, TOAD, OWL, CAT



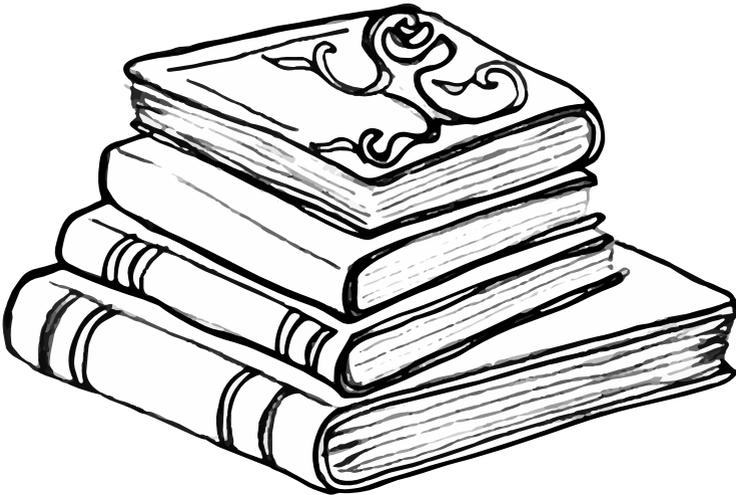
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## BOOKS OF SPELLS AND REMEDIES

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A good witch or wizard should always have their spell-book to hand, so they can keep a note of the secret formulas they use to create their spells and remedies.

Look for the five spell-books that have been placed along the route. You must solve the riddles hidden in each book and find the five plants you'll need in order to learn about their properties.



Complete the spells  
and potions that every witch  
and wizard should know how to make.



## USE A PEN OR PENCIL

Count the number of squares that appear in this spell-book and solve the following riddle:



1

## A REMEDY TO AID DIGESTION

I'm a member of the "juniperus" family,  
and also a great healer.  
I get rid of worms and stomach pains.  
If you want to aid digestion, just add  
\_ drops of \_ \_ \_ \_ \_ and nothing more.



Read the description.  
Do you know the name  
of the missing ingredient?

The fruit of this shrub is very fragrant, has a round shape, and is blue-black in colour. The oil extracted from the wood of this plant is very good for getting rid of intestinal worms, and also aids digestion.

The ingredient is \_ \_ \_ \_ \_.

*Solution:*

9 DROPS OF JUNIPER / Ginebre in catalan



## USE A PEN OR PENCIL

*Use your mind to put the books in order.  
This is the only way to discover the name of the ingredient for the spell.*

## 2 A CURE FOR BITES AND BUMPS

**On a path with many rocks,  
you can often fall over.  
But a poultice of \_\_\_\_\_  
soothes like an aspirin.**



**Read the description.  
Do you know the name  
of the missing ingredient?**

It's obtained from highly purified Scots pine resin.

It's applied with a poultice, which is placed over the affected area to treat the pain caused by knocks, sprains, and even bites from a spider or an adder.

The ingredient is \_\_\_\_\_



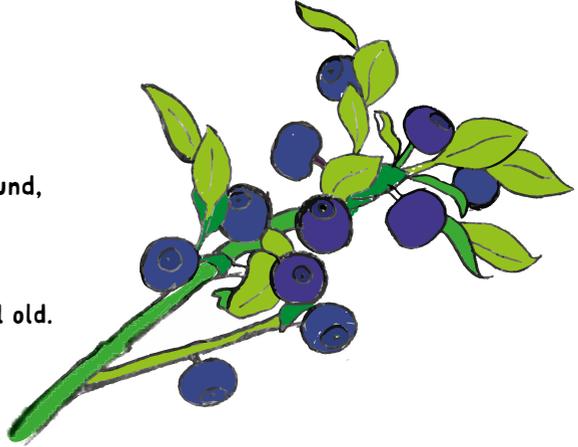
## USE A PEN OR PENCIL

*In the spell-book you'll find the path that leads out of the maze,  
and discover the name of the plant for the next spell.*

3

## THE ELIXIR OF ETERNAL YOUTH

The \_\_\_\_\_, tiny and round,  
has a surprising flavour.  
It has a beautiful blue colour,  
and the more you eat,  
the longer it'll take you to feel old.



Read the description.  
Do you know the name  
of the missing ingredient?

This low shrub has slender branches with small, elongated green leaves. It's so abundant that it can carpet most of the forest floor. Its fruit resembles a raspberry, except rounder and dark blue in colour.

Their sweetness and colour make them ideal for decorating cakes or making jam, but eaten raw, these fruits are also a source of vitamins that can slow down the ageing process or help you lose weight.

The ingredient is \_\_\_\_\_.

*Solution:*

BLUEBERRY / Nabiu in catalan



## USE A PEN OR PENCIL

Look at the book and find the plant for this remedy in the forest.  
What's the hidden name?



4

## A REMEDY FOR BUMPS AND WOUNDS

Picked at night on the summer solstice, witches extract a very pure oil from this plant. If you've fallen over on the path, rub in some oil of \_ \_ \_ \_ \_ to soothe the burning as well as the pain.



Read the description.  
Do you know the name of the missing ingredient?

This wild herb is of medium height, with slender leaves covered in small, dark dots at the edges that look like holes.

The flower has five bright yellow petals, which provide the base for this remedy.

This plant is named after St John and is used to make essential oil to cure bumps, wounds and headaches. When drunk in tea, it soothes heartburn and indigestion.

The ingredient is \_ \_ \_ \_ \_.

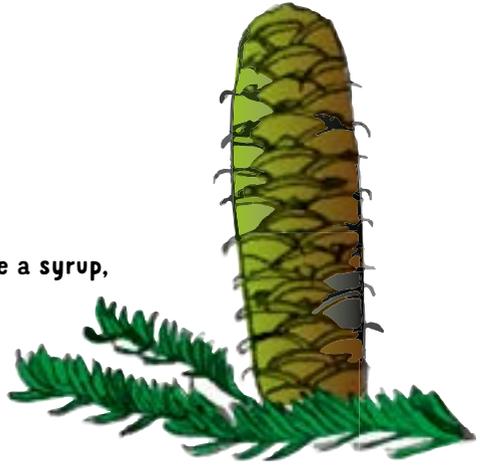


## USE A PEN OR PENCIL

Look at the different pine cones in the image in the book.  
How many of them are "macarullles" and how many are not? Which is the one you need?

## 5 A CURE FOR COLDS

To cure a cold,  
mix \_ \_ \_ \_ \_  
with sugar and water to produce a syrup,  
which will give you strength.



Read the description.  
Do you know the name  
of the missing ingredient?

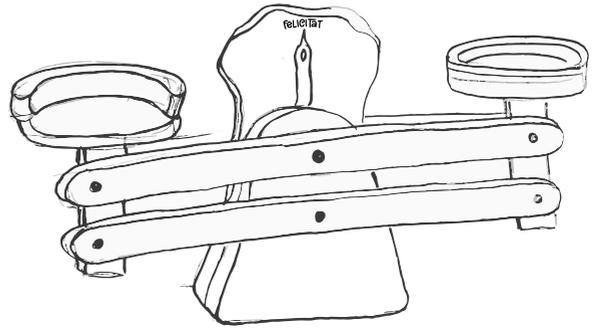
This fruit of the fir tree can be elongated or cone-shaped.

It's made up of many hard segments, fitted together like scales.  
The syrup extracted from this fruit is great for colds.

The ingredient is \_ \_ \_ \_ \_.

*Solution:*

2 FIR CONES / Pinyà d'avet in catalan



## the happiness POTION

Happiness is an emotion that people seek and wish to preserve. No one had been able to work out its secret formula, until Quela discovered it.

Do you remember what happened next?  
A stinky green smoke appeared and took away Quela's memory.

But perhaps you can use the Magical Scales to find the ingredients she needs.  
**Help Quela!**



Hey! It looks like the happiness potion can be made by balancing the three elements of the Triple Spiral: knowledge, emotions, and fun.

### EMOTIONS





# OUR RECIPE FOR HAPPINESS



USE A PEN OR PENCIL

To complete your recipe, sit on the scales and, with the help of an adult, add the different weights that you need to balance your formula. Write down the elements you've used.

|           |  | POTION OF:               |
|-----------|--|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| KNOWLEDGE |  <b>READING</b>     | <input type="checkbox"/> |
|           |  <b>LEARNING</b>    | <input type="checkbox"/> |
|           |  <b>OBSERVING</b>   | <input type="checkbox"/> |
| FUN       |  <b>PLAYING</b>     | <input type="checkbox"/> |
|           |  <b>DANCING</b>   | <input type="checkbox"/> |
|           |  <b>EXPLORING</b> | <input type="checkbox"/> |
| EMOTIONS  |  <b>HUGGING</b>   | <input type="checkbox"/> |
|           |  <b>LOVING</b>    | <input type="checkbox"/> |
|           |  <b>SMILING</b>   | <input type="checkbox"/> |



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## THE MEETING OF THE WITCHES AND WIZARDS

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Now that you have everything you need to become witches and wizards, **read this sentence to find out how to present your happiness potion to the Witches' Council.**



USE A PEN OR PENCIL

*Separate the words to understand their meaning.*

**THE WITCHES' COUNCIL MEET TWICE A YEAR TO COINCIDE WITH THE SUMMER AND WINTER SOLSTICES:  
PLUIT AND SOLIS.  
RECITE YOUR HAPPINESS POTION OUT LOUD AND THEN UNITE THE TWO SOLSTICES  
BY SINGING AND DANCING TO THE MAGICAL RHYTHM OF THE CAULDRONS.**

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To ensure success at the Council meeting, you'll have to use all your skill to unite the summer and winter solstices using music.

How do you unite the two solstices? It's easy!

**First, you must each choose which solstice you wish to recreate:  
PLUIT for winter, or SOLIS for summer. But how do you recreate the solstice?**



PLUIT

SOLIS





Winter is represented by the rain symbol, and you can recreate its ancient rhythm by saying the word "PLUIT" out loud while slapping your hands against your legs as hard as you can, to mimic the rain bringing life to the earth.

PLUIT



SOLIS

Summer is represented by the sun symbol, and you can recreate its ancient rhythm by saying the word "SOLIS" out loud while lifting both arms rhythmically towards the Sun God and clicking your fingers to invoke him.



But to unite the two solstices, you'll have to add your magic. How can you do that?

MAGIC

Both groups have to say the word "MAGIC" at the same time while clapping their hands, immediately after saying the name of their solstice.



Look at the musical score below. The symbols indicate the moment when each of you must recreate your solstice:



If you join it all together, the two solstices will be united rhythmically, and there will be no separation between the words.

**You'll have cast a musical spell!**



# FAMILY OF WITCHES

**Quela would like to thank you for your help.**

Now you've worked out how to make the happiness potion.

But before you leave, she'd like to know what kind of family you are, so that she can get to know you better.



## LOOK AROUND YOU

*Go over to the magic stone and choose the two elements that represent you as a family. Use the legend to find out what each symbol means.*



**SPORTS PLAYERS**



**ADVENTURERS**



**TRAVELLERS**



**SLEEPYHEADS**



**FOODIES**



**MUSICIANS**



**INTELLECTUALS**



**ARTISTS**



**EASYGOING**



**SCIENTISTS**



**PARTY-LOVERS**



**GAMERS**



Use a stone to help you inscribe or draw the elements in the blank spaces.





# the OWL CAGE

If you have to send a message to other witches or wizards, you'll need an owl.

Quela is worried, because her owls don't want to return to their cages and she's afraid they'll fly away. Help Quela!

There's a hidden letter near each owl.

**Find the letter and follow the trail that will lead each owl to its cage.**



USE A PEN OR PENCIL

*Write the letters in the correct space for each owl and work out the magic word you'll need to say if you finally want to become witches and wizards.*



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THE WORD IS:

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*Solution:*

MACARULLA



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# GRADUATION

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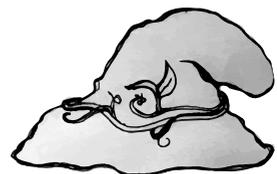
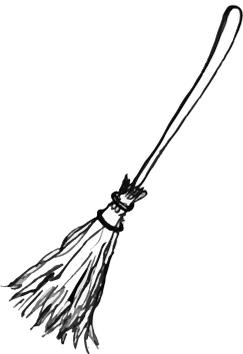
Congratulations!  
You've managed to become witches and wizards!

Now you can show off your skills and abilities to cast spells and make remedies.

To see if you've really acquired these powers, test them in front of the mirror.

But remember: it's a magic mirror and will only work if you say the right word.

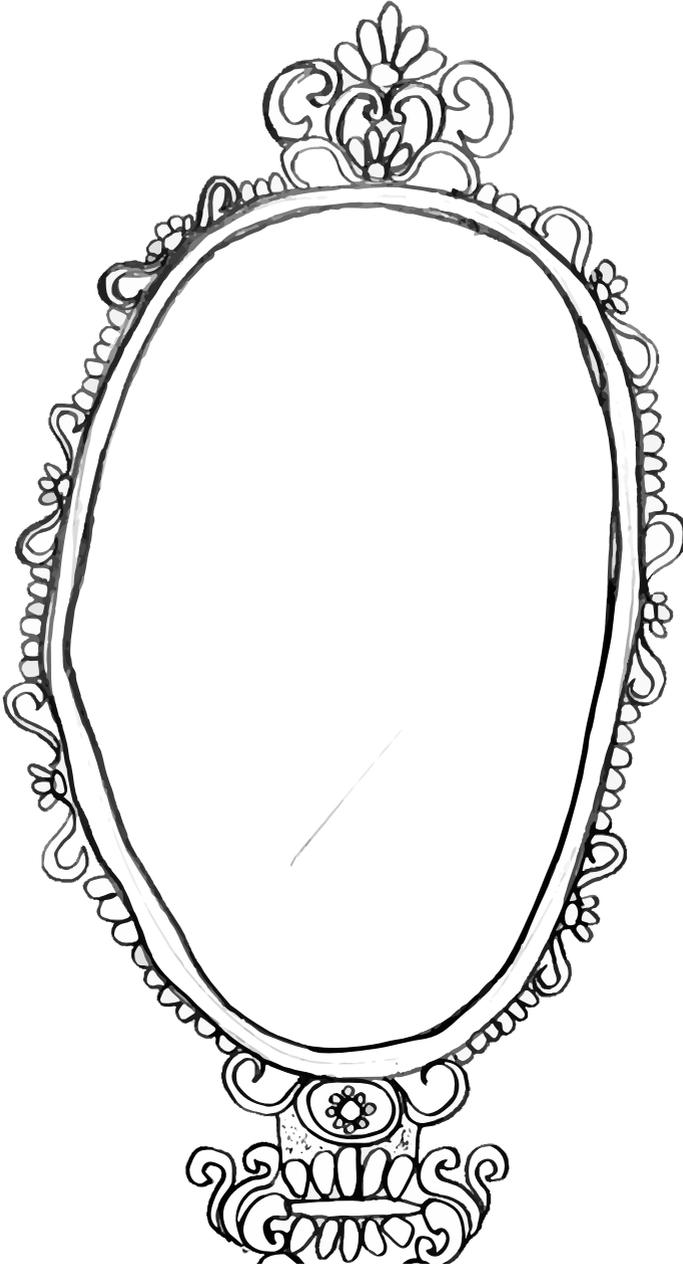
**Are you real witches and wizards?**





## USE A PEN OR PENCIL

*In this mirror, draw a picture of what you would look like if you were dressed as a witch or wizard gathering herbs.*





**Take a selfie** with your diploma and share it on on social media using the hashtags **#macarullandorra** and **@andorraworld**. That way, the Witches' Council will recognise you when you come back to visit us.





# Drawing Emotions

Working together, make a group drawing to illustrate what this experience has meant to you. Tip for explorers: it's better to combine everyone's ideas than to pick just one person's.





# WITCH'S NOTES

A series of horizontal dotted lines for writing, consisting of 18 lines spaced evenly down the page.



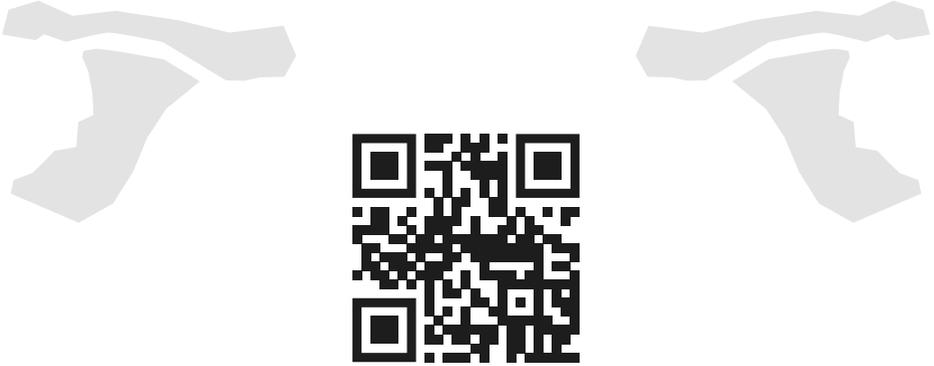
# WITCH'S NOTES

A series of horizontal dotted lines for writing notes.



## to DO AT HOME AS A FAMILY

**Carry on the adventure!** Sign up using the Macarulla form and get your official diploma in witchcraft or wizardry. Find out more about the magical trails and get a guide on witchcraft activities to do at home.



You can also find the form here:  
<https://visitandorra.com/en/macarulla/>



Find more Macarulla Little Magical Trails at [visitandorra.com](https://visitandorra.com)  
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