



**Please read this description carefully please! This in order to prevent confusion**

**Name of the cache:**

Treasure of endless distance

**Cache type:**

Multi cache in the form of a hike (+/- 18km).

**Important:**

Making this cache and all that comes with it has taken us more than one year. Therefore we ask kindly to treat all waypoints with respect. If in your opinion a WP does not appear to be quite right, we like to hear from by using Whats app. You can find our telephone numbers on the help document (see necessities). **Good to know: all of the puzzle waypoints are in Dutch and English.**

- For all visitors applies that this area is accessible only between sunrise and sunset. Given the distance of this cache we advise you to start right after sunrise.
- During the walk of this cache you must use the designated trails. Only for the cache and a few waypoints you may leave the path for a few meters.
- Mountain bike trails can be crossed, but not followed.
- Dogs are allowed, but must be on a leash (except in the designated dog running areas).
- Garbage should end up in the trash and not in nature. Together we keep our nature clean!

This cache can only be accomplished on foot. Make sure to bring an adequate amount of food and drinks given the length and heaviness of this cache. On the route you pass near two options to provide your inner body with sufficient food and drinks. These points can be found at the Additional Waypoints. One of these points is half way through the route. The second option is towards the end of the route.

**Necessities:**

- Help Document ([download here](#))
- Sturdy walking shoes
- Sufficient food and drinks (reserve at least 0.5 – 0.8 liters of water in connection with a waypoint)
- Sufficient knowledge about your GPS system
- Binoculars
- Mirror
- Flashlight
- UV-flashlight
- 6m. thin rope

- Wrench in metric size 13. If you don't know what size we mean, you can use an adjustable wrench.

**The story:**

The year is 836. The Vikings are the terror of the Netherlands and surrounding areas. Wherever they come they provide hell and damnation. Massacres, looting and arson are more common than the exception. The Vikings focus their expansionism to the south of the Netherlands. The headman, Ragnvald has heard about the wealthy village 't Loon and decides to send of a group of scouts.

't Loon is a small village surrounded by fertile land and rich woods. The inhabitants live in peace and a have good and rich life. Yet they are always wary and have the village provided with wooden palisades to protect against miscreants each day the gates are closed and armed with guards.

On a summer day Ragnvald's men float across the river the Maas. In the dark they land at the height of Drongelen and the scouts set off to 't Loon. Here they notice quickly that the residents of 't Loon are well prepared. Around the stockade guards walk everywhere and there are burning so many torches that it is not possible to reach the village unseen. The Scouts decide to inform Ragnvald of their findings and send a messenger.

Despite years of easy going lives of the villagers in 't Loon they quickly realized that they are being watched. The village elders sense the danger and decide that no messenger can reach the Headman. Of course, the villagers are in favour and so the first messenger is slayed by the residents and a second messenger is imprisoned. However, the third messenger escaped and reached the headman. Ragnvald burst into a rage. He curses and swears and decides that 't Loon needs to be conquered. His men know Ragnvald well and know what the villagers will overcome. No inhabitant of 't Loon will survive.

Meanwhile the residents of 't Loon were not sitting still. They interrogate the captured messenger. With specific questions and methods they find out about Ragnvalds plans. The village elders Siggo, Gunthar and Theuderic decide to bury all their valuables in a place that can be found by completing a journey made only by the strongest or by them with the knowledge of the area. Also, the villagers have set up posts to watch out for an attack.



For days, the villagers are awaiting the arrival of Ragnvald and his men. Seconds seem like hours, but when the moon is hidden behind the clouds and the ground is covered with a thick layer of fog, then Ragnvald strikes. The scouts have done their work well and lead the big group of Vikings with Ragnvald and his best men Ornof, Thorgot and Asgaut at the front, unseen to the palisades of the village. The villagers have no chance against the fierce Vikings and undergo a gruesome fate. The Vikings live up to their reputation and nobody is saved.

The clouds are lifting and the full moon becomes visible. The moonlight creates a sinister sight of the village, and makes the ring of Gisela sparkle. Without fear, calm and holding hands with her husband she stands face to face with Ragnvald in the middle of the village square. "This village is rich isn't?" Asks Ragnvald in a gruff tone. "That's right," said Theuderic looking him straight in the eye. Ragnvald feels uncomfortable in front of the old man. "Well, then where is this wealth?" Asks Ragnvald. Then Gisela speaks with a clear voice and says "That what you so badly want is far away from here and will not be found by those who do not deserve it." Ragnvald erupts into a rage and with a graceful sweep with his sword he kills Theuderic and Gisela. Ragnvald cuts the ring of Gisela's finger and leave the village with his disappointed men behind him, because they have not found the loot. There was nothing of value in the village to find.

Back at camp Ragnvald had a good look at the rings; he sees all kinds of strange characters. Ragnvald calls Kollshegg to him and says, "You always see things faster than any another, or see things that we don't. "Do these strange characters mean anything?" Ragnvald gives him Gisela's ring. By the glow of the fire Kollshegg is looking closely at the ring. The ring gives

him an uncomfortable feeling. After looking intensely at the ring he sees a connection between the characters and returns to Ragnval. "It's an encryption, Lord" says Kollsheg. "It seems like that we have to go to a specific location. Could it be an indication of where the villagers have hidden the treasure?" Ragnvald decided to take a chance, because he is almost certain that all valuables are hidden somewhere in the neighbourhood and that the old woman was bluffing before she died.

The next morning, before sunrise, Ragnvald leaves with Kollshegg, the wise man, and his best warriors Ornof, Thorgot and Asgaut. He also brings strong guys so they can carry sufficient water and supplies. They soon arrive at the location indicated by the ring and they start furiously searching and digging. Instead of the expected valuables they find a hidden clue that leads them to another location. Driven to find the fortune Ragnvald decide without discussing it with his man to walk firmly to the next location it is getting later in the morning and sun is quickly rising which causes the temperature to increase fast. Because of the heat they need a lot of water but Asgaut suggests preserving part of the water for emergencies. Ragnvald agreed and they move on in good spirits. Convinced they have more luck on the second location, they start searching and digging again. They find nothing but another hidden clue. Because Ragnvald is determent to find the loot they immediately move on. When they walk on the open plain black clouds appear in the sky. That does not bode well for the man. They have nowhere to hide when big drops of rain fall down on them and they bravely continue to trudge over the wide open plains in the storm. The raging storm causes a heavy and hellish crossing that depletes them substantially. The torrential rain accompanied by fierce lightning and thunder are signs of the gods. With falling confidence Ragnvald and his men roamed from place to place, always hopeful to find the treasure, but they just kept finding clues.

Numb with cold and with heavy clothing from the rain they arrived at the edge of a forest. After shovelling away a few hands of sand Thorgot sees something sparkle. Before Thorgot can touch the sparkling object Ragnvald pushes him aside to dig up the treasure himself. But there is nothing more than a gold necklace. "This necklace is similar to the ring of the old woman," said Ornof. Ragnvald growls affirmative. Driven by greed, the men walk to a clearing near the forest in order to see the chain. Ragnvald doesn't understand it. Is this all? "At least the ring was inscribed with characters, but on this necklace I don't see anything. There is nothing I can do with this", says Kollshegg in despair. Is this all the wealth of the village? Has he been deceived? Enraged, Ragnvald points his fist to the sky and cursed the gods for his misfortune and deceit. At that time a single bolt of lightning slices through the air and touches the ground in the clearing. When lightning strikes the ground, it creates a fireball that destroys all the surrounding trees. When the dust settles, the necklace is on the ground, but there is no life to be seen in the clearing. The men who stayed behind in the camp of Ragnvald waited for days for the return of their lord and his men. When no one returned the Vikings left quietly

Until this day it is not clear what happened. Where are Ragnvald, Ornof, Thorgot, Asgaut and Kollshegg? Was his doom the curse of the gods, or is this journey indeed only for those who deserve it? We won't know until someone accomplishes this journey and find the treasure of 't Loon...

### **Cache description:**

It is a 18km long multi cache, where the challenge is primarily the terrain. That doesn't mean that there is no thinking involved with a few of the WP's! The story told above is the base of this cache. The cache starts on the parking lot at the skating rink in Kaatsheuvel where you can park your car.

**The Area:**

The National Park the Loonse and Drunense Duinen is a nature reserve in the Dutch province of Noord Brabant. It is over 4,000 acres wide and since 2002 a national park. The park is mostly a variety of dry sand dunes and pine forest, but also the vast area of the brook meadow Zandleij is part of it. Here is in particular the nature area of The Brand in Udenhout, with its alternation of coppice forests, wet meadows and marsh brushwood. The total is more than 35 km<sup>2</sup>.

The area is surrounded by large and small towns and villages. In the north, we find from west to east Waalwijk, Drunen, Nieuwkuijk, Vlijmen and 's-Hertogenbosch. Villages on the south side are Loon op Zand, biezenmortel, Helvoirt and Udenhout. Tilburg is situated a kilometer or six away. On the west side is Kaatsheuvel with the theme park The Efteling.

The sand dune area is originated in the late middle Ages. It consists of a higher bit rough and gritty central area with a slightly more fertile ground, and an arid border around it. Until the late middle Ages, the area could feed humble peasant communities, but in those times of relative prosperity, the population pressure increased and it fatal disrupted the cycle in the area by overgrazing and often cutting sods of heath, and a growing wasteland created.

The erosion due to agricultural activities -during the 80 year war-was strengthened by Republic's war. Under the command of William of Orange the scorched technic was used for the whole Meijerij of Den Bosch that was allied to the Spanish throne. The great famines in the region were the effect. The sand soil was increasingly exposed to a larger area so that the loose sand was shifted by the wind. This process strengthened itself and was almost unstoppable. The sand burying entire settlements, medieval villages Efteling and West Loon are still buried underneath.



From the 14th century oaks were planted in an attempt to reverse the shifting sands and in the 18th and 19th centuries they tried it with pines and helm grass.

Nowadays the area is stable and there are even trees cut down to maintain this for north Europe exceptional large drift sand landscape. The landscape is quite diverse, you can find coniferous and deciduous forest, sandy plains and up to twenty meters high dunes. At the edges are meadows and ponds. In the area De Brand, arise the Zandleij caused by the dense shifting of the sand in the rivers. The Zandleij was a peat bog and it is still a wet area.

Gentile, pine forests and shifting sands are naturally relatively species-poor areas. That is very different for Zandlei area, where in the coppice forests on peaty and loamy soils occurs heavy seepage. Because of the clean seepage is the zandlei area an excellent environment for amphibians such as large populations of tree frog, moor frog and great crested newt. The badger has been successfully reintroduced in this area.

Because this national park becomes more and more restricted by buildings, migration is increasingly difficult for animals.

The decrease in the sand dune area between 1955 and 2007 can be seen very clear through the two aerial photos of the Dotka collection.

**Trackables:**

Coins and / or trackables can be left behind.

**Permissions:**

This cache is placed with permission of Natuurmonumenten.



Thanks to the reviewers for approving this cache.

This cache is created by: Ralph and Thomas in collaboration with Team Alink.