

LEGENDS OF EUROPE



ψ Cactus

HOW DOES THIS ALBUM WORK?



1 When Mum, Dad or your grandparents are going grocery shopping at Cactus, ask them to collect the multipacks of 'Legends of Europe' for you.

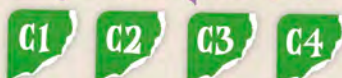


2 In each Multipack you will find 2 stickers and 1 playing card. Stick each sticker in this album by finding the right place in the album that has the same number as the one on your sticker. Do you have any double stickers? Then you can have fun swapping them with your friends for ones you want!

3 Collect the playing cards in the cards box included at the back of this album. (You will have to detach it and fold it!) When it's time to play, you can use your cards in different ways:

Card games: instructions

Legends Quartet



Number of players: 2 to 4 players

Number of cards: 48

There are 12 quartets in total:

See next page for quartet names and icons.

Your goal: to reunite and complete as many of the quartets as possible!

How to play:

- 1) Shuffle the deck of cards and deal out 7 cards to each player. The rest of the cards go in the deck. To make the game easier, you can leave out some quartets (for example: you might play with 7 quartets instead of 12).
- 2) The youngest player goes first. Each player, when it is his or her turn, asks any opponent for a specific card that he or she doesn't have, in order to complete a set of four. Say the name of the quartet (for example 'Kings & Queens') and ask for the card (for example, 'King Arthur') from the quartet you want to have. If that player has the 'King Arthur' card then he must hand it over to you. You may then continue to ask for cards, including from another player. If the player does not have the requested card, your turn is over and you can take a card from the deck.
- 3) When a player has collected all four cards in a set, he or she places this set face up on the table in front of him or her.
- 4) The game continues until all the sets have been collected. The player with the most sets of four wins!

Battle game



Magic Secretive Spooky

Number of players: 2 or more

Aim: To collect as many cards as you can!

How to play:

1. Agree on which battle elements you will be playing for.
2. Throw a card and compare the scores of the battle elements.
3. The highest score wins the card.

Watch out for the 'battle challenges' on your card!
When you see one of these extra icons, this is what they stand for:



Add or subtract the amount shown on the card for each card played.



You can play 2 cards this turn.



Discard one of your opponent's cards.



You choose a card blindly from your opponent's deck.

Secret Message

11 cards contain a hidden letter!

Can you find them? Write them all down on page 43 following the card numbering and reveal the secret message!



4 Don't throw away your multipack! This is because each one contains a coloring card. Color all your favorite heroes and creatures with pencils, crayons or felt-tip markers and store them in the collector box, too. You will find the related stories or extra information about them throughout the album. Collect them all!

5 Collect all 48 cards and 120 stickers to discover the most famous and fascinating legends of Europe! You will find 69 standard stickers, 27 shaped stickers and 24 special stickers. The specials include:



Touch & feel: special sparkling effect to feel with your fingertips.



Holographic: sticker with an ultra-reflective effect.



Spot UV: Find special shiny and magical images.

EUROPE



Hi! What's your name?



I am going on an adventure throughout Europe! Do you want to come with me? After having seen the legends of Luxembourg last year, let's discover the legends of

Europe. We are going to travel through our continent to discover the most interesting legends: you will find out about courageous heroes, incredible creatures and fantastic magical powers! These stories lie at the heart of our society and history: Europe is full of wonders! **Let's go!**

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Each story belongs to a family and has a icon. You will find these icons also on your quartett cards.



Folk Tale



Enchanted Beings



Evil Creatures



Heroes



Kings & Queens



Legendary Figures



Magical Powers



Mythical Beasts



Magical Yuppi

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Legends and myths are told in all of our world's many cultures. They deal with deep emotions and can be very fascinating. They were told around the fire by successive generations. Later, with the invention of writing, people began to write them down and adapt them into plays, poems and novels. Let's discover them all - we'll start our trip in Western Europe!



MANNEKEN PIS

How the famous statue ended up on the corner of rue du Chêne and rue de l'Etuve.

A long time ago, a boy received a beautiful ball for his birthday. How happy he was! He played and ran with it through the streets of Brussels. It was already starting to dusk when he got tired but he was still a long way from home. Suddenly, he felt the urgent need to go the bathroom. Secretly, he peed against the door of an old house. But oh dear, the house belonged to a witch. Furiously she came out, waved her wand and shouted, 'You will pee forever!' The poor boy stood stock still, unable to stop peeing.

Beautiful view of The Grand-Place, the central square of Brussels.

The sculptor who lived opposite the witch had seen it all. He felt sorry for the boy and decided to help him. He made a sculpture that looked exactly like the little boy. At night, he secretly swapped them. Luckily, the witch didn't realize the trick he had played on her! The good man brought the little boy back to his parents. The statue is still happily peeing on the corner of rue du Chêne and rue de l'Etuve and brings a smile to many people's faces. And the boy?

He played happily ever after... but from then on only close to home, so he never had to pee on anyone's house again!

Did you know?

On special occasions, you will see Manneken Pis dressed in a particular costume. This tradition dates back to 1698, when Maximilian II Emmanuel, the Governor of the Spanish Netherlands, gave the naked boy his first costume. In 1747, he received a gold brocade suit from the French King Louis XV. Since then, Manneken Pis has regularly received new costumes (there are more than 800 in his wardrobe). They can be viewed at the Museum of the City of Brussels, which is located in the Maison du Roi on the Grand Place.

Look carefully at the Manneken Pis. Can you find the 3 differences?

BRABO AND THE GIANT

The story of how Antwerp was founded on the banks of the Schelde.

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Long ago on the banks of the river Schelde stood a huge castle where the mean giant Antigoon lived. If you wanted to sail past his castle, he demanded half your precious cargo. Everyone shivered in fear at the thought of the evil giant, so they paid up obediently.

One day, Silvius Brabo, a brave Roman soldier sailed past the castle. Brabo had no intention of paying and simply sailed on. Antigone roared furiously, 'Take down your sails immediately or I'll chop you into a thousand pieces!' But Brabo shouted, 'I'm not paying! The river is for everyone!'

Antwerpse Handjes (hand-shaped cookies that you can still get today) were inspired by this story.

Did you know?

The city of Antwerp in Belgium is called this because in Flemish 'hand-werpen' means 'to throw a hand'.

Antigoon stormed down to the river and swung his huge sword but Brabo was far too fast for the sluggish giant. He ran, jumped and turned, always getting away just in time to dodge the giant's blows. The giant grew tired and Brabo seized his chance. With one powerful blow, he chopped off the giant's hand! He grabbed the hand and threw it into the Schelde. Antigoon screamed out in pain and ran away as fast as he could.

Brabo was a hero! He was given a magnificent castle along the Schelde, from where he guarded the river, which was now safe for everyone. A bustling city arose on its banks: Antwerp.

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Although Silvius Brabo never existed, he did grow into a popular myth. He is also the official symbol of the city of Antwerp, with the Brabo Fountain standing in front of its city hall.

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THE FLYING DUTCHMAN

The Dutch ship that was doomed to sail the ocean forever.



In the Golden Age, an impressive ship lay at its berth in the port of Terneuzen. Willem, the ship's captain, was a terribly greedy man. One day he was ordered to sail to Asia for a precious cargo that would make him a lot of money! 'Hoist the sails, we sail without delay!', he ordered his crew.

At the Cape of Good Hope, the sky turned pitch black and the sea churned wildly. 'Captain, we should wait for the storm to pass,' said the helmsman. But Willem roared, 'Time is money!' When the helmsman protested again, Willem immediately pushed him overboard.

It was only now that the sea really began to rage and storm. A swirling wave towered over the ship and its foam turned into a monstrous mouth: 'Captain, you have sold your soul to greed. Your ship is doomed to sail across the ocean forever!' The huge wave then crashed across the deck, turning the ship into a ghostly silhouette that seemed to float through the air.

Sometimes sailors see the ship sailing on the horizon. They call it The Flying Dutchman. Willem stands at the helm, eternally searching for riches but he will never find any again.



Did you know?

The route known as the Brouwer Route was used by the Dutch United East India Company ships. The Cape of Good Hope was an important point on the ships' voyages and is located on South Africa's southern coast. At that time there was a Dutch colony there (Cape Colony), where the ships temporarily moored.



England



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ROBIN HOOD

The noble thief and hero from England's 15th century legends.

Deep in the green Sherwood Forest lived Robin Hood: a jolly man in a green hat and the best archer in the whole country. Together with his friends, Robin roamed the forest. Sherwood was enchantingly beautiful but the people lived in fear and hunger. The evil prince John, replacing the king during his absence, often sent his knights out to force the people to pay high taxes. Food, animals, money: they took whatever they fancied.

One day, Robin heard a girl wail: 'They've taken the last of our village's winter supplies.' 'WHAT!' cried Robin angrily. 'Even if it costs my last arrow, we'll get everything back.'

That night, Robin and his friends snuck into the prince's storehouse. Inside were sacks of grain and crates full of food. They had very nearly finished loading up their cart when the guards stormed in. Robin did not hesitate for a second: with

one arrow he shot the lantern. Instantly it became pitch black and before the guards realized what was happening, they found themselves tied up in a corner of the barn.

Robin and his friends quickly loaded the last few bags of grain onto the cart. Together they brought the supplies back to the village. How happy the people were! A feast followed that lasted for a very long time.

Sherwood Forest is a real place located in the English county of Nottinghamshire. The forest was much larger in the Middle Ages and served as a hunting ground for kings.

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Did you know?

This iconic tree was used as a location in the film Robin Hood: Prince of Thieves and was a notable feature of Hadrian's Wall in Northumberland. After the film, it was known as the Robin Hood Tree or Sycamore Gap Tree until it was felled by vandals in 2023.



KING ARTHUR AND THE MAGIC SWORD

Arthur is a folk hero and legendary king who plays an important role in British medieval legends.

Long ago, England was ruled by a powerful king. When he died unexpectedly, chaos broke out in the land because it was not clear who his successor was going to be. The wise wizard Merlin was asked for advice. He conjured the king's sword into a stone and said: 'The one who can draw this sword from the stone is the one and only king.' Everyone came: noblemen, princes and counts but no matter how hard they pulled, the sword stayed stuck in the stone.

Far away from all this, Arthur grew up in a simple family. He did not know that he was actually the son of the deceased king. Arthur worked hard as an aide to a noble knight.



One day, the knight went to a tournament and Arthur accompanied him. During the fight, the knight broke his sword. 'Get a new sword, quick!' shouted the knight. Arthur saw the sword in the stone and pulled it out like it was nothing! The audience stared at Arthur in bewilderment. Soon everyone burst into cheers. All the noblemen knelt: the rightful king had been found at last!

Arthur was crowned king of England. Things became quiet and peaceful again in the land. And so began the legendary story of King Arthur and his magic sword, Excalibur.



Celtic Sea view from Tintagel castle, which according to the legend is the place of Arthur's birth.





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BLODEUWEDD

A mythical Welsh tale about a woman made of flowers.

One fine day, the boy Lleu was born. His mother wanted to keep him for herself forever, so she enchanted him, saying: 'you will never marry a human woman'. Lleu loved his mother but when he got older, he wanted a wife. He decided to ask his uncle Gwydion, a great wizard, for help. 'Pick the most beautiful flowers in the field,' he said. From the bouquet, his uncle conjured a beautiful bride called Blodeuwedd. They fell in love instantly and soon married.

Unfortunately, Blodeuwedd's heart fluttered around like a butterfly and she fell in love with a man named Gronw. To be together, they had to deal with Lleu. That was not so easy! Lleu could only be killed in a special way: he had to be hit with a magic spear while standing with one foot on a bath and with the other on a goat. Impossible, right? But Blodeuwedd was clever. She asked Lleu to show her how to do this. When he did, Gronw appeared and threw the spear.

But Lleu did not die. He changed into an eagle and flew to his uncle Gwydion. Together they defeated Gronw. And Blodeuwedd? They turned her into an owl. She could only fly at night and no one could ever see her beauty again.



Shadow game



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Did you know?

The first eyewitness sighting of the Loch Ness monster was recorded in A.D. 565.

NESSIE: THE LOCH NESS MONSTER

A legendary creature said to live in the deep Scottish lake Loch Ness.

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In Scotland, nestled between the green hills of the East and the rugged highlands of the North, lies a mysterious lake called Loch Ness. People believe the lake holds a secret, namely that in its dark, mysterious depths lives a thousand year-old aquatic creature: the Loch Ness monster, or Nessie, as it is affectionately called.

For centuries, people living along the lake told tales about this mysterious creature. But had anyone ever actually seen it? Occasionally, something seemed to move in the water: a large shadow, gliding through the water like a giant snake.

One day, a couple drove past the lake when they suddenly saw a terrifying-looking monster. 'We saw him diving and rolling in the lake. The water splashed up meters high!' they told everyone. It was instantly big news! Soon, people came from far and wide, hoping to catch a glimpse of the monster too. Most came in vain but eventually one man managed to take a picture of Nessie. But the picture was really blurred and not clear at all. Some even questioned whether it was real or fake. To this day, it remains a mysterious secret as to whether Nessie really swims around in the depths of the lake. And maybe that's best for it!

Did you know?

Loch is the Scottish word for 'lake'.





THE LEPRECHAUN AND THE POT OF GOLD

A small but canny creature from Irish folklore.

Every day a fisherman sat by a stream in the forest. He had heard that leprechauns lived there, which are little creatures who wear smart green suits. They loved gold and were lightning fast. But if you caught one, you got to make three wishes. The fisherman was already dreaming of his first wish: a big pot of gold!

One day he thought of a trick. He laid down in the forest, covered himself with a fishing net and shouted, 'HELP, HELP!' Soon the leprechaun came out of its hiding. Swish! The fisherman swiftly threw the net over him.

'Alright,' said the leprechaun, 'you may make three wishes.' 'My first wish: take me to your pot of gold!' The leprechaun agreed and pointed to the top of the tallest tree. But the fisherman couldn't possibly climb that high. 'Make sure I can reach it!', he said. The leprechaun transformed him into a flying bug. The fisherman flew up but the pot was far too heavy for a bug!

'Do you want to stay a bug forever?' asked the leprechaun chuckling.
'No - conjure me back!'

Poof! The fisherman was himself again... but his wishes had run out.

The leprechaun quickly grabbed the pot before disappearing and hid it at the end of a rainbow. The legend says that it is still there until today. Have you ever looked for it?

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Leprechauns are actually one reason you're supposed to wear green on St. Patrick's Day, because if you don't you run the risk of one of them pinching you! This tradition stems from a folk tale that says that wearing green makes you invisible to leprechauns, who like to give anyone they can a nasty pinch.



MERLIN AND THE LAKE FAIRY

How even the greatest wizard was seduced by the magic of love.

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Merlin's rock, forest of Brocéliande,
Paimpont, France.

One fine day, the wise wizard Merlin walked through the forest of Brocéliande. He came to a clear lake with a beautiful fountain. Just as he was about to take a sip of water, a beautiful woman appeared. 'I am Vivien, the fairy of the lake', she said to him. Her beautiful voice, her brilliant eyes... Merlin fell instantly in love with her! He wanted nothing more than to stay there, forever, with her. But as you may know, Merlin is King Arthur's loyal friend and helper, so he often had to return to England.

In order to show Vivien how much he loved her, he conjured a beautiful hidden palace of crystal in the lake. As often as he could, he went there. He then taught Vivien all about magic and confided his deepest secrets to her. But all this was not enough for her: she wanted Merlin all to herself. One day she asked him: 'Teach me

a spell that will keep us together forever'. Merlin loved her so much that he did. Vivien used the spell and... turned Merlin into a rock! Well, that might not have been quite the intention but Merlin was now with her forever!

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If you see a castle and
not a lake, could it be
Merlin's hidden crystal
palace?

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THE GARGOUILLE

Legend of how dragon statues ended up on French churches.

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**The Gothic Cathedral
Notre-Dame de Rouen.**

In the misty marshes around Rouen there once lived the vicious dragon Gargouille. He spat not fire but huge waves of water. He flooded fields, sank ships and ate the passengers. No one dared to enter or leave the city.

One day, the king decided that enough was enough. From the highest tower, he roared at Gargouille: 'If you leave us alone, you will get a prisoner to eat every year'. The dragon nodded its mean head to agree but the people were still afraid.

One day, the brave Father Romain arrived in town. When it was time to hand over the prisoner, he said 'I will go instead'. He walked to the dragon's lair. The fearsome creature was already licking its lips. But Romain quickly pulled out a glittering golden cross and shone it into the dragon's eyes. Gargouille was blinded by the light and sank to his knees. Romain tied a rope around his neck and the dragon obediently followed him into town.

Gargouille ended up on the stake. When the fire was out, his head had turned to stone. The king had the statue cemented onto the church, so that everyone could see that Gargouille had been defeated!



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Did you know?

Some architect got the idea that this would be the perfect way to keep rainwater from running down the sides of the church and damaging the masonry. He carved similar dragon heads out of stone and placed them all around the church. They were called gargoyles and the gutter system spread all over France, and from there even all over the world too!





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Madrid gave Ratón Pérez, the beloved tooth fairy mouse, his own plaque at Calle del Arenal 8, where he supposedly lived in a cookie box - how sweet is that? He is the first fictional character to be honored by the city, proving just how much Spain loves this tiny childhood hero!

That night, they snuck into hundreds of bedrooms. The last visit was to a girl named Conchita. She lived in a poor part of the town. Her pillow was made of an old potato sack stuffed with straw.

Buby was shocked by all the poverty he saw. When he returned home that night to his warm bed, he made a solemn vow: 'When I become king, I will work hard on creating a better world. A world where there is no place for poverty.'

RATONCITO PÉREZ

A magical mouse from Spanish folklore who collects children's lost teeth.

Ratoncito Pérez was a little mouse who lived in a small cookie tin in the city of Madrid. Pérez was no ordinary mouse, he was a 'tooth mouse'! Every evening, he set out to collect little teeth that children had placed under their pillows. In exchange for each tooth, he left behind a gift or a gold coin.

One night, Pérez went to collect the tooth of the king's son, Buby. When Pérez appeared, Buby jumped out of bed!

'Can I come with you on your tooth hunt?' Buby asked.

Pérez couldn't refuse the king's son's request, so he cast a magic spell and Buby shrank to the size of a little mouse. Together, they set off on their adventure.

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Did you know?

Ratoncito Pérez first appeared in traditional oral folktales (i.e. handed down by word of mouth). It was only in 1894 that author Luis Coloma wrote the story down when he was asked to write a story for the young King Alphonso XIII, who had just lost a tooth.

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Cookies





THE MIRACLE ROOSTER

A 14th century folk legend from Barcelos.

Long ago, a Spanish traveler named Francisco was walking through a little town in Portugal called Barcelos. Suddenly, a group of men stopped him.

'What are you doing here?' one asked. 'I am just a pilgrim, on his way to Santiago,' Francisco answered.

'He's lying!' shouted another. 'I saw him steal Senhor Da Silva's silver!'

Francisco gasped. 'I didn't do it! I'm innocent!'

But no one believed him and he was sent to jail. Even worse, he was due to be hanged the next day. Francisco begged to see the judge one last time. The judge was having dinner with friends, and on the table was a roasted rooster. Francisco pleaded, 'I'm innocent, and that rooster will prove it! When I'm about to be hanged, it will crow!' The judge laughed but told his friends to not eat the rooster. The next day, Francisco stood on the scaffold. Suddenly, just as the noose tightened, the roasted rooster crowed loudly! The judge was shocked, understood his error immediately and ran to stop the hanging.

Francisco was freed just in time. Everyone marveled at the miracle, and Francisco's name was cleared.

From that day on, the rooster became a symbol of hope and miracles in Portugal, reminding everyone to always seek the truth.

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The Barcelos rooster is a popular symbol of Portugal.

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Which symbol do you see only once?



São Miguel
The Azores

Portugal



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PRINCESS ANTILIA

The Legend of the Seven Cities: A True Love Story

Long ago in the kingdom of the Seven Cities, there was a big shiny palace. In it lived Princess Antilia, who had beautiful blue eyes. In those days, princesses had to sit quietly indoors to embroider and drink tea but Antilia didn't like doing this. She loved adventure and secretly escaped from the palace every day.

One day, she heard a beautiful melody. On a hill, she saw a shepherd playing his flute. When she looked into his emerald eyes, she instantly fell in love. And luckily her feelings were reciprocated, because the shepherd fell in love with her too! From then on, they saw each other every day. In secret, of course, because a princess and a shepherd were not allowed to be together. But alas, the king discovered their secret. 'I forbid you to ever see him again,' he said. Antilia was inconsolable! 'Please, may I meet him one more time,' she begged. The king looked at her sad face and agreed.

When they saw each other that last time, the princess cried so many tears that a big blue lake formed and the shepherd cried a whole green lake full. Since then, the two lakes have lain side by side, together forever, just like the hearts of the princess and the shepherd.

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'Lagoa das Sete Cidade' is a twin lake located inside a dormant volcano crater on the island of São Miguel in the Azores. The two lakes are connected by a narrow strait, which nowadays has a bridge you can cross, with one lake being green and the other being blue.





ROMULUS AND REMUS

The legendary twin brothers who founded Rome.

In the time of the Roman Empire, the twin brothers Romulus and Remus were born. Their grandfather was once the king of the empire but his mean brother Amulius had driven him out of the kingdom. The

new king Amulius thought to himself: 'Later, when those boys are big and strong, they will surely want to take their revenge'. So he ordered his servant: 'Throw the baby brothers into the river'!

But the servant took pity. 'I'll leave you in the basket,' he said and placed it in the river, where it drifted down the river Tiber until a wolf discovered it. She ended up taking the two boys to her den and raised them as her own. Because she looked after them so well, they grew up to be strong warriors.

One day, the brothers discovered the truth about King Amulius. 'He stole our grandfather's throne!' cried Romulus. 'We'll make him pay for that!' roared Remus. And so it happened that they overthrew King Amulius.

Now that this matter was taken care of, the brothers decided to build their own city. 'This hill is the best one to build it on!' said Romulus. 'No, mine is better!' shouted Remus. They got into a big argument that did not end well: in his anger, Romulus killed his brother, and regretted it immediately.

How sad Romulus was! Nevertheless, he built the city and named it Rome. He ruled the city wisely, because he now knew that arguing only leads to misery!

The Tiber is the third longest river in Italy and runs through Rome.

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THE SIRENS OF CAPRI

*The epic story from the twelfth
book of Homer's Odyssey.*

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Long ago lived Odysseus, a brave and clever Greek hero. He had had many adventures but finally wanted to return home. However, to get home he had to sail past the island of Capri. There lived the Sirens, beautiful creatures, being half woman and half bird. Their song sounded so enchantingly beautiful that even the toughest seamen could not resist it and threw themselves into the sea. But Odysseus wanted nothing more than to discover their secret.

He called his crew together. 'Stuff your ears with wax,' he said, 'and tie me tightly to the mast. Whatever happens, don't untie me!'

Their ship got closer and closer to the island, and slowly the song of the Sirens could be heard. It sounded like the most beautiful song in the world! 'Listen to us and you will discover all the secrets of the world,' they sang. Odysseus wanted nothing more than that! He struggled and shouted, 'Let go of me, I have to go to them!' But his crew heard nothing through the wax and rowed on. They managed to sail past the island. 'Well,' Odysseus said with relief, 'it is tempting to discover secrets but it can also be very dangerous!'

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View of Marina Piccola, Island
of Capri, Campania, Italy.



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THE BASILISK

The most feared dragon in ancient legends.

In historic legends you often come across dragons. One of them, the basilisk, was very small but it was the most feared of all! Why? Well, it had the head of a rooster, the tail of a snake, wings like a dragon and sharp claws. And its most dangerous weapon? Its eyes! If you looked into them, you died instantly.

In a big forest in Italy, there once lived such a basilisk. Hunters, travelers, knights: everyone who entered the forest disappeared. Nobody dared to go there anymore. Only the poor lumberjack had no choice, as how else was he supposed to make a living? He decided to put an end to the creature. He knew that there was one creature that could resist the basilisk: the fearless weasel, who could even kill it just with its odor! But after weeks of trying and failing to catch one, the woodcutter felt hopeless. He had to think of another plan. One fine day, he got an idea: 'I need a mirror!' he said to his wife.

That night, he placed the mirror in front of the Basilisk's hole. When the monster crawled out, it looked into the mirror and saw its own deadly eyes. And guess what? It didn't survive that!

Did you know?

In the book by J. K. Rowling and in the movie 'Harry Potter and the Chamber of Secrets', Harry has to deal with and defeat a Basilisk who turns everybody who looks in its eyes to stone.

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THE BLACK QUEEN.

57

In the folklore of Croatia, Barbara of Cilli (1392–1451), Holy Roman Empress and Queen of Hungary and Bohemia, is believed to have been the role model for the infamous Black Queen.

58

Long ago, atop a mountain, stood the mighty fortress of Medvedgrad, which is where the Black Queen lived. Truly everything about her was black: her hair, her dress, her raven that carried out all her mean commands. People even whispered that she practiced black magic. You were very careful not to go near her!

One summer it was so dry that there was not a drop of water in the rivers. The villagers were dying of thirst. Desperate, they climbed the mountain to the Black Queen's fortress. 'Please give us some water from your well,' they begged. 'No! This water is mine!' grinned the Black Queen and she slammed the gates shut.

Medvedgrad Fortress nowadays.

Exhausted, the villagers stumbled back. In the forest near a large oak tree,

they sank to their knees. Suddenly, they heard a spring of water bubbling up there. The villagers drank and drank. The water kept flowing. At the same time, something crazy happened: the Black Queen's well dried up completely. She was furious! She stamped her feet and waved her arms but the well remained dry, forever.

If you go to that forest today, you can still drink from the spring. Do you know what it's called? The Queen's Well!

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Did you know?

Barbara's husband was a Luxembourger! Sigismund of Luxembourg (15 February 1368 – 9 December 1437) was Holy Roman Emperor from 1433 until his death in 1437 and the last male member of the House of Luxembourg.





VILAS THE BOSNIAN FAIRIES

*Bosnian epic poetry often mentions Vilas,
which are magical fairies.*

60

*Kravice Waterfalls in the Bosnia and
Herzegovina National Park.*

and sang the sweetest lullabies. Vidan she called him, meaning 'found'. She taught him how to talk to birds, which berries to eat and, also very important, which ones not to! He grew up to be a clever and helpful boy.

One day, Vidan saw a man wandering through the forest. It seemed he was lost. 'Can I help you?', he asked. The man turned around and gasped. The boy had exactly the same eyes as his late wife. 'Finally,' he said overjoyed, 'I have found you my son!' Vidan looked in amazement at Mira fluttering above him. She nodded lovingly at him. 'Take good care of your father,' she whispered, and with a swirl of golden light she disappeared into the trees.

Once upon a time in the misty mountains of Bosnia, there lived Mira: she was a Vila, a kind of fairy. One day she heard a baby softly crying. With her glittering wings and fluttering golden hair, she flew towards it. At the foot of the mountain, she found a baby wrapped in a torn blanket. 'Oh, little one,' Mira whispered. 'I will take care of you.'

She made a cot for him out of the softest moss

61

Did you know?

Since in previous centuries, Bosnia and Herzegovina had no orphanage that would take care of abandoned children, people believed that children abandoned after birth were actually children of some fairy who looked after all the orphans who were left in the woods or on the street by irresponsible parents.

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THE THREE FATES

Mythical Macedonian Slavic creatures that predict the destiny of a new-born baby.

On a quiet winter night, a little girl named Elena was born. Three nights later, three mystical sisters appeared, gliding through the air like mist. Elena's mother knew who they were: The Three Fates, who came to predict a newborn's destiny.

The youngest sister, Rozhanitsa, spun a golden thread. 'She will be strong,' she whispered. The second sister, Sudenitsa, stretched the thread and said: 'She will face hardships but she will endure.' The eldest sister, Narechnitsa, lifted silver scissors to cut the thread. 'Her life will be short...' 'No!' cried Rozhanitsa. 'Let her choose her own path!' Narechnitsa smiled. 'Very well, but only if Elena chooses wisely.' With those words, the Three Fates vanished, leaving a small mark on Elena's forehead as a gift.

As Elena grew, she realized her choices shaped her destiny more than the golden thread. When she was kind, happiness followed but misfortune occurred when she made bad choices. Elena learned that while the Fates wove her life, she alone would decide her path through. And so, Elena chose kindness and lived a long, good and happy life.

Can you spot the 10 differences?



67

THESEUS AND THE MINOTAUR

The monster of the maze.

In Crete, there once lived a terrible creature called the Minotaur. It was half man, half bull, with eyes like fire and teeth as sharp as swords. King Minos kept the beast locked inside a gigantic labyrinth, a tangled maze where no-one who entered it ever found their way back out again.

Every nine years, the King of Athens had to send seven young women and seven young men to Crete as a sacrifice, where they were lost forever in the labyrinth. But Prince Theseus of Athens had had enough. He said, 'I will go and defeat the monster!'

When Theseus arrived in Crete, he saw Princess Ariadne, the daughter of King Minos, and instantly fell in love with her - it was love at first sight!

Ariadne knew that Theseus was brave but that to escape the labyrinth, wisdom was needed too. So she gave him a ball of 'golden thread'. 'Tie this to the rock at the entrance and unwind it as you go. It will lead you out of the maze.'

Theseus crept through the twisting maze as the thread unspooled. Deep inside the labyrinth, he met the Minotaur. With one mighty swing of his sword, he defeated the beast! Theseus then followed the golden thread and found his way back out again. He sailed home, with Ariadne by his side. And he knew that sometimes, even the bravest heroes need someone to guide them home.



66



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Modern-day travelers can explore the myth at the actual archaeological site of the Palace of Knossos in Crete and the nearby Heraklion Archaeological Museum.



PEGASUS

A beautiful winged horse of the ancient Greek gods.

In the Greek legends, anything is possible- even a horse with snow-white wings! Its name is Pegasus.

Long ago, in the land of the gods, Pegasus's wings carried it across the skies, free as a bird. But the wise goddess Athena tamed him, and from that day on, Pegasus served the gods. He carried Zeus's thunderbolts and only let the bravest ride upon its back.

One day, Pegasus wandered to the magical Mount Helicon, home of the nine Muses, goddesses of art and song. As he stamped his hoof, a crystal-clear spring bubbled from the ground. The Muses named it Hippocrene, the Fountain of the Winged Horse.

It was no ordinary water. Those who drank from it were blessed with creativity and poetic inspiration. Ever since then, poets and writers have searched for Pegasus' gift, hoping to capture his divine inspiration.

Even now, on clear nights, Pegasus can be seen shining among the stars, a symbol of freedom, wisdom and the magic of dreams.

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Collect all the multipacks of The Legends of Europe and don't throw the packaging away, as inside each pack you will find a picture to color in. There is a Pegasus to color in too. Try to find it!





72

SAVA THE VAMPIRE

Sava, the most famous vampire in the Balkans

The old wooden watermill of Sava Savanović besides a stream in Zarožje forest.

Long ago, in the village of Zarožje, there lived a brave and wealthy man named Sava Savanović. He traded in livestock and was known for his daring adventures. But there was something missing from his life: he was in fact still looking for a wife.

One day, he met Mira, the daughter of a merchant, and he fell in love at first sight! When he asked her father for her hand, the man replied: 'Sorry. You are far too old for my daughter.'

Sava tried to convince the father but he would not accept his demand. After many tries, Sava gave up and his heart turned to ice. He became a bitter man, snapping at his fellow villagers. He frightened children with his harsh demeanor and people started to become afraid of him.

On a terrible night, Sava did something dreadful. He visited Mira, and because he was not allowed to be with her, he decided that no one should ever be with her, and shot her, before ending his own life as well. Since he was a murderer, he could not be buried in the church grounds, which is why the villagers buried him in a crooked ravine. You would think this would be the end of the story. But unfortunately, it's not...

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Even though Sava was dead, peace did not return. Strange things began to happen. Millers were found pale and lifeless by the river, with small bite marks on their necks. 'It's Sava!' the villagers whispered. 'He has returned as a vampire!'

They had to do something, so they opened his grave and found his body, which had not decomposed at all. They drove a sharp stake through the vampire's heart in an attempt to break the curse. But at that very moment, a dark butterfly fluttered from his mouth and disappeared into the night.

And to this day, some say Sava's butterfly still drifts through the village, searching... for something lost.

74

Did you know?

The story of Count Dracula was invented by the Irish writer Bram Stoker in his celebrated 1897 novel. But the word 'vampire', according to some academics, actually comes from Serbia. And the folk story of Sava Savanovic was written down in a book by Milovan Glisic in 1880, 17 years before Bram Stoker's 'Dracula' was published in the United Kingdom.

Romania



75

76

PRICOLICI

A mythical monster from Romanian folklore.

In a small village in Romania, funerals were meant to celebrate life. But what if the person who had died had lived a life full of hate? According to a legend, such people sometimes returned - not as themselves but as a Pricolici: a monstrous wolf that walked on two legs.

Such was the case in this small village. Under the pale moonlight, the creature came to life and let out a long, eerie howl, making the trees tremble. His throat burned with thirst. Then, suddenly, he caught a scent in the wind: blood!

In a clearing deep in the forest, Alexander, an old shepherd, walked beside his grandson, Christian. They had been tending their flock and had lost track of time. Suddenly, night had fallen. The sheep grew restless, sensing danger.

Then, out of the blue, they heard it. A growl. Low. Deep. Right behind them.

Christian turned and gasped. A towering figure loomed over him. Glowing eyes, sharp fangs, the face of a wolf.

77

78

In Romania, there are many forests (like this one around Mount Bucegi where the story is supposed to have happened) and it is the country that still has the largest population of wild wolves in Europe.

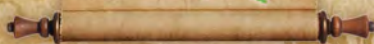
'Mama!' he screamed.

Suddenly, he wasn't in the forest. He was in his bed. His mother rushed in.

'Did Grandpa Alexander tell you the story of the Pricolici again?' she asked.

Christian nodded.

'Grandpa loves telling scary stories. But you must always be careful. Never go too deep into the forest,' she whispered. 'For some stories... might be more than just stories.'



79

The city of Krakow nowadays with its castle and the Wawel Cathedral.

THE DRAGON OF KRAKOW

A famous legend about a frightening dragon, from a story of the 13th century.

80

Long ago, the wise King Krak ruled Poland from his castle on Wawel Hill. His people loved him and named their city Krakow after him. He lived happily with his daughter Princess Wanda and the land flourished.

But one day, a terrible dragon appeared and made its home in a cave beneath Wawel Hill. Arrows just bounced off its thick hide and it demanded cattle to eat. The people were terrified and fled the city.

Knights tried to defeat the beast but none returned.

'Which brave man can slay this monster?' King Krak cried out. Desperate, he promised a great reward to whoever could defeat the dragon.

A clever shoemaker, Skuba, had a plan. He stitched together a fake sheep and filled it with sulfur. That night, he placed it near the dragon's cave and hurried away.

The next morning, the dragon devoured the sheep in one bite. But suddenly... his stomach burned! He ran to the Vistula River, drinking and drinking until... BOOM! The dragon exploded!

The people cheered, and King Krak rewarded Skuba with Princess Wanda's hand.

And so, Krakow was free once more. From that day on, the people of Krakow learned that sometimes the sharpest mind is more powerful than the sharpest sword.

81

Did you know?

Under the castle you can still visit the dragon's cave. A metal sculpture of the Wawel Dragon was placed in front of it. To the amusement of onlookers, it noisily breathes fire every few minutes, thanks to a natural gas nozzle installed in the sculpture's mouth.



82

THE GOLEM OF PRAGUE

The legend of the protector of the Jewish people.

In the beautiful city of Prague, there once lived a wise Jewish teacher called Rabbi Loew. He was much loved by the people in his neighborhood. If you were grief-stricken or had a problem, you could always go to him for comfort or help. Unfortunately, the king of the country was not such a good man: he ruled poorly and unsafely, and the city streets became more and more dangerous places to be.

One day Rabbi Loew had had enough and came up with a plan. First, he fetched clay from the river. Then he shaped it into a giant figure. Finally, he whispered magic words. The clay creature opened its eyes and... lived! The Golem, as he was called, chased away anyone who wanted to do harm. People cheered and clapped for him, which made the Golem proud. He started fighting more and more often. Worse and worse it got... until everyone had had enough. Rabbi Loew decided to go to the king: 'King, please, if you make sure that everywhere is safe again, I will turn the Golem back into clay.' Fortunately, the king promised to do so, and Rabbi Loew commanded the Golem to return to clay.

According to legend, the Golem still rests in the Old-New Synagogue of Prague. If he ever returns, hopefully he will have learned to only fight when necessary!

The Old-New Synagogue is the oldest active synagogue in Europe and is the home of the legendary Golem of Prague.



By solving the sums, you can trace a path from the Golem to the synagogue. Find 1 at the Golem and follow this all the way to 10 at the Synagogue.



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THE WHITE STAG

How Hungary came to be, according to a 13th century legend.

Long ago, there once lived two brave brothers, Hunor and Magor, in the country that today we call Hungary. Every day they hunted across the vast grassy steppes of Scythia. They knew every hill and forest like the backs of their hands. But one day they saw something unusual: a brilliant white stag. The animal shone like moonlight and its antlers twinkled like stars. 'After it!' said Hunor. 'Quick!' shouted Magor, and they urged their horses on. But no matter how hard they rode, they could not catch the magical animal. The brothers became exhausted. 'Let's rest,' Hunor said as darkness fell. Magor looked around: 'How far have we ridden? We've never been here before!'

After sitting in the unknown forest for a while, soft music suddenly floated through the air. Under the silver glow of the moon, they saw fairies dancing. Their laughter sounded like tinkling bells. Two of the fairies were the daughters of the ruler of the empire. Hunor and Magor were immediately enchanted by them. The brothers looked at each other in delight: 'That's why the white stag brought us here!'

The brothers married the fairy maidens. Hunor founded the empire of the Huns and Magor that of the Magyars. Years later, the two empires were united. And so, they say, Hungary was born. And all thanks to that magical white stag!

86

Crack
the code

Which words are written here?

HUNOR
AMOR
MAGOR

Tip

A = A B = B C = C

BABA MARTA

The legend of Baba Marta who rules the weather in March.

On a freezing cold day, a little girl, Lina, was walking through a white snowy landscape. She was looking for wood to light a fire but everything was covered in a thick layer of snow. The winter was long and had made everyone grumpy. 'Oh, how I long for spring,' she shivered when she got home. 'Then make Baba Marta laugh,' her grandmother said. 'Baba Marta rules the weather in March. When she is happy, the sun shines but when she is angry, she makes an icy wind blow!'

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On the first morning of March, Lina got up very early. She hung red and white Martenitsa, which are lucky bracelets, in the trees. She tied ribbons to fences and doors. When everything was decorated, she climbed the highest mountain. 'Baba Marta!' she shouted. 'Look at the village! We are ready for spring!' Baba Marta looked down. She saw the cheerful ribbons and looked at Lina's radiant smile. She couldn't resist, and a huge smile appeared on her face. The sun began to shine, the

birds started chirping merrily and Lina happily danced home. From that day on, Bulgarians give each other a Martenitsa on March 1st. And if you wear one, Baba Marta might make the sun shine for you too!

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Did you know?

Baba Marta Day, celebrated on March 1st in Bulgaria, marks the arrival of spring. Bulgarians exchange Martenitsi – red and white wristbands, yarn dolls or tassels – a symbol of health, luck, and renewal. They wear them until they spot either a stork or a tree in blossom, which signals warmer days ahead. The tradition honors Baba Marta, the mythical figure whose mood determines the weather.



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JEŽIBABA

The mythical witch from Slavic folklore.

One evening in the vast land of Slovakia, a boy called Nik got lost in a dark forest. The trees whispered in the wind and shadows moved around him. Then, he saw a crooked house made of bones, surrounded by a fence of white skulls. His heart started pounding.

An old woman sat by a crackling fire, roasting a frog on a stick. Her skin was wrinkled, and her sharp eyes gleamed. It was Jezibaba.

'Ah, a visitor,' she croaked. 'Are you lost, little boy?' Nik took a step back. 'N-no, I was just...' Before he could run, she raised a wooden rod. 'Turn to stone!' she hissed. But Nik was quick. He grabbed a handful of salt from his pocket and threw it into the fire. His grandmother always said witches hated it. The flames flared, and Jezibaba screamed. 'You clever little brat!' she screeched. She leapt into a giant mortar, gripping her pestle like a staff. With a powerful push, she shot into the sky, stirring the wind into a raging storm. Thunder rumbled as she disappeared into the clouds. Nik ran home and never spoke of the witch again.

But from that night on, the villagers whispered: 'Beware the witch of the woods... and never walk alone in the forest at dusk.'

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THE GOLDEN BIRD

The legend of the magical Firebird that rules Slavic Folklore.

Once upon a time, a king had three sons. The older two were proud and selfish but the youngest, Rok, was kind and honest. The king had a tree with golden apples but every night, one disappeared.

'My sons,' said the king, 'guard the tree and catch the thief!'

The eldest two tried but failed. Rok, being the kind person he is, loaded his gun with peas instead of bullets. At midnight, a golden bird appeared and stole an apple. Rok aimed, fired and three golden feathers fell slowly to the ground. 'Wow! That bird is priceless!' the king declared. 'Whoever brings it to me shall be king!'

The eldest son left on a journey but when on it he refused to share food with a hungry bear. Later on in his journey, fate got the better of him and robbers trapped him. The second son suffered a similar fate.

Rok, however, shared his food with the bear. Grateful, the bear guided him to the golden bird. Rok captured it but was caught by guards. To earn his freedom, he had to find a rare horse and a mermaid. With the bear's help, he succeeded in both tasks, which allowed him to get his freedom back. But when he returned home, his jealous brothers killed him and claimed to have captured the golden bird themselves!

The golden bird fluttered down, sang a magical song, and Rok came back to life! The king, realizing what his eldest sons had done, imprisoned both of them. Then he crowned Rok, who ruled wisely, being happily married to his mermaid.

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CENTRAL EUROPE



Austria



97

KRAMPUS

The legend of Krampus, the horned creature that punishes naughty children.

In Austria, they also have a variety of annual Krampus Parades known as 'Perchtenlauf' that keep this centuries-old tradition alive!

According to an Austrian legend, Sinterklaas rewards the good children, while Krampus punishes the naughty ones. Krampus is a creature with horns and rattling chains who carries a bundle of birch twigs. If a child is truly bad, they might even end up in his sack.

One snowy evening, Lukas waited eagerly for Sinterklaas, his shoe placed by the fire to get his reward. But deep in the forest, Krampus was already on the move.

Lukas had pulled his sister's braids, taken candy he shouldn't have, and let the neighbor's goat loose. 'Krampus isn't real,' he told himself. Then he heard it.

Rattle, rattle, rattle.

Lukas' heart raced as the sound grew louder. He peered out the window and saw a shadowy figure with horns. Krampus! Lukas dove under his bedcovers.

BANG! BANG! BANG! A knock at the door. Terrified, Lukas peeked out. Outside stood Sinterklaas, handing out gifts. Krampus had vanished.

Lukas breathed a sigh of relief. Maybe it was just his imagination, or perhaps Krampus had given him one last chance. From that night on, Lukas was kinder and never took extra sweets again. Every winter, when the bells jangled, he remembered the night he almost met Krampus.

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Fun things to do

People have been exchanging greeting cards featuring Krampus since the 19th century. Sometimes introduced with 'Gruß vom Krampus' (Greetings from Krampus), the cards usually have humorous rhymes and poems. Can you make your own Krampus greeting card? Take a piece of paper and fold it in two. On the front side, draw the Krampus and write a funny rhyme. This means you will have original cards for Christmas! Start with 'the Krampus will pass by....' TIP: you can also find the coloring picture of Krampus in one of the Legends of Europe multipacks.

Fun fact about Luxembourg

In Luxembourg there is a similar tradition, where on the 6th of December the kids who behave well get presents from St. Nicholas and the kids who do not behave well just get a twig left by a figure who is called 'Houseker' in the Luxembourgish language. Houseker is a man who also walks around rattling chains and carrying a rod and bag over his shoulder. He is always dressed in black loose clothing, with his bearded face being either covered or painted black.



100

Switzerland

WILLIAM TELL

The folk hero of Switzerland who believed in his own skills.

Long ago in Switzerland, a skilled archer named William Tell lived in the mountains. He was the finest marksman in the land and loved his country. But the cruel Austrian ruler Hermann Gessler seized control of the throne, making the people live in fear.

To show his power, Gessler placed his hat on a pole in the town square. 'Bow before my hat!' he commanded.

All the people obeyed, except William Tell.

When Gessler heard of his defiance, he was enraged. 'He must be punished!' he declared. William's young son was tied to a tree, a red apple set on his head. 'Strike the apple with one arrow,' Gessler sneered. 'Miss, and your son will suffer!'

William's heart pounded but his hands were steady. He took a deep breath, aimed, and... swoosh! The arrow split the apple in two. The crowd gasped, then cheered. But Gessler spotted a second arrow in William's jacket. 'Why do you have another arrow?' he demanded.

'The first was for the apple,' William said. 'The second is for you.'

Gessler had William arrested but he escaped during a storm. That night, as Gessler rode home, William was waiting by his hideout. He aimed at Gessler's heart and with a final shot he freed his people forever.

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William Tell's monument in Altdorf.

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The Uri lake, where part of the legend of William Tell takes place.



104

THE PIED PIPER OF HAMELIN

A Middle Ages legend about a magical tune that taught the people of Hamelin a lesson.

A long time ago, in the town of Hamelin, a terrible problem arose when a plague of rats appeared out of nowhere. They were everywhere: big ones, small ones, even sneaky ones that stole people's bread and cheese from under their noses. The townspeople tried everything to chase them away but nothing worked.

As a consequence, the town mayor proclaimed: 'Whoever can get rid of these rats will be rewarded with a bag of glittering coins!'

One day, a mysterious man arrived, dressed in colorful clothes with a feather in his hat. He carried a magic flute.

'I can help!' he claimed and started to play the most wonderful tune. The rats pricked up their ears and, as if under a spell, scurried after him! He led them through the town, all the way to the river. There

the rats jumped in, drowned and floated away.

But when the Piper asked for his reward, the townspeople refused to pay. Angry, he played another tune. This time it was the town's children who followed him, dancing and laughing. He led them to a secret cave and sealed the entrance with a great stone.

Frightened, the people begged for their return. Only when they promised to be fair and kind did the Piper open the cave. The children ran back home, and the Piper vanished forever but not without his reward.

To this day, some say his magical enchanting tune still echoes through the hills.

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Did you know?

The supposed street where the children were last seen is known as Bungelosenstrasse (street without drums), and no one is allowed to play music or dance there.



LORELEI

A German myth about a beautiful girl with a magical gift.

107

The river by which Lorelei's rock stands actually passes through Luxembourg! The biggest river in Luxembourg, called the 'Moselle', originates in France and passes through Luxembourg on its way to Germany, where it joins the Rhine!

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Long ago by the beautiful Rhine River lived a girl named Lorelei. Her golden hair shimmered in the sunlight. Her voice was so lovely that everyone who heard it forgot their worries. People would stop just to listen, enchanted by her song. Many young men admired her and hoped to win her heart but Lorelei loved only one. His name was Roderik, but sadly this young man was not loyal to her. When he left her, her heart was filled with sorrow.

Heartbroken, Lorelei walked to the river's edge. As the moonlight touched the water, she changed into a Siren: a magical being who lived by the water. From that day on, she sat on a high rock above the river. While combing her golden hair she would sing soft, sorrowful songs, with a voice so beautiful that passing sailors forgot to steer their ships and drifted into danger.

As time passed, people whispered stories about Lorelei. Some said she sang to lure sailors to their doom but in truth she never meant any harm, she was simply singing out her sadness.

Even today, some say that if you listen closely near her rock, you might still hear the faint murmur of her song in the wind.

Did you know?

That the name Lorelei (Loreley) can be translated as 'murmuring rock'.



NORTHERN EUROPE



Sweden



SIGURD THE DRAGONSLAYER

Sigurd's Legend was first recorded in ancient carvings over 1000 years ago.



Long ago, in a land of deep forests and rushing rivers, there lived a young warrior named Sigurd. He was strong and kind but most of all, he was brave.

One evening, the old smith Regin spoke of a terrible dragon called Fafnir.

'Fafnir guards a hoard of gold,' Regin said. 'Many have tried to defeat him but none have returned.'

Sigurd grinned. 'Then I shall be the first!'

With Regin's help, he forged a mighty sword which he named Gram. It gleamed like fire in the sun.

Sigurd climbed up the enormous mountain, where the ground trembled with Fafnir's heavy breath. Instead of charging in, he remembered Regin's words: 'Be clever as well as brave, that's the only way to defeat it.'

He dug a deep trench and hid inside. When Fafnir slithered over, scales scraping against stone, Sigurd struck, piercing the beast's heart with his sword. The dragon let out one final roar before it died.

Sigurd stepped forward and put on the golden ring, claiming the treasure for his own.

The tale of Sigurd and the dragon was told for generations. And about a thousand years ago, someone carved it into stone so it would never be forgotten. And so, Sigurd's name is forever carved among those of the greatest warriors.



THE TROLL

The ancient Tale of Brudehøj - the Bride's Mount.

Long ago, in the land of Denmark, King Cnut the Great ordered a grand church to be built near a big mound of mud and stones. But every night, a troll crept out of the mound and tore down the walls, preventing the church from being completed.

Furious, the king stood before the mound. 'Show yourself, troll!' he commanded. With a deep rumble, the troll emerged, his eyes glowing like embers. 'This land is mine! No church shall stand here!' he growled.

The king thought for a moment. Then he made an offer. 'Let the church stand, and in return, I promise you the first bride who passes its doors.' The troll grinned. 'Agreed.' With no more destructive antics by the troll, the church was quickly finished. The troll waited eagerly inside his mound. One day, a joyful wedding procession approached. As the bride stepped near, the troll lunged forward, grabbing her!

But at that exact moment, the church bells rang, their chimes echoing through the hills. The troll shrieked, and his skin turned into stone.

The bride ran free, and from that day on, the mound was called Brudehøj - the Bride's Mount.

Some say, on quiet nights, the wind still carries the troll's angry whispers, trapped forever in the stone.

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La forêt des trolls à
Rebild, Danemark.

Did you know?

In Denmark, there is a troll museum? North Jutland's Troll Museum is the home of the good luck troll. It tells the story of how Thomas Dam created them, back in the 1930s, and how they have been a symbol of happiness in the country ever since. It's also the inspiration behind the movies Trolls and Trolls World Tour.

Some Scandinavian parents warn their children that they are behaving like little trolls when they are being naughty.

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FENRIR THE WOLF IN CHAINS

The most terrifying creature in Norse mythology.

The Norse trickster god Loki had three children. One of them was the wolf Fenrir. At first, he was small and cute but he ate and ate and grew bigger and bigger. Soon he became a giant wolf with an insatiable appetite. The gods became afraid, especially because a prophecy foretold that Loki's children would cause the gods a lot of trouble. 'What if he eats us too?' Odin, father of all the Norse gods, said worriedly. 'We'll make an iron chain from which he can never break free,' his son Thor suggested.

When the chain was ready, they asked Fenrir: 'Do you want to test how strong it is?' 'Of course,' Fenrir replied proudly, always wanting to show how strong he was. He put the chain on and easily broke free from it. The gods made an even heavier chain but again Fenrir broke free from it with ease.

Now the gods were really worried! 'I'm asking the Elves for help,' Odin said. They made a magical silk and enchanted ribbon, stronger than any metal. But when they went to Fenrir with it, he became suspicious. Still, he wanted to show how strong he was. 'But someone has to put his hand in my mouth to prove that I can trust you,' he demanded. The brave god Tyr dared to do this, and Fenrir let himself be tied up. He pulled and pulled but the harder he pulled, the stronger the ribbon became. Fenrir growled in anger and bit Tyr's hand off. 'Ouch!' he screamed in pain. But like everyone else, he was mainly relieved: Fenrir was finally tied up and would not hurt anyone else!



Odin is the supreme god in Norse mythology, and is often depicted as an elderly man with a long beard.



KRAKEN

The largest sea monster of all time.

In the depths of the sea between Iceland and Norway lives a gigantic sea monster called Kraken. Its head alone is supposed to be two kilometers long, and its mighty tentacles make it every sailor's most frightening foe. One day Captain Olav sailed his ship across this sea. The sky was clear and the wind favorable. But suddenly the sea began to heave and moan. The waves swelled, higher and higher. The ship was tossed wildly back and forth.

'Captain, a storm!' shouted a sailor. Further away Captain Olav saw a small island. 'We'll moor and go ashore there!' he ordered. They barely managed to reach the island and quickly jumped ashore. But the island felt strange - soft, slippery... and it moved! Suddenly the island began to tremble and a deep rumbling sounded from the depths of the sea.

This was not an island... it was the head of Kraken, the gigantic sea monster! Kraken felt the tickling feet on its head and opened one big eye. With a savage growl, he raised his tentacles and grabbed the crew. One by one, he flung them back into the sea. Captain Olav just about managed to climb aboard his ship before Kraken disappeared into the depths. Captain Olav saved his crew one by one, and from that moment on, he watched very carefully where he put his feet when on land!

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118

119



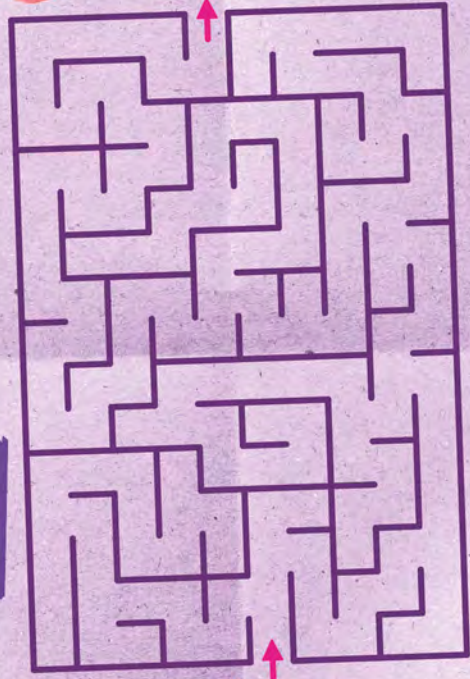
FUN PAGE

Yuppi loves to play games when he is traveling...
do you want to play with him?

Counting game



Maze



Frames

You can see 8 frames with pictures on this page.
Can you recognize the character in each one?
If you can, write down which country the story
comes from!

1 2 3 4

5 6 7 8





A close-up photograph of a single, large blue flower with five petals. The petals have a gradient of blue, with lighter shades towards the edges and darker shades towards the center. The center of the flower is yellow, with visible stamens. The flower is resting on a dark brown wooden surface with a visible grain.

[illegible]