

# THE LEGENDS OF LUXEMBOURG



Ψ Cactus

# Collect all 48 awesome Legend cards!

Buy your groceries at Cactus and collect all 48 of the Legends cards.  
Use the cards to play with and battle with your friends!  
Store and collect them all in the unique collector's box!



## GAMES TO PLAY

### Legends Quartet



**Number of players:** 2 to 4 players  
**Number of cards:** 48  
There are 12 quartets in total, including Yuppi Magic and Castle Magic!  
**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 on a 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 to complete a set of four. If the opponent has the card, he or she must give it to the player asking for it. If he or she doesn't have it then the enquiring player must draw a card from the deck and his or her turn ends.
- 3) When a player has collected all four cards of a set, he or she places the set face up on the table in front of them.
- 4) The game continues until all the sets have been collected. The player with the most sets of four wins!

### Battle Game



Magie Secretive Spooky

**Number of players:** 2 or more  
**Purpose:** 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 element.
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.

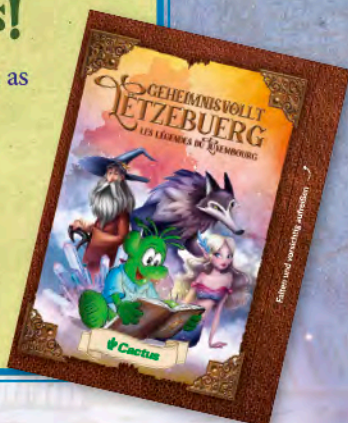
### Secret Letter

10 cards contain a hidden letter!  
Can you find them? Write them all down following the card numbering on page 27 and reveal the secret message! You will now be helping Yuppi to do more magic!



### Discover new Legends!

Don't throw away your card packagings, as they have additional legends to reveal! How? There are 16 different card packs. Each card pack contains a piece of a legend. Combine the 4 pieces that 'match' and you will have discovered a new legend! Can you find all of them? Gotta collect them all and store in the unique collector's box!



01

02



# Secret Luxembourg



Hello Explorers! My name is Yuppi and I am here to take you with me on a fantastic journey. Did you know that forests, rivers, misty valleys and rock formations are THE places where legends and stories are born? Just imagine knowing all the legends of Luxembourg! In this album, I will be guiding you on your journey from North to South and from East to West and will show you the magic behind each region!

Let's go on an adventure together through all of Luxembourg's legends!

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## Let's explore them in this album!

Yuppi knows where to find all these magical legends... Each region has its own and he will guide you through all the regions in this album. Go on a journey of discovery with your tour guide Yuppi and uncover all of Luxembourg's legends!

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Fun things to do  
on pages 10, 24, 25 & 33!

## Collect all 120 legend stickers:

With 69 regular, 27 shaped stickers and 24 specials!

### Discover the specials:



**Thermo rub** : Rub it to find out the difference hidden behind the spot!



**Holographic** : Sticker with an ultra-reflective effect



**Spot UV** : Find special shiny and magical images



**Glow in the dark**: Light up wonderful details in the dark

This album belongs to:

I live in region:

- NORTH     EAST     CENTRAL  
 SOUTH     WEST

# INDEX STORIES

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Let's go! Mark where you live with a flag! Use the other ones to mark the places you'd like to visit after reading all the legends. Use stickers number

**08, 09, 10, 11**



# THE GHOSTLY BULL



In the beautiful forest between Knaphoscheid and Eschweiler, deep, deep, down underground, a secret awaits. Nobody knows where it came from. Nobody knows why it is there. It is sleeping. Silently. People call it: the Ghostly Bull. But when the sun goes down, and the clock strikes the midnight hour, it will stick its head above ground. It will roam the fields and wander along the forest paths. Make sure you don't bother the bull during his midnight walks. He might not like it...



## Did you know?

Robin Hood is a legend known worldwide. It's a story about a courageous archer who defended poor people.



Help the Bull find its hay!



Ettelbruck nowadays

# THE WHITE CAT ON THE POND BRIDGE IN ETTELBRUCK

Once upon a time, a man lived peacefully in the little town of Ettelbruck. It was New Year's Eve and he was walking along by the enchanting Alzette river. White snowflakes fluttered down. The man took the shortcut across the Alzette bridge when he suddenly heard a noise. 'MEOW!' It was a white cat, sitting right in front of him. He ignored the creature and continued walking. The cat followed him.


'MEOW!'

'Go home,' said the man.

But the cat ignored him and followed him to his house in the woods. 'Go away!' The man yelled. He opened the door and quickly walked inside. But....to his great surprise the cat was sitting already on the kitchen table! The man tried to get the cat out of the house, but mysteriously it always found its way back in. Finally the man went to sleep. Exhausted from all the hassle. The cat stayed put. On the end of his bed. Finally, at 1am, the beast disappeared into the night. When the man woke up the next morning was his face full of cuts and scratches... from the Alzette Water Spirit.


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**16**

**17**


Collect all 48 legend cards.  
You can use the cards to  
play and challenge  
your friends!

# JASMÄNNCHEN

In the magical land of Dahl, there once lived a tricky little boy named Jasmännchen. He worked in a charming house called Jashaus. He was in love with Phillipine, the eldest daughter of the house. But what could he do, he was just a poor servant. Nonetheless he had a special talent - he loved to read! In those days, not many people knew how to read. So Jasmännchen became famous for it. One day, he was asked to read some old writings in the the Krakelshouse in Bockholz, and that's where his adventure began.

While reading the ancient parchments, Jasmännchen found a secret document! It spoke of a hidden treasure in the bakehouse.

'What shall I do?' Jasmännchen thought by himself, 'should I share it? Or keep it all for myself?'

He chose to do the latter. Secretly he put the document in his pocket and went looking for the treasure! It took him a couple of weeks but finally he found it. Jasmännchen was no longer a poor boy. He was rich!

And all the girls wanted to marry him, even Phillipine, the girl he was in love with when he was but a humble servant. Now he finally could ask her to marry him. And she said YES!

As time passed, Jasmännchen's greed for money grew and grew. He started doing underhand things, like cheating on grain trades, or taking things that didn't belong to him.

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Jasmännchen became richer every day. He was full of pride and didn't listen to anyone. He led a wicked life, defying authority and causing mischief. He went hunting on Sundays and holidays while others went to church. And what's more, he disturbed the peaceful worship on the Pirmesberg with his noisy activities. In the end, he passed away, but he couldn't let go of his treasures. Jasmännchen buried them in the ground before he died, keeping them all to himself. But... if you think this is the end, you are wrong: Jasmännchen found no rest in the grave, as his ghost still roams the village of Dahl and the entire region to this day. People still tell stories about him. And so, the children of Dahl learn a valuable lesson from the tales of Jasmännchen - to always be kind, share with others, and never let greed take over your heart.




## Did you know?

A 'legend' is someone very famous and admired by a lot of people.



# THE SCHEUERMANN

Have you ever heard of the cruel Scheuermann? It is one of the most famous legends of our country! Some also call him the Grieselmännchen. The Scheuermann was born at the Scheuerburg Castle. He lived in a mighty fortress that stood at the southern end of a gentle hill between Schandel and Vichten. According to the legend, the hill was hollowed out by dwarves ! Their golden treasures still rest in the bowels of the towering mountain...



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The Scheuermann was known far and wide for his immense riches, but even more for his CRUELTY! He was ruthless, to both humans and animals. His temper was always boiling over. He never listened to anyone and didn't care about any rules. He didn't trust anyone and only believed in himself. His greatest passion in life was hunting. He owned a large forest. It was his, and only his, along with the animals that lived there. If anyone dared to trespass into his forest or hurt his animals, he would get very, very angry! Everyone around knew what a scary person the Scheuermann was.



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But just like in many stories about bad guys, he didn't have a happy ending. One day, while he was riding his horse, it got scared and bolted. The Scheuermann couldn't control it, fell off, and... well, he didn't make it. But wait, the story doesn't end there! Because of all the

mean things he did when he was alive, he couldn't find peace even after he died. Since that day, his ghost has been wandering around the ruins of Scheuerburg Castle and the woods nearby. Sometimes people say they see strange lights or even a spooky carriage.

As for the castle, it's all falling apart now. It's empty and covered in undergrowth, overgrown by bushes and shaded by hundred-year-old oak trunks. But even though the castle is just a ruin, people still talk about the legend of the Scheuermann. It reminds us all that being kind is the most magical thing of all!

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# FUN THINGS TO DO

## FESTIVAL: 'NUIT DES LÉGENDES' IN LUXEMBOURG

Imagine a magical festival popping up every summer in the enchanting historic town of Esch-sur-Sûre! It's called 'La Nuit des Légendes' (the Night of Legends) and it's like stepping into a world of wonder and excitement! Picture this: amazing acrobatics, mind-blowing magic and awesome concerts right in the ancient castle ruins! And guess what? The night gets even more thrilling, with a spectacular show of music and fire at the Place des Jardins! You definitely don't want to miss out on this incredible adventure!

### LET'S COS-PLAY A LEGEND!

Dress up as the main character of your favourite legend and re-enact it with your friends! **How to create a medieval outfit for your 'cos-play' (costume-play):**

- Linen, wool, and rough cotton are the best fabrics
- Use blouses or dresses larger than your normal size, to allow for draping
- Wear multiple garments on top of each other and keep it all in place with a belt
- Cut off the arm hems
- Cut off the collar of your shirt/dress
- Look for flannel sheets or curtains in brown, yellow, or green to use as a cloak or coat. Knot or pin these at your shoulders.
- Don't forget the accessories: necklaces, brooches, rings, earrings, pouches, hats and hoods, magic rings, market baskets or maybe even a crown!

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### LET'S BUILD A BOW!

- 1. Gather the materials you need:** find a straight, sturdy stick for the bow, and smooth sticks for arrows. You'll also need a knife (to be used with adult supervision), string, cardboard, scissors, and tape or glue. Optional: feathers for decoration.
- 2. Prepare the bow:** With an adult's help, carve notches on both ends of the stick. Tie a string from one notch to the other, creating tension. The stick should now have a slight curve, resembling a bow.
- 3. Make arrows:** Cut triangular arrowheads from cardboard and attach them to the straight sticks with glue. Carve a small notch at the opposite end of each stick for the string to rest in.
- 4. Practice:** Head to an open area and practice shooting your homemade bow and arrows at targets. Remember to always be safe and watch where you're aiming!

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# THE ROCK MAIDEN NEAR GREVENMÄCHER

Two hundred years ago, a mysterious woman lived in the high rocks between Machtum and Grevenmacher. Her name was Felsefrächen, or Rock Maiden. During the night she stayed in the mountains, and during the day she came down to the village at dinner time but never spoke a word to anyone.

Rock Maiden had an underground dwelling in the Felser rocks. The only sounds anyone ever heard emanating from there were loud singing and screaming, every night at the witching hour.

Rock Maiden's main business was spinning cloth, but she also prepared magic potions for sick cattle. One day a boy came to her and asked for a potion for his sick cow. She liked the boy a

lot and did not want him to leave. But the boy could not live in all that darkness. So he tried to escape, but in vain. During his third attempt to escape, Rock Maiden became enraged and attacked the boy! When people found out about this cruel crime, they caught Rock Maiden and condemned her to death. But... it is said that every now and then, she appears at the Moselle, early in the morning.

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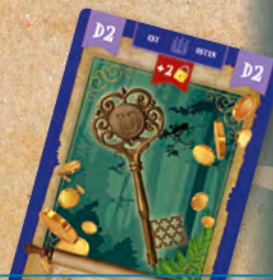
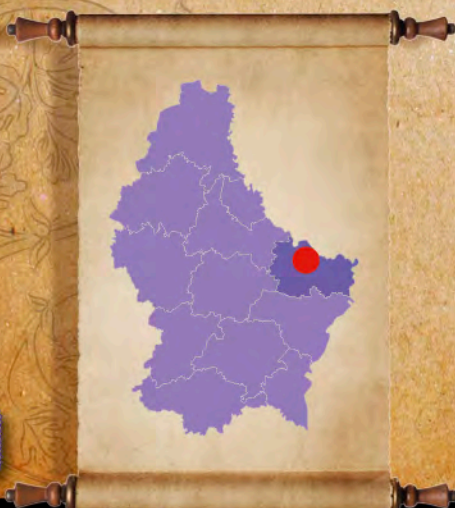
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# THE GREAT WATER GHOST NEAR ECHTERNACH

Once upon a time, in the magical Spelzbusche near Echternach, lived a monstrously large water ghost. He was feared by all the fisherman in the area. He wore a beautiful sparkling white robe that blended perfectly with the nature that surrounded him. That's why he was never seen by daylight. But... as soon as the sun set, and the stars twinkled in the sky, the ghost dove into the waters. And with one powerfull fall, he could smash a hundred boats to pieces all at once.



Find out the secret symbol on each card and reveal the hidden message on page 27!

# THE CURSED COUNT IN THE WOLF GORGE NEAR ECHTERNACH

The impressive rock gorge  
'Wolfsschlucht' in Echternach  
nowadays

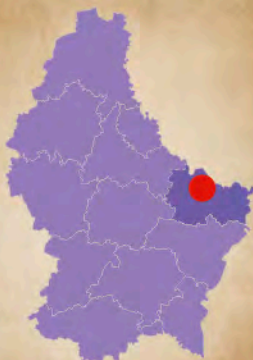
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Once upon a time, in the mystical heart of Echternach's ancient woods, lived a count. Obsessed by gold and money, he earned the wrath of a witch who cursed him. From then on, he found himself imprisoned in a cave. According to the legend, only two innocent children throwing a rosary in the cave could break the curse. The count waited and waited, while the years passed. Then one day... unexpectedly, two girls appeared! Their eyes filled with awe as they gazed upon a towering rock, with a crack in its centre. Suddenly, the crack widened, revealing a mystical scene. A black wolf with sparkling eyes appeared. It was seated upon a large iron chest filled with shimmering gold. The

cave walls were decorated with precious weapons that gleamed so brightly that the girls had to shield their eyes. The count desperately shouted: 'Throw a rosary!' But unfortunately, it was too late. When the girls tried to witness the miraculous apparition a second time, the rock had closed. And from the depths of the cave, a scream echoed... the count, too stingy throughout his life, was forced to live out his eternal curse staying in the depth of the cave.

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# THE GOLD TREASURE NEAR CONSDORF

Ahoy, seeker of treasures! Have you ever been to the enchanted Goldkaul forest near Consdorf? Then cast your gaze far and wide! A mysterious maiden roams in white, guarding a golden key in her mouth. What makes her truly enchanting is that golden key she holds in between her lips, as it unlocks a priceless treasure. Only a guilt-free soul can free the key with a daring kiss from their own lips! Only then shall the gates of the grand treasure swing wide open. May fortune favour the brave and the bold in this amazing quest for riches!



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The 'Goldkaul' rock in  
Consdorf nowadays



## Did you know?

The Mullerthal region is also known as Luxembourg's 'Little Switzerland'. It's like stepping into a fairy tale forest, one where you wander past magical rock formations and stunning waterfalls along the Mullerthal Trail.



# THE MOSELLE DOG OF GREVENMACHER

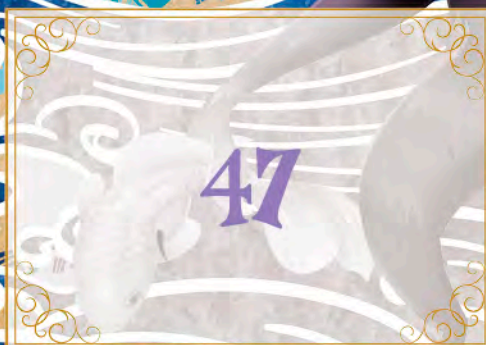
Did you ever hear of the Moselle Dog? People sometimes spotted this monster in the early morning in the town of Grevenmacher. Most of the time, it appeared as a large dog. After his stroll through the town, he would dive back into the river, but as a man! In particular it was the women who did their laundry in the river in the mornings who often noticed the creature, splashing in the water near the banks.

One day, the monster got hold of two fishermen. How did this happen? Well, the story goes that two fishermen returned disappointed from their day's work: not one fish had they caught. Suddenly, the water started to boil and bubble. A stream of fish swam towards them. It was the Moselle Dog who had helped them make their catch for the day!

The monster also enjoyed playing pranks on people. Once upon a time, a ferryman across from Temmels saw two men on the other side, rolling on the banks. They kept shouting: 'Come over! Come over!' When the ferryman reached the other side, no one was there, even though he had heard the shouting during the crossing! Because the Moselle Dog didn't harm anyone, he wasn't feared. But... children swimming in the Moselle River were warned: don't splash too much, as you might wake up the Moselle Dog...

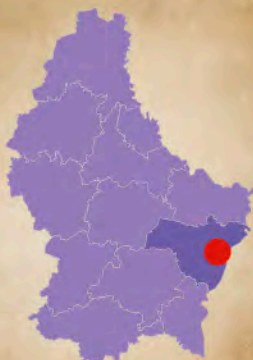


The Moselle river in Grevenmacher nowadays



## Did you know?

The Moselle is a river that begins its journey in the Vosges mountains in France before winding its way gracefully through the south-east of Luxembourg.



# THE HOLLOW OAK AND THE LIONESSE MAIDEN OF EICH

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At the end of the village of Eich - nowadays part of the capital city - on the left bank of the Alzette, there is an ancient path. People call it the Löwenfräuleinspfad or Lion Maiden's Path and if you follow the path, you will find yourself in the Eicher meadows.

At one time a thick oak trunk stood there, which was hollow inside. It is said that a young lady lived in this trunk, together with her tame lion. That's why people called her Leéwfrächen or Lion Maiden. Not much is known about this special lady, but the story goes that every evening, after sundown, a will-o'-the-wisp emerges from this oak trunk, as the translation of oak to Luxembourgish means 'Eich'.



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## Did you know?

According to the legend, this story gave its name to the Eich district (now part of Luxembourg City).



# THE WICHTELCHER OF BEGGEN

This legend tells us the story of the Wichtelcher: a magical dwarf folk that lived inside the hill near Beggen, in underground dwellings. Their passages branched out in all directions and even led to the River Alzette! Often, they were seen drawing water from the Alzette and then suddenly disappearing underground.

One summer day, a farmer from Beggen was ploughing his land. Suddenly, he heard voices underground: 'Bake me a loaf!' 'Me too, a loaf!' Jokingly, the farmer shouted: 'Me too, a loaf!' The next day, he discovered a small loaf of bread on his plough. Every day, he and his family ate from it. And you know what? The bread never got any smaller! No matter how often they cut slices from it. On the bread it was written: TELL NO ONE WHERE THE BREAD COMES FROM.



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Eventually the farmer became a rich man. One day, a friend came to his house. The farmer offered him a piece of the bread. However, the friend politely declined.

'Eat it, it's dwarf bread!' explained the farmer. From that moment on, the bread got smaller and smaller. And soon there was nothing left...



## Did you know?

The region's football club is called FC Avenir Beggen. And guess what their nickname is? Wichtelcher! Which means: the dwarves. And their mascot is a dwarf as well!

# MELUSINA THE MERMAID, THE ANCESTRESS OF THE LUXEMBOURG COUNTS

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Many hundreds of years ago, a noble knight lived in the castle of Koerich. His name was Count Siegfried. One beautiful spring day, the count went hunting. Unfortunately he got lost and ended up in a deep, narrow valley where there was a lot of game. It turned out to be the valley of Alzette, where the count saw a huge rock rise before him: the Bock Rock. On top stood an old, run-down Roman castle. Suddenly, a beautiful song echoed, sweeter than the sweetest birdsong. The knight closed his eyes and listened in astonishment. When the song ended, he hurried to the place where the enchanting sounds came from. Soon, he saw a girl sitting on top of the castle ruins. Her beauty was unparalleled. Siegfried stared at the unearthly sight. When the girl noticed the handsome knight, she dropped her green veil over her face. And with the last rays of the evening sun, she disappeared.

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Overcome by fatigue, Count Siegfried laid down under a tree and fell asleep. The next morning, the birds' singing woke him from a blissful dream. He rose and followed the course of the river. In his mind the girl's voice kept echoing. Was it a dream, he thought to himself, or was this beautiful creature for real? Soon, he found himself in the area of Weimerskirch, which was familiar ground to him. Quickly he walked home.

In the following weeks the appearance of the beautiful girl and her wonderful song kept haunting the count. Every night, she entered his dreams. Who was this girl? He just HAD to see her again! And so the count returned to the

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Collect cards to play the trump game. And make sure to note the special actions also! Have fun!





Bock Rock, searching for the girl. He waited and waited. Hours and hours passed, until at last he suddenly heard her enchanting voice again. He looked up, and there she was. The beautiful girl with the voice of a nightingale. The count now knew for sure that this was the love of his life, the girl he had always been waiting for! He approached the girl, knelt before her, and asked her to marry him.

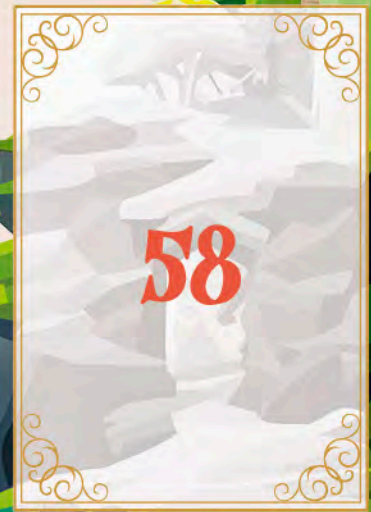
The girl's name was Melusina, and his love for her was reciprocated. Her heart also beat faster at the sight of the handsome knight. So her answer was yes. But... Melusina had two conditions: she didn't want to leave her beloved rock. And on Saturdays, the count couldn't see her because she wanted to be alone. Siegfried solemnly agreed to her conditions.

Siegfried exchanged his castle of Feulen for the bare Bock Rock and the surrounding woods. He desperately wanted to build a new castle for his beloved Melusina. A castle filled with velvet carpets, crystal lamps, and golden faucets. But all this would cost a fortune and so he couldn't afford to do it. He prayed for a miracle. Then, one night, when the moon was still hiding behind the mountains and the night was dark, a man in a long black cloak showed up, his eyes veiled in shadows. It was Satan himself! Siegfried didn't want anything to do with him and sent him away. But before Satan vanished into the gloom, he made Siegfried an offer. He promised to help Siegfried and to build the castle



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The Casemates du Bock and the Ancient stone bridge over the Alzette river.



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The Alzette river in Luxembourg City

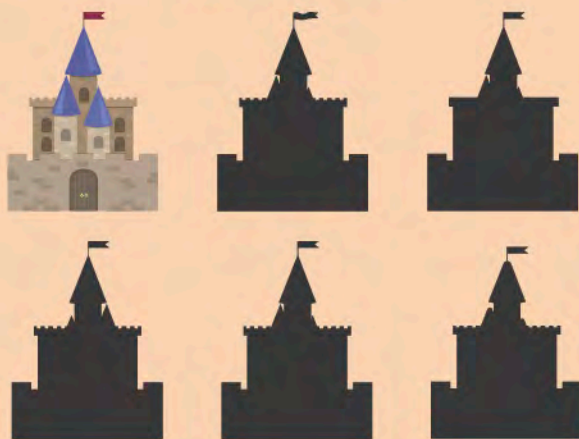
for him. In return, after thirty years, Count Siegfried's soul would belong to Satan. The count hesitated, but not for long. He agreed, and so it happened. Overnight, a magnificent castle appeared on the top of the Bock Rock, proudly overlooking the surrounding valley. Siegfried married the beautiful Melusina, and they were blissfully happy. Together, they had seven children.

Every Saturday, Melusina hid from everyone's eyes. She withdrew to her chamber and locked herself in. Siegfried kept his promise and left her alone. But his friends found it odd. They asked questions: 'What was Melusina doing in that room?' 'Was she maybe secretly meeting other men?' The count's distrust grew and grew. So it happened that one particular Saturday, Count Siegfried secretly went to his wife's room. Inside, there was a striking murmur and splashing. The count peeked through the keyhole, and what he saw filled him with horror. His wife was in the bath, but her beautiful, slender legs had turned into an enormous, horrifying fish tail! The count uttered a cry of horror. And at exactly the same moment, Melusina saw him and sank into the depths of the rock and was now lost to Siegfried forever.

Since that day, Melusina the Mermaid appears once every seven years in her human form on top of the Bock Rock. She can only be saved when the shirt she is working on is finished, but... she



Find the correct shadow:





can only make one stitch every seven years...

The legend says that there is a second way for Melusina to be redeemed, but only a very brave man can attempt this. For nine days in a row, a man needs to stand behind the altar in the Dominican church - every evening precisely at midnight, not a minute earlier or later! Once he has done this, Melusina will appear as a fiery serpent, holding a key in her mouth. The man has to remove the key using his own mouth and then throw the key into the Alzette river. Sadly for Melusina, no man has ever had the courage to do this...



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### Did you know?

Melusina is the most popular legend in Luxembourg. You can even visit the well where she disappeared! It is now part of the fortress of Luxembourg city.



# COUNT SIEGFRIED AND THE CASTLE LÜTZELBURG



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Did you read the story of Melusina on page 18? Then you know who Count Siegfried is. And you know how he got to build a beautiful home for his Melusina on the Bock Rock. Well, now we are going to tell you the whole story, with all its magical and gruesome details.

More than nine hundred years ago, Count Siegfried lived in his castle in Koerich. And as you may have already read, he wanted to build a castle for Melusina, his new wife. One day he lost his way during a hunt and ended up in the valley of the Alzette river. Siegfried loved the place! When he looked up he saw the ruins of a Roman castle towering above him.

'This is where I want to build my new castle!' he thought.

The rocky valley belonged to the abbot of St Maximin. So in AD 963 the Count exchanged his dominion of Feulen for the Bock Rock and the surrounding forest.

For a long time Siegfried couldn't build his castle, because he lacked the necessary wherewithal (i.e. funds). On the eve of the Assumption, Siegfried was thinking about the incredible exchange, and in his frustration he summoned the Devil.



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The Devil appeared immediately. He told Siegfried he could provide him with all the money he needed to build a castle in its place. But on one condition: after thirty years, the Devil would take Siegfried's soul. Siegfried agreed to the proposition.

The following morning on the old rock, the new castle rose: Castle Lützelburg. Beautiful, with amazing tapestries and golden doorknobs, exactly as Siegfried has wished for.

But Siegfried could not forget about the deal he had made with the Devil. He was frightened to death! He used all his wealth in a desperate attempt to free himself from the deal with the Devil. Every day he prayed to free himself from the Devil's power. When the thirtieth eve of the Assumption approached, Siegfried invited all the knights of the neighbourhood to a feast. The castle was strictly guarded. But at the same hour at which the evil had appeared to the count thirty years before, a giant knight appeared, in the midst of the frightened guests. It was the Devil! He took Siegfried into another room and they both disappeared through a window.

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## Did you know?

Count Siegfried was the founder of Luxembourg.

# FUN THINGS TO DO

## Write a new story about a legend!

It sounds difficult, but if you follow the next steps, you will already be halfway there. Your imagination will do the rest!

Start by:

- 1) Choosing a location (e.g. a castle, valley, forest or cave)
- 2) Who is your main character (e.g. a prince, knight, dwarf or witch)
- 3) What happens in the story? (e.g. something is stolen or a magic treasure is found, someone disappears, someone loses something, two people fall in love?)
- 4) How does the story end? Happy? Or sad? Exciting? With a bang? Or softly as a whisper?

## Now write the story!

Tip: Ask your grandparents if they remember a legend from the past. Can they retell it to you?

## Find 2 the same.



# DRESSING UP AS A PRINCE & PRINCESS.

Imagine that once upon a time, a prince and princess lived in Luxembourg City.  
What would they look like? Use the stickers with numbers below to decorate them:

**71, 72, 73, 74, 75, 76**



# THE ADVENTURES OF YUPPI.

Yuppi wants to live great adventures too and leave LEGENDARY stories behind!  
He puts his armour on and he rides his horse through the valleys and castles of Luxembourg,  
but... something unexpected happens! Do you want to know what?  
Colour the drawing here below as indicated in the dots and you will find it out!



What if he could be a wizard? Maybe he could do some of the magic that he heard about during all those stories through his journey... But he will need your help for that!

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## Secret letters

He needs one secret magic word to let the magic happen. The 10 letters of this magic word are hidden on some of the playing cards. Can you help him to find them?

Write them all down here in the same order that they appear on the cards. What's the magic word?

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# THE NAILSMITH OF ITZIG

83

Once upon a time, a nailsmith lived in Itzig. Despite his poverty, he was cheerful and full of joy. The Devil was annoyed by all this happiness. So he disguised himself as a craftsman and asked the nailsmith for work. Even though the smith didn't actually need any help, he still gave him a job. One day, the nailsmith felt a violent thirst. He went to the nearest tavern for a drink. When he returned, the journeyman had disappeared. The only thing left was a large pile of golden nails on the floor! The nailsmith was now a wealthy man. He stopped working, and soon, all the gold was wasted. However, the smith was spoiled and did not want to work anymore, so he decided to become a robber. Unfortunately he got caught by the guards and eventually was sentenced to death. Poor nailsmith... This story should remind us all that the best way to achieve happiness is to be honest and to work hard.

84

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# THE TREASURE HUNTERS OF NIEDERKORN

Have you ever heard of the hidden treasures of Niederkorn? Long, long ago, six men went to dig up treasures near a hill called Kaaschtel. After a long search, they finally found two large chests! Full of joyful hope, they opened them. To their surprise they only found some old, stained beans inside. Nevertheless, some of them filled their pockets with these beans. And what do you think happened? The next day, the beans had turned into money! The treasure diggers hurried back to the chests to get some more, but - like in all fairy tales - the chests were gone...



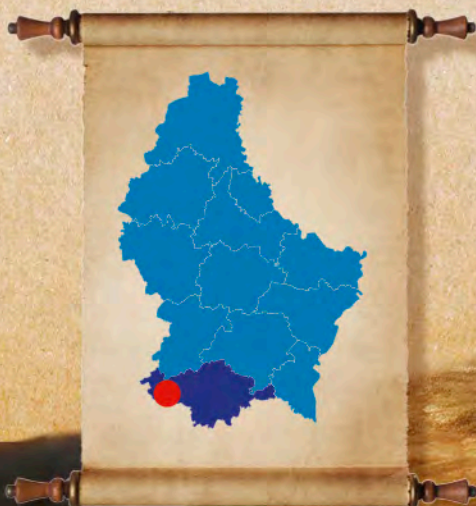
86



87



88



# THE LANGHOLZ HUNTER NEAR MONDERCANGE

The Langholz Hunter is a ghostly hunter that roams the Langholz forest between Esch-sur-Alzette and Mondercange. During his lifetime, the hunter was cruel and mean. He committed all sorts of crimes, and people that lived in his neighbourhood all feared him. But like in all legends, the hunter got punished for this in the after-life: after years and years in the grave, he still hasn't found peace. Every night, during the fasting season, you can hear his eerie call through the forest: 'Hehe! Hehe!' And if you are bold enough to answer this call, the Langholz Hunter will jump on your back and you must then carry the ghost to the next house.

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## Did you know?

A legend is usually based on a true event in the past. But - as time marches on - the story changes into something else, into something often dreamier than reality itself.



The story goes that one night, a farmhand was drinking in the tavern with his comrades. 'If I come across the Langholz Hunter, I'll tie him up and bring him back!' he boasted. The farmhand went into the forest and soon heard the hunter's call: 'Hehe! Hehe!'

'Hehe! Hehe!' replied the braggart.

'Hehe! Hehe!' it sounded again.

WHAM! A heavy punch hit the farmhand in the face. He staggered for a moment and tried to regain his composure. Too late. The Langholz Hunter already sat on his shoulders! The forest ghost forced him to walk to Mondercange, the next village.

Gasping and half-dead, the farmhand arrived in Mondercange. It is said that the servant remained dull and crooked for the rest of his life. And never ever, did he take another step into the Langholz forest.

92



Collect all series of 4 cards to play the Quartets game!

93

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# THE BANISHED POLTERGEIST

95

Once upon a time, a family living near Esch-sur-Alzette moved into a beautiful old village house. They loved their new location with the beautiful stained-glass windows and the hall with the grand staircase. One night, however, they were startled by a terrible noise and loud banging on the stairs. When they went to look for the cause, no one was there. But from that moment on, the family had no peace. Every night, the sound returned. In total despair, the master of the house turned to the priest of Esch-sur-Alzette.

'This is a poltergeist that is haunting your house,' the priest explained. 'I will come to you this night, and I will deal with it.' That night, they waited for the ghost to return. Finally, at the stroke of midnight, the ghost started rumbling around in the house again. The priest, brave and confident in his own strength, banished the ghost by hiding him under his holy cloak.

Quickly, he walked out, taking the poltergeist with him. Since that night, the family have had peace again. And every night, they have slept like babies.

96

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## Did you know?

Every culture has its own collection of myths and legends: amazing stories that gladden the souls of a people.

FUN THINGS TO DO



BRING THE CASTLE TO LIFE!

Colour the picture and bring it to life with the stickers you find in the card packs! Stick them wherever you want!

98, 99, 100

# THE BOFFERDANGER MOOR NEAR HAUTCHARAGE


101

On the outskirts of Hautcharage, there is a marsh called the Bofferdanger Moor. During the wet season it is surrounded by water from which tall reeds grow. During the summer one can walk on it without any danger. But beware... somewhere in this morass is the deep well of the sunken castle! The story of this legend goes many, many years back...

On the site where the marsh now is, there used to be a castle. The owners were notorious throughout the country. They were miserly and heartless. They behaved cruelly, especially towards poor people. Beggars who asked for alms were chased out by dogs. Soon, no-one dared to beg for a small gift anymore. One day, a venerable old beggar appeared in the courtyard of the castle. He was hungry and tired. Leaning on his staff, he begged for alms. Like always, the master of the house sent

102

103



the dogs after him. A maid saw what happened. 'Oh no!' she thought by herself, 'how awful! I need to help this poor man.' Without any hesitation, she ran outside and called the dogs back. Then she hurried back to her room, grabbed her savings box and gave the beggar a large portion of her savings. 'Thank you, sweet child,' replied the beggar, 'you have a good heart! That is why I will reward you. Follow me and do not look back. When we stop you can turn around!' The girl did as the beggar instructed her. They started walking through the fields, away from the castle. After a little while, the old man stopped at two large pear trees. The girl turned around and looked back to the place she had called her home. With amazement, she stared into the distance. The beautiful castle had disappeared. Sunken into the earth! Only the tops of the towers still protruded above a deep pool of water. A magnificent golden cradle, in which a small child lay, remained floating on the water for a while. Some say it floated there for eight days. Eventually, it sank, exactly where the castle well was located. When the girl turned to the beggar, he too had disappeared. Nothing more was ever heard from any of the other inhabitants of the castle...



104

# THE KROPEMAN

105

The Kropeman is a terrifying-looking water ghost! But this rogue harms no one. He is the protector of nature and the landscape of the Attert Valley, the guardian of land and water.

Stories go around that the Kropeman might hide in the waters of the Attert. He lurks for children who come too close to the bank. And then... he pulls them in with his long hook, SPLASH into the depths! But don't be afraid: this story is mainly intended to keep little

children from getting too close to dangerous places. Places where they could easily drown, like a river, stream, pond, weir or deep wells.

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## Did you know?

Legends never die. They live forever in the magical stories people tell each other.

### THE FESTIVAL OF THE KROPEMAN

According to the stories, The Kropeman resides in Redange-sur-Attert. To honour him, a wooden statue stands in front of the town hall. And every year, there is a big celebration in honour of this thrilling water spirit.

Feeling like partying? Then head to Redange on the last Sunday of September to enjoy a lot of fun activities! Stroll past the stands with delicious food or browse amongst all the craft stands. And don't forget to meet the Kropeman in person!

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# THE DISTURBED WITCHES MEETING AT KOERICH

111

Once upon a time, when the moon hung high in the sky, a brave priest set off from Luxembourg towards Koerich. He had an important task - to preach at the market of Koerich! But along the way, on the dark heath of Koerich, he suddenly found himself surrounded by thick darkness. He lost his way and wandered around until well past midnight.

Suddenly, amidst all that darkness, he heard cheerful sounds and exciting music. Curious as he was, he followed the sound and there, before his eyes, appeared an enchanting scene. A table shimmered under magnificent chandeliers, laden with the most delightful dishes one could imagine. Around the table danced a colourful group of pretty girls dressed in the most beautiful gowns. Some danced joyfully while others laughed and chatted. At one end of the table sat a charming gentleman, calmly flipping through an open book. The priest was speechless with amazement. He greeted the company, and soon the gentleman posed an intriguing question to the priest: 'Would you like to become a member of our special group?' The priest, full of excitement, immediately replied: 'Yes, very much!' The gentleman offered him a pen and asked him to write his name in a large book. The priest, full of his faith, wrote: 'Jesus of Nazareth.'

But as he wrote the last letter, something strange happened. The handsome gentleman transformed before his eyes into a grinning, eerie Devil. And the enchanting dancers suddenly turned into ugly old women! The whole scene turned into a creepy chaos! The women flew like leaves in the wind. All the delicious food vanished into thin air, replaced by scary bones and claws.

The priest then realized he was amidst a group of witches! He quickly flipped through the book and discovered that there were indeed seventeen witches from Koerich. Shocked, he looked up and realized he was on the gallows! He quickly got down from the gallows and ran off until he was far away from that scary place!

112

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114

## THE STRANGE RABBIT OF NOSPELT

A little tailor from Nospelt was once returning home late in the evening. He trotted along cheerfully until he reached Kluntschenkreuz. The moon peeked out from between two clouds. Just long enough for our little tailor to spot a rabbit, lying on the path. It was stretching out its legs. Quickly, he tied the rabbit's legs together with his garter and hung the animal over his back. But as he continued walking, Master Lamp (as the rabbit was called) was becoming heavier and heavier. The little tailor grumbled, he could hardly move! He spat out in anger:

'Stop getting so heavy! You have to come with me, and nothing can help you there!'

But hardly had he spoken these words when Master Lamp started moving on the tailor's back.

'And I'm not going with you,' Master Lamp shouted, 'even if you get angry!'

The tailor's heart skipped a beat! A talking rabbit? He dropped the mysterious figure and fled in haste. And Master Lamp's voice echoed in the ears of the little tailor for a long, long time...



19 REDANGE



20 KOERICH



21 NOSPILT



BEGGEN 11

10 TICH

12 13

LUXEMBOURG

EVENMACHER



8 EOWSDORF

6 7  
TECHTERNACH

5 9

18 TAUTCHARPGE

15 NIDKORN



17 ESCH-SUR-ALZETTE

16 MUDERCANGE



14 ITZIG





Now that you learned so much about the legends of Luxembourg together with Yurppi, can you complete this 'legends' map?

Find strikers

**117, 118, 119, 120**

and place the protagonists of the legends on the right spot on the map!



1 ESCHWEILER /  
KNAPHSCHIED



3 DAHL



2 FTELBRUCK



4 SCHANGEL /  
VICHTEN

