



*Humiliated and angry, Anne decided to try the last path that led out of the meadow.*

*I'll get you out, you nasty ... you!*



*What a cheek! How dare you! You gave me the fright of my life. Couldn't you have given me a shout?*



*Oh dear, that thieving magpie stole my ring. Luckily it dropped it in that basket, otherwise I expect I wouldn't have seen it again.*

*Well, I did try. You couldn't hear me because of the headphones. Your music is very loud.*



*Is that all? That's easy, I'll take care of it.*



*Ahem, if you're expecting some kind of reward ... I mean, now is a good time to part, isn't it?*





Hey, wait a second! Can't you at least tell me how to get out of here?



Sorry, I don't know, but I could send you to someone who does.

Who? Come on, quickly!

Grandpa Hedgehog

Grandpa Hedgehog? Who's that?



Grandpa Hedgehog is our master herbalist. Once you've got through the spider's tunnel, keep to the path. It leads straight to Grandpa Hedgehog's water mill.

Can I get through without paying?

Don't even try! There's no other way and that spider doesn't joke around.



A last question. Is it true that there are ...ghosts in this forest?



Are you mad speaking so loudly! What if they hear us? We'd be finished for good!



If only there weren't! There's nothing more frightening than the ghosts. Right, I'm off, 'bye!