

61—64); Rumanian 15; Hungarian 55; Slovenian 1; Serbocroatian 3; Polish 1; Russian: Azadovsky *Russkaya Skazka* Nos. 10, 21; Greek 48, Hahn Nos. 26, 70, Dawkins *Modern Greek Folktales* No. 26; Turkish: Eberhard-Boratav No. 72 38; Arab: Littman 136ff.; India 1; — Spanish-American: Hansen (Chile) 1, (Puerto Rico) 1, cf. 301\*\*C (Puerto Rico) 1; American Indian: Thompson *C Coll* II 409ff., cf. also (Zuni) Boas *JAFL* XXXV 76 No. 4.

**301B** The same, preceded by: *The Strong Man and his Companions* (Pine-twister, Cliff-breaker). Cf. Types 513A, 650, and Parts I, II, III, IV, V of the analysis above.

Finnish 171; Finnish-Swedish 5; Estonian 50; Livonian 5 + (300B') 2; Lithuanian 67; Lappish 2; Swedish (Lund) 3; Danish: Grundtvig No. 5B; Icelandic 2; Basque 2; French 86; Spanish 5; Catalan: Amades No. 1; Flemish 6; German: Henssen Volk No. 123; Italian (Tuscan [300], [883] 2, Sicilian 3); Hungarian (301B, 301 I \*Berze Nagy) 14; Slovenian 4; Serbocroatian 5; Greek 16; Turkish: Eberhard-Boratav Nos. 72 III, 77 IV, 146 V, 215 III, Anl. C3, cf. 252, Anl. C 4; India 10; Chinese: Eberhard FFC CXX 179ff. No. 122, FFC CXXVIII 140ff. No. 81. — Spanish-American: Hansen (Chile) 1; American Indian: Thompson *C Coll* II 409ff., cf. also (Zuni) Boas *JAFL* XXXV 76 No. 4.

**301B\*** *The Strong Man and his Strong Companions Journey to the Land of Gold*. The Giant and his Son are overcome.

Lappish 4.

**301C\*** *The Magic Objects*. The youngest brother [L10] rescues a stolen princess [R112] and on the way receives magic objects: a lamp [D1162] (candle [D1162.1]), a loaf of bread [D1036.1], and a roast [D1035] (cup [D1176]). The brothers [K2211] throw him into prison [K1931.5]. Here he lives with aid of his magic objects [D1470] from year to year until he is rescued by his son [R156].

Livonian 2.

**301D\*** *Dragons Ravish Princesses*. The hero on a voyage in quest of the princesses. The forgotten ring and the faithless captain. The hero, abandoned on the island, takes service with a wizard; for payment gets magic objects, with the help of which he recovers the princesses.

Lithuanian (\*301C) 21.

**302** *The Ogre's (Devil's) Heart in the Egg*. The youth who can turn himself into a lion, ant, etc. Sometimes the ogre's heart in the egg appears alone. Cf. Type 665. Sometimes introduced as in Type 400, or 425.

I. *Magic Help*. The hero receives magic help (a) from grateful animals for whom he has made an equitable division of food, (b) from giants whom he has by trickery traded out of magic objects, or (c) from his animal brothers-in-law. Cf. Type 552.

II. *The Captive Princess*. (a) A princess has been carried off by an ogre. From her the hero learns (b) where his heart (soul, life) is, (c) what his life is bound up with, or (d) how he may be slain.

III. *The External Soul*. The hero follows instructions, finds the ogre's soul hidden away, and kills the ogre by destroying the external soul.

## Motifs:

I. B393. Hero divides spoil for animals. B500. Magic power from animals. D1834. Magic strength from helpful animals. D831. Magic object acquired by trick exchange. By means of second magic object hero recovers first. B314. Helpful animal brothers-in-law. D630. Transformation and disenchantment at will. D532. Transformation by putting on claw, feather, etc. of helpful animal. D112.1. Transformation: man to lion. D182 2. Transformation: man to ant.

II. R11.1. Princess (maiden) abducted by monster (ogre). T68.1. Princess offered as prize to rescuer. K975.2. Secret of external soul learned by deception. G530.1. Help from ogre's wife (mistress). E710. External soul. A person (often a giant or ogre) keeps his soul or life separate from the rest of his body. E711.1. Soul in egg. E713. Soul hidden in a series of coverings. E715. Separable soul kept in animal. E765. Life dependent on external object or event.

III. B571.1. Animals help man overcome monster with external soul. Discover where he keeps his soul. K956. Murder by destroying external soul. R111.1. Princess (maiden) rescued from captor. L161. Lowly hero marries princess.

\*BP III 434 (Grimm No. 197), II 22 n. 1; Espinosa III 33ff.; Coffin 10; \*Liungman SSF III 428. — Finnish 92; Finnish-Swedish 7; Estonian 26; Livonian (\*302) 3; Lithuanian (\*302) 41; Lappish 8; Swedish 54 (Uppsala 8, Stockholm 4, Göteborg 5, Lund 5, Liungman 8, misc. 24); Norwegian 26; Danish 104; Icelandic 2; Irish 254, Beal V 111f. No. 2, IV 214—227; French 41; Spanish 5; Catalan: Amades No. 82, cf. Nos. 14, 157; Flemish 5; German 46 (Archive 31, BP 10, Merk. 114, 228, 287, 354, Meckl. No. 36); Austria: Haiding Nos. 30, 38; Italian 12 (Tuscan 425A f, [302] a—c, [864], [916], [933], [934] 8, Sicilian 6, Gonzenbach Nos. 6—12); Rumanian 10; Hungarian 20; Czech: Tille FFC XXXIV 114, Soupis II (1) 119—135 2; Slovenian 9; Serbo-croatian 12; Polish 11; Russian: Azadovsky *Russkaya Skazka* Nos. 14, 17, Andrejev *Ukraine* 6, Afanasiev 81; Greek 18, Hahn No. 5; Turkish: Eberhard-Boratav Nos. 213, 214 IV, 215 III, IV, 216, 217, 256 V, cf. 163 26; India 47; Indonesian: DeVries No. 142. — Franco-American 43; Spanish-American: Rael Nos. 187, 188, 194, 202, 261 (U.S.), Hansen (Argentina) 1, (Chile) 2, (Dominican Republic) 10, (Puerto Rico) 7; Cape Verde Islands: Parsons MAFLS XV (1) 220 No. 74; West Indies (Negro) 5; American Indian: Thompson *C Coll* II 409ff., cf. also (Zuni) Boas JAFI XXXV 76 No. 4. — African 1. — Mauritius 1 (Delarue).

**302A** *The Youth Sent to the Land of the Ogres.* A youth is sent to the land of the ogres by his stepmother who is, herself, an ogress. Uriah letter changed. Youth finds out where lives of ogres are kept (usually in bees) and destroys them. Returns home and destroys stepmother. [Usually as part of 462].

Serbo-croatian 1; India 12.

- 302B** *Hero with Life Dependent on his Sword*. A neighboring king covets the hero's wife and sends an old woman to secure her for him. The emissary steals the sword, burns it, and escapes with the wife. The hero's friend discovers what has happened (usually through a life token), recovers the sword, restores it to its original condition, resuscitates the hero, and rescues the wife. [E142, E711.10].  
India 12.
- 302A\* [Combined with 301A, 301B, 303, 304, 513A, 516, 531, 552, 566, 612]. Fight with wild animals which contain the pigeons with the devil's external soul.  
Greek: Hahn II 259 No. 64, variant Nos. 1, 3.
- 302B\* *The Red Bull*. Cf. Type 300 and 511A.  
I. *Stepmother Demands Bull's Blood* (heart) as remedy for feigned sickness [K961]. A prince brings her some of it but she knows that bull still lives and demands his death. The stepmother is killed by bull's horns. Bull and prince leave.  
II. *Fight with Giant*. (a) They meet and fight giant. They find the life-egg [E710] of the giant and kill him. (b) Prince receives magic wishing objects.  
III. *Impostor*. Princess promised to giant. »Dragon fight«. Red Knight as impostor. Token given prince.  
IV. *Life Egg*. Rescue of princess from giant by having magic bull kill another bull in which the life-egg is. Egg thrown on giant's forehead kills him [K956].  
V. *Red Knight as Impostor* [K2265]. Recognition through tokens or by princess talking to stove. Bull disenchanted.  
Icelandic (302 I\*) 9.
- 303** *The Twins or Blood-Brothers*. Two boys, horses, and dogs are born (from the eating of a magic fish, or in other magic fashion; cf. Type 705). One frees princesses from a dragon; cf. Type 300. A witch turns him into stone. The second brother sleeps with his brother's wife and rescues him from enchantment. (As frequent introduction: Type 567, The Magic Bird-heart.)  
I. *The Twins' Origin*. (a) A magic fish, which a man has returned to the water twice, when caught the third time tells the man to cut him up and give parts of it to his wife, his dog, and his mare to eat; each of these bears twins; — or (b) they are born after their mother has drunk a magic water or (c) eaten an apple or (d) in other magic fashion. (e) A mother of a child finds another identical and adopts him. (f) Magic swords and trees for each of the brothers. (g) The twins mature miraculously.  
II. *The Life-Tokens*. As the boys leave on their adventures at a cross-roads, each with his dog and horse, they set up a life-token which will in the case of trouble to one notify the other: sometimes (a) a knife in a tree which will become rusty, (b) a track which will fill with blood.  
III. *The Transformation by Witch*. Having rescued and married a princess (as in Type 300), the first brother (a) goes hunting or, (b) goes in search of another princess, or (c) follows a fire which on his bridal evening he sees out the window. (d) He falls into the power of a witch who turns him into stone.  
IV. *The Chaste Brother*. (a) When the second brother sees from the life-token that the first is in trouble he seeks him and (b) is greeted by the