

- 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

brother's wife as her husband. (c) At night he lays a naked sword between himself and her.

V. *Disenchantment*. (a) He disenchant his brother. (b) The first brother is jealous and kills his rescuer but when he finds the truth, he kills the witch and (c) resuscitates him with magic roots received from animals.

Motifs:

I. B375.1. Fish returned to water: grateful. B211.5. Speaking fish. B243. King of fishes. T511.5.1. Conception from eating fish. T512. Conception from drinking. T511.1.1. Conception from eating apple. T589.7.1. Simultaneous birth of (domestic) animal and child. B311. Congenital helpful animal. Born at same time as master and (usually) by same magic means. F577.2. Brothers identical in appearance. Z210. Brothers as heroes. T685.1. Twin adventurers. T589.3. Birth trees. F611.3.2. Hero's precocious strength.

II. N772. Parting at crossroads to go on adventures. E761. Life token. Object (animal, person) has mystic connection with the life of a person, so that changes in the life-token indicates changes in the person, usually disaster or death. E761.3. Life-token: flower fades. E761.4.1. Life-token: knife stuck in tree rusts (becomes bloody). E761.1.3. Life-token: track fills with blood.

III. T68.1. Princess offered as prize to rescuer. R111.1.3. Rescue of princess (maiden) from dragon. R111.6. Girl rescued and then abandoned. K 1932. Impostors claim reward (prize) earned by hero. K1935. Impostors steal rescued princess. H105.1. Dragon-tongue proof. Dragon slayer cuts out the tongues and uses them later to prove his identity as slayer. H105.1.1. False dragon-head proof. Impostor cuts off dragon heads (after tongues have been removed) and attempts to use them as proof of slaying the dragon. K1816.0.3.1. Hero in menial disguise at heroine's wedding. L161. Lowly hero marries princess. L225. Hero refuses reward. G451. Following witch's fire into her power. G263. Witch injures, enchants or transforms. D231. Transformation: man to stone.

IV. G551.4. One brother rescues another from ogre. K1311.1. Husband's twin brother mistaken by woman for her husband. T351. Sword of chastity.

V. D700. Disenchantment. N342.3. Jealous and overhasty man kills his rescuing twin brother. B512. Medicine shown by animal.

**Ranke *Die Zwei Brüder* (FFC CXIV) (770 versions); *BP I 528 (Grimm Nos. 60, 85); *M. de Meyer *Vlaamsche Sprookjethemas* 39ff.; *J. R. Caldwell, »The Origin of the Story of Bothvar-Bjarki,« *Arkiv f. Nord. Filologi* LV 223—275; Coffin 7. — Finnish 139; Finnish-Swedish 5; Estonian 21; Livonian 3; Lithuanian 47; Lappish 3; Swedish 28 (Uppsala 10, Stockholm 1, Lund 1, Liungman 2, misc. 14); Norwegian 38, Solheim 2; Danish: 67, Grundtvig Nos. 25 A—B; Scottish 4; Irish 236, Beal II 363 f. No. 1, IV 431—39, XIX 75ff.; French 68; Spanish 4; Catalan: Amades Nos. 118, 156; Dutch 1; Flemish 15, Witteryck p. 279

14; Walloon 2; German 101 (Archive 97, Merk. p. 69, Henssen Volk No. 124, Meckl. Nos. 31, 35); Austrian: Haiding Nos. 32, 54; Italian 15 (Pentamerone I Nos. 7, 9, Tuscan [300a—d, h] 5, Sicilian 8, Gonzenbach Nos. 39, 40); Rumanian 13; Hungarian 47; Czech: Tille FFC XXXIV 22ff., Soupis I 335—351, II (2) 243ff. 14; Polish 3; Russian: Azadowsky *Russkaya Skazka* Nos. 5, 10, Andrejev *Ukraine* 11, Afanasiev 41; Greek 18, Hahn No. 22; Turkish: Eberhard-Boratav No. 220, cf. 108 IV 6; India 8; Indonesian: DeVries No. 143. — Franco-American 15; English-American: Baughman 1; Spanish-American: Hansen (Argentina) 2, (Dominican Republic) 4, [333**A] 1, (Puerto Rico) 5, Rael Nos. 248—250 (U.S.); Cape Verde Islands: Parsons MAFLS XV (1) 263 n. 2; West Indies (Negro) 14; American Indian: Thompson *C Coll* II 323ff. — African 3, Fjort: Dennett 64 No. 12.

- 303A** (formerly 303*) *Six Brothers Seek Seven Sisters as Wives*. On the way the devil steals the seventh, who was meant for the youngest brother who remained at home, and transforms the brothers into stone [D231]. The youngest brother rescues them [L11].

Motifs: T69.1. 100 brothers seek 100 sisters as wives. R11.1. Maiden abducted by ogre. D231. Transformation: man to stone. R155.1. Youngest brother rescues his elder brothers.

*BP III 431ff.; *Ranke *Schleswig-Holsteinische Märchen* I 100. — Estonian 6; Rumanian (303 I*) 7; Hungarian: Honti 728 11; Slovenian 4.

- 304** *The Hunter*. The magic gun; the rescued princess; the impostor. (Often combined with Types 300, 302, 400, 554, 555, 675 or 950.)

I. *The Magic Gun*. A youth receives a magic gun, (a) from a green clad huntsman or (b) from an old woman.

II. *Killing of Giants*. (a) The boy shows his skill by shooting meat out of the hands of giants and (b) goes with them to carry off a queen. (e) He enters a palace and calls the giants in, and as they enter he cuts off their heads one at a time.

III. *The Sleeping Princess*. (a) He sees a sleeping princess in the castle and lies with her without waking her. (b) He takes various tokens, handkerchief, ring, etc.

IV. *Search for Father of Princess's Child*. (a) An impostor claims to be the father of the princess's child. (b) She refuses to marry him and is made to live in a house in the woods and cook for everyone or in an inn where all comers must tell their life histories.

V. *Recognition*. The hero appears and proves his identity by means of the tokens, and marries the princess.

Motifs:

I. D1096.1. Magic gun. D1653.1.7. Infallible gun. D823.1. Magic object received from green-clad huntsman. D821. Magic object received from old woman.

II. F661.1. Skillful marksman shoots meat from giant's hands.