

{ AT304 } 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.

[F771.4.1] Castle inhabited by ogres.

[K912] Robbers' (giants') heads cut off one by one as they enter house.

III.

[N711.2] Hero finds maiden in (magic) castle.

[F771.4.4] Castle in which everyone is asleep.

[H81.1] Hero lies by sleeping girl and leaves identification token with her.

[H81.1.1] Hero takes token from sleeping princess.

[T475.2] Hero lies by princess in magic sleep and begets child.

[H83] Rescue tokens. Proof that hero has succeeded in rescue.

[H94] Identification by ring.

[H113] Identification by handkerchief.

[H117] Identification by cut garment. Garment is cut and fragment taken as token.

IV.

[K1936] Impostor claims to be father of princess's child.

[Q481] Princess (queen) compelled to keep an inn.

[H11.1.1] Recognition at inn (hospital, etc.) where all must tell their life histories.

[Q483] Princess must sell goods on market as punishment.

V.

[H81] Clandestine lover recognized by token.

[H80] Identification by tokens.

[T68.1] Princess offered as prize to rescuer.

[L161] Lowly hero marries princess.

Bibliography :

*BP II 503 (Grimm No. III);

*Ranke Schleswig-Holsteinische Volksmärchen I 138.

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Finnish 14;

Swedish 7 (Goteborg 1, Lund 2, misc. 4);

Norwegian 2, Solheim 2;

Danish 11;

Irish 12;

French 11;

Flemish 2;

German 31 (Ranke 30, Meckl. No. 37);

Austrian: Haiding No. 69;

Rumanian 22, *Sainenu 466;

Hungarian 10, Degh No. 1;

Czech: Tille FFC XXXIV 56, Soupis II (1) 264—276 11;

Serbocroatian 5;

Polish 9;

Russian: Andrejev 1;

Greek 12;

Turkish: Eberhard-Boratav Nos. 213, 247 III 26;

Albanian: Lambertz 2If.;

Berber: Laoust No. 120.

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Franco-American 12.

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African 1.

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{ AT304*} The Magic Staff [D1254] , Animals as helpers.

Two noble lords steals the rescued princess [K 1935] , The hero recovers her with help of the animals [B544].

Bibliography :

Lappish 1.

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