

304 The Dangerous Night-Watch

(previously The Hunter).

Together with his brothers (companions), a youth (youngest of three brothers, hunter, prince, soldier, etc.) has various hunting adventures, or he defeats dragons (wild animals, monsters) during one (three) night-watch(es) in the forest (at his father's grave). While the youth fights, his fire (light) goes out (the youth loses his way, is tempted away by a bird). He (stops time and) meets giants (robbers, supernatural beings) whom he impresses by shooting tricks [F666.1] or by his extraordinary physical strength.

The giants go to plunder a castle (town) or to carry off a princess, and take the youth with them. The youth shoots a watchdog (rooster), enters the castle first, calls the giants and, as they enter, he cuts off their heads one at a time [K912]. Often he cuts off their tongues (heads, other parts of the body) which he takes away as trophies [H83]. Cf. Type 300.

In the castle, the youth comes to a room where a princess lies sleeping [N711.2]. He looks at her (falls in love, kisses her, rapes her) and, before leaving, takes a souvenir (jewelry, handkerchief, shoes, etc.) which later becomes a token [H81.1, H81.1.1, T475.2]; cf. Types 301, 301D*. Then he returns with a burning log (lets time resume) and kindles the fire again.

An impostor pretends that he had killed the giants and claims the (pregnant) princess for his wife. The princess refuses to marry him. She sets up (is made to live in) an inn [Q481] where guests need not pay anything if they tell a tale (life-history, news). (Accompanied by his brothers and mother,) the youth stops at this inn, proves his identity by means of his tale and the tokens, and marries the princess [H11.1.1, H81, L161]. The impostor is punished.

Combinations: This type is usually combined with episodes of one or more other types, esp. 300, 302, 303, and 552.