

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.

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. F771.14.4. 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.

*BP II 503 (Grimm No. 111); *Ranke *Schleswig-Holsteinische Volksmärchen* I 138. — Finnish 14; Swedish 7 (Göteborg 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, Dégh 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 21f.; Berber: Laoust No. 120. — Franco-American 12. — African 1.

- 304* *The Magic Staff* [D1254]. Animals as helpers. Two noble lords steals the rescued princess [K1935]. The hero recovers her with help of the animals [B544]. Lappish 1.

- 305 (formerly 305*) *The Dragon's Heart-blood as Remedy for the King* [D1500.1.7.3.3]. Hero kills the dragon and brings the heart [B11.11]. Nobleman overpowers him and receives the princess [K1935]. As last the truth comes to light.

Danish: Grundtvig No. 14; Serbocroatian 1; Polish 7; Russian: Andrejev.

- 306 *The Danced-out Shoes*. The princess's nightly visits to the supernatural being. A youth who follows her and wins her hand. Cf. Type 507.

I. *Princess as Prize*. (a) A princess is offered to the man who can find why her shoes are danced to pieces each morning.

II. *Discovery of the Secret*. (a) By refusing a narcotic the hero succeeds where others have failed in keeping awake. (b) By making himself invisible, he accompanies the princess on a magic underground journey through enchanted woods of copper, silver, and gold, (d) where she dances with a supernatural being.

III. *Recognition*. (a) Tokens from the supernatural realm corroborate his tale and he marries the princess.