

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.

Motifs:

I. T68. Princess offered as prize. H508.2. Bride offered to man who can find answer to question. F1015.1.1. The danced-out shoes.

II. D1364.7. Sleeping potion. K625.1. Escape of girl foiled by hero's refusal to take narcotic. D1980. Magic invisibility. D2131. Magic underground journey. F811.1.3. Copper tree. F811.1.2. Silver tree. F811.1.1. Golden tree. T118. Girl (man) married to (enamored of) a monster. D2174. Magic dancing. Enchanted persons dance till released.

III. H80. Identification by tokens. H83. Rescued tokens. Proof that hero has succeeded in rescue. L161. Lowly hero marries princess.

*BP III 78 (Grimm No. 133); *Liungman SSF III 429; Krohn FFC XCVI 89; Köhler-Bolte I 412, 437. — Finnish 4; Finnish-Swedish 1; Estonian 9; Livonian 3; Lithuanian 17; Lappish 1; Danish 13; Norwegian 2; Icelandic 14; Irish 33; French 3; Spanish cf. 1; German: Ranke 12; Austrian: Haiding No. 53; Rumanian 6, Sainenu 777; Hungarian 14; Czech: Tille FFC XXXIV 311—318, Soupis II (1) 337—347 12; Slovenian 2; Serbocroatian 1; Polish 8; Russian: Afanasiev 13; Greek 6, Loukatos No. 1; Turkish: Eberhard-Boratav No. 183 10. — Franco-American 4, Antilles 5; Cape Verde Islands: Parsons MAFLS XV (1) 291 No. 95, 293 No. 96; West Indies (Negro) 5. — African 1.

306A *The Pursuit of the Heavenly Maiden.*

I. *The Heavenly Maiden.* The prince sees a lovely maiden and wishes to marry her. (a) She agrees but stipulates that she must be allowed to return to her parent's home each evening.

II. *Following to the Other World.* The prince is given a magic object which makes him invisible [D1980] and follows his wife. (a) A flying tree (b) or other flying object carries her and other fairies to heaven to dance before Indra or some other god or supernatural being. The prince is able to seize the flying object and to remain unnoticed in Indra's court. (c) While the fairies are dancing, he takes the place of one of the musicians.

III. *Winning his Wife.* (a) He plays so well that Indra grants him a boon and he demands his wife [F81.1]. Or (b) he is told he must pick out his wife from among others similarly clad.

India 12.

307 *The Princess in the Shroud.* Each morning the watchers are found dead. A youth overcomes the enchantment; the dead girl comes out of the shroud. He wins her hand. (Not always a princess). Sometimes combined with Type 506 (I b, V).

I. *The Parents' Hasty Wish.* (a) Barren parents wish for a child even if she is a devil. (b) A daughter is born who is diabolical.

II. *Vampire.* After her death she leaves her grave in the church at night like a vampire and kills the soldiers who keep watch.