

and perish; the youngest saves his sister and revives his brothers. Cf. Type 550.

*BP III 429ff. No. 197; Russian: Afanasiev (*312) 10.

313, 314 *The Magic Flight*. From the ogre's house. The fugitives throw magic objects behind them which become mountains, wood, or sea; or they change themselves into various animals or objects.

**Aarne *Die magische Flucht* (FFC XCII). — Catalan: Amades No. 43.

313 *The Girl as Helper in the Hero's Flight*.

I. *Hero Comes into Ogre's Power*. (a) A boy promises himself to an ogre in settlement of a gambling debt, or (b) he sees girls (transformed swans) bathing in a lake and steals the swan coat of one of them; she agrees to marry him and takes him to her father's house (cf. Types 400, 465A); — or (c) the hero pursues a bird to the ogre's house; — or (d) after war of birds and quadrupeds (Type 222) a wounded eagle is cared for by a man. Eagle (eagle's sister, father) gives man box not to be opened until he arrives at home. Man disobeys and castle appears. Man must get help of ogre to close box and must promise ogre his unborn son (Type 537).

II. *The Ogre's Tasks*. (a) The ogre forbids the hero to enter one certain chamber; — or (b) the ogre assigns the hero impossible tasks, e.g., planting a vineyard, cleaning a stable, washing black yarn white, cutting down a forest, catching a magic horse, sorting grains, etc., which are (c) performed with the magic help of the ogre's daughter. (d) He must choose his wife from her sisters who look magically like her; by means of a missing finger (lost in the process of killing and resuscitating her) the hero chooses correctly.

III *The Flight*. (a) In preparation for the flight they leave behind them magic speaking objects. (b) In their flight they transform themselves into various persons and things to deceive the ogre; e.g., rose and thornbush, church and priest, etc., or (c) they throw behind them magic objects (comb, stone, flint) which become obstacles (forest, mountain, fire) in the path of the pursuer, and (d) escape over a magic bridge which folds up behind them.

IV. *The Forgotten Fiancée*. The hero forgets his bride when, against her warning, he kisses his mother (or his dog) or tastes food on his visit home.

V. *Waking from Magic Forgetfulness*. (a) The bride buys a place for three nights in the bridal bed from her husband's new bride: not till the third night does he wake, — or (b) the girl attracts attention to herself by magically placing three lovers in embarrassing positions, (c) by magically stopping the wedding carriage, (d) by a conversation between herself and objects or animals, (e) by the conversation of two magic birds displayed at the wedding, (f) by transformation or (g) otherwise.

VI. *The Old Bride Chosen*. Between the new and the old bride the

choice is made according to the adage about the old key that has been found again.

Motifs:

I. S22.3. Youth sells himself to an ogre in settlement of a gambling debt. G461. Youth promised to ogre visits ogre's home. D361.1. Swan Maiden. A swan transforms herself at will into a maiden. She resumes her swan form by putting on her swan coat. D531. Transformation by putting on skin (feathers). D721. Disenchantment by removing skin (covering). B653.9. Marriage to swan maiden. K1335. Seduction (or wooing) by stealing clothes of bathing girl. G402.1. Pursuit of bird leads to ogre's house. S222. Man promises (sells) child in order to save himself from danger or death. C915.1. Troubles escape when forbidden casket is opened.

II. C611. Forbidden chamber. Person allowed to enter all chambers of house except one. G465. Ogre sets impossible tasks. H335. Tasks assigned suitors. Bride as prize for accomplishment. H1010. Impossible tasks. H1103. Task: setting out vineyard in one night. H1102. Task: cleaning Augean stable. Stable has not been cleaned in years. Must be done in one night. River turned through it. H1023.6. Task: washing black wool white. H1095. Task: felling a forest in one night. H1154.8. Task: capturing magic horse. H1091. Task: sorting a large amount of grain (beads, beans, peas) in one night. H1097. Task: draining sea-covered land in one night. H1113. Task: bailing out a pond. H1101. Task: removing mountain (mound) in one night. H1104. Task: building castle in one night. H335.0.1. Bride helps suitor perform his tasks. H161. Recognition of transformed person among identical companions. Pre-arranged signals. E33. Resuscitation with missing member. In re-assembling the members, one has been inadvertently omitted. The resuscitated person or animal lacks this member. H57.0.1. Recognition of resuscitated person by missing member.

III. G550. Rescue from ogre. D1611. Magic object answers for fugitive. Left behind to impersonate fugitive and delay pursuit. (D1611.5. Spittle; D1611.6. Blood-drops; D1611.14. Magic apple, etc.). D671. Transformation flight. Fugitives transform themselves in order to escape detection by pursuer. D672. Obstacle flight. Fugitives throw objects behind them which magically become obstacles in pursuer's path. D1258.1. Bridge made by magic. D1642.1. Self-folding bridge prevents pursuit.

IV. D2003. Forgotten fiancée. Young husband visiting his home breaks tabu and forgets his wife. Later she succeeds in reawakening his memory. D2004.2. Kiss of forgetfulness. D2004.2.1. Dog's licking of man produces forgetfulness. C234. Tabu: eating while on visit home. D2004.3. Forgetfulness by eating. D2006.1.4. Forgotten fiancée buys place in husband's bed and reawakens his memory. D1978.4. Hero wakened from magic sleep by wife who has purchased place in his bed from false bride.

V. D1971. Three-fold magic sleep. Husband (lover) put to sleep by false bride. Only on the third night (the last chance) he wakes. D2006.1.1. Forgotten fiancée reawakens husband's memory by detaining lovers through magic. H151.1. Attention drawn by magic objects: recognition follows. D1649.1.2. Magic birds keep falling off perch. D2006.1.2. Forgotten fiancée reawakens husband's memory by serving as milk-maid and talking to calf. D2006.1.5. Forgotten fiancée attracts attention by magically stopping wedding carriage of new bride. H13. Recognition by overheard conversation (usually with animal or objects). Person not daring to reveal self directly thus attracts attention and recognition. D2006.1.3. Forgotten fiancée reawakens husband's memory by having magic doves converse.

VI. The old and the new keys.

**Aarne FFC XCII 102ff.¹; **Grace Knapp »The Motifs of the Jason and Medea Myth in Modern Tradition (a study of Märchentypus 313)» Abstracts of Dissertations, Stanford University VIII 59—67; *BP I 442, II 516ff.; Coffin 20; Christiansen »A Gaelic Fairytale in Norway» Beal I 107ff.; *Parsons MAFLS XV (1) 142 n. 1; *Liungman SSF III 77. — Lithuanian 37; Swedish 7 (Uppsala 2, Lund 5); Norwegian 48, Solheim 3; Scottish 4; Irish 515, Beal II 10ff., III 31—35, V 111f. No. 3, VII 197f. No. 9, VIII 214—222, IX 106, XI Supp. 25, XX 130ff.; French 85; Basque 3; Spanish 13; Catalan (313 III): Amades cf. Nos. 104, 1231; Dutch 3; Walloon 1, *313D 1; German 4 (Henssen Volk No. 125, Meckl Nos. 41, 42, 43); Austrian: Haiding No. 11; Hungarian 53; Czech: Tille (Soupis I 246f.) 4; Slovenian 17; Serbocroatian 5; Russian: Andrejev *Ukraine* 37, Afanasiev 74; Greek: Loukatos Nos. 5, 9; India 6; Chinese: Eberhard FFC CXX 80f. No. 46, Graham No. 413 p. 279, (313 I b, II b c). — Franco-American 79, French Antilles 22; English-American: Baughman 1; Spanish-American: Rael Nos. 144, 145, 147—152, 157 (U.S.); West Indies (Negro) 39. — African 3. — Other: French Mauritius (Delarue) 1.

Three forms of the type follow:

313A *The Girl as Helper* of the hero on his flight. The youth has been promised to the devil. See analysis: I; II b, c, (d); III.

BP I 442 (Grimm Nos. 51, 79). — Finnish 101; Finnish-Swedish 1, (cf. also 463) 1; Estonian 35; Livonian 2; Lithuanian 44; Lappish 3; Swedish (Uppsala) 8; Danish 82, Grundtvig No. 28; Irish: Christiansen Beal. III 355; Spanish 3; Catalan: Amades Nos. 49, 69, 120, 155; Flemish 4, (cf. also 463*) 4; German 67; Italian 10 (Tuscan 313 d, [301], [302] c, [889], [901], [903], [915] 7, Sicilian 3, Gonzenbach No. 53); Rumanian 26, Sainenu 376; Hungarian 12; Czech: Tille Soupis I 219 11; Slovenian 10; Serbocroatian 26; Istrian No. 5; Polish 15; Russian: Azadovsky *Russkaya Skazka* Nos. 19, 36; Greek 29, Hahn No. 1;

¹ Not all annotators or archivists have used the divisions of the tale suggested below, but have made references simply to Type 313.

Turkish: Eberhard-Boratav Nos. 84, 87, 98, 102 III, 104 IV, 212 III 9. — Spanish-American: Hansen (Cuba) 2, (Dominican Republic) 4, (Puerto Rico) 2, (Venezuela) 1, (Uruguay) 1, (313*E) (Cuba) 1; American Negro (Michigan): Dorson No. 153; American Indian: Thompson *C Coll* II 34ff.

- 313B** The same, introduced by *The Forbidden Box* in which a magic castle is hidden. (This introduction is Type 222, War of Birds and Quadrupeds + Type 537, The Marvelous Eagle Gives the Hero a Box which he must not Open.) See analysis I d; II; III; IV.

I. Levin (Leningrad) has a study in preparation. — **Haavio *Der Etanamythos in Finnland* (FFC CLIV); *BP II 516ff. (Grimm Nos. 56, 113, 186, 193); Anderson FFC XLII 165; Anderson *Archives Suisses des Traditions Populaires* XLV 224. — Finnish 3; Estonian 7; Livonian 2; Lithuanian (320) 22; Scottish: Campbell I p. 25; Irish; French 1; Flemish 3; Czech: Tille FFC XXXIV 143; Serbocroatian 2; Russian: Afanasiev (222*B) 19. — Cape Verde Islands: Parsons MAFLS XV (1) 142; American Indian: Thompson *C Coll* II 347ff.

- 313C** The same, followed by the episode of *The Forgotten Fiancée*. See analysis: I; II; III; IV; V; VI.

*BP II 516ff. (Grimm Nos. 56, 113, 186, 193). — Finnish 3; Finnish-Swedish 6; Estonian 3; Lithuanian 33; Lappish 4; Swedish (Uppsala) 2; Danish: Grundtvig No. 27; Icelandic 5; Catalan: Amades Nos. 5, 165, 175, cf. 120; Walloon (*313D) 1; Flemish 1; Italian 16 (Pentamerone II No. 7, III No. 9, Tuscan 313 a—c, [302] a, b, [874], [882] 7, Sicilian 8, Gonzenbach Nos. 13, 14, 55); Hungarian 11; Czech: Tille Soupis I 241 7; Slovenian 1; Serbocroatian 1; Polish 1; Greek 17, Hahn No. 54; Turkish: Eberhard-Boratav No. 249. — Spanish-American: Hansen (Argentina) 1, (Chile) 3, (Dominican Republic) 7, (313*D) 1; Jamaica Negro: Beckwith MAFLS XVII 135, *281.

- 313* *The Hero Goes to the Land of the Immortals* [F116]. Flees with a maiden. Fight with the immortals.

Lappish 1.

- 313** *A Princess is Promised to the Sea Giant*. The hero conquers the three giants [R112].

Lappish 1.

- 313*** *A Youth has Been Promised to an Ogre*. He visits the ogre's home [G461]. Three sisters and the north wind help him back to the princess.

Lappish 1.

- 313D* *Magic Flight and Transformation to Bird*. Girl having escaped from ogress by leaving speaking objects and by magic flight (cf. Type 313 III), is transformed to a bird. Disenchanted by king who, an old woman's counsel, throws handkerchief over bird [D 777.1]. Marriage to king.

Polish 4.

- 313E* *Girl Flees from Brother who Wants to Marry her* (cf. Type 510B) and arrives in lower world at house of sorceress. She and sorceress's daughter who resembles her escape by magic flight. Girls change into birds but are disenchanted by fright

when the brother appears about to kill himself. Marriage of brother and sorceress's daughter.

Lithuanian (*314A) 9; Polish (317A) 9; Russian: Afanasiev (*722) 7.

313F* *Escape by Help of Sheep* who answer for her and by magic flight.

Polish (323*) 1.

313G* *Three Brothers Search for Stolen Cow*. Cow bellows when they call her and find her in a giant's cave. First two brothers killed. While giant sleeps youngest brother leaves behind magic owl which answers for him. Magic flight with help of cow's hair. Cf. Type 511A, *The Little Red Ox*.

Icelandic (313*) 4.

313H* *Flight from the Witch*. Children escape from a witch or sorceress, throwing behind themselves a brush, pebbles, towel, etc., transforming themselves into a forest, mountains, or river.

*BP II No. 79; Russian: Afanasiev (*313 I) 23.

313J* *The Sorceress and the Sunshine Fairy* (sister). The prince, fleeing from the sorceress, runs to the Sunshine Fairy. The sorceress pursues him, but Oakborer and the Mountainborer and others save him. (Cf. Type 513 III.) He remains with the Sunshine Fairy.

Hungarian: Berze Nagy (343*) 1; Russian: Afanaseiv (313 II*) 2.

314 *The Youth Transformed to a Horse*. (Goldener). The horse as helper on the flight (cf. Types 530—533). Usually: the goldenhaired youth at a king's court. (Cf. Type 502 for a closely related tale.)

I. *In the Devil's Service*. (a) A boy, sold to the devil in return for his services as godfather or (b) for pay, (c) goes at the time agreed to the devil's castle; — or (d) a boy is servant in the devil's house.

II. *Forbidden Chamber*. (a) The boy breaks the prohibition against entering a certain chamber and as a mark of disobedience his hair turns to gold.

III. *Magic Horse*. (a) The boy is commanded to care for certain horses and to abuse others. The abused horse is an enchanted prince.

IV. *Obstacle Flight*. (a) The hero flees on the magic horse, and as the devil approaches he throws magic objects behind him (stone, comb, flint, etc.), which become obstacles in the pursuer's path (mountain, forest, fire, etc. — Cf. Type 313, III c).

V. *Gardener Disguise*. (a) The hero covers his gold hair with a cap or cloth, (b) saying that he has the scaldhead, and takes service in the king's court as gardener. (c) The princess falls in love with him. (d) They marry and are put in a pigsty to live.

VI. *Conquests*. (a) With the magic horse's help, (b) he wins a tournament for three days in succession, but remains unknown until after the third, or (c) shows his prowess in battle, as a dragon-slayer (cf. Type 300), or as a bringer of a magic remedy for the king (cf. Type 551). (d) He brands his haughty brothers-in-law and puts them to shame.

VII. *Disenchantment*. The magic horse is disenchanting. — Adapted from BP.

Motifs:

I. S240. Children unwittingly promised (sold). S211. Child sold (promised) to devil (ogre). S224. Child promised to devil for acting as