

{AT314} 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. K

Motifs:

I.

[S240] Children unwittingly promised (sold).

[S211] Child sold (promised) to devil (ogre).

[S224] Child promised to devil for acting as godfather.

[G461] Youth promised to ogre visits ogre's home.

[G462] Person as servant in ogre's house.

II.

[C611] Forbidden chamber. Person allowed to enter all chambers of house except one.

[C912] Hair turns to gold as punishment in forbidden chamber.

III.

[B316] Abused and pampered horses. Hero is ordered by ogre to feed and care for certain horse and to neglect other horse. Hero disobeys and feeds neglected horse. Latter is enchanted prince and helps hero.

[D131] Transformation: man to horse.

[B313] Helpful animal an enchanted person.

[B184.1] Magic horse.

IV.

[G550] Rescue from ogre.

[B184.1.6] Flight on magic horse.

[D672] Obstacle flight. Fugitives throw objects behind them which magically become obstacles in pursuer's path.

[D1258.1] Bridge made by magic.

V.

[K1816.0.3] Menial disguise of princess's lover.

[K 1816.1] Gardener disguise.

[H75.4] Recognition by golden hair.

[T91.6.4] Princess falls in love with lowly boy.

[T55.1] Princess declares her love for lowly hero.

[T31.1] Lovers' meeting: hero in service of lady's father.

[L132] Pig-sty abode for unpromising hero (heroine).

[L113.1.0.1] Heroine endures hardships with menial husband.

VI.

[B184.1] Magic horse.

[B401] Helpful horse.

[D1868.1] Broken down nag becomes magnificent riding horse.

[H1561.1] Test of valor: tournament.

[R222] Unknown knight: (the three-days' tournament).

[H56] Recognition by wound. H51] Recognition by scar.

[H55] Recognition through branding.

[H55.1] Recognition through branding with hoof-marks.

[H101] Identification by broken weapon. Point of weapon broken off. Later found to match rest of weapon.

VII. Disenchantment by decapitation.

Bibliography :

**Aarne Die magische Flucht FFC XCII 94ff.;

*BP III 94ft. (Grimm No. 136): incidents A 3 B 2 CDEF);

* Ranke Schleswig-Holsteinische Volksmarchen I 169; Coffin 4;

*Liungman SSF III 81, 429.

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Finnish 115;

Finnish-Swedish 18;

Estonian 40;

Livonian 1;

Lithuanian 37;

Lappish 1;

Swedish 3 (Uppsala 2, Lund 1);

Norwegian 10, Solheim 1;

Danish 67, Grundtvig Nos. 8A, 28;

Irish 21, Beal II 268ff., IV 300ff., XIX 55ff.;

French 34;

Basque 3;

Catalan: Amades Nos. 20, 40, 46, cf. 120;

Dutch 1;

Flemish 7;

German 110 (Merk. p. 109, Ranke 81, Meckl. No. 43, 44);

Austrian: Haiding Nos. 1, 23, 43;

Italian 11 (Pentamerone cf. III No. 1, Tuscan [309] , [8%] 2, Sicilian 8, Gonzenbach Nos. 26, 61, 64, 67);

Hungarian 35, Degh No. 2;

Czech: FFC XXXIV 32ff. 14, 54ff. 3;

Slovenian 5;

Serbocroatian 8;

Polish 29;

Russian: Andrejev 2; Greek 12, Hahn Nos. 45, 68, Dawkins Modern Greek Folktales No. 49 6;

Turkish: Eberhard-Boratav No. 158 4;

India 12;

Indonesian: DeVries No. 145.

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Franco-American 58;

Spanish-American: Rael Nos. 164, 176, 211, 230—232, 235, 236, 238, 239, Hansen (Chile) 1, (Dominican Republic) 1, (Puerto Rico) 6;

Cape Verde Islands: Parsons MAFLS XV (1) 164 n. 1;

West Indies (Negro) 1;

American Indian: Thompson C Coll II 347ff.

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African 4.

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{AT314A} The Shepherd and the Three Giants.

He overcomes three giants, gets three horses at their castles and with these wins a tournament three times, defeats three ogres or helps the king thrice in battle.

Motifs:

[L113.1.4] Shepherd as hero.

[G500] Ogre defeated.

[Z71.1] Formulistic number: three.

[B184.1] Magic horse.

[B401] Helpful horse.

[R222] Unknown knight (Three days' tournament).

Bibliography :

*Ranke Schleswig-Holsteinische Volksmarchen I 175;

*BP III 113 n. 4.

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Lithuanian (*530A) 9;

French (317) 9;

Basque (Delarue 317) 2;

German: Ranke 26;

French Canadian (Delarue 317) 3;

Slovenian.

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{AT314*} The Ogre's Wife's Child.

The little hero pretends to be the child of the ogre's wife [G610] . Steals a jewel [K347] . The magic flight [D670] ,

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Lappish 1.

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{AT314**} The Magic Flight of the Youth from the giant's house [D670] .

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{AT314A*} The Bullock-savior.

A bullock helps children escape from their kidnapper (bear, witch). Cf. Type 327.

Bibliography :

Russian: Afanasiev (*314 I) 16.

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{AT314B*} The Magic Flight with the Help of a Kid.

The kid saves the girl promised to the devil. [D674] ,

Bibliography :

Lithuanian (314B*) 15.

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