

Soupis I 83—87 6; Serbocroatian 4; Armenian: Wlislöcki *Märchen und Sagen der Bukovinaer und Siebenbürger Armenier* No. 52.

- 321* *The Bewitched Palace*. Mother of three girls murders suitors; king in armor escapes death and bewitches palace so that it collapses. Attempted rescue fails, because rescuer does not endure certain tortures.
Polish (321) 2.
- 322* *Magnetic Mountain Pulls Everything to it* [F754]. Rescue by help of Giant bird. Princess won.
Chauvin V 202 No. 117, VII 86 No. 373 n. 1. — Hungarian: Honti (320) 2, Berze Nagy (728) 4.
- 325 *The Magician and his Pupil*. The father put to a test recognizes his son. The son as horse, ring, etc. rescues himself from the power of his master.
- I. *Learning Magic*. (a) A father gives his son to a magician to teach, (b) but must be able to recognize him in his animal form at the end of a year.
- II. *Magic Flight*. The hero learns magic secretly and flees (a) in various forms or by means of magic obstacles.
- III. *Trick Sale of Son*. (a) He has his father sell him as dog, ox, horse. (b) At last, he is sold to the magician to whom the father, contrary to instructions, also gives the bridle.
- IV. (a) The boy succeeds in stripping off the bridle and (b) conquers the magician in a transformation combat (to hare, fish, bird, etc.) (c) Usually it happens that the prince has flown to a princess in the form of a bird and is hidden by her in the guise of a ring; the magician as physician of the sick king asks for the ring. As the princess throws the ring, a great number of grains of corn fall on the ground. When the magician as cock is about to eat the corn the youth becomes a fox and bites off the cock's head. — Adapted from BP.

Motifs:

- I. D1711.0.1. Magician's apprentice. S212. Child sold to magician. D1721. Magic power from magician. H62.1. Recognition of person transformed to animal. H161. Recognition of transformed person among identical companions. Prearranged signals.
- II. 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.
- III. D612. Protean sale: man sells youth in successive transformations. K252. Selling oneself and escaping. D100. Transformation: man to animal. C837. Tabu: loosing bridle in selling man transformed to horse. Disenchantment follows. D722. Disenchantment by taking off bridle. Man transformed to horse (ass) thus released.
- IV. D615.2. Transformation contest between master and pupil. D610. Repeated transformation. Transformation into one form after another. D641.1. Lover as bird visits mistress. L142.2. Pupil surpasses magician.

**Cosquin *Etudes* 502ff.; *BP II 60 (Grimm No. 68); Coffin 3. — Finnish 35; Finnish-Swedish 3; Estonian 30; Livonian 1; Lithuanian 72; Lappish 1; Norwegian 4, Solheim 1; Danish 46, Grundtvig No. 56; Icelandic 3; Scottish 2, Campbell-McKay No. 16; Irish 189, Beal VII 197f. No. 4, VIII 3ff., IX 92ff.; French 4; Spanish 3, (cf. 325*A) 1; Dutch 1; Flemish 5; German 45 (Archive 44, Merk. 277); Austrian: Haiding No. 469; Italian: D'Aronco *Fiabe* 10 (Tuscan 325 a—d, [870] 5, Sicilian 2); Rumanian 9, Sainenu 376; Hungarian 9, Dégh No. 3; Czech: Tille FFC XXXIV 299, Soupis I 132 12; Slovenian 9; Serbocroatian 20; Polish 24, (380*) 1; Russian: Azadovsky *Russkaya Skazka* No. 18, Andrejev *Ukraine* 11, Afanasiev 24; Greek 19, Hahn No. 68, Loukatos No. 2; Turkish: Eberhard-Boratav No. 169 36; Albanian: Lambertz 9ff.; Berber: Laoust 103; India 13; Indonesian: DeVries No. 146. — Franco-American 8, French Antilles 2; Spanish-American: Rael No. 259 (U.S.), Hansen (Argentina) 2, (Dominican Republic) 1, (Puerto Rico) 1; Cape Verde Islands: Parsons MAFLS XV (1) 337 n. 1; West Indies (Negro) 5, Jamaica: Beckwith MAFLS XVII 153, *284; American Negro (Michigan): Dorson No. 29.

325* *Apprentice and Ghost*. Sorcerer's apprentice having read verse from forbidden book evokes ghost, but cannot make him disappear. When sorcerer reads verse backwards, ghost disappears.
Polish (337A*) 2.

325** *Sorcerer Punished* for evil deeds by magic means learned from another sorcerer.
Polish (342) 20.

326 *The Youth Who Wanted to Learn What Fear Is*. Various episodes: in the church tower, under the gallows, etc. Cf. Types 1159, 1160.

I. *Quest: To Meet Fear*. A youth who does not know what fear is goes out to find it.

II. *Experiences*. He tries various frightful experiences: (a) playing cards with devil in church; (b) stealing clothes from a ghost; (c) staying at night under a gallows, (d) in a cemetery, or (e) in a haunted house where a dead man's members fall down the chimney; (f) vanquishing ghost-like cats; (g) playing ninepins with a reassembled dead man; (h) being shaved by barber-ghost; (i) cutting devil's finger nails.

III. *Learning Fear*. After his wedding he learns fear when cold water is thrown on him or eels are put down his back while he is asleep.

Motifs:

I. H1376.2. Quest: learning what fear is. H1400. Fear test. A person is put to various tests in the attempt to make him show fear. Q82. Reward for fearlessness.

II. H1421. Fear test: playing cards with devil in church. E577.2. Dead person plays cards. H1431. Fear test: stealing clothes from ghosts. H1415. Fear test: staying under gallows at night. H1416. Fear test: spending night by grave. H1411.1. Fear test: staying in haunted house where corpse drops piecemeal down chimney. F982.2. Four cats carry