

\*\*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

coffin. H1411.2. Fear test: staying in haunted house infested by cats. E423.1.2. Revenant as cat. H1433. Fear test: playing game with re-assembled dead man. E577.3. Dead persons bowl. H1422. Fear test: cutting devil's fingernails. E571. Ghostly barber. E281. Ghosts haunt house. E283. Ghosts haunt church. E578. Dead person builds fires. E578.1. Revenants want to warm themselves.

III. H1441. Fearless hero frightened by being awakened with cold water. H1441.1. Fearless hero frightened by being awakened by eels put down his back.

\*Sec Ranke *Schleswig-Holsteinische Volksmärchen* 203 for analysis; \*\*Wisser »Das Märchen von einem der auszog das Fürchten zu lernen« (cf. Zs. f. Vksk. XXXIV 177); O'Suilleabhainn *Handbook* under cf. 326; Coffin 6. — Finnish 47; Finnish-Swedish 10; Estonian 15; Livonian 2; Lithuanian 37; Swedish 13 (Uppsala 1, Lund 12); Norwegian 22, Solheim 2; Danish 124, Grundtvig No. 11; Icelandic 3; Scottish 8; Irish 495, Beal I 398, IV 228f. No. 2, V 25, VII 50, X 188, XI suppl. 75, XVII 203, XIX 29; French 55; Spanish 3; Catalan: Amades No. 95; Dutch 9; Flemish 4, Witteryck (p. 289) 5; German 134 (Archive 128, Merk. 287, Henssen Volk No. 44, Henssen Jül. No. 454, Meckl. Nos. 45, 47, 48); Austrian: Haiding No. 59; Italian: D'Aronco *Fiabe* 17 (Trieste: Pinguentini No. 12, Friuli 2, Tuscan 326a—d, 1000 5, Sicilian 6, Gonzenbach No. 57); Rumanian 9, Sainenu 826; Hungarian 23; Czech: Tille Soupis II (1) 103ff. 20; Slovenian 14; Serbocroatian 21; Polish 53; Russian: Andrejev *Ukraine* (326 III) 8, Afanasiev (326A) 2; Greek 5, Dawkins *Modern Greek Folktales* No. 78; Turkish: Eberhard-Boratav No. 284 6; India 1. — Franco-American 38; English-American 5; Spanish-American: Rael Nos. 176, 177, 276, 478 (U.S.), Hansen (Chile) 3, cf. 326\*A (Chile) 1, (Puerto Rico) 1, (326\*B) (Puerto Rico) 1; Portuguese-American: Parsons MAFLS XV (1) 241; West Indies (Negro) 6; American Negro (Michigan): Dorson No. 85; American Indian: (Zuni): Boas JAFL XXXV 84 No. 5; New Mexico: Espinosa JAFL XXIV 428 No. 10.

326\* *The Fearless Boy*. The boy escapes from the murderers' house.  
Lappish 2.

326A\* *Soul Released from Torment*. Poor soldier spends night in haunted house to earn reward offered. He is not afraid of the dragging chains, falling members, etc. He releases soul from punishment by giving its ill-gotten gains to charity. He may keep part of the revealed treasure for himself.  
Spanish 4.

326B\* *The Fearless Youth* takes up a corpse and frightens some robbers with it [K335.1.1.1]. Cf. Type 1653B; he overpowers the evil spirits and frees a princess, marries her.  
Lithuanian 15; Russian (326B\*) 1.

326C\* *Magician and Dragon*. Magician enchants dragon out of the swamp. Is killed with his tail by latter.  
Rumanian (326 I\*) 1.

326D\* *Fearless Boy and Witches*. Boy goes unfrightened at midnight to place where witches were burned and to a church.

Polish (354\*) 2.

327 *The Children and the Ogre*.

I. *Arrival at Ogre's House*. (a) Children are abandoned by poor parents in a wood. (b) but they find their way back by cloth shreds or pebbles that they have dropped; (c) the third time birds eat their breadcrumbs, or grain clue and (d) they wander until they come to a gingerbread house which belongs to a witch; or (e) a very small hero (thumbing) and his brothers stay at night at the ogre's house; or (f) the ogre carries the child home in a sack; (g) the child substitutes a stone in the sack twice but is finally captured.

II. *The Ogre Deceived*. The ogre smells human flesh and has the children imprisoned and fattened. (b) When his finger is to be cut to test his fatness the hero sticks out a bone or piece of wood. (c) The exchange of caps, (d) the ogre's wife or child burned in his own oven (Type 1121), or (e) the hero by singing induces the ogre to free them, or (f) the hero to be hanged feigns ignorance and has ogre show him how, or (g) hero feigns inability to sleep until ogre brings certain objects and escapes while ogre hunts the object.

III. *Escape*. (a) The children are carried across the water by ducks (or angels), or (b) they throw back magic objects which become obstacles in the ogre's path, or (c) they transform themselves, or (d) the ogre (ogress) tries to drink the pond empty and bursts, or (e) the ogre is misdirected and loses them.

Motifs:

I. S321. Destitute parents abandon children. S301. Children abandoned (exposed). S143. Abandonment in forest. R135. Abandoned children (wife, etc.) find way back by clue (breadcrumbs, grain, pebble, etc.). R135.1. Crumb (grain) trail eaten by birds. F1045. Night spent in tree. Hero goes into tree to spend the night. N776. Light seen from tree lodging place at night leads to adventures. F771.1.10. Gingerbread house. House made of cake. G412.1. Ogre's gingerbread house lures child. G100. Giant ogre. Polyphemus. G501. Stupid ogre. G10. Cannibalism. G401. Children wander into ogre's house. F535.1. Thumbing. Person the size of a thumb. G441. Ogre carries victim in bag (basket). K526. Captor's bag filled with animals or objects while captives escape. G422. Ogre imprisons victim.

II. G532. Hero hidden and ogre deceived by his wife (daughter) when he smells human blood. G84. Fee-fi-fo-fum. Cannibal returning home smells human flesh and makes exclamation. G82. Cannibal fattens victim. G82.1. Cannibal cuts captive's finger to test fatness. G82.1.1. Captive sticks out bone instead of finger when cannibal tries to test his fatness. G83. Cannibal sharpens knife to kill captive. G83.1. Ogress whets teeth to kill captive. K1611. Substituted caps cause ogre to kill