

{ AT330} The Smith Outwits the Devil.

I. Contract with Devil. A smith has made a contract with the devil so that in return for becoming a master-smith he is to belong to the devil after a certain time.

II. Receipt of Magic Objects,

- (a) The Lord (St. Peter) visits the smith and teaches him how to be more skillful;
- (b) the smith is granted three wishes:
- (c) a tree that causes people to stick to it;
- (d) a bench with the same power,
- (e) a knapsack that forces persons into it, and
- (f) a pack of cards with which he will always win.

III. Deceiving the Devil,

- (a) The devil (Death) is made to stick to the bench and the tree and meantime no one can die.
- (b) He is put into the knapsack and pounded on the anvil by the smith until he gives up his power over him.

IV. Expulsion from Hell and Heaven,

- (a) The smith goes to hell but is not admitted since the devil has lost power over him;
- (b) he goes to heaven but is not known there and is refused admittance;
- (c) he gets his knapsack inside and then has it pull him into it, or
- (d) he defeats the devil at cards; or
- (e) he throws his cards inside the gate of heaven and is permitted inside to pick them up. —
- (f) Explanation of Will-o-the-Wisp (ignus fatuus) or continuance of suffering on earth.

## Motifs:

### I.

[M211] Man sells soul to devil.

### II.

[K1811] Gods (saints) in disguise visit mortals.

[Q115] Reward: any boon that may be asked.

[J2071] Three foolish wishes.

[D1413.1] Tree from which one cannot descend.

[D1413.4] Stairs to which person sticks.

[D1413.5] Bench to which person sticks.

[D1412.1] Magic bag draws person into it.

[D1413.9.1] Wallet (sack) from which one cannot escape.

[N221] Man granted power of winning at cards.

### III.

[Z111.2] Death magically bound to tree. While he is bound no one can die.

[K213] Devil pounded in knapsack until he releases man.

### IV.

[Q565] Man admitted to neither heaven nor hell.

[K2371.1] Heaven entered by a trick.

[K2371.1.3] Heaven entered by trick: »wishing sack» thrown in.

[E756.2] Soul won from devil in card game.

[A2817] Origin of Will-o'-the-Wisp (Jack o' Lantern).

## Bibliography :

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\*Parsons MAFLS XV (1) 182 n. 1;

\*Espinosa III 140—150.

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West Indies (Negro) 10.

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{ AT330A } The Smith and the Devil (Death).

The Savior and Peter; the three wishes; cf. Type 750. Sticking to the bench, to the apple tree, etc. The smith is admitted neither into heaven nor hell. See analysis: I; II a, b, c, d; III a; IV a, b.

#### Bibliography :

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Icelandic 3 (cf. 2);

English 1;

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Flemish 11, Witteryck p. 287 14;

German: Merk. 242, 265, 287, Henssen Jul. No. 456;

Italian 9 (Tuscan [333 b—h] 6, Sicilian 3);

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Czech: Tille Soupis I 590—600 18;

Istrian No. 8;

Polish 31;

Russian 10;

Greek 2, Loukatos No. 17; India 1.

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English-American 5.

{AT30B} The Devil in the Knapsack (Bottle, Cask).

The smith hammers on the knapsack. The devil flees to an island, whither his adversary comes, or the latter is admitted into neither heaven nor hell. See analysis: II (a), (b) e; III a; IV a, b, (c).

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Istrian No. 9;

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Russian: Andrejev Ukraine 11, Afanasiev 11.

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English-American: Baughman 1.

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{AT330C} The Winning Cards.

Grant of magic pack of cards. Devil defeated and heaven entered with these. See analysis: II b, f; IV d, e.

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\*De Meyer Vlaamsche Sprookjesthemas 65ff. No. 330C.

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French: Delarue I 348ff.

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{ AT330D} Bonhomme Misere.

Magic pear tree on which Death is caught. Misere must remain on earth. See analysis: II a, b, c; III a; IV a, b, f. Gf. Type 1186\*.

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\*Delarue I 348ff.;

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{AT330\*} Heaven Entered by Trick [K2371.1] .

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