\{AT400\} The Man on a Quest for his Lost Wife.

Magic objects or animals as helpers (as introduction frequently the Swan Maiden).
I. The Hero,
(a) A father unwittingly promises his son to a sea monster (giant, etc.),
(b) The boy is adopted by a king,
(c) The ogre wants to take the boy but cannot since he has a bible under his arm (see Type 810); or
(d) A field is tramped down; the brothers keep watch, but only the youngest remains by his post; - or
(e) A prince is on a hunt.
II. The Enchanted Princess,
(a) The hero goes in a self-moving boat to a foreign land or castle; or
(b) The hero and another find a bewitched princess in the castle,
(c) They are rescued by the hero's enduring in silence three frightful nights in the castle or (d) by his sleeping by the princess three nights without looking at her or disturbing her.
(e) Girls in swan coats: the hero steals one coat and will give it back to the to the owner only if she will marry him (see IV d).
(f) The hero marries the princess or the girl.
III. His Visit Home,
(a) The hero wants to go home on a visit,
(b) The princess gives him a wishing ring, or
(c) three wishes, (d) She forbids him: to call for her to come to him, or (e) to utter her name, or
(f) to sleep,
(g) to eat, or
(h) to drink,
(i) She has promised to meet the hero, but an enemy by means of a magic pin makes him sleep when she comes.
IV. Loss of the Wife,
(a) He calls upon her to come so as to show how beautiful she is, or
(b) breaks one of the other prohibitions,
(c) She comes, takes the ring and disappears and gives him iron shoes which
he must wear out before he finds her again; - or
(d) The swan-maiden (see He) finds her swan coat and flies away.
V. The Search,
(a) He sets out in search of her and
(b) meets people who rule over wild animals, birds, and fish,
(c) An old eagle gives him advice,
(d) He asks his way of the sun and moon, who know nothing,
(e) but the wind shows him his way.
(f) Three old women help him;
(g) he must climb up a steep mountain without looking back,
(h) He meets people who are fighting over magic objects and gets the objects in a trick trade; e.g. saddle, hat, mantle, boots, sword.
VI. The Recovery,
(a) He meets the north wind and
(b) by means of his magic objects reaches the castle where the princess is about to be married,
(c) The new bridegroom is killed,
(d) Recognition by ring in cake. -
(e) Sometimes followed by tasks to be performed and transformation flight (Type 313). — Adapted from Christiansen Norske Eventyr.

Motifs:
I.
[S211] Child sold (promised) to devil (ogre).
[S240] Children unwittingly promised (sold).
[N836.1] King adopts hero.
[K218.2] Devil cheated of his victim by boy having a bible under his arm.
[H1471] Watch for devastating monster. Youngest alone successful.
[N771] Prince lost on hunt has adventures.
II.
[D1523.2] Self-propelling boat.
[D5] Enchanted person.
[N711.2] Hero finds maiden in (magic) castle.
[D758.1] Disenchantment by three nights' silence under punishment.
[H1472] Test: sleeping by princess three nights without looking at her or disturbing her.
[L161] Lowly hero marries princess.
[D361.1] Swan Maiden. A swan transforms herself at will into a maiden. She resumes her swan form by putting on her swan coat.
[K1335] Seduction (or wooing) by stealing clothes of bathing girl (swan maiden).
[D721.2] Disenchantment by hiding skin (covering). When the enchanted person has temporarily removed the covering, it is stolen and the victim remains disenchanted until it is found.
[B652.1] Marriage to swan-maiden.
III.
[D1470.1.15] Magic wishing ring.
[D1426.2] Magic ring causes woman to come to man.
[D1761.0.2] Limited number of wishes given
[C31.6] Tabu - calling on supernatural wife.
[C31.5] Tabu: boasting on supernatural wife.
[C430] Name tabu: prohibition against uttering the name of a person or thing.
[C735.1] Tabu: sleeping during certain time.
[C234] Tabu: eating while on visit home.
[C250] Tabu: drinking.
[D1364.15] Pin causes magic sleep.
[D1364.4.1] Apple causes magic sleep.
[D1972] Lover's magic sleep at rendezvous. A lover (husband) is to meet his mistress but magically oversleeps.
IV.
[D2074.2.3.1] Mistress summoned by wish.
[C932] Loss of wife (husband) for breaking tabu.
[Q502.2] Punishment: wandering till iron shoes are worn out.
[D361.1.1] Swan Maiden finds her hidden wings and resumes her form.
V.
[H1385.3] Quest for vanished wife (mistress).
[B221] Animal kingdom.
[B222] Kingdom of birds.
[B223] Kingdom of fishes.
[B541] Helpful eagle.
[B560] Animals advise man.
[B563] Animals direct man on journey.
[H1232] Directions on quest given by sun, moon, wind, and stars.
[H1233.1.1] Old woman helps on quest.
[H1235] Succession of helpers on quest. One helper sends to another, who sends to another, etc.
[H1114] Task: climbing glass mountain.
[D831] Magic object acquired by trick exchange. By means of second magic object hero recovers first.
[D832] Magic objects acquired by acting as umpire for fighting heirs. When hero gets hold of objects he refuses to return them.
[D1209.2] Magic saddle.
[D1361.14] Magic cap renders invisible.
[D1521.1] Seven-league boots.
[D1400.1.4] Automatic sword.
VI.
[D1520] Magic objects transports.
[D2121] Magic journey.
[N681] Husband (lover) arrives home just as wife (mistress) is to marry another.
[H94.1] Identification by ring baked in cake.
[H94.4] Identification by ring dropped in glass (cup) of wine.

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African 1.
(The Man Envied for his Beautiful Wife. See Type 465.)
\{\#\#\#\}
\{AT400*\} The Swan Maid.

When her feathers are burned, she becomes a beautiful girl.
The prince marries her. Some years later her swan relatives about to migrate, entice her to accompany them on their flight. Her lover throws feathers to her and she flies off; only from time to tim<" she secretly returns to visit her son.

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