

- 368B\* *Holy Friday, Tuesday, Thursday*. Old woman punishes the girls who spin on their Saint's day or haven't spun enough in the winter.  
Rumanian 4.
- 368C\* *Baba Dochia*. Cruel stepmother sends stepdaughter in March to the river to wash wool clean. Two wanderers — God and Peter — help her. She brings the first flower. Evil stepmother is thus led astray into the mountains with shepherd, and freezes to stone.  
Rumanian 7.
- 369 *The Youth on a Quest for his Lost Father* [H1381.2.2.1.1].  
I. *The Quest*. (a) Village boys taunt boy without a father. (b) The boy sets out to find his father. Cf. Type 873.  
II. *At Old Woman's House*. (a) He stays overnight with an old woman (Cf. Type 334) (b) who, during the night chews up his bows and arrows. (c) He has iron bow and arrows made and the old woman loses her teeth.  
III. *Discovery of Father's Body*. He finds (a) a rhinoceros or other animal or (b) a bird with the corpse of his father on its horn and shoots it.  
IV. *Resuscitation*. (a) A god overhears the boy weeping and restores his father to life.  
India 8.
- 382\* *Quest to the Devil*. Three sons sent by their father »to the devil.« Come to the devil's palace. He throws them into a stove and two of them perish. An angel opens the door for the third. He is tempted by the devil's walking-stick. His hand cleaves to this stick, but he cuts it with axe and escapes.  
Polish 2.

#### SUPERNATURAL OR ENCHANTED HUSBAND (WIFE) OR OTHER RELATIVES

##### 400—424 W i f e

- 400 *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 II e) 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 of 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.

**\*\*Holmström; \*BP II 318, 335, III 406 (Grimm Nos. 92, 93, 193); Köhler-Bolte I 444; de Raille RTP IV 312ff.; H. Ellekilde *Danske Studier* (1919) 166 ff.; E. Moór »Über das Märchen von der verwünschten Königstochter« *Gragger-Gedenkbuch*, 1927; Coffin 10; \*L.Hibbard *Medieval Romance in England* 200ff., \*FFC LXXXIII xv, li, lxxi, 35. — Finnish 81; Finnish-Swedish 6; Estonian 25; Lithuanian 23, (\*422 A) 8; Lappish 4; Swedish 49 (Uppsala 19, Stockholm 1, Göteborg 7, Lund 1; Liungman 4, misc. 17); Norwegian 51, Solheim 4; Danish 113, Grundtvig No 1; Icelandic 2 (II e, f, IV d) 7; Scottish 4; Irish 162, Beal VII 53ff.; French 17; Spanish (400\*A, 400\*B) 2; Catalan: Amades No. 18, cf. 107; Flemish 6; German 138 (Archive 129, Merk. 114, 228, Meckl. Nos. 50, 51, 52, 53, 89, Henssen Volk Nos. 125, 149); Austrian: Haiding Nos. 2, 5, 19, 21; Italian 9 (Tuscan [307] b, c, 2, Sicilian 7, Gonzenbach No. 60); Rumanian 12, Sainenu 265; Hungarian 18, (Berze Nagy 400 I\*) 46; Czech: Tille FFC XXXIV 124—127, Soupis I 72ff., 363ff., II (1) 348ff., 368ff., II (2) 209ff. 15; Slovenian 15; Serbocroatian 41; Polish (400 A B C D) 34; Russian: Andrejev *Ukraine* (400A) 22, Afanasiev (400A) 58, (400B) 16; Greek 16, Dawkins 45 *Stories* 436 Nos. 7, 40, Dawkins *Modern Greek Folktales* No. 19; Turkish: Eberhard-Boratav Nos. 83, 84, 105, 198 III, 205, cf. 204 III, V, 18; India 28; Indonesian:**

DeVries No. 151; Chinese: Eberhard FFC CXX 55ff. Nos. 34f., FFC CXXVIII 6ff. Nos. 21ff. — Franco-American 69; English-American: Baughman 1; Spanish-American: Rael Nos. 191, 192, 195, 196, 198 (U.S.), Hansen (Chile) 1, (Dominican Republic) 5, (Puerto Rico) 9; Portuguese-American: Parsons MAFLS XV (1) 305 n. 2, cf. 361; West Indies (Negro) 2; American Indian: Thompson *Tales* No. 54, and note 206 (III d, IV b, V f, g, VI E tasks). — African 1.  
(*The Man Envied for his Beautiful Wife*. See Type 465.)

- 400\* *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 time she secretly returns to visit her son.  
Lithuanian (\*404) 5.
- 401 *The Princess Transformed into Deer*. The prince a-hunting. Disenchants princess by spending three nights in a deserted castle. Quest for departed wife, as in Type 400. Cf. Type 400 (I e, II b, c, III i, V, VI). [H1222].  
\*BP II 218 (Grimm No. 93), II 330f. (Grimm No. 137); Köhler-Bolte Zs. f. Vksk. VI 164; Coffin 1. — Danish 21, Grundtvig No. 2; Icelandic 1; Scottish 2, Campbell-McKay No. 24; Irish 3; Catalan: Amades Nos. 53, 63; Flemish 5; German 4; Austrian: Haiding No. 16; Italian 10 (Tuscan [317] c, [932] b, cf. [325], [918] 5, Sicilian 5, Gonzenbach No. 60); Hungarian: Berze Nagy 40; Czech: Tille FFC XXXIV 127—135, Soupis II (1) 357ff. 9; Polish (406) 1; Russian: Afanasiev 14. — Franco-American 4; English-American: Baughman 2; Spanish-American: Rael No. 190 (U.S.). — African 1.
- 401A *Enchanted Princesses and their Castles*. The heroes rescue the princesses by keeping awake for three nights in succession, keeping silent, or refraining from looking into secret chambers, or otherwise. [D753]. (Various episodes.)  
Lithuanian (\*422) 71; Rumanian (308\*) 1; Hungarian: Berze Nagy (400 I\*) 45, (411\*) 2; Serbocroatian 8.
- 401A\* *The Three Soldiers in the Enchanted Manor*. Curiosity overcoming them, they forfeit the power of disenchanting the princesses. Seven seven-year-old children break the spell and save the princesses. [D759.9, D759.10].  
Lithuanian (\*422B) 2.
- 402 *The Mouse (Cat, Frog, etc.) as Bride*. The youngest of three brothers succeeds best in the quests set by his father. He brings the best cloth, the most beautiful bride, etc. The mouse (cat) who has helped him changes herself into a beautiful maiden.

Motifs:

I. H1242. Youngest brother alone succeeds on quest. H1210.1. Quest assigned by father. H1306. Quest for the finest of linen. H1305. Quest for the best of bread. H1307. Quest for the smallest of dogs. H1303. Quest for the finest of chains. H1301.1. Quest for the most beautiful bride. B313. Helpful animal an enchanted person. B437.2. Helpful