

{AT401} 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] .

Bibliography :

*BP II 218 (Grimm No. 93), II 330f. (Grimm No. 137);

Kohler-Bolte Zs. f. Vksk. VI 164; Coffin 1.

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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.

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Franco-American 4;

English-American: Baughman 2;

Spanish-American. Rael No. 190 (U.S.).

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African 1.

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{AT401A} 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.)

Bibliography :

Lithuanian (*422) 71;

Rumanian (308*) 1;

Hungarian: Berze Nagy (400 I*) 45, (411*) 2;

Serbocroatian 8.

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{AT401 A*} 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] .

Bibliography :

Lithuanian (*422B) 2.

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