

{AT431} The House in the Wood.

Three maidens one after the other sent into the wood. Kind and unkind. Animals disenchanted. (Cf. Type 480.) Their clue of grain (lentils) is eaten by birds [R135], [R135.1] . They come to a house where they find an old man [D1890] , a cock [D166.1.1] , a hen [D166.1] , and a cow [D133.1] . The elder sisters are unkind [Q2] and are thrown into the cellar. The youngest [L54] feeds the animals and thus disenchant them all [D731] . The old man is a prince, the animals the servants. He marries the girl [L162] .

Bibliography :

*BP III 276 (Grimm No. 169);

Coffin 1.

— Irish 50;

French 1;

German 9;

Austrian: Haiding No. 49;

Hungarian 5;

Czech: Tille

Soupis I 455ff. 5;

Serbocroatian 1;

Russian: Andrejev;

Greek: Dawkins Modern Greek Folktales No. 11, Modern Greek in Asia Minor 334ff., 385ff.;

Turkish: Eberhard-Boratav cf. Nos. 46, 59, 67 V, 118 V 45;

Berber: Laoust No. 124;

Palestine: Schmidt-Kahle No. 45.

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Franco-American 1; Spanish-American: Rael No. 107 (U.S.).

— African 1.

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{AT431A*} Girls Follow Balls.

Two girls leave home and meet a stranger when they lose their way. He gives them two small balls to roll in front of them to guide them [D1313.1] ; the balls roll into a hole in the ground in a wood. They follow the balls, and meet an old woman. That night the robber sons of the old woman enter with a dead sheep: one of them is the man who had given the children the balls. He does not disclose the presence of the girls and they succeed in escaping

that night. He asks one of them to marry him and she cuts a bit from his coat as token [H100] . They return home, and later the stranger comes and is recognized by the token; marries the girl; the magic spell is removed from him.

Bibliography :

Irish 2.

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