

502 The Wild Man.

A king catches a wild man (Iron John) and puts him into a cage, forbidding anyone to set him free. His son frees the prisoner because his ball rolls into the cage or because he feels pity for him. The prince is afraid of his father's anger and leaves home (his father drives him away to be killed or sends him to another king) along with a servant. On their way the servant persuades the prince to exchange clothes.

The prince becomes a servant at the court of another king. At a tournament he appears unrecognized three times on a splendid horse [R222] which he received from the wild man and wins the hand of a princess. Or, he wins the princess because he has helped her father in war [L161]. Often the wild man is disenchanted [G671].

In some variants the prince works for a while at the wild man's house where he disobeys instructions (e.g. looks into a forbidden chamber [C611], cares for a horse although it is not allowed [B316]) and his hair turns to gold. Cf. Type 314.

Combinations: This type is usually combined with episodes of one or more other types, esp. 300, 314, and also 313, 314A, 510, 530, 531, 532, 570, and 850.

Remarks: Type 502 is often the first part of Type 314, so these types are not clearly differentiated. Documented in an Icelandic Saga of the 13th century, see Snorri Sturluson, *Heimskringla* (1220/30).