

{AT502} The Wild Man.

The prince sets the prisoner free. The latter becomes his servant and helper. (The Ride on the Glass Mountain; cf. Type 530. Rescue of the Princess from the Dragon, cf. Type 300. Service as Shepherd; War or Other Adventures). The youth wins the princess. (For the whole tale cf. Type 314.)

I. In the Wild Man's Service,

- (a) A prince frees a wild man (Iron John) out of the cage wherein he has been confined by the king; or
- (b) the prince flees from his cruel stepmother; or
- (c) the wild man brings about the birth of a son to childless parents and receives the promises to give him the boy at a specified time.

II. Escape from the Wild Man.

- (a) At the wild man's house where he has disobeyed instructions, the youth acquires golden hair and
- (b) is freely let go, or
- (c) flees on a speaking horse.

III. Gardener Disguise,

- (a) He covers his gold hair with a hat or cloth and serves as gardener at the palace,
- (b) The princess falls in love with him.

IV. The Tournament.

At a tournament he appears three times on a splendid horse which the wild man has furnished him and wins the hand of the princess.

V. Other Accomplishments.

He shows his noble qualities fa) as victor in a battle,

- (b) as dragon-slayer (cf. Types 300, 303),
- (c) as bringer of a remedy for the sick king (cf. Type 551), or

(d) in a hunt in which he humiliates his proud brothers-in-law.

VI. Disenchantment.

The wild man or the helpful horse is disenchaned.

Motifs:

I.

[F567] Wild man lives alone in wood like beast.

[G671] Wild man released from captivity aids hero.

[S31] Cruel stepmother.

[S211] Child sold (promised) to devil (ogre).

[S223] Childless couple promise child to devil if they may only have one.

II.

[C611] Forbidden chamber. Person allowed to enter all chambers of house except one.

[B316] Abused and pampered horses. Hero is ordered by ogre to feed and care for certain horse and to neglect other horse. Latter is enchanted prince and helps hero.

[D672] Obstacle flight. Fugitives throw objects behind them which magically become obstacles in pursuer's path.

II.

[K1818.2] Scald-head disguise.

[K1816.1] Gardener disguise.

[H311] Inspection test for suitors. Suitors for princess's hand must present themselves for public inspection.

[H316] Suitor test: apple thrown indicates princess's choice. (Often golden apple).

[H75.4] Recognition by golden hair.

IV.

[H335] Tasks assigned suitors. Bride as prize for accomplishment.

[R222] Unknown knight. (Three Days' Tournament).

V.

[H55.1] Recognition through branding with hoof-marks.

[H56] Recognition by wound.

VI.

[D700] Person disenchanted.

[L161] Lowly hero marries princess

Bibliography :

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See Comment m Ranke Schleswig-Holsteinische Volksmdrchen I 169; Arts et Traditions Populaires I 279.

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Finnish 28;

Finnish-Swedish 2;

Estonian 11;

Livonian 2;

Lithuanian 15;

Lappish 1;

Swedish 16 (Uppsala 5, Lund 1, misc. 10)-,

Norwegian 1;

Danish 17, Grundtvig No. 8B;

Irish 1;

French 16;

Dutch 2;

Flemish 2;

German 16;

Rumanian 10;

Hungarian 10;

Czech : Tille FFC XXXIV 29—32,2, (also pp.5ff.)6', (pp. 48ff.) 2, Soupis I 290ff.,II (2) 278—281 16;

Serbocroatian 1;

Polish 5;

Russian: Andreiev Ukraine 7, Afanasiev 16;

Greek 4.

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Franco-American 12;

West Indies (Negro) 3.

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