III. Guests at Wedding. (a) The three old women appear by invitation to the wedding. The prince exclaims in disgust. They tell him that spinning has deformed them. He says that he will never let his wife spin.

Motifs:

I. H914. Tasks assigned because of mother's foolish boasting. H915. Task assigned because of girl's (boy's) own foolish boast. H911. Task assigned at suggestion of jealous rivals. H1092. Task: spinning impossible amount in one night. T67. Prince offered as prize.

II. G201.1. Three witches (hags) deformed from much spinning. G244. Witch spins. D2183. Magic spinning. Usually performed by a supernatural helper. N233. Three deformed witches invited to wedding in exchange for help.

III. H51. Sight of deformed witches causes man to release wife from spinning duty. They tell that their deformity has come from too much

spinning.

- **von Sydow Två Spinnsagor. Finnish 72; Finnish-Swedish 2; Estonian 2; Livonian 3; Lappish 1; Lithuanian 15; Swedish 18 (Uppsala 4, Stockholm 5, Göteborg 3, Lund 1, Liungman 2, misc. 3); Norwegian 8; Danish 14, Grundtvig No. 50B; Irish 97, Beal IX 58ff.; English 2; French 12; Spanish 3; Catalan: Amades No. 181; Flemish 1; German: Ranke 32, Meckl. No. 67; Italian 2 (Pentamerone IV No. 4, Tuscan [860] 1, Sicilian 1); Rumanian (1405 I = 501 III) 3; Hungarian 2; Czech: Tille Soupis II (2) 131—134 4; Slovenian 1; Serbocroatian 1; Polish 15; Russian: Andrejev 1, Andrejev Ukraine 2; Greek 5; Turkish: Eberhard-Boratav No. 371 6. Spanish-American: Hansen (Puerto Rico) 1; West Indies (Negro) 1.
- 502 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 (a) 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. Re-

cognition by wound.

VI. D700. Person disenchanted. L161. Lowly hero marries princess. **Hartmann Trollvorstellungen 172; *BP III 94 (Grimm No. 136); See Comment in Ranke Schleswig-Holsteinische Volksmärchen I 169; Arts et Traditions Populaires I 279. — 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—322, (also pp. 5ff.) 6, (pp. 48ff.) 2, Soupis I 290ff., II (2) 278—281 16; Serbocroatian 1; Polish 5; Russian: Andrejev Ukraine 7, Afanasiev 16; Greek 4. — Franco-American 12; West Indies (Negro) 3.

503 The Gifts of the Little People. Dwarfs take hump from hunchback and place it on another man.

I. The Dwarfs' Favor. (a) A wanderer takes part in a dance of the witches or people from below the earth (elves, dwarfs) or plays for them; or (b) adds to their song by naming more days of the week; or (c) complacently lets them cut his hair and shave him.