

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. (Threc Days' Tournament).

V. H55.1. Recognition through branding with hoof-marks. H56. Recognition by wound.

VI. D700. Person disenchaned. 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—32 2, (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.

II. *The Reward*. (a) They remove his hump; or (b) give him gold.

III. *The Companion Punished*. (a) His avaricious and bungling companion is given the hump or (b) receives coal instead of gold. — Adapted from BP.

Motifs:

I. F261. Fairies dance. F340. Gifts from fairies. F331.1. Mortal wins fairies' gratitude by joining in their dance. F331.2. Mortal wins fairies' gratitude by letting them cut his hair and shave him. F331.3. Mortal wins fairies' gratitude by joining in their song and completing it by adding the names of the days of the week. F331.4. Mortal wins fairies' gratitude by playing for their dance.

II. F344.1. Fairies remove hunchback's hump (or replace it). F342. Fairies give mortal money. F451.5.1.4. Dwarfs' gold. Seemingly worthless gift given by dwarfs turns to gold. F342.1. Fairy gold. Fairies give coals (wood, earth) that turns to gold.

III. N471. Foolish attempt of second man to overhear secrets (from animals, demons, etc.). He is punished. J2415. Foolish imitation of lucky man. Because one man has had good luck a numskull imitates and thinks he will have equal luck. He is disappointed.

****Greverus** *Die Geschenke des kleinen Volkes* Fabula I 263ff.; ***BP** III 324 (Grimm No. 182); ***De Meyer** *Vlaamsche Sprookjesthemas* 91ff.; *Coffin 1*. — Finnish-Swedish (502*) 1; Lithuanian 5; Lappish (502*) 1; Swedish 5 (Uppsala 3, misc. 2); Danish 2; Scottish 7; Irish 279, Beal I 65f., II 10, III 211, VI 169ff. No. 161, VII 62; French 43; Spanish 1; Catalan: Amades No. 1444; Dutch 7; Flemish (502*) 12, Witteryck (p. 273) 15; Walloon 2; German: Ranke 22; Italian 10 (Tuscan 6, Friuli 3, Sicilian 1); Czech: Tille Soupis II (2) 126f. 1; Slovenian 3; Polish 1; Greek: Dawkins 45 *Stories* No 25; Turkish: Eberhard-Boratav No. 118, cf. 117 3; Persian: Massé No. 10; India 3; Japanese: Anesaki 283, Mitford 191. — Franco-American 4; English-American 1; Spanish-American: Rael Nos. 255, 256 (U.S.), Hansen (Chile) 6; West Indies (Negro) 2.

- 503* *Series of Helpful Dwarfs*.
Icelandic (505*) 3.

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Danish 30; Irish 283, Beal I 46ff., 167ff., 283ff., IV 292ff., VI 275ff., VII 62ff., 180ff. XI 50ff., XV 157ff., 263ff., XIX 134ff.; Czech: Tille FFC XXXIV 22f.; Turkish: Eberhard-Boratav No. 63, 215 IV.

- 505 *Dead Man as Helper*. Through the assistance of the dead man the hero wins the princess and the castle [E341.1]. (For detailed relationship see Types 506—508. Cf. also Types 513—514, and 545A and B.)

****Liljeblad** *Die Tobiasgeschichte und andere Märchen mit toten Helfern*