

513 The Extraordinary Companions.

This type number refers to a cycle of related tales. See esp. Types 513A-513B.

513A Six Go through the Whole World.

A discharged soldier (fool) acquires many (six) traveling companions with extraordinary abilities [F601]: e.g. one who runs fast [F681.1], one who eats great quantities [F632, F633], one who produces (can withstand) severe frost [D2144.1.2], one who can shoot and hit the left eye of a fly from far away [F661.5.3], one with acute hearing [F641.1, F641.2, F641.3], one who can make himself taller, and one who can rip up trees by their roots [F621]. In order to avenge himself on the king who discharged him, the soldier enters a contest to marry the princess [H331]. She has agreed to marry anyone who beats her at running [H331.5.1].

The king permits the soldier to employ his helpers. The runner overtakes the princess, but he falls asleep and is awakened just in time by the sharpshooter. In an effort to prevent the wedding, the king assigns other tasks: eating (drinking) a huge quantity [H1114, H1142], which the eater accomplishes, and staying in an oven [H1511], which the freezing man accomplishes. Finally the king offers the soldier as much money as he and his companions can carry [cf. H1127] if he will give up his claim for the princess. The companions ruin the king and overcome his army.

The same motifs appear together in a reduced form. A prince (young man) is looking for a wife. He takes as servants men who help him accomplish tasks that have been set for suitors who hope to marry the princess [F605.2]. In the end he marries her [L161].

Combinations: 300A, 725, 857, and 900.

Remarks: Documented in a novelle by Giovanni Sercambi (No. 11) ca. 1374, then by Basile, *Pentamerone* (III,8).

513B The Land and Water Ship.

A king offers his daughter in marriage [H335, H331] to whoever can build a ship that can travel on land as well as in water [D1533.1.1]. Three brothers attempt this task, but the older two are unkind to an old man (little man) who asks what they want to do. The third who answers honestly gets help from the old man and is then able to build the ship (in one night) [N825.2]. The old man also tells him to take with him anyone whom he meets. These turn out to be men with unusual abilities [F601]. See Type 513A.

When the young man brings the ship, the king is amazed, but since the young man is of humble origin, he gives him further (difficult) tasks to prevent the marriage. The young man accomplishes them all with the help of his companions [F601.2] (see Type 513A) and marries the princess [L161].

Combinations: 570, 571, and 610.

Remarks: Magic ship documented in the *Argonautika* of Appollonios Rhodios (ca. 250 B.C.E.).

513C See Type 531.

513C* See Type 653.