

AT513, AT514 The Helpers. (Cf. Type 653).

### I. The Hero,

- (a) The hero unlike his elder brothers has been kind to an old man
- (b) who helps him provide a ship that goes both on land and water
- (c) for the building of which the king will give his daughter in marriage. —
- (d) The hero is aided by a grateful dead man (cf Type 506).

### II. The Companions.

The hero is joined one after the other by extraordinary companions:

- (a) a man so strong that he pulls up trees,
- (b) one who shoots the left eye of a fly at two miles' distance,
- (c) a great blower,
- (d) a great hearer,
- (e) great runner,
- (f) a withstander of cold,
- (g) etc.

### III. Help of the Companions.

They help the hero

- (a) defeat the princess in a race for her hand,
- (b) perform tasks set by the king or enchantress:
- (c) eating,
- (d) drinking,
- (e) withstanding cold,
- (f) carrying off money,
- (g) bringing a ring from the sea,
- (h) guarding a maiden,
- (i) bringing a maiden,

(j) bringing a magic remedy,

(k) annihilating a pursuing army,

etc.

Motifs:

I.

[Q2] Kind and unkind.

[L13] Compassionate youngest son.

[N825.2] Help from old man.

[D1533.1.1] Magic land and water ship.

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

[H331] Suitor contest: bride offered as prize.

[H972] Tasks accomplished with help of grateful dead.

II.

[F601] Extraordinary companions. A group of men with extraordinary powers travel together.

[F621] Strong man: tree-puller. Can uproot all trees.

[F622] Mighty blower. Man turns mill with his blowing.

[F661.5.3] Skillful marksman shoots left eye of fly at two miles.

[F641.1] Man can hear grass (wool) grow.

[F641.2] Man can hear ant leave nest fifty miles away.

[F641.3] Alan can hear one sleeping by putting ear to ground.

[F681.1] Marvellous runner keeps leg tied up. To prevent him from running away.

[F685] Marvellous withstander of cold.

[F633] Mighty drinker. Drinks up whole pool of water, or the like.

[F632] Mighty eater. Eats whole ox at a time, or the like.

[D2144.1.2] Man with power to make everything freeze wears cap over his ear to prevent this.

III.

[F601.2] Extraordinary companions help hero in suitor tests.

[H331.5.1] Race with princess for her hand.

[F601.1] Extraordinary companions perform hero's tasks.

[H1450.1] Waking contest.

[H1114] Task: eating enormous amount.

[H1142] Task: drinking enormous amount.

[H1512] Cold test. Attempt to freeze hero to death.

[H1511] Heat test. Attempt to kill hero by burning him in fire.

[H1127] Task: carrying off huge quantity of money.

[H1132.1] Task: recovering lost object from sea.

[H1132.1.1] Task: recovering lost ring from sea.

[H1324] Quest for marvelous remedy.

[D1240] Magic waters and medicines.

[H1135] Task: annihilating (overcoming) army single-handed.

[L161] Lowly hero marries princess.

{AT513} The Extraordinary Companions.

AT513, AT514 The Helpers. (Cf. Type 653).

### I. The Hero,

- (a) The hero unlike his elder brothers has been kind to an old man
- (b) who helps him provide a ship that goes both on land and water
- (c) for the building of which the king will give his daughter in marriage. —
- (d) The hero is aided by a grateful dead man (cf Type 506).

### II. The Companions.

The hero is joined one after the other by extraordinary companions:

- (a) a man so strong that he pulls up trees,
- (b) one who shoots the left eye of a fly at two miles' distance,
- (c) a great blower,
- (d) a great hearer,
- (e) great runner,
- (f) a withstander of cold,
- (g) etc.

### III. Help of the Companions.

They help the hero

- (a) defeat the princess in a race for her hand,
- (b) perform tasks set by the king or enchantress:
- (c) eating,
- (d) drinking,
- (e) withstanding cold,
- (f) carrying off money,
- (g) bringing a ring from the sea,

(h) guarding a maiden,

(i) bringing a maiden,

(j) bringing a magic remedy,

(k) annihilating a pursuing army,

etc.

Motifs:

I.

[Q2] Kind and unkind.

[L13] Compassionate youngest son.

[N825.2] Help from old man.

[D1533.1.1] Magic land and water ship.

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

[H331] Suitor contest: bride offered as prize.

[H972] Tasks accomplished with help of grateful dead.

II.

[F601] Extraordinary companions. A group of men with extraordinary powers travel together.

[F621] Strong man: tree-puller. Can uproot all trees.

[F622] Mighty blower. Man turns mill with his blowing.

[F661.5.3] Skillful marksman shoots left eye of fly at two miles.

[F641.1] Man can hear grass (wool) grow.

[F641.2] Man can hear ant leave nest fifty miles away.

[F641.3] Alan can hear one sleeping by putting ear to ground.

[F681.1] Marvellous runner keeps leg tied up. To prevent him from running away.

[F685] Marvellous withstander of cold.

[F633] Mighty drinker. Drinks up whole pool of water, or the like.

[F632] Mighty eater. Eats whole ox at a time, or the like.

[D2144.1.2] Man with power to make everything freeze wears cap over his ear to prevent this.

III.

[F601.2] Extraordinary companions help hero in suitor tests.

[H331.5.1] Race with princess for her hand.

[F601.1] Extraordinary companions perform hero's tasks.

[H1450.1] Waking contest.

[H1114] Task: eating enormous amount.

[H1142] Task: drinking enormous amount.

[H1512] Cold test. Attempt to freeze hero to death.

[H1511] Heat test. Attempt to kill hero by burning him in fire.

[H1127] Task: carrying off huge quantity of money.

[H1132.1] Task: recovering lost object from sea.

[H1132.1.1] Task: recovering lost ring from sea.

[H1324] Quest for marvelous remedy.

[D1240] Magic waters and medicines.

[H1135] Task: annihilating (overcoming) army single-handed.

[L161] Lowly hero marries princess.

Cf. Types 301B, 571.



Bibliography :

\*BP II 79ff., 95;

Coffin 8;

\*Motif-Index F601.

—

Lappish 2;

Swedish 56 (Uppsala 13, Goteborg 12, Lund 5, Liungman 6, misc. 20 );

Norwegian 24, Solheim 1;

Danish 48;

Scottish 1, Campbell-McKay No. 3;

Irish 353, Beal IV 228f. No. 1, VII 180ff., XVIII 79ff.;

French 31;

Dutch 3;

Austrian: Haiding p. 470;

Czech: Tille Soupis I 253—257, II (1) 303—308, 373f., FFC XXXIV 225—229, 231—234 9;

Slovenian 8;

Serbo-Croatian 2;

Polish 15;

Turkish: Eberhard-Boratav No. 207 III.

—

African 4.

{###}

{AT513A} Six Go through the Whole World.

The helpers perform various deeds for the hero at the king's court.

See analysis (513, 514): II; III. See also references to Type 513.

Bibliography :

\* Anderson in Tauscher Volksmarchen 191;

\*BP II 79ff., III 84f., 556ff. (Grimm Nos. 134, 224);

Wesselski Marchen vor Grimm No. 2;

Chauvin VII 124 No. 392;

Espinosa II 89 No. 9; Liungman SSF III 434; Anderson Novelline No. 92.

—

Finnish 164;

Finnish-Swedish 4;

Estonian 7;

Livonian 1;

Lithuanian 10;

Danish: Grundtvig No. 9 A B; Spanish 3;

Catalan: Amades Nos. 25, 76, 145, cf. 164;

Flemish 14, Witteryck p. 299 18; Walloon (\*513C) 1;

German: Henssen Volk No. 132a, 132b, Ranke 57;

Italian 4 (Pentamerone cf. I No. 5, Tuscan 571b, cf. [855] a, b 3);

Rumanian 7, Sainenu 557;

Hungarian 12;

Czech: Tille Soupis I 248, 253, II (1) 303ff., FFC XXXIV 225ff., 231 24;

Slovenian 1;

Serbo-croatian 4;

Russian: Andrejev Ukraine 16, Afanasiev 21;

Greek 14, Hahn No. 63;

Turkish: Eberhard-Boratav Nos. 77, 86 IV, 197 III, 215 III 8;

India 6.

—

Spanish-American: Rael Nos. 10, 11, 16, 267 (U.S.), Hansen (Chile) 1, (Dominican Republic) 2, (Puerto Rico) 1;

Cape Verde Islands: Parsons MAFLS XV (1) 244 n. 4;

West Indies (Negro) 5;

American Indian: Thompson C Coll II 345ff.

{###}

{AT513B} The Land and Water Ship.

See analysis (513, 514): I a, b, c, (d); II; III. .

Bibliography :

\*BP II 79ff. (Grimm No. 71), III 272.

—

Finnish 4;

Finnish-Swedish 9;

Estonian 9;

Lithuanian 2;

Swedish (Lund) 4;

Icelandic 1;

Catalan: Amades No. 170;

Flemish 6;

German 13, Merk. p. 251;

Italian (Sicilian 1 , Gonzenbach No. 74);

Czech: Tille FFC XXXIV 229, Soupis II (1) 307ff., 373f. 6;

Slovenian 1;

Serbocroatian 4;

Russian: Afanasiev o.

Franco-American 23;

English-American 2;

West Indies (Negro) 2.

{###}

{AT513C} The Son of the Hunter.

### I. The Worker's Secret.

A mother reluctantly lets her son know that his father has been a hunter. The son becomes a hunter and is persecuted by a courtier who hated his father.

### II. The Tasks.

The boy is assigned difficult tasks at the courtier's suggestion [H911] :

(a) to build a castle of ivory (done by pouring wine in lake where elephants bathe and intoxicating them);

(b) other tasks;

(c) bringing a distant object to the king (done with the help of extraordinary companions [F601.1] ).

### III. Marriage to Princess.

### Bibliography :

Greek: Dawkins Modern Greek Folktales Nos. 42a, 42b 10;

Turkish: Eberhard-Boratav No. 207 6;

Armenian: Khatchatrianz 32ff.;

Kurd: Lescot No. 2.

{###}

{AT513C\*} The Seven Magic Talents.

A king offers daughter for marriage to gain an heir to his throne. The princess chooses a handsome prince who is killed by a Moor.

The princess is taken captive, but she plans to get the better of the Moor and returns his love. She sends word to her father by birds that she is still alive, but will have to be rescued by a widow's seven sons. An orphan finds a widow and seven sons, each of whom has a magic talent. With the help of the seven sons, the orphan rescues the princess. The Moor recovers her, but he and the princess are killed. The princess is revived by one of the seven sons and returned to the king.

The prince who was killed by the Moor is also revived and marries the princess. The king rewards the orphan and the seven sons.

Bibliography :

Spanish-American: Hansen (513\*\*C) (Chile) 1.

{###}