

- 515** (formerly 515**) *The Shepherd Boy*. The boy finds three objects (shoes, cap, etc. [D1065.2, D1067]) which he in turn gives to a little girl [N827] and an old man [N821]. They promise to be his helpers [Q42]. With their aid he brings back the lost princess [R111] and wins her hand [L161].

Livonian 2; Swedish 2; Flemish 1; Russian: Andrejev; Turkish: Eberhard-Boratav No. 177 4.

- 515*** *The Magic Pipe*. A boy gives an old man the first fish he catches. In return he receives a pipe that gives him power over all wild animals [D1441.1.2].

Lappish 1.

- 516** *Faithful John*. The picture of the princess. She is carried off on a ship. The conversation of the ravens. The true servant transformed to stone. Brought back to life.

I. *The Prince Falls in Love*. (a) A prince becomes enamored of a far-away princess by seeing her picture or (b) by dreaming of her.

II. *The Princess is Carried Off*. With the help of a faithful servant, brother or foster brother, he carries her off (a) by enticing her aboard a merchant ship, (b) by stealing into her presence in women's clothes, or (c) through an underground passage, or by other means. — (d) The servant woos her as adviser of the prince.

III. *Perils on the Voyage*. (a) On the return voyage the prince and his bride are submitted to three perils, such as (a¹) poisoned food, (a²) poisoned clothing, (a³) meeting with robbers or a drowning person, (a⁴) crossing a stream or passing through a door, etc. (a⁵) The last peril is the entrance of a snake into the bedchamber of the bridal pair. (b) These perils are arranged (b¹) by the father of the princess, (b²) by the father, or (b³) the stepmother of the prince.

IV. *The Misunderstood Servant*. (a) Through the conversation of birds (ghosts), (b) the faithful servant learns of the dangers and strives to prevent them. (c) Since he has touched the prince's sleeping wife, he is thought to be treacherous to his master and must justify himself by an explanation of the circumstances. (d) Immediately following the explanation, the servant is turned to stone.

V. *Disenchantment of the Servant*. (a) The servant can be brought to life only by the blood of a prince's child or (b) through a remedy which the prince must fetch from afar. (c) The prince kills his own child and restores the servant. The children are then resuscitated. — Adapted from BP.

Motifs:

I. T11.2. Love through sight of picture. F674. Skillful painter. Can paint from description of a dream. T11.2.1. Love through sight of statue. T11.1. Love from mere mention or description. T11.3. Love through dream. T24.2. Swooning for love. M301.2.1. Enraged old woman prophesies for youth. T12. Love through prophecy that prince shall marry the fairest. T381.1. Guarded maiden first seen by hero in church.

II. P361. Faithful servant. N801. Helper grateful for being bought from slavery. N861. Foundling helper. L31. Youngest brother helps elder. P311. Sworn brethren. P273.1. Faithful foster brother. T381. Imprisoned virgin to prevent knowledge of men (marriage, impregnation). R10.1. Princess abducted. R16.1. Maiden abducted by transformed hero. K1332. Seduction by taking aboard ship to inspect wares. K1321.2. Man disguised as woman abducts princess. R25.1. Princess abducted through underground passage. R225.1. Elopement on winged horse. T51. Wooing by emissary.

III. B211.3. Speaking bird. B143. Prophetic bird. M352. Prophecy of particular perils to prince on wedding journey. M302.1. Propheying through knowledge of animal languages. N451. Secrets overheard from animal (demon) conversation. H1515. Poisoned food test. H1516. Poisoned clothing test. T175. Magic perils threaten bridal couple. T172.2. Bridal chamber invaded by magic dragon (serpent). B176.1. Magic serpent. H1510. Vain attempts to kill hero. S11. Cruel father. S31. Cruel stepmother. S52. Cruel father-in-law.

IV. R169.4.1. Rescue of bride from mysterious perils by hidden faithful servant. N342.1. Faithful servant guarding master's wife from danger falsely condemned for betraying his master. C423.4. Tabu:uttering secrets heard from spirits. C961.2. Transformation to stone for breaking tabu.

V. H1558. Test of friendship. E114. Resuscitation by spittle. E113. Resuscitation by blood. D766.2. Disenchantment by application of blood. D1818. Magic remedy learned by magic. S268. Child sacrificed to provide blood for cure of friend. E0. Resuscitation.

**Rösch *Der Getreue Johannes* (FFC LXXVII); **Krohn FFC XCVI 82ff.; *BP I 46 (Grimm No. 6); *Liungman SSF III 435. — Finnish 24; Finnish-Swedish 1; Estonian 2; Livonian 2; Lithuanian 49; Swedish 6 (Göteborg 1, Lund 1, Liungman 1, misc. 3); Danish 5; Scottish 1; Irish 211; French 6; Spanish 2; Catalan: Amades Nos. 44, 123, 171, 189; Flemish 1; German: Ranke 16, Meckl. No. 68; Austrian: Haiding No. 67; Italian: D'Aronco *Fiabe* 14 (Pentamerone IV No. 9, Tuscan 425A a—g, [305] a, b 9, Sicilian 1); Rumanian 13, Sainenu 598; Hungarian 19, (520*) 2; Czech: Tille FFC XXXIV 201—206, Soupis II (2) 173—180 3; Slovenian 1; Serbocroatian 5; Polish 13; Russian: Andrejev *Ukraine* 2, Afanasiev 9; Greek 12, Dawkins 45 *Stories* No. 2, *Modern Greek Folktales* No. 37; Turkish: Eberhard-Boratav No. 125 V, 214 16; Albanian: Lambertz 24ff.; Arab: Littmann 159f; India 22. — Franco-American 8; Spanish-American: Rael No. 205 (U.S.), Hansen (Argentina) 1, (Chile) 2, (Dominican Republic) 1, (Puerto Rico) 2; Portuguese-American (Brazil): Camara Cascudo p. 148; Cape Verde Islands: Parsons MAFLS XV (1) 223 n. 1, 229; West Indies (Negro) 4. — Literary Treatment: Chauvin IV 8, 57, VII 98.

516A *The Sign Language of the Princess.*

I. *The Friends*. A prince and a youth of lower rank (vizier's son, etc.) are close friends. (a) The Old Woman as Trouble-Maker [M301.2.1, T12]; (this element appears sometimes as a separate tale). (b) For other false reasons the prince commands that his friend be executed. Compassionate executioner. Later, the friend appears to interpret signs. (c) The two friends are banished. (They break the villager's water pots, etc.) (d) The prince dreams of a princess [T11.3] and he and his friend search for her.

II. *The Princess and her Sign Language*. The prince sees a lovely princess who makes signs to him [H607.3]. The friend interprets them [H611.2]. (Example: the princess strikes her teeth with a rose [Z175.1, Z175.2], signifying that her father's name is Rajaj Tooth).

III. *Winning the Princess* [K1300]. They travel to the city where dwells the princess. (a) Through the help of an old woman (flower-seller, etc.) they gain access to the princess. (b) The prince, disguised as a girl, gains access to the princess [K1321.2]. (c) The princess tries to poison the friend, but fails. (d) The friend drugs the princess and brands her back. In the guise of a fakir he then tells the king he has driven a witch away from a human corpse which the witch was eating and has branded the back of the witch. The king, believing the princess to be a witch, drives her out and his friend carries her off. (e) The prince, disguised as a woman, is left in the care of the king by the friend. The prince then escapes. The friend returns and demands the »woman.« The king is forced to give the princess instead. (f) Other means of winning the princess.

India 20.

516B *The Abducted Princess (Love Through Sight of Floating Hair).*

I. *A Hero Wins a Princess*. After the marriage, the princess (a) loses a hair or (b) a shoe, which floats down the river, or (c) which is swallowed by a fish. A strange prince sees the hair [T11.4.1] (shoe) [T11.4.2] and falls in love with the princess. Or (d) the strange prince falls in love with the princess in other ways [T10].

II. *The Abduction*. An old woman, sent by the strange prince, ingratiates herself with the princess and abducts her [R39.2] (a) by using a flying bedstead [D1520.17.1], (b) by killing the hero, (c) or by stealing the hero's magic object.

III. *The Recovery*. The princess refuses to marry the strange prince for a period of time, using as an excuse a vow. The hero's helper [P361] in disguise recovers the princess, (a) kills the old woman and (b) restores the hero to life. Or (c) the hero's helpers recover the magic object. See Type 560.

Note: This story rarely appears as a separate tale. Instead it is usually found combined with other tale types such as 516, 534, 560.

India 11.

- 516C** *St. James of Galicia*. Amicus and Amelius. To carry out the vow of parents who have prayed for a child [T548.1] the hero goes to a shrine accompanied by a man who has chosen the smallest of three apples offered [H1558.0.1.1.]. At court the king poisons the companion. He is restored by blood of the hero's children [S268].

*Köhler to Gonzenbach No. 90; *BP II 39 n. 2, III 236. — Italian (Sicilian I, Gonzenbach No. 90).

- 517** *The Boy who Learned Many Things*. Vaticanum. The learning of the speech of birds; cf. Types 670, 671. The princess who has destroyed her child; cf. Type 781. A boy understands the language of birds. The birds prophesy that the parents shall humble themselves before him. On repetition of the prophecy, the parents drive him away. The boy becomes great, returns unknown to his parents, and the prophecy is fulfilled. Cf. Type 725.

Motifs:

B215.1. Bird language. B216. Knowledge of animal languages. B143. Prophetic bird. N451. Secrets overheard from animal (demon) conversation. M312.0.2. Prophecy of future greatness given by animals. S10. Cruel parents. M373. Expulsion to avoid fulfillment of prophecy. N682. Prophecy of future greatness fulfilled when hero returns home unknown.

*BP I 322f., 323 n. 1; *Wesselski *Märchen* 221 No. 35; Coffin I; Liungman SSF III 173f., 435. — Finnish 82; Finnish-Swedish 3; Estonian 6; Swedish 7 (Uppsala I, Stockholm I, misc. 5); Danish 3; Scottish 5, Campbell-McKay No. 14; Irish 27; Basque 2; French 6 (often with Type 671); German I; Italian: D'Aronco *Fiabe* 9, Friuli I; Hungarian: Dégh No. 21; Czech: Tille Soupis I 30ff. 7; Russian: Andrejev; Greek: *Laographia* XI 444ff.; Turkish: Eberhard-Boratav No. 214 IV; Jewish: Gaster *Rabbis* 248 No. 352. — Franco-American 2; Spanish-American: Rael Nos. 100, 101 (U.S.); West Indies (Negro) I.

- 518** *Devils (Giants) Fight over Magic Objects*, which the hero gets by trickery (cf. Type 400, incident V g) [D832], and with the help of which he performs the tasks imposed on the suitors of the princess [H335] and frees her from an enchantment [D753]. Cf. Types 51***, 302, 552, 926 D.

*BP III 424 (Grimm No. 197); cf. BP II 331ff. (Grimm No. 92) for the fighting over the magic objects. — Finnish 6; Estonian 2; Livonian 3; Lithuanian 19; Swedish 7 (Göteborg 1, Liungman 3, misc. 3); Danish 1; Catalan: Amades No. 154, cf. No. 37; Flemish I; German 6; Italian 4 (Tuscan [307] b, c, [901] 3, Sicilian I); Rumanian 6; Hungarian 10; Czech: FFC XXXIV 126f., Soupis II (1) 416f., II (2) 209f. 4; Slovenian 2; Serbocroatian I; Russian: Andrejev *Ukraine* 11, Afanasiev 15; Turkish: Eberhard-Boratav Nos. 84 IV, 97 III, 174 IV, 205, 212 III, 213 III; India 3. — Franco-American 5; Spanish-American: Hansen (Dominican