

- 524* *The Stupid Prince in the Cave*. An enchanted queen rescues a stupid prince whom his brother has pushed into a cave. The queen gives him her daughter for wife and he forgives his brothers.
Polish 1.

530—559 Animals as Helpers

- 530 *The Princess on the Glass Mountain*. Cf. Types 300, 329, 502, 550.

I. *Reward for the Vigil*. (a) Three brothers one after the other are sent to guard a meadow which is devastated at night by a monster or (b) they must in turns keep vigil for their dead father. (c) The elder brothers are frightened away but the youngest unpromising brother succeeds and secures three fine horses with saddle and bridle and armor of copper, of silver, and of gold. (d) He tells no one of this.

II. *The Glass Mountain*. (a) The king offers the princess to one who can take three golden apples from her as she sits on top of a glass mountain or (b) one who can ride to the fourth story of a tower, or (c) up a mast or (d) over a pit. (e) The hero rides with his three horses ever higher and at last to the top. (f) The hero alone succeeds.

III. *Unknown Knight*. (a) The hero disappears without telling who he is. (b) All suitors are summoned but only he can show the golden apples. (c) He marries the princess.

Motifs:

I. G346. Devastating monster. H1471. Watch for devastating monster. Youngest alone successful. H1462. Vigil for dead father. L10. Victorious youngest son. L131. Hearth abode of unpromising hero. B315. Animal helpful after being conquered. B401. Helpful horse. B181. Magic horse. F824. Extraordinary armor.

II. F751. Glass mountain. H331.1.1. Suitor contest: riding up glass mountain. H331.1.2. Suitor contest: riding to fourth story of tower. F1071. Prodigious jump. To fourth story (or the like). R111.2.2. Rescue of princess from mountain. F989.1. Horse jumps over high wall. H331.1.3. Suitor contest: riding up mast (spear). H331.1.4. Suitor contest: riding across pit.

III. R222. Unknown knight. H311. Inspection test for suitors. H80. Identification by tokens. L161. Lowly hero marries princess.

**Boberg *Danske Studier* 1928 pp. 16—53; *BP III *111, 340; *Hartmann *Trollvorstellungen* 172f.; *Honti *Beal* VI 34; *Ranke *Schleswig-Holsteinische Volksmärchen* II 146; Köhler-Bolte I 55, 67, *Coffin 1*. — Finnish 208; Finnish-Swedish 10; Estonian 33; Livonian 5; Lithuanian 11; Swedish 21 (Uppsala 6, Göteborg 4, Lund 2, Liungman 2, misc. 7); Norwegian 20; Danish 41, Grundtvig No. 3A; Irish 56; French 3; Flemish 1; German: Ranke 56, Meckl. No. 50, 51; Rumanian (300 I*C) 21; Hungarian 32, (530 I*) 18; Czech: Tille FFC XXXIV 52ff. 6, Soupis II (1) 148ff. 6; Slovenian 2; Serbocroatian 18; Polish 40, (530A)

6, (530B) 1, (536) 1; Russian: Andrejev *Ukraine* (530A) 16, Afanasiev (530A) 20; Albanian: Lambertz 83ff.; Turkish: Eberhard-Boratav Nos. 73, 257 IV, 258 II; Caucasus: Dirr 30; Arab: Littmann 183f., Spitta 152; India 8. — Franco-American 9; English-American: Baughman 2; Spanish-American: Rael No. 229 (U.S.).

530A *The Pig with the Golden Bristles*. A tsar commands his sons-in-law to get a pig with golden bristles, a golden-horned stag, etc. A foolish boy gets these wonders, but yields them to the sons-in-law, when they cut off his fingers and cut the skin from his back. At the feast they are exposed by the fool and the mutilations. Cf. Type 314.

Russian: Afanasiev (530B*) 28.

530B* *The Stolen Brides*. Aided by wonderful horses, the fool steals three brides. All three brothers shoot at their granaries; sound of girls' laughter is heard from the fool's granary. The fool gives a girl to each brother, keeping the youngest for himself. Lithuanian (*530B) 8.

531 *Ferdinand the True and Ferdinand the False*. On the advice of a jealous courtier the king assigns the hero difficult tasks, which he performs with the help of grateful animals. Bringing the beautiful bride for the king.

I. *The Hero's Horse and Magic Object*. (a) The hero at his christening is given by a beggar a key, with which he later obtains a horse which speaks and gives advice, or (a¹) the king appears, serves as his godfather, and gives him a ring as a means of recognition: when fifteen years old he sets out to find his godfather; or (a²) an illegitimate son of the king seeks his father; or (a³) the hero is on some other quest; or (a⁴) the hero, son of a huntsman, goes as hunter unto the king's service. (b) He finds a golden pen (or a golden bird, a spotted animal, a weasel, a diamond, a wild animal covered with glistening diamonds, or an elephant skin) and in spite of the advice of his horse (or his mother or his teacher) picks it up from the ground; he gives this to the king who on the advice of a treacherous courtier sends the hero on dangerous quests. (c) From a thankful fish he receives a fin and from a bird a feather.

II. *The Treacherous Companion*. (a) On the way to the king he is forced to change places with a treacherous companion and to swear silence; together they go into the king's service. (b) At the companion's suggestions he is assigned dangerous quests: (bringing the golden bird, or its cage, or the water of life, etc.), especially the bringing of a golden-haired maiden.

III. *Fetching the Princess*. (a) The hero is to fetch a beautiful princess for the king. (b) On the advice of his horse, he demands as a condition from the king a supply of meat and bread. (c) With these he obtains help from giants, lions, birds, ants who help him perform tasks assigned by the golden-haired maiden. (d) The fish returns his pen which has fallen into the water.

IV. *Beautification by Decapitation*. (a) The princess beheads him and then replaces his head to make him handsomer. (b) The king has the