559 Dungbeetle.

A (stupid, poor) boy (farmer's son, smith, soldier, old man) buys various animals with special qualities (from a supernatural being): a mouse (rat), a (dung-) beetle, and a crayfish (ant, bee, cricket, louse, flea, lizard). Or he meets (finds) the animals on his way and takes them along.

The king promises his melancholy daughter to any man who can make her laugh [T68, F591, H341,. H1194]. The boy accomplishes this by means of the amusing actions of his animals (dancing, playing music) [H982, B571, B582.2]. But he is not accepted as a bridegroom and is thrown into a lion's den. He is rescued by his animals, who also drive out the boy's rival (prince) by their characteristic behaviors: The dungbeetle carries away the prince's excrement [B482.2], the mouse makes him sneeze, etc., or they torment him for three nights in such a way that he does not touch the princess but soils the bed instead. The king sends him away [T171] and the boy marries the princess [L161]. Cf. Types 571, 857.

Combinations: 571.

Remarks: Important version see Basile, Pentamerone (III,5)