

One should not be too greedy. Q338. Immoderate request punished. L420. Overweening ambition punished.

**M. Rommel *Von dem Fischer un syner Fru* (diss. Karlsruhe, 1935); *M. de Meyer *Vlaamsche Sprookjesthemas* 103ff.; *BP I 138 (Grimm No. 19); Coffin 2. — Finnish 16; Finnish-Swedish 5; Estonian 16; Livonian 1; Lithuanian 17, (555A*) 24, (*774) 4; Lappish 2; Swedish 36 (Uppsala 5, Göteborg 16, Lund 1, Liungman 5, misc. 9); Norwegian 2; Danish 1; Icelandic 1; Irish 41, Beal XIV 273ff.; French 32; Catalan: Amades Nos. 3, 74, 166, 167, 777, cf. 168; Dutch 4; Flemish 18; Walloon cf. 779 I, 779 II; German 43; Austrian: Haiding No. 470; Italian 2 (Tuscan [1354] a, cf. [1354] b 2; Rumanian 4, (949B*) 1; Hungarian 2; Czech: Tille Soupis II (2) 455 2; Slovenian 6; Polish 12; Russian: Afanasiev 19; Greek 1, Loukatos No. 14; Turkish: Eberhard-Boratav No. 70, cf. 178; Indonesian: DeVries No. 185. — Franco-American 4; Spanish-American: Hansen (Cuba) 1, (Puerto Rico) 6; West Indies (Negro) 6. — African 11.

556A* *The Good Stepmother*. The hero weeps on his mother's grave and she appears and imposes tasks. His good stepmother helps him. Grateful animals help him when summoned. The stepmother's sister gives magic objects. With these he performs the tasks, disenchant a princess, returns home and rescues his stepmother from the stake.

Icelandic (556 I*) 1, (556 IV*) 1, (556 V*) 1.

556B* *Curse and Countercurse*. The hero wins a chess game from woman clad in red (blue, green). Curse: No rest for him until he performs tasks — go into woods where birds, dogs, and cattle will seize bear. Countercurse. Good stepmother and grateful animals help. Task: to bring corn (feathers) scattered by the wind, to kill ox. He finds the life-egg of giants and kills them. He flees with imprisoned princess on a flying cloak (transformed eggs) and marries her.

Icelandic (556 II*) 1.

556C* *Stepmother and Giantess*. Prince hidden in room where his stepmother sleeps. Every night she is visited by a frightful giantess. When the prince is discovered, the giantess lays a curse on him with tasks to perform. These are cumulative. He is helped by persons and animals. He escapes by a magic flight and disenchant his half-giantess stepmother.

Icelandic (556 III*) 8.

556D* *The Crying Child*. A queen wanting to abandon a child dies instead. The child weeps continually. The king finds a new wife in the house of a large-eyed kindly monster. When the marriage takes place the child stops crying. The new stepmother tells her story. Trolls have abducted her, her sister and her father. The large-eyed monster has saved them. The prince later succeeds with the monster's help.

Icelandic (556 VI*) 2.

556E* *Kind and Unkind Brothers*. Youngest brother gets help of little men or animals who perform his tasks.

Icelandic (556 VIII*) 1.

556F* *The Shepherd in the Service of a Witch*. Is to drive the witch's herd (her daughters) to pasture [H1199.12.2]. Grateful animals give help.

Lithuanian (*557) 4.

559 *Dungbeetle*. The princess made to laugh. Making an absurd parade.

Later forcing the noble suitor out of his bridal bed. Cf. Types 571—574, 621.

I. *Making Princess Laugh*. (a) A princess has been offered to the man who can make her laugh. (b) The hero accomplishes this by means of absurd situations into which he places people (c) with the help of grateful animals or (d) magic objects (a rope that binds and tightens, a magic fiddle, etc.) which he has bought.

II. *Rescue from Imprisonment*. (a) By means of the animals or (b) the objects, he is rescued from a lion's den into which he is thrown.

III. *Driving out the Bridegroom*. (a) In the same manner, when he has been refused the princess in reward, he causes wasps to attack and drive out successive rivals on the bridal night. (b) The princess recognizes his power and marries him.

Motifs:

I. T68. Princess offered as prize. H341. Suitor test: making princess laugh. Sadfaced princess has never laughed. H341.1. Princess brought to laughter by people sticking together. B350. Grateful animals. H982. Animals help man perform task. B571. Animals perform tasks for man. B582.2. Animals help hero win princess. B482.2. Helpful dungbeetle. D1411.1. Magic rope binds person. D1415.2.5. Magic fiddle causes dancing.

II. B544. Animal rescues captive. D1395. Magic object frees person from prison.

III. B481.5. Helpful hornet. B481.4. Helpful wasp. T171. Bridegroom driven from bridal chamber by magic. Usually by hornets or wasps. L161. Lowly hero marries princess.

*BP II 454 n. 1. — Finnish 12; Estonian 15; Lithuanian 8; Norwegian 1; Danish 5, Grundtvig No. 20B; Irish 67, Beal X 3f. No. 26; French 7; Flemish 5; German: Ranke 6; Austrian: Haiding No. 25; Italian 3 (Pentamerone III No. 5, Friuli 2); Hungarian 1; Czech: Tille FFC XXXIV 231; Serbocroatian 1; Russian: Afanasiev 4; Greek 1; Turkish: Kunos (1887) No. 28. — Franco-American 16; West Indies (Negro) 1; American Indian: Thompson *C Coll* II 411ff. — African 1.

MAGIC OBJECTS

560—568 The Magic Object is Stolen from the Hero but he Forces its Return

560 *The Magic Ring*. The grateful animals (cat and dog) recover it for him.
See analysis below: I a, b; II; III; IV a.

Analysis: Types 560 and 561.

I. *Magic Object Received*. The hero receives a magic ring (stone) which will perform all the wishes of the owner, from (a) a man whose son the