

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

hero has saved from death or (b) a cat and dog he has saved or rescued; or (c) he finds it.

II. *Magic Castle*. By means of his wishing ring he builds a magic castle, and marries the king's daughter.

III. *Theft of Magic Object*. The wishing ring is stolen (a) by the wife or (b) by a third person who wants to possess the wife. — (c) The castle and wife are transported to a distant island.

IV. *Recovery of Object*. (a) The hero recovers the missing object with the help of the grateful cat and dog who swim to the island and compel a mouse to steal the ring from the thief's mouth, or (b) with the help of a second magic object which transports the hero to the island. (c) The castle and princess are restored.

Motifs:

I. D810. Magic object a gift. D812. Magic object received from a supernatural being. D1470.1. Magic wishing-object. Object causes wishes to be fulfilled. D1470.1.15. Magic wishing-ring. D817.1. Magic object received from man in return for rescue of child. B360. Animals grateful for rescue from peril of death. B505. Magic object received from animal. B421. Helpful dog. B422. Helpful cat. D840. Magic object found.

II. D1662.1. Magic object works by being stroked. D1131.1. Castle produced by magic. L161. Lowly hero marries princess.

III. D860. Loss of magic object. D861.5. Magic object stolen by hero's wife. K2213. Treacherous wife. D861.4. Magic object stolen by rival for wife. D2136.2. Castle magically transported.

IV. D882. Magic object stolen back. B548.1. Animals recover lost wishing ring. Grateful cat, dog, and snake compel mouse to steal it from thief. K431. Mouse's tail in mouth of sleeping thief causes him to cough up swallowed magic ring. D882.1.1. Stolen magic object stolen back by helpful cat and dog. They steal the ring from the thief's mouth. D881. Magic object recovered by using second magic object.

\*\*Aarne MSFO XXV 3—82; \*BP II 541ff.; \*Espinosa III 67; Coffin 6. — Italian (Tuscan [870] 1); Czech: Tille Soupis I 208—212 5, FFC XXXIV 268ff.; Slovenian 6; Serbocroatian 4; Russian: Afanasiev 45; Turkish: Eberhard-Boratav No. 58; India 21; Chinese: Eberhard FFC CXX No. 13.

560A\* *Magic Ring and Flying Horse*. Youngest brother with rope and nails scales walls of castle where three princesses are held. He lets them out. His two older brothers pull out nails before he can descend. Youngest princess leaves a wishing ring with hero. He wishes for flying horse and escapes. In disguise he works as servant in palace. His brothers marry the two older princesses. Youngest recognizes hero as servant and tells king she will marry him. King becomes ill from the shock. Older brothers search for lion's milk to cure him. Hero obtains milk with wishing ring and trades it to brothers for gold balls king gave them for wedding presents. Hero puts enemy to flight with the ring. He gives brothers conquered flags for



permission to brand them. King consents to marriage of hero with youngest princess. Finally the hero's brothers' deceptions are revealed and balls and brand are shown as evidence. Brothers are turned out. Cf. Types 301, 314, 550.

Spanish-American: Hansen (560 A) (Puerto Rico) 1.

560B\* *Cat and Mice and Magic Box*. Witch follows ox into cave and they fall to island of mice. Man locks cave entrance. Witch arranges with mice to steal magic box from man. Mice steal it but man catches one mouse that promises to lead him to box in return for freedom. Man hides cat in his bosom and when mice threaten him, he lets cat loose. Mice return box on condition that cat does not harm them. Man returns home unharmed.

Spanish-American: Hansen (560\*\*B) (Puerto Rico) 1.

560C\* *Doll Producing Gold Stolen and Recovered*.

French 4, Antilles 2.

561 *Aladdin*. The object recovered by means of another magic object. For analysis see Type 560 (I c; 1I; III; IV b, c).

Motifs:

I. D812.5. Magic object received from genie. D840. Magic object found. D1470.1.5. Magic wishing-ring. D1470.1.16. Magic wishing-lamp. D1421.1.5. Magic lamp summons genie. D1662.2. Magic lamp works by being stroked.

II. D1131.1. Castle produced by magic. L161. Lowly hero marries princess.

III. K2213. Treacherous wife. D860. Loss of magic object. D871.1. Magic object exchanged for worthless. Foolish brother (wife) exchanges old object for new. D2136.2. Castle magically transported.

IV. D881. Magic object recovered by using second magic object.

\*\*Aarne MSFO XXV 3—82; \*BP II 547; Coffin 3. — Finnish 11; Estonian 5; Lithuanian 4; Lappish 2; Swedish 6 (Uppsala 1, Lund 1, Liungman 1, misc. 3); Norwegian 2, Solheim 1; Danish 9, Grundtvig No. 6C; Irish 44; French 11; Catalan: Amades Nos. 109, 178; Flemish 6; German: Ranke 16; Italian: D'Aronco *Fiabe* 16 (Tuscan 561 a—c, 675 a, b 5, Sicilian 2); Rumanian 1; Hungarian 4; Czech: Tille Soupis I 6—30, II (1) 217ff. 14, FFC XXXIV 256; Slovenian 1; Serbocroatian 15; Polish 6; Russian: Afanasiev 5; Greek: Dawkins *Modern Greek Folk-tales* No. 8; Turkish: Eberhard-Boratav No. 180, cf. 173 15; India 2. — Franco-American 8; Cape Verde Islands: Parsons XV (1) 364 n. 1; West Indies (Negro) 1; American Indian: Thompson *C Coll* II 397ff., cf. also (Cowichan) Hill-Tout JAI XXXIV 374ff.

562 *The Spirit in the Blue Light* (= Andersen's »Fire-Steel»). Three nights in succession the spirit brings the princess to the hero. In his flight the hero leaves the blue light behind. A comrade brings it to him in prison and it saves him from punishment. The spirit comes in response to a light made by a fire steel or firestone found in an underground room. When the hero is to be executed he asks permission to light his pipe and thus calls the spirit to his rescue.