

562 The Spirit in the Blue Light.

A discharged soldier (deserter) is asked by an old woman (witch) to fetch for her a fire-steel (light, tinderbox, candle) from an underground treasury (magic castle) guarded by dogs [D845]. He keeps it for himself (kills the old woman). He discovers that when he lights the fire-steel a helpful spirit (dogs, iron man, giant) appears [D1470.1, D1421.1.2, D1421.1.4, N813]. He orders the spirit to bring the princess to him during three successive nights [D1426]. She has to serve him (he kisses her, impregnates her).

The king tries to discover where his daughter goes by putting a mark on the door [R135]. The spirit discovers the ruse and defeats it by putting the same mark on all the houses. The third time the soldier takes the princess, he is discovered (gives up himself) and imprisoned. He asks for his fire-steel, and before he is executed he asks for permission to smoke for one last time. When he lights his fire-steel, the spirit appears and rescues him (and imprisons the king instead) [K331, D1391]. By threatening violence the soldier forces the king to agree that he may marry his daughter. Cf. Types 560, 561.

In some variants the spirit is disenchanting by being beheaded or when the candle is burned up [D765.1, E765.1].

Combinations: 566, 1626.

Remarks: The variants of the Types 560, 561 and 562 are often mixed with each other or they are not clearly differentiated. Important literary version by H. C. Andersen, *Fyrtoiet* (1835).