

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.

Motifs:

D1426. Magic object draws woman to man. D845. Magic object found in underground room. D1470.1. Magic wishing-object. Object wishes to be fulfilled. D1421.1.4. Magic light summons genie. N813. Helpful genie. D1421.1.2. Magic fire-steel summons genie. K551. Respite from death until particular act is performed. D1391. Magic object saves person from execution.

**Aarne MSFO XXV 3—83, especially 57; *BP II 535 (Grimm No. 116). — Finnish 43; Finnish-Swedish 5; Estonian 15; Lithuanian 17; Swedish 6 (Uppsala 3, Göteborg 1, misc. 2); Danish 5, Grundtvig No. 6A; Irish 30; French 7; Catalan: Amadcs No. 220; Flemish 1; German: Ranke 33; Austrian: Haiding No. 469; Hungarian 6; Czech: Tille Soupis I 27, 606ff. 6, FFC XXXIV 271; Slovenian 4; Polish 6; Russian: Andrejev 2; Turkish: Eberhard-Boratav cf. No. 219, 291 V; India 1. — Franco-American 2.

563 *The Table, the Ass, and the Stick.* The stick compels the treacherous host of the inn to give back the table and the ass.

See analysis below: I a, b, c, d; II a, (b) d.

Analysis: Types 563 and 564.

I. *The Magic Objects.* (a) A poor man receives three magic objects: (b) a table or sack that supplies itself with food, (c) a gold-dropping ass, (d) and a cudgel or (e) a sack containing a mannikin that beats an enemy until called off by its owner.

II. *The Objects Stolen and Recovered.* (a) The first two objects are stolen by the host of an inn, (b) by the hero's brothers (c) or by a neighbor. (d) By means of the cudgel or sack the other objects are recovered.

Motifs:

I. S327. Child cast out because of his stupidity. D1470.1. Magic wishing-object. Object causes wishes to be fulfilled. D1472.1.7. Magic table supplies food and drink. D1472.1.22. Magic sack (purse) supplies food and drink. D1030.1. Food supplied by magic. B103.1.1. Gold-producing ass. Droppings of gold. D1401.2. Magic sack furnishes mannikin who cudgels enemies. D1601.5. Automatic cudgel. D1401.1. Magic club (stick) beats person. D1651.2. Magic cudgel works only for master.

II. D861.1. Magic object stolen by host (at inn). K2241. Treacherous innkeeper. D861.3. Magic object stolen by brothers. D861.2. Magic object stolen by neighbor. J2355.1. Fool loses magic objects by talking about them. D881.2. Recovery of magic object by use of magic cudgel.

**Aarne JSFO XXVII 1—96; *BP I 349 (Grimm No. 36); Coffin 10; M. de Meyer *Vlaamsche Sprookjesthemas* 112ff. — Finnish 78; Finnish-Swedish 9; Estonian 26; Livonian 2; Lithuanian 44; Lappish 1; Swedish 39 (Uppsala 3, Stockholm 4, Göteborg 5, Lund 2, Liungman 10, misc. 10); Norwegian 20; Danish 53, Grundtvig No. 61; Icelandic 2; Scottish 2; Irish (*564) 216, Beal X 3f. No. 26; English 1; French 77; Catalan: