

### **563 The Table, the Donkey and the Stick.**

A (poor) man receives from a supernatural being (God, devil, wind) a table that covers itself with food (tablecloth, etc.) [D1030.1, D1472.1.7, D1472.1.22]. On his way home he stays in an inn and others see him use the table (he forbids others to use it) [J2355.1]. The innkeeper cheats him by exchanging the magic table (cloth) with an ordinary one [D861.1, K2241, D861.3, D861.2]. After the poor man arrives home the table does not have any magic power, so he goes back to the giver and complains. The giver gives him a gold-dropping animal (donkey [B103.1.1], hen, etc.).

The same thing happens again. This time the man receives a sack containing a magic cudgel [D1401.2] (mannikin) that beats people until it is called off by its owner [D1601.5, D1401.1, D1651.2]. The man himself is beaten by the cudgel. When the greedy innkeeper tries to steal the sack, the cudgel beats him until he returns all the stolen magic objects [D881.2]. Cf. Types 564, 565, and 569.

Combinations: This type is usually combined with episodes of one or more other types, esp. 564, 569, and also 212, 313, 326, 461, 554, 555, 566, 1541, and 1960G.

Remarks: Important versions see Basile, *Pentamerone* (I,1, cf. V,2). The variants of the Types 563, 564 and 565 are often mixed with each other or they are not clearly differentiated. Only the Grimms' version (No. 36) is introduced by the tale of the lying goat, where three brothers set out on a journey (cf. Type 212).