

Amades No. 36, 86, 167; Dutch 3; Flemish 16, Witteryck (p. 300) 16; German: Henssen *Volk* No. 133, Ranke 54; Austrian: Haiding No. 40; Italian: D'Aronco *Fiabe* 53 (Pentamerone I No. 1, Tuscan 563 a, b, f, l 4, Friuli 4, Sicilian 4); Rumanian 13; Hungarian 21; Czech: Tille Soupis I 516—523, 525—530 20; Slovenian 8; Serbocroatian 13, (563 I) 1; Polish 27; Russian: Andrejev *Ukraine* 11, Afanasiev 13; Greek 19, Hahn No. 43, Loukatos No. 17; Turkish: Eberhard-Boratav No. 176, 258 III 24; Berber: Laoust 109; India 20; Indonesian: DeVries No. 187. — Franco-American 13, French Antilles 5; English-American: Nova Scotia: MAFLS XXIV 33f., Baughman 4; Spanish-American: Rael No. 217—219 (U.S.), Hansen (Chile) 2, (Dominican Republic) 3, (Puerto Rico) 8; Cape Verde Islands: Parsons MAFLS XV (1) 99 n. 1; West Indies (Negro) 18; American Indian: Thompson *C Coll* II 413f. — African 14.

- 564 *The Magic Providing Purse and »Out, Boy, out of the Sack!«* The rich neighbor steals the magic objects. By means of the sack the hero compels the return of the purse.

For analysis see Type 563: I a, b, c, e; II c, d.

**Aarne JSFO XXVII (1909) 48; *Krohn FFC XCVI 48ff. — Finnish 63; Finnish-Swedish 1; Estonian 15; Lithuanian 15; Swedish 1; Danish 1, Grundtvig No. 61; Irish (*563) 216; Catalan: Amades Nos. 186, 192; Dutch 1; Flemish 1; German 1; Italian (Tuscan 563 c, e, m, p 4, Sicilian 2); Czech: Tille Soupis I 523f., 525ff. 10; Slovenian 1; Serbocroatian 2; Polish 14; Russian: Afanasiev 17; Turkestan: Radloff VIII No. 24; India 6. — Franco-American 1; Spanish-American: Hansen (Dominican Republic) 1, (Puerto Rico) 1.

- 565 *The Magic Mill*. Grinds an enormous amount of meal or salt when the man who has stolen it cannot stop it.

I. *The Magic Mill (Pot)*. The hero or heroine receives (a) a magic pot that fills itself with porridge or (b) a mill that grinds meal or salt. (c) Only the owner can command it to stop.

II. *The Mill Keeps Grinding*. (a) In the absence of the heroine her mother commands the pot to work but she cannot stop it and it fills the house with porridge until the owner returns to stop it; or (b) the thief of the object cannot stop it and must give it back to the owner; or (c) a ship-captain steals the mill and takes it aboard ship, where he commands it to grind salt. He cannot stop it and it sinks the ship and keeps grinding. This is why the sea is salt.

Motifs:

I. D1601.10.1. Self-cooking pot. D1472.1.9. Magic pot supplies food and drink. D1601.21.1. Self-grinding salt-mill. D1651. Magic object obeys master alone.

II. D1651.3. Magic cooking-pot obeys only master. C916.3. Magic porridge-pot keeps cooking. Against command, mother of owner bids

pot to cook. It fills house with porridge and will not stop until ordered by mistress. A1115.2. Why the sea is salt: magic salt mill.

*BP II 438 (Grimm No. 103); Aarne JSFO XXVII (1909) 67, 80; *Liungman SSF III 205ff.; Krohn FFC XCVI 48. — Finnish 52; Finnish-Swedish 6; Estonian 6; Livonian 1; Lithuanian 4; Lappish 1; Swedish 32 (Uppsala 8, Stockholm 1, Göteborg 8, Lund 2, Liungman 4, misc. 9); Norwegian 8; Danish 26, Grundtvig No. 65; Icelandic 3; Irish 62, Beal III 53f. No. 3, XIV 215, XVIII 94f.; French 3; Catalan: Amades No. 57; German: Ranke 15; Austrian: Haiding No. 4; Czech: Tille Soupis I 530f. 2; Slovenian 5; Serbocroatian 3; Polish 3, (738) 2; Russian: Andrejev 1; Greek 1; Indonesian: DeVries No. 189; Chinese: Eberhard FFC CXX 107f. No. 63, FFC CXXVIII 81f. No. 38. — Franco-American 3; Cape Verde Islands: Parsons MAFLS XV (1) 238 n. 2; West Indies (Negro) 2. — African (Basuto): Jacottet 220 No. 33.

- 566** *The Three Magic Objects and the Wonderful Fruits (Fortunatus)*. The return of the objects is brought about with an apple, the eating of which causes horns to grow.

I. *The Magic Objects*. (a) Three men each receive from a mannikin or from enchanted princess a magic object: (b) a self-filling purse (mantle), (c) a traveling-cap, (d) and a horn (whistle) that furnishes soldiers.

II. *Loss of Objects*. (a) The objects are one by one stolen by a princess with whom the hero plays cards. (b) By means of the traveling-cap they transport the princess to a distant place, but she escapes.

III. *The Magic Apple*. The hero eats an apple that causes horns to grow on his head; later he finds a fruit that removes them.

IV. *Recovery of the Objects*. (a) The hero returns to the court and succeeds in causing the princess to eat an apple; horns grow on her head. (b) In payment for curing her he receives back the magic objects.

Motifs:

I. D812. Magic object received from supernatural being. N821. Help from little man. D5. Enchanted person. D1470.1. Magic wishing-object. Object causes wishes to be fulfilled. D1451. Inexhaustible purse furnishes money. D1455.1. Magic mantle provides treasure. D1520. Magic object affords miraculous transportation. D1520.11. Magic transportation by cap (hat). D1475.1. Magic soldier-producing horn.

II. K2213. Treacherous wife. D861.6. Magic object stolen in card game. R210. Escapes.

III. D992.1. Magic horns (grow on person's forehead). D1375.1. Magic objects (fruit, vegetables, charm, flowers, drink) cause horns to grow on person. D1376.1. Magic objects (fruit, ring) make nose long (restore it). D1375.2. Magic object (fruit, nut, water, flowers) removes horns from person. D881.1. Recovery of magic object by use of magic apples. These apples cause horns to grow. D895. Magic object returned in payment for removal of magic horns.