

569 The Knapsack, the Hat and the Horn.

The youngest of three poor brothers obtains a magic object [D840, D1470.1] (table-cloth, napkin, table, mill) that magically produces food [D1472.1.22]. On his way he exchanges the object for a knapsack that can produce an army [D1475.4] (magic weapon, stick, sabre, cudgel out of the sack). By means of this he secures the first object again [D831]. In the same way he gets other magic objects that function as weapons (hat), make walls fall down (horn [D1222]), provide him with unlimited quantities of money, let him cover enormous distances (seven-league boots, flying carpet), produce a castle (etc.), or resuscitate the dead (violin, flute).

Back home he lives a glamorous life. The magic objects are stolen from him by a cunning guest (king, princess, neighbor). By using the last object he recovers them all. With the help of the magic horn he destroys the attacking army and kills the king and his daughter; or, he resuscitates the people he has killed, makes peace with the king, marries the princess, and inherits (half of) the kingdom.

In some variants the king is attacked by enemies. The boy rescues him from danger using his magic objects, and marries the princess. Cf. Type 465A.

Combinations: This type is usually combined with episodes of one or more other types, esp. 300,326,400,465, 563, 566,592, and 936*.