

No. 61G; Irish 44, Beal IV 228f. No. 2; French 5; Catalan: Amades No. 192, cf. 105; Flemish 11; German 18, Meckl. Nos. 34, 79; Hungarian 10; Czech: Tille Soupis I 524f., 532—550, II (1) 294ff., FFC XXXIV 280f. 20; Slovenian 2; Russian: Afanasiev 8; Greek 1, Hahn No. 15; Turkish: Eberhard-Boratav No. 169 III; India 2; Indonesian: DeVries No. 191. — Franco-American 8; English-American: Baughman 2; Spanish-American: Rael No. 225 (U.S.); West Indies (Negro) 1; American Indian: Thompson *C Coll* II 404, 406, 408.

570 *The Rabbit-herd*. With the help of his magic pipe he calls the rabbits together. He wins the hand of the princess.

I. *Task: Herding Rabbits*. A king offers the princess as a prize to the man who can herd his rabbits (goats). He has a pipe with which he can call the animals back.

II. *Youngest Brother's Success*. (a) Two elder brothers are unkind to an old woman and fail, but the youngest is kind and receives a pipe with which he can assemble the animals.

III. *Bargains for Magic Pipe*. (a) In the attempt to buy the pipe from him the princess or the queen kisses him, (b) or lies with him; or (c) the king kisses a horse's rump.

IV. *A Sack of Lies*. (a) Before finally granting him the princess, the king orders the boy to tell a sack of lies. (b) He begins to tell until the king (queen) makes him stop and gives him the princess. — Adapted from Christiansen *Norske Eventyr*.

Motifs:

I. T68. Princess offered as prize. H335. Tasks assigned suitors. Bride as prize for accomplishment. H1112. Task: herding rabbits. D1441.1.2. Magic pipe calls animals together.

II. Q2. Kind and unkind. L13. Compassionate youngest son. B845. Wild animals herded. N821. Help from little man. N825. Old person as helper.

III. K1358. Woman kisses (lies with) hero in return for his magic whistle. K1288. King induced to kiss horse's rump: trickster then threatens to tell.

IV. H1045. Task: filling a sack full of lies (truths). K1271.1.1. The bag of lies: threat to tell of queen's adultery. L161. Lowly hero marries princess.

*BP III 267ff. (Grimm No. 165 incident C); DF XLV 134 No. 7; *Arts et Traditions Populaires* I 274; Coffin 2. — Finnish 79; Finnish-Swedish 5; Estonian 8, (1630* incident IV) 1; Livonian 1; Lithuanian 13; Lappish 1; Swedish 21 (Uppsala 6, Göteborg 2, Lund 1, misc. 12); Norwegian 13; Danish 29, Grundtvig No. 18B; Icelandic 4; Irish 17; French 23; Spanish 5; Catalan: Amades Nos. 144, 170, 194; Dutch 1; German: Ranke 51, Meckl. No. 74; Austrian: Haiding No. 29; Italian 1 (Tuscan 554C 1); Hungarian 6; Czech: Tille Soupis II (1) 279ff.,

303ff., 307ff., 319ff., FFC XXXIV 231ff., 236ff. 15; Slovenian 3; Serbo-croatian 15; Polish 7, (515) 2; Russian: Andrejev 2, (*1630) 2; Greek 3; Turkish: Eberhard-Boratav Nos. 58 III, 182 III, IV, 232 IV, V. — Franco-American 14; English-American: Baughman 3; Spanish-American: Rael Nos. 3, 7, 9, 316 (U.S.); Portuguese-American (Brazilian): Camara Cascudo p. 139; Cape Verde Islands: Parsons MAFLS XV (1) 251; West Indies (Negro) 3.

570A *The Princess and the Magic Fish-skin.* She gives herself to a fisherman in exchange for a gold-producing fish-skin. She bears a child and is expelled. With the help of the fish-skin she builds a palace. Her father unwittingly woos her so as to receive the fish-skin. She makes herself known and shames him.

Greek: Dawkins *Modern Greek Folktales* No. 4, Hahn No. 109; Turkish: Eberhard-Boratav No. 71, cf. No. 193 5; Arab: Littmann p. 339.

570A* *The Lying Boy.* A boy who always lies is visited by a fairy who tells him not to lie or she will punish him. He lies three times and three noses grow on his face. To remove them he must tell three truths.

Spanish-American: Hansen (836**J) (Puerto Rico) 1.

570B* *The Sheep and the Magic Flute.* (a) A shepherd rescues a sheep from death, (b) runs away, is lost at sea and rescued by a fish. (c) He receives a magic flute, the sound of which gathers the sheep (cf. Type 570); (d) among them is a queen, enchanted by a shepherd.

Polish (404) 1.

571—574 *Making the Princess Laugh.* (Often followed by: He to whom the princess turns in bed may have her as reward. — Cf. Type 621).

571 »*All Stick Together.*» All remain hanging to the magic object: bundle of hay, cow, servant boy, preacher, etc.

I. *The Golden Goose.* (a) Of three brothers only the youngest divides food and drink with a hungry man and receives as reward a golden goose; or (b) he gets the magic animal by a lucky bargain (cf. Type 1415).

II. *All Stick Together.* (a) To the magic goose the innkeeper's daughter, who has stolen a golden feather at night, sticks fast, as do also the parson, the sexton, and three peasants.

III. *Making the Princess Laugh.* (a) By means of this strange sight or (b) through three small animals or (c) the foolish acts of the hero or (d) other strange sights, the sad-faced princess is made to laugh. (e) In return for this service the hero is to marry her.

IV. *Tasks.* Before receiving her he is assigned tasks: (a) drinking a cellar full of wine, (b) eating up a mountain of bread, (c) making a land and water ship. He accomplishes these with the aid of his extraordinary companions. See Type 513. — Adapted from BP.

Motifs:

I. Q2. Kind and unkind. L13. Compassionate youngest son. D817.