

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.

Magic object received from grateful person. N421. Lucky bargain. N102.1. Golden bird. B172. Magic bird.

II. K422. Thief rendered helpless by magic. D1413. Magic object holds person fast. D2171.3.1. Magic adhesion to goose. D2171.5. Persons magically stick together.

III. H341. Suitor test: making princess laugh. H341.1. Princess brought to laughter by people sticking together (H341.2, by small animals; H341.3, by foolish actions of hero). T68. Princess offered as prize.

IV. H1142.1. Task: drinking wine cellar empty. H1141.1. Task: eating mountain of bread. D1533.1.1. Magic land and water ship. F601.2. Extraordinary companions help hero in suitor tests. L161. Lowly hero marries princess.

*BP II 39 (Grimm No. 64) *Anderson *Novelline* No. 33; Coffin 5; *Ranke *Schleswig-Holsteinische Volksmärchen* II 300. — Finnish 75; Finnish-Swedish 12, (571*) 1; Estonian 15; Lithuanian 29; Lappish (571*) 1; Swedish 28 (Uppsala 13, Stockholm 4, Göteborg 3, Lund 6, Liungman 2, misc. 7); Norwegian 8; Danish 37, Grundtvig No. 20A; Icelandic cf. 2; Scottish 1; Irish 182, Beal IV Supplement 1ff., XI 83f. No. 38, VI 169f. No. 162; English 1; French 20; Dutch 4; Flemish 11; German 87 (Archive 56, Ranke (571) 30, Meckl. No. 72); Austrian: Haiding No. 25; Italian: D'Aronco *Fiabe* 9 (Friuli 2, Tuscan 571 a, b, [2002] a, b 4, Sicilian 2); Rumanian 6; Hungarian 9; Czech: Tille Soupis I 375ff., II (1) 303ff., 312ff., FFC XXXIV 234 15; Slovenian 8; Serbocroatian 16, Istrian No. 18; Polish 3; Russian: Afanasiev 9; Greek 1, Hahn No. 110; Turkish: Eberhard-Boratav No. 182, cf. No. 92 9; India 2. — Franco-American 19; English-American: Baughman 3; Spanish-American: Rael Nos. 314, 316, 317—320 (U.S.); West Indies (Negro) 1; American Indian: Thompson *C Coll* II 411ff.

571A *Tale of the Basin*. Lover caught on magic basin and left in an embarrassing position. [K1217].

*BP II 40; *Wesselski *Märchen* 216 No. 27; *Kittredge *Witchcraft* 201 nn. 102, 103; Spanish: Espinosa Nos. 126—132; India: Thompson-Balys. — Spanish-American (Puerto Rico): Mason-Espinosa JAFI XXXIV 174 No. 35.

571B *The Himphamp*. Lover of peasant's (blacksmith's) wife wishes to get rid of the husband. Has nobleman order him to perform impossible tasks [H931, H1010]: finally to make a »Himphamp» (fimfarum, wirrwarr). The husband gets help of the devil [D812.3] (or other supernatural being) and by means of a magic word or object prepares the »Himphamp» on which he binds together [D1413] in obscene situations the wife, the lover, the maid, etc.

*BP II 40ff.; *Ranke *Schleswig-Holsteinische Volksmärchen* II 300. — German: Ranke 11; Hungarian: Berze Nagy (1752*) 1; Czech Tille Soupis I 375ff. 2; Serbocroatian 2.

- 571C** *The Biting Doll*. A girl is kind to an old lady and receives a magic doll that produces a quantity of money. An envious neighbor borrows the doll and it soils her bed. She throws it out of the house. It bites the king when he passes by. Only the girl is able to make it stop biting. She recovers the doll.

Pentameron V No. 1; Anderson *Novelline* II 37 No. 32, 63 No. 49. — Turkish: Eberhard-Boratav No. 172; Spanish-American: Hansen (**568) (Chile) 2.

- 572*** *The Barking Dog's Head, the Striking Axe, etc.*
Estonian 13.

- 572**** *Objects Given Away Lose Magic*. A king persuades the hero to give him his magic objects, whereupon these objects lose their qualities. The king gives his daughter to the hero as wife; the objects disappear and he must maintain his son-in-law.
Polish (572) 1.

- 573*** An orphan girl receives three feathers from an old man; suitors from the courts woo her aggressively; the feathers punish them.
Polish 1.

- 574*** An old soldier receives a miraculous cane which fulfills his wishes (supplies food, drink, and bedding). A woman steals the cane, neglects herself, and when her daughter has destroyed the cane, falls into misery.
Polish 1.

- 575** *The Prince's Wings*. Contest in the preparation of the most wonderful object. Wings. The prince buys the wings from a clever workman. The hero flies to the princess in the tower. They fly away together from the stake where they are to be burned. After they have flown away the father offers half his kingdom as reward to the one will return her. The prince flies back with her and enforces the bargain.

Motifs:

K1346. Hero flies to maiden's room. F1021.1. Flight on artificial wings. R111.3.1. Girl rescued by traveling through air. R215.1. Escape from execution pyre by means of wings. K442.1. Reward offered for stolen object (princess). Q112. Half of kingdom as reward. L161. Lowly hero marries princess.

*BP II 131 (Grimm No. 77 a). — Finnish 26; Finnish-Swedish 3; Estonian 10; Lithuanian 12; Danish 4; Flemish 2; German: Ranke 9; Austrian: Haiding No. 15; Hungarian 1; Czech: Tille Soupis II (1) 36ff. 4, FFC XXXIV 308; Serbocroatian 1; Polish 1; Russian: Andrejev 7; Greek 3; Turkish: Eberhard-Boratav Nos. 136 III, 175 IV, 291 V; India 7. — Spanish-American: Rael No. 168 (U.S.).

- 576** (formerly 576*****) *The Magic Knife*. A youth steals the knife from the robbers' castle, kills them with it and wins the preacher's daughter. He conquers his rival by means of the knife.

Motifs:

D838. Magic object acquired by stealing. D1083. Magic knife.