

pot that brings him bread, beer, money, etc. from his rich neighbors [D1605.1, D1412.2].

Finnish-Swedish 1; Lappish 1; Swedish 15 (Uppsala 3, Göteborg 3, Lund 2, Liungman 3, misc. 4); Norwegian 2; Danish 22, Grundtvig No. 62; Irish 1; Dutch 1; German 4 (Archive 3, Henssen Volk No. 134); Slovenian 1; Russian: Andrejev; Turkish: Eberhard-Boratav No. 73, cf. 94.

- 591* *Unhappy Lower Class Wife of a King* gets ring from another king, transforms self to bird and flies to him.

Greek (590*) 3.

- 592 *The Dance Among Thorns*. Magic fiddle, cards, and gun. The judge is compelled to dance.

I. *The Magic Object and Powers*. (a) A boy, driven from home by an evil stepmother or (b) dismissed from service with a pittance for years of labor, (c) gives his money to a poor man who in return grants the boy's three wishes: (c¹) a magic fiddle that compels people to dance, (c²) a never failing crossbow, (c³) the power of having his desires obeyed, or (c⁴) other magic objects, or powers.

II. *The Dance in Thorns*. (a) With a Jew (or monk) he shoots a bird on a wager. (b) The loser must go into the thorns naked and get the bird. (c) With the fiddle he makes the loser dance in the thorns. — (d) He defeats a giant by making him dance.

III. *At the Court*. The boy is brought to court for his misdeeds and condemned to be hanged. He gets permission to play his fiddle and compels the judge and whole assembly to dance until he is released. — Often joined with one of the following: Types 303, 314, 325, 326, 330A, B, 475, 502, 569, 570, 571, 650A, 675.

Motifs:

I. S322.4. Evil stepmother casts forth boy. W154.1. Man dismissed after years of service with a pittance. Q42.1. Spendthrift knight. Divides his last penny. He is later helped by the grateful person. D800. Magic object. D1761.0.2. Limited number of wishes granted. D1415.2.5. Magic fiddle causes dancing. D1653.1.4. Unerring bow. D1653.1.7. Infallible gun. D1761.0.1. Wishes granted without limit. D1700. Magic powers.

II. N55. Shooting contest on wager. N55.1. Loser of shooting wager to go naked into thorns for bird. D1415. Magic object compels person to dance.

III. K551.3.1. Respite from death while one plays the fiddle.

*BP II 490 (Grimm No. 110); Coffin 1. — Finnish 68; Finnish-Swedish 9; Estonian 13; Livonian 6; Lithuanian 52; Lappish 1; Swedish 18 (Uppsala 1, Stockholm 2, Göteborg 5, Lund 2, Liungman 1); Norwegian 10, Solheim 1; Danish 13, Grundtvig No. 91; Irish 71, Beal IX 3f. No. 45; French 34; Spanish 2; Catalan: Amades Nos. 52, 152, 1791, cf. 105; Dutch 1; Flemish 3; German 48 (Ranke 46, Meckl.

No. 48, Hennsen Volk No. 135); Rumanian 2; Hungarian 10; Czech: Tille Soupis I 502ff. 4; Slovenian 9; Serbocroatian 31, Istrian No. 20; Polish 19; Russian: Andrejev 4; Greek 18, Laographia XI 493; Indonesian: DeVries No. 193. — Franco-American 9; Spanish-American: Rael Nos. 218, 219 (U.S.), Hansen (Dominican Republic) 1, (Puerto Rico) 2; West Indies (Negro) 12.

- 593** *Fiddevav*. All who poke in the ashes (the daughter, the woman, the preacher, etc.) must keep saying »Fiddevav», until they are released from the magic [D1413.17]. An old woman [N825.3] gives [D810] the hero a magic stone and advises him to go to the peasant's house at night, to say nothing, but »Thanks» [C495.3] and to lay the stone in the ashes. The stone prevents fire from being made and all who try to make it stick to the poker [D1413, D2172.1]. The hero gets the peasant's daughter in return for release. Cf. Types 330A, 571, 571A, 571B.

Finnish 2; Norwegian 1, Solheim 1; Danish 6, Grundtvig No. 92; Irish 20; French 2; Catalan: Amades No. 2068; German 3 (Archive 2, Hennsen Volk No. 136); Hungarian 3; Polish 4; Russian: Andrejev; Greek (594*) 2. — Franco-American 6; English-American: Baughman 1; Spanish-American: Rael Nos. 35—37 (U.S.); West Indies (Negro) 2.

- 594*** *The Magic Bridle*. A boy, setting out, gets possession of a bridle which tames all kinds of horses [D1442.1], a needle which makes everything fall to pieces [D1562.4], and a gun which always hits what he aims at [D1653.1.7]. He lives as a servant in a castle where he wins a princess for himself [L161].

Swedish (Lund) 1; Norwegian 1.

- 594**** *Magic Flute makes Sheep and Men Dance*. Type 592 + Motif Q2 + Type 550 IV + inexhaustible money.

Spanish 1.

- 595A*** *Cow is Sold for Three Magic Objects*: a bean which makes a tree grow immediately, a singing mouse, a machine binding people [D837]. A peasant's son uses these. The princess is promised to the rescuer from the giant. Help from girl captive of giant. Giant is killed and hero escapes by the use of objects. Cf. Type 313. Impostor. (Heart of giant stolen). Recognition by means of magic mouse. Cf. Types 300, 303.

Icelandic 1.

- 595B*** *Magic Objects from Dwarf*. A youth fights with dwarf to regain his lost bucket and his wishes are granted. He receives a magic gun, magic slippers, and a magic providing purse. He is carried home by the magic slippers.

Spanish-American: Hansen (**596) (Puerto Rico) 1.

- 595C*** *The Golden Saber*. A boy, while walking with his widowed mother finds a magic saber; with it he kills the murderer who has attacked his mother. He becomes king and toward the end of his life throws the saber away into a swamp.

Polish (597) 1.

For this section of the Index, see also:

Type 518. — *Devils (Giants) Fight over Magic Objects*.

Type 513B. — *The Land and Water Ship*.

Type 400. — *The Man on Quest for his Lost Wife*.

Type 403. — *The Black and the White Bride*.