

{ AT593 } 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.

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