

{AT621} The Louse-Skin.

The hero guesses the puzzle and wins the princess. The one she turns to in the night. Cf. Types 425B, 571—574, 559, 850.

I. The Louse,

- (a) The princess has a louse fattened and it becomes as big as a calf,
- (b) At its death she has a dress made from its skin,
- (c) She is to marry the man who can guess from what the dress is made,
- (d) The hero learns by trickery and wins her.

II. To Whom She Turns [H315] . Occurs rarely as sequel. See Type 850.

Motifs:

I.

[B873.1] Giant louse.

[F983.2] Louse fattened.

[H511] Princess offered to correct guesser.

[H522.1.1] Test: guessing nature of certain skin —louse-skin. Louse (flea) is fattened and its skin made into coat (drum, etc.).

[H573.3] Riddle solved by listening to propounder talk in his sleep.

[L161] Lowly hero marries princess.

II.

[H315] Suitor test: to whom the princess turns. Rival suitors sleep with princess. The one she turns to is to have her. They vie in enticements.

Bibliography :

**BP III 483 (Grimm No. 212);

Coffin 7;

*Anderson Novelline No. 92.

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Finnish 90;

Finnish-Swedish 5;

Estonian 7;

Livonian 7;

Lithuanian 6;

Lappish 1;

Swedish 24 (Uppsala 4, Stockholm 1, Goteborg 7, Lund 3, Liungman 3, misc. 8);

Norwegian 4;

Danish 13;

Irish 2;

Basque (Delarue) 2;

French 17;

Spanish 4;

Catalan: Amades Nos. 48, 145, 234:

Flemish 1;

German 12;

Austrian: Haiding No. 45;

Italian 3 (Tuscan [315] a 7, cf. 1536B b, [850] , Sicilian 2, Gonzenbach No. 22);

Rumanian 2;

Hungarian 7;

Czech: Tille Soupis II (1) 323 2;

Slovenian 7; Serbo-croatian 6;

Polish 2;

Russian: Andrejev 1;

Greek 8, Dawkins Modern Greek Folktales No. 48;

Turkish: Eberhard-Boratav Nos. 152 III, 153 III. 212 III 4 ,

India 3;

Indonesian: DeVries No. 196.

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Franco-American 4;

Spanish-American: Rael No. 16 (U.S.), Hansen (Puerto Rico) ??

Portuguese-American (Brazil): Camara Cascudo p. 139;

West Indies (Negro) 2.

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