

- 619* *Flight from the Sorcerer*. A young man runs away from a sorcerer, with twelve girls; he rescues a vessel from destruction during the storm, thanks to the cross; he defeats pirates, etc. and marries the queen.
Polish 1.
- 620 *The Presents*. The haughty sister misuses her gift and loses it. Of two sisters the haughty one disdains to help an old woman. By means of the old woman's magic wand [D1254.1] she is given a castle and becomes a queen. Because of her haughtiness she is driven forth [Q331]. Her sister receives a present that brings her good fortune [Q2]. Cf. Type 480.
*Köhler-Bolte I 134 (Bladé III 41 No. 5). — Danish 1; Russian: Andrejev.
- 621 *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.
**BP III 483 (Grimm No. 212); Coffin 1; *Anderson *Novelline* No. 92. — Finnish 90; Finnish-Swedish 5; Estonian 7; Livonian 1; Lithuanian 6; Lappish 1; Swedish 24 (Uppsala 4, Stockholm 1, Göteborg 1, 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 1, cf. 1536B b, [850], Sicilian 2, Gonzenbach No. 22); Rumanian 2; Hungarian 1; Czech: Tille Soupis II (1) 323 2; Slovenian 1; 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. — Franco-American 4; Spanish-American: Racl No. 16 (U.S.), Hansen (Puerto Rico) 3; Portuguese-American (Brazil): Camara Cascudo p. 139; West Indies (Negro) 2.
- 622 *The Talking Bed-Legs*. The king purchases a bed. During the night the legs of the bed speak and warn him of dangers or assist in other ways. [D1154.1.1, D1317.11, D1380.12, D1402.17, D1610.17.1, N454.1].
Cf. Franklin Edgerton *Vikrama's Adventures or the Thirty-Two Tales of The Throne*, Harvard Oriental Series, XXVI (1926). — India 5.