

## SUPERNATURAL POWER OR KNOWLEDGE

**650A<sup>1</sup>** *Strong John*. In the smithy; in the well; in war; at wood-carrying; as great eater; etc. Frequently serves as introduction to Type 301B.

I. *The Strong Youth*. (a) The strong youth is the son of a bear or (b) of a woman of the sea or the woods, or (c) he is born from an egg, or (d) is struck from iron by a smith, or (e) is the son of a man (dream) and a troll-woman. (f) He sucks his mother for many years. (g) He practices his strength by uprooting trees.

II. *His Setting-forth*. (a) On account of his enormous appetite he is sent from home. (b) He works for a smith but drives the anvil into the ground and (c) throws trees on to the roof and breaks it. (d) He has a giant cane made which holds fifty cattle, or (e) he sets forth on adventures.

III. *The Labor Contract*. (a) He makes a contract to work for a man; in payment he is to be allowed to give the man a single blow; the blow sends the man to the sky, or (b) he is to receive in payment all the grain he can carry off (cf. Type 1153); or (c) he makes a bargain that the first to become angry shall have his nose or ears cut off or shall receive a blow (cf. Type 1000); or (d) he serves an ogre as punishment for stealing food.

IV. *The Labors*. (a) Threshing grain: breaks the flail and makes a new one of one of the stable roof-beams (breaks the roof) (Type 1031). (b) Clearing land: breaks tools (Type 1003).

V. *Attempts to Kill the Youth*. (a) Going to the devil's mill: he drives the devil to his master's house. (b) Going for a wild horse (or for the devils in hell): the master throws a millstone on him. He puts it around his neck as a collar (Type 1146) and asks that the chicken stop scratching on him.

## Motifs:

I. B631. Human offspring from marriage to animal. F611.1.1. Strong man son of bear who has stolen his mother. F611.1.14. Strong hero son of woman of sea. F611.1.15. Strong hero son of woodspirit. F611.1.11. Strong hero born from egg. F611.1.12. Strong hero struck by smith from iron. F611.1.13. Strong hero son of man and troll-woman. Relations take place in dream. T516. Conception through dream. F611.2.3. Strong hero's long nursing. F611.2.1. Strong hero suckled by animal. F611.3.1. Strong hero practices uprooting trees.

II. L114.3. Unruly hero. F612.1. Strong hero sent from home because of enormous appetite. F612.2. Strong hero kills (overcomes) playmates: sent from home. F614.1. Strong man drives anvil into ground. F614.6. Strong man throws trees on roof and breaks it. F614.2. Strong man uproots tree and uses it as weapon. F612.3.1. Giant cane for strong man. Cane holds fifty cattle. H1221. Quest for adventure.

<sup>1</sup> 650A in FFC III, 650 in FFC LXXIV.

III. F613. Strong man makes labor contract. F613.1. Strong man's labor contract: blow at end of year. F613.2. Strong man's labor contract: all grain he can carry. F613.3. Strong man's labor contract: anger bargain. First to become angry shall receive blow. F614.3. Strong man as gardener: destroys plants. F613.4. Strong man serves ogre as punishment for stealing food.

IV. K1422. Threshing grain: granary roof used as threshing flail. K1421. Clearing land: axe broken. K1411. Plowing the field: horse and harness destroyed. F615.3.1. Strong hero attacked with millstone puts it on as collar. F615.3.1.1. Strong hero asks that chickens stop scratching. When his master throws millstone on him he complains that chickens are scratching dirt on him. F615. Strong man evades death. Vain attempts to kill him. H931. Tasks assigned in order to get rid of hero. F615.2.3. Strong man sent for wild horses: brings them back. F615.1. Strong man sent to devil's mill: drives devils to master's house. F80. Journey to lower world. H1272. Quest for devils in hell; hero brings them back with him.

\*BP II 285 (Grimm No. 90); \*DeVries »Het Sprookje van Sterke Hans in Ostindië« *Nederlandsch Tijdschrift voor Volkskunde* XXIX 97—123; Hartmann *Trollvorstellungen* 105. — Finnish 273; Finnish-Swedish 26; Estonian 94; Livonian 4; Lithuanian 26; Lappish 3; Swedish 71 (Uppsala 7, Stockholm 4, Göteborg 12, Lund 5, Liungman 3, misc. 30); Norwegian 35, Solheim 3; Danish 61, Grundtvig No. 5B; Scottish 2; Irish 383, Beal II 148f., IV 228f. No. 3, IV suppl. 1ff., VII 66, 68, 154f. Nos. 3, IX 88, 98; Basque 1; French 23; Spanish 2; Catalan: Amades Nos. 66, 2092; Dutch 1; Flemish 7; German 157 (Ranke 154, Meckl. No. 76 a, b, 78, 79, Henssen Volk No. 137a, 137b); Austrian: Haiding Nos. 41, 48, 65; Italian 1 (Sicilian 1, Gonzenbach No. 37); Rumanian 3; Hungarian 20, Dégh No. 25; Czech: Tille Soupis I 171, II (2) 56ff., 87ff. 23; Slovenian 14; Serbocroatian 3; Polish 19; Russian: Andrejev *Ukraine* 11, Afanasiev 27, cf. (\*650 I) 25, (\*650 II) 15, (\*650 III) 3, (\*650 IV) 1; Greek 15: Hahn No. 75; Turkish: Eberhard-Boratav Nos. 146 I, 281, Anlage C3 3; Indonesian: DeVries No. 197; Chinese: Eberhard FFC CXX 64 No. 38. — Franco-American 16; Spanish-American Rael No. 340 (U.S.); Cape Verde Islands: Parsons MAFLS XV (1) 343; West Indies (Negro) 9; American Indian: Thompson *C Coll* II 434ff. — African 3.

**650B**<sup>1</sup> *The Quest for a Strong Companion*. The youth seeks a strong adversary to wrestle with. Stays the night in a hut, where two strong men live. Upon seeing them, he takes flight and secretly leaves the house. Meeting a plowman, he begs to be concealed from the strong men pursuing him. The giant plowman hides him in his trousers [F531.5.11], and fights the two men. [J2631].

<sup>1</sup> 650B in FFC III, 650B\* in FFC LXXIV.

\*Anderson in Tauscher *Volksmärchen* 190. — Finnish 17; Estonian 22; Lithuanian (\*650B) 2; Catalan: Amades No. 2092; Russian: Andrejev 1; Turkish: Eberhard-Boratav No. 363 V; Chinese: Eberhard FFC CXX No. 209, FFC CXXVIII No. 129.

**650C** *The Youth who Bathed himself in the Blood of a Dragon.* (Siegfried of the Nibelungen-Lied). The strong youth slays the dragon and bathes himself in its blood. [D1846.4.] He acquires a horny skin which no weapon can penetrate. He dies from a wound received in the only weak spot on his body — under the armpit — where the dragon's blood has not touched.

Lithuanian (\*650A) 6.

650\* *The Strong Youth* [F610] *in Service of the Priest* kills giants [F628.2.39] and steals their catch of fish (a whale).

Lappish 1.

650\*\* *The Strong Youth* [F610].

Lappish 3.

650\*\*\* *A Man Fishes up a Naked Boy* who grows rapidly [T615]. The boy acquires through his singing [D858] a boat and a sword, and is joined by three companions [F601]. He kills a salmon and makes from its head a fiddle with the playing of which he calls together the animals [D1441.1.3].

Lappish 1.

650B\* changed to 650B.

651\* *Devil as Helper with Harvest.* Man does not have big enough sheds to store corn. The devil appears and offers to help with the understanding that the man is not to be sorry later. The devil's helpers aid the man in all his tasks. They cut down all his corn and wheat against his wishes. They eat his food and beat his wife. He cuts off the ear of the helper and receives back his corn and wheat. He rescues a princess by going down to hell and promising his ear to his helper in exchange for the princess. They marry. Cf. Type 301A II, III, IV.

Spanish-American: Hansen (\*\*651): (Puerto Rico) 1.

**652** *The Prince Whose Wishes Always Come True: the Carnation.*

I. *The Godfather.* (a) A king chooses as godfather for his son the first man he meets. (b) The old man chosen as godfather takes the boy secretly to a church, blesses him, and gives him the power to make all wishes come true.

II. *The Treacherous Servant.* (a) A treacherous servant conceals himself and overhears. (b) He steals the boy, smears blood on the queen's mouth, and accuses her of killing and eating the boy. (c) The queen is walled up in a tower.

III. *The Carnation.* (a) The boy is reared by a forester. (b) He falls in love with the forester's daughter who tells him who he is. (c) When the treacherous servant comes for him, the prince transforms him to a dog and his sweetheart to a carnation.

IV. *Denouement.* (a) With the dog and the carnation he takes service in his father's court as huntsman. (b) He gets his food by wishing and transforms the carnation to his sweetheart whenever he desires. (c) The king asks for the carnation, whereupon the boy tells him everything.