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**MALAYSIAN FOLKTALE CLASSIFICATION SYSTEM AND
DIGITIZATION**



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UUM
Universiti Utara Malaysia

**DOCTOR OF PHILOSOPHY
UNIVERSITI UTARA MALAYSIA
2017**



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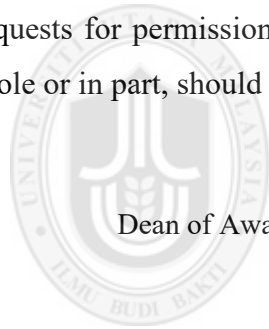
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Ikhtisar

Cerita rakyat sebagai salah satu ‘warisan budaya tidak ketara’ Malaysia semakin dilupakan dan kerana itu langkah pengkalan perlu dijalankan. Sebelum pengkalan warisan budaya ini dapat dilaksanakan, UNESCO telah menggariskan dua langkah awal iaitu pengenalpastian dan pemuliharaan. Antara usul pengenalpastian adalah pembangunan sistem klasifikasi yang sistematik dan usul pemuliharaan pula melalui pembangunan storan dan arkib yang dapat menyimpan warisan budaya tersebut dalam bentuk yang mudah dicapai dan terpusat. Kedua-dua usaha ini memastikan usaha pengkalan dilaksanakan secara sistematik. Walau bagaimanapun, dalam konteks Malaysia, kedua-dua usaha ini masih tidak dilaksanakan. Berdasarkan jurang penyelidikan tersebut, persoalan penyelidikan kajian ini menyentuh sama ada satu model konsep dapat dibina bagi memandu pembangunan sistem klasifikasi, Sistem Klasifikasi Cerita Rakyat Malaysia (MFCS) dapat dibangunkan berdasarkan gabungan tiga unit penting cerita rakyat (fungsi, motif, dan jenis), dan cerita rakyat Malaysia dapat diarkibkan secara digital menurut MFCS yang dibangunkan. Dari jurang dan persoalan penyelidikan, kajian ini mensasarkan pengkalan cerita rakyat Malaysia secara sistematik melalui usaha pengenalpastian dan pemuliharaan. Sebagai usaha untuk menjawab persoalan penyelidikan, objektif kajian ini adalah membina model konsep sebagai panduan untuk membangunkan MFCS, mengutip dan mengelaskan penulisan cerita rakyat Malaysia (usaha pengenalpastian), mereka bentuk dan membangunkan prototaip Inventori Digital Cerita Rakyat Malaysia (MFDI) berdasarkan MFCS (usaha pemuliharaan), dan mengesahkan prototaip MFDI daripada pertimbangan pengguna pakar. Kaedah bagi mencapai setiap objektif kajian masing-masing adalah perwakilan bergambar, simulasi, analisis struktur-semantik, reka bentuk pangkalan data, dan pertimbangan pakar. Sebagai dapatan kajian, model konsep tersebut telah dibina dan ditentusah sebagai positif bagi wakili proses klasifikasi secara visual. Berpandukan model konsep, MFCS pula telah berjaya dibangunkan untuk cerita rakyat Malaysia melalui gabungan unit fungsi, motif, dan jenis. Prototaip MFDI juga telah berjaya direka bentuk dan dibangunkan berdasarkan MFCS. Bagi pengesahan prototaip MFDI, persepsi dan maklum balas pengguna pakar telah diperoleh dan didapati secara umumnya positif. Komen pengguna pakar yang diperoleh berkisar tentang perlunya prototaip MFDI tersebut dan juga MFCS untuk negara dan juga budaya. Berkenaan sumbangan kajian, MFCS dan kaedah struktur-semantik analisis merupakan sumbangan ilmu dan prototaip MFDI pula merupakan sumbangan praktikal. MFCS merupakan usaha pengkalan sistematik cerita rakyat Malaysia. Kaedah analisis struktur-semantik memastikan klasifikasi dijalankan ke atas struktur dan kandungan cerita rakyat menjadikan klasifikasi tersebut teguh dan holistik. Prototaip MFDI menyimpan cerita rakyat yang didigitkan secara sistematik. Dengan pencapaian semua dapatan, usaha pengkalan sistematik cerita rakyat Malaysia melalui klasifikasi dan pendigitan telah dicapai.

Kata kunci: Sistem klasifikasi cerita rakyat Malaysia, Model konsep cerita rakyat Malaysia, Kaedah perwakilan bergambar, Kaedah analisis struktur-semantik, Inventori digital cerita rakyat Malaysia

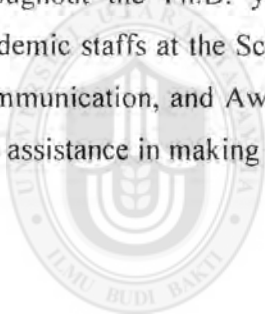
Abstract

Folktale as one of Malaysia's intangible cultural heritage is gradually forgotten. Therefore, actions toward its preservation are necessary. Before the preservation effort can be implemented, UNESCO clearly underlined two early actions which are identification and conservation. One of the identification actions is the development of a systematic classification system and for the conservation, a storage and archive that keeps the cultural heritage in a centralized and accessible form. Both of these efforts ensure the preservation is employed systematically. However, in the context of Malaysia, both of these actions are still not implemented in the systematic preservation effort of the folktales. Based on the research gap, the research questions of this study query whether the conceptual model can be constructed to guide the classification system development, the Malaysian Folktale Classification System (MFCS) can be developed based on the integration of three important folktale units (function, motif, and type), and the Malaysian folktales can be archived digitally according to the MFCS developed. From the gap and the research questions, this study aims to systematically preserve the Malaysian folktales through the identification and the conservation efforts. As an effort to answer the research questions, the study's objectives are to construct the conceptual model to guide the development of the MFCS, to collect and classify the literary Malaysian folktales (identification effort), to design and develop the Malaysian Folktale Digital Inventory (MFDI) prototype based on the MFCS (conservation effort), and to validate the MFDI prototype from the expert users' judgment. The respective methods to achieve each of the research objectives are the pictorial representation, the simulation, the structural-semantic analysis, the database design, and the expert judgment. As for the findings of the study, the conceptual model is constructed and positively verified to represent the classification process visually. Guided by the conceptual model, the MFCS is successfully developed for the Malaysian folktales through the integration of the function, motif, and type units. The MFDI prototype is successfully designed and developed based on the MFCS. As for the validation of the MFDI prototype, the expert users' perceptions and feedbacks are obtained, and they are positive at large, commenting the need of the MFDI prototype and also the MFCS for the country and the culture. Regarding the contributions of the study, the MFCS and the structural-semantic analysis method are the knowledge contributions, and the MFDI prototype is the practical contribution. The MFCS of the study is one-half of the systematic preservation effort of Malaysian folktales. The structural-semantic analysis method ensures the classification is conducted on the structure and the content of the folktales which makes the classification robust and holistic. The MFDI prototype is the other half of the systematic preservation effort, and it stores digitized folktales systematically. With the achievement of all the findings, the systematic preservation effort of the Malaysian folktale via classification and digitization is achieved.

Keywords: Malaysian folktale classification system, Malaysian folktale conceptual model, Pictorial representation method, Structural-semantic analysis method, Malaysian folktale digital inventory

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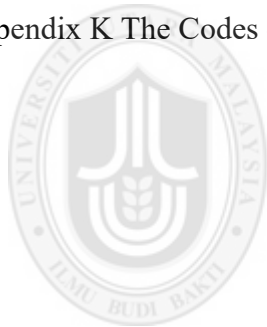
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List of Abbreviations

AaTH	Aarne and Thompson
ATU	Aarne, Thompson and Uther
CAQDAS	Computer-aided qualitative data analysis software
DOTTI-A	Demographically Oriented Tale-Type Index of the Arab
HU	Hermeneutic Unit
MFCS	Malaysian Folktale Classification System
MFDI	Malaysian Folktale Digital Inventory
P	Primary Document
UNESCO	United Nations Educational, Scientific and Cultural Organization
WIPO	World Intellectual Property Organization



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CHAPTER ONE

INTRODUCTION

1.1 Introduction

Every nation in this world has its cultural heritage. This heritage is indispensable because it carries the lineage of past generations to the present. Previously, the term cultural heritage closely reflected the monuments and assortments of physical objects but through times, such notions have broadened and changed. They include not only tangible heritages but also the equally important intangible heritage of the ancestors (Kirshenblatt-Gimblett, 2004; UNESCO, n.d.). The intangible heritage represents the diverse aspects of traditions and living expressions of the past such as knowledge, the products created, talents and creativity, and the various social and natural contexts that ensure its sustainability (Board of UNESCO Executive, 2001; UNESCO, 1989, 2003b). One of the products of intangible inheritances is folklore, and its art symbolizes the cultural and social identity of a community (Kurin, 2007; UNESCO, 1989).

The customary practice of folklore reflects a tradition of society, such as music, popular credence, and storytelling,—all of which has existed in a form of verbal expression known as folktale (Chee Ying, 2005; Mohd Hussein, Mohd Nor, & Abdul Manap, 2001). A folktale, alongside myth and legend, forms three very basic terms of folklore (Bascom, 1965; Menon, 2012; Swales, 1990). Folktale exists in a shape of a story that carries meaningful messages and embeds a cultural identity. The tale is fabricated and altered by crowds of people across a timeline of different generations. It also brings a distinctive style which applies to present and future individuals and

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Appendix A

The Malaysian Folktales Selected

	Ownership: National	12	The glass that turned to gold
	Folktale	13	The kidnapper and the clever lad
1	King Solomon and the birds	14	The man ape
2	Mat Jenin	15	The merchant's adopted son
3	Why the panther has a long tail	16	Why the spider has a narrow waist
4	A bridge of rainbow		Ownership: Pahang
5	Awang si Malim		Folktale
6	Bawang Putih and Bawang Merah	1	Pride goes before a fall
7	Captain Tanggang	2	The pelican's punishment
8	Hantu galah the ghost of the jungle	3	The swan maiden
9	How sang kancil saved the buffalo	4	A pouch of rice grains
10	How sang kancil tricked the tiger	5	A vegetarian dispute
11	How the mosquito was born	6	Mat So'od's fantasy
12	How the python lost its venom	7	The carpenter and the ironmonger
13	Kang the carpenter bird	8	The clever student
14	Melur and the snake	9	The crock of gold
15	Pak Belalang, the fortune-teller	10	The gold chain
16	Pak Pandir and his child	11	The king and three thieves
17	Pak Pandir goes into business	12	The king crow and the water-snail
18	Pak Pandir repairs his house	13	The magic flute
19	Princess Bunga Tanjung	14	The magic pot
20	Princess Cenderawasih, the bird of paradise	15	The man who became a turtle
21	Sang kancil the judge	16	The princess's husband
22	Si Luncai and his gourds	17	The story of Puteri Melur Sekuntum
23	The Angsana princess	18	The two cockerels
24	The ant and the cricket	19	The will
25	The ants and the elephants		Ownership: Kelantan
26	The baby in the tree		Folktale
27	The blind men and the elephant	1	Father Lime-stick and the flower pecker
28	The boy who saved a country	2	The clever si Balau
29	The chicken and the fox	3	Who killed the otter's babies?
30	The clever deer	4	Awang with big stomach
31	The clever mousedeer	5	The clever parrot
32	The crow and the stork	6	The clever wife
33	The durian and the horse mango fruit	7	The elephant has a bet with the tiger
34	The fox and the hen	8	The king of tigers is sick
35	The goatherd	9	The mouse-deer's shipwreck
36	The hunchbacked lobster	10	The trees that changed places
37	The red ant's small waist	11	Wit wins the day
38	The monkey and the turtle		Ownership: Terengganu
39	The mousedeer and the crocodiles		Folktale
40	The nectar bees	1	Awang, the ant fighter

41	The owl and the moon	2	The king who lost his appetite
42	The pheasant and the buffalo	3	The seven princesses
43	The price of greed	4	Awang Merah's stepmother
44	The prince and the peacock	5	Carried away with playing chess
45	The pumpkin princess	6	How seven brothers saved the villaged
46	The rice crust boat	7	Looking for a cure
47	The sixth fisherman	8	Princess Bakawali
48	The snake and the bamboo	9	Raja Bongsu of Pinang Beribut
49	The stork and the crab	10	The clever storyteller
50	The stork and the mousedeer	11	The magic flute
51	The story of Badang	12	The bodyguard
52	The story of sang kancil and the bear	Ownership: Johor	
53	The tiger and his reflection	Folktale	
54	The tiger and the cat	1	Si Jambul
55	The unfortunate Pak Kadok	2	The cenderawasih bird
56	The wise judge	3	The prince and princess of Gunung Selbu
57	The wrong catch	4	Awang and Dayang
58	The squirrel princess	5	Driving out the djinn
59	What a plate of rice is worth	6	Princess Gaharu
60	Why bats fly at night	7	The bear prince
61	Why caterpillars are poisonous	8	The clove
62	Why chickens scratch	9	Princess si Helang Bakau
63	Why the cockerel crows in the morning	10	The lady and the gold tray
64	Why the crow has black feathers	11	The leader of birds
65	Why the goose has a long neck	12	The story of the turtle-dove
66	Why the monkey has no home	Ownership: Perak	
67	Why the rabbit's tail is short	Folktale	
68	Why snakes have no legs	1	Kintan's sorrow
69	Why the stork is thin	2	The bunian princess
70	Why the tortoise's shell appears cracked	3	The prince and the snake
71	Why the woodpecker flies high and low	4	How to fight the giants
Ownership: Perlis		5	How the cat became a judge
Folktale		6	The cawi bird and the snail
1	Princess Kelapa Gading	7	The giants that fled
2	The nipah palm's tears	8	The intelligent one
3	Tuk Naga, the sea serpent	9	The sparrow and the king
4	A drop of milk	10	The thieves who were outwitted
5	Awang with the big hands	11	War in fairyland
6	Cut but not really cut	Ownership: Malacca	
7	Honest Awang	Folktale	
8	Ketukung Togel, the bald and tailless one	1	Kindness pays
9	King Suton's adventure	2	The faithful eagle
10	Prince Indera Pahlawan	3	The two sisters
11	The birds and the princess	4	Golden rice
12	The magic stones	5	The goldsmith and the blacksmith
13	The monitor lizard and the princess	6	The obedient son
14	The rice flowers	7	The red buffaloes
15	The song of the sandpiper	Ownership: Sarawak	

16	The story of Penghulu Alang Gagah		Folktale
17	The two merchants and the jungle spirits	1	Teloh's magic stone
18	The wise young fellow	2	The story of the mouse-deer and other animals who went out fishing
19	Why the nipah palm tree is low	3	The tree of life
Ownership: Kedah		4	A different scent and colour
Folktale		5	Apai Saloi
1	The friendship of the squirrel and the creeping fish	6	How the python got his beautiful skin
2	The green horse	7	Jelenggai
3	The three princesses	8	Revenge
4	Who is wiser	9	The deer horn
5	For a stick of sugar-cane	10	The honest traveller
6	Gedembai	11	The lazy boy
7	Gold and scorpions	12	The lemayung fruit
8	How the woodpecker got its crest	13	The story of Palog Raya, the dim-wit
9	Princess Sadong of the caves, who refused her suitors	14	The story of the mouse-deer, the deer and the pig
10	Princess Sanggul	15	The wind and the sun
11	Sultan Bahadur Syah	16	Transgression of taboo
12	Swallowed by a whale	17	The wicked mousedeer
13	Sweet lime	18	The mousedeer and the tortoise
14	The baby fish		Ownership: Sabah
15	The bird catcher		Folktale
16	The crocodile daughter	1	Dang Pingai
17	The curse of the Gedembai	2	The bewitched snake
18	The fish head	3	The story of Princess Rambang Rambunut
19	The geroda bird	4	Bobolian, the healer
20	The gold axe	5	How the durian got its smell
21	The magic swing	6	Junah and the king of the mosquitoes
22	The price of greed	7	Kinambura
23	The shy princess	8	Sampapas
24	The storytelling contest	9	The blind and the limp
25	The tiger and the shadow	10	Si Pugut
26	The tiger gets his desserts	11	The bleeding tree
Ownership: Selangor		12	The cursed crab
Folktale		13	The elephant trumpet
1	Pickled tiger's eyeballs	14	The story of Awang Semaun
2	The gold fishing rod	15	The story of si Kaluni
3	The proud eagle	16	The tale of the two suns
4	A mother and her child	17	The tortoise and the princess
5	Broken promises		Ownership: Penang
6	Ear-rings		Folktale
7	How Pak Tani outwitted the tiger	1	Seasick and landsick
8	Shamed by his own deed	2	The kemuni tree
9	The ape's magic pot	3	The mother hen and the eagle
10	The clever son-in-law	4	Nuts and eggs
11	The kings favourite girl	5	Pearls from the seven seas

12	The missing gold	6	The bayan have escaped
Ownership: Negeri Sembilan		7	The bull and the buffalo
Folktale		8	The durian tree and the banana tree
1	Busu, the midget	9	The field of gold
2	The loyal tiger	10	The fierce geroda
3	Why elephants have small eyes	11	The flute player
4	An egg in the morning, a leaf in the evening	12	The foolish flying-ant
5	Breaking a promise	13	The old man and his crippled daughter
6	Bujang terboyoi	14	The rich miser
7	Honesty	15	The tale of Princess Jarum Emas
8	Si Kecil, the little one	16	The tarap tree and the pedada fruit
9	Sulung, the naughty boy	17	The water snake and the land snake
10	The faithful sister	18	Waiting for freedom
11	The fortune of si Malang		



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Appendix B
The Malaysian Folktales Selected as Primary Document
(as labelled in Atlas.ti)

Primary Document (P)	Malaysian Folktale	Primary Document (P)	Malaysian Folktale
P1	Awang the Ant Fighter	P136	The Chicken and the Fox
P2	Busu the Midget	P137	The Clever Deer
P3	Dang Pingai	P138	The Clever Mousedeer
P4	Father Lime-Stick and the Flower Pecker	P139	The Clever Parrot
P5	Kindness Pays	P140	The Clever Son in Law
P6	King Solomon and the Bird	P141	The Clever Storyteller
P7	Kintan's Sorrow	P142	The Clever Student
P8	Mat Jenin	P143	The Clever Wife
P9	Pickled Tiger's Eyeballs	P144	The Clove
P10	Pride Goes Before a Fall	P145	The Crock of Gold
P11	Puteri Kelapa Gading	P146	The Crocodile Daughter
P12	Seasick and Landsick	P147	The Crow and the Stork
P13	Si Jambul	P148	The Curse of the Gedembai
P14	Teloh's Magic Stone	P149	The Cursed Crab
P15	The Bewitched Snake	P150	The Deer Horn
P16	The Bunian Princess	P151	The Durian and the Bacang Fruit
P17	The Cenderawasih Bird	P152	The Durian Tree and the Banana Tree
P18	The Clever Si Balau	P153	The Elephant has a Bet with the Tiger
P19	The Faithful Eagle	P154	The Elephant Trumpet
P20	The Friendship of Squirrel and the Creeping Fish	P155	The Faithful Sister
P21	The Gold Fishing Rod	P156	The Field of Gold
P22	The Green Horse	P157	The Fierce Geroda
P23	The Kemuni Tree	P158	The Fish Head
P24	The King Who Lost His Appetite	P159	The Flute Player
P25	The Loyal Tiger	P160	The Foolish Flying Ant
P26	The Mother Hen and the Eagle	P161	The Fortune of Si Malang
P27	The Nipah's Tears	P162	The Fox and the Hen
P28	The Pelican's Punishment	P163	The Geroda Bird
P29	The Prince and the Princess of Gunung Selbu	P164	The Giants that Fled

P30	The Prince and the Snake	P165	The Glass that Turned to Gold
P31	The Proud Eagle	P166	The Goatherd
P32	The Seven Princesses	P167	The Gold Axe
P33	The Story of Puteri Rambang Rambunut	P168	The Gold Chain
P34	The Story of the Mouse-deer and the Other Animals Who Went Out Fishing	P169	The Goldsmith and the Blacksmith
P35	The Swan Maiden	P170	The Honest Traveler
P36	The Three Princesses	P171	The Hunchbacked Lobster
P37	The Tree of Life	P172	The Intelligent One
P38	The Two Sisters	P173	The Kerengga's Small Waist
P39	Tuk Naga, the Sea Serpent	P174	The Kidnapper and the Clever Lad
P40	Who is Wiser	P175	The King's Favourite Girl
P41	Who Killed the Otter's Babies	P176	The King and Three Thieves
P42	Why Elephants have Small Eyes	P177	The King Crow and the Water-Snail
P43	Why the Panther has a Long Tail	P178	The King of Tiger is Sick
P44	A Bridge of Rainbow	P179	The Lady and the Gold Tray
P45	A Different Scent and Colour	P180	The Lazy Boy
P46	A Drop of Milk	P181	The Leader of Birds
P47	A Mother and Her Child	P182	The Lemayung Fruit
P48	A Pouch of Rice Grains	P183	The Magic Flute
P49	A Vegetarian Dispute	P184	The Magic Pot
P50	An Egg in the Morning and a Leaf in the Evening	P185	The Magic Stones
P51	Apai Saloi	P186	The Magic Swing
P52	Awang and Dayang	P187	The Man Ape
P53	Awang Merah's Stepmother	P188	The Man Who Became a Turtle
P54	Awang Si Malim	P189	The Merchant's Adopted Son
P55	Awang with the Big Hands	P190	The Missing Gold
P56	Awang with the Big Stomach	P191	The Monitor Lizard and the Princess
P57	Bawang Putih Bawang Merah	P192	The Monkey and the Turtle
P58	Bobolian the Healer	P193	The Mouse-deer's Shipwreck
P59	Breaking a Promise	P194	The Mousedeer and the

			Crocodile
P60	Broken Promises	P195	The Nectar Bees
P61	Bujang Terboyoi	P196	The Obedient Son
P62	Captain Tanggang	P197	The Old Man and His Crippled Daughter
P63	Carried Away with Playing Chess	P198	The Owl and the Moon
P64	Cut but Not Really Cut	P199	The Pheasant and the Buffalo
P65	Driving Out the Djinn	P200	The Price of Greed(K)
P66	Ear-rings	P201	The Price of Greed(N)
P67	For a Stick of Sugar Cane	P202	The Prince and the Peacock
P68	Gedembai	P203	The Princess's Husband
P69	Gold and Scorpions	P204	The Pumpkin Princess
P70	Golden Rice	P205	The Red Buffaloes
P71	Hantu Galah the Ghost of the Jungle	P206	The Rice Crust Boat
P72	Honest Awang	P207	The Rice Flowers
P73	Honesty	P208	The Rich Miser
P74	How Pak Tani Outwitted the Tiger	P209	The Shy Princess
P75	How Sang Kancil Saved Sang Kerbau	P210	The Sixth Fisherman
P76	How Sang Kancil Tricked the Tiger	P211	The Snake and the Bamboo
P77	How Seven Brothers Saved a Village	P212	The Song of Kedidi
P78	How the Durian Got Its Smell	P213	The Sparrow and the King
P79	How the Mosquito was Born	P214	The Stork and the Crab
P80	How the Python Got His Beautiful Skin	P215	The Stork and the Mousedeer
P81	How the Python Lost Its Venom	P216	The Story of Awang Semaun
P82	How the Wood Pecker Got Its Crest	P217	The Story of Badang
P83	How to Fight the Giants	P218	The Story of Palog Raya, the Dim-wit
P84	How the Cat Became a Judge	P219	The Story of Penghulu Alang Gagah
P85	Jelenggai	P220	The Story of Puteri Melur Sekuntum
P86	Junah and the King of the Mosquitoes	P221	The Story of Sang Kancil and Sang Beruang
P87	Kang the Carpenter Bird	P222	The Story of Si Kaluni
P88	Ketukung Togel, the Bald and Tailless One	P223	The Story of the Mousedeer, the Deer and the Pig
P89	Kinambura	P224	The Story of the Turtle Dove
P90	King Suton's Adventure	P225	The Storytelling Contest

P91	Looking for a Cure	P226	The Tale of Puteri Jarum Emas
P92	Mat So'od Fantasy	P227	The Tale of the Two Suns
P93	Melur and the Snake	P228	The Tarap Tree and the Pedada Fruit
P94	Nuts and Eggs	P229	The Thieves Who Were Outwitted
P95	Pak Belalang, the Fortune-teller	P230	The Tiger and His Reflection
P96	Pak Pandir and His Child	P231	The Tiger and the Cat
P97	Pak Pandir goes into Business	P232	The Tiger and the Shadow
P98	Pak Pandir Repairs His House	P233	The Tiger Gets His Dessert
P99	Pearls from the Seven Seas	P234	The Tortoise and the Princess
P100	Prince Indera Pahlawan	P235	The Tree that Changed Places
P101	Princess Bakawali	P236	The Two Cockerels
P102	Princess Bunga Tanjung	P237	The Two Merchants and the Jungle Spirits
P103	Princess Gaharu	P238	The Unfortunate Pak Kadok
P104	Princess Sadong of the Cave	P239	The Water Snake and the Land Snake
P105	Puteri Cenderawasih, the Bird of Paradise	P240	The Will
P106	Puteri Sanggul	P241	The Wind and the Sun
P107	Raja Bongsu of Pinang Beribut	P242	The Wise Judge
P108	Revenge	P243	The Wise Young Fellow
P109	Sampapas	P244	The Wrong Catch
P110	Sang Kancil the Judge	P245	The Bodyguard
P111	Shamed by His Own Deed	P246	The Magic Flute
P112	Si Buta and Si Tempang	P247	The Squirrel Princess
P113	Si Kecil the Little One	P248	Transgression of Taboo
P114	Si Luncai and His Gourds	P249	Tuan Puteri Si Helang Bakau
P115	Si Pugut	P250	Waiting For Freedom
P116	Sultan Bahadur Syah	P251	War in Fairyland
P117	Sulung the Naughty Boy	P252	What a Plate of Rice is Worth
P118	Swallowed by a Whale	P253	Why Bats Fly at Night
P119	Sweet Lime	P254	Why Caterpillars are Poisonous
P120	The Angsana Princess	P255	Why Chickens Scratch
P121	The Ant and the Cricket	P256	Why the Cockerel Crows in the Morning

P122	The Ants and the Elephants	P257	Why the Crow has Black Feathers
P123	The Ape's Magic Pot	P258	Why the Goose has a Long Neck
P124	The Baby Fish	P259	Why the Monkey Has No Home
P125	The Baby in the Tree	P260	Why the Nipah Tree is Low
P126	The Bayan have Escaped.	P261	Why the Rabbit's Tail is Short
P127	The Bear Prince	P262	Why the Snakes Have No Legs
P128	The Bird and the Princess	P263	Why the Spider has a Narrow Waist
P129	The Bird Catcher	P264	The Wicked Mousedeer
P130	The Bleeding Tree	P265	Why the Stork is Thin
P131	The Blind Men and the Elephant	P266	Why the Tortoise's Shell Appears Cracked
P132	The Boy Who Saved a Country	P267	Why the Woodpecker Flies High and Low
P133	The Bull and the Buffalo	P268	Wit Wins the Day
P134	The Carpenter and the Ironmonger	P269	The Mousedeer and The Tortoise
P135	The Cawi Bird and the Snail		

Appendix C

The Malaysian Folktales Excluded

Ownership	Reason of Exclusion	Folktales		Ownership	Reason of Exclusion	Folktales	
National	Place	1	Why the weaver birds build their nests low		Place	80	The lucky cat
	Place	2	The man-eating stone		Place	81	The stinking monitor lizard
	Place	3	Si manis and the tortoise		Place	82	The Stone of the Pregnant Lady
Perlis	Place, Attitude	4	God who is just	Place	83	Nadim runs off to the mountain	
	Place	5	Bukit Cuping	Place	84	Malim Deman's regret	
	Place	6	A clever trick	Place	85	How Johor got its name	
	Attitude	7	Faith	Place	86	True friends	
	Place	8	The spring of water	Place	87	How Kuala Kangsar got its name	
	Place	9	The keeper of Bukit Cuping	Place	88	The haughty wife	
Kedah	Place	10	The story of Gergasang	Perak	Place	89	Batu Gajah
	Place	11	The lucky fisherman		Place, Attitude	90	The catfish
	Place, Attitude	12	Bismillah (in the name of God)		Place	91	The fortress of cockle shells
	Place	13	Kudin with the warts		Place	92	The story of Hantu Bota
	Place	14	The fate of the Silver Prince and Princess Lemon-grass		Place	93	The fish trap that became a mountain
	Place	15	Awang Big Sword		Place	94	How Kota Beruas came about
Selangor	Place	16	Golden rice	Place	95	The tortoise of Bota	
	Place	17	Consumed with greed	Melaka	Place	96	A brave deer, a famous kingdom
	Place	18	Kelalen, the forgetful youth		Place	97	Cau Pandan
	Place	19	How Sungai Sembilang got its name		Place	98	The hat seller and the monkeys
	Place, Attitude	20	The greedy hunter		Place	99	The story of Tanjung Rimau

	Place	21	How Sabak Bernam got its name		Place	100	A tale from Melaka
Negeri Sembilan	Place	22	Pasir Besar	Sarawak	Place	101	How Durian Tunggal got its name
	Place	23	The catfish of Kuala Sawah		Place	102	The honest woodseller
	Place	24	The python of Kampung Paya		Place	103	Telling the truth
	Place	25	Lombong Menanti		Place	104	Sungai Duyung
	Place	26	How Kampung Rembau got its name		Place	105	The brave boy and the tigers of Mount Ledang
	Place	27	Happiness after hardship		Place	106	Princess Santubong
	Place	28	The legend of Nenek Moyang Bertam of Tapak		Place	107	Hingan the brave
	Place	29	The bitter gourd monster		Place	108	The legend of Niah caves
	Place	30	How Sungai Ujung got its name		Place	109	Durian Ukak
	Place	31	Seri Menanti		Place	110	Age Tulang from fairyland
	Place	32	The story of Bukit Tempurung and Bukit Tabuh		Place	111	Elephant and the Ujau Tambau
	Place	33	Puteri Setiawan, Princess of Johol		Place	112	The story of Keling
	Place	34	The Yam Princess		Place	113	The heart of earth
	Pahang	Place	35		The magic ring	Attitude	114
Place		36	How Janda Baik got its name	Place	115	Wek Jongen	
Place		37	The fate of Raja Donan	Attitude	116	The Qaf Wau bird	
Place		38	The story of Tioman island	Place	117	Gawai kenyalang	
Attitude		39	The ship that turned to stone	Non-folktale	118	Sea Dayak proverbs	
Place		40	The guardian of the iron mine	Belief	119	Dinjai and the were-tiger's sister	
Place		41	How Pahang got its name	Belief	120	The story of Siu, who first taught the Dyaks to plant paddy and to observe the omens of birds	
Attitude		42	The rock and the drops of water	Place	121	The monster elephants of Papakan river	

	Place	43	The village of Batu Sawar		Place	122	The stone of Tokid Rini
	Place	44	The outwitting of the gedembai		Place	123	The origin of beads
	Place	45	The Ugly Rooster		Place	124	The magic waters of Dulit
Kelantan	Place	46	Awang with the watery eyes	Sabah	Place, Attitude	125	The dragon of Long Luar
	Place	47	The tortoises of Kubang Emas		Place, Attitude	126	The story of Tugau
	Place, Attitude	48	Gual Pasung Hantu		Attitude	127	The swing
	Place, Attitude	49	Cik Siti Wan Kembang		Place	128	How Dalat got its name
	Place, Attitude	50	The ship that sank		Place	129	The deer, the goat, and the mousedeer
	Place	51	Lubuk Batil		Place	130	The seven villages of Rirong Sa'ong
	Place	52	Incident at Lubok Jong		Place	131	The goblins and the jackfruit tree
	Place	53	The story of 'cold rice' Awang		Place, Non folktale	132	The story of Kut canal
	Attitude	54	The curse of the Sheikh		Place	133	The crocodile princes
	Place	55	How Gual Periok got its name		Place, Attitude	134	Raja Kuyuk
	Place	56	The three sisters		Place	135	The story of Bayagong
	Place	57	Puteri Manis and Cencewi		Place	136	Batu Panggal, the beheaded rock
	Place, Attitude	58	The spirit of the rice		Place	137	The crocodile's captive
	Place, Attitude	59	Puteri Saadong		Place	138	The two faces of the Goddess Labu Kundur
	Place	60	Awang Selamat, the warrior		Attitude	139	Smoking the bubu
	Place	61	How Gua Musang got its name		Place	140	Kansiduon's sacrifice
	Place, Attitude	62	Tuk Putih's well		Place	141	The paddy and the weed
	Place	63	The golden deer		Place	142	Apah Kinabangan's luck
	Place	64	The tiger's mistake		Place	143	How Bayoh become a crocodile
	Terengganu	Place	65		A Malayan deluge	Penang	Attitude
Place		66	Batu penyu	Place	145		The faithful otter
Place		67	Tuk Raja's find	Place	146		The orphan warrior
Place		68	Pak si Molong	Place	147		The top maker
Place		69	Kemaman and	Place	148		Untung the fisherman

			Telaga Simpul				
	Place	70	Princess Sekalung Bongsu		Place	149	How Tanjung Bunga got its name
	Place	71	Awang and the macang seed		Place	150	Gelugur Jelutung
	Place	72	The fortunes of Angka Mandi	Unknown	Undefined ownership	151	The tune that makes the tiger drowsy
	Place	73	Cukai		Undefined ownership	152	Father 'Follow-my-nose' and the Four Priests
	Place	74	The tiger's fold	Patani	Non-Malaysian, Attitude	153	The elephant princess and the prince
Johor	Place	75	How Teluk Sengat got its name		Non-Malaysian, Place	154	The saint that was shot out of his own cannon
	Place	76	How Jementah got its name		Non-Malaysian, Place	155	The saints whose gravestones moved
	Place	77	The secret of Tasik Garu		Non-Malaysian, Place	156	Nakhoda Ragam who was pricked to death by his wife's needle
	Place	78	The tale of Sungai Pinggan		Non-Malaysian, Place, Attitude	157	The legend of Patani
	Place, Attitude	79	Cik Siti Wan Kemboja				

Appendix D

The Quotations of Analysis: Pilot

All (17) quotations from primary document: P 1: Awang the Ant Fighter.pdf

HU: PIC1.2
File: [D:\PilotClassification\PD\PilotClassification\PIC1.2.hpr7]
Edited by: Super
Date/Time: 2015-08-11 15:08:56

P 1: Awang the Ant Fighter.pdf - 1:1 [] (@209-@192) (Super)

Codes: [A_6_Hero - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos

Awang.

P 1: Awang the Ant Fighter.pdf - 1:2 [] (@114-@101) (Super)

Codes: [A_2_Donor (Provider) - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos

sultan.

P 1: Awang the Ant Fighter.pdf - 1:3 [] (@77-@62) (Super)

Codes: [A_5_Dispatcher - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos

Datuk Bendahara,

P 1: Awang the Ant Fighter.pdf - 1:4 [] (@36-@25) (Super)

Codes: [A_3_Helper - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos

sesuai dengan.

P 1: Awang the Ant Fighter.pdf - 1:5 [] (@226-@140) (Super)

Codes: [B_1_Initial situation - Family: 1_Function]

No memos

Once in a village there was a clever boy named Awang. His hobby was collecting ants and making them fight and so he got the nickname Awang the Ant Fighter.

P 1: Awang the Ant Fighter.pdf - 1:12 [] (@140-@49) (Super)

Codes: [B_11.0_Mediation, the connective incident - Family: 1_Function]

No memos

When he grew up, he continued to be known as a clever young man. The sultan came to hear about him and decided to test just how clever he really was. So he ordered his minister, the Datar Bendahara, to bring Awang to the court.

P 1: Awang the Ant Fighter.pdf - 1:13 [] (@175-@112) (Super)

Codes: [B_11.0_Mediation, the connective incident - Family: 1_Function]

No memos

Awang came to the palace. "Your Majesty, what is your wish in bringing me to the palace?" The sultan replied, "I want to test how clever you are."

P 1: Awang the Ant Fighter.pdf - 1:14 [] (@114-@8) (Super)

Codes: [B_18.0_Struggle - Family: 1_Function]

No memos

"As you wish, Your Majesty," said Awang. The sultan opened a birdcage and took out two little chicks. "I'm holding two little chicks in my hands; one in each hand. One of them is dead. Tell me which hand the dead one is in."

P 1: Awang the Ant Fighter.pdf - 1:15 [] (@179-@10) (Super)

Codes: [B_18.0_Struggle - Family: 1_Function]

No memos

"But that is easy, Your Majesty," said Awang.

"Well, what is your guess?" asked the sultan.

"If the bird in one hand is dead, it means the one in the other hand is alive," he said.

"Yes, I have done that for you so great with the dead one to go."

"I can't win either way for this way because the sultan is asking, 'What do you mean, Awang?'"

P 1: Awang the Ant Fighter.pdf - 1:16 [] (@179-@77) (Super)

Codes: [B_20.0_Victory - Family: 1_Function]

No memos



"What do you mean, Awang?"

"Well, you are actually holding two live birds. If I say the one in your left hand is alive, you will kill it and spare the one in your right hand. You will do the same if I choose the one in your right hand. So either way, I can't win."

P 1: Awang the Ant Fighter.pdf - 1:17 [] (@75-@13) (Super)

Codes: [B_21.0_Liquidation - Family: 1_Function]

No memos

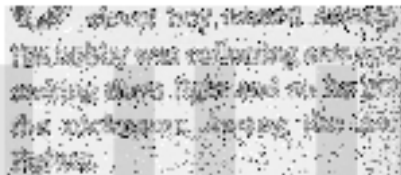
"Hmm, I concede you are quite clever, Awang."

The sultan sent him away after giving him a suit of royal clothes as a reward.

P 1: Awang the Ant Fighter.pdf - 1:20 [] (@205-@141) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_6_F_MARVELS - Family: 2_Motif] [D_6_F600.0_Persons with extraordinary powers: F600-F699 - Family: 2_Motif] [D_6_F640_Extraordinary powers of perception - Family: 2_Motif] [D_6_F645.0_Marvelously wise man - Family: 2_Motif] [D_6_F645.1_Wise man answers all questions - Family: 2_Motif] [D_9_J_THE WISE AND THE FOOLISH - Family: 2_Motif] [D_9_J0.0_Acquisition and possession of wisdom (knowledge): J0-J199 - Family: 2_Motif] [D_9_J0_Acquisition and possession of wisdom - Family: 2_Motif] [D_9_J150_Other means of acquiring wisdom (knowledge) - Family: 2_Motif] [D_9_J175_Wisdom from young man - Family: 2_Motif] [D_9_J190_Acquisition and possession of wisdom - miscellaneous - Family: 2_Motif] [D_9_J191.0_Wise men - Family: 2_Motif] [D_9_J1100.0.0_CLEVERNESS: J1100-J1699 - Family: 2_Motif] [D_9_J1100.0_Clever persons and acts: J1100-J1249 - Family: 2_Motif] [D_9_J1100_Cleverness - Family: 2_Motif] [D_9_J1110_Clever persons - Family: 2_Motif] [D_9_J1113_Clever boy - Family: 2_Motif] [D_21_W0.0.0_TRAITS OF CHARACTER - Family: 2_Motif] [D_21_W0.0_Favorable traits of character: W0-W99 - Family: 2_Motif] [D_21_W0_Favorable traits of character - Family: 2_Motif] [D_21_W20_Other favorable traits of character. - Family: 2_Motif] [D_21_W34.0_Loyalty. - Family: 2_Motif] [D_21_W200.0_Traits of character--miscellaneous: W200-W299 - Family: 2_Motif] [D_21_W200_Traits of character--miscellaneous - Family: 2_Motif] [D_21_W215.0_Extreme prudence - Family: 2_Motif] [D_23_Z0.0.0_MISCELLANEOUS GROUPS OF MOTIFS - Family: 2_Motif] [D_23_Z200.0_Heroes: Z200-Z299 - Family: 2_Motif] [D_23_Z200_Heroes. - Family: 2_Motif] [D_23_Z230_Extraordinary exploits of hero. - Family: 2_Motif] [D_23_Z231_Boyish exploits of hero. - Family: 2_Motif] [D_23_Z251_Boy hero. - Family: 2_Motif]

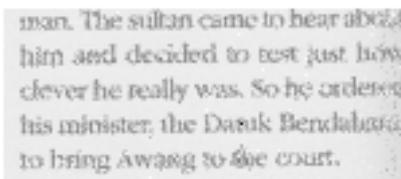
No memos



P 1: Awang the Ant Fighter.pdf - 1:21 [] (@113-@47) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_14_P0.0.0_SOCIETY - Family: 2_Motif] [D_14_P0.0_Royalty and nobility: P0-P99 - Family: 2_Motif] [D_14_P10.0_Kings. - Family: 2_Motif] [D_14_P12.0_Character of kings - Family: 2_Motif] [D_14_P12.6.0_Just king brings good fortune upon people. - Family: 2_Motif] [D_14_P19.0_Other motifs connected with kings. - Family: 2_Motif] [D_14_P19.4.0.0_Kingly powers (rights). - Family: 2_Motif] [D_21_W0.0.0_TRAITS OF CHARACTER - Family: 2_Motif] [D_21_W0.0_Favorable traits of character: W0-W99 - Family: 2_Motif] [D_21_W0_Favorable traits of character - Family: 2_Motif] [D_21_W20_Other favorable traits of character. - Family: 2_Motif] [D_21_W35.0_Justice - Family: 2_Motif]

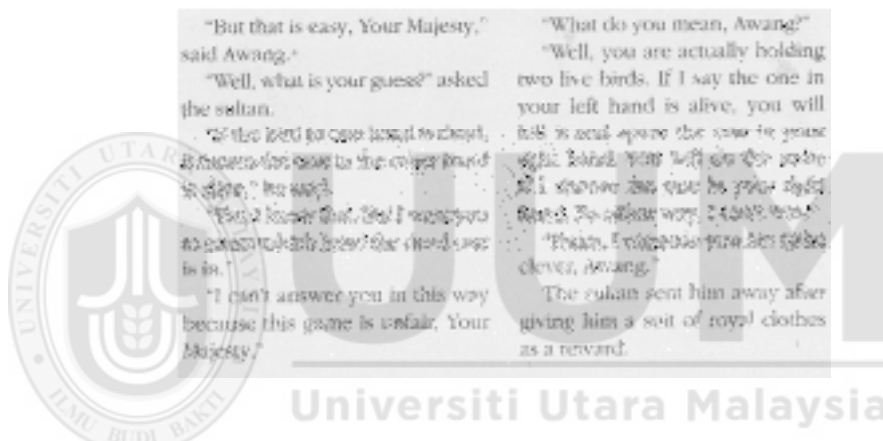
No memos



P 1: Awang the Ant Fighter.pdf - 1:22 [] (@179-@5) (Super)

Codes: [C_3_Single incidents - Families (2): 2_Motif, Elements of Motif Division] [D_8_H_TESTS - Family: 2_Motif] [D_8_H500.0.0_Tests of cleverness: H500-H899 - Family: 2_Motif] [D_8_H500.0_Test of cleverness or ability - Family: 2_Motif] [D_8_H530.0_RIDDLES: H530-H899 - Family: 2_Motif] [D_8_H530_Riddles - Family: 2_Motif] [D_8_H540.0_Propounding of riddles - Family: 2_Motif] [D_8_H540.3.0_King propounds riddles - Family: 2_Motif] [D_8_H548.0_Riddle contest - Family: 2_Motif] [D_8_H561.0.0.0_Solvers of riddles - Family: 2_Motif] [D_8_H570_Means of solving riddles - Family: 2_Motif] [D_8_H580.0_Enigmatic statements. Apparently senseless remarks (or acts) interpreted figuratively prove wise - Family: 2_Motif] [D_8_H583.0_Clever youth (maiden) answers king's inquiry in riddles - Family: 2_Motif] [D_8_H660_Riddles of comparison - Family: 2_Motif] [D_8_H950.0_Performance of tasks: H950-H999 - Family: 2_Motif] [D_8_H960_Tasks performed through cleverness or intelligence - Family: 2_Motif] [D_8_H961_Tasks performed by cleverness - Family: 2_Motif] [D_15_Q0.0_REWARDS AND PUNISHMENTS - Family: 2_Motif] [D_15_Q10.0_Deeds rewarded: Q10-Q99 - Family: 2_Motif] [D_15_Q10_Deeds rewarded - Family: 2_Motif] [D_15_Q80_Rewards for other causes. - Family: 2_Motif] [D_15_Q91.0_Reward for cleverness - Family: 2_Motif] [D_15_Q100.0_Nature of rewards: Q100-Q199 - Family: 2_Motif] [D_15_Q110_Material rewards. - Family: 2_Motif] [D_15_Q114.0.0_Gifts as reward. - Family: 2_Motif]

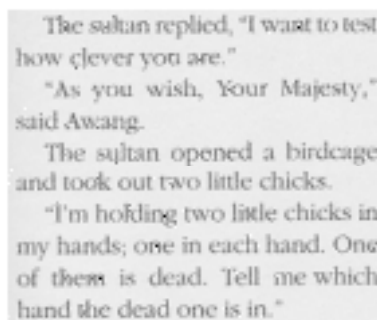
No memos



P 1: Awang the Ant Fighter.pdf - 1:23 [] (@137-@9) (Super)

Codes: [C_2_Items in the background of the action - Families (2): 2_Motif, Elements of Motif Division] [D_8_H_TESTS - Family: 2_Motif] [D_8_H500.0.0_Tests of cleverness: H500-H899 - Family: 2_Motif] [D_8_H500.0_Test of cleverness or ability - Family: 2_Motif] [D_8_H501.0_Test of wisdom - Family: 2_Motif] [D_8_H510_Test in guessing - Family: 2_Motif] [D_8_H524.0_Test: guessing person's thoughts - Family: 2_Motif]

No memos



P 1: Awang the Ant Fighter.pdf - 1:24 [] (@265-@0) (Super)

Codes: [E_4_850.0.0_REALISTIC TALES (NOVELLE) - Family: 3_Type] [E_4_875()B_The Clever Girl and the King - Family: 3_Type] [E_4_920()0_CLEVER ACTS AND WORDS: 920-929 - Family: 3_Type] [E_4_921()_The King and the Farmer's Son - Family: 3_Type] [E_4_921A*_The Frank Thief - Family: 3_Type] [E_4_921E*_The Potter - Family: 3_Type] [E_4_921F*_Plucking Geese - Family: 3_Type] [E_4_922B_The King's Face on the Coin - Family: 3_Type] [E_6_1200.0.0_ANECDOTES AND JOKES - Family: 3_Type] [E_6_1525()0.0_STORIES ABOUT A MAN: 1525-1724 - Family: 3_Type] [E_6_1525()0_The Clever Man: 1525-1639 - Family: 3_Type] [E_6_1542()_The Clever Boy - Family: 3_Type]

No memos

Hyper-Links:

<continued by> 1:25



P 1: Awang the Ant Fighter.pdf - 1:25 [] (@187-@0) (Super)

No codes

No memos

Hyper-Links:

1:24 <continued by>



Appendix E

The Codes of Analysis: Pilot

Hierarchy Report on PD: P 1: Awang the Ant Fighter.pdf

HU: PIC1.2
File: [D:\PilotClassification\PD\PilotClassification\Pic1.2.hpr7]
Edited by: Super
Date/Time: 2015-08-11 15:35:38

1

- 1:1
 - C:A_6_Hero
- 1:2
 - C:A_2_Donor (Provider)
- 1:3
 - C:A_5_Dispatcher
- 1:4
 - C:A_3_Helper
- 1:5
 - C:B_1_Initial situation
- 1:12
 - C:B_11.0_Mediation, the connective incident
- 1:13
- 1:14
 - C:B_18.0_Struggle
- 1:15
- 1:16
 - C:B_20.0_Victory
- 1:17
 - C:B_21.0_Liquidation
- 1:20
 - C:C_1_Actor in the tale
 - C:D_6_F_MARVELS
 - C:D_6_F600.0_Persons with extraordinary powers: F600-F699
 - C:D_6_F640_Extraordinary powers of perception
 - C:D_6_F645.0_Marvelously wise man
 - C:D_6_F645.1_Wise man answers all questions
 - C:D_9_J_THE WISE AND THE FOOLISH
 - C:D_9_J0.0_Acquisition and possession of wisdom (knowledge): J0-J199
 - C:D_9_J0_Acquisition and possession of wisdom
 - C:D_9_J150_Other means of acquiring wisdom (knowledge)
 - C:D_9_J175_Wisdom from young man
 - C:D_9_J190_Acquisition and possession of wisdom - miscellaneous
 - C:D_9_J191.0_Wise men
 - C:D_9_J1100.0_CLEVERNESS: J1100-J1699
 - C:D_9_J1100.0_Clever persons and acts: J1100-J1249
 - C:D_9_J1100_Cleverness
 - C:D_9_J1110_Clever persons

C:D_9_J1113_Clever boy
C:D_21_W0.0.0_TRAITS OF CHARACTER
C:D_21_W0.0_Favorable traits of character: W0-W99
C:D_21_W0_Favorable traits of character
C:D_21_W20_Other favorable traits of character.
C:D_21_W34.0_Loyalty.
C:D_21_W200.0_Traits of character--miscellaneous: W200-W299
C:D_21_W200_Traits of character--miscellaneous
C:D_21_W215.0_Extreme prudence
C:D_23_Z0.0.0_MISCELLANEOUS GROUPS OF MOTIFS
C:D_23_Z200.0_Heroes: Z200-Z299
C:D_23_Z200_Heroes.
C:D_23_Z230_Extraordinary exploits of hero.
C:D_23_Z231_Boyish exploits of hero.
C:D_23_Z251_Boy hero.

1:21

C:D_14_P0.0.0_SOCIETY
C:D_14_P0.0_Royalty and nobility: P0-P99
C:D_14_P10.0_Kings.
C:D_14_P12.0_Character of kings
C:D_14_P12.6.0_Just king brings good fortune upon people.
C:D_14_P19.0_Other motifs connected with kings.
C:D_14_P19.4.0.0_Kingly powers (rights).
C:D_21_W35.0_Justice

1:22

C:C_3_Single incidents
C:D_8_H_TESTS
C:D_8_H500.0.0_Tests of cleverness: H500-H899
C:D_8_H500.0_Test of cleverness or ability
C:D_8_H530.0_RIDDLES: H530-H899
C:D_8_H530_Riddles
C:D_8_H540.0_Propounding of riddles
C:D_8_H540.3.0_King propounds riddles
C:D_8_H548.0_Riddle contest
C:D_8_H561.0.0.0_Solvers of riddles
C:D_8_H570_Means of solving riddles
C:D_8_H580.0_Enigmatic statements. Apparently senseless remarks (or acts) interpreted figuratively prove wise
C:D_8_H583.0_Clever youth (maiden) answers king's inquiry in riddles
C:D_8_H660_Riddles of comparison
C:D_8_H950.0_Performance of tasks: H950-H999
C:D_8_H960_Tasks performed through cleverness or intelligence
C:D_8_H961_Tasks performed by cleverness
C:D_15_Q0.0_REWARDS AND PUNISHMENTS
C:D_15_Q10.0_Deeds rewarded: Q10-Q99
C:D_15_Q10_Deeds rewarded
C:D_15_Q80_Rewards for other causes.
C:D_15_Q91.0_Reward for cleverness
C:D_15_Q100.0_Nature of rewards: Q100-Q199
C:D_15_Q110_Material rewards.
C:D_15_Q114.0.0_Gifts as reward.

1:23

C:C_2_Items in the background of the action

C:D_8_H501.0_Test of wisdom
C:D_8_H510_Test in guessing
C:D_8_H524.0_Test: guessing person's thoughts

1:24

C:E_4_850.0.0_REALISTIC TALES (NOVELLE)
C:E_4_875()B_The Clever Girl and the King
C:E_4_920().0_CLEVER ACTS AND WORDS: 920-929
C:E_4_921()_The King and the Farmer's Son
C:E_4_921A*_The Frank Thief
C:E_4_921E*_The Potter
C:E_4_921F*_Plucking Geese
C:E_4_922B_The King's Face on the Coin
C:E_6_1200.0.0_ANECDOTES AND JOKES
C:E_6_1525().0.0_STORIES ABOUT A MAN: 1525-1724
C:E_6_1525().0_The Clever Man: 1525-1639
C:E_6_1542()_The Clever Boy

1:25



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Appendix F

The Malaysian Folktale Classification System: Pilot Analysis

First Level: Function-based Classification

Structure A	Structure B	Structure C
Initial	Initial	Initial
Lack	Mediation	Mediation
Mediation	Struggle	Struggle
Struggle	Victory	Victory
Victory	Liquidation	Liquidation
Liquidation		Punishment
Wedding		



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Second Level: Motif-based Classification

Class A: Mythological	C:D_7_G284_Witch as helper
C:D_1_A_Mythological	C:D_7_G300.0_Other ogres: G300-G399
C:D_1_A500.0_Demigods And Culture Heroes: A500-A599	C:D_7_G300_Other ogres
C:D_1_A520.0_Nature of the culture hero (demigod)	C:D_7_G304.0_Troll as ogre.(For troll as underground spirit or mountain spirit see F455. For troll-woman see G200-G299, Witches)
C:D_1_A521_Culture hero as dupe or trickster	C:D_7_G304.1.0_Appearance of troll (ogre)
C:D_1_A522.0_Animal as culture hero	C:D_7_G310_Ogre with characteristic methods
C:D_1_A522.3.0_Other animals as culture hero	C:D_7_G312.0_Cannibal ogre
C:D_1_A526.0_Physical characteristics of culture hero (demigod)	C:D_7_G350_Animal ogres
C:D_1_A527.0_Special powers of culture hero	C:D_7_G353.0_Bird as ogre
C:D_1_A530.0_Culture hero establishes law and order	C:D_7_G353.1_Cannibal bird as ogre
C:D_1_A531.0_Culture hero (demigod) overcomes monsters	C:D_7_G353.2_Eagle as ogre
C:D_1_A1000.0_World Calamities And Renewals: A1000-A1099	C:D_7_G400.0_Falling into ogre's power: G400-G499
C:D_1_A1010.0_Deluge. Inundation of whole world or section	C:D_7_G420_Capture by ogre
C:D_1_A1011.0_Local deluges	C:D_7_G421_Ogre traps victim
C:D_1_A1011.2_Flood caused by rising of river	C:D_7_G500.0_Ogre defeated: G500-G599
C:D_1_A1018.0_Flood as punishment	C:D_7_G500_Ogre defeated
C:D_1_A1020_Escape from deluge	C:D_7_G501_Stupid ogre
C:D_1_A1029.0_Escape from deluge - miscellaneous	C:D_7_G510.0_Ogre killed, maimed, or captured
C:D_1_A1029.1_Marvelous tree survives deluge	C:D_7_G510.4_Hero overcomes devastating animal
C:D_1_A1300.0_Ordering Of Human Life: A1300-A1399	C:D_7_G512.0.0_Ogre killed
C:D_1_A1330_Beginnings of trouble for man	C:D_7_G512.9.0_Animal kills ogre
C:D_1_A1337.0.0_Origin of disease	C:D_7_G514.0.0_Ogre captured
C:D_1_A1337.0.5_Disease as punishment	C:D_7_G514.8.0_Ogre captured by animal
C:D_1_A1370_Origin of mental and moral characteristics	C:D_7_G519.0_Ogre killed through other tricks
C:D_1_A1371.0_Why women are bad	C:D_7_G550_Rescue from ogre
C:D_1_A1400.0_Acquisition Of Culture: A1400-A1499	C:D_7_G552_Rescue from ogre by helpful animals
C:D_1_A1430_Acquisition of other necessities	C:D_7_G580_Ogre otherwise subdued

C:D_1_A1437_Acquisition of clothing	Class H: Tests
C:D_1_A1500.0_Origin Of Customs: A1500-A1599	C:D_8_H_Tests
C:D_1_A1540_Origin of religious ceremonials	C:D_8_H0.0_Identity tests: Recognition: H0-H199
C:D_1_A1545.0_Origin of sacrifices	C:D_8_H80.0.0_Identification By Tokens: H80-H149
C:D_1_A1545.3.0_Origin of animal sacrifices	C:D_8_H80.0_Identification by tokens
C:D_1_A1600.0_Distribution And Differentiations Of People: A1600-A1699	C:D_8_H82.2_Marriage tokens identifying lover
C:D_1_A1660_Characteristics of various peoples - in personal appearance	C:D_8_H82.3_Tokens between lovers
C:D_1_A1664_Beauty of various peoples	C:D_8_H87_Garlands (flowers) as token
C:D_1_A1670_Characteristics of various people - in industry and warfare	C:D_8_H200_Test of truth: H200-H299
C:D_1_A1673.0_Tribal characteristics - industry	C:D_8_H220_Ordeals. Guilt or innocence thus established
C:D_1_A1675_Tribal characteristics - warfare	C:D_8_H224.0_Ordeal by crocodiles (snakes). Judgement depends on whether person is devoured or rejected by crocodiles
C:D_1_A1676.0_Tribal characteristics - bravery or cowardice	C:D_8_H310.0.0_Suitor Tests: H310-H359
C:D_1_A1700.0.0_Creation Of Animal Life: A1700-A2199	C:D_8_H310.0_Suitor tests
C:D_1_A1700.0_Creation Of Animal Life - General: A1700-A1799	C:D_8_H315.1_Suitor test: to make the princess fall in love with him
C:D_1_A1710_Creation of animals through transformation	C:D_8_H316.0_Suitor test: apple thrown indicates princess's choice.(Often golden apple)
C:D_1_A1715.0_Animals from transformed man	C:D_8_H316.2_Flowers thrown to indicate princess's choice
C:D_1_A2200.0.0_Animal Characteristics: A2200-A2599	C:D_8_H322.0_Suitor test: finding princess
C:D_1_A2200.0_Various Causes Of Animal Characteristics: A2200-A2299	C:D_8_H344.0_Suitor test: entering princess's chamber
C:D_1_A2200_Cause Of Animal Characteristics	C:D_8_H346.0_Princess given to man who can heal her
C:D_1_A2230_Animal characteristics as punishment	C:D_8_H360.0_Bride Tests: H360-H388
C:D_1_A2232.0_Animal characteristics: punishment for laziness	C:D_8_H360_Bride test
C:D_1_A2239.0_Animal characteristics from miscellaneous punishments	C:D_8_H384.0.0_Bride test: kindness
C:D_1_A2240_Animal characteristics: obtaining another's qualities	C:D_8_H490_Other marriage tests
C:D_1_A2247.0_Animal characteristics: exchange of qualities	C:D_8_H491.0_Test of mother's and father's love for children
C:D_1_A2300.0.0_Causes Of Animal	C:D_8_H495.0_Mother test

Characteristics: BODY: A2300-A2399	
C:D_1_A2330.0_Origin of animal characteristics: face	C:D_8_H500.0.0_Tests of cleverness: H500-H899
C:D_1_A2332.0_Origin and nature of animal's eyes	C:D_8_H500.0_Test of cleverness or ability
C:D_1_A2332.1.0_Origin of animals' eyes	C:D_8_H501.0_Test of wisdom
C:D_1_A2332.3.0_Size of animal's eyes	C:D_8_H506.0_Test of resourcefulness
C:D_1_A2332.4.0_Shape and position of animal's eyes	C:D_8_H509.0_Test of cleverness or ability: miscellaneous
C:D_1_A2332.6.0_"Blindness" in animals. Animals really or supposedly blind	C:D_8_H510_Test in guessing
C:D_1_A2332.6.1_Why blindworm has no eyes	C:D_8_H524.0_Test: guessing person's thoughts
C:D_1_A2332.6.4_Why worm is blind	C:D_8_H530.0_Riddles: H530-H899
C:D_1_A2332.6.7_Why elephant sees half-blindly	C:D_8_H530_Riddles
C:D_1_A2370_Animal characteristics: extremities	C:D_8_H540.0_Propounding of riddles
C:D_1_A2378.0_Origin and nature of animal's tail	C:D_8_H540.3.0_King propounds riddles
C:D_1_A2378.1.0_Why animals have tail	C:D_8_H541.0_Riddle propounded with penalty for failure
C:D_1_A2378.2.0_Why animals lack tail	C:D_8_H541.2.0_Riddle propounded on pain of loss of property
C:D_1_A2378.2.4_How bear lost tail	C:D_8_H541.2.1_Fine for failure to solve riddle
C:D_1_A2378.3.0_Why animal has long tail	C:D_8_H548.0_Riddle contest
C:D_1_A2378.4.2_Why bear has short tail	C:D_8_H561.0.0.0_Solvers of riddles
C:D_1_A2400.0_Causes of animal characteristics: appearance and habits: A2400-A2499	C:D_8_H561.3.1_King Solomon as master riddle-solver
C:D_1_A2400_Animal Characteristics: General Appearance	C:D_8_H570_Means of solving riddles
C:D_1_A2401_Cause of animal's beauty	C:D_8_H573.0_Answer to riddle found by trickery
C:D_1_A2410_Animal characteristics: color and smell	C:D_8_H580.0_Enigmatic statements. Apparently senseless remarks (or acts) interpreted figuratively prove wise
C:D_1_A2411.0_Origin of color of animal	C:D_8_H583.0_Clever youth (maiden) answers king's inquiry in riddles
C:D_1_A2411.1.0.0_Origin of color of mammals	C:D_8_H660_Riddles of comparison
C:D_1_A2411.1.6.0_Origin of color of ungulata	C:D_8_H790_Riddles based on unusual circumstances
C:D_1_A2411.1.6.1_Color of horse	C:D_8_H900.0.0.0_Test Of Prowess: Tasks: H900-H1199

C:D_1_A2411.2.0_Origin of color of bird	C:D_8_H900.0.0_Assignment and performance of tasks: H900-H999
C:D_1_A2411.2.1.6_Color of crow	C:D_8_H900.0_Assignment Of Tasks: H900-H949
C:D_1_A2420_Animal characteristics: voice and hearing	C:D_8_H900_Task imposed
C:D_1_A2421.0_How animal got voice	C:D_8_H910_Assignment of tasks in response to suggestion
C:D_1_A2421.6_Why cocks crow	C:D_8_H913.0.0_Tasks assigned by jealous parent
C:D_1_A2422.0_How animal lost voice (or power of speech)	C:D_8_H913.1.0_Tasks assigned by jealous mother
C:D_1_A2422.10_Why cock does not speak	C:D_8_H920_Assignners of tasks
C:D_1_A2430_Animal characteristics: dwelling and food	C:D_8_H934.0_Relative assigns tasks
C:D_1_A2433.0_Animal's characteristics haunt	C:D_8_H934.1_Wife assigns husband tasks
C:D_1_A2433.2.0_Various haunts of animals	C:D_8_H934.3_Tasks assigned by stepmother
C:D_1_A2433.2.2_Animals that inhabit water	C:D_8_H934.4_Task imposed by elder brothers
C:D_1_A2433.2.3.0_Animals that live alone	C:D_8_H935_Witch assigns tasks
C:D_1_A2433.2.4.0_Animals that live with men	C:D_8_H940_Assignment of tasks-miscellaneous
C:D_1_A2435.4.0_Food of birds	C:D_8_H945.0_Tasks voluntarily undertaken
C:D_1_A2435.4.4_Food of eagle	C:D_8_H950.0_Performance of tasks: H950-H999
C:D_1_A2460_Animal characteristics: attack and defense	C:D_8_H960_Tasks performed through cleverness or intelligence
C:D_1_A2461.0_Animal's means of defense	C:D_8_H961_Tasks performed by cleverness
C:D_1_A2462.0_Animal's habit when attacked	C:D_8_H970_Help in performing tasks
C:D_1_A2463.0_Animal's means of attack	C:D_8_H971.0_Task performed with help of old person
C:D_1_A2465.0_Means of capturing animal	C:D_8_H971.1_Tasks performed with help of old woman
C:D_1_A2480_Periodic habits of animals	C:D_8_H973.0_Tasks performed by helpful forest spirits
C:D_1_A2489.0_Animal's periodic habits - miscellaneous	C:D_8_H973.1_Task performed by fairy
C:D_1_A2489.1.1_Why cock crows to greet sunrise	C:D_8_H981_Tasks performed with help of brother
C:D_1_A2490_Other habits of animals	C:D_8_H982.0_Animals help man perform task
C:D_1_A2493.0.0_Friendships between the animals	C:D_8_H987_Task performed with aid of magic object
C:D_1_A2493.34.0_Friendship between	C:D_8_H1000_Nature of tasks: H1000-H1199

hen and duck	
C:D_1_A2494.0_Why certain animals are enemies	C:D_8_H1010.0_Impossible Or Absurd Tasks: H1010-H1049
C:D_1_A2494.10.0_The tiger's enemies	C:D_8_H1010_Impossible tasks
C:D_1_A2494.11.0_The elephant's enemies	C:D_8_H1090_Task requiring miraculous speed
C:D_1_A2494.13.0_Enmities of birds	C:D_8_H1092.0.0_Task: spinning impossible amount in one night
C:D_1_A2494.13.10.0_The hen's enemies	C:D_8_H1092.0.1_Task: spinning and weaving large amount by specified time
C:D_1_A2494.13.10.3_Enmity between hawk and hen	C:D_8_H1092.1_Helpful animal performs spinning task
C:D_1_A2494.13.10.4_Enmity between falcon and hen	C:D_8_H1130_Superhuman tasks
C:D_1_A2494.13.10.6_Enmity between birds of prey and chickens	C:D_8_H1133.0_Task: building castle(fort)
C:D_1_A2494.13.12_Enmity between fowl and falcon	C:D_8_H1133.1_Task: building magic castle
C:D_1_A2494.15_The fish's enemies	C:D_8_H1133.5_Task: building palace and city
C:D_1_A2494.8.0_The bear's enemies	C:D_8_H1137_Task: binding waves of the sea
C:D_1_A2500.0_Animal Characteristics-Miscellaneous: A2500-A2599	C:D_8_H1150_Tasks: stealing, capturing, or slaying
C:D_1_A2500_Animal Characteristics-Miscellaneous	C:D_8_H1151.0_Theft as a task
C:D_1_A2510.0_Utility of animals	C:D_8_H1151.12_Task: stealing eggs from under bird
C:D_1_A2513.0.0_Why certain animals serve men	C:D_8_H1154.0.0_Tasks: capturing animals
C:D_1_A2520_Disposition of animals	C:D_8_H1154.3.0_Task: bridling a wild animal
C:D_1_A2524.0_Why animal is pugnacious (brave, bold)	C:D_8_H1154.3.4_Task: capturing wild elephant
C:D_1_A2525.0_Why animals are deceptive	C:D_8_H1161.0_Task: killing ferocious beast
C:D_1_A2525.2_Why crab is cunning	C:D_8_H1161.1_Task: killing murderous bird
C:D_1_A2527.0_Why animal is vain	C:D_8_H1161.3.0_Task: overcoming elephant
C:D_1_A2527.1_Why cock is vain and selfish	C:D_8_H1162.0_Task: killing certain man
C:D_1_A2537.0_Why animal is stupid	C:D_8_H1162.1_Task: overcoming robbers
C:D_1_A2537.1_Why fish is stupid	C:D_8_H1180_Miscellaneous tasks
C:D_1_A2540_Other animal characteristics	C:D_8_H1199.0_Other tasks
C:D_1_A2542.0_Why animal is cursed	C:D_8_H1199.17.0_Task: guarding
C:D_1_A2750.0_Origin Of Various Plant Characteristics: A2750-A2799	C:D_8_H1199.17.0_Task: guarding
C:D_1_A2760.0_Leaves of plant	C:D_8_H1199.2.0_Task: healing sick person
C:D_1_A2769.0_Leaves of plant - miscellaneous	C:D_8_H1199.5_Task: disenchantment
C:D_1_A2770_Other plant characteristics	C:D_8_H1200.0.0_Tests Of Prowess: Quests: H1200-H1399

C:D_1_A2791.0_Sundry characteristics of trees	C:D_8_H1200.0_Attendant Circumstances Of Quests: H1200-H1249
Class B: Animals	C:D_8_H1200_Quest
C:D_2_B_Animals	C:D_8_H1210.0_Quest assigned
C:D_2_B0.0_Mythical Animals: B0-B99	C:D_8_H1210.2_Quest assigned by king
C:D_2_B0_Mythical Animals	C:D_8_H1220_Quests voluntarily undertaken
C:D_2_B5_Fantastic beasts, birds, etc., in art	C:D_8_H1221.0_Quest for adventure
C:D_2_B10_Mythical beasts and hybrids	C:D_8_H1228.0_Quest undertaken by hero for vengeance
C:D_2_B15.0_Animals with unusual limbs or members	C:D_8_H1229.0_Quest voluntarily undertaken - miscellaneous
C:D_2_B15.4.0_Animals with unusual eyes	C:D_8_H1229.1_Quest undertaken by hero to fulfill promises
C:D_2_B16.0.0_Devastating animals	C:D_8_H1230_Accomplishment of quests
C:D_2_B16.2.0_Devastating wild animals	C:D_8_H1233.0_Helpers on quest
C:D_2_B16.2.2.0_Devastating tiger	C:D_8_H1233.1.0_Old person as helper on quest
C:D_2_B16.2.2.1_Hostile tiger killed	C:D_8_H1233.1.1_Old woman helps on quest
C:D_2_B16.2.6_Devastating elephant	C:D_8_H1233.1.2_Old man helps on quest
C:D_2_B16.3_Devastating birds	C:D_8_H1233.2.2_Quest accomplished with aid of brother in disguise
C:D_2_B17.0_Hostile animals	C:D_8_H1233.4.0_Supernatural creature as helper on quest
C:D_2_B17.1.0_Hostile beasts	C:D_8_H1233.6.0_Animals help hero on quest
C:D_2_B30.0_Mythical birds	C:D_8_H1233.6.1_Horse helper on quest
C:D_2_B32.0_Phoenix	C:D_8_H1233.6.2_Bird helper (adviser) on quest
C:D_2_B39.0_Other mythical birds	C:D_8_H1239.0_Accomplishment of quest-miscellaneous
C:D_2_B39.1_Bird from paradise	C:D_8_H1239.3_Quest accomplished by means of objects given by helpers
C:D_2_B40_Bird-beasts	C:D_8_H1240_Other circumstances of quests
C:D_2_B41.0_Bird-horse	C:D_8_H1242.1_Unpromising hero succeeds in quest
C:D_2_B41.1_Pegasus. Winged horse	C:D_8_H1250.0.0.0_Nature of quests: H1250-H1399
C:D_2_B41.2.0_Flying horse. Sometimes represented as having wings, sometimes as going through the air by magic	C:D_8_H1300_Quest for the unique
C:D_2_B90_Other mythical animals	C:D_8_H1301.0_Quest for the most beautiful of women
C:D_2_B91.0_Mythical serpent	C:D_8_H1301.1.0_Quest for the most beautiful bride
C:D_2_B91.1_Naga. Serpent demon	C:D_8_H1301.1.2_Quest for faraway princess
C:D_2_B91.5.0_Sea-serpent	C:D_8_H1317_Quest for ornament (jewel, etc.) to match one already at hand
C:D_2_B99.0_Mythical animals -	C:D_8_H1320.0_Quest for marvelous objects or

miscellaneous	animals
C:D_2_B99.2_Mythical worm	C:D_8_H1324.0_ Quest for marvelous remedy
C:D_2_B100.0.0.0_Magic Animals: B100-B199	C:D_8_H1370_Miscellaneous quests
C:D_2_B100.0.0_Treasure Animals: B100-B119	C:D_8_H1381.0_ Quest for unknown person
C:D_2_B100.0_Treasure Animals	C:D_8_H1381.3.0_ Quest for unknown woman
C:D_2_B103.0.0_Treasure-producing animals	C:D_8_H1381.3.1.1.0_ Quest for bride for king (prince)
C:D_2_B110_Treasure-producing parts of animals	C:D_8_H1385.0.0_ Quest for lost persons
C:D_2_B113.0_Treasure-producing parts of bird	C:D_8_H1385.9_ Quest for lost (stolen) family
C:D_2_B113.3_Treasure from bird's feathers	C:D_8_H1386.3_ Quest for lost bird
C:D_2_B120.0.0.0_Animals With Magic Wisdom: B120-B169	C:D_8_H1550.0.0_Tests Of Character: H1550- H1569
C:D_2_B120.0.0_Wise Animals	C:D_8_H1550.0_Tests of character
C:D_2_B120.0.1_Animals have second sight	C:D_8_H1552.0_Tests of generosity
C:D_2_B122.0.0_Bird with magic wisdom	C:D_8_H1553.0_Tests of patience
C:D_2_B122.0.5_Wise eagle (in Yggdrasil)	C:D_8_H1557.0_Test of obedience
C:D_2_B122.1.0_Bird as adviser	C:D_8_H1558.0.0_Tests of friendship
C:D_2_B123.0_Wise reptile	C:D_8_H1558.0.1.0_Test of worthiness for friendship
C:D_2_B123.1.0_Wise serpent	C:D_8_H1558.13_Test of friendship: loyalty to condemned friend
C:D_2_B130_Truth-telling animals	C:D_8_H1561.0_Tests of valor
C:D_2_B131.7_Birds reveal innocence of suspect	C:D_8_H1561.6_Test of valor: fight with giant
C:D_2_B133.0.0_Truth speaking horse	C:D_8_H1562.0_Test of strength
C:D_2_B133.1_Horse warns hero of danger	C:D_8_H1563_Test of skill
C:D_2_B133.2_Horse reveals treachery	C:D_8_H1564_Test of hospitality
C:D_2_B140_Prophetic animals	C:D_8_H1565.0_Test of gratitude
C:D_2_B141.2.0_Prophetic horse	C:D_8_H1567.0_Test of leadership
C:D_2_B143.1.0_Bird gives warning	C:D_8_H1569.0_Test of character - miscellaneous
C:D_2_B143.1.4_Falcon saves master from drinking poison water	C:D_8_H1569.1.0_Test of industry
C:D_2_B150_Oracular animals	C:D_8_H1570.0_Miscellaneous Tests: H1570- H1599
C:D_2_B151.0_Animal determines road to be taken	C:D_8_H1571_Test of sensitiveness
C:D_2_B151.2.0.3_Birds show way by singing	Class J: The Wise and The Foolish
C:D_2_B160_Wisdom-giving animals	C:D_9_J_The Wise And The Foolish

C:D_2_B161.0_Wisdom from serpent	C:D_9_J0.0_Acquisition and possession of wisdom (knowledge): J0-J199
C:D_2_B163.0_Wisdom from other animal	C:D_9_J0_Acquisition and possession of wisdom
C:D_2_B170.0_Other Magic Animals: B170-B189	C:D_9_J130_Wisdom (knowledge) acquired from animals
C:D_2_B170_Magic Birds, Fish, Reptiles, Etc	C:D_9_J133.0_Animal gives wise example to man
C:D_2_B171.0_Magic chicken (hen, cock)	C:D_9_J134.0_Animal behavior teaches man what to avoid
C:D_2_B172.0_Magic bird	C:D_9_J1420_Animal retort concerning their dangers
C:D_2_B172.4_Bird with magic bones and feathers	C:D_9_J150_Other means of acquiring wisdom (knowledge)
C:D_2_B176.0_Magic reptile	C:D_9_J157.0.0_Wisdom (knowledge) from dream
C:D_2_B176.1.0_Magic serpent	C:D_9_J157.0.1_Deity appears in dream and gives instructions or advice
C:D_2_B180_Magic quadrupeds	C:D_9_J175_Wisdom from young man
C:D_2_B183.0_Magic quadrupeds - rodentia	C:D_9_J179.0_Other means of acquiring wisdom (knowledge) - miscellaneous
C:D_2_B183.1.0_Magic mouse	C:D_9_J179.3_Wisdom from neighbors
C:D_2_B184.0_Magic quadrupeds - unculata	C:D_9_J180_Possession of wisdom
C:D_2_B184.1.0.0_Magic horse	C:D_9_J182.0_Varieties of wisdom
C:D_2_B184.1.6.0_Flight on magic horse	C:D_9_J190_Acquisition and possession of wisdom - miscellaneous
C:D_2_B190_Magic animals: miscellaneous motifs	C:D_9_J191.0_Wise men
C:D_2_B191.0_Animal as magician	C:D_9_J191.1_Solomon as wise man
C:D_2_B191.6_Bird as magician	C:D_9_J200.0.0_Wise And Unwise Conduct: J200-J1099
C:D_2_B200.0_Animal With Human Traits: B200-B299	C:D_9_J200.0_Choices: J200-J499
C:D_2_B200_Animals With Human Traits	C:D_9_J230.0_Real And Apparent Values: J230-J299
C:D_2_B210.0_Speaking animals	C:D_9_J240_Choice between useful and ornamental
C:D_2_B211.0.0_Animal uses human speech	C:D_9_J241.0_Fruitful tree chosen
C:D_2_B211.1.3.0_Speaking horse	C:D_9_J300_Present Values Chosen: J300-J329
C:D_2_B211.3.0_Speaking bird	C:D_9_J320_Present values preferred to future
C:D_2_B211.3.2.0_Speaking cock	C:D_9_J321.1.0_A bird in the hand foolishly given away in hope of greater gain
C:D_2_B211.3.2.1_Speaking chicken	C:D_9_J330_Gains And Losses: J330-J369
C:D_2_B211.6.0_Speaking reptile	C:D_9_J350_Choices: small inconvenience, large gain
C:D_2_B211.6.1_Speaking snake (serpent)	C:D_9_J351.0_Bodily member(s) sacrificed to save life

C:D_2_B212.0.0_Animal understands human speech	C:D_9_J400.0_Choice Of Associates: J400-J459
C:D_2_B240.0_King of animals	C:D_9_J400_Choice of associates
C:D_2_B240.14_Elephant as king of animals	C:D_9_J401.0.0_Scarcity of real friends
C:D_2_B242.0_King of birds	C:D_9_J401.0.1_"A friend is known in need"
C:D_2_B242.2.0_King of the various kinds of birds	C:D_9_J480_Other choices
C:D_2_B250_Religious animals	C:D_9_J484_Enjoyment preferred to wealth
C:D_2_B251.0_Animals praise or worship	C:D_9_J500_Prudence and Discretion: J500-J599
C:D_2_B251.1.2.1_Cock crows	C:D_9_J510_Prudence in ambition
C:D_2_B260.0_Animal warfare	C:D_9_J514.0_One should not be too greedy
C:D_2_B262_War between domestic and wild animals	C:D_9_J570_Wisdom of deliberation
C:D_2_B263.0_War between other groups of animals	C:D_9_J571.0_Avoid hasty judgement
C:D_2_B263.5.1_War between birds and eagle	C:D_9_J571.4.0_Avoid hasty punishment
C:D_2_B266.0_Animals fight	C:D_9_J600_Forethought: J600-J799
C:D_2_B267.0_Animal allies	C:D_9_J610.0_Forethought In Conflicts With Others: J610-679
C:D_2_B270.0_Animals in legal relations	C:D_9_J640_Avoidance of others' power
C:D_2_B271.0_Animals as plaintiffs	C:D_9_J657.0_Care in selecting the creature to carry one
C:D_2_B272.0_Animals as defendants in court	C:D_9_J657.3_Crane persuades fish to let him change him from one lake into another: he eats fish
C:D_2_B272.1_Lawsuit against animals	C:D_9_J700.0_Forethought In Provision For Life: J700-J749
C:D_2_B272.2.0_Animal tried for crime	C:D_9_J700_Forethought in provision for life (general)
C:D_2_B275.0_Animal punished	C:D_9_J706.0_Acquisition of wealth
C:D_2_B275.1.0_Animal executed for crime	C:D_9_J900.0_Humility: J900-J999
C:D_2_B276_Animal jury	C:D_9_J900_Humility
C:D_2_B290.0_Other animals with human traits	C:D_9_J1100.0.0_CLEVERNESS: J1100-J1699
C:D_2_B291.0.0_Animal as messenger	C:D_9_J1100.0_Clever persons and acts: J1100-J1249
C:D_2_B291.1.0.0_Bird as messenger	C:D_9_J1100_Cleverness
C:D_2_B291.1.9_Eagle as messenger	C:D_9_J1110_Clever persons
C:D_2_B291.2.0_Domestic beast as messenger	C:D_9_J1111.0_Clever girl
C:D_2_B291.2.1_Horse as messenger	C:D_9_J1113_Clever boy
C:D_2_B292.0.0_Animal as servant to man	C:D_9_J1114.0.0_Clever servant
C:D_2_B292.2.0_Animal as domestic	C:D_9_J1114.0.1_Clever slave

servant	
C:D_2_B299.0_Other animals with human traits - miscellaneous	C:D_9_J1115.0_Clever professions
C:D_2_B299.1.0_Animal takes revenge on man	C:D_9_J1115.2.0_Clever physician
C:D_2_B299.2.0_Animals dispute	C:D_9_J1115.6_Clever peasant
C:D_2_B299.5.0_Sympathetic animals	C:D_9_J1117.0_Animal as trickster
C:D_2_B299.5.1_Animal mutilates self to express sympathy	C:D_9_J1118.0_Clever bird
C:D_2_B300.0.0_Friendly Animals: B300-B599	C:D_9_J1130.0_Cleverness In The Law Court: J1130-J1199
C:D_2_B300.0_Helpful Animals - General: B300-B349	C:D_9_J1130_Cleverness in law court - general
C:D_2_B300_HELPFUL ANIMAL	C:D_9_J1140.0_Cleverness in detection of truth
C:D_2_B301.0_Faithful animal	C:D_9_J1145.0_Detection through aid of animal
C:D_2_B310_Acquisition of helpful animal	C:D_9_J1150_Cleverness connected with the giving of evidence
C:D_2_B312.0_Helpful animal obtained by purchase or gift	C:D_9_J1170.0_Clever judicial decisions
C:D_2_B312.1_Helpful animals as gift	C:D_9_J1170.1_Series of wise judgements settles quarrels of village
C:D_2_B312.3_Helpful animal (s) bequeathed to hero	C:D_9_J1170.2_The Irish Solomon (Cormac mac Airt). Famed for his clever decisions
C:D_2_B313.0_Helpful animal an enchanted person	C:D_9_J1171.1.0_Solomon's judgement: the divided child. Two women claim a child. Judge offers to cut it in two. Real mother refuses
C:D_2_B319.0_Helpful animal otherwise acquired	C:D_9_J1171.2_Solomon's judgement: the divides bride. Three suitors dispute over a woman. When it is proposed to divide her, true lover is discovered
C:D_2_B319.1_Helpful animal sent by God (or a god)	C:D_9_J1171.3.1_Clever judgement: man must belong to the third wife because the first had buried him and the second did not protect him
C:D_2_B330_Death of helpful animal	C:D_9_J1250.0_Clever verbal retorts (repartee): J1250-J1499
C:D_2_B331.0_Helpful animal killed through misunderstanding	C:D_9_J1250_Clever verbal retorts – general
C:D_2_B331.1.0_Faithful falcon killed through misunderstanding. Tries to warn the king against drinking water poisoned by snake	C:D_9_J1440_Repartee - miscellaneous
C:D_2_B336_Helpful animal killed (threatened) by ungrateful hero	C:D_9_J1493_Daydreamer has lost his chance for profit. He has broken his master's pots while dreaming of future profits. He has therefore lost more than the master and excuses himself of
C:D_2_B350.0_Grateful Animals: B350-B399	C:D_9_J1500.0_Clever practical retorts: J1500-J1649
C:D_2_B350_Grateful Animals	C:D_9_J1500_Clever practical retort

C:D_2_B360_Animals grateful for rescue from peril of death	C:D_9_J1510_The cheater cheated
C:D_2_B364.0_Animal grateful for other rescue	C:D_9_J1511.0_A rule must work both ways
C:D_2_B364.1_Animal grateful for rescue from trap	C:D_9_J1512.0_Impossible demand rebuked
C:D_2_B365.0.0_Animal grateful for rescue of its young	C:D_9_J1521.5.0_Catching by words
C:D_2_B365.0.1_Bird grateful for rescue of its young	C:D_9_J1560_Practical retort: hosts and guests
C:D_2_B370_Animal grateful to captor for release	C:D_9_J1561.0_Inhospitality repaid
C:D_2_B375.0_Release of animal by hunter (fisher)	C:D_9_J1650_Miscellaneous clever acts: J1650-J1699
C:D_2_B375.3.0_Bird released: grateful	C:D_9_J1661.0_Clever deductions
C:D_2_B375.9_Serpent released: grateful	C:D_9_J1700.0.0_Fools (And Other Unwise Persons): J1700-J2799
C:D_2_B380.0_Animal grateful for relief from pain	C:D_9_J1700.0_Fools (general): J1700-J1729
C:D_2_B390_Animals grateful for other kind acts	C:D_9_J1700_Fools
C:D_2_B391.0_Animal grateful for food	C:D_9_J1705.0_Stupid classes
C:D_2_B391.4_Animals given water to drink: grateful	C:D_9_J1705.1_Stupid peasant
C:D_2_B393_Animals grateful for shelter	C:D_9_J1705.4_Foolish king
C:D_2_B400.0.0_Kinds Of Helpful Animals: B400-B499	C:D_9_J1706.0_Stupid animals
C:D_2_B400.0_Helpful Beasts: B400-B499	C:D_9_J1706.1_Tiger as stupid beast
C:D_2_B400_Helpful Domestic Beasts	C:D_9_J1710_Association with fools
C:D_2_B401.0_Helpful horse	C:D_9_J1713.0_Foolish married couples
C:D_2_B411.0_Helpful cow	C:D_9_J1714.0_Association of wise men with fools
C:D_2_B411.4.0_Helpful buffalo	C:D_9_J1750.0.0_Absurd misunderstandings: J1750-J1849
C:D_2_B413_Helpful goat	C:D_9_J1750.0_One Thing Mistaken For Another: J1750-J1809
C:D_2_B430_Helpful wild beasts	C:D_9_J1810_Physical phenomena misunderstood
C:D_2_B431.0_Helpful wild beasts - felidae	C:D_9_J1818.0_Animal's action misunderstood
C:D_2_B431.3_Helpful tiger	C:D_9_J2050.0_Absurd Short-Sightedness: J2050-J2199
C:D_2_B435.0_Helpful wild beasts - canidae and other carnivora	C:D_9_J2060.0_Absurd plans. Air-castles
C:D_2_B435.4_Helpful bear	C:D_9_J2061.0_Air-castle shattered by lack of forethought
C:D_2_B437.0_Helpful wild beasts -	C:D_9_J2120_Disregard of danger to objects

rodentia	(or animals)
C:D_2_B437.2_Helpful mouse	C:D_9_J2126.1_Trees cut down to gather fruit
C:D_2_B437.3_Helpful squirrel	C:D_9_J2130_Foolish disregard of personal danger
C:D_2_B443.0_Helpful wild beasts - ungulata	C:D_9_J2136.0_Numskull brings about his own capture
C:D_2_B443.1_Helpful deer (stag, doe)	C:D_9_J2136.4_Trickster pinched by shellfish (crab)
C:D_2_B443.3_Helpful elephant	C:D_9_J2400.0_Foolish imitation: J2400-J2449
C:D_2_B443.5_Helpful wild hog (boar)	C:D_9_J2400_Foolish imitation
C:D_2_B450_Helpful birds	C:D_9_J2410_Types of foolish imitation
C:D_2_B451.0_Helpful birds - passeriformes	C:D_9_J2412.0_Foolish imitation of healing
C:D_2_B451.2_Helpful nightingale	C:D_9_J2600.0_Cowardly fool: J2600-J2649
C:D_2_B451.4_Helpful crow	C:D_9_J2600_Cowardly fool
C:D_2_B451.7_Helpful sparrow	C:D_9_J2631_Boastful coward frightened when he sees strong adversaries. Hides in trousers of plowman who fights the men
C:D_2_B455.0_Helpful birds - falconiformes	Class K: Deceptions
C:D_2_B455.3_Helpful eagle	C:D_10_K_Deceptions
C:D_2_B457.0_Helpful birds - charidriiformes	C:D_10_K250_Other deceptive bargains.
C:D_2_B457.1_Helpful dove	C:D_10_K252.1_Deceptive sale of another as slave
C:D_2_B461.0_Helpful birds - coraciiformes	C:D_10_K300.0.0_Thefts and cheats: K300-K499
C:D_2_B461.1_Helpful woodpecker	C:D_10_K300.0_Thefts and cheats--general
C:D_2_B463.0_Helpful birds - ciconiiformes	C:D_10_K310.0_Thefts: K310-K439
C:D_2_B463.2_Helpful heron	C:D_10_K330.0_Means of hoodwinking the guardian or owner.
C:D_2_B469.0_Helpful birds - miscellaneous	C:D_10_K331.0_Goods stolen while owner sleeps.
C:D_2_B469.2_Helpful swan	C:D_10_K440_Other cheats.
C:D_2_B469.3.0_Helpful goose	C:D_10_K475.0_Cheating through equivocation.
C:D_2_B469.4.0_Helpful duck	C:D_10_K477.0_Attention secured by trickery.
C:D_2_B469.5.0_Helpful cock	C:D_10_K500.0_Escape by deception: K500-K699
C:D_2_B469.5.1_Helpful chicken	C:D_10_K500_Escape from death or danger by deception.
C:D_2_B470.0_Helpful fish	C:D_10_K510_Death order evaded.
C:D_2_B470.1_Small fish as helper	C:D_10_K515.0_Escape by hiding.
C:D_2_B490_Other helpful animals	C:D_10_K547.0_Escape by frightening would-be captors
C:D_2_B491.0_Helpful reptile	C:D_10_K600_Murderer or captor otherwise beguiled.
C:D_2_B491.1_Helpful serpent	C:D_10_K606.0.0_Escape by singing song.

	Captive gradually moves away and at last escapes.
C:D_2_B491.2_Helpful lizard	C:D_10_K620_Escape by deceiving the guard.
C:D_2_B491.3_Helpful crocodile	C:D_10_K629.0_Escape by deceiving the guard--miscellaneous.
C:D_2_B491.4.0_Helpful worm	C:D_10_K640_Escape by help of confederate.
C:D_2_B491.5_Helpful turtle(tortoise)	C:D_10_K649.0_Escape by help of confederate--miscellaneous.
C:D_2_B495.0_Helpful crustacean	C:D_10_K650_Other means of escape.
C:D_2_B495.1_Helpful crab	C:D_10_K700.0_Capture by deception: K700-K799
C:D_2_B495.2_Helpful lobster	C:D_10_K700_Capture by deception.
C:D_2_B498.0_Helpful mythical animal	C:D_10_K710_Victim enticed into voluntary captivity or helplessness.
C:D_2_B498.1_Helpful dragon	C:D_10_K713.0_Deception into allowing oneself to be fettered.
C:D_2_B500.0.0_Services Of Helpful Animals: B500-B599	C:D_10_K713.1.0_Deception into allowing oneself to be tied.
C:D_2_B500.0_Magic Power From Animals	C:D_10_K730.0_Victim trapped.
C:D_2_B505.0_Magic object received from animal	C:D_10_K730.1.0_Animal trapped through curiosity as to what the trap is.
C:D_2_B520_Animals save person's life	C:D_10_K750_Capture by decoy.
C:D_2_B521.1.0_Animal warns against poison	C:D_10_K751.0_Capture by feigning death.
C:D_2_B521.1.2_Animal warns man against drinking	C:D_10_K800.0_Killing or maiming by deception: K800-K999
C:D_2_B524.0_Animals overcome man's adversary	C:D_10_K800_Killing or maiming by deception
C:D_2_B524.1.0_Animals overcome man's adversary by force	C:D_10_K810_Fatal deception into trickster's power
C:D_2_B524.1.4.1_Dog defends master's child against animal assailant	C:D_10_K815.0_Victim lured by kind words approaches trickster and is killed.
C:D_2_B524.1.5.0_Helpful buffaloes tramp hero's enemies to death	C:D_10_K815.14.0_Fish tricked by crane into letting selves be carried from one pond to another. The crane eats them when they are in his power.
C:D_2_B524.1.5.1_Helpful buffaloes save hero from tiger	C:D_10_K824.0_Sham doctor kills his patients.
C:D_2_B524.3_Helpful snake protects man from attack	C:D_10_K824.1_Sham doctor kills ogre (giant).
C:D_2_B527.0_Animal saves man from death by drowning.	C:D_10_K839.0_Fatal deception into trickster's power--miscellaneous.
C:D_2_B529.0_Animal saves person's life - miscellaneous	C:D_10_K910_Murder by strategy.
C:D_2_B540.0_Animal rescuer or retriever. Rescue person or retrieve lost object	C:D_10_K929.0_Murder by strategy--miscellaneous.
C:D_2_B541.0_Animal rescues man	C:D_10_K950_Various kinds of treacherous

from sea	murder.
C:D_2_B542.0_Animal carries man through air to safety	C:D_10_K952.0_Animal (monster) killed from within.
C:D_2_B542.2.0_Escape on flying horse	C:D_10_K953.0_Murder by squeezing.
C:D_2_B547.0_Animal rescues man from dangerous place	C:D_10_K953.3_Crab carried by crane, clings round his neck and cuts off his head with pincers.
C:D_2_B549.0_Animal rescuer - miscellaneous	C:D_10_K1000.0_Deception into self-injury: K1000-K1199
C:D_2_B550_Animals carry men	C:D_10_K1000_Deception into self-injury.
C:D_2_B552.0_Man carried by bird	C:D_10_K1300.0_Seduction or deceptive marriage: K1300-K1399
C:D_2_B552.3_Indra carried by cock	C:D_10_K1300.0_Seduction or deceptive marriage: K1300-K1399
C:D_2_B557.0_Unusual animal as riding-horse	C:D_10_K1300_Seduction
C:D_2_B557.11.0_Person (animal) carried by elephant	C:D_10_K1330_Girl tricked into man's room (or power).
C:D_2_B560.0_Animals advise men	C:D_10_K1340_Entrance into girl's (man's) room (bed) by trick
C:D_2_B562.0_Animals' advice leads man to wealth	C:D_10_K1349.0_Other means of entering into girl's (man's) room (bed).
C:D_2_B563.0_Animals direct man on journey	C:D_10_K1349.1.0_Disguise to enter girl's (man's) room.
C:D_2_B563.2_Birds point out road to hero	C:D_10_K1350_Woman persuaded (or wooed) by trick.
C:D_2_B563.4.1.0_Animal leads lost man home	C:D_10_K1372.0_Woman engaged to marry by trick.
C:D_2_B569.0_Animals advise men - miscellaneous	C:D_10_K1372.1_Princess tricked into engaging herself to suitor rejected by her father.
C:D_2_B570_Animal serve men	C:D_10_K1700.0.0_Deception Through Shams: K1700-K2099
C:D_2_B571.0_Animals perform tasks for man	C:D_10_K1700.0_Deception through bluffing: K1700-K1799
C:D_2_B574_Animals as domestic servants	C:D_10_K1700_Deception through bluffing.
C:D_2_B576.0_Animal as guard	C:D_10_K1710_Ogre (large animal) overawed.
C:D_2_B576.1.0_Animal as guard of person or house	C:D_10_K1760_Other bluffs.
C:D_2_B579.0_Animals serve man otherwise	C:D_10_K1771.0_Bluffing threat.
C:D_2_B579.1_Animal accompanies man on journey	C:D_10_K1800.0_Deception by disguise or illusion: K1800-K1899
C:D_2_B580_Animal helps men to wealth and greatness	C:D_10_K1800_Deception by disguise or illusion
C:D_2_B581_Animal brings wealth to man	C:D_10_K1810.0_Deception by disguise.
C:D_2_B582.0_Animal helps person to success in love	C:D_10_K1812.0.0_King in disguise.

C:D_2_B582.2.0_Animals help hero win princess	C:D_10_K1815.0.0_Humble disguise.
C:D_2_B583.0_Animal gives treasure to man	C:D_10_K1816.0.0_Disguise as menial.
C:D_2_B584.0_Animal gives man other gifts	C:D_10_K1816.13_Disguise as slave.
C:D_2_B590_Miscellaneous services of helpful animals	C:D_10_K1821.0_Disguise by changing bodily appearance.
C:D_2_B591.0.0_Animal avenges murder	C:D_10_K1821.8_Disguise as old man.
C:D_2_B599.0_Other services of helpful animals	C:D_10_K1825.0_Disguise as professional man.
C:D_2_B700.0_Fanciful Traits Of Animals: B700-B799	C:D_10_K1825.1.0.0_Disguise as doctor
C:D_2_B700_Fanciful Traits Of Animals	C:D_10_K1825.1.5_Animal disguised as doctor
C:D_2_B710.0_Fanciful origin of animals	C:D_10_K1831.2.0_Service in disguise.
C:D_2_B710.2.0_Clever and swift horse of fanciful origin	C:D_10_K1890_Other deceptions by disguise or illusion.
C:D_2_B730_Fanciful color, smell, etc. of animals	C:D_10_K1892.0_Deception by hiding.
C:D_2_B731.0.0_Fanciful color of animal	C:D_10_K1950_Sham prowess.
C:D_2_B731.0.1_Animals of strange and varied coloring	C:D_10_K1962.0_False prophet.
C:D_2_B731.2.0_Green horse	C:D_10_K1963.0_Sham magician.
C:D_2_B733.0_Animals are spirit-sighted. Scent danger	C:D_10_K200.0_Deception In Payment Of Debt: K200-K249.
C:D_2_B750_Fanciful habits of animals	C:D_10_K2200.0_Villains and traitors: K2200-K2299
C:D_2_B765.0_Fanciful qualities of snakes	C:D_10_K2200_Villains and traitors
C:D_2_B770_Other fanciful traits of animals	C:D_10_K2210_Treacherous relatives.
C:D_2_B771.0.0_Wild animal miraculously tamed	C:D_10_K2211.0.0_Treacherous brother. Usually elder brother.
C:D_2_B773.0_Animals with human emotions	C:D_10_K2211.0.1_Treacherous elder brother(s).
C:D_2_B776.0.0_Venomous animals	C:D_10_K2212.0.0_Treacherous sister. Usually elder sister
C:D_2_B776.7_Venomous serpent	C:D_10_K2212.1_Treacherous stepsisters.
C:D_2_B800.0_Miscellaneous Animal Motifs: B800-B899	C:D_10_K2213.0_Treacherous wife
C:D_2_B800_Miscellaneous Animal Motifs	C:D_10_K2218.0_Treacherous relatives-in-law
C:D_2_B801_Elephants in folktales	C:D_10_K2218.2_Treacherous father-in-law.
C:D_2_B802_Horses in tales and legends	C:D_10_K2240_Treacherous officers and tradesmen.
C:D_2_B870.0_Giant animals	C:D_10_K2246.0.0_Treacherous prince.

C:D_2_B870.1_Animal extraordinarily heavy for size	C:D_10_K2246.0.1_Treacherous princess (queen)
C:D_2_B871.0_Giant beasts	C:D_10_K2246.1.0_Treacherous king.
C:D_2_B875.0_Giant reptiles	C:D_10_K2250.0_Treacherous servants and workmen
C:D_2_B875.1_Giant serpent	C:D_10_K2258_Treacherous peasant.
C:D_2_B877.0_Giant mythical animals	C:D_10_K2270_Deformed villains.
Class C: Tabu	C:D_10_K2290_Other villains and traitors.
C:D_3_C_Tabu	C:D_10_K2295.0_Treacherous animals
C:D_3_C0.0_Tabu Connected With Supernatural Beings: C0-C99	C:D_10_K2295.2_Treacherous eagle
C:D_3_C30_Tabu: offending supernatural relative	C:D_10_K2297.0_Treacherous friend
C:D_3_C37_Tabu: offending other animal relatives	C:D_10_K2299.0_Other villains and traitors--miscellaneous.
C:D_3_C40_Tabu: offending spirits of water, mountain, etc.	C:D_10_K2299.2_Treacherous peoples (tribes)
C:D_3_C43.0_Tabu: offending wood-spirit	C:D_10_K2300.0_Other deceptions: K2300-K2399
C:D_3_C44_Tabu: offending guardian spirits	C:D_10_K2300_Other deceptions.
C:D_3_C46.0_Tabu: offending fairy	C:D_10_K2300_Other deceptions.
C:D_3_C100.0_SEX TABU: C100-C199	C:D_10_K2320_Deception by frightening
C:D_3_C160_Tabu connected with marriage	C:D_10_K2370_Miscellaneous deceptions.
C:D_3_C162.0_Tabu: marriage with certain person	C:D_10_K2382.0_One animal injures another by deception.
C:D_3_C162.1.1_Tabu: fairy girl marrying mortal	C:D_10_K2382.1_Bird plucks another bird's feathers out
C:D_3_C190_Sex tabu - miscellaneous	Class L: Reversal of Fortune
C:D_3_C194.0_Tabu: trysting with woman at certain place	C:D_11_L0.0.0_Reversal Of Fortune
C:D_3_C300.0_Looking Tabu: C300-C399	C:D_11_L0.0_Victorious Youngest Child: L0-L99
C:D_3_C300_Looking Tabu	C:D_11_L0_Victorious youngest child
C:D_3_C310_Tabu: looking at certain person or thing	C:D_11_L10.0_Victorious youngest son
C:D_3_C311.0_Tabu: seeing the supernatural	C:D_11_L31_Youngest brother helps elder
C:D_3_C311.1.0_Tabu: seeing supernatural creatures	C:D_11_L50_Victorious youngest daughter
C:D_3_C311.1.2_Tabu: looking at fairies	C:D_11_L52_Abused youngest daughter
C:D_3_C315.0_Tabu: looking at certain object	C:D_11_L55.0_Stepdaughter heroine
C:D_3_C320_Tabu: looking into certain receptacle	C:D_11_L55.1_Abused stepdaughter
C:D_3_C321.0_Tabu: looking into box (Pandora)	C:D_11_L100.0_Unpromising hero (heroine): L100-L199
C:D_3_C321.2_Tabu: opening gift box	C:D_11_L100_Unpromising hero (heroine)

prematurely	
C:D_3_C322.0_Tabu: looking into bag	C:D_11_L101.0_Unpromising hero (male Cinderella). Usually, but not always, the unpromising hero is also the youngest son
C:D_3_C322.2_Tabu: opening bag too soon	C:D_11_L102_Unpromising heroine, Usually, but not always, the youngest daughter
C:D_3_C400.0_Speaking Tabu: C400-C499	C:D_11_L110_Types of unpromising heroes (heroines)
C:D_3_C400_Speaking Tabu	C:D_11_L111.0_Hero (heroine) of unpromising origin
C:D_3_C401.0_Tabu: speaking during certain time	C:D_11_L111.1.0_Exile returns and succeeds
C:D_3_C410_Tabu: asking questions	C:D_11_L111.4.0_Orphan hero
C:D_3_C411.0_Tabu: asking about marvels which one sees	C:D_11_L111.4.2_Orphan heroine
C:D_3_C550.0_Class Tabu: C550-C599	C:D_11_L111.4.3_Orphan brothers as heroes
C:D_3_C560_Tabu: things not to be done by certain class	C:D_11_L112.0_Hero (heroine) of unpromising appearance
C:D_3_C567.0_Tabus of princesses	C:D_11_L112.2_Very small hero
C:D_3_C600.0.0_Unique Prohibitions And Compulsions: C600-C699	C:D_11_L113.0_Hero (heroine) of unpromising occupation
C:D_3_C600.0_The One Forbidden Thing: C600-C649	C:D_11_L113.1.0.0_Menial hero
C:D_3_C600_Unique Prohibition	C:D_11_L113.4_Peasant as hero
C:D_3_C700.0_Miscellaneous Tabus: C700-C899	C:D_11_L113.5_Woodcutter hero
C:D_3_C700_Miscellaneous Tabus	C:D_11_L114.0_Hero (heroine) of unpromising habits
C:D_3_C710_Tabus connected with other-world journeys	C:D_11_L114.1_Lazy hero
C:D_3_C712.0_Tabu: staying too long in other world	C:D_11_L114.3_Unruly hero
C:D_3_C750_Time tabus	C:D_11_L114.4_Cheater as hero
C:D_3_C752.0_Tabu: doing thing after certain time	C:D_11_L114.5_Hero with disgusting habits
C:D_3_C752.1.0_Tabu: doing thing after sunset (nightfall)	C:D_11_L121.0_Stupid hero
C:D_3_C830.0_Unclassified Tabus: C830-899	C:D_11_L130_Abode of unpromising hero (heroine)
C:D_3_C830_UNCLASSIFIED TABUS	C:D_11_L134_Unpromising hero must live in hut
C:D_3_C833.0_Tabus for journeys	C:D_11_L140_The unpromising surpasses the promising
C:D_3_C867.0_Tabu: unusual cruelty	C:D_11_L156.1_Lowly hero overcomes proud rivals
C:D_3_C900.0_Punishment For Breaking Tabu: C900-C999	C:D_11_L160_Success of the unpromising hero (heroine)
C:D_3_C900_Punishment For Breaking Tabu	C:D_11_L161.0_Lowly hero marries princess

C:D_3_C901.0_Tabu imposed	C:D_11_L300.0_Triumph of the weak: L300-L399
C:D_3_C901.1.0_Tabu imposed by certain person	C:D_11_L300_Triumph of the weak
C:D_3_C901.1.5_Tabu imposed by fairy	C:D_11_L310_Weak overcomes strong in conflict
C:D_3_C930.0_Loss of fortune for breaking tabu	C:D_11_L311.0_Weak (small) hero overcomes large fighter
C:D_3_C935_Helpful animal disappears when tabu is broken	C:D_11_L315.0_Small animal overcomes large
C:D_3_C940.0_Sickness or weakness for breaking tabu	C:D_11_L390_Triumph of the weak - miscellaneous
C:D_3_C947_Magic power lost by breaking tabu	C:D_11_L400.0_Pride brought low: L400-L499
C:D_3_C950_Person carried to other world for breaking tabu	C:D_11_L400_Pride brought low
C:D_3_C963.1_Person returns to original animal form when tabu is broken	C:D_11_L410.0_Proud ruler (deity) humbled
C:D_3_C980_Miscellaneous punishments for breaking tabu	C:D_11_L410.1_Proud king humbled: realizes that pomp, possessions, power are all of short duration
C:D_3_C985.0_Physical changes in person because of broken tabu	C:D_11_L430_Arrogance repaid
C:D_3_C985.3_Foul breath from breaking tabu	C:D_11_L450_Proud animal less fortunate than humble
C:D_3_C987_Curse as punishment for breaking tabu	C:D_11_L460_Pride brought low – miscellaneous
Class D: Magic C:D_4_D_Magic	Class M: Ordaining the Future C:D_12_M0.0.0_Ordaining The Future
C:D_4_D0.0_Transformation: D0-D699	C:D_12_M0.0_Judgments And Decrees: M0-M99
C:D_4_D0_Transformation (General)	C:D_12_M0_Judgments and decrees
C:D_4_D5.0_Enchanted person	C:D_12_M2.0_Inhuman decisions of king
C:D_4_D5.1.0_Enchanted person cannot move.	C:D_12_M200.0_Bargains and promises: M200-M299
C:D_4_D10.0.0_Transformation: man to different man: D10-D99	C:D_12_M220_Other bargains
C:D_4_D40.0_Transformation to likeness of another person.	C:D_12_M246.0_Covenant of friendship
C:D_4_D42.2_Spirit takes shape of man.	C:D_12_M246.1.0_Covenant of friendship between animals
C:D_4_D49.0_Transformation to likeness of another person - miscellaneous.	C:D_12_M300.0.0_Prophecies: M300-M399
C:D_4_D49.2_Spirit takes any form.	C:D_12_M300.0_Prophecies
C:D_4_D50_Magic changes in man himself.	C:D_12_M301.0.0_Prophets
C:D_4_D52.0_Magic change to different appearance.	C:D_12_M301.0.1_Prophet destined never to be believed

C:D_4_D56.0_Magic change in person age.	C:D_12_M302.0_Means of prophesying
C:D_4_D56.1_Transformation to older person.	C:D_12_M340.0_Unfavorable prophecies
C:D_4_D90_Transformation: man to different man - miscellaneous.	C:D_12_M340.5_Prediction of danger
C:D_4_D93_Transformation: prince to old man.	C:D_12_M340.6_Prophecy of great misfortune
C:D_4_D100.0_Transformation: man to animal: D100-D199	C:D_12_M342.0_Prophecy of downfall of kingdom
C:D_4_D110.0_Transformation: Man To Mammal: D110-D149	C:D_12_M342.1_Prophecy of downfall of king (prince)
C:D_4_D110_Transformation: man to wild beast (mammal).	C:D_12_M356.0_Prophecies concerning destiny of country
C:D_4_D114.0_Transformation: man to ungulate.	C:D_12_M360_Other prophecies
C:D_4_D130_Transformation: man to domestic beast (mammal).	C:D_12_M369.0_Miscellaneous prophecies
C:D_4_D150_Transformation: man to bird.	C:D_12_M370.0_Vain attempts to escape fulfillment of prophecy
C:D_4_D161.0_Transformation: man to bird of anatide group (duck).	C:D_12_M373_Expulsion to avoid fulfillment of prophecy
C:D_4_D161.1_Transformation:man to swan.	C:D_12_M391.0_Fulfillment of prophecy
C:D_4_D191.0_Transformation: man to serpent (snake).	C:D_12_M391.1.0_Fulfillment of prophecy successfully avoided
C:D_4_D200.0_Transformation: man to object: D200-D299	C:D_12_M400.0_Curses: M400-M499
C:D_4_D200_Transformation: man to object.	C:D_12_M400_Curses
C:D_4_D210.0_Transformation: man to vegetable form.	C:D_12_M410_Pronouncement of curses
C:D_4_D211.0_Transformation: man to fruit.	C:D_12_M411.0.0_Deliver of curse
C:D_4_D300.0_Transformation: animal to person: D300-D399	C:D_12_M411.1.0_Curse by parent
C:D_4_D300_Transformation: animal to person.	C:D_12_M411.1.1_Curse by stepmother
C:D_4_D350_Transformation: bird to person.	C:D_12_M411.19.0_Curse by animal
C:D_4_D361.0_Transformation: swan to person.	C:D_12_M411.21_Curse by disguised deity
C:D_4_D361.1.0_Swan Maiden. A swan transform herself at will into a maiden. She resumes her swan form by putting on her swan coat.	C:D_12_M411.7_Curse by spirit
C:D_4_D390_Transformation: reptiles and miscellaneous animals to person.	C:D_12_M414.0_Recipient of curse
C:D_4_D391_Transformation: serpent	C:D_12_M414.8.0_Animals cursed

(snake) to person.	
C:D_4_D400.0_Other forms of transformation: D400-D499	C:D_12_M414.8.4_Birds cursed
C:D_4_D400_Other forms of transformation.	C:D_12_M415_Irrevocable curse
C:D_4_D430_Transformation: object to person	C:D_12_M430_Curses on persons
C:D_4_D431.0_Transformation: vegetable form to person	C:D_12_M431.0_Curse: bodily injury
C:D_4_D431.4_Transformation: fruit to person	C:D_12_M431.2_Curse: toads from mouth
C:D_4_D450.0_Transformation: Object To Object: D450-D499:	C:D_12_M460.0_Curses on families
C:D_4_D480.0.0_Size of object transformed	C:D_12_M463_Curse on tribe (district)
C:D_4_D487.0_Animal becomes larger	Class N: Chance and Fate
C:D_4_D490_Miscellaneous forms of transformation	C:D_13_N0.0.0_Chance And Fate
C:D_4_D493_Spirit changes to animal	C:D_13_N100.0.0_The ways of luck and fate: N100-N299
C:D_4_D500.0_Means of transformation: D500-D599	C:D_13_N100.0_Nature Of Luck And Fate: N100-N169
C:D_4_D510_Transformation by breaking tabu	C:D_13_N100_Nature of luck and fate
C:D_4_D513.0_Transformation by violation of looking tabu	C:D_13_N101.0_Inexorable fate.
C:D_4_D520_Transformation through power of the word	C:D_13_N130_Changing of luck or fate.
C:D_4_D522_Transformation through magic word (charm)	C:D_13_N134.0_Persons effect change of luck
C:D_4_D523.0_Transformation through song	C:D_13_N134.1.0_Persons bring bad luck
C:D_4_D560_Transformation by various means	C:D_13_N134.1.3_Persons lose luck as punishment
C:D_4_D572.6_Transformation by magic powder	C:D_13_N200_The good gifts of fortune.
C:D_4_D573.0_Transformation by spell (charm)	C:D_13_N203_Lucky person
C:D_4_D600.0_Miscellaneous transformation incidents: D600-D699	C:D_13_N300.0_Unlucky accidents: N300-N399
C:D_4_D640_Reasons for voluntary transformation	C:D_13_N340.0_Hasty killing or condemnation (mistake)
C:D_4_D641.0_Transformation to reach difficult place	C:D_13_N349.0_Hasty killing or condemnation--miscellaneous.
C:D_4_D641.1.2_Transformation to be able to woo maiden	C:D_13_N380_Other unlucky accidents.
C:D_4_D642.0_Transformation to escape difficult situation	C:D_13_N398_Mistake in interpreting prophecy (oracle) brings misfortune
C:D_4_D642.1_Transformation to escape	C:D_13_N500.0_Treasure trove: N500-N599

from captivity	
C:D_4_D642.2_Transformation to escape death	C:D_13_N510_Where treasure is found.
C:D_4_D659.0_Miscellaneous reasons for voluntary transformation	C:D_13_N523_Treasure hidden in a stone.
C:D_4_D659.4.0_Transformation to act as helpful animal	C:D_13_N600.0_Other lucky accidents: N600-N699
C:D_4_D660_Motive for transformation of others	C:D_13_N680.0_Lucky accidents--miscellaneous
C:D_4_D666.0_Transformation to save person	C:D_13_N680.1_Lucky fool.
C:D_4_D680_Miscellaneous circumstances of transformation	C:D_13_N699.0_Other lucky accidents.
C:D_4_D683.0_Transformation by magician	C:D_13_N700.0_Accidental encounters: N700-N799
C:D_4_D683.7.0_Transformation by fairy	C:D_13_N700_Accidental encounters
C:D_4_D684.0.0_Transformation by helpful animals	C:D_13_N710_Accidental meeting of hero and heroine
C:D_4_D684.0.1_Transformation by magic animal	C:D_13_N712.0_Prince first sees heroine as she comes forth from her hiding-box. She has concealed herself until the favorable moment.
C:D_4_D700.0_Disenchantment: D700-D799	C:D_13_N715.1_Hero finds maiden at fountain (well, river).
C:D_4_D700_Person disenchanted	C:D_13_N716.0_Lover sees beloved first while she is bathing.
C:D_4_D701_Gradual disenchantment	C:D_13_N716.1_Man stumbles on bathing maiden
C:D_4_D760_Disenchantment by miscellaneous means	C:D_13_N800.0_Helpers: N800-N899
C:D_4_D771.0_Disenchantment by use of magic object	C:D_13_N800_Helpers.
C:D_4_D786.0_Disenchantment by music	C:D_13_N810.0_Supernatural helpers
C:D_4_D786.1_Disenchantment by song	C:D_13_N813_Helpful genie (spirit)
C:D_4_D789.0_Other means of disenchantment	C:D_13_N815.0.0_Fairy as helper.
C:D_4_D789.6.0_Disenchantment by repeating magic formula	C:D_13_N815.0.1_Helpful tree-spirit.
C:D_4_D789.6.1_Disenchantment by speaking proper words	C:D_13_N815.1_Fairy nurse as helper.
C:D_4_D790_Attendant circumstances of disenchantment	C:D_13_N819.0_Supernatural helpers--miscellaneous.
C:D_4_D791.2.0_Disenchantment by only one person	C:D_13_N819.2.0_Transformed person as helper
C:D_4_D791.2.1_Disenchantment of girl only by lover	C:D_13_N819.4_Supernatural medicine-man as helper
C:D_4_D800.0.0_Magic Objects: D800-D1699	C:D_13_N820_Human helpers.

C:D_4_D800.0_Ownership of magic objects: D800-D899	C:D_13_N825.0_Old person as helper.
C:D_4_D800_Magic object	C:D_13_N825.2_Old man helper
C:D_4_D801.0_Ownership of magic object	C:D_13_N825.3.0_Old woman helper
C:D_4_D803.0_Magic objects created by deity	C:D_13_N827_Child as helper.
C:D_4_D806.0_Magic object effective only when exact instructions for its use are followed	C:D_13_N831.0_Girl as helper.
C:D_4_D810.0_Acquisition Of Magic Object: D810-D859	C:D_13_N832.0_Boy as helper
C:D_4_D810_Magic object a gift	C:D_13_N832.2_Sons as helpers
C:D_4_D812.0_Magic object received from supernatural being	C:D_13_N835_Wealthy (powerful) man as helper.
C:D_4_D812.15_Magic object received from maiden-spirit	C:D_13_N836.0_King as helper
C:D_4_D812.5.0_Magic object received from genie	C:D_13_N838_Hero (culture hero) as helper
C:D_4_D812.8.2_Magic object received from man in dream	C:D_13_N847_Prophet as helper.
C:D_4_D813.0_Magic object received from fairy	C:D_13_N854.0_Peasant as helper.
C:D_4_D815.0_Magic object received from relative	Class P: Society
C:D_4_D817.0_Magic object received from grateful person	C:D_14_P0.0.0_Society
C:D_4_D825.0_Magic object received from maiden	C:D_14_P0.0_Royalty and nobility: P0-P99
C:D_4_D840_Magic object found	C:D_14_P0_Royalty and nobility
C:D_4_D841_Magic object accidentally found	C:D_14_P10.0_Kings.
C:D_4_D850_Magic object otherwise obtained	C:D_14_P12.0_Character of kings
C:D_4_D855.0_Magic object acquired as reward	C:D_14_P12.13.0_King quick to anger.
C:D_4_D855.5_Magic object as reward for good deeds	C:D_14_P12.2.0_Injustice deadliest of monarch's sins
C:D_4_D859.8_Magic object as ransom of captive	C:D_14_P12.2.1_Tyrannical king.
C:D_4_D860.0.0_Loss of magic object	C:D_14_P12.5.0.0_Good king never retreats in battle
C:D_4_D861.5.1_Magic object stolen by owner's fiancée	C:D_14_P12.6.0_Just king brings good fortune upon people.
C:D_4_D866.0_Magic object destroyed	C:D_14_P12.7_Clever king knows everything in advance
C:D_4_D880.0.0_Recovery of magic object	C:D_14_P16.0_End of king's reign.
C:D_4_D882.0_Magic object stolen back	C:D_14_P17.0.0_Succession to the throne

C:D_4_D882.1.0_Stolen magic object stolen back by helpful animals	C:D_14_P17.0.2.0_Son succeeds father as king
C:D_4_D885.1_Magic object recovered with witch's help	C:D_14_P18.0_Marriage of kings.
C:D_4_D900.0.0.0_Kinds of magic objects: D900-D1299	C:D_14_P19.0_Other motifs connected with kings.
C:D_4_D900.0.0_Magic weather phenomena	C:D_14_P19.2.1_King abducts woman to be his paramour
C:D_4_D906_Magic wind	C:D_14_P19.4.0.0_Kingly powers (rights).
C:D_4_D930_Magic land features	C:D_14_P20.0_Queens.
C:D_4_D931.0.0_Magic rock (stone)	C:D_14_P29.0_Queens--miscellaneous.
C:D_4_D931.0.1_Stone produced by magic	C:D_14_P30.0_Princes.
C:D_4_D980_Magic fruits and vegetables	C:D_14_P30.1_King's sons called kings
C:D_4_D981.0.0_Magic fruit	C:D_14_P32.0_Friendship of prince and commoner.
C:D_4_D990.0_Magic Bodily Members: D990-D1029	C:D_14_P40_Princesses
C:D_4_D1010_Magic bodily members - animal	C:D_14_P100_Other social orders: P100-P199
C:D_4_D1015.0_Magic internal organs of animal	C:D_14_P110_Royal ministers.
C:D_4_D1015.1.0_Magic heart of animal	C:D_14_P200.0_The family: P200-P299
C:D_4_D1021.0_Magic feather	C:D_14_P200_The family.
C:D_4_D1024_Magic egg	C:D_14_P210_Husband and wife.
C:D_4_D1050.0_Magic clothes	C:D_14_P214.1_Wife commits suicide (dies) on death of husband.
C:D_4_D1050.1_Clothes produced by magic	C:D_14_P216_Wife only one able to persuade her husband.
C:D_4_D1051_Magic cloth	C:D_14_P230.0_Parents and children.
C:D_4_D1069.0_Magic clothes - miscellaneous	C:D_14_P231.0_Mother and son.
C:D_4_D1069.2_Magic feather dress	C:D_14_P231.3_Mother-love.
C:D_4_D1070_Magic ornaments	C:D_14_P233.0_Father and son
C:D_4_D1071.0.0_Magic jewel (jewels)	C:D_14_P233.6_Son avenges father
C:D_4_D1071.0.1_Jewels produced by magic	C:D_14_P234.0_Father and daughter
C:D_4_D1130_Magic buildings and parts	C:D_14_P250.0_Brothers and sisters
C:D_4_D1131.0_Magic castle	C:D_14_P250.1_Elder children to protect younger.
C:D_4_D1131.1_Castle produced by magic	C:D_14_P251.0_Brothers
C:D_4_D1132.0_Magic palace	C:D_14_P251.3.0_Brothers follow each other in exile.
C:D_4_D1132.1_Palace produced by magic	C:D_14_P251.5.0_Two brothers.
C:D_4_D1150_Magic furniture	C:D_14_P251.5.1_Two brothers follow and help each other on piracy, etc.

C:D 4 D1154.3.0 Magic hammock	C:D 14 P251.5.3 Hostile brothers
C:D 4 D1154.3.1 Magic swing	C:D 14 P251.6.3 Six or seven brothers.
C:D_4_D1170_Magic utensils and implements	C:D_14_P252.0_Sisters.
C:D 4 D1174.0 Magic box	C:D 14 P252.1.0 Two sisters.
C:D 4 D1195 Magic soap	C:D 14 P252.2 Three sisters
C:D 4 D1206.0 Magic axe	C:D 14 P252.3 Seven sisters
C:D_4_D1210_Magic musical instruments	C:D_14_P252.3_Seven sisters
C:D 4 D1211 Magic drum	C:D 14 P253.0.0 Sister and brother.
C:D 4 D1213.0 Magic bell	C:D 14 P253.6 Sister warns brothers
C:D_4_D1213.1_Magic gong	C:D_14_P253.8_Clever sister saves life of brother.
C:D_4_D1240_Magic waters and medicines	C:D_14_P260_Relations by law
C:D_4_D1241_Magic medicine (= charm)	C:D_14_P261_Father-in-law.
C:D 4 D1246 Magic powder	C:D 14 P280 Steprelatives.
C:D_4_D1250_Miscellaneous magic object	C:D_14_P282.0_Stepmother.
C:D 4 D1252.0 Magic metal	C:D 14 P284 Stepsister
C:D 4 D1252.1.2 Magic nails	C:D 14 P290 Other relatives.
C:D 4 D1254.0 Magic staff	C:D 14 P291.0 Grandfather.
C:D_4_D1254.2_Magic rod	C:D_14_P300_Other social relationships: P300-P399
C:D_4_D1273.0.0_Magic formula (charm)	C:D_14_P310.0_Friendship
C:D 4 D1273.1.0.0 Magic numbers	C:D 14 P310.2 Friends avenge each other
C:D_4_D1273.1.3.0_Seven as magic number	C:D_14_P311.0.0_Sworn brethren. Friends take an oath of lasting brotherhood.
C:D 4 D1275.0 Magic song	C:D 14 P311.5 Covenant of friendship
C:D_4_D1275.4_Magic poem (satire)	C:D_14_P319.0_Deeds of friendship--miscellaneous.
C:D 4 D1293.0 Magic color	C:D 14 P360 Master and servant.
C:D 4 D1293.3 White as magic color	C:D 14 P361.0 Faithful servant.
C:D_4_D1295_Magic incense	C:D_14_P400.0_Trades and professions: P400-P499
C:D 4 D1299.0 Other magic objects	C:D 14 P400 Trades and professions
C:D_4_D1300.0.0.0_Function of magic object: D1300-D1599	C:D_14_P410_Laborers
C:D_4_D1300.0.0_Magic Objects Effect Changes In Persons: D1300-D1379	C:D_14_P411.0_Peasant.
C:D_4_D1300.0_Magic object gives supernatural wisdom	C:D_14_P414_Hunter.
C:D_4_D1305.0_Magic object gives power of prophecy	C:D_14_P420_Learned professions.
C:D_4_D131.0_Transformation: man to horse.	C:D_14_P421.0_Judge.
C:D 4 D1310.0 Magic object gives	C:D 14 P424.0 Physician

supernatural information	
C:D_4_D1311.0_Magic object used for divination	C:D_14_P500.0_Government: P500-P599
C:D_4_D1313.0_Magic object points out road	C:D_14_P550_Military affairs.
C:D_4_D1316.0_Magic object reveals truth	C:D_14_P553.0_Weapons
C:D_4_D1317.0.0_Magic object warns of danger	C:D_14_P555.0_Defeat in battle.
C:D_4_D1327.0_Magic object locates fish (game)	C:D_14_P600.0_Customs: P600-699
C:D_4_D1330_Magic object works physical change	C:D_14_P600_Customs.
C:D_4_D1335.0_Object gives magic strength	C:D_14_P633_Young not to precede old.
C:D_4_D1335.12_Magic song gives strength	Class Q: Rewards and Punishments
C:D_4_D1338.0_Magic object rejuvenates	C:D_15_Q0.0_Rewards And Punishments
C:D_4_D1342.0_Magic object gives health	C:D_15_Q0_Rewards and punishments
C:D_4_D1350_Magic object changes person's disposition	C:D_15_Q1.0_Hospitality rewarded--opposite punished
C:D_4_D1355.0.0_Love-producing magic object	C:D_15_Q2_Kind and unkind. Churlish person disregards requests of old person (animal) and is punished. Courteous person (often youngest brother or sister) complies and is rewarded.
C:D_4_D1355.18.0_Love charm (words)	C:D_15_Q4_Humble rewarded, haughty punished.
C:D_4_D1360_Magic object effects temporary change in person	C:D_15_Q5.0_Laziness punished; industry rewarded.
C:D_4_D1377.0_Magic object changes person's size	C:D_15_Q10.0_Deeds rewarded: Q10-Q99
C:D_4_D1380.0.0_Magic object protects	C:D_15_Q10_Deeds rewarded
C:D_4_D1385.0_Magic object protects from evil spirits	C:D_15_Q40_Kindness rewarded.
C:D_4_D1394.0_Magic object helps hero in trial	C:D_15_Q41.0_Politeness rewarded
C:D_4_D1400.0_Magic Object Gives Power Over Other Persons: D1400-D1439:	C:D_15_Q42.0_Generosity rewarded.
C:D_4_D1410.0_Magic object renders person helpless	C:D_15_Q45.0_Hospitality rewarded
C:D_4_D1415.0_Magic object compels person to dance	C:D_15_Q51.0_Kindness to animals rewarded.
C:D_4_D1415.2.0_Magic musical instrument causes person to dance	C:D_15_Q57.0_Attendance on the sick rewarded.
C:D_4_D1420.0_Magic object draws person (thing) to it	C:D_15_Q60_Other good qualities rewarded.

C:D_4_D1420.4_Helper summoned by calling his name	C:D_15_Q64_Patience rewarded
C:D_4_D1421.0.0_Magic object summons helper	C:D_15_Q68.0_Integrity rewarded.
C:D_4_D1426.0.0_Magic object draws woman to man	C:D_15_Q68.2_Honesty rewarded.
C:D_4_D1426.0.1_Magic objects help hero win princess	C:D_15_Q80_Rewards for other causes.
C:D_4_D1440.0_Magic object gives power over animals	C:D_15_Q86.0_Reward for industry
C:D_4_D1444.0_Magic object catches animal	C:D_15_Q91.0_Reward for cleverness
C:D_4_D1444.1.0_Magic object catches fish	C:D_15_Q94_Reward for cure.
C:D_4_D1450_Magic object furnishes treasure	C:D_15_Q100.0_Nature of rewards: Q100-Q199
C:D_4_D1454.0_Parts of human body furnish treasure	C:D_15_Q100_Nature of rewards.
C:D_4_D1454.2.0_Treasure falls from mouth	C:D_15_Q101.0_Reward fitting to deed
C:D_4_D1454.2.1_Flowers fall from lips	C:D_15_Q110_Material rewards.
C:D_4_D1470.0_Magic object as provider	C:D_15_Q111.0_Riches as reward
C:D_4_D1472.2.0_Magic object causes food and drink to be furnished	C:D_15_Q111.2_Riches as reward (for hospitality).
C:D_4_D1472.2.5_Magic song produces food	C:D_15_Q111.6_Treasure as reward.
C:D_4_D1500.0.0_Magic object controls disease	C:D_15_Q111.7_Jewels as reward
C:D_4_D1500.1.0_Magic object heals diseases	C:D_15_Q112.0.1.0_Kingdom as reward.
C:D_4_D1500.1.23_Magic healing charm (spell)	C:D_15_Q112.3_Reward: seat next to king
C:D_4_D1500.1.24_Magic healing song	C:D_15_Q114.0.0_Gifts as reward.
C:D_4_D1500.1.33.0_Parts or products of animal cure disease	C:D_15_Q190_Rewards--miscellaneous.
C:D_4_D1500.2.2_Charm against sickness	C:D_15_Q200.0_Deeds punished: Q200-Q399
C:D_4_D1500.4.0_Magic object causes disease	C:D_15_Q200_Deeds punished.
C:D_4_D1503.0_Magic object heals wound	C:D_15_Q210.0_Crimes punished
C:D_4_D1503.1_Magic song heals wound	C:D_15_Q210.1_Criminal intent punished.
C:D_4_D1519.0_Magic object control disease - miscellaneous	C:D_15_Q211.0.0_Murder punished.
C:D_4_D1519.1.0_Magic object restores strength	C:D_15_Q212.0_Theft punished.
C:D_4_D1520.0_Magic object affords	C:D_15_Q260_Deceptions punished.

miraculous transportation	
C:D_4_D1520.18.0_Magic transportation by hammock	C:D_15_Q261.0_Treachery punished
C:D_4_D1520.18.1_Transportation on magic swing	C:D_15_Q261.1_Intended treachery punished.
C:D_4_D1531.0_Magic object gives power of flying	C:D_15_Q263.0_Lying (perjury) punished
C:D_4_D1532.0_Magic object bears person aloft	C:D_15_Q266.0_Punishment for breaking promise.
C:D_4_D1532.6_Magic robe bears person aloft	C:D_15_Q267.0_Hypocrisy punished
C:D_4_D1540.0_Magic object controls the elements	C:D_15_Q280_Unkindness punished.
C:D_4_D1543.0_Magic object controls wind	C:D_15_Q281.0_Ingratitude punished
C:D_4_D1560_Magic object performs other services for owner	C:D_15_Q281.2_Ungrateful ruler is deposed
C:D_4_D1561.0_Magic object confers miraculous powers (luck)	C:D_15_Q285.0_Cruelty punished.
C:D_4_D1561.1.11_Magic song brings luck	C:D_15_Q285.1.0.0_Cruelty to animals punished.
C:D_4_D1581_Tasks performed by use of magic object	C:D_15_Q286.0_Uncharitableness punished.
C:D_4_D1600.0.0_Characteristics of magic objects: D1600-D1699	C:D_15_Q288_Punishment for mockery
C:D_4_D1600.0_Automatic Magic Objects: D1600-1649	C:D_15_Q291.0_Hard-heartedness punished.
C:D_4_D1610.0.0_Magic speaking objects	C:D_15_Q292.0_Inhospitality punished.
C:D_4_D1610.2.0.0_Speaking tree	C:D_15_Q296.0_Injustice punished.
C:D_4_D1700.0_Magic Powers And Manifestations: D1700-D2199	C:D_15_Q297_Slander punished.
C:D_4_D1700_Magic powers	C:D_15_Q300_Contentiousness punished
C:D_4_D1710.0_Possession and means of employment of magic powers: D1710-1799	C:D_15_Q301_Jealousy punished
C:D_4_D1710_Possession of magic powers	C:D_15_Q302.0_Envy punished.
C:D_4_D1711.0.0_Magician	C:D_15_Q312.0_Fault-finding punished
C:D_4_D1711.5_Fairy as magician	C:D_15_Q320_Evil personal habits punished
C:D_4_D1711.7.0_King as magician	C:D_15_Q321.0_Laziness punished
C:D_4_D1712.0.0_Soothsayer (divine, oracle, etc.)	C:D_15_Q326_Impudence punished.
C:D_4_D1719.0_Possession of magic powers-miscellaneous	C:D_15_Q327_Discourtesy punished
C:D_4_D1719.4_Magic wisdom possessed by extraordinary companion	C:D_15_Q330_Overweening punished
C:D_4_D1719.5_Magic power of fairy	C:D_15_Q331.0_Pride punished
C:D_4_D1720.0_Acquisition of magic	C:D_15_Q331.2.0_Vanity punished.

powers	
C:D_4_D1733.0_Acts producing magic power	C:D_15_Q380_Deeds punished--miscellaneous.
C:D_4_D1733.6_Magic power by magic songs	C:D_15_Q385_Captured animals avenge themselves
C:D_4_D1760_Means of producing magic power	C:D_15_Q393.0_Evil speech punished.
C:D_4_D1781_Magic results from singing	C:D_15_Q395_Disrespect punished.
C:D_4_D1800.0.0_Manifestations of magic power: D1800-D2199	C:D_15_Q400.0_Kinds of punishment: Q400-Q599
C:D_4_D1800.0_Lastning Magic Qualities: D1800-D1949	C:D_15_Q410_Capital punishment
C:D_4_D1810.0.0_Magic knowledge	C:D_15_Q411.0.0_Death as punishment.
C:D_4_D1810.0.10_Magic knowledge (wisdom) of Solomon	C:D_15_Q411.4.0_Death as punishment for treachery
C:D_4_D1810.0.4_Magic knowledge of fairies	C:D_15_Q428.0_Punishment: drowning.
C:D_4_D1810.13_Magic knowledge from the dead	C:D_15_Q430.0_Abridgment of freedom as punishment.
C:D_4_D1810.8.0_Magic knowledge from dream	C:D_15_Q431.0.0_Punishment: banishment (exile)
C:D_4_D1810.8.2.0_Information received through dream	C:D_15_Q437.0_Sale into slavery as punishment.
C:D_4_D1812.0.0_Magic power of prophecy	C:D_15_Q450.0_Cruel punishments.
C:D_4_D1812.1.0_Power of prophecy a gift	C:D_15_Q450.1.0_Torture as punishment
C:D_4_D1814.0_Magic advice	C:D_15_Q450.1.1_Torture as punishment for murder
C:D_4_D1814.1.0_Advice from magician (fortune-teller,etc.)	C:D_15_Q451.0.0_Mutilation as punishment
C:D_4_D1814.2_Advice from dream	C:D_15_Q451.7.0.0_Blinding as punishment
C:D_4_D1830.0_Magic strength	C:D_15_Q451.7.0.1_Loss of one eye as punishment
C:D_4_D1837.0_Magic weakness	C:D_15_Q453.0_Punishment: being bitten by animal
C:D_4_D1950_Temporary Magic Characteristics: D1950-2049	C:D_15_Q453.2_Punishment: being bitten by scorpion
C:D_4_D1980_Magic invisibility	C:D_15_Q520.0.0_Penances
C:D_4_D1981.0_Certain persons invisible	C:D_15_Q524.0_Fearful penances
C:D_4_D2030_Other temporary magic characteristics	C:D_15_Q53.0_Reward for rescue.
C:D_4_D2031.0.0_Magic illusion	C:D_15_Q550.0_Miraculous punishments.
C:D_4_D2050.0_Destructive Magic Powers: D2050-2099	C:D_15_Q554.0_Mysterious visitation as punishment
C:D_4_D2050_Destructive magic power	C:D_15_Q556.0.0_Curse as punishment.
C:D_4_D2060_Death or bodily injury by	C:D_15_Q556.7.0_Curse for inhospitality

magic	
C:D_4_D2064.0.0_Magic sickness	C:D_15_Q556.7.1_Curse for enforced hospitality
C:D_4_D2064.0.3_Magic pestilence	C:D_15_Q556.8_Curse for mockery
C:D_4_D2070.0_Bewitching	C:D_15_Q590_Miscellaneous punishments
C:D_4_D2074.0_Attracting by magic	C:D_15_Q599.0_Other punishments.
C:D_4_D2074.1.0_Animals magically called	Class R: Captives and Fugitives
C:D_4_D2074.1.2.0_Fish or sea animal magically called	C:D_16_R0.0.0_Captives And Fugitives
C:D_4_D2074.2.4.2_Animals summoned by pronouncing their names	C:D_16_R0.0_Captivity: R0-R99
C:D_4_D2100.0.0_Other Manifestations Of Magic Power: D2100-D2199	C:D_16_R10.0_Abduction.
C:D_4_D2120_Magic transportation	C:D_16_R10.1.0_Princess (maiden) abducted.
C:D_4_D2125.0.0_Magic journey over water	C:D_16_R13.0.0_Abduction by animal
C:D_4_D2125.1.1.0_Magic transportation by waves	C:D_16_R13.1.0_Abduction by wild beast.
C:D_4_D2135.0.0_Magic air journey	C:D_16_R13.3.0_Person carried off by bird
C:D_4_D2135.0.3_Magic ability to fly	C:D_16_R13.3.2_Eagle carries off youth
C:D_4_D2140.0_Magic control of the elements	C:D_16_R16.0_Abduction by transformed person.
C:D_4_D2142.0.0_Winds controlled by magic	C:D_16_R16.1_Maiden abducted by transformed hero
C:D_4_D2150_Miscellaneous magic manifestations	C:D_16_R50_Conditions of captivity.
C:D_4_D2161.0_Magic healing power	C:D_16_R61_Person sold into slavery
C:D_4_D2161.3.0_Magic cure of physical defect	C:D_16_R100.0.0_Rescues: R100-R199
C:D_4_D2161.3.1.0_Blindness magically cured	C:D_16_R100.0_Rescues.
C:D_4_D2161.3.1.1_Eyes torn out magically replaced	C:D_16_R110.0_Rescue of captive
C:D_4_D2161.4.0.0_Methods of magic cure	C:D_16_R111.0.0_Rescue of captive maiden
C:D_4_D2161.5.0_Magic cure by certain person	C:D_16_R111.2.0_Princess rescued from place of captivity
C:D_4_D2165.0_Escapes by magic	C:D_16_R111.2.5_Girl rescued from tree
C:D_4_D2165.1_Escape by flying through the air	C:D_16_R111.3.0_Means of rescuing princess
C:D_4_D2173_Magic singing	C:D_16_R122.0_Miraculous rescue.
C:D_4_D2175.0_Cursing by magic	C:D_16_R130_Rescue of abandoned or lost persons
C:D_4_D2175.3_Magic satire (magic song) as curse	C:D_16_R131.0.0_Exposed or abandoned child rescued.
C:D_4_D2178.0_Objects produced by magic	C:D_16_R131.11.3_Prince rescues abandoned child
C:D_4_D2178.9_Flower produced by	C:D_16_R131.14_Sailors rescue abandoned

magic	child.
C:D_4_D2183_Magic spinning. Usually performed by a supernatural helper	C:D_16_R150_Rescuers.
Class E: The Dead	C:D_16_R153.0 Parents rescues child
C:D_5_E0.0.0_The Dead	C:D_16_R154.0.0_Children rescue parents
C:D_5_E700.0_The soul: E700-E799	C:D_16_R154.1.0_Son rescues mother.
C:D_5_E780.0_Vital bodily members. They possess life independent of the rest of the body	C:D_16_R154.2.0_Son rescues father
C:D_5_E781.0_Eyes successfully replaced	C:D_16_R155.0_Brothers rescue brothers
Class F: Marvels	C:D_16_R155.1_Youngest brother rescues his elder brothers
C:D_6_F_Marvels	C:D_16_R155.2_Elder brother rescues younger
C:D_6_F110.0.0_Miscellaneous Otherworlds: F110-F199	C:D_16_R158_Sister rescues brother(s)
C:D_6_F160.0.0_Nature of the otherworld	C:D_16_R169.0_Other rescuers.
C:D_6_F166.0.0_Furniture and objects in the otherworld	C:D_16_R169.10.0_Unpromising hero as rescuer
C:D_6_F166.3.0_Extraordinary clothes in otherworld	C:D_16_R169.12_Hero rescued by sailors
C:D_6_F200.0.0_Marvelous Creatures: F200-F699	C:D_16_R169.15_Rescue by stranger.
C:D_6_F200.0.0_Fairies And Elves: F200-F399	C:D_16_R169.4.0_Hero rescued by servant.
C:D_6_F200.0_Fairies (elves)	C:D_16_R169.5.0_Hero rescued by friend.
C:D_6_F210.0_Fairyland	C:D_16_R169.5.1_Hero's wife rescued by his faithful friend.
C:D_6_F216.0_Fairies live in forest	C:D_16_R170_Rescue--miscellaneous motifs
C:D_6_F216.2_Bonga lives in tree	C:D_16_R191_King (prince) returns home (from exile) and rescues his native country.
C:D_6_F230_Appearance of fairies	C:D_16_R200.0_Escapes and pursuits: R200-R299
C:D_6_F234.0.0_Transformed fairy	C:D_16_R200_Escapes and pursuits
C:D_6_F234.0.1_Fairy transforms self	C:D_16_R210_Escapes.
C:D_6_F234.0.2_Fairy as shape-shifter	C:D_16_R213.0_Escape from home.
C:D_6_F234.1.0.0_Fairy in form of an animal	C:D_16_R215.0_Escape from execution.
C:D_6_F234.1.15.0_Fairy in form of bird	C:D_16_R219.0_Escapes—miscellaneous
C:D_6_F234.1.15.1_Fairy as swan	Class S: Unnatural Cruelty
C:D_6_F234.1.7_Fairy in form of worm (snake, serpent)	C:D_17_S0.0.0_Unnatural Cruelty
C:D_6_F234.2.0_Fairy in form of person	C:D_17_S0.0_Cruel relatives: S0-S99
C:D_6_F234.2.1_Fairy in form of hag	C:D_17_S0_Cruel relatives
C:D_6_F234.2.5_Fairy in form of beautiful young woman	C:D_17_S10_Cruel parents
C:D_6_F235.0_Visibility of fairies	C:D_17_S11.0_Cruel father
C:D_6_F235.1_Fairies invisible	C:D_17_S110.0_Murders

C:D_6_F235.2.0_Fairies visible only at certain times	C:D_17_S12.0_Cruel mother
C:D_6_F235.2.1_Fairies visible only at night	C:D_17_S12.5.0_Cruel mother expels (drives away) child
C:D_6_F235.3_Fairies visible to one person alone	C:D_17_S30_Cruel step- and foster relatives.
C:D_6_F235.4.0_Fairies made visible through use of magic object	C:D_17_S31.0_Cruel stepmother.
C:D_6_F235.4.2_Fairies made visible through use of magic soap	C:D_17_S31.2_Children enchanted by stepmother
C:D_6_F235.8.0_Fairies lose power of invisibility	C:D_17_S34_Cruel stepsister(s)
C:D_6_F236.0.0_Dress of fairies	C:D_17_S70_Other cruel relatives.
C:D_6_F236.1.0_Color of fairy's clothes	C:D_17_S73.2_Person banishes brother (sister)
C:D_6_F236.1.7_Fairy wears multi-colored dress	C:D_17_S100.0_Revoltng murders or mutilations: S100-S199
C:D_6_F236.2_Fairies in long robes	C:D_17_S100_Revoltng murders or mutilations.
C:D_6_F237_Fairies in disguise	C:D_17_S139.0_Miscellaneous cruel murders.
C:D_6_F250_Other characteristics of fairies	C:D_17_S139.6_Murder by tearing out heart.
C:D_6_F252.0_Government of fairies	C:D_17_S140.0_Cruel abandonments and exposures
C:D_6_F252.1.0.0_Fairy king	C:D_17_S145_Abandonment on an island. (Marooning.)
C:D_6_F252.2_Fairy queen	C:D_17_S160.0_Mutilations
C:D_6_F253.0_Extraordinary powers of fairies	C:D_17_S165.0_Mutilation: putting out eyes
C:D_6_F254.0_Mortal characteristics of fairies	C:D_17_S200.0_Cruel sacrifices: S200-S299
C:D_6_F254.4_Fairies can be wounded	C:D_17_S200_Cruel sacrifices
C:D_6_F259.1.0_Mortality of fairies	C:D_17_S260.0_Sacrifices
C:D_6_F259.1.2_Fairy becomes mortal	C:D_17_S265.0_Sacrifice of strangers.
C:D_6_F260_Behavior of fairies	C:D_17_S400.0_Cruel persecutions: S400-S499
C:D_6_F262.0_Fairies make music	C:D_17_S400_Cruel persecutions.
C:D_6_F262.1_Fairies sing	C:D_17_S460_Other cruel persecutions
C:D_6_F264_Fairy wedding	C:D_17_S481_Cruelty to animals.
C:D_6_F265.0_Fairy bathes	Class T: Sex
C:D_6_F271.4.0_Fairies work on cloth	C:D_18_T0.0.0.0_SEX
C:D_6_F271.4.2_Fairies skillful as weavers	C:D_18_T0.0.0_Love: T0-T99
C:D_6_F271.4.3_Fairies spin	C:D_18_T0.0_Love
C:D_6_F274_Fairy physician	C:D_18_T10.0_Falling in love.
C:D_6_F282.0_Fairies travel through air	C:D_18_T15.0_Love at first sight.
C:D_6_F282.2_Formulas for fairies' travel through air	C:D_18_T16.0.0_Man falls in love with woman he sees bathing
C:D_6_F300.0.0_Fairies And Mortals: F300-F399	C:D_18_T30_Lovers' meeting.
C:D_6_F300.0_Marriage or liaison with	C:D_18_T31.0_Lovers' meeting: hero in service

fairy	of heroine. As page, or the like.
C:D_6_F301.0_Fairy lover	C:D_18_T31.1_Lovers' meeting: hero in service of lady's father.
C:D_6_F302.0.0_Fairy mistress. Mortal man marries or lives with fairy woman	C:D_18_T35.0.0_Lovers' rendezvous
C:D_6_F302.2.0_Man marries fairy and takes her to his home	C:D_18_T50.0_Wooing.
C:D_6_F302.3.0.0_Fairy woos mortal man	C:D_18_T50.1.0_Girl carefully guarded from suitors
C:D_6_F302.4.0_Man obtains power over fairy mistress	C:D_18_T50.1.2_Girl carefully guarded by father
C:D_6_F302.4.2.0_Fairy comes into man's power when he steals her wings (clothes). She leaves when she find them	C:D_18_T53.0.0_Matchmakers
C:D_6_F302.4.2.1_Fairy comes into man's power when he steals her clothes. She leaves when she find them	C:D_18_T55.0.0_Girl as wooer. Forth putting woman
C:D_6_F302.4.4_Man binds fairy and forces her to marry him	C:D_18_T55.1.0_Princess declares her love for lowly hero
C:D_6_F303.0_Wedding of mortal and fairy	C:D_18_T57.0_Declaration of love
C:D_6_F310_Fairies and human children	C:D_18_T68.0_Princess offered as prize
C:D_6_F329.0_Other fairy abductions	C:D_18_T90_Love--miscellaneous motifs.
C:D_6_F329.4.0_Fairies who stay with mortals	C:D_18_T91.0_Unequals in love.
C:D_6_F330_Grateful fairies	C:D_18_T91.3.0_Love of mortal and supernatural person.
C:D_6_F332.0.0_Fairy grateful for hospitality	C:D_18_T91.6.0_Noble and lowly in love.
C:D_6_F334_Fairy grateful to mortal for healing	C:D_18_T91.6.2.0.0_King (prince) in love with a lowly girl.
C:D_6_F337.0_Fairy grateful to mortal for saving his life	C:D_18_T91.6.4.0_Princess falls in love with lowly boy
C:D_6_F340.0_Gifts from fairies	C:D_18_T92.8_Sisters in love with same man
C:D_6_F341.0_Fairies give fulfillment of wishes	C:D_18_T97_Father opposed to daughter's marriage
C:D_6_F343.0.0_Other presents from fairies	C:D_18_T100.0_Marriage: T100-T199
C:D_6_F343.5.0_Fairies give beautiful clothes	C:D_18_T100_Marriage
C:D_6_F344.0_Fairies heal mortals	C:D_18_T110_Unusual marriage
C:D_6_F345.0_Fairies instructs mortals	C:D_18_T111.0.0_Marriage of mortal and supernatural being
C:D_6_F347.0_Fairy adviser	C:D_18_T121.0_Unequal marriage
C:D_6_F348.0.0_Tabus connected with fairy gifts	C:D_18_T121.3.1_Princess marries lowly man.
C:D_6_F350_Theft from fairies	C:D_18_T130_Marriage customs
C:D_6_F359.0_Theft from fairies - miscellaneous	C:D_18_T131.0.0_Marriage restrictions.

C:D_6_F360.0.0_Malevolent or destructive fairies (= pixies)	C:D_18_T131.0.1.0_Princess has unrestricted choice of husband
C:D_6_F361.0_Fairy's revenge	C:D_18_T131.0.1.1_Father promises that girl may wed only man of her choice.
C:D_6_F361.1.0_Fairy takes revenge for being slighted	C:D_18_T131.1.2.1_Girl must marry father's choice
C:D_6_F361.17.0_Other punishment by fairies	C:D_18_T132.0_Preparation for wedding.
C:D_6_F380_Defeating or ridding oneself of fairies	C:D_18_T133.0_Travel to wedding.
C:D_6_F381.0_Getting rid of fairies	C:D_18_T133.5_Mounting upon horse to fetch bride.
C:D_6_F381.10_Fairies leave when person watches them at work	C:D_18_T135.0_Wedding ceremony.
C:D_6_F390_Fairies - miscellaneous motifs	C:D_18_T200.0_Married life: T200-T299
C:D_6_F394.0 Mortals help fairies	C:D_18_T210.0_Faithfulness in marriage
C:D_6_F400.0.0_Spirits and demons: F400-F499	C:D_18_T210.1_Faithful wife
C:D_6_F400.0_Spirits and demon (general)	C:D_18_T500.0_Conception and birth: T500-T599
C:D_6_F401.0 Appearance of spirits	C:D_18_T500_Conception and birth
C:D_6_F401.3.0.0_Spirit in animal form	C:D_18_T550.0 Monstrous births.
C:D_6_F401.3.7.0_Spirit in form of a bird	C:D_18_T554.0.0_Woman gives birth to animal.
C:D_6_F401.3.8_Spirits in form of snake	C:D_18_T554.7_Woman gives birth to a snake
C:D_6_F401.6_Spirit in human form	C:D_18_T580.0 Childbirth
C:D_6_F402.0 Evil spirits. Demons	C:D_18_T587.0_Birth of twins.
C:D_6_F402.1.11.0_Spirit causes death	C:D_18_T600.0_Care of children: T600-T699
C:D_6_F402.1.6_Spirit causes weakness	C:D_18_T680_Care of children--miscellaneous motifs.
C:D_6_F402.6.1.0_Demon lives in tree	C:D_18_T685.0_Twins.
C:D_6_F403.0 Good spirits	Class U: The Nature of Life
C:D_6_F403.2.0_Spirits help mortal	C:D_19_U0.0.0_The Nature Of Life
C:D_6_F404.0_Means of summoning spirits	C:D_19_U0.0_Life's inequalities: U0-U99
C:D_6_F408.0 Habitation of spirit	C:D_19_U60_Wealth and poverty.
C:D_6_F412.0_Visibility of spirits	C:D_19_U100_The nature of life--miscellaneous motifs: U100-U299
C:D_6_F412.1.1_Spirits visible to only one person	C:D_19_U110_Appearances deceive.
C:D_6_F413_Origin of spirits	C:D_19_U119.0_Other ways in which appearances deceive.
C:D_6_F430 Weather-spirits	C:D_19_U120_Nature will show itself.
C:D_6_F432_Wind-spirit	C:D_19_U121.0_Like parent, like child.
C:D_6_F440.0_Vegetation spirits	C:D_19_U210_Bad ruler, bad subject.
C:D_6_F441.0_Wood-spirit	C:D_19_U212_To have good servants a lord must be good.
C:D_6_F441.2.0.0_Tree-spirit	C:D_19_U240_Power of mind over body.

C:D_6_F441.2.2_Dryad. Female spirit dwelling among trees	C:D_19_U243_Courage conquers all and impossible is made possible.
C:D_6_F441.2.3.0_Hamadryad. Female spirit of a particular tree	Class W: Traits of Character
C:D_6_F490_Other spirits and demons	C:D_21_W0.0.0_Traits Of Character
C:D_6_F495_Stone-spirit	C:D_21_W0.0_Favorable traits of character: W0-W99
C:D_6_F500.0_Remarkable persons: F500-F599	C:D_21_W0_Favorable traits of character
C:D_6_F500_Remarkable persons. Extraordinary size, form, appearance, or habits	C:D_21_W10.0_Kindness.
C:D_6_F510.0_Monstrous persons	C:D_21_W11.0_Generosity
C:D_6_F512.0_Person unusual as to his eyes	C:D_21_W11.5.0_Generosity toward enemy
C:D_6_F529.8_Monkey-like little people	C:D_21_W12.0_Hospitality as a virtue.
C:D_6_F530_Exceptionally large or small men	C:D_21_W20_Other favorable traits of character.
C:D_6_F531.0.0_Giant. A person of enormous size.	C:D_21_W26_Patience
C:D_6_F531.1.0.0_Appearance of giant	C:D_21_W27.0_Gratitude.
C:D_6_F531.2.0_Size of giant	C:D_21_W28.0_Self-sacrifice
C:D_6_F531.2.5.0_Extremely fat giant	C:D_21_W31_Obedience.
C:D_6_F531.6.0_Other giant motifs	C:D_21_W32.0_Bravery
C:D_6_F531.6.2.0.0_Haunts of giants	C:D_21_W33.0_Heroism
C:D_6_F531.6.2.2.0_Giants live under water	C:D_21_W34.0_Loyalty.
C:D_6_F531.6.2.2.1_Giants live under sea	C:D_21_W35.0_Justice
C:D_6_F535.0.0_Pygmy. Remarkably small man. Also called "dwarf". To be distinguished from the dwarfs who live in the woods and inhabit underground places	C:D_21_W37.0.0_Conscientiousness
C:D_6_F540_Remarkable physical organs	C:D_21_W37.0.1_Man never breaks his word.
C:D_6_F541.0_Remarkable eyes	C:D_21_W43_Peacefulness
C:D_6_F570_Other extraordinary human beings	C:D_21_W100.0_Unfavorable traits of character: W100-W199
C:D_6_F571.0_Extremely old person	C:D_21_W100_Unfavorable traits of character
C:D_6_F571.3.0_Very old woman	C:D_21_W110_Unfavorable traits of character--personal.
C:D_6_F575.0_Remarkable beauty	C:D_21_W111.0_Laziness
C:D_6_F575.1.0_Remarkably beautiful woman	C:D_21_W111.5.0_Other lazy persons.
C:D_6_F575.3_Remarkably beautiful child	C:D_21_W116.0_Vanity
C:D_6_F600.0_Persons with extraordinary powers: F600-F699	C:D_21_W117.0_Boastfulness.

C:D_6_F600_Persons with extraordinary powers	C:D_21_W121.0_Cowardice
C:D_6_F601.0.0_Extraordinary companions. A group of men with extraordinary powers travel together	C:D_21_W121.2.0_Coward boasts when there is no danger
C:D_6_F601.0.1_Skillful companions	C:D_21_W125.0_Gluttony.
C:D_6_F601.1_Extraordinary companions perform hero's tasks	C:D_21_W126.0_Disobedience
C:D_6_F601.2_Extraordinary companions help hero in suitor tests	C:D_21_W127_Petulance.
C:D_6_F601.3_Extraordinary companions betray hero	C:D_21_W128.0_Dissatisfaction
C:D_6_F601.4.0_Extraordinary companions rescue hero	C:D_21_W137_Curiosity.
C:D_6_F601.4.2_Extraordinary companion saves hero from death	C:D_21_W150_Unfavorable traits of character--social.
C:D_6_F601.5_Extraordinary companions are brothers (twins, triplets)	C:D_21_W151.0.0_Greed.
C:D_6_F601.6_Extraordinary companions are transformed animals	C:D_21_W154.0_Ingratitude.
C:D_6_F601.7_Animals as extraordinary companions	C:D_21_W154.8_Grateful animals; ungrateful man.
C:D_6_F640_Extraordinary powers of perception	C:D_21_W155.0_Hardness of heart
C:D_6_F645.0_Marvelously wise man	C:D_21_W157.0_Dishonesty
C:D_6_F645.1_Wise man answers all questions	C:D_21_W158_Inhospitality
C:D_6_F648_Extraordinary sympathy (telepathic) with wild animals	C:D_21_W167.0_Stubbornness
C:D_6_F660.0_Remarkable skill	C:D_21_W171.0_Two-facedness.
C:D_6_F668.0.1_Skillful physician	C:D_21_W175.0_Changeableness.
C:D_6_F679.0_Remarkable skill-miscellaneous	C:D_21_W181.0_Jealousy
C:D_6_F679.5.0_Skillful hunter	C:D_21_W185.0_Violence of temper
C:D_6_F680_Other marvelous powers	C:D_21_W187_Insolence
C:D_6_F687_Remarkable fragrance (odor) of person	C:D_21_W193.0_Extortion.
C:D_6_F700.0_Extraordinary places and things: F700-F899	C:D_21_W195.0_Envy
C:D_6_F700_Extraordinary places	C:D_21_W196_Lack of patience.
C:D_6_F707.0_Extraordinary kingdom	C:D_21_W200.0_Traits of character--miscellaneous: W200-W299
C:D_6_F717.0_Extraordinary pool	C:D_21_W200_Traits of character--miscellaneous
C:D_6_F717.2_Poison pool	C:D_21_W215.0_Extreme prudence
C:D_6_F770_Extraordinary buildings and furnishings	Class X: Humor
C:D_6_F771.0_Extraordinary castle (house, palace)	C:D_22_X0.0.0_Humor

C:D_6_F810_Extraordinary trees, plants, fruit,etc	C:D_22_X910.0.0_Lie: the remarkable man: X910-X1099
C:D_6_F811.0_Extraordinary tree	C:D_22_X910.0_LIE: The Remarkable Man -- His Birth, Growth, Death, Physical Powers, Strength: X910-X959
C:D_6_F811.5.0_Food-producing trees	C:D_22_X930_Lie: remarkable person's physical powers and habits.
C:D_6_F811.7.0_Tree with extraordinary fruit	C:D_22_X939_Lie: other motifs pertaining to extraordinary senses or bodily powers
C:D_6_F813.0.0_Extraordinary fruits	C:D_22_X960.0_Lie: Remarkable Person's Skills: X960-X1019
C:D_6_F815.0_Extraordinary plants	C:D_22_X960_Lie: remarkable person's skills.
C:D_6_F820_Extraordinary clothing and ornaments	C:D_22_X961_Lie: extraordinary bodily skills
C:D_6_F821.0_Extraordinary dress (clothes, robe, etc.)	C:D_22_X1200.0_Lies About Animals: X1200-X1399
C:D_6_F821.1.6_Dress of feathers	C:D_22_X1200_Lie: remarkable animals
C:D_6_F840_Other extraordinary objects and places	C:D_22_X1204.0_Lie: animals eat one another up.
C:D_6_F841.0_Extraordinary boat (ship)	C:D_22_X1210_Lies about mammals.
C:D_6_F841.1.0_Ship of extraordinary material	C:D_22_X1244.0_Lies about goats.
C:D_6_F841.1.9_Silver boat	C:D_22_X1244.3_The great he-goat
C:D_6_F844_Extraordinary nail	C:D_22_X1250_Lies about birds.
C:D_6_F851_Extraordinary food	C:D_22_X1267.0_Remarkable hawk.
C:D_6_F900.0.0_Extraordinary occurrences: F900-F1099	C:D_22_X1700.0_LIES: LOGICAL ABSURDITIES: X1700-X1799
C:D_6_F930.0_Extraordinary occurrences concerning seas or waters	C:D_22_X1720_Absurd disregard of anatomy
C:D_6_F931.0_Extraordinary occurrence connected with sea	C:D_22_X1731.0_Lies about falling
C:D_6_F931.4.0_Extraordinary behavior of waves	C:D_22_X1731.1_Person falls from great height without injury
C:D_6_F950.0_Marvelous cures	Class Z: Miscellaneous Groups of Motifs
C:D_6_F950.2.0_Extreme anger as cure for sickness	C:D_23_Z0.0.0_Miscellaneous Groups Of Motifs
C:D_6_F959.0_Marvelous cures-miscellaneous	C:D_23_Z0.0_Formulas: Z0-Z99
C:D_6_F960.0_Extraordinary nature phenomena-elements and weather	C:D_23_Z0_Formulas
C:D_6_F963.0_Extraordinary behavior of wind	C:D_23_Z10.0_Formulistic framework for tales
C:D_6_F970_Extraordinary behavior of trees and plants	C:D_23_Z18.0_Formulistic conversations
C:D_6_F979.0_Extraordinary behavior of trees and plants - miscellaneous	C:D_23_Z19.0_Formulistic frameworks--miscellaneous
C:D_6_F980_Extraordinary occurrences concerning animals	C:D_23_Z19.2_Tales filled with contradictions.
C:D_6_F981.0_Extraordinary death of	C:D_23_Z20.0_Cumulative Tales: Z20-Z59

animal	
C:D_6_F983.0.0_Extraordinary growth of animal	C:D_23_Z20.0_Cumulative tales.†1 Tales arranged in chains.
C:D_6_F983.0.1_Extraordinary quick growth of animal	C:D_23_Z30_Chains involving a single scene or event without interdependence among the individual actors.
C:D_6_F984.0_Extraordinary protection for animal	C:D_23_Z40_Chains with interdependent members.
C:D_6_F986.0_Extraordinary occurrences concerning fishing	C:D_23_Z47.0_Series of trick exchanges
C:D_6_F989.0_Extraordinary occurrences concerning animals - miscellaneous	C:D_23_Z49.0_Miscellaneous interdependent chains.
C:D_6_F989.17_Marvelously swift horse	C:D_23_Z49.11.0_Who is guilty of the accident. (One person blames another who blames another, etc.)
C:D_6_F989.8_Mother-love induced in animal	C:D_23_Z49.6.0_Trial among the animals.
C:D_6_F1010_Other extraordinary events	C:D_23_Z60_Other formulistic motifs.
C:D_6_F1041.16.0_Extraordinary physical reaction to anger	C:D_23_Z71.0.0_Formulistic numbers
C:D_6_F1041.9.0_Extraordinary illness	C:D_23_Z71.1.0.0_Formulistic number: three
Class G: Ogres	C:D_23_Z71.1.0.1_Triads
C:D_7_G_Ogres	C:D_23_Z71.4.0.0_Formulistic number: six.
C:D_7_G0.0.0.0_Ogres	C:D_23_Z71.5.0.0_Formulistic number: seven.
C:D_7_G0.0.0_Kinds Of Ogres: G10.0.0.0-G399	C:D_23_Z100.0.0_Symbolism: Z100-Z199
C:D_7_G10_Cannibalism	C:D_23_Z140.0_Color symbolism
C:D_7_G11.0.0_Kinds of cannibals	C:D_23_Z142.0_Symbolic color: white
C:D_7_G11.2.0_Cannibal giant	C:D_23_Z200.0_Heroes: Z200-Z299
C:D_7_G100.0.0_Giants ogres: G100-G199	C:D_23_Z200_Heroes.
C:D_7_G100.0_Giant ogre. Polyphemus	C:D_23_Z210.0.0_Brothers as heroes
C:D_7_G100.1_Giant ogre (Fomorian)	C:D_23_Z230_Extraordinary exploits of hero.
C:D_7_G200.0_Witches: G200-G299	C:D_23_Z231_Boyish exploits of hero.
C:D_7_G200_Witch	C:D_23_Z235_Hero with extraordinary animal companions (cock, goat, cow, horse).
C:D_7_G202_Beneficent witches	C:D_23_Z251_Boy hero.
C:D_7_G210.0.0_Form of witch	C:D_23_Z253_Fool as hero.
C:D_7_G280_Witches-miscellaneous motifs	C:D_23_Z293_Return of the hero.

Third Level: Type-based Classification

Animal Tales	C:E_2_711_The Beautiful and the Ugly Twin sisters
C:E_1_1.0.0.0_Animals Tales	Realistic Tales (Novelle)
C:E_1_1.0.0_Wild Animals: 1-99	C:E_4_850.0.0_Realistic Tales (Novelle)
C:E_1_1.0_The Clever Fox (Other Animal): 1-69	C:E_4_850.0_The Man Marries The Princess: 850-869
C:E_1_2_The Tail-Fisher	C:E_4_850_The Birthmarks of the Princess
C:E_1_2A_Torn-Off Tails	C:E_4_851_The Princess Who Cannot Solve the Riddle
C:E_1_8()_False Beauty Treatment	C:E_4_852_Lying Contest
C:E_1_20C_The Animals flee in Fear of the End of the World	C:E_4_853_The Hero Catches the Princess with Her Own Words
C:E_1_30_The Fox Tricks the Wolf into Falling into a Pit	C:E_4_875()B_The Clever Girl and the King
C:E_1_53()_The Fox at Court	C:E_4_920().0_Clever Acts And Words: 920-929
C:E_1_70.0_Other Wild Animals: 70-99	C:E_4_921()_The King and the Farmer's Son
C:E_1_72*_The Hare Emancipates Her Children	C:E_4_921A*_The Frank Thief
C:E_1_75()_The Help of the Weak	C:E_4_921D*_Witty Answers
C:E_1_78_Animal Tied to Another for Safety	C:E_4_921E*_The Potter
C:E_1_91_Heart of Monkey as Medicine	C:E_4_921F*_Plucking Geese
C:E_1_100.0_Wild Animals And Domestic Animals: 100 -149	C:E_4_922B_The King's Face on the Coin
C:E_1_103_War between Wild Animals and Domestic Animals	C:E_4_926()_Judgment of Solomon
C:E_1_103C*_An Old Donkey Meets the Bear	C:E_4_926()C_Cases Solved in a Manner Worthy of Solomon
C:E_1_106()_Animals' Conversation	C:E_4_929()_Clever Defenses
C:E_1_122()_Animal Loses His Prey Because His Victim Can Escape by False Plea	C:E_4_930().0_Tales Of Fate: 930-949
C:E_1_122()Z_Other Tricks to Escape being Eaten	C:E_4_934G_The False Prophecy
C:E_1_126_The Sheep Chases the Wolf	C:E_4_939_The Offended Deity
C:E_1_130C_Animals in Company of a Man	Tales of the Stupid Ogre (Giant, Devil)
C:E_1_150.0_Wild Animals And Humans: 150-199	C:E_5_1000.0.0_Tales Of The Stupid Ogre (Giant Devil)
C:E_1_150_The Three Teachings of the Bird	C:E_5_1115.0_Man Kills (Injures) Ogre: 1115-1144
C:E_1_156_Androcles and the Lion	C:E_5_1143_Ogre Otherwise Injured
C:E_1_156A_The Faith of the Lion	C:E_5_1145.0_Ogre Frightened By Man: 1145-1154
C:E_1_169*_Miscellaneous Tales of	C:E_5_1145_Afraid of Strange Noise

Wolves and Men	
C:E_1_178_The Faithful Animal Rashly Killed	Realistic Tales (Novelle)
C:E_1_178A_The Innocent Dog	C:E_4_850.0.0_Realistic Tales (Novelle)
C:E_1_178C_The Thirsty King Kills His Faithful Falcon	C:E_4_850.0_The Man Marries The Princess: 850-869
C:E_1_179*_Tales about Men and Bears	C:E_4_850_The Birthmarks of the Princess
C:E_1_220.0_Other Animals And Objects: 220-229	C:E_4_851_The Princess Who Cannot Solve the Riddle
C:E_1_231()_The Heron and the Fish	C:E_4_852_Lying Contest
C:E_1_231*()_Animals Eat Each Other	C:E_4_853_The Hero Catches the Princess with Her Own Words
C:E_1_231**_The Falcon and the Doves	C:E_4_875()B_The Clever Girl and the King
C:E_1_234_The Nightingale and the Blindworm	C:E_4_920().0_Clever Acts And Words: 920-929
C:E_1_293B*_The Mushroom Reviles the Young Oak	C:E_4_921()_The King and the Farmer's Son
C:E_1_293E*_The Grains Talk with One Another	C:E_4_921A*_The Frank Thief
C:E_1_298C*_The Reeds Bend before Wind (Flood)	C:E_4_921D*_Witty Answers
Tales of Magic	C:E_4_921E*_The Potter
C:E_2_300.0.0_Tales Of Magic	C:E_4_921F*_Plucking Geese
C:E_2_300.0_Supernatural Adversaries: 300-399	C:E_4_922B_The King's Face on the Coin
C:E_2_302C*_The Magic Horse	C:E_4_926()_Judgment of Solomon
C:E_2_303_The Twins or Blood-Brothers	C:E_4_926()C_Cases Solved in a Manner Worthy of Solomon
C:E_2_310_The Maiden in the Tower	C:E_4_929()_Clever Defenses
C:E_2_314_Goldener	C:E_4_930().0_Tales Of Fate: 930-949
C:E_2_314A*_Animal as Helper in the Flight	C:E_4_934G_The False Prophecy
C:E_2_327_The Children and the Ogre	C:E_4_939_The Offended Deity
C:E_2_327A_Hansel and Gretel	Tales of the Stupid Ogre (Giant, Devil)
C:E_2_328()_The Boy Steals the Ogre's Treasure. (Corvetto)	C:E_5_1000.0.0_Tales Of The Stupid Ogre (Giant Devil)
C:E_2_328()A_Jack and the Beanstalk	C:E_5_1115.0_Man Kills (Injures) Ogre: 1115-1144
C:E_2_400.0.0_Supernatural Or Enchanted Wife (Husband) Or Other Relatives: 400-459	C:E_5_1143_Ogre Otherwise Injured
C:E_2_400.0_Wife: 400-424	C:E_5_1145.0_Ogre Frightened By Man: 1145-1154
C:E_2_402()_The Animal Bride	C:E_5_1145_Afraid of Strange Noise
C:E_2_402*_The Princess Who Scorned an Unloved Suitor	Anecdotes and Jokes
C:E_2_403_The Black and the White Bride	C:E_6_1200.0.0_Anecdotes And Jokes

C:E_2_404_The Blinded Bride	C:E_6_1350.0_Stories About Married Couples: 1350-1439
C:E_2_409A*_The Girl as Snake	C:E_6_1430.0_The Foolish Couple: 1430-1439
C:E_2_413_The Stolen Clothing	C:E_6_1430_The Man and His Wife Build Air Castles
C:E_2_425()_Husband: 425-449	C:E_6_1525().0.0_Stories About A Man: 1525-1724
C:E_2_430_The Donkey	C:E_6_1525().0_The Clever Man: 1525-1639
C:E_2_441_Hans My Hedgehog	C:E_6_1534_Series of Clever Unjust Decisions
C:E_2_444*_Enchanted Prince Disenchanted	C:E_6_1539_Cleverness and Gullibility
C:E_2_460.0_Supernatural Tasks: 460-499	C:E_6_1542()_The Clever Boy
C:E_2_460B_The Journey in Search of Fortune	C:E_6_1543()_Not One Penny Less
C:E_2_465_The Man Persecuted Because of His Beautiful Wife	C:E_6_1543()A_The Greedy Dreamer
C:E_2_480_The Kind and the Unkind Girls	C:E_6_1572N*_Cure for Constipation
C:E_2_480D*_Tales of Kind and Unkind Girls	C:E_6_1851.0_Anecdotes About Other Groups Of People: 1850-1874
C:E_2_500()_Supernatural Helpers: 500-559	C:E_6_1865_Anecdotes about Foreigners
C:E_2_510A_Cinderella	C:E_6_1875.0_Tall Tales: 1875-1999
C:E_2_510B*_The Princess in the Chest	C:E_6_1881()_The Man Carried through the Air by Geese
C:E_2_513_The Extraordinary Companions	C:E_6_1881*_Parrots Fly Away with Tree
C:E_2_531_The Clever Horse	Formula Tales
C:E_2_535_The Boy Adopted by Tigers (Animals)	C:E_7_2009.0.0.0.0_Formula Tales
C:E_2_554_The Grateful Animals	C:E_7_2009.0.0.0_Cumulative Tales: 2000-2100
C:E_2_555_The Fisherman and His Wife	C:E_7_2009.0.0_Chains Based on Numbers, Objects, Animals, or Names: 2000-2020
C:E_2_560.0_Magic Object: 560-649	C:E_7_2010_Ehod mi yodea (One; Who Knows?)
C:E_2_561_Aladdin	C:E_7_2015_The Goat Who Would Not Go Home
C:E_2_577_The King's Tasks	C:E_7_2030.0_Chains Involving Other Events: 2029-2075
C:E_2_610_The Healing Fruits	C:E_7_2042_Chain of Accidents
C:E_2_700.0_Other Tales Of The Supernatural: 700-749	C:E_7_2042A*_Trial among the Animals

Appendix G

The Malaysian Folktale Classification System: Main Analysis

First Level: Function-based Classification

Structure A	Structure B	Structure C	Structure D	Structure E	Structure F
Initial Situation	Initial Situation	Initial Situation	Initial Situation	Initial Situation	Initial Situation
Lack	Mediation	Mediation	Mediation	Lack	Mediation
Mediation	Struggle	Struggle	Lack	Mediation	Struggle
Struggle	Victory	Victory	Punishment	Liquidation	Punishment
Victory	Liquidation	Liquidation		Punishment	
Liquidation		Punishment			
Wedding					



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Second Level: Motif-based Classification

Class A: Mythological	C:D_6_F966_Voice from heaven (or from the air)
C:D_1_A_Mythological	C:D_6_F967.0_Extraordinary behavior of clouds
C:D_1_A100.0.0.0_Gods: A100-A499	C:D_6_F969.0_Extraordinary nature phenomena - miscellaneous
C:D_1_A100.0.0_The Gods In General: A100-A199	C:D_6_F969.7_Famine
C:D_1_A110.0_Origin of the gods	C:D_6_F970_Extraordinary behavior of trees and plants
C:D_1_A114.4_Deity born from tree	C:D_6_F979.0_Extraordinary behavior of trees and plants - miscellaneous
C:D_1_A117.0_Mortals become gods	C:D_6_F980_Extraordinary occurrences concerning animals
C:D_1_A160_Mutual relations of the gods	C:D_6_F981.0_Extraordinary death of animal
C:D_1_A165.2.0.0_Messenger of the gods	C:D_6_F983.0.0_Extraordinary growth of animal
C:D_1_A200.0_Gods Of The Upper World: A200-A299	C:D_6_F983.0.1_Extraordinary quick growth of animal
C:D_1_A210.0_Sky-god	C:D_6_F984.0_Extraordinary protection for animal
C:D_1_A500.0_Demigods And Culture Heroes: A500-A599	C:D_6_F986.0_Extraordinary occurrences concerning fishing
C:D_1_A511.2.1.0_Abandonment of culture hero at birth	C:D_6_F989.0_Extraordinary occurrences concerning animals - miscellaneous
C:D_1_A511.2.3_Culture hero is hidden in order to escape enemies	C:D_6_F989.17_Marvelously swift horse
C:D_1_A516_Expulsion and return of culture hero	C:D_6_F989.8_Mother-love induced in animal
C:D_1_A520.0_Nature of the culture hero (demigod)	C:D_6_F990_Inanimate objects act as if living
C:D_1_A521_Culture hero as dupe or trickster	C:D_6_F1010_Other extraordinary events
C:D_1_A522.0_Animal as culture hero	C:D_6_F1041.1.0_Extraordinary death
C:D_1_A522.1.4_Fox as culture hero	C:D_6_F1041.16.0_Extraordinary physical reaction to anger
C:D_1_A522.2.0_Bird as culture hero	C:D_6_F1041.17.0_Extraordinary result of fear
C:D_1_A522.3.0_Other animals as culture hero	C:D_6_F1041.21.0_Reactions to excessive grief
C:D_1_A524.2_Extraordinary weapons of culture hero	C:D_6_F1041.21.5_Man senseless from grief at hearing of father's death; one doesn't feel that he cuts himself with his knife, the other presses dice so that he bleeds
C:D_1_A526.0_Physical characteristics of culture hero (demigod)	C:D_6_F1041.9.0_Extraordinary illness
C:D_1_A526.7_Culture hero performs remarkable feats of strength and skill	C:D_6_F1088.0_Extraordinary escapes

C:D_1_A527.0_Special powers of culture hero	Class G: Ogres
C:D_1_A527.3.1.1_Culture hero assumes ugly and deformed guise	C:D_7_G_Ogres
C:D_1_A530.0_Culture hero establishes law and order	C:D_7_G0.0.0.0_Ogres
C:D_1_A531.0_Culture hero (demigod) overcomes monsters	C:D_7_G0.0.0_KINDS OF OGRES: G10.0.0.0-G399
C:D_1_A531.1.1_Culture hero banishes demons	C:D_7_G10_Cannibalism
C:D_1_A705.2_Nature of clouds (covered with skin)	C:D_7_G11.0.0_Kinds of cannibals
C:D_1_A720.2_Formerly great heat of sun causes distress to mankind	C:D_7_G11.2.0_Cannibal giant
C:D_1_A733.0_Heat and light of the sun	C:D_7_G18.0_Haunts of cannibals
C:D_1_A733.1_Why sunlight is so much stronger than moonlight	C:D_7_G100.0.0_Giants ogres: G100-G199
C:D_1_A733.5_Sun dries out earth with its heat	C:D_7_G100.0_Giant ogre. Polyphemus
C:D_1_A740_Creation Of The Moon	C:D_7_G100.1_Giant ogre (Fomorian)
C:D_1_A751.0_Man in the moon	C:D_7_G156_King of the giants
C:D_1_A751.8.0_Woman in the moon	C:D_7_G200.0_Witches: G200-G299
C:D_1_A791.0_Origin of the Rainbow	C:D_7_G200_Witch
C:D_1_A965.0_Origin of mountain chain	C:D_7_G202_Beneficent witches
C:D_1_A969.0_Creation of mountains and hills - miscellaneous	C:D_7_G210.0.0_Form of witch
C:D_1_A969.7_Origin of mountains as punishment	C:D_7_G280_Witches-miscellaneous motifs
C:D_1_A1000.0_World Calamities And Renewals: A1000-A1099	C:D_7_G284_Witch as helper
C:D_1_A1003_Calamity as punishment for sin	C:D_7_G300.0_Other ogres: G300-G399
C:D_1_A1010.0_Deluge. Inundation of whole world or section	C:D_7_G300_Other ogres
C:D_1_A1011.0_Local deluges	C:D_7_G302.3.0.0_Form of demon
C:D_1_A1011.2_Flood caused by rising of river	C:D_7_G302.4.0_Physical characteristics of demons
C:D_1_A1017.3_Flood caused by curse	C:D_7_G302.9.2_Demons abduct men and torment them
C:D_1_A1018.0_Flood as punishment	C:D_7_G303.0_Devil. (The Devil, Satan, The Bad Man, Old Nick, etc). Not clearly differentiated, especially in German tradition, from the stupid ogre
C:D_1_A1020_Escape from deluge	C:D_7_G303.11.5.0_The devil's daughter
C:D_1_A1022_Escape from deluge on mountain	C:D_7_G303.13.0_The stupid devil
C:D_1_A1029.0_Escape from deluge - miscellaneous	C:D_7_G303.15.4.0_Devils haunt tree
C:D_1_A1029.1_Marvelous tree survives	C:D_7_G303.15.4.1_Particular species of tree

deluge	abode of devils
C:D_1_A1072.2_Fettered monster as ferocious animal	C:D_7_G303.25.15.0_The devil's animals
C:D_1_A1101.1.2_Even tree could speak in golden age	C:D_7_G303.25.16.0_Possessions of the devil
C:D_1_A1131.1.0_Rain from tears	C:D_7_G303.3.0.0_Forms in which the devil appears
C:D_1_A1142.0.0_Origin of thunder	C:D_7_G303.3.0.1_Devil in hideous form
C:D_1_A1142.0.1_Origin of thunderbolt	C:D_7_G303.4.0.0_The devil's physical characteristics
C:D_1_A1142.6.1_Thunder from clashing weapons of warring spirits in sky	C:D_7_G303.4.1.2.2_Devil with glowing eyes
C:D_1_A1300.0_Ordering Of Human Life: A1300-A1399	C:D_7_G303.4.1.3.0_Devil's beard
C:D_1_A1330_Beginnings of trouble for man	C:D_7_G303.6.1.1_Devil appears at midnight
C:D_1_A1337.0.0_Origin of disease	C:D_7_G303.8.13.0_Devil in the woods
C:D_1_A1337.0.5_Disease as punishment	C:D_7_G303.9.5.0_The devil as an abductor
C:D_1_A1370_Origin of mental and moral characteristics	C:D_7_G304.0_Troll as ogre.(For troll as underground spirit or mountain spirit see F455. For troll-woman see G200-G299, Witches)
C:D_1_A1371.0_Why women are bad	C:D_7_G304.1.0_Appearance of troll (ogre)
C:D_1_A1400.0_Acquisition Of Culture: A1400-A1499	C:D_7_G307.0_Jinn
C:D_1_A1405_Culture originated by ancestor of tribes	C:D_7_G307.1.0_Where jinn comes from
C:D_1_A1426.0_Acquisition of food supply - miscellaneous	C:D_7_G307.2.0_Form of jinn
C:D_1_A1429.4_Acquisition of salt	C:D_7_G310_Ogre with characteristic methods
C:D_1_A1430_Acquisition of other necessities	C:D_7_G312.0_Cannibal ogre
C:D_1_A1432.2.0_Acquisition of gold	C:D_7_G346.0.0_Devastating monster. Lays waste to the land
C:D_1_A1432.2.1_Gold comes from gourd received from fishes	C:D_7_G350_Animal ogres
C:D_1_A1433.0.0_Acquisition of money	C:D_7_G353.0_Bird as ogre
C:D_1_A1437_Acquisition of clothing	C:D_7_G353.1_Cannibal bird as ogre
C:D_1_A1446.5.0_Acquisition of household implements	C:D_7_G353.2_Eagle as ogre
C:D_1_A1459.1.0_Acquisition of weapons	C:D_7_G354.1.0_Snake as ogre
C:D_1_A1480_Acquisition of wisdom and learning	C:D_7_G354.2_Crocodile as ogre
C:D_1_A1500.0_Origin Of Customs: A1500-A1599	C:D_7_G367.0_Ogre monstrous as to blood
C:D_1_A1500_Origin Of Customs - General	C:D_7_G400.0_Falling into ogre's power: G400-G499
C:D_1_A1540_Origin of religious	C:D_7_G420_Capture by ogre

ceremonials	
C:D_1_A1545.0_Origin of sacrifices	C:D_7_G421_Ogre traps victim
C:D_1_A1545.3.0_Origin of animal sacrifices	C:D_7_G500.0_Ogre defeated: G500-G599
C:D_1_A1557_Why woman is master of her husband	C:D_7_G500_Ogre defeated
C:D_1_A1600.0_Distribution And Differentiations Of People: A1600-A1699	C:D_7_G501_Stupid ogre
C:D_1_A1660_Characteristics of various peoples - in personal appearance	C:D_7_G510.0_Ogre killed, maimed, or captured
C:D_1_A1664_Beauty of various peoples	C:D_7_G510.4_Hero overcomes devastating animal
C:D_1_A1667.0_Intelligence of various people	C:D_7_G512.0.0_Ogre killed
C:D_1_A1670_Characteristics of various people - in industry and warfare	C:D_7_G512.3.0_Ogre burned to death
C:D_1_A1673.0_Tribal characteristics - industry	C:D_7_G512.9.0_Animal kills ogre
C:D_1_A1674.0_Tribal characteristics - stealing	C:D_7_G514.0.0_Ogre captured
C:D_1_A1675_Tribal characteristics - warfare	C:D_7_G514.8.0_Ogre captured by animal
C:D_1_A1676.0_Tribal characteristics - bravery or cowardice	C:D_7_G519.0_Ogre killed through other tricks
C:D_1_A1700.0.0_Creation Of Animal Life: A1700-A2199	C:D_7_G550_Rescue from ogre
C:D_1_A1700.0_Creation Of Animal Life - General: A1700-A1799	C:D_7_G552_Rescue from ogre by helpful animals
C:D_1_A1710_Creation of animals through transformation	C:D_7_G580_Ogre otherwise subdued
C:D_1_A1715.0_Animals from transformed man	Class H: Tests
C:D_1_A1957.0_Creation of woodpecker	C:D_8_H Tests
C:D_1_A1958.0.0_Creation of owl	C:D_8_H0.0_Identity tests: Recognition: H0-H199
C:D_1_A2034.0_Origin of mosquitoes	C:D_8_H0_Identity tests
C:D_1_A2200.0.0_Animal Characteristics: A2200-A2599	C:D_8_H32_Recognition by extraordinary prowess
C:D_1_A2200.0_Various Causes Of Animal Characteristics: A2200-A2299	C:D_8_H71.0_Marks of royalty
C:D_1_A2200_Cause Of Animal Characteristics	C:D_8_H78.0_Recognition by feather
C:D_1_A2210_Animal characteristics: change in ancient animal	C:D_8_H80.0.0_Identification By Tokens: H80-H149
C:D_1_A2212.0_Animal characteristics from great fear	C:D_8_H80.0_Identification by tokens
C:D_1_A2214.0_Animal characteristics from dropping ancient animal from air	C:D_8_H82.2_Marriage tokens identifying lover
C:D_1_A2214.5.1_Tortoise dropped by	C:D_8_H82.3_Tokens between lovers

eagle: hence cracks in his shell	
C:D_1_A2216.0_Animal characteristics: members bitten or cut off	C:D_8_H87_Garlands (flowers) as token
C:D_1_A2217.0 Appearance of animal from marking or painting	C:D_8_H200_Test of truth: H200-H299
C:D_1_A2217.1_Birds painted their present colors	C:D_8_H216.0_Indications of innocence
C:D_1_A2220.0_Animal characteristics as reward	C:D_8_H217.0_Decision made by contest
C:D_1_A2230_Animal characteristics as punishment	C:D_8_H220_Ordeals. Guilt or innocence thus established
C:D_1_A2232.0_Animal characteristics: punishment for laziness	C:D_8_H221.4_Ordeal by boiling water
C:D_1_A2239.0_Animal characteristics from miscellaneous punishments	C:D_8_H224.0_Ordeal by crocodiles (snakes). Judgement depends on whether person is devoured or rejected by crocodiles
C:D_1_A2240_Animal characteristics: obtaining another's qualities	C:D_8_H300_Tests connected with marriage
C:D_1_A2247.0_Animal characteristics: exchange of qualities	C:D_8_H301_Excessive demands to prevent marriage
C:D_1_A2250.0_Animal characteristics: result of contest	C:D_8_H310.0.0_Suitor Tests: H310-H359
C:D_1_A2252.0_Animal characteristics determined by race	C:D_8_H310.0_Suitor tests
C:D_1_A2281.0_Enmity between animals from original quarrel	C:D_8_H310.0_Suitor tests
C:D_1_A2284.1_Animal persuaded to amputate limb: therefore lacks it	C:D_8_H315.1_Suitor test: to make the princess fall in love with him
C:D_1_A2291_Animal characteristics obtained during deluge	C:D_8_H316.0_Suitor test: apple thrown indicates princess's choice.(Often golden apple)
C:D_1_A2300.0.0_Causes Of Animal Characteristics: Body: A2300-A2399	C:D_8_H316.2_Flowers thrown to indicate princess's choice
C:D_1_A2312.0_Origin of animal shell	C:D_8_H322.0_Suitor test: finding princess
C:D_1_A2312.1.0_Origin of tortoise's shell	C:D_8_H326.0_Suitor test: skill
C:D_1_A2312.1.1_Origin of cracks in tortoise's shell	C:D_8_H326.1.2_Suitor test: skill in archery
C:D_1_A2313.3_Origin of peacock's feathers	C:D_8_H328.0_Suitor test: power of endurance
C:D_1_A2321.0_Origin of bird crest	C:D_8_H331.0_Suitor contests: bride offered as prize
C:D_1_A2321.11_Origin of woodpecker's crest	C:D_8_H331.14_Suitor contest: trial of strength
C:D_1_A2321.3_Origin of woodpecker's crest	C:D_8_H331.2.0_Suitor contest: tournament
C:D_1_A2330.0_Origin of animal characteristics: face	C:D_8_H335.0.0_Tasks assigned suitors. Bride as prize for accomplishment
C:D_1_A2332.0_Origin and nature of	C:D_8_H344.0_Suitor test: entering princess's

animal's eyes	chamber
C:D_1_A2332.1.0_Origin of animals' eyes	C:D_8_H346.0_Princess given to man who can heal her
C:D_1_A2332.3.0_Size of animal's eyes	C:D_8_H359.0_Other suitor tests
C:D_1_A2332.4.0_Shape and position of animal's eyes	C:D_8_H360.0_Bride Tests: H360-H388
C:D_1_A2332.5.0_Color of animal's eyes	C:D_8_H360_Bride test
C:D_1_A2332.6.0_"Blindness" in animals. Animals really or supposedly blind	C:D_8_H373_Bride test: performance of tasks
C:D_1_A2332.6.1_Why blindworm has no eyes	C:D_8_H383.0_Bride test: domestic skill
C:D_1_A2332.6.4_Why worm is blind	C:D_8_H383.4.0_Bride test: cooking
C:D_1_A2332.6.7_Why elephant sees half-blindly	C:D_8_H384.0.0_Bride test: kindness
C:D_1_A2344.1.1.0_Why crocodile has short tongue	C:D_8_H422.0_Tests for true husbands
C:D_1_A2345.0_Origin and nature of animal's teeth	C:D_8_H460_Wife tests
C:D_1_A2345.7.0_Why animal lacks teeth	C:D_8_H479.0_Wife tests-miscellaneous motifs
C:D_1_A2351.0_Origin and nature of animal's neck	C:D_8_H490_Other marriage tests
C:D_1_A2351.4.0_Origin of animal's long neck	C:D_8_H491.0_Test of mother's and father's love for children
C:D_1_A2354.0_Origin and nature of animal's belly	C:D_8_H495.0_Mother test
C:D_1_A2355.0_Origin and nature of animal's waist	C:D_8_H500.0.0_Tests of cleverness: H500-H899
C:D_1_A2355.1.0_Why animal has small waist	C:D_8_H500.0_Test of cleverness or ability
C:D_1_A2355.1.1_Why spider has small waist	C:D_8_H501.0_Test of wisdom
C:D_1_A2355.1.2_Why ant has small waist	C:D_8_H501.3_Sons tested for wisdom; given same amount of money
C:D_1_A2356.1.0_Origin of animal's back	C:D_8_H502.0_Test of learning
C:D_1_A2356.2.0_Origin of shape of animal's back	C:D_8_H503.0_Test of musical ability
C:D_1_A2367.1.0_Animal characteristics: bones	C:D_8_H503.1_Song duel. Contest in singing
C:D_1_A2370_Animal characteristics: extremities	C:D_8_H505.0_Test of cleverness: uttering three wise words.
C:D_1_A2371.0_Origin and nature of animal's legs	C:D_8_H506.0_Test of resourcefulness
C:D_1_A2371.3.0_Why animal lacks legs	C:D_8_H509.0_Test of cleverness or ability: miscellaneous
C:D_1_A2371.3.1_Why snake has no legs	C:D_8_H510_Test in guessing
C:D_1_A2375.0_Origin and nature of animal's feet	C:D_8_H524.0_Test: guessing person's thoughts
C:D_1_A2375.2.0_Nature of animal's feet	C:D_8_H530.0_Riddles: H530-H899

C:D_1_A2375.2.8_Explanation of duck's feet	C:D_8_H530_Riddles
C:D_1_A2377.0_Animal characteristics: wings	C:D_8_H540.0_Propounding of riddles
C:D_1_A2378.0_Origin and nature of animal's tail	C:D_8_H540.3.0_King propounds riddles
C:D_1_A2378.1.0_Why animals have tail	C:D_8_H541.0_Riddle propounded with penalty for failure
C:D_1_A2378.2.0_Why animals lack tail	C:D_8_H541.2.0_Riddle propounded on pain of loss of property
C:D_1_A2378.2.4_How bear lost tail	C:D_8_H541.2.1_Fine for failure to solve riddle
C:D_1_A2378.3.0_Why animal has long tail	C:D_8_H548.0_Riddle contest
C:D_1_A2378.4.0_Why animal has short tail	C:D_8_H561.0.0.0_Solvers of riddles
C:D_1_A2378.4.1_Why hare has short tail	C:D_8_H561.3.1_King Solomon as master riddle-solver
C:D_1_A2378.4.2_Why bear has short tail	C:D_8_H570_Means of solving riddles
C:D_1_A2400.0_Causes of animal characteristics: appearance and habits: A2400-A2499	C:D_8_H573.0_Answer to riddle found by trickery
C:D_1_A2400_Animal Characteristics: General Appearance	C:D_8_H580.0_Enigmatic statements. Apparently senseless remarks (or acts) interpreted figuratively prove wise
C:D_1_A2401_Cause of animal's beauty	C:D_8_H583.0_Clever youth (maiden) answers king's inquiry in riddles
C:D_1_A2410_Animal characteristics: color and smell	C:D_8_H588.21_Enigmatic advice: take only salt and water as food
C:D_1_A2411.0_Origin of color of animal	C:D_8_H592.0_Enigmatic statement made clear by experience
C:D_1_A2411.1.0.0_Origin of color of mammals	C:D_8_H600_Symbolic interpretations
C:D_1_A2411.1.6.0_Origin of color of ungulata	C:D_8_H602.0_Symbolic meaning of numbers, letters, etc.
C:D_1_A2411.1.6.1_Color of horse	C:D_8_H660_Riddles of comparison
C:D_1_A2411.2.0_Origin of color of bird	C:D_8_H690_Riddles of weight and measure
C:D_1_A2411.2.1.12_Color of goldfinch	C:D_8_H696.0_Riddles of measure
C:D_1_A2411.2.1.6_Color of crow	C:D_8_H700_Riddles of numbers
C:D_1_A2411.2.5.3.0_Color of stork	C:D_8_H720_Metaphorical riddles
C:D_1_A2411.2.6.7_Color of peacock	C:D_8_H790_Riddles based on unusual circumstances
C:D_1_A2411.2.6.9_Color of pheasant	C:D_8_H900.0.0.0_Test Of Prowess: Tasks: H900-H1199
C:D_1_A2411.5.0_Color of reptile and other animal forms	C:D_8_H900.0.0_Assignment and performance of tasks: H900-H999
C:D_1_A2412.0.0_Origin of animal markings	C:D_8_H900.0_Assignment Of Tasks: H900-H949
C:D_1_A2412.2.0_Markings on birds	C:D_8_H900_Task imposed

C:D_1_A2412.5.0_Markings on other animals	C:D_8_H910_Assignment of tasks in response to suggestion
C:D_1_A2412.5.1_Markings on tortoise's back	C:D_8_H913.0.0_Tasks assigned by jealous parent
C:D_1_A2420_Animal characteristics: voice and hearing	C:D_8_H913.1.0_Tasks assigned by jealous mother
C:D_1_A2421.0_How animal got voice	C:D_8_H919.0_Assignment of tasks in response to suggestion-miscellaneous
C:D_1_A2421.6_Why cocks crow	C:D_8_H919.2_Tasks assigned at suggestion of religious person
C:D_1_A2422.0_How animal lost voice (or power of speech)	C:D_8_H920_Assignors of tasks
C:D_1_A2422.10_Why cock does not speak	C:D_8_H923.0_Tasks assigned before man may rescue wife from spirit world
C:D_1_A2423.2.0_Animal's pleasing voice	C:D_8_H934.0_Relative assigns tasks
C:D_1_A2426.2.0_Cries of birds	C:D_8_H934.1_Wife assigns husband tasks
C:D_1_A2426.2.17_Origin of owl's cries	C:D_8_H934.3_Tasks assigned by stepmother
C:D_1_A2426.3.5_Mosquito's buzz	C:D_8_H934.4_Task imposed by elder brothers
C:D_1_A2427.3_Why owl hoots at night	C:D_8_H935_Witch assigns tasks
C:D_1_A2430_Animal characteristics: dwelling and food	C:D_8_H936_Tasks assigned because of longings of pregnant woman
C:D_1_A2431.0_Birds' nest	C:D_8_H939.0_Other assignors of tasks
C:D_1_A2431.3.0_Nature of birds' nest	C:D_8_H940_Assignment of tasks-miscellaneous
C:D_1_A2432.8_Bee's hive	C:D_8_H945.0_Tasks voluntarily undertaken
C:D_1_A2433.0_Animal's characteristics haunt	C:D_8_H950.0_Performance of tasks: H950-H999
C:D_1_A2433.2.0_Various haunts of animals	C:D_8_H960_Tasks performed through cleverness or intelligence
C:D_1_A2433.2.2_Animals that inhabit water	C:D_8_H961_Tasks performed by cleverness
C:D_1_A2433.2.3.0_Animals that live alone	C:D_8_H970_Help in performing tasks
C:D_1_A2433.2.4.0_Animals that live with men	C:D_8_H971.0_Task performed with help of old person
C:D_1_A2433.3.0_Haunts of various animals - mammals	C:D_8_H971.1_Tasks performed with help of old woman
C:D_1_A2433.3.19.0_Why monkey lives in tree	C:D_8_H973.0_Tasks performed by helpful forest spirits
C:D_1_A2435.0_Food of animal	C:D_8_H973.1_Task performed by fairy
C:D_1_A2435.2.0_Nature of animal's food	C:D_8_H976_Task performed by mysterious stranger
C:D_1_A2435.3.0_Food of various animals - mammals	C:D_8_H981_Tasks performed with help of brother
C:D_1_A2435.4.0_Food of birds	C:D_8_H982.0_Animals help man perform task
C:D_1_A2435.4.4_Food of eagle	C:D_8_H987_Task performed with aid of

	magic object
C:D_1_A2435.4.7.0_Food of crow. Why crows peck at flesh of men	C:D_8_H1000_Nature of tasks: H1000-H1199
C:D_1_A2435.6.0_Food of fish, reptiles, etc.	C:D_8_H1010.0_Impossible Or Absurd Tasks: H1010-H1049
C:D_1_A2441.0_Animal's gait or walk	C:D_8_H1010_Impossible tasks
C:D_1_A2441.1.0.0_Animal's gait or walk – mammals	C:D_8_H1090_Task requiring miraculous speed
C:D_1_A2441.1.7_Cause of elephant's walk	C:D_8_H1092.0.0_Task: spinning impossible amount in one night
C:D_1_A2442.0_Method and position of bird's flight	C:D_8_H1092.0.1_Task: spinning and weaving large amount by specified time
C:D_1_A2442.1.0_High and low flight of birds	C:D_8_H1092.1_Helpful animal performs spinning task
C:D_1_A2442.2.0_Flight of various birds	C:D_8_H1110_Tedious tasks
C:D_1_A2452.0_Animal's occupation: hunting	C:D_8_H1129.0_Other tedious tasks
C:D_1_A2452.2_Why stork must hunt for living	C:D_8_H1129.6_Task: building causeway, clearing land, etc.
C:D_1_A2456.0_Animal's occupation: boring	C:D_8_H1130_Superhuman tasks
C:D_1_A2456.1_Why woodpecker bores in wood	C:D_8_H1131.0_Task: building enormous bridge
C:D_1_A2460_Animal characteristics: attack and defense	C:D_8_H1132.0_Task: recovering lost objects
C:D_1_A2461.0_Animal's means of defense	C:D_8_H1133.0_Task: building castle(fort)
C:D_1_A2461.4_Why deer run, stop, and run on again (defense)	C:D_8_H1133.1_Task: building magic castle
C:D_1_A2462.0_Animal's habit when attacked	C:D_8_H1133.5_Task: building palace and city
C:D_1_A2463.0_Animal's means of attack	C:D_8_H1135_Task: annihilating (overcoming) army single-handed
C:D_1_A2465.0_Means of capturing animal	C:D_8_H1137_Task: binding waves of the sea
C:D_1_A2477.0_Why animals root in ground	C:D_8_H1149.4_Task: collecting enormous amount of material (number of rare objects, etc.)
C:D_1_A2477.2_Why hen scratches in ground	C:D_8_H1150_Tasks: stealing, capturing, or slaying
C:D_1_A2480_Periodic habits of animals	C:D_8_H1151.0_Theft as a task
C:D_1_A2489.0_Animal's periodic habits - miscellaneous	C:D_8_H1151.12_Task: stealing eggs from under bird
C:D_1_A2489.1.0_Why cock wakes man in the morning	C:D_8_H1154.0.0_Tasks: capturing animals
C:D_1_A2489.1.1_Why cock crows to greet sunrise	C:D_8_H1154.3.0_Task: bridling a wild animal
C:D_1_A2490_Other habits of animals	C:D_8_H1154.3.4_Task: capturing wild elephant

C:D_1_A2491.1.0_Why bat flies by night	C:D_8_H1154.7.0_Task: capturing bird
C:D_1_A2491.1.1_Why bat sleeps by day	C:D_8_H1161.0_Task: killing ferocious beast
C:D_1_A2493.0.0_Friendships between the animals	C:D_8_H1161.1_Task: killing murderous bird
C:D_1_A2493.0.1_Former friendship between domestic and wild animals	C:D_8_H1161.3.0_Task: overcoming elephant
C:D_1_A2493.14.1_Friendship between monkey and tiger	C:D_8_H1161.6_Task: killing devastating tiger
C:D_1_A2493.18_Friendship between cat and tiger	C:D_8_H1162.0_Task: killing certain man
C:D_1_A2493.34.0_Friendship between hen and duck	C:D_8_H1162.1_Task: overcoming robbers
C:D_1_A2494.0_Why certain animals are enemies	C:D_8_H1180_Miscellaneous tasks
C:D_1_A2494.1.0_The cat's enemies	C:D_8_H1199.0_Other tasks
C:D_1_A2494.1.6_Enmity between cat and tiger	C:D_8_H1199.17.0_Task: guarding
C:D_1_A2494.10.0_The tiger's enemies	C:D_8_H1199.17.0_Task: guarding
C:D_1_A2494.10.1_Enmity between tiger and man	C:D_8_H1199.2.0_Task: healing sick person
C:D_1_A2494.11.0_The elephant's enemies	C:D_8_H1199.5_Task: disenchantment
C:D_1_A2494.11.3_Enmity between elephant and ant	C:D_8_H1200.0.0_Tests Of Prowess: Quests: H1200-H1399
C:D_1_A2494.12.7_Enmity between deer and terrapin	C:D_8_H1200.0_Attendant Circumstances Of Quests: H1200-H1249
C:D_1_A2494.13.0_Enmities of birds	C:D_8_H1200_Quest
C:D_1_A2494.13.10.0_The hen's enemies	C:D_8_H1210.0_Quest assigned
C:D_1_A2494.13.10.3_Enmity between hawk and hen	C:D_8_H1210.2_Quest assigned by king
C:D_1_A2494.13.10.4_Enmity between falcon and hen	C:D_8_H1212.4_Quest assigned because of longings of pregnant woman
C:D_1_A2494.13.10.6_Enmity between birds of prey and chickens	C:D_8_H1220_Quests voluntarily undertaken
C:D_1_A2494.13.12_Enmity between fowl and falcon	C:D_8_H1221.0_Quest for adventure
C:D_1_A2494.15_The fish's enemies	C:D_8_H1228.0_Quest undertaken by hero for vengeance
C:D_1_A2494.8.0_The bear's enemies	C:D_8_H1228.2_Son goes out to avenge father's death
C:D_1_A2494.9.0_Enemies of fox	C:D_8_H1229.0_Quest voluntarily undertaken - miscellaneous
C:D_1_A2494.9.2_Enmity between fox and chicken	C:D_8_H1229.1_Quest undertaken by hero to fulfil promises
C:D_1_A2500.0_Animal Characteristics-Miscellaneous: A2500-A2599	C:D_8_H1230_Accomplishment of quests
C:D_1_A2500_Animal Characteristics-Miscellaneous	C:D_8_H1233.0_Helpers on quest
C:D_1_A2510.0_Utility of animals	C:D_8_H1233.1.0_Old person as helper on

	quest
C:D_1_A2513.0.0_Why certain animals serve men	C:D_8_H1233.1.1_Old woman helps on quest
C:D_1_A2520_Disposition of animals	C:D_8_H1233.1.2_Old man helps on quest
C:D_1_A2522.0_Why animal is disliked	C:D_8_H1233.2.2_Quest accomplished with aid of brother in disguise
C:D_1_A2522.5_Why crow is disliked	C:D_8_H1233.3.3_Quest accomplished with aid of prophet (sage, druid)
C:D_1_A2523.0_Why animal is evil	C:D_8_H1233.4.0_Supernatural creature as helper on quest
C:D_1_A2523.2.0_Why snakes are proud	C:D_8_H1233.6.0_Animals help hero on quest
C:D_1_A2524.0_Why animal is pugnacious (brave, bold)	C:D_8_H1233.6.1_Horse helper on quest
C:D_1_A2525.0_Why animals are deceptive	C:D_8_H1233.6.2_Bird helper (adviser) on quest
C:D_1_A2525.2_Why crab is cunning	C:D_8_H1239.0_Accomplishment of quest-miscellaneous
C:D_1_A2527.0_Why animal is vain	C:D_8_H1239.3_Quest accomplished by means of objects given by helpers
C:D_1_A2527.1_Why cock is vain and selfish	C:D_8_H1240_Other circumstances of quests
C:D_1_A2531.0.0_Why animal is harmless	C:D_8_H1242.0_Youngest brother alone succeeds on quest
C:D_1_A2531.0.1_Wild animals lose their ferocity	C:D_8_H1242.1_Unpromising hero succeeds in quest
C:D_1_A2531.1_Why water serpents are not venomous	C:D_8_H1250.0.0.0_Nature of quests: H1250-H1399
C:D_1_A2531.3.0_Why elephant is peaceable	C:D_8_H1286.0.0_Quests to fairyland
C:D_1_A2532.1_Why snakes are venomous	C:D_8_H1300_Quest for the unique
C:D_1_A2532.2_Why hairy caterpillar are venomous	C:D_8_H1301.0_Quest for the most beautiful of women
C:D_1_A2537.0_Why animal is stupid	C:D_8_H1301.1.0_Quest for the most beautiful bride
C:D_1_A2537.1_Why fish is stupid	C:D_8_H1301.1.2_Quest for faraway princess
C:D_1_A2540_Other animal characteristics	C:D_8_H1317_Quest for ornament (jewel, etc.) to match one already at hand
C:D_1_A2542.0_Why animal is cursed	C:D_8_H1320.0_Quest for marvellous objects or animals
C:D_1_A2575_Quarrels introduced among animals	C:D_8_H1320.1_Quest for magic objects
C:D_1_A2600_Origin of plants	C:D_8_H1324.0_Quest for marvellous remedy
C:D_1_A2615.2_Plant from mother's milk	C:D_8_H1331.1.3.0_Quest for golden bird
C:D_1_A2687.0_Origin of fruits	C:D_8_H1333.2.4_Quest for magic rice
C:D_1_A2700.0.0_Origin Of Plant Characteristics: A2700-A2799	C:D_8_H1348.0_Quest for marvellous gems
C:D_1_A2700.0_Various Origins Of Plant Characteristics: A2700-A2749	C:D_8_H1348.2_Quest for unpierced pearls

C:D_1_A2700_Origin Of Plant Characteristics	C:D_8_H1361.1_ Quest for tiger's milk
C:D_1_A2720_Plant characteristics as punishment	C:D_8_H1362.0_ Quest for devastating animals
C:D_1_A2723.0_Plant punished for discontent	C:D_8_H1370_Miscellaneous quests
C:D_1_A2741.0_Plant characteristics from accident to original plant	C:D_8_H1381.0_ Quest for unknown person
C:D_1_A2750.0_Origin Of Various Plant Characteristics: A2750-A2799	C:D_8_H1381.3.0_ Quest for unknown woman
C:D_1_A2750_Interior And Bark Of Plant	C:D_8_H1381.3.1.0_ Quest for bride
C:D_1_A2751.0_Bark of plant	C:D_8_H1381.3.1.1.0_ Quest for bride for king (prince)
C:D_1_A2751.1_Origin of bark on plants	C:D_8_H1381.3.1.2.0_ Quest for bride for oneself
C:D_1_A2751.2.0_Texture of bark of plant	C:D_8_H1385.0.0_ Quest for lost persons
C:D_1_A2751.3.0_Markings on bark of plant	C:D_8_H1385.3.0_ Quest for vanished wife (mistress)
C:D_1_A2752.0_Thorns on plants	C:D_8_H1385.5_ Quest for vanished lover
C:D_1_A2755.0_Internal parts of plant	C:D_8_H1385.9_ Quest for lost (stolen) family
C:D_1_A2760.0_Leaves of plant	C:D_8_H1386.0_ Quest for lost object
C:D_1_A2769.0_Leaves of plant - miscellaneous	C:D_8_H1386.3_ Quest for lost bird
C:D_1_A2770_Other plant characteristics	C:D_8_H1393_ Quest to distant sage for advice
C:D_1_A2791.0_Sundry characteristics of trees	C:D_8_H1500_Test of endurance
C:D_1_A2793.0_Sundry characteristics of grains and vegetables	C:D_8_H1540_Contests in endurance
C:D_1_A2794.0_Sundry characteristics of vegetables	C:D_8_H1541.0_Contest in enduring cold
C:D_1_A2795.0_Sundry characteristics of flowers	C:D_8_H1542.0_Contest in enduring heat
C:D_1_A2795.1_Why some flowers have no scent	C:D_8_H1550.0.0_Tests Of Character: H1550-H1569
C:D_1_A2813_Origin of honey	C:D_8_H1550.0_Tests of character
Class B: Animals	C:D_8_H1552.0_Tests of generosity
C:D_2_B_Animals	C:D_8_H1553.0_Tests of patience
C:D_2_B0.0_Mythical Animals: B0-B99	C:D_8_H1554.0_Test of curiosity
C:D_2_B0_Mythical Animals	C:D_8_H1555.0_Test of honesty
C:D_2_B5_Fantastic beasts, birds, etc., in art	C:D_8_H1557.0_Test of obedience
C:D_2_B10_Mythical beasts and hybrids	C:D_8_H1558.0.0_Tests of friendship
C:D_2_B15.0_Animals with unusual limbs or members	C:D_8_H1558.0.1.0_Test of worthiness for friendship
C:D_2_B15.4.0_Animals with unusual eyes	C:D_8_H1558.13_Test of friendship: loyalty to condemned friend
C:D_2_B15.7.13.0_Bird with fiery beak	C:D_8_H1561.0_Tests of valor
C:D_2_B16.0.0_Devastating animals	C:D_8_H1561.1_Tests of valor: tournament

C:D 2 B16.1.4.0 Devastating swine	C:D 8 H1561.6 Test of valor: fight with giant
C:D 2 B16.1.5.3 Devastating bull	C:D 8 H1562.0 Test of strength
C:D 2 B16.2.0 Devastating wild animals	C:D 8 H1562.0 Test of strength
C:D 2 B16.2.2.0 Devastating tiger	C:D 8 H1563 Test of skill
C:D 2 B16.2.2.1 Hostile tiger killed	C:D 8 H1564 Test of hospitality
C:D 2 B16.2.6 Devastating elephant	C:D 8 H1565.0 Test of gratitude
C:D 2 B16.2.9 Devastating bison (buffalo)	C:D 8 H1567.0 Test of leadership
C:D 2 B16.3 Devastating birds	C:D 8 H1569.0 Test of character - miscellaneous
C:D 2 B16.5.0 Devastating reptiles	C:D 8 H1569.1.0 Test of industry
C:D 2 B16.5.1.0 Giant devastating serpent	C:D 8 H1570.0 Miscellaneous Tests: H1570-H1599
C:D 2 B16.5.2 Devastating crocodile	C:D 8 H1571 Test of sensitiveness
C:D 2 B16.6.0 Devastating insects	C:D 8 H1573.7.0 Test of repentance
C:D 2 B16.6.5 Devastating centipede	C:D 8 H1591.0 Shooting contest
C:D 2 B17.0 Hostile animals	C:D 8 H1594.0.0 Foot-racing contest
C:D 2 B17.1.0 Hostile beasts	Class J: The Wise and The Foolish
C:D 2 B17.1.5 Hostile cat	C:D 9 J THE WISE AND THE FOOLISH
C:D 2 B17.2.4.0 Hostile scorpion	C:D 9 J0.0 Acquisition and possession of wisdom (knowledge): J0-J199
C:D 2 B19.0 Other mythical beasts	C:D 9 J0 Acquisition and possession of wisdom
C:D 2 B19.10 Mythical tiger	C:D 9 J21.9.0 "Do not visit your friend often": counsel proved wise by experience. At last the man is treated shamefully
C:D 2 B30.0 Mythical birds	C:D 9 J30 Wisdom (knowledge) acquired from inference
C:D 2 B30.2 Mythical cock	C:D 9 J80.0 Wisdom (knowledge) taught by parable
C:D 2 B32.0 Phoenix	C:D 9 J130 Wisdom (knowledge) acquired from animals
C:D 2 B39.0 Other mythical birds	C:D 9 J133.0 Animal gives wise example to man
C:D 2 B39.1 Bird from paradise	C:D 9 J134.0 Animal behavior teaches man what to avoid
C:D 2 B40 Bird-beasts	C:D 9 J150 Other means of acquiring wisdom (knowledge)
C:D 2 B41.0 Bird-horse	C:D 9 J151.0 Wisdom from old person
C:D 2 B41.1 Pegasus. Winged horse	C:D 9 J152.0 Wisdom (knowledge) from sage (teacher)
C:D 2 B41.2.0 Flying horse. Sometimes represented as having wings, sometimes as going through the air by magic	C:D 9 J154.0.0 Wise words of dying father. Counsel proved wise by experience
C:D 2 B60.0 Mythical fish	C:D 9 J154.0.1 Wise words of father
C:D 2 B61 Leviathan. Giant fish	C:D 9 J155.0 Wisdom (knowledge) from women
C:D 2 B65 Mythical shark	C:D 9 J155.4 Wife as adviser
C:D 2 B90 Other mythical animals	C:D 9 J157.0.0 Wisdom (knowledge) from

	dream
C:D_2_B91.0_Mythical serpent	C:D_9_J157.0.1_Deity appears in dream and gives instructions or advice
C:D_2_B91.1_Naga. Serpent demon	C:D_9_J163.0_Wisdom purchased
C:D_2_B91.5.0_Sea-serpent	C:D_9_J175_Wisdom from young man
C:D_2_B92_Other mythical reptiles	C:D_9_J179.0_Other means of acquiring wisdom (knowledge) - miscellaneous
C:D_2_B93_Mythical spider	C:D_9_J179.3_Wisdom from neighbors
C:D_2_B99.0_Mythical animals - miscellaneous	C:D_9_J180_Possession of wisdom
C:D_2_B99.2_Mythical worm	C:D_9_J182.0_Varieties of wisdom
C:D_2_B162.0_Wisdom from fish	C:D_9_J190_Acquisition and possession of wisdom - miscellaneous
C:D_2_B100.0.0.0_Magic Animals: B100-B199	C:D_9_J191.0_Wise men
C:D_2_B100.0_Treasure Animals: B100-B119	C:D_9_J191.1_Solomon as wise man
C:D_2_B100.0_Treasure Animals	C:D_9_J200.0.0_Wise And Unwise Conduct: J200-J1099
C:D_2_B100.2_Magic animal supplies treasure	C:D_9_J200.0_Choices: J200-J499
C:D_2_B102.1.0_Golden bird. Bird with golden feathers	C:D_9_J230.0_Real And Apparent Values: J230-J299
C:D_2_B103.0.0_Treasure-producing animals	C:D_9_J240_Choice between useful and ornamental
C:D_2_B110_Treasure-producing parts of animals	C:D_9_J241.0_Fruitful tree chosen
C:D_2_B113.0_Treasure-producing parts of bird	C:D_9_J300_Present Values Chosen: J300-J329
C:D_2_B113.3_Treasure from bird's feathers	C:D_9_J320_Present values preferred to future
C:D_2_B120.0.0.0_Animals With Magic Wisdom: B120-B169	C:D_9_J321.1.0_A bird in the hand foolishly given away in hope of greater gain
C:D_2_B120.0.0_Wise Animals	C:D_9_J330_Gains And Losses: J330-J369
C:D_2_B120.0.1_Animals have second sight	C:D_9_J340_Choices: little gain, big loss
C:D_2_B122.0.0_Bird with magic wisdom	C:D_9_J345.0_The valuable neglected for the interesting
C:D_2_B122.0.1_Wise magpie	C:D_9_J347.0_Wealth and glory sacrificed for freedom and virtue
C:D_2_B122.0.5_Wise eagle (in Yggdrasil)	C:D_9_J347.4_Rich merchant is poorer in happiness than poor man
C:D_2_B122.1.0_Bird as adviser	C:D_9_J350_Choices: small inconvenience, large gain
C:D_2_B123.0_Wise reptile	C:D_9_J351.0_Bodily member(s) sacrificed to save life
C:D_2_B123.1.0_Wise serpent	C:D_9_J400.0_Choice Of Associates: J400-J459
C:D_2_B124.0_Wise fish	C:D_9_J400_Choice of associates

C:D 2 B130 Truth-telling animals	C:D 9 J401.0.0 Scarcity of real friends
C:D 2 B131.7 Birds reveal innocence of suspect	C:D 9 J401.0.1 "A friend is known in need"
C:D 2 B133.0.0 Truth speaking horse	C:D 9 J420 Association of strong and weak
C:D 2 B133.1 Horse warns hero of danger	C:D 9 J480 Other choices
C:D 2 B133.2 Horse reveals treachery	C:D 9 J484 Enjoyment preferred to wealth
C:D 2 B140 Prophetic animals	C:D 9 J500 Prudence and Discretion: J500-J599
C:D 2 B141.2.0 Prophetic horse	C:D 9 J510 Prudence in ambition
C:D 2 B143.1.0 Bird gives warning	C:D 9 J514.0 One should not be too greedy
C:D 2 B143.1.4 Falcon saves master from drinking poison water	C:D 9 J570 Wisdom of deliberation
C:D 2 B150 Oracular animals	C:D 9 J571.0 Avoid hasty judgement
C:D 2 B151.0 Animal determines road to be taken	C:D 9 J571.4.0 Avoid hasty punishment
C:D 2 B151.2.0.3 Birds show way by singing	C:D 9 J600 Forethought: J600-J799
C:D 2 B160 Wisdom-giving animals	C:D 9 J610.0 Forethought In Conflicts With Others: J610-679
C:D 2 B161.0 Wisdom from serpent	C:D 9 J640 Avoidance of others' power
C:D 2 B162.0 Wisdom from fish	C:D 9 J657.0 Care in selecting the creature to carry one
C:D 2 B163.0 Wisdom from other animal	C:D 9 J657.3 Crane persuades fish to let him change him from one lake into another: he eats fish
C:D 2 B170.0 Other Magic Animals: B170-B189	C:D 9 J700.0 Forethought In Provision For Life: J700-J749
C:D 2 B170 Magic Birds, Fish, Reptiles, Etc	C:D 9 J700 Forethought in provision for life (general)
C:D 2 B171.0 Magic chicken (hen, cock)	C:D 9 J701.0 Provision for the future
C:D 2 B171.2 Magic fighting cock	C:D 9 J706.0 Acquisition of wealth
C:D 2 B172.0 Magic bird	C:D 9 J710 Forethought in provision for food
C:D 2 B172.10.0 Black birds	C:D 9 J711.0 In time of plenty provide for want
C:D 2 B172.4 Bird with magic bones and feathers	C:D 9 J711.1 Ant and lazy cricket (grasshopper). Lazy bird is put to shame by thrift of industrious bird. In winter he is in distress
C:D 2 B175.0 Magic fish	C:D 9 J711.5 Industrious ant works always at his harvest to keep it dry. Ant brings stored grain out into sun to keep it safe
C:D 2 B176.0 Magic reptile	C:D 9 J900.0 Humility: J900-J999
C:D 2 B176.1.0 Magic serpent	C:D 9 J900 Humility
C:D 2 B177.1.0 Magic toad	C:D 9 J910 Humility of the great
C:D 2 B177.2 Magic frog	C:D 9 J914.0 King shows humility by mingling with common people
C:D 2 B180 Magic quadrupeds	C:D 9 J1100.0.0 Cleverness: J1100-J1699
C:D 2 B182.2 Magic bear	C:D 9 J1010 Value of industry

C:D_2_B183.0_Magic quadrupeds - rodentia	C:D_9_J1100.0_Clever persons and acts: J1100-J1249
C:D_2_B183.1.0_Magic mouse	C:D_9_J1100_Cleverness
C:D_2_B184.0_Magic quadrupeds - ungulata	C:D_9_J1110_Clever persons
C:D_2_B184.1.0.0_Magic horse	C:D_9_J1111.0_Clever girl
C:D_2_B184.1.6.0_Flight on magic horse	C:D_9_J1112.0_Clever wife
C:D_2_B184.4_Magic deer	C:D_9_J1113_Clever boy
C:D_2_B190_Magic animals: miscellaneous motifs	C:D_9_J1114.0.0_Clever servant
C:D_2_B191.0_Animal as magician	C:D_9_J1114.0.1_Clever slave
C:D_2_B191.6_Bird as magician	C:D_9_J1115.0_Clever professions
C:D_2_B200.0_Animal With Human Traits: B200-B299	C:D_9_J1115.2.0_Clever physician
C:D_2_B200_Animals With Human Traits	C:D_9_J1115.6_Clever peasant
C:D_2_B210.0_Speaking animals	C:D_9_J1116.0_Foolish person becomes clever
C:D_2_B211.0.0_Animal uses human speech	C:D_9_J1117.0_Animal as trickster
C:D_2_B211.1.3.0_Speaking horse	C:D_9_J1118.0_Clever bird
C:D_2_B211.2.10_Speaking monkey	C:D_9_J1118.1_Clever parrot
C:D_2_B211.2.2.1_Speaking tiger	C:D_9_J1130.0_Cleverness In The Law Court: J1130-J1199
C:D_2_B211.3.0_Speaking bird	C:D_9_J1130_Cleverness in law court - general
C:D_2_B211.3.2.0_Speaking cock	C:D_9_J1140.0_Cleverness in detection of truth
C:D_2_B211.3.2.1_Speaking chicken	C:D_9_J1141.0_Confession obtained by a ruse
C:D_2_B211.3.4_Speaking parrot	C:D_9_J1145.0_Detection through aid of animal
C:D_2_B211.3.5_Speaking dove	C:D_9_J1150_Cleverness connected with the giving of evidence
C:D_2_B211.3.7_Speaking sparrow	C:D_9_J1170.0_Clever judicial decisions
C:D_2_B211.5_Speaking fish	C:D_9_J1170.1_Series of wise judgements settles quarrels of village
C:D_2_B211.6.0_Speaking reptile	C:D_9_J1170.2_The Irish Solomon (Cormac mac Airt). Famed for his clever decisions
C:D_2_B211.6.1_Speaking snake (serpent)	C:D_9_J1171.1.0_Solomon's judgement: the divided child. Two women claim a child. Judge offers to cut it in two. Real mother refuses
C:D_2_B212.0.0_Animal understands human speech	C:D_9_J1171.2_Solomon's judgement: the divides bride. Three suitors dispute over a woman. When it is proposed to divide her, true lover is discovered
C:D_2_B214.1.0_Singing animal	C:D_9_J1171.3.1_Clever judgement: man must belong to the third wife because the first had buried him and the second did not protect him
C:D_2_B240.0_King of animals	C:D_9_J1172.0_Judgement as rebuke to unjust

	plaintiff
C:D_2_B240.14_Elephant as king of animals	C:D_9_J1172.2_Payment with the clink of the money. Man sued for payment for enjoyment of the flavor of meat when roasting
C:D_2_B241.2.11_King of elephants	C:D_9_J1172.3.0_Ungrateful animal returned to captivity. A man rescues a serpent (bear) who in return seeks to kill his rescuer. Fox as judge advises the man to put the serpent back into captivity
C:D_2_B241.2.2_King of monkeys	C:D_9_J1185.0_Execution escaped by storytelling
C:D_2_B241.2.5_King of mice	C:D_9_J1191.0_Reductio ad absurdum of judgement
C:D_2_B241.2.8.0_King of tigers	C:D_9_J1198.0_Pardon in return for confession
C:D_2_B242.0_King of birds	C:D_9_J1230_Clever dividing
C:D_2_B242.1.1_Eagle king of birds	C:D_9_J1250.0_Clever verbal retorts (repartee): J1250-J1499
C:D_2_B242.1.3_Hornbill king of birds	C:D_9_J1250_Clever verbal retorts - general
C:D_2_B242.2.0_King of the various kinds of birds	C:D_9_J1420_Animal retort concerning their dangers
C:D_2_B242.2.1_King of crows	C:D_9_J1440_Repartee - miscellaneous
C:D_2_B242.2.7_King of sparrows	C:D_9_J1493_Daydreamer has lost his chance for profit. He has broken his master's pots while dreaming of future profits. He has therefore lost more than the master and excuses himself of blame
C:D_2_B243.0_King of fishes	C:D_9_J1500.0_Clever practical retorts: J1500-J1649
C:D_2_B244.0_King of reptiles	C:D_9_J1500_Clever practical retort
C:D_2_B244.1.0_King of serpents (snakes)	C:D_9_J1510_The cheater cheated
C:D_2_B246.0_King of insects	C:D_9_J1511.0_A rule must work both ways
C:D_2_B246.1_King of ants	C:D_9_J1512.0_Impossible demand rebuked
C:D_2_B250_Religious animals	C:D_9_J1521.5.0_Catching by words
C:D_2_B251.0_Animals praise or worship	C:D_9_J1530_One absurdity rebukes another
C:D_2_B251.1.2.1_Cock crows	C:D_9_J1540_Retorts between husband and wife
C:D_2_B260.0_Animal warfare	C:D_9_J1545.0_Wife outwits her husband
C:D_2_B262_War between domestic and wild animals	C:D_9_J1560_Practical retort: hosts and guests
C:D_2_B263.0_War between other groups of animals	C:D_9_J1561.0_Inhospitality repaid
C:D_2_B263.2_War between elephants and ants	C:D_9_J1650_Miscellaneous clever acts: J1650-J1699
C:D_2_B263.5.1_War between birds and eagle	C:D_9_J1661.0_Clever deductions
C:D_2_B266.0_Animals fight	C:D_9_J1664.0_Clever solution of debated question

C:D 2 B267.0 Animal allies	C:D 9 J1675.0 Clever dealing with a king
C:D 2 B268.8.1 Army of hornets	C:D 9 J1700.0.0 Fools (And Other Unwise Persons): J1700-J2799
C:D 2 B270.0 Animals in legal relations	C:D 9 J1700.0 Fools (general): J1700-J1729
C:D 2 B271.0 Animals as plaintiffs	C:D 9 J1700 Fools
C:D 2 B272.0 Animals as defendants in court	C:D 9 J1701.0 Stupid wife
C:D 2 B272.1 Lawsuit against animals	C:D 9 J1702 Stupid husband
C:D 2 B272.2.0 Animal tried for crime	C:D 9 J1705.0 Stupid classes
C:D 2 B274 Animal as judge	C:D 9 J1705.1 Stupid peasant
C:D 2 B275.0 Animal punished	C:D 9 J1705.4 Foolish king
C:D 2 B275.1.0 Animal executed for crime	C:D 9 J1706.0 Stupid animals
C:D 2 B276 Animal jury	C:D 9 J1706.1 Tiger as stupid beast
C:D 2 B290.0 Other animals with human traits	C:D 9 J1710 Association with fools
C:D 2 B291.0.0 Animal as messenger	C:D 9 J1713.0 Foolish married couples
C:D 2 B291.1.0.0 Bird as messenger	C:D 9 J1714.0 Association of wise men with fools
C:D 2 B291.1.0.1 Bird as letter carrier	C:D 9 J1730.0 Absurd ignorance
C:D 2 B291.1.9 Eagle as messenger	C:D 9 J1750.0.0 Absurd misunderstandings: J1750-J1849
C:D 2 B291.2.0 Domestic beast as messenger	C:D 9 J1750.0 One Thing Mistaken For Another: J1750-J1809
C:D 2 B291.2.1 Horse as messenger	C:D 9 J1758.0 Tiger (lion, etc.) mistaken for domestic animal
C:D 2 B292.0.0 Animal as servant to man	C:D 9 J1758.1 Tiger mistaken for goat. Fool trying to steal goat in dark catches thieving tiger
C:D 2 B292.2.0 Animal as domestic servant	C:D 9 J1761.0 Animal thought to be object
C:D 2 B297.1.0 Animal plays musical instrument	C:D 9 J1761.10 Blind men and elephant. Four blind men feel an elephant's leg, tail, ear and body, respectively, and conclude it is like a log, a rope, a fan, and something without beginning or end
C:D 2 B299.0 Other animals with human traits - miscellaneous	C:D 9 J1791.0 Reflection in water thought to be the original of the thing reflected
C:D 2 B299.1.0 Animal takes revenge on man	C:D 9 J1810 Physical phenomena misunderstood
C:D 2 B299.2.0 Animals dispute	C:D 9 J1812.0 Other sounds misunderstood
C:D 2 B299.5.0 Sympathetic animals	C:D 9 J1818.0 Animal's action misunderstood
C:D 2 B299.5.1 Animal mutilates self to express sympathy	C:D 9 J1850 Gift or sale to animal (or object)
C:D 2 B299.9 Animals cultivate crops	C:D 9 J1851.0 Gift to animal or object
C:D 2 B300.0.0 Friendly Animals: B300-B599	C:D 9 J2030 Absurd inability to count
C:D 2 B300.0 Helpful Animals -	C:D 9 J2031.0 Counting wrong by not

General: B300-B349	counting oneself. Numskulls conclude that one of their number is drowned
C:D_2_B300_Helpful Animal	C:D_9_J2040_Absurd absent-mindedness - miscellaneous
C:D_2_B301.0_Faithful animal	C:D_9_J2050.0_Absurd Short-Sightedness: J2050-J2199
C:D_2_B310_Acquisition of helpful animal	C:D_9_J2050_Absurd short-sightedness
C:D_2_B312.0_Helpful animal obtained by purchase or gift	C:D_9_J2060.0_Absurd plans. Air-castles
C:D_2_B312.1_Helpful animals as gift	C:D_9_J2061.0_Air-castle shattered by lack of forethought
C:D_2_B312.3_Helpful animal (s) bequeathed to hero	C:D_9_J2070_Absurd wishes
C:D_2_B313.0_Helpful animal an enchanted person	C:D_9_J2071_Three foolish wishes. Three wishes will be granted: used up foolishly
C:D_2_B319.0_Helpful animal otherwise acquired	C:D_9_J2072.0_Short-sighted wish
C:D_2_B319.1_Helpful animal sent by God (or a god)	C:D_9_J2075.1_Transferred wish wisely used as well as unwisely
C:D_2_B330_Death of helpful animal	C:D_9_J2080_Foolish bargains
C:D_2_B331.0_Helpful animal killed through misunderstanding	C:D_9_J2120_Disregard of danger to objects (or animals)
C:D_2_B331.1.0_Faithful falcon killed through misunderstanding. Tries to warn the king against drinking water poisoned by snake	C:D_9_J2126.1_Trees cut down to gather fruit
C:D_2_B336_Helpful animal killed (threatened) by ungrateful hero	C:D_9_J2130_Foolish disregard of personal danger
C:D_2_B350.0_Grateful Animals: B350-B399	C:D_9_J2131.1.0_Numskull beaten
C:D_2_B350_Grateful Animals	C:D_9_J2136.0_Numskull brings about his own capture
C:D_2_B360_Animals grateful for rescue from peril of death	C:D_9_J2136.4_Trickster pinched by shellfish (crab)
C:D_2_B364.0_Animal grateful for other rescue	C:D_9_J2136.5.0_Careless thief caught
C:D_2_B364.1_Animal grateful for rescue from trap	C:D_9_J2172.0_Short-sightedness in caring for live-stock
C:D_2_B365.0.0_Animal grateful for rescue of its young	C:D_9_J2172.1_The shepherd who cried "Wolf!" too often. When the wolf really comes no one believes him
C:D_2_B365.0.1_Bird grateful for rescue of its young	C:D_9_J2175.0_Short-sightedness in dealing with children
C:D_2_B370_Animal grateful to captor for release	C:D_9_J2200_Absurd lack of logic-general
C:D_2_B375.0_Release of animal by hunter (fisher)	C:D_9_J2300_Gullible fools
C:D_2_B375.1.0_Fish returned to water:	C:D_9_J2301.0_Gullible husbands

grateful	
C:D_2_B375.3.0_Bird released: grateful	C:D_9_J2400.0_Foolish imitation: J2400-J2449
C:D_2_B375.9_Serpent released: grateful	C:D_9_J2400_Foolish imitation
C:D_2_B380.0_Animal grateful for relief from pain	C:D_9_J2410_Types of foolish imitation
C:D_2_B390_Animals grateful for other kind acts	C:D_9_J2412.0_Foolish imitation of healing
C:D_2_B391.0_Animal grateful for food	C:D_9_J2417.0_Foolish imitation of leader
C:D_2_B391.4_Animals given water to drink: grateful	C:D_9_J2450.0_Literal fools: J2450-J2499
C:D_2_B393_Animals grateful for shelter	C:D_9_J2450_Literal fool
C:D_2_B400.0.0_Kinds Of Helpful Animals: B400-B499	C:D_9_J2465.0_Disastrous following of instructions
C:D_2_B400.0_Helpful Beasts: B400-B499	C:D_9_J2465.4.0_Washing the child. Fool uses boiling water and kills it
C:D_2_B400_Helpful Domestic Beasts	C:D_9_J2470_Metaphors literally interpreted
C:D_2_B401.0_Helpful horse	C:D_9_J2600.0_Cowardly fool: J2600-J2649
C:D_2_B411.0_Helpful cow	C:D_9_J2600_Cowardly fool
C:D_2_B411.4.0_Helpful buffalo	C:D_9_J2631_Boastful coward frightened when he sees strong adversaries. Hides in trousers of plowman who fights the men
C:D_2_B413_Helpful goat	Class K: Deceptions
C:D_2_B421_Helpful dog	C:D_10_K_Deceptions
C:D_2_B430_Helpful wild beasts	C:D_10_K0_Contest won by deception - general
C:D_2_B431.0_Helpful wild beasts - felidae	C:D_10_K3.0_Substitute in contest
C:D_2_B431.1_Helpful leopard	C:D_10_K3.1_Relative substitute in contest
C:D_2_B431.3_Helpful tiger	C:D_10_K10_Athletic contest won by deception
C:D_2_B435.0_Helpful wild beasts - canidae and other carnivora	C:D_10_K11.0.0_Race won by deception
C:D_2_B435.4_Helpful bear	C:D_10_K11.1_Race won by deception: relative helpers. One of the contestants places his relatives (or others that resemble him) in the line of the race. The opponent always thinks the trickster is just ahead of him.(Told of animals or of men; often of the hare)
C:D_2_B437.0_Helpful wild beasts - rodentia	C:D_10_K171.0.0_Deceptive division of profits
C:D_2_B437.2_Helpful mouse	C:D_10_K200.0_Deception In Payment Of Debt: K200-K249.
C:D_2_B437.3_Helpful squirrel	C:D_10_K250_Other deceptive bargains.
C:D_2_B441.0_Helpful wild beasts - primata	C:D_10_K251.0_Deceptive damage claims.
C:D_2_B441.1.0_Helpful monkey	C:D_10_K252.1_Deceptive sale of another as slave
C:D_2_B441.1.1_Helpful ape	C:D_10_K264.0_Deceptive wager.

C:D_2_B443.0_Helpful wild beasts - ungulata	C:D_10_K300.0.0_Thefts and cheats: K300-K499
C:D_2_B443.1_Helpful deer (stag, doe)	C:D_10_K300.0_Thefts and cheats--general
C:D_2_B443.3_Helpful elephant	C:D_10_K310.0_Thefts: K310-K439
C:D_2_B443.5_Helpful wild hog (boar)	C:D_10_K311.6.0_Thief takes form of animal.
C:D_2_B450_Helpful birds	C:D_10_K330.0_Means of hoodwinking the guardian or owner.
C:D_2_B451.0_Helpful birds - passeriformes	C:D_10_K331.0_Goods stolen while owner sleeps.
C:D_2_B451.2_Helpful nightingale	C:D_10_K341.0_Owner's interest distracted while goods are stolen.
C:D_2_B451.4_Helpful crow	C:D_10_K420_Thief loses his goods or is detected.
C:D_2_B451.6_Helpful magpie	C:D_10_K427.0_Clever animal betrays thief.
C:D_2_B451.7_Helpful sparrow	C:D_10_K437.0_Robber overcome.
C:D_2_B455.0_Helpful birds - falconiformes	C:D_10_K439.0_Thief loses his goods or is detected--miscellaneous.
C:D_2_B455.3_Helpful eagle	C:D_10_K439.2_Thief claims that stolen goods are his own: detected by master.
C:D_2_B457.0_Helpful birds - charidriiformes	C:D_10_K440_Other cheats.
C:D_2_B457.1_Helpful dove	C:D_10_K475.0_Cheating through equivocation.
C:D_2_B461.0_Helpful birds - coraciiformes	C:D_10_K477.0_Attention secured by trickery.
C:D_2_B461.1_Helpful woodpecker	C:D_10_K500.0_Escape by deception: K500-K699
C:D_2_B463.0_Helpful birds - ciconiiformes	C:D_10_K500_Escape from death or danger by deception.
C:D_2_B463.2_Helpful heron	C:D_10_K510_Death order evaded.
C:D_2_B463.4_Helpful stork	C:D_10_K515.0_Escape by hiding.
C:D_2_B469.0_Helpful birds - miscellaneous	C:D_10_K520_Death escaped through disguise, shamming, or substitution.
C:D_2_B469.10_Helpful pheasant	C:D_10_K522.0.0_Escape by shamming death.
C:D_2_B469.2_Helpful swan	C:D_10_K540_Escape by overawing captor.
C:D_2_B469.3.0_Helpful goose	C:D_10_K547.0_Escape by frightening would-be captors
C:D_2_B469.4.0_Helpful duck	C:D_10_K550.0_Escape by false plea. A captive makes a request or proposes an action that permits him eventually to escape.
C:D_2_B469.5.0_Helpful cock	C:D_10_K551.0.0_Respite from death granted until particular act is performed.
C:D_2_B469.5.1_Helpful chicken	C:D_10_K581.0_Animal "punished" by being placed in favorite environment.
C:D_2_B469.9.0_Helpful parrot	C:D_10_K581.1_Drowning punishment for turtle (eel, crab). By expressing horror of drowning, he induces his captor to throw him into the water --his home.

C:D_2_B470.0_Helpful fish	C:D_10_K600_Murderer or captor otherwise beguiled.
C:D_2_B470.1_Small fish as helper	C:D_10_K606.0.0_Escape by singing song. Captive gradually moves away and at last escapes.
C:D_2_B480_Helpful insects	C:D_10_K606.0.2_Escape by teaching song to watchman.
C:D_2_B481.0_Helpful insects - hymenoptera	C:D_10_K620_Escape by deceiving the guard.
C:D_2_B481.1_Helpful ant	C:D_10_K629.0_Escape by deceiving the guard--miscellaneous.
C:D_2_B481.2_Helpful termite	C:D_10_K640_Escape by help of confederate.
C:D_2_B481.3.0_Helpful bee	C:D_10_K649.0_Escape by help of confederate--miscellaneous.
C:D_2_B481.5_Helpful hornet	C:D_10_K650_Other means of escape.
C:D_2_B482.0_Helpful insects - coleoptera	C:D_10_K657_Exaggerated tales about escapes.
C:D_2_B482.1_Helpful firefly	C:D_10_K700.0_Capture by deception: K700-K799
C:D_2_B484.1_Helpful caterpillar	C:D_10_K700_Capture by deception.
C:D_2_B489.0_Helpful insects - miscellaneous	C:D_10_K710_Victim enticed into voluntary captivity or helplessness.
C:D_2_B489.1_Helpful spider	C:D_10_K713.0_Deception into allowing oneself to be fettered.
C:D_2_B490_Other helpful animals	C:D_10_K713.1.0_Deception into allowing oneself to be tied.
C:D_2_B491.0_Helpful reptile	C:D_10_K730.0_Victim trapped.
C:D_2_B491.1_Helpful serpent	C:D_10_K730.1.0_Animal trapped through curiosity as to what the trap is.
C:D_2_B491.2_Helpful lizard	C:D_10_K750_Capture by decoy.
C:D_2_B491.3_Helpful crocodile	C:D_10_K751.0_Capture by feigning death.
C:D_2_B491.4.0_Helpful worm	C:D_10_K800.0_Killing or maiming by deception: K800-K999
C:D_2_B491.5_Helpful turtle(tortoise)	C:D_10_K800_Killing or maiming by deception
C:D_2_B493.1_Helpful frog	C:D_10_K810_Fatal deception into trickster's power
C:D_2_B495.0_Helpful crustacean	C:D_10_K811.0.0_Victim lured into house and killed.
C:D_2_B495.1_Helpful crab	C:D_10_K815.0_Victim lured by kind words approaches trickster and is killed.
C:D_2_B495.2_Helpful lobster	C:D_10_K815.14.0_Fish tricked by crane into letting selves be carried from one pond to another. The crane eats them when they are in his power.
C:D_2_B498.0_Helpful mythical animal	C:D_10_K818.4_Deception by hiding weapons
C:D_2_B498.1_Helpful dragon	C:D_10_K824.0_Sham doctor kills his patients.

C:D_2_B500.0.0_Services Of Helpful Animals: B500-B599	C:D_10_K824.1_Sham doctor kills ogre (giant).
C:D_2_B500.0_Magic Power From Animals	C:D_10_K831.0_Victim killed while being bathed.
C:D_2_B505.0_Magic object received from animal	C:D_10_K839.0_Fatal deception into trickster's power--miscellaneous.
C:D_2_B514.0_Animal fetches remedy for man	C:D_10_K840_Deception into fatal substitution.
C:D_2_B520_Animals save person's life	C:D_10_K910_Murder by strategy.
C:D_2_B521.1.0_Animal warns against poison	C:D_10_K929.0_Murder by strategy--miscellaneous.
C:D_2_B521.1.2_Animal warns man against drinking	C:D_10_K950_Various kinds of treacherous murder.
C:D_2_B524.0_Animals overcome man's adversary	C:D_10_K952.0_Animal (monster) killed from within.
C:D_2_B524.1.0_Animals overcome man's adversary by force	C:D_10_K953.0_Murder by squeezing.
C:D_2_B524.1.4.1_Dog defends master's child against animal assailant	C:D_10_K953.3_Crab carried by crane, clings round his neck and cuts off his head with pincers.
C:D_2_B524.1.5.0_Helpful buffaloes tramp hero's enemies to death	C:D_10_K961.1.0_Disease to be cured by heart of monkey.
C:D_2_B524.1.5.1_Helpful buffaloes save hero from tiger	C:D_10_K1000.0_Deception into self-injury: K1000-K1199
C:D_2_B524.2.1.0_Helpful bees (hornets) sting opposing army	C:D_10_K1000_Deception into self-injury.
C:D_2_B524.3_Helpful snake protects man from attack	C:D_10_K1084.2_Liar brings enmity between friends.
C:D_2_B527.0_Animal saves man from death by drowning.	C:D_10_K1300.0_Seduction or deceptive marriage: K1300-K1399
C:D_2_B529.0_Animal saves person's life - miscellaneous	C:D_10_K1300.0_Seduction or deceptive marriage: K1300-K1399
C:D_2_B540.0_Animal rescuer or retriever. Rescue person or retrieve lost object	C:D_10_K1300_Seduction
C:D_2_B541.0_Animal rescues man from sea	C:D_10_K1330_Girl tricked into man's room (or power).
C:D_2_B542.0_Animal carries man through air to safety	C:D_10_K1340_Entrance into girl's (man's) room (bed) by trick
C:D_2_B542.2.0_Escape on flying horse	C:D_10_K1349.0_Other means of entering into girl's (man's) room (bed).
C:D_2_B543.2_Animal finds stolen goods	C:D_10_K1349.1.0_Disguise to enter girl's (man's) room.
C:D_2_B545.0_Animal rescues from trap (net)	C:D_10_K1350_Woman persuaded (or wooed) by trick.
C:D_2_B547.0_Animal rescues man from dangerous place	C:D_10_K1372.0_Woman engaged to marry by trick.
C:D_2_B549.0_Animal rescuer - miscellaneous	C:D_10_K1372.1_Princess tricked into engaging herself to suitor rejected by her

	father.
C:D_2_B550_Animals carry men	C:D_10_K1460_Members of dupe's family killed.
C:D_2_B552.0_Man carried by bird	C:D_10_K1600_Deceiver falls into own trap.
C:D_2_B552.3_Indra carried by cock	C:D_10_K1601.0_Deceiver falls into his own trap (literally). Arranges a trap or pitfall but is himself caught.
C:D_2_B557.0_Unusual animal as riding-horse	C:D_10_K1700.0.0_Deception Through Shams: K1700-K2099
C:D_2_B557.11.0_Person (animal) carried by elephant	C:D_10_K1700.0_Deception through bluffing: K1700-K1799
C:D_2_B560.0_Animals advise men	C:D_10_K1700_Deception through bluffing.
C:D_2_B562.0_Animals' advice leads man to wealth	C:D_10_K1710_Ogre (large animal) overawed.
C:D_2_B563.0_Animals direct man on journey	C:D_10_K1715.1.0_Weak animal shows strong his own reflection and frightens him. Tells him that this animal is threatening to kill him. (Usually hare and lion.)
C:D_2_B563.2_Birds point out road to hero	C:D_10_K1715.1.1_Weak animal shows strong his own reflection and makes him believe that it is the head of the last animal slain by the weak.
C:D_2_B563.4.1.0_Animal leads lost man home	C:D_10_K1760_Other bluffs.
C:D_2_B569.0_Animals advise men - miscellaneous	C:D_10_K1771.0_Bluffing threat.
C:D_2_B570_Animal serve men	C:D_10_K1800.0_Deception by disguise or illusion: K1800-K1899
C:D_2_B571.0_Animals perform tasks for man	C:D_10_K1800_Deception by disguise or illusion
C:D_2_B574_Animals as domestic servants	C:D_10_K1810.0_Deception by disguise.
C:D_2_B576.0_Animal as guard	C:D_10_K1812.0.0_King in disguise.
C:D_2_B576.1.0_Animal as guard of person or house	C:D_10_K1812.0.0_King in disguise.
C:D_2_B579.0_Animals serve man otherwise	C:D_10_K1815.0.0_Humble disguise.
C:D_2_B579.1_Animal accompanies man on journey	C:D_10_K1816.0.0_Disguise as menial.
C:D_2_B579.7_Animal earns money for master	C:D_10_K1816.13_Disguise as slave.
C:D_2_B580_Animal helps men to wealth and greatness	C:D_10_K1821.0_Disguise by changing bodily appearance.
C:D_2_B581_Animal brings wealth to man	C:D_10_K1821.8_Disguise as old man.
C:D_2_B582.0_Animal helps person to success in love	C:D_10_K1825.0_Disguise as professional man.
C:D_2_B582.2.0_Animals help hero win princess	C:D_10_K1825.1.0.0_Disguise as doctor

C:D_2_B583.0_Animal gives treasure to man	C:D_10_K1825.1.5_Animal disguised as doctor
C:D_2_B584.0_Animal gives man other gifts	C:D_10_K1831.2.0_Service in disguise.
C:D_2_B590_Miscellaneous services of helpful animals	C:D_10_K1840_Deception by substitution.
C:D_2_B591.0.0_Animal avenges murder	C:D_10_K1883.0_Illusory enemies.
C:D_2_B599.0_Other services of helpful animals	C:D_10_K1886.0_Illusions in landscape.
C:D_2_B600.0_Marriage Of Person To Animal	C:D_10_K1886.7.0_Illusory mountain (hill).
C:D_2_B604.1_Marriage to snake	C:D_10_K1890_Other deceptions by disguise or illusion.
C:D_2_B604.4_Marriage to lizard	C:D_10_K1892.0_Deception by hiding.
C:D_2_B620.0_Animal suitor	C:D_10_K1930_Treacherous impostors.
C:D_2_B640.0_Marriage to person in animal form	C:D_10_K1934.0_Impostor forces hero (heroine) to change places with him (her).
C:D_2_B646.1.0_Marriage to person in snake form	C:D_10_K1950_Sham prowess.
C:D_2_B652.3_Marriage to dove-maiden	C:D_10_K1956.0_Sham wise man
C:D_2_B700.0_Fanciful Traits Of Animals: B700-B799	C:D_10_K1962.0_False prophet.
C:D_2_B700_Fanciful Traits Of Animals	C:D_10_K1963.0_Sham magician.
C:D_2_B710.0_Fanciful origin of animals	C:D_10_K2000_Hypocrites
C:D_2_B710.2.0_Clever and swift horse of fanciful origin	C:D_10_K2100_False accusation.
C:D_2_B730_Fanciful color, smell, etc. of animals	C:D_10_K2110.0_Slanders.
C:D_2_B731.0.0_Fanciful color of animal	C:D_10_K2127.0_False accusation of theft
C:D_2_B731.0.1_Animals of strange and varied coloring	C:D_10_K2150_Innocent made to appear guilty.
C:D_2_B731.2.0_Green horse	C:D_10_K2200.0_Villains and traitors: K2200-K2299
C:D_2_B733.0_Animals are spirit-sighted. Scent danger	C:D_10_K2200_Villains and traitors
C:D_2_B750_Fanciful habits of animals	C:D_10_K2210_Treacherous relatives.
C:D_2_B765.0_Fanciful qualities of snakes	C:D_10_K2211.0.0_Treacherous brother. Usually elder brother.
C:D_2_B765.23_Snake with legs	C:D_10_K2211.0.1_Treacherous elder brother(s).
C:D_2_B770_Other fanciful traits of animals	C:D_10_K2211.0.2_Treacherous younger brother(s)
C:D_2_B771.0.0_Wild animal miraculously tamed	C:D_10_K2212.0.0_Treacherous sister. Usually elder sister
C:D_2_B773.0_Animals with human emotions	C:D_10_K2212.1_Treacherous stepsisters.
C:D_2_B776.0.0_Venomous animals	C:D_10_K2213.0_Treacherous wife
C:D_2_B776.0.0_Venomous animals	C:D_10_K2214.1.0_Treacherous daughter.
C:D_2_B776.7_Venomous serpent	C:D_10_K2214.3.1_Treacherous foster son

C:D_2_B784.2.0.1_No remedy possible	C:D_10_K2218.0_Treacherous relatives-in-law
C:D_2_B800.0_Miscellaneous Animal Motifs: B800-B899	C:D_10_K2218.2_Treacherous father-in-law.
C:D_2_B800_Miscellaneous Animal Motifs	C:D_10_K2240_Treacherous officers and tradesmen.
C:D_2_B801_Elephants in folktales	C:D_10_K2246.0.0_Treacherous prince.
C:D_2_B802_Horses in tales and legends	C:D_10_K2246.0.1_Treacherous princess (queen)
C:D_2_B870.0_Giant animals	C:D_10_K2246.1.0_Treacherous king.
C:D_2_B870.1_Animal extraordinarily heavy for size	C:D_10_K2248.0_Treacherous minister
C:D_2_B871.0_Giant beasts	C:D_10_K2249.2_Treacherous treasurer.
C:D_2_B871.2.2_Giant tiger	C:D_10_K2249.3_Treacherous goldsmith.
C:D_2_B872.0_Giant birds	C:D_10_K2250.0_Treacherous servants and workmen
C:D_2_B874.0_Giant fish	C:D_10_K2257_Treacherous gardener
C:D_2_B874.3.0_Giant whale	C:D_10_K2258_Treacherous peasant.
C:D_2_B875.0_Giant reptiles	C:D_10_K2259.1_Treacherous woodsman
C:D_2_B875.1_Giant serpent	C:D_10_K2259.4_Treacherous sailor
C:D_2_B877.0_Giant mythical animals	C:D_10_K2270_Deformed villains.
Class C: Tabu	C:D_10_K2286_Sage as villain
C:D_3_C_Tabu	C:D_10_K2290_Other villains and traitors.
C:D_3_C0.0_Tabu Connected With Supernatural Beings: C0-C99	C:D_10_K2295.0_Treacherous animals
C:D_3_C16_Tabu: offending spirits of the dead	C:D_10_K2295.2_Treacherous eagle
C:D_3_C30_Tabu: offending supernatural relative	C:D_10_K2295.3_Treacherous cock.
C:D_3_C31.0_Tabu: offending supernatural wife. Upon slight offence the wife leaves for her old home	C:D_10_K2297.0_Treacherous friend
C:D_3_C31.3_Tabu: disobeying supernatural wife	C:D_10_K2299.0_Other villains and traitors--miscellaneous.
C:D_3_C32.0_Tabu: offending supernatural husband	C:D_10_K2299.2_Treacherous peoples (tribes)
C:D_3_C37_Tabu: offending other animal relatives	C:D_10_K2300.0_Other deceptions: K2300-K2399
C:D_3_C40_Tabu: offending spirits of water, mountain, etc.	C:D_10_K2300_Other deceptions.
C:D_3_C43.0_Tabu: offending wood-spirit	C:D_10_K2300_Other deceptions.
C:D_3_C44_Tabu: offending guardian spirits	C:D_10_K2310_Deception by equivocation
C:D_3_C46.0_Tabu: offending fairy	C:D_10_K2320_Deception by frightening
C:D_3_C100.0_Sex Tabu: C100-C199	C:D_10_K2370_Miscellaneous deceptions.
C:D_3_C150_Tabu connected with childbirth	C:D_10_K2382.0_One animal injures another by deception.
C:D_3_C160_Tabu connected with	C:D_10_K2382.1_Bird plucks another bird's

marriage	feathers out
C:D_3_C162.0_Tabu: marriage with certain person	Class L: Reversal of Fortune
C:D_3_C162.1.1_Tabu: fairy girl marrying mortal	C:D_11_L0.0.0_Reversal Of Fortune
C:D_3_C162.3_Tabu: marrying outside of group (or caste)	C:D_11_L0.0_Victorious Youngest Child: L0-L99
C:D_3_C164_Tabu: forcing wife	C:D_11_L0_Victorious youngest child
C:D_3_C190_Sex tabu - miscellaneous	C:D_11_L10.0_Victorious youngest son
C:D_3_C194.0_Tabu: trysting with woman at certain place	C:D_11_L31_Youngest brother helps elder
C:D_3_C220.0_Tabu: eating certain things	C:D_11_L50_Victorious youngest daughter
C:D_3_C221.1.0_Tabu: eating flesh of certain animal	C:D_11_L51_Favorite youngest daughter
C:D_3_C225.0_Tabu: eating certain fruit	C:D_11_L52_Abused youngest daughter
C:D_3_C226.0.0_Tabu: eating certain plant	C:D_11_L54.0_Compassionate youngest daughter
C:D_3_C282.0_Tabu: refusing a feast	C:D_11_L55.0_Stepdaughter heroine
C:D_3_C300.0_Looking Tabu: C300-C399	C:D_11_L55.1_Abused stepdaughter
C:D_3_C300_Looking Tabu	C:D_11_L100.0_Unpromising hero (heroine): L100-L199
C:D_3_C310_Tabu: looking at certain person or thing	C:D_11_L100_Unpromising hero (heroine)
C:D_3_C311.0_Tabu: seeing the supernatural	C:D_11_L101.0_Unpromising hero (male Cinderella). Usually, but not always, the unpromising hero is also the youngest son
C:D_3_C311.1.0_Tabu: seeing supernatural creatures	C:D_11_L101.1_Unpromising hero: aged man
C:D_3_C311.1.2_Tabu: looking at fairies	C:D_11_L102_Unpromising heroine, Usually, but not always, the youngest daughter
C:D_3_C315.0_Tabu: looking at certain object	C:D_11_L110_Types of unpromising heroes (heroines)
C:D_3_C320_Tabu: looking into certain receptacle	C:D_11_L111.0_Hero (heroine) of unpromising origin
C:D_3_C321.0_Tabu: looking into box (Pandora)	C:D_11_L111.1.0_Exile returns and succeeds
C:D_3_C321.2_Tabu: opening gift box prematurely	C:D_11_L111.3_Widow's son as hero
C:D_3_C322.0_Tabu: looking into bag	C:D_11_L111.4.0_Orphan hero
C:D_3_C322.2_Tabu: opening bag too soon	C:D_11_L111.4.2_Orphan heroine
C:D_3_C400.0_Speaking Tabu: C400-C499	C:D_11_L111.4.3_Orphan brothers as heroes
C:D_3_C400_Speaking Tabu	C:D_11_L111.4.4_Mistreated orphan hero
C:D_3_C401.0_Tabu: speaking during certain time	C:D_11_L112.0_Hero (heroine) of unpromising appearance
C:D_3_C410_Tabu: asking questions	C:D_11_L112.1.0_Monsters as hero
C:D_3_C411.0_Tabu: asking about	C:D_11_L112.2_Very small hero

marvels which one sees	
C:D_3_C550.0_CLASS TABU: C550-C599	C:D_11_L112.3.0_Deformed child as hero
C:D_3_C560_Tabu: things not to be done by certain class	C:D_11_L112.6_"Scar-face" as hero
C:D_3_C567.0_Tabus of princesses	C:D_11_L112.7.0_Skin-sore as hero
C:D_3_C600.0.0_Unique Prohibitions And Compulsions: C600-C699	C:D_11_L113.0_Hero (heroine) of unpromising occupation
C:D_3_C600.0_The One Forbidden Thing: C600-C649	C:D_11_L113.1.0.0_Menial hero
C:D_3_C600_Unique Prohibition	C:D_11_L113.1.5_Goatherd as hero
C:D_3_C610_The one forbidden place	C:D_11_L113.1.6.0_Cowherd hero
C:D_3_C620_Tabu: partaking of the one forbidden object	C:D_11_L113.10_Flute player as hero
C:D_3_C621.0_Forbidden tree. Fruit of all trees may be eaten, except one	C:D_11_L113.2.0_Menial heroine
C:D_3_C621.2.0_Tabu: touching fruit	C:D_11_L113.4_Peasant as hero
C:D_3_C700.0_Miscellaneous Tabus: C700-C899	C:D_11_L113.5_Woodcutter hero
C:D_3_C700_Miscellaneous Tabus	C:D_11_L113.6_Smith as hero
C:D_3_C710_Tabus connected with other-world journeys	C:D_11_L114.0_Hero (heroine) of unpromising habits
C:D_3_C712.0_Tabu: staying too long in other world	C:D_11_L114.1_Lazy hero
C:D_3_C750_Time tabus	C:D_11_L114.3_Unruly hero
C:D_3_C752.0_Tabu: doing thing after certain time	C:D_11_L114.4_Cheater as hero
C:D_3_C752.1.0_Tabu: doing thing after sunset (nightfall)	C:D_11_L114.5_Hero with disgusting habits
C:D_3_C770.0_Tabu: overweening pride	C:D_11_L121.0_Stupid hero
C:D_3_C810_Tabu: heeding persuasive person or thing	C:D_11_L130_Abode of unpromising hero (heroine)
C:D_3_C811.0_Tabu: heeding persuasive voices	C:D_11_L134_Unpromising hero must live in hut
C:D_3_C830.0_Unclassified Tabus: C830-899	C:D_11_L140_The unpromising surpasses the promising
C:D_3_C830_Unclassified Tabus	C:D_11_L142.0_Pupil surpasses master
C:D_3_C833.0_Tabus for journeys	C:D_11_L143.0_Poor man surpasses rich
C:D_3_C841.0.0_Tabu: killing certain animals	C:D_11_L144.0_Ignorant surpasses learned man
C:D_3_C841.8.0_Tabu: killing deer	C:D_11_L148.0_Slowness surpasses haste
C:D_3_C851.0_Tabu: wastefulness	C:D_11_L156.1_Lowly hero overcomes proud rivals
C:D_3_C867.0_Tabu: unusual cruelty	C:D_11_L160_Success of the unpromising hero (heroine)
C:D_3_C900.0_Punishment For Breaking Tabu: C900-C999	C:D_11_L161.0_Lowly hero marries princess
C:D_3_C900_Punishment For Breaking Tabu	C:D_11_L161.1_Marriage of poor boy and rich girl

C:D_3_C901.0_Tabu imposed	C:D_11_L162_Lowly heroine marries prince (king)
C:D_3_C901.1.0_Tabu imposed by certain person	C:D_11_L200_Modesty brings reward
C:D_3_C901.1.5_Tabu imposed by fairy	C:D_11_L300.0_Triumph of the weak: L300-L399
C:D_3_C905.0_Supernatural being punishes breach of tabu	C:D_11_L300_Triumph of the weak
C:D_3_C926_Man (woman) vanishes on breaking of tabu	C:D_11_L310_Weak overcomes strong in conflict
C:D_3_C930.0_Loss of fortune for breaking tabu	C:D_11_L311.0_Weak (small) hero overcomes large fighter
C:D_3_C932_Loss of wife (husband) for breaking tabu	C:D_11_L315.0_Small animal overcomes large
C:D_3_C935_Helpful animal disappears when tabu is broken	C:D_11_L315.15_Small animals dupe larger into trap
C:D_3_C940.0_Sickness or weakness for breaking tabu	C:D_11_L330_Easy escape of weak (small)
C:D_3_C943.0_Loss of sight for breaking tabu	C:D_11_L351.0_Contest of wind and sun. Sun by warmth causes traveller to remove coat, while wind by violent blowing causes him to pull it closer around him
C:D_3_C947_Magic power lost by breaking tabu	C:D_11_L390_Triumph of the weak - miscellaneous
C:D_3_C950_Person carried to other world for breaking tabu	C:D_11_L400.0_Pride brought low: L400-L499
C:D_3_C953_Person must remain in other world because of broken tabu	C:D_11_L400_Pride brought low
C:D_3_C954_Person carried off to other world for breaking tabu	C:D_11_L410.0_Proud ruler (deity) humbled
C:D_3_C960_Transformation for breaking tabu	C:D_11_L410.1_Proud king humbled: realizes that pomp, possessions, power are all of short duration
C:D_3_C961.2_Transformation to stone for breaking tabu	C:D_11_L425_Dream (prophecy) of future greatness causes banishment (imprisonment)
C:D_3_C962.0_Transformation to animal for breaking tabu	C:D_11_L430_Arrogance repaid
C:D_3_C962.2_Transformation to bird for breaking tabu	C:D_11_L450_Proud animal less fortunate than humble
C:D_3_C963.0_Person returns to original form when tabu is broken. A person originally transformed from an animal or an object returns to that form when the origin is mentioned	C:D_11_L460_Pride brought low – miscellaneous
C:D_3_C963.1_Person returns to original animal form when tabu is broken	Class M: Ordaining the Future
C:D_3_C968_Disenchantment for breaking tabu	C:D_12_M0.0.0_Ordaining The Future
C:D_3_C980_Miscellaneous punishments	C:D_12_M0.0_Judgments And Decrees: M0-

for breaking tabu	M99
C:D_3_C984.0_Disaster because of broken tabu	C:D_12_M0_Judgments and decrees
C:D_3_C984.1_Great wind because of broken tabu	C:D_12_M2.0_Inhuman decisions of king
C:D_3_C984.2_Storm because of broken tabu	C:D_12_M20_Short-sighted judgements
C:D_3_C985.0_Physical changes in person because of broken tabu	C:D_12_M200.0_Bargains and promises: M200-M299
C:D_3_C985.1_Skin changes color because of broken tabu	C:D_12_M220_Other bargains
C:D_3_C985.3_Foul breath from breaking tabu	C:D_12_M244.1_Bargain with king of mice
C:D_3_C987_Curse as punishment for breaking tabu	C:D_12_M246.0_Covenant of friendship
Class D: Magic	C:D_12_M246.1.0_Covenant of friendship between animals
C:D_4_D Magic	C:D_12_M300.0.0_Prophecies: M300-M399
C:D_4_D0.0_Transformation: D0-D699	C:D_12_M300.0_Prophecies
C:D_4_D0_Transformation (General)	C:D_12_M301.0.0_Prophets
C:D_4_D5.0_Enchanted person	C:D_12_M301.0.1_Prophet destined never to be believed
C:D_4_D5.1.0_Enchanted person cannot move.	C:D_12_M302.0_Means of prophesying
C:D_4_D7_Enchanted valley	C:D_12_M303_Prophecy by reading palm
C:D_4_D10.0.0_Transformation: man to different man: D10-D99	C:D_12_M310.1.0_Prophecy: future greatness and fame
C:D_4_D24.0_Transformation to humble person.	C:D_12_M312.1.0_Prophecy: wealthy marriage for poor boy
C:D_4_D40.0_Transformation to likeness of another person.	C:D_12_M331_Princess to marry prince
C:D_4_D42.2_Spirit takes shape of man.	C:D_12_M340.0_Unfavorable prophecies
C:D_4_D49.0_Transformation to likeness of another person - miscellaneous.	C:D_12_M340.5_Prediction of danger
C:D_4_D49.2_Spirit takes any form.	C:D_12_M340.6_Prophecy of great misfortune
C:D_4_D50_Magic changes in man himself.	C:D_12_M342.0_Prophecy of downfall of kingdom
C:D_4_D52.0_Magic change to different appearance.	C:D_12_M342.1_Prophecy of downfall of king (prince)
C:D_4_D53.0_Transformation in health.	C:D_12_M356.0_Prophecies concerning destiny of country
C:D_4_D55.1.2_Transformation: person to giant.	C:D_12_M360_Other prophecies
C:D_4_D56.0_Magic change in person age.	C:D_12_M361.0_Fated hero. Only certain hero will succeed in exploit
C:D_4_D56.1_Transformation to older person.	C:D_12_M369.0_Miscellaneous prophecies
C:D_4_D90_Transformation: man to different man - miscellaneous.	C:D_12_M370.0_Vain attempts to escape fulfilment of prophecy

C:D_4_D93_Transformation: prince to old man.	C:D_12_M371.0.0_Exposure of infant to avoid fulfilment of prophecy
C:D_4_D94_Transformation: man to ogre.	C:D_12_M371.0.1_Abandonment in forest to avoid fulfilment of prophecy
C:D_4_D100.0_Transformation: man to animal: D100-D199	C:D_12_M373_Expulsion to avoid fulfilment of prophecy
C:D_4_D110.0_Transformation: Man To Mammal: D110-D149	C:D_12_M375.0_Slaughter of innocents to avoid fulfilment of prophecy
C:D_4_D110_Transformation: man to wild beast (mammal).	C:D_12_M391.0_Fulfillment of prophecy
C:D_4_D113.2.0_Transformation: man to bear.	C:D_12_M391.1.0_Fulfillment of prophecy successfully avoided
C:D_4_D114.0_Transformation: man to ungulate.	C:D_12_M400.0_Curses: M400-M499
C:D_4_D117.0_Transformation: man to rodent.	C:D_12_M400_Curses
C:D_4_D117.1_Transformation: man to mouse.	C:D_12_M404_Unintentional curse or blessing takes effect
C:D_4_D130_Transformation: man to domestic beast (mammal).	C:D_12_M410_Pronouncement of curses
C:D_4_D150_Transformation: man to bird.	C:D_12_M411.0.0_Deliver of curse
C:D_4_D153.0_Transformation: man to bird-coraciiform	C:D_12_M411.1.0_Curse by parent
C:D_4_D153.2_Transformation: man to owl.	C:D_12_M411.1.1_Curse by stepmother
C:D_4_D154.1.0.0_Transformation: man to dove.	C:D_12_M411.10_Curse by berserk, giant (ogre)
C:D_4_D161.0_Transformation: man to bird of anatide group (duck).	C:D_12_M411.12_Curse by witch
C:D_4_D161.1_Transformation:man to swan.	C:D_12_M411.17_Curse by king
C:D_4_D166.1.0_Transformation: man to chicken (cock,hen).	C:D_12_M411.19.0_Curse by animal
C:D_4_D166.1.1_Transformation: man to cock.	C:D_12_M411.19.0_Curse by animal
C:D_4_D180_Transformation: man to insect.	C:D_12_M411.21_Curse by disguised deity
C:D_4_D190_Transformation: man to reptiles and miscellaneous animals.	C:D_12_M411.23_Curse by other wronged man or woman
C:D_4_D191.0_Transformation: man to serpent (snake).	C:D_12_M411.5_Old woman's curse (satire)
C:D_4_D193_Transformation: man to tortoise (turtle).	C:D_12_M411.7_Curse by spirit
C:D_4_D196_Transformation: man to toad.	C:D_12_M414.0_Recipient of curse
C:D_4_D200.0_Transformation: man to object: D200-D299	C:D_12_M414.10_Thief cursed
C:D_4_D200_Transformation: man to	C:D_12_M414.13.0_Curse on a deity

object.	
C:D_4_D210.0_Transformation: man to vegetable form.	C:D_12_M414.8.0_Animals cursed
C:D_4_D211.0_Transformation: man to fruit.	C:D_12_M414.8.4_Birds cursed
C:D_4_D213.0_Transformation: man to plant.	C:D_12_M415_Irrevocable curse
C:D_4_D215.0_Transformation: man to tree.	C:D_12_M420_Enduring and overcoming curses
C:D_4_D223_Transformation: man to grass	C:D_12_M423_Curse removed when victims reform
C:D_4_D231.0_Transformation: man to stone	C:D_12_M425_Curse changed by God into blessing
C:D_4_D300.0_Transformation: animal to person: D300-D399	C:D_12_M429.0_Miscellaneous ways to overcome curses
C:D_4_D300_Transformation: animal to person.	C:D_12_M430_Curses on persons
C:D_4_D315.4_Transformation: squirrel to person.	C:D_12_M431.0_Curse: bodily injury
C:D_4_D350_Transformation: bird to person.	C:D_12_M431.2_Curse: toads from mouth
C:D_4_D354.1_Transformation: dove to person.	C:D_12_M432_Curse: to be carried off by evil spirit
C:D_4_D361.0_Transformation: swan to person.	C:D_12_M443.0_Curse: privation
C:D_4_D361.1.0_Swan Maiden. A swan transform herself at will into a maiden. She resumes her swan form by putting on her swan coat.	C:D_12_M443.1_Curse: lack of food, shelter, good company
C:D_4_D390_Transformation: reptiles and miscellaneous animals to person.	C:D_12_M451.2_Death by drowning
C:D_4_D391_Transformation: serpent (snake) to person.	C:D_12_M458_Curse of petrification
C:D_4_D397_Transformation: lizard to person.	C:D_12_M460.0_Curses on families
C:D_4_D400.0_Other forms of transformation: D400-D499	C:D_12_M463_Curse on tribe (district)
C:D_4_D400_Other forms of transformation.	Class N: Chance and Fate
C:D_4_D420_Transformation: animal to object	C:D_13_N0.0.0_Chance And Fate
C:D_4_D421.0_Transformation: mammal (wild) to object	C:D_13_N0_Wagers and gambling
C:D_4_D430_Transformation: object to person	C:D_13_N2.2_Lives wagered
C:D_4_D431.0_Transformation: vegetable form to person	C:D_13_N2.5.0_Whole kingdom (all property) as wager
C:D_4_D431.4_Transformation: fruit to person	C:D_13_N2.6.3_Damsel as wager

C:D_4_D432.1_Transformation: stone to person	C:D_13_N100.0.0_The ways of luck and fate: N100-N299
C:D_4_D439.0_Transformation: miscellaneous objects to person	C:D_13_N100.0_Nature Of Luck And Fate: N100-N169
C:D_4_D439.3_Transformation: water bubble to person	C:D_13_N100_Nature of luck and fate
C:D_4_D441.7.0_Transformation: sticks of wood to animal	C:D_13_N101.0_Inexorable fate.
C:D_4_D442.3_Transformation: gold to animal	C:D_13_N130_Changing of luck or fate.
C:D_4_D450.0_Transformation: Object To Object: D450-D499:	C:D_13_N134.0_Persons effect change of luck
C:D_4_D450_Transformation: object to another object	C:D_13_N134.1.0_Persons bring bad luck
C:D_4_D452.0_Transformation of mineral form	C:D_13_N134.1.3_Persons lose luck as punishment
C:D_4_D472.0_Transformation: object to muck	C:D_13_N200_The good gifts of fortune.
C:D_4_D476.0_Food transformed	C:D_13_N203_Lucky person
C:D_4_D480.0.0_Size of object transformed	C:D_13_N211.0_Lost object returns to its owner
C:D_4_D487.0_Animal becomes larger	C:D_13_N300.0_Unlucky accidents: N300-N399
C:D_4_D490_Miscellaneous forms of transformation	C:D_13_N340.0_Hasty killing or condemnation (mistake)
C:D_4_D492.0_Color of object change	C:D_13_N349.0_Hasty killing or condemnation--miscellaneous.
C:D_4_D493_Spirit changes to animal	C:D_13_N350_Accidental loss of property.
C:D_4_D500.0_Means of transformation: D500-D599	C:D_13_N380_Other unlucky accidents.
C:D_4_D510_Transformation by breaking tabu	C:D_13_N397_Accidental self-injury.
C:D_4_D513.0_Transformation by violation of looking tabu	C:D_13_N398_Mistake in interpreting prophecy (oracle) brings misfortune
C:D_4_D516_Transformation through excessive grief	C:D_13_N475.0_Secret name overheard by eavesdropper.
C:D_4_D517_Transformation because of disobedience	C:D_13_N500.0_Treasure trove: N500-N599
C:D_4_D52.2_Ugly man becomes handsome.	C:D_13_N510_Where treasure is found.
C:D_4_D520_Transformation through power of the word	C:D_13_N511.0_Treasure in ground
C:D_4_D521.0_Transformation through wish	C:D_13_N511.1.0.1_Treasure buried by dying man
C:D_4_D522_Transformation through magic word (charm)	C:D_13_N523_Treasure hidden in a stone.
C:D_4_D523.0_Transformation through song	C:D_13_N525_Treasure found in chest (kettle, cask)
C:D_4_D525.0_Transformation through	C:D_13_N530_Discovery of treasure

curse	
C:D_4_D529.0_Transformation through power of word - miscellaneous	C:D_13_N533.1_Treasure discovered by clairvoyant vase
C:D_4_D560_Transformation by various means	C:D_13_N534.0_Treasure discovered by accident.
C:D_4_D572.6_Transformation by magic powder	C:D_13_N538.2_Treasure from defeated giant.
C:D_4_D573.0_Transformation by spell (charm)	C:D_13_N550.1_Continual failure to find or unearth hidden treasure.
C:D_4_D576_Transformation by being burned	C:D_13_N570_Guardian of treasure
C:D_4_D600.0_Miscellaneous transformation incidents: D600-D699	C:D_13_N571.0_Devil (demon) as guardian of treasure
C:D_4_D621.0.0_Daily transformation	C:D_13_N582_Serpent guards treasure.
C:D_4_D621.0.1_One shape by day; another by night	C:D_13_N600.0_Other lucky accidents: N600-N699
C:D_4_D621.1.0_Animal by day; man by night	C:D_13_N630_Accidental acquisition of treasure or money.
C:D_4_D640_Reasons for voluntary transformation	C:D_13_N680.0_Lucky accidents--miscellaneous
C:D_4_D641.0_Transformation to reach difficult place	C:D_13_N680.1_Lucky fool.
C:D_4_D641.1.2_Transformation to be able to woo maiden	C:D_13_N699.0_Other lucky accidents.
C:D_4_D642.0_Transformation to escape difficult situation	C:D_13_N700.0_Accidental encounters: N700-N799
C:D_4_D642.1_Transformation to escape from captivity	C:D_13_N700_Accidental encounters
C:D_4_D642.2_Transformation to escape death	C:D_13_N710_Accidental meeting of hero and heroine
C:D_4_D643.0_Transformation so as to rescue	C:D_13_N712.0_Prince first sees heroine as she comes forth from her hiding-box. She has concealed herself until the favorable moment.
C:D_4_D659.0_Miscellaneous reasons for voluntary transformation	C:D_13_N715.1_Hero finds maiden at fountain (well, river).
C:D_4_D659.4.0_Transformation to act as helpful animal	C:D_13_N716.0_Lover sees beloved first while she is bathing.
C:D_4_D660_Motive for transformation of others	C:D_13_N716.1_Man stumbles on bathing maiden
C:D_4_D661.0_Transformation as punishment	C:D_13_N730_Accidental reunion of families.
C:D_4_D666.0_Transformation to save person	C:D_13_N731.0.0_Unexpected meeting of father and son.
C:D_4_D670_Magic flight	C:D_13_N735.0_Accidental meeting of mother and son.
C:D_4_D680_Miscellaneous circumstances of transformation	C:D_13_N765_Meeting with robber band.
C:D_4_D683.0_Transformation by magician	C:D_13_N800.0_Helpers: N800-N899

C:D_4_D683.6_Transformation by evil spirits	C:D_13_N800_Helpers.
C:D_4_D683.7.0_Transformation by fairy	C:D_13_N810.0_Supernatural helpers
C:D_4_D684.0.0_Transformation by helpful animals	C:D_13_N812.0.0_Giant or ogre as helper
C:D_4_D684.0.1_Transformation by magic animal	C:D_13_N813_Helpful genie (spirit)
C:D_4_D700.0_Disenchantment: D700-D799	C:D_13_N815.0.0_Fairy as helper.
C:D_4_D700_Person disenchanted	C:D_13_N815.0.1_Helpful tree-spirit.
C:D_4_D701_Gradual disenchantment	C:D_13_N815.1_Fairy nurse as helper.
C:D_4_D711.0_Disenchantment by decapitation	C:D_13_N817.0.1_God as helper.
C:D_4_D714_Disenchantment by rubbing	C:D_13_N819.0_Supernatural helpers--miscellaneous.
C:D_4_D721.3_Disenchantment by destroying skin (covering)	C:D_13_N819.2.0_Transformed person as helper
C:D_4_D742_Disenchantment by promise to marry	C:D_13_N819.4_Supernatural medicine-man as helper
C:D_4_D760_Disenchantment by miscellaneous means	C:D_13_N820_Human helpers.
C:D_4_D766.0_Disenchantment by liquid	C:D_13_N825.0_Old person as helper.
C:D_4_D771.0_Disenchantment by use of magic object	C:D_13_N825.2_Old man helper
C:D_4_D772.0_Disenchantment by naming	C:D_13_N825.3.0_Old woman helper
C:D_4_D786.0_Disenchantment by music	C:D_13_N825.3.2_Old woman by spring as helper
C:D_4_D786.1_Disenchantment by song	C:D_13_N827_Child as helper.
C:D_4_D789.0_Other means of disenchantment	C:D_13_N828_Wise woman as helper
C:D_4_D789.6.0_Disenchantment by repeating magic formula	C:D_13_N831.0_Girl as helper.
C:D_4_D789.6.1_Disenchantment by speaking proper words	C:D_13_N831.1.0_Mysterious housekeeper. Men find their house mysteriously put in order. Discover that it is done by a girl (frequently an animal transformed into a girl).
C:D_4_D790_Attendant circumstances of disenchantment	C:D_13_N832.0_Boy as helper
C:D_4_D791.2.0_Disenchantment by only one person	C:D_13_N832.2_Sons as helpers
C:D_4_D791.2.1_Disenchantment of girl only by lover	C:D_13_N835_Wealthy (powerful) man as helper.
C:D_4_D793.2_Disenchantment made permanent by burning cast-off skin	C:D_13_N836.0_King as helper
C:D_4_D794.0_Enchanted person attracts attention of rescuer	C:D_13_N838_Hero (culture hero) as helper
C:D_4_D800.0.0_Magic Objects: D800-D1699	C:D_13_N843_Hermit as helper.

C:D_4_D800.0_Ownership of magic objects: D800-D899	C:D_13_N845_Magician as helper
C:D_4_D800_Magic object	C:D_13_N847_Prophet as helper.
C:D_4_D801.0_Ownership of magic object	C:D_13_N848.0.0_Saint (pious man) as helper.
C:D_4_D803.0_Magic objects created by deity	C:D_13_N851_Merchant as helper.
C:D_4_D806.0_Magic object effective only when exact instructions for its use are followed	C:D_13_N852_Soldier as helper
C:D_4_D810.0_Acquisition Of Magic Object: D810-D859	C:D_13_N854.0_Peasant as helper.
C:D_4_D810_Magic object a gift	C:D_13_N855.0_Helpful smith.
C:D_4_D812.0_Magic object received from supernatural being	C:D_13_N884.0_Robber as helper
C:D_4_D812.15_Magic object received from maiden-spirit	Class P: Society
C:D_4_D812.5.0_Magic object received from genie	C:D_14_P0.0.0_Society
C:D_4_D812.8.2_Magic object received from man in dream	C:D_14_P0.0_Royalty and nobility: P0-P99
C:D_4_D813.0_Magic object received from fairy	C:D_14_P0_Royalty and nobility
C:D_4_D815.0_Magic object received from relative	C:D_14_P10.0_Kings.
C:D_4_D815.1_Magic object received from mother	C:D_14_P12.0_Character of kings
C:D_4_D817.0_Magic object received from grateful person	C:D_14_P12.13.0_King quick to anger.
C:D_4_D822_Magic object received from old man	C:D_14_P12.2.0_Injustice deadliest of monarch's sins
C:D_4_D825.0_Magic object received from maiden	C:D_14_P12.2.1_Tyrannical king.
C:D_4_D840_Magic object found	C:D_14_P12.5.0.0_Good king never retreats in battle
C:D_4_D841_Magic object accidentally found	C:D_14_P12.6.0_Just king brings good fortune upon people.
C:D_4_D850_Magic object otherwise obtained	C:D_14_P12.7_Clever king knows everything in advance
C:D_4_D855.0_Magic object acquired as reward	C:D_14_P16.0_End of king's reign.
C:D_4_D855.5_Magic object as reward for good deeds	C:D_14_P17.0.0_Succession to the throne
C:D_4_D859.8_Magic object as ransom of captive	C:D_14_P17.0.2.0_Son succeeds father as king
C:D_4_D860.0.0_Loss of magic object	C:D_14_P18.0_Marriage of kings.
C:D_4_D861.0.0_Magic object stolen	C:D_14_P19.0_Other motifs connected with kings.
C:D_4_D861.3_Magic object stolen by	C:D_14_P19.2.1_King abducts woman to be

brothers	his paramour
C:D_4_D861.5.1_Magic object stolen by owner's fiancée	C:D_14_P19.4.0.0_Kingly powers (rights).
C:D_4_D866.0_Magic object destroyed	C:D_14_P20.0_Queens.
C:D_4_D880.0.0_Recovery of magic object	C:D_14_P20.1_Clever queen
C:D_4_D882.0_Magic object stolen back	C:D_14_P28.0_Marriage of queen
C:D_4_D882.1.0_Stolen magic object stolen back by helpful animals	C:D_14_P29.0_Queens--miscellaneous.
C:D_4_D885.1_Magic object recovered with witch's help	C:D_14_P30.0_Princes.
C:D_4_D900.0.0.0_Kinds of magic objects: D900-D1299	C:D_14_P30.1_King's sons called kings
C:D_4_D900.0.0_Magic weather phenomena	C:D_14_P32.0_Friendship of prince and commoner.
C:D_4_D901_Magic cloud	C:D_14_P40_Princesses
C:D_4_D902.0_Magic rain	C:D_14_P100_Other social orders: P100-P199
C:D_4_D906_Magic wind	C:D_14_P110_Royal ministers.
C:D_4_D921.0_Magic lake (pond)	C:D_14_P150_Rich men.
C:D_4_D930_Magic land features	C:D_14_P160_Beggars
C:D_4_D931.0.0_Magic rock (stone)	C:D_14_P192.0_Madmen (fools, professional fools)
C:D_4_D931.0.1_Stone produced by magic	C:D_14_P200.0_The family: P200-P299
C:D_4_D931.0.4_Magic stone as amulet	C:D_14_P200_The family.
C:D_4_D935.1_Magic sand	C:D_14_P210_Husband and wife.
C:D_4_D950.0.0_Magic tree	C:D_14_P214.1_Wife commits suicide (dies) on death of husband.
C:D_4_D950.15_Magic bamboo tree	C:D_14_P216_Wife only one able to persuade her husband.
C:D_4_D952_Magic tree-bark	C:D_14_P230.0_Parents and children.
C:D_4_D953.0_Magic twig	C:D_14_P231.0_Mother and son.
C:D_4_D955_Magic leaf	C:D_14_P231.3_Mother-love.
C:D_4_D956_Magic stick of wood	C:D_14_P232.0_Mother and daughter.
C:D_4_D965.0.0_Magic plant	C:D_14_P233.0_Father and son
C:D_4_D965.12_Magic grass	C:D_14_P233.6_Son avenges father
C:D_4_D973.0_Magic grains	C:D_14_P234.0_Father and daughter
C:D_4_D973.1.0_Magic rice-grains	C:D_14_P236.0_Undutiful children
C:D_4_D975.0_Magic flower	C:D_14_P250.0_Brothers and sisters
C:D_4_D980_Magic fruits and vegetables	C:D_14_P250.1_Elder children to protect younger.
C:D_4_D981.0.0_Magic fruit	C:D_14_P251.0_Brothers
C:D_4_D985.1_Magic coconut-shell	C:D_14_P251.3.0_Brothers follow each other in exile.
C:D_4_D990.0_Magic Bodily Members: D990-D1029	C:D_14_P251.5.0_Two brothers.
C:D_4_D1003.0_Magic blood - human	C:D_14_P251.5.1_Two brothers follow and help each other on piracy, etc.
C:D_4_D1004_Magic tears	C:D_14_P251.5.3_Hostile brothers

C:D 4 D1005 Magic breath	C:D 14 P251.5.4 Two brothers as contrasts
C:D 4 D1009.3 Magic breast of woman	C:D 14 P251.6.1 Three brothers.
C:D_4_D1010_Magic bodily members - animal	C:D_14_P251.6.3_Six or seven brothers.
C:D 4 D1013.0 Magic bone of animal	C:D 14 P252.0 Sisters.
C:D_4_D1015.0_Magic internal organs of animal	C:D_14_P252.1.0_Two sisters.
C:D 4 D1015.1.0 Magic heart of animal	C:D 14 P252.2 Three sisters
C:D 4 D1018 Magic milk of animal	C:D 14 P252.3 Seven sisters
C:D 4 D1021.0 Magic feather	C:D 14 P252.3 Seven sisters
C:D 4 D1022.0.0 Magic wings	C:D 14 P253.0.0 Sister and brother.
C:D 4 D1024 Magic egg	C:D 14 P253.6 Sister warns brothers
C:D_4_D1025.0_Magic skin of animal	C:D_14_P253.8_Clever sister saves life of brother.
C:D 4 D1030.0 Magic food	C:D 14 P260 Relations by law
C:D 4 D1033.1 Magic rice	C:D 14 P261 Father-in-law.
C:D 4 D1035.2 Magic coconut (as food)	C:D 14 P264 Sister-in-law
C:D 4 D1050.0 Magic clothes	C:D 14 P265.0 Son-in-law
C:D_4_D1050.1_Clothes produced by magic	C:D_14_P271.0_Foster father.
C:D 4 D1051 Magic cloth	C:D 14 P271.2 Fisherman as foster father.
C:D_4_D1052.0_Magic garment	C:D_14_P271.5_Foster father as constant helper.
C:D 4 D1067.4 Magic mask	C:D 14 P272.0 Foster mother
C:D_4_D1069.0_Magic clothes - miscellaneous	C:D_14_P275.0_Foster son
C:D 4 D1069.2 Magic feather dress	C:D 14 P280 Steprelatives.
C:D 4 D1070 Magic ornaments	C:D 14 P282.0 Stepmother.
C:D 4 D1071.0.0 Magic jewel (jewels)	C:D 14 P284 Stepsister
C:D_4_D1071.0.1_Jewels produced by magic	C:D_14_P290_Other relatives.
C:D 4 D1076 Magic ring	C:D 14 P291.0 Grandfather.
C:D 4 D1078.0 Magic chain (ornament)	C:D 14 P292.0 Grandmother.
C:D_4_D1079.0_Magic ornaments - miscellaneous	C:D_14_P293.0_Uncle.
C:D_4_D1080_Magic weapons	C:D_14_P300_Other social relationships: P300-P399
C:D 4 D1083.0 Magic knife	C:D 14 P310.0 Friendship
C:D 4 D1083.1 Magic poignard (dagger)	C:D 14 P310.2 Friends avenge each other
C:D_4_D1084.0_Magic spear	C:D_14_P311.0.0_Sworn brethren. Friends take an oath of lasting brotherhood.
C:D 4 D1121.0.0 Magic boat	C:D 14 P311.5 Covenant of friendship
C:D_4_D1130_Magic buildings and parts	C:D_14_P319.0_Deeds of friendship--miscellaneous.
C:D 4 D1131.0 Magic castle	C:D 14 P340.0.0 Teacher and pupil
C:D_4_D1131.1_Castle produced by magic	C:D_14_P360_Master and servant.
C:D 4 D1132.0 Magic palace	C:D 14 P361.0 Faithful servant.
C:D 4 D1132.1 Palace produced by	C:D 14 P400.0 Trades and professions:

magic	P400-P499
C:D 4 D1150 Magic furniture	C:D 14 P400 Trades and professions
C:D 4 D1154.3.0 Magic hammock	C:D 14 P410 Laborers
C:D 4 D1154.3.1 Magic swing	C:D 14 P411.0 Peasant.
C:D 4 D1170 Magic utensils and implements	C:D 14 P414 Hunter.
C:D 4 D1171.0 Magic vessel	C:D 14 P420 Learned professions.
C:D 4 D1171.1.0 Magic pot	C:D 14 P421.0 Judge.
C:D 4 D1171.10 Magic bucket	C:D 14 P424.0 Physician
C:D 4 D1171.11 Magic basket	C:D 14 P426.2 Hermit
C:D 4 D1171.7.1 Magic jar	C:D 14 P431.0 Merchant
C:D 4 D1171.8.0 Magic bottle	C:D 14 P447.0.0 Smith
C:D 4 D1174.0 Magic box	C:D 14 P447.6 Rivaling smiths.
C:D 4 D1181 Magic needle	C:D 14 P456 Carpenter.
C:D 4 D1193.0 Magic bag (sack)	C:D 14 P458 Woodsman
C:D 4 D1195 Magic soap	C:D 14 P459.0 Other artisans.
C:D 4 D1196 Magic net	C:D 14 P475.0 Robber
C:D 4 D1206.0 Magic axe	C:D 14 P475.2 Robbers defeated and killed
C:D 4 D1210 Magic musical instruments	C:D 14 P500.0 Government: P500-P599
C:D 4 D1211 Magic drum	C:D 14 P550 Military affairs.
C:D 4 D1213.0 Magic bell	C:D 14 P553.0 Weapons
C:D 4 D1213.1 Magic gong	C:D 14 P553.1 Poisoned weapons.
C:D 4 D1223.1 Magic flute	C:D 14 P555.0 Defeat in battle.
C:D 4 D1240 Magic waters and medicines	C:D 14 P556.0 Challenge to battle
C:D 4 D1241 Magic medicine (= charm)	C:D 14 P600.0 Customs: P600-699
C:D 4 D1242.1.0 Magic water	C:D 14 P600 Customs.
C:D 4 D1242.4 Magic oil	C:D 14 P633 Young not to precede old.
C:D 4 D1246 Magic powder	C:D 14 P634.0.1 Customs connected with eating and food.
C:D 4 D1250 Miscellaneous magic object	Class Q: Rewards and Punishments
C:D 4 D1251.0 Magic chain (iron)	C:D 15 Q0.0 Rewards And Punishments
C:D 4 D1252.0 Magic metal	C:D 15 Q0 Rewards and punishments
C:D 4 D1252.1.2 Magic nails	C:D 15 Q1.0 Hospitality rewarded--opposite punished
C:D 4 D1252.3 Magic gold	C:D 15 Q2 Kind and unkind. Churlish person disregards requests of old person (animal) and is punished. Courteous person (often youngest brother or sister) complies and is rewarded.
C:D 4 D1254.0 Magic staff	C:D 15 Q3.1 Woodsman and the gold axe. A woodsman lets his axe fall into the water. Hermes comes to his rescue. Takes out a gold axe but the woodsman says that it is not his. The same with a silver axe. Finally he is given his own axe and rewarded for his modes
C:D 4 D1254.2 Magic rod	C:D 15 Q4 Humble rewarded, haughty punished.
C:D 4 D1258.0 Magic bridge	C:D 15 Q5.0 Laziness punished; industry

	rewarded.
C:D_4_D1258.1_Bridge made by magic	C:D_15_Q10.0_Deeds rewarded: Q10-Q99
C:D_4_D1266.3_Magic story	C:D_15_Q10_Deeds rewarded
C:D_4_D1273.0.0_Magic formula (charm)	C:D_15_Q33_Reward for saying of prayers.
C:D_4_D1273.1.0.0_Magic numbers	C:D_15_Q36.0_Reward for repentance
C:D_4_D1273.1.3.0_Seven as magic number	C:D_15_Q40_Kindness rewarded.
C:D_4_D1275.0_Magic song	C:D_15_Q41.0_Politeness rewarded
C:D_4_D1275.4_Magic poem (satire)	C:D_15_Q42.0_Generosity rewarded.
C:D_4_D1293.0_Magic color	C:D_15_Q45.0_Hospitality rewarded
C:D_4_D1293.3_White as magic color	C:D_15_Q51.0_Kindness to animals rewarded.
C:D_4_D1295_Magic incense	C:D_15_Q53.0_Reward for rescue.
C:D_4_D1299.0_Other magic objects	C:D_15_Q57.0_Attendance on the sick rewarded.
C:D_4_D1299.1_Magic sign (symbol, insignia)	C:D_15_Q60_Other good qualities rewarded.
C:D_4_D1300.0.0.0_Function of magic object: D1300-D1599	C:D_15_Q64_Patience rewarded
C:D_4_D1300.0.0_Magic Objects Effect Changes In Persons: D1300-D1379	C:D_15_Q66.0_Humility rewarded
C:D_4_D1300.0_Magic object gives supernatural wisdom	C:D_15_Q68.0_Integrity rewarded.
C:D_4_D1305.0_Magic object gives power of prophecy	C:D_15_Q68.2_Honesty rewarded.
C:D_4_D131.0_Transformation: man to horse.	C:D_15_Q72.0_Loyalty rewarded
C:D_4_D1310.0_Magic object gives supernatural information	C:D_15_Q72.1_Reward for loyalty to king.
C:D_4_D1311.0_Magic object used for divination	C:D_15_Q80_Rewards for other causes.
C:D_4_D1313.0_Magic object points out road	C:D_15_Q81.0_Reward for perseverance
C:D_4_D1316.0_Magic object reveals truth	C:D_15_Q86.0_Reward for industry
C:D_4_D1317.0.0_Magic object warns of danger	C:D_15_Q86.0_Reward for industry
C:D_4_D1327.0_Magic object locates fish (game)	C:D_15_Q86.1_Reward to ant for industry. Ant has food all winter because she keeps it safe and dry by airing it in the sun
C:D_4_D1330_Magic object works physical change	C:D_15_Q88.0_Reward for proficiency
C:D_4_D1335.0_Object gives magic strength	C:D_15_Q91.0_Reward for cleverness
C:D_4_D1335.1.0_Magic strength-giving food	C:D_15_Q94_Reward for cure.
C:D_4_D1335.12_Magic song gives strength	C:D_15_Q100.0_Nature of rewards: Q100-Q199
C:D_4_D1338.0_Magic object rejuvenates	C:D_15_Q100_Nature of rewards.

C:D_4_D1342.0_Magic object gives health	C:D_15_Q101.0_Reward fitting to deed
C:D_4_D1350_Magic object changes person's disposition	C:D_15_Q110_Material rewards.
C:D_4_D1355.0.0_Love-producing magic object	C:D_15_Q111.0_Riches as reward
C:D_4_D1355.1.1_Love-producing song	C:D_15_Q111.1_Hero made business partner of rich man
C:D_4_D1355.18.0_Love charm (words)	C:D_15_Q111.2_Riches as reward (for hospitality).
C:D_4_D1360_Magic object effects temporary change in person	C:D_15_Q111.3_Riches as reward for help against robbers
C:D_4_D1364.23_Song causes magic sleep	C:D_15_Q111.6_Treasure as reward.
C:D_4_D1377.0_Magic object changes person's size	C:D_15_Q111.7_Jewels as reward
C:D_4_D1380.0.0_Magic object protects	C:D_15_Q111.8_Large quantity of land as reward.
C:D_4_D1380.2.0_Tree (plant) protects	C:D_15_Q112.0.1.0_Kingdom as reward.
C:D_4_D1380.23_Magic ring protects	C:D_15_Q112.0.2_Half of property as reward
C:D_4_D1381.7_Magic ring protects from attack	C:D_15_Q112.1_Chieftainship as reward.
C:D_4_D1384.5_Song as protection on journey	C:D_15_Q112.3_Reward: seat next to king
C:D_4_D1385.0_Magic object protects from evil spirits	C:D_15_Q114.0.0_Gifts as reward.
C:D_4_D1394.0_Magic object helps hero in trial	C:D_15_Q121.0_Freedom as reward.
C:D_4_D1400.0_Magic Object Gives Power Over Other Persons: D1400-D1439:	C:D_15_Q140_Miraculous or magic rewards.
C:D_4_D1402.7.0_Magic weapon kills	C:D_15_Q142_Magic treasure as reward for humility
C:D_4_D1410.0_Magic object renders person helpless	C:D_15_Q146_Reward: end of plague.
C:D_4_D1412.3_Flames draw person into them	C:D_15_Q190_Rewards--miscellaneous.
C:D_4_D1415.0_Magic object compels person to dance	C:D_15_Q195_Blessings
C:D_4_D1415.2.0_Magic musical instrument causes person to dance	C:D_15_Q200.0_Deeds punished: Q200-Q399
C:D_4_D142.0_Transformation: man to cat.	C:D_15_Q200_Deeds punished.
C:D_4_D1420.0_Magic object draws person (thing) to it	C:D_15_Q210.0_Crimes punished
C:D_4_D1420.1_Person drawn by magic spell	C:D_15_Q210.1_Criminal intent punished.
C:D_4_D1420.4_Helper summoned by calling his name	C:D_15_Q211.0.0_Murder punished.
C:D_4_D1421.0.0_Magic object summons	C:D_15_Q211.1_Parricide punished.

helper	
C:D_4_D1426.0.0_Magic object draws woman to man	C:D_15_Q211.6.0_Killing an animal revenged.
C:D_4_D1426.0.1_Magic objects help hero win princess	C:D_15_Q212.0_Theft punished.
C:D_4_D1440.0_Magic object gives power over animals	C:D_15_Q215_Cannibalism punished
C:D_4_D1444.0_Magic object catches animal	C:D_15_Q260_Deceptions punished.
C:D_4_D1444.1.0_Magic object catches fish	C:D_15_Q261.0_Treachery punished
C:D_4_D1450_Magic object furnishes treasure	C:D_15_Q261.1_Intended treachery punished.
C:D_4_D1454.0_Parts of human body furnish treasure	C:D_15_Q262_Impostor punished
C:D_4_D1454.2.0_Treasure falls from mouth	C:D_15_Q263.0_Lying (perjury) punished
C:D_4_D1454.2.1_Flowers fall from lips	C:D_15_Q265.0.0_False judging punished
C:D_4_D1470.0_Magic object as provider	C:D_15_Q266.0_Punishment for breaking promise.
C:D_4_D1470.1.0_Magic wishing-object. Object causes wishes to be fulfilled	C:D_15_Q267.0_Hypocrisy punished
C:D_4_D1470.1.1_Magic wishing-stone	C:D_15_Q272.0_Avarice punished.
C:D_4_D1472.0_Food and drink from magic object	C:D_15_Q276_Stinginess punished.
C:D_4_D1472.1.9_Magic pot supplies food and drink	C:D_15_Q280_Unkindness punished.
C:D_4_D1472.2.0_Magic object causes food and drink to be furnished	C:D_15_Q281.0_Ingratitude punished
C:D_4_D1472.2.5_Magic song produces food	C:D_15_Q281.1.0_Ungrateful children punished
C:D_4_D1500.0.0_Magic object controls disease	C:D_15_Q281.2_Ungrateful ruler is deposed
C:D_4_D1500.1.0_Magic object heals diseases	C:D_15_Q285.0_Cruelty punished.
C:D_4_D1500.1.23_Magic healing charm (spell)	C:D_15_Q285.1.0.0_Cruelty to animals punished.
C:D_4_D1500.1.24_Magic healing song	C:D_15_Q285.3_Cruel mutilation punished.
C:D_4_D1500.1.33.0_Parts or products of animal cure disease	C:D_15_Q286.0_Uncharitableness punished.
C:D_4_D1500.2.2_Charm against sickness	C:D_15_Q288_Punishment for mockery
C:D_4_D1500.4.0_Magic object causes disease	C:D_15_Q291.0_Hard-heartedness punished.
C:D_4_D1502.0_Magic object cures particular diseases	C:D_15_Q292.0_Inhospitality punished.
C:D_4_D1503.0_Magic object heals wound	C:D_15_Q292.3_Abuse of hospitality punished
C:D_4_D1503.1_Magic song heals wound	C:D_15_Q296.0_Injustice punished.
C:D_4_D1515.1_Remedies for poison	C:D_15_Q297_Slander punished.

C:D_4_D1519.0_Magic object control disease - miscellaneous	C:D_15_Q300_Contentiousness punished
C:D_4_D1519.1.0_Magic object restores strength	C:D_15_Q301_Jealousy punished
C:D_4_D1520.0_Magic object affords miraculous transportation	C:D_15_Q302.0_Envy punished.
C:D_4_D1520.18.0_Magic transportation by hammock	C:D_15_Q312.0_Fault-finding punished
C:D_4_D1520.18.1_Transportation on magic swing	C:D_15_Q313_Bad temper punished
C:D_4_D1520.2_Magic transportation by cloud	C:D_15_Q320_Evil personal habits punished
C:D_4_D1531.0_Magic object gives power of flying	C:D_15_Q321.0_Laziness punished
C:D_4_D1532.0_Magic object bears person aloft	C:D_15_Q325_Disobedience punished.
C:D_4_D1532.6_Magic robe bears person aloft	C:D_15_Q326_Impudence punished.
C:D_4_D1540.0_Magic object controls the elements	C:D_15_Q327_Discourtesy punished
C:D_4_D1543.0_Magic object controls wind	C:D_15_Q330_Overweening punished
C:D_4_D1560_Magic object performs other services for owner	C:D_15_Q331.0_Pride punished
C:D_4_D1561.0_Magic object confers miraculous powers (luck)	C:D_15_Q331.2.0_Vanity punished.
C:D_4_D1561.1.11_Magic song brings luck	C:D_15_Q341_Curiosity punished.
C:D_4_D1581_Tasks performed by use of magic object	C:D_15_Q380_Deeds punished--miscellaneous.
C:D_4_D1586.0_Magic object relieves from plague	C:D_15_Q385_Captured animals avenge themselves
C:D_4_D1599.0_Magic object performs services - miscellaneous	C:D_15_Q393.0_Evil speech punished.
C:D_4_D1599.2_Air made fragrant with odours of flowers by spell	C:D_15_Q395_Disrespect punished.
C:D_4_D1600.0.0_Characteristics of magic objects: D1600-D1699	C:D_15_Q400.0_Kinds of punishment: Q400-Q599
C:D_4_D1600.0_Automatic Magic Objects: D1600-1649	C:D_15_Q410_Capital punishment
C:D_4_D1610.0.0_Magic speaking objects	C:D_15_Q411.0.0_Death as punishment.
C:D_4_D1610.2.0.0_Speaking tree	C:D_15_Q411.4.0_Death as punishment for treachery
C:D_4_D1610.3.0_Speaking plant	C:D_15_Q411.6_Death as punishment for murder.
C:D_4_D1610.4.0_Speaking flower	C:D_15_Q414.0.0_Punishment: burning alive
C:D_4_D1619.0_Miscellaneous speaking objects	C:D_15_Q414.0.12.0_Burning as punishment for murder.
C:D_4_D1652.3.0_Inexhaustible milk	C:D_15_Q424.0.0_Punishment: strangling

C:D_4_D1662.1.0_Magic ring works by being stroked	C:D_15_Q428.0_Punishment: drowning.
C:D_4_D1700.0_Magic Powers And Manifestations: D1700-D2199	C:D_15_Q430.0_Abridgment of freedom as punishment.
C:D_4_D1700_Magic powers	C:D_15_Q431.0.0_Punishment: banishment (exile)
C:D_4_D1710.0_Possession and means of employment of magic powers: D1710-1799	C:D_15_Q431.19_Banishment for laziness.
C:D_4_D1710_Possession of magic powers	C:D_15_Q431.2.0_Banishment for treachery
C:D_4_D1711.0.0_Magician	C:D_15_Q431.9.0_Banishment for murder
C:D_4_D1711.0.1_Magician's apprentice	C:D_15_Q431.9.2_Exile as punishment for parricide.
C:D_4_D1711.1.1_Solomon as master of magicians	C:D_15_Q433.0_Punishment: imprisonment
C:D_4_D1711.11.0_Family of magicians	C:D_15_Q433.7 Imprisonment for treachery
C:D_4_D1711.5_Fairy as magician	C:D_15_Q434.0_Punishment: fettering.
C:D_4_D1711.7.0_King as magician	C:D_15_Q434.3 Fettering to oak.
C:D_4_D1711.8_Strong man as magician	C:D_15_Q437.0_Sale into slavery as punishment.
C:D_4_D1712.0.0_Soothsayer (divine, oracle, etc.)	C:D_15_Q450.0_Cruel punishments.
C:D_4_D1713_Magic power of hermit (saint, yogi)	C:D_15_Q450.1.0_Torture as punishment
C:D_4_D1715.0_Magic power of dying man's words	C:D_15_Q450.1.1_Torture as punishment for murder
C:D_4_D1719.0_Possession of magic powers-miscellaneous	C:D_15_Q451.0.0_Mutilation as punishment
C:D_4_D1719.4_Magic wisdom possessed by extraordinary companion	C:D_15_Q451.0.1_Hands and feet cut off as punishment
C:D_4_D1719.5_Magic power of fairy	C:D_15_Q451.4.5_Tongue cut out as punishment for murder
C:D_4_D1720.0_Acquisition of magic powers	C:D_15_Q451.7.0.0_Blinding as punishment
C:D_4_D1721.0.0_Magic power from magician	C:D_15_Q451.7.0.1_Loss of one eye as punishment
C:D_4_D1731.2.0_Marvels seen in dreams	C:D_15_Q451.7.0.2.0_Miraculous blindness as punishment
C:D_4_D1733.0_Acts producing magic power	C:D_15_Q451.7.0.2.3_Miraculous blindness as punishment for disobedience.
C:D_4_D1733.6_Magic power by magic songs	C:D_15_Q453.0_Punishment: being bitten by animal
C:D_4_D1760_Means of producing magic power	C:D_15_Q453.1_Punishment: being bitten by ants
C:D_4_D1761.0.0_Magic results produced by wishing	C:D_15_Q453.2_Punishment: being bitten by scorpion
C:D_4_D1761.0.2.0_Limited number of wishes granted	C:D_15_Q461.0_Impalement as punishment.

C:D_4_D1761.0.2.2_One wish granted	C:D_15_Q467.0_Punishment by drowning
C:D_4_D1766.1.0_Magic result produced by prayer	C:D_15_Q467.3.0_Punishment: drowning in swamp.
C:D_4_D1781_Magic results from singing	C:D_15_Q469.9.2_Punishment: piercing with needles
C:D_4_D1787_Magic results from burning	C:D_15_Q478.0_Frightful meal as punishment.
C:D_4_D1792.0_Magic results from curse	C:D_15_Q494.0_Loss of social position as punishment.
C:D_4_D1799.5_Magic results from chewing	C:D_15_Q512.0.0_Punishment: performing impossible task
C:D_4_D1800.0.0_Manifestations of magic power: D1800-D2199	C:D_15_Q520.0.0_Penances
C:D_4_D1800.0_Lasting Magic Qualities: D1800-D1949	C:D_15_Q520.2_Robber does penance.
C:D_4_D1810.0.0_Magic knowledge	C:D_15_Q524.0_Fearful penances
C:D_4_D1810.0.10_Magic knowledge (wisdom) of Solomon	C:D_15_Q53.0_Reward for rescue.
C:D_4_D1810.0.4_Magic knowledge of fairies	C:D_15_Q550.0_Miraculous punishments.
C:D_4_D1810.13_Magic knowledge from the dead	C:D_15_Q551.3.0_Punishment: transformation
C:D_4_D1810.4_Magic knowledge learned from magician teacher	C:D_15_Q551.3.2.0_Punishment: transformation into animal
C:D_4_D1810.8.0_Magic knowledge from dream	C:D_15_Q551.3.2.3_Punishment: transformation into frog.
C:D_4_D1810.8.2.0_Information received through dream	C:D_15_Q552.3.5_Punishment for greed: streams of sugar, molasses, and milk from anchorite's tomb dry up and petrify because of townspeople's greed
C:D_4_D1810.8.4_Solution to problem is discovered in dream	C:D_15_Q554.0_Mysterious visitation as punishment
C:D_4_D1812.0.0_Magic power of prophecy	C:D_15_Q556.0.0_Curse as punishment.
C:D_4_D1812.1.0_Power of prophecy a gift	C:D_15_Q556.10.0_Curse for murder.
C:D_4_D1812.5.1.0_Bad omens	C:D_15_Q556.11_Curse for uncharitableness
C:D_4_D1814.0_Magic advice	C:D_15_Q556.12.0_Curse for stealing
C:D_4_D1814.1.0_Advice from magician (fortune-teller, etc.)	C:D_15_Q556.7.0_Curse for inhospitality
C:D_4_D1814.2_Advice from dream	C:D_15_Q556.7.1_Curse for enforced hospitality
C:D_4_D1830.0_Magic strength	C:D_15_Q556.8_Curse for mockery
C:D_4_D1835.6_Magic strength from demon	C:D_15_Q557.0_Miraculous punishment through animals
C:D_4_D1837.0_Magic weakness	C:D_15_Q584.0_Transformation as fitting punishment.
C:D_4_D1841.9_Invulnerability from demons	C:D_15_Q584.2_Transformation of a man to animal as fitting punishment.

C:D_4_D1867.1_Hut becomes mansion	C:D_15_Q589.3_Punishment for stinginess: amends made by being generous and liberal.
C:D_4_D1872.0_Man made hideous	C:D_15_Q590_Miscellaneous punishments
C:D_4_D1872.1_Handsome man magically made ugly	C:D_15_Q595.0_Loss or destruction of property as punishment.
C:D_4_D1950_Temporary Magic Characteristics: D1950-2049	C:D_15_Q595.4.0_Loss of money as punishment
C:D_4_D1962.4.1_Lulling to sleep by "sleepy" stories (songs)	C:D_15_Q599.0_Other punishments.
C:D_4_D1980_Magic invisibility	Class R: Captives and Fugitives
C:D_4_D1981.0_Certain persons invisible	C:D_16_R0.0.0_Captives And Fugitives
C:D_4_D2021.1_Dumbness as curse	C:D_16_R0.0_Captivity: R0-R99
C:D_4_D2030_Other temporary magic characteristics	C:D_16_R10.0_Abduction.
C:D_4_D2031.0.0_Magic illusion	C:D_16_R10.1.0_Princess (maiden) abducted.
C:D_4_D2050.0_Destructive Magic Powers: D2050-2099	C:D_16_R10.3_Children abducted
C:D_4_D2050_Destructive magic power	C:D_16_R11.0_Abduction by monster (ogre)
C:D_4_D2060_Death or bodily injury by magic	C:D_16_R11.2.0_Abduction by devil.
C:D_4_D2064.0.0_Magic sickness	C:D_16_R11.2.2.0_Abduction by demon.
C:D_4_D2064.0.3_Magic pestilence	C:D_16_R12.0_Abduction by pirates.
C:D_4_D2064.5_Magic sickness from curse	C:D_16_R12.2.0_Man abducted by pirates
C:D_4_D2070.0_Bewitching	C:D_16_R13.0.0_Abduction by animal
C:D_4_D2074.0_Attracting by magic	C:D_16_R13.1.0_Abduction by wild beast.
C:D_4_D2074.1.0_Animals magically called	C:D_16_R13.1.11_Abduction by fox.
C:D_4_D2074.1.2.0_Fish or sea animal magically called	C:D_16_R13.3.0_Person carried off by bird
C:D_4_D2074.2.4.2_Animals summoned by pronouncing their names	C:D_16_R13.3.2_Eagle carries off youth
C:D_4_D2074.2.5.0_Summoning by prayer	C:D_16_R16.0_Abduction by transformed person.
C:D_4_D2099.0_Miscellaneous destructive magic powers	C:D_16_R16.1_Maiden abducted by transformed hero
C:D_4_D2100.0.0_Other Manifestations Of Magic Power: D2100-D2199	C:D_16_R39.1_Abduction by magician.
C:D_4_D2120_Magic transportation	C:D_16_R50_Conditions of captivity.
C:D_4_D2125.0.0_Magic journey over water	C:D_16_R61_Person sold into slavery
C:D_4_D2125.1.1.0_Magic transportation by waves	C:D_16_R100.0.0_Rescues: R100-R199
C:D_4_D2135.0.0_Magic air journey	C:D_16_R100.0_Rescues.
C:D_4_D2135.0.3_Magic ability to fly	C:D_16_R110.0_Rescue of captive
C:D_4_D2140.0_Magic control of the elements	C:D_16_R111.0.0_Rescue of captive maiden
C:D_4_D2140.1.0_Control of weather by saint's prayers	C:D_16_R111.2.0_Princess rescued from place of captivity

C:D_4_D2142.0.0_Winds controlled by magic	C:D_16_R111.2.5_Girl rescued from tree
C:D_4_D2142.0.1.0_Magician (witch) controls wind	C:D_16_R111.3.0_Means of rescuing princess
C:D_4_D2149.7_Magic control of rainbow	C:D_16_R122.0_Miraculous rescue.
C:D_4_D2150_Miscellaneous magic manifestations	C:D_16_R130_Rescue of abandoned or lost persons
C:D_4_D2161.0_Magic healing power	C:D_16_R131.0.0_Exposed or abandoned child rescued.
C:D_4_D2161.1.0_Magic cure for specific diseases	C:D_16_R131.11.3_Prince rescues abandoned child
C:D_4_D2161.3.0_Magic cure of physical defect	C:D_16_R131.14_Sailors rescue abandoned child.
C:D_4_D2161.3.1.0_Blindness magically cured	C:D_16_R131.4_Fisher rescues abandoned child
C:D_4_D2161.3.1.1_Eyes torn out magically replaced	C:D_16_R131.5_Servant rescues abandoned child.
C:D_4_D2161.3.7.0_Lameness magically cured	C:D_16_R131.8.0_Other workmen rescue abandoned child
C:D_4_D2161.3.9_Bad breath magically cured	C:D_16_R150_Rescuers.
C:D_4_D2161.4.0.0_Methods of magic cure	C:D_16_R151.0_Husband rescues wife
C:D_4_D2161.5.0_Magic cure by certain person	C:D_16_R153.0_Parents rescues child
C:D_4_D2165.0_Escapes by magic	C:D_16_R153.1.0_Parents rescue son.
C:D_4_D2165.1_Escape by flying through the air	C:D_16_R153.3.0_Father rescues son(s)
C:D_4_D2173_Magic singing	C:D_16_R153.5_Father rescues daughter
C:D_4_D2175.0_Cursing by magic	C:D_16_R154.0.0_Children rescue parents
C:D_4_D2175.3_Magic satire (magic song) as curse	C:D_16_R154.1.0_Son rescues mother.
C:D_4_D2175.5_Curse magically changed to blessing	C:D_16_R154.2.0_Son rescues father
C:D_4_D2178.0_Objects produced by magic	C:D_16_R155.0_Brothers rescue brothers
C:D_4_D2178.9_Flower produced by magic	C:D_16_R155.1_Youngest brother rescues his elder brothers
Class E: The Dead	C:D_16_R155.2_Elder brother rescues younger
C:D_5_E0.0.0_The Dead	C:D_16_R158_Sister rescues brother(s)
C:D_5_E64.11_Resuscitation by magic robe (blanket)	C:D_16_R164.0_Rescue by giant
C:D_5_E64.3.0_Resuscitation by magic bell	C:D_16_R164.1_Giant rescues maiden
C:D_5_E64.8.1_Resuscitation by heavenly fragrance	C:D_16_R169.0_Other rescuers.
C:D_5_E73_Resuscitation by incantation	C:D_16_R169.10.0_Unpromising hero as

	rescuer
C:D_5_E265.0_Meeting ghost causes misfortune	C:D_16_R169.12_Hero rescued by sailors
C:D_5_E276_Ghosts haunt tree	C:D_16_R169.15_Rescue by stranger.
C:D_5_E293.0_Ghosts frighten people (deliberately)	C:D_16_R169.4.0_Hero rescued by servant.
C:D_5_E300_Friendly return from dead	C:D_16_R169.5.0_Hero rescued by friend.
C:D_5_E320_Dead relative's friendly return	C:D_16_R169.5.1_Hero's wife rescued by his faithful friend.
C:D_5_E322.2.0_Dead wife returns to wake husband	C:D_16_R169.8_Predestined rescuer.
C:D_5_E322.2.1_Dead wife returns and asks husband to go with her to spirit world	C:D_16_R170_Rescue--miscellaneous motifs
C:D_5_E323.0_Dead mother's friendly return	C:D_16_R191_King (prince) returns home (from exile) and rescues his native country.
C:D_5_E323.4_Advice from dead mother	C:D_16_R200.0_Escapes and pursuits: R200-R299
C:D_5_E373.0_Ghosts bestow gifts on living	C:D_16_R200_Escapes and pursuits
C:D_5_E400_Ghosts and revenants - miscellaneous	C:D_16_R210_Escapes.
C:D_5_E420_Appearance of revenant	C:D_16_R211.4_Escape from slavery (pirates).
C:D_5_E421.0_Spectral ghosts	C:D_16_R213.0_Escape from home.
C:D_5_E421.1.1.0.0_Ghost visible to one person alone	C:D_16_R215.0_Escape from execution.
C:D_5_E422.3.0_Size of revenant	C:D_16_R219.0_Escapes--miscellaneous
C:D_5_E422.3.2_Revenant as a very large man (giant)	C:D_16_R312.0_Forest as refuge.
C:D_5_E436.0_Ghost detected	C:D_16_R326_Escape to fairyland
C:D_5_E495.2_Marriage (ceremony) to a ghost	Class S: Unnatural Cruelty
C:D_5_E593.5_Ghost steals food and treasure	C:D_17_S0.0.0_Unnatural Cruelty
C:D_5_E700.0_The soul: E700-E799	C:D_17_S0.0_Cruel relatives: S0-S99
C:D_5_E711.2.6_Soul in bamboo	C:D_17_S0_Cruel relatives
C:D_5_E743.0_Soul as shadow	C:D_17_S10_Cruel parents
C:D_5_E780.0_Vital bodily members. They possess life independent of the rest of the body	C:D_17_S11.0_Cruel father
C:D_5_E781.0_Eyes successfully replaced	C:D_17_S11.3.0_Father kills child
Class F: Marvels	C:D_17_S11.4.0_Father plans child's death.
C:D_6_F_Marvels	C:D_17_S11.4.3_Cruel fathers threaten to kill their children if they are of undesirable sex
C:D_6_F0.0_Journey to other world	C:D_17_S12.0_Cruel mother
C:D_6_F110.0.0_Miscellaneous Otherworlds: F110-F199	C:D_17_S12.5.0_Cruel mother expels (drives away) child
C:D_6_F125_Journey to otherworld where people are made whole (cured)	C:D_17_S30_Cruel step- and foster relatives.

C:D_6_F149.1_Stone barrier to otherworld	C:D_17_S31.0_Cruel stepmother.
C:D_6_F152.1.1_Rainbow bridge to otherworld	C:D_17_S31.2_Children enchanted by stepmother
C:D_6_F156.0_Door to otherworld	C:D_17_S34_Cruel stepsister(s)
C:D_6_F160.0.0_Nature of the otherworld	C:D_17_S62.0_Cruel husband.
C:D_6_F166.0.0_Furniture and objects in the otherworld	C:D_17_S70_Other cruel relatives.
C:D_6_F166.3.0_Extraordinary clothes in otherworld	C:D_17_S73.2_Person banishes brother (sister)
C:D_6_F169.9_Pleasant fragrance in otherworld	C:D_17_S100.0_Revoltng murders or mutilations: S100-S199
C:D_6_F200.0.0.0_Marvelous Creatures: F200-F699	C:D_17_S100_Revoltng murders or mutilations.
C:D_6_F200.0.0_Fairies And Elves: F200-F399	C:D_17_S110.0_Murders
C:D_6_F200.0_Fairies (elves)	C:D_17_S112.0.0_Burning to death
C:D_6_F210.0_Fairyland	C:D_17_S139.0_Miscellaneous cruel murders.
C:D_6_F210.1_Tabu: fighting battle in fairyland	C:D_17_S139.6_Murder by tearing out heart.
C:D_6_F212.0.1_Water fairies	C:D_17_S140.0_Cruel abandonments and exposures
C:D_6_F216.0_Fairies live in forest	C:D_17_S142_Person thrown into the water and abandoned
C:D_6_F216.2_Bonga lives in tree	C:D_17_S143.0_Abandonment in forest.
C:D_6_F230_Appearance of fairies	C:D_17_S145_Abandonment on an island. (Marooning.)
C:D_6_F234.0.0_Transformed fairy	C:D_17_S160.0_Mutilations
C:D_6_F234.0.1_Fairy transforms self	C:D_17_S161.0.0_Mutilation: cutting off hands (arms).
C:D_6_F234.0.2_Fairy as shape-shifter	C:D_17_S162.0_Mutilation: cutting off legs (feet).
C:D_6_F234.1.0.0_Fairy in form of an animal	C:D_17_S164_Mutilation: knocking out teeth.
C:D_6_F234.1.15.0_Fairy in form of bird	C:D_17_S165.0_Mutilation: putting out eyes
C:D_6_F234.1.15.1_Fairy as swan	C:D_17_S183.0.0_Frightful meal
C:D_6_F234.1.15.2_Fairy in form of dove	C:D_17_S183.2_Person forced to eat loathsome animal.
C:D_6_F234.1.7_Fairy in form of worm (snake, serpent)	C:D_17_S200.0_Cruel sacrifices: S200-S299
C:D_6_F234.2.0_Fairy in form of person	C:D_17_S200_Cruel sacrifices
C:D_6_F234.2.1_Fairy in form of hag	C:D_17_S260.0_Sacrifices
C:D_6_F234.2.2_Fairy in hideous form	C:D_17_S264.0_Sacrifice to rivers and seas
C:D_6_F234.2.5_Fairy in form of beautiful young woman	C:D_17_S265.0_Sacrifice of strangers.
C:D_6_F234.2.7_Fairy as guide to fairyland	C:D_17_S300_Abandoned or murdered children
C:D_6_F235.0_Visibility of fairies	C:D_17_S301_Children abandoned (exposed)
C:D_6_F235.1_Fairies invisible	C:D_17_S310_Reasons for abandonment of children.

C:D_6_F235.2.0_Fairies visible only at certain times	C:D_17_S311.0_Undesirable children exposed, desirable preserved
C:D_6_F235.2.1_Fairies visible only at night	C:D_17_S326.0_Disobedient children cast forth
C:D_6_F235.3_Fairies visible to one person alone	C:D_17_S329.0_Reasons for abandonment of children--miscellaneous
C:D_6_F235.4.0_Fairies made visible through use of magic object	C:D_17_S329.1_Child exposed so as to avoid death decree.
C:D_6_F235.4.2_Fairies made visible through use of magic soap	C:D_17_S350.0_Fate of abandoned child
C:D_6_F235.8.0_Fairies lose power of invisibility	C:D_17_S351.0.0_Abandoned child cared for by mother secretly
C:D_6_F236.0.0_Dress of fairies	C:D_17_S352.0_Animal aids abandoned child(ren)
C:D_6_F236.1.0_Color of fairy's clothes	C:D_17_S353.0_Abandoned child reared by supernatural beings
C:D_6_F236.1.7_Fairy wears multi-colored dress	C:D_17_S365.1_Maltreated children transformed to doves
C:D_6_F236.2_Fairies in long robes	C:D_17_S400.0_Cruel persecutions: S400-S499
C:D_6_F237_Fairies in disguise	C:D_17_S400_Cruel persecutions.
C:D_6_F250_Other characteristics of fairies	C:D_17_S460_Other cruel persecutions
C:D_6_F252.0_Government of fairies	C:D_17_S481_Cruelty to animals.
C:D_6_F252.1.0.0_Fairy king	Class T: Sex
C:D_6_F252.2_Fairy queen	C:D_18_T0.0.0.0_Sex
C:D_6_F252.4.0_Fairies banished from fairyland	C:D_18_T0.0.0_Love: T0-T99
C:D_6_F253.0_Extraordinary powers of fairies	C:D_18_T0.0_Love
C:D_6_F254.0_Mortal characteristics of fairies	C:D_18_T10.0_Falling in love.
C:D_6_F254.4_Fairies can be wounded	C:D_18_T15.0_Love at first sight.
C:D_6_F259.1.0_Mortality of fairies	C:D_18_T16.0.0_Man falls in love with woman he sees bathing
C:D_6_F259.1.2_Fairy becomes mortal	C:D_18_T30_Lovers' meeting.
C:D_6_F260_Behavior of fairies	C:D_18_T31.0_Lovers' meeting: hero in service of heroine. As page, or the like.
C:D_6_F262.0_Fairies make music	C:D_18_T31.1_Lovers' meeting: hero in service of lady's father.
C:D_6_F262.1_Fairies sing	C:D_18_T35.0.0_Lovers' rendezvous
C:D_6_F264_Fairy wedding	C:D_18_T50.0_Wooing.
C:D_6_F265.0_Fairy bathes	C:D_18_T50.1.0_Girl carefully guarded from suitors
C:D_6_F271.4.0_Fairies work on cloth	C:D_18_T50.1.2_Girl carefully guarded by father
C:D_6_F271.4.2_Fairies skilful as weavers	C:D_18_T52.4.0_Dowry given at marriage of daughter.
C:D_6_F271.4.3_Fairies spin	C:D_18_T52.4.1_Amount of dowry fixed by

	custom in bride's family
C:D_6_F274_Fairy physician	C:D_18_T53.0.0_Matchmakers
C:D_6_F277.0.0_Battle of fairies and gods	C:D_18_T55.0.0_Girl as wooer. Forth putting woman
C:D_6_F282.0_Fairies travel through air	C:D_18_T55.1.0_Princess declares her love for lowly hero
C:D_6_F282.2_Formulas for fairies' travel through air	C:D_18_T57.0_Declaration of love
C:D_6_F300.0.0_Fairies And Mortals: F300-F399	C:D_18_T61.0_Betrothal.
C:D_6_F300.0_Marriage or liaison with fairy	C:D_18_T68.0_Princess offered as prize
C:D_6_F300.2_Husband pursues fairy wife to heaven	C:D_18_T68.1_Princess offered as prize to rescuer
C:D_6_F301.0_Fairy lover	C:D_18_T75.0.1_Suitors ill-treated.
C:D_6_F302.0.0_Fairy mistress. Mortal man marries or lives with fairy woman	C:D_18_T75.2.1_Rejected suitors' revenge
C:D_6_F302.2.0_Man marries fairy and takes her to his home	C:D_18_T90_Love--miscellaneous motifs.
C:D_6_F302.3.0.0_Fairy woos mortal man	C:D_18_T91.0_Unequals in love.
C:D_6_F302.4.0_Man obtains power over fairy mistress	C:D_18_T91.3.0_Love of mortal and supernatural person.
C:D_6_F302.4.2.0_Fairy comes into man's power when he steals her wings (clothes). She leaves when she find them	C:D_18_T91.6.0_Noble and lowly in love.
C:D_6_F302.4.2.1_Fairy comes into man's power when he steals her clothes. She leaves when she find them	C:D_18_T91.6.2.0.0_King (prince) in love with a lowly girl.
C:D_6_F302.4.4_Man binds fairy and forces her to marry him	C:D_18_T91.6.4.0_Princess falls in love with lowly boy
C:D_6_F303.0_Wedding of mortal and fairy	C:D_18_T92.1.2_Would-be unfaithful wife.
C:D_6_F305.0_Offspring of fairy and mortal	C:D_18_T92.8_Sisters in love with same man
C:D_6_F310_Fairies and human children	C:D_18_T96_Lovers reunited after many adventures
C:D_6_F329.0_Other fairy abductions	C:D_18_T97_Father opposed to daughter's marriage
C:D_6_F329.4.0_Fairies who stay with mortals	C:D_18_T100.0_Marriage: T100-T199
C:D_6_F330_Grateful fairies	C:D_18_T100_Marriage
C:D_6_F332.0.0_Fairy grateful for hospitality	C:D_18_T110_Unusual marriage
C:D_6_F334_Fairy grateful to mortal for healing	C:D_18_T111.0.0_Marriage of mortal and supernatural being
C:D_6_F337.0_Fairy grateful to mortal for saving his life	C:D_18_T111.0.1_Marriage to supernatural wives who disappear.
C:D_6_F340.0_Gifts from fairies	C:D_18_T115_Man marries ogre's daughter.
C:D_6_F341.0_Fairies give fulfilment of	C:D_18_T121.0_Unequal marriage

wishes	
C:D_6_F343.0.0_Other presents from fairies	C:D_18_T121.3.1_Princess marries lowly man.
C:D_6_F343.5.0_Fairies give beautiful clothes	C:D_18_T130_Marriage customs
C:D_6_F344.0_Fairies heal mortals	C:D_18_T131.0.0_Marriage restrictions.
C:D_6_F345.0_Fairies instructs mortals	C:D_18_T131.0.1.0_Princess has unrestricted choice of husband
C:D_6_F347.0_Fairy adviser	C:D_18_T131.0.1.1_Father promises that girl may wed only man of her choice.
C:D_6_F348.0.0_Tabus connected with fairy gifts	C:D_18_T131.1.2.1_Girl must marry father's choice
C:D_6_F350_Theft from fairies	C:D_18_T132.0_Preparation for wedding.
C:D_6_F355_King's crown stolen from fairyland	C:D_18_T133.0_Travel to wedding.
C:D_6_F359.0_Theft from fairies - miscellaneous	C:D_18_T133.5_Mounting upon horse to fetch bride.
C:D_6_F360.0.0_Malevolent or destructive fairies (= pixies)	C:D_18_T135.0_Wedding ceremony.
C:D_6_F361.0_Fairy's revenge	C:D_18_T137.0_Customs following wedding.
C:D_6_F361.1.0_Fairy takes revenge for being slighted	C:D_18_T150_Happenings at weddings.
C:D_6_F361.17.0_Other punishment by fairies	C:D_18_T153_Bridegroom slain on way to bride
C:D_6_F369.0_Malevolent fairies - miscellaneous	C:D_18_T165.4_Bride and groom separated on wedding night
C:D_6_F369.4.0_Fairy tricks mortal	C:D_18_T173.0_Murderous bride
C:D_6_F379.1.0_Return from fairyland	C:D_18_T200.0_Married life: T200-T299
C:D_6_F379.1.1_No return from fairyland	C:D_18_T210.0_Faithfulness in marriage
C:D_6_F380_Defeating or ridding oneself of fairies	C:D_18_T210.1_Faithful wife
C:D_6_F381.0_Getting rid of fairies	C:D_18_T210.2_Faithful husband
C:D_6_F381.10_Fairies leave when person watches them at work	C:D_18_T252.0_The overbearing wife.
C:D_6_F387_Fairy captured	C:D_18_T255.0_The obstinate wife or husband
C:D_6_F388.0_Fairies depart	C:D_18_T257.2.0_Jealousy of rival wives
C:D_6_F390_Fairies - miscellaneous motifs	C:D_18_T271.0_The neglected wife.
C:D_6_F393.0.0_Fairy visits among mortals	C:D_18_T500.0_Conception and birth: T500-T599
C:D_6_F394.0_Mortals help fairies	C:D_18_T500_Conception and birth
C:D_6_F400.0.0_Spirits and demons: F400-F499	C:D_18_T510_Miraculous conception
C:D_6_F400.0_Spirits and demon (general)	C:D_18_T512.0_Conception from drinking.
C:D_6_F401.0 Appearance of spirits	C:D_18_T550.0 Monstrous births.
C:D_6_F401.3.0.0_Spirit in animal form	C:D_18_T554.0.0_Woman gives birth to animal.

C:D_6_F401.3.7.0_Spirit in form of a bird	C:D_18_T554.7_Woman gives birth to a snake
C:D_6_F401.3.8_Spirits in form of snake	C:D_18_T571_Unreasonable demands of pregnant women.
C:D_6_F401.6_Spirit in human form	C:D_18_T580.0_Childbirth
C:D_6_F402.0_Evil spirits. Demons	C:D_18_T583.2_Calamities at birth of hero
C:D_6_F402.1.0_Deeds of evil spirits	C:D_18_T587.0_Birth of twins.
C:D_6_F402.1.11.0_Spirit causes death	C:D_18_T589.6.2_Children brought by midwife
C:D_6_F402.1.6_Spirit causes weakness	C:D_18_T600.0_Care of children: T600-T699
C:D_6_F402.6.1.0_Demon lives in tree	C:D_18_T600_Care of children
C:D_6_F402.6.1.0_Demon lives in tree	C:D_18_T680_Care of children--miscellaneous motifs.
C:D_6_F403.0_Good spirits	C:D_18_T685.0_Twins.
C:D_6_F403.2.0_Spirits help mortal	Class U: The Nature of Life
C:D_6_F403.2.3.2_Spirit gives warning	C:D_19_U0.0.0_The Nature Of Life
C:D_6_F403.2.3.6_Spirit gives counsel	C:D_19_U0.0_Life's inequalities: U0-U99
C:D_6_F404.0_Means of summoning spirits	C:D_19_U10_Justice and injustice.
C:D_6_F408.0_Habitation of spirit	C:D_19_U60_Wealth and poverty.
C:D_6_F412.0_Visibility of spirits	C:D_19_U65.0_Wealth is relative: beggar with horse, wife, or dog considered rich by poorer beggar
C:D_6_F412.1.1_Spirits visible to only one person	C:D_19_U66.1.0_Every woman has her price.
C:D_6_F413_Origin of spirits	C:D_19_U100_The nature of life--miscellaneous motifs: U100-U299
C:D_6_F420.0_Water-spirits	C:D_19_U110_Appearances deceive.
C:D_6_F420.1.2.0_Water-spirit as woman (water-nymph, water-nix)	C:D_19_U119.0_Other ways in which appearances deceive.
C:D_6_F420.5.2.0_Malevolent water-spirits	C:D_19_U120_Nature will show itself.
C:D_6_F420.6.0_Marriage of water-spirits	C:D_19_U121.0_Like parent, like child.
C:D_6_F420.6.1.0_Marriage or liaison of mortals and water-spirits	C:D_19_U170_Behavior of the blind.
C:D_6_F430_Weather-spirits	C:D_19_U210_Bad ruler, bad subject.
C:D_6_F431_Cloud-spirit	C:D_19_U212_To have good servants a lord must be good.
C:D_6_F432_Wind-spirit	C:D_19_U235.0_Lying is incurable. A father asks about his son. When he hears that he lies, he gives the son up as hopeless. Other sins may be outgrown.
C:D_6_F440.0_Vegetation spirits	C:D_19_U240_Power of mind over body.
C:D_6_F441.0_Wood-spirit	C:D_19_U243_Courage conquers all and impossible is made possible.
C:D_6_F441.2.0.0_Tree-spirit	Class W: Traits of Character
C:D_6_F441.2.1.0_Wood-nymph	C:D_21_W0.0.0_Traits Of Character
C:D_6_F441.2.2_Dryad. Female spirit dwelling among trees	C:D_21_W0.0_Favorable traits of character: W0-W99
C:D_6_F441.2.3.0_Hamadryad. Female	C:D_21_W0_Favorable traits of character

spirit of a particular tree	
C:D_6_F441.2.3.1.0_Man marries tree maiden	C:D_21_W10.0_Kindness.
C:D_6_F441.4.0_Form of wood spirit	C:D_21_W11.0_Generosity
C:D_6_F441.5.0_Size of wood-spirit	C:D_21_W11.5.0_Generosity toward enemy
C:D_6_F441.5.1_Wood-spirit tiny	C:D_21_W11.5.1.0_Ruler pardons his enemies
C:D_6_F441.6.0_Deeds of wood-spirits	C:D_21_W12.0_Hospitality as a virtue.
C:D_6_F447_Flower-spirits	C:D_21_W20_Other favorable traits of character.
C:D_6_F490_Other spirits and demons	C:D_21_W26_Patience
C:D_6_F494.1.1_Swamp spirit guards buried treasure	C:D_21_W27.0_Gratitude.
C:D_6_F495_Stone-spirit	C:D_21_W28.0_Self-sacrifice
C:D_6_F499.3.0_Jinns	C:D_21_W31_Obedience.
C:D_6_F500.0_Remarkable persons: F500-F599	C:D_21_W32.0_Bravery
C:D_6_F500_Remarkable persons. Extraordinary size, form, appearance, or habits	C:D_21_W33.0_Heroism
C:D_6_F510.0_Monstrous persons	C:D_21_W34.0_Loyalty.
C:D_6_F511.1.1_Two-faced person	C:D_21_W35.0_Justice
C:D_6_F512.0_Person unusual as to his eyes	C:D_21_W37.0.0_Conscientiousness
C:D_6_F514.1_Noseless person	C:D_21_W37.0.1_Man never breaks his word.
C:D_6_F529.8_Monkey-like little people	C:D_21_W43_Peacefulness
C:D_6_F530_Exceptionally large or small men	C:D_21_W45.0_Honor
C:D_6_F531.0.0_Giant. A person of enormous size.	C:D_21_W100.0_Unfavorable traits of character: W100-W199
C:D_6_F531.1.0.0_Appearance of giant	C:D_21_W100_Unfavorable traits of character
C:D_6_F531.1.2.0.1_Gigantic head	C:D_21_W110_Unfavorable traits of character--personal.
C:D_6_F531.1.7.1_Green giant	C:D_21_W111.0_Laziness
C:D_6_F531.2.0_Size of giant	C:D_21_W111.3.0_The lazy wife.
C:D_6_F531.2.1.0_Extremely tall giant	C:D_21_W111.4_Lazy husband.
C:D_6_F531.2.5.0_Extremely fat giant	C:D_21_W111.5.0_Other lazy persons.
C:D_6_F531.5.0_Giants and men	C:D_21_W115.0_Slovenliness.
C:D_6_F531.6.0_Other giant motifs	C:D_21_W116.0_Vanity
C:D_6_F531.6.12.1.2_Giant cursed	C:D_21_W117.0_Boastfulness.
C:D_6_F531.6.12.6.0_Giant slain by man	C:D_21_W121.0_Cowardice
C:D_6_F531.6.17.7_Giants are wise	C:D_21_W121.2.0_Coward boasts when there is no danger
C:D_6_F531.6.2.0.0_Haunts of giants	C:D_21_W123.0_Indecision.
C:D_6_F531.6.2.2.0_Giants live under water	C:D_21_W125.0_Gluttony.
C:D_6_F531.6.2.2.1_Giants live under sea	C:D_21_W126.0_Disobedience
C:D_6_F531.6.5.0_Giants as magicians	C:D_21_W127_Petulance.
C:D_6_F531.6.7.0_Giant's treasure	C:D_21_W128.0_Dissatisfaction
C:D_6_F531.6.8.6_Giants have children	C:D_21_W137_Curiosity.

C:D_6_F535.0.0_Pygmy. Remarkably small man. Also called "dwarf". To be distinguished from the dwarfs who live in the woods and inhabit underground places	C:D_21_W150_Unfavorable traits of character--social.
C:D_6_F540 Remarkable physical organs	C:D_21_W151.0.0 Greed.
C:D_6_F541.0 Remarkable eyes	C:D_21_W152.0 Stinginess
C:D_6_F543.0 Remarkable nose	C:D_21_W153.0 Miserliness.
C:D_6_F544.0.0 Remarkable mouth	C:D_21_W154.0 Ingratitude.
C:D_6_F551.4 Remarkably ugly feet (and hands)	C:D_21_W154.2.0 Monster ungrateful for rescue
C:D_6_F559.6.0 Extraordinary stomach	C:D_21_W154.23 Ingratitude from ignorance
C:D_6_F570 Other extraordinary human beings	C:D_21_W154.8 Grateful animals; ungrateful man.
C:D_6_F571.0 Extremely old person	C:D_21_W155.0 Hardness of heart
C:D_6_F571.3.0 Very old woman	C:D_21_W157.0 Dishonesty
C:D_6_F575.0 Remarkable beauty	C:D_21_W158 Inhospitality
C:D_6_F575.1.0 Remarkably beautiful woman	C:D_21_W167.0 Stubbornness
C:D_6_F575.2.0 Handsome man	C:D_21_W171.0 Two-facedness.
C:D_6_F575.3 Remarkably beautiful child	C:D_21_W175.0 Changeableness.
C:D_6_F596 Extraordinarily slow person	C:D_21_W181.0 Jealousy
C:D_6_F600.0 Persons with extraordinary powers: F600-F699	C:D_21_W185.0 Violence of temper
C:D_6_F600 Persons with extraordinary powers	C:D_21_W187_Insolence
C:D_6_F601.0.0 Extraordinary companions. A group of men with extraordinary powers travel together	C:D_21_W193.0 Extortion.
C:D_6_F601.0.1 Skillful companions	C:D_21_W195.0 Envy
C:D_6_F601.1 Extraordinary companions perform hero's tasks	C:D_21_W196 Lack of patience.
C:D_6_F601.2 Extraordinary companions help hero in suitor tests	C:D_21_W200.0 Traits of character--miscellaneous: W200-W299
C:D_6_F601.3 Extraordinary companions betray hero	C:D_21_W200 Traits of character--miscellaneous
C:D_6_F601.4.0 Extraordinary companions rescue hero	C:D_21_W215.0 Extreme prudence
C:D_6_F601.4.2 Extraordinary companion saves hero from death	Class X: Humor
C:D_6_F601.5 Extraordinary companions are brothers (twins, triplets)	C:D_22_X0.0.0 Humor
C:D_6_F601.6 Extraordinary companions are transformed animals	C:D_22_X0 Humor of discomfiture
C:D_6_F601.7 Animals as extraordinary companions	C:D_22_X100 Humor of disability. Besides the motifs which follow, the entire series of motifs concerning fools (†J1700--†J2799) properly belongs here as well as where it is given.

C:D_6_F610.0.0 Remarkably strong man	C:D_22_X120 Humor of bad eyesight.
C:D_6_F610.4.0 Man with strength of many men	C:D_22_X143.0 Humor of lameness
C:D_6_F611.3.0.0 Strong hero acquires his strength	C:D_22_X300 Humor dealing with professions.
C:D_6_F614.0 Strong man's labors	C:D_22_X460 Humor concerning other professions.
C:D_6_F624.0.0 Mighty lifter	C:D_22_X461.0 Jokes on fortune-tellers.
C:D_6_F636.0 Remarkable thrower	C:D_22_X500 Humor concerning other social classes.
C:D_6_F638.0 Mighty archer	C:D_22_X530 Jokes concerning beggars
C:D_6_F639.0 Extraordinary powers - miscellaneous	C:D_22_X900 Humor of lies and exaggeration
C:D_6_F640 Extraordinary powers of perception	C:D_22_X903 Lie used as catch tale
C:D_6_F645.0 Marvelously wise man	C:D_22_X905.0 Lying contests
C:D_6_F645.1 Wise man answers all questions	C:D_22_X905.1 Master brought to say, "You lie!"
C:D_6_F648 Extraordinary sympathy (telepathic) with wild animals	C:D_22_X905.3 Claim of property based on unusual lie.
C:D_6_F660.0 Remarkable skill	C:D_22_X909.0 Other stories about liars
C:D_6_F663.0.0 Skillful smith	C:D_22_X909.1.0 The incorrigible liar.
C:D_6_F668.0.1 Skillful physician	C:D_22_X910.0.0 Lie: the remarkable man: X910-X1099
C:D_6_F676.0 Skillful thief	C:D_22_X910.0 Lie: The Remarkable Man -- His Birth, Growth, Death, Physical Powers, Strength: X910-X959
C:D_6_F679.0 Remarkable skill-miscellaneous	C:D_22_X930 Lie: remarkable person's physical powers and habits.
C:D_6_F679.5.0 Skillful hunter	C:D_22_X939 Lie: other motifs pertaining to extraordinary senses or bodily powers
C:D_6_F679.8 Skills at chess-playing	C:D_22_X960.0 Lie: Remarkable Person's Skills: X960-X1019
C:D_6_F680 Other marvellous powers	C:D_22_X960 Lie: remarkable person's skills.
C:D_6_F684.0 Marvelous jumper	C:D_22_X961 Lie: extraordinary bodily skills
C:D_6_F684.1 Marvelous climber	C:D_22_X964 Lie: remarkable swimmer
C:D_6_F687 Remarkable fragrance (odour) of person	C:D_22_X1005 Lie: remarkable cook
C:D_6_F696 Marvelous swimmer	C:D_22_X1200.0 Lies About Animals: X1200-X1399
C:D_6_F700.0 Extraordinary places and things: F700-F899	C:D_22_X1200 Lie: remarkable animals
C:D_6_F700 Extraordinary places	C:D_22_X1204.0 Lie: animals eat one another up.
C:D_6_F707.0 Extraordinary kingdom	C:D_22_X1210 Lies about mammals.
C:D_6_F715.2.3 River of milk	C:D_22_X1244.0 Lies about goats.
C:D_6_F717.0 Extraordinary pool	C:D_22_X1244.3 The great he-goat
C:D_6_F717.2 Poison pool	C:D_22_X1250 Lies about birds.
C:D_6_F770 Extraordinary buildings and	C:D_22_X1267.0 Remarkable hawk.

furnishings	
C:D_6_F771.0_Extraordinary castle (house, palace)	C:D_22_X1455.0_Lies about corn (maize).
C:D_6_F795.0_Extraordinary cloud	C:D_22_X1700.0_Lies: Logical Absurdities: X1700-X1799
C:D_6_F810_Extraordinary trees, plants, fruit,etc	C:D_22_X1720_Absurd disregard of anatomy
C:D_6_F811.0_Extraordinary tree	C:D_22_X1723.1.0_Swallowed person is discovered in animal's stomach still alive
C:D_6_F811.1.1_Golden tree	C:D_22_X1731.0_Lies about falling
C:D_6_F811.1.2_Silver tree	C:D_22_X1731.1_Person falls from great height without injury
C:D_6_F811.4.0_Extraordinary location of tree	C:D_22_X1750_Absurd disregard of the nature of objects.
C:D_6_F811.5.0_Food-producing trees	C:D_22_X1780_Absurdity based on the nature of the object
C:D_6_F811.7.0_Tree with extraordinary fruit	C:D_22_X1810_Tall tales about miscellaneous objects
C:D_6_F813.0.0_Extraordinary fruits	C:D_22_X1813_Lie: the great egg.
C:D_6_F813.0.4_Fruits always sweet	C:D_22_X1850_Other tall tales.
C:D_6_F813.5.0_Extraordinary gourd	Class Z: Miscellaneous Groups of Motifs
C:D_6_F813.6.0_Extraordinary banana	C:D_23_Z0.0.0_Miscellaneous Groups Of Motifs
C:D_6_F814.0_Extraordinary flower	C:D_23_Z0.0_Formulas: Z0-Z99
C:D_6_F815.0_Extraordinary plants	C:D_23_Z0_Formulas
C:D_6_F815.2.0_Extraordinary grain	C:D_23_Z10.0_Formulistic framework for tales
C:D_6_F818.0_Extraordinary garden	C:D_23_Z11.0_Endless tales. Hundreds of sheep to be carried over stream one at a time, etc. The wording of the tale so arranged as to continue indefinitely.
C:D_6_F820_Extraordinary clothing and ornaments	C:D_23_Z13.0_Catch tales. The manner of the telling forces the hearer to ask a particular question, to which the teller returns a ridiculous answer
C:D_6_F821.0_Extraordinary dress (clothes, robe, etc.)	C:D_23_Z18.0_Formulistic conversations
C:D_6_F821.1.0_Dress of extraordinary material	C:D_23_Z19.0_Formulistic frameworks--miscellaneous
C:D_6_F821.1.6_Dress of feathers	C:D_23_Z19.2_Tales filled with contradictions.
C:D_6_F824.0_Extraordinary armour	C:D_23_Z20.0_Cumulative Tales: Z20-Z59
C:D_6_F826.0_Extraordinary jewels	C:D_23_Z20.0_Cumulative tales.†1 Tales arranged in chains.
C:D_6_F827.0_Extraordinary ornaments	C:D_23_Z20.1_Cumulative nonsense tales.
C:D_6_F828.0_Extraordinary crown	C:D_23_Z30_Chains involving a single scene or event without interdependence among the individual actors.
C:D_6_F830.0_Extraordinary weapons	C:D_23_Z39.0_Chains involving other events

	without interrelation of members.
C:D_6_F831.0_Extraordinary arrow	C:D_23_Z40_Chains with interdependent members.
C:D_6_F831.3_Poisoned arrows	C:D_23_Z47.0_Series of trick exchanges
C:D_6_F840_Other extraordinary objects and places	C:D_23_Z49.0_Miscellaneous interdependent chains.
C:D_6_F841.0_Extraordinary boat (ship)	C:D_23_Z49.11.0_Who is guilty of the accident. (One person blames another who blames another, etc.)
C:D_6_F841.1.0_Ship of extraordinary material	C:D_23_Z49.6.0_Trial among the animals.
C:D_6_F841.1.11_Boat made of a tree trunk	C:D_23_Z60_Other formulistic motifs.
C:D_6_F841.1.9_Silver boat	C:D_23_Z71.0.0_Formulistic numbers
C:D_6_F842.0_Extraordinary bridge	C:D_23_Z71.1.0.0_Formulistic number: three
C:D_6_F842.1.4_Golden bridge	C:D_23_Z71.1.0.1_Triads
C:D_6_F844_Extraordinary nail	C:D_23_Z71.2.0.0_Formulistic number: four.
C:D_6_F851_Extraordinary food	C:D_23_Z71.4.0.0_Formulistic number: six.
C:D_6_F855.3.1_Peacocks of gold	C:D_23_Z71.5.0.0_Formulistic number: seven.
C:D_6_F864.0_Extraordinary fetter	C:D_23_Z71.16.2.0_Formulistic number: ten.
C:D_6_F872.0_Extraordinary bath	C:D_23_Z100.0.0_Symbolism: Z100-Z199
C:D_6_F881.1.0_Extraordinary large vessel	C:D_23_Z100.0_Symbolism
C:D_6_F883.0_Extraordinary writings (book, letter)	C:D_23_Z128.0_Wisdom personified
C:D_6_F887.0_Extraordinary implements	C:D_23_Z140.0_Color symbolism
C:D_6_F895_Golden swing	C:D_23_Z141.0_Symbolic color: red.
C:D_6_F900.0.0_Extraordinary occurrences: F900-F1099	C:D_23_Z142.0_Symbolic color: white
C:D_6_F913.0_Victims rescued from swallower's belly	C:D_23_Z143.0_Symbolic color: black
C:D_6_F930.0_Extraordinary occurrences concerning seas or waters	C:D_23_Z200.0_Heroes: Z200-Z299
C:D_6_F931.0_Extraordinary occurrence connected with sea	C:D_23_Z200_Heroes.
C:D_6_F931.4.0_Extraordinary behavior of waves	C:D_23_Z210.0.0_Brothers as heroes
C:D_6_F950.0_Marvelous cures	C:D_23_Z230_Extraordinary exploits of hero.
C:D_6_F950.2.0_Extreme anger as cure for sickness	C:D_23_Z231_Boyish exploits of hero.
C:D_6_F952.0.0_Blindness miraculously cured	C:D_23_Z235_Hero with extraordinary animal companions (cock, goat, cow, horse).
C:D_6_F959.0_Marvelous cures-miscellaneous	C:D_23_Z251_Boy hero.
C:D_6_F959.6.0_Marvelous cure for poison	C:D_23_Z253_Fool as hero.
C:D_6_F960.0_Extraordinary nature phenomena-elements and weather	C:D_23_Z254_Destined hero.
C:D_6_F961.1.0_Extraordinary behavior	C:D_23_Z292_Death of hero

of sun	
C:D_6_F961.1.3.1_Two suns shine in sky	C:D_23_Z293_Return of the hero.
C:D_6_F963.0_Extraordinary behavior of wind	C:D_23_Z312.3_Unique source of weakness
C:D_6_F963.0_Extraordinary behavior of wind	C:D_23_Z312.4_Unique bait for fish.



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Third Level: Type-Based Classification

Animal Tales	C:E_2_650A.0_Supernatural Power Or Knowledge: 650-699
C:E_1_1.0.0.0_Animals Tales	C:E_2_650A_Strong John
C:E_1_1.0.0_Wild Animals: 1-99	C:E_2_700.0_Other Tales Of The Supernatural: 700-749
C:E_1_1.0_The Clever Fox (Other Animal): 1-69	C:E_2_708_The Wonder Child
C:E_1_2_The Tail-Fisher	C:E_2_709_Snow White
C:E_1_2A_Torn-Off Tails	C:E_2_711_The Beautiful and the Ugly Twin sisters
C:E_1_3()_Simulated Injury	C:E_2_715A_The Wonderful Rooster
C:E_1_8()_False Beauty Treatment	C:E_2_729_The Mermaid's Golden Axe
C:E_1_9_The Unjust Partner	Realistic Tales (Novelle)
C:E_1_15*_The Fox Entices the Wolf Away from His Booty	C:E_4_850.0.0_Realistic Tales (Novelle)
C:E_1_20C_The Animals flee in Fear of the End of the World	C:E_4_850.0_The Man Marries The Princess: 850-869
C:E_1_21_Eating His Own Entrails	C:E_4_850_The Birthmarks of the Princess
C:E_1_23*_The Fox (Man) Induces the Wolf (Bear) to Impale Himself	C:E_4_851_The Princess Who Cannot Solve the Riddle
C:E_1_30_The Fox Tricks the Wolf into Falling into a Pit	C:E_4_852_Lying Contest
C:E_1_31_The Fox Climbs from the Pit on the Wolf's Back	C:E_4_853_The Hero Catches the Princess with Her Own Words
C:E_1_33_The Fox Plays Dead and is Thrown out of the Pit and Escapes	C:E_4_862_"He that Asketh Shall Receive."
C:E_1_47D_The Dog Wants to Imitate the Wolf	C:E_4_872*_Brother and Sister
C:E_1_49_The Bear and the Honey	C:E_4_875()B_The Clever Girl and the King
C:E_1_49A_The Wasp Nest as King's Drum	C:E_4_880().0_Proofs Of Fidelity And Innocence: 880-899
C:E_1_50_The Sick Lion	C:E_4_888_The Faithful Wife
C:E_1_53()_The Fox at Court	C:E_4_893_The Unreliable Friends
C:E_1_56()_The Fox through Sleight Steals the Young Magpies	C:E_4_897_The Orphan Girl and Her Cruel Sisters-in-Law
C:E_1_58_The Crocodile Carries the Jackal	C:E_4_910().0_Good Precepts:910-919
C:E_1_59*_The Jackal as Trouble Maker	C:E_4_910()_The Clever Precepts
C:E_1_60_Fox and Crane Invite Each Other	C:E_4_910()A_The Father's Precepts Disregarded
C:E_1_68*_The Fox Jeers at the Fox trap	C:E_4_910()B_The Observance of the Master's Precepts
C:E_1_70.0_Other Wild Animals: 70-99	C:E_4_910()E_"Find the Treasure in Our Vineyard!"
C:E_1_72*_The Hare Emancipates Her Children	C:E_4_910()N_The Magic Box
C:E_1_72D*_Tales about Hares (Rabbits)	C:E_4_915_All Depends on How You Take

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C:E_1_75)_The Help of the Weak	C:E_4_920().0_Clever Acts And Words: 920-929
C:E_1_78_Animal Tied to Another for Safety	C:E_4_920()B_The Birds Chosen by the Sons of the King
C:E_1_91_Heart of Monkey as Medicine	C:E_4_920()C_Shooting at the Father's Corpse as a Test of Paternity
C:E_1_92_The Lion Dives for His Own Reflection	C:E_4_920C*_The Choice of a Wife
C:E_1_100.0_Wild Animals And Domestic Animals: 100 -149	C:E_4_921())_The King and the Farmer's Son
C:E_1_100_The Wolf is Caught Because of His Singing	C:E_4_921A*_The Frank Thief
C:E_1_103_War between Wild Animals and Domestic Animals	C:E_4_921D*_Witty Answers
C:E_1_103C*_An Old Donkey Meets the Bear	C:E_4_921E*_The Potter
C:E_1_105()_The Cat's Only Trick	C:E_4_921F*_Plucking Geese
C:E_1_106()_Animals' Conversation	C:E_4_922A_Achiqar
C:E_1_119B*_Horse's Defense against Wolves	C:E_4_922B_The King's Face on the Coin
C:E_1_122()_Animal Loses His Prey Because His Victim Can Escape by False Plea	C:E_4_926()_Judgment of Solomon
C:E_1_122()Z_Other Tricks to Escape being Eaten	C:E_4_926()A_The Clever Judge and the Demon in the Pot
C:E_1_122K*_The Wolf as Judge	C:E_4_926()C_Cases Solved in a Manner Worthy of Solomon
C:E_1_123_The Wolf and the Kids	C:E_4_926()D_The Judge Appropriates the Object of Dispute
C:E_1_126_The Sheep Chases the Wolf	C:E_4_929()_Clever Defenses
C:E_1_130C_Animals in Company of a Man	C:E_4_930().0_Tales Of Fate: 930-949
C:E_1_150.0_Wild Animals And Humans: 150-199	C:E_4_930()_The Prophecy
C:E_1_150_The Three Teachings of the Bird	C:E_4_934_Tales of the Predestined Death
C:E_1_155_The Ungrateful Snake Returned to Captivity	C:E_4_934G_The False Prophecy
C:E_1_156_Androcles and the Lion	C:E_4_939_The Offended Deity
C:E_1_156A_The Faith of the Lion	C:E_4_944*_ "Easy Come, Easy Go!"
C:E_1_156B*_The Grateful Snake	C:E_4_947_The Man Followed by Bad Luck
C:E_1_160()_Grateful Animals, Ungrateful Man	C:E_4_950.0_Robbers And Murderers: 950-969
C:E_1_169*_Miscellaneous Tales of Wolves and Men	C:E_4_951()A_The King and the Robber
C:E_1_177_The Thief and the Tiger	C:E_4_958_The Shepherd Youth in the Robber's Power
C:E_1_178_The Faithful Animal Rashly Killed	C:E_4_960B_Late Revenge
C:E_1_178A_The Innocent Dog	C:E_4_962**_The Girl Who Played with

	the Bread
C:E_1_178C_The Thirsty King Kills His Faithful Falcon	C:E_4_968_Miscellaneous Robber and Murder Stories
C:E_1_179*_Tales about Men and Bears	C:E_4_970.0_Other Realistic Tales: 970-999
C:E_1_200.0_Domestic Animals: 200-219	C:E_4_974_The Homecoming Husband
C:E_1_207()_Rebellion of the Work Animals	C:E_4_980()*_The Ungrateful Son
C:E_1_207A*_The Lazy Horse	C:E_4_986_The Lazy Husband
C:E_1_220.0_Other Animals And Objects: 220-229	Tales of the Stupid Ogre (Giant, Devil)
C:E_1_221_The Election of King of Birds	C:E_5_1000.0.0_Tales Of The Stupid Ogre (Giant Devil)
C:E_1_222A_The Bat in War between Birds and Quadrupeds	C:E_5_1000.0_Labor Contract: 1000-1029
C:E_1_225A_The Tortoise Lets Itself be Carried by Birds	C:E_5_1012_Cleaning the Child
C:E_1_231()_The Heron and the Fish	C:E_5_1115.0_Man Kills (Injures) Ogre: 1115-1144
C:E_1_231*()_Animals Eat Each Other	C:E_5_1117_The Ogre's Pitfall
C:E_1_231**_The Falcon and the Doves	C:E_5_1060.0_Contest Between Man And Ogre: 1060-1114
C:E_1_234_The Nightingale and the Blindworm	C:E_5_1060_Squeezing the (Supposed) Stone
C:E_1_237_The Talking Parrot	C:E_5_1074_Race Won by Deception: Relatives as Helpers
C:E_1_241_The Officious Bird and the Monkey	C:E_5_1135_Eye-Remedy
C:E_1_248A_The Elephant and the Lark	C:E_5_1137_The Blinded Ogre
C:E_1_253_The Fish in the Net	C:E_5_1143_Ogre Otherwise Injured
C:E_1_275_The Race between Two Animals	C:E_5_1145.0_Ogre Frightened By Man: 1145-1154
C:E_1_275C()_The Race between Hare and Hedgehog	C:E_5_1145_Afraid of Strange Noise
C:E_1_277A_The Frog Tries in Vain to be as Big as the Ox	C:E_5_1151_Big Shoes
C:E_1_280A_The Ant and the Cricket	C:E_5_1157.0_Man Outwits The Devil: 115-1169
C:E_1_288B**_Festina Lente (Haste Makes Waste)	C:E_5_1168_Various Ways of Exorcising Devils
C:E_1_293B*_The Mushroom Reviles the Young Oak	Anecdotes and Jokes
C:E_1_293D*_The Hops and the Turnips Quarrel	C:E_6_1200.0.0_Anecdotes And Jokes
C:E_1_293E*_The Grains Talk with One Another	C:E_6_1200.0_Stories About A Fool: 1200-1349
C:E_1_295_The Bean (Mouse), the Straw, and the Coal	C:E_6_1214()_The Persuasive Auctioneer
C:E_1_298_The Contest of Wind and Sun	C:E_6_1272*_Drying Snow on the Stove
C:E_1_298C*_The Reeds Bend before Wind	C:E_6_1275()_Sledges Turned

(Flood)	
Tales of Magic	C:E_6_1275* Travelers Lose Their Way
C:E_2_300.0.0_Tales Of Magic	C:E_6_1287_Numskulls Unable to Count Their Own Number
C:E_2_300.0_Supernatural Adversaries: 300-399	C:E_6_1296_Fool's Errand
C:E_2_302C* The Magic Horse	C:E_6_1305 The Miser and His Gold
C:E_2_303_The Twins or Blood-Brothers	C:E_6_1310()_Drowning the Crayfish as Punishment
C:E_2_307_The Princess in the Coffin	C:E_6_1316_Mistaking One Animal for Another
C:E_2_310_The Maiden in the Tower	C:E_6_1317_The Blind Men and the Elephant
C:E_2_312D Rescue by the Brother	C:E_6_1319* Other Mistaken Identities
C:E_2_313_The Magic Flight	C:E_6_1333_The Shepherd Who cried "Wolf!" Too Often
C:E_2_314_Goldener	C:E_6_1339 Strange Foods
C:E_2_314A*_Animal as Helper in the Flight	C:E_6_1339B_Fool is Unacquainted with Bananas (Watermelon, Plums)
C:E_2_315A_The Cannibal Sister	C:E_6_1349*_Miscellaneous Numskulls Tales
C:E_2_325()_The Magician and His Pupil	C:E_6_1350.0_Stories About Married Couples: 1350-1439
C:E_2_325** Sorcerer Punished	C:E_6_1352A_The Tale-Telling Parrot
C:E_2_327_The Children and the Ogre	C:E_6_1405().0_The Foolish Husband and His Wife: 1405-1429
C:E_2_327A_Hansel and Gretel	C:E_6_1407()_The Miser
C:E_2_327B_The Brothers and the Ogre	C:E_6_1407A*_Dream and Reality
C:E_2_328()_The Boy Steals the Ogre's Treasure. (Corvetto)	C:E_6_1430.0_The Foolish Couple: 1430-1439
C:E_2_328()A_Jack and the Beanstalk	C:E_6_1430_The Man and His Wife Build Air Castles
C:E_2_400.0.0_Supernatural Or Enchanted Wife (Husband) Or Other Relatives: 400-459	C:E_6_1450.0_Looking for a Wife: 1450-1474
C:E_2_400.0_Wife: 400-424	C:E_6_1450_Clever Elsie
C:E_2_400_The Man on a Quest for His Lost Wife	C:E_6_1470_Miscellaneous Bride Tests
C:E_2_401A*_The Soldiers in the Enchanted Castle	C:E_6_1525().0.0_Stories About A Man: 1525-1724
C:E_2_402()_The Animal Bride	C:E_6_1525().0_The Clever Man: 1525-1639
C:E_2_402*_The Princess Who Scorned an Unloved Suitor	C:E_6_1525()D_Theft by Distracting Attention
C:E_2_402A*_The Princess Transformed into a Toad	C:E_6_1525Z*_Other Tales of Thefts
C:E_2_403_The Black and the White Bride	C:E_6_1534_Series of Clever Unjust Decisions
C:E_2_403C_The Substituted Bride	C:E_6_1534Z*_Other Absurd Decisions
C:E_2_404_The Blinded Bride	C:E_6_1539_Cleverness and Gullibility

C:E_2_407_The Girl as Flower	C:E_6_1542()_The Clever Boy
C:E_2_409_The Girl as Wolf	C:E_6_1543()_Not One Penny Less
C:E_2_409A()_The Girl as Goat	C:E_6_1543()A_The Greedy Dreamer
C:E_2_409A*_The Girl as Snake	C:E_6_1562()_"Think Thrice before You Speak"
C:E_2_410()_Sleeping Beauty	C:E_6_1562C*_Miser Eats at Night
C:E_2_413_The Stolen Clothing	C:E_6_1572N*_Cure for Constipation
C:E_2_425()()_Husband: 425-449	C:E_6_1612_The Contest in Swimming
C:E_2_425()_The Search for the Lost Husband	C:E_6_1620*_The conversation of Two Handicapped Persons
C:E_2_425()A_The Animal as bridegroom	C:E_6_1636_The Repentant Thief
C:E_2_425()C_Beauty and the Beast	C:E_6_1675.0_The Stupid Man: 1675-1724
C:E_2_425()D_The Vanished Husband	C:E_6_1692_The Stupid Thief
C:E_2_425()M_The Snake as Bridegroom	C:E_6_1693_The Literal Fool
C:E_2_430_The Donkey	C:E_6_1696_"What Should I Have Said (Done)?"
C:E_2_432_The Prince as Bird	C:E_6_1704()_Anecdotes about Absurdly Stingy Persons
C:E_2_441_Hans My Hedgehog	C:E_6_1800.0_Other Jokes about Religious Figures: 1800-1849
C:E_2_444*_Enchanted Prince Disenchanted	C:E_6_1804()B_Payment with the Clink of Money
C:E_2_450.0_Brother or Sister: 450-459	C:E_6_1851.0_Anecdotes About Other Groups Of People: 1850-1874
C:E_2_450_Little Brother and Little Sister	C:E_6_1861()_Anecdotes about Judges
C:E_2_460.0_Supernatural Tasks: 460-499	C:E_6_1862_Anecdotes about Doctors (Physicians)
C:E_2_460B_The Journey in Search of Fortune	C:E_6_1865_Anecdotes about Foreigners
C:E_2_465_The Man Persecuted Because of His Beautiful Wife	C:E_6_1875.0_Tall Tales: 1875-1999
C:E_2_467_The Quest for the Wonderful Flower (Jewel)	C:E_6_1881()_The Man Carried through the Air by Geese
C:E_2_471_The Bridge to the Otherworld	C:E_6_1881*_Parrots Fly Away with Tree
C:E_2_476()_Coal Turns into Gold	C:E_6_1889()_Munchhausen Tales
C:E_2_480_The Kind and the Unkind Girls	C:E_6_1920()_Contest in Lying
C:E_2_480D*_Tales of Kind and Unkind Girls	C:E_6_1920()C_"That is a Lie!"
C:E_2_500()()_Supernatural Helpers: 500-559	C:E_6_1920J*_Various Tales of Lying
C:E_2_503_The Gifts of the Little People	C:E_6_1960_The Great Animal or Great Object
C:E_2_510A_Cinderella	C:E_6_1960B_The Great Fish
C:E_2_510B*_The Princess in the Chest	C:E_6_1960M_The Great Insect
C:E_2_511_One-Eye, Two-Eyes, Three-Eyes	Formula Tales
C:E_2_513_The Extraordinary Companions	C:E_7_2009.0.0.0_Formula Tales
C:E_2_531_The Clever Horse	C:E_7_2009.0.0.0_Cumulative Tales: 2000-2100
C:E_2_533_The Speaking Horsehead	C:E_7_2009.0.0_Chains Based on

	Numbers, Objects, Animals, or Names: 2000-2020
C:E_2_535_The Boy Adopted by Tigers (Animals)	C:E_7_2010_Ehod mi yodea (One; Who Knows?)
C:E_2_546_The Clever Parrot	C:E_7_2015_The Goat Who Would Not Go Home
C:E_2_551_Water of Life	C:E_7_2030.0_Chains Involving Other Events: 2029-2075
C:E_2_554_The Grateful Animals	C:E_7_2031_Stronger and Strongest
C:E_2_555_The Fisherman and His Wife	C:E_7_2042_Chain of Accidents
C:E_2_560.0 Magic Object: 560-649	C:E_7_2042A* Trial among the Animals
C:E_2_560_The Magic Ring	C:E_7_2200.0 Catch Tales: 2200-2299
C:E_2_561_Aladdin	C:E_7_2200_Catch Tales
C:E_2_564_The Magic Providing Purse	C:E_7_2250_Unfinished Tales
C:E_2_577_The King's Tasks	C:E_7_2300.0_Other Formula Tales: 2300- 2399
C:E_2_610_The Healing Fruits	C:E_7_2300_Endless Tales



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Appendix H

The Quotations of Analysis: Main

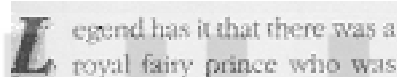
All (16) quotations from primary document: P44: A Bridge of Rainbow.pdf

HU: MainC1.2
File: [D:\PilotClassification\PD\PilotClassification\MainC1.2.hpr7]
Edited by: Super
Date/Time: 2015-08-11 15:42:20

P44: A Bridge of Rainbow.pdf - 44:1 [] (@304-@271) (Super)

Codes: [A_5_Dispatcher - Families (2): 0_Principal Narrative Roles, 1_Function] [A_6_Hero - Families (2): 0_Principal Narrative Roles, 1_Function]

No memos



Legend has it that there was a royal fairy prince who was

P44: A Bridge of Rainbow.pdf - 44:2 [] (@238-@205) (Super)

Codes: [A_3_Helper - Families (2): 0_Principal Narrative Roles, 1_Function]

No memos

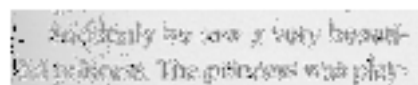


There were a lot of flowers in the garden. The princess was playing

P44: A Bridge of Rainbow.pdf - 44:3 [] (@55-@25) (Super)

Codes: [A_4_Princess (a sought-for person) and/or her Father - Families (2): 0_Principal Narrative Roles, 1_Function]

No memos

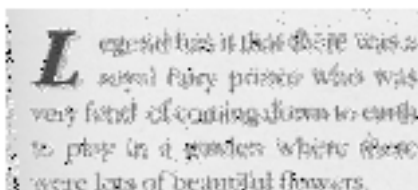


... suddenly he saw a very beautiful princess. The princess was playing

P44: A Bridge of Rainbow.pdf - 44:4 [] (@306-@235) (Super)

Codes: [B_1_Initial situation - Family: 1_Function]

No memos



Legend has it that there was a royal fairy prince who was very fond of coming down to earth to play in a garden where there were lots of beautiful flowers.

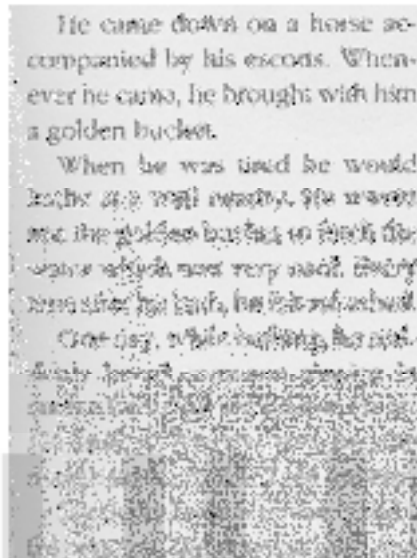
P44: A Bridge of Rainbow.pdf - 44:5 [] (@235-@26) (Super)

Codes: [B_11.0_Mediation, the connective incident - Family: 1_Function]

No memos

Hyper-Links:

<continued by> 44:6



He came down on a horse accompanied by his escorts. Whenever he came, he brought with him a golden bucket.

When he was used he would look at the water nearby. He would see the golden bucket to think the water which was very much. They would take the bucket, but he would not.

One day, while bathing, the prince...

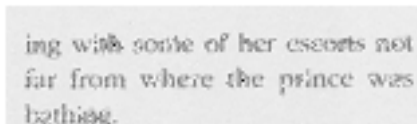
P44: A Bridge of Rainbow.pdf - 44:6 [] (@268-@222) (Super)

Codes: [B_11.0_Mediation, the connective incident - Family: 1_Function]

No memos

Hyper-Links:

44:5 <continued by>

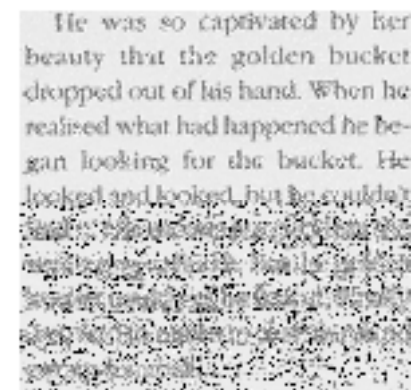


ing with some of her escorts not far from where the prince was bathing.

P44: A Bridge of Rainbow.pdf - 44:7 [] (@219-@75) (Super)

Codes: [B_10.0_Lack, Insufficiency - Family: 1_Function]

No memos



He was so captivated by her beauty that the golden bucket dropped out of his hand. When he realised what had happened he began looking for the bucket. He looked and looked, but he couldn't find it.

P44: A Bridge of Rainbow.pdf - 44:8 [] (@77-@21) (Super)

Codes: [B_32.0_Punishment - Family: 1_Function]

No memos

Hyper-Links:

<continued by> 44:9

Ever since that day, whenever he thought of the golden bucket, he would come down into the world to look for it. The prince

P44: A Bridge of Rainbow.pdf - 44:9 [] (@241-@20) (Super)

Codes: [B_32.0_Punishment - Family: 1_Function]

No memos

Hyper-Links:

44:8 <continued by>

would come alone. There were no more royal escorts.

The people on earth knew the time when the prince would come down. There would appear a wonderful sign from the clouds to the earth. It was a bridge of rainbow with the most beautiful colours. It is said that even the clouds were sad about the missing bucket so they sent a drizzle. While it was drizzling, the bridge of rainbow would be ~~formed~~ Then the fairy prince would descend into the world to look for the missing golden bucket.



P44: A Bridge of Rainbow.pdf - 44:10 [] (@303-@258) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_6_F200.0_Fairies (elves) - Family: 2_Motif] [D_6_F234.2.0_Fairy in form of person - Family: 2_Motif] [D_14_P30.0_Princes. - Family: 2_Motif] [D_23_Z200_Heroes. - Family: 2_Motif]

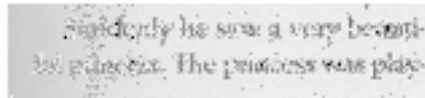
No memos

Legend has it that there was a royal fairy prince who was very fond of coming down to earth

P44: A Bridge of Rainbow.pdf - 44:11 [] (@55-@18) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_6_F575.0_Remarkable beauty - Family: 2_Motif] [D_6_F575.1.0_Remarkably beautiful woman - Family: 2_Motif] [D_10_K2200_Villains and traitors - Family: 2_Motif] [D_14_P40_Princesses - Family: 2_Motif]

No memos



P44: A Bridge of Rainbow.pdf - 44:12 [] (@238-@207) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_13_N800_Helpers. - Family: 2_Motif] [D_13_N810.0_Supernatural helpers - Family: 2_Motif]

No memos



P44: A Bridge of Rainbow.pdf - 44:13 [] (@210-@182) (Super)

Codes: [C_2_Items in the background of the action - Families (2): 2_Motif, Elements of Motif Division] [D_4_D_MAGIC - Family: 2_Motif] [D_4_D800_Magic object - Family: 2_Motif] [D_4_D801.0_Ownership of magic object - Family: 2_Motif] [D_4_D900.0.0.0_Kinds of magic objects: D900-D1299 - Family: 2_Motif] [D_4_D1170_Magic utensils and implements - Family: 2_Motif] [D_4_D1171.0_Magic vessel - Family: 2_Motif] [D_4_D1171.10_Magic bucket - Family: 2_Motif]

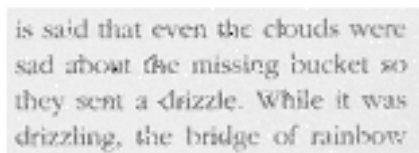
No memos



P44: A Bridge of Rainbow.pdf - 44:14 [] (@132-@74) (Super)

Codes: [C_2_Items in the background of the action - Families (2): 2_Motif, Elements of Motif Division] [D_1_A705.2_Nature of clouds (covered with skin) - Family: 2_Motif] [D_1_A1131.1.0_Rain from tears - Family: 2_Motif] [D_4_D901_Magic cloud - Family: 2_Motif] [D_4_D902.0_Magic rain - Family: 2_Motif] [D_4_D1520.2_Magic transportation by cloud - Family: 2_Motif] [D_4_D2149.7_Magic control of rainbow - Family: 2_Motif] [D_6_F152.1.1_Rainbow bridge to otherworld - Family: 2_Motif] [D_6_F431_Cloud-spirit - Family: 2_Motif] [D_6_F795.0_Extraordinary cloud - Family: 2_Motif] [D_6_F967.0_Extraordinary behavior of clouds - Family: 2_Motif] [D_8_H1233.0_Helpers on quest - Family: 2_Motif] [D_8_H1233.4.0_Supernatural creature as helper on quest - Family: 2_Motif] [D_13_N800_Helpers. - Family: 2_Motif] [D_13_N810.0_Supernatural helpers - Family: 2_Motif]

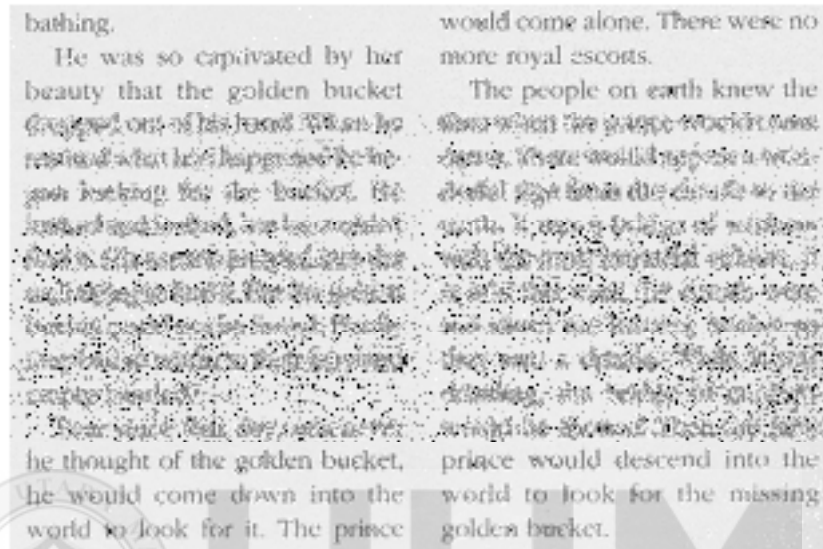
No memos



P44: A Bridge of Rainbow.pdf - 44:15 [] (@235-@22) (Super)

Codes: [C_3_Single incidents - Families (2): 2_Motif, Elements of Motif Division] [D_1_A791.0_Origin of the Rainbow - Family: 2_Motif] [D_8_H1386.0_Quest for lost object - Family: 2_Motif]

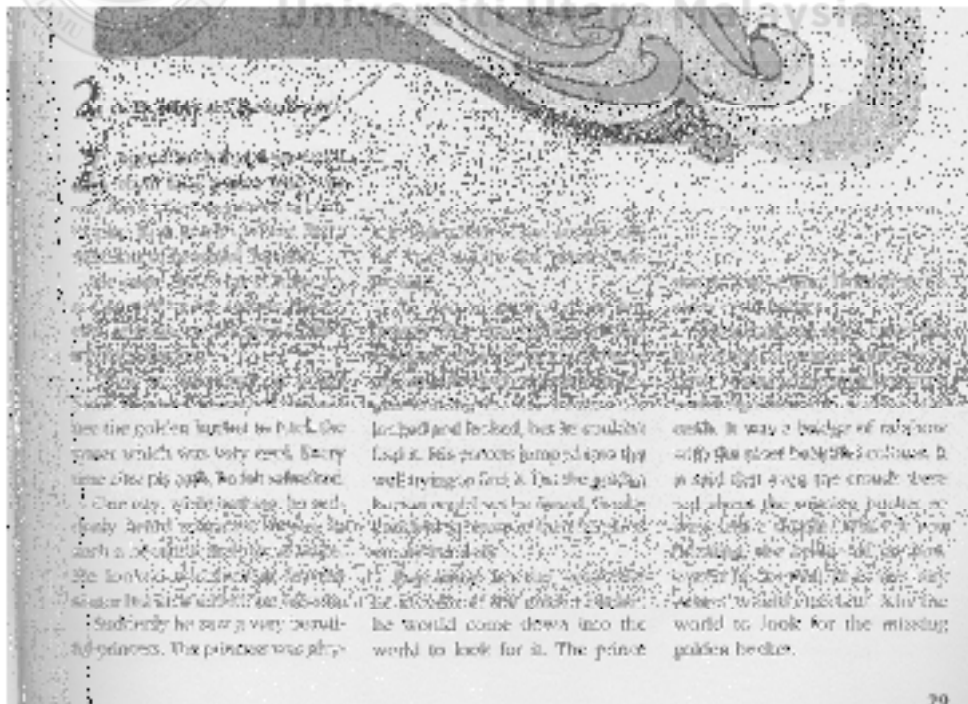
No memos



P44: A Bridge of Rainbow.pdf - 44:16 [] (@669-@0) (Super)

Codes: [E_2_300.0.0_TALES OF MAGIC - Family: 3_Type] [E_2_460.0_SUPERNATURAL TASKS: 460-499 - Family: 3_Type] [E_2_471_The Bridge to the Otherworld - Family: 3_Type]

No memos



Appendix I

The Codes of Analysis: Main

Hierarchy Report on PD: P44: A Bridge of Rainbow.pdf

HU: MainC1.2
File: [D:\PilotClassification\PD\PilotClassification\MainC1.2.hpr7]
Edited by: Super
Date/Time: 2015-08-12 09:10:55

44

44:1

C:A_5_Dispatcher

C:A_6_Hero

44:2

C:A_3_Helper

44:3

C:A_4_Princess (a sought-for person) and/or her Father

44:4

C:B_1_Initial situation

44:5

C:B_11.0_Mediation, the connective incident

44:6

44:7

C:B_10.0_Lack, Insufficiency

44:8

C:B_32.0_Punishment

44:9

44:10

C:C_1_Actor in the tale

C:D_6_F200.0_Fairies (elves)

C:D_6_F234.2.0_Fairy in form of person

C:D_14_P30.0_Princes.

C:D_23_Z200_Heroes.

44:11

C:D_6_F575.0_Remarkable beauty

C:D_6_F575.1.0_Remarkably beautiful woman

C:D_10_K2200_Villains and traitors

C:D_14_P40_Princesses

44:12

C:D_13_N800_Helpers.

C:D_13_N810.0_Supernatural helpers

44:13

C:C_2_Items in the background of the action

C:D_4_D_MAGIC

C:E_1_1.0.0.0_ANIMALS TALES

C:E_2_300.0.0_TALES OF MAGIC

C:E_4_850.0.0_REALISTIC TALES (NOVELLE)

C:E_6_1200.0.0_ANECDOTES AND JOKES

C:E_7_2009.0.0.0.0_FORMULA TALES
C:E_5_1000.0.0_TALES OF THE STUPID OGRE (GIANT DEVIL)
C:D_4_D800_Magic object
C:D_4_D801.0_Ownership of magic object
C:D_4_D900.0.0.0_Kinds of magic objects: D900-D1299
C:D_4_D1170_Magic utensils and implements
C:D_4_D1171.0_Magic vessel
C:D_4_D1171.10_Magic bucket
44:14
C:D_1_A705.2_Nature of clouds (covered with skin)
C:D_1_A1131.1.0_Rain from tears
C:D_4_D901_Magic cloud
C:D_4_D902.0_Magic rain
C:D_4_D1520.2_Magic transportation by cloud
C:D_4_D2149.7_Magic control of rainbow
C:D_6_F152.1.1_Rainbow bridge to otherworld
C:D_6_F431_Cloud-spirit
C:D_6_F795.0_Extraordinary cloud
C:D_6_F967.0_Extraordinary behavior of clouds
C:D_8_H1233.0_Helpers on quest
C:D_8_H1233.4.0_Supernatural creature as helper on quest
44:15
C:C_3_Single incidents
C:D_1_A791.0_Origin of the Rainbow
C:D_8_H1386.0_Quest for lost object
44:16
C:E_2_460.0_SUPERNATURAL TASKS: 460-499
C:E_2_471_The Bridge to the Otherworld

Appendix J

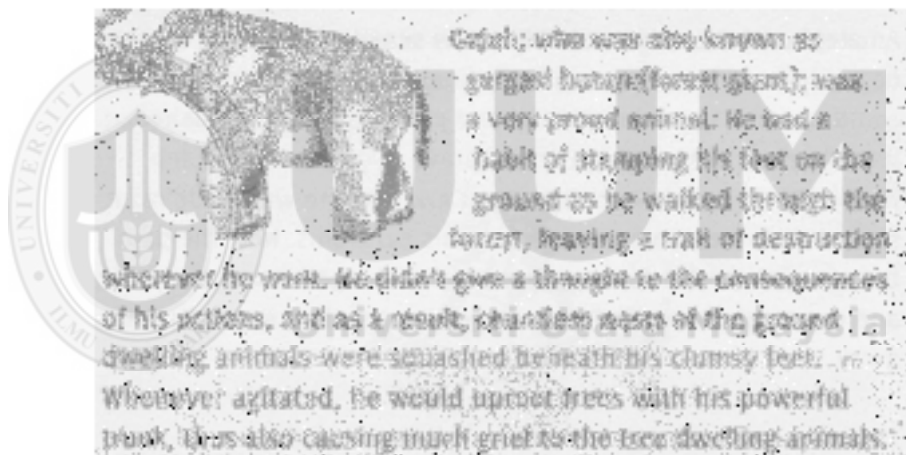
The Quotations of Analysis: Verification

All (16) quotations from primary document: P270: Elephant.pdf

HU: Verification
File: [D:\PilotClassification\PD\PilotClassification\Verification.hpr7]
Edited by: Super
Date/Time: 2015-08-12 09:36:55

P270: Elephant.pdf - 270:1 [] (@385-@218) (Super)

Codes: [A_1_Villain - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos



P270: Elephant.pdf - 270:2 [] (@102-@68) (Super)

Codes: [A_6_Hero - Families (2): 0_Principal Narrative Roles, 1_Function]
No memos

I was the ground-dwelling mice who suffered the most. One day, the mouse decided to teach the big bully a lesson.

P270: Elephant.pdf - 270:3 [] (@387-@334) (Super)

Codes: [B_1_Initial situation - Family: 1_Function]
No memos

Gajah, who was also known as gergasi hutan (forest giant), was a very proud animal. He had a

P270: Elephant.pdf - 270:4 [] (@208-@65) (Super)

Codes: [B_11.0_Mediation, the connective incident - Family: 1_Function]

No memos

When these animals asked Gajsh to try to be more careful, he just fanned his great ears and stamped his huge feet, bringing an end to more unfortunate insects and small animals that happened to be in the way. The elephant was so bad tempered and unseasonable that no one dared confront him after that. In the end, because of his indifference, it was the ground dwelling mice who suffered the most. One day, the mice decided to teach the big bully a lesson.

P270: Elephant.pdf - 270:5 [] (@490-@71) (Super)

Codes: [B_18.0_Struggle - Family: 1_Function] [B_20.0_Victory - Family: 1_Function]

No memos

Hyper-Links:

<continued by> 270:6

They waited until Gajah fell asleep. Then, they climbed up his legs and made their way towards his ears. It took a great deal of effort to scale the elephant's enormous body, and only one mouse managed to make it into each ear. When the elephant awoke from his nap, he began to stomp again, and the two mice in his ears began to chew on his eardrums.

An elephant's eardrums are extremely sensitive, and this elephant began to experience a great deal of pain. He ran as fast as he could towards the nearest pond and plunged in. Water gushed into his ears, rebuffing the two tiny mice that lay hidden inside. To prevent water from coming into his ears, the mice plucked their tails over his ears, and the water became unbearable for the elephant. He charged out of the pond, and ran amok through the forest, coming to a halt some distance away, where he dropped to the ground and rolled about in agony.

The mice in his ears were thrown off balance, and released their grip on his sore eardrums. But when the elephant finally stopped rolling and tried to stand up again, they regained their footing and resumed what they doing right away. This time they used their sharp claws to scratch as well, and the elephant was forced back on the ground.

After a few hours of excruciating pain, the elephant cried out for mercy. The two mice climbed out of his ears, clambering onto his trunk so that they could talk to him. In the eyes they told him that his pain was just a small part of what they could do to him if he did not change his ways. He was just a big bully, and only a fraction of the

P270: Elephant.pdf - 270:6 [] (@487-@335) (Super)

Codes: [B_18.0_Struggle - Family: 1_Function] [B_20.0_Victory - Family: 1_Function]

No memos

Hyper-Links:

270:5 <continued by>

pain and suffering that the animals had endured through the years. They promised that they would not hurt him anymore, as long as he respected the law of nature—respect all living creatures, both big and small.

Since that day, the mighty elephant walks in the jungle slowly and carefully, without making a sound. It also takes care to ensure that its great ears are held safely against its head, so that it would not harm any unfortunate creature that might happen be in the way.

P270: Elephant.pdf - 270:7 [] (@414-@328) (Super)

Codes: [B_21.0_Liquidation - Family: 1_Function]

No memos

Since that day, the mighty elephant walks in the jungle slowly and carefully, without making a sound. It also takes care to ensure that its great ears are held safely against its head, so that it would not harm any unfortunate creature that might happen be in the way.

P270: Elephant.pdf - 270:8 [] (@386-@349) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_2_B16.2.6_Devastating elephant - Family: 2_Motif] [D_2_B801_Elephants in folktales - Family: 2_Motif] [D_10_K2200.0_Villains and traitors: K2200-K2299 - Family: 2_Motif] [D_10_K2200_Villains and traitors - Family: 2_Motif] [D_21_W185.0_Violence of temper - Family: 2_Motif]

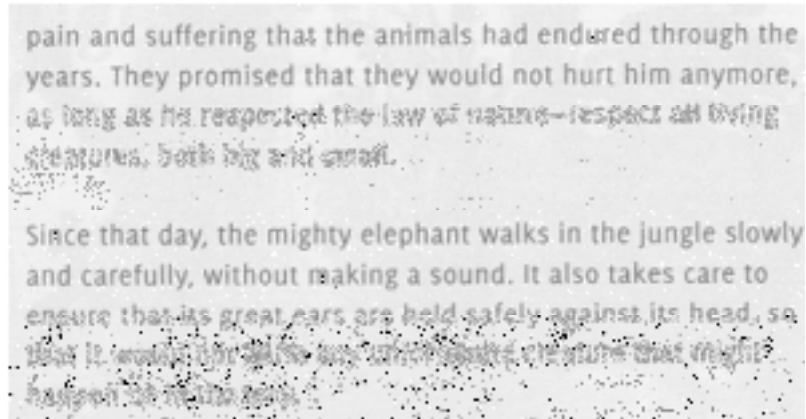
No memos

Gajah, who was also known as gergasi hutan (forest giant), was

P270: Elephant.pdf - 270:9 [] (@489-@334) (Super)

Codes: [D_1_A2441.1.7_Cause of elephant's walk - Family: 2_Motif]

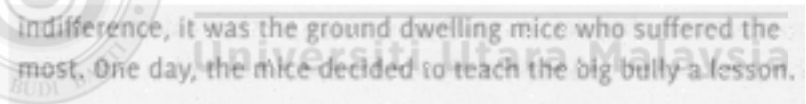
No memos



P270: Elephant.pdf - 270:10 [] (@102-@63) (Super)

Codes: [C_1_Actor in the tale - Families (2): 2_Motif, Elements of Motif Division] [D_1_A2494.11.0_The elephant's enemies - Family: 2_Motif] [D_2_B437.2_Helpful mouse - Family: 2_Motif] [D_8_H960_Tasks performed through cleverness or intelligence - Family: 2_Motif] [D_8_H961_Tasks performed by cleverness - Family: 2_Motif] [D_9_J1100_Cleverness - Family: 2_Motif] [D_9_J1110_Clever persons - Family: 2_Motif] [D_11_L112.2_Very small hero - Family: 2_Motif] [D_11_L315.0_Small animal overcomes large - Family: 2_Motif] [D_21_W32.0_Bravery - Family: 2_Motif] [D_21_W33.0_Heroism - Family: 2_Motif]

No memos



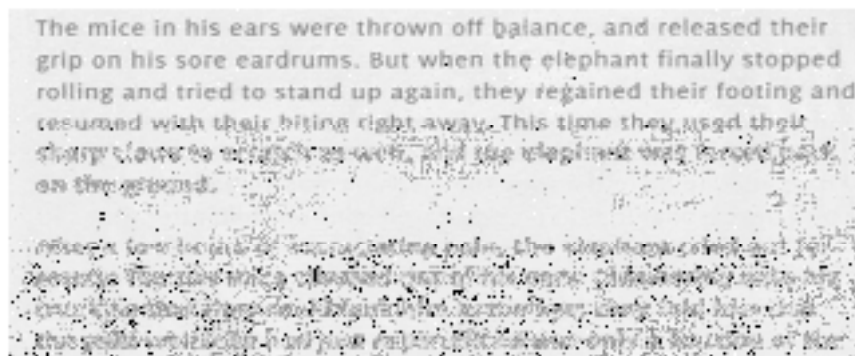
P270: Elephant.pdf - 270:11 [] (@239-@70) (Super)

Codes: [C_3_Single incidents - Families (2): 2_Motif, Elements of Motif Division] [D_1_A2461.0_Animal's means of defense - Family: 2_Motif] [D_1_A2463.0_Animal's means of attack - Family: 2_Motif] [D_1_A2531.3.0_Why elephant is peaceable - Family: 2_Motif] [D_8_H1161.3.0_Task: overcoming elephant - Family: 2_Motif] [D_15_Q285.0_Cruelty punished. - Family: 2_Motif]

No memos

Hyper-Links:

<continued by> 270:13



P270: Elephant.pdf - 270:12 [] (@430-@398) (Super)

Codes: [C_2_Items in the background of the action - Families (2): 2_Motif, Elements of Motif Division]
[D_15_Q450.0_Cruel punishments. - Family: 2_Motif] [D_15_Q450.1.0_Torture as punishment - Family: 2_Motif]
[D_15_Q450.1.1_Torture as punishment for murder - Family: 2_Motif]

No memos

his nap, he began to stomp again, and the two mice in his ears began to chew on his eardrums.

P270: Elephant.pdf - 270:13 [] (@491-@330) (Super)

Codes: [C_3_Single incidents - Families (2): 2_Motif, Elements of Motif Division]


No memos

Hyper-Links:

270:11 <continued by>

pain and suffering that the animals had endured through the years. They promised that they would not hurt him anymore, as long as he respected the law of nature—respect all living creatures, both big and small.

Since that day, the mighty elephant walks in the jungle slowly and carefully, without making a sound. It also takes care to ensure that its great ears are held safely against its head, so that it would not hear any more of the cries of the animals.



P270: Elephant.pdf - 270:14 [] (@536-@0) (Super)

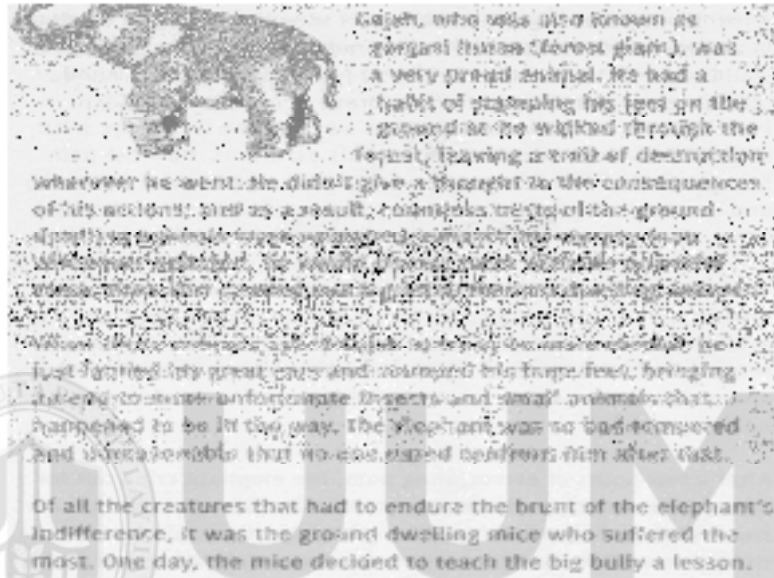
Codes: [E_1_1.0.0.0_ANIMALS TALES - Family: 3_Type] [E_1_220.0_OTHER ANIMALS AND OBJECTS: 220-229 - Family: 3_Type] [E_1_248A_The Elephant and the Lark - Family: 3_Type]

No memos

Hyper-Links:

<continued by> 270:15

<continued by> 270:16



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P270: Elephant.pdf - 270:15 [] (@555-@0) (Super)

No codes

No memos

Hyper-Links:

270:14 <continued by>

They waited until Gajah fell asleep. Then, they climbed up his legs and made their way towards his ears. It took a great deal of effort to scale the elephant's enormous body, and only one mouse managed to make it into each ear. When the elephant awoke from his nap, he began to stomp again, and the two mice in his ears began to chew on his eardrums.

An elephant's eardrums are extremely sensitive, and this elephant began to experience a great deal of pain. He ran as fast as he could towards the nearest pond and splashed in. Water gushed into his ears, soothing the two mice that had hidden inside. To prevent from being swept away by the water, the mice climbed their tails over the edges of his eardrums. When the pain began to subside, the elephant, who had been running at a fast pace, stopped and sat down. Though the water splashing into his ears was soothing, the pain he had just experienced was still unbearable. He lay on the ground, his trunk curled up over his eyes. The mice in his ears began to nibble on his eardrums again, and their tails curled over the edges of his eardrums. The elephant began to whimper and to cry out for help. The two mice climbed out of his ears and clambered onto his trunk so that they could look him in the eye. They told him that the pain which he had just experienced was only a fraction of the

After a few hours of excruciating pain, the elephant cried out for mercy. The two mice climbed out of his ears. Clambering onto his trunk so that they could look him in the eye, they told him that the pain which he had just experienced was only a fraction of the

P270: Elephant.pdf - 270:16 [] (@551-@0) (Super)

No codes

No memos

Hyper-Links:

270:14 <continued by>

pain and suffering that the animals had endured through the years. They promised that they would not hurt him anymore, as long as he respected the law of nature—respect all living creatures, both big and small.

Since that day, the mighty elephant walks in the jungle slowly and carefully, without making a sound. It also takes care to ensure that its great ears are held safely against its head, so that it would not harm any unfortunate creature that might happen be in the way.



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Appendix K

The Codes of Analysis: Verification

Hierarchy Report on PD: P270: Elephant.pdf

HU: Verification
File: [D:\PilotClassification\PD\PilotClassification\Verification.hpr7]
Edited by: Super
Date/Time: 2015-08-12 09:53:05

270

270:1

C:A_1_Villain

270:2

C:A_6_Hero

270:3

C:B_1_Initial situation

270:4

C:B_11.0_Mediation, the connective incident

270:5

C:B_18.0_Struggle

C:B_20.0_Victory

270:6

270:7

C:B_21.0_Liquidation

270:8

C:C_1_Actor in the tale

C:D_2_B16.2.6_Devastating elephant

C:D_2_B801_Elephants in folktales

C:D_10_K2200.0_Villains and traitors: K2200-K2299

C:D_10_K2200_Villains and traitors

C:D_21_W185.0_Violence of temper

270:9

C:D_1_A2441.1.7_Cause of elephant's walk

270:10

C:D_1_A2494.11.0_The elephant's enemies

C:D_2_B437.2_Helpful mouse

C:D_8_H960_Tasks performed through cleverness or intelligence

C:D_8_H961_Tasks performed by cleverness

C:D_9_J1100_Cleverness

C:D_9_J1110_Clever persons

C:D_11_L112.2_Very small hero

C:D_11_L315.0_Small animal overcomes large

C:D_21_W32.0_Bravery

C:D_21_W33.0_Heroism

270:11

C:C_3_Single incidents

C:D_1_A2461.0_Animal's means of defense

C:D_1_A2463.0_Animal's means of attack

C:D_1_A2531.3.0_Why elephant is peaceable
C:D_8_H1161.3.0_Task: overcoming elephant
C:D_15_Q285.0_Cruelty punished.
270:13

270:12

C:C_2_Items in the background of the action
C:D_15_Q450.0_Cruel punishments.
C:D_15_Q450.1.0_Torture as punishment
C:D_15_Q450.1.1_Torture as punishment for murder

270:14

C:E_1_1.0.0.0_ANIMALS TALES
C:E_1_220.0_OTHER ANIMALS AND OBJECTS: 220-229
C:E_1_248A_The Elephant and the Lark
270:15

270:16



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