

Chapter 1 : The Cat House on the Kings

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A Woman Caught a Fairy Wales. The Wonderful Plough Germany. Link to The Leprechaun: Migratory legends of type and other stories of drinking vessels stolen from or abandoned by fairies. The Fairy Flag of Dunraven Castle. Legends from the Scottish Isle of Sky about a gift from a fairy lover. Stories of type from around the world about mortals who are blessed or cursed by the "hidden people. The Hunchback of Willow Brake Scotland. The Legend of Knockgrifton Ireland. The Palace in the Rath Ireland. The Fairies and the Two Hunchbacks: The Gifts of the Mountain Spirits Germany. The Gifts of the Little People Germany. The Two Humpbacks Italy. The Elves and the Envious Neighbor Japan. Legends about thieving fairies. Of the Subterranean Inhabitants Scotland. Fairy Control over Crops Ireland. Fairies on May Day Ireland. The Silver Cup Isle of Man. The Three Cows England. Riechert the Smith Germany. Folktales of type Of Chastity Gesta Romanorum. Conrad von Tannenberg Germany. A Story Told by a Hindu India. Doralice Italy, Giovanni Francesco Straparola. Donkey Skin France, Charles Perrault. Ass-Skin Basque, Wentworth Webster. Cinder Blower Germany, Karl Bartsch. Rashen Coatie Scotland, Peter Buchan. Stories about mortals who enter into contracts with the demonic powers. Faust in Erfurt Germany, J. Faust and Melanchton in Wittenberg Germany, J. Faust in Anhalt Germany, Ludwig Bechstein. Selected literary works based on the Faust Legend. Selected musical works based on the Faust Legend. The Fisherman and His Wife and other tales of dissatisfaction and greed. The Fisherman and His Wife Germany.

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His father, Donald Edwin King, was a merchant seaman. Donald was born under the surname Pollock, but as an adult, used the surname King. When King was 11, his family returned to Durham, Maine, where his mother cared for her parents until their deaths. She then became a caregiver in a local residential facility for the mentally challenged. While no longer religious, King chooses to believe in the existence of a God. His family told him that after leaving home to play with the boy, King returned, speechless and seemingly in shock. King related in detail his primary inspiration for writing horror fiction in his non-fiction *Danse Macabre*, in a chapter titled "An Annoying Autobiographical Pause. That inspiration occurred while browsing through an attic with his elder brother, when King uncovered a paperback version of an H. Lovecraft collection of short stories he remembers as *The Lurker in the Shadows*, that had belonged to his father. The first of his stories to be independently published was "I Was a Teenage Grave Robber"; it was serialized over four issues three published and one unpublished of a fanzine, *Comics Review*, in That story was published the following year in a revised form as "In a Half-World of Terror" in another fanzine, *Stories of Suspense*, edited by Marv Wolfman. That year, his daughter Naomi Rachel was born. Many of these early stories have been republished in the collection *Night Shift*. Luckily payment arrived for the short story *The Raft*, then entitled *The Float*, and "all I did was cash the check and pay the fine. He continued to contribute short stories to magazines and worked on ideas for novels. King had thrown an early draft of the novel into the trash after becoming discouraged with his progress writing about a teenage girl with psychic powers. His wife retrieved the manuscript and encouraged him to finish it. In a issue of *The Highway Patrolman* magazine, he stated, "The story seems sort of down home to me. I have a special cold spot in my heart for it! His Aunt Emrine had read the novel to her before she died. The family returned to western Maine in , where King completed his fourth novel, *The Stand* published In , the family, with the addition of Owen Phillip his third and last child , traveled briefly to England, returning to Maine that fall, where King began teaching creative writing at the University of Maine. He has kept his primary residence in Maine ever since. The book, whose profits were donated to assist with famine relief in Africa, was written by a number of different authors in the comic book field, such as Chris Claremont , Stan Lee , and Alan Moore , as well as authors not primarily associated with that industry, such as Harlan Ellison. The *Dark Tower* series In the late s, King began what became a series of interconnected stories about a lone gunslinger, Roland, who pursues the "Man in Black" in an alternate-reality universe that is a cross between J. The first of these stories, *The Dark Tower: Ferman* , from to The Gunslinger was continued as an eight-book epic series called *The Dark Tower* , whose books King wrote and published infrequently over four decades. The idea behind this was to test whether he could replicate his success again and to allay his fears that his popularity was an accident. An alternate explanation was that publishing standards at the time allowed only a single book a year. In , during a press conference in London , King declared that he had discovered another Bachman novel, titled *Blaze*. It was published on June 12, King rewrote the original manuscript for its publication. The short story " *The Fifth Quarter* " was published under the pseudonym John Swithen the name of a character in the novel *Carrie* , that was published in *Cavalier* in April In the introduction to the Bachman novel *Blaze* , King claims, with tongue-in-cheek , that "Bachman" was the person using the Swithen pseudonym. *The Waste Lands* and published in But he also warns: The book features a sudden force in which every cell phone user turns into a mindless killer. The latter featured 13 short stories, including a novella, *N*. In , King published *Ur* , a novella written exclusively for the launch of the second-generation Amazon Kindle and available only on Amazon. *Under the Dome* debuted at No. Scott Snyder wrote the story of *Pearl*. With a working title *Mr.* Later, on June 20, , while doing a video chat with fans as part of promoting the upcoming *Under the Dome* TV series, King mentioned he was halfway through writing his next novel, *Revival*, [51] which was released November 11, *Mercedes* is part of a trilogy; the

second book, *Finders Keepers*, was released on June 2, On April 22, it was revealed that King was working on the third book of the trilogy which name was later revealed to be *End of Watch*. The book was released to critical acclaim and commercial success. Collaborations Writings King has written two novels with horror novelist Peter Straub: *The Talisman* and a sequel, *Black House* King has indicated that he and Straub will likely write the third and concluding book in this series, the tale of Jack Sawyer, but has set no deadline for its completion. *The Diary of Ellen Rimbauer*: Published under anonymous authorship, the book was written by Ridley Pearson. The novel is written in the form of a diary by Ellen Rimbauer, and annotated by the fictional professor of paranormal activity, Joyce Reardon. Intended to be a promotional item rather than a stand-alone work, its popularity spawned a prequel television miniseries to *Rose Red*, titled *The Diary of Ellen Rimbauer*. Eleanor Druse is a key character in *Kingdom Hospital*, much as Dr. Throttle, a novella written in collaboration with his son Joe Hill, appears in the anthology *He Is Legend*: The single released for radio play featured a narrative intro spoken by King. King and the other band members collaborated to release an e-book called *Hard Listening*: He also has a simple definition for talent in writing: I was made to write stories and I love to write stories. He has extended this to breaking the fourth wall by including himself as a character in the *Dark Tower* series from *Wolves of the Calla* onwards. See also *List of fictional books in the works of Stephen King* for a complete list. In September it was announced he would serve as a writer for *Fangoria*. *Lovecraft* several times in *Danse Macabre*. King is a fan of John D. In an interview with King, published in the *USA Weekend* in March, the author stated, "People look on writers that they like as an irreplaceable resource. His favorite books are in order: In, King won an O. While there were many good best-selling writers before him, King, more than anybody since John D. MacDonald, brought reality to genre novels. And so it was. The rich characterization, the careful and caring social eye, the interplay of story line and character development announced that writers could take worn themes such as vampirism and make them fresh again. Before King, many popular writers found their efforts to make their books serious blue-penciled by their editors. He is a master of masters. Some in the literary community expressed disapproval of the award: He shares nothing with Edgar Allan Poe. What he is is an immensely inadequate writer on a sentence-by-sentence, paragraph-by-paragraph, book-by-book basis. What Snyder really means is that it is not the literature preferred by the academic-literary elite. The *Best Reads* from to ". His first featured role was in *Creepshow*, in particular the segment "The Lonesome Death of Jordy Verrill" King also having written the original story, where he plays the titular character. He has since made cameos in several adaptations of his works. He appeared in *Pet Sematary* as a minister at a funeral, in *Thinner* as a pharmacist, in *Rose Red* as a pizza deliveryman, as a news reporter in *The Storm of the Century*, in *The Stand* as "Teddy Wieszack," in the *Shining* miniseries as a band member, in *The Langoliers* as Tom Holby; in *Sleepwalkers* as the cemetery caretaker and *Golden Years* as a bus driver. In addition to acting, King tried his hand at directing with *Maximum Overdrive*, in which he also made a cameo appearance as a man using a malfunctioning ATM. Although King declined due to scheduling conflicts, a copy of one of his works makes an appearance being held by the foremost zombie "Bub". King produced and acted in a television series, *Kingdom Hospital*, which is based on the Danish miniseries *Riget* by Lars von Trier. King made an appearance as a contestant on *Celebrity Jeopardy!* King provided the voice of Abraham Lincoln in the audiobook version of *Assassination Vacation*. Driver Bryan Edwin Smith, distracted by an unrestrained dog moving in the back of his minivan, struck King, who landed in a depression in the ground about 14 feet four meters from the pavement of Route 5. Shortly before the accident took place, a woman in a car also northbound passed King first and then the light blue Dodge van. His injuries—a collapsed right lung, multiple fractures of his right leg, scalp laceration and a broken hip—kept him at CMMC until July 9. His leg bones were so shattered that doctors initially considered amputating his leg, but stabilized the bones in the leg with an external fixator. King visited the space while his books and belongings were packed away. He has since resumed writing, but states on his Web site: *San Andreas*, which is violent but less graphic. While conceding that he saw no artistic merit in some violent video games, King also opined that such games reflect the violence that already exists in society, which would not be lessened by such a law, and would be redundant in light of the ratings system that already exists for video games. King argued that such laws allow legislators to ignore the economic divide between

the rich and poor, and the easy availability of guns, which he felt were the more legitimate causes of violence. King, talking to high-school students, had said: King added that he does believe that each person should be obligated to some type of government service or altruism. During the presidential election, King voiced his support for Democratic candidate Barack Obama.

Chapter 3 : The King's Daughter () - IMDb

"Allerleirauh" (English: "All-Kinds-of-Fur", sometimes translated as "Thousandfurs") is a fairy tale recorded by the Brothers Grimm. Since the second edition published in , it has been recorded as Tale no.

If you see a way this page can be updated or improved without compromising previous work, please feel free to contribute. This article is about the sisters of Ariel. For the song, see Daughters of Triton. Her age causes her to feel a certain sense of responsibility for her sisters. She is described by her sisters in that film as being bossy, but ironically, she herself is often bossed around when her siblings outvote her. In the books, she is a bookworm and has a pet catfish named Fin-Fin. Attina is 21 years old in the prequel. Her favorite hobby is researching the history of the sea. Her pet peeve is merpeople that litter in the coral reef. Her biggest fear is letting her father down. Her favorite food is Seaweed Casserole. Her favorite color is orange. Her favorite genre of music is classical. Her favorite instrument is the harp. In a Disney Princess Magazine, she becomes married to a prince from a far-away kingdom. Alana is the second born princess of Atlantica depending on which source material is used. She appears to be the one who is most interested in beauty and health. She speaks of her looks often, but she is, by no means, selfish or vain. Alana is 20 years old in the prequel. Her hobbies are picking wildflowers and making beauty cremes. Her pet peeve is having a bad hair day. Her biggest fear is having scaly skin. Her favorite color is purple. Her favorite food is low-salt coral blossom stew. Her favorite music genre is jazz. Her favorite musical instrument is the tambourine. In the books, she is shy, likes to spend time tending her sea garden, and has a pet sea turtle. In the TV series she has a friend named Pearl who is a party girl. She has the most lines in the Broadway musical version of The Little Mermaid. Adella is the third daughter of King Triton and Queen Athena. In the prequel film, she is boy-crazy and wishes to dance with, and later kiss a boy. For some reason, she has also gone through a transformation in her life; in her early years, she was shapely and thin. After her father reinstated music, she gained a little weight, as seen in the TV series. However, in the sequel film, she appears to have lost the weight she gained. In the prequel, she states she is 2 years older than Ariel, putting her birth order at odds with this statement. Adella is 19 years old. Her hobbies are talking about boys and dancing with Sluggie. Her pet peeve is when Andrina makes fun of her. Her biggest fear is that she will never be kissed. Her favorite color is light green. Her favorite food is sea cucumber sandwiches. Her favorite genre of music are romantic ballads. Her favorite musical instrument is the violin. In the books, she tends to be shallow and vain and she has many dates with merboys. Aquata is the fourth daughter of King Triton and Queen Athena. She is the most obsessive-compulsive of her sisters; when Arista borrowed her things, including her hairbrush, her "lucky" seashells, her pillow, and her stuffed seahorse, Mr. Fuzzyfinkle, she displayed frustration and some hostility, and an impulse to get her things back immediately. The original comics denote her as the oldest sister, as she mentions being nervous about becoming queen. Aquata is 18 years old. Her hobbies are water sports. Her pet peeve is when Arista borrows her stuff. Her biggest fear is dancing in public. Her favorite color is baby blue. Her favorite food is sea daisy stir-fry. Her favorite musical instrument are the drums. Her name means "watery" in Latin. She is a horrible dancer. Arista is the fifth daughter of King Triton and Queen Athena. Although, in the latter, a small bit of her energetic side surfaces again to help Ariel stop thieves from robbing the Royal Treasury. Arista is 17 years old. Her hobbies are playing in the band. Her biggest fear is forgetting a rehearsal. Her favorite color is red. Her favorite food is sea sponge swirl almost like cotton candy. Her favorite genre of music is calypso. Her favorite musical instrument is the horn although a clarinet is pictured. Andrina is the sixth daughter of King Triton and Queen Athena based on differing source materials. She appears to be the joker of her sisters, as seen by her many jokes in the prequel film. Andrina is 16 years old in the prequel. Her hobbies are gossiping, exploring, and swimming with dolphins. Her biggest fear is having a boring life. Her favorite color is violet. Her favorite food is everything. Her favorite genre of music is pop. Her favorite musical instrument is guitar. She is adventurous and curious, especially about human things. She also enjoys music and singing, but can sometimes forget about responsibilities she has. She can also be easily distracted. She is the only princess of Atlantica to not have any specific hair accessory. She is the youngest one and the first to become a mother in

her later years after being married to her prince. Ariel is 15 in the prequel and in the TV series, until the first movie when she is She is likely 15 because the original story set the little mermaid to be 15 before she went to the surface. Her hobbies are collecting gadgets, gizmos, whosits, whatsits and thingamabobs. Her biggest fear is being told that something is impossible. Her favorite colors are pink and blue. Her favorite food is the surface food, called strawberries. Her favorite genres of music are pop and jazz. Her favorite musical instruments are violin, flute, clarinet. They perform in the concert that Sebastian is putting on that will be the musical debut of their youngest sister, Ariel. However, much to their shock and embarrassment, Ariel fails to show up, resulting in the concert being ruined.

Chapter 4 : Stephen King - Wikipedia

Buy ""The Cat King's Daughter and Other Stories (A Magnet book)" on Amazon A book for fairy tale lovers of feminist tendencies for all the stories in this book require an enterprising female to save the day.

You appear to have an ad blocker enabled. We use ad server software to manage some content which will consequently not be visible. Please consider adding an exception to your ad blocker for www. Click here for details! Each year shelters receive six to eight million unwanted and stray animals and one animal is put down every eight seconds. Military members needing help with their pets during deployment or otherwise check with Dogs on Deployment. If you adopted from The Cat House on the Kings, please contact us about your adopted pet. The adoption center at the sanctuary in Parlier is open afternoons 1pm-4pm by appointment only. You must submit an online application and receive an approval e-mail before making an adoption appointment. Please call for an appointment before coming by. Our off-site adoption center inside Petco at N. Blackstone at Ashlan in Fresno is open daily 10am-5pm and Wednesday 10am-6pm photos , video. Call for more information. Our mission is to place rescued cats and kittens into loving, permanent homes; to provide a safe, happy and healthy home for unwanted cats and kittens in a unique, no-cage facility; to prevent pet overpopulation through spaying and neutering; and to educate the public about responsible pet ownership. In a Nutshell Lynea Lattanzio, who founded and runs The Cat House on the Kings, talks about how it came about and gives you a peek into our unique environment in these videos by Jack Perez and Chris Poole: The Cat House is a c 3 nonprofit corporation, receives no government or public funding, and relies entirely on donations from the public to carry out its mission. Since its founding 26 years ago, The Cat House on the Kings has saved over 30, cats and 7, dogs not counting the 56, animals we have spayed and neutered! More Quick Links Adoption: Please read about how to adopt a cat dog from us and then view our adoptable cats dogs. Fill out the online surrender form. The Cat House on the Kings videos: Life at The Cat House on the Kings: Videos captured by staff, volunteers and visitors.

Chapter 5 : King's Daughters - Wikipedia

King Louis XIV's quest for immortality leads him to capture and steal a mermaid's life force, a move that is further complicated by his illegitimate daughter's discovery of the creature.

May not be published or posted without permission. Making choices; value of arts AGES: Long ago in the river port city called Novgorod the Great, there lived a young musician named Sadko. Sadko would grab his twelve-string gusli and rush to the banquet hall. There he would pluck the strings of his instrument till all the guests were dancing. And on such as he was given did Sadko live. He would walk through busy Market Square, lined with merchants in their stalls and teeming with traders from many lands. He never crossed the square without hearing tongues of far-off places, from Italy to Norway to Persia. Down at the piers, he would see the sailing ships with their cargos of lumber, grain, hides, pottery, spices, and precious metals. And crossing the Great Bridge over the River Volkhov, Sadko would catch the glint from the gilded roofs of a dozen white stone churches. The maidens who danced gaily to his music at the feasts would often smile at him, and more than one had set his heart on fire. But they were rich and he was poor, and not one of them would think of being his. One lonely evening, Sadko walked sadly beyond the city walls and down along the broad River Volkhov. He came to his favorite spot on the bank and set his gusli on his lap. Gentle waves brushed the shore, and moonlight shimmered on the water. If only you were a woman! The tinkling notes of his gusli floated over the Volkhov. All at once the river grew rough, and strong waves began to slap the bank. Before him stood a huge man, with a pearl-encrusted crown atop a flowing mane of seaweed. To this river I have come to visit one of my daughters, the Princess Volkhova. Your sweet music reached us on the river bottom, where it pleased us greatly. And how do I get there? But meanwhile, you need not wait for your reward. A fish with golden scales! As Sadko watched in amazement, it stiffened and turned to solid gold. The next morning, Sadko arrived at the market square just as the stalls were opening. He quickly sold the golden fish to an astonished merchant. Then hurrying to the piers, he booked his passage on a ship leaving Novgorod that very day. As it sped above the deep water, Sadko peered over the rail. The wind filled the sails, yet the ship stood still, as if a giant hand had grasped it. Some of the sailors cursed in fear, while others prayed for their lives. But before any could lay hold of him, Sadko jumped from the ship and plunged below the waves. Down sank Sadko, down all the way to the sea floor. The red sun shone dimly through the water above, while before him stood a white stone palace. Sadko passed through a coral gate. As he reached the huge palace doors, they swung open to reveal a giant hall. The elegant room was filled with guests and royal attendantsâ€”herring and sprats, cod and flounder, gobies and sticklebacks, sand eels and sea scorpions, crabs and lobsters, starfish and squid, sea turtles and giant sturgeon. On a shell throne at the end of the hall sat the Sea King and his Queen. Soon all the fish swam in graceful figures. The seafloor crawlers cavorted. The river maidens leaped and spun. He jumped to the center of the hall and joined the dance. His arms waved, his robe swirled, his hair streamed, his feet stamped. All the others stopped and watched in awe. Ever more madly did he move, whirling faster, leaping higher, stamping harder. It seems to you the King merely dances in his hall. But above us, the sea is tossing ships like toys, and giant waves are breaking on the shore! But a fine fellow you are, Sadko. But this is not my home. I love my city of Novgorod. Each was more lovely than the one before. Behold the Princess Volkhova! Her green eyes were sparkling, and a soft smile graced her lips. If you but once kiss or embrace her, you can never return to your city again. How can I not hold her? When Sadko awoke the next morning, he felt sunlight on his face. He opened his eyes and saw beside him not the Princess Volkhova but the River Volkhov. And behind him rose the walls of Novgorod! With the money that remained to him, he bought a ship and goods enough to fill it. And so Sadko became a merchant, and in time, the richest man in Novgorod. Many a feast he would hold so he could play his gusli and watch his children dance. Yet sometimes still on a quiet evening he would walk out of the city alone, sit on the bank, and send his tinkling music over the water. And sometimes too a lovely head would rise from the river to listenâ€”or perhaps it was only moonlight on the Volkhov. Reciting is often accompanied by the gusli, a psaltery of twelve or more strings. Novgorod was built on both banks of the River Volkhov, a major trade route bringing ships and

merchants from Scandinavia, Germany, Greece, Italy, Turkey, Arabia, and Persia. Novgorod occupies an important place in Russian political history as well. In it was conquered and made the capital of the Viking prince Rurik, whose heirs founded the Kievan dynasty and ruled most of European Russia until More importantly, Novgorod became the only medieval Russian city to win independence from princely rule. From until its conquest by Moscow in , Novgorod was a republic—the closest to a true democracy that any of Russia was to come until the late twentieth century. For Russian visionaries in the centuries between, it became a symbol of liberty. Russian legend says that every river has its nymph—a female nature spirit in human form who lives in the river and is part of it. And all river nymphs are daughters of the Sea King, into whose waters their rivers flow. A Lyric Legend opera libretto , by A. Additional information on byliny is found in Russian Folklore, by Y. Sokolov sometimes cataloged as I. Historic Novgorod is treated in numerous tourist guides and other references.

Chapter 6 : King's Daughters Health System

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Share1 Shares 3K Here are ten lesser-known but fascinating stories which I hope will illustrate the many different aspects of the twisted little land of Fairy Tales—a world full of impossible situations, mythical creatures, bizarre happenings, violence, vengeance and greed. Originally fairy tales were designed to entertain and to teach morals and reflected the spiritual and cultural beliefs of the time but some of these stories—like *The Red Shoes*—are all too clearly designed to put the fear of god into little children and many of them emphasize the fact that it is okay to react with violence when violence is done unto you. Because the glass that cut him was enchanted his wounds will not heal. Nella is heartbroken upon hearing of her mortally wounded prince, and goes out into the wild to find a remedy that will heal him. Luckily, she overhears two ogres telling each other that the only thing in the whole world that will heal the prince is to smear the fat from their own bodies all over the prince. Nella, pretending to be lost in the woods, begs the ogres to let her into their house. The ogre husband, fancying a bit of human flesh, lets her in eagerly but sadly he drinks so much alcohol that he passes out before he gets to eat her. Nella quickly gets to work and slaughters him then collects all the fat from his body in a bucket. She then rubs dirt all over her face to disguise herself and makes her way to the prince's palace. They are burned alive of course. You can read the first volume of *Il Pentamerone* here. Suitors come from far and wide, but none can guess the origins of the pelt. Then a hideously ugly old ogre decides to try his luck—he sniffs the pelt and identifies it immediately as that of a flea. The king, true to his word, hands over his daughter. The princess is horrified to find that her new home is made from human skeletons, and more horrified still when her new hubby prepares her a feast made from human carcasses. She begins to vomit repeatedly and the ogre promises to catch her some pigs to eat until she can stomach human flesh. While the ogre is hunting, an old woman hears the maiden wailing and sends her seven sons who are all endowed with magical powers to rescue the princess. They eventually defeat the ogre, by shooting out his eyeball and beheading him, and the princess returns home to her father who is surprisingly overjoyed to see her returned home safe to him. The witch convinces the husband to slaughter the sheep to prevent it from wandering again. Their daughter weeps, but her mother still a sheep tells her not to eat of her flesh once she is slaughtered and to bury her bones at the edge of the field. The father slaughters the sheep and the witch makes soup from the meat and bones. The witch hates her new step-daughter, but eventually her and the husband have a daughter of their own. One day a king declares that a festival is to be held for three days. The step mother sets the girl an impossible task, threatening to devour her if she is unable to complete it before they return from the night festivities. The girl weeps over the birch tree, and the spirit of her dead mother completes her task for her and sends her off to the feast in beautiful garments—the prince falls instantly in love with the maiden. As they dine the witch's daughter gnaws bones under the table and the prince, thinking she is a dog, boots her so hard he breaks her arm. The beautiful sister flees before her family can return home to find her missing, but her ring is stuck on the palace door handle which the prince has spread with tar. The next two nights go the same way, with the prince breaking the witch's daughter's leg on the second night and dislodging her eyeball the third night. The beautiful girl loses her bracelet, then her golden shoe in the tar the prince spreads to trap her. The prince wishes to marry the woman who will fit the lost items, and the witch forces her ugly daughter into them. However, when the prince discovers who the real bride is, they throw the ugly sister across a river to act as a bridge so they can escape the clutches of the witch. Read *The Wonderful Birch* story here. The young king and his faithful servant Johannes travel to the golden kingdom, trick the princess into coming onto their boat and then set sail when she is below deck. Initially she is terrified, but when her kidnapper reveals he is a king all is forgiven and she agrees to marry him. As they are sailing, faithful Johannes overhears three ravens conversing with each other. They predict three misfortunes that will befall the king: A fox-red horse, a poisoned shirt, and the death of his wife. The only way to save the king is if someone shoots the horse in the head, burns the poisoned shirt, and takes three drops of blood from the right breast of the new queen.

However, the saviour must not utter a word of his tasks or he shall turn to stone. When they arrive ashore, the king leaps onto the back of a fox-red horse which faithful Johannes promptly shoots in the head. When they arrive at the palace, the king finds a shirt that looks to be made of gold, but faithful Johannes throws the shirt in the fire. At the wedding dance, the queen falls down as if dead on the palace floor but faithful Johannes quickly takes three drops of blood from her right breast, saving her life. Johannes reveals the plot, but turns to stone. The king and queen eventually have two children and one day the statue of Johannes tells the king that if he will slaughter his own children, his trusty servant will be brought back to life. You can read the full story of Faithful Johannes here. The sparrow steals meat and bread for the dog and when the dog has eaten his fill he goes to sleep on the road. A wagon drives by, and the sparrow flutters about the drivers head telling him to watch out for the dog, but the driver pays no heed and runs the dog over, killing it. The sparrow pecks out the eyes of the other two horses and the unfortunate beasts also get their heads chopped open as their master swings his axe at the sparrow. The sparrow flutters from room to room as the driver, blind with rage, smashes up his entire house in his attempts to kill the bird. The driver catches the sparrow in his hand, and wanting it to suffer a fate worse than death, he swallows it wholeâ€”but the bird begins to flutter about his body and pokes its head out of the drivers mouth. The driver tells his wife to kill the sparrow with the axe as the bird sits in his mouth, but as the wife swings the sparrow flutters away and the wife chops open the drivers head instead, killing him. Here is the above version of The Dog and the Sparrow. An old woman then gives the terrified girl an enchanted bit of wood that will turn her into a bear when she puts it in her mouth. Preziosa â€” now a bearâ€”flees into the forest and resolves never again to reveal her true form lest her father learns of her whereabouts. A prince discovers the wonderfully friendly she-bear in the woods and takes her home to be his pet. One day when she believes she is alone, Preziosa takes the bit of wood out of her mouth to brush her hair. The prince looks out his window, spies a gorgeous maiden in his garden and rushes out to find her, but she hears him coming and quickly puts the wood back into her mouth. The prince searches throughout the garden but he cannot find the maiden anywhereâ€”in her place is only his pet she-bear. The prince becomes sick with lust for the bear-girl and begins to waste away. The prince becomes overcome with lust for the bear, and begs his mother to let him kiss the animal. While the mother watches and encourages them enthusiastically, man and bear lock lips. Rejoicing, they get married, and presumably everybody lives happily ever after.

Chapter 7 : The Sea King's Daughter (Russian Folktales)

Since its founding 26 years ago, The Cat House on the Kings has saved over 30, cats and 7, dogs (not counting the 56, animals we have spayed and neutered!) and currently cares for more than cats and kittens, a dozen or so dogs and dozens of peacocks.

Synopsis[edit] A king promised his dying wife that he would not marry unless it was to a woman who was as beautiful as she was, and when he looked for a new wife, he realized that the only woman that could match her beauty was his own daughter. The daughter tried to make the wedding impossible by asking for three dresses, one as golden as the sun , one as silver as the moon , and one as dazzling as the stars , and a mantle made from the fur of every kind of bird and animal in the kingdom. When her father provided them, she took them, with a gold ring, a gold spindle, and a gold reel, and ran from the castle the night before the wedding. She ran far away to another kingdom, and slept in a great forest there, but the young king of that place and his dogs found her while he was hunting. She asked the king to have pity on her and received a place in the kitchen, where she worked, and because she gave no name she was called "All-Kinds-of-Fur. The next morning, the cook set her to make soup for the king, and she put her golden ring in it. The king found it and questioned the cook and then All-Kinds-of-Fur, but she revealed nothing. The next ball, she went dressed in her silver dress and put the golden spindle in the soup, and the king again could discover nothing. The third ball, she went in the star dress, and the king slipped a golden ring on her finger without her noticing it and ordered that the last dance go longer than usual. She was not able to get away in time to change; she was able only to throw her fur mantle over her clothing before she had to cook the soup. When the king questioned her, he caught her hand, seeing the ring, and when she tried to pull it away, her mantle slipped, revealing the dress of stars. The king pulled off the mantle, revealing her, and they married. Catskin fled because her father, who wanted a son, was marrying her off to the first prospect. The Child who came from an Egg fled because her apparent father had been conquered by another army. The motif of a father who tries to marry his own daughter is overwhelmingly found in fairy tales of this variety, ending with the three balls, but it also appears in variants of " The Girl Without Hands ". Alternately, the undesired marriage may be to an ogre or monster. Variants of " Cinderella ", in which the heroine is persecuted by her stepmother, include " Katie Woodencloak ", where the heroine is driven off by the persecutions and must, like Allerleirauh, seek service in a kitchen. The heroine does not always have to flee persecution; Tattercoats is denied permission to go to the ball because her grandfather had sworn never to look at her, but he has not driven her off. Adaptations[edit] Robin McKinley adapted this in her novel *Deerskin* , in which the princess is raped by the king before she can escape. The daughter dies in childbirth like her mother. The video game *The Wolf Among Us* , based on the Fables comic, uses the daughter, named Faith here, and the prince, her husband Lawrence, from "Allerleirauh" as characters within the game and as major drivers for a modern-day New York City murder plot. The character represents a slightly variant form of this story, *Donkeyskin*. The ending of this version is rather ambiguous, as the narrators of the story frequently contradict both one another and the actions of the characters onstage. Chantal Gadoury wrote a retelling of the fairy tale, titled under the same name "Allerleirauh", where at the end the Princess faces her father and the sexual abuse she endured by him.

Chapter 8 : Picture Books & Early Readers ~ The Sea King's Daughter (Russian Folktales, Myths, Legends)

King's Daughters Health System cares for residents in eastern Kentucky, southern Ohio and western West Virginia. We provide quality healthcare one patient at a time!

Chapter 9 : Allerleirauh - Wikipedia

The King's Daughters (French: filles du roi; filles du roy) is a term used to refer to the approximately young French women who immigrated to New France between and as part of a program sponsored by King Louis XIV of France.