

Appendix 1

Vladimir Propp's 31 narrative functions (Propp 25-60):

- I Absentation: One of the members of a family absents himself from home.
- II Interdiction: An interdiction is addressed to the hero (do not do this, etc.)
- III Violation: The interdiction is violated. The villain enters the tale in order to disturb peace or cause misfortune, damage, or harm.
- IV Reconnaissance: The villain makes an attempt at reconnaissance.
- V Delivery: The villain receives information about his victim.
- VI Trickery: The villain attempts to deceive his victim in order to take possession of him or of his belongings.
- VII Complicity: The victim submits to deception and thereby unwittingly helps his enemy.
- VIII Villainy/Lack: The villain causes harm or injury to a member of a family or one member of a family either lacks something or desires to have something. In the first option, the villain for example carries away a victim or the desired magical object. In the second option a sense of lack is identified, for example in the hero's family or within a community, whereby something is lost or becomes desirable.
- IX Mediation: Misfortune or lack is made known; the hero is approached with a request or command, he is allowed to go or is dispatched. This function brings the hero into the tale. There might be distinguished two types of hero, the seeker (who wants to save the victim) or victimized heroes (young girl or boy is banished and the narrative is linked to his or her fortune).
- X Beginning counteraction: The seeker agrees to or decides upon counteraction.
- XI Departure: The hero leaves home. The new character of donor appears on the scene. Usually he is encountered accidentally and provides hero with magical agents.
- XII The first function of the donor: The hero is tested, interrogated, attacked, etc., which prepares the way for his receiving either a magical agent or helper.
- XIII The hero's reaction: The hero reacts to the actions of the future donor.
- XIV Provision or receipt of a magical agent: The hero acquires the use of a magical agent.
- XV Guidance: The hero is transferred, delivered or led to the whereabouts of an object of search.
- XVI Struggle: The hero and the villain join in direct combat.

- XVII Branding/Marking: The hero is branded.
- XXVIII Victory: The villain is defeated.
- XIX Liquidation: The initial lack or misfortune is liquidated.
- XX Return: The hero returns.
- XXI Pursuit/Chase: The hero is pursued.
- XXII Rescue: Rescue of the hero from pursuit.
- XXIII Unrecognised revival: The hero, unrecognised, arrives home or in another country.
- XXIV Unfounded claims: A false hero presents unfounded claims.
- XXV Difficult task: A difficult task is proposed to the hero.
- XXVI Solution: The task is resolved.
- XXVII Recognition: The hero is recognised.
- XXVIII Exposure: The false hero or villain is exposed.
- XXIX Transfiguration: The hero is given a new appearance.
- XXX Punishment: The villain is punished.
- XXXI Wedding: The hero is married and ascends the throne.