

Myth and its historical roots in Iran and the world

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ABSTRACT:This study aimed to investigate and Myths of the world are explained. The tale is a story with many different themes and concepts, and sometimes incorporate Ghyrhqqy imagination and events around the world with a long history. Although many believe that the fiction of the past and ancient times, but the truth is, myth, story or story idea that is derived from open-ended and can take on the aspect of real or not. Some legends are not historical in nature, but the fact that the legends must be true, which causes the audience to wonder and combines this moment in world history and fiction. Study of the myths and legends of the world shows that all verbs that distinguishes them from other stories.

Keywords:Legends, Theme History, Folklore, Iran.

INTRODUCTION

A legend (Latin, *legenda*, "things to be read") is a narrative of human actions that are perceived both by teller and listeners to take place within human history and to possess certain qualities that give the tale verisimilitude. Legend, for its active and passive participants includes no happenings that are outside the realm of "possibility", defined by a highly flexible set of parameters, which may include miracles that are perceived as actually having happened, within the specific tradition of indoctrination where the legend arises, and within which it may be transformed over time, in order to keep it fresh and vital, and realistic. A majority of legends operate within the realm of uncertainty, never being entirely believed by the participants, but also never being resolutely doubted.

The Brothers Grimm defined legend as folktale historically grounded. A modern folklorist's professional definition of legend was proposed by Timothy R. Tangherlini in 1990.

Legend, typically, is a short (mono-) episodic, traditional, highly ecotypified historicized narrative performed in a conversational mode, reflecting on a psychological level a symbolic representation of folk belief and collective experiences and serving as a reaffirmation of commonly held values of the group to whose tradition it belongs."

Etymology and Origin

Legend is a loanword from Old French that entered English usage circa 1340. The Old French noun *legende* derives from the Medieval Latin *legenda*. In its earliest English-language usage, the word indicated a narrative of an event.

In 1613, English-speaking Protestants began to use the word when they wished to imply that an event (especially the story of any saint not acknowledged in John Foxe's *Actes and Monuments*) was fictitious. Thus, legend gained its modern connotations of "undocumented" and "spurious", which distinguish it from the meaning of chronicle.

In 1866, Jacob Grimm described the fairy tale as "poetic, legend, historic." Early scholars such as Karl Wehrhan (de) Friedrich Ranke (de) and Will-Erich Peukert followed Grimm's example in focussing solely on the literary narrative, an approach that was enriched particularly after the 1960s, by addressing questions of performance and the anthropological and psychological insights provided in considering legends' social context. Questions of categorising legends, in hopes of compiling a content-based series of categories on the line of the Aarne-Thompson folktale index, provoked a search for a broader new synthesis.

In an early attempt at defining some basic questions operative in examining folk tales, Friedrich Ranke (de) in 1925 characterised the folk legend as "a popular narrative with an objectively untrue imaginary content" a dismissive position that was subsequently largely abandoned.

Compared to the highly-structured folktale, legend is comparatively amorphous, Helmut de Boor noted in 1928. The narrative content of legend is in realistic mode, rather than the wry irony of folktale; Wilhelm Heiske remarked on the similarity of motifs in legend and folktale and concluded that, in spite of its realistic mode, legend is not more historical than folktale.

In *Einleitung in der Geschichtswissenschaft* (1928), Ernst Bernheim asserted that a legend is simply a longstanding rumour. Gordon Allport credited the staying-power of some rumours to the persistent cultural state-of-mind that they embody and capsulise; thus "Urban legends" are a feature of rumour. When Willian Jansen suggested that legends that disappear quickly were "short-term legends" and the persistent ones be termed "long-term legends", the distinction between legend and rumour was effectively obliterated, Tangherlini concluded.

The word legendary was originally a noun (introduced in the 1510s) meaning a collection or corpus of legends. This word changed to legendry, and legendary became the adjectival form of legend.

Many legends in different places and at different times occurred. For example, the caves are one of the places of origin and the source of many legends have come into existence.

Caves have been well-represented in human folklore since earliest times. Caves appear prominently in Greek and Roman legends, particularly in the concept of Hades as the abode of the spirits of the dead. Caves have been the abodes of gods and prophets. Caves are mentioned in many parts of the Bible. Such legends continue down to the present time with haunted caves as part of contemporary folklore. To address this issue but are not included in this article.

Legends in folklore

Legends are used as a source of folklore, providing historical information regarding the culture and views of a specific legend's native civilization. "The Vanishing Hitchhiker" is the most popular and well known American legend. The traditional tale type involves a young girl in a white dress picked up alongside of the road by a passerby. The unknown girl in white remains silent for the duration of her ride, thanks the driver, and quietly gets out at her destination. When the driver turns to look back, the girl has vanished. Often there a third character is included at the destination to add further suspicion to the girl's existence by informing the driver that they haven't seen anyone all night. "The Vanishing Hitchhiker" and stories like it, display the fears and anxieties that a particular social group has. For example, the hitchhiking tale speaks to America's fascination with the road and also the anxieties that are inherent to travel.

Examples of famous legends of the world

- Atlantis
- The founding of Tenochtitlan, the Aztec capital
- Cenodoxus, or the Damnation of the Good Doctor of Paris, told as an event justifying the sanctification of St Bruno
- Celtic Legends
- El Dorado
- Fountain of Youth
- Helen of Troy and the Trojan War
- King Arthur and the Knights of the Round Table
- Legends of Africa
- Crimean legends
- Loch Ness Monster
- Odysseus
- Philosopher's stone
- Robin Hood
- Romulus and Remus and the founding of Rome
- Shangri-La
- TáinBóFlidhais
- Vlad the Impaler; stories of his cruelty have attained legendary status, most likely spread after his death by his enemies.
- William Tell

Folklore and legends are usually traditional stories popularly regarded as the telling of historical events. When in the form of myths, they often involve some form of the supernatural. Some of the earliest legends about dolphins were told in Greek mythology, where it was believed that the sun god Apollo assumed the form of a dolphin when he founded his oracle at Delphi on the edge of Mount Parnassus. The ancient Greeks also believed Orion was carried into the sky riding on the back of a dolphin and was gifted three stars by the gods. This constellation is now known as Orion's Belt. Many cultures, both ancient and recent, revered dolphins and believed them to be messengers from the gods. The pre-Hellenic Cretans appeared to have

honored dolphins, and the ancient Greek Oppian wrote of godly intervention in the dolphins' move to the sea. It was believed that by the devising of Dionysus, the Greek god of wine, dolphins exchanged their life on land for life at sea and took on the form of fishes. Even though they changed form, it was believed that they retained the righteous spirit of man and, because of this, they preserved their human thoughts and deeds. Oppian also wrote of dolphins stranding themselves to die, so mortals could bury them and thereby remember the dolphins' gentle friendship.

Rumors and Urban Legen

Historically, rumors have been the subject of moral blame. Only since the middle of the twentieth century have they been a field of scientific studies. Rumors may be defined as unverified or false brief reports (rumors, strictly speaking) or short stories (urban legends) with surprising content. They are passed on among a social milieu as true and current, and expressing something of that group's fears and hopes. According to Rouquette, rumors present four typical features: instability of the message (leveling, sharpening, and assimilation processes, revealed by Allport and Postman); involvement of the rumor transmitters, who feel that the information concerns them; negativity of the content, for most rumors report news of aggression, accident, failure, scarcity, scandal, etc.; attribution of the rumor to a trustworthy source. The hermeneutics of rumors reveal the hidden message, the implied moral that they carry. Rumors express social (or symbolic) thought. They are deep-rooted in the collective imagination, exploiting and modernizing cultural motifs, sometimes of very old standing, that have strong symbolic content. The recent interest in narrative rumors, or urban legends, has made it possible for sociologists and folklorists to collaborate profitably.

Statement of Problem

Oral tales and legends of the diversity and complexity of certain important from theThe story. " They always require identification and classification of the most important elements is the leadingPhenomenon is extremely low diversity and plural and obviously can not discuss it withAll expansions and ShmvIsh looked to be the material parts of the story to theIts classification should be paid (Perop, 1989, p 25).

One of the methods used to determine the nature of the story, its structure and analysis's. Islam has always studied the meticulousness of a particular form of narrativeAnd have tried to define the building blocks of text. Research of Vladimir Propp, Levi Strauss, and Allan Dands, in conjunction with the oral narrative analysisResearchers and scientists are known tale about the citation.First analysts wanted ... Tales of the world in a single structureTo see. With the thought that we model each story it out Kill. These models are then build a huge structure and its narrative about the stories that are going to end (Schools, 2004, p 209).

In this paper, based on the book *The Story of Finnish validity of research results Sato Sakhtarshnasanh APO- Fvklvryst and contemporary stories Finland – studyFinnish tales, and fairy tales along with a look at the functions of the proposed system.*

Morphology of magical fiction book outline forMyths classification is presented. Propp'sMorphology of the influence of apoClaude thought BrmvrnProject narrative fairy tales according to the location Early and late stories and compare them with each other is derived. On the other hand,Morphology of the bookof magical tales, the story of six pairs of functions Are summarized below: a pilot position: problems with helpful–DownloadMagic the fight - win, prosecution - elusive, hard work - doing its login Anonymous-identified;final position: fix the problem. Among these elements, Functions of the first and last initial and final state of the fact that a pairAmong other functions, is thrown away.

Body Talk

This study is based on analysis of a number of species of Persian oral narrativeMagic or fairy tales Qs point is that the list of the world type stories verballyWith the numbers from 300 to 749 has been identified. These models consider aArkrdayEarly and late, developed by the SS. The legendary status of each variable (however, seeChampion), there is. Prop wrote to point, usually from the primary visual comfort and There is comfort in the event of the Yrvd and champion to restore theThe primary mode of action (Perop, 1989, p 172).Thus, archetypes and magical tale is continued in this way:

A: The hero is trying to gain something;

B: the hero is faced with danger.

As you can see, this type of pattern based on the problem at the beginning M has been designed to advance beyond previous work. In the first situation, the agent always complicationsRSS Story of the movement itself. The problem or deficiency is the absence of something (as a resultHero trying to obtain it: Model A) or someone who is evil and hostility(The threats that endanger the hero model B). However, the hero should be amended orCompleted the initial position and come to the scene of action are wont show. End positionMost fairy tales, the hero is married. In other cases, achieving wealth and overcome the enemy. And punish the wicked or a combination of these elements can be seen. When making the first move

only Poverty and lack of money but the hero of the rich, they will marry. The third main patterns emerge from the combination of IP Zyrjmv factual and B are two patterns. The myth that more than one move or have more than one story, one element of Both the main patterns found to occur in parallel or one after the other. At Afsan these findings, there is usually the last of all, as the bride, to achieve Wealth, deliverance from evil, and his punishment, all mixed together in the end was not Afsalt is. The design of the patterns of the fascinating legends that hedges a final happy ending Had not been included in the text because these are very reliable when you do not close Bassam and Typical of Nice. Each of the archetypes, which is divided into categories of his own. The Categories based on the open method of the device, to solve problems and resolve smaller groups Was assigned to the SS. Below each image, for example one of the components of the Afsan Was its founder and functional analysis and its motion is shown clearly. To Thus, tangible examples of how myths are presented and analyzed.

The first pattern: the hero is trying to get something

This model is based on things that bring a hero to the headset into the substance Is divided into sub-areas:

1) Wife

In this model, the knowledge and understanding champion of Due to the sudden absence of a spouse or lover is willing to act to fix it. He There are two ways forward for the headset getting married and together these two patterns of sub- For disasters:

With helpful - the magic

Primary Location: Prince is in love with a girl photos Qsh Fox emeralds.- Dealing with helpful - and Judd received the Prince of meat for fox hunting Falls, the fox is her friend. The end position: Fox steals her animals and the rest with the aid of the Prince makes (bride).

With helpful - the Magic and the hard work

Primary Location: bald female chief cowboy will love - Work hard: seen and not heard and the chief says, should learn not. - Dealing with helpful - Download the Magic: bald apprentice wizard substance and gentle cooking Office of the magical girl gives him gentle cooking. - Hard work: bald Kdkh da and daughter in the shape of animals and Ashy A' Will prove to be different (Wedding).

2) Wealth

In this case there is only one way Manal property to get there:

With helpful - the magic Primary Location: bald Kharkn is hard to make a living Meet helpful - the Magic: bald baby king snakes buys and frees the The return journey will be rewarded Soleimani. The end position: reeds Slyma bald ring also earned a cane, now what He has. In some instances in addition to achieving wealth and Manal hero, the marriage is. The Sample Note: Virgo is poor, the Prophet Moses (AS) God wants the Vsat To make him change his destiny. The prayer of the Prophet mouse (AS) King used his tojjar Finally, he gives her is.

3) Answer a secret question.

The myth of the resource model, The hero tries to find something other than a wife and a wealth of SS. He practices with the The objectives are:

With helpful - the magic and hard work

Primary Location: Shepherd wants to know how to interpret dreams Help us deal with the daughter of the king who had escaped from the palace, the shepherd wrong place Her fiance is.- Work hard: king shepherd who loves his wife, of him shall the shepherds Flowers bring laughter and the news of his father (the king's father) died and gone to the world.- Download the Magic: Perry girls the freedom and well to shepherd shows.

- Hard work: Flower brings the laughter.- The position of: Shepherd king deceived and various amounts of lead in the world, says dadls waiting for you. The king takes his throne sits. The legend of this model, we are usually all the elements of a valid cane collector. The rest In addition to achieving the primary goal protagonist and his wife earned.

Just a helpful aid - the magic

Primary Location: bald flowers on the water by Step. Flower wants to know Where are Dealing with a helpful girl who takes her every day and night Devil is alive and Flower in water drops dripping

blood, he is correct.- Download the Judd and daughter Dave asks him life instead of glass. Debut of it Finds.- End position: bald glass breaks and the Devil takes the (wedding).

With helpful - the Magic and fighting – Victory

The only way to achieve fabulous combined with observed patterns of substance and Individual found:

- Primary Location: Shah blind eye to cure the Pearl S Berg Fight - Victory: The third son of the king of the castle are three of them with three giant M Yjngd The failure occurs.- Using the Yaryg - get the magic factor: demons vanquished hero servant severely and the U The third way to show him the pearl leaves.- End position: the hero finds the pearl leaves. By the end of the first movement, the story begins as a model for other motor Are different.

The Second Pettern: the hero is faced with the danger

1)an extraordinary creature that threatens him;

In this model the spur of the Qaladh (Dave, fairy or dragon) created a Critical, musk Lsaz is threatening Step hero. To overcome this threat Champion And deliverance from the evil grip of the gradient of the average number of factual substance and defeat the evil Will:

With the magic and the pursuit – evasion

Primary Location: Girl forgets to close the door and advance beyond Dewey and his home. (Steals Get the Magic: The girl finds a giant bottle age.- Follow - escape: the girl has escaped three times. Dave finds him every time.- Position, Finish: Girl breaks glass and takes his life, Dave.

The pursuit – evasion

The initial situation: boys are going to break wood, Davy wants to eat it Pursuit - evasion: When the boys are away barriers that injured Dave It is.- End position: Devil is tricked and killed there. The children will be saved. In the stories of different skills and algal champion Eden to deceive the Devil, his first Looking for things to do this sends, for example achieved by sieving the water. Dave, this scheme is fun and gives the hero a chance to escape the headset. In the end, again Champion M Dave deceiving, for example, says Dave White Based on its rocks Middle of the sea, and let them come to me. Dave Work Step unaware of stone work And not be overwhelmed.

War – Victory

Primary Location: Davy steals apples each year. War hero Dave is it that goes well with a giant sword fights.- End position: Dave kills.

2)Is a human problem.

In this model, the hero is faced with the risk and danger but there were not Qaladh thorns is available, but the evil character of human MS. The person This may be a relative or household Nvadh Qhrma (father, stepmother, aunt, sister, etc.) or from Higher social class (king, a minister, a judge, a national school, etc.). Hero of the following way the evil people will prevail:

With helpful - the magic

Primary Location: Businessman with bad man tune tricks on a mountain overlooking the sea shortage leaves. (To die Helpful - the magic: Unknown Nova jumps into the water and the baker's teeth every day, for the month of bread Is spilled, take him to the health of the sea.- The end position: baker with the same scheme, the businessman leaves on top. Businessman jumping in the water And sinks in the sea.

With helpful - the magic and hard work

Primary Location: The king and the minister will be the son of Sir Sayyad Vaknnd The Dshva the boy to a bed of elephant bone, a cat, otter and the fairytale The king's dream.- Meets helpful - the Magic: The IP Elias b hunter and his son to sleep Guides. Comrades to help him are fantastic. - Hard work: all the things that King would have wanted.- End position: the boy king and the minister takes the trick.

With the help of - the magic and escape

The Independent There is no single template form and only in combination with other patterns, There is a particular pattern. In this way, it inevitably becomes a hero in the process of The wicked escape:

- Position (Model A-1): Half-brother of the girl who turned into a deer. (He is married (the first movement)
- Initial position: woman princess, daughter of the well-immobilizer.- Helpful - the Magic: The deer knows her

place and takes her food.- An evil other woman to kill another deer prince would not reveal its secret.
- Escape: Three deer runs away and goes to the wellhead. m- End locations: Prince understands the story. Evil must be punished.

With helpful - the Magic and War – Victory

In this method, only the combination of patterns with pattern still only a 1 inlt is. Consider the following example: Sleeping girl is in love with the hero, his adventures with the. (To bring his father back Primary Location: The bride's father is a hero, a lover, a son is born.- Helping helpful - the creation of two doves will guide the hero, ChshMhayshls healed.- War - Victory: The hero fights with his army, and it will fail.- End position: the king takes his throne sits.

The third Pattern: mixed patterns

In some of the legends of the combination of these individual patterns seenls, it is not the domain of a model compound, but the integration of elements of Models A and B (in which, according to legend Hbndy a combination of two or three following when branches not included in the model have been made). In addition, the threat characteristic patterns Vqv as evil and turmoil, there is a shortage and needs loving hero tries to resolve the DNS.

The name is a combination of the legends placed on the elements of the two main models Have. The combination of factual Afsan always travel with more than one or more than one story Rvyym face amount of each sub-follow patterns, but not in the sense that All the legends that have more than one story, are consistent with both the original model. Time A tale of two Qs may be made of the full context and story, but both belong to the A core group is, as in the following example Yknnd Both stories follow the pattern:

Davy's first Qsh Rbayd girl, the hero defeats the beast surveyed gradient and Yavrd bride to be. The second Qsh hero kills woman and the girl Ydzdd. Sponsors help resolve the problem of evil will be punished.

The grouping of the cases already mentioned in one of the subdirectories of the model We can not combine with the original Rnzz for example Examples herols poor (Z 2) and no husband (a 1). Just a mention of the use cases are not Except for the excessive and unnecessary detail and patterns combined to baffle the reader Large collection of Oleg Vhay with little evidence of a small cell. Thus, the Meaning that it is just a combination of models in which the elements of a model The elements of B are mixed. The combination patterns frequently show Ahd Studied, and we analyze a sample from each group.

The first mode

- Initial position: three brothers wife to find a way to fall. The two towns en route. (A demon and a dragon that threatens to- War - Victory: younger brother Dave and kills the dragon and the two daughters of kings The brothers are for.- Meets helpful - the Magic: using old, takes his daughter with him Married (first Qsh end). - Primary Location: kingdom of love and the bride is the daughter of the woman. Sends. Old daughter steals and kills the hero.- Help the other partner, brother to come and assist severely aware of the story, the hero again Be alive.- End position: bride again finds and kills the king.

The second mode

Primary Location: boys love fairy has three daughters- Using the Yaryg - the Magic: The old woman remove her as the cover girl Priya Shah is captured And causes.- End position: wedding (the first Qsh). - Initial position: Bride and ran it back to the front page. - Council jobs - Doing It: Champion seven pairs of iron shoes and iron crutch for seven Find Side and kills him.- Meets helpful - Download the Magic: Davy gives him the three object Soleimani They can help find the girl.- End position: the bride is found.

The Third mode

Primary Location: parents will love the prince and the princess to love him unduly. (People are not going to kill him The Yaryg help - the Magic: MS e Kerr the hero with the help of his magical aware of the risk It is.- Escape and freedom: the stepmother runs away and goes to another city.- Log Anonymous: is gardening in the city as an ordinary student.- Lack or deficiency: the hero is in love with the king's daughter married her and Lee The girl's father is out. The Dshva work - doing it: the hero with the help of magical horses for healing of deaf parents Rv S, Deer meat is on the increase.- Identification: The bride's father finds her true identity and it gives them.- End position again celebrate and champion the bed sits.

The fourth mode

Primary location: poor angler per day net to the sea Yandazd but what (Not Dealing with other partners - Download the Magic: The Dewey jugs of water are Prison. Dave is relieved, and his hair and several colorful fish angler Shows.- Fix the Deficit: angler fish is the king takes and rewards are rich. Shrar d: colorful fish

are urban residents, the wife of the king TkarKhyanIt is the town mascot. The end position: angler using D and spouse, and spell kills the traitor kingPeople break into the city. King has his own ministry.

The fifth mode

Primary Location: Perry breeding the young girl to marry should know "how to spruce up"- Meets helpful - Download the Sorcerer: How flowering young pigeons they foundTo. The old man gives him a magic feather.

- Fix the Deficit: Poplar Flower says his wife betrays him and has askedFasqsh goal of helping kill a dog, but he has saved up.- Evil flowers set against telling a secret to be young.- Escape: the young magical fire damage to a bird, and he will now be alienated.- Position, Finish: Girl, Perry birth to avenge the death penalty is that young.

RESULTS

One of the common methods for classifying the various forms of narrative, the structure andDesign is the fundamental. Oral legends among the people quoted are man to man, the powerNarrative forms have high extraction. In this paper, a new approach to the theoryVladimir Propp's Morphology of the magical legendary Book of Morphology, andWith that in mind, a plan Apo Sato - Finnish researchers - to determine the structure of A.

Finland has suggested, making patterns with magical fairy tales or mythsSome of these myths have been introduced. These models are based on the initial stable positionIn its final form and position of the legend. This structure can beLegends of Magic identified and can be summarized in two general patterns: the hero does somethingIt is trying to achieve; danger that threatens the protagonist.Each story or narrative plot components that forms the skeleton and make it They identified the structure of the FBS to achieve. The Magical Legend of the two modelsThere is a story based on the initial position to the final positionTypes are divided into: 1. Suite B champions after earning something (spouse, money and wealth,The secret answer or cache f) of S. 2. C With the risk of a champion remover (available JanuaryHe effortlessly creates a risk to human or supernatural).

This study aimed to investigate and Myths of the world are explained. The tale is a story with many different themes and concepts, and sometimes incorporate Ghyrhqyqy imagination and events around the world with a long history. Although many believe that the fiction of the past and ancient times, but the truth is, myth, story or story idea that is derived from open-ended and can take on the aspect of real or not. Some legends are not historical in nature, but the fact that the legends must be true, which causes the audience to wonder and combines this moment in world history and fiction. Study of the myths and legends of the world shows that all verbs that distinguishes them from other stories.

One distinctive aspect of this legend is that it is trying in every way to its target audience in the course of life, spirit and hope to legend , legendary blacksmith Kaveh the blacksmith legends is the story of Iran is the story of the revolutionary of his time, both the Shah 's uprising Zakhak that . Guillaume Tell , the marksman is the myth of the uprising against the regime of his time . Both Afsanhamyd , revolutionary spirit , Zlmstzy , Mrdmvsty , patriotism and ... Clearly seen.

English language notation legend and hero in all of them stand out , respondent Afsanhsra mind leads to the purity and friendship and makes contact with the legend twin concept . Love in the fables which categories are related Afsanhsra loved the story that deals with love between burn tab . These instances legends around the world that can Ayranzmyrn legend Leili and Majnoon , Shirin and Farhad , Romeo and Juliet the Valentine legend and lore are the most pointed. Valentine, romance and myth of the hero with Zlmstzythat , when the abiding nature of reality and the many moments of everyday life can take its sight .

This distinction is of course included all legends , some of them as easily as Dragon and Phoenix of myth and the myth of the Greek Taytanha samples can be analyzed in terms of their actual voting , except that the events , power and heroes they can not all have a supernatural aspect to be true .

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