

VARIOUS GIANTS EXPRESSED AS ONE THE MAIN CHARACTERS IN ENGLISH AND UZBEK FAIRY TALES

<https://doi.org/10.5281/zenodo.15132321>

Abdullayeva Khurshidakhon Ne'matjonovna

Andijon State University

khurshidakhon.abdullayeva.86@mail.ru

Abstract

In this article It is written and informed that the great deal of differences and similarities of English and Uzbek fairy tales related to the plots of magical giants and their living places . It is depicted that magical places and giants are the main species of magic fairy tales' features. It seems that in English magical fairy tales, there are motifs of the transformation of a person into a creature, a creature turning a person into something, a two- or three-headed giants giving riddles to its age, images of a man-eating, large (giant) or small, bearded, black giants.As a result of this comparative analisis all folk tales have their similarities about magical tales ,giants live in the castles, in the huge mauntains, they have their own extraordinary power which could be only win by the magic power of magical heros. Furthermore in most of the magical fairy tales giants defeat because of their awful intentions.

Key words

Magical heros,giants , exrtoordinary,epic patron, magical item, trumpet, three-headed giants, transformation.

Annotatsiya

Ushbu maqolada ingliz va o'zbek ertaklarining juda katta farq va o'xshash tomonlari sehrli devlarning syujetlari va ularning yashash joylari bilan bog'liqligi haqida yoziladi va ma'lumot beriladi. Sehrli joylar va devlar sehrli ertak xususiyatlarining asosiy turlari ekanligi tasvirlangan. Aftidan, ingliz sehrli ertaklarida odamning jonzotga aylanishi, odamni biror narsaga aylantiruvchi jonzot, uning yoshiga topishmoqlar beradigan ikki yoki uch boshli devlar, odam yeyuvchi tasvirlar mavjud. , katta (gigant) yoki kichik, soqolli, qora devlar. Ushbu qiyosiy tahlil natijasida barcha xalq ertaklarida sehrli ertaklar haqida o'xshashlik mavjud, devlar qal'alarda, ulkan tog'larda yashaydi, ular o'zlarining favqulodda qudratiga ega bo'lishi mumkin. faqat sehrli qahramonlarning sehrli kuchi bilan g'alaba qozoning. Bundan tashqari, sehrli ertaklarning aksariyatida gigantlar o'zlarining dahshatli niyatlari tufayli mag'lub bo'lishadi.

Kalit so'zlar

Sehrli qahramonlar, devlar, g'ayrioddiy, epik homiy, sehrli buyum, karnay, uch boshli devlar, transformatsiya.

The nature of magical tales is defined by means of mythological characters such as fairies, giants, dragons, and witches. In this side, it becomes clear that the origin of the system of images of magical tales is directly related to ancient mythological imaginations. The mythical characters named above have their place in them. In the artistic structure of magical tales, these characters are depicted in such roles as an epic helper who helps the hero,[1.1] a patron-character, an enemy-character who is hostile to him, and an epic patron who presents various magical items.

The question of the origin and artistry of mythological images in fairy tales has been specially studied in folklore .[2.2,3.4.5]

Research Methodology. One of the main features that can be determined the poetic nature of magical fairy tales is the participation of strange people in their plot (for example, the green lady in English, flowers from her mouth when she laughs in Uzbeks, a girl whose eyes sparkle when she cries). They serve to define their genre nature as one of the leading poetic devices that shape the plot construction of magical tales. It creates the ground for connecting the events of the plot, giving a miraculousness to the narrative of reality. Makes the story interesting. Contributes to the individualization of fairy-tale characters.

Analysis and results The English fairy tale "Tom Tit Tot" is named after a small black creature with a long tail named Tom Tit Tot as one of the leading characters. He is greedy, lazy, and spins a yarn for the girl whom the king has taken as his wife. For this, the girl must find his name. The girl discovers that the creature's name is Tom Tit Tom. As soon as the creature heard its name from the girl, it flew off into the darkness with an unpleasant squeal, and the girl never saw it again.

In the fairy tale "Nix Nought Nothing", a king who does not know the birth of his child and does not know his name agrees to give the "Nothing" to the Giant (creature) who helped him on the road. But when he found out that it was his own child, he wanted to kill the giant. But the king is forced to give up his son anyway. At the end of the fairy tale, the prince marries the daughter of this Giant in exchange for the help she gave him. They will be happy.

In the fairy tale "Molly Whoopi", a brave girl named Molly Whoopi brings the sword, purse and ring of a giant creature to a king's condition. In return, the king's two sons marry his two sisters. She will marry the youngest prince.

In Jack and the Beanstalk, Jack trades his cow for three beans from a stranger he meets. Through the pods that grow from this mysterious bean, Jack ends up at the destination of a man-eating giant. He asks the woman there for food. And the woman said: "My husband is a cannibal." He is very fond of baked children. He will come now, get out of here as soon as possible," he said. But Jack was not afraid. The giant came. Jack took away from her a golden box, a hen that lays golden eggs, a golden chiltor that sings and talks, and he and his mother achieve a happy and full life.

In the fairy tale "Jack the Redeemer", under the rule of King Arthur, the only son of a farmer in the land of Cornwall, which is located on the edge of England, fights with a wild creature named Cormoran, which is eighteen meters tall and three yards in waist circumference, and frees the people. This creature threatens the neighboring towns and villages. He lived in a cave in the middle of the mountain, and attacked people whenever he wanted, destroying everything in his path. Those who heard his approach hid in their houses, while the creature took possession of the cattle, put the bulls on his shoulders, and strung the sheep and rams around his waist like necklaces. Cornwell was disillusioned by the evils of this giant.

One day, Jack attended a meeting of the elders and asked what the reward would be for the person who killed this monster. He was told that the reward was the creature's treasure. Hearing this, Jack wanted to destroy the creature. He took a trumpet, a shovel, and a hammer and left for the mountains at the beginning of winter. Until morning, he dug a very wide hole and covered it with branches. Then he left it on top of it, so that it would stand like dry land. He stood at one end of the pit and started blowing his trumpet. The creature got up from this noise and angrily came out of its cave. He tries to smoke Jack for breakfast because he's in a bad mood, but ends up falling into a pit. Jack used his hammer to kill the creature with a single blow on its crowned head. In return, Jacky was rewarded with a sword and a belt with the inscription "The fair, fearless Cornish slayed the giant Cormoran." Jack's victory soon spread throughout the West of England, and another giant, Blunderbore, heard of this and challenged Jack to battle. This giant lived alone in an enchanted castle in the middle of the forest. Jack reached the giant's castle in four months, and, exhausted, fell asleep by the fountain. . At that moment, the creature came for water and was surprised to see him, and he knew that it was the famous Jack from the belt on his waist. Then he took Jack on his shoulder and started to go to his castle. Jack, who woke up from the rustling of branches while passing through the thicket, was surprised to find himself in the clutches of the giant. Jack's fear grew when he heard that among the human bones strewn at the entrance to the castle, his own would soon be there. After that, the

creature locked Jack in a cell and went to his brother who lived in the forest to partake of Jack's flesh. Watching from the window, Jack saw two giants coming towards the castle. But Jack cuts off the heads of both giants. When he opens the cells here, he sees that there are three girls wrapped in their hair, their lips dry from hunger. Freeing the girls, he leaves for Wales himself. On his way, he encounters a two-headed cannibal, not at all similar to previous giants. Jack hides his fear behind a fake friendship and explains his situation. Even this creature could not eat Jack. The Giant invited Jack to have breakfast and gave him a lot of undercooked porridge. And Jack made a trick by putting a leather bag inside his clothes and putting all the porridge in it. Then Jack stabbed the giant in the stomach and killed it.

Jack also encounters a giant three-headed giant. This giant had fought alone with five hundred armed soldiers and defeated them. Jack came and knocked with all his might on the gate of his castle so loudly that it echoed from the neighboring hills. The giant is asking who it is with a voice like lightning. Jack threatens him by telling him that the prince is coming. The giant begged Jack to hide it. When the prince arrived, Jack gave him some of the giant's gold and silver and sent him away, while he returned to the cellar, freed the giant, and demanded compensation for saving his castle. In return, he asked for the giant's magical old cloak, hood, and bedroom sword and slippers. The cloak makes you invisible, the cap tells you everything you want to know, the sword cuts everything in two, and the shoes move at lightning speed. Jack took these things, thanked his uncle, and went on his way. Jack, who soon caught up with his master, came to the house of the lady whom the prince was looking for. The lady finds the prince as a suitable suitor and organizes a party in his honor. After they finished eating, the lady who wiped the prince's mouth with a handkerchief made him a condition: "Tomorrow morning you show me this handkerchief, otherwise you will lose your head." The lady put the handkerchief on her chest. The grief-stricken prince retreats to his bedroom, but Jack learns what to do from his hood. In the middle of the night, the Lady summons the evil spirit to bring her to Lucifer, while Jack puts on his cloak and shoes and follows her. The old lady placed the handkerchief she had received from Mrs. Lucifer on the shelf, and immediately Jack took the handkerchief and gave it to the prince.. Early in the morning, the prince showed his handkerchief to the lady, and thus Jack saved his master's life. That day, the lady kissed the prince and told him that in the morning he should show the lips he kissed, otherwise he would lose his head. In the middle of the night, the girl went to Lucifer as before, this time she was angry with old Lucifer for losing the handkerchief. Jack took old Lucifer's head and threw it at the lady's feet in the morning. The girl, freed from the spell of the

evil spirit, appeared in all her beauty. The next morning, the two young people were married and went to King Arthur's residence. Jack was awarded a Knight of the Round Table for his bravery.

Jack set out again in search of the creatures, but before he could get very far, he caught sight of a giant creature sitting on a stilt at the entrance to the cave. His amazing eyes shone like sparks of fire, his appearance was ugly, like a pair of pig's thighs, and every strand of his beard was like a tangled rope. Jack put on his magic cloak and quietly walked up to the creature and carelessly cut off the creature's nose with his sword instead of its head. The creature roared like thunder, slamming its steel chain into the ground as Jack followed and killed it with a bare sword. His head was sent through the run to the creature's master and King Arthur. Then Jack, who went into the cave in search of the creature's riches, came across prisoners locked in a huge room. Every day, the creature would take the fattest among them and bring them down. Jack opened the doors, freed the captives, and distributed the gold and silver in the treasury equally to all. The prisoners are celebrating with joy. At this time, the messenger brought the head to Sunderdel, and the uncle, seeing his brother's head, rode off to take revenge on Jack, but the whole village came before him and delivered the news to Jack. Jack remained silent. He challenged the creature with his magic cloak and sword. Even though the creature couldn't see Jack, he could tell by his scent that he was approaching. He said "Fe, fi, fo, fum! I can smell a man, whether he is alive or dead, and I grind his bones and make bread. He shouted that you are a miller. Jack took off his cloak so that the giant could see him and put on his magic shoes and flew like the wind, every step of the giant chasing after him made the ground tremble. Jack chased the giant for a long time and finally turned towards the bridge. The giant, running with all its strength, came to the middle of the bridge and fell into the water with all its weight. Jack threw a rope over his double head, tied one end to the horses, and, after cutting him off, took off his head with his sharp sword and sent it to King Arthur. After that, Jack defeats a cunning old creature called Galligantua at the top of the mountain that the snow-white old man mentioned. He kept a lot of knights and ladies captive in his castle and made them into different shapes and forms by magic. As if that wasn't enough, he took the duke's daughter from her garden and brought her to the castle in a fiery chariot driven by dragons. He was kept in captivity by turning him into a white deer. Many knights came to save this girl, but they could not. A few of them, transformed into animals, destroyed those who came to the gate. Jack wears his magic cloak, hat, and shoes and runs fearlessly past the evil beasts. Jack, who read under the golden trumpet hanging on the gate with a silver chain, "Whoever blows this trumpet, will defeat the giant creature, destroy

the black magic, and make everyone happy," blew the trumpet. Then the castle trembled, and the creatures tore their hair, and shriveled their faces, for they understood that their enchanted power was at an end. Jack chopped off the creature's head, and the people who had been transformed into various birds and animals returned to their original form. As usual, Jack, who sent the head of the creature to King Arthur, gave it to the Duke's daughter in return for his great services. At the beginning of the tale "Red Ettin", it is said that Red Ettin is from Ireland, that he stole the daughter of the fair King Malcolm of Scotland, that he tied the queen every day and beat her with a silver club, that he was not afraid of anyone like the Roman Julius Caesar, who, according to a prophecy, would kill him. it is emphasized that a person has not yet been born.[6.168]

This giant, called the Red Seven, is said to be very terrifying, with two heads and four horns on each head. The creature quickly found the young man who had come to kill him from his hiding place and told him that he would save his life if he answered three questions. Its first chapter is: "What is that which has no end?" he asked. But the guy couldn't find it. The second head of the creature: "What is it, the smaller it is, the more dangerous it is?" said. The guy couldn't find it again. Then the third head asked, "What about the inanimate thing carrying the living?" However, the young man could not answer any of these questions. Red Ettin took out a wooden mallet and struck the young man on the head, turning the young man into a pillar of stone.

In the morning after this incident, when the young man's brother took the knife and looked at it, the knife was covered with rust. After that, the brother went on the road. On the way, he met an old woman with a small piece of pie. For this, the woman gave the boy a magic wand. The woman is a fairy. Then the old witch told him many things that could happen and what he should do in those situations, and disappeared in an instant.

So the tale finishes with winning the giants struggling heart. In English fairy tales, you can also see the participation of many creatures, many of which are used:

1. Grendel (Ape-man) - appears in a poetic work called Beowulf. He has the power to become invisible, is a creature of darkness and an enemy of the light days in English fairy tales.
2. Dragon (Dragon) - this creature has been a recurring character in fairy tales since ancient times. They are very large and sometimes can fly.
3. Beast of Bodmin Moor (Beast of Bodmin Moor) - this creature is often found in epic works as a black and mysterious cat.

Including the English fairy tale "Tom Tit Tot" in which a small black creature with a long tail named Tom Tit Tot is depicted as one of the leading characters, so

the fairy tale is also named after him. He spins a yarn for a greedy, lazy, and greedy girl, whom he has taken as his wife. In exchange, the girl must find out his name. The girl discovers that the creature's name is Tom Tit Tom. As soon as the creature hears her name from the girl, it squeals unpleasantly and flies off into the darkness, and the girl never sees it again.

In the fairy tale "Nix Nought Nothing," a king who has a child and does not know what his name is agrees to give the "Nothing" he asks for to a Giant (creature) who has helped him. However, when he finds out that it is his own child, he tries to kill the Giant. But the king is forced to give his son anyway. At the end of the fairy tale, the prince marries the daughter of this giant creature in return for his help. They are happy.

In the fairy tale "Molly Whoopie," a brave girl named Molly Whoopie goes and brings back the sword, purse, and ring of a giant creature on the condition of a king. In return, the king's two sons marry his two sisters. She marries the youngest prince.

In English fairy tales:

- a) the creatures come in many shapes, sometimes they are huge and sometimes very small.
- b) the creatures want to possess the protagonist's children, often taking the creatures as their apprentices because they have no children of their own.
- c) the creatures in epics have great wealth and often want to give the protagonist wealth in exchange for their goals.

Conclusion. It seems that in English magical fairy tales, there are motifs of the transformation of a person into a creature, a creature turning a person into something, a two- or three-headed creature giving riddles to its age, images of a man-eating, large (giant) or small, bearded, black creature. As a result of this comparative analysis all folk tales have their similarities about magical tales ,giants live in the castles, in the huge mauntains, they have their own extraordinary power which could be only win by the magic power of magical heros. Furthermore in most of the magical fairy tales giants defeat because of their awful intentions.

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