

Outline of "The Hermit and the Little Goat"

- I. [Hermit searches for the kernel of truth]¹
 - a. Demons in circle of straw with candle in the middle
 - A. Witch arrives and tells tale of hermit
 1. Hermit's first journey
 - a. First encounter with man/dwarf
 - i. Follows Man (Guide)
 - ii. Dwarf tells of secret (kernel)
 - iii. Warning by Man (Prophecy)
 - b. Second encounter with dwarf/first test
 - i. Bird arrives/Bird leaves/Goat arrives/Bird returns
 - ii. Wanders with goat
 - iii. Dwarf returns/tempts with palace
 - iv. Hermit avoids temptation
 - c. Third encounter/second test
 - i. Bird returns/Bird disappears
 - ii. Wanders with goat
 - iii. Two gnomes tell tale
 1. Story of Hermit
 - a. Story of Kernel
 - i. Heaven is an invention
 - ii. The moral is the kernel
 2. Hermit warned about quest
 - iv. Hermit passes test
 - d. Third test
 - i. Bird returns
 - ii. Wanders again
 - iii. Falls asleep (taken away by Spirit)
 - iv. Palace appears, disappears, reappears, disappears, reappears
 - v. Hermit passes test
 2. Hermit's second journey
 - a. Encounter with wanderer
 - b. Encounter with Man in the Moon (Guide)
 - i. Summer
 1. Sleep and dream
 2. Shepherd appears, disappears
 - ii. Autumn
 - iii. Winter
 1. Three wind blasts
 2. Wanderer (Envoy) appears, disappears
 - c. Second encounter with Man in the Moon (Prophecy)
 - B. Witch leaves
 - b. Demons leave circle
 - II. Hermit arrives home to find Kernel

¹ I have bracketed the beginning of the Hermit's quest because although it frames the rest of the story, we do not know that until the very last sentence.

The Hermit and the Little Goot

3 demons, in their boredom, kidnap a witch and make her tell them a STORY

A Hermit and wild forest kid heed the call of 2 Men; remote from family & human society

1. Dwarf identifies the ultimate goal <241>

2. Man: 3 interdictions <241>

Bird¹ oracle: appears in answer to Hermit's prayer; rejoined by the Goot

1st Trial: Dwarf lies; bird is dead; enter the palace

Bird²: the Rule of Three <244>

Hermit/Goot lose heart

2nd Trial: 2 Gnomes plant skepticism; nothing to seek

Bird³: Oracle of the Chosen <246-7>

Hermit/Goot lose heart; gives away the ending <247>

3rd Trial: Black hairy forest-spirit takes him to Palace of Desire; goot reappears

Bird⁴: Will henceforth be lead by Man-in-the-Moon

} 3-fold confrontation
w/Satan

Meets WANDERER at the Heritage Well: each must seek alone <250>
Man-in-the-Moon sets most difficult Trial: to do nothing <251>

Hermit/Goot in the Ruin
dreams of false signal

3 signals - Wanderer joins them - WINTER

Man-in-the-Moon identifies the Witch, site of the kernel

Midnight: kid agitated, summoned by witch's servant

Additional
quest/trial

Hermit/kid run for hours to reach the witch [= time of the tale we are reading]

Witch flies off, demons scatter. Hermit finds the hidden kernel.