11. John of the Goats

Seán, a young man who travels everywhere with his herd of goats, catches a magical trout from a well but releases it in exchange for a lifetime vow that any request he makes in God's name will be granted.

After a wealthy young lady laughs at him riding his puck-goat backward, Seán uses the trout's power to impregnate her through his words.

A local druid uses a magical apple test to identify the father; the child hands the apple to Seán, resulting in Seán and the young lady being cast out to sea inside a wooden box.

They land on Sheep’s Island, where a lonely caretaker tries to claim the woman, but Seán uses the trout's magic to distract the caretaker with endless tasks (fixing a door bolt, herding geese, washing) for three nights, thereby winning the woman permanently.

Seán uses his final wish to instantly transport himself, his new wife, and their child safely back to his parents' home.

Themes:

- Magical bargains and the power of spoken wishes.
- Prophetic tokens and tests of paternity.
- Outwitting rivals using supernatural trickery.