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MYTOLOGI

KALÂTDLIT UGPERISSATOQAIISA INUGTAISA ILAIT
CHARACTERS OF THE GREENLAND MYTHOLOGY



GITZ · HØJENE · SVANEKE 2009

Amô tórnauvoq kimutdlúit pigingitsúgags-
sángitsoq. tássame augakoq qilersortitdlune tór-
nititdlune tarne angakuartitdlugo atdlartíkángugo
tórnáta Amôp tusarnártut igdlup iluane qutdlit
qamerardlugit igsiassut alíkusersortarpai. angisôru-
jugssuarmik niaqoqarpoq, timeqangingajavigdlune,
takisôrujugssuarnigdle taleqardlune.

Amô is a familiar spirit; quite indispens-
able to any sorcerer. Every time a sorcerer holds
his séances and his hands are bound behind his back,
and his soul has flown on its magic errand, it is his
familiar spirit, Amô, who holds the spectators spell-
bound in the hut with the lamps dimmed. It has a
huge head and practically no body, but rather long
arms.



Ájumâq tórnavoq ajortorujugssaq. agtugai tamarmik mikiartarput toqussardlutigdlo, qingmitut nioqarpoq inugtudle timeqardlune. talè niulo qernertúput, pingasuinarnigdlo agssangmigut isikamigutdlo inuaqardlune. pisujitsúvoq aorságínar-
arame.

Ájumaq is a familiar spirit of a very unpleasant type. Everything that it touches rots and perishes. It has a dog's head but a human body. Its arms and legs are black, and it has only three fingers on each hand and three toes on each foot. It never walks, but hovers.

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Törnârssuk tórnanit tamanit pingárnersauvoq, tórnanit tamanit angnerssâgame. tórnat avdlat angákuarneq sapigait Törnârssup saperneq ajorpai, kisiáne kiserdliordlune ánilângagissaqarnanilo inússariaqarpoq. qáqat akornine angalárâgame qáqat akornutigínagit siláinartut igalugit ingerdlassarpoq, tassungame sût tamarmik ajornâgingnamik.

Törnârssuk is chief of the familiar spirits. If there is anything that other familiars cannot do, Törnârssuk can do it; but he must live a fearless and lonely life. He goes through mountains as if they were air; for him there are no obstacles.

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Inuit náparsimagāngata, pissaqartoqarsimansordlúnit tusarumagangāta angákup Angiut qaerqussarpai. tórnaq puissitut issikulik.

When people are ill or require information about the success of a seal-hunt, the sorcerer must call upon Angiut, a spirit who looks like a seal.

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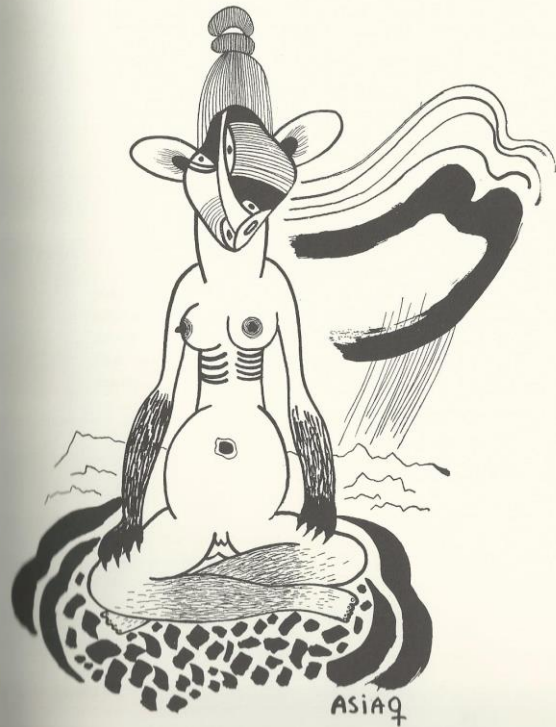


ANGIUT

Asiaq silap nálagara sikorssuarne inilik. siko upernákut avingarumajungnárangat angákut Asiaq ornftarpát pilerisáriartordlugo anore sialugdlo nagdliutiterqutdlugit sikorssuit avingarniásangmata.

Asiaq is the goddess of the weather and lives somewhere out in the pack ice. When the ice fails to crack in the springtime the sorcerer must go to her and pacify her, so that she may unloose the warm mountain winds and rain, break up the ice and send it out to sea.

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ASIAQ

Sermerssúp sináne qáqat akornáne úmas-soqarpoq kalátdlit akeránik ajornerpánik. inugtut tímilingnik qingmitutdlo ugpatilingnik. táukua kalatdlinik takussaçarângamik kalátdlit malerssortarpait toqutdlugitdlo, toqutserusungnertik píssutigínardlugo.

In the heart of the mountains near the edge of the ice-cap live some creatures who are the worst enemies of the Greenland people. They have the upper body of a man and the lower body of a dog. If they see any Greenlanders, they pursue them and tear them to pieces out of sheer lust to kill.

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Qavsêriardlune pissoqartarsimavoq nunaqarfingmiut tamákivigdlutik toqorartitartut Aqajarorsiorpua — mit supilugssuaq kfkunit tamanit toqut-sissartuq. táunarssuaq ersinartupilugssuarmik issikoqarpoq. ersinangármadllo inuit takuínarângamiko ujarqatut úmassutut nunaqarfingmik tungánut ássakásoq toqorartarput.

It has happened more than once that a whole settlement has been terrified to death because there appeared an Aqajaropsiorpua, a huge monster which kills everyone at the mere sight of its horrible form as it thunders down to the settlement like a live boulder.

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Qáqat portunerit akornáne mikissukasing-
nik tamatángassunik úmassoqarpoq, táukua piniartut
qamavdlutik tikkiartulerángata alapernársortarpait.
tássalo piniartoq angusimavdlune tikilersoq taku-
dlugulo sássútarpait pissálo tigutdlugo.

Up among the highest mountain peaks live
small naked monsters, who always watch for the
hunters when they come home from the catch. As
soon as they see a hunter coming home with his
prey they fall upon him and seize it.

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Imáne sikorssuit akornáne úmassorsuaqar-
poq Sarqiserasak – mik atilingmik, kípakumik qaja-
lerdlune angalassartoq, piniartoq nâpkangamiuk ta-
maviaerdlune kingutiniartarpâ ipitiniardlugo, pissálo
nuliaqarpoq nangminermunit navianarnerujugssu-
armik. qâqame inússoq agssangmigut iskamigutdlo
savigtut ipítigissunik kukilingmik, ipingârmata ajor-
nartorsionnane kukingminik qâqaq agssatdlugo ing-
erdlassartumik.

Out to sea among the pack ice lives a
monster, Sarqiserasak, who always paddles about in
a half kayak. If he meets a hunter, he tries by all
means in his power to capsize and drown him, and
to seize his prey.

He has a wife who is much more dangerous. She
lives up in the mountain and on her fingers and
toes she has claws as sharp as knives and so strong
that she can easily dig her way through the mountain
with them.

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Upernákuk siko kängalerdlune nêrqulu-
lerângat erqumîsorujjussuarnigdlo ássigingsunik
nipiliulerângat — tássaussarput Ingnerssui — nunap
iluamiut qiassut.

When in the springtime the ice creaks
in the beach and makes other strange noises it is
Ingnerssui, the underground spirit, weeping.

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Ímap ukûa — ímap arnâ — ímap narqane
inûvoq. inuit tamarmik ajortuliait nujarssuine taki-
sûne ípíngortarput. taimáitumik kamátarpoq puissit-
dlo nutsame akornginut torqortardlugit, tássanilo
kumagtut inûssarput. tauva piniagagssárútarpoq,
angákuvdlo ornítariaqartarpâ kumangeriartordlugo,
taimaisigângat puissit nagdliuterqítarput inungnut
nuánarutaerqílerdlutik.

Ímap Ukûa — Mother of the Sea — lives in
the ocean bed, The evil deeds of all mankind appear
like dirt in her hair. So she is angry, and gathers all
the seals in her hair, where they live like lice. Then
there is no luck with the hunting, and a sorcerer
must go down to her and comp her hair clean, where-
upon she lets loose the seals for the joy of mankind.

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Qáqat akornáne arnarquagssáq ersinartor-
ujugssuaq inúvoq Amágaiat-mik atilik. inuit kisimv-
dlutik ingerdlassut takugángamigit tigussarpai ama-
timinutdlo ikitdlugit igdluminut angerdlátarpai nerit-
dlugitdlo.

Deep in the heart of the mountains lives
a horrible old troll who takes lonely travellers by
surprise and puts them in her knapsack (amauten)
and carries them home to her hut, where she
devours them.

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Tupilak tórnauvoq ajortoq, arnanit angut-
inigdlo tórniqdlarqigsunit píngortíneqartartoq.
nerssutit tingmissatdlo saorngé ataatsimut katers-
sornerqartarput, inoqángisumutdlo torqornerqardlu-
tik. angákordlo tórniqdlune tórne tikiseriarángamiuk
saunikúttine ornigtarpai katiterdlugitdlo sorssuángor-
titardlugit, kisiáne Tupilaup nukine pígnásápagit
kugdorminik egerpuinarminigdlo agtugagssará. Tu-
pilaqdllo angákuáttinik oqarfigineqartarpoq, angakup
akulauvinit nukitorsautigssaminik migdluautitdlugo.
angákuvdlo angíssusia námagilerángamiuk imánut
autdlartitarpá. uvdlutdlo ardláne atorfigssaqartilerán-
gamiuk ingminut aggersitdlugo nálagkertarpá aker-
qane toqúkiartorqutdlugo, akerále amerdlanertigut
Tupilaup issikorssua amilaernartoq takuinarldlugo
toquussarpoq.

Tupilak is an evil spirit, which may be cre-
ated by sorcerers or witches.

Bones of animals or birds are piled together and
hidden in a lonely place. When, one fine day, the
sorcerer feels so disposed, he visits his heap of bones
and puts them together in the shape of a fantastic
creature, but he must touch it only with his thumb

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and little finger, otherwise the Tupilak loses its strength. As he is reciting magic words over it, it draws nourishment from the sorcerer's sexual parts. When it has reached the required size, he sends it out to sea. One day, when he has need of it, he summons it and orders it to go and kill his enemy. The latter usually dies at the mere sight of the Tupilak's horrible shape.