

Kin chart

Eight images that several traditions tell without having met. Each family names the motif code the image sits under, its members with their pages, and the ways the tellings part company.

A • The Water Horse B184.1.3

Each-uisce (Ériu) 256 · Näkki (Suomi) 280 · Nykur (Ísland) 304 · Tikbalang (Filipin) 208

In Ireland it eats the rider and leaves the liver on the shore; in Iceland it only drowns him; in Finland it calls from the bank; in the Philippines it never enters the water at all, and turns the road into a circle.

B • The Fox Woman D113.3

Húli jīng (Zhōnghuá) 181 · Kumiho (Hangug) 184

In China it gathers a man's life and in some tellings stays faithful; in Korea it eats a liver in order to become human, and loses the test. One steals from humanity; the other is trying to enter it.

C • The Night Hag G262

Àbíkú (Yorùbá · Ashanti) 379 · Adze (Yorùbá · Ashanti) 103 · Al Karısı (Türk) 115 · Aswang (Filipin) 136 · Kenas-unarpe (Ainu) 127 · Krasue (Siam) 133 · Lamashtu (Sumer) 97 · Lámia (Hellenic) 88 · Lilith (Talmud) 151 · Ma lai (Việt) 130 · Manananggal (Filipin) 139 · Pontianak (Nusantara) 382 · Qalupalik (Inuit) 109 · Strix (Romana) 100

Nine traditions put the blame on an agent: a demon in Mesopotamia, a bird in Rome, a neighbour in the Philippines. Yorùbá tradition does not. There the child who died comes back itself. The same death rate, two different culprits.

D • The Storm Bird B31

Animikii (Anishinaabe) 361 · Anzû (Sumer) 322 · Bennu (Kemet) 316 · Garuḍa (Bharatiya) 319 · Impundulu (Nguni) 355 · Khyung (Bod) 346 · Rukh (‘Arab) 337 · Sīmurgh (Pārs) 331 · Ziz (Talmud) 352

In Mesopotamia it steals the tablets of destiny; in Iran it raises a child and shows the way; in North America it fights the enemy under the water; among the Nguni it is bound to a witch and asks for blood. One wing, four moralities.

E • The Serpent of the Deep B11.2.1.1

Amaru (Tawantinsuyu) 295 · Apep (Kemet) 238 · Aži Dahāka (Pārs) 334 · Iku-Turso (Suomi) 277 · Imugi (Hangug) 265 · Inkanyamba (Nguni) 292 · Jörmungandr (Norðr) 241 · Nāga (Bharatiya) 250 · Phaya Nak (Siam) 289 · Taniwha (Mā'ohi) 268 · Thuồng luồng (Việt) 286 · Vishap (Hayk) 349 · Yamata-no-Orochi (Yamato) 244 · Zmeu (Dacia) 358 · Zmey (Slovjan) 328

In the north it encircles the world and brings the end of it; in Egypt it is beaten every night and returns the next; in the Andes it binds two worlds and carries rather than destroys. One body, three cosmologies.

F • The Threshold Guardian F150

Aralez (Hayk) 58 · Basiliscus (Romana) 31 · Camazotz (Maya) 37 · Golem (Talmud) 61 · Humbaba (Sumer) 28 · Kérberos (Hellenic) 25 · Qílín (Zhōnghuá) 34 · Temes Savsap (Melanesia) 76

Kérberos lets everyone in and no one out; Humbaba keeps a forest and dies for keeping it; Qílín stops nobody and simply declines to tread on the unjust; Basiliscus does not fight whoever tries to pass, but looks, and the look is enough.

G • The Wild Man F567

Basajaun (Euskal) 43 · Curupira (Tupi-Guarani) 64 · Migoi (Bod) 55 · Stállu (Sápmi) 163

In the Basque country it shelters the shepherd from storms and teaches him ironwork; in the Amazon it drives the hunter out of the forest; in Sápmi it hunts people and is beaten by cunning. It takes nature's side, and nature's side is not the same side everywhere.

H • The Hidden People F251

Huldafólk (Ísland) 73 · Koropokkuru (Ainu) 46 · Ulda (Sápmi) 70

In Iceland a road is still diverted for them, a living folklore; among the Ainu they are placed in the past, as the island's earlier inhabitants; in Sápmi their name is not spoken, because speaking it attracts attention.