housetop; spirits make a whistling noise when they come. That moment a man or woman falls down, and all know that the spirit has gone into that person's head.

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Now the doctor calls, "One more; one more!"

In a moment another whistling may be heard as the spirit touches the housetop and goes in. Another man or woman falls; the spirit has entered that one. The persons into whom spirits have entered know nothing. They become as if crazy, as if they had lost their wits. They try to go to the housetop. Some try to climb the central pole; some want to leave the sweat-house; they know nothing for half an hour perhaps.

One doctor keeps on calling spirits, and they come one at a time. Many doctors may be made in one night, or a few, or none. There are always many people in the sweat-house to whom spirits will not come. The spirits never go into people unless they like them. The spirit looks straight through a man and knows him immediately.

The people dance all night. There is no light in the sweathouse; the place is very hot, though there is no fire there. Next day those to whom spirits have come tell the doctors and chief what spirits are with them. If not, the chief may give them food offensive to the spirits, and the spirits would kill them if they ate. Some spirits may stay two or three days with a person, who would then sit inside all the time. The old doctors have to ask this spirit what it wishes, and make it go away for a time, so that the person possessed may eat something. Each spirit has its own kind of food. If we give a man something that the spirit has never eaten, it will The old doctors ask his spirit what kill him right away if he eats. it wants, and it tells. The salmon spirit, for instance, likes leaves or water; a sucker of the mountains would eat mountain pine nuts, but a valley sucker needs nuts off the digger pine. If strange food is placed before a spirit, it is afraid; and if the man possessed eats this food, the spirit will kill him. Some spirits don't like buckskin, and the man to whom they have come must not wear it.

The bad spirits are numerous; the sucker is one of these, and so is Kele (the mountain wolf). This wolf is dangerous; it may hurt you in this way: you may think that you see a good-looking