

goes straightway to this Cabin, but finds the door closed; he calls, he beats on the door. He is told to wait, and first to pass in his arm, if he wishes to enter; the other one is much astonished to see a living body. He [104] opens to him, and asks him where he was going and what his purpose was, as this country was only for souls. "I know that well," says this Adventurer, "and that is why I came here to seek the soul of my sister." "Oh indeed," replies the other one, "well and good; come, take courage, you will be presently in the Village of souls, where you will find what you desire. All the souls are now gathered in a Cabin, where they are dancing to heal *Aataentsic*, who is sick. Don't be afraid to enter; stay, there is a pumpkin, you can put into it the soul of your sister." He takes it, and at the same time bids good-bye to his host, very glad of so fortunate a meeting. On his departure he asks the host his name, "Be satisfied," says the other, "that I am he who keeps the brains of the dead." So he goes away and reaches the Village of souls. He enters the Cabin of *Aataentsic*, where he finds that they are indeed dancing for the sake of her health; but he cannot yet see the soul of his sister, for the souls were so startled at the sight of the man that they vanished in a moment, so that he remained [105] all day the master of the Cabin. In the evening, as he was seated by the fire, they returned; but they showed themselves at first only at a distance. Approaching slowly, they began again to dance; he recognized his sister amid the troop, he endeavored even to seize her, but she fled from him. He withdrew some distance, and at last chose his time so well that she could not escape him. Nevertheless, he made certain of