

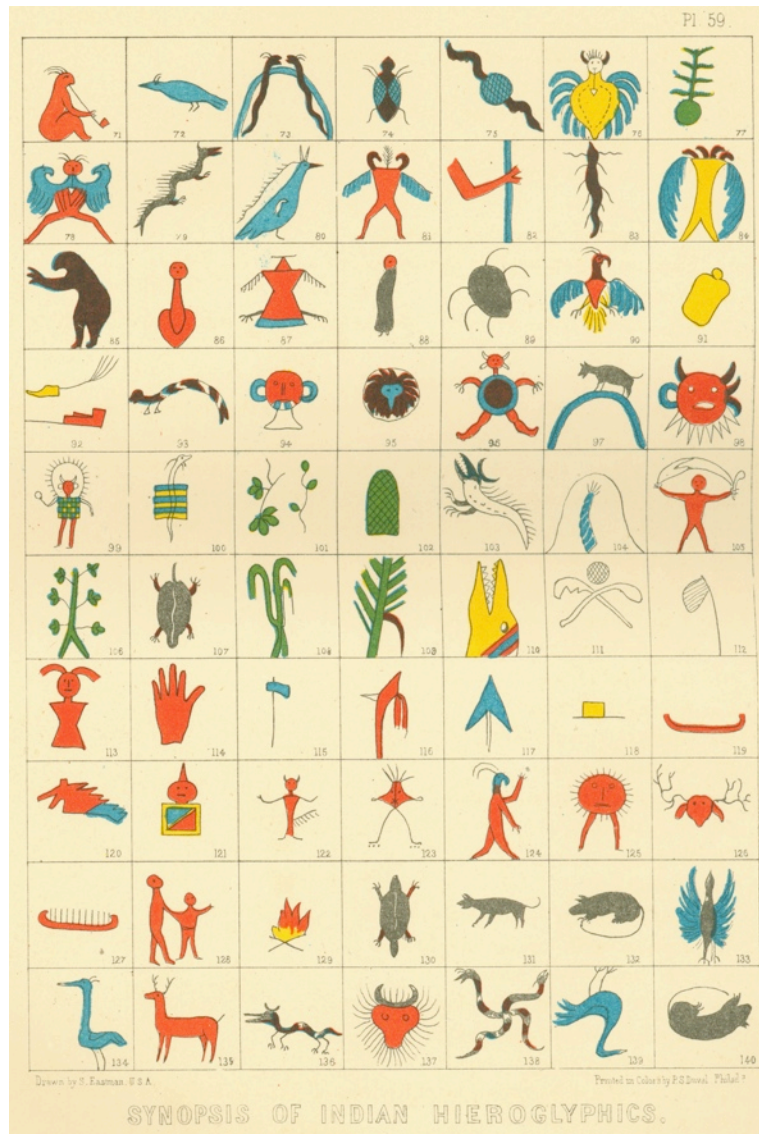
71. Sociality.
72. The kingfisher—a totem.
73. Sprit of evil, looking into heaven.
74. The tortoise—a totem.
75. A belt or baldric—nocturnal fraternity.
76. A meda—with great magic power.
77. A budding war-club.
78. A Jossakeed, sustained by the power of birds to look into events.
79. Fabulous serpent.
80. Stuffed bird—a magic symbol.
81. a doctor, having great skill in plants.—The birds give him the power of ubiquity.
82. A magic grasp.
83. Hearing serpent.
84. A symbol of the power to look into futurity.
85. A man clothed in a bear's skin.
86. Symbol of power over the heart.
87. Symbol of spiritual power.
88. representative figure of a femail.
89. The catfish—a totem.
90. The eagle—a totem.
91. Disabled man.
92. Pipes.
93. A bad spirit of the air.
94. Spirit of the blue sky.
95. A woodpecker, flying off in a direct line.
96. A bad spirit of the sky.
97. Symbol of a Wabeno standing on the globe.—Totem of his name.
98. The sun.
99. A spirit of prophecy of the sky.
100. The serpent penetrating the earth.
101. Plants—symbols of medical power.
102. A Beaver's tail.
103. Symbol of magical power.
104. A Meda power, symbolized by an uplifted arm.
105. Symbol of a Meda's power, holding the clouds in his hands.
106. Botanical power.
107. The turtle.

Contributed to Maine Memory Network by Maine Historical Society

(QJ 970.1 D51.5)

Date: 1851

Description: Illustrated plate entitled "Synopsis of Indian Hieroglyphics, Pl 59.



108. Medical power—a symbol.
109. Medical power—a symbol.
110. Monster—issuing from the earth.
111. Symbol of 40 heads killed in battle.
112. Flag at a grave.
113. A meda—with power.
114. Symbol of death.
115. A flag at a grave.
116. War lance-club.
117. Symbol of war.
118. A bale of goods.
119. A canoe—hunter's.
120. A monster figure used in the game of the bow.
121. A chief,
122. A bad spirit half fledged.
123. Symbol of mythical power.
124. A great war captain—with one hand he grasps the earth, with the other the sky.
125. Symbol of a warrior bold as the sun.
126. Reindeer's head—a totem.
127. A canoe filled with warriors.
128. Instruction in magic.
129. An encampment—symbolic.
130. A beaver under medical influence.
131. A wolf—a totem.
132. A fabulous bear—having a copper tail.
133. Symbol of speed.
134. A crane—a totem.
135. A deer—a totem.
136. A fabulous snake.
137. Satanic power—a symbol.
138. Crossed serpents—a symbol of wariness.
139. Symbol of the death of a man whose totem is the crane.
140. Symbol of death—of the bear totem.

These signs by no means fill the entire symbolic alphabet of the Kekenowin and Kekewin, but will serve to denote something of their capacity of symbolizing objects in various departments of nature.