

(Continued from page 82 "The Hani of China")

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2. Adopt-A-People
P.O. Box 1795
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(Ask for information regarding tribal people profiles)
3. Wycliffe Bible Translators
P.O. Box 2727
Huntington Beach, CA 92647
4. New Tribes Mission
1000 East First Street
Sangfroid, FL 32771
5. RBMU International
8102 Elberon Avenue
Philadelphia, PA 19111

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Videos

- "Peace Child"
Gospel Films, Inc.
Box 455
Muskegon, MI 49443
(Ask for missions video catalog)
- "Ee-Taow" and "Ee-Taow: The Next Chapter"
New Tribes Mission
1000 East First Street
Sanford, FL 32771
- "Now We See Clearly," the Story of the Puinave tribe of Colombia, South America. New Tribes Mission
1000 East First Street
Sanford, FL 32771

Photo here
of
Sitton

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Altogether some 34 churches
have been planted with
more than 2,100 converts
through their ministry.
David's remarkable story is told
in a book called In the Heart
of Wildmen, written by Ernest
Herdon.*

[Editor's Note: This article is a reprint from Sitton's excellent manual entitled *To Every Tribe With Jesus: A Tribal Awareness Seminar*. Permission to reprint this article has been granted.]

Polygyny: Marriage to more than one wife at a single time.

Polynesian peoples: : The Polynesian race includes Hawaiians, Tahitians, Samoans, Tongans, Marquesans and the Maori, all of which are close cousins of one another (See *Perpetuated in Righteousness* by David L. Kikawa, page 28).

Posin: A Melanesian Pidgin word for black magic.

Power encounter: A confrontation between traditional powers and the power of God in some visible way, so that the supreme power is readily evident.

Redemptive analogy: A story or ritual in a society that provides an analogy with some aspect of the gospel message and so facilitates communication.

Rites of passage: Religious rituals performed at turning points in life, such as birth, graduation, marriage and death.

Ritual: A well established ceremonial procedure that has spiritual religious meaning.

Sacrifice: The propitiatory offering of plant, animal, or object to some supernatural being.

Sanguma: A Melanesian word for ritual murder performed by a sorcerer through black magic .

Seance: A gathering of people seeking to establish contact with the dead by means of a medium.

Seer : A person who practices divination (foresees future events) by concentration techniques.

Shaman: A healer who seeks to cure people by means of conjuring supernatural powers; a practitioner of white magic.

Sorcerer: A practitioner of divination and black magic who causes evil by manipulating objects and performing rituals with the aid of evil spirits.

Sorcery: The deliberate and malicious use of magic, through rituals and magical paraphernalia to premeditatedly manipulate spiritual powers with the intent of inflicting harm or death on other people;

harmful magic; black magic.

Spell: Special words that are regarded as having occult power; Usually spoken in a particular formula; a charm or incantation.

Spirit: A supernatural being who is lower in prestige than gods; it may be helpful, mischievous, or even evil in nature.

Sprite: A small or elusive supernatural being; an elf.

Succubus: An evil female spirit that molests men in their sleep.

Superstition: Beliefs and practices that are only partly believed in by the people but continue to be held.

Syncretism: A blending of two or more irreconcilable systems of belief and practice; the incompatible mixture of biblical truth with unbiblical beliefs and practices.

Taboo: The setting apart of something from human contact; a prohibition against touching, saying or doing something in fear of the supernatural powers associated with the prohibited person, place or thing.

Talisman: An object marked with magical signs and believed to confer on its bearer supernatural powers or protection.

Tambaran: A Melanesian Pidgin word for the low gods who are able to cause sickness to people.

Totem: A bird, animal, plant or natural phenomenon with which the members of a group (clan) have a religious or ritual relationship. Frequently, if the totem is edible the group members are forbidden to eat it. The group name can also be that of their totem.

Tribe: A group of people who share a common language, culture and territory and see themselves as an autonomous unit.

Unilineal descent: The tracing of one's descent through a single parent. Both matrilineal (through the mother) and patrilineal descents (father) are found in animistic societies.

Unreached tribe or people: An unreached people is a people group (tribe or language group) that has

no viable Christian church and has very few Christians, if any. For a discussion on this, see *Perspectives on the World Christian Movement* p. 587-589.

Voodoo: A mixture of various religions with pagan rituals such as sorcery, spiritualism and black magic; a form of black magic where a pin may be thrust into an effigy of a victim to produce the intended results; a person who professes to be a sorcerer; a system of religious belief and practices brought to Latin America by African slaves.

Warlock: A male witch, sorcerer, wizard or demon.

White magic: A calling on evil powers to cure illness or to protect from harm; helpful magic.

Witch: A person who is believed to be able to hurt others by means of evil spiritual power.

Wizard: A male witch; a sorcerer or magician.

Worldview: A set of presuppositions which we hold (consciously or unconsciously) about the basic make-up of our world; the central assumptions, beliefs, concepts, premises and values which are shared by a community. Because of the widespread acceptance of these assumptions within the society, the ideas are usually regarded as being nonnegotiable and beyond dispute. Worldview has been compared to glasses through which a community of people views reality. For example, if a people holds beliefs that a spiritual realm controls natural events (animism), they will draw different conclusions about an event from someone who does not believe in a supernatural realm.

Zombie: A supernatural power or spell that according to voodoo belief can enter into and reanimate a dead body.

ain, who appear in Welsh and Irish legends as sorcerers.

Elf: A kind of small magic-wielding people, regarded in early Germanic belief as powerful and terrifying, being sometimes beneficent and sometimes maleficent to man. In later medieval folklore elves were regarded as merely mischievous.

Ethnic groups: Culturally distinct people groups within a political state or region who retain their cultural identity.

Evil eye: A staring look that conveys a desire to cause harm.

Exorcism: The expelling of spirits from persons or places through incantations or ritual; many missionaries can testify that evil spirits are exorcised by the authority of Jesus Christ as we pray, fast, and speak out in His Name.

Fetish: An object that has supernatural power as a result of an association with evil spirits.

Fortune: A hypothetical, often personified force of power that favorably or unfavorably governs the events of one's life; the good or bad luck that is to befall someone i.e., fate.

Fortune teller: A person who, usually for a fee, will undertake to predict future events in a person's life.

Ghosts: Disembodied spirits of the deceased.

Gods: Spiritual beings of non-human origin who are regarded as being in command of a particular area of human life.

Hex: An evil spell; a curse; a bad influence on or dominating control over someone or something.

Idol: Something considered to be sacred or holy; an abode of a spirit.

Idolatry: The practice of elevating created things to the place of God; the worship of substitutes instead of the true God.

Image: A carving of wood, stone, or metal that is treated with respect because of its identification with or representation of an ancestor.

Incantation: Ritual recitation of ver-

bal charms or spells to produce a magical effect; the casting of spells.

Incubus: A malignant male spirit that ravishes women (sexually) in their sleep.

Indigenous people: Culturally distinct groups that have occupied a region longer than other immigrant or colonist groups.

Initiation rites: Religious rituals that mark the passage from youth to adulthood.

Jinx: Something or someone believed to bring bad luck.

Kahuna: A Hawaiian spirit priest.

Legend: An oral tradition (story) about historical people in the tribe which is passed down through the generations; the narratives may be partly imaginary.

Libation: The pouring of a liquid offering as a religious ritual.

Living dead: This refers to the belief that the soul of a newly dead person remains active for some time after death and has the ability to give assistance to those still alive.

Lycantrophy: The ability to change from a man into an animal (especially a wolf) by means of magic.

Magic: The manipulation of spiritual power through rituals which compel supernatural powers to act in certain ways.

Malediction: A curse.

Mana: A Polynesian term for the impersonal supernatural power thought to inhabit certain objects or people.

Mantra: A sacred formula (or chant) believed to embody the divinity invoked and to possess magical power.

Masalai: A Melanesian Pidgin word for creator spirits.

Medium: A person who claims to have the ability to communicate with the dead by occult means.

Monotheism: The belief in and worship of a single god.

Myth: A traditional story passed down through the generations that helps explain various customs and beliefs; a sacred (though fictional)

narrative which explains how things got to be the way they are.

Necromancy: The ability to conjure up the spirits and commune with them to predict the future.

Necrophilia: An abnormal, often erotic attraction to dead bodies.

Oath: A conditional curse directed toward oneself; the oath taker voluntarily calls upon a supernatural power and swears his commitment to keep secrets or to act in a prescribed way. To break the oath is to invoke a curse upon oneself.

Occult: Means "hidden" or "secret"; secret knowledge of the supernatural and magical rites.

Omens: A casual event believed to ominously foretell misfortune. In tribal cultures it is often believed that during sleep the spirit leaves the body and travels around seeing, hearing and doing things. This is why all dreams are important. Anything predicted in a dream becomes an omen and plans will be adjusted accordingly; American examples of bad omens are the beliefs by some that walking under a ladder, a black cat crossing one's path, and breaking a mirror is bad luck. All cultures have both good and bad omens.

Ordeal: A means of determining the guilt or innocence of a person by submitting the accused to dangerous or painful tests, which are believed to be under supernatural control.

Paw: A Melanesian Pidgin word for the use of magic, chants, fetishes, potions etc., for both good and evil purposes.

People or people group: A significantly large ethno-linguistic grouping of individuals who perceive themselves to have a common affinity for one another because of their shared language, religion, ethnicity, etc.

Poltergeist: A ghost that manifests itself by noises.

Polygamy: Marriage to more than one husband or wife simultaneously.

Glossary of Terms and Resources on Tribal Peoples

The following article defines some of the more important words commonly used in the study of animism and tribal peoples. The article also list important resources designed to help us reach tribal peoples with the Good News of Jesus Christ.

by David Sitton

Glossary

Amulet: A visual symbol that carries spiritual power for protective purposes; often fastened to the body or worn as a necklace, bracelet or charm.

Ancestor worship: Some tribes do in fact view their deceased relatives as gods who must be worshipped through sacrifice etc. More often, tribal rituals are not intended to be worshipful, but respectful; the animistic world view often thinks of ancestors, not as gods to be worshipped, but as living members of their community who have entered into another form of life through death; ancestral "recognition" or "veneration" may be more accurate in describing the actual attitude that is felt by tribals towards their dead ancestors.

Ancestral cult: Those activities involved in the communication with and the worship of dead relatives of a family or people.

Animism: A term coined by E.B. Tylor to describe belief in spirits and the supernatural; the attribution of spirit life to inanimate objects; the belief that all of creation is pervaded or inhabited by spirits or souls and that all of creation is in some sense animate.

Anthropology: The study of the culture and ways of life of the peoples of the world.

Apparition: The sudden appearance

of a ghostly figure.

Artifact Wood, clay or metal objects that are made by human work or art.

Astral travel: The ability to become invisible and travel long distances quickly.

Astrology: A belief that planets/stars exert a special influence over the lives of humans.

Black magic: A calling on evil powers to bring storms, destroy property, produce sickness or cause death; harmful magic; see sorcery.

Cargo cults: A movement that has specific leaders, beliefs and rituals designed to bring about a utopian existence based upon the accumulation of material goods, land and authority.

Cargoism: A term taken from the World War II random cargo air-drops into jungle positions throughout the Pacific region; for example, cases of canned meat were seen by villagers in the army supplies. A whole mythology developed about canned meat perpetrating the belief that the white man had stolen tribal wealth back in primeval times; cargoism is the theological outworking of world view assumptions brought about by the traumatic culture contact of the last 100 years; it is an attempt to figure out the mystery of the white man's wealth; it is the tribal

preoccupation with discovering the source of material objects thought to be necessary for "the good life".

Charms: See amulet.

Christopaganism: A mix of Christian and non-Christian beliefs; See syncretism.

Clan: Two or more lineages united by a founding ancestor; the ancestor is usually a superhuman figure or totem assumed to be the common ancestor of all clan members.

Clairvoyance: The psychic ability to discern past, present, or future events in the lives of people that are unknowable through the natural senses.

Culture: The learned and shared behavior, attitudes, feelings, values and beliefs of a people. It includes everything that a group of people thinks, says, does and makes. This cultural package is transmitted from generation to generation.

Curse: The use of the power of words to call upon spiritual forces to harm a person or a people.

Demonization: The ability of Satan, through his demons, to exercise direct, partial control over an area or areas of the life of a Christian or non-Christian.

Divination: The ability to discover secret or obscure things from the past, present or future, by the aid of spirits or through certain rituals.

Druid: A member of an order of priests in ancient Gaul and Brit-