

Supernatural Non-Religious Legends

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1									REVENANTS APPEAR		
2	1	0								MISCELLANEOUS		
2	1	0	1	1								Indian maiden chases wagon.
2	1	0	2	1								Stagecoach driver haunts coach.
2	1	0	3	1								Voices heard from hearse.
2	1	0	4	1								Revenant appears on boat, leads to rescue of lifeboat.
2	1	0	5	1								Revenant appears at boarding house, requests milk for baby.
2	1	0	6	1								Hawaiian legend: If you look on "Night Marchers" you'll die.
2	1	0	7	1								La Ciguanabo cursed because of her vanity and is turned ugly.
2	1	0	8	1								"Devil Child" born from witch; a picture is taken of him and fangs appear.
2	1	1								ALONG ROADWAY		
2	1	1	1	1								Female hitchhiker disappears from car.
2	1	1	1	2								

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2	1	1	1	3								
2	1	1	1	4								
2	1	1	1	5								
2	1	1	1	6								
2	1	1	1	7								
2	1	1	1	8								
2	1	1	1	9								
2	1	1	1	10								
2	1	1	1	11								
2	1	1	1	12								
2	1	1	1	13								
2	1	1	1	14								
2	1	1	1	15								
2	1	1	1	16								Female hitchhiker disappears from car.
2	1	1	1	17								
2	1	1	1	18								
2	1	1	1	19								
2	1	1	2	1								"Old Joe," truck driver, vanishes.
2	1	1	3	1								"Bloody Mary" female is hit by car.

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2	1	1	4	1								Old woman.
2	1	1	5	1								Old female in black cloak.
2	1	1	6	1								White German Shepherd dog protects person from attacker.
2	1	1	6	2								
2	1	1	7	1								Old Sheepherder searches for body.
2	1	1	8	1								Indian spirit haunts road.
2	1	1	9	1								Old female in canyon.
2	1	1	9	2								
2	1	1	9	3								Old female in a canyon.
2	1	1	9	4								
2	1	1	10	1								Tramps disappear.
2	1	1	10	1								If you're not home by midnight, the Waikili ghost will appear.
2	1	1	11	1								Female at Memory Grove.
2	1	1	11	2								
2	1	1	11	3								
2	1	1	11	4								
2	1	1	11	5								
2	1	1	11	6								
2	1	1	11	7								

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2	1	1	11	8								
2	1	1	12	1								"Blue Lady" looks for husband/slain family member.
2	1	1	12	2								
2	1	1	12	3								Woman whose husband was killed in WWII, waits for him each night.
2	1	1	13	1								Vanishing woman.
2	1	1	14	1								Boy on bicycle.
2	1	1	15	1								Bride seeks ride to city.
2	1	1	16	1								Spirits disfigure those who see them.
2	1	1	17	1								Catholic monk with donkey.
2	1	1	18	1								Motorcyclist searches for head.
2	1	1	18	2								
2	1	1	19	1								Pele won't let car pass over bridge because they have pork.
2	1	1	20	1								Woman killed near Utah capitol appears in white dress.
2	1	1	21	1								Saliz lives in canyon and scares cars as she looks for her lost baby.
2	1	1	22	1								Dead people march up Hawaiian highway at night.
2	1	1	23	1								Chief Nacahomi scares travellers.
2	1	1	24	1								Old woman tells girl not to speak of their meeting or girl will die
2	1	1	25	1								Man picks up woman along road who gives him coins; later, these turn to rocks and dirt.

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2	1	2									ON OR AROUND BRIDGE	
2	1	2	1	1								Young female haunts area where she died.
2	1	2	2	1								Young female falls from school bus.
2	1	2	3	1								Female killed in car wreck.
2	1	2	4	1								Young female in white bitten by snake.
2	1	2	5	1								Bride burns, then she drowns (1800s).
2	1	2	6	1								Headless male attacks people on bridge.
2	1	2	7	1								Male without a face on Lorenzo Bridge.
2	1	2	8	1								"Tilly Willy" appears as a floating head.
2	1	2	9	1								Female searches for drowned baby.
2	1	2	9	2								
2	1	2	10	1								Singing of the mother is heard.
2	1	2	10	1								Old woman picked up on bridge by travelers, turns to water.
2	1	2	11	1								Male and female hunt for child.
2	1	2	12	1								Boys see male, one boy's hair turns white.
2	1	2	13	1								Driver of get-away car.
2	1	2	14	1								Woman who was killed at bridge now haunts the spot; turn off headlights to see her.
2	1	2	14	2								

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2	1	3									NEAR BODY OF WATER	
2	1	3	1	1								"La Llorona," or the Weeping Woman.
2	1	3	1	2								
2	1	3	1	3								
2	1	3	1	4								
2	1	3	1	5								
2	1	3	1	6								
2	1	3	1	7								
2	1	3	2	1								"White Lady" looks for drowned child.
2	1	3	3	1								"Old Mill Witch" of Moroni.
2	1	3	3	2								
2	1	3	4	1								Indian returns as "Green Ghost," and causes death.
2	1	3	5	1								Crying of dead children heard.
2	1	3	5	2								
2	1	3	5	3								
2	1	3	6	1								Indian children dead from smallpox are heard.
2	1	3	7	1								Male tries to climb into boat.
2	1	3	8	1								Male seeks revenge for murder.

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2	1	3	9	1								Female haunts swamp looking for her lover.
2	1	3	10	1								Noise said to be "Buzzy Lamb" looking for his head.
2	1	3	10	2								
2	1	3	10	3								
2	1	3	10	4								
2	1	3	10	5								
2	1	3	10	6								
2	1	3	10	7								
2	1	3	11	1								Male Indian and elk appear over Spirit Lake.
2	1	3	12	1								"Alice" appears by Alice Lake.
2	1	3	13	1								Voices of river workers heard.
2	1	3	14	1								Male G.I. attacks girls.
2	1	3	15	1								Headless snowmobiler appears.
2	1	3	16	1								Voices, footprints of lost children heard/seen.
2	1	3	17	1								"Chuck Downer" warns people away from pool.
2	1	3	18	1								Indian princess walks on Hyrum Dam.
2	1	3	19	1								Indian girl looks for sweetheart.
2	1	3	20	1								Woman haunts area near lake where her daughter dissappeared.
2	1	3	21	1								Man cuts off wife's head; head now appears in water every night.

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2	1	4									ALONG RAILROAD	
2	1	4	1	1								Male killed, walks with lantern.
2	1	4	1	2								
2	1	4	1	3								
2	1	4	2	1								Lantern light seen along tracks.
2	1	4	3	1								Male searches for body.
2	1	4	4	1								Male with lantern warns conductor to stop.
2	1	4	5	1								Female looks for lost child.
2	1	4	6	1								Sounds of locomotives and talking heard.
2	1	4	7	1								Woman wails for children she killed.
2	1	5									OUTDOORS IN VARIOUS LOCALES	
2	1	5	1	1								Male helps with fire or firewood.
2	1	5	1	2								
2	1	5	1	3								
2	1	5	2	1								Sounds of wood-chopping are heard.
2	1	5	2	2								
2	1	5	2	3								
2	1	5	3	1								Young male spends the night with a scout.

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2	1	5	4	1								Disfigured male kills descendants of his persecutors.
2	1	5	5	1								"Gravel Pit Ghost" is heard.
2	1	5	6	1								Female haunts pineapple pickers.
2	1	5	7	1								"Old Man of the Mountains" chases people.
2	1	5	8	1								"Chief Wakco" rides horse on skyline.
2	1	5	9	1								Female walks dunes carrying her head.
2	1	5	10	1								Woman killed by Indians.
2	1	5	10	1								Table Mountain, sight of indian massacre is haunted by ghosts.
2	1	5	10	2								
2	1	5	11	1								Jean-Baptiste's ghost haunts Antelope Island in Great Salt Lake.
2	1	5	11	1								Female in bloody dress is seen and heard.
2	1	5	12	1								"Hank Gibson," dead bank robber, is seen or heard.
2	1	5	12	2								
2	1	5	12	3								
2	1	5	12	4								
2	1	5	13	1								"Wolf Spirit" kills cows, drives people away.
2	1	5	14	1								Shadowy spirits appear around "Devil Tree".
2	1	5	15	1								Chief Wakishaw looks for his head.
2	1	5	16	1								"British Hunter" guards bighorn sheep.

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2	1	5	17	1								"Sacrificial horses" heard in canyon.
2	1	5	18	1								Male Indian harms girls.
2	1	5	19	1								Ghosts of KKK seen around Kay's Cross.
2	1	5	20	1								Male Indian haunts Beef Hollow.
2	1	5	21	1								"Conley's Ghost" haunts Two Mile Canyon.
2	1	5	22	1								"Lady-in-white" who died in plane crash haunts mountains.
2	1	5	23									"Old Hyrum" disfigured.
2	1	5	23	1								
2	1	5	23	2								
2	1	5	23	3								
2	1	5	23	4								
2	1	5	23	5								
2	1	5	23	6								
2	1	5	23	7								
2	1	5	23	8								
2	1	5	23	9								
2	1	5	23	10								
2	1	5	23	11								
2	1	5	23	12								

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2	1	5	23	13								
2	1	5	24									Witch Hecate.
2	1	5	24	1								
2	1	5	24	2								
2	1	5	24	3								
2	1	5	24	4								
2	1	5	24	5								
2	1	5	24	6								
2	1	5	24	7								
2	1	5	24	8								
2	1	5	24	9								
2	1	5	24	10								
2	1	5	25	1								Murdered "Cauld Lad" tries to show location of his body.
2	1	5	26	1								Spirits stop car until given "kaluaed pork."
2	1	5	27	1								"Lantern Man" hunts for horses at night.
2	1	5	28	1								"Cobb" searches for his leg.
2	1	5	29	1								A glowing man dwells in Payson Canyon.
2	1	5	30	1								Kingmen guard King's Highway in HI.
2	1	5	31	1								Group of hunters sees mysterious eyes in pasture.

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2	1	5	32	1								Woman haunts hollow looking for her lost son.
2	1	5	33	1								Family witnesses reenactment of indian battle on its anniversary.
2	1	5	34	1								A ghost, "Elmariachi," roams hillside looking for treasure.
2	1	5	35	1								"Maple Dell Man" appears in campsite and drops load of wood.
2	1	5	36	1								After horrible accident, woman kills herself, now her ghost wanders hollow looking for dead lover.
2	1	5	37	1								Old Man Copp avenges family's murder by killing little children.
2	1	5	38	1								Woman in white lives in hollow and chases a cat.
2	1	5	39	1								Story of "Old Ephraim" a three-legged bear.
2	1	6									IN OR AROUND INHABITED STRUCTURE	
2	1	6	1								REVENANT APPEARS	
2	1	6	1	1	1							Causes people to move out of house.
2	1	6	1	1	2							
2	1	6	1	1	3							
2	1	6	1	2	1							Female comes out of well.
2	1	6	1	3	1							Female child gets into bed with girls.
2	1	6	1	4	1							Female seen sitting at end of girl's bed.
2	1	6	1	5	1							Headless male appears in yard.

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2	1	6	1	6	1							Whispers and cries are heard.
2	1	6	1	7	1							"Old Man Max" appears to boys.
2	1	6	1	8	1							Room turns cold, woman wakes up and sees apparition.
2	1	6	1	9	1							Little man sits on wood pile and watches girls gather wood chips for a fire
2	1	6	1	10	1							Ghost of burned child appears in window.
2	1	6	1	11	1							Man awakens to sound of crashing pots and pans; no one is present.
2	1	6	1	12	1							Mrs. Borst walks around house looking for her childrens' souls.
2	1	6	1	13	1							Girl wanders house in search of her murderer; blood stain still on walls.
2	1	6	1	14	1							"Water ghost" turns on sprinklers and faucets in house.
2	1	6	2								BECAUSE OF DISTURBED GRAVE OR UNBURIED BODY	
2	1	6	2	1	1							Female in black slaps child (1900).
2	1	6	2	2	1							Footsteps and vibrations end when skeleton found/buried (1930s).
2	1	6	2	3	1							Skeletons walk in attic until buried.
2	1	6	2	4	1							"Injun Joe" moves in with family.
2	1	6	2	5	1							Crying heard until skeleton is buried.
2	1	6	2	6	1							Footsteps heard, Indian appears until bones reburied.

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2	1	6	2	7	1							Dead Indian chief sends tornado to destroy town that plans to desecrate his grave.
2	1	6	3								REVENANT IS HARMLESS OR COMFORTING	
2	1	6	3	1	1							Male Indian appears throughout boy's life.
2	1	6	3	2	1							Female stands at foot of bed and smiles.
2	1	6	4								REVENANT APPEARS TO HELP	
2	1	6	4	1	1							Female points to hidden gold.
2	1	6	4	2	1							"Unknown Hunter" helps lost hunters find their way.
2	1	6	5								REVENANT APPEARS TO HARM	
2	1	6	5	1	1							"Samoan White Lady" female, attacks and kills baby.
2	1	6	5	2	1							Female haunts former boyfriend and wife.
2	1	6	6								REVENANT RETURNS TO AVENGE MURDER	
2	1	6	6	1	1							"Mink Creek Ghost" bites or chokes people.
2	1	6	6	1	2							
2	1	6	6	1	3							
2	1	6	6	1	4							
2	1	6	6	1	5							

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2	1	6	6	1	6							
2	1	6	6	2	1							Woman comes back from dead seeking revenge on husband for abuse.
2	1	6	7								REVENANT IS PREVIOUS OCCUPANT OR OWNER	
2	1	6	7	1	1							"Grandma Webb" slams doors.
2	1	6	7	2	1							"Mr. Smith" still takes his medicine.
2	1	6	7	3	1							Female appears to man at inn.
2	1	6	7	4	1							Male appears to man.
2	1	6	7	5	1							Female mourns for lost child.
2	1	6	7	6	1							Woman comes back to visit.
2	1	6	7	7	1							Male haunts old Miner's Hospital.
2	1	6	7	8	1							Benevolent ghost of man who killed himself lives in house.
2	1	6	8								REVENANT IS A RELATIVE	
2	1	6	8	1	1							Grandmother chases man.
2	1	6	8	2	1							"Aunt Hortense" is heard.
2	1	6	8	3	1							Dead daughter appears to missionaries.
2	1	6	8	3	2							Vanishing hitchhiker.
2	1	6	8	3	2	1						

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2	1	6	8	3	2	2						
2	1	6	8	3	2	3						
2	1	6	8	3	2	4						
2	1	6	8	3	2	5						
2	1	6	8	3	2	6						
2	1	6	8	3	2	7						
2	1	6	8	3	2	8						
2	1	6	8	3	3							Dance partner is revenant.
2	1	6	8	3	3	1						
2	1	6	8	3	3	2						
2	1	6	8	3	3	3						
2	1	6	8	3	3	4						
2	1	6	8	3	3	5						
2	1	6	8	4	1							Wife appears seeking golden arm.
2	1	6	8	5	1							Husband appears seeking golden arm.
2	1	6	8	6	1							Wife appears to soldier husband.
2	1	7									IN OR AROUND DESERTED STRUCTURE	
2	1	7	1								IN DESERTED HOUSE	

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2	1	7	1	1	1							Murdered/tortured slaves heard.
2	1	7	1	2	1							Shadow of hanged body appears.
2	1	7	1	2	2							
2	1	7	1	3	1							Lighted figure seen in rocking chair.
2	1	7	1	4	1							"Green Man" chases people.
2	1	7	1	5	1							Meals set out and replaced.
2	1	7	1	6	1							House where boy killed his family is haunted.
2	1	7	1	7	1							House where man killed family and himself is haunted.
2	1	7	1	8	1							"George Jensen" kills visitors.
2	1	7	1	9	1							"Monson House" is haunted.
2	1	7	1	10	1							Woman with glowing red eyes haunts house in FL.
2	1	7	1	11	1							Man who was burned in fire now haunts house.
2	1	7	2								IN CABIN	
2	1	7	2	1	1							"Herman" appears.
2	1	7	2	2	1							Violin music heard.
2	1	7	2	3	1							Male appears in rocker.
2	1	7	2	4	1							Convicted killer haunts cabin.
2	1	7	2	5	1							Man haunts cabin after he died there from eating vegetables.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	7	2	6	1							Owner of "Godfrey's cabin" kills wife and children; he still lives in nearby woods
2	1	7	3								IN OTHER BUILDINGS	
2	1	7	3	1	1							"Frenchy" haunts a shed.
2	1	7	3	2	1							Male haunts garage where a suicide occurred.
2	1	7	3	3	1							Black male haunts burned house.
2	1	7	3	4	1							Male haunts butcher's shop.
2	1	7	3	5	1							Male haunts church.
2	1	7	3	6	1							Voices, music heard from abandoned brothel.
2	1	7	3	7	1							"Luke Roberts" in deserted electric company building.
2	1	7	3	8	1							"The Castle" behind state mental institution is haunted.
2	1	7	3	9	1							Ghost with green hand in storage shed.
2	1	7	3	10	1							Chair rocks by itself in old Hillam home.
2	1	7	3	11	1							Woman appears near dairy and cries for her baby when car stops and honks horn.
2	1	7	3	12	1							Farmer who died mysteriously haunts Toys 'R' US that is built on his land.
2	1	7	3	13	1							Kappa ghost haunts lodge at girls' cheer camp.
2	1	7	3	14	1							Ghost of Revolutionary War soldier haunts mill, looking for his flesh.
2	1	7	3	15	1							Strange noises coming from Lavell Edwards Stadium.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	7	4								SAINT ANNE'S RETREAT, LOGAN CANYON	
2	1	7	4	1	1							Nun kills other nuns.
2	1	7	4	1	2							
2	1	7	4	1	3							
2	1	7	4	1	4							
2	1	7	4	1	5							
2	1	7	4	1	6							Nun kills other nuns and priests.
2	1	7	4	2	1							Nun's son kills other nuns.
2	1	7	4	3	1							Illegitimate babies killed at monastery.
2	1	7	4	3	2							
2	1	7	4	3	3							
2	1	7	4	3	4							
2	1	7	4	3	5							
2	1	7	4	4	1							Nuns killed by outsiders.
2	1	7	4	4	2							
2	1	7	4	4	3							
2	1	7	4	4	4							
2	1	7	4	4	5							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	7	4	5	1							Accounts of visits to St. Anne's Monastery.
2	1	7	4	5	2							
2	1	8									IN OR AROUND PUBLIC PLACE	
2	1	8	1								IN DANCE HALL (PARTNER IS REVENANT)	
2	1	8	1	1	1							Boy walks female home.
2	1	8	1	2	1							Boy drives female home.
2	1	8	1	3	1							"Laurie" appears.
2	1	8	1	4	1							In "Coconut Grove Ballroom"
2	1	8	1	5	1							Person leaves sweater behind, comes back to find person has been dead for a long time.
2	1	8	1	5	2							
2	1	8	2								IN BUILDING WITH DIFFERENT FORMER PURPOSE	
2	1	8	2	1	1							"Woman in Yellow" dances at McHugh Mansion.
2	1	8	2	2	1							Nun in guesthouse that was a former nunnery.
2	1	8	3								IN THEATER	
2	1	8	3	1	1							Things happen at the Lyric Theater of Logan, Utah.
2	1	8	3	1	2							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	8	3	1	3							
2	1	8	4								APPEARS IN STORE	
2	1	8	4	1	1							"Mr. Leven" returns to Leven's.
2	1	8	4	2	1							"Mike" appears in Smith's store.
2	1	8	5								IN RESTAURANT LODGE	
2	1	8	5	1	1							Ghost called "Elizabeth" haunts Zanavoo lodge.
2	1	8	5	1	2							Girl appears.
2	1	8	6								IN GIRLS' CAMP	
2	1	8	6	1	1							Girl haunts camp.
2	1	8	6	1	2							
2	1	8	6	1	3							
2	1	9									IN OR AROUND MINE	
2	1	9	1								RELATIVE OF MINER WATCHES OVER MINE	
2	1	9	1	1	1							Wife of miner watches for husband.
2	1	9	1	2	1							"White Lady" of Spring Canyon.
2	1	9	1	2	2							
2	1	9	1	3	1							Female watches son's mine.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	9	2								REVENANT OF MINER HAUNTS MINE	
2	1	9	2	1	1							Revenant of miner haunts mine.
2	1	9	2	1	2							Miner haunts mine.
2	1	9	2	2	1							Appearance of revenant.
2	1	9	2	3	1							Picking sound heard in Lucky Baldwin.
2	1	10									IN OR AROUND SCHOOL, DORM, ETC.	
2	1	10	1								CHILDRENS SCHOOLS	
2	1	10	1	1	1							School bells, children's voices heard.
2	1	10	1	2	1							Indian children who died from smallpox haunt boarding school.
2	1	10	1	3	1							Spirits seen on site of new school.
2	1	10	1	4	1							Old, abandoned elementary school rumored to be haunted
2	1	10	2								JUNIOR HIGH SCHOOLS	
2	1	10	2	1	1							Ghost of P.E. teacher seen in gym.
2	1	10	3								HIGH SCHOOLS	
2	1	10	3	1	1							Ghost of founder helps team.
2	1	10	3	2	1							Ghost of dead child haunts high school gymnasium.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	10	3	2	1							Ghost of boy killed in fire makes strange noises in school gym.
2	1	10	3	2	2							
2	1	10	3	2	2							
2	1	10	3	2	3							
2	1	10	3	2	3							
2	1	10	3	2	4							
2	1	10	3	2	4							
2	1	10	3	3	1							Ghost named Harvey haunts Jordan High School.
2	1	10	3	3	1							
2	1	10	3	3	2							
2	1	10	3	4	1							Students see a vision of their own dead bodies in their high school.
2	1	10	3	5	1							Test to see if a student who has committed suicide is watching you
2	1	10	4							COLLEGE DORMS		
2	1	10	4	1	1							"Henry Flager" walks women's dorms.
2	1	10	4	2	1							Bottles and glasses move in men's dorms.
2	1	10	4	3	1							Outline of female appears in women's dorms.
2	1	10	4	4	1							"White Lady" appears in women's dorms.
2	1	10	4	5	1							Forms seen, strange things happen in men and women's dorms.
2	1	10	4	6	1							Spirits and forms seen, sounds heard, things moved.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	1	10	5								SORORITY/FRATERNITY HOUSES	
2	1	10	5	1	1							Alpha Chi Sorority hears thud from pipes.
2	1	10	5	2	1							Sigma Chi Fraternity senses "Luke the Spook" in basement.
2	1	10	6								OTHER COLLEGE BUILDINGS	
2	1	10	6	1	1							Drama teacher seen in little theater.
2	1	10	6	2	1							"George" haunts Founder's Hall.
2	1	10	6	3	1							Female plays organ in "Old Main."
2	1	10	6	4	1							Female plays "Rhapsody in Blue" on piano.
2	2										UNEXPLAINED PHENOMENA	
2	2	1									UNEXPLAINED SIGHTS	
2	2	1	0								MISCELLANEOUS	
2	2	1	0	1	1							Shadow of man typing appears.
2	2	1	0	2	1							Hand-print on wall of school.
2	2	1	0	3	1							"Disappearing Angel," object on mountain, appears/vanishes.
2	2	1	0	4	1							White Cadillac appears on track and saves man.
2	2	1	0	5	1							Shadow of rope seen in old barn.
2	2	1	0	6	1							Hand of boy found clinging to doorknob.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	1	0	7	1							Heavy breathing of dying woman heard near castle.
2	2	1	0	8	1							Boy Scout seen 30 years after being lost.
2	2	1	0	9	1							Devil/Ghost Horses on Uriah Mesa.
2	2	1	1								UNEXPLAINED LIGHT/LIGHTS SIGHTED	
2	2	1	1	1	1							Blue light appears near deserted airport.
2	2	1	1	2	1							"Spook lights" sighted.
2	2	1	1	2	2							
2	2	1	1	2	3							
2	2	1	1	2	4							
2	2	1	1	3	1							"Brown Mountain Lights" sighted.
2	2	1	1	3	2							
2	2	1	1	4	1							Phantom train light appears.
2	2	1	1	5	1							Swamp gas lights appear (1850s).
2	2	1	1	6	1							"Fireballs" swoop by informants head.
2	2	1	1	7	1							Pulpit of church where suicide occurred glows.
2	2	1	1	8	1							"West Hill Lights" appear.
2	2	1	1	9	1							"Devil's Heartbeat" horizon pulses.
2	2	1	1	10	1							Red light follows man.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	1	1	11	1							"Glowing Lady" shape is brighter than lighthouse.
2	2	1	1	12	1							"Glowing Mountain" seen.
2	2	1	1	13	1							Red light appears in corner house.
2	2	1	1	14	1							Light hovers over car, people.
2	2	1	1	15	1							Busload of students disappears in "Frogmore Light."
2	2	1	1	16	1							"Light Monster" lives in mountains.
2	2	1	2								UFO OR RELATED REPORTS	
2	2	1	2	1	1							Planes disappear after sighting/following UFO.
2	2	1	2	2	1							Cigar-shaped, green object sighted.
2	2	1	2	3	1							Oblong object flies, lands, leaves burn marks.
2	2	1	2	4	1							"Paul Solem" spaceman seen by many.
2	2	1	2	5	1							Mine worker sees UFO land, talks to spacemen.
2	2	1	2	6	1							Light thought to be UFO is sighted.
2	2	1	2	6	2							
2	2	1	2	7	1							Couple driving in country taken by UFO.
2	2	1	2	7	2							
2	2	1	2	8	1							UFO with an aura of orange and green light spotlights car.
2	2	1	2	9	1							Hunter spots UFO.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	1	2	10	1							Airplane chases car and then vanishes.
2	2	1	3								UNUSUAL/UNIDENTIFIED OBJECT SIGHTED	
2	2	1	3	1	1							Mysterious white object sighted, floats up hillside.
2	2	1	3	1	2							
2	2	1	4								IRREGULARITIES APPEAR IN PHOTOGRAPH	
2	2	1	4	1	1							People appear in graveyard photo.
2	2	1	4	1	2							
2	2	1	4	1	3							
2	2	1	4	2	1							Skull appears in photo taken before death.
2	2	1	4	3	1							Man in black in Police photo of suicide victim.
2	2	1	4	4	1							"Volcano Princess" in photo of erupting volcano.
2	2	1	4	5	1							Ghost of boy appears in photograph of friends who are leaving on missions.
2	2	1	4	5	1							Skeletons in photo of apartment.
2	2	1	5								SUPERNATURAL PLACES APPEAR/DISCOVERED	
2	2	1	5	1	1							In an Indian camp, people and animals seen and heard.
2	2	1	5	1	2							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	1	5	2	1							Sounds of people and water pump seen and heard.
2	2	1	6								UNEXPLAINED SOUNDS	
2	2	1	6	1	1							Woman's laughter heard in Utah State Hospital amphitheater.
2	2	1	23	1								Car chases young boys and then vanishes.
2	2	2									UNEXPLAINED HAPPENINGS	
2	2	2	0								MISCELLANEOUS	
2	2	2	0	1	1							Woman's hair changes from black to white overnight.
2	2	2	0	2	1							Girl suffocated by "snake" just before wedding.
2	2	2	0	3	1							Dead body repeatedly found in rocking chair.
2	2	2	0	4	1							Boy disappears in closet of empty house.
2	2	2	1								NEAR OR IN GRAVEYARDS	
2	2	2	1	1	1							Weeping woman statue in Logan cemetery.
2	2	2	1	1	2							
2	2	2	1	1	3							Weeping woman statue in Logan cemetery.
2	2	2	1	1	4							
2	2	2	1	1	5							
2	2	2	1	1	6							
2	2	2	1	1	7							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	1	1	8							
2	2	2	1	1	9							
2	2	2	1	1	10							
2	2	2	1	1	11							
2	2	2	1	2	1							Emo's (Emole's) grave.
2	2	2	1	2	2							
2	2	2	1	2	3							
2	2	2	1	2	4							
2	2	2	1	2	5							
2	2	2	1	2	6							
2	2	2	1	2	7							
2	2	2	1	2	8							
2	2	2	1	2	9							
2	2	2	1	2	10							
2	2	2	1	3	1							Andrew Carpenter's grave.
2	2	2	1	3	2							
2	2	2	1	3	3							
2	2	2	1	5	1							Mrs. Grant tells how she was killed.
2	2	2	1	6	1							Dead woman returns to life when men try to rob her tomb.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	1	7	1							"Warloo" the warlock will return from the dead when called.
2	2	2	1	8	1							"Bloody Mary" statue in American Fork, Utah cemetery.
2	2	2	1	8	2							
2	2	2	1	8	3							
2	2	2	1	9	1							Séance performed at Dracula's Grave will bring him back.
2	2	2	1	10	1							Head of Soldier Statue follows viewer.
2	2	2	1	10	2							
2	2	2	1	10	3							
2	2	2	1	10	4							
2	2	2	1	11	1							Wooden cross turns red.
2	2	2	1	12	1							Statue of woman cried real tears in Provo cemetery.
2	2	2	1	12	2							
2	2	2	1	13	1							Man attacks people in Memorial Gardens Cemetery.
2	2	2	1	14	1							"Weeping Lady/Mother" statue.
2	2	2	1	14	2							
2	2	2	1	14	3							
2	2	2	1	14	4							
2	2	2	1	14	5							
2	2	2	1	14	6							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	1	14	7							
2	2	2	1	14	8							
2	2	2	1	15	1							Voice answers from "Hatch's Grave."
2	2	2	1	16	1							Couple in wedding clothes appear in SLC cemetery.
2	2	2	1	17	1							Rattling chain heard in Basin cemetery.
2	2	2	1	18	1							Gravestone glows green.
2	2	2	1	19	1							Grave glows.
2	2	2	1	20	1							Alfred Parker eats dead bodies.
2	2	2	1	21	1							Girl dies after staying in cemetery overnight.
2	2	2	1	22	1							Tombstone knocks back in Rose Hill cemetery.
2	2	2	1	23	1							Ghost from "Spanish Grave" haunts campers.
2	2	2	1	24	1							Grass won't grow on man's grave, proves his innocence.
2	2	2	1	25	1							Headless ghost appears in graveyard.
2	2	2	1	26	1							Pioneer woman's ghost watches over grave.
2	2	2	1	27	1							Voice heard at "Multitude's Grave," she comes back to life.
2	2	2	1	28	1							If you touch "handshake" on grave, you will die.
2	2	2	1	29	1							See spirits of John Mosey and raiders on Halloween.
2	2	2	1	30	1							Hotel built on old graveyard crumbles.
2	2	2	1	31	1							Car pushed off Indian grave.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	1	32	1							Soldier statue comes to life, attacks viewer.
2	2	2	1	33	1							Flowers picked from grave disappear later.
2	2	2	1	34	1							To summon dead person, rub grave and say name 3 times.
2	2	2	1	35	1							Woman's face is embedded in gravestone.
2	2	2	1	36	1							Farmer calls for dead daughter to come home.
2	2	2	1	37	1							Cannon will fire if you walk around cemetery three times.
2	2	2	1	38	1							Scimitar of Hebron guards land from being settled.
2	2	2	1	39	1							Woman haunts man who robs her grave and steals her golden arm.
2	2	2	2								OCCUR IN INHABITED STRUCTURE	
2	2	2	2	1	1							House plant saves family.
2	2	2	2	2	1							Sounds heard from the attic.
2	2	2	2	3	1							Man attacked by animal. Wife's dead body found with animal ear in teeth.
2	2	2	2	3	2							
2	2	2	2	4	1							Doorknob turns/jiggles by itself.
2	2	2	2	5	1							"China Doll" attacks family.
2	2	2	2	5	2							
2	2	2	2	5	3							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	2	5	4							
2	2	2	2	5	5							"China Doll" attacks family.
2	2	2	2	5	6							
2	2	2	2	5	7							
2	2	2	2	5	8							
2	2	2	2	5	8							
2	2	2	2	6	1							Lady's head held on by black ribbon.
2	2	2	2	6	2							
2	2	2	2	6	3							
2	2	2	2	6	4							
2	2	2	2	6	5							
2	2	2	2	6	6							
2	2	2	2	6	7							
2	2	2	2	7	1							Pool table mysteriously used.
2	2	2	2	8	1							Strange noises, furniture moving.
2	2	2	2	9	1							Strange things happen, ascribed to "Aunt Pug."
2	2	2	2	10	1							Bloody Mary appears in dark bathroom when name is said.
2	2	2	2	10	1							Ghost of Bob Crown runs around in old apartment.
2	2	2	2	10	1							Girl follows mysterious footprints.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	2	10	2							
2	2	2	2	10	3							
2	2	2	2	10	4							
2	2	2	2	10	5							
2	2	2	2	11	1							Footsteps, piano music heard.
2	2	2	2	12	1							Strange lights, noises come from cabin.
2	2	2	2	13	1							Strange noises heard in house built over slave quarters.
2	2	2	2	14	1							Thumping, opening door attributed to dead grandfather.
2	2	2	2	15	1							Noises, nailed-shut attic doors and windows opened in Colonial house.
2	2	2	2	16	1							Spirit in house would tell where to find money if asked.
2	2	2	3								OCCUR IN DESERTED HOUSE OR OTHER STRUCTURE	
2	2	2	3	1	1							Toys move, cries and groans heard.
2	2	2	3	2	1							Sound of dog howling.
2	2	2	3	3	1							Strange things happen at the Ream's Mansion.
2	2	2	3	4	1							No wind blows by burned house.
2	2	2	3	5	1							Farmhouse where shadows move.
2	2	2	3	6	1							Unfinished house building itself.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	3	7	1							Bloodstains re-appear in yard when it rains.
2	2	2	3	8	1							Doctor enters a scary mansion and sees a little green man.
2	2	2	3	9	1							Man builds castle near Cincinnati and haunts it after his death.
2	2	2	3	10	1							Man who was killed in basement of old house in UT now haunts it.
2	2	2	3	10	1							
2	2	2	3	11	1							A boy sees a eye looking at him from a house, he goes in and is never found.
2	2	2	3	12	1							Man who committed suicide his house haunts now haunts it.
2	2	2	4								OCCUR ELSEWHERE	
2	2	2	4	1	1							Bloody footprints in hall, dead body is unwrapped in hospital.
2	2	2	4	2	1							Soldier jailed for strange behavior, found dead with teeth marks on neck.
2	2	2	4	3	1							Missing girl appears with worm-eaten face.
2	2	2	4	4	1							Hand continually found unburied.
2	2	2	4	5	1							Family trailer house has claw marks on side.
2	2	2	4	6	1							Head of woman seen floating down hall.
2	2	2	4	7	1							Unknown man finds fire in Lyric Theater.
2	2	2	4	8	1							Strange feelings in room cause girl to attempt suicide.
2	2	2	4	9	1							Planes and boats disappear.
2	2	2	4	10	1							People lost, strange things happen in "Sacred Grounds."

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	2	4	11	1							Dangerous and strange occurrences on trails walked by spirits of the dead.
2	2	2	5								REENACT DEATH OR MURDER	
2	2	2	5	1								Repeating sounds.
2	2	2	5	1	1	1						Cry of horse and man heard.
2	2	2	5	1	2	1						Screams of "Rasmussen" heard.
2	2	2	5	1	3	1						Noises of cow in quicksand.
2	2	2	5	1	4	1						Scream, sounds of skier hitting tree.
2	2	2	5	1	5	1						Sound of screams, gunshots and a person falling down stairs is heard.
2	2	2	5	2								Repeating sights and lights seen and heard.
2	2	2	5	2	1	1						Green light, crack of wood heard.
2	2	2	5	2	2	1						Male repeats murder of wife and kids.
2	2	3									ESP/POWERS OF THE MIND	
2	2	3	1								PREMONITIONS OF DEATH OF OTHERS	
2	2	3	1	1	1							Man knows of auto accident, death of infant daughter.
2	2	3	1	2	1							Man knows friend will drown.
2	2	3	2								PREMONITIONS OF OWN DEATH	
2	2	3	2	1	1							Child tells mother how/where to bury her.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	3	2	2	1							Girl says goodbye to friends, dies during night.
2	2	3	2	3	1							Woman has a premonition of death and acts strangely before dying.
2	2	3	3								OTHER PREMONITIONS	
2	2	3	3	1	1							Boy has premonition to stop car, avoids auto accident.
2	2	3	3	2	1							Children "feel" fire in their home.
2	2	3	3	3	1							When girl hears song, gets letter/call from boyfriend.
2	2	3	4								POWER OF DREAMS	
2	2	3	4	1	1							Dead cat returns in dream to comfort children.
2	2	3	4	2	1							Woman solves problems/gains info from dreams.
2	2	3	4	3	1							Mark Twain sees the Ghost of King Kamehameha
2	2	3	5								POWERS TO MOVE IN TIME	
2	2	3	5	1	1							Religious group claims power to move in time.
2	2	3	5	2	1							Man claims power to move into future.
2	2	4									HARBINGERS/PREM ONITIONS OF DEATH	
2	2	4	0								MISCELLANEOUS	
2	2	4	0	1	1							Miners hear man fall every night for 3 nights, 4th night man actually falls.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	2	4	1								FIGURE SIGHTED	
2	2	4	1	1	1							White figure stops at house, lady dies next day.
2	2	4	1	2	1							Woman in black seen at house, next day dead person discovered.
2	2	4	2								OTHER SUPERNATURAL BEING(S) SIGHTED	
2	2	4	2	1	1							Japanese spirit sighted.
2	2	4	2	2	1							Ghost family travels New Jersey highway; if you see them, you die.
2	2	4	3								ANIMALS AS HARBINGERS	
2	2	4	3	1	1							If owl visits three times and "howls" three times, it means death.
2	2	4	3	2	1							"White Dog" appears prior to violent death of Navajo woman.
2	2	4	4								INANIMATE HARBINGERS	
2	2	4	4	1	1							If china cabinet rattles, someone known to owner will die.
2	2	4	4	2	1							Clock "cuckoos" only when family member will die.
2	2	4	4	3	1							Statue of Mary cried when brother died.
2	2	4	4	4	1							Photo drops, crack on glass matches scar on person.
2	2	4	4	4	2							
2	3										SUPERNATURAL/SUPERNORMAL POWERS	

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	0									MISCELLANEOUS	
2	3	0	1	1								Seventh son of seventh son has unusual powers.
2	3	0	2	1								Woman uses her cat to predict when something bad will happen
2	3	1									WITCHES	
2	3	1	1	1								Witch scratches on car windows.
2	3	1	1	2								
2	3	1	2	1								Witch hitchhikes as beautiful girl.
2	3	1	3	1								Witch places/removes curse on chili.
2	3	1	4	1								Old Witch casts sickness spells on people.
2	3	1	5	1								Witch lives in neighborhood.
2	3	1	6	1								Informant meets witch.
2	3	1	7	1								College teacher thought to be a witch.
2	3	1	8	1								Witchdoctor places various curses on people.
2	3	1	9	1								Witch makes baby sick (1800s).
2	3	1	10	1								Informant tells of warlock.
2	3	1	11	1								Woman thought to be a witch.
2	3	1	12	1								"Cat Woman" turns people into cats.
2	3	1	13									Witch Hectate.
2	3	1	13	1	1							Heckata lives in Green Canyon.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	1	13	2	1							Hekedah lives in Logan Canyon near Three Dams.
2	3	1	13	3	1							Witch lives with German Shepherds.
2	3	1	13	4	1							Truck hits one of witch's dogs.
2	3	1	13	5	1							Heckadi's dogs heard in mine shaft.
2	3	1	13	6	1							Hecate's dogs heard in cave.
2	3	1	13	7	1							Hecate's dogs heard in Spring Hollow.
2	3	1	13	8	1							Hekida appears at St. Anne's retreat.
2	3	1	13	9	1							Dogs howl, lights go off, truck stops at St. Anne's retreat.
2	3	1	13	10	1							Witch appears in burning bush to warn people away.
2	3	1	14	1	1							Witch afflicts man with welts man gave to his horse.
2	3	1	15	1	1							"Bountiful Witch" chokes to death on feathers.
2	3	1	16	1	1							Woman sells her business after witch gives her the "evil eye."
2	3	1	17	1	1							Girls try to follow "Witch of West Chester" home, but she dissappears.
2	3	1	18	1	1							Witch lives in woods and captures little children that wander into woods.
2	3	2									DIVINERS	
2	3	2	1									WATER-WITCHING
2	3	2	1	1								How to water-witch.
2	3	2	1	2								Corrects water problem.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	2	1	3								Finds water for Brigham Young.
2	3	2	1	4								Finds water where geologists could not.
2	3	2	1	5								General info and info on one specific water-witches.
2	3	2	2								DIVINING FOR MINERALS	
2	3	2	2	1								Diving for tin.
2	3	2	3								DIVINING FOR OTHER THINGS	
2	3	2	3	1								G.I.'s use divining rods to find enemy tunnels.
2	3	3									FORTUNE TELLERS/SEERS	
2	3	3	0								MISCELLANEOUS	
2	3	3	0	1	1							Fortune tellers can't operate in Salt Lake City because of "protective dome."
2	3	3	0	2	1							Woman reads Elder's palm.
2	3	3	0	3	1							Mrs. Holman uses husband's tea leaves.
2	3	3	1								FORTUNE TELLER PREDICTS PERSON'S FUTURE	
2	3	3	1	1	1							Sailor retires to beat his fortune, but drowns as predicted.
2	3	3	1	2	1							Medium's prediction comes true (1952).
2	3	3	1	3	1							Fortune teller's predictions come true (1960).
2	3	3	1	4	1							"Madame Rose" makes predictions that come true.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	3	1	5	1							Fortune teller correctly tells young girl's fortune.
2	3	3	1	6	1							"Born seer" John C. Armstrong foretells deaths, including his own.
2	3	3	1	7	1							Man reads stars to tell fortunes of two Elders
2	3	3	2								SEER LOCATES PRECIOUS METAL	
2	3	3	2	1								Spiritualist tells location of silver ore.
2	3	3	3								CARD READERS	
2	3	3	3	1	1							Future told, girl learns to read cards.
2	3	3	3	2	1							Ruby Holdaway Hoover reads cards.
2	3	3	4								USE OF PEEPSTONES	
2	3	3	4	1	1							Woman throws away "peepstone" as requested, sees future without it.
2	3	3	4	2	1							"Peepstone Lady" of Tooele sees location of lost boy.
2	3	3	4	3								Peepstone used to find lost/stolen animals.
2	3	3	4	3	1							Woman uses stone for friends, stops when told to by Church leaders.
2	3	3	4	3	2							Woman names pig thief.
2	3	4									SPIRITUALISTS/ME DIUMS	
2	3	4	1								SPIRITUALIST MEETINGS, REVIVALS	

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	4	1	1	1							Missionaries observe spiritualist meeting in Brazil.
2	3	4	1	2	1							Woman rejects spiritualist experience.
2	3	4	1	3	1							Missionaries attend "Holy Ghost Rally," in California.
2	3	4	1	4	1							Missionaries attend spiritualist meeting.
2	3	4	2								MEDIUMS, SEANCES	
2	3	4	2	0	1							Dracula's grave.
2	3	4	2	1	1							Missionaries attend séance, spirits appear.
2	3	4	2	2	1							Missionaries attend séance.
2	3	4	2	3	1							Presence of missionaries prohibits séances.
2	3	4	2	4	1							Séance attempts to contact girl who died in Kennedy car crash.
2	3	5									HEALERS	
2	3	5	1	1								Man blessed with the ability to stop bleeding.
2	3	5	1	2								
2	3	5	2	1								Cap owned by healer said to have healing power.
2	3	6									WITCH COMMUNITIES	
2	3	6	1	1								Witches meet by Green River.
2	3	6	2	1								Animal mutilations.
2	3	6	3	1								Cow sacrificed.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	7									PRACTIONERS OF BLACK/WHITE MAGIC	
2	3	7	0	1								Indian boy bewitches farmer.
2	3	7	0	2								Young girl puts spell on friend.
2	3	7	1								VOODOO USED	
2	3	7	1	1	1							Man cursed to return home.
2	3	7	1	2	1							IRS worker is voodoo leader.
2	3	7	2								CURSES USED	
2	3	7	2	0	1							Father Curses grave.
2	3	7	2	1							INDIAN CURSES	
2	3	7	2	1	1	1						Cursed people walk into woods and disappear.
2	3	7	2	1	2	1						White men in Grand Valley cursed.
2	3	7	2	1	3	1						Fish Lake cursed for white men.
2	3	7	2	2							GYPSY CURSES	
2	3	7	2	2	1	1						House cursed to never be finished.
2	3	7	2	2	2	1						Tree in the city of Mendon cursed.
2	3	7	3								SPIRITS CALLED FORTH	
2	3	7	3	1							MOVING OBJECTS	
2	3	7	3	1	1	1						Spirit causes bed to move.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	3	7	3	1	2	1						Spirit rattles china.
2	3	7	3	2							DEAD SPIRITS CALLED FORTH	
2	3	7	3	2	1	1						Girls call music director's daughter.
2	3	7	3	2	2	1						Girls call back Marilyn Monroe.
2	3	7	3	3	1							Girls call for face to appear in mirror.
2	4									SUPERNATURAL GAMES/OBJECTS		
2	4	1									SUPERNATURAL GAMES	
2	4	1	0								MISCELLANEOUS	
2	4	1	0	1	1							Games lead to strange deaths, Dewitt Campground.
2	4	1	0	1	2							Ouija board used.
2	4	1	0	2	1							"Hag of the Fulstones" gives message.
2	4	1	1								OUIJA BOARDS	
2	4	1	1	0							MISCELLANEOUS	
2	4	1	1	0	1	1						
2	4	1	1	0	2	1						Woman prefers ouija to any religion.
2	4	1	1	0	3	1						Ouija creates smell of cigarette smoke in closet.
2	4	1	1	0	4	1						Girl feels evil in room.
2	4	1	1	0	5	1						Ouija calls for help.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	0	6	1						Woman takes Ouija to MIA meeting.
2	4	1	1	0	7	1						Various experiences with Ouija board.
2	4	1	1	1							PREDICTIONS OF DEATH	
2	4	1	1	1	1	1						Son escapes ouija predicted deaths, twice.
2	4	1	1	1	1	2						Boy's death date given, but not year.
2	4	1	1	1	1	3						Predicts uncle's death in "Battle of the Bulge."
2	4	1	1	1	1	4						Predicts woman's death.
2	4	1	1	1	1	5						Sister's death predicted.
2	4	1	1	1	1	6						Ouija predicts death of seven players.
2	4	1	1	1	1	7						Predicts deaths and car accidents that happen two years later.
2	4	1	1	1	2	1						Ouija predicts car accident.
2	4	1	1	1	3	1						Ouija predicts location of dead body.
2	4	1	1	1	4	1						Ouija predicts building will burn.
2	4	1	1	1	5	1						Ouija predicts divorce.
2	4	1	1	1	6	1						Ouija predicts marriage.
2	4	1	1	1	6	2						Ouija predicts marriage and gender of first child.
2	4	1	1	1	7	1						Predicts gender of child.
2	4	1	1	1	8	1						Ouija predicts family will rent house.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	2							POWERS VERIFIED/NOT VERIFIED BY OUIJA'S RESPONSE	
2	4	1	1	2	1	1						Ouija board answers questions regarding its own power.
2	4	1	1	2	1	2						Ouija board elevates and spins table.
2	4	1	1	2	2	1						Ouija board Questioned about spirits.
2	4	1	1	2	3	1						Correctly verifies death.
2	4	1	1	2	4	1						Correctly quotes scripture.
2	4	1	1	2	5	1						Reveals name of murderer.
2	4	1	1	2	6	1						Ouija board reveals child not safe in bed.
2	4	1	1	3								
2	4	1	1	3	1	1					POWERS VERIFIED/NOT VERIFIED BY EVENTS	Missionaries prompted to visit girls playing with ouija.
2	4	1	1	3	2	1						Makes lights go out.
2	4	1	1	3	3	1						Ouija board makes glass hit the wall.
2	4	1	1	3	4	1						Makes cross shaped light appear on hillside.
2	4	1	1	3	5	1						Hand/foot prints appear.
2	4	1	1	3	6	1						Ouija rises in air in cemetery.
2	4	1	1	3	7	1						Makes lamps and tables tip over.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	3	8	1						Gives warning to be careful.
2	4	1	1	3	9	1						Message given meaning in cemetery.
2	4	1	1	3	10	1						Makes teenager drive off road.
2	4	1	1	3	11	1						Ouija board makes shrunken head glow.
2	4	1	1	3	12	1						Makes rocking chair rock.
2	4	1	1	3	13	1						Various incidents verify Ouija's power.
2	4	1	1	4							OUIJA BOARD RESISTS DESTRUCTION	
2	4	1	1	4	1	1						Ouija board reappears after being thrown away.
2	4	1	1	4	2						RESISTS BURNING	
2	4	1	1	4	2	1						Ouija board resists burning and breaking.
2	4	1	1	4	2	2						Resists burning, throwing in trash.
2	4	1	1	5							APPERANCE/MANIF ESTATION OF DEVIL	
2	4	1	1	5	1						OUIJA CLAIMS POWER OF DEVIL	
2	4	1	1	5	1	1						Ouija responds that it is Lucifer.
2	4	1	1	5	1	2						Ouija responds that it is devil, boy injured.
2	4	1	1	5	1	3						Satan wants to talk through ouija.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	5	1	4						When questioned, an Ouija board says its power comes from Satan. Bishopric comes after sensing evil power.
2	4	1	1	5	2						SPIRITS APPEAR	
2	4	1	1	5	2	1						People over-powered by spirit of ouija.
2	4	1	1	5	2	2						Spirit of ouija appears, lost priesthood.
2	4	1	1	5	2	3						Spirits visit female student.
2	4	1	1	5	2	4						Spirits bother man at night.
2	4	1	1	5	2	5						Spirit appears, encourages suicide.
2	4	1	1	5	3						MAN APPEARS	
2	4	1	1	5	3	1						Contracts for boys souls.
2	4	1	1	5	3	2						Teenagers ask devil to appear, man appears.
2	4	1	1	5	3	3						Man in business suit appears.
2	4	1	1	5	3	4						Cain appears.
2	4	1	1	5	3	5						Contracts for boys souls.
2	4	1	1	5	4						IMAGES, FACES, HANDS APPEAR	
2	4	1	1	5	4	1						Transparent man appears while people use Ouija board.
2	4	1	1	5	4	1						Satan appears in the form of a man to boys using Ouija board-- boys kill themselves.
2	4	1	1	5	4	2						Faces, hands appear at car window.
2	4	1	1	5	4	3						Image of man and faces appear during use of Ouija board.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	5	4	4						Image of devil appears in mirror.
2	4	1	1	5	4	5						Image appears in mirror.
2	4	1	1	5	5						OTHER MANIFESTATIONS	
2	4	1	1	5	5	1	1					Smoke appears during use of Ouija board.
2	4	1	1	5	5	2	1					Black dog.
2	4	1	1	5	5	3	1					Red blob.
2	4	1	1	5	5	4	1					Shadow appears during use of Ouija board.
2	4	1	1	5	5	5	1					Lies.
2	4	1	1	6								People possessed or attacked while using Ouija board.
2	4	1	1	6	1	1						Female slammed against wall.
2	4	1	1	6	2							Table pins person against the wall.
2	4	1	1	6	2	1						Table pins girl against door.
2	4	1	1	6	2	2						Table slams boy against wall, boy dies after using Ouija board.
2	4	1	1	6	3	1						Girl thrown around room.
2	4	1	1	6	4	1						Boy physically battered.
2	4	1	1	6	5	1						Girls chased around room.
2	4	1	1	6	6	1						Girl floats.
2	4	1	1	6	6	2						Possessed girl levitates while using Ouija board.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	6	7	1						Knife suspended over girl's head.
2	4	1	1	6	8	1						Boy lies on floor frothing at the mouth.
2	4	1	1	6	9	1						Ouija board pins boy against wall.
2	4	1	1	6	10	1						While using Ouija board, teenagers witness books falling from shelf.
2	4	1	1	7							PEOPLE DRIVEN TO SUICIDE/MURDER OR TO ATTEMPT SUICIDE/MURDER	
2	4	1	1	7	1							Eight of ten people commit suicide after using Ouija board.
2	4	1	1	7	2							Female spirit coaxes boy to commit suicide.
2	4	1	1	7	2	1						Account of occurrence (1970).
2	4	1	1	7	2	2						Personal account.
2	4	1	1	7	3							Girl attempts suicide after using Ouija board.
2	4	1	1	7	4							Woman kills husband.
2	4	1	1	7	5							Spirit entices four boys to commit suicide.
2	4	1	1	7	7							Woman commits suicide after using Ouija board.
2	4	1	1	8							RELIGIOUS INTERVENTION	
2	4	1	1	8	1	1						Ouija stops working at midnight, Saturday night.
2	4	1	1	8	2	1						Won't work when father (bishop) walks into room.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	8	2	2						Won't work for various reasons.
2	4	1	1	8	2	3						Won't get answer because one boy has priesthood.
2	4	1	1	8	2	4						Won't work when brother (deacon) passes the door.
2	4	1	1	8	2	5						Ouija board won't work because one participant holds priesthood.
2	4	1	1	8	2	6						Won't work, school teacher holds priesthood.
2	4	1	1	8	2	7						Won't work because of one participant (deacon).
2	4	1	1	8	3	1						Religious book wards off evil.
2	4	1	1	8	4	1						Bishop blesses girl.
2	4	1	1	8	4	2						Bishop blesses possessed boy.
2	4	1	1	8	4	3						Bishop blesses depressed woman.
2	4	1	1	8	4	4						Bishop blesses room.
2	4	1	1	8	4	5						Bishop commands power of Satan to leave.
2	4	1	1	8	5	1						Girls command presence to leave, by power of father's priesthood.
2	4	1	1	8	5	2						Boy commands power to leave.
2	4	1	1	8	5	3						Boy commands spirit to leave.
2	4	1	1	8	5	4						Girls command sprit to leave.
2	4	1	1	8	6	1						Missionaries bless woman and husband.
2	4	1	1	8	7	1						Elders bless boy.
2	4	1	1	8	8	1						Seminary teacher administers to girl.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	1	8	9	1						Ouija inhibited by power of God.
2	4	1	1	8	10	1						Returned missionaries command spirit to leave.
2	4	1	1	8	11	1						Ouija won't work with picture of prophet in room.
2	4	1	1	8	12	1						Ouija won't work in presence of girl.
2	4	1	2								RISING TABLE	
2	4	1	2	1	1							Players raise table.
2	4	1	2	1	2							
2	4	1	2	1	3							
2	4	1	2	2	1							Table makes predictions.
2	4	1	2	2	2							
2	4	1	2	2	3							
2	4	1	2	3	1							Girls conjure evil spirit.
2	4	1	2	4	1							Boys cornered by tables.
2	4	1	2	5	1							Girl sees feet.
2	4	1	2	6	1							Man communicated with dead grandfather.
2	4	1	3								LEVITATION	
2	4	1	3	1	1							Girls at camp levitate a campmate.
2	4	1	3	2	1							Power raises girl sitting in chair.
2	4	1	4								CANDLES	

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	1	4	1	1							Candle used to answer questions.
2	4	1	4	1	2							
2	4	1	4	2	1							Group asks devil to blow candle out.
2	4	1	5								CARDS	
2	4	1	5	1	1							Tarot cards used to make predictions.
2	4	1	5	2	1							Burning cards show disfigured faces.
2	4	2									SUPERNATURAL OBJECTS	
2	4	2	1								CURSED/SUPERNATURAL OBJECTS	
2	4	2	1	0	1							
2	4	2	1	1	1							Cursed mill causes bad luck.
2	4	2	1	2	1							Cursed crystal bell causes death.
2	4	2	1	3	1							Cursed black china cats cause death.
2	4	2	1	4	1							No one can live in cursed house.
2	4	2	2	1	1							Bloody Mary; people can travel through mirrors
2	4	2	2	1	2							
2	4	2	2	1	3							
2	4	2	2	1	4							
2	4	2	2	1	5							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	4	2	2	1	6							
2	4	2	2	1	7							
2	4	2	2	1	7							
2	4	2	2	1	8							
2	4	2	2	1	9							
2	4	2	2	1	10							
2	5									SUPERNATURAL/SUPERNORMAL CREATURES		
2	5	0									MISCELLANEOUS	
2	5	0	1	1								"Plantimal" eats people in park.
2	5	0	2	1								"Boogie Man" lurks in the woods.
2	5	1									SHAPE-SHIFTERS	
2	5	1	0	1	1							Hitchhiker sees Indians change to coyotes.
2	5	1	0	2	1							Wolf/man chases cars.
2	5	1	0	3	1							Man changes into rooster, cat, and "haunted person".
2	5	1	0	4	1							How to ward off Hawaiian Night Marchers.
2	5	1	0	5	1							
2	5	1	1								WEREWOLVES	
2	5	1	1	1	1							Werewolf discovered, killed, buried in cemetery.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	1	1	2	1							Werewolf frequents girls camp.
2	5	1	1	3	1							Werewolf lives in Rialto Canyon.
2	5	1	1	4	1							Girl unknowingly dates werewolf.
2	5	1	2								NAVAJO SKINWALKERS	
2	5	1	2	1	1							Chases girl in car, attacks man on horse.
2	5	1	2	2	1							Brothers see skin walkers along road.
2	5	1	2	3	1							How to destroy a skin walker.
2	5	1	2	4	1							Skin walkers frighten people.
2	5	1	2	5	1							Skin walker tracked and killed.
2	5	1	2	5	2							
2	5	1	2	6	1							Skin walker kills children.
2	5	1	2	7	1							Skin walkers seen at Devil's Heartbeat.
2	5	1	2	8	1							Truck hits Skin walker.
2	5	1	2	8	2							
2	5	1	2	9	1							Sheriff sees Skin walker trying to break into trailer house.
2	5	1	2	10	1							Skin walkers eyes don't reflect light.
2	5	1	2	11	1							Man sees cousin as white dog.
2	5	1	2	12	1							Skin walker runs beside car of George P. Lee.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	1	2	13	1							Trailers attacked by Yeenaglooshii (Skin walkers).
2	5	2									SEMI-HUMAN CREATURES	
2	5	2	0	1	1							Villagers cook man.
2	5	2	0	2	1							
2	5	2	0	3	1							"Blue Gum" man kills people with rattlesnakes.
2	5	2	0	4	1							Vampire named Myra Hess kills beach campers.
2	5	2	1								WILD PERSON MENTALLY DISTURBED	
2	5	2	1	1	1							"Johnson," a hunter, becomes a hairy, wild man.
2	5	2	1	2	1							"Smokey Joe" wanders mountains.
2	5	2	1	3	1							"Christenson" looks for son.
2	5	2	1	4	1							"Old Man Thompson" drowns people in Brazos River.
2	5	2	1	5	1							Maggie terrifies girls at a camp.
2	5	2	1	6	1							"Bunny Man" kills children on a campout.
2	5	2	2								HALF ANIMAL/HALF PERSON	
2	5	2	2	1	1							"Cougar Man" attacks and kills people.
2	5	2	2	1	2							
2	5	2	2	1	3							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	2	2	1	4							
2	5	2	2	2	1							Man-sheep lives by the Sheep Pits.
2	5	2	2	3	1							Man-Wolf seen in Alaska.
2	5	2	2	4	1							"Shark Child" born to woman in HI.
2	5	2	2	4	2							
2	5	2	2	5	1							Manananggal, half man/half beast preys on women and children.
2	5	2	3								PERSON RAISED BY ANIMALS	
2	5	2	3	1	1							"Annie Bangs," raised by wolves.
2	5	2	3	1	2							
2	5	2	3	1	3							
2	5	2	3	1	4							
2	5	2	3	1	5							
2	5	2	4								PERSON GOES WILD BECAUSE OF DEFORMITY	
2	5	2	4	1	1							"Old Hyrum" disfigured in mine explosion.
2	5	2	4	1	2							
2	5	2	4	1	3							
2	5	2	4	1	4							
2	5	2	4	1	5							

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	2	4	1	6							
2	5	2	4	1	7							
2	5	2	4	1	8							
2	5	2	4	1	9							
2	5	2	4	1	10							
2	5	2	4	1	11							
2	5	2	4	1	12							
2	5	2	4	1	13							
2	5	2	4	1	14							
2	5	2	4	2	1							"Prop Man" hurt in plane crash, attacks Boy Scouts.
2	5	2	4	3	1							"Donkey Lady" burned in fire, hates children.
2	5	2	4	4	1							"Swish Plop," legless Indian, attacks and eats people.
2	5	2	4	4	2							
2	5	2	4	5	1							"Uncle" can be heard crawling out of river.
2	5	3									RACES OF "LITTLE PEOPLE"	
2	5	3	0	1								Little Green Man telephones for help.
2	5	3	1								LEPRECHAUNS THOUGHT TO EXIST	
2	5	3	1	1								Bother man until he allows children to play on his land.

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	3	1	2								Origin of leprechauns.
2	5	3	2								MENEHUNES THOUGHT TO EXIST	
2	5	3	2	1								Have trails across land, and through houses.
2	5	3	2	2								How to scare them, man helped by them.
2	5	3	3	1								Dwarf seen by girl.
2	5	3	4	1								Race of 4 foot Indians said to exist in desert.
2	5	3	5	1								Race of 18 inch pygmies said to exist.
2	5	3	6	1								"Cheenans," 1 1/2 feet tall men said to exist.
2	5	3	7								"WATERBABIES" THOUGHT TO EXIST BY UTE INDIANS	
2	5	3	7	1								Green waterbabies attack people at night.
2	5	3	7	2								Black waterbabies pull people under water to drown.
2	5	3	7	3								Eyes of waterbabies seen in lake.
2	5	4									MONSTERS, BEASTS, OR GIANTS	
2	5	4	1	1								Sightings of Sasquatch/Big Foot.
2	5	4	1	2								
2	5	4	1	3								

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

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2	5	4	1	4								
2	5	4	1	5								
2	5	4	1	6								
2	5	4	1	7								
2	5	4	1	8								
2	5	4	1	9								
2	5	4	2	1								30-foot giant thought to exist.
2	5	4	3	1								House of Rocks Giant thought to exist.
2	5	4	3	2								
2	5	4	4	1								Man-Sheep lives by slaughter pits.
2	5	4	5	1								Bladen County Beast Kills Dogs, Chickens (1955).
2	5	4	6	1								Scouts act like monster.
2	5	4	6	2								Boys capture "dummy monster" (1966).
2	5	4	7	1								"Rebobs" man-ape sighted.
2	5	4	8	1								Monster of Potter's Slaughterhouse.
2	5	4	9	1								Four-legged, hairy "banshee" seen.
2	5	4	10	1								Monsters live in Providence Canyon, UT.
2	5	4	11	1								"Wasatch Monster" killed; second monster attacks.
2	5	4	12	1								"Beaushagua."

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

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2	5	4	13								MONSTER ATTACKS/KILLS MEN NEAR ISOLATED	
2	5	4	13	1	1							Invisible "Windigo."
2	5	4	13	2	1							Orem man attacked at "Lake Windimere."
2	5	4	13	3	1							Invisible monster attacks men.
2	5	4	13	4	1							"White and Massive" monster protects hunter's paradise.
2	5	4	14	1	1							Man shoots and wounds Mogallon Monster.
2	5	4	15	1	1							Disaster follow sighting of Jersey Devil.
2	5	4	15	2	1							
2	5	4	16	1								Troll that destroyed church is now "bricked in" a church wall.
2	5	5									WATER OR SWAMP CREATURES	
2	5	5	1	1								Bear Lake Monster, Idaho and Utah.
2	5	5	1	2								
2	5	5	1	3								
2	5	5	1	4								
2	5	5	1	5								
2	5	5	1	6								
2	5	5	1	7								

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	5	1	8								
2	5	5	1	9								
2	5	5	1	10								
2	5	5	1	11								
2	5	5	1	12								
2	5	5	1	13								
2	5	5	2	1								Hairy swamp creature.
2	5	5	3	1								Black monster lives in creek.
2	5	5	4	1								Sea monster sighted off coast.
2	5	5	5	1								Boggy Creek monster scares dog; dog's hair turns red in fright.
2	5	5	6	1								Green Monster lives in irrigation ditch.
2	5	5	7	1								Spirit Lake Demon.
2	5	5	8	1								
2	5	5	9	1								
2	5	5	10	1								Creature scares divers off of Rattle Snake Island in NH.
2	5	5	11	1								Lake monster dwells in Wallowa Lake in Oregon.
2	5	5	12	1								N'ha-a-itk, a lake monster in British Columbia.
2	5	5	12	2								
2	5	5	13	1								Lake monster lives in Lake Champlain (Vermont).

FOLKLORE ARCHIVES -- SUPERNATURAL NON-RELIGIOUS LEGENDS

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>Category B</i>	<i>Category B</i>	<i>Description</i>
2	5	6									SATAN OR THE DEVIL	
2	5	6	1	1								If you look in the mirror in dark you will see the face of the devil.
2	5	6	1	2								
2	5	6	1	3								Picture on Led Zepplin IV album cover indicates the band is satanic.
2	5	6	1	3								Writing on wall identifies strange man as Satan.