

### Dare to know

### **Paranormal Fiction**

Fiction that features human characters that are often involved in the occult, witchcraft, spiritualism, psychic phenomena, vodou, etc., interacting with supernatural beings.

A genre in which supernatural creatures or talents exist outside the laws of the physical world. Such phenomena may be explained in time or be forever beyond the realm of scientific understanding. These elements are a key focus of the story. Stories might involve ghosts that haunt a particular house, woods, or ancient burial ground; the unknown of life after death; humans possessing psychic abilities; a curse or cursed objects; demonic forces and possession; satanic ritual; and the selling of one's soul to the devil. Characters may practice aspects of the occult or possess mysterious, secret knowledge and power that is supposedly attainable only through magical or supernatural means. They might read minds, speak with the dead, see the past or future, or be able to move objects telepathically. The emphasis is sometimes on defeating a paranormal threat, or understanding and righting some wrong that was committed in order to allow the spirits of the dead to rest. This genre is often seen as a blend of the **fantasy fiction**, **Gothic fiction**, and **horror fiction** genres. Joseph Sheridan Le Fanu's *In a Glass Darkly* (1872) and William B. Seabrook's *The Magic Island* (1929) are classic examples.

#### **Common Elements**

| Black magic           |
|-----------------------|
| Wizardry              |
| Fairies               |
| Angels                |
| Demons                |
| Witches               |
| Ghosts                |
| Psychics              |
| Esoteric brotherhoods |

| Communion with  |
|-----------------|
| spirits         |
| Shamans         |
| Dream-weavers   |
| Soothsayers     |
| Seers           |
| Conjurers       |
| Fortune-tellers |
| Spiritualism    |
|                 |

| Psychic phenomena  |
|--------------------|
| Voodoo             |
| Telekinetic powers |
| Telepathy          |
| Mind control       |
| Pyrokinesis        |
| Clairvoyance       |
| Children           |
| Visions            |

## **Benefits of Reading**

Allows readers to experience the known and the unknown

Introduces readers to different worlds and cultural lore

Challenges readers to question their own beliefs

Prompts readers to see the world in different ways

Presents readers with metaphors, symbolism, and parallels relevant to modern life

Inspires readers' creativity

# **Modern Literary Examples**

| The Beautiful (2019) by Renée Ahdieh      |
|---|
| Deadroads (2014) by Robin Riopelle        |
| Dead Things (2013) by Stephen             |
| Blackmoore                                |
| Declare (2000) by Tim Powers              |
| Firestarter (1980) by Stephen King        |
| Ghost Story (1979) by Peter Straub        |
| Hammers on Bone (2016) by Cassandra       |
| Khaw                                      |
| The Historian (2005) by Elizabeth Kostova |
| The Mark (2018) by Lee Mountford          |
| Miserere (2011) by Teresa Frohock         |
| The Nightmare House (2023) by Sarah       |
|   |

| Elizabeth Allen                         |
|---|
| Our Share of Night (2023) by Mariana    |
| Enríquez                                |
| Practical Magic (1995) by Alice Hoffman |
| The Red Garden (2011) by Alice Hoffman  |
| The Shining (1977) by Stephen King      |
| Summoning (2012) by Carol Wolf          |
| A Time of Angels (2003) by Patricia     |
| Schonstein                              |
| Weavers (2015) by Aric Davis            |
| White Is for Witching (2014) by Helen   |
| Oyeyemi                                 |
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