DUNGEONS & DRAGONS

"Game embraces various cults"



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"Subtle device, of the devil"

"Fairytale" game from Hell

Special report by JIM GRAHAM



TO SPEAK OF and to believe in the devil is thought these days to be odd if not extreme and fanatical.

Significantly, the two books in the Bible which have been regarded as most controversial and have received the most destructive criticism from the 'scholars', are the book of Genesis and the book of Revelation — the first and the last books of the Bible.

The first exposes Satan's devices whilst the last emphasises his downfall, doom and destruction.

The result is that uncertainty about the devil's existence has been created on the one hand and an air of unreality has been cast over his activity on the other.

It is true that he is often blamed for situations where he has not been directly involved — since Christians apparently either dismiss him altogether or allow him to dominate their thinking.

However, the devil is a reality even though the world and the flesh also play their part in the confusion and heart-break which characterise our lives both individually and corporately.

C.S. Lewis in his 'Screwtape Letters' makes a very shrewd observation:

'There are two equal and opposite errors into which our race can fall about the devils. One is to disbelieve in their existence, the other is to believe, and to feel an excessive and unhealthy interest in them. They themselves are equally blessed by both errors and hail a materialist or a magician with the same delight.'

To consign the devil to a malevolent fairyland is just as acceptable to him as an obsessive fanaticism which detects his presence everywhere and in everything.

The important thing is for us to realise that we are dealing with reality here.

When the disciples asked Jesus to teach them to pray — having seen Him at prayer and been captivated by the vibrant reality of His praying — He taught them to pray daily: '. . . deliver us from the evil one. . .'

Evil is not simply a concept or a force in the world, but a living being, real and active. Satan is strong, and the sheer devasting power of his attack with all its destructive intention is something to be recognised and reckoned with.

His strength, however, is enhanced by his subtlety, and his approach will not always be direct and obvious.

What more effective means could he choose to achieve his purposes than a game — directed in the first instance to children from ten years of age and upwards.

This has been our experience when dealing with 'Dungeons and Dragons'.

A strong response has come to our objection to it on the grounds that it is innocent and entertaining — it is only a game!

The predominating main concern which made us 'go public' against 'Dungeons and Dragons' in the first place is that those who sponsor it and those who defend it call reality fantasy.

DICING WITH DEMONS







Our involvement here at the church began when a member of our pastoral staff – John Hollidge – became aware that many children in the area were playing 'Dungeons and Dragons'.

Looking back now I am sure that he was clearly prompted by the Holy Spirit.

John – one of our pastors – has three little girls of his own, and was concerned about their potential involvement through school friends.

He began to research the game and came up with some disturbing facts and features, and decided to alert parents within our own congregation by preparing a broadsheet about its dangers.

Public Scorn

This was made freely available to the congregation.

Somehow the local paper got hold of the broadsheet, and from there onwards a national newspaper got hold of this concern and then the media generally took it up. Our main concern was, and is, to make the facts known and not to intrude into nor interfere with the liberty and private judgment of individuals. The strength of response – sometimes from Christians – has made us aware of how deeply entrenched 'Dungeons and Dragons' is into our society and, at the same time, how subtle the devil is in excercising his strength.

Public scorn has been poured upon our concern, and unpleasant phone calls in the middle of the night have resulted.

Magic circles, pentagrams, and thaumaturgic triangles (*p.42 'Dungeons Masters Guide'*) are incorporated into the game.

These items, of course, are all used in black magic and witchcraft. No matter how this is viewed, the reality remains. Within the game many traditional Christian terms are used – the soul, the spirit, punishment, eternity, atonement, clergy, deity, Divine Ascension, Divine Being, faith, fasting, God, Heaven, healing, prayer, Resurrection, and so on.

'Magic circles, pentagrams and thaumaturgic triangles are all used in the game'

Blasphemous

These are used in blatantly blasphemous ways. Clearly this is not just a hint or a suggestion, but a great deal of the vocabulary of the Christian Faith is overtly used.

More specifically and positively the game hero – Elric – is shown giving a sign with his left hand which means 'Satan is Lord'. This is called the Goat Head Sign and is used freely in Satan worship (*cf. the fame manual – 'Deities and Demigods' p.86*).

'Dungeons and Dragons' embraces various cults within its practice – Druidism, Voodoo, Animism, Satanism, Pantheism, Science of the Mind, Unity and various forms of Occultism. Not only are these things extremely suspect and dangerous, but they are forbidden by God.

'Don't sacrifice your children in the fires on your altars; and don't let your people practice divination or look for omens or use spells or charms, and don't let them consult the spirits of the dead. The Lord your God hates people who do these disgusting things, and that is why He is driving those nations out of the land as you advance. Be completely faithful to the Lord' (Deuteronomy 18:10-14).

'Do not go for advice to people who consult the spirits of the dead. If you do, you will be ritually unclean. I am the Lord your God' (Leviticus 19:31).

Prisoner

These things are offensive and an abomination to God. To trifle with them – however innocently – cannot then be acceptable whatever the circumstances. To expose a child to this is foolish and dangerous!

The monthly magazine, published as an accompaniment to the game (White Dwarf – issue 45) carried an article advising the readers (and remember the game is created for children of ten years of age and upwards!) on how to contact evil spirits, or demons, and what 'services' these demons could offer.

Significantly a warning is given not to begin by consulting demon 'Lords' ('or one's career would be short-lived'), but to start by 'consulting the minor spirits and working up.' It is difficult to conceive how this could still be regarded as fantasy. This is reality! This is dangerous – for adult as well as child!

Over many years now, as a pastor, I have counselled with many people who have been struggling in some area of their lives.

I would now invariably check out with them whether they have been involved at some level with occult things. This may have been an interest in occult literature (e.g. Denis Wheatley novels) or a party game which was regarded as a bit of a 'giggle'. It may, of course, have been something much more significant.

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he game players are o worship Tlazoleotl (the vice), Lu Yueh (god of nd Azathoth (the centre se). In *Deities and Demi-40 and 44* it clearly says: worship Azathoth worship here is encouragement 'fantasise together,' to ernatural forces' to assist This kind of involvement e less than consulting a Medium who in turn consults 'familiar spirits.' Inevitably this will have its own undoubted effect on those who get involved.

Even at the first level of the game, those who play are learning about casting spells, extra-sensory perception (ESP), levitation, evil spirits (the undead), ghouls, mediums and blasphemous reference to 'other gods' (*Rulebook p.15.*).

Children are encouraged to imagine monsters, werewolves, and so on — and fear is the prime element in the 'fun'. In the early stages the game does make its appeal to fantasy, but in view of all the foregoing it needs to be asked where it is all leading. Many evil things have begun in an apparantly harmless way.

There are certain things which contain within them a potential control factor (e.g. drugs, sex and gambling) and the occult is one of these.

It is dangerous unconsciously to open the door of the mind to the intrusion of frightening powers about which the Bible speaks so plainly.

Twenty-five per cent of the whole ministry of Jesus was in confronting the powers of darkness in the form of evil spirits or demons. We cannot assume that innocence is an excuse, or that the door once opened will be ignored by the enemy of God and men.

The climate within our society at this time is conducive to demonic activity and influence. The Daily Telegraph spoke of occultism as 'one of the boom industries of the last decade.'

The climate has been created by the repealing of the Witchcraft Act of 1737 in 1951; by a deep-seated human fear of being reduced to







SOUND ROCK

"The danger of the game is that it treats reality as fantasy"

depersonalised mechanical life through science and technology issuing in the code number and the computer programme; by leaving God out of the reckoning in any situation or circumstance of importance; and by a severe and rapid decline in the image of the Church leaving it dull, lifeless and irrelevant.

Man is a spiritual being and it is unrealistic of him to believe otherwise. The choice for man is not whether he will be religious or irreligious – his choice is what his religion is going to be. Unquestionably, if he will not or cannot respond to the light then he will absorb the darkness. Man does not need to exercise his choice to go to *hell* – only to go to heaven! It is *within* this climate that 'Dungeons and Dragons' has been launched.



Abundant Evidence

I know quite well that many regard the occult as mere superstition, and for that reason reject it. This is the age of rationalisation, with very little understanding of the spiritual forces which are beyond man's reason. To assume that all that is done in the occult realm is swindle and humbug is to misunderstand and to misjudge the reality of it. That bogus claims are made and fleshly arrogance displayed is beyond doubt, but it is not all imagination and fantasy. There is abundant evidence that the 'dark powers' of the occult are real in many situations. It is against this reality that God speaks clearly through His servant Isaiah (8:19,20):

> 'But people will tell you to ask for messages from fortune-tellers and mediums, who chirp and mutter. They will say, "After all, people should ask for messages from the spirits and consult the dead on behalf of the living."
>
> You are to answer them. "Listen to what the Lord is teaching you! Don't listen to mediums – what they tell you will do you no good".'

Whilst the Hebrew text in these last two sentences is a little unclear – the implication is abundantly clear.



The fundamental danger of 'Dungeons and Dragons' is that it automatically treats reality as fantasy.

How can it be valid for a Christian to participate in a so-called game where evil can be good and vice-versa; where the object is to kill, rob, maim and destroy; where sex perversion and homosexuality is an accepted part of the game; and even more particularly where evil demonic forces are involved consciously into the play.

The urgent appeal from my heart is that you would check this out with an open and honest mind – and explore all the facts as they emerge.

Long ago someone gave me a very practical guideline for handling issues where there was controversy raging: 'If in doubt, don't.'

Quick check

What the Bible says

"DON'T sacrifice your children on your altars; and don't let your people practice divination or look for omens or use spells or charms, and don't let them consult the spirits of the dead. The Lord your God hates people who do these disgusting things . . .

"Be completely faithful to the Lord."

DEUTERONOMY 18:10-14

"DO NOT go for advice to people who consult the spirits of the dead. If you do, you will be ritually unclean. I am the Lord your God."

LEVITICUS 19:31

"BUT people will tell you to ask for messages from fortunetellers and mediums, who chirp and mutter. They will say, 'After all, people should ask for messages from the spirits and consult the dead on behalf of the living.'

"YOU are to answer them, 'Listen to what the Lord is teaching you.'

"Don't listen to the mediums – what they tell you will do you no good."

ISAIAH 8:19,20

"SAUL died because he was unfaithful to the Lord; he did not keep the word of the Lord, and even consulted a medium for guidance."

1 CHRONICLES 10:13

"THE IDOLS speak deceit. Diviners see visions that lie, they tell dreams that are false. They give comfort in vain."

ZECHARIAH 10:2