High Tech Witchcraft

April 26, 2007

Mention witchcraft and most people will think of Harry Potter. And while these books and movies have certainly been incredibly successful in promoting witchcraft, they represent only part of a larger campaign to spread the ideas of Wicca, witchcraft, and Neopaganism throughout our society.

In a recent article in *SCP Newsletter*, Marcia Montenego talked about how witchcraft has gone "high tech." Parents should not only pay attention to books and movies. They should also pay attention to the impact that computers and the Internet are having in the promoting of witchcraft. Here are just a few examples.

1.Dungeons and Dragons – has been a popular fantasy role playing game for many years. Now kids can play it on the Internet or in video or computer games. The player begins by choosing a character to role-play. Each of these characters have different traits and abilities. The game is supervised by an experienced player known as the Dungeon Master. The game uses a number of occult terms. These include: spell casting, invocation, evocation, and summon. And there are spells such as the death spell and the finger of death.

There are several books about Dungeons and Dragons that also give information and suggestions for spell casting. In one book, there is a warning of "The Cost of Magic." It says, "Wizards may have to make terrible pacts with dark powers for the knowledge they seek, priests may have to sacrifice something dear to them to invoke their deity's favor, or the spell-caster may pay an immediate price in terms of fatigue, illness, or even a loss of sanity."

2. Magic: The Gathering – is a fantasy trading card game

created in the early 1990s. The cards are linked to one of five kinds of paranormal magic: red, blue, green, white or black. Players assume the role of wizards or mages (magicians) and use their cards to defeat other players in the game. A key term that shows up in this game as well as in movies like "The Craft" is the term *mana*. It refers to a magical force or power which is essentially a vital life force.

This card game is challenging and requires intricate strategy. It also introduces the players to scary and repulsive images. There is the Bone Shaman or the Necrite (shown licking blood off a dagger) or the Soul Drinker or the Sorceress Queen. Parents should be concerned about the occult and macabre images that players in the game will see as well as the desensitization towards the occult and witchcraft.

3. Yu Gi Oh – was originally a comic created in Japan about a boy playing a card game called "Dueling Monsters." This comic eventually gave rise to a card game, movies, and video games.

The story centers around Yugi who is possessed by a 5000-year-old pharaoh, Yama Yugi, who is trying to solve an ancient puzzle. One Internet site suggests that Yugi is taken over by "dark Yugi" when it needs to work on the puzzle. Others point out that during duels, Yugi seems possessed by the spirit which deepens his voice and shadows him.

4. The Vampire Games – is another role playing game that introduces the players to the world of vampires. This includes the live action role playing games such as *Vampire: The Masquerade* and *Vampire: the Requiem*.

As you might imagine, these games involve dark and macabre situations, including drinking blood and killing innocent people. The vampires are predators on humans and described as killing machines who struggle with their baser instincts. The vampires also have certain powers such as telepathy, psychic projection, and bodily possession.

Players often form clubs in order to play the game. Some players even imitate vampires in real life by wearing razor-sharp artificial fangs. The popularity of these games have spawned others: Werewolf: The Forsaken, Mage: The Awakening, and Sword & Sorcery.

5. World of Warcraft – is an online computer war game. It includes the typical action games strategies but also adds elements of the occult and New Age. There are four main races of beings: humans (one of the youngest races), Orcs (part of a Shamanistic society), Night Elves (who misuse magic), and the Undead Scourge (thousands of walking corpses and extra-dimensional entities).

As with many of the other games already mentioned, strategy and the use of the occult and paranormal magic are key to success in this game. Powers are summoned and spells are cast.

These various forms of "high tech" spell casting are a doorway into the occult and witchcraft. The Bible warns of the dangers of divination, sorcery, and witchcraft (Exodus 22:18; Leviticus 19-20; Deuteronomy 18:10-12; 1 Samuel 15:23; 2 Kings 23:24; 1 Chronicles 10:13; Isaiah 2:6; 8:19-20; 47:13-14; Ezekiel 13:20-23; Daniel 2:27-28; 5:15-17; Acts 13:7-10; 16:16-18; Galatians 5:19-20; Revelation 22:15). We should not focus our minds and attention on what is dark and dangerous. We are called to let our minds dwell on what is true, honorable, pure, and lovely (Philippians 4:8).

Originally distributed by www.ChristianWorldviewNetwork.com

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