

Page

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Ravaged By THE NEW AGE

TEYE MARRS

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1.00



"The more I play D & D,  
the more I want to get  
away from this world."

# DUNGEONS

Witchcraft

Suicide

Violence

Mary Dempsey

# AND

Pat Dempsey

Pat A. Pulling

# DRAGONS

EDUCATORS

PASTORS

POLICE

LIBRARIANS

PARENTS

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Product

## - INTRODUCTION

This pamphlet was prepared specifically to show the negative aspects and direction of the D & D books. With 6,500 teens committing suicide and over 50,000 attempts every year, we cannot afford to overlook a "game" that teaches witchcraft, Satan worship and a cult-like religion not to mention specific suicide phrases. What will be found in this pamphlet can hardly be considered a "healthy release for suppressed hostilities" or of "educational value".

Because of this intense and emotional involvement in Fantasy Role Playing, we find young people who are latent schizophrenic pushed easily over and into, a real Fantasy world where their ethics become situational and their traditional values are eroded.

We find examples of young people being sucked into a vortex of undesirable real-life behavior.

We find young people stepping easily into their character becoming one with this same D & D character.

We find emotional involvement at a high level while playing the "game" particularly when ones' character is killed. Depression often results: sometimes violence - sometimes murder - sometimes suicide - sometimes mental problems.

We have now witnessed libraries and educators taking on a great liability by allowing the game to become part of the curriculum or program. Who will take the blame for a suicide or mental problems evolving from the game? Who will be liable. Who is willing to lose a son or a daughter?

Does it really mean that much to incorporate a "game" to venerate a private industry like TSR.

We find other school systems across the country banning the game due to the D & D philosophy.

This pamphlet is a condensed in-depth researched investigation designed to save educators and librarians hours of research and for them to reach a common sense decision.

## SUICIDES

The below listed victims of suicide have one common denominator: ALL WERE HEAVILY INVOLVED IN DUNGEON AND DRAGONS ; ALL DEATHS INVOLVED WEAPONS; SAVE ONE; THREE DIED ON THE FULL MOON; ALL WERE WHITE MALES BETWEEN THE AGES OF 12 to 18 , THREE WERE HONOR OR GIFTED STUDENTS.

JAMES D. EGBERT III HOME STATE - MICHIGAN	W/M 16	Died 8/11/1980
MICHAEL P. DEMPSEY HOME STATE - WASHINGTON	W/M 16	Died 5/12/81
IRVING LEE PULLING III HOME STATE - VIRGINIA	W/M 16	Died 6/9/82
HAROLD T. COLLINS OHIO	W/M 18	Died 4/29/83
DANIEL E. ERWIN COLORADO	W/M 16	Died 11/2/84
STEPHEN R. ERWIN COLORADO	W/M 12	Died 11/2/84

THE DEATHS ABOVE DO NOT REFLECT ALL SUICIDES , DEATHS AND ATTEMPTED SUICIDES DUE TO DUNGEON AND DRAGONS

## BANNING

### D & D

BAILY, COLORADO SCHOOL BOARD  
MORRISVILLE, VERMONT SCHOOL BOARD  
WEST NEW YORK, NEW JERSEY - ST. JOSEPH'S HIGH SCHOOL  
ARLINGTON, WASHINGTON SCHOOL BOARD  
ARLINGTON, VIRGINIA SCHOOL BOARD  
HERBER CITY, UTAH SCHOOL BOARD  
FRESNO CALIFORNIA  
AKRON, OHIO  
CARDONA PARK, CALIFORNIA  
COSUMNES COLLEGE, CALIFORNIA  
HANOVER, VIRGINIA  
CHESTERFIELD, VIRGINIA  
SOUGH LEWIS SCHOOL BOARD, TURIN NEW YORK  
ALAMAGORD, NEW MEXICO  
MILWAUKEE, WISCONSIN  
MONTLAKE TERRACE, WASHINGTON

This list is not inclusive as the means of gathering information is limited to funds available.

SCHOOL DISTRICTS AND ADMINISTRATORS THROUGHOUT THE COUNTRY ARE DEEPLY DISTURBED BY THE QUESTIONABLE MERITS AND DANGERS OF THE DUNGEON & DRAGON GAME. MANY ARE NOW IN THE PROCESS OF DISCONTINUING THE GAME IN THEIR SCHOOLS.

## statements

JOHN ERIC HOLMES, editor of the basic rule book for DUNGEON AND DRAGONS AND ASSOCIATED WITH TSR INC.:

"SHOUTING THE DUNGEONS AND DRAGON CHALLENGE MY PLAYERS RUSH INTO THE FRAY WITH THEIR MAGIC WAR HAMMERS' BEFORE GETTING AN ANSWER, THEIR FANTASY SELVES INDULGE IN MURDER, PILLAGE, ARSON, RAPE" (SEE PAGE 9 OF THE DUNGEON MASTERS GUIDE).  
PAGE 31

DR. THOMAS RADECKI, M.D. PSYCHIATRIST AT THE UNIVERSITY OF ILLINOIS SCHOOL OF MEDICINE stated in a national seminar on violence (10/1<sup>st</sup>/83) "THAT EVERY DUNGEON AND DRAGONS GAME HE HAS SEEN FEATURES A THEME OF ARMED VIOLENCE IN ROLE PLAYING SITUATIONS"

RADECKI pointed out the suicide of the PULLING BOY as a illustration.

MARGARET BOCEK, ARLINGTON, VIRGINIA SCHOOL BOARD:

"STUDIES I HAVE MADE OF THE GAME SHOWED THE NEGATIVE EFFECTS OUTWEIGHED ANY BENEFITS. I HAVE ENOUGH INFORMATION ON MY OWN THAT I CAN CONFIDENTLY SAY I DON'T WANT IT IN THE SCHOOLS."

MITCHELL RUPE, MURDER DEFENDANT, OLYMPIA WASHINGTON: "I BECAME SO FASCINATED WITH THE GAME DUNGEON AND DRAGONS THAT I BEGAN TO LOSE TOUCH WITH REALITY."

MARIA PIERS - AUTHOR OF GIFT OF PLAY STATES: "ANY 4 YEAR OLD WHO SLAYS HIS BABY BROTHER IN FANTASY HAS MY BLESSING. BUT IF HE PINCHES BABY BROTHER, THAT IS WHERE THE LINE HAS GOT TO BE DRAWN."

DEBORAH FAULHAMMER - SISTER OF HAROLD T. COLLINS:

"WE PLAYED THE GAME WITH HIM BUT WE STOPPED WHEN HE WALKED ABOUT THE HOUSE IN HIS EVIL CHARACTER AND HE BECAME HOSTILE IF WE JOKED ABOUT D & D.

HE TOLD US IF WE DID NOT STOP JOKING HE WOULD CALL DOWN A BOLT OF LIGHTNING TO KILL US."

## STATEMENTS CONTINUED

DR. GARY NORTH, AUTHOR OF "NONE DARE CALL IT WITCHCRAFT" STATES: "THESE GAMES ARE THE MOST MAGNIFICENTLY PACKAGED, MOST PROFITABLY MARKETED, MOST THOROUGHLY RESEARCHED INTRODUCTION TO THE OCCULT IN MAN'S RECORDED HISTORY."

"THERE APPEARS TO BE FEDERAL GRANTS THAT ARE FINANCING THE INTRODUCTION OF THESE GAMES INTO THE LOCAL SCHOOL SYSTEMS."

JOHN TUCKER - PROFESSOR OF PSYCHOLOGY, RICHMOND, VIRGINIA: "IN DUNGEON AND DRAGONS YOU ARE TAKING THE ABNORMAL AND MAKING IT NORMAL."

"PEOPLE NEED TO DEAL WITH THEIR EMOTIONS, BUT I THINK PEOPLE NEED TO DEAL WITH GOOD WAYS TO OVERCOME PROBLEMS, GOOD WAYS TO EXPRESS THEMSELVES, GOOD WAYS TO COMMUNICATE. NOT NECESSARILY BUILD AND DEAL WITH EVIL WAYS TO DEAL WITH THEM..."

ROBERT LANDA - ATTORNEY - LOS ANGELES, CALIFORNIA

"I HAVE THOROUGHLY RESEARCHED THIS GAME FOR YEARS AND I AM CONVINCED THAT THE PLAYERS OF DUNGEON AND DRAGONS AT THE ADVANCED LEVELS ARE ADVERSLY EFFECTED EMOTIONALLY, PSYCHOLOGICALLY AND PHYSICALLY. ALTHOUGH THE GAME IS FUN AND PRODUCES SOME POSITIVE EDUCATIONAL REWARDS, THESE ARE OUTWEIGHED BY THE ADVERSE EFFECTS BROUGHT ON BY THE GAME."

KELLY JEAN POPPLETON (DECEASED) FREMONT, CALIF.:

"I LIKE PLAYING DUNGEON AND DRAGONS WHILE I'M STONED, BECAUSE IT'S SUCH A HEAD TRIP. When I AM HIGH AND PLAYING... I CAN REALLY GET INTO THE GAME.

I CAN ALMOST SEE THE ORCAS COMING AFTER ME AND A SPELL BEING CAST ON ME. IT'S SO REALISTIC, I BEGAN TO FEEL LIKE A MEDIEVAL WARRIOR IN A COLD DAMP DUNGEON FIGHTING FOR POWER, GOLD AND GLORY. It MIGHT GET A LITTLE CARRIED AWAY AT TIMES, BUT I FINALLY COME BACK TO EARTH. Note - KELLY was slain two days after this statement. Involved in drugs.

## RELIGION

DUNGEON AND DRAGON TEACHES OCCULT FORMS OF RELIGION  
(See page 26 through 30 of this pamphlet)

RELIGION ACCORDING TO WEBSTERS:

- (1) "Belief in a divine or super human power or powers to be obeyed or worshipped as the creator of creators and ruler or rulers of the universe."
- (2) "Expression of such a belief in conduct and ritual."
- (3) "Any specific system of belief, worship, conduct, etc., often involving a code of ethics and philosophy";
- (4) "Any system of beliefs likened to such a system."

WITCHCRAFT IS A RELIGION. In the greater Sacramento California area, there are some 1,000 practicing witches and over 10,000 in the U.S. alone. They are divided into covens. Several of the covens are recognized by the State of Calif. as bonified religions and have been given tax status as churches.

The coven leaders have the same position, according to the state (CA) and the IRS, as any pastor of a regular church. In addition to witchcraft, other occult forms of religion taught in D & D include VOODOO, Black magic and satan worship.

The Supreme Court has ruled that religion is not to be taught in schools (Public). Currently pending in the courts are some 2,500 cases filed by the ACLU aimed at getting religion out of public schools. Clearly religion is not to be taught in public schools or in related programs (Extra-curricular activities included) according to the present day thinking of the courts.

REFER TO (LOCKHART, KAMISAR, CHOPER, p. 1212).  
EVERSON vs. NEW JERSEY BOARD OF EDUC. 1947

## SPELL PREPARATION

DUNGEON MASTERS GUIDE (Page 115)  
Conditions Under Which Spell Research Is Possible: "IT IS ABSOLUTELY MANDATORY FOR THE RESEARCHER TO BE OF SOUND MIND AND BODY AND TO HAVE PRIVACY AND SECLUSION FREE FROM INTERRUPTION DURING THE COURSE OF HIS OR HER SPELL STUDY."

D.M.G. Page 115-116 (Research Materials)  
"Acquisition of materials include not only texts and scrolls, but also various COMPONENTS FOR THE MATERIAL NEEDS OF THE SPELL. WRITTENWORKS COVER THE WHOLE SPECTRUM OF KNOWLEDGE, AS THE RESEARCHER MUST BE AWARE OF ANY AND ALL ASPECTS OF THE MAGIC HE OR SHE WISHES TO USE. THUS, WORKS ON HISTORY, GEOGRAPHY, ASTROROLOGY, ALCHEMY, ETC. MUST BE OBTAINED."

D.M.G. Page 115 (LENGTH OF RESEARCH)  
"INITIAL PREPARATIONS AND RESEARCH WILL CONSUME A NUMBER OF WEEKS EQUAL TO THE LEVEL OF THE SPELL BEING RESEARCHED."

D.M.G. Page 115 (Determination Of Spell Level) : Once you have the details of the spell, compare and contrast it with and to existing spells in order to determine its level and any modifications and additions you find necessary IN ORDER TO HAVE IT CONFORM TO "KNOWN MAGIC PRINIPLES."

D.M.G. Page 116 (Additional Notes) :  
GATHERING A LIBRARY ASSUMES THAT THE CHARACTER IS IN A METROPOLITAN AREA WITH

LIBRARIES, BOOKSELLERS, ETC FROM WHICH COPIES CAN BE OBTAINED. IF SUCH IS NECESSARY, THIS MUST BE DONE PRIOR TO THE BEGINNING OF ACTUAL RESEARCH, AS IT WILL TAKE ABOUT ONE WEEK PER SPELL LEVEL TO GATHER SUFFICIENT MATERIALS."

D.M.G.- Page 139 (BOOK OF VILE DARKNESS)  
"THIS WORK OF INEFFABLE EVIL IS MEAT AND DRINK TO CLERICS OF THAT ALIGNMENT. TO FULLY CONSUME THE CONTENTS REQUIRE ONE WEEK OF READING."

D.M.G.- Page 39 (Spells Beyond)  
"MAGIC-USERS WILL HAUNT DUSTY LIBRARIES AND PERUSE MUSTY TOMES IN THE HOPES OF GLEANING BUT A SINGLE INCANTATION TO ADD TO THEIR STORE OF MAGIC."

D.M.G.- Page 115 (Conditions - Spell)  
"THIS NECESSITY PRECLUDES ANY ADVENTURING OR GENERAL INTER-ACTION DURING THE PERIOD OF RESEARCH. IT REQUIRES ABOUT 8 HOURS PER DAY OF WORK, AND ONLY AN HOUR OR TWO PER DAY CAN BE SPENT DOING OTHER THINGS ----ANY INTERRUPTION OF RESEARCH WILL BE A SET-BACK."

ADVANCED D & D PLAYERS HANDBOOK - Page 25  
"WHEN A MAGIC-USER ATTAINS 11th LEVEL (WIZARD) OR HIGHER, HE OR SHE MAY ENCHANT ITEMS OR SCRIBE MAGIC SCROLLS. THIS PROCESS REQUIRES THE UNDIVIDED ATTENTION OF THE MAGIC-USER FOR QUITE LONG PERIODS OF TIME -- WEEKS TO MONTHS ."

ADVANCED D & D PLAYERS HANDBOOK - Page 62  
"FEEBLEMIND SPELL CAUSES THE VICTIM'S BRAIN TO BECOME THAT OF A MORONIC CHILD."

## D & D Vs. Witchcraft-Occult

\* ADVANCED D & D PLAYERS HANDBOOK - PAGE 87  
7th LEVEL MAGIC USER SPELL - CACODEMON (Conjuring/Summoning)

The Magic-User can require the monster to perform a desired course of action by force of threat of pain of a Spiritwack spell allowing freedom whenever the demon performs the full extent of the service, and forcing the demon to pledge word upon it.

Furthermore the demon will bear great enmity for the Magic-User forever, after such forced obedience.

§  
DEALING WITH THE DEVIL by D. Cohen Page 14-15-16

"Appear then, immediately, or I shall torture thee with the force of the words of power from the key of Solomon!

"The Devil might be summoned and ordered to use his powers for some perfectly beneficent end, like finding a buried treasure."

"By his magic, he intended to make the devil his servant. He is then forced to do the Magicians bidding."

\* ADV. D & D P.H. - PAGE - 86  
7th LEVEL MAGIC-USER SPELL - CACODEMON (Conjuring/Summoning)

"In any event, the spell caster must know the names of the type of demon he or she is summoning."

§  
DEALING WITH THE DEVIL by D. Cohen - Page 101

"The magician might know which demon to conjure in order to accomplish a particular task."

\* ADV. D & D P.H. - PAGE - 87  
7th LEVEL MAGIC-USER SPELL - CACODEMON (Conjuring/Summoning)

"The summoned demon can be the object of a "Trap the Soul" spell (Page 92)

§  
INTO THE UNKNOWN by Reader's Digest - Page 78

"The Devils greatest threat was his relentless determination to capture human souls."

ADV. D & D P.H. PAGE - 87

7th LEVEL MAGIC-USER SPELL - CACODEMON(Conjuration/Summoning)

(2) "By tribute of fresh human blood and the promise of one or more human sacrifices, the summoner can bargain with the demon for willing service."

§  
THE NECROMANCERS(The best of black magic and witchcraft) by Peter Haining - Page 30 - 31

"Blood sacrifices - usually in England of cocks, though occasionally goats - do take place, while human sacrifices are not unknown, there may be good reason to believe that some persons who disappear may be victims of cults which go to extremes.

ADV. D & D P.H. PAGE - 87

7th LEVEL MAGIC-USER SPELL - CACODEMON(Conjuration/Summoning)

"The components of the CACODEMON SPELL are five flaming black candles; burned sulphur, bat hairs, lard, soot, etc. etc. the demon's name inscribed in runes inside the pentacle; a DISH OF BLOOD from some mammal (Preferably HUMAN of course placed inside the area where the Cacodemon is to be held.

§  
THE NECROMANCERS by P. Haining - Page 30

"Blood pacts are still made, the blood being drawn from the arms, thighs or necks of the participants. (p.31) After that, animals or birds are sacrificed on the altar steps - the members drinking the blood and in some cases even eating the raw flesh of the victim. (See Mike Warnke's book "Satan's Seller" eating flesh from a dismembered finger.)

ADV. D & D P.H. PAGE 86-87

7th LEVEL MAGIC-USER SPELL - CACODEMON(Conjuration/Summoning)

"The components of this spell are five flaming black candles (page 87)

§  
THE NECROMANCERS - Page 25

"Yet the lighted candle which every Grandmaster disguised as a black he-goat (Satan) wore between his horns on the great Witches Sabbath,"

"INTO THE UNKNOWN Page 81 --- Tools of Witchcraft

"For their Sabbats, or meetings, witches needed such items as candles. When the worshippers go to the offering, they hold in their hands black pitch candles which are given to them by the Devil."

THE DEVILS DOMINION by Anthony Masters - Page 150

"The high Priestess drew a magic circle on the ground with the point of her knife. A candle was lit in each quarter of the circle, while a fifth candle burned on an altar in the middle of the circle."

\* DUNGEON MASTERS GUIDE - Page 42 (Protective symbols)  
ADV. D & D P. H. - Page 86-87 (Cacodemon)

"This perilous exercise in Dweomercraeft summons up a powerful demon. As the spell name implies, the demon so summoned is most angry and evilly disposed. The spellcaster must be within a circle of protection (or a Thaumaturgic Triangle with protection from evil) and the demon confined within a Pentagram (Circle Pentacle) if he or she is to avoid being slain or carried off by the summoned Cacodemon."

§  
DEALING WITH THE DEVIL by D. Cohen - Page 14

"If the magician puts so much as a toe outside the protective magic figure (circle) during the conjuration, the Devil would seize him and immediately drag him down to Hell. If the conjuration were performed improperly the protection of the Magic Triangle would be nullified and the Magician would be fully exposed to the evil powers."

HISTORY OF WITCHCRAFT by J.B. Russell - Page 52

"The witch standing within her protective circle, summons the Devil and her Familiars, the spirits of evil."

HISTORY OF WITCHCRAFT by J.B. Russell - Page 155

"Alex Sanders leads a ritual dance at the Sabbat, (around the Magic Circle) which is often performed "Skyclad" naked - in order to reduce inhibitions that might impede the flow of magical powers."

DEALING WITH THE DEVIL by D. Cohen (Raise the Devil)  
Page - 12 "The aged magician dressed in his long robe and peaked cap is etching a magic triangle on the ground with his hickory wand. Around the edge of the

triangle, the magician inscribes the names of power and the occult symbols which he hopes will protect him.

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\* ADV. D & D P.H. - Page 52, CLERIC SPELLS (7th Level)  
ASTRAL SPELL (ASTRAL PROJECTION)

"By means of the astral spell a cleric is able to project his or her astral body into the Astral Plane.

"A person astrally projected can be seen only by creatures on the Astral Plane. At all times the astral body is connected to the material by a silvery cord; if the cord is broken, the effected person is killed. The cleric can take up to five other creatures with him or her by means of the astral spell, providing the creatures are linked in a circle with the cleric." (See also ETHERAL & ASTRAL travel on page 120 in the Adv. P.H..)

§

INTO THE UNKNOWN by Readers Digest - Page 276

The astral and physical bodies are connected by means of a cord along which vital currents pass, should this cord be severed, death instantly results. This cord "the silver cord" spoken of in Ecclesiastes - is elastic, and capable of great extension. It constitutes the essential link between the two bodies."

THE OCCULT by WILSON - Page 452 - 453

"Dions Fortune's explanation of werewolves also involves the astral body, or etheric double, "I began by an effort of the will and imagination to draw the life out of it along this silver cord, as if sucking lemonade up a straw!"

"The wolf form now faded into a shapeless grey mist. This too absorbed along the silver cord.

- 
- \* DUNGEON MASTERS GUIDE - Page 22 (Character Classes-Lycanthrop)  
WERETIGERS - "Weretigers are usually interested only in what benefits them. In human form weretigers can be mistaken for magic-users if they have a domestic cat for an apparent familiar.

§

THE OCCULT by Wilson Page 442

"Frazer then goes on to tell stories of chinese were-

Tigers, werewolves and even were-crocodiles, making it clear that each part of the world has its own variation on the theme. Common to many stories is the notion that transformation occurs only at the time of the full moon (the White Goddess again) that if the hands or feet are amputated, its powers are permanently lost. In some accounts, there seems to be a certain confusion as to whether the were-creature (wolf, cat, hare) is a demon or simply a witch.

- 
- \* ADV. D & D P.H. - Page 66 (FIND FAMILIAR) Conjunction/Summoning - MAGIC-USERS 1st SPELL

"A familiar is of certain benefit to A MAGIC USER as the creature adds to the spell casters points. However the magic-user has no control over what sort of creature will answer the summoning." At such time as the magic-user determines to find a familiar, he or she must stoke up a brass brazier with charcoal, and when this is burning well, add 100 g.p. worth of incense, herbs (basil, savory, and catnip for sure) and add fat. When these items are burning, the spell caster begins his or her incantation, and it must be continued until the familiar comes or the casting time is finished.

§

INTO THE UNKNOWN by The Readers Digest, Page 80

"According to lore, witches were often served by familiars - imps or minor demons in the form of such small animals as cats, dogs, ferrets, rats and toads - which helped in spell casting and ran all manner of errands.

WITCHCRAFT IN AMERICA by C.L. Alderman - Page 14

"In other forms, Satan might take the shape of almost any creature, most often a cat or a goat.

In order to work their devilish arts, witches had to have familiars, through which they obtained their power from the devil.



DUNGEON MASTERS GUIDE - Page 22.Character Classes(Lycanthropy) (Werewolf ,werebeast,wereanimal)

"When this happens it might be months after the 1st night of change before the character begins to suspect that Lycanthropy has taken hold of his or her being. After that first night, all that will be remembered is that the character is very ill and extremely tired."

§

THE OCCULT- Witchcraft & Lycanthropy - Page 452

"On one occasion , he bit the boy on the neck,drawing blood. It was after the two separated that thephenomena began, and the boy had nightmares of being attacked by a ghost which left him drained of energy."

ADV. D & D P.H. Page 63 DRUID SPELLS(6th Level)  
WEATHER SUMMONING(Conjuration/Summoning)

See Page 52 CONTROL WEATHER

See Page 60 CONTROL WINDS

See page 50 INSECT PLAGUES

By casting the spell,the Druid calls forth weather commensurate (Equal in measure) with the climate and season of the area he or she is in at the time.

§

HISTORY OF WITCHCRAFT by J.B. Russell - Page 46

Witches making rain, a woodcut of 1489. Weather magic is a form of sorcery found all over the world. Destructive weather-magic, together with magic causing natural disasters such as famines or infestations of locust,was during the witchcraft craze included among the maleficia or evil deeds thought to be performed by witches.

DUNGEON MASTERS GUIDE - Page 9 , INTRODUCTION

"Know the game systems, and you will know how and when to take upon yourself the ULTIMATE POWER."

§

HISTORY OF WITCHCRAFT by J.B. Russell - Page 46

"Folk/tales about witchcraft and sorcery generally reflects both fear of sorcerers and a sense of their power."

THE NECROMANCERS - The Best of Black Magic & Witchcraft  
Page - 32

"The Black Magician is dangerous not only on account of the psychological twist which leads him or her to seek power through magic, but also because he is an evil man in the material sense,an instigator of crime usually sexual, a corrupter of youth and wrecker of homes."

\* ADV. D & D P.H. Page 50 (6th LEVEL CLERICAL SPELL)  
AERIAL SERVANT - (CONJURATION/SUMMONING)

This spell summons an invisible Aerial Servant (Demon or devil) to do the BIDDING of the Cleric who conjured it."

§

DEALING WITH THE DEVIL by D. Cohen - Page 14-15

"By his magic , he intended to make the Devil his servant. He is then forced to do the magicians bidding"

\* ADV. D & D P.H. Page 45-46(CLERICS SPELL - 2nd LEVEL)  
NECROMANTIC - SLOW POISON

"The material components of this spell are the Cleric's Holy/Unholy symbol and a bud of garlic which must be crushed and smeared on the victims bare feet."

§

INTO THE UNKNOWN by Readers Digest - Page 85

"Witches have a most treacherous manner of applying their poison, for having their hands smeared with it, they take hold of a man's garment,"

\* ADV. D & D P.H. Page 7 INTRODUCTION

"The game of D & D is a fantasy game of role playing which relies upon the imagination of participants, for it is certainly make believe,yet it is so interesting,so challenging, so MIND-UNLEASHING that it comes near reality."

§

THE SATANIC BIBLE - by Antone LaVey , Page 125

"Imagry becomes the formula which leads to reality."

- \* ADV. D & D P.H. Page 50 CLERICS SPELL(6th Level)  
TRUE SEEING (Divination)

"This spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron and fat. The ointment for the reverse spell is concocted of oil poppy dust (Heroin)? and pink orchid essence.

§

INTO THE UNKNOWN by Readers Digest - Page 81

"From unsavory caldron brews the witch might manufacture lethal poisons and enchanted potions and ointment."

- \* DUNGEON MASTERS GUIDE - Page 56 (WATER BREATHING)  
ADV. P.H. - Page 58 - Page 59 (WATER BREATHING SPELL)  
DRUID 3rd LEVEL SPELL(Alteration)

"The recipient of a Water Breathing Spell is able to freely breath underwater for the duration of the spell."

§

THE OCCULT by B. Larsen (Haitian Voodoo)

"The witch doctor went on to explain that when they call up "AGUA" God of the Sea (or water) that he allows them to go under water for hours to show them the power he (Agua) has.

- \* ADV. D & D P.B. - Page 46 (CLERIC SPELL 3rd Level)  
ANIMATE THE DEAD - (NECROMATIC)  
See also the D.M. Guide Page 41

"This spell creates the lowest of the undead monsters, skeletons, or zombies, from the bones or bodies of dead humans the effect is to cause these remains to become animated (To Give Life) and obey the commands of the Cleric casting the spell. The act of animating the dead requires a drop of blood, a piece of human flesh, and a pinch of bone powder shard to complete the spell."

§

THE OCCULT by B. Larsen (Haitian Voodoo)

"Then he said: "There are zombies." When a person dies they are immediately buried because they do not have the elaborate funeral and embalming techniques - they can't afford it. And so the Voodoo Practicioners go out to the cemetery and before the body decomposes, right after

DEATH and burial, they dig up the body. They perform a ceremony over the body and a demon spirit enters into it for a period of time and it becomes a walking vessel of human flesh with a evil spirit inside of it."

"The Gods can only be appeased by a blood sacrifice."

INTO THE UNKNOWN - by Readers Digest Page 24(VOODOO)

"The dark side of magic sorcers known as BOKOS, will for a fee, invoke the aid of BARON SAMEDI in placing lethal curses on the living - and perhaps even more frightful - curses on the newly dead, for it is these who can be turned into zombies, reanimated corpses condemned to serve their masters forever as mindless slaves."

- \* ADV. D & D H.B. - Page 45 (CLERICAL SPELL 2nd Level)  
CHANT (Conjuration/Summoning)

"By means of the chant, the Cleric brings into being a special favor upon himself or herself and causes harm to his or her enemies.

§

INTO THE UNKNOWN - Page 24 (VOODOO)

"A believer in voodoo can, if he thinks he has been cursed, cause himself to die of fright. A high priest called a HOUNGAN (or if a woman, MAMBO) begins the ceremony in the outer room with prayers, incantations and propitiatory libations (appeasing the Gods by rituals of pouring out liquid).

- \* ADV. P.H. Page 44 -(CLERICAL SPELL 1st LEVEL)  
PROTECTION FROM EVIL (Abjuration)

"To complete this spell, the cleric must trace a 3' diameter circle upon the floor or ground with holy water for protection of evil with blood for protection from good - or in the air using burning incense or smouldering dung with respect to good/evil.

§

INTO THE UNKNOWN by Readers Digest, Page 24(VOODOO)

"He ( the high priest) draws on the ground magical symbols or VEVES(See D.N. GUIDE P.41) to the LOA

(high God) he wishes to summon that night. The worshippers began to sing and dance, and as the frenzy grows, sacrifices - usually chickens or goats are offered to the Gods.

\* ADV. D & D P.H. Page 95 , ILLUSIONIST SPELLS (1st LEVEL)  
HYPNOTISM ( Enchantment/Charm)

"The gestures of the illusionist along with his or her droning incantation, cause from 1-6 Creatures to become susceptible to suggestion."

§

WITCHCRAFT IN AMERICA by C.L. Alderman - Page 16

"Witches worked their devilry in many ways, especially by putting enchantments or spells upon their victims."

THE OCCULT - Page 8 Jan.85, (The Ev.)

"HYPNOSIS: Mental suggestion or mind control, although some consider this a valid medical or scientific practice, it is at best a questionable and dangerous method of dealing with the human mind."

\* ADV. PLAYERS HANDBOOK (D & D ) Page 79(MAGIC USER 5th Level)  
CONJURE ELEMENTAL (Conjuration/Summoning)

"The type of ELEMENTAL to be conjured must be decided upon before memorizing the spell. The elemental conjured up must be controlled by the Magic-User.

"Special protection from uncontrolled elementals is available by means of a Pentacle, Pentagram, Thaumaturgic Triangle, Magic Circle, or protection from evil spells." (See page 42 of the Dungeon Masters Guide)

§

INTO THE UNKNOWN - Page 64

"The student was in the act of reading Agrippa's book of Spells when he was confronted by a demon he had unwittingly summoned. Angrily demanded to know why he had been called. The demon seized the young man and strangled him. When Agrippa returned, he commanded the demon to revive the victim."

"As protection against demons, the scholar magician

Cont. page 72

## Special Center Section

Blood & Human

Sacrifice

Graveyard Desecration ?

Missing Children ?

Satan Worship !

Witchcraft !

ALL INFORMATION TAKEN FROM THE ADVANCED DUNGEON & DRAGON PLAYERS HANDBOOK UNLESS OTHERWISE STATED

§

PAGE 44 - PROTECTION FROM EVIL (ABJURATION)

Items needed for this spell: Holy water for protection from evil and BLOOD for protection FROM good."

§

PAGE 45 - AUGURY (DIVINATION)

Items needed: Dragon BONES or SIMILAR tokens.

§

PAGE 46 - ANIMATE DEAD (NECROMATIC)

Requires : A drop of BLOOD , A PIECE OF human flesh, a pinch of BONE powder or a bone shard.

§

PAGE 47 - FEIGN DEATH (NECROMATIC)

Requires : Pinch of GRAVEYARD DIRT or a BONE shard.

§

Page 48 - DIVINATION ( DIVINATION)

Material needed: A SACRIFICIAL CREATURE, incense or smoldering dung.

§

PAGE 49 - PROTECTION FROM EVIL 10' RADIUS (ABJURATION)

To complete spell cleric must draw a 20' circle in diameter using holy water or BLOOD, incense or smoldering dung.

§

PAGE 51 - FIND THE PATH SPELL (DIVINATION)

Materials needed: Set of divination counters such as BONES OR IVORY COUNTER, STICKS , carved runes.

§

PAGE 71 - SCARE SPELL (ENCHANTMENT/CHARM)

Material needed: A bit of BONE from a UNDEAD SKELETON, ZOMBIE, ghou, ghost or mummy.

PAGE 73 - CLAIRVOYANCE (DIVINATION)

This spell requires: A pinch of PINEAL GLAND FROM A HUMAN OR HUMANOID CREATURE.

§

PAGE 76 - FEAR SPELL (ILLUSION/PHANTASM)

Materials needed: The heart of a hen or white feather.

§

PAGE 79 - ANIMAL GROWTH SPELL (ALTERATION)

Materials needed for this spell are : a pinch of BONE powder (or powdered bone).

§

PAGE 87 - CACODEMON - (CONJURATION/SUMMONING)

"By tribute of FRESH HUMAN BLOOD and the promise of one or more HUMAN SACRIFICE , the summoner can bargain with the demon for willing service. The components of this spell is : A DISH OF BLOOD from some mammal (preferably a HUMAN of course).

§

DUNGEON MASTERS GUIDE (NON-HUMAN SOLDIERS)

PAGE 31 - But these evil creatures will certainly expect to loot, pillage, and rape freely at every chance, and kill (and probably EAT captives).

§

DEITIES AND DEMIGOD BOOK (ADVANCED DUNGEON AND DRAGONS)

PAGE 30- TATHLUM : First cut off the HEAD of an enemy and coat it with the lime gotten from a lime pool in the former territory of the DEAD person, allowing several coats to dry rock hard ball.

§

PAGE 35 - TLALOC (RAIN GOD)

At each FULL MOON , a priest of Tlaloc SACRIFICES A CHILD OR BABY TO Tlaloc. Once a year there is a great festival held in his honor. Numerous - -

BABIES are brought or taken from the populace.

These BABIES ARE SACRIFICED to Tlaloc, after which the priest COOK AND EAT THEM. If the babies cry during the sacrifice, this is taken as a good sign that rain will be abundant during the coming year.

§

PAGE 39 - HUAN-TI ( GOD OF WAR)

Slain enemies dedicated to Huan-Ti have their heads taken off and burned .

§

PAGE 75 - KALI (BLACK EARTH MOTHER)

Her worship REQUIRES SACRIFICES OF BLOOD, and even an occasional HUMAN SACRIFICE.

§

PAGE 62 - LIZARD MAN

They are omnivorous, but lizard men are likely to PREFER HUMAN FLESH to other foods

§

DUNGEON AND DRAGON MONTHLY "DRAGON MAGAZINE" Vol. 4, Oct. 1980 PAGE 9 - The throne was hellishly ornated with red rubies and blue diamonds, all set into the bleached WHITE BONES of the royal seat. Upon it sat the ruler of this domain: Satan, lord of hell ... To be useful in making a pact (with the demon), sacrifices must be performed with braizer and fire, a stone alter (portable alter weighs 500 g.p.), bejeweled silver or gold bowls for VICTIMS' BLOOD, and five minutes of time per CREATURE SACRIFICED.

Chaotic or unintelligent creatures may not be SACRIFICED. and non-human types ... all but HUMANS.. count only half value as a successful SACRIFICE."

EDUCATIONAL ??????????????????

STIMULATING ??????????????????

MOTIVATING ??????????????????

Cont. from page 17

Agrippa devised a magic circle." (page 65)

"The popularity of the Grimoires Magic-How-To Books, increased along with a growing reliance on the symbols, incantations and rituals that were most often used to summon demons. Of many conjuring symbols, the magic circle, a carefully placed and designed protective perimeter, was essential, serving not only to guard the magician from the forces being summoned but also to focus his own power."

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\* ADV. D & D P.H. - Page 46-47 (CLERIC SPELLS-3rd Level) CURE DISEASE (Abjuration)

"The Cleric cures most diseases---by placing his or her hand upon the diseased creature.

§

INTO THE UNKNOWN by Readers Digest Page 297

"HILDA CHARLTON claims to be a "spiritual teacher," applies her healing touch. She has her right hand placed upon the "patients" forehead.

INDIAN HERITAGE-by Readers Digest - Page 273

"SHAMANISM, although essentially the medical art of curing disease, was rooted in magic and mysticism because of the belief that illness had supernatural causes and because shamans had spirit allies.

---

\* ADV. D & D P.H. - Page 64 (DRUID SPELLS - 7th Level) REINCARNATE - (Necromantic)

"Druids have the capability of bringing back the dead in another body if death occurred no more than a week before the casting of the spell. The person reincarnated will recall the majority of his or her former life and form."

§

INTO THE UNKNOWN - (REINCARNATION - Page 151)

"Shanti said, for example, that her name during a previous life had been Ludgi. That she had died giving birth to a child of her own,"

"For according to both parents and the family's physician, the little girl provided an extraordinary amount of detail about her alleged earlier existence."

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- \* ADV. D & D P.H. - Page 70 (MAGIC-USER 2nd Level) INVISIBILITY (Illusion/Phantasm)

"This spell causes the recipient to vanish from sight and not be detectable by normal vision"

§

INTO THE UNKNOWN - Page 19 (ANCIENT UNKNOWNNS)

"According to the legends that surround his existence, Pythagoras possessed extraordinary powers: he could make himself invisible"

---

- \* DUNGEON MASTERS GUIDE - Page 7 (INTRODUCTION)

"Swords and Sorcery best describes what this game is all about, for these are the two key ingredients."

§

A HISTORY OF WITCHCRAFT by Russell - Page 52  
THE LEGAL STATUS OF SORCERY

"Roman law had been stern in dealing with sorcery. The word "maleficium", originally 'wrongdoing' in general, now came to mean malevolent sorcery in particular, and the maleficus or malefica was presumed to be closely associated with the devil. Sorcery could now be prosecuted not simply as a crime against society but as a heresy and crime against God."

INTO THE UNKNOWN - Page 81 (The Devil:Master of Witchcraft)

"Broomstick and magic sword are part of the sabbat."

---

- \* ADV. D & D P. H. Page 116 (PSIONICS) TELEKINESIS

"The psionic individual is able to use the science to mentally move(telekinese) objects weighing up to a maximum of 30 gold piece weight"

§

INTO THE UNKNOWN - Page 253 (MIND OVER MATTER)

"She (Kulagina) possesses an extraordinary talent that of psychokinesis, or the control of external matter with the power of the human mind. Through such unexplained focusing and directing of mental energy, it is reported ,Kulagina can perform a variety of seemingly impossible task: she can make matches skitter across a table levitate a Ping-Pong ball, move a piece of bread and dislodge from a shelf a vase weighing half a pound."

---

- \* ADV. D & D P.H. Page 70 (MAGIC-USER SPELL(2nd Level) LEVITATE (Alteration)

"A third level magic-user can levitate up to 300 pounds maximum. If the spell is cast upon the person of the magic-user,he or she can move vertically at a rate of 20' per round."

§

INTO THE UNKNOWN - Page 62 (ART OF MAGIC)

"Simon Magus was defeated, according to the legend, when the Apostle Peter's prayers overwhelmed the evil forces holding him up during a display of levitation.

The sorcerer fell to the earth,shattered both his legs and eventually died."

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- \* ADV. D & D/P.H. - Page 64 (DRUID SPELL 7th Level) FINGER OF DEATH(Enchantment/Charm)

"The finger of death spell causes the victim's heart to stop".

§

INTO THE UNKNOWN - Page24 (VOODOO)

"In a well known study intitled VOODOO DEATH, Harvard physiologist Dr. Walter B. Cannon describes the process whereby a believer in voodoo can, if he thinks he has been cursed,cause himself to die of fright"

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- \* ADV. D & D PLAYERS HANDBOOK -Page 53 (CLERIC SPELL )  
HOLY (UNHOLY)WORD (Conjuration/summoning)

"The utterance of a holy (unholy) word has tremendous power. It drives off evil (good) creatures from other planes, forcing them to return to their own plane(s)."

§

DEALING WITH THE DEVIL - by D. Cohen - Page 28

"Far from worshipping demons, the demons are threatened with holy names, or holy names written around the outside of the magic figure (Circle) in order to protect the magician from the Demons.

Page 19 - "When he is once again safely within the triangle, he is able to dismiss the demon with these words"

Page 24 - "Grimoires have acquired a sinister reputation. The name, by the way, doesn't mean grim, it comes from the root as our word grammar and implies the power of words, for words were always one of the keys to summoning demons."

- \* ADV. D & D P.H. Page 87 & 120 (MAGIC User-7th Level)  
CACODEMON (Conjuration/summoning)

"For a demon can remain on the plane it was summoned to for as long as 666 days.

Page 120 - Under THE OUTER PLANES we find listed: "The 666 layers of the Abyss (Hell) of absolute chaotic evil."

§

THE BIBLE - Revelations - Chapter 13

"And he causes all, small and great, rich and poor, free and bond, to receive a MARK in their right hand or in their foreheads: and that no man might buy or sell, save that he has the MARK, or name of the beast, or the number of man: and his number is six hundred, threescore and six." The mark of the beast is to be the number of the antichrist, king of the tribulation period."

§ § §

## D & D RELIGIOUS THEME

All items taken from the Dungeon & Dragon Advanced Players Handbook unless otherwise stated:

Page 2 - "D & D has become a gaming CULT as avid D & D er's have ceaselessly "SPREAD THE GOSPEL".

Page 7 - "You act out the game as this character, staying within your "GOD-GIVEN ABILITIES".

Page 7 - Even the GODS themselves may enter YOUR characters life."

Page-20 - "The CLERIC - This class of character bears a certain resemblance to religious orders of knight-hood of medieval times.

Page 20 - " The cleric is dedicated to a DEITY OR DEITIES"

Page 20 - " All Clerics have certain HOLY symbols which aid them and give power to their spells."

Page 20 - "All Clerics have their own spells bestowed upon them by their DEITY for correct and diligent PRAYERS AND DEEDS."

Page 20 - " Another important attribute of the Cleric is the ability to turn away (or actually command into service) the undead and less powerful demons or devils."

Page 20 - When a cleric achieves 8th level Patriarch or Matriarch, he or she automatically attracts followers if the Cleric establishes a place of WORSHIP - a building of not less than 2,000 Square feet in floor area with an ALTER, SHRINE, CHAPEL. These followers are fanatically loyal and serve without pay as long as the Cleric does not change DEITIES and /or ALIGNMENT.

Page 20 - " Upon reaching 9th level (HIGH PRIEST or HIGH PRIESTESS), the cleric has the option of constructing a RELIGIOUS STRONGHOLD. This fortified place must contain a large TEMPLE, CATHEDRAL, or CHURCH.

It must be dedicated to the cleric's DEITY (or DEITIES)."

PAGE 20 - DRUIDS

THE NECROMANCERS (The best of Blackmagic & Witchcraft)

Page 24 - "That witches existed in Britain from early times is undeniable. Members of a surviving Somersetshire Coven still carry a small blue tattoos in wood pricked below a particular joint which stands for a letter in the pre-Christian Celtic alphabet. They call themselves 'DRUIDS', worship a neolithic British GOD."

"DRUIDS are chosen, after puberty, for certain natural powers intuition and diagnosis 'second sight, and thought control."

•PAGE 21 - DRUIDS (D&D book) - "Druids can be visualized as medieval cousins of what the ancient Celtic sect of DRUIDS would have become had it survived the Roman conquest. They hold trees (particularly oak and ash), the SUN, AND THE MOON AS THEIR DEITIES. Mistletoe is the HOLY SYMBOL of Druids.

Page 22 - Law and good deeds are the meat and drink of paladins (Fighter) If they ever knowingly perform an act which is chaotic in nature, they must seek a high (7th level or above) cleric of lawful good alignment, CONFESS THEIR SIN, and DO PENANCE as prescribed by the cleric."

Page 22 - "The ability to "lay on hands", either on his or her own person, to CURE wounds."

Page 22 - "If a paladin has a HOLY SWORD he or she projects a circle of power.

Page 36 - "RELIGIOUS ITEMS: BEADS, PRAYER, STICK INCENSE, HOLY SYMBOL-iron, HOLY SYMBOL-silver, wooden HOLY SYMBOL, vial of HOLY WATER or UNHOLY WATER."

Page 40 - "CHARACTER SPELLS : "Clerical spells, including the druidic, are bestowed by the GODS so that the CLERIC NEED BUT PRAY FOR A FEW HOURS" . "4th level spells are granted to the cleric through MEDITATION AND DEVOUT PRAYER."

Page 40 - "5th - 7th Level spells can be given to the

CLERIC ONLY BY THE CLERIC'S DEITY DIRECTLY".

Page 40 - "Note that the cleric might well be judged by his or her DEITY at such time, as the cleric must supplicate the DEITY for the granting of such spells.

Page 40 - " While the DEITY may grant such spells full willingly a deed, or SACRIFICE, ATONEMENT or ABASEMENT may be required."

Page 40 - "SPELL TABLE: BLESS, CREATE WATER, CURE LIGHT WOUNDS, DETECT EVIL, SANCTUARY, CHANT, SPIRITUAL HAMMER CURE BLINDNESS, CURE DISEASE, PRAYER, REMOVE CURSE, TONGUES, ATONEMENT, PART THE WATER, HEAL, HOLY (UNHOLY) WORD, RESURRECTION."

Page 43 - "All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard RELIGIOUS ITEMS, RELIGIOUS SYMBOLS AND PRAYER BEADS."

Page 43 - "Through PRAYER will not guarantee that the spells will be given to the cleric."

Page 43 - FIRST LEVEL SPELL - BLESS: "Upon uttering the BLESS spell, the caster raises the morale of friendly creatures." A BLESSING, however, will affect only those not already engaged in melee combat."

Page 44 - PROTECTION FROM EVIL : "To complete this spell, the cleric must trace a 3'diameter circle upon the floor (or ground) with HOLY WATER for protection from evil, with blood for protection from good.

Page 44 - PURIFY FOOD AND DRINK: "The reverse spell putrefies food and drink, even spoiling HOLY WATER. unholy water is spoiled by purified water."

Page 44 - SANCTUARY : This allows the cleric to heal wounds, for example, or to BLESS, perform an augury, CHANT."

Page 48 - EXORCISE (Demonic Possession): "Material components for this spell are the HOLY OBJECT



of the cleric, with respect to object and water). A RELIGIOUS ARTIFACT or RELIC can increase chance of success."

Page 49 - ATONEMENT : "The material components of this spell are the cleric's RELIGIOUS SYMBOL, PRAYER BEADS, or wheel or book, and BURNING INCENSE."

DUNGEON MASTERS GUIDE - Page 21 (The monster as a character player) : "The 3D's of DEMI-GODS, DEMONS, and DEVILS are enough to strike fear into most characters," let alone when the very GODS themselves are brought into consideration."

DMG - Page 22 - Clerics can administer to the afflicted one HOLY/UNHOLY WATER with a goodly amount of wolfsbane and belladonna prepared by the SPIRITUAL methods of THAT PARTICULAR RELIGION

DMG - Page 24 - Consider also the medieval CATHOLIC CHURCH which used LATIN."

DMG - Page 25 - CHANGING ALIGNMENT : "Whether or not the character actively professes some DEITY, he or she WILL HAVE AN ALIGNMENT AND SERVE ONE OR MORE DEITIES."

DMG - Page 38 - CHARACTER SPELLS : "By MEDITATION AND PRAYERS THE CLERIC can receive the specially empowered words which form the various spells possible for them."

DMG - Page 38 - "Of utmost importance, then, is the relationship between CLERIC AND DEITY."

DMG - Page 38 - "And has thoroughly read and committed to memory the TEACHINGS OF AND PRAYERS TO HIS OR HER CHOSEN DEITY, so that the character is dedicated to this DEITY and able to perform as a CLERIC."

DMG - Page 38 - "Cleric spells of 3rd, 4th & 5th level, are obtained through the aid of SUPERNATURAL servants of the cleric's DEITY. That is through MEDITATION AND PRAYER, the Cleric's needs are understood and the proper spells are given to him or her by the minions of the DEITY.

DMG - Page 38 - "Cleric spells of the 6th & 7th levels are granted by direct communication from the DEITY itself. There is no INTERMEDIARY in this case, and the cleric has a direct channel to the DEITY, from whom ---

he or she receives the special power to cast the given spells of these levels.

DMG - Page 38 - "Higher Clerics must reach intermediaries of their respective DEITIES in order to have these powers bestowed upon them from the plane of their DEITY. When clerics become very great, they must petition their DEITY personally in order to receive the powerful words which enable the casting of 6th and 7th level cleric spells."

DMG - Page 38 - "If they have not been FAITHFUL TO THE TEACHINGS, FOLLOWED THE AIMS OF THEIR DEITY, contributed freely to the cause, and otherwise acted according to the TENETS OF THEIR FAITH, IT BECOMES unlikely that they will receive intermediary aid unless they make proper ATONEMENT and SACRIFICE."

DMG - Page 38 - "To require the cleric to spend 2-8 days IN PRAYER, FASTING AND CONTEMPLATION OF HIS OR HER TRANSGRESSIONS, MAKING WHATEVER SACRIFICES AND ATONEMENT are necessary."

DMG - PAGE 39 - THE DEITY (YOU, THE DUNGEON MASTER) WILL POINT OUT THE TRANSGRESSIONS."

DMG - Page 39 - Once a cleric changes DEITIES, HE OR SHE MUST thereafter be absolutely true to the new calling, or he or she will be snuffed out by some GOD-LIKE MEANS."

DMG - Page 39 - THERE IS NO SALVATION FOR A THRICE CHANGED CLERIC; HE OR SHE IS INSTANTLY KILLED."

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The information contained herein is by no means complete. There is no doubt that the D & D books are in fact a introduction to the occult. In 1801 Francis Barrett published a book called THE MAGUS, or CELESTIAL INTELLIGENCER which is a complete system of OCCULT PHILOSOPHY which can be equated with the ADVANCED DUNGEON AND DRAGON BOOKS.

## NEGATIVE EXCERPTS

DUNGEON MASTERS GUIDE - Page 8 (Introduction)  
GARY GYGAX : "As this book is the exclusive precinct of the Dungeon Master, you must view any Non-Player possessing it as something less than worthy of HONORABLE DEATH."

DMG - Page 9 : "Know the game systems, and you will know how and when to take upon yourself the ULTIMATE POWER."

DMG - Page 9 : "Clodish characters whose only thought in life is to - LOOT, PILLAGE, SLAY AND WHO FAIL WHAT THEY AIM TO DESTROY AS CHEAPLY AND QUICKLY AS POSSIBLE"

DMG - Page 9 : "(Speaking of D & D) AMUSING & DIVERTING PASTIME, SOMETHING WHICH CAN FILL A FEW HOURS OR CONSUME ENDLESS DAYS."

DMG - Page 15 : (DEATH) " The character faces DEATH in many forms. The most common, DEATH due to combat is no greater matter in most cases, for the character can often be brought back by means of a clerical spell or alter reality wish."

DMG - Page 227 : (UNDER GLOSSARY- DEATH) "Most DEAD CHARACTERS CAN BE RESURRECTED, ALTHOUGH DESTRUCTION OF THE BODY (among other factors) WILL PREVENT THIS."

P.H.- Page 112 (DETECTION OF MAGIC): "Furthermore, if the creature dominated is forced to do something totally against its nature OR SELF DESTRUCTIVE, the expenditure of strength points is doubled."

P.H.- Page 90 (CLONE SPELL) : "This spell creates a duplicate person. The cloning original will attempt to DO AWAY WITH ONE ANOTHER. IF ONE CANNOT DESTROY--

THE OTHER, ONE WILL GO INSANE(75% LIKELY TO BE THE CLONE) AND DESTROY ITSELF, OR POSSIBLY (5%) BOTH WILL BECOME MAD AND COMMIT SUICIDE."

ADV. PLAYERS HANDBOOK - Page 43 (COMMAND SPELL)

"The individual WILL OBEY to the best of his or her ability only as long as the command is absolutely clear and unequivocal - For example: SUICIDE."

DMG - Page 84 (SUICIDAL MANIA) "This form of INSANITY causes the afflicted character to HAVE OVERWHELMING URGES TO DESTROY HIMSELF OR HERSELF WHENEVER THE MEANS IS PRESENTED."

DMG - Page 84 (HOMICIDAL MANIA) "This form of INSANITY CAUSES THE AFFLICTED TO BE OBSESSED WITH THE DESIRE TO KILL. THE DESIRE MUST BE FULFILLED PERIODICALLY - 1 to 4 DAY INTERVALS . IF PREVENTED FROM KILLING , THE FRUSTRATED INDIVIDUAL WILL BECOME UNCONTROLLABLY MANIACAL AND ATTACK THE FIRST PERSON HE OR SHE ENCOUNTERS, WILDLY SEEKING TO SLAY."

DMG - Page 227 (DEATH) " DEATH MAGIC - DEATH RAYS FINGERS OF DEATH, AND OTHER MAGICKS WHICH KILL A VICTIM WHICH FAILS ITS SAVING THROW."

DMG - Page 15 (DEATH DUE TO ACE) "This is a serious matter, for unless the life-span can otherwise be prolonged, the character BROUGHT BACK FROM SUCH DEATH FACES THE PROSPECT OF SOON DYING AGAIN"

DMG - Page 15 (DEATH DUE TO DISEASE) "ANY CHARACTER BROUGHT BACK FROM SUCH A STATE WILL SUFFER THE RAVAGES OF THE DISEASE OR INFESTATION."

DMG - Page 19 (SPY FAILURE TABLE) Dice score 81-95 --- SPY is caught with positive proof of spying activity. and IS TORTURED. Dice Score 1-2 --- DEAD. Dice score 96-00 --- SPY IS KILLED.

DMG Page 19 (FANATICAL SPIES) "These spies will never become double agents. On any dice total over 60, THEY SIMPLY KILL THEMSELVES."

DMG - Page 20 (ASSASSINATION EXPERIENCE POINTS)  
"The experience given above is added to the regular experience earned FOR KILLING THE VICTIM."

DMG - Page 20 (ASSASSINS USE OF POISON)  
"ASSASSINS USE POISON JUST AS ANY OTHER CHARACTER DOES."

"WHEN ASSASSINS REACHES THE 9TH LEVEL, HE OR SHE MAY OPT TO MAKE A STUDY OF POISONS."

"THE STUDY WILL REQUIRE MANY WEEKS".

"He or she must actually have a wide variety of animal, vegetable, and mineral POISONS ON HAND FOR THE TRAINING." "THEREFORE, THE ASSASSINS MUST SPEND 5-8 WEEKS TO LEARN EACH OF THE FOLLOWING POISON SKILLS:

- + PROPER USE OF ALL POISONS EFFECTIVE IN THE BLOODSTREAM ONLY.
- + PROPER USE OF POISONS EFFECTIVE THROUGH THE INGESTION ONLY.
- + PROPER USE OF CONTACT POISONS EFFECTIVE WHEN IN THE BLOOD STREAM OR INGESTED.
- + THE MANUFACTURE OF POISONS & THEIR ANTIDOTES.

DMG Page 20 "After 20-32 weeks of study, the ASSASSIN will have complete knowledge of 90% of all POISONS known. He or she can then use POISONS at full normal effect and have the following options:

- + CHOOSE TO ASSASSINATE BY AN INSTANTANEOUS POISON.
- + ELECT TO USE A SLOW ACTING POISON WHICH WILL NOT AFFECT THE VICTIM FOR 1-4 HOURS AFTER INGESTION.
- + ELECT TO USE A POISON WHICH GRADUALLY BUILDS UP AFTER REPEATED DOSES AND KILLS 1-10 DAYS AFTER THE FINAL DOSE.

DMG -Page 20 " During any course of study, the ---

ASSASSIN MAY NOT ENGAGE IN ANY ACTIVITY, or he or she must begin studying again from the beginning of the course. This means that during 5-8 WEEKS the ASSASSIN character will be out of play.

DMG - Page 21 (THE MONSTER AS A PLAYER CHARACTER)  
"On occasion one player or another will evidence a strong desire to operate as a monster, conceiving a playable character as a STRONG DEMON, A DEVIL, A DRAGON, OR ONE OF THE MOST POWERFUL SORT OF UNDEAD CREATURES."

"The 3 D's of DEMI-GODS, DEMONS, AND DEVILS are enough to strike FEAR into most characters, let alone when the very GODS themselves are brought into consideration."

DMG - Page 22 LYCANTHROPY (Like unto Werewolf)  
"If the character opts to remain a LYCANTHROPE, many things will need to be taken into consideration, such as THE MENTAL ANGUISH caused by the act of changing."

" A lawful good paladin is bitten by a Werewolf which is a chaotic EVIL creature. He doesn't discover that he has the disease until it is too late.

HIS MENTAL TORMENT is great especially when the moon is waxing full.

(AUTHORS NOTE: The PULLING boy had a WEREWOLF spell or curse placed upon him and he shot himself).

DMG - Page 22(WERERATS) "Wererats will want to live in the City near HUMANS (HUMANS BEING ONE OF THEIR FAVORITE FOODS). If a HUMAN is captured and NOT EATEN IMMEDIATELY, he will probably be held for ransom.

DMG - Page 46 - DEATH SPELL FOR MAGIC -USERS

DMG - Page 82 EFFECTS OF ALCOHOL AND DRUGS  
"Character UNDER THE INFLUENCE OF ALCOHOL, NARCOTICS, OR OTHER SIMILAR DRUGS WILL BE AFFECTED.

Hit points are increased due to the effects of the drug on the intoxicated character. He or she-

can physically withstand more PUNISHMENT."

DMG - Page 83 (DIPSOMANIA) "THE AFFLICTED WILL BEGAN DRINKING EXCESSIVE QUANTITIES OF ALE, BEER, WINE OR LIKE SPIRITOUS LIQUORS. SUCH DRINKING WILL CONTINUE UNTIL THE CHARACTER PASSES OUT. THE INDIVIDUAL WILL BECOME VIOLENT IF DENIED A DRINK."

DMG - Page 83 (KLEPTOMANIA) "Has uncontrollable urge to steal any small object available. The individual WILL LIE to avoid being prevented the opportunity or when caught."

DMG - Page 83 (INSANITY) "When a character is struck by INSANITY due to MENTAL ATTACK, CURSE or whatever, you may assign the type of MADNESS according to the seriousness of the affliction. As D.M. YOU WILL HAVE TO ASSUME THE ROLE OF THE INSANE CHARACTER WHENEVER THE MADNESS STRIKES."

JUST BE SURE TO FOLLOW THE SPIRIT OF THE RULES HERE."

DMG - Page 83 (SCHIZOID) "This rather mild INSANITY form manifest its effects in a personality loss. He or she will select a ROLE MODEL and make every attempt possible to become like that character."

DMG - Page 83 (PATHOLOGICAL LIAR) "The afflicted CANNOT TELL THE TRUTH."

DMG - Page 83 (DELUSIONAL INSANITY) "Will be convinced that he or she is a famous figure, a monarch OR A DEMI-GOD. Those who fail to recognize the afflicted as such will incur GREAT HOSTILITY."

DMG - Page 84 (MANIA) " THE AFFLICTED WILL BECOME HYSTERICAL, ENRAGED, OR COMPLETELY MANICAL. THE INSANE CHARACTER WILL SHRIEK, RAVE AND BEHAVE IN A VIOLENT MANNER."

DMG - Page 84 (LUNACY) "THIS VIOLENT AND OFTEN HOMICIDAL STATE OCCURS WHENEVER THE MOON IS FULL."

DMG - Page 84 (SADO MASOCHISM) "HE OR SHE WILL HAVE AN OBSSIVE DESIRE TO INFLICT PAIN (AND PROBABLY DEATH) UPON ANY LIVING THING ENCOUNTERED."

DMG - Page 84 (HEBEPHRENIA) " Withdrawal from the real world. If irritated by someone nearby, the afflicted is 75% likely to become ENRAGED AND MANIACAL, ATTACKING THE OFFENDER FIERCELY."

DMG - Page 84-85 (EXPERIENCE) The words SLAIN, SLAYING OR KILLED IS USED 11 TIMES IN 15 SENTENCES.

DMG - Page 87 (ECOLOGY) "WHAT DO DRAGONS EAT? HUMANS OF COURSE, MAIDENS IN PARTICULAR! DRAGONS SLAY A LOT, BUT THEY DO NOT SEEM TO EAT ALL THAT MUCH. OGRES & GIANTS ENJOY LIVESTOCK AND PEOPLE."

DMG - Page 110 (HANDLING TROUBLESOME PLAYERS)  
"PEER PRESSURE IS ANOTHER MEANS WHICH CAN BE USED TO CONTROL PLAYERS WHO ARE NOT TOTALLY OBNOXIOUS AND WHO YOU DEEM WORTH SAVING."

DMG - Page 151 (NECKLACE OF STRANGULATION) "Can be discovered only when placed around a characters neck. THE NECKLACE IMMEDIATELY CONSTRICTS. THE WEARER WILL SUFFER 6 HIT POINTS OF STRANGULATION DAMAGE PER ROUND UNTIL THE CHARACTER IS DEAD AND THE NECKLACE REMAINS UNTIL THE CHARACTER IS A DRY SKELETON."

DMG - Page 151 (PERIAPT OF FOUL ROTTING) "This appears to be a gem of small value. If any character claims it as his or her own; he or she WILL CONTRACT A TERRIBLE ROTTING DISEASE, A FORM OF LEPROSY which can be removed only by application of a removed curse spell followed by a cure disease and then a heal or limited wish or wish spell."

DMG - Page 162 (MINOR MALEVOLENT EFFECTS)  
USERS SEX CHANGE

DMG - Page 145 (GIRDLE OF FEMININITY/MASCULINITY)

"THIS BROAD LEATHER BAND APPEARS TO BE A NORMAL BELT USED COMMONLY BY ALL SORTS OF ADVENTURERS, BUT OF COURSE IT IS MAGICAL. IF BUCKLED ON IT WILL IMMEDIATELY CHANGE THE SEX OF ITS WEARER TO THE OPPOSITE GENDER.

P.H. - Page 7 (THE GAME) "Although the masculine form of appellation is typically used when listing the level titles of the various types of characters, these names can easily be changed to the feminine if desired. THIS IS FANTASY ---WHAT'S IN A NAME? IN ALL BUT A FEW CASES SEX MAKES NO DIFFERENCE TO ABILITY!

DMG - Page 153 (SCARAB OF DEATH) : "This small brooch or pin of magical nature appears to be any one of the various AMULETS, BROOCHES OR SCARABS OF BENEFICIAL SORT. However, if it is held for more than 1 round or placed within a container within 1" of a warm living body for 1 turn, it will change into a HORRIBLE BURROWING BEETLE-LIKE CREATURE. THE THING WILL THEN TEAR THROUGH ANY LEATHER OR CLOTH,

BURROWING INTO FLESH, AND REACH THE VICTIMS HEART IN A SINGLE ROUND, CAUSING DEATH."

DMG - Page 192 (RANDOM MONSTER ENCOUNTERS)

GOODWIFE: " ENCOUNTERS ARE WITH A SINGLE WOMAN. ANY SEEMING THREAT WILL CAUSE THE WOMAN TO SCREAM FOR HELP ACCUSING THE OFFENDING PARTY OF ASSAULT, RAPE, THEFT, MURDER."

DMG - Page 192 ( HARLOT)

"THE ENCOUNTER COULD BE WITH A DANCER ONLY PROSTITUTING HERSELF AS IT PLEASURES HER, AN ELDERLY MADAM, OR EVEN A PIMP. IN ADDITION TO THE OFFERING OF THE USUAL FARE, THE HARLOT IS 30% LIKELY TO KNOW VALUABLE INFORMATION."

DMG - Page 215 - 216 IS AN INTRODUCTION ON HOW TO GAMBLE: "CRAPS, HORSE, KNUCKLEBONE, SLOT VARIANT, DICE RACING, IN BETWEEN, TWENTY-ONE & HIGH-LOW.

DMG - Page 115 (DEFILEMENT OF FONTS)

"IF ANY NON-BELIEVER BLESSES/CURSES AN UNHOLY/HOLY FONT, OR USES LESS REFINED MEANS SUCH AS - - - EXCRETING WASTE INTO A FONT BASIN, THE WHOLE IS ABSOLUTELY DESECRATED, DEFILED AND UNFIT. NOTE THAT EITHER METHOD OF DEFILEMENT REQUIRES ACTUAL CONTACT WITH THE FONT AND ITS VESSEL."

ADV. D & D P.H. Page 107 (PRE-MEDITATED MURDER)

"PREMEDITATED MURDER, PARTICULARLY ON A GRAND SCALE, IS LIKEWISE THE EXCLUSIVE PRECINCT OF THE ASSASSINS GUILD."

ADV. P.H. Page 29 ( THE ASSASSINS)

"THE PRIMARY FUNCTION OF ASSASSINS IS KILLING. THEY MAY USE POISON - INGESTED OR INSINUATED BY WEAPON. POISON INGESTED MUST BE PUT INTO THE FOOD AND DRINK, AND THE CHARACTER PERFORMING THIS ACTION MUST DETAIL EXACTLY WHEN, WHERE, AND HOW THE POISONING WILL BE DONE."

ADV. P.H. Page 33 (ALIGNMENT) (CHAOTIC EVIL)

"LIFE HAS NO VALUE. BY PROMOTING CHAOS AND EVIL, THOSE OF THIS ALIGNMENT HOPE TO BRING THEMSELVES TO POSITIONS OF POWER, GLORY, AND PRESTIGE IN A SYSTEM RULED BY INDIVIDUAL CAPRICE AND THEIR OWN WHIMS."

ADV. P.H. Page 33 (ALIGNMENT - CHAOTIC NEUTRAL)

"ABOVE RESPECT FOR LIFE AND GOOD, OR DISREGARD FOR LIFE AND PROMOTION OF EVIL. GOOD AND EVIL ARE COMPLIMENTARY BALANCE ARMS."

ADV. P.H. Page 33 (ALIGNMENT - LAWFUL EVIL)

"LIFE, BEAUTY, TRUTH, FREEDOM, AND THE LIKE ARE HELD AS VALUELESS."

DMG - Page 157-158 (THE HAND OF VECNA)

(" YOU THE DUNGEON MASTER, SHOULD THEN BEGIN AN INSIDIOUS CAMPAIGN OF SUGGESTION AND URGING TOWARD EVIL ON THAT CHARACTERS PART. WHEN A PRIMARY POWER IS USED, THE HOST WILL BECOME NEUTRAL EVIL-VERY EVIL."

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PARTING NOTE

"OUR GENERATION HAS EFFECTIVELY  
USHERED IN - - - (THE TEEN SUICIDE ERA).  
NEVER BEFORE IN THE HISTORY OF THIS WORLD  
HAVE OUR TEENS BEEN BOMBARDED WITH HARM -  
FUL, NEGATIVE INFLUENCES AIMED AT THE  
DELICATE, SENSITIVE, EASILY SWAYED MINDS  
OF OUR CHILDREN.

THE HEALTHY GROWTH AND DEVELOPMENT  
OF OUR CHILDREN IS BEING HINDERED BY  
VIOLENT FANTASY ROLE-PLAYING GAMES,  
ROCK MUSIC (WHICH DIRECTS THE KIDS TO  
"GET HIGH, SHOOT-UP, COMMIT SUICIDE AND  
SATAN WORSHIP"), PORNOGRAPHIC LITERATURE,  
VIOLENT MOVIES AND LASTLY - VIOLENT VIDEOS.  
WHAT CAN BE FOUND IN THESE THINGS THAT  
BUILD'S CHARACTER, INTEGRITY AND HIGH  
IDEALS.

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FOR INFORMATION WRITE TO:

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