

CHAPTER 8

SECTION THREE

BASIC INFORMATION ON OCCULTISM, WITCHCRAFT, AND SATANISM

These activities are progressive phases of demonic activity. Occultists 'harness' mystical or magical powers supposedly connected with the earth, sun, moon and stars for the benefit and healing of people and animals. Some occultic night-time ceremonies are held around camp fires featuring robed and disrobed figures. Sexual immorality is rife. Occultism is sometimes described as 'white witchcraft'. Witchcraft means 'the realm of the wicker', and is supposed to release 'wisdom to the wise'. Witchcraft followers also claim that Jesus Christ was a witch.

Strong manipulative mothers who control their daughter's lives are often referred to as 'white witches'. Any curses they place on their own daughters can be very effective.

While staying in a motel in Brisbane Queensland, on one occasion, Phyl and I were introduced to an old travelling occultist whose expertise was praying over sick animals and people. He immediately claimed to see a bright glow around us both, and enquired what Phyl could read about him 'in the spirit'. He was sincere, but in deception.

Like the dark side of the moon, witchcraft is occultism's sinister side, where 'black arts' are used to deceive and trap

Basic Information on Occultism, Witchcraft and Satanism

people. Witches, wizards, and covens flourish in the spirit-underground of all societies, featuring snakes, dragons, satanic symbols, worship ceremonies, and blood sacrifices. Ritual desecration of churches, graveyards, and farm animals is on the increase. Satanic rituals involving gross immorality frequently occur in covens.

Many members graduate from occultism to witchcraft, then become Satan worshippers, the ultimate in idolatry. Lucifer is worshipped as Set, the supreme deity, in unrestrained lustful passion, and babies conceived in satanic lust are frequently sacrificed to the devil by their own mothers. Girls and women offer themselves in spirit-marriages to Satan himself, and become the sexual 'play things' of demons.

Because these three demonic evils sometimes merge into one evil system, the borders are often difficult to distinguish. The following information may be relevant to occultism, witchcraft, or satanism, and at times to all three.

1. Activities which many believe are energised by demonic powers:

- **Water divining.** Scientists also claim that electrical energy can be created by running water.
- **Homoeopathy.** Many believe that this is a proven, ancient method of medical treatment which has been hijacked by New Agers for witchcraft purposes.
- **Acupuncture.** Many claim this stimulates the nerve endings of a medically proven nervous system. Some believe it is a Buddhist spirit activity because it originated in China.
- **Colour therapy** (not colour co-ordination). This is a supposed means of healing, using a copper coil, and coloured embroidery cottons matching the aura of a patient's psychic personality. A farmer friend told me













that many of his sick cattle were completely healed, and fattened through the use of colour therapy.

From the writer's close observation of many Christian practitioners of this occultic form of healing, I know its practice caused most of them to reject the fullness of the Holy Spirit, and the sign gifts. Some openly voiced their strong opposition to them.

2. Common terms used in occultism and witchcraft.

- **Psychometry** is fortune telling by lifting, feeling, or holding an object belonging to an enquirer.
- **Iridology** is used by some naturopaths to diagnose medical conditions through the iris of the eye, in conjunction with astrological charts. (Medical specialists claim that only two diseases can be diagnosed through the iris).
- **Parakinesis** - controlling objects by mind power.
- **Telekinesis** - the use of mind power to cause objects to move around a room, instruments to play, or engines to start etc.
- **Planchette** - use of a special board, using a glass or vertical pencil to identify numbers or letters, similar to a ouija board.
- **Conjuration** - summoning spirits by incantations.
- **Ligature** - a spell which prevents a person from doing something.
- **Magister** - a male leader of a coven. (Magus - a male witch).
- **Sabbat** - a quarterly or semi-quarterly meeting of witches or satanists.
- **Grimoire** - a book of spells belonging to a witch, or coven.

3. Satanic and witchcraft signs and symbols.

	Chinese symbols (ying & yan). Also red and white symbol of acupuncture.	Islamic symbol. Combination of Diana, Queen of Heaven, and Satan	
<i>Tai Chi Symbol</i>			<i>The Islamic Logo</i>
	Also called 'crows foot', 'broken cross'. Medieval symbol of witchcraft. Wood cuts 14th century Europe.	Religious symbol found around the world, Celtic symbol, etc. Basis of swastika	
<i>Medieval Witchcraft</i>			<i>Ancient Hindu</i>
	General symbol of witchcraft	A symbol of sexual slavery	
<i>The pentagram</i>			<i>The Egyptian Ankh</i>
	A goat's head (Satanic symbol) often superimposed. Symbol of Lucifer	A common indigenous good luck sign (Ireland, Italy, etc)	
<i>The Horned Star</i>		<i>Unicorn Horn, or Fairy Wand, (also known as Staff)</i>	<i>Leprechaun</i>
	Basis of 'hex', most evil sign in witchcraft. (Some suggest Star of David, ancient worship symbol)	Egyptian dung beetle, symbol of soul, resurrection, immortality.	
<i>The Hexagram</i>			<i>Scarab</i>
	<i>Satan's personal symbol</i>	'OM' Sanscrit for 'God'. (The Primary Mantrum). Originated in India's Indus valley 1500-2000 B.C.	
			<i>Chief Yoga symbol</i>

- **The Caduceus.** (medical symbol of two snakes wrapped around a pole with their heads facing one another). Aesculapius was the Roman god of medicine introduced to Rome in 293 BC. as a snake (in which he

resided) wrapped around a pole. The staff represents the magic wand of Hermes / Mercury, messenger of the gods, and patron of trade. Medical doctors in the USA. swear their hypocratic oath by Aesculapius, Hygea, and the gods and goddesses of medicine.

Animals and birds.

- **The goat.** (Isaiah 13:21) The face of a goat is often impressed on the Horned Star.
- **Frogs.** Pharaoh's magicians were able to produce frogs (Exodus 8:7). John's revelation included: "**Then I saw three evil spirits that looked like frogs**; they came out of the mouth of the dragon, out of the mouth of the beast, and out of the mouth of the false prophet. **They are spirits of demons performing miraculous signs**, and they go out to the kings of the whole world, to gather them for battle on the great day of God Almighty" (Revelation 16:13,14). Frogs are worshipped in some parts of the world as symbols of reincarnation. Toy frogs have brought fear and sleeplessness to children, and should be avoided as playthings.
- **Owls.** God included them in his list of detestable creatures which the Hebrews were forbidden to eat. (Leviticus 11:13 ; Deuteronomy 14:15). They are associated with satyrs which are demonised goats (Isaiah 13:21). The Living Bible adds this paraphrase: ". . . and the demons will come there to dance". John also describes Babylon " She has become the home for demons and a haunt for every evil spirit, a haunt for every unclean and detestable bird " (Revelation 18:2). Witchcraft pictures often have ' a wise old owl ' sitting in a tree. True wisdom comes from God alone, not a bird!

- **Snakes.** Satan's chief symbol is a snake (Genesis 3:1). John the Baptist called Pharisees and Sadducees "You brood of vipers" (Matthew 3:7). Jesus later used the same words on two separate occasions (Matthew 12:34, 23:33), indicating that they were children of Satan. (See ref. John 8:41,44). Snakes suffer a curse shared by no other creature on earth. Their vestigial hip sockets prove that they had legs before the first human sin caused them to be cursed. And while all creatures will eventually have the sin factor removed, the serpent's curse will remain: ". . . dust will be the serpent's food" (Isaiah 65:25). Snakes feature prominently in satanic ceremonies, and people involved in witchcraft can often be identified by what they wear, such as snake brooches, rings, bangles, and ear-rings.
- **Dragons.** Children's and adult literature either make fun of dragons, or eulogise those who kill them. A Sydney bank named 'St George' features a large friendly green dragon on all its media advertising. All this counteracts the fear which people should have because of biblical warnings of Satan's power to dominate and terrorise the earth as a dragon. John described the sign he saw in heaven: "**an enormous red dragon with seven heads and ten horns and seven crowns on his head. His tail swept a third of the stars out of the sky and flung them to the earth**" (Revelation 12:3,4). He further identified him: "**The great dragon was hurled down - that ancient serpent called the devil or Satan, who leads the whole world astray**" (Revelation 12:9).
- **Unicorns.** This mythological creature features prominently in jewellery used by women and girls involved in Freemasonry. These articles need to be destroyed. Most modern translations change the K.J.V. word 'unicorn', to 'wild ox' , 'bull' , or 'buffalo' (See Psalm 92:10).

NOTE. After deliverance, people who have any of these creatures prominently displayed in their homes, need to destroy them to avoid further oppression.

4. Other activities which Satan controls.

- **Chinese astrology.** Chinese astrology moves in 12 year cycles. The year 1986 was the year of the Tiger, followed annually by Rabbit - Dragon - Snake - Horse - Ram - Monkey - Rooster - Dog - Pig - Rat - Ox, then the cycle begins again. Chinese people believe that character is determined by the year of birth, and that marriages should be confined to partners whose birth years are astrologically compatible. Chinese nationals also use Western star signs, flowers, and particularly, lucky gemstones. They are very superstitious, using annual festivals to appease spirits, and fire crackers to frighten demons away.
- **Poltergeist** (C.O.D. "noisy mischievous ghost, esp. one manifesting itself by physical damage"). Slamming doors in the night; lights being switched on and off; taps turned on; drawers opened and articles partially removed; pictures mysteriously twisted askew; groans and unusual sounds; locked doors being found open; and stones falling on a roof are all evidences of the activities of poltergeist spirits. Homes need to be prayed through with an open Bible when this has occurred, as evil spirits remain, although occupants move on. People who have been involved in black arts prior to becoming Christians, need to be freed from basic witchcraft spirits causing the problems, and the fears they generate.
- **Cabbage-patch dolls with adoption papers.** There is a very evil side to this popular children's toy. An 8 year old gradually went blind after being given a cabbage patch doll. Specialists could do nothing to help her. The girl's mother finally asked a psychiatrist about possible

causes. He enquired about the name registered on the adoption papers. He recognised it as the name of the goddess of blindness. When the doll and its adoption papers were destroyed, the girl's sight slowly returned to normal. A spinster who bought a doll to distract her from loneliness, was terrified when it lifted itself to her face level. She quickly destroyed it.

- **Smurfs, trolls, garden gnomes.** These are of Scandinavian origin, and all have spirit, or demonic associations.
- **The 8 ball.** (Not the high value snooker ball). This is a plastic sphere with a viewing window. Suspended in fluid inside, is a revolving ball, on which answers to questions have been printed. After the sphere is bowled, the word which appears in an upper viewing space is supposedly the answer to the question asked. One student who had suffered from partial deafness in one ear since childhood after having played with 'the 8 ball', received healing during open deliverance, and joyfully gave the Lord glory.
- **Demonic games.** Dungeons and Dragons has a high rate of suicides to its discredit. Some players have been so addicted, that when their particular character has been destroyed, they have no longer wished to live, and have taken their lives. Other games in this category are: Cults and Prax - Sorcerer's Apprentice - Chivalry and Sorcery - Hellpits of Nightfang - Rune Quest - Arduin Grimore - Tunnels and Trolls - The Illuminati, and doubtless many more. A teenage high school student who had been obsessed with playing Dungeons and Dragons for five years, asked for deliverance. The Lord freed him.
- **The New Age Movement,** is in reality, only a 20th Century update of Nimrod's infamous idolatry, astrology, and humanism practised in Babylon. It has

been blended with Eastern religious beliefs (including transcendental meditation), and witchcraft practices. Believers who have had any association with this movement must be released from deceiving and antichrist spirits in order to be filled and controlled by God's Holy Spirit. Unless this happens, manifestations of spiritual gifts may come from deceiving spirits, which will cause confusion and disharmony amongst God's people. Regrettably, we know of occasions when this has happened.

- **Yoga, and Buddhism.** Many counselees have joined yoga exercise classes, primarily for weight control. They are unaware that meditation may make them vulnerable to being oppressed by Buddhist Yoga spirits. They should be tested for these spirits, and cleansed. Regrettably, Yoga principles of meditation have been absorbed into some Christian meditation techniques, and even taught at seminary level. This opens sincere and unsuspecting people up to oppression by deceiving Buddhist spirits.

Yoga types include **Hatha** (bodily postures); **Karma** (selfless service); **Bhakti** (love and devotion to God to attain Cosmic consciousness); and **Raja** (meditation and mind control. Part of this is **Japa Yoga**, which uses mantra vibrations to tune to the 'Divine Vibration'); **Jnana** (the path of wisdom which identifies with the divinity within); **Integral Yoga** is the synthesis of all Yogas. Proponents of Yoga claim that the body's 72,000 nadis (nerve centres) conduct Kundelini (serpent power) through 7 body chakras, or openings. When believers are delivered from the spirits controlling these activities, it is important to close all chakras used by demons.

- **Horoscopes.** These are often obtained by parents for their children. They must be destroyed, and any

predictions cancelled in the name of Jesus Christ. Counselees need to be freed from any fear of their fulfilment. (Note: Horoscopes are personal, as predictions are made according to the placement of stars on the date of birth of each individual. Astrological predictions, often syndicated to magazines and newspapers, are generalised divinations under star signs for each week, or month.)

- **Astrological signs.** Counselees who wear star signs, or flower-brooches associated with their dates of birth should destroy them all, and be released and cleansed from the associated spirits.

Having run through some basic information, it is now time to examine the questions which will help determine the extent to which counselees need to be freed from involvement in occultism, witchcraft and satanism.

Finally, Derek Prince claims that the major demons of witchcraft are:

manipulation, intimidation, and domination.

From experience, we also add:

demons of deception, antichrist, fears, and sicknesses.