

## **Those Demons!**

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We had always thought Dungeons and Dragons an interesting game for those with the required mental stamina. A dungeon master controls the play, and each participant is bound only by the limits of his imagination in creating characters, good or evil, and in manipulating them through a fantasy adventure that can last for days.

The characters include dragons, demons, dwarfs and witches who cast spells and have other creepy powers. Bright kids love all this stuff, and in some schools Dungeons and Dragons has been used to foster students' creative talents. At one school—Caltech, where else?—computers have been taught to play.

But Dungeons and Dragons is not just a game. It

is a demonic religion, and its use in schools or other public institutions violates the constitutional ban on the fusion of church and state. We take that on the word of a Sacramento radio evangelist, John Torell. He and his supporters have pressured a Sacramento suburban community to eliminate the game from its summer recreation program, and similar pressure is being applied to schools.

Torell says that the practice of the occult is increasing and that, by his latest count, Sacramento has 1,000 witches—which, if true, is alarming, because, in addition to that figure, Sacramento has 120 state legislators and 653 registered lobbyists who, as we all know, constantly practice their black arts in the Capitol.

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