

What is Necromancy?

Necromancy is the act of conjuring the dead for divination. It dates to Persia, Greece, and Rome, and in the Middle Ages was widely practiced by magicians, sorcerers, and witches. "The agency of evil spirits – familiar spirits."

The practice of necromancy has been compared by some to modern mediumistic or practiced spiritualism. Many consider it a dangerous and repugnant practice. Dangerous because it is alleged that when some spirits take control of the medium, they are reluctant to release their control for some time. **Some of the practices of Necromancy: Seances and Mediums, table tipping,** and list goes on. A person that is being used as a medium is literally allowing their body to be possessed by spirits to talk through them. **Same with Psychic healers.**

Have you ever heard folks say that when someone had died, they saw them? The dead told them everything was going to be ok. It was an evil spirit communicating with them. There is no reference in the bible that the dead will communicate with the living when passing on. When someone dies, we should not even attempt to talk to them. I think of the model that lost her boyfriend in the tsunami and she would talk to him and then start journaling to him.

How is necromancy used in the church? In some churches, they pray for the dead out of purgatory. Some denominations pray to the saints that have passed on. There is no scripture reference in the bible to do this. This only sets you up or can cause a person to get into necromancy.

Scriptures on Necromancy - Deuteronomy 18:11 *"Or a charmer, or a consulter with familiar spirits, or a wizard, or a necromancer."* (Lev. 19:31; 20:6-27)

1 Samuel 28 - Saul did necromancy to contact Samuel when Israel was in trouble and was in fear – the word says **his heart was greatly troubled**. Saul was **fearful** –vs. 5 (**fear is the driver for occultism**) and Saul went to this woman at Endor. **Result:** He and his sons were cursed. His sons died and he became injured and fell on the sword.