

The Holy War



Week 7

Emmanuel counsels with His army

to

The fall of Mr. Ill-Pause

Goals

- To gain a greater understanding of the **spiritual warfare** in which we are engaged.
- To develop a greater awareness of the **methods employed by Satan**.
- To deepen our appreciation for the **grace of God** in saving sinners.
- To learn more about ourselves through empathizing with **Mansoul** (**Mansoul = me**)

Synopsis

After refusing many propositions and fighting several battles, Emmanuel takes the town.

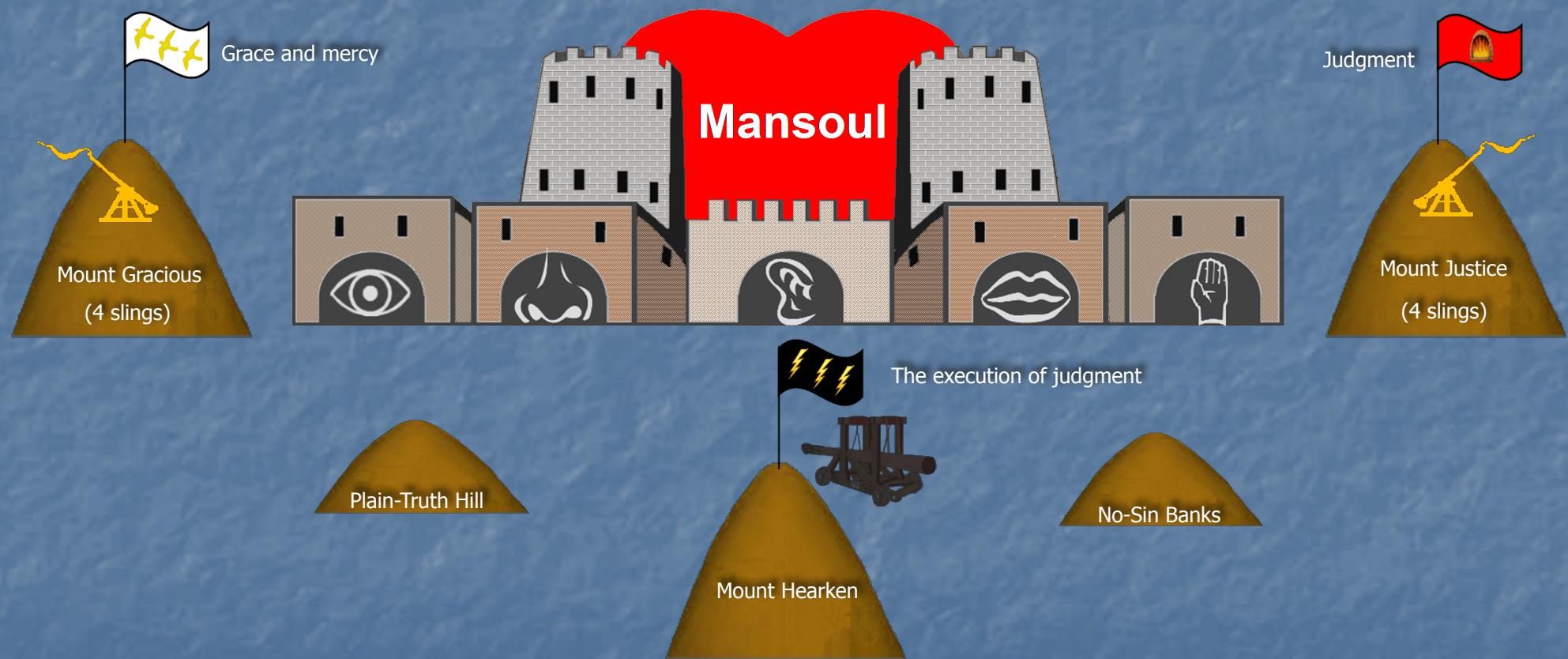
Key Questions

- What primary Bible passages come to your mind as you read this assignment?
- To what degree does the story accurately depict Bible teaching?

The 5 Additional Captains

Captain	Color	Scutcheon	Standard Bearer	Significance	Place
Credence	Red		Mr. Promise	Belief in God's promises	First
Good-Hope	Blue		Mr. Expectation	Assurance in belief	Middle
Charity	Green		Mr. Pitiful	Role of love in faith	Middle
Innocent	White		Mr. Harmless	Simplicity of the Gospel	Middle
Patience	Black		Mr. Suffer-Long	Shaddai's patience and call to steadfast following	Last

Reinforcements



Response

- Emmanuel's Plea
 - "Poor Mansoul! What shall I do unto thee?"
 - "Shall I save thee?"
 - "Shall I destroy thee?"
 - "Hearken to my word . . . I am merciful"
 - "Shut me not out of thy gates"
- The townsmen's response
 - By barricading Ear-gate
 - By setting guards at the gate
 - By forbidding that any should go out to Emmanuel or come in from Him.

"Terms of Surrender"

- Emmanuel sends to the town one last time
- He gets an answer from the hand of a messenger that the leaders of Mansoul have decided to offer "terms of surrender". Whom do they choose as their messenger?
 - Mr. Loath-to-Stoop
 - "an old man, a Diabolonian"
 - "a stiff man in his way"
 - "and a great doer for Diabolus."
 - What does he represent?
 - Hardness of heart, stubbornness, being stiff-necked, etc.

Propositions

Mr. Loath-to-stoop proposes 8 different seemingly peaceful solutions:

#1	
#2	
#3	
#4	
#5	
#6	
#7	
#8	

Emmanuel's Rebuttals

#	Proposition	Rebuttal
1	Co-Regency	
2	Title only	
3	Private residence	
4	Visitor privileges	
5	Men transact business	
6	Minimal visit	
7	Leave gifts	
8	Recall if needed	

Battle

- After this Diabolus and the town decree:
 - “Mansoul and their king are resolved to stand and fall together.”
- Emmanuel commands to prepare for battle. What was the rally cry?
 - “EMMANUEL”
- He stations the captains strategically at the gates

Battle Positions

Captain	Skutcheon	Position
Boanerges		Ear-gate
Conviction		Ear-gate
Judgment		Ear-gate
Execution		Ear-gate
Credence		Ear-gate
Good-hope		Eye-gate
Charity		Eye-gate
Innocent		Around the town
Patience		Around the town

Battle

- The battle begins and lasts for several days
 - Captains Boanergers and Conviction shake ear-gate until it begins to buckle
 - Conviction gets 3 wounds in the mouth
 - Captains Good-hope and Charity almost have eye-gate open
 - Emmanuel rewards his captains for their actions
 - There are casualties

Fatalities

- Fatalities:
 - Captain Boasting (ear-gate)
 - Captain Secure (ear-gate)
 - Captain Conviction “cleave[d] him down the head with a two-handed sword”
 - Captain Bragman (eye gate)

Other Casualties

- Mr. Feeling
 - Wounded in his eye at ear-gate
- Will-be-will
 - Wounded in leg and greatly impaired
- Love-no-good
 - Mortally wounded but lived for awhile
- Ill-pause
 - “grievous wound in the head” and his “brain-pan was cracked”
- Mr. Prejudice and Mr. Anything fled
- Many Diabolonians were “maimed, and wounded, and slain”

Explain the state of the sinner now

Regroup

- The captains regroup and fly the white flag on Mount Gracious
 - Diabolus knows this is for the townspeople but not for him
 - He concocts another plan and goes to the gate to speak with Emmanuel

Reformation

- Diabolus proposes that he “reform” the town for Emmanuel. He will:
 - Cease all hostility towards Emmanuel
 - Be willing to become Emmanuel’s deputy
- As deputy he would:
 - Persuade Mansoul to receive Emmanuel as their Lord
 - Show them how they have erred
 - Show them the “holy law” that they have broken
 - Press upon them a reformation according to Emmanuel’s law
 - At his own expense set up a ministry with lectures in Mansoul
 - Have the townsmen pay Emmanuel a yearly tax in order to show their subjection

Rebuttal

- Emmanuel shows the truth behind Diabolus' craftiness
 - The “greatest proficiency that man can make in the law . . . will amount to no more . . . than just nothing at all”
 - “There be that do soon discern thee when thou shovest them thy cloven foot; but . . . in thy transformation thou art seen but of a few”
- He states that He has come to fully reconcile the townspeople to His father

Diabolus' Deceits

1. We'll surrender if we don't have to surrender
2. I'll give up the town if I can retain some influence
3. I'll persuade the town to turn to You by my leadership

Contrast

There is an increasingly clear contrast between Diabolus and Emmanuel.

- **Diabolus**
 - Deceitfulness and wily nature (conniving tricks)
 - His ploys had hidden designs
 - Willing to change tactics but not substance or purpose
- **Emmanuel**
 - Honesty and forthrightness (His words mean what they say)
 - Committed to total integrity
 - He demands repentance and remaking

Final Battle

- Diabolus resolves to do battle to the last
 - He commands his officers to harm the town and tear men, women, and children.
 - “We had better quite demolish the place, and leave it like a ruinous heap, than so leave it that it may be an habitation for Emmanuel.”
- Emmanuel directs His men:
 - To “be sure to show themselves men of war against Diabolus and all Diabolonians; but favorable, merciful, and meek to the old inhabitants of Mansoul.”
- The battle cry for this final assault is: “Mansoul is won!”

Taking the Town

- The captains break open the gate and take the town
- They set up the standard
- They march to Mr. Conscious house and set up a base of operations there
 - He is petrified due to his past wrongs and causes the town to feel the same way
- Diabolus retreats to the castle

Inside the Town

- Lord Will-be-will
 - Hunted through the streets by Captain Execution
- More fatalities:
 - Mr. Prejudice (keeper of Ear-gate)
 - Captain Blindfold (keeper of Eye-gate)
 - Mr. Backward-to-all-but-naught
 - Captain Treacherous
 - Mr. Ill-pause (Diabolus' orator)

“What shall I say?”

**“The Diabolonians in these days lay dead in
every corner, though too many yet were
alive in Mansoul.”**

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