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THE INTERPRETER'S HOUSE

After three sleeping men rejected Christian's offer to unfetter them, he continued on his way to the **wicket-gate**. Narrowly escaping the arrows from **Beelzebub's** castle, Christian knocked at the gate and was admitted by **Goodwill**. The straight and narrow path led first to the **House of the Interpreter**, where Christian learned several crucial lessons: the effectiveness of God's grace for cleansing men's souls; the empty promises of worldly pleasures; and the power of simple courage.

Not far ahead, Christian came to the **Place of Deliverance**. There, as he gazed at a wayside cross, his burden slipped from his back and disappeared into the open tomb. Three Shining Ones announced his cleansing and presented him with bright new clothes and a valuable parchment. Leaping for joy and singing, Christian set off again.

MAIN CHARACTERS

Goodwill - Goodwill, the gatekeeper at the wicket-gate, embodies God's gracious acceptance of sinners who come to Christ.

Interpreter - The Interpreter represents the teaching of God and His ways that comes to new believers through the ministry of the Holy Spirit and human teachers, through Scripture and daily experience.

MAJOR SETTINGS

Wicket-gate - The gate through which we enter into acceptance with God is a wicket, a very small gate--for "small is the gate and narrow the road that leads to life" (Matthew 7:14).

Interpreter's House - After entering the wicket-gate, Christian was ready to receive instruction about the road he had chosen. At this place of learning, he received many valuable lessons for the journey ahead.

Place of Deliverance - As Christian reached the hill top of the Salvation road and gazed at the cross standing there, the burden of guilt on his back rolled off and was swallowed forever by an open tomb. It is when

we finally understand Christ's death for sinners, and the forgiveness that it brings, that we find relief from the crushing guilt of our sinfulness.