

WALKING IN TRUTH AND LOVE

II John 4-8

Introduction:

- A. We have received a commandment. vs. 4
 - 1. "as we have received a commandment from the Father."
 - 2. commandment = that which has been enjoined, an injunction, charge, precept, a single precept.

- B. This is not a new commandment. vs. 5
 - 1. "and now I beseech thee, lady, not as though I wrote a new commandment unto thee."
 - a. beseech = to ask, to request.
 - b. new = new made, not merely recent but different from that which had been formerly.
 - c. This is not "new", it is the same old thing.
 - 2. "but that which we had from the beginning, that we love one another."
 - a. John 13:34,35.
 - b. I John 2:7.

I . THE OBEDIENCE OF LOVE . VS . 6

- A. "and this is love, that we walk after his commandments."
 - 1. commandments (plural).
 - 2. Love seeks to obey.
 - 3. Example. John 15:9-10.

- B. "this is the commandment, that, as ye have heard from the beginning, ye should walk in it."
 - 1. The proof of having received divine revelation.
 - 2. John 15:12-15.
 - 3. "friends" = loved, beloved, dear, a loved one.

II . NOT ALL WHO WALK, WALK IN TRUTH . VS 7

- A. "for many deceivers are entered into the world."

1. deceivers = wandering about; a wanderer, a juggler, hence deceiving, seducing.
 - a. Religious hucksters.
 2. entered = too come or go into.
- B. "who confess not that Jesus Christ is come in the flesh, this is a deceiver and an Antichrist."
1. confess not = to speak or say the same thing to another, to assent, to agree.
 2. flesh = the body, the outward form of human nature.
 3. deceiver. ==[planos]

I I I . WE MUST WALK IN TRUTH TO THE END. VS. 8

- A. "look to yourselves, that we lose not those things which we have wrought."
1. look = to use the eyes, to see, to observe accurately with desire.
 2. lose = to loose, suffer loss.
 3. wrought = to form by labor, produce a thing, bring to pass.
- B. "but that we receive a full reward."
1. receive = to receive with the idea of completeness, to receive in full.
 2. full = full, complete, sufficient.
 3. reward = hire, wages, pay