

Ephesians

united

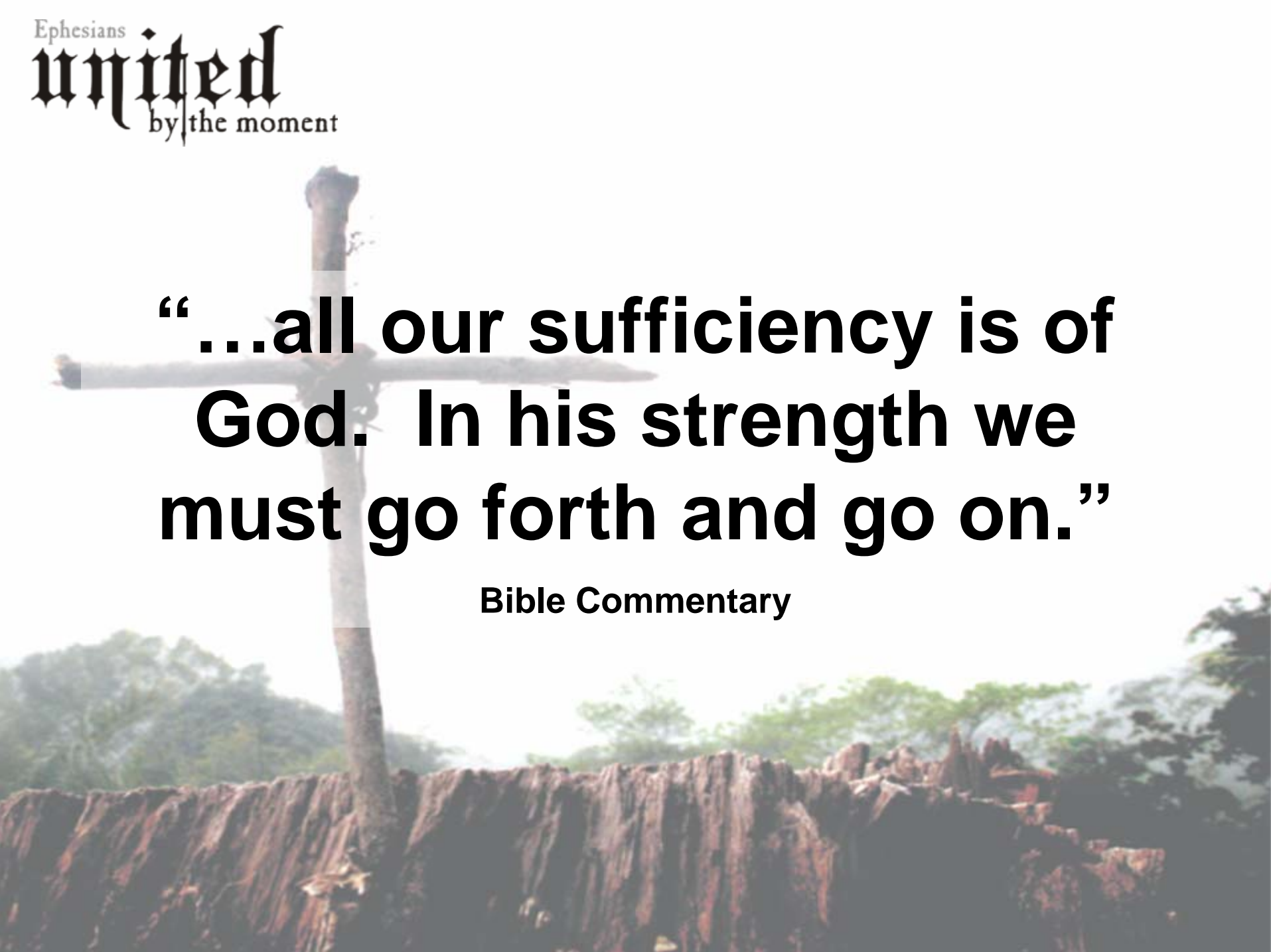
by the moment



A wooden cross is the central focus, standing on a large, weathered tree stump. The background shows a dense forest of green trees under a bright sky. The cross is made of two simple wooden beams, and the stump it sits on is thick and textured, showing the grain of the wood.

Bible Reference:

Ephesians 6:10-24



**“...all our sufficiency is of
God. In his strength we
must go forth and go on.”**

Bible Commentary

How to Stand Until The End:

• Know Your King.

***“Finally, be strong in the Lord and
in the strength of his might.”***

Ephesians 6:10 (ESV)

How to Stand Until The End:

2. Know Your Enemy.

“Put on the whole armor of God, that you may be able to stand against the schemes of the devil. For we do not wrestle against flesh and blood, but against the rulers, against the authorities, against the cosmic powers over this present darkness, against the spiritual forces of evil in the heavenly places.”

Ephesians 6:11-12 (ESV)

How to Stand Until The End:

3. Be Ready For War.

“Therefore take up the whole armor of God, that you may be able to withstand in the evil day, and having done all, to stand firm. Stand therefore, having fastened on the belt of truth, and having put on the breastplate of righteousness, and, as shoes for your feet, having put on the readiness given by the gospel of peace. In all circumstances take up the shield of faith, with which you can extinguish all the flaming darts of the evil one; and take the helmet of salvation...”

Eph. 6:13-17a (ESV)

How to Stand Until The End:

4 . Fight!

“...the sword of the Spirit, which is the word of God, praying at all times in the Spirit, with all prayer and supplication. To that end keep alert with all perseverance, making supplication for all the saints...”

Ephesians 6:17 (ESV)

“God has marshalled us together as an army to fight, as our King Jesus frees captives, forgives sin, takes back a city that is under His rule and takes back the people who are His possession.”

Mark Driscoll