

**Observations on Healings in the Bible**  
**November 22, 1991**  
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See the associated 3by5 file.

- A. Those healed usually take initiative, either by coming to Christ, being brought by friends, or by being in the temple or synagogue, thus seeking God's aid.
- B. 8 cases of dead people being revived.
- C. Pool of Bethesda continues to be the closest parallel to Acts 3.
  - 1. The ailment is the same (lameness)
  - 2. The length of the ailment is mentioned in both cases, and is about the same (about 40 years)
  - 3. The suppliant is at a gate of the temple, seeking some kind of help
  - 4. Only in Acts 3, John 5, and Luke 5:23 does the healer command the patient "rise up and walk."
  - 5. In both Acts 3 and John 5, the healing leads to official opposition.
  - 6. Patient ends up in the temple, presumably giving thanks (Jn. 5:14)
- D. How do incidents with demoniacs initiate?
  - 1. Demoniac accosts the healer, usually in an antagonistic way, due to the conflict between the evil spirit and the Spirit of Christ in the healer: 3x (NB: No demoniacs healed in the OT.)
  - 2. Parents come and ask for help: 2x
  - 3. A dumb demoniac is brought by others: 3x
- E. General initiation:
  - 1. Self, 11x (only 1x in a setting indicating spiritual interest: demoniac in synagogue)
  - 2. Other, 12x
  - 3. Parent, 6x
  - 4. Healer, 12x (7x some expression of spiritual interest: in temple, synagogue, or church meeting, or other evidence of faith.)