

## THE MOST BENEVOLENT PRAYER

*“It is with mercy that I always come to you. Your love invokes My mercy. Until you are risen up, you will need mercy...for you are within the Curse. It abounds, and it is all around you. My mercy fends it off for a time, and the intensity of the mercy is matched by the cry for mercy, and the condition of the heart.*

*Mercy can flow, or it can be a one-time event—this depends on the situation. The mercy can be heavy, such as to prevent death; or the mercy can be light, for something such as a broken toy of a child. (The Lord comes in to comfort a child.)*

*Prayer invokes mercy, not just from this realm but from others as well. Mercy is supernatural, and is like a miracle that crosses the realms.*

*Mercy is a necessity for human existence, for without it all would perish under The Law.*



*Your God is merciful and long-suffering, but the time of mercy is nearly over. Judgment comes soon, and mercy then is not present. All will be judged on the basis of the totality of their lives, and the judgment will be neither harsh nor merciful. It will be in accordance with the well known Word of God.*

*Pray for mercy while it is still active, for the souls of the lost, and for the souls of the disobedient. This is your ‘most benevolent prayer’, for the recipient gets a gift that is not deserved; and by this act of love...many times they will see God in the workings.*

*Mercy is largely what brings God’s children back home.*

*Sleep well,*

*Your Holy Spirit”*

—John Patmos

(All KJV or DRA Version Unless Noted)

---

Let us therefore come boldly unto the throne of grace, **that we may obtain mercy**, and find grace to help in time of need. [Hebrews 4:16](#)

For he **shall have judgment without mercy**, that hath shewed no mercy; and mercy rejoiceth against judgment. [James 2:13](#)

But because of his great love for us, God, who is **rich in mercy**, made us alive with Christ even when we were dead in transgressions—it is by grace you have been saved. [Ephesians 2:4-5](#)

---

