The Characters and Places in Pilgrim's Progress		
Characters and Places	Key Ideas	
Christian	He leaves the City of Destruction and begins his journey to the Celestial City.	
Evangelist	He points to the Wicket-Gate and the Shining Light, and gives Christian a parchment.	
Obstinate	He tries to bring Christian back to the City of Destruction by force.	
Pliable	He falls into the Slough of Despond and returns home, because he only wants the benefits of the kingdom.	
Help	He pulls Christian from the Slough of Despond.	
Mr. Worldly Wiseman	He is from the town of Carnal Policy and offers safety, friendship, and contentment rather than hardships. He advises Christian to go to the Village of Morality.	
Legality	Christian turns aside to go to Legality's home (Mount Sinai = the Law). He climbs the hill and becomes afraid.	
Civility	Son of Legality	
Evangelist	He asks, "How are you so quickly turned aside?" You cannot be justified by the works of the law.	
Goodwill	He opens the Wicket-Gate when Christian knocks and points to the Narrow Way which the patriarchs, prophets, Christ, and the Apostles traveled.	
Interpreter's House	Christian experiences 7 truths here:	
Picture of a Man Parlor Full of Dust Passion & Patience Fire Burning Against a Wall The Stately Palace Man in an Iron Cage Chamber of Judgment	 This is a spiritual leader of others through difficulties. A dusty heart must have the gospel to subdue sin. Passion wants everything now, while Patience is willing to wait. The Devil tries to extinguish, but Christ pours oil (grace) on the fire. We enter the kingdom through many hardships. This man hardened his heart and now cannot believe. Christian has a dream and is shown he is not prepared for judgment. 	
Highway Fenced on Either Side with a Wall	The Wall is called "Salvation." Christian runs up the hill, sees the cross and a sepulchre, and his burden falls off.	
Three Shining Ones	The first one says, "Your sins are forgiven." The second one strips him of his rags and gives him a new garment. The third one marks his forehead and gives him a roll with a seal on it.	
Three Men Fast Asleep	Christian tries to awaken them, but they respond:	
Simple Sloth Presumption	"I see no danger." "Yet a little more sleep." "Every vat must stand upon its own bottom."	
Formalist and Hypocrisy	Instead of coming in at the gate, they tumble over the wall from the land of Vainglory. Christian instructs them, but they laugh and go on. At the Hill Difficulty, one goes left (Danger), while the other goes right (Destruction), where he stumbles and falls and rose no more.	
The Hill Difficulty	Christian first runs, then climbs on his hands and knees. He stops at the Arbor and falls asleep, and the roll falls out of his hand.	

Timorous and Mistrust	They met with too much danger on their journey and have turned back. Christian says, "To go back is death; to go forward is the fear of death."
Christian Returns to the Arbor	He finds the roll and then asks for forgiveness for sleeping in the midst of Difficulty. He sits down and weeps. The roll is the assurance of his life and acceptance at the Celestial City.
Stately Palace with Lions	There are two lions, but they are chained. Christian does not see the chains.
Watchful, the Porter	He tells Christian that the lions are for the trial of faith and to keep in the middle of the path to avoid danger. The lions roar but do no harm.
Discretion Prudence Piety Charity	Christian lodges in their home that was built by the Lord of the Hill (Difficulty). They hear about his journey, and he tells them he gets victory over sin when he thinks on the cross, looks at his coat (the righteousness of Christ), and looks at his roll.
Peace	This is the chamber in which Christian rests for the night.
The Study	Discretion, Prudence, Piety, and Charity take Christian here to show him the ancient records (the heroes of the faith), prophecies, and predictions.
The Armory	Here, they show Christian the sword, shield, helmet, breastplate, all-prayer, and shoes.
The Delectable Mountains	The women show Christian a view of Immanuel's Land. When he arrives there, he will be able to see the gate of the Celestial City.
The Armory (second time)	The women harness him with the whole armor of God.
The Valley of Humiliation	Christian goes to the bottom of the hill with Discretion, Prudence, Piety, and Charity and receives a loaf of bread, a bottle of wine, and a cluster of raisins.
Apollyon	Christian meets this foul fiend in the Valley of Humiliation. He realizes he has no armor for his back. Apollyon uses reason, guilt, fear, past failure, flaming darts, and wrestling to destroy him. Christian is weakened but wins the final battle, after which Apollyon spreads his dragon wings and speeds away. Christian has rest for a season.
Valley of the Shadow of Death	This valley is connected to the Valley of Humiliation and is dark with hobgoblins, satyrs, and dragons. Unutterable misery, confusion, and death hovers over the valley. On the right side of the road, the blind have led the blind. On the left side, even good men can find no bottom to stand on. Christian uses All-Prayer: "O Lord, I beseech Thee, deliver my soul!"
Pope and Pagan	Christian looks back when the light shines on the Valley and sees blood, bones, ashes, and mangled bodies. He looks ahead and sees the two giants, Pope and Pagan, who destroyed so many people.
Faithful	Christian sees Faithful walking ahead of him. They talk about Pliable and Faithful's experiences along the way to the Celestial City.
Wanton	Wanton is sexual, sensual pleasure. Faithful encountered her on the way but escaped her grasp.
Adam the First	He lives in the town of Deceit and has three daughters: the lust of the flesh, the lust of the eyes, and the pride of life. Faithful is enjoined to put off the Old Man.
Discontent	Faithful meets him in the Valley of Humiliation. Discontent encourages Christian to obey his "friends" (Pride, Arrogance, Self-Conceit, and Worldly-Glory) and turn back.
Shame	He tells Faithful that a tender conscience is an unmanly thing and tries to make him feel ashamed of that which is good.

Talkative	This son of Say-Well only talks about religion but has no heart knowledge of God. His blood is not on Faithful's hands.
Evangelist	He gets a report from Christian and Faithful and is happy that they are victors. He tells them in due time they will reap if they do not faint and exhorts them, "Let nothing that is on this side of the other world get within youyou have all power in heaven and earth on your side."
Vanity Fair	Beelzebub, Apollyon, and Legion set up a Fair in the Town of Vanity where they can sell all kinds of vanity all year long.
Men of Vanity Fair	They beat Christian and Faithful, smear them with dirt, and put them in a cage to be made a spectacle before all the people of the Fair.
Examiners of Vanity Fair	They beat them again, put irons on them, lead them in chains up and down the Fair, and encourage their deaths.
Lord Hategood	The judge at Vanity Fair.
Envy, Superstition, and Pickthank	The three witnesses who falsely accuse Faithful and Christian.
Lord Oldman, Lord Carnal- Delight, Lord Luxurious, Lord Desire of Vainglory, Lord Lechery, Sir Having Greedy	Pickthank accuses Faithful and Christian of speaking contemptibly of these "honorable" friends.
Mr. Blind-Man, Mr. No-Good, Mr. Malice, Mr. Love-Lust, Mr. Live Loose, Mr. Heady, Mr. High- Mind, Mr. Enmity, Mr. Liar, Mr. Cruelty, Mr. Hate-Light, Mr. Implacable	Faithful is condemned by these men and subjected to the most cruel death that could be invented. He is scourged, beaten, has his flesh lanced with knives, is stoned and pricked with swords. Finally, they burn him to ashes at the stake.
Chariot and Horses	They take Faithful through the clouds, with the sound of the trumpet, to the Celestial Gate.
Hopeful	He converts in Vanity Fair because of the testimony of Faithful and Christian, and joins Christian on his journey to the Celestial City.
By-Ends	He is from the town of Fair-Speech, a wealthy place, and will not abandon his old principles. He never goes against the wind and tide, and loves religion when the sun shines.
Lord Turn-About, Lord Time- Server, Lord Fair-Speech, Mr. Smooth-Man, Mr. Facing-Both- Ways, Mr. Any-Thing, Mr. Two- Tongues	These are the relatives of By-Ends.
Mr. Hold-the-World, Mr. Money- Love, Mr. Save-All, Mr. Gripeman (their instructor)	Mr. Gripeman teaches these three the art of getting - by violence, cheating, flattery, lying, or by putting on a guise of religion.
Ease	A delicate plain that Hopeful and Christian visit with much contentment. Their time there does not last long, because the plain is narrow.
Lucre	This is a little hill with a silver mine in it. Other pilgrim went too near the brink of the pit where they fell and died. Others were maimed and were never the same again. Demas calls them over.
Old Monument	"Remember Lot's wife!"
Pleasant River	Christian and Hopeful drink from the water, eat the fruit from the trees, and sleep in the green meadow with lilies for several days and nights.

By-Path Meadow	Christian entices Hopeful to take this easier route.
Vain-Confidence	Traveling ahead of Christian and Hopeful, he falls into a deep pit when it grows dark and is dashed to pieces.
Doubting Castle Giant Despair Diffidence (Despair's Wife)	Despair puts them in a very dark dungeon without any food, water, or light. Christian has double sorrow. Diffidence counsels her husband, Despair, to beat them without any mercy. The next night, she counsels him to encourage the men to commit suicide. Christian and Hopeful pray.
The Key Called Promise	Christian finds this key to open any lock in Doubting Castle. He and Hopeful escape.
The Delectable Mountains	Christian and Hopeful behold the gardens, orchard, vineyards, and fountains. They drink, wash, eat, and visit with the shepherds.
Knowledge, Experience, Watchful, and Sincere	Christian and Hopeful stay the night with these four shepherds on the Delectable Mountains.
The Hill Called "Error"	The shepherds show the pilgrims where people had been dashed to pieces by following Hymenaeus and Philetus (II Tim. 2:17-18).
The Hill Called "Caution"	Christian and Hopeful watch several blind men wandering around the tombs. Giant Despair had put out their eyes and left them to wander among the tombs.
The Hill Called "Clear"	From this vantage point, Christian and Hopeful see the Celestial City.
Ignorance	From the country of Conceit, he does not come in at the Wicket-Gate but through the crooked lane. He is wise in his own conceit.
Little-Faith	He is from the town of Sincere. He sits down and sleeps at Deadman's Lane.
Faint-Heart, Mistrust, and Guilt	These are the three rogues who rob Little-Faith, strike him on the head, and flee when they hear Great-Grace is coming. They try to get inside a man.
Great-Grace	He is from the City of Good-Confidence and is the King's champion. However, all are not the King's champions. Some are strong, some are weak, some have great faith, and some have little.
Black Man Clothed in a White Robe	He is a flatterer. His white robe falls off and shows Christian and Hopeful where they are.
Shining One	With a whip of small cords in his hand, he chastises Christian and Hopeful. He reminds them to heed the other directions of the shepherds.
Atheist	He sought the Celestial City for 20 years, but did not find it and turned back. Hopeful reminds Christian that they are to walk by faith.
Enchanted Ground	Hopeful is overcome with sleep, but Christian exhorts him to be watchful and sober. Hopeful remembers the truth: "Two are better than one" (Eccl. 4:9).
Hopeful's Testimony of God's Grace	Hopeful shares with Christian how he came to Christ.
Ignorance	Christian and Hopeful seek to share the gospel of Jesus Christ with Ignorance, who has a perverted view of salvation. Ignorance rejects their words and falls behind again.
Temporary	He lived in Graceless, two miles from Honesty and next door to Turn-Back. Hopeful and Christian begin talking about him and backsliding in general.

The Country of Beulah	Christian and Hopeful hear birds singing and see flowers and doves. The sun shines day and night. The contract between the Bride and Groom is renewed. They see the Celestial City with its pearls, precious stones, and gold streets. Christian and Hopeful are sick with desire for their Beloved. They see orchards, vineyards, gardens, and the gates opened into the highway. They rest and sleep.
	They inform Christian and Hopeful that they have two more difficulties to experience before they arrive at the City.
The River	Christian and Hopeful come to a very deep river that has no bridge over it. "You must go through or you cannot come in at the gate." Christian goes into the water and begins to sink. He experiences the various sorrows of death.
The Bank on the Other Side	Two shining men wait for Christian and Hopeful. They leave their mortal garments on the other side. They talk about the glory of the place and are told they will never again see sorrow, sickness, affliction, or death.
Christian's and Hopeful's Question "What will we do in the holy place?"	Receive the comfort of all your toil. Have joy for all of your sorrow. Reap what you have sown. Reap the fruit of all of your prayers, tears, and suffering. Wear crowns of gold. Enjoy the perpetual sight and visions of God. See Him as He is. Serve Him continually with praise, shouting, and thanksgiving. Enjoy your friends again. Receive with joy all those who follow you into the kingdom. Be clothed with glory and majesty. Come with Him when He returns to earth.
	They meet Christian and Hopeful and make the heavens echo with trumpet sounds.
Ten Thousand Welcomers	Surrounded by a mass of well-wishers, Christian and Hopeful walk on together. They behold angels, the City itself, and hear bells ringing. They are overcome with the thought that they would have their own dwelling and live there forever and ever.
At the Gate	Enoch, Moses, and Elijah look over the gate. Christian and Hopeful hand over their certificate after which the command was given to open up the gate.
Christian and Hopeful	They are transfigured and have clothes that shine like gold. They receive harps and crowns, and the bells ring again, "Enter ye into the joy of your Lord!"
	It shines like the sun. The streets are paved with gold. And many people are saying, "Holy, holy, holy, is the Lord!"
Ignorance	He gets over the river without any difficulty.
Vain-Hope	The ferryman who helped Ignorance across the river.
Final Act	Ignorance is cast into hell because he has no certificate.