

**Jerusalem**  
**The Bible in the News**  
**Zechariah 14:1-11**

**The day is coming with Jesus will return to Jerusalem.**

*“A day of the Lord is coming when your plunder will be divided in your presence.” (Zechariah 14:1, HCSB)*

**An antichrist will come to lead the world and turn against Israel.**

*“I will gather all the nations against Jerusalem for battle. The city will be captured, the houses looted, and the women raped. Half the city will go into exile, but the rest of the people will not be removed from the city.” (Zechariah 14:2, HCSB)*

**The nations will come to fight Jesus when He returns.**

*“Then the Lord will go out to fight against those nations as He fights on a day of battle.” (Zechariah 14:3, HCSB)*

**1. When Jesus returns, He will return to the same place where He left.**

*“On that day His feet will stand on the Mount of Olives, which faces Jerusalem on the east. The Mount of Olives will be split in half from east to west, forming a huge valley, so that half the mountain will move to the north and half to the south.” (Zechariah 14:4, HCSB)*

**2. His return will split the mountain.**

**3. When Jesus returns, it will cause many people to flee the area. He will come with His holy ones.**

*“You will flee by My mountain valley, for the valley of the mountains will extend to Azal. You will flee as you fled from the earthquake in the days of Uzziah king of Judah. Then the Lord my God will come and all the holy ones with Him.” (Zechariah 14:5, HCSB)*

**4. When Jesus returns, the earthquake will form two rivers: one to the Dead Sea and another to the Mediterranean Sea.**

*“On that day living water will flow out from Jerusalem, half of it toward the eastern sea and the other half toward the western sea, in summer and winter alike.” (Zechariah 14:8, HCSB)*

**5. God will rule the entire world from Jerusalem in security and peace.**

*“People will live there, and never again will there be a curse of complete destruction. So Jerusalem will dwell in security.” (Zechariah 14:11, HCSB)*