

TRAIL OF TRIALS

IF THEY COULD MAKE IT,
SO CAN YOU!!

Facing Your Hater

The wrath of a king is a messenger of death; but a wise man will pacify it. Prov. 16:14

• Introduction

- Make sure what you pursue is _____ the struggle. Worthy struggles always end in victory.
- We have all been dealt a hand from God's deck of cards. The only way to handle it is to _____ the cards well.

○ How do you handle the trial of _____ someone who _____ you?

○ Sometimes we are _____ to fix it. (Romans 12:18).

• Text: Genesis 32:1-21 & 33:1-12.

○ Make sure _____ is with you.

- You make sure God is with you by making sure _____. Not _____ conflict needs to be resolved. Sometimes we bury relationships that God wants _____.
- Sometimes we _____ relationships that God wants buried.

- So we have to ask the question: Does God _____ me to have peace with this person that dislikes me?

- _____ the battle is won if God is on your side.

- The goal was _____, not correction.

○ Take _____.

- Jacob prays, but then he makes a _____.

- Why did he think of a gift? Verse 20 answers that question: "I will pacify him with these gifts I am sending on ahead; later, when I see him, perhaps he will receive me". Now let me be honest.

– *The wrath of a king is a messenger of death; but a wise man will pacify it. Proverbs 16:14*

– *If someone is angry with you, a gift given secretly will calm him down. Proverbs 21:14.*

- It's not about the gift, but about the _____ they represent.

○ Go on your _____.

- Jacob's _____ illustrated his _____. Its much easier to kill a vicious _____ trying to bite you than a cute _____ that is wagging its tail at you.

– **Proverbs 15:1** *A gentle answer quiets anger, but a harsh one stirs it up.* Jacob was quiet and humble.

– **Proverbs 25:15** *Through patience a ruler may be persuaded; a gentle word can break a bone.*

• Conclusion

○ If you walk with God, you will _____ peace and _____ it. If you don't walk with God, you _____ seek peace and _____ get it.

○ If a gift can soften someone's heart, it is _____ to give it.

○ If you look and act like a fighter, your enemy will _____ for a fight.