"Prince of Peace"

Isaiah 9:6-7

Introduction:

- A. Jesus is our peace our Prince of Peace (Eph. 2:14).
 - 1. Does not promise "world peace" or "civic peace"
 - 2. Does not promise an unlimited and unrestricted peace (Luke 12:51-52)
 - 3. Does promise everlasting peace ("Everlasting Faith, Prince of Peace")
 - 4. Does promise peace beyond understanding (Phil. 4:7).
- B. Jesus brings peace at four levels each in proper order to those who obey him. Discussion:

I. Peace with God (cf. Rom. 5:1).

- A. By removing cause of our alienation sin (Isa. 59:1,2; Col. 1:20-23).
- B. By our obedience to the gospel (Rom. 6:17,18; Acts 2:38).
- C. By our continual obedience (1 John 1:7-2-1).

II. Peace with Self (cf. Rom. 7:14-25).

- A. By removing sense of guilt conscience void of offense (Acts 24:16).
- B. By reducing anxiety (Phil. 4:4-9).
- C. But, possible to be at peace with self and not with God (Acts 23:1).
 - 1. Some have "inner peace" through psychology, drugs, mind-control.
 - 2. Some have "inner peace" through ignorance and deception.
 - 3. Some have "inner peace" through a seared conscience (1 Tim. 4:2).

III. Peace with Brethren.

- A. Reconciled to each other in Christ (Eph. 2:12-22).
- B. Must work to keep that peace (Eph. 4:1-4).
- C. But, peace with God and self must come first (cf. Jas. 3:17).
 - 1. Cannot have peace at expense of truth of God (Gal. 2:4,5; cf Bear and hunter).
 - 2. Cannot have peace at expense of conscience (Rom. 14:23).

IV. Peace with All Men (Rom. 12:18).

- A. Christians want to "get along" with everyone will take wrong to do it.
- B. But, peace with God, self and brethren must come first.
- C. Too many want peace with men (popularity) even if:
 - 1. Have to water-down gospel sacrificing peace with God.
 - 2. Have to ignore conscience sacrificing peace with themselves.
 - 3. Have to alienate good brethren sacrificing peace with brethren.

Conclusion:

- A. Jesus is our Prince of Peace a certain kind of peace in a certain order.
- B. Are you at peace with God tonight you can be.