

OBADIAH 01 - Introduction

1. Purpose of Studying Obadiah

- a. To better understand Israel's position in time past as the subject of Prophecy
- b. It has information pertinent to our Romans study, particularly Romans 9:13
- c. It contains detail about the Jacob-Esau controversy in prophecy

2. What to Expect

- a. Details - 21 verses, 669 words. Some are repeated in Jeremiah 49:14-22.
 - i. Edom is southeast of the Dead sea, extended to the gulf of Aqaba
- b. Dispensational Context - It is prophecy after Israel had entered the promised land
 - i. God is focused on issues of the earth: nations, land, governments, Israel
 - ii. Nobody knows the date, but the content is clear.
 - iii. Nobody knows the Obadiah who wrote it since there were many.
- c. Audience - To the Edomites, the enemies of Israel. Indirectly, to Israel for hope.
- d. Purpose - God's promise to judge Esau; the future reign of Jacob over him.

3. Obadiah - Outline

- a. 1-4 - The Lord against Edom (also known as Idumea, Idumaea, Esau)
- b. 5-9 - Edom's destruction
 - i. 10-14 - Esau's shame - the sin of Edom
- c. 15-16 - Day of the Lord against the heathen
- d. 17-21 - The Lord's dominion over Esau

4. Edom in the Bible

- a. Father: Esau - Cities: Teman, Bozrah , Petra - Mount: Seir, Hor, Paran
- b. Neighbors: Moabites, Ammonites (Gen 19:34-38), Amorites, Amalekites, Kenites, Ishmaelites (Gen 21:14-21), Midianites (Gen 25:2-6)
- c. Esau was called Edom (Red); and sold his birthright to Jacob - Gen 25:20-30
- d. Esau became a grief to his parents - Gen 26:34-35; Gen 36:1, 8-11, 32, 42-43
- e. Esau/Isaac were tricked, but Esau's response was the problem - Gen 27:36-41
- f. God chose who to perform his purpose, he chose Jacob - Rom 9:10-12, Gen 28:13
- g. God gave Esau Mt. Seir to possess - Gen 32:3, Josh 24:4, Deut 2:4-5, 9, 12
- h. The law said Israel could not abhor an Edomite - Deu 23:3-7

5. Obadiah 1

- a. "*vision*" - God spoke to men in visions, but not now - Heb 1:1
- b. "*rumour*" - rumors are not always gossip, it is a report
- c. "*ambassador*" - a messenger, an appeal for peace, a warning
- d. "*rise up against her in battle*" - The question we will answer, "why?"