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# LEAVE COMFORT

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## Skill

Leave Comfort is counting the cost of following Jesus. Every disciple must face the reality of an unpredictable spiritual journey and the fear of martyrdom.

## Design

Leave Comfort (sailboat/harbor) > A sailboat leaving the harbor illustrates the Lord of the harvest's invitation to join Him on an unpredictable journey filled with unexpected challenges (Luke 9:3). The **sketch** is a sailboat over water illustrating how Jesus' disciples are always on the move and at the mercy of the Holy Spirit's guidance (Luke 9:58).

## Story

Peter Visits Cornelius (Acts 10:1-48)

This story demonstrates Leave Comfort as a kingdom skill because we clearly see the Father, Son, and Holy Spirit orchestrating a supernatural house of peace church plant in the home of a Gentile family that a true Jew would never visit because of Old Testament laws. When Peter later shares his experience with Jewish Christians in Jerusalem, all their ancient paradigms of religious rituals and laws are broken by the power of the living gospel (Acts 11:18).

## Scriptures

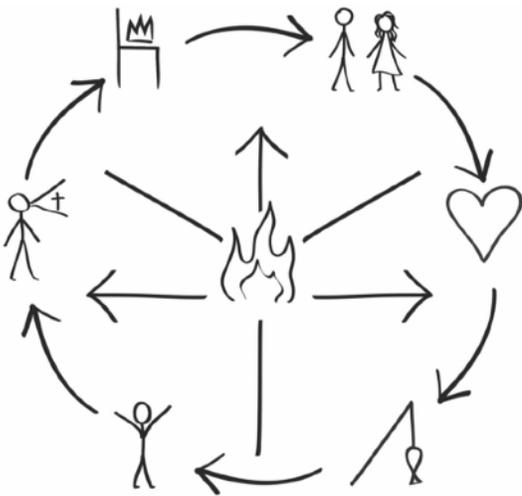
Matthew 19:29 > Everyone who has left houses, brothers, sisters, father, mother, wife, children, or possessions for my sake will receive a hundred times as much and will inherit eternal life.

2 Corinthians 11:26 > I have been constantly on the move. I have been in danger from rivers, from bandits, from my fellow Jews, from Gentiles; in danger in the city, in the country, at sea, and from false believers.

## Lesson Summary

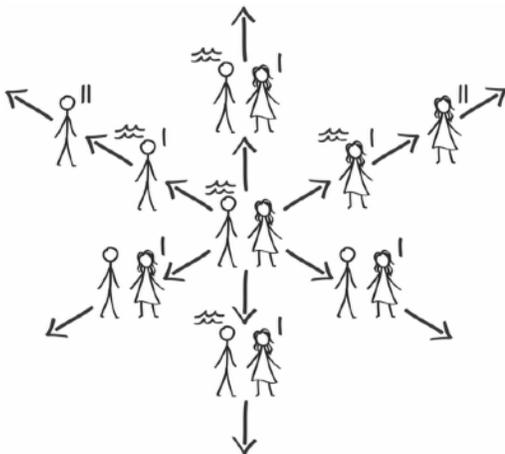
Leave Comfort requires death to self. We must be crucified with Christ, and we must die to the old ways and be reborn into a life founded on faith (Galatians 2:20). Once we encounter Jesus Christ, we discover that everything else is trash, because we have met the King of glory (Philippians 3:8). What an overwhelming joy to find out that when we die, we are born again into a destiny of unimaginable fruitfulness (John 12:24)! So, we daily put to death the desires of our flesh and keep in step with the Holy Spirit (Galatians 5:25).

## Gathering Guide



- Holy Spirit (fire): Let the Spirit guide your meeting.
- **Step One** (back arrow): Last week questions.
- Abide (worshipper): How did you abide last week?
- Harvest (witness): Whom did you share with?
- **Step Two** (up arrow): Discover this week's skill in Scripture as you discuss the Bible story.
- God (throne/crown): What do we learn about God?
- People (man/woman): What do we learn about people?
- Practice: Practice telling this week's story in groups.
- **Step Three** (forward arrow): Next week questions.
- Abide (heart): How will you abide?
- Harvest (fishing): Whom will you share with?

## Generations Map



- People of Peace (people/arrows): Draw your disciples and their disciples. Share recent stories of how you and your team are engaging lost people.
- Baptism (waves): Update your map with those who have been baptized. What is the next step for each disciple who still needs to be baptized or become a baptizer by experience?
- Generations (number lines): Update your map with generations. How can we pray for this movement?