

Does What You Believe Really Matter?

By Brooks A. Harris

Let's say that you were in a building and the owner came to you and told you that the building was on fire a few stories below you and you must leave the building to be safe. But you did not believe him; you believed that it was not truly on fire and you believed you were safe. So what is more important – what you believe or what is true?

Also if he told you that there was only one way out to be saved, would you try another way and risk dying? I have learned that it does not matter what we believe; what matters is what is true. Often nowadays people say something like “what is true for you is not what is true for me.” It is as if truth is dependent on what we believe rather than there being an absolute truth. But if what we believe is not true then it is not true!

This is also true for our eternal destiny – what happens after we die. Many people believe that there is no hell and even no God. If that is true then when we die that is it, game over, no more consciousness. But what if there is a God and hell does exist. Are you prepared to suffer the consequences? Don't you think it would be a good idea to try to learn the truth?

Over the years, my research has consistently shown me that there is plenty of evidence to support that there is a God, a master designer, and that the Holy Bible, His Word, is reliable and trustworthy. Man's word, or belief, often contradicts this concept. But the Bible says that God's ways are not our ways and His understanding is far beyond our own, and we should not rely on our own understanding.

The Bible also states that there is a place set aside for those who do not believe or do not accept God; this place is called the everlasting hell. Jesus also stated that He is the Truth, the Life and the Way, and no man comes to the Father (God) except through the Son (Jesus). So if this is true and you have a hard time accepting it but you would like to, I would highly recommend that you research for yourself what is true.