

the powers of earth to throw stumbling blocks in the way of this community. But will the Lord suffer them to bring persecution upon us? Peradventure he may; and he will if it is necessary to prune the vineyard, to cleanse his people from sin, to purge out evil and frighten away the hypocrites in Zion; for it has been decreed that fearfulness shall surprise the hypocrites in Zion; and

if he suffers the wicked to combine against us, he will overrule it for the salvation of the righteous. The righteous can endure trials, realizing as they do that

Behind a frowning providence, He hides a smiling face.

And that after much tribulation comes the blessing. And such are of Ephraim. Amen.

**THE ESTABLISHMENT OF CHARACTER—TRAITS THAT
ARE ADMIRABLE—HOW TO HAVE INFLUENCE WITH
HEAVEN—WHY MEN SHOULD DO RIGHT—THE
CULTIVATION OF SPIRITUAL GIFTS—THE THINGS OF
GOD MUST BE SOUGHT AFTER—FASTING, PRAYER,
DEVOTION AND SACRIFICE.**

DISCOURSE BY APOSTLE LORENZO SNOW, DELIVERED AT LOGAN, SUNDAY, MAY 6, 1882.

REPORTED BY GEO. F. GIBBS.

The speaker commenced by reading the first ten verses and the 18th verse of the 35th chapter of Jeremiah; also part of the 139th Psalm; and then said:

I read these verses with a view of riveting more forcibly upon our understanding a principle which I desire to present for consideration, namely, the establishing of a proper character, as Latter-day Saints, before God our Father.

I am under the strongest impression that the most valuable consideration, and that which will be of the

most service when we return to the spirit world, will be that of having established a proper and well-defined character as faithful and consistent Latter-day Saints in this state of probation. In cases where a stranger applies for employment, or an office of trust, it is often required that he produce papers attesting his worthiness, from reliable parties, letters of recommendation and of introduction which are exceedingly useful in their way, assisting in obtaining favors and privileges which otherwise would be