Jeremiah 49:20... Therefore hear, O men, the counsel of Yehowah that he has formulated against Edom, and his thoughts that he has thought out against the inhabitants of Teman; Surely the little ones of the flock will be dragged about. Surely on account of them he will make their dwelling place become desolate.

[9] - References:

- To time indefinite the very counsel of Yehowah will stand, the thoughts of his heart are to one generation after another generation. (Psalms 33:11)
- Many are the plans in the heart of a man, but the counsel of Yehowah is what will stand. (Proverbs 19:21)
- The One telling from the beginning the finale, and from long ago the things that have not been done, the One saying, My own counsel will stand, and everything that is my delight I shall do. (Isaiah 46:10)
- In order to do what things your hand and counsel had foreordained to occur. (Acts of Apostles 4:28)
- And your mighty men must become terrified, O Teman, for the reason that each one will be cut off from the mountainous region of Esau, because of a killing. (Obadiah 1:9)
- Because Edom keeps saying, We have been shattered, but we shall return and build the devastated places, this is what Yehowah of armies has said; They, for their part, will build, but I, for my part, shall tear down. And people will certainly call them the territory of wickedness, and the people whom Yehowah has denounced to time indefinite. (Malachi 1:4)
- These are the sheiks of the sons of Esau. The sons of Eliphaz, Esau's firstborn, Sheik Teman, Sheik Omar, Sheik Zepho, Sheik Kenaz. (Genesis 36:15)
- Therefore hear, O men, the counsel of Yehowah that he has formulated against Babylon and his thoughts that he has thought out against the land of the Chaldeans. Surely the little ones of the flock will be dragged about. Surely on account of them he will cause their abiding place to be desolated. (Jeremiah 50:45)

 And Esau I have hated, and I finally made his mountains a desolated waste and his inheritance for the jackals of the wilderness. (Malachi 1:3)