

Redemption Sample Game (Third Edition Starter Decks)

Kurt is using Deck E
Bryon is using Deck F

Both players shuffle their own decks thoroughly, and then cut the other player's deck.

Kurt draws 8: (Intent to Trap, The Rich Young Ruler, Philetus, Foul Spirit, Angel of Revelation, Seth, Sign of the Rainbow, Tree of Knowledge)

Bryon draws 8: (Shoes of Peace, Death of Jacob, Tabitha, Prochorus, Bad Intentions, Oppressive Women, Lost Soul, Garden of Eden). Bryon places the Lost Soul in his Land of Bondage, then draws a replacement (Raised to Life).

Bryon drew the most Lost Souls and chooses to go first.

Bryon

Draw 3: skip draw phase on first turn

Prep: Bryon puts the Garden of Eden site in play. Then he places the Lost Soul from his Land of Bondage into his Garden of Eden site. Now only Silver brigade heroes will be able to rescue the Lost Soul in this site.

Battle: skip (there is no lost soul to available to rescue)

Discard to 8: none (Bryon already has 8 or fewer cards in hand.)

Kurt

Draw 3: skip draw phase on first turn

Prep: Kurt puts Tree of Knowledge and Angel of Revelation into his territory.

Battle: Kurt declares a rescue attempt with Angel of Revelation by moving Angel of Revelation into the Field of Battle. Bryon chooses not to block and surrenders the Lost Soul from the Garden of Eden site. The Garden of Eden site remains in Bryon's territory. The Lost Soul is now a Redeemed Soul and is placed in Kurt's Land of Redemption. The current score is Bryon: 0, Kurt: 1.

Discard to 8: none (already 8 or fewer)

Bryon

Draw 3: (Er, Esau the Hunter, Laban)

Prep: Bryon puts Er and Oppressive Women into his territory.

Battle: skip (there is no lost soul to available to rescue)

Discard to 8: none (already 8)

Kurt

Draw 3: (Fifth Seal, Lost Soul, Servant Girl). Lost Soul is placed in Land of Bondage. Draw replacement (Servant Angel).

Prep: Kurt puts the Lost Soul from his Land of Bondage into his Tree of Knowledge site. Now only Gold brigade heroes will be able to rescue the Lost Soul in this site.

Battle: There are no lost souls in Bryon's Land of Bondage, so Kurt has the option of declaring a Battle Challenge or else skipping the battle phase. Kurt chooses to make a Battle Challenge with Seth (5/4 blue hero). Bryon does not have to accept a battle challenge. He can either decline the challenge, sending Seth back to Kurt's territory, or he can accept by placing his evil character into battle to block Seth. Bryon blocks with Er (6/6 pale green Evil Character). Seth is losing, so Kurt has initiative. Kurt plays Sign of the Rainbow (2/2 blue enhancement "Negate and discard the last evil enhancement played in current battle."). Since there are no evil enhancements currently in battle, the special ability on Sign of the Rainbow does nothing. Seth is 7/6. Now it is mutual destruction. Since Kurt played the last card, Bryon has initiative. Bryon plays Bad Intentions (3/3 pale green enhancement). Er is 9/9. Seth is losing. Kurt plays nothing else, so Seth is defeated and placed in the discard pile. All enhancements in battle are discarded, and Er returns to territory.

Discard to 8: none (already 8)

Bryon

Draw 3: (Gaius, Freedom, Lost Soul). Lost Soul in Land of Bondage. Draw replacement (Murder).

Prep: Bryon put the Lost Soul from his Land of Bondage into his Garden of Eden site. Bryon puts Gaius in his territory.

Battle: The only Lost Soul in Kurt's Land of Bondage is in a gold site, so Bryon can only rescue that Lost Soul with a Gold hero. Bryon begins a rescue attempt with Gaius (7/7 Gold hero) by moving Gaius to the field of battle. Kurt blocks with Foul Spirit (6/7 brown evil character "Negate all special abilities on all character and enhancement cards except this one."). Foul Spirit is losing, so Kurt has initiative. Kurt plays Intent to Trap (3/3 brown enhancement, special ability is negated by Foul Spirit). Foul Spirit is 9/10. Gaius is losing, so Bryon has initiative and plays Shoes of Peace (3/4 multi-color enhancement, special ability is negated by Foul Spirit). Gaius is 10/11 and Foul Spirit is losing. Kurt plays nothing else, so Foul Spirit is defeated and discarded. Kurt hands the Lost Soul from the Tree of Knowledge site to Bryon, who places the now Redeemed Soul in his Land of Redemption. All enhancements in battle are discarded, and Gaius returns to territory. The current score is Bryon: 1, Kurt: 1.

Discard to 8: none

Kurt

Draw 3: (Busybody, Stormy Seas, Guiding Angel)

Prep: Kurt puts Servant Angel in territory.

Battle: Rescue attempt with Servant Angel (5/6 silver hero "Holder may draw a card.") Kurt draws a card (Lost Soul). Lost Soul in Land of Bondage (it cannot go into the site because it is not the Preparation Phase). Draw replacement (Jacob's Grandsons). Bryon blocks with Laban (9/9 gray brigade EC) from hand. Servant Angel is losing, so Kurt has initiative. Kurt plays nothing else, so Servant Angel is discarded. Laban returns to territory.

Discard to 8: Kurt has 10 cards in hand, so he must place characters, sites, or artifacts in play, or else discard enhancements. Kurt places Philetus and The Rich Young Ruler in his territory.

Bryon

Draw 3: (Archippus, Well Reopened, Mentor)

Prep: Mentor and Tabitha into territory.

Battle: Bryon makes a rescue attempt with Mentor (6/6 red Hero “May band to any N.T. human hero of */5 or less.”). Bryon bands in the New Testament hero Tabitha (5/4 red hero “The first time Tabitha is about to be discarded, return her to owner’s territory instead.”). Kurt decides not to block and surrenders a Lost Soul to Bryon. Bryon places the Redeemed Soul into his Land of Redemption. The score is now Bryon: 2, Kurt: 1.

Discard to 8: none

Kurt

Draw 3: (Grievous Departure, Peter’s Lie, Fruitless Tree)

Prep: none

Battle: Rescue attempt with Angel of Revelation (8/8 silver Hero). Bryon blocks with Laban (9/9 gray evil character). Since Angel of Revelation is losing, Kurt has initiative. Kurt plays Fifth Seal (3/3 silver enhancement “Search your discard pile for a hero. Place hero on top of your draw pile.”). Kurt takes Servant Angel from his discard pile and places it on top of his draw pile. Laban is losing, so Bryon has initiative. Bryon plays nothing else, so Laban is defeated and placed in Bryon’s discard pile. Bryon surrenders the Lost Soul to Kurt and Kurt places the Redeemed Soul into his Land of Redemption. Fifth Seal is discarded and Angel of Revelation returns to his territory. The score is now 2 to 2.

Discard to 8: none

Bryon

Draw 3: (Deluge of Rain, Lost Soul, God’s Animals). Lost Soul in Land of Bondage, then draw replacement (Lost Soul). Lost Soul in Land of Bondage and draw replacement (Wedding Party).

Prep: Prochorus in territory.

Battle: There is no Lost Soul available for Bryon to rescue, but he makes a Battle challenge with Prochorus (5/6 gold hero). Kurt does not accept the battle challenge, so Prochorus is returned to Bryon’s territory.

Discard to 8: Bryon places Archippus and Esau the Hunter in his territory.

Kurt

Draw 3: (Servant Angel, Lewd Men, Lost Soul). Lost Soul in Land of Bondage, draw replacement (Angel of the Lord).

Prep: Lost Soul in Tree of Knowledge site.

Battle: Rescue attempt with Angel of Revelation (8/8 silver hero). Bryon blocks with Oppressive Women (7/7 gray evil character). The evil character is losing, so Bryon has initiative. Bryon plays Deluge of Rain (Gray enhancement “Discard all cards in battle, including yours.”). Kurt has no silver enhancement that can negate that effect, so all cards in battle are discarded. This is mutual destruction by mutual removal, so no Lost Soul is rescued. The score is still tied 2 to 2.

Discard to 8: Kurt places Servant Angel, Servant Girl, and Guiding Angel in his territory.

Bryon

Draw 3: (Lost Soul, Lost Soul, Lost Soul) All three Lost Souls are placed in Bryon’s Land of Bondage, and three replacements are drawn (Slave Trade, Dishonest Trader, Love of Jesus).

Prep: none

Battle: Rescue attempt with Gaius (7/7 gold hero). Kurt blocks with the Rich Young Ruler (7/7 brown evil character). This is mutual destruction by numbers. Bryon has initiative since Kurt played the last card, Rich Young Ruler. Bryon plays Wedding Party (3/3 gold enhancement “Search opponent’s draw pile for a Lost Soul and put it in opponent’s Land of Bondage. Shuffle that draw pile.”). Rich Young Ruler is losing, so Kurt has initiative. Kurt plays Lewd Men (0/3 brown enhancement “Repel all female heroes.”). Gaius is a male hero, so the special ability on Lewd Men does not affect Gaius. Rich Young Ruler is still losing, so Kurt still has initiative. Kurt plays Fruitless Tree (2/3 brown enhancement “Remove a hero in a territory from the game.”). Kurt chooses to remove Archippus from the game. Bryon takes his Archippus and places it in his deck box, since he cannot use that card any more this game. Now Gaius is losing, so Bryon has initiative. Bryon plays Well Reopened (3/3 gold enhancement “Holder may draw a card.”). Bryon draws a card (Lamplight). Rich Young Ruler is losing, and Kurt has initiative, but Kurt does not play anything. Rich Young Ruler is defeated, so Kurt discards all the evil cards in battle. Kurt surrenders the Lost Soul and Bryon places it in his Land of Redemption. Bryon discards all good enhancements in battle and returns Gaius to his territory. The score is Bryon: 3, Kurt: 2.

Discard to 8: Bryon discards Lamplight

Kurt

Draw 3: (Christian Martyr, Sixth Seal, Priestly Crown)

Prep: Kurt puts Priestly Crown (artifact “Holder’s O.T. male human heroes have access to any site.”) in his territory to begin his artifact pile. Kurt activates Priestly Crown by leaving it face up.

Battle: Kurt makes a rescue attempt with Servant Angel (5/6 silver hero “Holder may draw a card.”). Kurt draws a card (Lost Soul). Lost Soul in Land of Bondage and draw a replacement (Fountains of Living Water). Bryon blocks with Esau the Hunter (4/5 pale green evil character “Evil capture abilities cannot be negated.”). Esau is losing so Bryon has initiative and plays Murder (2/2 pale green evil enhancement “Discard a human hero with toughness */5 or less.”). Bryon selects Servant Girl to discard. Esau is now 6/7. Servant Angel is losing, so Kurt has initiative. Kurt plays Sixth Seal (2/2 silver enhancement “Hero ignores pale green brigade.”) Kurt is winning by ignore. Servant Angel is protected from harm or effect from any pale green brigade card. Bryon would like to play Slave Trade to capture Servant Angel, but Slave Trade would only be able to capture another hero – not Servant Angel – because Servant Angel is protected from Pale Green brigade this battle. Bryon is losing by ignore, so he has initiative. Bryon plays Death of Jacob (2/2 pale green enhancement “Discard a hero in a territory.”). Bryon selects Guiding Angel to discard. Bryon is done playing enhancements. Servant Angel wins by ignore, so Bryon surrenders a Lost Soul to Kurt. Kurt places the Redeemed Soul in his Land of Redemption. All characters in battle are returned to their territories and all enhancements are discarded. The score is now Bryon: 3, Kurt: 3.

Discard to 8: none

Bryon

Draw 3: (Jude, Burial, Chloe)

Prep: Bryon plays Burial (evil dominant “Discard any Lost Soul in play.”). Bryon discards a Lost Soul in his Land of Bondage. Burial is discarded.

Battle: Bryon makes a rescue attempt with Mentor (6/6 red Hero “May band to any N.T. human hero of */5 or less.”). Bryon bands in the New Testament hero Tabitha (5/4 red hero “The first time Tabitha is about to be discarded, return her to owner’s territory instead.”). Kurt decides not to block and surrenders a Lost Soul to Bryon. Bryon places the Redeemed Soul into his Land of Redemption. The score is now Bryon: 4, Kurt: 3.

Discard to 8: none

Kurt

Draw 3: (Jubilee, Seventh Seal, Fourth Seal)

Prep: none

Battle: Kurt begins a rescue attempt with Servant Angel (5/6 silver hero “Holder may draw a card.”) and draws a card (Seventh Trumpet). Bryon blocks with Esau the Hunter (4/5 pale green evil character “Evil capture abilities cannot be negated.”). Esau the Hunter is losing, so Bryon has initiative. Bryon is about to play Slave Trade from hand, but Kurt quickly plays Angel of the Lord (good dominant “Discard any evil character in play.”). Kurt discards Esau the Hunter and Angel of the Lord. Bryon cannot play any enhancements because the only evil character in battle was discarded. Bryon surrenders a Lost Soul. Kurt returns Servant Angel to his territory. The score is now tied 4 to 4.

Discard to 8: Kurt has 11 cards in hand and has no characters, sites, or artifacts he can place in his territory. So, he must discard three enhancements. He discards Jubilee, Seventh Seal, and Jacob’s Grandsons.

Bryon

Draw 3: (Gifts of the Magi, Shaphat, Misuse of Talents)

Prep: Bryon places Gifts of the Magi (artifact “Each time an opponent draws a card because of a special ability, holder may draw a card.”) in his territory to begin his artifact pile. He activates Gifts of the Magi by leaving it face up.

Battle: Bryon begins a rescue attempt with Gaius (7/7 Gold hero). Kurt plays Christian Martyr (evil dominant “Discard any hero in play.”) and discards Gaius and Christian Martyr. The rescue attempt fails.

Discard to 8: Bryon places Jude and Chloe in his territory.

Kurt

Draw 3: (Lost Soul, Dove, Herodian) Lost Soul in Land of Bondage and draw a replacement (Sick unto Death).

Prep: none

Battle: Kurt begins a rescue attempt with Servant Angel and draws a card (Shepherd). Since Bryon has Gifts of the Magi active, Bryon may draw a card, too (The Harvest). Bryon blocks with Er (6/6 pale green evil character). It is mutual destruction. Kurt has initiative, since Bryon played the last card in battle, Er. Kurt plays Fountains of Living Water (3/4 multi-color enhancement “Holder may draw a card.”). Kurt draws a card (Sectarianism). Because of his artifact, Bryon draws a card, too (Temple Veil). Servant Angel is now 8/10. Er is losing, so Bryon has initiative. Bryon plays Slave Trade (pale green enhancement “Capture a Hero in play and place in your land of bondage. Hero is treated as a Lost Soul.”). Bryon captures Servant Angel and places it in his Land of Bondage. Servant Angel is now treated as a Lost Soul. The rescue attempt fails.

Discard to 8: Kurt places Shepherd and Herodian in his territory. Kurt discards Sick unto Death.

Bryon

Draw 3: (Fortress of Ashdod, Forced Labor, Hard Bondage)

Prep: Bryon places Temple Veil face down in his artifact pile. Gifts of the Magi is still active.

Battle: Bryon makes a rescue attempt with Mentor (6/6 red Hero “May band to any N.T. human hero of */5 or less.”). Bryon bands in the New Testament hero Tabitha (5/4 red hero “The first time Tabitha is about to be discarded, return her to owner’s territory instead.”). Kurt blocks with Herodian (4/5 crimson evil character “May band to any evil character with “Herod” in the title.”). There are no evil characters with “Herod” in the title in the starter decks [Note: you can find several characters with that name in Apostles booster packs.] so Kurt does not band an evil character into battle. Herodian is losing, so Kurt plays Grievous departure (2/4 crimson enhancement “Opponent must discard a card from hand. Holder may draw a card.”). Bryon discards a card from hand (Hard Bondage). Kurt draws a card (Son of God) and immediately plays Son of God (good dominant “Rescue any Lost Soul in play.”) to rescue the Lost Soul in his Land of Redemption.

Kurt wins the game 5 to 4!