Redemption® CCG

Official Redemption® Dictionary of Identifiers and References

By Cactus Game Design

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Set Abbreviations

When a card appears in a list, the name will be followed by a set (or list of sets) in which cards with that name appear. If multiple cards in a set have the same name, there will be some identifying information in brackets after the name but before the set(s) to differentiate them. These are the set abbreviations:

Abbreviation	Set	Abbreviation	Set
A, B, C, D, E, F	Corresponding Starter Deck	Di	Disciples
G, H, I, J, K, L	Corresponding Starter Deck	EC	The Early Church
IJ+	I/J Starter Deck Bonus Cards	PC	Persecuted Church
Or	Original	CW	Cloud of Witnesses
Pr	Prophets	RJ	Revelation of John
Wo	Women	FM	Fall of Man
Wa	Warriors	PoC	Prophecies of Christ
Ap	Apostles	LC	Lineage of Christ
Pa	Patriarchs	GC	Gospel of Christ
Ki	Kings	LR	Legacy Rare
AW	Angel Wars	IR	Israel's Rebellion
Pi	Priests	RR	Redemption Roots
FF	Faith of our Fathers (2007)	II	Israel's Inheritance
FF2	Faith of our Fathers (2011)	T2C	Times to Come
RA	Rock of Ages (2008)	RR2	Redemption Roots 2
RA2	Rock of Ages (2011)	P	Promo
RA3	Rock of Ages (2013)		
TP	Thesaurus Ex Preteritus		

Some sets that have multiple releases may have cards that do not appear in all releases. These cards will be identified with the following abbreviations:

Abbreviation	Print	Abbreviation	Print
L	Limited Edition	Main	Main Print
Ul	Unlimited Edition	Alt	Alternate Border Print
1st	1st Print	[Year]	Promo Only – Year Distributed
2nd	2nd Print	[Location]	Promo Only – Initial Distribution Method

About Errata

The errata lists are in their own document, but cards are listed (or not listed) below according to those errata. That mostly applies to names, identifiers and references, but the occasional special ability errata changes referenced identifiers and is reflected below.

Glossary of Terms

A

Acts Card

Acts cards are cards from the book of Acts in the Bible. The following Redemption® cards refer to Acts cards:

- (Good): ***Angelic Visitor (RR2), Cornelius (EC), Luke (EC), Paul (P), Peter (EC), Rhoda, Servant Girl (RR2)*** and ***Stephen (EC)***

The following Redemption® characters are from Acts:

- (Hero): ***Agabus (Pr, PC), Agabus, the Bound (RR2), Ananias of Damascus (Ap, EC, RR2), Angel of Deliverance (Ap, EC, RR2), Angelic Visitor (EC, RR2), Apollos (Ap, EC), Aquila (Ap, EC), Aristarchus (EC), Barnabas (B, D, Or, EC), Barnabas, the Bold (RR), Barsabbas (EC), Barsabbas (Judas) (RR2), Bereans (EC), Cornelius (A, C, Or, EC), Crispus (EC), Ethiopian Treasurer (Ap, EC), Faithful Priest (EC), Gamaliel (Ap), Jason (EC), Liberating Angel (Ap, EC), Lydia (H, Wo, EC), Mark (EC), Mary the Mother of Mark (EC), Matthias (Ap, EC, GC), Messengers of Joppa (EC), Nicanor (EC, P), Nicolas of Antioch (EC, P), Noblewomen (EC), Parmenas (H, EC), Paul (Ap), Paul's Disciples (EC), Paul's Nephew (PC), Peter (EC), Philip the Evangelist (Ap, EC), Philip's Daughters (Pr, PC, RR2), Priscilla (H, Ap, EC), Prochorus (F, EC), Reassuring Angel (Ap), Reassuring Angels (EC), Rhoda (EC, P), Rhoda, Servant Girl (RR2), Secundus (EC), Silas (D, Or, EC), Silas, the Bold (RR2), Simon the Tanner (EC), Stephen (Ap, EC), Tabitha (F, EC), The Ephesian Elders (PC), The Ethiopian Treasurer (RR), The Roman Jailer (EC), Timon (Pi, EC), Titus Justus (EC)*** and ***Widows of Joppa (EC)***
- (Evil): ***Alexander (RA2), Alexander, the Kinsman (RR2), Ananias (Ap), Ananias, the Liar (RR2), Angry Mob [Black] (EC), Angry Mob [Brown] (Ap, EC), Angry Mob [Gray] (EC), Antonius Felix (EC), Bernice (PC), Captain of the Temple Guard (Pi), Chief Captain Lysias (Ap), Claudius Lysias (PC), Damsel with Spirit of Divination (Pr, TP), Demetrius the Silversmith (EC), Doomed Conspirators (PC), Drusilla (PC), Elymas (Bar-Jesus) the Sorcerer (Ap), Elymas the Sorcerer (Di, EC), Emperor Claudius (Ap, PC, RR2), Emperor Nero (P-2019, P-2025), Epicurean Philosophers (EC), Four Squads of Four (Ap, EC), Governor Felix (Ap), Graven (AW), Hellenistic Jews (EC), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod's Sentries (EC), High Priest Ananias (Pi, RJ), High Priest Annas (Ap, Pi), Julius the Centurion (PC), Pestering Spirit (PC), Porcius Festus (PC), Prominent Women (Ap, RR2), Roman Jailer (Ap), Roman Spearmen (PC), Sadducees (G), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sadducees [Around Table] (LR), Sanhedrin (EC), Sapphira (G, Wo), Sapphira, the Dishonest (RR), Saul (Ap), Saul of Tarsus (P), Seven Sons of Sceva (Pi, RR), Simon the***

Magician (EC), Stoic Philosophers (EC), Temple Guard (G), The Centurion at Jerusalem (PC), The Divining Damsel (P), The Egyptian Rebel (PC), The Maltese Viper (PC), The Priest of Zeus (EC, RR2, P), The Roman Jailer (EC), User of Curious Arts (TP, RR) and ***Users of Curious Arts (Pr)***

The following Redemption® Enhancements are from Acts:

- (Good): ***Angelic Visit (Ap), Antidote (Or), Bless the Nations (PoC), Blinding Light (Ap), Burning of Magic Books (Ap, EC), Burst of Light (AW), Call to Macedonia (EC), Coming of the Spirit (EC), Deception Exposed (Ap, EC), Deliverance (Ap), Eaten by Worms (I, Ki), Elymas Struck Blind (EC), Examining the Scriptures (EC), Faithfulness of Ananias (Ap), Freeing Earthquake (AW), Healings in Malta (PC), Heavenly Trance (Ap), Invisible Beings (AW), Miracle at the Gate (EC), Miracle at Troas (EC), Narrow Escape (EC), New Tongues (Ap), Peter's Sermon (EC), Peter's Shadow (Ap), Peter's Vision (EC), Praise from Prison (EC), Prayer and Fasting (Or, EC), Preaching at Pentecost (EC), Preaching in the Synagogue (EC), Preaching the Truth (H), Rhoda's Gladness (Wo), Saul Repents (Ap), Scroll of Isaiah (EC), Ship to Cyprus (Ap), Snake into the Fire (PC), Speak with Power (EC), Striking Herod (RA2, LR)*** and ***The Word Spreads (H)***
- (Evil): ***Abandonment (EC, RR), Adjourn (EC, RR), Angel Departed (AW), Apprehended (G, EC), Arrest in Jerusalem (PC), Arrest in Philippi (EC), Crooked Ways (PC), Deceit of Sapphira (G, Wo, RR2), Defiant (AW), Disagreement over Mark (EC), Dissension in Antioch (EC), Evil Strength (J, Wa, EC, RR2), Expelling the Jews (FF, RR2), Flogging (Ap), Herod's Sword (EC), Jealous Rage (EC), King's Pomp (EC), Lying Unto God (G, RR), Men as Gods (Ap), Paul's Girdle (Pr), Poisoned Minds (Ki), Possessed (AW), Pride of Simon (G, EC), Prisoner Transfer (RA), Revolt (PC), Roman Horses (RR), Sanhedrin (Ap), Seek and Destroy (EC), Seized by Rioters (EC), Separate Ways (AW), Shipwreck (Ap), Stocks (Or), Stoning of Stephen (EC), Stormy Seas (E, PC), Uproar in Jerusalem (PC)*** and ***Viper Bite (Wa)***
- (Dual-Alignment): ***Gamaliel's Speech (EC), Paul's Belt (PC), Roman Citizenship (PC)*** and ***Roman Spear (PC)***

The following Redemption® cards are from Acts:

- (Dominant, Good): ***Angel of the Lord (A, B, E, P-2017, P-2018), Blinding Light (EC)*** and ***The Holy Spirit (EC)***
- (Dominant, Evil): ***Shipwreck (EC, P)***
- (Lost Soul): ***Lost Soul [Acts 11:18, "N.T. Only"] (Ap, RR2), Lost Soul [Acts 14:4, "Different Testaments"] (RA), Lost Soul [Acts 16:22, "Retribution"] (EC), Lost Soul [Acts 23:8, "Human Only"] (RA)*** and ***Lost Soul [Acts 23:27, "Withdraw"] (AW)***
- (Artifact): ***Miraculous Handkerchiefs (Ap, EC), Shrine to Artemis (EC)*** and ***Unholy Writ (Ap, LR)***
- (Covenant): ***Scroll of Isaiah (EC)***
- (Fortress, Good): ***Missionary Ship (EC)*** and ***Widows' Tables (EC)***
- (Fortress, Evil): ***Alexandrian Ship (PC), Areopagus (EC), Fortress of Antonia (RR), Herod's Praetorium (PC)*** and ***Sheol (PoC)***

- (Site): ***Damascus (Ap, EC), Dangerous Way (AW), Fortress of Antonia (Wa, EC), Jerusalem (Ap, PC), Lycaonia (Ap, EC), Lystra (Ap, EC), Prison (Wo, EC), Roman Prison (C, Pi)*** and ***The Ends of the Earth (AW, RJ)***

Acts 12 Card

Acts 12 cards are cards from chapter 12 of the book of Acts in the Bible. The following Redemption® cards refer to Acts 12 cards:

- (Evil): ***Herod Agrippa I (EC)***

The following Redemption® cards are from Acts 12:

- (Good): ***Angel of Deliverance (Ap, EC, RR2), Angel of the Lord (A, B, I, P-2018), Eaten by Worms (I, Ki), Mark (EC), Mary the Mother of Mark (EC), Rhoda (EC, P), Rhoda, Servant Girl (RR2), Rhoda's Gladness (Wo)*** and ***Striking Herod (RA2, LR)***
- (Evil): ***Angel Departed (AW), Apprehended (G, EC), Fortress of Antonia (RR), Four Squads of Four (Ap, EC), Herod Agrippa I (G, Ap, EC, GC), Herod's Sentries (EC), Herod's Sword (EC)*** and ***King's Pomp (EC)***
- (Neutral): ***Fortress of Antonia (Wa, EC)***

Acts 19 Card

Acts 19 cards are cards from chapter 19 of the book of Acts in the Bible. The following Redemption® cards refer to Acts 19 cards:

- (Evil): ***Demetrius the Silversmith (EC)***

The following Redemption® cards are from Acts 19:

- (Good): ***Burning of Magic Books (EC)***
- (Evil): ***Defiant (AW), Demetrius the Silversmith (EC), Evil Strength (J, Wa, EC, RR2), Seized by Rioters (EC), Seven Sons of Sceva (Pi, RR), User of Curious Arts (TP, RR)*** and ***Users of Curious Arts (Pr)***
- (Neutral): ***Miraculous Handkerchiefs (Ap, EC)*** and ***Shrine to Artemis (EC)***

Angel

One possible role of a character (see Character's Role and Gender) is angel. Angels are non-human Heroes often depicted with wings. Demons are never considered angels in Redemption, even if "Angel" is in the title of the card (i.e. Fallen Angel, Evil Angel). All Heroes that are single-brigade silver at face value are angels. Heroes that are multi-brigade and include silver at face value may be angels, but are not necessarily angels. The following Redemption characters are angels:

- (Good): ***Angel at Bethesda (I), Angel at Jerusalem (Wa, Pi, RR), Angel at Shur (Wa, RR, P), Angel at the Tomb (Wa), Angel at Tomb (Pi), Angel from the Altar (RJ), Angel from the Sun (RJ), Angel in the Path (Wa, Pi, RR), Angel of Deliverance (Ap, EC, RR2), Angel of God (FF, P), Angel of His Presence (Ki), Angel of Might (Ki), Angel of Revelation (E, RJ), Angel of the Harvest (RA, GC), Angel of the Waters (Ki, RR2), Angel of Warning (Ap, TP, LR), Angel with a Secret Name (RR2), Angel with the Secret Name (Wa, RA2), Angelic Visitor (EC, RR2), Angelic Warrior (RJ), Angels of Wrath (RJ), Arianna (AW), Attending Angel (Ap, TP), Captain of the Host (Wa, Ki, PoC, RR, II, P), Cherubim (Wa, FF2, LR, RR, RR2), Cherubim [Blake] (T2C), Cherubim [Unknown] (T2C), Daniel's Guardian (PoC), Destroying Angel (Pa), Eli (AW), Foretelling Angel (Pa), Gabriel (I, Wa, Ki, Di), Gabriel, Mouth of God (GC), Gabriel, Sent by God (T2C, P), Gathering Angel (I), Great Multitude (RJ), Guardian Angel (Ap, Di, RR2), Guardians from Glory (GC), Guiding Angel (E), Harbingers (FM), Hosts of Heaven (Pa), Justice Bringer (FM), Kira (AW), Legion of Angels (I, GC), Liberating Angel (Ap, EC), Magnifying Multitude (GC), Malakh, the Nameless (P), Messenger Angel (Pa), Michael (Wa, Ki, AW, P-2017), Michael, Chief Prince (P), Michael, Dragon Slayer (RR, P), Michael, the Archangel (RJ), Michael, the Guardian (T2C), One of Seven (RJ), Paladin, the Fighter (AW), Patrollers of the Earth (T2C), Providing Angel (Pa), Reassuring Angel (Ap), Reassuring Angels (EC), Relayer of Messages (T2C), Resurrection Revealer (GC), Seraph (RA, LR, T2C), Seraph with a Live Coal (FF2, RR), Seraphim [Band to Blue] (Wa), Seraphim [Band to Green] (Wa), Servant Angel (E, RJ), Servants by the River (PoC, T2C), Seven Trumpet Sounders (RJ), Strengthening Angel (Ap, Di), Surveying Spirit (T2C), Swift (AW), The Angel of His Presence (PoC, T2C), The Angel of Might (RJ), The Angel of the Winds (CW, P), The Angel Under the Oak (RA2, RR), The Angelic Army (RJ), The Binding Angel (RJ), The Comforing Cherubs (GC), The Defender of the Saints (PoC), The Destroyer (FF, PoC), The Expatriator (GC), The Foretelling Angel (PC), The Four Living Creatures (RJ), The Fourth Creature (RR2), The Guardian Cherub (FM), The Guiding Angel (RJ), The Heavenly Host (GC), The Heavenly Watcher (T2C), The Interceder (T2C), The Lord's Army (II), The Messianic Messenger (GC), The Ministering Spirit (GC), The Providing Angel (RR2), The Stars (RR2), The Strong Angel (Wa, Ki, RJ, RR, P), The Three Visitors (PoC), The Victorious Being (II)*** and ***Watcher (Pa)***

Animal

One possible role of a character (see Character's Role and Gender) is animal. Animals are non-human Evil Characters that are not of a spiritual origin. Animals are not considered demons or symbolic characters. The following Redemption® characters are animals:

- (Evil): ***Bear (CW), Beasts of the Earth (LC), Behemoth (RJ), Coliseum Lion (CW), Devouring Birds (RJ), Devouring Lion (PoC), Fiery Serpents (FM), Fire Foxes (CW), Hungry Lion (LC), Jackals (PoC, RR2), Leviathan (Pa, FM), Lions (CW), Lions in the Den (T2C), Magicians' Snakes (FM), Moths (RR), Negev Lions (PoC), Scapegoat (PoC), Stubborn Heifer (PoC), Suicidal Swine Stampede (GC), The Great Fish (PoC), The Maltese Viper (PC), The Ram in the Thicket (PoC), The Serpent (Pa, P), The***

Worm (PoC), Unclean Animals [Camel] (IR), Unclean Animals [Hyrax] (IR), Wayward Sheep (FM), Wild Animals (IR), Wild Beast (FM), Wild Dogs (RJ) and ***Wild Ox (LC)***

Antediluvian

Antediluvians are people and animals who lived between the creation of the World in Genesis 1 and the great flood in Genesis 7. All flood survivors are antediluvians. The following Redemption® cards refer to antediluvians:

- (Good): ***Adam (FM), Adam, the Exile (LC), Adam, the Gardener (RR2), Enosh, the Worshiper (LC), Garden of Eden (RR2), Mahalalel, the Interpreter (LC), Methuselah, the Wise (LC), Noah, Ark Builder (RR2)*** and ***Seth, the Appointed (RR2)***
- (Evil): ***Cain Murders Abel (CW), Continuous Evil (CW), Corrupt People (CW), Lamech, the Avenged (FM)*** and ***Violent Tendencies (FM)***
- (Dual-Alignment): ***City of Enoch (FM)*** and ***The Flood (CW)***

The following Redemption® characters are antediluvians:

- (Hero): ***Abel (C, Pi, CW), Abel, the Accepted (RR2), Adam (Pa, FM), Adam (Man) (LC), Adam, the Exile (LC), Adam, the Gardener (RR2), Enoch (Pa, CW), Enoch (Teaching) (LC), Enoch, the Pure (LC), Enosh (Mortal) (LC), Enosh, the Worshiper (LC), Eve (Wo, Di, LR), Eve, Mother of All (RR), Ham (CW), Ham's Wife (FM), Japheth (CW), Japheth's Wife (FM), Jared (Shall Come Down) (LC), Jared, the Beholder (LC), Kenan (Sorrow) (LC), Kenan, the Acquirer (LC), Lamech, Rest Seeker (LC), Lamech (The Despairing) (LC), Mahalalel (Blessed God) (LC), Mahalalel, the Interpreter (LC), Methuselah, the Wise (LC), Methuselah (His Death Brings) (LC), Noah (Pa, CW), Noah (Rest and Comfort) (LC), Noah, Ark Builder (RR2), Noah, the Righteous (LC), Noah's Sons (Pa), Noah's Wife (CW), Seth (E), Seth (Appointed) (LC), Seth, the Appointed (RR2), Seth, Son of Adam (LC), Shem (CW), Shem, Covenant Keeper (LC), Shem, Faithful Son (LC)*** and ***Shem's Wife (FM)***
- (Evil): ***Beasts of the Earth (LC), Cain (Pa, CW), Corrupt People (CW), Distressing People (LC), Lamech, the Avenged (FM), Naamah (FM), The Serpent (Pa, P), Tubal-cain (FM), Violent Men (CW), Wicked People (CW)*** and ***Zillah (FM)***

Armor of God Enhancement

The Armor of God are metaphors for spiritual warfare and are mentioned in Ephesians 6:10-17, I Thessalonians 5:8 and Hebrews 4:12. The following Redemption® cards refer to Armor of God Enhancements:

- (Good): ***Christian Soldier [Female] (PC), Christian Soldier [Male] (PC), Paladin (PC), Saint of Virtue (PC)*** and ***Spiritual Protection (Pa)***

The following Redemption® Enhancements are Armor of God Enhancements:

- (Good): ***Belt of Truth (Wa, Ki, PC), Breastplate of Righteousness (A, B, Wa, Ki, PC), Helmet of Salvation (A, B, Wa, Ki, PC), Shield of Faith (A, B, Wa, Ki, PC), Shoes of Peace (A-Ul, C, D, F, PC, P)*** and ***Sword of the Spirit (A, B, C-1st, D-1st, Ki, PC, CW)***

Assyrian

Assyrians are members of the ancient Assyrian Empire that is referenced often in the Bible. See Nationality. The following Redemption® cards refer to Assyrians:

- (Good): ***Angel at Jerusalem (Pi), Jonah (PoC), King Hezekiah (Ki), Nahum (PoC), Ninevites Repent (PoC)*** and ***Protection of Jerusalem (FF2)***
- (Evil): ***Assyrian Archer (FF, LR), Assyrian Camp (Pi, LC), Assyrian Officer (LC), Assyrian Siege Army (FF2, RR), Captured by Assyria (FF, LR), Glittering Spear (Ki), Hooked and Shackled (LC), King Shalmaneser III (PoC), King Sennacherib (LC), King Tiglath-Pileser III (PoC), Mounted Forces (PoC), Nimrod, the Mighty (CW), Nineveh (PoC), Sennacherib Blasphemes (LC), Temple of Nisroch (Ki), The Assyrian Spoilers (RA), The Rab-saris (LC), The Rabsaris (RA), The Rabshakeh Attacks (Ki), The Rabshakeh's Threats (LC), The Tartan (LC), The Winged Lion (RA, PoC), Two Thousand Horses (RR)*** and ***Worship of Nisroch (LC)***
- (Neutral): ***Assyria's Tribute (FF)***
- (Dual-Alignment): ***Capture and Seize (PoC), Razor (FF2)*** and ***Siegeworks (FF2)***

The following Redemption® characters are Assyrians:

- (Good): ***Ninevites (PoC)*** and ***The King of Nineveh (PoC)***
- (Evil): ***Assyrian Ambassador (LC), Assyrian Archer (FF, LR), Assyrian Camp (LC), Assyrian Forces (LC), Assyrian Invaders (PoC), Assyrian Laborers (PoC), Assyrian Officer (LC), Assyrian Siege Army (FF2, RR), Assyrian Survivor (FF2, RR), King Asnappar (FF), King Osnappar (RR2), King Sargon II (Pi, RR), King Sennacherib (Ki, LC), King Shalmaneser III (PoC), King Shalmaneser V (Ki, RR2), King Tiglath-Pileser III (Ki, PoC), Mounted Forces (PoC), Nimrod, the Mighty (CW), Ninevites (PoC), The Assyrian Spoilers (RA, RR2), The King of Nineveh (PoC), The Rab-saris (LC), The Rabsaris (RA), The Rabshakeh (Ki, LC)*** and ***The Tartan (FF, LC)***

Assyrian Site

Assyrian Sites are Sites that represent locations within the Assyrian Empire. At present, there are no cards that refer to Assyrian Sites; rather, some cards reference specific Assyrian Sites. The following Redemption® Sites are Assyrian Sites:

- ***Assyria (Wo), Halah (Wo)*** and ***Nineveh (PoC)***

B

Babylonian

Babylonians are members of the ancient Babylonian Empire that is referenced often in the Bible. See Nationality. The following Redemption® cards refer to Babylonians:

- (Good): ***Ezekiel, the Vindicator (PoC), Habakkuk (PoC)*** and ***Seraiah the High Priest (Pi)***
- (Evil): ***Axe (TP), Babylon (T2C), Babylonian Banquet Hall (RR2), Babylonian Forces (RR2), Belshazzar, the Reveler (T2C), Belshazzar's 1000 (T2C), Belshazzar's Banquet (RR2), Belshazzar's Mother (PoC), Besieged by Babylon (T2C), Bound Before the Fire (T2C), Captain Nebuzaradan (RR2), Carried into Exile (Pi), Chaldeans (T2C), Conjurers (PoC), Desecrate the Temple (RA), Destroying the Temple (Ki), Head of Gold (FF, T2C), Headquarters at Riblah (Pi), King Belshazzar (FF2), King Jehoiakin (Ki), King Zedekiah (Ki), Large Tree (RR2), Merodach Worship (Pi), Mounted Forces (PoC), Nebuchadnezzar (PoC), Nebuchadnezzar's Dream (FF), Nergalsharezer (FF), Nimrod, the Mighty (CW), Pharaoh Hophra (Pi), Seized by Babylon (PoC), Seized for Servitude (T2C), Swift Horses (FF, RR), The Babylonian Merchants (PoC), The Babylonian Officials (T2C), The Bear (RA, PoC), The Imperial Guard (RA), The King's Henchmen (T2C), The Overseer (T2C), The Ram with Two Horns (Di), The Winged Lion (RA, PoC), Told to Take (T2C)*** and ***Yoke of Iron (RR)***
- (Neutral): ***Idol of Nebuchadnezzar (T2C)*** and ***Iron Pan (FF2, RR2)***
- (Dual-Alignment): ***Drawn Sword (FF2), Forest Fire (FF2)*** and ***Mene, Mene, Tekel, Upharsin (PoC)***

The following Redemption® characters are Babylonians:

- (Hero): ***Nebuchadnezzar (PoC)***
- (Evil): ***Arioch (FF), Arioch the Bodyguard (T2C), Ashpenaz (FF, T2C), Astrologers (Pr, TP, LR), Babylonian Forces (Pi, RR2), Babylonian Siege Army (PoC), Babylonian Soldiers (FF2, RR2), Babylonian Wise Men (T2C), Belshazzar (Pr), Belshazzar, the Reveler (T2C), Belshazzar's 1000 (T2C), Belshazzar's Mother (PoC), Captain Nebuzaradan (RR2), Chaldeans (Pr, T2C, P), Conjurers (PoC), King Belshazzar (FF2), King Evil-merodach (Pi), King Merodach-baladan (Pi), Mounted Forces (PoC), Nebuchadnezzar (Pr, TP, PoC, T2C), Nebushasban (FF), Nebushazban, Rab-saris (RR), Nebuzaradan (Ki), Nergalsharezer (FF), Nergal-sar-ezer, Rab-mag (RR), Nimrod, the Mighty (CW), Soothsayers of Babylon (PoC), The Babylonian Merchants (PoC), The Babylonian Officials (T2C), The Depraved [Crimson] (T2C), The Imperial Guard (RA, RR), The King's Henchmen (T2C), The Overseer (T2C)*** and ***The Winged Lion (RA, PoC)***

Babylonian Site

Babylonian Sites are Sites that represent locations within the Babylonian Empire. In addition to the cards listed below, there are cards that reference specific Babylonian Sites. The following Redemption® cards refer to Babylonian Sites:

- (Neutral): ***Babylonian Banquet Hall (FF)***

The following Redemption® Sites are Babylonian Sites:

- ***Babylon (Wo, RJ)*** and ***Babylonian Banquet Hall (FF)***

Based on Prophecy

This phrase only appears referring to Enhancements, and has been updated to mean "Enhancements with a reference from Revelation or from the books of the major or minor prophets". The following Redemption® cards are impacted by this change:

- (Good): ***Book of Nathan (Pa)*** and ***Prophecy of Eldad & Medad (Pa)***

Beast

"Beast" has been updated to mean "Demon". The following Redemption® cards are impacted by this change, although many of them already mention "demon" in addition to beast:

- (Good): ***Angel at Shur (Wa), Authority of Peter (Ap), Blood of the Lamb (Wa), Mighty Warrior (C), Samson's Strength (Pa)*** and ***Victory (Ki)***
- (Evil): ***Beast from the Sea (Wa), Evil Strength (Wa)*** and ***Mark of the Beast (RJ)***
- (Neutral): ***Cross Beams of the Cross (Ap)***

Berea Church

The church of the Bereans was found in the city of Berea. At present, there are no cards that refer to the Berea church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Berean church:

- (Hero): ***Bereans (EC)***

Bows, Arrows, Spears, Javelins and Darts

Bows, arrows, spears, javelins and darts refer to cards with those weapons named in the title. The following Redemption® cards refer to bows, arrows, spears, javelins and darts:

- (Good): ***Shield of Faith (Wa)***

The following Redemption® Enhancements are bows, arrows, spears, javelins, or darts:

- (Good): ***Abishai's Spear (Ki, II), Adino's Spear (Wa, Ki, II), Arrow of Deliverance (Pr), Benaiah Snatches a Spear (Ki), Bow and Arrow [Gold] (Wa, Ki), Bow and Arrow***

[Red] (A, C, Or), Bow of Battle (PoC), Builder's Spear (LC), Israel's Bow (LC), Jashobeam's Spear (Wa, Ki), Joshua's Spear (FM), Phinehas' Spear (Pi, IR), Saul's Spear (Wa, Ki), Spear and Shield (Ki), Spear of Joshua (Wa, Ki), Spears (LC), Temple Spears and Shields (LC) and ***Warrior's Spear (RA)***

- (Evil): ***Abner's Spear (Wa, Ki), Bow and Arrow [Gray] (A, C, Or, Wa, Ki), Dart (Wa, Ki), Egyptian Spear (K, FF), Fiery Darts (B, J, Or, RR2), Foreign Spears (LC), Glittering Spear (Wa, Ki), Goliath's Spear (L, Or, Wa, Ki), Ishbibenob's Spear (I, Ki, RR2), Lahmi's Spear (I, Wa, Ki), Saul's Javelin (Wa, Ki)*** and ***Temple Guard's Spears (GC)***
- (Dual-Alignment): ***Joab's Spears (II), King Saul's Spear (CW), Roman Spear (PC)*** and ***Snatched Spear (II)***

C

Caesarea Church

The church of the Caesareans was found in the city of Caesarea. At present, there are no cards that refer to the Caesarea church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Caesarean church:

- (Hero): ***Cornelius (A, C, Or, EC), Philip the Evangelist (Ap, EC)*** and ***Philip's Daughters (Pr, PC, RR2)***

Canaanite

Canaanites were composed of several different groups who lived in the land of Canaan. However, only certain ones called themselves Canaanites. Genesis chapter 10 mentions the man named Canaan, who was the ancestor of the Canaanites.

> *"Canaan was the father of Sidon his firstborn, and of the Hittites, Jebusites, Amorites, Girgashites, Hivites, Arkites, Sinites, Arvadites, Zemarites and Hamathites. Later the Canaanite clans scattered and the borders of Canaan reached from Sidon toward Gerar as far as Gaza, and then toward Sodom, Gomorrah, Admah and Zeboyim, as far as Lasha." - Genesis 10:15-19*

Any tribes and clans in this list are deemed Canaanites in Redemption®, as are subgroups of these tribes and clans. For example, the Gibeonites were a subgroup of the Amorites and Hivites, so they are Canaanites. See Nationality. The following Redemption® cards refer to Canaanites:

- (Evil): ***Adoni-bezek, Thumbless (II), Ahiman, Son of Anak (FM), Arba, Greatest Anakim (II), Baal Worship (FM), Bera, King of Sodom (RR2), Canaan, the Cursed (FM), Concealed Canaanites (II), Fear has Fallen (II), Forced Labor (II), Gibeonite***

Curse (RA2), Gibeonite Trickery (RA2, RR), Fortify Site (RA2), Idol Worship (FM), Inhabiting the Land (II), Inherit Canaan (II), Iron Chariots (II), Jabin, the Assembler (II), Jericho (CW), King Abimelech (II), King of Tyrus (PoC, P), Not Among You (II), Og, King of Bashan (FM), Prince of Tyrus (P), Scraps Under the Table (II), Sheshai, Son of Anak (FM), Sisera's Army (CW), Slayer's Glee (RJ), Struck & Scattered (II), Talmai, Son of Anak (FM), The Clashing King (II), The Crafty Gibeonites (II), The Five Kings (II), The Woman of Thebez (II), Tower of Thebez (RA2, II), What Will You Do? (II) and ***Zebul, the Fraud (II)***

- (Neutral): ***Canaan (RA2), Deceitful Possessions (II), Gibeonite Curse (RA2, RR2), Idols of Canaan (FM)*** and ***Lost Soul [Judges 9:3, "Relatives"] (II)***
- (Dual-Alignment): ***Foreign Sword (RA2)*** and ***Sodom & Gomorrah (FM)***

The following Redemption® characters are Canaanites:

- (Hero): ***Ahimelek the Hittite (RA2), Ishmaiah the Gibeonite (RA2), King Hiram (FF, RR), Rahab (Wo, CW), Rahab, the Defender (LC), Rahab, the Promised (II), Rahab, the Proselyte (LC), Uriah (A, Or), Uriah the Hittite (RA2)*** and ***Uriah, the Hittite (RR2)***
- (Evil): ***Abimelech (Pa, RA2), Adoni-bezek, Thumbless (II), Afflicting Spirit (GC), Ahiman, Son of Anak (FM), Arba, Greatest Anakim (II), Army of Jericho (CW), Basemath (LC), Bera, King of Sodom (Pa, RR2), Canaan, the Cursed (FM), Canaanite Wives (FM), Concealed Canaanites (II), Doomed Canaanites (PoC), Foreign Wives (RA3, P), Gibeonite Delegates (RA2), Hamor (FM), Jabin, the Assembler (II), Jezebel (B, Or, RA2), Judith (LC), King Abimelech (II), King of Tyrus (Wa, Pi, PoC, RR, P), Lot's Daughters (Wo, FM), Lot's Wife (Wo, LR, RR), Og, King of Bashan (FM), Prince of Tyrus (Wa, Pi, P), Shechem (F, RA2), Shechem, Son of Hamor (RR2), Sheshai, Son of Anak (FM), Sisera (Ki), Sisera, the Commander (RR), Sisera's Army (CW), Talmai, Son of Anak (FM), The Clashing King (II), The Crafty Gibeonites (II), The Five Kings (II), The Woman of Thebez (RA2, II), Woman of Thebez (Wo)*** and ***Zebul, the Fraud (II)***

Canaanite Site

Canaanite Sites refer to locations within the land of Canaan. The following Redemption® cards refer to Canaanite Sites:

- (Evil): ***Army of Jericho (CW), Canaan, the Cursed (FM), Canaanite Wives (FM), Fortify Site (RA2)*** and ***Pillar of Salt (FM)***

The following Redemption® Sites are Canaanite Sites:

- ***Canaan (RA2), Hebron (FM), Hormah (FF), Jericho (Pi), Pit of Dothan (Wo, FM), Promised Land (Pa), Sodom (Wa)*** and ***Sodom & Gomorrah (FM)***

Character's Role and Gender

Each character has a role and a gender. Most characters have exactly one role, but there are rare exceptions where a card represents a mixed group of beings and has multiple roles. Role and gender help identify the card's advantage or disadvantage to special abilities on other cards. Determine the role and gender by looking at the card's Scripture, card title or illustration.

The character roles in Redemption® are: angel, animal, demon, human, and symbolic. The genders in Redemption® are: male, female, genderless, or male and female. See Gender.

Christ or Jesus in the Title or Scripture Verse

Cards with "Christ" or "Jesus" in the title or Scripture verse are cards that have "Christ" or "Jesus" printed on the card in the title or Scripture verse. If a different translation uses a word but it does not appear on the card, the card is not considered to have it in the Scripture verse. The following Redemption® cards refer to cards with "Christ" or "Jesus" in the title or Scripture verse:

- (Good): ***Apphia (PC)*** and ***Archippus (PC)***

Both cards above further limit the phrase by specifying that it only applies to clay Enhancements. The following Redemption® Enhancements are clay and have "Christ" or "Jesus" in the title or Scripture verse:

- ***A New Creation (EC, RR2), Authority of Christ (GC), Baptism of Jesus (GC), Bravery of Priscilla (EC), Christ's Triumph (PC), Commitment of Paul (RR2), Created by Christ (PC), Eternal Covenant (CW), Faith in Our High Priest (RR2), Faith of Moses (CW), Holy Priesthood (RR), I Am Grace (P), Life in the Son (GC), Life Through Christ (FM), Miracle at the Gate (EC), Of One Mind (PC), Peter's Sermon (EC), Power of the Spirit (GC), Resurrection of Martyrs (RJ), Stone Rolled Away (GC), Unity in Christ (PC), Untouchable (GC), Wisdom (PC)*** and ***Word of Christ (PC)***

Church

In the New Testament, churches were groups of Christians established in cities after Christ's death for worship, evangelization, and community. In Redemption®, a church is defined by the city it was found in, and members of that church are those who were mentioned as being part of that church, not those just found in the city. Identification is generally found in Acts or in an epistle. The missionary identifier as well as the following Redemption® cards refer to a church and not a specific church:

- (Good): ***The Church of Christ (GC), The Faithful Leaders (CW)*** and ***The Watchful Leaders (CW)***

The churches in Redemption® are: Berea, Caesarea, Colossae, Corinth, Damascus, Ephesus, Ethiopia, Jerusalem, Joppa, Lystra, Philippi, Rome and Thessalonica.

Cloud Card

Cloud cards were introduced in the Cloud of Witnesses set and have a cloud icon in the bottom left of the card's art. The following Redemption® cards refer to cloud cards:

- (Good): ***Abel (CW), Amram & Jochebed (CW-Alt), Cloud of Witnesses (CW), Daniel (CW), Enoch, the Pure (LC), Faith (PoC), Faith of Abraham (CW), Faith of Amram & Jochebed (CW-Alt), Faith of Daniel (CW), Faith of David (CW), Faith of Enoch (CW), Faith of Isaac (CW), Faith of Jacob (CW), Faith of Moses' Parents (CW-Main), Faith of Samuel (CW), Faith of Sarah (CW), Jared, the Beholder (LC), Jericho (CW), Letter to the Hebrews (CW), Melchizedek (CW), Moses (CW, P), Moses' Parents (CW-Main), Samuel (CW)*** and ***The Angel of the Winds (CW, P)***

The following Redemption® cards are cloud cards:

- (Hero): ***Abed-nego (Azariah) (PoC), Abel (CW), Abraham (CW), Amram & Jochebed (CW-Alt), Barak (CW), Daniel (CW), Daniel, the Apocalyptist (LR), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Elijah (PoC), Elijah in Glory (GC), Elisha (PoC), Enoch (CW), Enoch (Teaching) (LC), Enoch, the Pure (LC), Ezekiel, the Vindicator (PoC), Faithful Abraham (LC), Father Abraham (LC), Gideon (CW), Isaac (CW), Isaac, the Blessed (LC), Isaac, Willing Sacrifice (LC), Isaiah (PoC), Israel, Retainer of God (LC), Jacob, Follower of God (LC), Jacob (Israel) (CW), Jephthah (CW), Jeremiah, Hope Bringer (PoC), Joseph (CW), Joseph, the Dreamer (PoC), Joshua, Son of Nun (CW), Joshua, the Conqueror (LC), Meshach (Mishael) (PoC), Moses (CW, P), Moses in Glory (GC), Moses, Friend of God (PoC), Moses' Parents (CW-Main), Noah (CW), Noah (Rest and Comfort) (LC), Noah, the Righteous (LC), Rahab (CW), Rahab, the Defender (LC), Rahab, the Proselyte (LC), Samson, the Nazirite (CW), Samuel (CW), Sarah (CW), Shadrach (Hananiah) (PoC), The Shunammite Woman (PoC), The Widow at Zarephath (PoC)*** and ***Zechariah, Son of Jehoiada (LC)***
- (Good Enhancement): ***Faith (PoC), Faith of Abel (CW), Faith of Abraham (CW), Faith of Amram & Jochebed (CW-Alt), Faith of Barak (CW), Faith of Daniel (CW), Faith of David (CW), Faith of Enoch (CW), Faith of Gideon (CW), Faith of Isaac (CW), Faith of Jacob (CW), Faith of Jephthah (CW), Faith of Joseph (CW), Faith of Joshua (CW), Faith of Moses (CW), Faith of Moses' Parents (CW-Main), Faith of Noah (CW), Faith of Rahab (CW), Faith of Samson (CW), Faith of Samuel (CW)*** and ***Faith of Sarah (CW)***
- (Good Fortress): ***Cloud of Witnesses (CW)***

Colossae Church

The church of the Colossians was found in the city of Colossae. See Church. The following Redemption® cards refer to members of the Colossian church:

- (Good): ***Archippus (PC), Epaphras (PC), Onesimus (PC)*** and ***Philemon (PC)***

The following Redemption® characters represent members of the Colossian church:

- (Hero): ***Apphia (PC), Archippus (F, PC), Epaphras (Ap, PC), Onesimus (Ap, PC)*** and ***Philemon (Ap, PC)***

Connected with David

This phrase only appears referring to Enhancements, and has been updated to mean "Enhancements with David's name in the title or Scripture verse". The following Redemption® cards are impacted by this change:

- (Evil): ***Michal (Wo)***

Connected with Demons

This phrase only appears referring to Enhancements, and has been updated to mean "orange Enhancements". The following Redemption® cards are impacted by this change:

- (Good): ***Mary Magdalene (Wo)***

Corinth Church

The church of the Corinthians was found in the city of Corinth. See Church. The following Redemption® cards refer to members of the Corinthian church:

- (Good): ***Achaicus (EC), Chloe (EC), Crispus (EC), Commitment of Paul (EC), Fortunatus (EC), Phoebe (EC), Sowing Bountifully (EC), Stephanas (EC)*** and ***Titus Justus (EC)***
- (Neutral): ***Letters to the Corinthians (EC)***

The following Redemption® characters represent members of the Corinthian church:

- (Hero): ***Achaicus (EC), Apollos (Ap, EC), Chloe (F, EC), Crispus (EC), Fortunatus (EC), Phoebe (EC), Stephanas (EC)*** and ***Titus Justus (EC)***

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Damascus Church

The church of the Damascenes was found in the city of Damascus. At present, there are no cards that refer to the Damascus church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Damascus church:

- (Hero): ***Ananias of Damascus (Ap, EC, RR2)*** and ***Paul's Disciples (EC)***

Daniel Card

Daniel cards are cards from the book of Daniel in the Bible. The following Redemption® cards refer to Daniel cards:

- (Good): ***Abed-nego (Azariah) (PoC, T2C), Abednego (Azariah) (FF), Benefits from Believing (T2C), Daniel (P, CW), Daniel, the Apocalyptist (LR), Daniel, the Treasured (T2C), Daniel's Prayer (P), Eternal Believers (T2C), Faith Unbowed (LC), Four in the Fire (T2C), Gabriel, Sent by God (T2C, P), Given from God (T2C), Kingdom of the Divine (T2C), Leaders for the Lord (T2C), Meshach (Mishael) (FF, PoC, T2C), Michael, Chief Prince (P), Michael, the Guardian (T2C), Prayer over Power (T2C), Rescued from Lions (T2C), Seeking Compassion (T2C), Servants by the River (PoC, T2C), Servants of the King [Dominion] (T2C), Seventy Weeks (T2C), Shadrach (Hananiah) (PoC, T2C, P), Shattered and Scorched (T2C), Stone Cut Without Hands (PoC), The Ancient of Days (T2C), The Final Act (T2C), The Foretelling Angel (PC), The Interceder (T2C), Unbound (RR2)*** and ***Undefiled (RR2)***
- (Evil): ***Ashpenaz (T2C), Belshazzar, the Reveler (T2C), Belshazzar's 1000 (T2C), Cassander of Macedon (T2C), Darius' Flatterers (T2C), Fiery Furnace (PoC), Merodach Worship (Pi), Nebuchadnezzar (TP, PoC), Perplexing Vision (T2C), Rulers over Earth (T2C), The Goat with Horn (Di), The King's Henchmen (T2C), The Realm of Greece (T2C)*** and ***The Winged Lion (PoC)***
- (Neutral): ***Seventy Weeks (T2C)*** and ***The Book of Knowledge (T2C)***
- (Dual-Alignment): ***Cast into Lion's Den (PC), Eternal Judgment (PoC)*** and ***Mene, Mene, Tekel, Upharsin (PoC)***

The following Redemption® characters are from Daniel:

- (Hero): ***Abed-nego (Azariah) (PoC, T2C), Abednego (Azariah) (FF), Daniel (Pr, CW, P), Daniel (Belteshazzar) (RR), Daniel, the Apocalyptist (LR), Daniel, the Treasured (T2C), Daniel's Guardian (PoC), Eternal Believers (T2C), Foretelling Angel (Pa), Gabriel (Ki), Gabriel, Sent by God (T2C, P), Leaders for the Lord (T2C), Meshach (Mishael) (FF, PoC, T2C), Michael (Ki), Michael, Chief Prince (P), Michael, the Guardian (T2C), Nebuchadnezzar (PoC), Servants by the River (PoC, T2C), Servants of the King [Dominion] (T2C), Servants of the King [River] (T2C), Shadrach (Hananiah) (P, PoC, T2C), The Foretelling Angel (PC), The Heavenly Watcher (T2C), The Interceder (T2C)*** and ***Watcher (Pa)***
- (Evil): ***Ahasuerus, the Father (T2C), Alexander the Great (PoC), Alexander's Destroyers (T2C), Antigonus the One-Eyed (T2C), Antiochus IV Epiphanes (T2C), Antiochus' Army (T2C), Arioch (FF), Arioch the Bodyguard (T2C), Ashpenaz (FF, T2C), Astrologers (Pr, TP, LR), Babylonian Forces (RR2), Babylonian Soldiers (FF2, RR2), Babylonian Wise Men (T2C), Bear (D), Belshazzar (Pr), Belshazzar, the Reveler (T2C), Belshazzar's 1000 (T2C), Belshazzar's Mother (PoC), Cassander of Macedon (T2C), Chaldeans (Pr, T2C, P), Conjurers (PoC), Cyrus, the Great (T2C), Darius'***

Flatterers (T2C), Darius' Satraps (T2C), Greek Forces (T2C), King Belshazzar (FF2), King Darius, the Mede (PoC), Lions (CW), Lions in the Den (T2C), Nebuchadnezzar (Pr, TP, PoC, T2C), Persian Prefects (T2C), Persian Presidents (RA, T2C), Prince of Greece (Wa, Pi), Prince of Persia (Pr, Di), Ptolemy, Ruler of Egypt (T2C), Rulers over Earth (T2C), Seleucus the Victorious (T2C), Soothsayers of Babylon (PoC), The Babylonian Officials (T2C), The Bear (RA, PoC), The Depraved [Black] (T2C), The Depraved [Brown] (T2C), The Depraved [Crimson] (T2C), The Foretelling Angel (PC), The Goat with a Horn (T2C), The Goat with Horn (Di), The Guard at the Den (T2C), The King's Henchmen (T2C), The Overseer (T2C), The Prince of Greece (T2C), The Prince of Persia (T2C), The Ram with Two Horns (Di, T2C), The Terrifying Beast (RA, PoC), The Trusted Politicians (T2C), The Winged Leopard (RA, PoC) and ***The Winged Lion (RA, PoC)***

The following Redemption® Enhancements are from Daniel:

- (Good): ***Benefits from Believing (T2C), Daniel's Prayer (P), Do Not Question (T2C), Faith Unbowed (LC), Four in the Fire (T2C), Given from God (T2C), Michael's Sword (AW), Prayer over Power (T2C), Rescued from Lions (T2C), Seeking Compassion (T2C), Seventy Weeks (T2C), Shattered and Scorched (T2C), Stone Cut without Hands (Pr, PoC), Swift Beings (AW, RR), The Coming Prince (PoC), The Final Act (T2C), Unbound (FF, RR2), Unbowed (FF, RR2), Undefiled (FF, RR2)*** and ***Visions (FF, RR2)***
- (Evil): ***1,290 Days (T2C), Abomination of Desolation (RA), Allowed to Be Trampled (T2C), Belshazzar's Banquet (FF, RR2), Besieged by Babylon (T2C), Bound Before the Fire (T2C), Clash with Persia (T2C), Cut Off (PoC), Demonic Blockade (RA), Destruction from Persia (T2C), Enforcing Ideology (T2C), Falsified Claims (T2C), Goat with Horn (Pr), Great Image (Pr, LR), Head of Gold (FF, T2C), Impending Battle (T2C), Judah Handed Over (T2C), Large Tree (Pr, TP, RR2), Nebuchadnezzar's Dream (FF), Nebuchadnezzar's Pride (RA, RR), No Strength to Stand (T2C), None to Rescue (T2C), Order to Kill (T2C), Overlooked Ordinances (T2C), Peres (T2C), Ram with Two Horns (Pr), Seized for Servitude (T2C), Smash Opponent (T2C), Thrown to the Beasts (CW), Thrown to the Earth (T2C), Told to Take (T2C)*** and ***Without Touching (T2C)***
- (Dual-Alignment): ***Cast into Lion's Den (PC), Eternal Judgment (PoC), Measured Mien (T2C), Mene, Mene, Tekel, Upharsin (PoC)*** and ***Return to Fight (T2C)***

The following Redemption® cards are from Daniel:

- (Dominant, Good): ***Bound in Battle (T2C), Son of God (K, P-2023 Hebrew, P-2025)*** and ***The Ancient of Days (T2C)***
- (Dominant, Evil): ***Forces Arise (T2C)*** and ***Perplexing Vision (T2C)***
- (Lost Soul): ***Lost Soul [Daniel 3:7, "Idolaters"] (T2C), Lost Soul [Daniel 9:5] (P), Lost Soul [Daniel 9:5, "Covenant Breakers"] (PoC), Lost Soul [Daniel 9:6] (P), Lost Soul [Daniel 9:6, "Stubborn"] (T2C), Lost Soul [Daniel 9:7] (P), Lost Soul [Daniel 9:10] (P)*** and ***Lost Soul [Daniel 12:2, "Contempt"] (T2C)***
- (Artifact): ***Abomination of Desolation (T2C), Darius' Decree (TP, T2C, RR2), Idol of***

Nebuchadnezzar (T2C) and ***The Book of Knowledge (T2C)***
- (Covenant): ***Seventy Weeks (T2C)***
- (Curse): ***Return to Curse (T2C)*** and ***Self-Made (T2C)***
- (Fortress, Good): ***Kingdom of the Divine (T2C)***
- (Fortress, Evil): ***Babylon (T2C), Babylonian Banquet Hall (RR2), Fiery Furnace (PoC), Rulers over Earth (T2C)*** and ***The Realm of Greece (T2C)***
- (Site): ***Babylonian Banquet Hall (FF), Lion's Den (Wo)*** and ***Lions' Den (PoC)***

David in the Title or Scripture Verse

Cards with "David" in the title or Scripture verse are cards that have "David" printed on the card in the title or Scripture verse. If a different translation uses a word but it does not appear on the card, the card is not considered to have it in the Scripture verse. The following Redemption® cards refer to cards with "David" in the title or Scripture verse:

- (Good): ***David [Green] (Wa, Ki), David [Red] (Wa), I Am Refuge (II)*** and ***Ittai (Wa)***

Some of the cards above only look for "David" in the title, as opposed to both the title and Scripture verse. The following Redemption® cards have "David" in the title:

- (Good): ***Bravery of David (K, Or, RA2), Clemency of David (A, Or), Covenant with David (K, Pa, PoC), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), David's Chariots (II), David's Descendant (LC), David's Messengers (K), David's Mighty Men (FF), David's Music (K, Pi), David's Prayer (K), David's Proclamation (LC), David's Sling (Or, Ki), David's Spies (K), David's Staff (A, Or), David's Stronghold (II), David's Tent (K, Ki), David's Triumph (Di, LR, RR2), David's Victory (K, Ki), Faith of David (Ki, CW), Gad, David's Chosen (K), King David (P), Loyalty to David (K)*** and ***The Throne of David (RA, LC)***
- (Evil): ***David's Servants (FM, II)*** and ***David's Sin (FM)***
- (Neutral): ***David's Harp (K, Wa, Ki, P)*** and ***Well for David (II)***
- (Dual-Alignment): ***David's Census (FM)***

By rule or by the wording of the card, in all scenarios where the card is looking for "David" in the Scripture verse, it only applies to good Enhancements. The following Redemption® Enhancements are or can be good and have "David" in the Scripture verse:

- (Good): ***Adino's Spear (Wa, Ki), Benedictus (Di), Book of Gad the Seer (F), Book of Nathan (Pa), Coat of Mail (Or, Wa, Ki), Counsel for the King (K), Cymbals of the Levites (RA, RR), Faith of Bartimaeus (Ap), Glad Tidings (Ap, I), Goods Recovered (Ki, RR2), Great Plunder (II), Helmet of Brass (A, Or, Wa, Ki), Intervening of Prophecy (II), Jashobeam's Spear (Wa, Ki), Loyalty of Jonathan (B, Or), Protection of Jerusalem (FF2), Provisions (Ki), Royal Parade (FF, LC), Saul's Spear (Wa, Ki), Solomon Dedicates Temple (Ki), Temple Dedication (RA3), Temple Spears and Shields***

(LC), The Lord Delivers (LC), Truthfulness of Nathan (Or), Unified Kingdom (Pi, RR), United Army (Ki) and ***Water Shaft (RR2)***

- (Dual-Alignment): ***Abandoned (K), Goliath's Sword (LC)*** and ***King Saul's Spear (CW)***

Deacon

Acts 6:5 provides a list of deacons. The following Redemption® cards refer to deacons:

- (Good): ***Nicanor (EC), Philip the Evangelist (Ap, EC), Prochorus (EC), Ethiopian Treasurer (EC), The Word Spreads (H), Timon (EC)*** and ***Widows' Tables (EC)***

The following Redemption® characters are deacons:

- (Hero): ***Nicanor (EC, P), Nicolas of Antioch (EC, P), Parmenas (H, EC), Philip the Evangelist (Ap, EC), Prochorus (F, EC), Stephen (Ap, EC)*** and ***Timon (Pi, EC)***

Demon

One possible role of a character (see Character's Role and Gender) is demon. Demons are non-human Evil Characters of demonic origin. All Evil Characters that are single-brigade orange at face value are demons. Evil Characters that are multi-brigade and include orange at face value may be demons, but are not necessarily demons. The following Redemption® characters are demons:

- (Evil): ***Abaddon the Destroyer (Or), Abaddon, the Destroyer (RJ), Admiral (AW), Afflicting Spirit (GC), Bear (D), Beast from the Earth (Or, Wa, RJ), Beast from the Sea (Or, Wa, RJ), Beelzebub (GC), Blinding Demon (Pi), Controlling Demon (J, Ap), Crippling Demon (Pi), Cubus (AW), Deafening Spirit (Pi, GC), Deceiving Spirit (FF, RR), Demon Behind the Idol (Pi, RR2), Demon in Armor (Pa), Demons in Chains (RR2), Destroying Spirit (GC), Dragon's Minions (RJ), Evil Angel (Wa, Pi, RR2), Evil Spawn (D, Pi, GC), Evil Spirit (RR), Fallen Angel (Wa, Pi, RR), Foul Spirit (E, J, RR2), Frog Demons (Or, Wa, P), Injuring Demon (Pi), King of Tyrus (Wa, Pi, PoC, RR, P), Legion (Ap, Di, RR), Locust from the Pit (B, D, G, Or, Wa, RJ), Lying Spirit (F), Mary's Seven Demons (FF), Messenger of Satan (Ap, EC, RR2), Morg (AW), Morgan (AW), Obsidian Minion [Black] (AW), Obsidian Minion [Gold, Barrels] (AW), Obsidian Minion [Gold, Shooting] (AW), Obsidian Minion [Gold, Staring] (AW), Obsidian Minion [Gray] (AW), Panic Demon [Black] (AW), Panic Demon [Brown] (AW), Panic Demon [Crimson] (AW), Panic Demon [Gold] (AW), Panic Demon [Gray] (AW), Panic Demon [Orange] (P), Panic Demon [Pale Green] (AW), Pestering Spirit (PC), Possessing Demon (J, Ap), Possessing Spirit (GC), Prince of Greece (Wa, Pi), Prince of Persia (Pr, Di), Prince of the Air (Pi, P), Prince of this World (Wa, Pi, GC), Prince of Tyrus (Wa, Pi, P), Que (AW), Rebellious Spirit (PC), Red Dragon (G, Or, Wa, RJ, RR, P), Restless Spirit (GC), Seizing Spirit (Pi), Seven Wicked Spirits (FF), Shadow (AW), Shadow Spirit (RR2), Snaring Spirit (GC), Spirit of Doubt (AW), Spirit of Fear (EC), Spirit of Temptation (TP), Strong Demon (D, G, Di, GC), The Accumulator (GC), The Bear (RA, PoC), The Deceiver (RJ), The Devourer (RR), The***

Fallen Star (PoC), The Frog Demons (RJ), The god of this World (EC, RR2), The Goat with a Horn (T2C), The Goat with Horn (Di), The Haunting Spirits (RJ), The Lying Spirit (FM), The Prince of Greece (T2C), The Prince of Persia (T2C), The Quelling Spirit (Que) (RR2), The Ram with Two Horns (Di, T2C), The Sordid Spirit (GC), The Terrifying Beast (RA, PoC), The Thief (Pi, GC), The Winged Leopard (RA, PoC), The Winged Lion (RA, PoC), Trembling Demon (FF, RR), Unclean Spirit (E, J) and ***Wandering Spirit (Ap, TP, LR)***

Depicting a Weapon

This phrase only appears referring to Enhancements, and has been updated to mean "weapon". The following Redemption® cards are impacted by this change:

- (Good): ***Book of the Wars (Pa)*** and ***Shield of Faith (Ki)***

Depicting an Evil Altar

This phrase has been updated to mean "is an idol". The following Redemption® cards are impacted by this change:

- (Evil): ***Pagan Priest (Pi)*** and ***Worshipping Demons (FF)***

Depicting an Idol

This phrase has been updated to mean "is an idol". The following Redemption® cards are impacted by this change:

- (Good): ***Unbowed (FF)***
- (Evil): ***Areopagus (EC), Demetrius the Silversmith (EC), Demon behind the Idol (Pi), Evil Sacrifices (EC), King Ahaziah (PC), King Amon (Di), Pagan Priest (Pi), Unbowed (FF), Worshipper of False Gods (Pi)*** and ***Worshipping Demons (FF)***
- (Neutral): ***Kidron Valley (RA3)***

Depicting Morg

A card is depicting Morg if the Evil Character ***Morg (AW)*** is represented in the card illustration. The following Redemption® card refer to cards depicting Morg:

- (Evil): ***Morg AW***

The card above further limits the phrase by specifying that it only applies to evil Enhancements. The following Redemption® Enhancements are evil and depict Morg:

- ***Blade of Death (AW), Evil Arises (AW), Gathering of Demons (AW), Intent to Kill (AW), Knocked to the Ground (AW), Pushed Back (AW), Sword of the Rebellion (AW),***

Torment (AW) and ***Wings of Calamity (P, RR2)***

Deuteronomy Card

Deuteronomy cards are cards from the book of Deuteronomy in the Bible. At present, there are no cards that refer to Deuteronomy cards.

The following Redemption® characters are from Deuteronomy:

- (Evil): ***Balaam (Pr), Doomed Canaanites (PoC), Doubt (LC), Emim (FM), Enchanter (Pr, TP), Og, King of Bashan (FM), Omen Interpreter (IR), The Inhabitants of Seir (II), Unclean Animals [Camel] (IR), Unrepentant Moabites (LC)*** and ***Worshipper of False Gods (Pi)***

The following Redemption® Enhancements are from Deuteronomy:

- (Good): ***Blessings for Obedience (Pi), Courage (B, Or, Ki), Covenant of Palestine (Pa, PoC), Edge of the Sword (Wa, Ki), Eye for an Eye (FM), Glittering Sword (Wa, Ki), The Coming Prophet (PoC)*** and ***Words of Encouragement (Wa, Ki)***
- (Evil): ***Accursed of God (PoC), Besieged (Pi, PoC), Blindness (Pi, PoC), Carcasses (Pi, PoC), Clinging Plague (RR2), Confusion of Mind (Pi, LR, RR2), Flee from Enemies (Pi, IR), Foreign Enemy (C), Foreign Exile (CW), Go Into Captivity (Pi, IR), Incurable (Pi, PoC), Madness (Pi, IR), No Assembly (II), No Salvation (IR), Not Your Possession (II), Oppressed and Robbed (Pi), Overtaken (FM), Plagued with Diseases (Pi), Poison of Dragons (C, Pi), Rain Becomes Dust (Pi, IR), Stiff-Necked (FF), Unknown Nation (Pi, PoC, RR2), Unsuccessful (Pi, PoC), Wastelands (FF, RR), Wasting Disease (Pi, PoC)*** and ***Words of Discouragement (AW)***
- (Dual-Alignment): ***Forty Nights (IR)***

The following Redemption® cards are from Deuteronomy:

- (Dominant): ***Doubt (Pi, LC)*** and ***Israel's Rebellion (IR)***
- (Lost Soul): ***Lost Soul [Deuteronomy 5:21, "Covet"] (FM), Lost Soul [Deuteronomy 7:23, "Disoriented"] (II, P), Lost Soul [Deuteronomy 30:15, "Prosperity"] (FM, P)*** and ***Lost Soul [Deuteronomy 32:15, "6/*"] (FM)***
- (Artifact): ***Poison of Dragons (RR)***
- (Covenant): ***Covenant of Palestine (Pa, PoC)***
- (Curse): ***Besieged (Pi, PoC), Blindness (Pi, PoC), Carcasses (Pi, PoC), Clinging Plague (RR2), Confusion of Mind (Pi, LR, RR2), Flee from Enemies (Pi, IR), Go Into Captivity (Pi, IR), Incurable (Pi, PoC), Madness (Pi, IR), No Salvation (IR), Oppressed and Robbed (Pi), Overtaken (FM), Plagued with Diseases (Pi), Rain Becomes Dust (Pi, IR), Unknown Nation (Pi, PoC, RR2), Unsuccessful (Pi, PoC), Wastelands (FF, RR)*** and ***Wasting Disease (Pi, PoC)***

Disciple

The disciples are the group of 12 men that Jesus called as his followers. The following Redemption® cards refer to disciples:

- (Good): ***A New Commandment (Di), Andrew, First Called (GC), Authority of Christ (GC), Bartholomew (Di), Boanerges (GC), Coming of the Spirit (EC), Disciples of the Lamb (RJ), Fishing Boat (Di, GC), Hospitality of Martha (Wo), I Am He (GC), James, the Fisherman (GC), James, the Younger (GC), Matthias (GC), My Lord and My God (Di, LR), Ordained as a Disciple (P), Philip of Bethsaida (GC), Preaching at Pentecost (EC), Reassuring Angels (EC), Sent Two by Two (Di, GC), Simon Peter (GC), Sow, Reap and Rejoice (RJ)*** and ***Washed by Christ (GC)***
- (Evil): ***Peter's Curse (GC)***
- (Neutral): ***Patmos (RJ)***

By rule, only Heroes are disciples. The following Redemption® Heroes are disciples:

- ***Andrew (I, Ap), Andrew, First Called (GC), Andrew, Fisher of Men (GC), Bartholomew (Di), Bartholomew (Nathanael) (GC), Bartholomew (Nathaniel) (Ap), Bartholomew the True (GC), James (I), James Son of Alphaeus (Ap), James Son of Zebedee (Ap), James, Son of Alphaeus (Di, GC), James, Son of Thunder (GC), James, son of Zebedee (H), James, the Fisherman (GC), James, the Younger (GC), John (H, I, Pr, P), John, Son of Thunder (GC), John, the Apocalyptist (RJ), John, the Fisherman (GC), John, the Revelator (RJ), Judas Iscariot (GC), Judas (Thaddaeus) (GC), Matthew (Di), Matthew (Levi) (Ap, GC), Matthew the Publican (GC), Matthias (Ap, EC, GC), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Philip (Ap, Di), Philip of Bethsaida (GC), Philip the Pragmatic (GC), Saint Simon (GC), Simon Peter (GC), Simon the Zealot (Ap, Di), Simon the Zealous (GC), Thaddaeus (Ap, GC), Thaddeus (Di), Thomas (Ap, Di), Thomas the Assured (GC)*** and ***Thomas the Twin (GC)***

Disease

"Disease" is a label given to certain cards which represent harmful diseases. Most cards labeled "disease" decrease the numbers of their target (like poisons), but some disease cards have other special abilities. A disease is identified by "disease(s)" in the card title, or a disease effect in the special ability. The following Redemption® cards refer to diseases:

- (Good): ***Brass Serpent (P), Glad Tidings (Ap), Miracle of Healing (Ap), Peter's Mother-In-Law (Ap), Peter's Shadow (Ap), Steadfastness of Peter (C)*** and ***Wings (AW)***
- (Evil): ***Face of Death (Ap)***
- (Neutral): ***Miraculous Handkerchiefs (Ap)***

The following Redemption® cards are diseases:

- (Good): ***Eaten by Worms (Ki)*** and ***Sowing the Seed (Ap)***
- (Evil): ***All Hope Lost (Pa), Boils (B, C, Or, Wa), Infectious Disease (Pi), Lacking Sleep (Ap), Leper (Pa), Leprosy (Wa), Palsy (Ap), Plagued with Diseases (Pi), Rebellious***

(AW), Seeds of Rebellion (AW), Wasting Disease (Pi, PoC) and *Without Food (Ap)*
- (Neutral): *Leper Colony (Ap)*

Duplicate Card

Duplicate cards are unique cards that represent the same person or thing, but have different card names. The rules that apply to duplicate cards can be found in the REG Glossary under "Duplicate Card".

The following are unique Redemption® characters with different card titles:

- *Aaron (G, Pa, Pi, Di)* or *Aaron, God's Mediator (PoC)* or *Aaron, Moses' Brother (L)* or *Aaron, Peacemaker (IR)* or *Aaron, the Voice (RR2)*
- *Abaddon the Destroyer (Or)* or *Abaddon, the Destroyer (RJ)*
- *Abednego (Azariah) (FF)* or *Abed-nego (Azariah) (PoC, T2C)*
- *Abel (C, Pi, CW)* or *Abel, the Accepted (RR2)*
- *Abiathar (K, Pi)* or *Abiathar, the Survivor (IR)*
- *Abiezer (Wa, Ki)* or *Abiezer, the Anathothite (II)*
- *Abigail (K, Wo, RA2)* or *Abigail, the Discerning (RR2)*
- *Abihu (C, Or, Pi)* or *Abihu, the Disobedient (IR)*
- *Abihud, the Exilarch (LC)* or *Abihud, the Progeny (LC)*
- *Abimelech (Pa, RA2)* or *King Abimelech (II)*
- *Abiram (H)* or *Abiram, the Stubborn (IR)*
- *Abishai (K, Wa, Ki)* or *Abishai, Chief of Thirty (II)*
- *Abner (Pa, Ki)* or *Abner, the Commander (RR)*
- *Abram (Pa)* or *Abraham (Pa, CW)* or *Faithful Abraham (LC)* or *Father Abraham (LC)* or *Abram, the Blameless (RR)*
- *Absalom (Wa, Ki)* or *Absalom, the Conspirer (RR2)*
- *Achim, the Compiler (LC)* or *Achim, the Talmid (LC)*
- *Adam (Pa, FM)* or *Adam (Man) (LC)* or *Adam, the Exile (LC)* or *Adam, the Gardener (RR2)*
- *Adino (Or, Ki)* or *Adino, the Eznite (II)*
- *Adonijah (P)* or *Adonijah, the Usurper (RR)*
- *Agabus (Pr, PC)* or *Agabus, the Bound (RR2)*
- *Agur (Pi)* or *Agur, the Wise (RR2)*
- *Ahab (B, C, Or)* or *King Ahab (RA2)*
- *Ahaziah (Pr)* or *King Ahaziah (PC)*
- *Ahimaaz (Ki, Pi, FM)* or *Ahimaaz, the Swift (IR)*
- *Ahimelech, Priest at Nob (Pi)* or *Ahimelech, Chief Priest (IR)*
- *Ahithophel (Wa, Ki)* or *Ahithophel, the Advisor (RR2)*
- *Alexander (RA)* or *Alexander, the Kinsman (RR2)*
- *Alexander the Coppersmith (E)* or *Alexander of Troas (RR)*
- *Amariah the High Priest (Pi)* or *Amariah, the High Priest (RR)*
- *Amasa (Ki)* or *Amasa, Son of Ithra (RR2)*

- ***Amminadab, the Generous (LC)*** or ***Amminadab, the Gracious (LC)***
- ***Amos (Pr, PoC)*** or ***Amos of Tekoa (T2C)***
- ***Ananias (Ap)*** or ***Ananias, the Liar (RR2)***
- ***Andrew (I, Ap)*** or ***Andrew, First Called (GC)*** or ***Andrew, Fisher of Men (GC)***
- ***Angel of His Presence (Ki)*** or ***The Angel of His Presence (PoC, T2C)***
- ***Angel of Might (Ki)*** or ***The Angel of Might (RJ)***
- ***Anna (Pr, Di)*** or ***Anna, the Widow (GC)***
- ***Archelaus (Di)*** or ***Herod Archelaus (GC)***
- ***Arioch (FF)*** or ***Arioch the Bodyguard (T2C)***
- ***Arpachshad, the Curtailed (LC)*** or ***Arpachshad, the Releaser (LC)***
- ***Asahel (C, Or, TP)*** or ***Asahel, Swift-Footed (II)***
- ***Asaph (Pi)*** or ***Asaph, the Psalmist (RR)***
- ***Asher (RA)*** or ***Asher, the Rich (IR)***
- ***Athaliah (Wo)*** or ***Athaliah, Usurper Queen (LC)***
- ***Azariah the High Priest (Pi)*** or ***Azariah, the High Priest (RR2)***
- ***Azor, the Recusant (LC)*** or ***Azor, the Submissive (LC)***
- ***Balaam (Pr, Di, LR)*** or ***Balaam, Son of Beor (IR)***
- ***Barnabas (B, D, Or, EC)*** or ***Barnabas, the Bold (RR)***
- ***Barsabbas (EC)*** or ***Barsabbas (Judas) (RR2)***
- ***Bartholomew (Nathaniel) (Ap)*** or ***Bartholomew (Di)*** or ***Bartholomew (Nathanael) (GC)*** or ***Bartholomew the True (GC)***
- ***Bathsheba (Wo, FM)*** or ***Bathsheba, the Helper (LC)*** or ***Bathsheba, the Prostrate (LC)***
- ***Bear (D)*** or ***The Bear (RA, PoC)***
- ***Belshazzar (Pr)*** or ***King Belshazzar (FF2)*** or ***Belshazzar, the Reveler (T2C)***
- ***Benaiah (Wa, Ki, FM)*** or ***Benaiah, Lion Slayer (II, P)***
- ***Benjamin (FF)*** or ***Benjamin, the Young (IR)***
- ***Bezaleel (Pi)*** or ***Bezalel, the Builder (IR)***
- ***Boaz (J, Pa)*** or ***Boaz, the Kind (LC)*** or ***Boaz, the Redeemer (LC)***
- ***Caleb (FF, FM, P)*** or ***Caleb, the Rewarded (II)***
- ***Chenaniah (RA)*** or ***Chenaniah, Chief Singer (RR)***
- ***Chief Captain Lysias (Ap)*** or ***Claudius Lysias (PC)***
- ***Claudia (Wo, PC)*** or ***Claudia, the Hospitable (RR)***
- ***Damsel with Spirit of Divination (Pr, TP)*** or ***The Divining Damsel (P)***
- ***Dan (FF)*** or ***Dan, Justice of Peace (IR)***
- ***Daniel (Pr, CW, P)*** or ***Daniel, the Apocalyptist (LR)*** or ***Daniel (Belteshazzar) (RR)*** or ***Daniel, the Treasured (T2C)***
- ***Dathan (H)*** or ***Dathan, the Follower (IR)***
- ***David [Green] (Wa, Ki, RR)*** or ***David [Red] (Wa, Ki)*** or ***David, the Psalmist (CW)*** or ***David, the Shepherd (CW)*** or ***David, God's King (PoC)*** or ***King David (P)*** or ***David, Outcast's Refuge (LC)*** or ***David, the Anointed (LC)*** or ***David, Heart After God (LC)*** or ***David, the Contrite (LC)*** or ***David, Giant Slayer (K, P)*** or ***David the Unifier (P)***
- ***Death & Hades (Wa)*** or ***Death (RJ)***
- ***Deborah (A, Or, PoC)*** or ***Deborah, the Brave (RR)*** or ***Deborah, the Victorious (II)***
- ***Doeg (A, Or, CW)*** or ***Doeg, the Slaughterer (II)***

- ***Eber, the Prototypal (LC)*** or ***Eber, the Unwilling (LC)***
- ***Ehud (Pa, RA)*** or ***Ehud, the Benjaminite (RR2)***
- ***Eleazar (Wa, Ki)*** or ***Eleazar, the Ahohite (II)***
- ***Eleazar, the Potentate (LC)*** or ***Eleazar, the Vassal (LC)***
- ***Elhanan (Wa, Ki, FM)*** or ***Elhanan, Son of Dodo (RR2)***
- ***Eli the Priest (Pa, Pi, RA, P)*** or ***Eli, Samuel's Mentor (IR)*** or ***Eli, the Judge (RR2)***
- ***Eliakim, the Expatriate (LC)*** or ***Eliakim, the Restored (LC)***
- ***Elijah (PoC, P)*** or ***Elijah in Glory (GC)***
- ***Elisabeth (Wo)*** or ***Elizabeth (GC)***
- ***Elishama the Priest(Pi)*** or ***Elishama, the Priest (RR2)***
- ***Eliud, the Pious (LC)*** or ***Eliud, the Revolutionary (LC)***
- ***Elymas (Bar-Jesus) the Sorcerer (Ap)*** or ***Elymas the Sorcerer (Di, EC)***
- ***Enoch (Pa, CW)*** or ***Enoch (Teaching) (LC)*** or ***Enoch, the Pure (LC)***
- ***Enosh (Mortal) (LC)*** or ***Enosh, the Worshiper (LC)***
- ***Esau (Pa)*** or ***Esau, the Hunter (F, LR, P)***
- ***Esther (B, Or, P)*** or ***Esther, the Courageous (PoC)*** or ***Hadassah (Esther) (RR)***
- ***Ethan (Pi)*** or ***Ethan, Son of Kishi (RR2)***
- ***Ethiopian Treasurer (Ap, EC)*** or ***The Ethiopian Treasurer (RR)***
- ***Eunice (Ap)*** or ***Eunice, Example of Faith (RR2)***
- ***Eve (Wo, Di, LR)*** or ***Eve, Mother of All (RR)***
- ***Ezekiel (Pr, Pi, FF2)*** or ***Ezekiel, the Vindicated (PoC)*** or ***Ezekiel, God Strengthens (RR)*** or ***Ezekiel, Sign from God (T2C)***
- ***Ezra (Pi)*** or ***Ezra, Favored by God (LC)***
- ***Foretelling Angel (Pa)*** or ***The Foretelling Angel (PC)***
- ***Frog Demons (Or, Wa, P)*** or ***The Frog Demons (RJ)***
- ***Gabriel (I, Wa, Ki, Di)*** or ***Gabriel, Mouth of God (GC)*** or ***Gabriel, Sent by God (T2C, P)***
- ***Gad (Pr)*** or ***Gad, David's Chosen (K)*** or ***Gad, the Seer (RR2)***
- ***Goliath (Or, LR, P)*** or ***Goliath, Fear Bringer (L, P)***
- ***Good Samaritan (Ap)*** or ***The Good Samaritan (GC)***
- ***Governor Felix (Ap)*** or ***Antonius Felix (EC)***
- ***Guiding Angel (E)*** or ***The Guiding Angel (RJ)***
- ***Helez (Wa, Ki)*** or ***Helez, the Paltite (II)***
- ***Heman (Pi)*** or ***Heman, the Singer (RR2)***
- ***Hezron, the Enclosed (LC)*** or ***Hezron, the Surrounded (LC)***
- ***High Priest Annas (Ap, Pi)*** or ***Annas the Elder (GC)***
- ***High Priest Caiaphas (Ap, Pi)*** or ***Caiaphas the Conspirator (GC)***
- ***High Priest's Maid (RA)*** or ***The Gate Keeper Maid (GC)***
- ***Hilkiah the High Priest (Pi)*** or ***Hilkiah, the Rebuilder (RR)***
- ***Hophni, son of Eli (Pi)*** or ***Hophni, the Profane (IR)***
- ***Hushai (A, Or)*** or ***Hushai, the Archite (RR2)***
- ***Ira (Wa, Ki)*** or ***Ira, the Tekoite (II)***
- ***Isaac (Pa, CW)*** or ***Isaac, the Blessed (LC, RR2)*** or ***Isaac, Willing Sacrifice (LC)***
- ***Isaiah (Pr, FF2, PoC)*** or ***Isaiah, Peace Proclaimer (RR)*** or ***Isaiah, Son of Amoz (T2C)***

- ***Ishbibenob (I, Wa, Ki)*** or ***Ishbibenob, Son of Rapha (RR2)***
- ***Ittai (Wa, Ki)*** or ***Ittai, the Gittite (RR2)***
- ***Jacob (D, FF)*** or ***Jacob (Israel) (CW)*** or ***Israel, Retainer of God (LC)*** or ***Jacob, Follower of God (LC)*** or ***Jacob, the Wrestler (RR)***
- ***Jacob, Disgruntled Subject (LC)*** or ***Jacob, Relegated Servant (LC)***
- ***Jael (Wo)*** or ***Jael, the Shrewd (RR)***
- ***James (half-brother of Jesus (Ap)*** or ***James, Leader in Jerusalem (PC)***
- ***James Son of Alphaeus (Ap)*** or ***James, Son of Alphaeus (Di, GC)*** or ***James, the Younger (GC)***
- ***James Son of Zebedee (Ap)*** or ***James, son of Zebedee (H)*** or ***James (I)*** or ***James, the Fisherman (GC)*** or ***James, Son of Thunder (GC)***
- ***Jared (Shall Come Down) (LC)*** or ***Jared, the Beholder (LC)***
- ***Jehoiada the High Priest (Pi)*** or ***Jehoiada, King Maker (LC)***
- ***Jehoram the Priest (Pi)*** or ***Jehoram, the Priest (RR2)***
- ***Jeiel (RA)*** or ***Jeiel, the Gatekeeper (RR2)***
- ***Jephthah (J, Pa, CW)*** or ***Jephthah, the Gileadite (RR2)***
- ***Jeremiah (D, Pr, Pi, TP)*** or ***Jeremiah, Hope Bringer (PoC)*** or ***Jeremiah, Iron Pillar (RR)*** or ***Jeremiah, the Weeper (T2C)***
- ***Jesse, the Ephrathite (LC)*** or ***Jesse, the Root (LC)***
- ***Jethro (G, Pi)*** or ***Jethro, Priest of Midian (L)***
- ***Joab (Or, CW, P)*** or ***Joab, the General (II)***
- ***Joanna (Wo, Di)*** or ***Joanna, the Generous (GC)*** or ***Joanna, Wife of Chuza (GC)***
- ***Job (Pi, P)*** or ***Job, the Perseverant (RR)***
- ***Job's Three Friends (Pi)*** or ***Bildad, the Shuhite (RJ)***
- ***Job's Three Friends (Pi)*** or ***Eliphaz, the Temanite (RJ)***
- ***Job's Three Friends (Pi)*** or ***Zophar, the Naamathite (RJ)***
- ***Joel (FF, PoC)*** or ***Joel, Son of Pethuel (T2C)***
- ***John (H, I, Pr, P)*** or ***John, the Apocalyptist (RJ)*** or ***John, the Revelator (RJ)*** or ***John, the Fisherman (GC)*** or ***John, Son of Thunder (GC)***
- ***John the Baptist (Pr, Di)*** or ***John the Forerunner (GC)***
- ***Jonathan (Or, B)*** or ***Jonathan, Son of Shimei (FM)***
- ***Joseph (Pa, FF2, CW)*** or ***Joseph, the Dreamer (PoC)*** or ***Joseph, the Blessed (IR)***
- ***Joseph of Arimathea (TP, GC)*** or ***Joseph the Courageous (GC)***
- ***Joseph the Carpenter (Ap)*** or ***Joseph, the Carpenter (LC)*** or ***Joseph, the Righteous (LC)*** or ***Joseph, the Betrothed (GC)***
- ***Joshua (P-Settlers, P-District)*** or ***Joshua, Son of Nun (CW)*** or ***Joshua, the Conqueror (LC)*** or ***Joshua, the Faithful (L)*** or ***Joshua, the Commander (II)***
- ***Joshua the High Priest (Pi, LR)*** or ***Jeshua, the Restorer (LC)***
- ***Judah (TP)*** or ***Judah, the Leader (LC)*** or ***Judah, the Substitute (LC)*** or ***Judah, the Replacement (RR)***
- ***Judas Iscariot (B, Or, Pi, GC)*** or ***Judas, the Betrayer (GC)***
- ***Jude (F, PC)*** or ***Jude, Servant of Christ (RR2)***
- ***Kenan (Sorrow) (LC)*** or ***Kenan, the Acquirer (LC)***
- ***King Abijah (Ki)*** or ***King Abijam (RA3)*** or ***Abijah, the Conqueror (LC)*** or ***Abijam, the***

Half-Hearted (LC)

- ***King Ahaz (Ki, TP)*** or ***Ahaz, the Unfaithful (LC)***
- ***King Ahaziah (Ki)*** or ***Ahaziah, the Wicked (LC)***
- ***King Amaziah (Ki, RA2, RR2)*** or ***Amaziah, the Just (LC)*** or ***Amaziah, the Arrogant (LC)***
- ***King Amon (Ki, Di)*** or ***Amon, the Forsaken (LC)***
- ***King Asa (Ki, TP)*** or ***Asa, the Blameless (LC)*** or ***Asa, the Upright (LC)***
- ***King Asnappar (FF)*** or ***King Osnappar (RR2)***
- ***King Azariah (Uzziah) (Ki)*** or ***Azariah, the Strong (LC)*** or ***Uzziah, the Proud (LC)***
- ***King Hezekiah (Ki, Pi)*** or ***Hezekiah, the Devout (LC)*** or ***Hezekiah, the Repentant (LC)***
- ***King Jehoiakin (Ki)*** or ***Jehoiachin, the Conquered (LC)***
- ***King Jehoiakim (Ki)*** or ***Jehoiakim, Puppet King (LC)***
- ***King Jehoram (Ki)*** or ***Jehoram, the Abhorred (LC)***
- ***King Jehoshaphat (Ki, Pi)*** or ***Jehoshaphat, the Meek (LC)*** or ***Jehoshaphat, the Seeker (LC)***
- ***King Joash (Ki, Pi)*** or ***Joash, Child King (LC)*** or ***Joash, the Murderer (LC)***
- ***King Josiah (Ki)*** or ***Josiah, the Restorer (LC)*** or ***Josiah, the Righteous (LC)***
- ***King Jotham (Ki)*** or ***Jotham, the Mighty (LC)*** or ***Jotham, the Upright (LC)***
- ***King Rehoboam (Ki, Di)*** or ***Rehoboam, the Divider (LC)***
- ***King Shishak (Ki)*** or ***Pharaoh Shishak (RR)***
- ***King So (Ki)*** or ***Pharaoh So (RR2)***
- ***King Solomon (TP, RR2, P)*** or ***Solomon, the Idolater (LC)*** or ***Solomon, the Wise (LC)***
- ***Korah (Pa)*** or ***Korah, the Rebellious (IR)***
- ***Laban (F, P)*** or ***Laban, the Deal Breaker (RR)***
- ***Lahmi (I, Wa, Ki)*** or ***Lahmi, Son of Rapha (RR2)***
- ***Lamech, Rest Seeker (LC)*** or ***Lamech, the Despairing (LC)***
- ***Lazarus (Ap, Di)*** or ***Lazarus, the Called (GC)*** or ***Lazarus of Bethany (GC)***
- ***Leah (Wo, TP)*** or ***Leah, God's Choice (LC)*** or ***Leah, Weary-Eyed (LC)*** or ***Leah, the Fertile (RR2)***
- ***Levi (RA)*** or ***Levi, the Fierce (IR)***
- ***Lois (Ap)*** or ***Lois, Pillar of Faith (RR2)***
- ***Lying Spirit (F)*** or ***The Lying Spirit (FM)***
- ***Mahalalel (Blessed God) (LC)*** or ***Mahalalel, the Interpreter (LC)***
- ***Malachi (Pr, PoC)*** or ***Malachi, the Loved (T2C)***
- ***Manasseh (Pr)*** or ***King Manasseh (Di)*** or ***Manasseh, the Humbled (LC)*** or ***Manasseh, the Wicked (LC)***
- ***Martha (Wo, TP)*** or ***Martha the Diligent (GC)*** or ***Martha of Bethany (GC)***
- ***Mary (B, D, Or, P)*** or ***The Woman with Child (RJ)*** or ***Mary, Faithful Servant (LC)*** or ***Mary, Mother of Christ (LC)*** or ***Mary, Holy Virgin (GC)*** or ***Mary, Willing Servant (GC)*** or ***Mary, the Expectant (RR2)***
- ***Mary of Bethany (Wo, GC)*** or ***Mary, the Attentive (GC)***
- ***Mary Magdalene (Wo, Di, GC)*** or ***Mary, the Restored (GC)***
- ***Mary the Mother of James (RA)*** or ***Mary, Mother of James (GC)*** or ***Mary, the Caregiver (GC)***

- ***Matthan, the Defender (LC)*** or ***Matthan, the Denigrated (LC)***
- ***Matthew (Di)*** or ***Matthew (Levi) (Ap, GC)*** or ***Matthew the Publican (GC)***
- ***Melchizedek (Pa, Pi, RA, CW, PoC)*** or ***Melchizedek, Bread Giver (RR)***
- ***Mentor (F)*** or ***The Ephesian Mentor (PC)***
- ***Methuselah (His Death Brings) (LC)*** or ***Methuselah, the Wise (LC)***
- ***Michael (Wa, Ki, AW, P-2017)*** or ***Michael, the Archangel (RJ)*** or ***Michael, Chief Prince (P)*** or ***Michael, Dragon Slayer (RR, P)*** or ***Michael, the Guardian (T2C)***
- ***Mighty Warrior (A, C, Or, P)*** or ***The Mighty Warrior (FM, RR2)***
- ***Morg (AW)*** or ***Morgan (AW)***
- ***Moses (G, Pr, Wa, CW, LR)*** or ***Moses, Friend of God (PoC)*** or ***Moses in Glory (GC)*** or ***Moses, the Deliverer (L, P)*** or ***Moses, the Servant (IR)***
- ***Moses' Parents (CW-Main)*** or ***Amram & Jochebed (CW-Alt)*** or ***Amram, Moses' Father (RR)***
- ***Moses' Parents (CW-Main)*** or ***Amram & Jochebed (CW-Alt)*** or ***Jochebed (Wo)*** or ***Jochebed, Moses' Mother (RR)***
- ***Nadab (Pi)*** or ***Nadab, the Wicked (IR)***
- ***Naharai (FF)*** or ***Naharai, the Beerothite (II)***
- ***Nahor, the Noble (LC)*** or ***Nahor, the Scorched (LC)***
- ***Nahshon, the Blacksmith (LC)*** or ***Nahshon, the Oracle (LC)***
- ***Naomi (Wo, J)*** or ***Naomi, the Widow (RR)***
- ***Nathan (TP)*** or ***Nathan, the Rebuker (RR)***
- ***Nebushasban (FF)*** or ***Nebushazban, Rab-saris (RR)***
- ***Nebuzaradan (Ki)*** or ***Captain Nebuzaradan (RR2)***
- ***Nergalsharezer (FF)*** or ***Nergal-sar-ezer, Rab-mag (RR)***
- ***Nicodemus (Ap, Di)*** or ***Nicodemus, the Seeker (P)*** or ***Nicodemus, the Teacher (P)***
- ***Noah (Pa, CW)*** or ***Noah (Rest and Comfort) (LC)*** or ***Noah, the Righteous (LC)*** or ***Noah, Ark Builder (RR2)***
- ***Noah's Sons (Pa)*** or ***Ham (CW)***
- ***Noah's Sons (Pa)*** or ***Japheth (CW)***
- ***Noah's Sons (Pa)*** or ***Shem (CW)*** or ***Shem, Covenant Keeper (LC)*** or ***Shem, Faithful Son (LC)***
- ***Obed, the Gift (LC)*** or ***Obed, the Servant (LC)***
- ***Oholiab (Pi)*** or ***Oholiab, the Engraver (IR)***
- ***Othniel (Or, A)*** or ***Othniel, Son of Kenaz (FM)*** or ***Othniel, First Judge (RR2)***
- ***Pashur the Priest (Pi)*** or ***Pashhur, the Persecutor (RR2)***
- ***Peleg, the Divider (LC)*** or ***Peleg, the Tributary (LC)***
- ***Perez, Bursting Forth (LC)*** or ***Perez, the Younger (LC)***
- ***Peter (I, Ap, EC)*** or ***Simon Peter (GC)*** or ***Peter, the Rock (GC)*** or ***Peter, the Believer (P)***
- ***Pharaoh (A, D, H, Or)*** or ***The Hard-Hearted Pharaoh (CW)*** or ***Pharaoh Ramses II (K, P)***
- ***Philip (Ap, Di)*** or ***Philip of Bethsaida (GC)*** or ***Philip the Pragmatic (GC)***
- ***Phinehas, Son of Eleazar (Pi, FM)*** or ***Phinehas, the Zealous (IR)***
- ***Phinehas, son of Eli (Pi)*** or ***Phinehas, the Useless (IR)***

- ***Potiphar (Pi)*** or ***Captain Potiphar (IR)***
- ***Prince Jonathan (Wa, Ki, PoC, RR)*** or ***Jonathan, the Devoted (K)***
- ***Prince of Greece (Wa, Pi)*** or ***The Prince of Greece (T2C)***
- ***Prince of Persia (Wa, Di)*** or ***The Prince of Persia (T2C)***
- ***Providing Angel (Pa)*** or ***The Providing Angel (RR2)***
- ***Que (AW)*** or ***The Quelling Spirit (Que) (RR2)***
- ***Queen Maachah (Ki)*** or ***Queen Maacah (LC)***
- ***Queen of Sheba (Wo)*** or ***The Queen of Sheba (RR)***
- ***Quirinius (J)*** or ***Quirinius, the Governor (RR2)***
- ***Rachel (Wo, FF)*** or ***Rachel, the Favored (RR)***
- ***Rahab (Wo, CW)*** or ***Rahab, the Defender (LC)*** or ***Rahab, the Proselyte (LC)*** or ***Rahab, the Promised (II)***
- ***Ram, the Exalter (LC)*** or ***Ram, the Uplifted (LC)***
- ***Rebekah (Or)*** or ***Rebekah, the Barren (LC)*** or ***Rebekah, the Bride (LC)*** or ***Rebekah, the Kind (RR2)***
- ***Reu, the Friend (LC)*** or ***Reu, the Shepherd (LC)***
- ***Reuben (FF)*** or ***Reuben, the Preeminent (IR)***
- ***Rhoda (EC, P)*** or ***Rhoda, Servant Girl (RR2)***
- ***Roman Jailer (Ap)*** or ***The Roman Jailer (EC)***
- ***Ruth (B, D, J, Or)*** or ***Ruth, the Devoted (LC)*** or ***Ruth, the Redeemed (LC)***
- ***Salmon, the Cloaked (LC)*** or ***Salmon, the Peaceful (LC)***
- ***Salome (RA)*** or ***Salome the Sorrowful (GC)*** or ***Salome, Spice Bringer (GC)***
- ***Salome (B, Or, TP)*** or ***Herodias' Daughter (GC)***
- ***Samson (J, Or, P)*** or ***Samson, the Nazirite (CW)*** or ***Samson, Son of Manoah (P)***
- ***Samuel (A, Or, RA2, CW)*** or ***Samuel, the Anointer (K)*** or ***Samuel, Born of Prayer (II)*** or ***Samuel, Final Judge (RR2)***
- ***Saph (I, Wa, Ki)*** or ***Saph, Son of Rapha (RR2)***
- ***Sapphira (Wo, G)*** or ***Sapphira, the Dishonest (RR)***
- ***Sarah (Wo, CW)*** or ***Sarah, the Adorned (RR2)***
- ***Saul (Ap)*** or ***Paul (Ap, P)*** or ***Saul of Tarsus (P)*** or ***Paul, the Bond-Servant (RR2)***
- ***Serug, the Branch (LC)*** or ***Serug, the Pruned (LC)***
- ***Servant Girl (E)*** or ***Naaman's Servant Girl (FM)***
- ***Seth (E)*** or ***Seth (Appointed) (LC)*** or ***Seth, Son of Adam (LC)*** or ***Seth, the Appointed (RR2)***
- ***Shammah (Wa, Ki)*** or ***Shammah, the Hararite (II)***
- ***Shealtiel, the Exilarch (LC)*** or ***Shealtiel, the Heir (LC)***
- ***Shechem (F, RA2)*** or ***Shechem, Son of Hamor (RR2)***
- ***Shelah, the Petitioner (LC)*** or ***Shelah, the Subsumed (LC)***
- ***Shemaiah (Pr)*** or ***Shemaiah, the Deceitful (RR2)***
- ***Shobach (P)*** or ***Shobach, the Commander (RR)***
- ***Sibbechai (Wa, Pi)*** or ***Sibbecai, the Hushathite (RR2)***
- ***Silas (B, D, Or, EC)*** or ***Silas, the Bold (RR2)***
- ***Simeon (Pr, Wa, Di)*** or ***Simeon, the Devout (GC)***
- ***Simeon (FF)*** or ***Simeon, the Vengeful (IR)***

- ***Simon the Zealot (Ap, Di)*** or ***Saint Simon (GC)*** or ***Simon the Zealous (GC)***
- ***Sisera (Ki)*** or ***Sisera, the Commander (RR)***
- ***Tamar, the Righteous (LC)*** or ***Tamar, the Widow (LC)***
- ***Terah, the Delayed (LC)*** or ***Terah, the Wanderer (LC)***
- ***Thaddaeus (Ap, GC)*** or ***Thaddeus (Di)*** or ***Judas (Thaddaeus) (GC)***
- ***The Amalekites' Slave (RA)*** or ***The Amalekite's Slave (RR)***
- ***The Condemned Thief (GC)*** or ***The Repentant Thief (GC)***
- ***The Four Living Creatures (RJ)*** or ***The Fourth Living Creature (RR2)***
- ***The Goat with Horn (Di)*** or ***The Goat with a Horn (T2C)***
- ***The Rabsaris (RA)*** or ***The Rab-saris (LC)***
- ***Thomas (Ap, Di)*** or ***Thomas the Assured (GC)*** or ***Thomas the Twin (GC)***
- ***Timothy (H, Ap, EC)*** or ***Timothy, Honoring God (RR2)***
- ***Titus (Ap, EC)*** or ***Titus, the Messenger (RR)***
- ***Uriah (A, Or)*** or ***Uriah the Hittite (RA2, RR2)***
- ***Uzzah (FF)*** or ***Uzzah, the Stricken (RR)***
- ***Watcher (Pa)*** or ***The Heavenly Watcher (T2C)***
- ***Whore of Babylon (Or)*** or ***Babylon the Great (Wa)*** or ***The Harlot (RJ)***
- ***Wicked Thief (Ap)*** or ***The Mocking Thief (GC)***
- ***Woman of Thebez (Wo)*** or ***The Woman of Thebez (RA2, II)***
- ***Woman of Wisdom (Ki)*** or ***The Woman of Wisdom (RR2)***
- ***Zaccheus (Ap)*** or ***Zaccheus, Tax Collector (GC)*** or ***Zaccheus, the Repentant (GC)***
- ***Zadok (Pi, PoC)*** or ***Zadok, Ark Carrier (IR)***
- ***Zadok, the Consummate (LC)*** or ***Zadok, the Unassuming (LC)***
- ***Zebulun (FF)*** or ***Zebulun, the Steadfast (IR)***
- ***Zechariah (Pr, Pi, RA)*** or ***Zechariah, the Renewer (PoC)*** or ***Zechariah, the Seer (T2C)***
- ***Zecharias, Father of John (Pi)*** or ***Zechariah, the Silent (GC)***
- ***Zerubbabel (P)*** or ***Zerubbabel, the Builder (LC)*** or ***Zerubbabel, the Chosen (LC)***

The Tabernacle (Pi, P), Solomon's Temple (Pa, RA3, P), Zerubbabel's Temple (FF, LC, P), Herod's Temple (Di, GC) and ***Heavenly Temple (RJ)*** are considered the same unique Fortress. Each player may have no more than one in play (or set aside) at a time.

E

Edomite

Edomites were people who lived in the land of Edom. See Nationality. The following Redemption® cards refer to Edomites:

- (Evil): ***Abducted Subjects (LC), Access Denied (II), Avoiding Edom (II), David's Servants (II), Doeg, the Slaughterer (II), Edomite Camp (LC), Edomite Captors (LC), Edomite Rebellion (LC), Enemies to the South (II), Esau, the Hunter (LR, P), Esau's Land (II), Hadad, the Exiled (LC), Judith (LC), March from Edom (II), Pleading with***

Edom (II), Refused to Listen (II), The Begrudging King (II), The Inhabitants of Seir (II), The King of Edom (LC) and ***You Shall Not Pass! (II)***
- (Neutral): ***Israel Turned Away (II), Lost Soul [II Samuel 14:13, "Banished"] (II), Selfish Belongings (II)*** and ***Worship of Edom (LC)***

The following Redemption® characters are Edomites:

- (Evil): ***Basemath (LC), Charioteers of Seir (LC), David's Servants (II), Doeg (A, Or, CW), Doeg, the Slaughterer (II), Edomite Camp (LC), Edomite Captors (LC), Enemies to the South (II), Esau, the Hunter (F, LR, P), Esau (Pa), Foolish Edomites (PoC), Hadad, Ruler of Avith (II), Hadad, the Exiled (LC), Herod the Great (Ap, Di, GC), Husham, the Temanite (II), Foreign Wives (RA3, P), Judith (LC), The Begrudging King (II), The Inhabitants of Seir (II), The King of Edom (LC)*** and ***The Terrified Chiefs (II)***

Egyptian

Egyptians are members of the ancient Egyptian Empire that is referenced often in the Bible. See Nationality. The following Redemption® cards refer to Egyptians:

- (Good): ***Death of Firstborn (PoC), Jochebed (Wo)*** and ***Journey to Egypt (Pa)***
- (Evil): ***Alexandrian Ship (PC), Captain Potiphar (IR), Cupbearer's Complaints (IR), Egypt (RR2), Egyptian Archer (Ki), Egyptian Army (PoC), Egyptian Horses (RA), Egyptian Treasures (CW), Egyptian Warden (IR), Egyptian Wise Men (Pa, FM), Enslaved by Egypt (H), Famine in Egypt (IR), Gathering Soothsayers (K), Given Over to Egypt (RA), Hadad, the Exiled (LC), Hard Bondage (FM), Jannes (FM), King Asnappar (FF), King So (Ki), Magicians' Staves (FM), Magicians' Snakes (Di, FM), Murderous Command (K, P), Pharaoh Hophra (RR2), Pharaoh Shishak (RR), Pharaoh So (RR2), Pharaoh's Army (K), Pharaoh's Baker (IR), Pharaoh's Cupbearer (IR), Pharaoh's Dream (IR), Pharaoh's Officials (K), Pharaoh's Servants (PoC), Pharaoh's Throne Room (Pi, IR), Pithom (P), Potiphera, Priest of On (Pi, IR), Reclaimed by Egypt (PoC), Ruthless (FF), Send for Egyptians (IR), Slayer's Glee (RJ), Stormy Seas (PC), Sun Worship (FM), The Bear (PoC), The gods of Egypt (Pa, IR), The Hard-Hearted Pharaoh (CW)*** and ***Wonders Forgotten (RR2)***
- (Neutral): ***Egypt (PoC), Given to Egypt (RR)*** and ***Lost Soul [Exodus 15:16, "Dread"] (K)***
- (Dual-Alignment): ***Delivered (PoC)*** and ***Raamses (FM)***

The following Redemption® characters are Egyptians:

- (Hero): ***Pharaoh's Daughter (Wo)***
- (Evil): ***Abusive Taskmaster (K), Captain Potiphar (IR), Cursed Egyptians (PoC), Egyptian Archer (K, Ki), Egyptian Army (PoC), Egyptian Charioteers (H, K), Egyptian Horsemen (H, K), Egyptian Magicians (FF2, LR), Egyptian Soothsayers (K), Egyptian Warden (FF, IR), Egyptian Wise Men (Pa, FM, IR), Foreign Wives (RA3, P), Grain Tenders (PoC, IR), Huge Egyptian (FF, RR), Jambres (Pi, FM), Jannes (Pi, FM),***

King Shishak (Ki), King So (Ki), Pharaoh (A, D, H, Or), Pharaoh Hophra (Pi, RR2), Pharaoh Neco (Ki, RR2), Pharaoh Ramses II (K, P), Pharaoh Shishak (RR), Pharaoh So (RR2), Pharaoh's Army (K), Pharaoh's Baker (FF2, IR), Pharaoh's Cupbearer (FF2, IR), Pharaoh's Magicians (Pa, RR2), Pharaoh's Officials (K), Pharaoh's Servants (PoC), Potiphar (Pi), Potiphar's Wife (Wo, PoC), Potiphera, Priest of On (Pi, IR), Queen Tahpenes (RA, P), Subjugating Egyptians (K), Task Master (A-L, Or-L), Taskmaster (A-Ul, D, H, Or-Ul, FM), The Amalekite's Slave (RR), The Amalekites' Slave (RA, LR), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2, IR), The Egyptian Rebel (PC), The Hard-Hearted Pharaoh (CW), The Murdering Pharaoh (K, CW) and ***Zerah, the Ethiopian (LC)***

- (Dual-Alignment): ***Pharaoh's Daughter (FM)***

Egyptian Site

Egyptian Sites are Sites that represent locations within Egypt. In addition to the cards listed below, there are cards that reference specific Egyptian Sites. The following Redemption® cards refer to Egyptian Sites:

- (Evil): ***Building Egypt (Pi), Egyptian Treasures (CW)*** and ***Jambres (Pi)***

The following Redemption® Sites are Egyptian Sites:

- ***Banks of the Nile (RA), Egypt (H, Wo, PoC), Pharaoh's Court (RA), Pharaoh's Prison (Wo), Raamses (FM)*** and ***Wilderness of Sinai (Pi)***

Empty Tomb Hero

Empty tomb Heroes are characters that saw the empty tomb where Jesus was buried. The following Redemption® cards refer to empty tomb Heroes.

- (Good): ***Mary, Mother of James (GC), Mary, the Restored (GC), Nicodemus, the Seeker (P), Resurrection Revealer (GC), The Comforting Cherubs (GC), The Empty Tomb (GC)*** and ***The Resurrection (GC)***

The following Redemption® characters are empty tomb Heroes:

- ***Angel at the Tomb (Wa), Angel at Tomb (Pi), Joanna (Wo, Di), Joanna, the Generous (GC), Joanna, Wife of Chuza (GC), John (H, I, Pr, P), John, Son of Thunder (GC), John, the Apocalyptist (RJ), John, the Fisherman (GC), John, the Revelator (RJ), Joseph of Arimathea (TP, GC), Joseph the Courageous (GC), Mary Magdalene (Wo, Di, GC), Mary the Mother of James (RA), Mary, Mother of James (GC), Mary, the Caregiver (GC), Mary, the Restored (GC), Nicodemus (Ap, Di), Nicodemus, the Seeker (P), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Resurrection Revealer (GC), Salome (RA), Salome the Sorrowful (GC), Salome, Spice Bringer (GC), Simon Peter (GC)*** and ***The Comforting Cherubs (GC)***

Ephesians Card

Ephesians cards are cards from the book of Ephesians in the Bible. The following Redemption® cards refer to Ephesians cards:

- (Good): ***Timothy (EC)***

The following Redemption® characters are from Ephesians:

- (Hero): ***Music Leader (PC, P)*** and ***Soldier of God (PC)***
- (Evil): ***Obsidian Minion [Black] (AW), Obsidian Minion [Gold, Barrels] (AW), Obsidian Minion [Gold, Shooting] (AW), Obsidian Minion [Gold, Staring] (AW), Obsidian Minion [Gray] (AW), Prince of the Air (Pi, P), Shadow (AW)*** and ***Shadow Spirit (RR2)***

The following Redemption® Enhancements are from Ephesians:

- (Good): ***Belt of Truth (Wa, Ki, PC), Breastplate of Righteousness (A, B, Wa, Ki, PC), Helmet of Salvation (A, B, Wa, Ki, PC), I Am Redemption (AW, RR), Shield of Faith (A, B, Wa, Ki, PC), Shoes of Peace (A-Ul, C, D, F, PC, P), Spiritual Warfare (AW, RR2)*** and ***Sword of the Spirit (Ki, PC)***
- (Evil): ***Blast of Fire (AW), Fiery Darts (J, RR2), Fireball (AW), Flying Flames (AW)*** and ***Oblivious (AW)***

The following Redemption® cards are from Ephesians:

- (Lost Soul): ***Lost Soul [Ephesians 5:14] (A, B, D, G)*** and ***Lost Soul [Ephesian 5:14, "Awake"] (PC)***
- (Covenant): ***I Am Redemption (AW, RR)***
- (Fortress, Evil): ***Spiritual Realm (AW)***

Ephesians 6 Enhancement

Ephesians 6 Enhancements are Enhancements from the chapter 6 of book of Ephesians in the Bible. The following Redemption® cards refer to Ephesians 6 Enhancements:

- (Good): ***Saint of Virtue (Ki)***

By rule, in all situations where the phrase applies, the Enhancements will be good. The following Redemption® Enhancements are good Ephesians 6 Enhancements:

- ***Belt of Truth (Wa, Ki, PC), Breastplate of Righteousness (A, B, Wa, Ki, PC), Helmet of Salvation (A, B, Wa, Ki, PC), Shield of Faith (A, B, Wa, Ki, PC), Shoes of Peace (A-Ul, C, D, F, PC, P), Spiritual Warfare (AW, RR2)*** and ***Sword of the Spirit (Ki, PC)***

Ephesus Church

The church of the Ephesians was found in the city of Ephesus. See Church. The following Redemption® cards refer to members of the Ephesian church:

- (Good): ***Burning of Magic Books (EC), Ephesian Widow (PC), Onesiphorus (PC), The Ephesian Elders (PC), The Ephesian Mentor (PC)*** and ***Wisdom (PC)***

The following Redemption® characters represent members of the Ephesian church:

- (Hero): ***Apollos (Ap, EC), Ephesian Widow (PC), Mentor (F), Music Leader (PC, P), Onesiphorus (PC), The Ephesian Elders (PC), The Ephesian Mentor (PC), Timothy (H, Ap, EC)*** and ***Timothy, Honoring God (RR2)***

Esther Card

Esther cards are cards from the book of Esther in the Bible. The following Redemption® cards refer to Esther cards:

- (Evil): ***Haman (P-2019, P-2025)***

The following Redemption® characters are from Esther:

- (Good): ***Esther (B, Or), Esther, the Courageous (PoC), Hadassah (Esther) (RR)*** and ***Mordecai (Pi, PoC)***
- (Evil): ***Haman (B, C, Or, P-2009, P-2019, P-2025), King Xerxes (PoC), Queen Vashti (PoC)*** and ***Zeresh (Pi, RR)***

The following Redemption® Enhancements are from Esther:

- (Good): ***Courage of Esther (Or)*** and ***Haman's Plot Exposed (Pi)***
- (Evil): ***Haman's Boasting (PoC), Haman's Plot (Pa, RR), Irrational Rage (PoC), Threatened Lives (AW)*** and ***Zeresh Advises Haman (RA)***
- (Dual-Alignment): ***Honor Thy Enemy (PoC)***

The following Redemption® cards are from Esther:

- (Fortress, Evil): ***Haman's Gallows (Di, RR2)***

Ethiopia Church

The church of the Ethiopians was found in the region of Ethiopia. At present, there are no cards that refer to the Ethiopia church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Ethiopian church:

- (Hero): ***Ethiopian Treasurer (Ap, EC)*** and ***The Ethiopian Treasurer (RR)***

Exodus Card

Exodus cards are cards from the book of Exodus in the Bible. The following Redemption® cards refer to Exodus cards:

- (Good): ***Aaron (Di), Aaron, God's Mediator (PoC), Amram & Jochebed (CW-Alt), Amram, Moses' Father (RR), Covenant with Moses (PoC), Eleazar, Son of Aaron (L), Feast of Booths (Pi), Freedom! (RR), Goshen (P), Hur (PoC), 'I AM' Has Sent Me (PoC), Indentured Servant (PoC), Jethro, Priest of Midian (L), Jochebed, Moses' Mother (RR), Joshua, the Faithful (L), Midwives (G), Miriam (PoC), Moses, Friend of God (PoC), Moses' Parents (CW-Main), Nahshon, the Blacksmith (LC), Passover (PoC), Pillar of Fire (L), Plague of Darkness (FM), Plague of Flies (LC), Plague of Frogs (GC), Plague of Hail (GC), Plague of Locusts (FM), Provisions in the Desert (L), Shiphrah (FM), The Exodus (PoC), The Israelite Formen (L), The Tribal Elders (L)*** and ***Wilderness of Sinai (L)***
- (Evil): ***Egyptian Horsemen (K), Egyptian Soothsayers (K), Egyptian Treasures (CW), Grain Tenders (PoC), Jambres (FM), Jannes (FM), Taskmaster (FM)*** and ***The Murdering Pharaoh (CW)***
- (Neutral) ***Brass Serpent (PoC), Covenant with Moses (L)*** and ***Egypt (PoC)***
- (Dual-Alignment): ***Pharaoh's Daughter (FM), Seven Years of Plenty (FF2)*** and ***Slaves in Egypt (FM)***

The following Redemption® characters are from Exodus:

- (Hero): ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, the Voice (RR2), Amram & Jochebed (CW-Alt), Amram, Moses' Father (RR), Angel of God (FF, P), Bezaleel (Pi), Bezalel, the Builder (IR), Daughters of Midian (L), Elders of Israel (G), Eleazar, Son of Aaron (L), Hur (Pa, PoC), Generations of Priests (L), Ithamar, Son of Aaron (L, Pi), Indentured Servant (PoC), Jethro (G, Pi), Jethro, Priest of Midian (L), Jochebed (Wo), Jochebed, Moses' Mother (RR), Joshua, the Faithful (L), Midwives (G, Wo), Miriam (A, C, G, L, Or, PoC), Moses (G, Pr, Wa, CW, LR, P), Moses, Friend of God (PoC), Moses, the Deliverer (L, P), Moses, the Servant (IR), Moses' Parents (CW-Main), Oholiab (Pi), Oholiab, the Engraver (IR), Ordained Priests (L), Pharaoh's Daughter (Wo), Shiphrah (FM), The Chosen Warriors (IR), The Destroyer (FF, PoC), The Israelite Formen (L), The Seventy Elders (IR), The Tribal Elders (L), Tribal Elder (E), Women of Israel (G, L, RR2)*** and ***Zipporah (IR)***
- (Evil): ***Abusive Taskmaster (K), Egyptian Archer (K), Egyptian Army (PoC), Egyptian Charioteers (H, K), Egyptian Horsemen (H, K), Egyptian Soothsayers (K), Egyptian Wise Men (FM), Idolaters (H, RR2), Jambres (Pi, FM), Jannes (Pi, FM), Magicians' Snakes (FM), Pharaoh (A, D, H, Or), Pharaoh Ramses II (K, P), Pharaoh's Army (K), Pharaoh's Magicians (Pa, RR2), Pharaoh's Officials (K), Pharaoh's Servants (PoC), Subjugating Egyptians (K), Task Master (A-L, Or-L), Taskmaster (A-Ul, D, H, Or-Ul,***

FM), The Hard-Hearted Pharaoh (CW), The Murdering Pharaoh (K, CW), The Selfish Shepherds (IR) and ***The Terrified Chiefs (II)***

- (Dual-Alignment): ***Pharaoh's Daughter (FM)*** and ***Slaves in Egypt (FM)***

The following Redemption® Enhancements are from Exodus:

- (Good): ***Aaron's Rod (A, C, G, Or), Antidote (Or), Burning Bush (L, Pa), Burning Incense (L), Consecration of Priests (L), Covenant with Moses (L, Pa, PoC), Death of Firstborn (Pa, PoC), Drawn Out (RA), Drowning of Pharaoh's Army (Pa), Food for the Priests (L), Freedom! (F, RR), Helping Pharaoh's Daughter (Pa), Holy Ground (F), I Am Healing (AW), 'I AM' Has Sent Me (PoC), Increasing Numbers (G, IR), Inhabitants Driven Out (IR), Interceding for Battle (Pa), Israelites Delivered (IR), Jethro's Wisdom (Pa), Jubilee (E), Manna (Pa), Meeting in the Wilderness (G), Moses and Elders (Pa), Moses and the Elders (RR), Moshe (L), Observe the Sabbath (L), Passover (Pa, PoC), Passover Preparations (Pa), Perpetual Priesthood (Pi), Pillar of a Cloud (A-L, B, C, D, G), Pillar of Fire (Wa, G), Plague of Blood (Pa, PoC), Plague of Boils (G, LC), Plague of Darkness (FM), Plague of Disease (FM), Plague of Flies (Or-Ul, LC, P), Plague of Frogs (G, GC), Plague of Hail (G, GC), Plague of Lice (G, LC), Plague of Locusts (FM), Praises (Wo), Provisions in the Desert (L), Shadow of Death (Wa, Ki), Slain by Levites (L), Sprinkled Blood (IR), Steady till Sunset (IR), Swept into the Sea (L), Taking Egypt's Wealth (G, RR2), The Exodus (PoC), Thrown into the Sea (G), Trust in the Lord (G), Wall of Water (Wa), Water from a Rock (G, L), Water from the Lord (IR)*** and ***Water from the Rock (Pa)***
- (Evil): ***Abusive Taskmasters (Pa), Begging to go Back (H, IR), Better to be Slaves (IR), Building Egypt (Pi), Cornered (AW), Divination (K), Egyptian Chariots (K), Egyptian Horses (RA), Egyptian Spear (K), Enslaved by Egypt (H), Evicted (CW), Forced Labor (F), Gathering Soothsayers (K), Golden Calf Worship (FM), Hard Bondage (F, FM), Magicians' Snakes (Di), Make Bricks! (K), Mimicking Miracles (CW), Molten Calf Worship (Pr), Moses Kills Egyptian (K, Pa, LR), Murmuring (H), No Straw! (CW), Pharaoh's Curse (K), Pharaoh's Hard Heart (H), Pharaoh's Murderous Order (H), Preemptive Strike (H), Ruthless (K, FF), Smashing Tablets (Pa), Stealing (AW), Sun Worship (FM), Sword (Wa, Ki), The gods of Egypt (Pa)*** and ***Thrown into the Nile (K)***
- (Dual-Alignment): ***Evade (L)***

The following Redemption® cards are from Exodus:

- (Dominant, Good): ***Angel of God (P), Angel of the Lord (H, J, P-2016, P-2020)*** and ***Pillar of Fire (L),***
- (Dominant, Evil): ***Murderous Command (K, P)*** and ***The gods of Egypt (IR)***
- (Lost Soul): ***Lost Soul [Exodus 10:10] (K), Lost Soul [Exodus 11:5] (K), Lost Soul [Exodus 11:5, "Hunter"] (FM), Lost Soul [Exodus 12:33] (K), Lost Soul [Exodus 13:18] (Wo), Lost Soul [Exodus 14:3, "Aimless"] (IR), Lost Soul [Exodus 15:16, "Dread"] (K), Lost Soul [Exodus 15:24, "Grumbled"] (K, P), Lost Soul [Exodus 21:8, "Displeased"] (K), Lost Soul [Exodus 33:3, "Obstinate"] (K)***
- (Artifact): ***Altar of Burnt Offering (L, Pi), Altar of Incense (E, Pi), Asherah Pole (Ki), Book of the Covenant (P, PoC), Golden Calf (H, FM), Lampstand of the Sanctuary***

(Pi), Magicians' Staves (FM), Manna (PoC), Moses' Rod (G), Moses' Staff (PoC), Pot of Manna (RR, P), Priestly Breastplate (C, Pi), Priestly Crown (E), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), The Bronze Laver (Pi, LR), The Golden Lampstand (RR2) and ***Urim & Thummim (Pi, LR)***

- (Covenant): ***Covenant with Moses (L, Pa, PoC), I Am Healing (AW)*** and ***Sprinkled Blood (IR)***
- (Curse): ***Pharaoh's Curse (K)***
- (Fortress, Good): ***Goshen (Wa, C-2nd, P), Judge's Seat (RA), Mount Sinai (IR), The Tabernacle (Pi, P)*** and ***Wilderness of Sinai (L)***
- (Fortress, Evil): ***Egypt (RR2), Pharaoh's Throne Room (Pi)*** and ***Pithom (RR, P)***
- (Site): ***Banks of the Nile (RA), Egypt (H, Wo, PoC), Pharaoh's Court (RA)*** and ***Wilderness of Sinai (Pi)***
- (City): ***Raamses (FM)***

Ezekiel Card

Ezekiel cards are cards from the book of Ezekiel in the Bible. The following Redemption® cards refer to Ezekiel cards:

- (Good): ***Cherubim (RR), Cherubim [Unknown] (T2C), Ezekiel (Pi, FF2), Ezekiel, God Strengthens (RR), Ezekiel, Sign from God (T2C)*** and ***Ezekiel, the Vindicator (PoC)***

The following Redemption® characters are from Ezekiel:

- (Good): ***Cherubim (Wa, FF2, LR, RR, RR2), Cherubim [Blake] (T2C), Cherubim [Unknown] (T2C), Ezekiel (Pr, Pi, FF2), Ezekiel, God Strengthens (RR), Ezekiel, Sign from God (T2C), Ezekiel, the Vindicator (PoC)*** and ***The Watchman (Pr, RR, P)***
- (Evil): ***Babylonian Siege Army (PoC), False Prophets (PoC), False Shepherds (A, Or), Jaazaniah (Or), King of Tyrus (Wa, Pi, PoC, RR, P), Mounted Forces (PoC), Prince of Tyrus (Wa, Pi, P), Profane Daughters (PoC)*** and ***The Babylonian Merchants (PoC)***

The following Redemption® Enhancements are from Ezekiel:

- (Good): ***Baggage (Pr, RR2), Charred Vine (Pr), Drawn Sword (Pr), Ezekiel's Stick (B-L, Or), Forest Fire (Pr), Furnace of God's Wrath (Pr, RR), Iron Pan (Pr), Last Days (T2C), New Covenant [Ezekiel] (PoC), Repentance (Or, RR), River Flowing from the Temple (Pr), Valley of Dry Bones (Pr), Wheel Within a Wheel (Pr, FF2, RR)*** and ***Wings (AW)***
- (Evil): ***Axe (B, C, Or, TP, T2C), Battering Ram (Pa), Breaking the Covenant (Pi, RR2), Image of Jealousy (Pr, TP), Land Made Waste (Wa), Paintings of Abominations (Pr), Pushed Back (AW), Subject Deserted (AW), Sun Worship (D, Pr), Vain Vision (Pr)*** and ***Weeping for Tammuz (Pr)***
- (Dual-Alignment): ***Drawn Sword (FF2, RR)*** and ***Forest Fire (FF2, RR)***

The following Redemption® cards are from Ezekiel:

- (Dominant, Good): ***Valley of Dry Bones (PoC)***
- (Dominant, Evil): ***Vain Vision (PoC)***
- (Lost Soul): ***Lost Soul [Ezekiel 13:18] (H, Wo), Lost Soul [Ezekiel 31:14, "Shuffler"] (Wa, Ki), Lost Soul [Ezekiel 34:4, "Forgotten"] (T2C), Lost Soul [Ezekiel 34:6, "Wanderer"] (Pi, LR, RR, P), Lost Soul [Ezekiel 34:12] (A, B, C, D, Or), Lost Soul [Ezekiel 34:12, "Lost Boy"] (PoC), Lost Soul [Ezekiel 34:16] (H, Wa)*** and ***Lost Soul [Ezekiel 36:19] (A, B, D, H, P)***
- (Artifact): ***Iron Pan (FF2, RR2)*** and ***Magic Charms (TP, P)***
- (Covenant): ***New Covenant [Ezekiel] (PoC)***
- (Fortress, Good): ***The Restored Land (T2C)***

Ezra Card

Ezra cards are cards from the book of Ezra in the Bible. The following Redemption® cards refer to Ezra cards:

- (Good): ***Eliakim, the Expatriate (LC), Haggai (PoC)*** and ***Zerubbabel (P)***

The following Redemption® characters are from Ezra:

- (Hero): ***Ezra (Pi), Ezra, Favored by God (LC), Jeshua, the Restorer (LC), Zerubbabel (P), Zerubbabel, the Builder (LC)*** and ***Zerubbabel, the Chosen (LC)***
- (Evil): ***King Asnappar (FF)*** and ***King Osnappar (RR2)***

The following Redemption® Enhancements are from Ezra:

- (Good): ***Cymbals of the Levites (RA, RR), Ezra's Journey (Di), Feast of Atonement (LC), Feast of Booths (LC), Feast of Trumpets (LC), Feast of Unleavened Bread (LC), Filling the Temple (RR2), Filling Zerubbabel's Temple (FF), Holy Unto the Lord (Pi, RR)*** and ***Oath of Purity (LC)***
- (Evil): ***Treasures of War (CW)***

The following Redemption® cards are from Ezra:

- (Lost Soul): ***Lost Soul [Ezra 4:6, "Accusers"] (LC)***
- (Covenant): ***Oath of Purity (LC)***
- (Fortress, Good): ***Zerubbabel's Temple (FF, LC)***
- (Site): ***Samaria (D, Pi)***

F

False Prophet

A false prophet in Redemption® is a character that was called a false prophet (or a prophet in other similarly negative context) in Scripture, speaks in the name of other gods, or claims to speak a word of God, which He did not command them to speak that naturally will not come to pass.

"Evil prophet" was used on some cards and has been updated to mean "false prophet". The following Redemption® cards refer to evil or false prophets:

- (Good): ***Angel in the Path (RR)*** and ***Tested by Fire (PoC)***
- (Evil): ***False Dreams (PoC), False Peace (PoC), High Places (LC), Prophets of Samaria (PoC)*** and ***Vine-Growers' Rebellion (GC)***

By rule, only Evil Characters are false prophets. The following Redemption® Evil Characters are false prophets:

- ***Balaam (Pr, Di, LR), Balaam, Son of Beor (IR), Damsel with Spirit of Divination (Pr, TP), Elymas (Bar-Jesus) the Sorcerer (Ap), Elymas the Sorcerer (Di, EC), False Leaders (PoC), False Prophets (Pr, PoC), Profane Daughters (PoC), Prophets of Baal (Pr, PoC), Prophets of Samaria (Pr, PoC), Shemaiah (Pr), Shemaiah, the Deceitful (RR2), The Divining Damsel (P), The False Prophet (Pr, EC, RJ)*** and ***The Lying Prophet (PoC)***

False Religious Practice

This phrase has been updated to mean "is an idol". The following Redemption® cards are impacted by this change:

- (Good): ***Piety of Mary (Wo)***

Feast

Several days of the year were set aside in the Old Testament as feast days. The following Redemption® cards refer to feasts:

- (Good): ***Joiada, Son of Eliashib (FF)*** and ***Zerubbabel's Temple (LC)***

Only Enhancements can be feasts. The following Redemption® Enhancements are feasts:

- (Good): ***Day of Atonement (Pi), Feast of Atonement (LC), Feast of Booths (Pi, LC), Feast of Trumpets (Pi, LC), Feast of Unleavened Bread (LC), First Fruits (Pi), Passover & Unleavened Bread (Pi), Pentecost (Pi, LR)*** and ***The Sabbath (Pi)***

Flood Survivor

Flood survivors are people who survived the great flood in Genesis 7. The following Redemption® cards refer to flood survivors:

- (Good): ***A New Beginning (FM), Faith Among Corruption (CW), Ham (CW), Japheth (CW), Japheth's Wife (FM), Noah (CW), Noah's Ark (P), Noah's Ark (Ark of Salvation) (PoC), Noah's Wife (CW), Shem (CW), Shem, Covenant Keeper (LC), The Dove Returns (CW)*** and ***The Rainbow (FM)***
- (Dual-Alignment): ***The Flood (CW)*** and ***Two by Two (FM)***

The following Redemption® characters are flood survivors:

- (Good): ***Ham (CW), Ham's Wife (FM), Japheth (CW), Japheth's Wife (FM), Noah (Pa, CW), Noah (Rest and Comfort) (LC), Noah, Ark Builder (RR2), Noah, the Righteous (LC), Noah's Sons (Pa), Noah's Wife (CW), Shem (CW), Shem, Covenant Keeper (LC), Shem, Faithful Son (LC)*** and ***Shem's Wife (FM)***

Fool

Fools are characters that have a detrimental effect on their holder and are intended to be given to a player besides their owner. The following Redemption® cards refer to fools:

- (Evil): ***Ambushed Moabites (LC), Conspiring Herodians (GC), Conspiring Servants (LC), Distressing People (LC), Doomed Canaanites (PoC), Foolish Builder (GC)*** and ***Foolish Edomites (PoC)***

The following Redemption® characters are fools:

- (Evil): ***Ambushed Moabites (LC), Conspiring Herodians (GC), Conspiring Servants (LC), Distressing People (LC), Doomed Canaanites (PoC), Foolish Builder (GC)*** and ***Foolish Edomites (PoC)***

Fought in an Earthly Battle

This phrase only appears referring to characters, and has been updated to mean "O.T. human warrior", with the impacted cards specifying good or evil. The following Redemption® cards are impacted by this change:

- (Good): ***Armorbearer (Wa), Buckler (Wa)*** and ***Spear of Joshua (Wa)***
- (Evil): ***Amorite Invasion (Pa)*** and ***Esau (Pa)***

Fruit of the Spirit

The Fruits of the Spirit are listed in Galatians 5:22-23. The following Redemption® cards refer to Fruits of the Spirit:

- (Good): ***Redeeming Branch (PoC)*** and ***The Holy Spirit (EC)***

The following Redemption® Enhancements are Fruits of the Spirit:

- (Good): ***Faithfulness (EC), Gentleness (Or, EC), Goodness (Or, EC), Joy (Or, EC), Kindness (Or, Di, EC), Love (Or, EC, P), Patience (C, Or, EC), Peace (Or, EC), Self Control (EC)*** and ***Temperance (Or)***

G

Gender

Human Characters

In Redemption®, most humans are either male or female. Usually the picture makes it obvious which a character is, but sometimes it is difficult to tell (sometimes there are a male and a female in the picture, and you don't know to which the name refers). In this case, use the Scripture verse as the guide.

Non-Human Characters

These characters are also treated as having a gender. This is determined using the following:

- Card Title/Verse text: If the title or verse refers to a character with words such as 'he' or 'his' or 'Prince', etc., then the character is to be treated as male.
- Card Art: If the character appears to be male, it is treated as male. If the character appears to be female, it is treated as female.

Dual-Gender Characters

Sometimes a card will represent exactly two characters having different genders based on the Scripture or art, thus it is treated as both male and female. The following Redemption® cards are both male and female:

- (Good): ***Amram & Jochebed (CW-Alt)*** and ***Moses' Parents (CW-Main)***

Genderless Characters

There are only a few characters in the game that do not give clues as to gender, and are thus treated as genderless. The following Redemption® cards are genderless:

- (Hero): ***Boaz' Reapers (LC), Bride of Christ (RJ), Children (RR2), Citizens of Sychar (GC), Every Tribe (RJ), Faithful Witness (RJ), Great Multitude (RJ), Justice Seekers (RJ), Priests of Christ (RJ, P)*** and ***Prophets of Gibeath (P)***
- (Evil): ***Angry Mob [Black] (EC), Angry Mob [Brown] (Ap, EC), Angry Mob [Gray] (EC), Bear (CW), Beasts of the Earth (LC), Complainers (FF, RR2), Corrupt People (CW), Devouring Birds (RJ), Doubt (Pi, LoC), Fire Foxes (CW), Frog Demons (Or,***

Wa, P), Idolaters (H, RR2), Impostors (EC, RR2), Jackals (PoC, RR2), Lions (CW), Lions in the Den (T2C), Madness (Pi), Outsiders [Black/Gold] (RJ), Outsiders [Brown/Crimson] (RJ), Outsiders [Gray/Pale Green] (RJ), Plagued Congregation (IR), Terror (RJ), The Frog Demons (RJ), The Jeering Youths (RA, RR2), Wandering Israelites (IR), Wayward Sheep (FM), Wicked Community (IR), Wicked People (CW), Wild Animals (IR) and *Wild Dogs (RJ)*

Generic Character

Generic characters represent non-specific groups or characters in the Bible or Church History. The rules that apply to generic cards can be found in the REG Glossary under "Generic Card".

The following Redemption® Heroes are considered generic:

- *Abram's Army (RR2, P), Angel at Bethesda (I), Angel at Jerusalem (Wa, Pi, RR), Angel at Shur (Wa, RR, P), Angel at the Tomb (Wa), Angel at Tomb (Pi), Angel from the Altar (RJ), Angel from the Sun (RJ), Angel in the Path (Wa, Pi, RR), Angel of Deliverance (Ap, EC, RR2), Angel of God (FF, P), Angel of Revelation (E, RJ), Angel of the Harvest (RA, GC), Angel of the Waters (Ki, RR2), Angel of Warning (Ap, TP, LR), Angel with a Secret Name (RR2), Angel with the Secret Name (Wa, RA2), Angelic Visitor (EC, RR2), Angelic Warrior (RJ), Angels of Wrath (RJ), Armor Bearer (RR), Armorbearer (Wa), Army of Simeonites (FF), Attending Angel (Ap, TP), Bereans (EC), Bride of Christ (RJ), Boaz' Reapers (LC), Captive Priest (FM), Captured Kinsmen (FM), Centurion (Pa), Cherubim (Wa, FF, LR, RR, RR2), Cherubim [Blake] (T2C), Cherubim [Unknown] (T2C), Children (RR2), Children of Light (RJ), Christian Soldier [Female] (PC), Christian Soldier [Male] (A, C, Or, PC), Citizens of Sychar (GC), Company of Prophets (K), Covenant Keepers (Pi, RR), Daughters of Midian (L), David's Messengers (K), David's Spies (K), Destroying Angel (Pa), Dreamers (II), Dutiful Priest (CW), Elders of Israel (G), Elders of Jerusalem [Black Border] (Ap), Elders of Jerusalem [Orange Border] (Ap), Elders of Jerusalem [Purple Border] (Ap), Elders of the City (J, Pa, RR2), Ephesian Widow (PC), Eternal Believers (T2C), Every Tribe (RJ), Faithful Priest (EC), Faithful Servant (A, C, Or, GC, P), Faithful Witness (RJ), Fearless Traveler (RR2, P), Gathering Angel (I), Generations of Priests (L), Good Shepherd (GC), Great Multitude (RJ), Guardian Angel (Ap, Di, RR2), Guardians from Glory (GC), Harbingers (FM), Hope (FM), Hosts of Heaven (Pa), Humble Seeker (P), Imprisoned Prophet (FM), Indentured Servant (PoC), Israelite Archer (Ki), Joshua's Officiators (II), Joshua's Scribes (RR), Judean Garrison (LC), Justice Bringer (FM), Justice Seekers (RJ), King's Daughter (Wo, RR), Kinsman Redeemer (PoC), Leaders for the Lord (T2C), Legion of Angels (I, GC), Magnifying Multitude (GC), Men of Judah (FF, RR2), Messenger Angel (Pa), Messengers of Joppa (EC), Midianite's Slave (FM), Midwives (G, Wo), Mighty Men (PoC), Music Leader (PC), Noblewomen (EC), One of Seven (RJ), Ordained Priests (L), Paladin (Pa, PC), Patrollers of the Earth (T2C), Paul's Disciples (EC), Pharaoh's Daughter (Wo), Priests of Christ (RJ, P), Procession of Prophets (K), Prophets of Gibeath (P), Reassuring Angel (Ap), Reassuring Angels (EC), Recruiting Officer (Ki), Relayer of*

Messages (T2C), Resurrection Revealer (GC), Righteous Seeker (IR), Saint of Virtue (Wa, Ki, PC), Seeker of the Lost (PC, RR2, P), Seraph (RA, LR, T2C), Seraph with a Live Coal (FF2, RR), Seraphim [Band to Blue] (Wa), Seraphim [Band to Green] (Wa), Servant Angel (E, RJ), Servants by the River (PoC, T2C), Servants of the King [Dominion] (T2C), Servants of the King [River] (T2C), Seven Trumpet Sounders (RJ), Shepherd (E), Shepherds of Bethlehem (GC), Soldier of God (PC, P), Sower (Di), Spies at Ai (II), Spy (Ki, LR, RR), Stone Carriers (II), Strengthening Angel (Ap, Di), Surveying Spirit (T2C), Tekoan Woman (Ki, RR2), Temple Priests (RA3, RR), Tribal Elder (E), Valiant Warrior (II), War Officer (Ki), Warrior in Training (Wa, P), Watchful Servant (Di, GC), Widow (Pa), Widow of a Prophet (RR2), Widows of Joppa (EC) and ***Women of Israel (G, L, RR2)***

The following Redemption® Evil Characters are considered generic:

- ***Absalom's Soldiers (Ki, RR2), Abusive Soldiers (GC), Abusive Taskmaster (K), Afflicting Spirit (GC), Alexander's Destroyers (T2C), Aliens [Black/Pale Green] (LC), Aliens [Brown/Gray] (LC), Aliens [Crimson/Gold] (LC), Ambushed Moabites (LC), Angry Mob [Black] (EC), Angry Mob [Brown] (Ap, EC), Angry Mob [Gray] (EC), Antiochus' Army (T2C), Archers of Kedar (Ki), Army of a Million Men (LC), Army of Jericho (CW), Assyrian Ambassador (LC), Assyrian Archer (FF, LR), Assyrian Camp (LC), Assyrian Forces (LC), Assyrian Invaders (PoC), Assyrian Laborers (PoC), Assyrian Officer (LC), Assyrian Siege Army (FF2, RR), Assyrian Survivor (FF2, RR), Astrologers (Pr, TP, LR), Babylonian Forces (Pi, RR2), Babylonian Siege Army (PoC), Babylonian Soldiers (FF2, RR2), Babylonian Wise Men (T2C), Bear (CW), Beasts of the Earth (LC), Behemoth (RJ), Blinding Demon (Pi), Callous Conspirators (GC), Canaanite Wives (FM), Captain of the Chariots (LC), Captain of the Guard (GC), Captain of the Temple Guard (Pi), Centurion at Jerusalem (PC), Chaldeans (Pr, T2C, P), Charioteers of Seir (LC), Coliseum Lion (CW), Complainers (FF, RR2), Concealed Canaanites (II), Conjurers (PoC), Conspiring Herodians (GC), Conspiring Servant (LC), Controlling Demon (J, Ap), Corrupt People (CW), Covenant Breakers (Pi, RR2), Creeping Deceiver (Di, RR2), Crippling Demon (Pi), Cursed Egyptians (PoC), Darius' Flatterers (T2C), Darius' Satraps (T2C), David's Servants [Crimson] (II), David's Servants [Gray] (FM), Deafening Spirit (Pi, GC), Deceiving Spirit (FF, RR), Defrauders (PC), Deluders (PC), Demon Behind the Idol (Pi, RR2), Demon in Armor (Pa), Demons in Chains (RR2), Destroying Spirit (GC), Devouring Birds (RJ), Devouring Lion (PoC), Devouring Philistines (PoC), Disbelieving Sadducees (Di), Disciples of the Pharisees (GC), Distressing People (LC), Doom Speakers (GC), Doomed Canaanites (PoC), Doomed Conspirators (PC), Doubt (Pi, LC), Dragon's Minions (RJ), Dubious Doubters (GC), Edomite Camp (LC), Edomite Captors (LC), Eglon's Army (II), Egyptian Archer (K, Ki), Egyptian Army (PoC), Egyptian Charioteers (H, K), Egyptian Horsemen (H, K), Egyptian Magicians (FF2), Egyptian Soothsayers (K), Egyptian Warden (FF, IR), Egyptian Wise Men (Pa, FM, IR), Emim (FM), Emphatic Incriminators (GC), Enchanter (Pr, TP), Enemies to the East (II), Enemies to the South (II), Epicurean Philosophers (EC), Evil Angel (Wa, Pi, RR2), Evil Spawn (D, Pi, GC), Evil Spirit (RR), Fallen Angel (Wa, Pi, RR), Fallen Warrior (Wa, Ki), False Leaders (PoC), False Priests (Pi), False Prophets (Pr, PoC), False***

Shepherds (A, Or), False Teacher (Di, RR2), False Teachers (A, C, Or), Fence Jumpers (GC), Fiery Serpents (FM), Fire Foxes (CW), Foolish Builder (GC), Foolish Edomites (PoC), Foolish Shepherd (PoC), Foreign Spearman (RA3), Foreign Wives (RA3, P), Foul Spirit (E, J, RR2), Four Squads of Four (Ap, EC), Gibeonite Delegates (RA2), Grain Tenders (PoC, IR), Greek Forces (T2C), Greek Philosophers (Ap, RR), Greek Scholars (Ap, RR), Hard-Hearted Religious Leaders (Di), Hard-hearted Religious Leaders (Or), Hellenistic Jews (EC), Herodian (E), Herodians (GC), Herod's Executioner (GC), Herod's Guard (GC), Herod's Sentries (EC), Huge Egyptian (FF, RR), Hungry Lion (LC), Idolaters (H, RR2), Impostors (EC, RR2), Injuring Demon (Pi), Insincere Inquisitors (GC), Jackals (PoC, RR2), Judaizers (EC), Kedarite Archer (RR), Kings of the Earth (RJ), Legion (Ap, Di, RR), Leper (Pa), Leviathan (Pa, FM), Lions (CW), Lions in the Den (T2C), Locust from the Pit (B, D, G, Or, Wa, RJ), Madness (Pi), Magicians' Snakes (FM), Medium in Endor (CW), Men of Moab (PoC), Merchants of the Earth (RJ), Messenger of Satan (Ap, EC, RR2), Moabite Army (FM), Moabite Camp (LC), Moabite Marauders (FM), Moabite Messenger (LC), Mocking Soldier (Wa, Pi), Mocking Soldiers (J), Moths (RR), Mounted Forces (PoC), Necromancer (PoC), Negev Lions (PoC), Ninevites (PoC), Obsidian Minion [Black] (AW), Obsidian Minion [Gold, Barrels] (AW), Obsidian Minion [Gold, Shooting] (AW), Obsidian Minion [Gold, Staring] (AW), Obsidian Minion [Gray] (AW), Omen Interpreter (IR), Oppressive Women (F), Outsiders [Black/Gold] (RJ), Outsiders [Brown/Crimson] (RJ), Outsiders [Gray/Pale Green] (RJ), Pagan Priest (Pi), Pagan Sailors (PoC), Panic Demon [Black] (AW), Panic Demon [Brown] (AW), Panic Demon [Crimson] (AW), Panic Demon [Gold] (AW), Panic Demon [Gray] (AW), Panic Demon [Orange] (P), Panic Demon [Pale Green] (AW), Persian Archers (PoC), Persian Conquerors (PoC), Persian Horsemen (PoC), Persian Prefects (T2C), Persian Presidents (RA, T2C), Pestering Spirit (PC), Pharaoh's Army (K), Pharaoh's Baker (FF2, IR), Pharaoh's Cupbearer (FF2, IR), Pharaoh's Magicians (Pa, RR2), Pharaoh's Officials (K), Pharaoh's Servants (PoC), Pharisees [Looking Left] (Ap), Pharisees [Looking Right] (Ap), Pharisees [White Floor] (Ap), Pharisees [Encircling Child Jesus] (LR), Philistine Archer (L), Philistine Armor Bearer (FF, LC), Philistine Army (L), Philistine Charioteers (L), Philistine Commanders (LC), Philistine Diviners (P), Philistine Garrison (TP, LC), Philistine Governors (L), Philistine Invaders (LC), Philistine Priests (Pi), Philistine Raiders (L), Philistine Soothsayers (PoC), Pilate's Soldiers (J), Plagued Congregation (IR), Plotting Priests (GC), Plunderers (GC), Possessing Demon (J, Ap), Possessing Spirit (GC), Priests of Dagon (L), Profane Daughters (PoC), Prominent Women (Ap, RR2), Prophets of Baal (Pr, PoC), Prophets of Samaria (Pr, PoC), Proud Pharisee (TP, GC), Raiders' Camp (P-2023), Rebellious Israelites (IR), Rebellious Spirit (PC), Repudiating Rulers (GC), Restless Spirit (GC), Roaring Lion (P), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC), Roman Spearmen (PC), Rulers over Earth (T2C), Sabbath Breaker (Pi, LR, RR), Sabbath Breaker [Black/Gray] (IR), Sabbath Breaker [Brown/Gray] (IR), Sabbath Breaker [Crimson/Gray] (IR), Sabbath Breaker [Gray/Orange] (IR), Sabbath Breaker [Gray/Pale Green] (IR), Sadducees (G), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sadducees [Around Table] (LR), Sanhedrin (EC), Scapegoat (PoC), Scribe (Di), Seizing Spirit (Pi), Self (RR, P), Selfish Kinsman (I), Servants of Achish (LC), Seven Wicked Spirits (FF), Shadow (AW),

Shadow Spirit (RR2), Silly Women (Wo, PC, RR), Sisera's Army (CW), Snaring Spirit (GC), Soldiers at Aphek (L), Soldiers of Zobah (CW), Soothsayers of Babylon (PoC), Sorcerers (RJ), Spirit of Doubt (AW), Spirit of Fear (EC), Spirit of Temptation (TP), Stoic Philosophers (EC), Stone Throwers (B, Or, Di), Strong Demon (D, G, Di, GC), Stubborn Heifer (PoC), Subjugating Egyptians (K), Suicidal Swine Stampede (GC), Supercilious Scribes (GC), Syrian Archer (Ki, LR, RR2), Syrian Marauders (LC), Syrian Mercenaries (CW), Task Master (A-L, Or-L), Taskmaster (A-Ul, D, H, Or-Ul, FM), Temple Guard (G, RJ, GC), Temple Thieves (GC), Terrifying Philistines (L), Terror (RJ), Transgressors (PoC), Trembling Demon (FF, RR), Unclean Animals [Camel] (IR), Unclean Animals [Hyrax] (IR), Unclean Spirit (E, J), Unfaithful Priests (Pi), Unrepentant Moabites (LC), User of Curious Arts (TP, RR), Users of Curious Arts (Pr), Valiant Moabites (II), Violent Men (CW), Wandering Israelites (IR), Wandering Spirit (Ap, TP, LR), Wayward Sheep (FM), Wicked Community (IR), Wicked People (CW), Wild Animals (IR), Wild Beast (FM), Wild Dogs (RJ), Wild Ox (LC), Witch of Endor (Pr, Wa), Wizard (PC), Wizards (Pr, RR2), Women as Snares (Wo, RR), Workers with Familiar Spirits (Pr), Worldly Woman (AW) and ***Worshipper of False Gods (Pi)***

The following Redemption® dual-alignment characters are considered generic:

- ***Blood Avenger (IR), Captive Princes (FM), Man with Withered Hand (GC), Pharaoh's Daughter (FM), Prisoner at Gaza (FM)*** and ***Slaves in Egypt (FM)***

Genesis Card

Genesis cards are cards from the book of Genesis in the Bible. The following Redemption® cards refer to Genesis cards:

- (Good): ***Abel, the Accepted (RR2), Abraham (CW), Abraham's Descendant (LC), Answer to Prayer (FF, LR), Arpachshad, the Curtailed (LC), Asher (RA), Asher, the Rich (IR), Benjamin (FF), Creation of the World (Pa), Covenant of Eden (PoC), Creation of the World (RR), Destroying Angel (Pa), Faith of Abraham (CW), Faith of Sarah (CW), Faith of Noah (CW), First Animals (P), Gad, the Retaliator (IR), Goshen (P), Harbingers (FM), Hezron, the Enclosed (LC), Issachar, Burden Bearer (IR), Israel's Sword (LC), Jacob (FF), Jacob, Follower of God (LC), Jacob Buries the Foreign gods (RA), Jacob Buries the Idols (LR), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), Journey to Egypt (RR), Judah's Intervention (LC), Kenan, the Acquirer (LC), Leah, Weary-Eyed (LC), Levi (RA), Lot (FM), Melchizedek, Bread Giver (RR), Methuselah, the Wise (LC), Nahor, the Scorched (LC), Noah, Ark Builder (RR2), Noah's Ark (Ark of Salvation) (PoC), Numerous as the Stars (FF), Peleg, the Divider (LC), Rachel, the Favored (RR), Reu, the Shepherd (LC), Reuben (FF), Reuben, the Preeminent (IR), Reuben's Torn Clothes (FF), Sarah (CW), Shem, Covenant Keeper (LC), Simeon (FF), The Guardian Cherub (FM), The Lord Provides (LC), Twelves Gates (RJ), Well Reopened (TP)*** and ***Zebulun (FF)***
- (Evil): ***Abimelech, King of Gerar (LC), Corrupt People (CW), Grain in a Famine (IR), Grain Tenders (PoC), Laban (P), Pharaoh's Baker (FF2), Pharaoh's Cupbearer (FF2,***

IR), The Dreaming Pharaoh (FF2, IR), The Murdering Pharaoh (CW), Wicked People (CW) and ***Wickedness Abounds (CW)***

- (Neutral): ***Covenant with Noah (PoC), Egypt (PoC), Joseph's Silver Cup (PoC), Lost Soul [Genesis 47:17, "One for One"] (IR), Stone Pillar at Bethel (RA, LR)*** and ***The Rainbow (FM)***
- (Dual-Alignment): ***7 Years of Plenty (RR2), Lingering in Sodom (FM), Seven Years of Famine (FF2)*** and ***Seven Years of Plenty (FF2)***

The following Redemption® characters are from Genesis:

- (Hero): ***Abel (C, Pi, CW), Abel, the Accepted (RR2), Abraham (Pa, CW), Abram (Pa), Abram, the Blameless (RR), Abram's Army (RR2, P), Adam (Pa, FM), Adam (Man) (LC), Adam, the Exile (LC), Adam, the Gardener (RR2), Angel at Shur (Wa, RR, P), Arpachshad, the Curtailed (LC), Arpachshad, the Releaser (LC), Asher (RA), Asher, the Rich (IR), Benjamin (FF), Benjamin, the Young (IR), Dan (FF), Dan, Justice of Peace (IR), Destroying Angel (Pa), Dinah (FM), Eber, the Prototypal (LC), Eber, the Unwilling (LC), Eliezer of Damascus (IR), Enoch (Pa, CW), Enoch (Teaching) (LC), Enoch, the Pure (LC), Enosh (Mortal) (LC), Enosh, the Worshiper (LC), Ephraim, the Bountiful (RR), Eve (Wo, Di, LR), Eve, Mother of All (RR), Faithful Abraham (LC), Father Abraham (LC), Gad, the Retaliator (IR), Ham (CW), Ham's Wife (FM), Harbingers (FM), Hezron, the Enclosed (LC), Hezron, the Surrounded (LC), Isaac (Pa, CW), Isaac, the Blessed (LC, RR2), Isaac, Willing Sacrifice (LC), Issachar, Burden Bearer (IR), Israel, Retainer of God (LC), Jacob (D, FF), Jacob, Follower of God (LC), Jacob (Israel) (CW), Jacob, the Wrestler (RR), Japheth (CW), Japheth's Wife (FM), Jared (Shall Come Down) (LC), Jared, the Beholder (LC), Joseph (Pa, FF2, CW), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), Judah (TP), Judah, the Leader (LC), Judah, the Replacement (RR), Judah, the Substitute (LC), Kenan (Sorrow) (LC), Kenan, the Acquirer (LC), Lamech, Rest Seeker (LC), Lamech, the Despairing (LC), Leah (Wo, TP), Leah, God's Choice (LC), Leah, the Fertile (RR2), Leah, Weary-Eyed (LC), Levi (RA), Levi, the Fierce (IR), Lot (Pa, FM), Mahalalel (Blessed God) (LC), Mahalalel, the Interpreter (LC), Malakh, the Nameless (P), Manasseh, the Calming (RR), Melchizedek (Pa, Pi, RA, CW, PoC), Melchizedek, Bread Giver (RR), Methuselah (His Death Brings) (LC), Methuselah, the Wise (LC), Midianite's Slave (FM), Nahor, the Noble (LC), Nahor, the Scorched (LC), Naphtali, the Vocal (IR), Noah (Pa, CW), Noah (Pa), Noah (Rest and Comfort) (LC), Noah, Ark Builder (RR2), Noah, the Righteous (LC), Noah's Sons (Pa), Noah's Wife (CW), Peleg, the Divider (LC), Peleg, the Tributary (LC), Perez, Bursting Forth (LC), Perez, the Younger (LC), Rachel (Wo, FF2), Rachel, the Favored (RR), Rebekah (Or), Rebekah, the Barren (LC), Rebekah, the Bride (LC), Rebekah, the Kind (RR2), Reu, the Friend (LC), Reu, the Shepherd (LC), Reuben (FF), Reuben, the Preeminent (IR), Sarah (Wo, CW), Sarah, the Adorned (RR2), Serug, the Branch (LC), Serug, the Pruned (LC), Seth (E), Seth (Appointed) (LC), Seth, Son of Adam (LC), Seth, the Appointed (RR2), Shelah, the Petitioner (LC), Shelah, the Subsumed (LC), Shem (CW), Shem, Covenant Keeper (LC), Shem, Faithful Son (LC), Shem's Wife (FM), Simeon (FF), Simeon, the Vengeful (IR), Tamar, the Righteous (LC), Tamar, the Widow (LC), Terah, the Delayed (LC), Terah, the Wanderer (LC), The Guardian***

Cherub (FM), The Three Visitors (PoC), Zebulun (FF) and *Zebulun, the Steadfast (IR)*

- (Evil): *Abimelech, King of Gerar (LC), Ahuzzath (LC), Basemath (LC), Beasts of the Earth (LC), Bera, King of Sodom (Pa, RR2), Cain (Pa, CW), Canaan, the Cursed (FM), Captain Potiphar (IR), Commander Phicol (LC), Corrupt People (CW), Distressing People (LC), Egyptian Magicians (FF2, LR), Egyptian Warden (FF, IR), Egyptian Wise Men (Pa, IR), Er (F), Esau (Pa), Esau, the Hunter (F, LR, P), Grain Tenders (PoC, IR), Hamor (FM), Judith (LC), Laban (F, P), Laban, the Deal Breaker (RR), Lamech, the Avenged (FM), Lot's Daughters (Wo, FM), Lot's Wife (Wo, LR, RR), Moab (FM), Naamah (FM), Nimrod, the Mighty (CW), Pharaoh's Baker (FF2, IR), Pharaoh's Cupbearer (FF2, IR), Potiphar (Pi), Potiphar's Wife (Wo, PoC), Potiphera, Priest of On (Pi, IR), Shechem (F, RA2), Shechem, Son of Hamar (RR2), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2, IR), The Herdsman of Gerar (LC), The Ram in the Thicket (PoC), The Serpent (Pa, P), Tubal-cain (FM), Violent Men (CW), Wicked People (CW), Wild Beast (FM)* and *Zillah (FM)*

The following Redemption® Enhancements are from Genesis:

- (Good): *A New Beginning (Pa, RR2), A Wife for Isaac (Pa), Abel's Sacrifice (Pa), Abraham's Descendant (Di, LC), Abraham's Servant to Ur (Pa, LR), Answer to Prayer (FF, LR), Bless the Nations (PoC), Blessings (Pa, RR2), Brother's Reunion (Pa), Brought to Egypt (IR), Buying Grain (FF, RR2), Coat of Many Colors (Wo), Confused Languages (Pa), Construction Begins (E), Covenant of Abraham (Pa), Covenant of Eden (Pa, PoC), Covenant of Noah (Pa), Covenant with Abraham (PoC), Covenant with Adam (Pa, PoC), Covenant with Noah (PoC), Covenant with Philistia (LC), Creation of the World (Pa, RR), Dove (E), Drawn Water (Wo), Eve's Descendant (Di, PoC), Faith Among Corruption (CW), First Animals (P), Flaming Sword (Wa, Ki, FM), Forgiveness of Joseph (Or, FF2, IR), Gentle Resolution (H, RR2), God's Animals (F), Hagar and Angel at Shur (Pa), I Am Creator (AW, RR), Israel's Blessing (LC), Israel's Bow (LC), Israel's Sword (LC), Jacob Buries the Foreign gods (RA), Jacob Buries the Idols (LR), Jacob's Dream (Pa), Jacob's Grandsons (E), Jacob's New Name (Pa), Jacob's Rods (Pa, RR2), Joseph Before Pharaoh (Pa, FF2, LR), Journey to Egypt (Pa, RR), Judah's Intervention (LC), Laughter (Wo), Love at First Sight (Pa, LC), Love for Rachel (Wo), Meekness of Isaac (Or), Melchizedek's Blessing (Pi), Naming the Nation (IR), Numerous as the Stars (FF, PoC), Obedience of Noah (B, D, Or, LR, RR, P), Obedient to Joseph (IR), Offering Your Son (PoC), Patriarch Travels (Pa), Pleading for the City (RA, RR2), Purity of Enoch (B, D, Or), Raining Fire (FM), Rebekah meets Isaac (Pa), Reserved for Famine (IR), Reuben's Torn Clothes (FF, RR), Sarah's Beauty (Pa), Sign of the Rainbow (E), Tested by Joseph (IR), The Dove Returns (CW), The First Sacrifice (PoC), The Lord Provides (LC), The Rainbow (FM), Three Angels (Pa), Trust (Pa), Well Reopened (F, TP)* and *Wrestling with God (Pa)*
- (Evil): *A Look Back (Wo), Abraham's Deceit (LC), Babel (Pa), Bad Decision (Pa), Bad Intentions (F), Begging for Grain (Pa), Bringing Grief (LC), Brothers' Envy (Pa, FM), Cain Murders Abel (CW), Coercion (Pa), Continuous Evil (CW), Corrupt Earth (FM), Cupbearer's Complaints (IR), Death of Jacob (F), Death of Unrighteous (Pa, LR, RR), Deepening Lie (Pa), Deluge of Rain (F, RR2), Did God Really Say? (FM), Disobedience (Pa), Dream (Pa), East of Eden (FM), Famine in Egypt (IR), Famished*

(IR), Forbidden Fruit (Wo), Gifts for Esau (Pa), Go Away! (LC), Grain in a Famine (IR), Guards (Wa, Ki), Hagar Dismissed (Pa), Isaac Deceived (Pa), Joseph in Prison (Pa, RR), Joseph's Brothers' Scheme (Pa), Judah's Sin (Pa), Land Dispute (TP), Murder (F), Patriarch Imprisoned (IR), Pharaoh's Dream (IR), Pit (Pa), Sarah's Jealousy (Pa), Send for Egyptians (IR), Shame (FM), Slave to Egypt (IR), Sold into Slavery (Pa), Stolen Blessing (Pa), Stolen Blessing [Error] (Pa), Stolen Idols (Pa), Summoned to Interpret (PoC), Violent Tendencies (FM), Wickedness Abounds (Pi, CW) and ***Wrath of Cain (Pa)***

- (Dual-Alignment): ***7 Years of Famine (RR2), 7 Years of Plenty (RR2), Anthropophobia (FM), Blame Shifting (FM), Brothers Reunited (LC), Coat of Many Colors (FM), Confused Languages (FM), Deceit & Vengeance (FM), Forbidden Fruit (FM), Hiding Joseph's Cup (FM), Land Dispute (LC), Lingering in Sodom (FM), Pillar of Salt (FM), Seven Cows (IR), Seven Years of Famine (FF2), Seven Years of Plenty (FF2), Stolen Blessing (LC), The Flood (CW), Two by Two (FM)*** and ***Unified Language (FM)***

The following Redemption® cards are from Genesis:

- (Dominant, Good): ***A New Beginning (FM)*** and ***Out of Their Hands (IR)***
- (Lost Soul): ***Lost Soul [Genesis 6:5, "Wicked"] (FM), Lost Soul [Genesis 45:6, "Famine"] (IR)*** and ***Lost Soul [Genesis 47:17, "One for One"] (IR)***
- (Artifact): ***Household Idols (LC), Jacob's Ladder (Pa, PoC), Joseph's Silver Cup (Pa, PoC), Pharaoh's Gifts (IR), Pitch and Gopher Wood (CW), Stone Pillar at Bethel (RA, LR)*** and ***Twenty Shekels (IR, P)***
- (Covenant): ***Covenant of Abraham (Pa), Covenant of Eden (Pa, PoC), Covenant of Noah (Pa), Covenant with Abraham (PoC), Covenant with Adam (Pa, PoC), Covenant with Noah (PoC), Covenant with Philistia (LC), I Am Creator (AW, RR)*** and ***The Rainbow (FM)***
- (Curse): ***Birthing Pains (FM), Cursed Ground (FM), Serpent's Curse (FM)*** and ***The Fall of Man (FM)***
- (Fortress, Good): ***Garden of Eden (RR2), Goshen (LC), Joseph's House (IR), Noah's Ark (P), Noah's Ark (Ark of Salvation) (PoC)*** and ***Storehouse (Pa, IR, P)***
- (Fortress, Evil): ***Pharaoh's Throne Room (IR)***
- (Site): ***Garden of Eden (F), Pharaoh's Prison (Wo), Pit of Dothan (Wo, FM), Sodom (Wa)*** and ***Tree of Knowledge (E, FM)***
- (City): ***Babel (FM), City of Enoch (FM)*** and ***Sodom & Gomorrah (FM)***

Genesis 1-7 Enhancement

Genesis 1-7 Enhancements are Enhancements from chapters 1-7 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 1-7 Enhancements:

- (Good): ***Adam (FM)***

The following Redemption® Enhancements are Genesis 1-7 Enhancements:

- (Good): ***Abel's Sacrifice (Pa), Construction Begins (E), Covenant of Eden (Pa, PoC),***

Covenant with Adam (Pa, PoC), Creation of the World (Pa, RR), Eve's Descendant (Di, PoC), Faith Among Corruption (CW), First Animals (P), Flaming Sword (Wa, Ki, FM), God's Animals (F), I Am Creator (AW, RR), Obedience of Noah (B, D, Or, LR, P), Purity of Enoch (B, D, Or) and ***The First Sacrifice (PoC)***

- (Evil): ***Birthing Pains (FM), Cain Murders Abel (CW), Continuous Evil (CW), Corrupt Earth (FM), Cursed Ground (FM), Death of Unrighteous (Pa, LR), Deluge of Rain (F, RR2), Did God Really Say? (FM), Disobedience (Pa), East of Eden (FM), Forbidden Fruit (Wo), Murder (F), Serpent's Curse (FM), Shame (FM), The Fall of Man (FM), Violent Tendencies (FM), Wickedness Abounds (Pi, CW)*** and ***Wrath of Cain (Pa)***
- (Dual-Alignment): ***Blame Shifting (FM), Forbidden Fruit (FM), The Flood (CW)*** and ***Two by Two (FM)***

Genesis 3 Curse

Genesis 3 Curses are Curses from chapter 3 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 3 Curses:

- (Neutral): ***The Fall of Man (FM)***

The following Redemption® Curses are Genesis 3 Curses:

- ***Birthing Pains (FM), Cursed Ground (FM), Serpent's Curse (FM)*** and ***The Fall of Man (FM)***

Genesis 6 Enhancement

Genesis 6 Enhancements are Enhancements from chapter 6 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 6 Enhancements:

- (Evil): ***Corrupt People (CW)***

The card above further limits the phrase by specifying that it only applies to evil cards. The following Redemption® Enhancements are evil Genesis 6 Enhancements:

- ***Continuous Evil (CW), Corrupt Earth (FM), Disobedience (Pa), Violent Tendencies (FM)*** and ***Wickedness Abounds (Pi, CW)***

Genesis 6-10 Card

Genesis 6-10 cards are cards from chapters 6-10 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 6-10 cards:

- (Good): ***Noah's Ark (P)*** and ***Noah's Wife (CW)***

Both cards above further limit the phrase by specifying that it only applies to blue cards. The following Redemption® cards are blue Genesis 6-10 cards:

- ***A New Beginning (RR2), Anthropophobia (FM), Arpachshad, the Curtailed (LC), Arpachshad, the Releaser (LC), Construction Begins (E), Covenant of Noah (Pa), Covenant with Noah (PoC), Dove (E), Faith Among Corruption (CW), Ham (CW), Ham's Wife (FM), Japheth (CW), Japheth's Wife (FM), Noah (Pa, CW), Noah (Rest and Comfort) (LC), Noah, Ark Builder (RR2), Noah, the Righteous (LC), Noah's Wife (CW), Obedience of Noah (B, D, Or, LR, RR, P), Shem (CW), Shem's Wife (FM), Sign of the Rainbow (E), The Dove (CW), The Flood (CW), The Rainbow (FM)*** and ***Two by Two (FM)***

Genesis 12-24 Character

Genesis 12-24 characters are characters from chapters 12-24 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 12-24 characters:

- (Good): ***Abraham (CW)***

The card above does limit the phrase to Heroes, but many characters can change alignment through convert abilities. The following Redemption® characters are Genesis 12-24 characters:

- (Hero): ***Abraham (Pa, CW), Abram (Pa), Abram, the Blameless (RR), Abram's Army (RR2, P), Angel at Shur (Wa, RR, P), Destroying Angel (Pa), Eliezer of Damascus (IR), Harbingers (FM), Isaac (Pa, CW), Isaac, the Blessed (LC), Isaac, Willing Sacrifice (LC), Lot (Pa, FM), Melchizedek (Pa, Pi, RA, CW, PoC), Melchizedek, Bread Giver (RR), Rebekah (Or), Rebekah, the Kind (RR2), Sarah (Wo, CW), Sarah, the Adorned (RR2)*** and ***The Three Visitors (PoC)***
- (Evil): ***Abimelech, King of Gerar (LC), Bera, King of Sodom (Pa, RR2), Commander Phicol (LC), Lot's Daughters (Wo, FM), Lot's Wife (Wo, LR, RR), Moab (FM), The Deceived Pharaoh (CW)*** and ***The Ram in the Thicket (PoC)***

Genesis 21-35 Enhancement

Genesis 21-35 Enhancements are Enhancements from chapters 21-35 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 21-35 Enhancements:

- (Good): ***Isaac (Pa)***

By rule, in all situations where the phrase applies, the Enhancements will be good. The following Redemption® Enhancements are good Genesis 21-35 Enhancements:

- ***A Wife for Isaac (Pa), Abraham's Servant to Ur (Pa, LR), Answer to Prayer (FF, LR), Blessings (Pa), Brothers Reunited (LC), Covenant with Philistia (LC), Deceit & Vengeance (FM), Drawn Water (Wo), Hagar and Angel at Shur (Pa), Israel's Blessing (LC), Jacob Buries the Foreign gods (RA), Jacob Buries the Idols (LR), Jacob's Dream (Pa), Jacob's New Name (Pa), Jacob's Rods (Pa), Land Dispute (LC), Laughter***

(Wo), Love at First Sight (Pa, LC), Love for Rachel (Wo), Meekness of Isaac (Or), Offering Your Son (PoC), Rebekah meets Isaac (Pa), Stolen Blessing (LC), The Lord Provides (LC), Trust (Pa), Well Reopened (F, TP) and *Wrestling with God (Pa)*

Genesis 37-50 Card

Genesis cards are cards from chapters 37- 50 of the book of Genesis in the Bible. The following Redemption® cards refer to Genesis 37-50 cards:

- (Good): *Joseph, the Dreamer (PoC)*

The following Redemption® characters are Genesis 37-50 cards:

- (Hero): *Asher (RA), Asher, the Rich (IR), Benjamin (FF), Benjamin, the Young (IR), Dan (FF), Dan, Justice of Peace (IR), Ephraim, the Bountiful (RR), Gad, the Retaliator (IR), Hezron, the Enclosed (LC), Hezron, the Surrounded (LC), Issachar, Burden Bearer (IR), Joseph (Pa, CW, FF2), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), Judah (TP), Judah, the Replacement (RR), Levi, the Fierce (IR), Manasseh, the Calming (RR), Midianite's Slave (FM), Naphtali, the Vocal (IR), Perez, Bursting Forth (LC), Perez, the Younger (LC), Reuben (FF), Reuben, the Preeminent (IR), Simeon, the Vengeful (IR), Tamar, the Righteous (LC), Tamar, the Widow (LC), Zebulun (FF)* and *Zebulun, the Steadfast (IR)*
- (Evil): *Captain Potiphar (IR), Egyptian Magicians (FF2, LR), Egyptian Warden (FF, IR), Egyptian Wise Men (Pa, IR), Er (F), Grain Tenders (PoC, IR), Pharaoh's Baker (FF2, IR), Pharaoh's Cupbearer (FF2, IR), Potiphar (Pi), Potiphar's Wife (Wo, PoC), Potiphera, Priest of On (Pi, IR), The Dreaming Pharaoh (FF2, IR)* and *Wild Beast (FM)*

The following Redemption® Enhancements are Genesis 37-50 cards:

- (Good): *Blessings (RR2), Brother's Reunion (Pa), Brought to Egypt (IR), Buying Grain (FF, RR2), Coat of Many Colors (Wo), Forgiveness of Joseph (Or, FF2, IR), Gentle Resolution (H, RR2), Israel's Bow (LC), Israel's Sword (LC), Jacob's Grandsons (E), Joseph Before Pharaoh (Pa, FF2, LR), Journey to Egypt (Pa, RR), Judah's Intervention (LC), Naming the Nation (IR), Obedient to Joseph (IR), Patriarch Travels (Pa), Reserved for Famine (IR), Reuben's Torn Clothes (FF)* and *Tested by Joseph (IR)*
- (Evil): *Begging for Grain (Pa), Brothers' Envy (Pa, FM), Coercion (Pa), Cupbearer's Complaints (IR), Death of Jacob (F), Dream (Pa), Famine in Egypt (IR), Famished (IR), Grain in a Famine (IR), Guards (Wa, Ki), Joseph in Prison (Pa, RR), Joseph's Brothers' Scheme (Pa), Judah's Sin (Pa), Patriarch Imprisoned (IR), Pharaoh's Dream (IR), Pit (Pa), Send for Egyptians (IR), Slave to Egypt (IR), Sold into Slavery (Pa)* and *Summoned to Interpret (PoC)*
- (Dual-Alignment): *7 Years of Famine (RR2), 7 Years of Plenty (RR2), Coat of Many Colors (FM), Hiding Joseph's Cup (FM), Seven Cows (IR), Seven Years of Famine (FF2)* and *Seven Years of Plenty (FF2)*

The following Redemption® cards are Genesis 37-50 cards:

- (Dominant, Good): ***Out of Their Hands (IR)***
- (Lost Soul): ***Lost Soul [Genesis 45:6, "Famine"] (IR)*** and ***Lost Soul [Genesis 47:17, "One for One"] (IR)***
- (Artifact): ***Joseph's Silver Cup (Pa, PoC), Pharaoh's Gifts (IR)*** and ***Twenty Shekels (IR, P)***
- (Fortress, Good): ***Goshen (LC), Joseph's House (IR)*** and ***Storehouse (Pa, IR, P)***
- (Fortress, Evil): ***Pharaoh's Throne Room (IR)***
- (Site): ***Pharaoh's Prison (Wo)*** and ***Pit of Dothan (Wo, FM)***

Giant

Giants are humans from a race of extraordinary size. The following Redemption® cards refer to giants:

- (Good): ***Caleb (FF, FM, P), David's Victory (Ki), Elhanan (FM), Elhanan, Son of Dodo (RR2), Faith of David (Ki), Mighty Warrior (C)*** and ***Sibbechai (Pi)***
- (Evil): ***Ahiman, Son of Anak (FM), Emim (FM), Goliath's Armor (LC), Goliath's Spear (Wa, Ki), Ishbibenob, Son of Rapha (RR2), Ishbibenob's Spear (Ki), Lahmi, Son of Rapha (RR2), Lahmi's Spear (Wa, Ki), Rapha of Gath (RR), Saph, Son of Rapha (RR2), Sheshai, Son of Anak (FM)*** and ***Talmai, Son of Anak (FM)***
- (Dual-Alignment): ***Hebron (FM)***

The following Redemption® characters are giants:

- (Evil): ***Ahiman, Son of Anak (FM), Arba, Greatest Anakim (II), Emim (FM), Goliath (Or, LR, P), Goliath, Fear Bringer (L, P), Ishbibenob (I, Wa, Ki), Ishbibenob, Son of Rapha (RR2), Lahmi (I, Wa, Ki), Lahmi, Son of Rapha (RR2), Og, King of Bashan (FM), Rapha of Gath (RR, P), Saph (I, Wa, Ki), Saph, Son of Rapha (RR2), Sheshai, Son of Anak (FM), Talmai, Son of Anak (FM)*** and ***The Twelve-Fingered Giant (FF, RR)***

Giant Slayer

A giant slayer is a person in the Bible who killed a giant. The following Redemption® cards refer to giant slayers:

- (Evil): ***Goliath (LR, P)*** and ***Talmai, Son of Anak (FM)***

The following Redemption® characters are giant slayers:

- (Hero): ***Abishai (K, Wa, Ki), Abishai, Chief of Thirty (II), Caleb (FF, FM, P), Caleb, the Rewarded (II), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the***

Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Elhanan (Wa, Ki, FM), Elhanan, Son of Dodo (RR2), Jonathan (B, Or), Jonathan, Son of Shimei (FM), King David (P), Sibbecai, the Hushathite (RR2) and ***Sibbechai (Wa, Pi)***

Gideon in the Title

The following Redemption® cards refer to cards with "Gideon" in the title:

- (Good): ***Gideon (CW)***

The card above further limits the phrase by specifying that it only applies to good cards. The following Redemption® good cards have "Gideon" in the title:

- (Hero): ***Gideon (J, Or, CW)*** and ***Gideon's 300 (RR2, P)***
- (Enhancement): ***Faith of Gideon (CW), Gideon's Call (J, Pa)*** and ***The Sword of Gideon (J)***

Gospel Card

Gospel cards are cards from any of the 4 books of the Bible describing the life and teaching of Jesus. The books are the first 4 books of the New Testament:

- Matthew, Mark, Luke, John

Cards with a reference from one of those books are Gospel cards, even if they have an "O.T." identifier.

Greek

Greeks are citizens of the ancient Greek Empire. See Nationality. The following Redemption® cards refer to Greeks:

- (Good): ***Philip (Di)***
- (Evil): ***Abomination of Desolation (RA), Adjourn (EC, RR), Alexander of Troas (RR), Alexander the Great (PoC), Alexander's Destroyers (T2C), Allowed to be Trampled (T2C), Antiochus IV Epiphanes (RA, T2C), Antiochus' Army (T2C), Areopagus (EC), Clash with Persia (T2C), Forces Arise (T2C), Greek Forces (T2C), Hellenistic Jews (EC), Prince of Greece (Pi), Ptolemy, Ruler of Egypt (T2C), Smashed Opponent (T2C), Stoic Philosophers (EC), The Goat with a Horn (T2C), The Realm of Greece (T2C), The Terrifying Beast (RA), The Winged Leopard (RA, PoC)*** and ***Without Touching (T2C)***
- (Neutral): ***Abomination of Desolation (T2C)*** and ***Shrine to Artemis (EC)***

The following Redemption® characters are Greeks:

- (Hero): ***Nicolas of Antioch (P, EC), Titus (Ap, EC)*** and ***Titus, the Messenger (RR)***
- (Evil): ***Alexander of Troas (RR), Alexander the Great (PoC), Alexander's Destroyers (T2C), Antigonus the One-Eyed (T2C), Antiochus IV Epiphanes (RA, T2C), Antiochus' Army (T2C), Cassander of Macedon (T2C), Demetrius the Silversmith (EC), Diotrephes (E, RJ), Epicurean Philosophers (EC), Greek Forces (T2C), Greek Philosophers (Ap, RR), Greek Scholars (Ap, RR), Hymenaeus (PC), Philetus (E, Di, PC), Prince of Greece (Wa, Pi), Prominent Women (RR2), Ptolemy, Ruler of Egypt (T2C), Seleucus the Victorious (T2C), Stoic Philosophers (EC), The Depraved [Black] (T2C), The Goat with a Horn (T2C), The Goat with Horn (Di), The Priest of Zeus (EC, RR2, P), The Prince of Greece (T2C)*** and ***The Winged Leopard (RA, PoC)***

H

Haggai Card

Haggai cards are cards from the book of Haggai in the Bible. The following Redemption® cards refer to Haggai cards:

- (Good): ***Haggai (PoC)***

The following Redemption® characters are from Haggai:

- (Hero): ***Haggai (FF, PoC)***

Heavenly Temple Artifact

Heavenly Temple Artifacts are permanent fixtures of God's temple in Heaven. The Temple Artifacts are earthly counterparts to the Heavenly Temple Artifacts. The following Redemption® cards refer to Heavenly Temple Artifacts:

- (Good): ***The Four Living Creatures (RJ), Heavenly Temple (RJ)*** and ***Servant Angel (RJ)***

The following Redemption® Artifacts are Heavenly Temple Artifacts:

- ***Ark of the Covenant (Wa, Ki, RJ, P), The Book of Life (RJ), The Golden Altar (RJ), Golden Censer (RJ), The Great White Throne (RJ), The Sea of Glass (RJ)*** and ***Seven Lamps of Fire (RJ)***

Note: Priestly Artifacts are not considered Heavenly Temple Artifacts.

Hebrews Card

Hebrews cards are cards from the book of Hebrews in the Bible. The following Redemption® cards refer to Hebrews cards:

- (Neutral): ***Letter to the Hebrews (CW)***

The following Redemption® characters are from Hebrews:

- (Hero): ***Dutiful Priest (CW), The Angel of the Winds (CW, P), The Faithful Leaders (CW)*** and ***The Watchful Leaders (CW)***
- (Evil): ***Coliseum Lion (CW)***

The following Redemption® Enhancements are from Hebrews:

- (Good): ***Entertaining Angels (Ap, CW), Equipped for the Mission (AW), Eternal Covenant (CW), Eternal Inheritance (CW), Faith (PoC), Faith in Our High Priest (Pi, RR2), Faith of Abel (CW), Faith of Abraham (Or, CW), Faith of Amram & Jochebed (CW-Alt), Faith of Barak (CW), Faith of Daniel (CW), Faith of David (CW), Faith of Enoch (CW), Faith of Gideon (CW), Faith of Isaac (CW), Faith of Jacob (CW), Faith of Jephthah (CW), Faith of Joseph (CW), Faith of Joshua (CW), Faith of Moses (CW), Faith of Moses' Parents (CW-Main), Faith of Noah (CW), Faith of Rahab (CW), Faith of Samson (CW), Faith of Samuel (CW), Faith of Sarah (CW), Gifts and Offerings (CW), Hate Wickedness (CW), Love Righteousness (CW), New Covenant [Jeremiah] (PoC), Reverence and Awe (CW), Sent to Serve (AW), Sins Forgotten (CW), Spiritual Beings (AW), Sword of the Spirit (A, B, C-1st, D-1st, CW), Winds (AW)*** and ***You Will Remain (CW)***
- (Evil): ***Broken Covenant (CW), Casting Stones (CW), Coliseum Lions (E, J), Deceitful Sin (CW), Egyptian Treasures (CW), Going to Their Deaths (E, RR2), Love of Money (CW), Provoked (CW), The Power of Death*** and ***Thorns and Thistles (CW)***
- (Dual-Alignment): ***"Today" (CW)*** and ***Warning Against Rebellion (CW)***

The following Redemption® cards are from Hebrews:

- (Dominant, Good): ***The Second Coming (CW, P)***
- (Dominant, Evil): ***Falling Away (Wo, CW, P)***
- (Lost Soul): ***Lost Soul [Hebrews 2:15, "Slaves"] (CW), Lost Soul [Hebrews 4:13, "Open Hand"] (CW), Lost Soul [Hebrews 5:11, "Dull"] (CW), Lost Soul [Hebrews 10:25, "Forsaken"] (CW, P), Lost Soul [Hebrews 10:39, "Destruction"] (CW)*** and ***Lost Soul [Hebrews 12:8, "Lawless"] (CW, P)***
- (Artifact): ***Aaron's Staff (CW)*** and ***Letter to the Hebrews (CW)***
- (Covenant): ***Eternal Covenant (CW), New Covenant [Jeremiah] (PoC)*** and ***You Will Remain (CW)***
- (Curse): ***Broken Covenant (CW)*** and ***Thorns and Thistles (CW)***
- (Fortress, Good): ***Cloud of Witnesses (CW)*** and ***The Throne of Grace (CW)***
- (Fortress, Evil): ***Coliseum (CW)***
- (Site): ***Salem (CW)***

Heretic

A heretic is a N.T. human Evil Character who publicly denied or misrepresented some teachings of the apostles and established doctrines of the Church, while still holding some teachings or doctrines to be true. Their object is to disturb the life of the church and those within it, shaking their confidence and spoiling the work of Christ. The gospels were written in great measure to answer the words and teachings of the heretics in the early N.T. church. If a heretic is converted to a Hero, it is no longer a heretic unless it later becomes an Evil Character again. The following Redemption® cards refer to heretics:

- (Good): ***Archippus (PC), Barnabas (EC), Philemon (PC), Stand Firm (EC), The Ephesian Elders (PC)*** and ***Wisdom (PC)***
- (Evil): ***Creeping Deceiver (Di, RR2), Phygellus (PC), Wolves Among Sheep (RR2)*** and ***Wolves in Sheep's Clothing (Di)***
- (Neutral): ***Letters to the Thessalonians (EC)***

By rule, only Evil Characters are heretics. The following Redemption® Evil Characters are heretics:

- ***Creeping Deceiver (Di, RR2), Defrauders (PC), Deluders (PC), Diotrephes (E, RJ), False Teacher (Di, RR2), False Teachers (A, C, Or), Hermogenes (Ap, PC), Hymenaeus (PC), Impostors (EC, RR2), Judaizers (EC), Philetus (E, Di, PC), Phygellus (Ap, PC), Simon the Magician (Ap, EC)*** and ***The False Prophet (Pr, EC, RJ)***

Herod

Herods were members of the Herodian Dynasty, who ruled the Province of Judea as client-kings or tetrarchs, a lower title than king, in the Roman Empire. The following Redemption® cards refer to Herods:

- (Good): ***Joanna (Di)***
- (Evil): ***Dance of Death (GC), Herod Philip II (Di, GC), Herod the Great (GC), Herod's Banquet (GC), Herod's Executioner (GC), Herod's Guard (GC), Herod's Praetorium (PC), Herod's Treachery (TP, GC), Herodians (GC), Herodias (GC), Herodias' Daughter (GC), Imprisoned (Di), Massacre of Innocents (Di, GC), Rash Oath (TP)*** and ***Salome (TP)***
- (Neutral): ***Herod's Dungeon (TP)*** and ***Ridicule (GC)***

The following Redemption® characters are Herods:

- (Evil): ***Archelaus (Ap, Di), Herod Archelaus (GC), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC)*** and ***Herod the Great (Ap, Di, GC)***

Herod in the Title

The following Redemption® cards refer to cards with "Herod" in the title:

- (Evil): ***Herodian (E)***

The card above further limits the phrase by specifying that it only applies to Evil Characters. The following Redemption® Evil Characters have "Herod" in the title:

- ***Herod Archelaus (GC), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC), Herod's Executioner (GC), Herod's Guard (GC), Herod's Sentries (EC)*** and ***Herod the Great (Ap, Di, GC)***

Herod's Temple Artifact

Herod's Temple Artifacts are Temple Artifacts that were found in Herod's Temple. The following Redemption® cards refer to Herod's Temple Artifacts:

- (Good): ***Herod's Temple (Di, GC, P)***

The following Redemption® Artifacts are Herod's Temple Artifacts:

- ***Altar of Burnt Offering (L, Pi), Altar of Incense (E, Pi), Golden Cherubim (RA3), Holy of Holies (D, Pi, RR), Lampstand of the Sanctuary (Pi), Table of Showbread (Pi), Temple Veil (F, GC), The Bronze Laver (Pi, LR), The Golden Lampstand (RR2)*** and ***Windows of Narrow Light (LC, P)***

Note: Priestly Artifacts are not considered Herod's Temple Artifacts.

High Priest

A high priest in Redemption® is a character that was referred to as a high priest in the Bible based upon the original language or has "high priest(s)" in the card title or identifier. The following Redemption® cards refer to high priests:

- (Good): ***A Royal Priesthood (PoC), City of Refuge (Pi), Gifts and Offerings (CW), Haggai (FF), House of Prayer (PoC)*** and ***Scapegoat (Pi)***
- (Evil): ***Jealous Rage (EC)*** and ***The Egyptian Rebel (PC)***
- (Neutral): ***Jerusalem (Ap), Priestly Breastplate (Pi)*** and ***Urim and Thummim (Pi, LR)***

The following Redemption® characters are high priests:

- (Hero): ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, Peacemaker (IR), Aaron, the Voice (RR2), Abiathar (K, Pi), Abiathar, the Survivor (IR), Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Ahimelech, Chief Priest***

(IR), Ahimelech, Priest at Nob (Pi), Ahitub, the High Priest (IR), Amariah the High Priest (Pi), Amariah, the High Priest (RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Dutiful Priest (CW), Eleazar, Son of Aaron (L, Pi, PC), Eli the Priest (Pa, Pi, RA, P), Eli, Samuel's Mentor (IR), Eli, the Judge (RR2), Eliashib the High Priest (Pi), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jeshua, the Restorer (LC), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Phinehas, Son of Eleazar (Pi, FM), Phinehas, the Zealous (IR), Seraiah the High Priest (Pi), Zadok (Pi, PoC) and ***Zadok, Ark Carrier (IR)***

- (Evil): ***Annas the Elder (GC), Caiaphas the Conspirator (GC), High Priest Ananias (Pi, RJ), High Priest Annas (Ap, Pi), High Priest Caiaphas (Ap, Pi)*** and ***Urijah the High Priest (Pi)***

House of Eleazar

The House of Eleazar consists of Eleazar, son of Aaron and his descendants. The following Redemption® cards refer to the House of Eleazar:

- (Good): ***Covenant with Phinehas (Pi)*** and ***Eleazar, Son of Aaron (PC)***

Both cards above further limit the phrase by specifying it only applies to priests of the House of Eleazar. The following Redemption® characters are House of Eleazar priests:

- (Hero): ***Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Amariah the High Priest (Pi), Amariah, the High Priest (RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Eleazar, Son of Aaron (L, Pi, PC), Eliashib the High Priest (Pi), Ezra (Pi), Ezra, Favored by God (LC), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jeshua, the Restorer (LC), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Phinehas, Son of Eleazar (Pi, FM), Phinehas, the Zealous (IR), Seraiah the High Priest (Pi), Zadok (Pi, PoC), Zadok, Ark Carrier (IR)*** and ***Zechariah, Son of Jehoiada (LC)***

House of Ithamar

The House of Ithamar consists of Ithamar, son of Aaron and his descendants. The following Redemption® cards refer to the House of Ithamar:

- (Evil): ***Doeg's Slaughter (Pi)***

The card above further limits the phrase by specifying it only applies to priests of the House of Ithamar. The following Redemption® characters are House of Ithamar priests:

- (Hero): ***Abiathar (K, Pi), Abiathar, the Survivor (IR), Ahimelech, Chief Priest (IR),***

Ahimelech, Priest at Nob (Pi), Ahitub, the High Priest (IR), Eli, Samuel's Mentor (IR), Eli the Priest (Pa, Pi, RA, P) and ***Ithamar, Son of Aaron (L, Pi)***

- (Evil): ***Hophni, son of Eli (Pi), Hophni, the Profane (IR), Phinehas, son of Eli (Pi)*** and ***Phinehas, the Useless (IR)***

Human

One possible role of a character (see Character's Role and Gender) is human. Humans are characters that are not angels, animals, demons, and symbolic characters. Only characters may be considered human; even if an Enhancement describes a person or a group of people, it is not considered to be a human in Redemption®.



Idol

An idol is a card that represents a statue or physical representation of a false god, an element of worship that is not in service to God, or has "idol(s)" in the card title. The following Redemption® cards refer to idols:

- (Good): ***Aristarchus (EC), Azor, the Recusant (LC), Captive Priest (FM), Chronicles of the Kings (LC), Jacob Buries the Foreign gods (RA), Jacob Buries the Idols (LR), Josiah, the Restorer (LC), Othniel, Son of Kenaz (FM), Phinehas, the Zealous (IR), Purging Evil (FM), Rachel, the Favored (RR), Simon The Zealot (Di)*** and ***Wisdom (PC)***
- (Evil): ***1,290 Days (T2C), Abijam, the Half-Hearted (LC), Amon, the Forsaken (LC), Antiochus' Army (T2C), Babylon (T2C), Canaanite Wives (FM), Chemosh Worship (FM), Conspiring Servants (LC), Corrupted Temple (FM), Demon Behind the Idol (RR2), First Bowl of Wrath (RJ), Forces Arise (T2C), Golden Calf Worship (FM), High Places (LC), Idol Worship (FM), Jezebel's Teaching (RJ), King Tiglath-Pileser III (PoC), Outsiders [Brown/Crimson] (RJ), Queen Maacah (LC), Table of Demons (EC, RR2), The Fallen King (FM), Woe to Chemosh (II)*** and ***Worshiping Demons (RR)***
- (Neutral): ***Ark of the Covenant (RJ), Endless Treasures (PoC), Lost Soul [Daniel 3:7, "Idolaters"] (T2C), Return to Curse (T2C)*** and ***Tables of the Law (FM)***

By rule, only Artifacts are idols. The following Redemption® Artifacts are idols:

- ***Abomination of Desolation (T2C), Altar of Ahaz (Pi, RR2), Altar of Dagon (Pa, FM), Asherah Pole (Ki, LC), Brass Serpent (PoC), Gideon's Ephod (FM), Golden Calf (H, FM), Household Idols (Ap, LC), Idol of Chemosh (II), Idol of Nebuchadnezzar (T2C), Idol of Peor (IR), Idols of Canaan (FM), Image of the Beast (RJ), Manasseh's Altar (FM), Mark of the Beast (RJ), Shrine to Artemis (EC), Unknown Nation (Pi, PoC, RR2)*** and ***Worship of Edom (LC)***

Involves Music

A card involves music if it does one of four things:

- Represents all or part of a song or Psalm.
- Represents an event or location that was primarily noted for its music.
- Represents a musical instrument or singing.
- Represents a character who is identified as a musician.

Note that many Enhancements refer to trumpets, but in many cases the trumpet was used as an alarm or signal as opposed to a musical instrument, thus many Enhancements involving trumpets are not considered to involve music. The following Redemption® cards refer to cards involving music:

- (Good): ***Asaph (Pi), Asaph, the Psalmist (RR), Ethan (Pi), Ethan, Son of Kishi (RR2), Heman (Pi), Miriam (PoC), Musicians' Chambers (RA), Music Leader (PC, P)*** and ***Prophets of Gibeath (P)***
- (Evil): ***Lamenting (Pa)***
- (Neutral): ***David's Harp (P)***

The cards above further limit the phrase by specifying that it only applies to good cards.

Most characters that involve music are musicians. The following Redemption® characters are not musicians but involve music:

- (Hero): ***Fearless Traveler (RR2, P), Humble Seeker (P), King's Daughter (Wo, RR), Mighty Warrior (A, C, Or, P), Righteous Seeker (IR), The Mighty Warrior (FM, RR2), The Stars (RR2), The Victorious Being (II), Warrior in Training (Wa, P)*** and ***Women of Israel (G, L, RR2)***

The following Redemption® Enhancements involve music:

- (Good): ***A Soldier's Prayer (TP), Angel Chariots (Wa, Ki, RR), Banner (B, Or), Banner of Love (Or, P), Banner of Truth (D, Pi), Battle Prayer (Wa, Ki, RR), Bearing Our Sin (PoC), Benedictus (Di), Bow and Arrow [Gold] (Wa, Ki), Bow and Arrow [Red] (A, C, Or), Bronze Cymbals (Pi), By His Wounds (PoC), Covenant with David (PoC), Cymbals of the Levites (RA, RR), David's Music (K, Pi), Defeating the Enemy (AW), Gloria in Excelsis Deo (Di, RR2), Hate Wickedness (CW), Hinds' Feet (Pr, RR), Hope (Or), I Am Justice (AW), I Am Mercy (AW), I Am Refuge (II), I Am Sustainer (AW), Jubilee (E), Love Righteousness (CW), Magnificat (Di, GC), Nunc Dimittis (Di, GC), Passover Hymn (Di), Praise from Prison (EC), Praise Him, Moon (AW), Praises (Wo), Pride Laid Low (T2C), Protection of Angels (Wa, Pi, RR), Quake in Edom (II), Refined by Fire (AW), Rod of Iron (Or, Wa), Royal Parade (FF, LC), Sing and Praise (J, Pi), Sing with Stringed Instruments (RA), Stringed Instruments (RR), Sleep (Or), Spiritual Protection (Pa), Stillness (B-Ul, P), Sword of Light (GC), Temple Dedication (RA3),***

The Lord Goes Before You (FM), The Song of Moses (RJ), The Stars (AW), The Suffering Servant (PoC), "Today" (CW), Warning Against Rebellion (CW), Word of Christ (PC) and ***You Will Remain (CW)***

The following Redemption® cards involve music:

- (Dominant, Good): ***Awesome Things (LC)*** and ***Ride on Victoriously (LC)***
- (Fortress, Good): ***Musicians' Chambers (RA, RR2)*** and ***Solomon's Temple (P)***

Isaiah Card

Isaiah cards are cards from the book of Isaiah in the Bible. The following Redemption® cards refer to Isaiah cards:

- (Good): ***Ethiopian Treasurer (EC), God's Judgment (T2C), Isaiah (FF2), Isaiah, Peace Proclaimer (RR), Isaiah (PoC), Isaiah, Son of Amoz (T2C), Isaiah's Call (T2C), Seraph (T2C), Seraph with a Live Coal (RR), The Angel of His Presence (T2C), The Ethiopian Treasurer (RR), The Former Forgotten (T2C)*** and ***The Mighty Warrior (FM)***
- (Evil): ***King Merodach-baladan (Pi)***

The following Redemption® characters are from Isaiah:

- (Hero): ***Angel of His Presence (Ki), Covenant Keepers (Pi, RR), Isaiah (Pr, FF2, PoC), Isaiah, Peace Proclaimer (RR), Isaiah, Son of Amoz (T2C), Mighty Warrior (A, C, Or, P), Seraph (RA, LR, T2C), Seraph with a Live Coal (FF2, RR), Seraphim [Band to Blue] (Wa), Seraphim [Band to Green] (Wa), Shepherd (E), The Angel of His Presence (PoC, T2C), The Mighty Warrior (FM, RR2)*** and ***The Prophetess (PoC)***
- (Evil): ***Archers of Kedar (Ki), Assyrian Laborers (PoC), Assyrian Siege Army (FF2, RR), Assyrian Survivor (FF2, RR), Covenant Breakers (Pi), Cursed Egyptians (PoC), Devouring Lion (PoC), Devouring Philistines (PoC), Fallen Warrior (Wa, Ki), Jackals (PoC), Kedarite Archer (RR), King Merodach-baladan (Pi), King Rezin (PoC), King Sargon II (Pi, RR), King Shalmanaser III (PoC), King Tiglath-Pileser III (PoC), Men of Moab (PoC), Morgan (AW), Necromancer (PoC), Negev Lions (PoC), Persian Archers (PoC), Persian Conquerors (PoC), Persian Horsemen (PoC), Philistine Soothsayers (PoC), The Fallen Star (PoC), The Tartan (FF), Wizard (PC)*** and ***Wizards (Pr, RR2)***

The following Redemption® Enhancements are from Isaiah:

- (Good): ***Bearing Our Sin (PoC), Behold the Lord (T2C), By His Wounds (PoC), Confused (AW), Delivered from Distress (T2C), Enjoy Their Hands (T2C), Eyes to See (PoC), Forcefulness of Isaiah (Or), God's Judgment (T2C), Highway (Pr), His Name (PoC), Isaiah's Call (FF2), Light in the Darkness (PoC), Lion Dwelling with the Calf (Pr), Live Coal (Pr, FF2, LR), Mountain of God (Pr), New Covenant [Isaiah] (PoC), Pride Laid Low (T2C), Protection of Jerusalem (FF2), Razor (Pr), Redeeming Branch***

(PoC), Righteous Judge (PoC), Root of Jesse (LC, P), Scroll of Isaiah (EC), Sing with Stringed Instruments (RA), Strength (B, D, Or), Stringed Instruments (RR), Sword of the Lord (PoC), The Former Forgotten (T2C), The Suffering Servant (PoC), The Vineyard (Pr) and *Virgin Birth (PoC)*

- (Evil): *Carelessness (Wo), Confusion (Pr, CW, RR), Covenant with Death (Pr, FF2), Dejected (AW), False Wisdom (Pr), Invoking Terror (FF2, LR), Leave Your Name (T2C), Mistakes Made (AW), No Regard for the Lord (PC), Pact with Death (RR), Persian Horses (PoC), Plunder and Pillage (PoC), Siegeworks (Pa)* and *Turn to Egypt (PoC)*
- (Dual-Alignment): *Capture and Seize (PoC), Delivered (PoC), Perfidy (T2C), Razor (FF2, RR)* and *Siegeworks (FF2, RR)*

The following Redemption® cards are from Isaiah:

- (Dominant, Good): *Isaiah's Call (T2C)*
- (Dominant, Evil): *Mayhem (TP, LR, P)*
- (Lost Soul): *Lost Soul [Isaiah 42:7] (C, Or)* and *Lost Soul [Isaiah 59:10, "Stumble"] (PoC)*
- (Artifact): *Endless Treasures (PoC)*
- (Covenant): *God's Judgment (T2C), New Covenant [Isaiah] (PoC)* and *Scroll of Isaiah (EC)*
- (Curse): *Covenant with Death (FF2), Leave Your Name (T2C)* and *Pact with Death (RR)*
- (Fortress, Good): *Dragon Raid (RR2)* and *House of Prayer (PoC)*
- (Site): *Dragon Raid (Wa, P)*

Isaiah 6 Enhancement

Isaiah 6 Enhancements are Enhancements from chapter 6 of the book of Isaiah in the Bible. The following Redemption® cards refer to Isaiah 6 Enhancements:

- (Good): *Seraph with a Live Coal (FF2)*

The following Redemption® Enhancements are Isaiah 6 Enhancements:

- (Good): *Forcefulness of Isaiah (Or), Isaiah's Call (FF2)* and *Live Coal (Pr, FF2, LR)*

I Chronicles Card

I Chronicles cards are cards from the book of I Chronicles in the Bible. The following Redemption® cards refer to I Chronicles cards:

- (Good): *Heldai (FF), Helez (Ki)* and *Maharai (Ki)*

The following Redemption® characters are from I Chronicles:

- (Hero): ***Abiezer (Wa, Ki), Abishai (Wa, Ki), Amasai the Raider (FF), Asaph (Pi), Asaph, the Psalmist (RR), Benaiah (Wa, Ki, FM), Captured Kinsmen (FM), Chenaniah (RA), Chenaniah, Chief Singer (RR), Dodai the Ahohite (RA), Ethan (Pi), Ethan, Son of Kishi (RR2), Gad (Pr), Gad, the Seer (RR2), Heldai (FF), Helez (Wa, Ki), Heman (Pi), Heman, the Singer (RR2), Ishmaiah the Gibeonite (RA2), Israelite Archer (Ki), Jashobeam (Wa, Ki), Jeiel (RA), Jeiel, the Gatekeeper (RR2), Joab (Or, P), Justice Bringer (FM), Maharai (Wa, Ki), Shamhuth (Wa, Ki), Shealtiel, the Exilarch (LC)*** and ***Shealtiel, the Heir (LC)***
- (Evil): ***Hadad, Ruler of Avith (II), Husham, the Temanite (II), Lahmi (I), Lahmi, Son of Rapha (RR2), Syrian Mercenaries (CW)*** and ***The Twelve-Fingered Giant (FF, RR)***
- (Dual-Alignment): ***Joab (CW)***

The following Redemption® Enhancements are from I Chronicles:

- (Good): ***Book of Gad the Seer (F), Book of Nathan (Pa), Bronze Cymbals (Pi), Buckler (Or, Wa, Pi), Jashobeam's Spear (Wa, Ki)*** and ***Warrior's Spear (RA)***
- (Evil): ***Lahmi's Spear (I, Wa, Ki)***
- (Dual-Alignment): ***David's Census (FM)***

The following Redemption® cards are from I Chronicles:

- (Fortress, Good): ***Musicians' Chambers (RA, RR2)*** and ***Stronghold in the Desert (RA)***

I Samuel Card

I Samuel cards are cards from the book of I Samuel in the Bible. The following Redemption® cards refer to I Samuel cards:

- (Good): ***Abigail (K), Abishai (K), Bravery of David (K), David's Tent (K), Eli, the Judge (RR2), Jonathan, the Devoted (K), Lord of Armies (K), Prince Jonathan (Ki), Samuel (RA2, CW), Samuel, Final Judge (RR2)*** and ***Samuel, the Anointer (K)***
- (Evil): ***Philistine Raiders (L)*** and ***Priests of Dagon (L)***
- (Neutral): ***Covenant with David (K)***
- (Dual-Alignment): ***King Saul (CW)***

The following Redemption® characters are from I Samuel:

- (Hero): ***Abiathar (K, Pi), Abiathar, the Survivor (IR), Abigail (K, Wo, RA2), Abigail, the Discerning (RR2), Abishai (K), Ahimelech, Chief Priest (IR), Ahimelech, Priest at Nob (Pi), Ahimelek the Hittite (RA2), Ahitub, the High Priest (IR), Armor Bearer (RR), Armorbearer (Wa), Company of Prophets (K), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David, Giant Slayer (K, P), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Psalmist (CW), David, the Shepherd (CW), David's Messengers (K), David's Spies (K), Eleazar the Guard (Pi), Eli the Priest (Pa, Pi, RA, P), Eli, Samuel's Mentor (IR), Eli, the Judge (RR2), Gad, David's Chosen (K),***

Hannah (K, Or, PoC), Jonathan, the Devoted (K), King Saul [Purple] (Wa, Ki), Procession of Prophets (K), Prince Jonathan (Wa, Ki, PoC, RR), Prophets of Gibeath (P), Samuel (RA2, CW), Samuel, Born of Prayer (II), Samuel, Final Judge (RR2), Samuel, the Anointer (K) and ***The Prophet of God (K)***

- (Evil): ***Abijah, son of Samuel (Pi), Abner (Pa, Ki), Abner, the Commander (RR), Bear (CW), Doeg (A, Or, CW), Doeg, the Slaughterer (II), Enemies to the East (II), Enemies to the South (II), Evil Spirit (RR), Goliath (Or, LR, P), Goliath, Fear Bringer (L, P), Hophni, son of Eli (Pi), Hophni, the Profane (IR), Hungry Lion (LC), Joel, son of Samuel (Pi), King Achish (L, CW), King Saul [Brown] (Wa, Ki), Medium in Endor (CW), Michal (CW), Nabal (I, Pa), Philistine Archer (L), Philistine Armor Bearer (FF, LC), Philistine Army (L), Philistine Charioteers (L), Philistine Commanders (LC), Philistine Diviners (P), Philistine Garrison (TP, LC), Philistine Governors (L), Philistine Priests (Pi), Philistine Raiders (L), Phinehas, son of Eli (Pi), Phinehas, the Useless (IR), Priests of Dagon (L), Servants of Achish (LC), Soldiers at Aphek (L), Terrifying Philistines (L), The Amalekite's Slave (RR), The Amalekites' Slave (RA, LR), The Protecting King (II)*** and ***Witch of Endor (Pr, Wa)***
- (Dual-Alignment): ***King Saul (CW)***

The following Redemption® Enhancements are from I Samuel:

- (Good): ***Bravery of David (K, Or, RA2), Clemency of David (A, Or), Coat of Mail (Or, Wa, Ki), Consecration (K), Counsel for the King (K), Counsel of Abigail (Wo, RA2, LR), Covenant with David (K, Pa), David's Music (K, Pi), David's Prayer (K), David's Sling (Or, Wa, Ki), David's Staff (A, Or), David's Triumph (Di, LR, RR2), David's Victory (K, Ki), Dedication of Samuel (Or), Do Not be Afraid (II), Eli's Sound Advice (Di, RR2), Faith of David (Ki), Five Smooth Stones (Or, Wa, Ki, RR), Foreseen by Samuel (II), Given to Israel (K), Goods Recovered (Ki, RR2), Helmet of Brass (A, Or, Wa, Ki), Loyalty of Jonathan (B, Or), Loyalty to David (K), Provisions (Ki), Retribution for Sin (II), Samuel's Edict (K, RA2), Saul's Spear (Wa, Ki), The Battle is the Lord's (FF), The Lord Delivers! (LC), Told Before Truth (II), Vow for Samuel (II)*** and ***You Will Be Well (K)***
- (Evil): ***Am I a Dog? (LC), Arrogance (Pa, LC), Ashtaroth Worship [Boulden] (I, Pr), Ashtaroth Worship [Hodgson] (Pr), Bad Dealings (F, I), Bringing Fear (FF, LR), Captured Ark (LR, RR, P), Displeased Philistines (L, Ki), Disturbing Samuel's Spirit (Di), Disturbing the Dead (RR2), Doeg's Slaughter (Pi), Evil Spirit (Wa, Ki), Gathering the Armies (L), Give Us a King! (CW), Goliath's Armor (FF, LC), Goliath's Curse (L, LC), Goliath's Spear (L, Or, Wa, Ki), King Saul's Doubt (Ki), King Saul's Jealousy (Ki), No Blacksmiths in Israel (L), Overrun by Philistines (LC), Overwhelmed by Philistines (TP), Philistine Chariot and Horses (TP), Philistine Chariots (L), Quaking with Fear (L), Saul's Disobedient Sacrifice (Pi), Saul's Javelin (Wa, Ki), Seeds of Rebellion (AW), Struggle Against Saul (II), Taking the Ark (L), Taunting the Lord (L), Torn Mantle (Pr), Vulnerable (Pa)*** and ***Wounded (AW)***
- (Dual-Alignment): ***Abandoned (K), Goliath's Sword (LC), King Saul's Spear (CW)*** and ***Lost Anointing (FM)***

The following Redemption® cards are from I Samuel:

- (Dominant, Good): ***Called to Prophesy (II)*** and ***Lord of Armies (K)***
- (Dominant, Evil): ***Warrior Overtaken (L, P)***
- (Lost Soul): ***Lost Soul [I Samuel 2:23] (L), Lost Soul [I Samuel 2:29, "Fat"] (L), Lost Soul [I Samuel 5:12, "Outcry"] (L), Lost Soul [I Samuel 25:7, "Shepherds"] (L, P), Lost Soul [I Samuel 30:3, "Behold"] (L)*** and ***Lost Soul [I Samuel 30:13] (L)***
- (Artifact): ***David's Harp (K, Wa, Ki, P)*** and ***Torn Mantle (RR2)***
- (Covenant): ***Covenant with David (K, Pa)*** and ***Vow for Samuel (II)***
- (Curse): ***Captured Ark (LR, RR, P)*** and ***Goliath's Curse (L, LC)***
- (Fortress, Good): ***David's Tent (K, Ki)*** and ***House of Samuel (II)***
- (Fortress, Evil): ***Philistine Garrison (LC), Philistine Outpost (IJ+, TP), Raiders' Camp (Ki, P-2023, P-2025)*** and ***Temple of Dagon (Pi)***
- (City): ***Zion (FM)***

I Thessalonians Card

I Thessalonians cards are cards from the book of I Thessalonians in the Bible. The following Redemption® cards refer to I Thessalonians cards:

- (Neutral): ***Letters to the Thessalonians (EC)***

The following Redemption® Enhancements are from I Thessalonians:

- (Good): ***In the Clouds (AW)*** and ***Work with Your Hands (EC)***

The following Redemption® cards are from I Thessalonians:

- (Artifact): ***Letters to the Thessalonians (EC)***

II Chronicles Card

II Chronicles cards are cards from the book of II Chronicles in the Bible. The following Redemption® cards refer to II Chronicles cards:

- (Evil): ***Ahaziah, the Wicked (LC)***

The following Redemption® characters are from II Chronicles:

- (Hero): ***Abijah, the Conqueror (LC), Amariah the High Priest (Pi), Amariah, the High Priest (RR), Angel at Jerusalem (Wa, Pi, RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Captured Kinsmen (FM), Elishama the Priest (Pi), Elishama, the Priest (RR2), Hananiah (LC), Iddo, the Seer (RR), Jahaziel, Son of Zechariah (Pi, RR), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jehoram, the Priest (RR2), Joash, Child King (LC), Josiah, the Restorer (LC), Josiah, the Righteous (LC), Judean Garrison (LC), Manasseh, the Humbled (LC),***

Temple Priests (RA3, RR) and ***Zechariah, Son of Jehoiada (LC)***

- (Evil): ***Aliens [Black/Pale Green] (LC), Aliens [Brown/Gray] (LC), Aliens [Crimson/Gold] (LC), Amaziah, the Arrogant (LC), Ambushed Moabites (LC), Army of a Million Men (LC), Assyrian Forces (LC), Conspiring Servants (LC), Edomite Camp (LC), Edomite Captors (LC), Egyptian Archer (Ki), Joash, the Murderer (LC), Mattan, Priest of Baal (LC), Philistine Invaders (LC), Queen Maacah (LC), Uzziah, the Proud (LC)*** and ***Zerah, the Ethiopian (LC)***

The following Redemption® Enhancements are from II Chronicles:

- (Good): ***Acts of Uzziah (Ki), Appointing Judges (LC), Body Armor (LC), Book of Hozai (Ki), Break Down the Wall of Gath (Ki), Fear of the Lord (Pi), Fortify the Wall (Ki), Helmet (LC), Impartial Judgment (LC), Jehoiada's Strength (Pi, LR), Mustering for War (Ki), Prayer of Faith (Pi), Solomon Dedicates Temple (Ki), Shields (LC), Sling Stones (LC), Spear and Shield (Ki), Spears (LC), Temple Dedication (RA3), Temple Spears and Shields (LC), The Lord Goes Before You (FM), Valor of Warriors (Ki)*** and ***Visions of Iddo the Seer (Ki, RR)***
- (Evil): ***Abducted Subjects (LC), All the Curses (LC), Alliance Against Judah (LC), Artifacts Destroyed (Ki), Assyrian Affliction (LC), Corrupted Temple (FM), Destruction of Athaliah (Wo), Foreign Spears (LC), Hooked and Shackled (LC), Mercenary Chariots (LC), Moral Decline (Ki), Murder in the Temple (LC), Return the Captives (LC), Syrian Victory (Ki), Troops Discharged (Ki)*** and ***Worship of Edom (LC)***
- (Dual-Alignment): ***Acts of Manasseh (LC)***

The following Redemption® cards are from II Chronicles:

- (Dominant, Good): ***Glory of the Lord (Ki, P)***
- (Dominant, Evil): ***Led Astray (LC)***
- (Lost Soul): ***Lost Soul [II Chronicles 15:4, "*/4"] (Ki), Lost Soul [II Chronicles 16:10, "Oppressed"] (LC), Lost Soul [II Chronicles 24:19, "Remiss"] (LC), Lost Soul [II Chronicles 28:13, "Hopper"] (Ki, LR, RR, P)*** and ***Lost Soul [II Chronicles 28:19, "Unfaithful"] (LC)***
- (Curse): ***All the Curses (LC), Assyrian Affliction (LC)*** and ***Worship of Edom (LC)***
- (Fortress, Good): ***Gates of Jerusalem (LC, P)*** and ***Judean Garrison (LC)***
- (Fortress, Evil): ***Gates of Jerusalem (P)*** and ***Edomite Camp (LC)***
- (Site): ***Prison of Asa (Wo)***

II Chronicles 17-20 Character

II Chronicles 17-20 characters are characters from chapters 17-20 of the book of II Chronicles in the Bible. The following Redemption® cards refer to II Chronicles 17-20 characters:

- (Good): ***King Jehoshaphat (Pi)***

The card above does limit the phrase to Heroes, but many characters can change alignment through convert abilities. The following Redemption® characters are II Chronicles 17-20 characters:

- (Hero): ***Amariah the High Priest (Pi), Amariah, the High Priest (RR), Elishama the Priest (Pi), Elishama, the Priest (RR2), Jahaziel, Son of Zechariah (Pi, RR), Jehoram the Priest (Pi), Jehoram, the Priest (RR2)*** and ***Judean Garrison (LC)***
- (Hero): ***Ambushed Moabites (LC)*** and ***Edomite Camp (LC)***

II Chronicles 26 Enhancement

II Chronicles 26 Enhancements are Enhancements from chapter 26 of the book of II Chronicles in the Bible. The following Redemption® cards refer to II Chronicles 26 Enhancements:

- (Good): ***King Azariah (Uzziah) (Ki)***

The card above further limits the phrase by specifying that it only applies to good Enhancements. The following Redemption® Enhancements are II Chronicles 26 Enhancements:

- ***Acts of Uzziah (Ki), Body Armor (LC), Break Down the Wall of Gath (Ki), Fortify the Wall (Ki), Helmet (LC), Shields (LC), Sling Stones (LC)*** and ***Spears (LC)***

II Chronicles 29-32 Character

II Chronicles 29-32 characters are characters from chapters 29-32 of the book of II Chronicles in the Bible. The following Redemption® cards refer to II Chronicles 29-32 characters:

- (Good): ***King Hezekiah (Pi)***

The card above does limit the phrase to Heroes, but many characters can change alignment through convert abilities. The following Redemption® characters are II Chronicles 29-32 characters:

- (Hero): ***Angel at Jerusalem (Wa, Pi, RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2)*** and ***King Hezekiah (Pi)***

II Kings Card

II Kings cards are cards from the book of II Kings in the Bible. The following Redemption® cards refer to II Kings cards:

- (Evil): ***King Merodach-baladan (Pi)*** and ***Nebuzaradan (Ki)***

The following Redemption® characters are from II Kings:

- (Hero): ***Amaziah, the Just (LC), Azariah, the Strong (LC), Elisha (Pr, PoC), Hezekiah, the Devout (LC), Hezekiah, the Repentant (LC), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Huldah (Pr, PoC), Jotham, the Mighty (LC), Jotham, the Upright (LC), King Amaziah (Ki, RA2, RR2), King Azariah (Uzziah) (Ki), King Hezekiah (Ki, Pi), King Joash (Ki, Pi), King Josiah (Ki), King Jotham (Ki), Naaman (LR), Naaman's Servant Girl (FM), Recruiting Officer (Ki), Seraiah the High Priest (Pi), Servant Girl (E), The Shunammite Woman (PoC), War Officer (Ki), Widow (Pa)*** and ***Widow of a Prophet (RR2)***
- (Evil): ***Ahaz, the Unfaithful (LC), Ahaziah, the Wicked (LC), Amon, the Forsaken (LC), Athaliah (Wo), Athaliah, Usurper Queen (LC), Assyrian Ambassador (LC), Assyrian Archer (FF, LR), Assyrian Camp (LC), Assyrian Officer (LC), Babylonian Forces (Pi), Captain Nebuzaradan (RR2), Charioteers of Seir (LC), Jehoiachin, the Conquered (LC), Jehoiakim, Puppet King (LC), King Ahaz (Ki, TP), King Ahaziah (Ki), King Amon (Ki, Di), King Evil-merodach (Pi), King Hazael (RA, LC), King Hoshea (Ki), King Jehoash (Ki, RA2), King Jehoahaz [Israel] (Ki), King Jehoahaz [Judah] (Ki), King Jehoiakim (Ki), King Jehoiakin (Ki), King Jehoram (Ki), King Jehu (Ki), King Jeroboam II (Ki, PC), King Joram (Ki), King Manasseh (Di), King Menahem (Ki), King Mesha (FM), King Pekah (Ki), King Pekahiah (Ki), King Rezin (Ki), King Sennacherib (Ki, LC), King Shallum (Ki), King Shalmaneser V (Ki, RR2), King So (Ki), King Tiglath-Pileser III (Ki), King Zechariah (Ki), King Zedekiah (Ki, RR), Manasseh (Pr), Manasseh, the Wicked (LC), Moabite Army (FM), Moabite Camp (LC), Moabite Marauders (FM), Naaman (FF, LR), Nebuzaradan (Ki), Pagan Priest (Pi), Pharaoh Neco (Ki, RR2), Pharaoh So (RR2), The Assyrian Spoilers (RA, RR2), The Imperial Guard (RA, RR), The Jeering Youths (RA, RR2), The Judean Mediums (PC, P), The King of Edom (LC), The Rab-saris (LC), The Rabsaris (RA), The Rabshakeh (Ki, LC), The Strong Force (RA, RR), The Tartan (LC), Urijah the High Priest (Pi)*** and ***Workers with Familiar Spirits (Pr)***
- (Dual-Alignment): ***Captive Princes (FM)*** and ***King Jehu (FM)***

The following Redemption® Enhancements are from II Kings:

- (Good): ***Arrow of Deliverance (Pr), Backward Shadow (Ki), Elisha's Bones (Pr), Floating Ax Head (Pr, RR2), Josiah's Covenant (Ki, LC), Military Escort (Ki), Paying Tribute (Ki), Protection of Jerusalem (Pa), Purging Evil (FM), Royal Protection (Ki), Struck with Blindness (Ki), Sword of Justice (Ki, RR2), The Testimony (Ki), Two Bears (RA, LR, P)*** and ***Valley of Salt (Ki, RA2, RR)***
- (Evil): ***Army of Chaldeans (Ki), Assyria Conquers Israel (RA, RR2), Besieging the City (Ki), Breaking Jerusalem's Wall (Ki, RA2), Breaking Through (Ki), Captured by Assyria (FF, LR), Carried into Exile (Pi), Chariots of the Sun (Or, Ki), Desecrate the Temple (RA, RR2), Destroying Bands (LC), Destroying the Temple (Ki), Disuading Speech (Ki), Edomite Rebellion (LC), Evil Fire (C, Pi), Foreign Horses (LC), Healing of Naaman (FF), Hezekiah's Weakness (Ki), Hired Sword (LC), Israel Pays Tribute (Ki), Leprosy (Wa), Manasseh's Altar (Pr), Naaman's Chariot and Horses (FF), Naaman's Horses (RR), Night Raid (RA, RR), Offer of Exile (LC), Pekah's Blade (Ki),***

Plunderers (Ki, RR2), Political Bribes (Ki), Sennacherib Blasphemes (LC), Set Fire (Pi), Slave Trade (F), Strength Revealed (Ki), Temple of Nisroch (Ki), The Rabsaris Attacks (RA), The Rabshakeh Attacks (Ki), The Rabshakeh's Threats (Di, LC), The Tartan Attacks (Ki), Treachery Afoot (Pa), Treason! Treason! (LC), Treasures of War (Ki), Turncoat (LC), Two Thousand Horses (Ki, RR), Useless Tactics (Ki) and ***Worship of Nisroch (LC)***

- (Dual-Alignment): ***Defenestrated! (RA2, RR), Healing Naaman (RR2)*** and ***King's Weakness (LC)***

The following Redemption® cards are from II Kings:

- (Dominant, Good): ***Chariot of Fire (PoC)***
- (Dominant, Evil): ***Destruction of Nehushtan (Pa)***
- (Dominant, Dual-Alignment): ***Destruction of Nehushtan (PoC)***
- (Artifact): ***Altar of Ahaz (Pi, RR2), Assyria's Tribute (FF), Book of the Law (Pi, LC, P), Chariot of Fire (Wa, RR, P), Elijah's Mantle (RR2), Hezekiah's Signet Ring (Ki, RR2), King's Signet Ring (LC), Manasseh's Altar (FM), Tribute (P)*** and ***Tribute to Assyria (P)***
- (Covenant): ***Josiah's Covenant (Ki, LC)***
- (Fortress, Evil): ***Assyrian Camp (Pi, LC), Gates of Samaria (RA2), Headquarters at Riblah (Pi), High Places (LC), House of Rimmon (FF)*** and ***Moabite Camp (LC)***
- (Site): ***Assyria (Wo), Babylon (Wo), Halah (Wo), Kir (Wo, TP)*** and ***Media (Wo)***

II Samuel Card

II Samuel cards are cards from the book of II Samuel in the Bible. The following Redemption® cards refer to II Samuel cards:

- (Good): ***David the Unifier (P), Heldai (FF), Helez (Ki)*** and ***Maharai (Ki)***
- (Evil): ***Absalom, the Conspirer (RR2)***

The following Redemption® characters are from II Samuel:

- (Hero): ***Abiezer, the Anathothite (II), Abishai, Chief of Thirty (II), Adino (Or, Ki), Adino, the Eznite (II), Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Asahel (C, Or, TP), Asahel, Swift-Footed (II), Bathsheba (Wo, FM), Benaiah, Lion Slayer (II, P), David the Unifier (P), David, God's King (PoC), Eleazar (Wa, Ki), Eleazar, the Ahohite (II), Elhanan (Wa, Ki, FM), Elhanan, Son of Dodo (RR2), Helez, the Paltite (II), Hushai (A, Or), Hushai, the Archite (RR2), Ira (Wa, Ki), Ira, the Tekoite (II), Ittai (Wa, Ki), Ittai, the Gittite (RR2), Jonathan (B, Or), Jonathan, Son of Shimei (FM), King David (P), King Hiram (FF, RR), Mephibosheth (FF, RR), Naharai (FF), Naharai, the Beerothite (II), Nathan, the Rebuker (RR), Obed-Edom the Gittite (Pi), Shammah (Wa, Ki), Shammah, the Hararite (II), Sibbecai, the Husathite (RR2), Sibbechai (Wa, Pi), Tekoan Woman (Ki, RR2), The Woman of Wisdom (RR2), Uriah (A, Or), Uriah, the Hittite (RA2, RR2), Woman of Wisdom (Ki), Zadok (Pi, PoC), Zadok, Ark Carrier (IR), Zalmon (RA)*** and ***Zelek, the Ammonite (II)***

- (Evil): ***Absalom (Wa, Ki), Absalom, the Conspirer (RR2), Absalom's Soldiers (Ki, RR2), Ahithophel (Wa, Ki), Ahithophel, the Advisor (RR2), Amasa (Ki), Amasa, Son of Ithra (RR2), David's Servants [Crimson] (II), David's Servants [Gray] (FM), Huge Egyptian (FF, RR), Ishbibenob (I, Wa, Ki), Ishbibenob, Son of Rapha (RR2), Lahmi (Wa, Ki), Michal (Wo), Rapha of Gath (RR, P), Saph (I, Wa, Ki), Saph, Son of Rapha (RR2), Sheba (Ki), Shimei (B, C, Or, CW), Shobach (P), Shobach, the Commander (RR), Soldiers of Zobah (CW), The Sons of Ariel (II), The Subdued Moabites (II), The Syrian Reinforcements (CW), Uzzah (FF)*** and ***Uzzah, the Stricken (RR)***
- (Dual-Alignment): ***Joab, the General (II)***

The following Redemption® Enhancements are from II Samuel:

- (Good): ***Abishai's Spear (Ki, II), Adino's Spear (Wa, Ki, II), Benaiah Snatches a Spear (Ki), Bow and Arrow [Gold] (Wa, Ki), Bow and Arrow [Red] (A, C, Or), Crushing Blow (Ki), Covenant with David (PoC), David's Chariots (II), David's Descendant (LC), David's Mighty Men (FF), Discerning Judgment (II), Eleazar's Sword (Ki, II), Foreign Sword (RR2), Great Plunder (II), Hinds' Feet (Pr, RR), I Am Refuge (II), Intervening of Prophecy (II), Return of the King (II), Royal Parade (FF, LC), Swallowed by the Forest (II), Truthfulness of Nathan (Or), United Army (Ki), Unified Kingdom (Pi, RR)*** and ***Water Shaft (RR2)***
- (Evil): ***Abner's Spear (Wa, Ki), Bearing Bad News (Ki, RR2), David's Sin (Wa, Ki), Desolation of Tamar (Pa), Egyptian Spear (FF), Gold Shield (RA, LR), Ishbibenob's Spear (I, Ki, RR2), Ishbibenob's Sword (I, RR2), Jealousy (LC), Momentum Change (Ki, RR2), Rizpah's Sackcloth (Wo, RR), Scorn of Michal (Wo), Shimei's Malicious Curse (RR2), Untested Sword (Ki)*** and ***Water Shaft (Pa)***
- (Dual-Alignment): ***Foreign Sword (RA2), Joab's Spears (II)*** and ***Snatched Spear (II)***

The following Redemption® cards are from II Samuel:

- (Lost Soul): ***Lost Soul [II Samuel 14:13, "Banished"] (II), Lost Soul [II Samuel 23:6] (L)*** and ***Lost Soul [II Samuel 23:6, "Thorns"] (Pi, LR)***
- (Artifact): ***Well for David (II)***
- (Covenant): ***Covenant with David (PoC)*** and ***I Am Refuge (II)***
- (Fortress, Good): ***David's Stronghold (II)***

II Samuel 14-17 Character

II Samuel 14-17 characters are characters from chapters 14-17 of the book of II Samuel in the Bible. The following Redemption® cards refer to II Samuel 14-17 characters:

- (Evil): ***Ahithophel (Ki)***

The card above does limit the phrase to Evil Characters, but many characters can change alignment through convert abilities. The following Redemption® characters are II Samuel 14-17 characters:

- (Hero): ***Ahimaaz (Ki, Pi), Hushai (A, Or), Hushai, the Archite (RR2), Ittai (Wa, Ki), Ittai, the Gittite (RR2), Tekoan Woman (Ki, RR2)*** and ***Zadok, Ark Carrier (IR)***
- (Evil): ***Absalom (Wa, Ki), Absalom, the Conspirer (RR2), Absalom's Soldiers (Ki, RR2), Ahithophel (Wa, Ki), Ahithophel, the Advisor (RR2), Amasa (Ki), Amasa, Son of Ithra (RR2)*** and ***Shimei (B, C, Or, CW)***

II Samuel 14-18 Character

II Samuel 14-18 characters are characters from chapters 14-18 of the book of II Samuel in the Bible. The following Redemption® cards refer to II Samuel 14-18 characters:

- (Evil): ***Absalom (Ki)***

The card above does limit the phrase to Evil Characters, but many characters can change alignment through convert abilities. The following Redemption® characters are II Samuel 14-18 characters:

- (Hero): ***Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Hushai (A, Or), Hushai, the Archite (RR2), Ittai (Wa, Ki), Ittai, the Gittite (RR2), Tekoan Woman (Ki, RR2)*** and ***Zadok, Ark Carrier (IR)***
- (Evil): ***Absalom (Wa, Ki), Absalom, the Conspirer (RR2), Absalom's Soldiers (Ki, RR2), Ahithophel (Wa, Ki), Ahithophel, the Advisor (RR2), Amasa (Ki), Amasa, Son of Ithra (RR2)*** and ***Shimei (B, C, Or, CW)***

II Thessalonians Card

II Thessalonians cards are cards from the book of II Thessalonians in the Bible. The following Redemption® cards refer to II Thessalonians cards:

- (Neutral): ***Letters to the Thessalonians (EC)***

The following Redemption® characters are from II Thessalonians:

- (Evil): ***Impostors (EC, RR2)***

The following Redemption® Enhancements are from II Thessalonians:

- (Good): ***Might of Angels (Wa, Ki, P)*** and ***Stand Firm (EC)***

J

James Card

James cards are cards from the book of James in the Bible. The following Redemption® cards refer to James cards:

- (Good): ***James, Leader in Jerusalem (PC)***

The following Redemption® characters are from James:

- (Good): ***James (half-brother of Jesus (Ap)*** and ***James, Leader in Jerusalem (PC)***
- (Evil): ***Trembling Demon (FF, RR)***

The following Redemption® Enhancements are from James:

- (Good): ***Endurance of Job (PC)*** and ***Mercy of James (Or, PC)***
- (Evil): ***Enticed (AW), Mask of Worldliness (Wa, RR)*** and ***Seeds of Doubt (AW)***

The following Redemption® cards are from James:

- (Lost Soul): ***Lost Soul [James 1:15, "Demon Shuffle"] (AW)*** and ***Lost Soul [James 4:6 (Proverbs 3:34), "Humble"] (RJ, P)***

Jeremiah Card

Jeremiah cards are cards from the book of Jeremiah in the Bible. The following Redemption® cards refer to Jeremiah cards:

- (Good): ***Jeremiah (Pi, TP)*** and ***Jeremiah, Iron Pillar (RR)***
- (Evil): ***King Jehoiakim (Ki)***

The following Redemption® characters are from Jeremiah:

- (Good): ***Baruch the Scribe (P), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR)*** and ***Jeremiah, the Weeper (T2C)***
- (Evil): ***False Leaders (PoC), False Priests (Pi), False Prophets (Pr), Foreign Spearman (RA3), Nebushasban (FF), Nebushazban, Rab-saris (RR), Nergalsharezer (FF), Nergal-sar-ezer, Rab-mag (RR), Pashur the Priest (Pi), Pashhur, the Persecutor (RR2), Pharaoh Hophra (Pi, RR2), Prophets of Samaria (Pr, PoC), Shemaiah (Pr)*** and ***Shemaiah, the Deceitful (RR2),***

The following Redemption® Enhancements are from Jeremiah:

- (Good): ***Balm of Gilead (B, D, Or), Battle Axe (Or, Wa, Ki), Compassion of Jeremiah (Or), Covenant of Time (T2C), Cup of Wrath (Pr), Destruction of Babylon (Ki), Fountain of Living Water (PoC), Fountains of Living Water (E), Hammer of God (Pr), Hammer of Heaven (AW), Lamplight (F), New Covenant [Jeremiah] (PoC), Potter and the Clay (Pr, PoC), Sins Forgotten (CW)*** and ***The Lord Calls (T2C)***
- (Evil): ***Bad Figs (Pr, Wa), Boasting of Riches (Pi), Boasting of Strength (Pi), Boasting***

of Wisdom (Pi), Broken Cisterns (RA), Broken Covenant (CW), Cage (Or, RR), Chains (A, C, Or), Den of Robbers (Pr), Desecration of Graves (Wa, Pi), Distortion (PoC), Dungeon of Malchiah (Pr), Dungeon of Malchijah (RR), False Dreams (Pr, PoC), False Peace (Pr, PoC), False Prophecy (Pr, PoC), Lamentation of Rachel (Wo), Lance (A, Or), Lies (Pr, RR2), Lying in Wait (Wa), Merodach Worship (Pi), Pestilence (Wa, RR2), Strange Vine (Pr), The Girdle (Pr) and *Yoke of Iron (Pr, RR)*

- (Dual-Alignment): *Battle Axe (RR2)*

The following Redemption® cards are from Jeremiah:

- (Dominant): *Buckler (RR, P)*
- (Lost Soul): *Lost Soul [Jeremiah 3:25, "Shame"] (RA, LR), Lost Soul [Jeremiah 7:18, "Female Only"] (H, Wo, RR2), Lost Soul [Jeremiah 11:8, "Cannot be Prevented"] (RA), Lost Soul [Jeremiah 13:10, "Color Guard"] (Pi, RR), Lost Soul [Jeremiah 17:9, "Punisher"] (RA, LR, RR), Lost Soul [Jeremiah 22:3, "Foreigner"] (PoC), Lost Soul [Jeremiah 22:3, "Orphans"] (PoC), Lost Soul [Jeremiah 28:6, "Exiles"] (PoC), Lost Soul [Jeremiah 31:8, "Remnant"] (PoC)* and *Lost Soul [Jeremiah 50:6] (H, Wa)*
- (Artifact): *Stocks (RR)*
- (Covenant): *Covenant of Time (T2C)* and *New Covenant [Jeremiah] (PoC)*
- (Curse): *Broken Covenant (CW)*
- (Fortress, Evil): *Den of Thieves (GC)*
- (Site): *Desolate City (AW)* and *Treacherous Land (PoC, P)*

Jerusalem Church

The church of the Jerusalemites was found in the city of Jerusalem. See Church. The following Redemption® cards refer to members of the Jerusalemite church:

- (Good): *Faithful Priest (EC), James, Leader in Jerusalem (PC), Mary the Mother of Mark (EC), Paul's Nephew (PC)* and *Rhoda (EC)*

The following Redemption® characters represent members of the Jerusalemite church:

- (Hero): *Agabus (Pr, PC), Agabus, the Bound (RR2), Andrew (I, Ap), Andrew, First Called (GC), Andrew, Fisher of Men (GC), Barnabas (B, D, Or, EC), Barnabas, the Bold (RR), Barsabbas (EC), Barsabbas (Judas) (RR2), Bartholomew (Di), Bartholomew (Nathanael) (GC), Bartholomew (Nathaniel) (Ap), Bartholomew the True (GC), Elders of Jerusalem [Black Border] (Ap), Elders of Jerusalem [Orange Border] (Ap), Elders of Jerusalem [Purple Border] (Ap), Faithful Priests (EC), James (I), James (half-brother of Jesus) (Ap), James Son of Alphaeus (Ap), James, Son of Thunder (GC), James Son of Zebedee (Ap), James, Leader in Jerusalem (PC), James, Son of Alphaeus (Di, GC), James, son of Zebedee (H), James, the Fisherman (GC), James, the Younger (GC), Joanna (Wo, Di), Joanna, the Generous (GC), Joanna, Wife of Chuza (GC), John (H, I, Pr, P), John, Son of Thunder (GC), John, the Apocalyptist (RJ), John, the Fisherman (GC), John, the Revelator (RJ), Joseph of Arimathea (TP, GC), Joseph the Courageous (GC), Judas (Thaddaeus) (GC), Jude (F, PC), Jude,*

Servant of Christ (RR2), Lazarus (Ap, Di), Lazarus of Bethany (GC), Lazarus, the Called (GC), Mark (B, D, Or, EC), Martha (Wo, TP), Martha of Bethany (GC), Martha, the Diligent (GC), Mary (B, D, Or, P), Mary Magdalene (Wo, Di, GC), Mary of Bethany (Wo, GC), Mary the Mother of James (RA), Mary the Mother of Mark (EC), Mary, Faithful Servant (LC), Mary, Holy Virgin (GC), Mary, Mother of James (GC), Mary, Mother of Christ (LC), Mary, the Attentive (GC), Mary, the Caregiver (GC), Mary, the Expectant (RR2), Mary, the Restored (GC), Mary, Willing Servant (GC), Matthew (Di), Matthew (Levi) (Ap, GC), Matthew the Publican (GC), Matthias (Ap, EC, GC), Nicanor (EC, P), Nicolas of Antioch (EC, P), Parmenas (H, EC), Paul's Nephew (PC), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Philip (Ap, Di), Philip of Bethsaida (GC), Philip the Evangelist (Ap, EC), Philip the Pragmatic (GC), Prochorus (F, EC), Rhoda (EC, P), Rhoda, Servant Girl (RR2), Saint Simon (GC), Salome (RA), Salome the Sorrowful (GC), Salome, Spice Bringer (GC), Silas (B, D, Or, EC), Silas, the Bold (RR2), Simon Peter (GC), Simon the Zealot (Ap, Di), Simon the Zealous (GC), Stephen (Ap, EC), Thaddaeus (Ap, GC), Thaddeus (Di), The Woman with Child (RJ), Thomas (Ap, Di), Thomas the Assured (GC), Thomas the Twin (GC) and ***Timon (Pi, EC)***

Job Card

Job cards are cards from the book of Job in the Bible. The following Redemption® cards refer to Job cards:

- (Good): ***Job (P)*** and ***Job, the Perseverant (RR)***
- (Evil): ***Bildad, the Shuhite (RJ), Eliphaz, the Temanite (RJ), Fire from Heaven (RJ), Foolish Advice (RJ), Job's Wife (RJ)*** and ***Zophar, the Naamathite (RJ)***
- (Dual-Alignment): ***Leviathan (FM)***

The following Redemption® characters are from Job:

- (Hero): ***Job (Pi, P)*** and ***Job, the Perseverant (RR)***
- (Evil): ***Behemoth (RJ), Bildad, the Shuhite (RJ), Eliphaz, the Temanite (RJ), Job's Three Friends (Pi), Jackals (RR2), Job's Wife (C, Wo, RJ), Leviathan (FM), Wild Ox (LC)*** and ***Zophar, the Naamathite (RJ)***

The following Redemption® Enhancements are from Job:

- (Good): ***Behemoth (RJ), Day of Fury (RJ), Endurance of Job (RR), Job Overcomes (Pi, RR), Job's Faith (Di, RR), Leviathan (FM), Patience of Job (Or), Presented Before the Lord (AW), Sword of Punishment (Ki), Unthwarted (RJ), Wild Ox (LC)*** and ***Witnesses to Creation (Pa)***
- (Evil): ***Boils (B, C, Or, Wa), Destructive Decay (Pi), Fire from Heaven (RJ), Fires of Abaddon (RJ), Foolish Advice (Wo, RJ)*** and ***Pride of Lions (P)***
- (Dual-Alignment): ***Affliction of Job (RJ)*** and ***Testing of Job (RJ)***

The following Redemption® cards are from Job:

- (Lost Soul): ***Lost Soul [Job 13:18, "Vindicated"] (FM), Lost Soul [Job 29:15, "Blind"] (FM), Lost Soul [Job 30:26, "Darkness"] (RJ, P)*** and ***Lost Soul [Job 33:27-28] (A, B, C, D, H)***
- (Fortress, Good): ***Dust and Ashes (Di, P)***

John Card

John cards are cards from the book of John in the Bible. The following Redemption® cards refer to John cards:

- (Good): ***House in Bethany (RA), John, the Apocalyptist (RJ), Meeting the Messiah (TP)*** and ***The Nobleman (RJ)***

The following Redemption® characters are from John:

- (Hero): ***Andrew, First Called (GC), Andrew, Fisher of Men (GC), Angel at Bethesda (I), Bartholomew (Di), Bartholomew (Nathanael) (GC), Bartholomew the True (GC), Citizens of Sychar (GC), Demetrius (Ap), Gaius (F), John, the Apocalyptist (RJ), Joseph of Arimathea (TP, GC), Joseph the Courageous (GC), Lazarus (Ap, Di), Lazarus of Bethany (GC), Lazarus, the Called (GC), Mary Magdalene (Wo, Di, GC), Mary, the Restored (GC), Nicodemus (Ap, Di), Peter, the Believer (P), Philip (Di), Philip of Bethsaida (GC), Philip the Pragmatic (GC), The Comforting Cherubs (GC), The Forgiven Woman (GC), The Nobleman (RJ), The Woman at the Well (TP, GC), Thomas the Assured (GC)*** and ***Thomas the Twin (GC)***
- (Evil): ***Annas the Elder (GC), Caiaphas the Conspirator (GC), Captain of the Guard (GC), Destroying Spirit (GC), Diotrephes (E), Evil Spawn (D, Pi, GC), Fence Jumpers (GC), Malchus (Pi, GC), Pharisees [White Floor] (Ap), Prince of this World (Wa, Pi, GC), Repudiating Rulers (GC), Stone Throwers (B, Or, Di), Temple Guard [Preston] (RJ), Temple Guard [de Bray] (GC), The Chief Priests (RJ), The Gate Keeper Maid (GC), The Plotting Pharisees (RJ), The Shamed Woman (GC)*** and ***The Thief (Pi, GC)***

The following Redemption® Enhancements are from John:

- (Hero): ***A New Commandment (Di), Behold the Lamb (Di, RR2), Bread of Life (Or), Convincing Miracle (RA, GC), Covenant of Prayer (RJ), Hospitality of Martha (Wo, Di), I Am He (GC), I Am Salvation (AW, RR2), I Am Truth (AW), Lay Down Your Life (Ap, Di), Life in the Son (GC), Loaves and Fishes (I), Love One Another (GC), Mary's Prophetic Act (RR, P), Meeting the Messiah (TP, GC), My Lord and My God (Di, LR), Ointment (A, C, Or, Wa), Raising Lazarus (I), Raising of Lazarus (Ap), Send the Helper (GC), Sow, Reap, and Rejoice (RJ), Spirit as a Dove (GC, P), Stirring the Water (Wa), Submission to Christ (GC), Tears for a Friend (C, Pi), The Body of Christ (D, Pi), Untouchable (GC), Washed by Christ (GC), Water to Wine (I, P)*** and ***Who is Without Sin? (GC)***
- (Evil): ***Casting Lots (Ap, Di), Clinging to Power (GC, P), Crucify! Crucify! (GC), Demonic Mist (AW), Destructive Sin (GC), Fear of Man (GC), Gathering the***

Sanhedrin (GC), Great Mourning (Ap), Hate (D, Or), Hate the Light (GC), Hating the Light (Di), Intent to Kill (AW), Intent to Trap (E), Just a Hireling (RA, GC), Peter's Lie (E), Pilfer (GC), Plot to Kill (RJ), Purloin (GC), Questioning Christ (GC), Satan Enters Judas (Di), Seize Him! (RJ), Sick Unto Death (E), Strict Sabbath (GC) and ***Thievery of Judas (Di, GC)***

The following Redemption® cards are from John:

- (Dominant, Good): ***Guardian of Your Souls (RJ), Harvest Time (Wa, GC, P)*** and ***Voice from Heaven (GC)***
- (Dominant, Evil): ***Burial (GC, P-2025)***
- (Lost Soul): ***Lost Soul [John 3:20, "Revealer"] (GC), Lost Soul [John 4:35, "Harvest"] (GC, P)*** and ***Lost Soul [John 8:3-4] (GC)***
- (Artifact): ***Burial Shroud (GC), Crown of Thorns (Wa, GC), Samaritan Water Jar (TP, GC), Three Nails (GC)*** and ***Wash Basin (Di, RR2)***
- (Covenant): ***Covenant of Prayer (RJ), I Am Salvation (AW, RR2), I Am Truth (AW)*** and ***Send the Helper (GC)***
- (Curse): ***Cursed for Us (GC)***
- (Fortress, Good): ***House in Bethany (RA)***
- (Fortress, Evil): ***The Darkness (AW, P)***
- (City): ***Sychar (GC)***

Jonah Card

Jonah cards are cards from the book of Jonah in the Bible. The following Redemption® cards refer to Jonah cards:

- (Good): ***Jonah (PoC)***
- (Neutral): ***Nineveh (PoC)***

The following Redemption® characters are from Jonah:

- (Hero): ***Jonah (Pr, PoC)***
- (Evil): ***Ninevites (PoC), Pagan Sailors (PoC), The Great Fish (PoC), The King of Nineveh (PoC)*** and ***The Worm (PoC)***

The following Redemption® Enhancements are from Jonah:

- (Good): ***Chastisement of the Lord (Or, P, PoC), God's Mercy (PoC), Ninevites Repent (PoC), Sign of Jonah (PoC)*** and ***The Great Fish (PoC)***
- (Evil): ***Jonah's Anger (PoC)*** and ***Withered Plant (PoC)***

The following Redemption® cards are from Jonah:

- (City): ***Nineveh (PoC)***

Joppa Church

The church of the Joppans was found in the city of Joppa. At present, there are no cards that refer to the Joppa church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Joppan church:

- (Hero): ***Messengers of Joppa (EC), Simon the Tanner (EC), Tabitha (F, EC)*** and ***Widows of Joppa (EC)***

Joseph in the Title or Scripture Verse

Cards with "Joseph" in the title or Scripture verse are cards that have "Joseph" printed on the card in the title or Scripture verse. If a different translation uses a word but it does not appear on the card, the card is not considered to have it in the Scripture verse. The following Redemption® cards refer to cards with "Joseph" in the title or Scripture verse:

- (Good): ***Joseph (FF2)***

The card above further limits the phrase by specifying that it only applies to Enhancements. The following Redemption® Enhancements have "Joseph" in the title or Scripture verse:

- (Good): ***Angelic Guidance (I, Ap, RR2), Blessings (RR2), Brother's Reunion (Pa), Buying Grain (FF, RR2), Coat of Many Colors (Wo), Ezekiel's Stick (Or), Faith of Jacob (CW), Faith of Joseph (CW), Flight into Egypt (GC), Forgiveness of Joseph (Or, FF2, IR), Joseph Before Pharaoh (Pa, FF2, LR), Obedient to Joseph (IR), Patriarch Travels (Pa), Reuben's Torn Clothes (FF, RR)*** and ***Tested by Joseph (IR)***
- (Evil): ***Coercion (Pa), Death of Jacob (F), Famine in Egypt (IR), Grain in a Famine (IR), Guards (Wa, Ki), Joseph's Brothers' Scheme (Pa), Joseph in Prison (Pa, RR), Slave to Egypt (IR)*** and ***Sold into Slavery (Pa)***
- (Dual-Alignment): ***Coat of Many Colors (FM)*** and ***Hiding Joseph's Cup (FM)***

Joshua Card

Joshua cards are cards from the book of Joshua in the Bible. The following Redemption® cards refer to Joshua cards:

- (Good): ***Ambush the City (II), Army of the Lord (RR), Battle Cry (II), Caleb, the Rewarded (II), Captain of the Host (PoC, II), Crumbled from a Shout (II), Faith of Joshua (CW), Fruit of the Land (II), God is with You (II), Hailstones (FM), Holy Ground (II), Joshua, Son of Nun (CW), Joshua, the Commander (II), Joshua's Command (II), Joshua's Covenant (II), Joshua's Officiators (II), Meditation (RR2), Promised Land (II), Rahab (CW), Scarlet Line (II), Stone Carriers (II), The Long Day (II), The Bearers of the Ark (II), The Trumpeting Priests (II)*** and ***Valiant Warrior (II)***
- (Neutral): ***Joshua's Covenant (II), Ram's Horn (RR2)*** and ***Twelve Jordan Stones (II)***

The following Redemption® characters are from Joshua:

- (Hero): ***Caleb (FF, FM, P), Caleb, the Rewarded (II), Captain of the Host (Wa, Ki, PoC, RR, II, P), Joshua (P-Settlers, P-District), Joshua, Son of Nun (CW), Joshua, the Commander (II), Joshua, the Conqueror (LC), Joshua's Officiators (II), Joshua's Scribes (RR), Othniel, First Judge (RR2), Rahab (Wo, CW), Rahab, the Promised (II), Spies at Ai (II), Spy (Ki, LR, RR), Stone Carriers (II), The Bearers of the Ark (II), The Lord's Army (II), The Trumpeting Priests (II)*** and ***Valiant Warrior (II)***
- (Evil): ***Achan (I, Pa), Arba, Greatest Anakim (II), Army of Jericho (CW), Gibeonite Delegates (RA2), Jabin, the Assembler (II), The Crafty Gibeonites (II)*** and ***The Five Kings (II)***

The following Redemption® Enhancements are from Joshua:

- (Good): ***Ambush (Pa), Ambush the City (Ki, II), Army of the Lord (Pi, RR), Battle Cry (Pa, II), Blessing of Joshua (Pa, RR2), Book of Jashar (Ki), Caleb's Sword (FF, II), Captain's Sword (Ki, II), Crumbled from a Shout (II), Flight of Spies (Pa), Fruit of the Land (II), God is with You (II), God's Generosity (Pa), Hailstones (Ki, FM), Holy Ground (II), Jordan Interrupted (Pi, PoC), Joshua Burns the City (Ki), Joshua's Command (II), Joshua's Covenant (II), Joshua's Spear (FM), Joshua's Sword (II), Meditation (B-Ul, Or-Ul, RR2, P), Scarlet Line (Wo, II), Sound the Trumpet (Ki), Spear of Joshua (Wa, Ki), The Long Day (Wa, Ki), The Lord Fights for You (RA, RR), Trumpet Blast (Pi, RR)*** and ***Trumpet and Sword (Di)***
- (Evil): ***Achan's Sin (I, Pa), Fear has Fallen (II), Gibeonite Curse (RA2, RR2), Gibeonite Treaty (Ki), Gibeonite Trickery (Pa, RA2, RR), Not Among You (II), Sin in the Camp (I, Pi), Summoned Curse (II)*** and ***What Will You Do? (II)***
- (Dual-Alignment): ***Gibeonite Treaty (FM)***

The following Redemption® cards are from Joshua:

- (Dominant, Good): ***The Long Day (II)***
- (Artifact): ***Ark of the Covenant (P), Deceitful Possessions (II), Ram's Horn (Wa, Pi, RR2), Stalks of Flax (TP, LR)*** and ***Twelve Jordan Stones (II)***
- (Covenant): ***Joshua's Covenant (II)***
- (Curse): ***Fear has Fallen (II), Gibeonite Curse (RA2, RR2)*** and ***Summoned Curse (II)***
- (Fortress, Good): ***Promised Land (II)***
- (Fortress, Evil): ***Esau's Land (II)*** and ***Jericho (CW)***
- (City): ***Hebron (FM)***
- (Site): ***Ashdod (FF), Jericho (Pi)*** and ***Promised Land (Pa)***

Judge

A judge is a ruler of Israel during the era of the judges. In Redemption®, all rulers of Israel beginning with Moses and ending with Samuel and his sons are considered judges. The following Redemption® cards refer to judges:

- (Good): ***Angel with a Secret Name (RR2), Angel with the Secret Name (RA2), Capturing Canaan (RA, LR, RR2), Consuming Fire (TP), Ehud's Dagger (RA), Eli's Sound Advice (Di, RR2), Gideon's 300 (RR2), Judge's Seat (IJ+, RA), Samson's Sacrifice (FF), Samuel's Edict (RA2), The Angel Under the Oak (RA2, RR), The Victorious Being (II)*** and ***When Judges Governed (J)***
- (Evil): ***Give Us a King! (CW)***
- (Neutral): ***Gideon's Ephod (FM)***

The following Redemption® characters are judges:

- (Hero): ***Abdon (FF), Deborah (A, Or, PoC), Deborah, the Brave (RR), Deborah, the Victorious (II), Ehud (Pa, RA), Ehud, the Benjaminite (RR2), Eli the Priest (Pa, Pi, RA, P), Eli, Samuel's Mentor (IR), Eli, the Judge (RR2), Elon (Ki), Gideon (A, J, Or, CW), Ibzan (FF), Jair (Ki, RA2), Jephthah (J, Pa, CW), Jephthah, the Gileadite (RR2), Joshua (P-Settlers, P-District), Joshua, Son of Nun (CW), Joshua, the Commander (II), Joshua, the Conqueror (LC), Joshua, the Faithful (L), Moses (G, Pr, Wa, CW, LR, P), Moses in Glory (GC), Moses, Friend of God (PoC), Moses, the Deliverer (L, P), Moses, the Servant (IR), Othniel (A, Or), Othniel, First Judge (RR2), Othniel, Son of Kenaz (FM), Samson (J, Or, P), Samson, Son of Manoah (P), Samson, the Nazirite (CW), Samuel (A, Or, RA2, CW), Samuel, Born of Prayer (II), Samuel, Final Judge (RR2), Samuel, the Anointer (K), Shamgar (J, Or, FM)*** and ***Tola (Ki)***
- (Evil): ***Abijah, son of Samuel (Pi), Abimelech (Pa, RA2), Joel, son of Samuel (Pi)*** and ***King Abimelech (II),***

Judges Card

Judges cards are cards from the book of Judges in the Bible. The following Redemption® cards refer to Judges cards:

- (Good): ***Abdon (FF), Angel with the Secret Name (RA2), Avenged! (FM), Barak (CW), Deborah, the Victorious (II), Gleaning the Fields (J), Ibzan (FF), Judge's Seat (IJ+), Othniel, Son of Kenaz (FM), Shamgar (FM)*** and ***Sword against Sword (Ki)***
- (Evil): ***Abimelech (Pa)*** and ***The Woman of Thebez (RA2)***

The following Redemption® characters are from Judges:

- (Hero): ***Abdon (FF), Angel with a Secret Name (RR2), Angel with the Secret Name (Wa, RA2), Army of Simeonites (FF), Barak (Pa, CW), Captive Priest (FM), Deborah (A, Or, PoC), Deborah, the Brave (RR), Deborah, the Victorious (II), Ehud (Pa, RA), Ehud, the Benjaminite (RR2), Elon (Ki), Gideon (A, J, Or, CW), Gideon's 300 (RR2, P), Ibzan (FF), Jael (Wo), Jael, the Shrewd (RR), Jair (Ki, RA2), Jephthah (J, Pa, CW), Jephthah, the Gileadite (RR2), Jephthah's Daughter (FM), Men of Judah (FF,***

RR2), Othniel (A, Or), Othniel, Son of Kenaz (FM), Phinehas, Son of Eleazar (FM), Samson (J, Or, P), Samson, Son of Manoah (P), Samson, the Nazirite (CW), Shamgar (J, Or, FM), The Angel Under the Oak (RA2, RR), The Rebuking Emissary (II), The Stars (RR2), The Victorious Being (II) and ***Tola (Ki)***

- (Evil): ***Abimelech (Pa, RA2), Adoni-bezek, Thumbless (II), Canaanite Wives (FM), Concealed Canaanites (II), Delilah (I, Or), Eglon's Army (II), Fire Foxes (CW), King Abimelech (II), King Cushan-Rishathaim (FF, RR), King Eglon (FM), Sisera (Ki), Sisera, the Commander (RR), Sisera's Army (CW), The Begrudging King (II), The Unconsenting King (II), The Woman of Thebez (RA2, II), Valiant Moabites (II), Woman of Thebez (Wo)*** and ***Zebul, the Fraud (II)***
- (Dual-Alignment): ***Prisoner at Gaza (FM)***

The following Redemption® Enhancements are from Judges:

- (Good): ***Angelic Advice (Pa), Capturing Canaan (RA, LR, RR2), Consuming Fire (TP), Deborah's Directive (FF, RR), Ehud's Dagger (Or, Wa, Ki, RA, RR), Fire Foxes (CW), Gideon's Call (J, Pa), Jael's Nail (Wo, RR), Jawbone (Pa), Lamenting for Jephthah's Daughter (Wo), Samson's Sacrifice (FF), Samson's Strength (J, Pa), Shamgar's Oxgoad (J), "Shibboleth" (FF, RR2), Sing and Praise (J, Pi), Sling (Wa, Ki), Sword against Sword (Ki), Sword of the Lord (J, Wa, Ki), The Sword of Gideon (J), Trumpets and Torches (J)*** and ***The Stars (AW)***
- (Evil): ***All Hope Lost (Pa), Amorite Invasion (Pa), Avoiding Edom (II), Chariots of Iron (B, Or), Danites Attack (Pa), Demonic Snare (AW), Every Man's Sword (CW), Fortify Site (Wa, Ki, RA2, RR2), Honey from a Lion (CW), Idol Worship (FM), Inhabiting the Land (II), Iron Chariots (II), Israel Turned Away (II), Jephthah's Tragic Vow (Pa), Midianite Attack (Pa), Outnumbered (AW), Refusal of Entry (II), Refused to Listen (II), Retreat (AW), Scraps Under the Table (II), Sisera's Oppression (CW), Slaves to Eglon (II), Stone of Thebez (A, D, Or, RA2, RR), To Each His Own (I), Tower (Wa, Ki)*** and ***Wickedness of Delilah (I, Pa)***
- (Dual-Alignment): ***Avenged! (FM), Brother's Conflict (FM), Dancing Wives (FM), Daughter's Grief (FM), Quake in Edom (II)*** and ***Sin and Justice (FM)***

The following Redemption® cards are from Judges:

- (Dominant, Evil): ***Forced Labor (II)***
- (Lost Soul): ***Lost Soul [Judges 1:17, "Hormah"] (RR), Lost Soul [Judges 3:30, "Subdued"] (II)*** and ***Lost Soul [Judges 9:3, "Relatives"] (II)***
- (Artifact): ***Altar of Dagon (Pa, FM), Every Man's Sword (Ki), Gideon's Ephod (FM), Idol of Chemosh (II), Idols of Canaan (FM)*** and ***Wool Fleece (Pa, CW)***
- (Curse): ***Honey from a Lion (CW)*** and ***Israel Turned Away (II)***
- (Fortress, Good): ***Judge's Seat (IJ+)***
- (Fortress, Evil): ***Tower of Thebez (RA2, II)***
- (City): ***Ashkelon (FM)***
- (Site): ***Hormah (FF)***

K

King

A king in Redemption® is a character that was referred to as a king in the Bible based upon the original language or with king, emperor or pharaoh in its card title. In most cases a king is defined as a male monarch of a physical kingdom. Demons with the title of king are also considered kings, though they are not considered royalty or members of a royal family. The following Redemption® cards refer to kings:

- (Good): ***Asa's Good Reign (TP), Bathsheba (FM), Bathsheba, the Helper (LC), Bearing Our Sin (PoC), David's Proclamation (LC), Eaten by Worms (Ki), Ehud, the Benjaminite (RR2), Ehud's Dagger (RA, RR), Every Tribe (RJ), Gates of Jerusalem (LC, P), Hananiah (LC), Isaiah (FF2), Jehoiada, King Maker (LC), Justice Bringer (FM), King Amaziah (RR2), King Ben-hadad I (RR2), Melchizedek (CW), Royal Protection (Ki), The Throne of David (RA, LC)*** and ***Unbowed (RR2)***
- (Evil): ***Ahuzzath (LC), Alliance Against Judah (LC), Army of a Million Men (LC), Captain of the Chariots (LC), Commander Phicol (LC), Darius' Satraps (T2C), David's Servants (FM), Edomite Rebellion (LC), Give Us a King! (CW), Hadad Arises (Ki), Hadad, the Exiled (LC), High Places (LC), Joel, son of Samuel (Pi), King Belshazzar (FF2), King Saul's Doubt (Ki), King's Pomp (EC), Large Tree (TP, RR2), None that Breathed (Ki), Persian Prefects (T2C), Pharaoh's Throne Room (Pi), Queen Maacah (LC), Return the Captives (LC), Rezon, Son of Eliada (LC), Servants of Achish (LC), Shimei's Malicious Curse (RR2), Sixth Bowl of Wrath (RJ), The Rabsaris (RA), The Strong Force (RA, RR), Treasures of War (CW)*** and ***Worship of Nisroch (LC)***
- (Neutral): ***Covenant with David (PoC), Darius' Decree (T2C)*** and ***King's Signet Ring (LC)***

The following Redemption® characters are kings:

- (Hero): ***Abijah, the Conqueror (LC), Amaziah, the Just (LC), Asa, the Blameless (LC), Asa, the Upright (LC), Azariah, the Strong (LC), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Hezekiah, the Devout (LC), Hezekiah, the Repentant (LC), Jehoshaphat, the Meek (LC), Jehoshaphat, the Seeker (LC), Joash, Child King (LC), Josiah, the Restorer (LC), Josiah, the Righteous (LC), Jotham, the Mighty (LC), Jotham, the Upright (LC), King Amaziah (Ki, RA2), King Asa (Ki, TP), King Azariah (Uzziah) (Ki), King David (P), King Hezekiah (Ki, Pi), King Hiram (FF, RR), King Jehoshaphat (Ki, Pi), King Joash (Ki, Pi), King Josiah (Ki), King Jotham (Ki), King Lemuel (RA, RR), King Saul [Purple] (Wa, Ki), King Solomon (TP, RR2, P), Manasseh, the Humbled (LC), Melchizedek (Pa, Pi, RA, CW, PoC), Melchizedek, Bread Giver (RR)*** and ***Solomon, the Wise (LC)***

- (Evil): ***Abaddon the Destroyer (Or), Abaddon, the Destroyer (RJ), Abijam, the Half-Hearted (LC), Abimelech (Pa, RA2), Abimelech, King of Gerar (LC), Adoni-bezek, Thumbless (II), Ahab (B, C, Or), Ahasuerus, the Father (T2C), Ahaz, the Unfaithful (LC), Ahaziah (Pr), Ahaziah, the Wicked (LC), Alexander the Great (PoC), Amaziah, the Arrogant (LC), Amon, the Forsaken (LC), Antigonus the One-Eyed (T2C), Antiochus IV Epiphanes (RA, T2C), Archelaus (Ap, Di), Beelzebub (GC), Belshazzar (Pr), Belshazzar, the Reveler (T2C), Bera, King of Sodom (Pa, RR2), Cassander of Macedon (T2C), Cyrus, the Great (T2C), Emperor Augustus (RR, P), Emperor Caius Caligula (Ap, EC, RR), Emperor Claudius (Ap, PC, RR2), Emperor Domitian (RJ), Emperor Galba (FF, RR2), Emperor Nero (Ap, P-2019, P-2025), Emperor Otho (FF, RR), Emperor Tiberius (J, Ap, RR2), Emperor Vitellius (RA, RR), Hadad, Ruler of Avith (II), Hamor (FM), Herod Archelaus (GC), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC), Herod the Great (Ap, Di, GC), Husham, the Temanite (II), Jabin, the Assembler (II), Jehoiachin, the Conquered (LC), Jehoiakim, Puppet King (LC), Jehoram, the Abhorred (LC), Joash, the Murderer (LC), King Abijah (Ki), King Abimelech (II), King Achish (L, CW), King Ahab (RA2), King Ahaz (Ki, TP), King Ahaziah (Ki, PC), King Amon (Ki, Di), King Asnappar (FF), King Balak (FM), King Basha (Ki), King Belshazzar (FF2), King Ben-Hadad I (Ki, RR2), King Cushan-Rishathaim (FF, RR), King Darius, the Mede (PoC), King Eglon (FM), King Elah (Ki), King Evil-merodach (Pi), King Hazael (RA, LC), King Hoshea (Ki), King Jehoahaz [Israel] (Ki), King Jehoahaz [Judah] (Ki), King Jehoash (Ki, RA2), King Jehoiakim (Ki), King Jehoiakin (Ki), King Jehoram (Ki), King Jehu (Ki), King Jeroboam I (Ki), King Jeroboam II (Ki, PC), King Joram (Ki), King Manasseh (Di), King Menahem (Ki), King Merodach-baladan (Pi), King Mesha (FM), King Nadab (Ki), King of Tyrus (Wa, Pi, PoC, RR, P), King Omri (Ki), King Osnappar (RR2), King Pekah (Ki), King Pekahiah (Ki), King Rehoboam (Ki, Di), King Rezin (Ki, PoC), King Sargon II (Pi, RR), King Saul [Brown] (Wa, Ki), King Sennacherib (Ki, LC), King Shallum (Ki), King Shalmaneser III (PoC), King Shalmaneser V (Ki, RR2), King Shishak (Ki), King So (Ki), King Tiglath-Pileser III (Ki, PoC), King Xerxes (PoC), King Zechariah (Ki), King Zedekiah (Ki, RR), King Zimri (Ki, RR), Kings of the Earth (RJ), Manasseh (Pr), Manasseh, the Wicked (LC), Nebuchadnezzar (Pr, TP, PoC, T2C), Nimrod, the Mighty (CW), Og, King of Bashan (FM), Pharaoh (A, D, H, Or), Pharaoh Hophra (Pi, RR2), Pharaoh Neco (Ki, RR2), Pharaoh Ramses II (K, P), Pharaoh Shishak (RR), Pharaoh So (RR2), Ptolemy, Ruler of Egypt (T2C), Rehoboam, the Divider (LC), Seleucus the Victorious (T2C), Solomon, the Idolater (LC), The Begrudging King (II), The Clashing King (II), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2, IR), The Fallen King (FM), The Five Kings (II), The Goat with a Horn (T2C), The Goat with Horn (Di), The King of Edom (LC), The King of Nineveh (PoC), The Hard-Hearted Pharaoh (CW), The Murdering Pharaoh (K, CW), The Protecting King (II), The Ram with Two Horns (Di, T2C), The Unconsenting King (II)*** and ***Uzziah, the Proud (LC)***
- (Dual-Alignment): ***King Abijam (RA3), King Jehu (FM)*** and ***King Saul (CW)***

King of Israel

Kings of Israel refer to kings that ruled over either the United Kingdom of Israel (during the reigns of Saul, David and Solomon) or that ruled over the Northern Kingdom of Israel after the split between Israel and Judah during the reign of Solomon's son Rehoboam. The following Redemption® cards refer to kings of Israel:

- (Good): ***Amos (PoC), Hosea (PoC), King Amaziah (Ki, RA2)*** and ***Samuel, Final Judge (RR2)***
- (Evil): ***Amaziah, the Ungodly Priest (Pi), Breaking Jerusalem's Wall (Ki, RA2), Gates of Samaria (RA2)*** and ***Taking Naboth's Vineyard (FF)***
- (Dual-Alignment): ***Defenestrated! (RA2)*** and ***Samaria (PoC)***

The following Redemption® characters are kings of Israel:

- (Hero): ***David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), King David (P), King Saul [Purple] (Wa, Ki), King Solomon (TP, RR2, P)*** and ***Solomon, the Wise (LC)***
- (Evil): ***Ahab (B, C, Or), Ahaziah (Pr), King Ahab (RA2), King Ahaziah (PC), King Basha (Ki), King Elah (Ki), King Hoshea (Ki), King Jehoahaz [Israel] (Ki), King Jehoash (Ki, RA2), King Jehu (Ki), King Jeroboam I (Ki), King Jeroboam II (Ki, PC), King Joram (Ki), King Menahem (Ki), King Nadab (Ki), King Omri (Ki), King Pekah (Ki), King Pekahiah (Ki), King Saul [Brown] (Wa, Ki), King Shallum (Ki), King Zechariah (Ki), King Zimri (Ki, RR)*** and ***Solomon, the Idolater (LC)***
- (Dual-Alignment): ***King Jehu (FM)*** and ***King Saul (CW)***

King or Queen of Judah

Kings and queens of Judah refer to male (kings) and female (queens) monarchs of either the United Kingdom of Israel (during the reigns of Saul, David and Solomon) or Southern Kingdom of Judah that split from the Northern Kingdom of Israel during the reign of Solomon's son Rehoboam. The following Redemption® cards refer to kings and queens of Judah:

- (Good): ***A Royal Priesthood (PoC), Gates of Jerusalem (LC, P), Huldah (PoC), Joel (PoC), Micah (PoC), Solomon's Temple (RA3)*** and ***Zephaniah (PoC)***
- (Evil): ***Gates of Jerusalem (P), Hooked and Shackled (LC)*** and ***Solomon's Oppression (LC)***
- (Neutral): ***King's Signet Ring (LC)***

The following Redemption® characters are kings and queens of Judah:

- (Hero): ***Abigail (K, Wo, RA2), Abigail, the Discerning (RR2), Abijah, the Conqueror (LC), Amaziah, the Just (LC), Asa, the Blameless (LC), Asa, the Upright (LC), Azariah, the Strong (LC), Bathsheba (Wo, FM), Bathsheba, the Helper (LC), Bathsheba, the Prostrate (LC), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki),***

David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Hezekiah, the Devout (LC), Hezekiah, the Repentant (LC), Jehoshaphat, the Meek (LC), Jehoshaphat, the Seeker (LC), Joash, Child King (LC), Josiah, the Restorer (LC), Josiah, the Righteous (LC), Jotham, the Mighty (LC), Jotham, the Upright (LC), King Amaziah (Ki, RA2, RR2), King Asa (Ki, TP), King Azariah (Uzziah) (Ki), King David (P), King Hezekiah (Ki, Pi), King Jehoshaphat (Ki, Pi), King Joash (Ki, Pi), King Josiah (Ki), King Jotham (Ki), King Saul [Purple] (Wa, Ki), King Solomon (TP, RR2, P), Manasseh, the Humbled (LC) and ***Solomon, the Wise (LC)***

- (Evil): ***Abijam, the Half-Hearted (LC), Ahaz, the Unfaithful (LC), Ahaziah, the Wicked (LC), Amaziah, the Arrogant (LC), Amon, the Forsaken (LC), Athaliah (Wo), Athaliah, Usurper Queen (LC), Foreign Wives (RA3, P), Jehoiachin, the Conquered (LC), Jehoiakim, Puppet King (LC), Jehoram, the Abhorred (LC), Joash, the Murderer (LC), King Abijah (Ki), King Ahaz (Ki, TP), King Ahaziah (Ki), King Amon (Ki, Di), King Jehoahaz [Judah] (Ki), King Jehoiakim (Ki), King Jehoiakin (Ki), King Jehoram (Ki), King Manasseh (Di), King Rehoboam (Ki, Di), King Saul [Brown] (Wa, Ki), King Zedekiah (Ki, RR), Manasseh (Pr), Manasseh, the Wicked (LC), Michal (Wo, CW), Queen Maacah (LC), Queen Maachah (Ki), Rehoboam, the Divider (LC), Solomon, the Idolater (LC)*** and ***Uzziah, the Proud (LC)***
- (Dual-Alignment): ***King Abijam (RA3)*** and ***King Saul (CW)***



Lamentations Card

Lamentations cards are cards from the book of Lamentations in the Bible. The following Redemption® cards refer to Lamentations cards:

- (Good): ***Jeremiah (Pi)***

The following Redemption® Enhancements are from Lamentations:

- (Evil): ***Cup of Wrath (RR), Desolate Gateways (Pi), Hunger (Pr, RR), Lamenting (Pa)*** and ***Weakness (AW)***

Leviticus Card

Leviticus cards are cards from the book of Leviticus in the Bible. The following Redemption® cards refer to Leviticus cards:

- (Good): ***Aaron (Di)*** and ***Feast of Booths (Pi)***

The following Redemption® characters are from Leviticus:

- (Hero): ***Aaron, Peacemaker (IR)*** and ***Eleazar, son of Aaron (Pi)***
- (Evil): ***Abihu, the Disobedient (IR), Covenant Breakers (RR2), Leper (Pa), Nadab (Pi), Nadab, the Wicked (IR), Scapegoat (PoC), Unclean Animals [Hyrax] (IR)*** and ***Wild Animals (IR)***

The following Redemption® Enhancements are from Leviticus:

- (Good): ***Burnt Offering (Pi, IR), Day of Atonement (Pi), Feast of Booths (Pi), Feast of Trumpets (Pi), Fellowship Offering (Pi), First Fruits (Pi), Grain Offering (Pi, IR), Guilt Offering (Pi, IR), I Am Holy (AW, RR2), Inspection (Pi, RR2), Passover & Unleavened Bread (Pi), Peace Offering (IR), Pentecost (Pi, LR), Purifying the Unclean (Pi), Put to Flight (Wa, Ki), Scapegoat (Pi, PoC), Sin Offering (Pi, IR), The Harvest (F)*** and ***The Sabbath (Pi)***
- (Evil): ***Bearing Grudges (IR), Curse Their Parents (IR), Deceptive Sin (Pi), Infectious Disease (Pi), Molech Worship (Pr, C), Reckless Endangerment (Pi), Scattered (RA3, P), Self-Destruction (IR), Spreading Mildew (Pi), Strange Fire (Pi), Sword of Vengeance (Wa, Ki), Unclean until Evening (IR)*** and ***Uncleanness (IR)***
- (Dual-Alignment): ***Burning Fire (IR)*** and ***Inherit Canaan (II)***

The following Redemption® cards are from Leviticus:

- (Dominant, Evil): ***Spreading Mildew (RR2)***
- (Covenant): ***I Am Holy (AW, RR2)***
- (Site): ***Canaan (RA2)*** and ***Mildewed House (Pi)***

Lion

A lion in Redemption® is a character that represents a literal or figurative lion. They often have “lion(s)” in the card title. The following Redemption® cards refer to lions:

- (Evil): ***Coliseum Lion (CW), Hungry Lion (LC), Lions in the Den (T2C), Negev Lions (PoC)*** and ***Pride of Lions (P)***
- (Neutral): ***Lions’ Den (PoC)***

By rule, only Evil Characters are lions. The following Redemption® Evil Characters are lions:

- ***Coliseum Lion (CW), Devouring Lion (PoC), Hungry Lion (LC), Lions (CW), Lions in the Den (T2C), Negev Lions (PoC), Roaring Lion (P), The Winged Lion (RA, PoC), Wild Animals (IR)*** and ***Wild Beast (FM)***

Luke Card

Luke cards are cards from the book of Luke in the Bible. The following Redemption® cards refer to Luke cards:

- (Good): ***Gabriel (Di), House in Bethany (RA), Luke (EC), Meeting the Messiah (TP), Repentance and Restitution (RA)*** and ***The Nobleman (RJ)***
- (Neutral): ***Bethlehem (LC)***

The following Redemption® characters are from Luke:

- (Hero): ***Andrew (I, Ap), Anna (Pr, Di), Anna, the Widow (GC), Bartholomew (Nathaniel) (Ap), Elijah in Glory (GC), Elisabeth (Wo), Elizabeth (GC), Gabriel (I, Wa, Di), Gabriel, Mouth of God (GC), Good Samaritan (Ap), Good Shepherd (GC), James (I), James Son of Alphaeus (Ap), James Son of Zebedee (Ap), James, Son of Alphaeus (GC), James, son of Zebedee (H), James the Younger (GC), Joanna (Wo, Di), Joanna, the Generous (GC), Joanna, Wife of Chuza (GC), John (I), John the Baptist (Pr, Di), John the Forerunner (GC), Joseph, the Betrothed (GC), Judas Iscariot (GC), Magnifying Multitude (GC), Martha (Wo, TP), Martha of Bethany (GC), Martha, the Diligent (GC), Mary (B, D, Or, P), Mary of Bethany (Wo, GC), Mary, Faithful Servant (LC), Mary, Holy Virgin (GC), Mary, Mother of Christ (LC), Mary, the Attentive (GC), Mary, the Expectant (RR2), Mary, Willing Servant (GC), Matthew (Di), Matthew (Levi) (Ap, GC), Matthew the Publican (GC), Moses in Glory (GC), Peter (I, Ap), Philip (Ap), Saint Simon (GC), Seeker of the Lost (PC, RR2), Shepherds of Bethlehem (GC), Simeon (Pr, Wa, Di), Simeon, the Devout (GC), Simon the Zealot (Ap, Di), Simon the Zealous (GC), Sower (Di), Strengthening Angel (Ap, Di), Susanna (TP, LR), Thaddaeus (Ap), The Centurion at Capernaum (GC), The Expatriator (GC), The Generous Widow (RA, RR), The Good Samaritan (GC), The Heavenly Host (GC), The Messianic Messenger (GC), The Persistent Widow (GC), The Repentant Thief (GC), The Thankful Leper (RA, GC), Thomas (Ap, Di), Watchful Servant (Di, GC), Zaccheus (Ap), Zaccheus, the Repentant (GC), Zechariah, the Silent (GC)*** and ***Zecharias, Father of John (Pi)***
- (Evil): ***Abusive Soldiers (GC), Crippling Demon (Pi), Demon in Armor (Pa), Doom Speakers (GC), Emperor Augustus (RR, P), Emperor Tiberius (J, Ap, RR2), Emphatic Incriminators (GC), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC), Herod's Guard (GC), Judas, the Betrayer (GC), Legion (Ap, Di, RR), Panic Demon [Gold] (AW), Pharisees [Encircling Child Jesus] (LR), Pontius Pilate (Ap, Di), Possessing Demon (J, Ap), Possessing Spirit (GC), Que (AW), Quirinius (J), Quirinius, the Governor (RR2), Restless Spirit (GC), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC), Scribe (Di), Seizing Spirit (Pi), Seven Wicked Spirits (FF), Simon the Host (GC), Suicidal Swine Stampede (GC), Supercilious Scribes (GC), Temple Thieves (GC), The Accumulator (GC), The Ambushing Bandits (GC), The Condemned Thief (GC), The Highwayman (GC), The Mocking Thief (GC), The Obstinate Pharisee (GC), The Quelling Spirit (Que) (RR2), Wandering Spirit (Ap, TP, LR), Wicked Thief (Ap)*** and ***Zaccheus, Tax Collector (GC)***
- (Dual-Alignment): ***Man with Withered Hand (GC)*** and ***The Prodigal Son (GC)***

The following Redemption® Enhancements are from Luke:

- (Good): ***A Child is Born (P), Amazing Faith (GC), An Angel Appears (GC), Angel Party (GC), Angelic News (I, Ap), Benedictus (Di), Birth Foretold (Di), Burning Incense (Pi), Child of Great Wisdom (Ap), Consider the Lilies (TP, RR), Expelled from Heaven (GC), Faith as a Mustard Seed (Di), Fall Like Lightning (Di), Formal Training (F), Gabriel meets Zecharias (FF), Glad Tidings (I, Ap), Gloria in Excelsis Deo (Di, RR2), Good Seed (GC), His Name is John (Di), Hospitality in Bethany (GC), Jesus Appears (GC), Kindness (Di), Lost Child Found (GC), Lost Coin Found (Ap, GC), Lost Sheep (GC), Magnificat (Di, GC), Miraculous Catch (I, Ap), Multitude (AW), No Need for Spices (GC), Nunc Dimittis (Di, GC), Piety of Mary (Wo), Power of the Spirit (GC), Redemption (Wa, Pi, GC), Repentance and Restitution (RA), Reprimand (GC), Restitution (GC), Restoring the Afflicted (GC), Spirit of Elijah (PoC), Stone Rolled Away (GC), Submissiveness of Mary (B, D, Or), Teaching in Parables (GC), The Annunciation (GC), The Ascension (GC), The Child is Born (GC), The Emmaus Road (PoC), The Lord's Prayer (GC), The Meal in Emmaus (Ap), The New Covenant (Di), The Prodigal Returns (Di, RR), Transfiguration (Ap, GC), Weapon of Light (AW)*** and ***Worshipping God (AW)***
- (Evil): ***Ambush! (GC), Begging for Freedom (AW), Choked Seed (GC), Denial of Christ (Ap), Deteriorating Condition (GC), Driven by Spirits (GC), Evil Armor (D, Pi, GC), Extortion (GC), Ferocious Attack (AW), Futile Inquisition (GC), Gathering of Demons (AW), Grievous Departure (E), House Divided (GC), Hurling Insults (GC), Left for Dead (GC), Misuse of Talents (F), Pain (Ap), Persistent Pestering (J, AW, RR2), Pierced Heart (Ap), Pride in the Past (Pi), Questioning Christ (Di), Repercussion (GC), Ridicule (GC), Sectarianism (E), Self-Righteous Prayer (Di, GC), Sorrow of Mary (J, Wo, RR2), Stolen Seed (GC), Suicidal Swine Stampede (Di, GC), Temple Guard's Spears (GC), Three Crosses (Ap), Twice Afflicted (J, AW, RR2), Withered Seed (GC)*** and ***Worse than the First (Di)***

The following Redemption® cards are from Luke:

- (Dominant, Good): ***Angel of the Lord (C, D, E, F)*** and ***Son of God (L, P-2019 Seasonal, P-2023 Greek, P-2026 Nationals)***
- (Lost Soul): ***Lost Soul [Luke 5:15, "Crowds"] (P), Lost Soul [Luke 13:2, "Galileans"] (GC), Lost Soul [Luke 13:25] (C, G, J, Or), Lost Soul [Luke 13:25, "Shut Door"] (Di, LR), Lost Soul [Luke 13:30, "The First"] (IJ+), Lost Soul [Luke 14:13, "Undesirables"] (GC)Lost Soul [Luke 15:6] (A, B, C, D, G), Lost Soul [Luke 15:6, "Rejoice"] (J), Lost Soul [Luke 15:13] (J, Ap), Lost Soul [Luke 15:13, "Far Country"] (Di), Lost Soul [Luke 15:15-16] (J, Ap), Lost Soul [Luke 15:15-16, "Pigs"] (Di), Lost Soul [Luke 15:16, "Pigs"] (RR2), Lost Soul [Luke 16:20-21] (J, Ap), Lost Soul [Luke 16:20-21, "Beggar"] (Di), Lost Soul [Luke 19:10] (G, J, Wa)*** and ***Lost Soul [Luke 19:10, "Fight by the Numbers"] (Di, RR2)***
- (Artifact): ***Holy Grail (RR)*** and ***The Manger (GC)***
- (Covenant): ***The New Covenant (Di)***
- (Curse): ***Ridicule (GC)***
- (Fortress, Good): ***Bethlehem Stable (GC), Chamber of Angels (GC), Fishing Boat (Di, GC)*** and ***The Empty Tomb (GC)***

- (Fortress, Evil): ***Kingdoms of the World (D, Wa, Pi, GC)***
- (Site): ***Dangerous Road (AW), Leper Colony (Ap)*** and ***Marketplace (Di)***

Lystra Church

The church of the Lystrans was found in the city of Lystra. At present, there are no cards that refer to the Lystra church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Lystran church:

- (Hero): ***Eunice (Ap)*** and ***Lois (Ap)***

M

Magician

Magicians are Evil Characters that practiced or performed sorcery, divination, enchantment, astrology, wizardry, or other magical arts with the help of demonic forces. If a magician is converted to a Hero, it is no longer a magician unless it later becomes an Evil Character again. The following Redemption® cards refer to magicians:

- (Good): ***Burning of Magic Books (Ap, EC), Philip the Evangelist (EC), Tested by Fire (PoC)*** and ***The Ephesian Elders (PC)***
- (Evil): ***Conjurers (PoC), Crooked Ways (PC), Divination (TP), Invoking Terror (FF2, LR), Jannes (FM), King Manasseh (Di), Magicians' Snakes (Di, FM), Magicians' Staves (FM), Mimicking Miracles (CW), Omen Interpreter (IR), Perplexing Vision (T2C), Pride of Simon (EC), Soothsayers of Babylon (PoC), Summoned to Interpret (PoC)*** and ***The Judean Mediums (PC, P)***
- (Neutral): ***Magic Charms (TP, P)*** and ***Summoned Curse (II)***

By rule, only Evil Characters are magicians. The following Redemption® Evil Characters are magicians:

- ***Astrologers (Pr, TP, LR), Babylon the Great (Wa), Balaam (Pr, Di, LR), Balaam, Son of Beor (IR), Chaldeans (Pr, T2C, P), Conjurers (PoC), Damsel with Spirit of Divination (Pr, TP), Egyptian Magicians (FF2, LR), Egyptian Soothsayers (K), Elymas (Bar-Jesus) the Sorcerer (Ap), Elymas the Sorcerer (Di, EC), Enchanter (Pr, TP), Jambres (Pi, FM), Jannes (Pi, FM), King Manasseh (Di), Laban (F, P), Laban, the Deal Breaker (RR), Manasseh (Pr), Manasseh, the Wicked (LC), Medium in Endor (CW), Necromancer (PoC), Omen Interpreter (IR), Pharaoh's Magicians (Pa, RR2), Philistine Diviners (P), Philistine Soothsayers (PoC), Profane Daughters (PoC), Simon the Magician (Ap, EC), Soothsayers of Babylon (PoC), Sorcerers (RJ), The Divining Damsel (P), The False Prophet (Pr, EC, RJ), The Harlot (RJ), The Judean Mediums (PC, P), User of Curious Arts (TP, RR), Users of Curious Arts (Pr), Whore of Babylon***

(Or), Witch of Endor (Pr, Wa), Wizard (PC), Wizards (Pr, RR2) and ***Workers with Familiar Spirits (Pr)***

Major or Minor Prophet

A major prophet is one of the four prophets who wrote the longer prophetic books of the Old Testament. A minor prophet is one of the twelve prophets who wrote the shorter prophetic books of the Old Testament. The following Redemption® cards refer to major or minor prophets:

- (Good): ***Amos (PoC), Baggage (RR2), Habakkuk (PoC), Haggai (PoC), Hosea (PoC), Joel (PoC), Malachi (PoC), Malachi the Loved (T2C), Micah (PoC), Nahum (PoC), Obadiah (PoC), The Angel of His Presence (PoC), The Watchman (P) Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C)*** and ***Zephaniah (PoC)***

The following Redemption® characters are major or minor prophets:

- (Major Prophets): ***Daniel (Pr, CW, P), Daniel (Belteshazzar) (RR), Daniel, the Apocalyptist (LR), Daniel, the Treasured (T2C), Ezekiel (Pr, Pi, FF), Ezekiel, God Strengthens (RR), Ezekiel, Sign from God (T2C), Ezekiel, the Vindicator (PoC), Isaiah (Pr, FF2, PoC), Isaiah, Peace Proclaimer (RR), Isaiah, Son of Amoz (T2C), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR)*** and ***Jeremiah, the Weeper (T2C)***
- (Minor Prophets): ***Amos (Pr, PoC), Amos of Tekoa (T2C), Habakkuk (Pr, TP, PoC), Haggai (FF, PoC), Hosea (Pr, FF, PoC), Joel (FF, PoC), Joel, Son of Pethuel (T2C), Jonah (Pr, PoC), Malachi (Pr, PoC), Malachi the Loved (T2C), Micah (RA, PoC), Nahum (FF, PoC), Obadiah (FF, PoC), Zechariah (Pr, Pi, RA), Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C)*** and ***Zephaniah (Pr, PoC)***

Mark Card

Mark cards are cards from the book of Mark in the Bible. The following Redemption® cards refer to Mark cards:

- (Good): ***Mark (EC)***

The following Redemption® characters are from Mark:

- (Hero): ***Bartimaeus (P), Jairus (GC, P), Jairus' Daughter (Wo, H, GC), Mary the Mother of James (RA), Mary, Mother of James (GC), Mary, the Caregiver (GC), Peter's Mother-in-Law (Ap, RR), Salome (RA), Salome the Sorrowful (GC), Salome, Spice Bringer (GC)*** and ***Simon of Cyrene (RR, P)***
- (Evil): ***Barabbas (Pi, GC), Callous Conspirators (GC), Conspiring Herodians (GC), Deafening Spirit (GC), Disciples of the Pharisees (GC), Foul Spirit (E, J, RR2), Hard-Hearted Religious Leaders (Or, Di), Herod's Executioner (GC), Herodias (A, Or, GC), Herodias' Daughter (GC), High Priest's Maid (RA), Judas Iscariot (B, Or, Pi), Mary's***

Seven Demons (FF), Plunderers (GC), Salome (B, Or, TP), Strong Demon (D, G, Di, GC), The Rich Young Ruler (E) and ***The Sordid Spirit (GC)***

The following Redemption® Enhancements are from Mark:

- (Good): ***Boanerges (GC), Faith of Bartimaeus (Ap), Love of Jesus (F), New Covenant (IJ+), Ordained as a Disciple (P), Reach of Desperation (H, Wo, LR), Sent Two by Two (Di, GC), Sons of Thunder (Di)*** and ***Talitha Kum! (GC)***
- (Evil): ***Beheaded (Di, GC), Consumed by Wants (AW), Dance of Death (GC), Deafening Spirit (Pi, GC), Duplicity (GC), Executioner's Sword (GC), Flight (Wa, G), Herod's Banquet (GC), Imprisoned (Di), Judas' Plot (Di), Knocked to the Ground (AW), Rash Oath (TP), Sinning Hand (Pi, RR)*** and ***Surreptitious Scheme (GC)***

The following Redemption® cards are from Mark:

- (Lost Soul): ***Lost Soul [Mark 1:40] (J, Ap, LR)*** and ***Lost Soul [Mark 7:21-22, "Defiled"] (GC)***
- (Artifact): ***Denarius (IJ+, Di), Temple Veil (GC)*** and ***Three Nails (Ap)***
- (Covenant): ***New Covenant (IJ+)***
- (Fortress, Good): ***Herod's Temple (Di, GC, P)*** and ***The Garden Tomb (RA)***
- (Site): ***Herod's Temple (G)***

Martyr

In Redemption®, a martyr is a character that was referred to as a martyr in the Bible based upon the original language or that is generally agreed upon in church tradition or has "martyr(s)" in the card title. Martyrs only include people who were killed for their faith after the day of Pentecost in Acts 2. If a martyr is converted to an Evil Character, it is no longer a martyr unless it later becomes a Hero again. The following Redemption® cards refer to martyrs:

- (Good): ***Angel from the Sun (RJ), Antipas (RJ), Blood of the Lamb (RJ), Guardian of Your Souls (RJ), Heavenly Temple (RJ), Justin Martyr (RJ), Philip of Bethsaida (GC)*** and ***Resurrection of Martyrs (RJ)***
- (Evil): ***The Harlot (RJ)***
- (Neutral): ***The Golden Altar (RJ)***
- (Dual-Alignment): ***Third Bowl of Wrath (RJ)***

By rule, only Heroes are martyrs. The following Redemption® Heroes are martyrs:

- ***Ananias of Damascus (Ap, EC, RR2), Andrew (I, Ap), Andrew, First Called (GC), Andrew, Fisher of Men (GC), Antipas (RJ), Apphia (PC), Archippus (F, PC), Bartholomew (Di), Bartholomew (Nathanael) (GC), Barsabbas (EC), Barsabbas (Judas) (RR2), Bartholomew (Nathaniel) (Ap), Bartholomew the True (GC), Faithful Witness (RJ), James (I), James (half-brother of Jesus (Ap), James Son of Alphaeus (Ap), James Son of Zebedee (Ap), James, Leader in Jerusalem (PC), James, Son of***

Alphaeus (Di, GC), James, Son of Thunder (GC), James, son of Zebedee (H), James, the Fisherman (GC), James, the Younger (GC), Judas (Thaddaeus) (GC), Jude (F, PC), Jude, Servant of Christ (RR2), Justice Seekers (RJ), Justin Martyr (RJ), Mark (B, D, Or, EC), Matthew (Di), Matthew (Levi) (Ap, GC), Matthew the Publican (GC), Matthias (Ap, EC, GC), Onesimus (Ap, PC), Parmenas (H, EC), Paul (Ap, P), Paul, the Bond-Servant (RR2), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Philemon (Ap, PC), Philip (Ap, Di), Philip of Bethsaida (GC), Philip the Pragmatic (GC), Polycarp (RJ), Saint Simon (GC), Simon Peter (GC), Simon the Zealot (Ap, Di), Simon the Zealous (GC), Stephen (Ap, EC), Thaddaeus (Ap, GC), Thaddeus (Di), The Two Witnesses (RJ), Thomas (Ap, Di), Thomas the Assured (GC), Thomas the Twin (GC), Timon (Pi, EC), Timothy (H, Ap, EC) and ***Timothy, Honoring God (RR2)***

Matthew Card

Matthew cards are cards from the book of Matthew in the Bible. The following Redemption® cards refer to Matthew cards:

- (Good): ***Matthew (Di)***

The following Redemption® characters are from Matthew:

- (Hero): ***Abihud, the Exilarch (LC), Abihud, the Progeny (LC), Achim, the Compiler (LC), Achim, the Talmid (LC), Angel at the Tomb (Wa), Angel at Tomb (Pi), Angel of the Harvest (RA, GC), Angel of Warning (Ap, TP, LR), Attending Angel (Ap, TP), Azor, the Recusant (LC), Azor, the Submissive (LC), Centurion (Pa), Children (RR2), Eleazar, the Potentate (LC), Eleazar, the Vassal (LC), Eli (AW), Eliakim, the Expatriate (LC), Eliakim, the Restored (LC), Eliud, the Pious (LC), Eliud, the Revolutionary (LC), Faithful Servant (A, C, Or, GC, P), Gathering Angel (I), Guardian Angel (Ap, Di, RR2), Guardians from Glory (GC), Jacob, Disgruntled Subject (LC), Jacob, Relegated Servant (LC), James, the Fisherman (GC), James, Son of Alphaeus (Di), James, Son of Thunder (GC), John, the Fisherman (GC), John, Son of Thunder (GC), Joseph the Carpenter (Ap), Joseph, the Carpenter (LC), Joseph, the Righteous (LC), Judas (Thaddaeus) (GC), Kira (AW), Legion of Angels (I, GC), Matthan, the Defender (LC), Matthan, the Denigrated (LC), Matthew (Di), Resurrection Revealer (GC), Saint Patrick (GC, P), Thaddaeus (GC), Thaddeus (Di), The Centurion at Calvary (Di), The Centurion at Capernaum (TP), The Magi (FF, GC), The Ministering Spirit (GC), Zadok, the Consummate (LC)*** and ***Zadok, the Unassuming (LC)***
- (Evil): ***Afflicting Spirit (GC), Archelaus (Ap, Di), Beelzebub (GC), Blinding Demon (Pi), Controlling Demon (J, Ap), Disbelieving Sadducees (Di), Dubious Doubters (GC), Foolish Builder (GC), Herod Archelaus (GC), Herod the Great (Ap, Di, GC), Herodian (E), Herodians (GC), High Priest Caiaphas (Ap, Pi), Injuring Demon (Pi), Insincere Inquisitors (GC), Mocking Soldier (Wa, Pi), Mocking Soldiers (J), Moths (RR), Pharisees [Looking Left] (Ap), Pharisees [Looking Right] (Ap), Pilate's Soldiers (J), Plotting Priests (GC), Pontius Pilate (P), Proud Pharisee (TP, GC), Snaring Spirit (GC), Spirit of Temptation (TP), The Brood of Vipers (GC), The Entrapping Pharisees***

(TP, LR), The Expert Lawyer (GC), The Proselytizers (GC) and *Unclean Spirit (E, J)*

The following Redemption® Enhancements are from Matthew:

- (Good): *A Roman Soldier's Faith (Ap), Alabaster Jar (Ap), Angelic Guidance (I, Ap, RR2), Authority of Christ (Or, GC, P), Authority of Peter (I, Ap), Baptism (D), Baptism of Jesus (Di, GC), Built on the Rock (Pi), Burning up the Chaff (H, GC), Cast out Demons (H), Centurion's Proclamation (Di, RR), Children (Wo), Day of Judgment (GC), Ears to Hear (AW), Emptying the Tombs (GC), Endurance (Or), Faith (B, D, Or), Faith as a Mustard Seed (GC), Faith as Children (Wa, Pi), Fishers of Men (I, Ap), Flight into Egypt (GC), Gathering of Angels (Wa, Ki, GC), Great Faith (H, Wo, RR2), Guarding (AW), "He Is Risen" (RA, LR), His Sacrifice (GC), No Need for Spices (RA), Not Alone (AW), Out of Egypt (PoC), Overwhelming Presence (I), Passover Hymn (Di), Pearl of Great Price (Ap), Protection of Angels (RR), Raised to Life (F), Raising of the Saints (Wa, Pi), Reassurance of Jesus (GC), Resurrection (Wa, Pi, Di), Sowing the Seed (Ap), Steadfastness of Peter (A, C, Or), Sword of Light (GC), Sword of the Guardian (AW), The Empty Tomb (Ap), The Great Commission (GC), The Might of Faith (Pi), Unpardonable (GC), Walking on Water (I, GC, P), Wedding Party (F), Wheat and Tares (Di, GC), Wonderment (I, Ap)* and *You Are the Christ (I)*
- (Evil): *Arrest in Gethsemane (Di, RR2), Betrayal (Ap), Betraying Christ (GC), Built on the Sand (Pi), Casting Lots (RR), Chief Priests' Offer (Di), Contagious Fear (GC), Crucify Him (Ap), Crucify Him! (J), Dance of Death (Wo), Darkness (A, Or, Wa, FM), Demanding Miracles (GC), Denying Blame (G), Distort the Truth (GC), Doctrine Like Leaven (RA), Escape to Egypt (Di), Evil (Or), Failed Objective (AW), False Accusations (GC), False Witnesses (G, RR), Foolishness of Five Virgins (Wo), Fruitless Tree (E), Herod's Treachery (TP, GC), High Priest's Plot (Pi, GC), Hypocrite's Proselyte (J), Mask of Self-Glorification (Wa, RR), Massacre of Innocents (Ap, Di, GC), Moths (Pi), Palsy (Ap), Paying Taxes (CW), Peter's Curse (Di, GC), Pretension (TP, GC), Pride in Position (Pi), Roman Whip (J, RR2), Romans Destroy Jerusalem (RA, LR), Rust (Pi), Sin and Blasphemy (GC), Stolen Treasures (GC), Strike the Shepherd (GC), Tenants Kill the Son (Di, GC), Tormentors (Wa), Two Possessed (GC), Two Possessed by Demons (FF), Vine-Growers' Rebellion (GC), Washing Hands (Di), Wickedness of the Tenants (Di), Wolves Among Sheep (RR2), Wolves in Sheep's Clothing (Di)* and *Worshiping Demons (RR)*
- (Dual-Alignment): *Temptation in the Wilderness (GC)* and *Ten Virgins (GC)*

The following Redemption® cards are from Matthew:

- (Dominant, Good): *The Resurrection (GC), Star of Bethlehem (GC, P)* and *Son of God (P-2022 Seasonal, P-2023 Baptism)*
- (Dominant, Evil): *Burial (B-Ul, D, F, G, P-1995)*
- (Dominant, Dual-Alignment): *Crowd's Choice (GC, P)*
- (Lost Soul): *Lost Soul [Matthew 5:13, "Salty"] (GC), Lost Soul [Matthew 8:34, "Site Remover"] (AW), Lost Soul [Matthew 18:12, "Hopper"] (P), Lost Soul [Matthew 19:23, "Speed Bump"] (Pi, RR2)* and *Lost Soul [Matthew 19:26, "First Round Protect"] (AW)*

- (Artifact): ***Burial Shroud (Ap), Concealed Riches (GC), Cross Beams of the Cross (Ap), Four-Drachma Coin (Di, GC), Gifts of the Magi (F, GC), Holy Grail (Wa, P), Matthew's Begats (LC), Temple Veil (F), The Cross (GC), The Master's Table (Di)*** and ***Thirty Pieces of Silver (Ap, GC)***
- (Covenant): ***His Sacrifice (GC)***
- (Curse): ***Peter's Curse (Di, GC)***
- (Fortress, Good): ***Nazareth (RR), Potter's Field (Wa, Ki, RR2)*** and ***The Church of Christ (GC)***
- (Fortress, Evil): ***Den of Thieves (GC), High Priest's Palace (Pi, GC)*** and ***The Gates of Hell (TP, LR, P)***
- (City): ***Bethlehem (P)*** and ***Jerusalem (GC)***
- (Site): ***Caesarea Philippi (Di), Chorazin (Di), Golgotha (Ap, Di, GC, P), Herod's Dungeon (Wo, TP), Nazareth (Di)*** and ***Place of Temptation (AW)***

Medo-Persian

See Persian.

Micah Card

Micah cards are cards from the book of Micah in the Bible. The following Redemption® cards refer to Micah cards:

- (Good): ***Micah (PoC)***

The following Redemption® characters are from Micah:

- (Hero): ***Micah (RA, PoC)***
- (Evil): ***Assyrian Invaders (PoC), The Afflicted (PoC)*** and ***The Outcasts (PoC)***

The following Redemption® Enhancements are from Micah:

- (Good): ***Out of Bethlehem (PoC), Swords into Plowshares (RA)*** and ***Swords to Plowshares (RR)***
- (Evil): ***Siege (Wa, Ki, RR)*** and ***Stricken (PoC)***

The following Redemption® cards are from Micah:

- (City): ***Bethlehem (P)***

Missionary

A missionary is someone who traveled from their home church to another city or region to proclaim the gospel of Christ for the purpose of converting the hearers and establishing a

church from the new converts. Missionaries often lived in the city or region for an extended period of time.

Your missionaries in play or set aside have the added benefit of being part of the church you control with the most church members; there is no benefit in the case of a tie for the most. A missionary that becomes part of another church also retains its original church identifier(s). See Church for a list of churches. The following Redemption® cards refer to missionaries:

- (Good): ***Aquila (EC), Bereans (EC), Burning of Magic Books (EC), Epaphroditus (PC), Missionary Ship (EC), Onesiphorus (PC), Prayer and Fasting (EC), Priscilla (EC), Secundus (EC), The Generous Givers (PC), Timothy (EC), Titus Justus (EC)*** and ***Training in Righteousness (RR2)***
- (Evil): ***Doomed Conspirators (PC)***
- (Neutral): ***Letter to the Philippians (PC)*** and ***The Ends of the Earth (RJ)***

By rule, only Heroes are missionaries. The following Redemption® Heroes are missionaries:

- ***Andrew (I, Ap), Andrew, First Called (GC), Andrew, Fisher of Men (GC), Apollos (Ap, EC), Aquila (Ap, EC), Barnabas (B, D, Or, EC), Barnabas, the Bold (RR), Barsabbas (EC), Barsabbas (Judas) (RR2), Bartholomew (Di), Bartholomew (Nathanael) (GC), Bartholomew (Nathaniel) (Ap), Bartholomew the True (GC), James (I), James Son of Alphaeus (Ap), James Son of Zebedee (Ap), James, Son of Alphaeus (Di, GC), James, Son of Thunder (GC), James, son of Zebedee (H), James, the Fisherman (GC), James, the Younger (GC), John (H, I, Pr, P), John, Son of Thunder (GC), John, the Apocalyptist (RJ), John, the Fisherman (GC), John, the Revelator (RJ), Judas (Thaddaeus) (GC), Luke (Ap, EC), Mark (B, D, Or, EC), Matthew (Di), Matthew (Levi) (Ap, GC), Matthew the Publican (GC), Matthias (Ap, EC, GC), Paul (Ap, P), Paul, the Bond-Servant (RR2), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Philip (Ap, Di), Philip of Bethsaida (GC), Philip the Evangelist (Ap, EC), Philip the Pragmatic (GC), Priscilla (H, Ap, EC), Saint Patrick (GC, P), Saint Simon (GC), Silas (B, D, Or, EC), Silas, the Bold (RR2), Simon Peter (GC), Simon the Zealot (Ap, Di), Simon the Zealous (GC), Thaddaeus (Ap, GC), Thaddeus (Di), Thomas (Ap, Di), Thomas the Assured (GC), Thomas the Twin (GC), Timothy (H, Ap, EC), Timothy, Honoring God (RR2), Titus (Ap, EC)*** and ***Titus, the Messenger (RR)***

Moabite

Moabites were people who lived in the land of Moab. See Nationality. The following Redemption® cards refer to Moabites:

- (Evil): ***Chemosh Worship (FM), David's Servants (FM), Eglon's Army (II), Emim (FM), Great Dread (II), King Balak (FM), King Eglon (FM), King Mesha (FM), Land of Chemosh (II), Men of Moab (PoC), Moab (FM), Moabite Army (FM), Moabite Marauders (FM), No Assembly (II), Not Your Possession (II), Refusal of Entry (II), Slaves to Eglon (II), The Sons of Ariel (II), The Subdued Moabites (II)*** and ***Valiant Moabites (II)***

- (Neutral): ***Idol of Chemosh (II), Land of Moab (LC), Lost Soul [Judges 3:30, "Subdued"] (II)*** and ***Summoned Curse (II)***

The following Redemption® characters are Moabites:

- (Good): ***Ruth (B, D, J, Or), Ruth, the Devoted (LC), Ruth, the Redeemed (LC)*** and ***Ruth, the Retainer (P)***
- (Evil): ***Ambushed Moabites (LC), David's Servants (FM), Eglon's Army (II), Emim (FM), Enemies to the East (II), Foreign Wives (RA3, P), King Balak (FM), King Eglon (FM), King Mesha (FM), Men of Moab (PoC), Moab (FM), Moabite Army (FM), Moabite Camp (LC), Moabite Marauders (FM), Moabite Messenger (LC), Orpah (Pa, FM), The Protecting King (II), The Sons of Ariel (II), The Subdued Moabites (II), The Unconsenting King (II), Unrepentant Moabites (LC)*** and ***Valiant Moabites (II)***

Mob

A mob is a group of like-minded or agitated individuals who form large crowds with the intention of forcing an authority's hand or to cause violence or harm to an offending individual or group. The following Redemption® cards refer to mobs:

- (Evil): ***Doomed Conspirators (PC)***

The following Redemption® characters are mobs:

- (Evil): ***Angry Mob [Black] (EC), Angry Mob [Brown] (Ap, EC), Angry Mob [Gray] (EC)*** and ***Doomed Conspirators (PC)***

Musician

A musician is defined as a person who wrote songs, led a group of people in singing and worship, or who was described in the Bible as being a musician by profession. The following Redemption® cards refer to musicians:

- (Good): ***Chenaniah (RA), Chenaniah, Chief Singer (RR), Cymbals of the Levites (RA, RR), Elishama, the Priest (RR2), Ethan, Son of Kishi (RR2), Heman, the Singer (RR2), Jehoshaphat, the Seeker (LC), Jeiel (RA), Jeiel, the Gatekeeper (RR2), Magnificat (Di), Musicians' Chambers (RA, RR2), Music Leader (PC, P), Nunc Dimittis (Di), Prophets of Gibeath (P), Sing with Stringed Instruments (RA), Stringed Instruments (RR), Temple Dedication (RA3), The Lord Goes Before You (FM), The Tabernacle (P)*** and ***Word of Christ (PC)***
- (Evil): ***Shimei's Malicious Curse (RR2)***
- (Neutral): ***Ark of the Covenant (RJ)*** and ***David's Harp (P)***

By rule, only Heroes are musicians. The following Redemption® Heroes are musicians:

- ***Asaph (Pi), Asaph, the Psalmist (RR), Barak (Pa, CW), Chenaniah (RA), Chenaniah,***

Chief Singer (RR), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Deborah (A, Or, PoC), Deborah, the Brave (RR), Deborah, the Victorious (II), Ethan (Pi), Ethan, Son of Kishi (RR2), Habakkuk (Pr, TP, PoC), Hannah (K, Or, PoC), Heman (Pi), Heman, the Singer (RR2), Isaiah (Pr, FF2, PoC), Isaiah, Peace Proclaimer (RR), Isaiah, Son of Amoz (T2C), Jahaziel, Son of Zechariah (Pi, RR), Jeiel (RA), Jeiel, the Gatekeeper (RR2), Jephthah's Daughter (FM), King David (P), King Solomon (TP, RR2, P), Miriam (A, C, G, L, Or, PoC), Moses (G, Pr, Wa, CW, LR, P), Moses in Glory (GC), Moses, Friend of God (PoC), Moses, the Deliverer (L, P), Moses, the Servant (IR), Music Leader (PC, P), Procession of Prophets (K), Prophets of Gibeath (P), Solomon, the Wise (LC) and ***The Twenty-Four Elders (RJ)***

For cards other than musicians that involve music, see Involves Music.

N

Nationality

Nationality refers to the physical location or the ethnic group that a character came from, or resided in. Most cards have or refer to a specific nationality, but the following Redemption® cards refer to a non-specific nationality:

- (Evil): ***Kings of the Earth (RJ)*** and ***Pagan Sailors (PoC)***

The nationalities in Redemption® are: Amalekite, Ammonite, Arabian, Assyrian, Babylonian, Canaanite, Edomite, Egyptian, Ethiopian, Greek, Israelite, Judean, Massan, Midianite, Moabite, Persian, Philistine, Phoenician, Roman, Salemite, Samaritan, Sidonian and Syrian.

Nativity Card

Nativity cards are cards related to the birth and early life of Jesus. Nativity cards have a reference from chapter 1 verses 18 to 25 or chapter 2 of the book of Matthew in the Bible, or chapters 1-2 of the book of Luke in the Bible. The follow Redemption® cards refer to nativity cards:

- (Good): ***Bethlehem Stable (GC), Elizabeth (GC), Flight into Egypt (GC), Joseph, the Betrothed (GC), Lost Child Found (GC), Magnifying Multitude (GC), Star of Bethlehem (GC, P), The Annunciation (GC), The Child is Born (GC), The Heavenly Host (GC), The Magi (GC), The Messianic Messenger (GC)*** and ***The Manger (GC)***

The following Redemption® characters are nativity characters:

- (Hero): ***Angel of Warning (Ap, TP, LR), Anna (Pr, Di), Anna, the Widow (GC), Elisabeth (Wo), Elizabeth (GC), Gabriel (I, Wa, Di), Gabriel, Mouth of God (GC), John the Forerunner (GC), Joseph the Carpenter (Ap), Joseph, the Betrothed (GC), Magnifying Multitude (GC), Mary (B, D, Or, P), Mary, Faithful Servant (LC), Mary, Holy Virgin (GC), Mary, Mother of Christ (LC), Mary, the Expectant (RR2), Mary, Willing Servant (GC), Shepherds of Bethlehem (GC), Simeon (Pr, Wa, Di), Simeon, the Devout (GC), The Heavenly Host (GC), The Magi (FF, GC), The Messianic Messenger (GC), Zechariah, the Silent (GC)*** and ***Zecharias, Father of John (Pi)***
- (Evil): ***Archelaus (Ap, Di), Emperor Augustus (RR, P), Herod Archelaus (GC), Herod the Great (Ap, Di, GC), Quirinius (J)*** and ***Quirinius, the Governor (RR2)***

The following Redemption® Enhancements are nativity Enhancements:

- (Good): ***A Child is Born (P), An Angel Appears (GC), Angelic Guidance (I, Ap, RR2), Angelic News (I, Ap), Benedictus (Di), Birth Foretold (Di), Burning Incense (Pi), Child of Great Wisdom (Ap), Flight into Egypt (GC), Formal Training (F), Gabriel meets Zecharias (FF), Glad Tidings (I, Ap), Gloria in Excelsis Deo (Di, RR2), His Name is John (Di), Lost Child Found (GC), Magnificat (Di, GC), Multitude (AW), Nunc Dimittis (Di, GC), Out of Egypt (PoC), Spirit of Elijah (PoC), Submissiveness of Mary (B, D, Or), The Annunciation (GC), The Child is Born (GC), Weapon of Light (AW)*** and ***Worshipping God (AW)***
- (Evil): ***Contagious Fear (GC), Escape to Egypt (Di), Herod's Treachery (TP, GC), Massacre of Innocents (Ap, Di, GC), Pierced Heart (Ap)*** and ***Sorrow of Mary (J, Wo, RR2)***

The following Redemption® cards are nativity cards:

- (Dominant, Good): ***Angel of the Lord (C, D, E, F), Son of God (P-2019 Seasonal, P-2026 Nationals)*** and ***Star of Bethlehem (GC, P)***
- (Artifact): ***Gifts of the Magi (F, GC)*** and ***The Manger (GC)***
- (Fortress, Good): ***Bethlehem Stable (GC)***
- (City): ***Bethlehem (P)***

Nehemiah Card

Nehemiah cards are cards from the book of Nehemiah in the Bible. The following Redemption® cards refer to Nehemiah cards:

- (Good): ***Zerubbabel (P)***

The following Redemption® characters are from Nehemiah:

- (Hero): ***Baruch, Son of Zabbai (RR), Eliashib the High Priest (Pi), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jadon, the Meronothite (RR), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Nehemiah (Pi), Nehemiah, the Vigilant (P)*** and ***Shelemiah the Priest (Pi)***

- (Evil): ***Sanballat (Pi)***

The following Redemption® Enhancements are from Nehemiah:

- (Good): ***Builder's Spear (LC), Builder's Sword (LC), Determination of Nehemiah (Or), I Am Sustainer (RR), Renewing the Covenant (FF), Renewing the Vow (RR2)*** and ***Standing in the Gap (FF)***
- (Evil): ***Forbidden Marriage (LC)*** and ***Priesthood Defiled (Pi)***

The following Redemption® cards are from Nehemiah:

- (Dominant, Evil): ***Rubble and Dust (FM)***
- (Covenant): ***I Am Sustainer (RR)*** and ***Renewing the Vow (RR2)***
- (Curse): ***Forbidden Marriage (LC)***
- (Fortress, Good): ***Jerusalem Tower (Pa, RR)*** and ***Wall of Protection (LC, P)***

Non-human

Non-human refers to characters that are not human. This includes angels, animals, demons and symbolic characters.

N.T.

"N.T." is an acronym for "New Testament". The following 27 books are considered part of the New Testament:

- Matthew, Mark, Luke, John, Acts, Romans, I Corinthians, II Corinthians, Galatians, Ephesians, Philippians, Colossians, I Thessalonians, II Thessalonians, I Timothy, II Timothy, Titus, Philemon, Hebrews, James, I Peter, II Peter, I John, II John, III John, Jude and Revelation.

Cards with a "N.T." identifier are N.T. cards, regardless of the reference on the card. Cards with a reference from one of the New Testament books are N.T. cards, unless they have an "O.T." identifier. Cards with a historical reference from Josephus are N.T. cards, unless they have an "O.T." identifier.

Numbers Card

Numbers cards are cards from the book of Numbers in the Bible. The following Redemption® cards refer to Numbers cards:

- (Good): ***Phinehas, the Zealous (IR)***

The following Redemption® characters are from Numbers:

- (Hero): ***Angel in the Path (Wa, Pi, RR), Dreamers (II), Eldad (IR), Eleazar, Son of Aaron (PC), Medad (IR), Phinehas, son of Eleazar (Pi)*** and ***Phinehas, the Zealous (IR)***
- (Evil): ***Abihu (C, Or, Pi), Abiram (H), Abiram, the Stubborn (IR), Ahiman, Son of Anak (FM), Balaam (Di, LR), Balaam, Son of Beor (IR), Complainers (FF, RR2), Dathan (H), Dathan, the Follower (IR), Fiery Serpents (FM), King Balak (FM), Korah (Pa), Korah, the Rebellious (IR), Plagued Congregation (IR), Rebellious Israelites (IR), Sabbath Breaker (Pi, LR, RR), Sabbath Breaker [Black/Gray] (IR), Sabbath Breaker [Brown/Gray] (IR), Sabbath Breaker [Crimson/Gray] (IR), Sabbath Breaker [Gray/Orange] (IR), Sabbath Breaker [Gray/Pale Green] (IR), Shaphat (F, I), Sheshai, Son of Anak (FM), Talmai, Son of Anak (FM), The Clashing King (II), Wandering Israelites (IR), Wicked Community (IR), Zelophehad, the Lone*** and ***Zimri, Son of Salu (RA, IR)***
- (Dual-Alignment): ***Blood Avenger (IR)***

The following Redemption® Enhancements are from Numbers:

- (Good): ***Angel's Sword (Ki, RR2), Book of the Wars (Pa), Brass Serpent (Or, P), Covenant of Peace (IR), Covenant of Salt (Pa), Covenant with Phinehas (Pi), Covering the Sacred Things (Pi), Fearlessness of Joshua (Or), Humility of Moses (Or), Phinehas' Spear (Pi, IR), Potential in the Land (IR), Prophecy of Eldad and Medad (Pa), Prosperity (Pa), Quail from Above (IR)*** and ***Zeal for the Lord (Pi, RR)***
- (Evil): ***Aaron and Miriam's Dissent (H), Access Denied (II), Balaam's Disobedience (Pa, LR, RR), Balaam's Prophecy (PoC), Complaint of Moses (Pa), Deserving Scorn (IR), Disrespect (IR), Dissent Against Moses (IR), Fiery Serpents (Wa), Great Dread (II), Grumbling at God (IR), Israelite Rebellion (H), Korah's Rebellion (Pa, IR), March from Edom (II), Pleading with Edom (II), Self-Doubt (H), Striking the Rock (Pa), Struck & Scattered (II), Threatening Sword (II), Wicked Community (Pi), You Shall Not Pass! (II)*** and ***Zelophehad's Sin (H, IR)***
- (Dual-Alignment): ***Woe to Chemosh (II)***

The following Redemption® cards are from Numbers:

- (Dominant, Good): ***Forty Years (IR)***
- (Artifact): ***Ark of the Covenant (Wa, Ki), Blue Tassels (Pa, RR), Brass Serpent (PoC), Idol of Peor (IR), Offering of Wrongdoing (IR), Selfish Belongings (II)*** and ***The Silver Trumpets (Pi)***
- (Covenant): ***Covenant of Peace (IR), Covenant of Salt (Pa)*** and ***Covenant with Phinehas (Pi)***
- (Curse): ***Deserving Scorn (IR)***
- (Fortress, Good): ***City of Refuge (Pi)*** and ***The Courtyard (IR)***
- (Fortress, Evil): ***High Places (TP), Land of Chemosh (II)*** and ***Taberah (IR)***
- (City): ***City of Refuge (PoC)***

O

O.T.

"O.T." is an acronym for "Old Testament". The following 39 books are considered part of the Old Testament:

- Genesis, Exodus, Leviticus, Numbers, Deuteronomy, Joshua, Judges, Ruth, I Samuel, II Samuel, I Kings, II Kings, I Chronicles, II Chronicles, Ezra, Nehemiah, Esther, Job, Psalm, Proverbs, Ecclesiastes, Song of Solomon, Isaiah, Jeremiah, Lamentations, Ezekiel, Daniel, Hosea, Joel, Amos, Obadiah, Jonah, Micah, Nahum, Habakkuk, Zephaniah, Haggai, Zechariah and Malachi.

Cards with an "O.T." identifier are O.T. cards, regardless of the reference on the card. Cards with a reference from one of the Old Testament books are O.T. cards, unless they have an "N.T." identifier.

Offering

The offerings in Redemption® refer to those done on the altar. The following Redemption® cards refer to offerings:

- (Good): ***Day of Atonement (Pi), Dutiful Priest (CW), Joiada, Son of Eliashib (FF)*** and ***Zerubbabel's Temple (LC)***
- (Neutral): ***Altar of Burnt Offering (Pi)***

Only Enhancements can be offerings. The following Redemption® Enhancements are offerings:

- (Good): ***Burnt Offering (Pi, IR), Fellowship Offering (Pi), First Fruits (Pi), Gifts and Offerings (CW), Grain Offering (Pi, IR), Guilt Offering (Pi, IR), Peace Offering (IR), Scapegoat (Pi, PoC)*** and ***Sin Offering (Pi, IR)***

P

Patriarch

In Redemption®, a patriarch is a founding father of the nation of Israel. The following Redemption® cards refer to patriarchs:

- (Good): ***Eliezer of Damascus (IR), Father Abraham (LC), Gad, the Retaliator (IR), Gentle Resolution (RR2), Goshen (LC), Jacob, Follower of God (LC), Jacob's Rods (RR2), Judah, the Leader (LC), Leah, the Fertile (RR2), Leah, Weary-Eyed (LC),***

Rebekah, the Bride (LC), Rebekah, the Kind (RR2), Sarah, the Adorned (RR2), Terah, the Delayed (LC) and ***The Three Visitors (PoC)***
- (Evil): ***Abimelech, King of Gerar (LC)*** and ***Patriarch Imprisoned (IR)***
- (Neutral): ***Jacob's Ladder (PoC)***

The following Redemption® characters are patriarchs:

- (Good): ***Abram (Pa), Abram, the Blameless (RR), Abraham (Pa, CW), Asher (RA), Asher, the Rich (IR), Benjamin (FF), Benjamin, the Young (IR), Dan (FF), Dan, Justice of Peace (IR), Ephraim, the Bountiful (RR), Faithful Abraham (LC), Father Abraham (LC), Gad, the Retaliator (IR), Isaac (Pa, CW), Isaac, the Blessed (LC, RR2), Isaac, Willing Sacrifice (LC), Issachar, Burden Bearer (IR), Israel, Retainer of God (LC), Jacob (D, FF), Jacob, Follower of God (LC), Jacob (Israel) (CW), Jacob, the Wrestler (RR), Joseph (Pa, FF2, CW), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), Judah (TP), Judah, the Leader (LC), Judah, the Replacement (RR), Judah, the Substitute (LC), Levi (RA), Levi, the Fierce (IR), Manasseh, the Calming (RR), Naphtali, the Vocal (IR), Reuben (FF), Reuben, the Preeminent (IR), Simeon (FF), Simeon, the Vengeful (IR), Zebulun (FF)*** and ***Zebulun, the Steadfast (IR)***

Paul in the Title

The following Redemption® cards refer to cards with "Paul" in the title:

- (Good): ***Epaphroditus (Ap, PC)***

The following Redemption® cards have "Paul" in the title:

- (Good): ***Commitment of Paul (Or, EC, RR2), Paul (Ap, P), Paul, the Bond-Servant (RR2), Paul's Books and Parchments (Ap), Paul's Disciples (EC)*** and ***Paul's Nephew (PC)***
- (Evil): ***Paul's Girdle (Pr)***
- (Neutral): ***Paul's Books and Parchment (PC)***
- (Dual-Alignment): ***Paul's Belt (PC)***

Persian

Persians (or Medo-Persians) refer to characters from the Medo-Persian Empire. See Nationality. The following Redemption® cards refer to Persians:

- (Good): ***Haggai (PoC)*** and ***Malachi (PoC)***
- (Evil): ***Cyrus, the Great (T2C), Darius' Flatterers (T2C), Darius' Satraps (T2C), Destruction from Persia (T2C), Enforcing Ideology (T2C), Haman (P-2019, P-2025), Haman's Boasting (PoC), Haman's Gallows (Di, RR2), Honor Thy Enemy (PoC), Impending Battle (T2C), Irrational Rage (PoC), King Darius, the Mede (PoC), King Xerxes (PoC), No Strength to Stand (T2C), Peres (T2C), Persian Archers (PoC), Persian Conquerors (PoC), Persian Horses (PoC), Persian Horsemen (PoC), Persian***

Prefects (T2C), Persian Presidents (T2C), Prince of Persia (Di), Rulers over Earth (T2C), The Bear (RA, PoC), The Goat with Horn (Di), The Prince of Persia (T2C), The Ram with Two Horns (Di), The Winged Leopard (RA, PoC) and ***Zeresh Advises Haman (RA)***

- (Neutral): ***Darius' Decree (T2C)*** and ***Lions' Den (PoC)***
- (Dual-Alignment): ***Cast into Lion's Den (PC)***

The following Redemption® characters are Persians:

- (Hero): ***Esther (B, Or, P), Esther, the Courageous (PoC)*** and ***Hadassah (Esther) (RR)***
- (Evil): ***Ahasuerus, the Father (T2C), Bear (D), Cyrus, the Great (T2C), Darius' Flatterers (T2C), Darius' Satraps (T2C), Haman (B, C, Or, P-2009, P-2019, P-2025), King Darius, the Mede (PoC), King Xerxes (PoC), Persian Archers (PoC), Persian Conquerors (PoC), Persian Horsemen (PoC), Persian Prefects (T2C), Persian Presidents (RA, T2C), Prince of Persia (Pr, Di), Queen Vashti (PoC), Rulers over Earth (T2C), The Bear (RA, PoC), The Depraved [Brown] (T2C), The Guard at the Den (T2C), The Prince of Persia (T2C), The Ram with Two Horns (Di, T2C), The Trusted Politicians (T2C)*** and ***Zeresh (Pi, RR)***

Persian Site

Persian Sites are Sites that represent locations within the Persian Empire. At present, there are no cards that refer to Persian Sites; rather, some cards reference specific Persian Sites. The following Redemption® Sites are Persian Sites:

- ***Lion's Den (Wo)*** and ***Lions' Den (PoC)***

Pharaoh

Pharaohs were the royal and political leaders of Egypt. The following Redemption® cards refer to pharaohs:

- (Evil): ***Evicted (CW), Famished (IR), Massacre of Innocents (Di)*** and ***Pharaoh's Throne Room (Pi, IR)***
- (Neutral): ***Pharaoh's Gifts (IR)***

The following Redemption® characters are pharaohs:

- (Evil): ***King Shishak (Ki), King So (Ki), Pharaoh (A, D, H, Or), Pharaoh Hophra (Pi, RR2), Pharaoh Neco (Ki, RR2), Pharaoh Ramses II (K, P), Pharaoh Shishak (RR), Pharaoh So (RR2), Ptolemy, Ruler of Egypt (T2C), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2, IR), The Hard-Hearted Pharaoh (CW)*** and ***The Murdering Pharaoh (K, CW)***

Pharisee

Pharisees were members of a religious sect of Judaism. They were most often known in the New Testament for opposing the teachings of Jesus and his followers, though some notable exceptions are mentioned in the Bible as well. The following Redemption® cards refer to Pharisees:

- (Good): ***Barnabas (EC), Child of Great Wisdom (Ap), Gamaliel (Ap), Nicodemus (Ap, Di), Untouchable (GC)*** and ***Who is Without Sin? (GC)***
- (Evil): ***Barabbas (Pi), Caiaphas the Conspirator (GC), Disciples of the Pharisees (GC), Doctrine Like Leaven (RA), Doom Speakers (GC), Fear of Man (GC), Gathering the Sanhedrin (GC), Hard-Hearted Religious Leaders (Di), High Priest Annas (Ap, Pi), High Priest's Palace (Pi, GC), Just a Hireling (RA, GC), Pharisees [Looking Left] (Ap), Pharisees [Looking Right] (Ap), Pharisees [White Floor] (Ap), Pharisees [Encircling Child Jesus] (LR), Plot to Kill (RJ), Pretension (TP, GC), Proud Pharisee (TP), Sanhedrin (Ap, EC), Scribe (Di), Seize Him! (RJ), Self-Righteous Prayer (Di, GC), Simon the Host (GC), Stoning of Stephen (EC), Strict Sabbath (GC), Supercilious Scribes (GC), Tenants Kill the Son (Di), The Brood of Vipers (GC), The Chief Priests (RJ), The Plotting Pharisees (RJ), The Proselytizers (GC)*** and ***Vine-Growers' Rebellion (GC)***
- (Neutral): ***Damascus (EC)*** and ***Jerusalem (Ap)***

By rule, only Evil Characters are Pharisees. The following Redemption® Evil Characters are Pharisees:

- ***Callous Conspirators (GC), Disciples of the Pharisees (GC), Doom Speakers (GC), Hard-Hearted Religious Leaders (Di), Hard-hearted Religious Leaders (Or), Nicodemus, the Teacher (P), Pharisees [Looking Left] (Ap), Pharisees [Looking Right] (Ap), Pharisees [White Floor] (Ap), Pharisees [Encircling Child Jesus] (LR), Proud Pharisee (TP, GC), Repudiating Rulers (GC), Sanhedrin (EC), Saul (Ap), Saul of Tarsus (P), Simon the Host (GC), Stone Throwers (B, Or, Di), Supercilious Scribes (GC), The Brood of Vipers (GC), The Entrapping Pharisees (TP, LR), The Expert Lawyer (GC), The Obstinate Pharisee (GC), The Plotting Pharisees (RJ)*** and ***The Proselytizers (GC)***

Philippi Church

The church of the Philippians was found in the city of Philippi. See Church. The following Redemption® cards refer to members of the Philippian church:

- (Good): ***Clement (PC), Euodia (PC), Syntyche (PC)*** and ***The Generous Givers (PC)***
- (Neutral): ***Letter to the Philippians (PC)***

The following Redemption® characters represent members of the Philippian church:

- (Hero): ***Clement (PC), Epaphroditus (Ap, PC), Euodia (Ap, PC), Lydia (H, Wo, EC),***

Syntyche (Ap, PC), The Generous Givers (PC) and ***The Roman Jailer (EC)***

When converted, the following Redemption® Evil Characters represent members of the Philippian church:

- ***Roman Jailer (Ap)*** and ***The Roman Jailer (EC)***

Philistine

Philistines are characters in the Bible from the Kingdom of Philistia. See Nationality. The following Redemption® cards refer to Philistines:

- (Good): ***Covenant with Philistia (LC), David's Triumph (Di, LR), Eleazar's Sword (Ki), King Hezekiah (Ki), Prophets of Gibeath (P), Shammah (Ki)*** and ***Sibbechai (Pi)***
- (Evil): ***Abimelech, King of Gerar (LC), Ahuzzath (LC), Bringing Fear (FF, LR), Commander Phicol (LC), Devouring Philistines (PoC), Gathering the Armies (L), Go Away! (LC), Ishbibenob (Ki), King Achish (CW), Lahmi (Ki), Land Dispute (TP), Overrun by Philistines (LC), Overwhelmed by Philistines (TP), Philistine Armor Bearer (FF, LC), Philistine Army (L), Philistine Chariot and Horses (TP), Philistine Commanders (LC), Philistine Diviners (P), Philistine Garrison (LC), Philistine Governors (L), Philistine Outpost (IJ+, TP), Philistine Priests (Pi), Rapha of Gath (RR, P), Saph (Ki), Temple of Dagon (Pi), The Tartan (FF)*** and ***Warrior Overtaken (L, P)***
- (Neutral): ***Altar of Dagon (FM), Ashdod (FF), Goliath's Curse (LC)*** and ***Lost Soul [I Samuel 5:12, "Outcry"] (L),***
- (Dual-Alignment): ***Ashkelon (FM)*** and ***Foreign Sword (RA2)***

The following Redemption® characters are Philistines:

- (Hero): ***Ittai (Wa, Ki), Ittai, the Gittite (RR2)*** and ***Obed-Edom the Gittite (Pi)***
- (Evil): ***Abimelech, King of Gerar (LC), Ahuzzath (LC), Commander Phicol (LC), Delilah (I, Or), Devouring Philistines (PoC), Fallen Warrior (Wa, Ki), Goliath (Or, LR, P), Goliath, Fear Bringer (L, P), Ishbibenob (I, Wa, Ki), Ishbibenob, Son of Rapha (RR2), King Achish (L, CW), Lahmi (I, Wa, Ki), Lahmi, Son of Rapha (RR2), Philistine Archer (L), Philistine Armor Bearer (FF, LC), Philistine Army (L), Philistine Charioteers (L), Philistine Commanders (LC), Philistine Diviners (P), Philistine Garrison (TP, LC), Philistine Governors (L), Philistine Invaders (LC), Philistine Priests (Pi), Philistine Raiders (L), Philistine Soothsayers (PoC), Priests of Dagon (L), Rapha of Gath (RR, P), Saph (I, Wa, Ki), Saph, Son of Rapha (RR2), Servants of Achish (LC), Soldiers at Aphek (L), Terrifying Philistines (L), The Herdsman of Gerar (LC)*** and ***The Twelve-Fingered Giant (FF, RR)***

Philistine Site

Philistine Sites refer to locations in the Kingdom of Philistia. While no currently printed cards have special abilities that refer to Philistine Sites, it is an identifier on some cards. The following Redemption® Sites are Philistine Sites:

- ***Ashkelon (FM), Ashdod (FF)*** and ***Kir (Wo, TP)***

Plague

There are 10 plagues listed in the book of Exodus. The following Redemption® cards refer to plagues:

- (Neutral): ***Moses' Rod (G), Moses' Staff (PoC), Plague of Boils (LC), Plague of Lice (LC)*** and ***The Destroyer (PoC)***

The following Redemption® cards are plagues:

- (Good): ***Death of Firstborn (Pa, PoC), Plague of Blood (Pa, PoC), Plague of Boils (G, LC), Plague of Darkness (FM), Plague of Disease (FM), Plague of Flies (Or-Ul, LC, P), Plague of Frogs (G, GC), Plague of Hail (G, GC), Plague of Lice (G, LC), Plague of Locusts (FM)*** and ***Shadow of Death (Wa, Ki)***

Poison

"Poison" is a label given to certain cards which represent harmful poisons. Most cards labeled "poison" decrease the numbers of their target. A poison is identified by "poison(s)" in the card title, or a poison effect in the special ability. The following Redemption® cards refer to poisons:

- (Good): ***Antidote (Or), Brass Serpent (Or, P), Glad Tidings (Ap), Melchizedek (Pa, Pi, RA), Miracle of Healing (Ap), Peter's Mother-In-Law (Ap), Peter's Shadow (Ap), Paul (Ap), Steadfastness of Peter (C)*** and ***Wings (AW)***
- (Evil): ***Face of Death (Ap)***

The following Redemption® cards are poisons:

- (Evil): ***Bad Figs (Pr, Wa), Fiery Serpents (Wa, FM), Poison (B, D, Or, Wa), Poison of Dragons (C, Pi), The Maltese Viper (PC)*** and ***Viper Bite (Wa)***
- (Neutral): ***Poison of Dragons (RR)***

Postexilic

Postexilic characters are Jewish humans that lived after the return from exile in captivity in Babylon/Persia but are not from the New Testament. The following Redemption® cards refer to postexilic characters:

- (Good): ***Azor, the Recusant (LC), Baruch, Son of Zabbai (RR), By My Spirit (LC), Eliud, the Revolutionary (LC), Ezra, Favored by God (LC), Jacob, Disgruntled Subject (LC), Jeshua, the Restorer (LC), Matthan, the Defender (LC), Nehemiah, the Vigilant***

(P), Shealtiel, the Heir (LC), Zerubbabel, the Chosen (LC) and ***Zerubbabel's Temple (LC)***

The following Redemption® characters are postexilic:

- (Hero): ***Abihud, the Exilarch (LC), Abihud, the Progeny (LC), Achim, the Compiler (LC), Achim, the Talmid (LC), Azor, the Recusant (LC), Azor, the Submissive (LC), Baruch, Son of Zabbai (RR), Eleazar, the Potentate (LC), Eleazar, the Vassal (LC), Eliakim, the Expatriate (LC), Eliakim, the Restored (LC), Eliashib the High Priest (Pi), Eliud, the Pious (LC), Eliud, the Revolutionary (LC), Ezra (Pi), Ezra, Favored by God (LC), Haggai (FF, PoC), Jacob, Disgruntled Subject (LC), Jacob, Relegated Servant (LC), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jadon, the Meronothite (RR), Jeshua, the Restorer (LC), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Malachi (Pr, PoC), Malachi, the Loved (T2C), Matthan, the Defender (LC), Matthan, the Denigrated (LC), Nehemiah (Pi), Nehemiah, the Vigilant (P), Shealtiel, the Exilarch (LC), Shealtiel, the Heir (LC), Shelemiah the Priest (Pi), Zadok, the Consummate (LC), Zadok, the Unassuming (LC), Zechariah (Pr, Pi, RA), Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C), Zerubbabel (P), Zerubbabel, the Builder (LC)*** and ***Zerubbabel, the Chosen (LC)***
- (Evil): ***Foolish Shepherd (PoC)*** and ***Unfaithful Priests (Pi)***

Priest

A priest in Redemption® is a character that was referred to as a priest in the Bible based upon the original language or has "priest(s)" in the card title or identifier. The following Redemption® cards refer to priests:

- (Good): ***Aaron, Moses' Brother (L), Abiathar, the Survivor (IR), Ahimaaz (FM), Ahimaaz, the Swift (IR), Bearing Our Sin (PoC), Captive Priest (FM), Cherubim (FF2, LR, RR, RR2), Cherubim [Blake] (T2C), Covenant of Peace (IR), Covenant with Levi (Pi), Covering the Sacred Things (Pi), Crumbled from a Shout (II), Eli, Samuel's Mentor (IR), Every Tribe (RJ), Glory of the Lord (P-2024), Holy Unto the Lord (RR), Jehoshaphat, the Seeker (LC), Melchizedek (CW), Peace Offering (IR), Perpetual Priesthood (Pi), Saint Patrick (P), Sin Offering (IR), Temple Spears and Shields (LC), Tested by Fire (PoC), The Courtyard (IR), The Defender of the Saints (PoC)*** and ***Trumpet Blast (RR)***
- (Evil): ***Abihu, the Disobedient (IR), Amaziah's Order (Pi), Blemished Sacrifices (Pi), Burning Fire (IR), Dishonor (Pi, RR2), Doeg (CW), Doeg, the Slaughterer (II), High Places (LC), Infectious Disease (Pi), Murder in the Temple (LC), Nadab, the Wicked (IR), Priesthood Defiled (Pi)*** and ***Uncleanness (IR)***
- (Neutral): ***Ark of the Covenant (RJ, P), Blessings for Levi (RR), Holy of Holies (RR), Jericho (Pi), Kidron Valley (RA3), Mildewed House (Pi), Offering of Wrongdoing (IR), Ram's Horn (Pi, RR2), Table of Showbread (Pi)*** and ***The Silver Trumpets (Pi)***
- (Dual-Alignment): ***King Abijam (RA3)***

The following Redemption® characters are priests:

- (Hero): ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, Peacemaker (IR), Aaron, the Voice (RR2), Abiathar (K, Pi), Abiathar, the Survivor (IR), Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Ahimelech, Chief Priest (IR), Ahimelech, Priest at Nob (Pi), Ahitub, the High Priest (IR), Amariah the High Priest (Pi), Amariah, the High Priest (RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Captive Priest (FM), Crispus (EC), Dutiful Priest (CW), Eleazar, Son of Aaron (L, Pi, PC), Eli the Priest (Pa, Pi, RA, P), Eli, Samuel's Mentor (IR), Eli, the Judge (RR2), Eliashib the High Priest (Pi), Elishama the Priest (Pi), Elishama, the Priest (RR2), Every Tribe (RJ), Ezekiel (Pr, Pi, FF2), Ezekiel, God Strengthens (RR), Ezekiel, Sign from God (T2C), Ezekiel, the Vindicator (PoC), Ezra (Pi), Ezra, Favored by God (LC), Faithful Priest (EC), Generations of Priests (L), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Ithamar, Son of Aaron (L, Pi), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jehoram, the Priest (RR2), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR), Jeremiah, the Weeper (T2C), Jeshua, the Restorer (LC), Jethro (G, Pi), Jethro, Priest of Midian (L), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Melchizedek (Pa, Pi, RA, CW, PoC), Melchizedek, Bread Giver (RR), Ordained Priests (L), Phinehas, Son of Eleazar (Pi, FM), Phinehas, the Zealous (IR), Priests of Christ (RJ, P), Saint Patrick (GC, P), Seraiah the High Priest (Pi), Shelemiah the Priest (Pi), Temple Priests (RA3, RR), The Bearers of the Ark (II), The Trumpeting Priests (II), Zadok (Pi, PoC), Zadok, Ark Carrier (IR), Zechariah (Pr, Pi, RA), Zechariah, Son of Jehoiada (LC), Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C), Zechariah, the Silent (GC)*** and ***Zecharias, Father of John (Pi)***
- (Evil): ***Abihu (C, Or, Pi), Abihu, the Disobedient (IR), Amaziah, the Ungodly Priest (Pi), Annas, the Elder (GC), Caiaphas the Conspirator (GC), False Leaders (PoC), False Priests (Pi), High Priest Ananias (Pi, RJ), High Priest Annas (Ap, Pi), High Priest Caiaphas (Ap, Pi), Hophni, son of Eli (Pi), Hophni, the Profane (IR), Mattan, Priest of Baal (LC), Nadab (Pi), Nadab, the Wicked (IR), Pagan Priest (Pi), Pashur the Priest (Pi), Pashhur, the Persecutor (RR2), Philistine Priests (Pi), Phinehas, son of Eli (Pi), Phinehas, the Useless (IR), Plotting Priests (GC), Potiphera, Priest of On (Pi, IR), Priests of Dagon (L), The Chief Priests (RJ), The Priest of Zeus (EC, RR2, P), Unfaithful Priests (Pi)*** and ***Urijah the High Priest (Pi)***

Priestly Artifact

Priestly Artifacts include Artifacts used by priests on a regular basis as part of their duties in the Tabernacle or Temple that are not designated as Tabernacle or Temple Artifacts. The following Redemption® cards refer to Priestly Artifacts:

- (Good): ***Eleazar, Son of Aaron (PC), Eli the Priest (P)*** and ***Jordan Interrupted (PoC)***

The following Redemption® Artifacts are Priestly Artifacts:

- ***Blue Tassels (Pa, RR), Priestly Breastplate (C, Pi), Priestly Crown (E), The Silver Trumpets (Pi)*** and ***Urim and Thummim (Pi, LR)***

Prophet

A prophet in Redemption® is a character that was called a prophet (except a false prophet or in other similarly negative context) in Scripture, wrote Scripture containing prophecy or was God's ambassador through divine inspiration to rebuke sin, call to repentance or interpret dreams or visions.

NOTE: The act of "prophesying" does not necessarily qualify a character as a prophet without further context.

The following Redemption® cards refer to prophets:

- (Good): ***Anna (Di), Baptism of Jesus (Di), Barsabbas (Judas), (RR2), Bearing Our Sin (PoC), Behold the Lamb (RR2), Called to Prophesy (II), Chariot of Fire (PoC), Chastisement of the Lord (PoC), Cherubim (FF2, LR, RR, RR2), Cherubim [Blake] (T2C), David (RR), Dragon Raid (RR2), Elijah (P), Eyes to See (PoC), Foreseen by Samuel (II), Foretelling Angel (Pa), Fullness of Time (PoC), Gathered Together (PoC), Habakkuk Stands Watch (TP, RR2), House of Samuel (II), Imprisoned Prophet (FM), Intervening of Prophecy (II), Jehu, Message Bringer (II), Messenger Angel (Pa), Mighty Men (PoC), Nunc Dimittis (Di), Obadiah's Caves (RA), Obadiah's Hidden 100 (II), Prophets of Gibeath (P), Retribution for Sin (II), Samuel, Born of Prayer (II), Search (FF, LR), Seraph (RA, LR, T2C), Silas, the Bold (RR2), Simeon (Wa, Di), Simeon, the Devout (GC), Spirit of Elijah (PoC), The Coming Prophet (PoC), The Prophet of God (K), The Prophetess (PoC), The Providing Angel (RR2), The Restored Land (T2C), The Shunammite Woman (PoC), The Victorious Being (II), The Watchman (RR), Told Before Truth (II), Two Bears (RA, LR, P), Word of Their Testimony (CW), Worship at Jerusalem (T2C)*** and ***Zadok (PoC)***
- (Evil): ***Amaziah's Order (Pi), Arioch (FF), Belshazzar's Mother (PoC), Dungeon of Malchijah (RR), False Prophecy (Pr, PoC), Healing Naaman (RR2), Lacking Prophecy (PoC), Naaman's Horses (RR), Ninevites (PoC), Number of the Beast (Wa), Shemaiah, the Deceitful (RR2), Shimei's Malicious Curse (RR2), The Guard at the Den (T2C), The Jeering Youths (RR2), The Lying Prophet (PoC), The Lying Spirit (FM), Vain Vision (Pr, PoC)*** and ***Withered Plant (PoC)***
- (Neutral): ***Hidden Treasures (FF, RR), Lost Soul [Daniel 9:6, "Stubborn"] (T2C)*** and ***Vow for Samuel (II)***

By rule, only Heroes are prophets. The following Redemption® Heroes are prophets:

- ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, Peacemaker (IR), Aaron, the Voice (RR2), Abel (C, Pi, CW), Abel, the Accepted (RR2), Abram (Pa), Abram, the Blameless (RR), Abraham (Pa, CW), Agabus (Pr, PC), Agabus, the Bound (RR2), Ahijah, Cloak Tearer (II), Amos (Pr, PoC), Amos of Tekoa***

(T2C), Angel of Revelation (E, RJ), Anna (Pr, Di), Anna, the Widow (GC), Asaph (Pi), Asaph, the Psalmist (RR), Barnabas (B, D, Or, EC), Barnabas, the Bold (RR), Barsabbas (EC), Barsabbas (Judas) (RR2), Company of Prophets (K), Daniel (Pr, CW, P), Daniel (Belteshazzar) (RR), Daniel, the Apocalyptist (LR), Daniel, the Treasured (T2C), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Deborah (A, Or, PoC), Deborah, the Brave (RR), Deborah, the Victorious (II), Dreamers (II), Elijah (P, PoC), Elijah in Glory (GC), Elisha (Pr, PoC), Enoch (Pa, CW), Enoch (Teaching) (LC), Enoch, the Pure (LC), Ezekiel (Pr, Pi, FF2), Ezekiel, God Strengthens (RR), Ezekiel, Sign from God (T2C), Ezekiel, the Vindicator (PoC), Faithful Abraham (LC), Father Abraham (LC), Foretelling Angel (Pa), Gabriel (I, Wa, Ki, Di), Gabriel, Mouth of God (GC), Gabriel, Sent by God (T2C, P), Gad (Pr), Gad, David's Chosen (K), Gad, the Seer (RR2), Guiding Angel (E), Habakkuk (Pr, TP, PoC), Haggai (FF, PoC), Heman (Pi), Heman, the Singer (RR2), Hosea (Pr, FF2, PoC), Huldah (Pr, PoC), Iddo the Seer (RR), Imprisoned Prophet (FM), Isaac (Pa, CW), Isaac, the Blessed (LC, RR2), Isaac, Willing Sacrifice (LC), Isaiah (Pr, FF2, PoC), Isaiah, Peace Proclaimer (RR), Isaiah, Son of Amoz (T2C), Israel, Retainer of God (LC), Jacob (D, FF), Jacob, Follower of God (LC), Jacob (Israel) (CW), Jacob, the Wrestler (RR), Jehu, Message Bringer (II), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR), Jeremiah, the Weeper (T2C), Joel (FF, PoC), Joel, Son of Pethuel (T2C), John (H, I, Pr, P), John the Forerunner (GC), John, Son of Thunder (GC), John, the Apocalyptist (RJ), John, the Fisherman (GC), John, the Revelator (RJ), John the Baptist (Pr, Di), Jonah (Pr, PoC), Joseph (Pa, FF2, CW), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), King David (P), Malachi (Pr, PoC), Malachi, the Loved (T2C), Messenger Angel (Pa), Micah (RA, PoC), Miriam (A, C, G, L, Or, PoC), Moses (G, Pr, Wa, CW, LR, P), Moses in Glory (GC), Moses, Friend of God (PoC), Moses, the Deliverer (L, P), Moses, the Servant (IR), Nahum (FF, PoC), Nathan (TP), Nathan, the Rebuker (RR), Noah (Pa, CW), Noah, Ark Builder (RR2), Noah (Rest and Comfort) (LC), Noah, the Righteous (LC), Obadiah (FF, PoC), Obadiah's Hidden 100 (II), Paul (Ap, P), Paul, the Bond-Servant (RR2), Peter (I, Ap, EC), Peter, the Believer (P), Peter, the Rock (GC), Philip's Daughters (Pr, PC, RR2), Procession of Prophets (K), Prophets of Gibeath (P), Samuel (A, Or, RA2, CW), Samuel, Born of Prayer (II), Samuel, Final Judge (RR2), Samuel, the Anointer (K), Silas (B, D, Or, EC), Silas, the Bold (RR2), Simon Peter (GC), The Foretelling Angel (PC), The Guiding Angel (RJ), The Man of God (II), The Prophet of God (K), The Prophetess (PoC), The Rebuking Emissary (II), The Two Witnesses (RJ), The Watchman (Pr, RR, P), Zechariah (Pr, Pi, RA), Zechariah, Son of Jehoiada (LC), Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C), and *Zephaniah (Pr, PoC)*

R

Revelation Angel

Revelation angels are angels from the book of Revelation in the Bible. The following Redemption® cards refer to Revelation angels:

- (Good): ***Angelic Warrior (RJ), Angel from the Altar (RJ), Angel of Revelation (RJ), Michael, the Archangel (RJ), One of Seven (RJ), Servant Angel (RJ), The Angel of Might (RJ)*** and ***The Binding Angel (RJ)***
- (Neutral): ***Patmos (RJ), The Golden Altar (RJ)*** and ***The Seven Trumpets (RJ)***

The following Redemption® characters are Revelation angels:

- (Hero): ***Angel from the Altar (RJ), Angel from the Sun (RJ), Angel of Might (Ki), Angel of Revelation (E, RJ), Angel of the Waters (Ki, RR2), Angelic Warrior (RJ), Angels of Wrath (RJ), Arianna (AW), Great Multitude (RJ), Guiding Angel (E), Michael (Wa, AW, P-2017), Michael, Dragon Slayer (RR, P), Michael, the Archangel (RJ), One of Seven (RJ), Paladin, the Fighter (AW), Servant Angel (E, RJ), Seven Trumpet Sounders (RJ), Swift (AW), The Angel of Might (RJ), The Angelic Army (RJ), The Binding Angel (RJ), The Four Living Creatures (RJ), The Fourth Creature (RR2), The Guiding Angel (RJ)*** and ***The Strong Angel (Wa, Ki, RJ, RR, P)***

Revelation Card

Revelation cards are cards from the book of Revelation in the Bible. The following Redemption® cards refer to Revelation cards:

- (Good): ***The Angelic Army (RJ), Day of Fury (RJ), Great Multitude (RJ), Heavenly Temple (RJ), John, the Apocalyptist (RJ), Priests of Christ (RJ), The Guiding Angel (RJ), The Fourth Creature (RR2), The Sixth Trumpet (RR2)*** and ***The Strong Angel (RJ)***
- (Evil): ***Dragon's Minions (RJ), Red Dragon (RJ), The Haunting Spirits (RJ)*** and ***Tribulation (RJ)***
- (Neutral): ***Ark of the Covenant (RJ, P)*** and ***The Book of Life (RJ)***

The following Redemption® characters are from Revelation:

- (Hero): ***Angel from the Altar (RJ), Angel from the Sun (RJ), Angel of Might (Ki), Angel of Revelation (E, RJ), Angel of the Waters (Ki, RR2), Angelic Warrior (RJ), Angels of Wrath (RJ), Antipas (RJ), Arianna (AW), Bride of Christ (RJ), Every Tribe (RJ), Faithful Witness (RJ), Great Multitude (RJ), Guiding Angel (E), John (H, Pr, P), John, the Revelator (RJ), Justice Seekers (RJ), Justin Martyr (RJ), Michael (Wa, AW, P-2017), Michael, Dragon Slayer (RR, P), Michael, the Archangel (RJ), One of Seven (RJ), Paladin, the Fighter (AW), Priests of Christ (RJ, P), Servant Angel (E, RJ), Seven Trumpet Sounders (RJ), Swift (AW), The Angel of Might (RJ), The Angelic Army (RJ), The Binding Angel (RJ), The Four Living Creatures (RJ), The Fourth Creature (RR2), The Guiding Angel (RJ), The Strong Angel (Wa, Ki, RJ, RR, P), The Twenty-Four Elders (RJ), The Two Witnesses (RJ)*** and ***The Woman with Child (RJ)***
- (Evil): ***Abaddon the Destroyer (Or), Abaddon, the Destroyer (RJ), Babylon the Great***

(Wa), Beast from the Earth (Or, Wa, RJ), Beast from the Sea (Or, Wa, RJ), Conquer (RJ), Death (RJ), Death and Hades (Wa), Devouring Birds (RJ), Dragon's Minions (RJ), Famine (RJ), Frog Demons (Or, Wa, P), Kings of the Earth (RJ), Locust from the Pit (B, D, G, Or, Wa, RJ), Merchants of the Earth (RJ), Outsiders [Black/Gold] (RJ), Outsiders [Brown/Crimson] (RJ), Outsiders [Gray/Pale Green] (RJ), Red Dragon (G, Or, Wa, RJ, RR, P), Sorcerers (RJ), Terror (RJ), The False Prophet (Pr, EC, RJ), The Frog Demons (RJ), The Harlot (RJ), The Haunting Spirits (RJ), War (RJ), Whore of Babylon (Or) and ***Wild Dogs (RJ)***

The following Redemption® Enhancements are from Revelation:

- (Good): ***A Mighty Blow (AW), Blood of the Lamb (H, Wa, RJ), Burning Censer (C, FF, RR), Commissioned (AW), Destroying the Stronghold (AW), Disciples of the Lamb (RJ), Everlasting Beings (RJ, P), Fire, Smoke, and Sulfur (FF), Fifth Seal (RJ), First Seal (RJ), Fourth Living Creature (Pi), Fourth Seal (RJ), Innumerable (AW), Lamb's Righteousness (D, H, RJ), Leaves for Healing (Or), Letters to the Churches (H), Listening to God (H), Long-suffering of John (Or), Michael's Sword (RJ), Primary Objective (AW, RR2), Resurrection of Martyrs (RJ), Second Seal (RJ), Seventh Seal (RJ), Seventh Trumpet (E), Sixth Seal (RJ), Sword of the Fighter (AW), The Book of Life (Wa), The Fifth Seal (E), The Fifth Trumpet (Wa), The First Seal (Wa), The First Trumpet (Wa), The Fourth Seal (E), The Fourth Trumpet (Wa), The Golden Censer (Wa), The Second Seal (Wa, RR), The Second Trumpet (Wa), The Seventh Seal (E), The Seventh Trumpet (Wa), The Sixth Seal (E), The Sixth Trumpet (Wa, RR2), The Song of Moses (RJ), The Third Seal (Wa), The Third Trumpet (Wa), Third Seal (RJ), Trumpet Judgments (RJ), Vengeance of Eternal Fire (Ap, RJ), War in Heaven (E), Weapon of the Holy (AW)*** and ***Word of Their Testimony (CW)***
- (Evil): ***Ancient Evil (D, G), Balaam's Teaching (RJ), Blasphemies (RJ), Dragon's Wrath (RJ), Evil Arises (AW), Evil Released (RR), Four Horsemen (RJ), Habitation of Demons (AW), Jezebel's Teaching (RJ), Lukewarm (Pi), Mark of the Beast (RJ), Mission Deviation (AW), Nicolaitans' Teaching (RJ), Number of the Beast (Wa), Profanation (Wa), Satan Released (Ki), Sinful Army (C), Slayer's Glee (RJ), Sword of Death (RJ), Sword of the Rebellion (AW), Torment (AW, RR), Tribulation (RJ), War in the Heavens (AW), Wings of Calamity (RR, P), Words of the Accuser (RJ), Worshipping Demons (FF)*** and ***Wrath of Satan (Wa)***
- (Dual-Alignment): ***Fifth Bowl of Wrath (RJ), First Bowl of Wrath (RJ), Fourth Bowl of Wrath (RJ), Second Bowl of Wrath (RJ), Seventh Bowl of Wrath (RJ), Sixth Bowl of Wrath (RJ), Third Bowl of Wrath (RJ)*** and ***War in Heaven (RJ, P)***

The following Redemption® cards are from Revelation:

- (Dominant, Good): ***Grapes of Wrath (TP, GC, P), King's Sword (RR2), New Jerusalem (IJ+, P-2019 Winner, P-2019 Nationals)*** and ***Son of God (A, B, C, D, E, F, G, H, I, J, P-2016, P-2017, P-2018, P-2019 Nationals, P-2020, P-2023 Nationals)***
- (Dominant, Evil): ***Christian Martyr (A, B, C, E, H, I, J, P)***
- (Dominant, Dual-Alignment): ***Three Woes (RJ, P)***
- (Artifact): ***Ark of the Covenant (RJ), Golden Censer (RJ), Image of the Beast (RJ),***

King's Sword (C, H), Seven Lamps of Fire (RJ), The Book of Life (RJ), The Golden Altar (RJ), The Great White Throne (RJ), The Sea of Glass (RJ) and ***The Seven Trumpets (RJ)***

- (Covenant): ***Seventh Seal (RJ)***
- (Curse): ***Mark of the Beast (RJ)***
- (Fortress, Good): ***Chamber of Angels (AW), Heavenly Temple (RJ)*** and ***Twelve Gates (RJ)***
- (Fortress, Evil): ***Satan's Seat (FF, RR)*** and ***The Pit (AW)***
- (Site): ***Babylon (RJ), Hostile Environment (AW), New Jerusalem (Wo, RJ), Patmos (Ap, RJ)*** and ***Pergamum (FF)***

Revelation 12-19 Character

Revelation 12-19 characters are characters from chapters 12-19 of the book of Revelation in the Bible. The following Redemption® cards refer to Revelation 12-19 characters:

- (Evil): ***The Frog Demons (RJ)***

The card above does limit the phrase to Evil Characters, but many characters can change alignment through convert abilities. The following Redemption® characters are Revelation 12-19 characters:

- (Evil): ***Babylon the Great (Wa), Beast from the Earth (Or, Wa, RJ), Beast from the Sea (Or, Wa, RJ), Devouring Birds (RJ), Dragon's Minions (RJ), Frog Demons (Or, Wa, P), The Frog Demons (RJ), The Harlot (RJ), The Haunting Spirits (RJ), Kings of the Earth (RJ), Merchants of the Earth (RJ), Red Dragon (G, Or, Wa, RJ, RR, P)*** and ***Whore of Babylon (Or)***

Roman

Romans refer to characters that had Roman citizenship. See Nationality. The following Redemption® cards refer to Romans:

- (Good): ***Jacob, Disgruntled Subject (LC), Praise from Prison (EC), The Centurion at Calvary (GC)*** and ***The Centurion at Capernaum (GC)***
- (Evil): ***Claudius Lysias (PC), Emperor Augustus (RR), Emperor Caius Caligula (RR), Emperor Vitellius (RR), Expelling the Jews (FF), Julius the Centurion (PC), Mocking Soldier (Pi), Pontius Pilate (P), Quirinius (J), Revolt (PC), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC), Roman Horses (RR), Romans Destroy Jerusalem (RA, LR), Rome (RR2), Stormy Seas (PC), The Centurion at Jerusalem (PC), The Egyptian Rebel (PC), The Terrifying Beast (RA, PoC), Uproar in Jerusalem (PC)*** and ***Washing Hands (Di)***
- (Neutral): ***Denarius (IJ+, Di), Nero's Realm (PC)*** and ***Roman Prison (Pi)***
- (Dual-Alignment): ***Roman Citizenship (PC)***

The following Redemption® characters are Romans:

- (Hero): ***Aquila (Ap, EC), Centurion (Pa), Claudia (Wo, PC), Claudia, the Hospitable (RR), Cornelius (A, C, Or, EC), Lydia (H, Wo, EC), Paul (Ap, P), Paul, the Bond-Servant (RR2), Priscilla (H, Ap, EC), The Centurion at Calvary (Di, GC)***, ***The Centurion at Capernaum (TP, GC)*** and ***The Roman Jailer (EC)***
- (Evil): ***Antonius Felix (EC), Archelaus (Ap, Di), Bernice (PC), Chief Captain Lysias (Ap), Claudius Lysias (PC), Drusilla (PC), Emperor Augustus (RR, P), Emperor Caius Caligula (Ap, EC, RR), Emperor Claudius (Ap, PC, RR2), Emperor Domitian (RJ), Emperor Galba (FF, RR2), Emperor Nero (Ap, P-2019, P-2025), Emperor Otho (FF, RR), Emperor Tiberius (J, Ap, RR2), Emperor Vitellius (RA, RR), Four Squads of Four (Ap, EC), Governor Felix (Ap), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC), Herod Archelaus (GC), Herod the Great (Ap, Di, GC), Herod's Sentries (EC), Julius the Centurion (PC), Mocking Soldier (Wa, Pi), Mocking Soldiers (J), Pilate's Soldiers (J), Pontius Pilate (Ap, Di, P), Porcius Festus (PC), Quirinius (J), Quirinius, the Governor (RR2), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC), Roman Jailer (Ap), Roman Spearmen (PC), Saul (Ap), Saul of Tarsus (P), The Centurion at Jerusalem (PC), The Roman Jailer (EC)*** and ***The Terrifying Beast (RA, PoC)***

Roman Centurion

Centurion was a rank of officer in the Roman army, and they were commanders of companies of troops, usually between 60 and 100 men. The following Redemption® cards refer to Roman centurions:

- (Good): ***Angelic Visitor (EC)***
- (Evil): ***Alexandrian Ship (PC)***

The following Redemption® characters are Roman centurions:

- (Hero): ***Centurion (Pa), Cornelius (A, C, Or, EC), The Centurion at Calvary (Di, GC)*** and ***The Centurion at Capernaum (TP, GC)***
- (Evil): ***Julius the Centurion (PC), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC)*** and ***The Centurion at Jerusalem (PC)***

Roman Emperor

Emperors were the royal and political leaders of the Roman Empire. The following Redemption® cards refer to Roman emperors:

- (Evil): ***Expelling the Jews (FF, RR2), Heavy Taxes (FF, RR)*** and ***The Terrifying Beast (RA)***
- (Neutral): ***Denarius (IJ+, Di), Nero's Realm (PC)*** and ***Roman Prison (Pi)***

The following Redemption® characters are Roman emperors:

- (Evil): ***Emperor Augustus (RR, P), Emperor Caius Caligula (Ap, EC, RR), Emperor Claudius (Ap, PC, RR2), Emperor Domitian (RJ), Emperor Galba (FF, RR2), Emperor Nero (Ap, P-2019, P-2025), Emperor Otho (FF, RR), Emperor Tiberius (J, Ap, RR2)*** and ***Emperor Vitellius (RA, RR)***

Roman Governor

Governors were the appointed political leaders over regions of the Roman Empire. The following Redemption® cards refer to Roman governors:

- (Neutral): ***Denarius (Di)***

The following Redemption® characters are Roman governors:

- (Evil): ***Antonius Felix (EC), Governor Felix (Ap), Pontius Pilate (Ap, Di, P), Quirinius (J), Quirinius, the Governor (RR2)*** and ***Porcius Festus (PC)***

Roman Site or Fortress

Roman Sites or Fortresses refer to locations within the city of Rome. They do not include all Sites that represent locations in the Roman Empire. The following Redemption® cards refer to Roman Sites or Fortresses:

- (Evil): ***Emperor Nero (Ap, P-2019, P-2025)***

The following Redemption® cards are Roman Sites or Fortresses:

- (Site): ***Nero's Realm (Ap, PC)*** and ***Roman Prison (C, Pi)***
- (Fortress): ***Coliseum (CW)*** and ***Rome (FF, RR2)***

Roman Soldier

Roman soldiers were members of the Roman army. The following Redemption® cards refer to Roman soldier:

- (Evil): ***Claudius Lysias (PC)*** and ***Emperor Nero (P-2019)***
- (Neutral): ***Roman Prison (Pi)***

The following Redemption® characters are Roman soldiers:

- (Hero): ***Centurion (Pa), Cornelius (A, C, Or, EC), The Centurion at Calvary (Di, GC), The Centurion at Capernaum (TP, GC)*** and ***The Roman Jailer (EC)***
- (Evil): ***Chief Captain Lysias (Ap), Claudius Lysias (PC), Four Squads of Four (Ap,***

EC), Herod's Sentries (EC), Julius the Centurion (PC), Mocking Soldier (Wa, Pi), Mocking Soldiers (J), Pilate's Soldiers (J), Roman Centurion [Calvary] (GC), Roman Centurion [Capernaum] (GC), Roman Jailer (Ap), Roman Spearmen (PC), The Centurion at Jerusalem (PC) and ***The Roman Jailer (EC)***

Rome Church

The church of the Romans was found in the city of Rome. At present, there are no cards that refer to the Rome church; rather the missionary identifier and some cards reference a non-specific church. See Church. The following Redemption® characters represent members of the Roman church:

- (Hero): ***Aquila (Ap, EC), Claudia (Wo, PC), Claudia, the Hospitable (RR)*** and ***Priscilla (H, Ap, EC)***

Royalty (or Royal or Member of a Royal Family)

To be royalty, a character must be human and one of the following:

- A king, queen, prince, princess, emperor or pharaoh.
- A spouse or child of a king, queen, prince, princess, emperor or pharaoh.
- A character that reigned on earth without a title.

Only characters that are royalty are members of a royal family. The following Redemption® cards refer to royalty:

- (Good): ***Asa, the Upright (LC), Conspiring Servants (LC), David, God's King (PoC), Faith of David (CW), King David (P), King Lemuel (RA), Royal Parade (FF), Temple Spears and Shields (LC), The Lord Goes Before You (FM), The Lord's Charge (LC)*** and ***Zion (FM)***
- (Evil): ***Athaliah, Usurper Queen (LC), Belshazzar's Mother (PoC), Jehoiakim, Puppet King (LC), Jehoram, the Abhorred (LC), Queen Vashti (PoC), The Fallen King (FM)*** and ***Treason! Treason! (LC)***
- (Dual-Alignment): ***King Jehu (FM)***

The following Redemption® characters are royalty:

- (Hero): ***Abigail (K, Wo, RA2), Abigail, the Discerning (RR2), Abijah, the Conqueror (LC), Amaziah, the Just (LC), Asa, the Blameless (LC), Asa, the Upright (LC), Azariah, the Strong (LC), Bathsheba (Wo, FM), Bathsheba, the Helper (LC), Bathsheba, the Prostrate (LC), David [Green] (Wa, Ki, RR), David [Red] (Wa, Ki), David the Unifier (P), David, Giant Slayer (K, P), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), David, the Anointed (LC), David, the Contrite (LC), David, the Psalmist (CW), David, the Shepherd (CW), Esther (B, Or, P), Esther, the Courageous (PoC), Every Tribe (RJ), Hadassah (Esther) (RR), Hezekiah, the Devout (LC), Hezekiah, the Repentant (LC), Jehoshaphat, the Meek***

(LC), Jehoshaphat, the Seeker (LC), Joash, Child King (LC), Jonathan, the Devoted (K), Josiah, the Restorer (LC), Josiah, the Righteous (LC), Jotham, the Mighty (LC), Jotham, the Upright (LC), King Amaziah (Ki, RA2, RR2), King Asa (Ki, TP), King Azariah (Uzziah) (Ki), King David (P), King Hezekiah (Ki, Pi), King Hiram (FF, RR), King Jehoshaphat (Ki, Pi), King Joash (Ki, Pi), King Josiah (Ki), King Jotham (Ki), King Lemuel (RA, RR), King Saul [Purple] (Wa, Ki), King Solomon (TP, RR2, P), King's Daughter (Wo, RR), Manasseh, the Humbled (LC), Melchizedek (Pa, Pi, RA, CW, PoC), Melchizedek, Bread Giver (RR), Mephibosheth (FF, RR), Pharaoh's Daughter (Wo), Prince Jonathan (Wa, Ki, PoC, RR), Queen of Sheba (Wo), Shealtiel, the Exilarch (LC), Shealtiel, the Heir (LC), Solomon, the Wise (LC) and *The Queen of Sheba (RR)*

- (Evil): *Abijam, the Half-Hearted (LC), Abimelech (Pa, RA2), Abimelech, King of Gerar (LC), Absalom (Wa, Ki), Absalom, the Conspirer (RR2), Adoni-bezek, Thumbless (II), Adonijah (P), Adonijah, the Usurper (RR), Ahab (B, C, Or), Ahasuerus, the Father (T2C), Ahaz, the Unfaithful (LC), Ahaziah (Pr), Ahaziah, the Wicked (LC), Alexander the Great (PoC), Amaziah, the Arrogant (LC), Amon, the Forsaken (LC), Antigonus the One-Eyed (T2C), Antiochus IV Epiphanes (RA, T2C), Archelaus (Ap, Di), Athaliah (Wo), Athaliah, Usurper Queen (LC), Belshazzar (Pr), Belshazzar, the Reveler (T2C), Belshazzar's Mother (PoC), Bera, King of Sodom (Pa, RR2), Bernice (PC), Cassander of Macedon (T2C), Cyrus, the Great (T2C), Drusilla (PC), Emperor Augustus (RR, P), Emperor Caius Caligula (Ap, EC, RR), Emperor Claudius (Ap, PC, RR2), Emperor Domitian (RJ), Emperor Galba (FF, RR2), Emperor Nero (Ap, P-2019, P-2025), Emperor Otho (FF, RR), Emperor Tiberius (J, Ap, RR2), Emperor Vitellius (RA, RR), Foreign Wives (RA3, P), Hadad, Ruler of Avith (II), Hadad, the Exiled (LC), Hamor (FM), Herod Archelaus (GC), Herod Agrippa I (G, Ap, EC, GC), Herod Agrippa II (Ap, TP, LR), Herod Antipas (Ap, GC), Herod Philip II (Ap, Di, GC), Herod the Great (Ap, Di, GC), Herodias (A, Or, GC), Herodias' Daughter (GC), Husham, the Temanite (II), Jabin, the Assembler (II), Jehoiachin, the Conquered (LC), Jehoiakim, Puppet King (LC), Jehoram, the Abhorred (LC), Jezebel (B, Or, RA2), Joash, the Murderer (LC), King Abijah (Ki), King Abimelech (II), King Achish (L, CW), King Ahab (RA2), King Ahaz (Ki, TP), King Ahaziah (Ki, PC), King Amon (Ki, Di), King Asnappar (FF), King Balak (FM), King Basha (Ki), King Belshazzar (FF2), King Ben-Hadad I (Ki, RR2), King Cushan-Rishathaim (FF, RR), King Darius, the Mede (PoC), King Eglon (FM), King Elah (Ki), King Evil-merodach (Pi), King Hazael (RA, LC), King Hoshea (Ki), King Jehoahaz [Israel] (Ki), King Jehoahaz [Judah] (Ki), King Jehoash (Ki, RA2), King Jehoiakim (Ki), King Jehoiakin (Ki), King Jehoram (Ki), King Jehu (Ki), King Jeroboam I (Ki), King Jeroboam II (Ki, PC), King Joram (Ki), King Manasseh (Di), King Menahem (Ki), King Merodach-baladan (Pi), King Mesha (FM), King Nadab (Ki), King Omri (Ki), King Osnappar (RR2), King Pekah (Ki), King Pekahiah (Ki), King Rehoboam (Ki, Di), King Rezin (Ki, PoC), King Sargon II (Pi, RR), King Saul [Brown] (Wa, Ki), King Sennacherib (Ki, LC), King Shallum (Ki), King Shalmaneser III (PoC), King Shalmaneser V (Ki, RR2), King Shishak (Ki), King So (Ki), King Tiglath-Pileser III (Ki, PoC), King Xerxes (PoC), King Zechariah (Ki), King Zedekiah (Ki, RR), King Zimri (Ki, RR), Kings of the Earth (RJ), Manasseh (Pr), Manasseh, the Wicked (LC), Michal (Wo, CW), Nebuchadnezzar (Pr, TP, PoC, T2C), Nimrod, the Mighty (CW), Og, King of Bashan*

(FM), Pharaoh (A, D, H, Or), Pharaoh Hophra (Pi, RR2), Pharaoh Neco (Ki, RR2), Pharaoh Ramses II (K, P), Pharaoh Shishak (RR), Pharaoh So (RR2), Ptolemy, Ruler of Egypt (T2C), Queen Maacah (LC), Queen Maachah (Ki), Queen Tahpenes (RA, P), Queen Vashti (PoC), Rehoboam, the Divider (LC), Salome (B, Or, TP), Seleucus the Victorious (T2C), Shechem (F, RA2), Shechem, Son of Hamor (RR2), Solomon, the Idolater (LC), The Begrudging King (II), The Clashing King (II), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2, IR), The Fallen King (FM), The Five Kings (II), The Hard-Hearted Pharaoh (CW), The King of Edom (LC), The King of Nineveh (PoC), The Murdering Pharaoh (K, CW), The Protecting King (II), The Unconsenting King (II) and *Uzziah, the Proud (LC)*

- (Dual-Alignment): *Captive Princes (FM), King Abijam (RA3), King Jehu (FM), King Saul (CW)* and *Pharaoh's Daughter (FM)*

Ruth Card

Ruth cards are cards from the book of Ruth in the Bible. The following Redemption® cards refer to Ruth cards:

- (Good): *Boaz (J), Boaz, the Redeemer (LC), Boaz' Foreman (LC), Boaz' Offspring (LC), Boaz' Reapers (LC), Elders of the City (J, RR2), Elimelech (LC), Gleaning the Fields (J), Jesse, the Ephrathite (LC), Judge's Seat (IJ+), Naomi (J), Naomi, the Widow (RR), Obed, the Servant (LC), Preparing to Return (LC), Ruth Meets Boaz (J), Ruth, the Redeemed (LC), Salmon, the Cloaked (LC), Threshing Floor (LC), When Judges Governed (J)* and *Your God Will Be My God (LC)*
- (Neutral): *Bethlehem (LC), Boaz' Sandal (P), Land of Moab (LC)* and *Marriage Covenant (LC)*

The following Redemption® characters are from Ruth:

- (Hero): *Amminadab, the Generous (LC), Amminadab, the Gracious (LC), Boaz (J, Pa), Boaz, the Kind (LC), Boaz, the Redeemer (LC), Boaz' Foreman (LC), Boaz' Reapers (LC), David, Heart After God (LC), David, the Contrite (LC), Elders of the City (J, Pa, RR2), Elimelech (LC), Jesse, the Ephrathite (LC), Jesse, the Root (LC), Kinsman Redeemer (PoC), Nahshon, the Blacksmith (LC), Nahshon, the Oracle (LC), Naomi (J, Wo), Naomi, the Widow (RR), Obed, the Gift (LC), Obed, the Servant (LC), Rahab, the Defender (LC), Rahab, the Proselyte (LC), Ram, the Exalter (LC), Ram, the Uplifted (LC), Ruth (B, D, J, Or), Ruth, the Devoted (LC), Ruth, the Redeemed (LC), Ruth, the Retainer (P), Salmon, the Cloaked (LC)* and *Salmon, the Peaceful (LC)*
- (Evil): *Moabite Messenger (LC), Orpah (Pa, FM)* and *Selfish Kinsman (I)*

The following Redemption® Enhancements are from Ruth:

- (Good): *Abeyance (RR), Best Friends (Pa), Boaz' Offspring (LC), Boaz' Resolve (LC), Devotion of Ruth (B, D, J, Or), Family Bond (J, RR2), Gleaning the Fields (J, Pa), Harvest Season (LC), Kindness of Boaz (J), Loyalty of Ruth (J, Pa), Marriage Covenant (LC), Naomi's Blessing (LC), Preparing to Return (LC), Ruth Meets Boaz*

(J, Pa), Ruth's Vow (LC), Shared Meal (LC), When Judges Governed (J) and ***Your God Will Be My God (LC)***

- (Evil): ***Call Me "Mara" (LC), Famine in the Land (LC), Heartbroken (LC)*** and ***Vulnerable (LC)***
- (Dual-Alignment): ***Death of Family (FM), Kinsmen's Agreement (CW)*** and ***Orpah Departs (FM)***

The following Redemption® cards are from Ruth:

- (Artifact): ***Boaz' Sandal (P)***
- (Covenant): ***Marriage Covenant (LC)***
- (Fortress, Good): ***Threshing Floor (LC)***
- (Site): ***Land of Moab (LC)***
- (City): ***Bethlehem (LC)***

S

Sadducee

Sadducees were members of a political and religious sect of Judaism that often opposed the teachings of Jesus and his followers in Acts and the Gospels. The following Redemption® cards refer to Sadducees:

- (Good): ***Barnabas (EC), Child of Great Wisdom (Ap), Gamaliel (Ap), Nicodemus (Ap, Di)*** and ***Untouchable (GC)***
- (Evil): ***Annas the Elder (GC), Arrest in Gethsemane (Di), Barabbas (Pi), Caiaphas the Conspirator (GC), Captain of the Guard (GC), Chief Priests' Offer (Di), Doctrine Like Leaven (RA), Emphatic Incriminators (GC), False Accusations (GC), False Witnesses (G, RR), Gathering the Sanhedrin (GC), Herod Agrippa II (TP, LR), High Priest Ananias (RJ), High Priest Annas (Ap, Pi), High Priest Caiaphas (Pi), High Priest's Palace (Pi, GC), High Priest's Plot (Pi), Just a Hireling (RA, GC), Malchus (GC), Plot to Kill (RJ), Questioning Christ (Di), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sadducees [Artist Unknown] (G), Sadducees [Around Table] (LR), Sanhedrin (Ap, EC), Scribe (Di), Seize Him! (RJ), Stoning of Stephen (EC), Supercilious Scribes (GC), Tenants Kill the Son (Di), The Brood of Vipers (GC), The Chief Priests (RJ)*** and ***Vine-Growers' Rebellion (GC)***
- (Neutral): ***Jerusalem (Ap)*** and ***Prison (EC)***

By rule, only Evil Characters are Sadducees. The following Redemption® Evil Characters are Sadducees:

- ***Alexander (RA), Alexander, the Kinsman (RR2), Annas the Elder (GC), Caiaphas the Conspirator (GC), Captain of the Guard (GC), Captain of the Temple Guard (Pi), Disbelieving Sadducees (Di), Dubious Doubters (GC), Emphatic Incriminators (GC),***

High Priest Ananias (Pi, RJ), High Priest Annas (Ap, Pi), High Priest Caiaphas (Ap, Pi), High Priest's Maid (RA), Insincere Inquisitors (GC), Malchus (Pi, GC), Plotting Priests (GC), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sadducees [Artist Unknown] (G), Sadducees [Around Table] (LR), Sanhedrin (EC), Supercilious Scribes (GC), Temple Guard [Preston] (G, RJ), Temple Guard [de Bray] (GC), The Brood of Vipers (GC), The Chief Priests (RJ) and ***The Gate Keeper Maid (GC)***

Samaritan

Samaritans are a group of people in the Bible who lived with or near the Israelites or Jews. The origins of the Samaritans are debated among historians and Biblical scholars. See Nationality. The following Redemption® cards refer to Samaritans:

- (Good): ***Citizens of Sychar (GC), Kindness (Di), Meeting the Messiah (GC)*** and ***The Woman at the Well (GC)***
- (Neutral): ***Samaritan Water Jar (TP, GC)*** and ***Sychar (GC)***

The following Redemption® characters are Samaritans:

- (Hero): ***Citizens of Sychar (GC), Good Samaritan (Ap), The Good Samaritan (GC), The Thankful Leper (RA, GC)*** and ***The Woman at the Well (TP, GC)***
- (Evil): ***Prophets of Samaria (Pr, PoC), Sanballat (Pi)*** and ***Simon the Magician (Ap, EC)***

Scholars or Philosophers in the Title

The following Redemption® cards refer to cards with "scholars" or "philosophers" in the title:

- (Evil): ***Worldly Wisdom (EC)***

The card above further limits the phrase by specifying that it only applies to Evil Characters. The following Redemption® Evil Characters have "scholars" or "philosophers" in the title:

- ***Epicurean Philosophers (EC), Greek Philosophers (Ap, RR), Greek Scholars (Ap, RR)*** and ***Stoic Philosophers (EC)***

Solomon's Temple Priest

Solomon's Temple priests are priests that served in Solomon's Temple. The following Redemption® cards refer to Solomon's Temple priests:

- (Good): ***Purging Evil (FM), Solomon's Temple (RA3, P)*** and ***Temple Dedication (RA3)***

The following Redemption® characters are Solomon's Temple priests:

- (Hero): ***Amariah the High Priest (Pi), Amariah, the High Priest (RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Elishama the Priest (Pi), Elishama, the Priest (RR2), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jehoram, the Priest (RR2), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR), Jeremiah, the Weeper (T2C), Seraiah the High Priest (Pi), Temple Priests (RA3, RR)*** and ***Zechariah, Son of Jehoiada (LC)***

Son of Jacob

Sons of Jacob are the biological and adopted male children of Jacob. The following Redemption® cards refer to sons of Jacob:

- (Good): ***Asher, the Rich (IR), Benjamin, the Young (IR), Brought to Egypt (IR), Buying Grain (FF), Dan, Justice of Peace (IR), Dinah (FM), Jacob (Israel) (CW), Jacob, the Wrestler (RR), Joseph (FF2, CW), Joseph Before Pharaoh (FF2, LR), Joseph, the Blessed (IR), Joseph's House (IR), Midianite's Slave (FM), Out of Their Hands (IR), Potential in the Land (IR), Reserved for Famine (IR), Reuben's Torn Clothes (RR)*** and ***Tested by Joseph (IR)***
- (Evil): ***Wild Beast (FM)***
- (Neutral): ***Joseph's Silver Cup (PoC), Lost Soul [Genesis 47:17, "One for One"]*** and ***Pharaoh's Gifts (IR)***
- (Dual-Alignment): ***Deceit & Vengeance (FM)***

The following Redemption® characters are sons of Jacob:

- (Hero): ***Asher (RA), Asher, the Rich (IR), Benjamin (FF), Benjamin, the Young (IR), Dan (FF), Dan, Justice of Peace (IR), Ephraim, the Bountiful (RR), Gad, the Retaliator (IR), Issachar, Burden Bearer (IR), Joseph (Pa, FF2, CW), Joseph, the Blessed (IR), Joseph, the Dreamer (PoC), Judah (TP), Judah, the Leader (LC), Judah, the Replacement (RR), Judah, the Substitute (LC), Levi (RA), Levi, the Fierce (IR), Manasseh, the Calming (RR), Naphtali, the Vocal (IR), Reuben (FF), Reuben, the Preeminent (IR), Simeon (FF), Simeon, the Vengeful (IR), Zebulun (FF)*** and ***Zebulun, the Steadfast (IR)***

Spiritual Gifts

This phrase only appears referring to Enhancements, and has been updated to mean "Fruits of the Spirit". The following Redemption® cards are impacted by this change:

- (Good): ***Spiritual Gifts (Ap)***

Star Card

Star cards were introduced in the Prophecies of Christ set and have a star ability in addition to their special ability. The following Redemption® cards refer to star cards:

- (Good): ***Adam, the Exile (LC), Fountain of Living Water (PoC), 'I AM' Has Sent Me (PoC), Isaiah (PoC), Lamech, Rest Seeker (LC), Malachi (PoC), Mary, Holy Virgin (GC), Melchizedek (PoC), Nahshon, the Blacksmith (LC), Numerous as the Stars (PoC), Peleg, the Divider (LC), Redeeming Branch (PoC), Star of Bethlehem (GC, P), The Child is Born (GC), The Coming Prince (PoC), The Coming Prophet (PoC), The Emmaus Road (PoC), The Magi (GC)*** and ***Zechariah, the Renewer (PoC)***
- (Evil): ***Balaam's Prophecy (PoC), Devouring Lion (PoC)*** and ***Distressing People (LC)***
- (Neutral): ***Brass Serpent (PoC), Lost Soul [II Chronicles 16:10, "Oppressed"] (LC), Lost Soul [Jeremiah 28:6, "Exiles"] (PoC)*** and ***Lost Soul [Daniel 9:5, "Covenant Breakers"] (PoC)***

The following Redemption® characters are star cards:

- (Hero): ***Aaron, God's Mediator (PoC), Abihud, the Progeny (LC), Achim, the Compiler (LC), Adam, the Exile (LC), Amminadab, the Generous (LC), Amos (PoC), Arpachshad, the Curtailed (LC), Asa, the Upright (LC), Azor, the Recusant (LC), Bathsheba, the Helper (LC), Boaz, the Redeemer (LC), David, God's King (PoC), David, Heart After God (LC), David, Outcast's Refuge (LC), Eber, the Unwilling (LC), Eleazar, the Potentate (LC), Eliakim, the Expatriate (LC), Elijah in Glory (GC), Eliud, the Revolutionary (LC), Enoch, the Pure (LC), Enosh, the Worshiper (LC), Ezekiel, the Vindicator (PoC), Father Abraham (LC), Guardians from Glory (GC), Hezekiah, the Devout (LC), Hezron, the Enclosed (LC), Hosea (PoC), Isaac, Willing Sacrifice (LC), Isaiah (PoC), Jacob, Disgruntled Subject (LC), Jacob, Follower of God (LC), Jairus (GC), Jairus' Daughter (GC), James, the Fisherman (GC), Jared, the Beholder (LC), Jehoshaphat, the Seeker (LC), Jeremiah, Hope Bringer (PoC), Jesse, the Ephrathite (LC), Joel (PoC), John the Forerunner (GC), John, the Fisherman (GC), Jonah (PoC), Joseph, the Dreamer (PoC), Joseph, the Righteous (LC), Josiah, the Restorer (LC), Jotham, the Mighty (LC), Judah, the Leader (LC), Kenan, the Acquirer (LC), Lamech, Rest Seeker (LC), Lazarus, the Called (GC), Leah, Weary-Eyed (LC), Magnifying Multitude (GC), Mahalalel, the Interpreter (LC), Malachi (PoC), Martha, the Diligent (GC), Mary of Bethany (GC), Mary, Faithful Servant (LC), Matthan, the Defender (LC), Melchizedek (PoC), Methuselah, the Wise (LC), Micah (PoC), Moses in Glory (GC), Moses, Friend of God (PoC), Nahor, the Scorched (LC), Nahshon, the Blacksmith (LC), Noah, the Righteous (LC), Obed, the Servant (LC), Peleg, the Divider (LC), Perez, the Younger (LC), Rahab, the Defender (LC), Ram, the Exalter (LC), Rebekah, the Bride (LC), Reu, the Shepherd (LC), Ruth, the Redeemed (LC), Saint Patrick (GC), Salmon, the Cloaked (LC), Serug, the Branch (LC), Seth, Son of Adam (LC), Shealtiel, the Heir (LC), Shelah, the Subsumed (LC), Shem, Covenant Keeper (LC), Simon Peter (GC), Tamar, the Widow (LC), Terah, the Delayed (LC), The Comforting Cherubs (GC), The Magi (GC), The Persistent Widow (GC), The Thankful Leper (GC), The Three Visitors (PoC), The Woman at the Well (GC), Zadok, the Consummate (LC), Zechariah, the Renewer (PoC), Zephaniah (PoC)*** and ***Zerubbabel, the Builder (LC)***

- (Evil): ***Abimelech, King of Gerar (LC), Ahaz, the Unfaithful (LC), Ahaziah, the Wicked (LC), Ambushed Moabites (LC), Amon, the Forsaken (LC), Assyrian Laborers (PoC), Beelzebub (GC), Conspiring Herodians (GC), Conspiring Servants (LC), Cursed Egyptians (PoC), Distressing People (LC), Doom Speakers (GC), Doomed Canaanites (PoC), Emphatic Incriminators (GC), False Prophets (PoC), Foolish Builder (GC), Foolish Edomites (PoC), Foolish Shepherd (PoC), Herod Archelaus (GC), Hungry Lion (LC), Jehoiachin, the Conquered (LC), Jehoiakim, Puppet King (LC), Jehoram, the Abhorred (LC), Malchus (GC), Prince of this World (GC), Queen Maacah (LC), Rehoboam, the Divider (LC), Repudiating Rulers (GC), Strong Demon (GC), The Afflicted (PoC), The Gate Keeper Maid (GC), The Highwayman (GC), The Outcasts (PoC)*** and ***Transgressors (PoC)***

The following Redemption® Enhancements are star cards:

- (Good): ***A Royal Priesthood (PoC), Abraham's Descendant (LC), Amazing Faith (GC), An Angel Appears (GC), Authority of Christ (GC), Bearing Our Sin (PoC), Bless the Nations (PoC), Boaz' Offspring (LC), Bow of Battle (PoC), Burning up the Chaff (GC), By His Wounds (PoC), Convincing Miracle (GC), David's Descendant (LC), Day of Judgment (GC), Day of the Lord (PoC), Eve's Descendant (PoC), Expelled from Heaven (GC), Eyes to See (PoC), Flight into Egypt (GC), Fountain of Living Water (PoC), Gathered Together (PoC), Gathering of Angels (GC), His Name (PoC), Hospitality in Bethany (GC), 'I AM' Has Sent Me (PoC), I Am He (GC), Jesus Appears (GC), Life in the Son (GC), Light in the Darkness (PoC), Lost Child Found (GC), Love One Another (GC), Magnificat (GC), No Need for Spices (GC), Numerous as the Stars (PoC), Nunc Dimittis (GC), Offering Your Son (PoC), Out of Bethlehem (PoC), Out of Egypt (PoC), Outpouring (PoC), Passover (PoC), Potter and the Clay (PoC), Power of the Spirit (GC), Redeeming Branch (PoC), Redemption (GC), Restoring the Afflicted (GC), Righteous Judge (PoC), Root of Jesse (LC, P), Sign of Jonah (PoC), Solomon's Dream (LC), Stone Cut Without Hands (PoC), Stone Rolled Away (GC), Submission to Christ (GC), Sword of Light (GC), Talitha Kum! (GC), Teaching in Parables (GC), The Annunciation (GC), The Ascension (GC), The Child is Born (GC), The Coming Prince (PoC), The Coming Prophet (PoC), The Emmaus Road (PoC), The Exodus (PoC), The First Sacrifice (PoC), The Suffering Servant (PoC), Transfiguration (GC), Triumphal Entry (PoC), Trumpet in Zion (PoC), Untouchable (GC), Virgin Birth (PoC), Walking on Water (GC), Wheat and Tares (GC)*** and ***Zerubbabel's Plumb Line (LC)***
- (Evil): ***Accursed of God (PoC), Balaam's Prophecy (PoC), Betrayal (PoC), Choked Seed (GC), Contagious Fear (GC), Cut Off (PoC), Destructive Sin (GC), Distort the Truth (GC), Driven by Spirits (GC), Duplicity (GC), Futile Inquisition (GC), Hurling Insults (GC), Massacre of Innocents (GC), Mourn and Weep (PoC), Purloin (GC), Questioning Christ (GC), Regrets (PoC), Scattered Sheep (PoC), Stolen Seed (GC), Stricken (PoC), Strike the Shepherd (GC), Surreptitious Scheme (GC), Thievery of Judas (GC), Vine-Growers' Rebellion (GC)*** and ***Withered Seed (GC)***
- (Dual-Alignment): ***Delivered (PoC)***

The following Redemption® cards are star cards:

- (Dominant, Good): ***Star of Bethlehem (GC, P)***
- (Artifact): ***Brass Serpent (PoC), Jacob's Ladder (PoC), Manna (PoC), Matthew's Begats (LC)*** and ***The Manger (GC)***
- (Fortress, Good): ***Fishing Boat (GC), House of Prayer (PoC), Noah's Ark (Ark of Salvation) (PoC)*** and ***The Throne of David (LC)***

Symbolic Character

One possible role of a character (see Character's Role and Gender) is symbolic. Symbolic characters are characters of an abstract nature. Symbolic characters are not considered to be demons, animals, angels or humans. The following Redemption® characters are symbolic:

- (Hero): ***Hope (FM), Humble Seeker (P), Mighty Warrior (A, C, Or, P), Righteous Seeker (IR), The Mighty Warrior (FM, RR2)*** and ***Warrior in Training (Wa, P)***
- (Evil): ***Conquer (RJ), Death (RJ), Death & Hades (Wa), Doubt (Pi, LoC), Famine (RJ), Madness (Pi), Roaring Lion (P), Self (RR), Terror (RJ)*** and ***War (RJ)***

Syrian

Syrians refer to people from the Kingdom of Syria mentioned often in the Old Testament, or from the area of Syria/Aram prior to the establishment of the Syrian Kingdom. See Nationality. The following Redemption® cards refer to Syrians:

- (Evil): ***Captain of the Chariots (LC), Healing Naaman (RR2), House of Rimmon (FF), King Asnappar (FF), King Hazael (LC), King Rezin (PoC), Naaman's Horses (RR), Night Raid (RR), Rezon, Son of Eliada (LC), Shobach (P), Shobach, the Commander (RR), Soldiers of Zobah (CW), Syrian Archer (Ki, LR), Syrian Mercenaries (CW), Syrian Victory (Ki), The Strong Force (RA, RR)*** and ***Syrian Reinforcements (CW)***
- (Neutral): ***Damascus (EC)***

The following Redemption® characters are Syrians:

- (Hero): ***Leah (Wo, TP), Leah, God's Choice (LC), Leah, the Fertile (RR2), Leah, Weary-Eyed (LC), Rachel (Wo, FF2), Rachel, the Favored (RR), Rebekah (Or), Rebekah, the Barren (LC), Rebekah, the Bride (LC)*** and ***Rebekah, the Kind (RR2)***
- (Evil): ***Captain of the Chariots (LC), King Ben-Hadad I (Ki, RR2), King Cushan-Rishathaim (FF, RR), King Hazael (RA, LC), King Rezin (Ki, PoC), Laban (F, P), Laban, the Deal Breaker (RR), Naaman (FF, LR), Rezon, Son of Eliada (LC), Shobach (P), Shobach, the Commander (RR), Soldiers of Zobah (CW), Syrian Archer (Ki, LR, RR2), Syrian Marauders (LC), Syrian Mercenaries (CW), The Strong Force (RA, RR)*** and ***The Syrian Reinforcements (CW)***

T

Tabernacle Artifact

Tabernacle Artifacts are Temple Artifacts that were found in the Tabernacle. The following Redemption® cards refer to Tabernacle Artifacts:

- (Good): ***Aaron (Pi, Di), Aaron, Peacemaker (IR), Bezaleel (Pi), Covering the Sacred Things (Pi), Destruction of Nehushtan (PoC), Eleazar, Son of Aaron (PC), Eli the Priest (Pi, RA, P), Faith of Moses (CW), Jordan Interrupted (PoC), Oholiab (Pi), The Tabernacle (Pi, P)*** and ***Zadok (PoC)***
- (Neutral): ***Covenant with Moses (PoC)***

The following Redemption® Artifacts are Tabernacle Artifacts:

- ***Aaron's Staff (CW), Altar of Burnt Offering (L, Pi), Altar of Incense (E, Pi), Ark of the Covenant (Wa, Ki, RJ, P), Book of the Covenant (P, PoC), Book of the Law (Pi, LC, P), Holy of Holies (D, Pi, RR), Lampstand of the Sanctuary (Pi), Pot of Manna (RR, P), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), Temple Veil (F, GC), The Bronze Laver (Pi, LR)*** and ***The Golden Lampstand (RR2)***

Note: Priestly Artifacts are not considered Tabernacle Artifacts.

Tabernacle Priest

Tabernacle priests are priests that served in the Tabernacle. The following Redemption® cards refer to Tabernacle priests:

- (Good): ***Aaron, God's Mediator (PoC), Aaron, Peacemaker (IR), Abiathar, the Survivor (IR), Ahitub, the High Priest (IR), Book of the Covenant (PoC), Eli's Sound Advice (Di), Grain Offering (IR), Guilt Offering (IR), Jordan Interrupted (PoC), Phinehas, Son of Eleazar (FM), The Courtyard (IR), Trumpet and Sword (Di), Zadok (PoC)*** and ***Zadok Anoints Solomon (TP)***
- (Neutral): ***Aaron's Staff (CW)***

The following Redemption® characters are Tabernacle priests:

- (Hero): ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, Peacemaker (IR), Aaron, the Voice (RR2), Abiathar (K, Pi), Abiathar, the Survivor (IR), Ahimaaz (Ki, Pi, FM), Ahimaaz, the Swift (IR), Ahimelech, Chief Priest (IR), Ahimelech, Priest at Nob (Pi), Ahitub, the High Priest (IR), Eleazar, Son of Aaron (L, Pi, PC), Eli the Priest (Pa, Pi, RA, P), Eli, Samuel's Mentor (IR), Eli, the Judge (RR2), Generations of Priests (L), Ithamar, Son of Aaron (L, Pi), Ordained Priests (L), Phinehas, Son of Eleazar (Pi, FM), Phinehas, the Zealous (IR), The***

Bearers of the Ark (II), The Trumpeting Priests (II), Zadok (Pi, PoC) and ***Zadok, Ark Carrier (IR)***

- (Evil): ***Abihu (C, Or, Pi), Abihu, the Disobedient (IR), Hophni, son of Eli (Pi), Hophni, the Profane (IR), Nadab (Pi), Nadab, the Wicked (IR), Phinehas, son of Eli (Pi)*** and ***Phinehas, the Useless (IR)***

Temple Artifact

Temple Artifacts are items ordained by God as a permanent fixture in the Tabernacle or an earthly Temple and found in that specific house of the Lord. The reference to temple is general and includes Solomon's Temple, Zerubbabel's Temple, and Herod's Temple. Heavenly Temple Artifacts are permanent fixtures of God's temple in Heaven, and usually have counterparts among the Temple Artifacts, but are not themselves Temple Artifacts. All Temple Artifacts are Solomon's Temple Artifacts. Not all Temple Artifacts are found in Herod's Temple, Zerubbabel's Temple or The Tabernacle. See Herod's Temple Artifacts, Zerubbabel's Temple Artifacts, or Tabernacle Artifacts, respectively, for the artifacts found in those locations. The following Redemption® cards refer to Temple Artifacts:

- (Good): ***Azariah, the High Priest (RR2), Destruction of Nehushtan (PoC), Filling the Temple (RR2), Filling Zerubbabel's Temple (FF), Glory of the Lord (P), Jehoiada the High Priest (Pi), Solomon's Temple (Pa, RA3, P), Temple Dedication (RA3), Temple Priests (RA3, RR)*** and ***Zerubbabel's Temple (FF)***
- (Evil): ***Breaking Jerusalem's Wall (RA2), Chronicles of the Kings (LC), King Belshazzar (FF2)*** and ***King Jehoash (RA2)***
- (Dual-Alignment): ***King Abijam (RA3)***

The following Redemption® Artifacts are Temple Artifacts:

- ***Aaron's Staff (CW), Altar of Burnt Offering (L, Pi), Altar of Incense (E, Pi), Ark of the Covenant (Wa, Ki, RJ, P), Book of the Covenant (P, PoC), Book of the Law (Pi, LC, P), Golden Cherubim (RA3), Holy of Holies (D, Pi, RR), Lampstand of the Sanctuary (Pi), Pot of Manna (RR, P), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), Temple Veil (F, GC), The Bronze Laver (Pi, LR), The Golden Lampstand (RR2)*** and ***Windows of Narrow Light (LC, P)***

Note: Priestly Artifacts are not considered Temple Artifacts. While ***Asherah Pole (Ki)*** was once in Solomon's Temple, it is not considered a Temple Artifact.

Temple Priest

A temple priest is a priest that served in Solomon's Temple, Zerubbabel's Temple, or Herod's Temple. The following Redemption® cards refer to temple priests:

- (Good): ***Hilkiah, the Rebuilder (RR), His Name is John (Di), Jehoram, the Priest (RR2), King Solomon (RR2)*** and ***Zechariah, the Renewer (PoC)***

The following Redemption® characters are temple priests:

- (Hero): ***Amariah the High Priest (Pi), Amariah, the High Priest (RR), Azariah the High Priest (Pi), Azariah, the High Priest (RR2), Eliashib the High Priest (Pi), Elishama the Priest (Pi), Elishama, the Priest (RR2), Ezra (Pi), Ezra, Favored by God (LC), Hilkiah the High Priest (Pi), Hilkiah, the Rebuilder (RR), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jehoiada, King Maker (LC), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jehoram, the Priest (RR2), Jeremiah (D, Pr, Pi, TP), Jeremiah, Hope Bringer (PoC), Jeremiah, Iron Pillar (RR), Jeremiah, the Weeper (T2C), Jeshua, the Restorer (LC), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Seraiah the High Priest (Pi), Shelemiah the Priest (Pi), Temple Priests (RA3, RR), Zechariah (Pr, Pi, RA), Zechariah, Son of Jehoiada (LC), Zechariah, the Renewer (PoC), Zechariah, the Seer (T2C), Zechariah, the Silent (GC)*** and ***Zecharias, Father of John (Pi)***

Thessalonica Church

The church of the Thessalonians was found in the city of Thessalonica. See Church. The following Redemption® cards refer to members of the Thessalonian church:

- (Good): ***Jason (EC), Noblewomen (EC), Stand Firm (EC), The Generous Givers (PC)*** and ***Work with Your Hands (EC)***
- (Neutral): ***Letters to the Thessalonians (EC)***

The following Redemption® characters represent members of the Thessalonian church:

- (Hero): ***Aristarchus (EC), Jason (EC), Noblewomen (EC)*** and ***Secundus (EC)***

Thief

A thief is a character that is mentioned as a thief or similar term (including mentioning the act of them stealing) in the Bible, or that has “thief” or “thieves” in the card title. The following Redemption® cards refer to thieves:

- (Evil): ***Ambush! (GC), Ambushing Bandits (GC), Den of Thieves (GC), Extortion (GC), Hurling Insults (GC), Left for Dead (GC), Pilfer (GC), Plunderers (GC), Purloin (GC), Stolen Treasures (GC), Temple Thieves (GC), The Thief (GC), Thievery of Judas (GC)*** and ***Zaccheus, Tax Collector (GC)***

By rule, only Evil Characters are thieves. The following Redemption® Evil Characters are thieves:

- ***Ambushing Bandits (GC), Barabbas (Pi, GC), Concealed Canaanites (II), Fence Jumpers (GC), Judas Iscariot (B, Or, Pi), Judas, the Betrayer (GC), The Condemned Thief (GC), Plunderers (GC), Temple Thieves (GC), The Highwayman (GC), The***

Mocking Thief (GC), The Thief (Pi, GC), Wicked Thief (Ap) and ***Zaccheus, Tax Collector (GC)***

W

Wilderness Character

Wilderness characters are Israelite humans that lived between the Exodus from Egypt and entering the Promised Land. The following Redemption® cards refer to wilderness characters:

- (Good): ***Aaron, the Voice (RR2), Angel of God (P), Eldad (IR), Forty Nights (IR), Increasing Numbers (IR), Inhabitants Driven Out (IR), Israelites Delivered (IR), Medad (IR), Moses, the Servant (IR), Potential in the Land (IR), Quail from Above (IR), The Chosen Warriors (IR), The Courtyard (IR), The Seventy Elders (IR)*** and ***Women of Israel (RR2)***
- (Evil): ***Abiram, the Stubborn (IR), Grumbling at God (IR), Idolaters (RR2), Israel's Rebellion (IR), Korah, the Rebellious (IR), Rebellious Israelites (IR), Sabbath Breaker [Black/Gray] (IR), Sabbath Breaker [Brown/Gray] (IR), Sabbath Breaker [Crimson/Gray] (IR), Sabbath Breaker [Gray/Orange] (IR), Sabbath Breaker [Gray/Pale Green] (IR)*** and ***Wandering Israelites (IR)***
- (Neutral): ***Lost Soul [Exodus 14:3, "Aimless"] (IR)*** and ***Offering of Wrongdoing (IR)***
- (Dual-Alignment): ***Forty Years (IR)***

The following Redemption® characters are wilderness:

- (Hero): ***Aaron (G, Pa, Pi, Di), Aaron, God's Mediator (PoC), Aaron, Moses' Brother (L), Aaron, Peacemaker (IR), Aaron, the Voice (RR2), Amminadab, the Generous (LC), Amminadab, the Gracious (LC), Army of Simeonites (FF), Bezaleel (Pi), Bezalel, the Builder (IR), Blood Avenger (IR), Caleb (FF, FM, P), Caleb, the Rewarded (II), Eldad (IR), Elders of Israel (G), Eleazar, Son of Aaron (L, Pi, PC), Generations of Priests (L), Hur (Pa, PoC), Ithamar, Son of Aaron (L, Pi), Indentured Servant (PoC), Joshua (P-Settlers, P-District), Joshua, Son of Nun (CW), Joshua, the Commander (II), Joshua, the Conqueror (LC), Joshua, the Faithful (L), Joshua's Officiators (II), Joshua's Scribes (RR), Medad (IR), Men of Judah (FF, RR2), Miriam (A, C, G, L, Or, PoC), Moses (G, Pr, Wa, CW, LR, P), Moses in Glory (GC), Moses, Friend of God (PoC), Moses, the Deliverer (L, P), Moses, the Servant (IR), Nahshon, the Blacksmith (LC), Nahshon, the Oracle (LC), Oholiab (Pi), Oholiab, the Engraver (IR), Ordained Priests (L), Othniel (Or, A), Othniel, First Judge (RR2), Othniel, Son of Kenaz (FM), Phinehas, Son of Eleazar (Pi, FM), Phinehas, the Zealous (IR), Salmon, the Cloaked (LC), Salmon, the Peaceful (LC), Spies at Ai (II), Spy (Ki, LR, RR), Stone Carriers (II), The Bearers of the Ark (II), The Chosen Warriors (IR), The Israelite Foremen (L), The Seventy Elders (IR), The Tribal Elders (L), The Trumpeting Priests (II), Tribal Elder (E), Valiant Warrior (II), Women of Israel (G, L, RR2)*** and ***Zipporah (IR)***

- (Evil): ***Abihu (C, Or, Pi), Abihu, the Disobedient (IR), Abiram (H), Abiram, the Stubborn (IR), Achan (I, Pa), Complainers (FF, RR2), Covenant Breakers (RR2), Dathan (H), Dathan, the Follower (IR), Enchanter (Pr, TP), Idolaters (H, RR2), Korah (Pa), Korah, the Rebellious (IR), Leper (Pa), Nadab (Pi), Nadab, the Wicked (IR), Omen Interpreter (IR), Plagued Congregation (IR), Rebellious Israelites (IR), Sabbath Breaker (Pi, LR, RR), Sabbath Breaker [Black/Gray] (IR), Sabbath Breaker [Brown/Gray] (IR), Sabbath Breaker [Crimson/Gray] (IR), Sabbath Breaker [Gray/Orange] (IR), Sabbath Breaker [Gray/Pale Green] (IR), Shaphat (F, I), Wandering Israelites (IR), Wicked Community (IR), Worshipper of False Gods (Pi), Zelophehad, the Lone (IR)*** and ***Zimri, Son of Salu (RA, IR)***

Z

Zechariah Card

Zechariah cards are cards from the book of Zechariah in the Bible. The following Redemption® cards refer to Zechariah cards:

- (Good): ***Haggai (PoC), Jerusalem Filled (T2C), Patrollers of the Earth (T2C), Relayer of Messages (T2C), Zechariah (Pi, RA)*** and ***Zechariah, the Seer (T2C)***

The following Redemption® characters are from Zechariah:

- (Good): ***Joshua the High Priest (Pi, LR), Messenger Angel (Pa), Mighty Men (PoC), Patrollers of the Earth (T2C), Relayer of Messages (T2C), Surveying Spirit (T2C), The Defender of the Saints (PoC), Zechariah (Pr, Pi, RA), Zechariah, the Renewer (PoC)*** and ***Zechariah, the Seer (T2C)***
- (Evil): ***Foolish Shepherd (PoC)***

The following Redemption® Enhancements are from Zechariah:

- (Good): ***A Royal Priesthood (PoC), Bow of Battle (PoC), By My Spirit (LC), Golden Lamp Stand (Pr), Jerusalem Filled (T2C), Measuring Line (Pr), Search (C, FF, LR), The Branch (Pr), Triumphal Entry (PoC), Two Olive Branches (Pr), Wall of Fire (Pr), Wickedness Removed (RA), Worship at Jerusalem (T2C)*** and ***Zerubbabel's Plumb Line (LC)***
- (Evil): ***Betrayal (PoC), Ephah (D), Filthy Garments (Pr), Flying Scroll (PoC), Four Horns (Pr), Mourn and Weep (PoC), Regrets (PoC), Scattered Sheep (PoC), Strike the Shepherd (GC), The Flying Scroll (Pr)*** and ***Woman in the Ephah (Pr)***

The following Redemption® cards are from Zechariah:

- (Curse): ***Flying Scroll (PoC)***

Zerubbabel's Temple Artifact

Zerubbabel's Temple Artifacts are Temple Artifacts that were found in Zerubbabel's Temple. The following Redemption® cards refer to Zerubbabel's Temple Artifacts:

- (Good): ***Zerubbabel's Temple (FF, LC)***

The following Redemption® Artifacts are Zerubbabel's Temple Artifacts:

- ***Altar of Burnt Offering (L, Pi), Altar of Incense (E, Pi), Book of the Covenant (P, PoC), Book of the Law (Pi, LC, P), Golden Cherubim (RA3), Holy of Holies (D, Pi, RR), Lampstand of the Sanctuary (Pi), Table of Showbread (Pi), Temple Veil (F, GC), The Bronze Laver (Pi, LR)*** and ***Windows of Narrow Light (LC, P)***

Note: Priestly Artifacts are not considered Zerubbabel's Temple Artifacts.

Zerubbabel's Temple Priest

Zerubbabel's Temple priests are priests that served in Zerubbabel's Temple. The following Redemption® cards refer to Zerubbabel's Temple priests:

- (Good): ***Haggai (FF), Jonathan, son of Joiada (P)*** and ***Zerubbabel's Temple (FF)***

The following Redemption® characters are Zerubbabel's Temple priests:

- (Hero): ***Eliashib the High Priest (Pi), Ezra (Pi), Ezra, Favored by God (LC), Jaddua, son of Jonathan (TP), Jaddua, Son of Jonathan (P), Jeshua, the Restorer (LC), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi, LR), Shelemiah the Priest (Pi), Zechariah (Pr, Pi, RA), Zechariah, the Renewer (PoC)*** and ***Zechariah, the Seer (T2C)***