Redemption® CCG

Redemption® Errata List

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Notes on Errata

Errata changes what is printed on the card.

Errata on a card only applies to that version in that set, and not any similar versions in other sets. For some sets, there were multiple print runs, allowing the opportunity to correct the physical card, so some cards may match the errata presented here. In most cases of errata for sets with multiple print runs, the original prints are given errata to match the later versions.

Textless cards that are missing the ability/verse box have errata to match the most recent version of that card at the time of their printing.

Play As

As the game has grown, some of the language used has evolved. These language updates do not rise to the level of errata, as the card usually still functions in the same manner. These updates lead to "play as", where the old language can be mapped to the new language. This list is not exhaustive, since there are several variations that have been used over the life of the game, but other variations should be similar to something presented here. Any effects or game terms not listed here do not have any significant changes in their language.

Clarifying Text

Some cards have text in the special ability that doesn't use any of the keywords associated with an effect or modifier. These instances are treated as "clarifying text", where they are clarifying how the card works in general, or a potential outcome of an ability on the card. They are often part of the default rules today. Examples include:

- "Treat as a Lost Soul" is a clarification of the rule that captured characters in a Land of Bondage are Lost Souls.
- "Use as an Enhancement or an Artifact" on Covenants and "when put in play, choose to be good or evil" are clarifications on how to play dual alignment cards. "Begins as evil" and "when put in play, choose a single brigade and nationality" are similar but have different functions, since they change how the card is played.
- "If result is [0 toughness] or less, discard [target]" is a clarification of the rule that characters with 0 or less toughness are discard, not a discard effect.
- "The Lost Soul remains in play" and "Lost Soul is returned to general Land of Bondage" are clarifications of the rule that Lost Souls do not follow Sites that are removed, unless specified in the ability.
- "Battle is determined by the numbers" is a clarification of the consequences of a preceding negate ability, not a negate ability.
- "Only a rescue attempt of 2 or more Heroes can be successful" is a clarification of the consequences of a preceding protect ability, and not a protect effect.
- "… [or] rescue attempt fails/is successful" is a clarification of the consequences of a previous effect like not presenting a character or removing a Site in battle, not an ability that restricts rescues, protects Lost Souls, or in any way limits the player's ability to rescue. Similar phrases can also appear as a trigger condition, but context is usually clear about which scenario the ability falls under.
- An explanation of the ability, or the result of an ability, in parentheses is clarifying text, and not a separate ability.
- "This Site" or "[card name] Site" when referring to cards that are not Sites (they're usually Fortresses), should be read as "this card" or "[card name]", ignoring the word "Site".
- "Discard after [character] returns" on set-aside Enhancements is irrelevant former clarifying text, set the Enhancement is not set-aside with the character and would be discarded during the phase it was played.
- "Shuffle deck/draw pile" after a search ability that targets the deck is a clarification of the

rule that the deck must be shuffled after a search, not a shuffle ability.
- Abilities that use ordinal numbers past first (second, third, etc.) function as "additional", and do not require it to be that number. An ability that uses "play the first Enhancement" functions as "play an Enhancement". Other instances of "first" mean "first".

Place (when used in other Effects)

Generally, the "current" language will represent only its effect. Some exceptions are rare and are listed in the appropriate area. "Place" is a more common exception, because it was often used as an English verb (effectively, "put somewhere") before it was an effect. So sometimes it is part of a larger phrase covered by another effect, rather than a place effect. Examples include:

- "Place on deck" is a topdeck effect.
- "Place under/underneath deck" is an underdeck effect.
- "Place it here" is a hold effect, primarily used on Fortresses. "Place it in [Fortress]" may appear on other cards, and is likewise a hold effect.
- "Place in Land of Bondage" is a capture effect or clarifying text on a capture effect.
- "Place in [location]" when paired with a search effect is overriding the default of putting the card in hand. The location is often territory, where the result is effectively "Play from [search location]".
- "[A character] may be placed in battle" is a present effect.

Regardless (of brigade)

The phrase "regardless of brigade" is a modifier when it appears as part of a play an Enhancement or add to battle effect. Otherwise, the phrase is a use other Enhancements effect or redundant clarifying text of a use other Enhancements effect.

Add to Battle & Band

Any effect that can only be used to bring a character into a side of the battle when at least one character of matching alignment is already present on that side of the battle is a band effect, regardless of the wording used. This mostly appears on older cards. Any effect that can bring characters into an empty side of the battle is an add to battle effect, even if it could also be used while characters are on that side of battle.

The phrases "join the battle" and "add to the fight" are band effects, since they are used in abilities that fit the criteria to be band effects.

Banish

The phrase "remove from the game" is a banish effect.

Begin a New Phase

Abilities that allow a player to make additional rescue attempts or battles or redo a phase or turn are begin a new phase effects.

Bounce

The phrases “return to hand” and “return to owner’s hand” are bounce effects.

Capture

The phrase “take prisoner” is a capture effect.

Convert

The words “repent” and “fall” are convert effects.

Equip

The words “hold”, “holding” and “place”, when referring to weapons on (or going on) characters, are equip effects.

Gain & Increase and Decrease

A special ability that uses “gain(s)” add a modifier to the card it is on is not a gain effect. It just grants the modifier. A gain effect can cause another card to gain a modifier, just not itself.

Gain effects do not alter a card’s numbers. “Gain” or “gains” when used to alter numbers are increase or decrease effects.

A phrase that uses “worth” to change a card’s numbers is an increase or decrease effect.

Heal

The phrase “restore abilities” is a heal effect.

Look

Any ability that allows a player to select a target from a different player’s hand and does not explicitly state a look or reveal effect includes a look effect for that hand.

Negate

The phrase “has no effect” is a negate effect when targeting cards other than characters.

Paralyze

The phrase “[Character] may not enter battle” is a paralyze effect. The phrase “cannot be blocked by [character(s)]” is a temporary paralyze effect meaning “While [character that cannot be blocked] is in battle, paralyze [character(s)].

Place

Any ability that places a card (usually itself) and then bases further targeting on it remaining there, or has an ability to remove it, is played as if the punctuation after the place was a colon.

Prevent, Protect & Restrict

In general terms, a prevent stops another card from doing something, a protect stops something from happening to a card, and restrict stops a player from doing something.

The phrases “no card may”, “cannot” and “may not”, when not immediately followed by the word “be” or immediately preceded by “a player” or some variation, are prevent effects.

The phrase “immune to” is a protect effect. The phrases “cannot be” and “may not be” are situationally protect effects. When followed by some combination of “interrupted”, “negated”, “prevented”, those phrases are modifiers, and not protect effects. When followed by “blocked by”, they are paralyze effects.

The phrases “player may not”, “no player may”, “no [ability] card may be played”, “limit 1 per territory” and “skip [a phase]” are restrict effects.

The phrase “protection from damage” means “protect from harm”.

Release

The phrase “return to [owner’s] territory” is a release effect when used to target captured characters.

Repeat

The phrase “do this twice” is a repeat effect that means “repeat 1 time”.

Resurrect

Phrases like “search discard pile for [something] and put it in territory” is a resurrect effect.

Search

An ability that targets a card in a deck, discard pile, Reserve, banish pile or Artifact pile that is not in a specific location in that pile, includes a search effect of the pile.

Phrases like “search [location] for [something] and [do something with that card]” means whatever is done with the card overrides the default of going to hand, rather than a separate action after the card is in hand.

Set-Aside

If a set aside effect sets aside a card for X turns, the return happens on turn X, not turn X+1, and the benefit of the set aside happens at that point.

Side Battle

The phrase “fight each other” is a side battle effect. Any associated ability that targets the “loser” targets any character that is defeated in the side battle, even if there’s more than one character.

Take

The phrase “add it to hand” is a take effect.

“Take” is sometimes used in a manner similar to “select” to find a target and then act on it. In these situations, “take” is not an effect, and the card remains in the original location until the rest of the ability acts on it.

Topdeck & Underdeck

The words “put”, “place” and “return”, when used to move a card to the top or bottom of a deck, are topdeck or underdeck effects, respectively.

Withdraw

The phrases “retreat(s)”, “return(s) to territory”, “refuses to block” and “repel(s)” are withdraw effects when used to target cards in the Field of Battle.

The word “ignore” is also a withdraw effect, but the function depends on the usage.

- “[Character(s)] ignore(s) [other characters]” on cards outside of battle is a triggered withdraw, meaning “If [character(s)] enter(s) battle, withdraw [other characters]”.
- “[Character(s)] ignore(s) [other characters]” on Enhancements in battle is a conditional withdraw, meaning “If used by [character(s)], withdraw [other characters]”.
- Any other “ignore” is just a regular withdraw effect.

Updated Identifiers and Other Keywords

Some identifiers and non-effect keywords have received considerable updates to simplify their definitions. These often either overlap with other identifiers, or rely on characteristics of the cards that don’t warrant identifiers, like the class or the reference. In cases where the identifier

appears on the identifier line, it should be disregarded and the card only evaluated against the new definition.

Old Identifier/Keyword	New Identifier/Keyword
Abilities (often followed by (*/*), context is usually clear its referring to numbers)	Numbers
Based on Prophecy	Enhancements with a reference from Revelation or from the books of the major or minor prophets
Beast	Demon
Connected with David	Enhancements with "David" in the title or Scripture verse
Connected with Demons	Orange Enhancements
Depicting a Weapon	Weapon
Depicting an Evil Altar	Idol
Depicting an Idol	Idol
Evil Prophet	False Prophet
False Religious Practice	Idol
Fought in an Earthly Battle	O.T. human warrior
Spiritual Gift	Fruit of the Spirit

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Name Errata

Some cards have received errata to change or correct the name printed on the card. Such errata can correct a misspelled word or incorrect grammar, or make a character's name fit the generic or unique rules. The following cards have received errata to the name:

Card Name (Sets)	Correct Name
άγγελος Κυρίου (F)	Angel of the Lord
του άνθρώπου (E)	Son of God
Υιός του Θεού (P-Fundraiser [Greek])	Son of God
בן אהם (P-Fundraiser [Hebrew])	Son of God
Alexander the Coopersmith (E)	Alexander the Coppersmith
David, the Anointed (K)	David, Giant Slayer
False Prophesy (Pr)	False Prophecy
Namaan's Chariot and Horses (FF)	Naaman's Chariot and Horses
Pharoah (A-L, Or-L)	Pharaoh
The Sanhedrin (EC)	Sanhedrin
Vine-Grower's Rebellion (GC)	Vine-Growers' Rebellion

Class Errata

Some cards have received errata to change or correct the class (weapon, warrior or territory) printed on the card. The following cards have received errata to the class:

Card Name (Sets)	Correct Class
Joab (CW)	Hero and Evil Character are both warrior class
King Abijam (RA3)	Hero and Evil Character are both warrior class
King Saul (CW)	Hero and Evil Character are both warrior class
Mace (Ki)	Evil Enhancement is weapon class
The Roman Jailer	Hero and Evil Character are both warrior class

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Identifier Errata

Some cards have received errata to remove or correct incorrect identifiers printed on the card. The list below only contains identifiers that describe what a card is, so corrections to abilities in identifiers (such as what a card holds) are not listed here. The following cards have received errata to the identifier:

Card Name (Sets)	Incorrect Identifier(s)	Correct Identifier(s)
Angel of Deliverance (EC)	Unique	*None (Removed)*
Angel of Might (Ki)	Prophet	*None (Removed)*
Angel with a Secret Name (RR2)	Prophet	*None (Removed)*
Antiochus IV Epiphanes (FF)	Syrian	*None (Removed)*
Balaam (Di, LR)	Prophet	False Prophet
Balaam, Son of Beor (IR)	Prophet	False Prophet
Caiaphas, the Conspirator (GC)	Prophet	*None (Removed)*
Captain of the Host (Ki, PoC, II, RR, P)	Prophet	*None (Removed)*
Damsel with Spirit of Divination (IR)	Prophet	False Prophet
Defrauders (PC)	Prophet	*None (Removed)*
Elizabeth (GC)	Prophet	*None (Removed)*
Elymas the Sorcerer (IR)	Prophet	False Prophet
False Leaders (PoC)	Prophet	False Prophet
False Prophets (PoC)	Prophet	False Prophet
Fire, Smoke and Sulfur (FF)	Plague	*None (Removed)*
Ithamar, Son of Aaron (L)	Tabernacle High Priest	Tabernacle Priest
Jahaziel, Son of Zechariah (RR)	Prophet	*None (Removed)*
Joshua, Son of Nun (CW)	Prophet	*None (Removed)*
Joshua, the Commander (II)	Prophet	*None (Removed)*
Joshua, the Conqueror (LC)	Prophet	*None (Removed)*
Joshua, the Faithful (L)	Prophet	*None (Removed)*
King Ahaz (Ki)	Israelite King	King of Judah
King Saul [Purple] (Ki)	Prophet	*None (Removed)*
Mary, Holy Virgin (GC)	Prophet	*None (Removed)*
Mary, the Expectant (RR2)	Prophet	*None (Removed)*
Mary, Willing Servant (GC)	Prophet	*None (Removed)*
Melchizedek (RA)	Prophet	*None (Removed)*
Nicodemus (Di)	Pharisee	*None (Removed)*
One of Seven (RJ)	Prophet	*None (Removed)*
Paul (P)	Pharisee	*None (Removed)*
Philip the Evangelist (EC-1st)	Caesera	Caesarea
Profane Daughters (PoC)	Prophet	False Prophet
Prophets of Baal (PoC)	Prophet	False Prophet
Prophets of Samaria (PoC)	Prophet	False Prophet
Quirinius (J)	Syrian	*None (Removed)*
Reassuring Angels (EC)	Unique	*None (Removed)*
Shemaiah, the Deceitful (RR2)	Prophet	False Prophet
Shobach (P)	King	*None (Removed)*
Syntyche (EC-1st)	Phillipi	Philippi

Card Name (Sets)	Incorrect Identifier(s)	Correct Identifier(s)
The Angel of Might (RJ)	Prophet	*None (Removed)*
The Angel Under the Oak (RR)	Prophet	*None (Removed)*
The Bear (RA)	Genderless	Male
The Divining Damsel (IR)	Prophet	False Prophet
The Egyptian Rebel (PC)	Prophet	*None (Removed)*
The False Prophet (EC, RJ, ET)	Prophet	False Prophet
The Harlot (RJ)	Babylonian	*None (Removed)*
The Lying Prophet (PoC)	Prophet	False Prophet
The Messianic Messenger (GC)	Prophet	*None (Removed)*
The Silver Trumpets (Pi)	Tabernacle Artifact, Temple Artifact	Priestly Artifact
The Woman with Child (RJ)	Prophet	*None (Removed)*
Zechariah, the Silent (GC)	Prophet	*None (Removed)*
Zecharias, Father of John (Pi)	Prophet	*None (Removed)*

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Reference Errata

Some cards have received errata to correct reference errors or give a reference where there was not one printed. Many of these are to correct the formatting or spelling of the reference and do not change the reference. The following cards have received errata to reference:

Card Name (Sets)	Correct Reference
A Child is Born (P)	Luke 2:7
Angel at Jerusalem (Pi)	II Chronicles 32:21
Authority of Christ (P)	Matthew 8:26-27
Brass Serpent (P)	Numbers 21:8
Buckler (Pi)	I Chronicles 5:18
Caleb (P)	Joshua 15:14
Captured Ark (P)	I Samuel 4:22
Chastisement of the Lord (P)	Jonah 1:17
Courage (B-L, Or-L)	Deuteronomy 31:6
David's Mighty Men (FF)	II Samuel 10:7
Defeating the Enemy (AW)	Psalm 34:7
Eli's Sound Advice (Pi)	I Samuel 3:8-9
Epaphroditus (PC)	Philippians 2:25
Evil Fire (C-2nd, Pi)	II Kings 17:17
Faith Among Corruption (CW-Main)	Genesis 6:8, 12
Faith of Enoch (CW-Main)	Hebrews 11:5
Faith of Gideon (CW-Main)	Hebrews 11:32-34
Faith Shared (H)	III John 1:5
False Teacher (Di)	Jude 1:4
False Teachers (A, C, Or)	Jude 1:4
Frog Demons (P)	Revelation 16:13
Gibeonite Trickery (Pa)	Joshua 9:3-4
Godspeed (AW)	III John 1:6
Golden Cherubim (RA3)	I Kings 6:27
Goliath (P-2011)	I Samuel 17:44
Hate Wickedness (CW)	Hebrews 1:9 (Psalm 45:7)
Helmet of Salvation (A-L, B-L)	Ephesians 6:17-18
Holy Grail (PC)	I Corinthians 11:25
Imitating Evil (G)	III John 1:11
Joab (P)	I Chronicles 11:6
John (P)	Revelation 21:2
Joshua (P-Settlers)	Joshua 1:10-11
King David (P)	II Samuel 5:3-5
King Hezekiah (Pi)	II Kings 18:1
King Jehoshaphat (Pi)	I Kings 15:24
King Joash (Pi)	II Kings 11:12
King Solomon (P)	I Kings 2:45
King's Sword (C)	Revelation 19:15
Lost Soul [Job 33:27-28] (H)	Job 33:27-28
Lost Soul [Psalm 68:6] (E)	Psalm 68:6
Lost Soul [Psalm 119:176] (C)	Psalm 119:176

Card Name (Sets)	Correct Reference
Love (P)	Galatians 5:22-23
Love Righteousness (CW)	Hebrews 1:9 (Psalm 45:7)
Madness (Pi)	Deuteronomy 28:28
Mary's Prophetic Act (P)	John 12:3
New Covenant [Jeremiah] (PoC)	Jeremiah 31:33 (Hebrews 8:10)
Obedience of Noah (Or-L, P)	Genesis 6:22
Paul (Ap)	Acts 20:7
Power of the Cross (C, Pi)	I Corinthians 1:18
Rage (P)	Psalm 2:1
Ram's Horn (Pi)	Joshua 6:5
Samson (P)	Judges 14:5-6
Saul (Ap)	Acts 7:58
Seraphim [Band to Blue] (Wa)	Isaiah 6:2
Threatened Lives (AW)	Esther 3:13
Treachery Afoot (Pa)	II Kings 9:23
Water to Wine (P)	John 2:3-5
Working Together (AW)	III John 1:8
Zadok (Pi)	II Samuel 8:17

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Special Ability Errata

Some cards have received errata to change how they function. The majority of these are errata to the special ability, but there are a handful of changes to other parts of the card despite the section header. The following cards have received errata to change how they function:

Textless Cards

Son of God (Promo-2023 Nationals 1st Place)
Special Ability: Negate and rescue a Lost Soul.

The Second Coming (Promo-Fundraiser Serialized Foil)
Special Ability: Take a good Dominant from deck or discard pile.

Three Woes (Promo-Fundraiser Serialized Foil)
Special Ability: Place in territory: Negate a card of a different alignment than this card for one round. Each upkeep, you may negate a card of a different alignment than this card for one round.

Times to Come

Jeremiah, the Weeper
Special Ability: Paralyze Evil Characters with strength 5 or less this turn. While alone, reveal Reserve: May use green Enhancements from Reserve.

Israel's Rebellion

Zipporah
Special Ability: Opponent may discard an evil card from Reserve. If they do not, they must discard the top card of deck. May band to Moses. Cannot be interrupted.

K/L Starter Deck

Abigail
Special Ability: You may take a good I Samuel Enhancement from deck.

Abusive Taskmaster
Special Ability: Negate a Hero. You may topdeck an evil card from Reserve.

Altar of Burnt Offering
Special Ability: If an opponent uses a good or evil draw ability, you may draw 1.

Bravery of David
Special Ability: You may topdeck a good I Samuel Enhancement from deck or Reserve.

David's Harp
Special Ability: If an opponent uses a good or evil draw ability, you may draw 1.

David's Prayer
Special Ability: You may play a Lost Soul and an Evil Character from an opponent's deck.

Egyptian Horsemen
Special Ability: You may draw 2 or take an evil Exodus card from Reserve.

Egyptian Spear
Special Ability: You may discard this card to discard a Hero.

Goliath's Spear
Special Ability: You may discard this card to discard a Hero.

Hannah
Special Ability: You may look at opponent's hand. You may withdraw this Hero.

Ithamar, Son of Aaron
Special Ability: You may look at opponent's hand. You may withdraw this Hero.

Joshua, the Faithful
Special Ability: You may take a good Exodus Enhancement from deck.

King Achish
Special Ability: You may take an evil O.T. card from Reserve.

Lost Soul [Exodus 15:16, "Dread"]
Special Ability: If put in play, you may exchange a card from hand with an evil Egyptian from deck.

Lost Soul [I Samuel 5:12, "Outcry"]
Special Ability: If put in play, you may exchange a card from hand with an evil Philistine from deck.

Make Bricks!
Special Ability: You may topdeck an evil card from Reserve or underdeck a Hero.

Moses Kills Egyptian
Special Ability: Negate a good Enhancement or bounce a Hero.

Moshe
Special Ability: You may play a Lost Soul and an Evil Character from an opponent's deck.

No Blacksmiths in Israel
Special Ability: You may topdeck an evil card from Reserve or underdeck a Hero.

Philistine Raiders
Special Ability: You may draw 2 or take an evil I Samuel card from Reserve.

Provisions in the Desert
Special Ability: You may topdeck a good Exodus Enhancement from deck or Reserve.

Soldiers at Aphek
Special Ability: Negate a Hero. You may topdeck an evil card from Reserve.

Taunting the Lord
Special Ability: Negate a good Enhancement or bounce a Hero.

The Murdering Pharaoh
Special Ability: You may take an evil O.T. card from Reserve.

Gospel of Christ

Annas the Elder
Special Ability: If blocking, you may underdeck a Lost Soul (or 2 meek Lost Souls). May band to a unique Sadducee. If opponent has used a search ability this turn, your Sadducees cannot be negated this turn.

Lost Soul [Matthew 5:13, "Salty"]
Special Ability: While no Evil Character is in battle, prevent Enhancements.

Power of the Spirit
Special Ability: Negate an evil or neutral card, or if used by a meek Hero, you may discard up to X evil and/or neutral cards.

Lineage of Christ

Love at First Sight
Special Ability: If used by a meek Hero, a player must shuffle their hand to draw 8. Cannot be negated.

Prophecies of Christ

Carcasses
Special Ability (Evil Enhancement): Discard a human. Cannot be interrupted if it is a multi-brigade or dual icon card.

Endless Treasures
Special Ability: You may underdeck this card to take or activate an idol or Curse from deck or Reserve. If you do, you may take an evil weapon from discard pile.

False Peace
Special Ability: If used by a false prophet (or if played in battle), take an O.T. card (except a Dominant) from deck or Reserve. If used by a blocking false prophet, you may reserve this card.

Tested by Fire
Special Ability: If used by Elijah, interrupt the battle. Discard all Evil Characters in battle. Cannot be negated if opposed by a magician, priest or false prophet.

Fall of Man

King Balak
Special Ability: You may take Balaam from deck (or Reserve if another Moabite is in play). While a Curse is active, negate O.T. Heroes. If Balaam blocks, protect O.T. Lost Souls from rescue this turn.

Overtaken
Special Ability (Artifact): If a Hero with "negated" in the special ability enters battle, your evil humans cannot be negated in that battle.

Revelation of John

Children of Light
Special Ability: Protect good Enhancements on this Hero from opponents. Cannot be negated by a good card.

Resurrection of Martyrs
Special Ability: Place in territory: You may discard this card to resurrect any number of martyrs. If at least 1 martyr was resurrected by this card, negate and banish an evil Enhancement.

The Seven Trumpets
Special Ability: While your Hero has initiative, you may discard this card. If you do, Hero may band to a Revelation angel.

Cloud of Witnesses

Cain
Special Ability: If Cain is targeted by an opponent's special ability, that player must discard a card from hand or a card they control in battle.

Honey from a Lion
Special Ability: If attacked and an animal is in discard pile, look at the top 6 cards of deck: Take an evil card. Underdeck the rest. Limit once per turn.

Pitch and Gopher Wood
Special Ability: Play Noah's Ark from deck or resurrect Noah's Ark. Protect your Noah's Ark and its contents from shuffle abilities and opponents' cards.

The Persecuted Church

Doomed Conspirators
Special Ability: If blocking, take a Curse from deck. If a missionary is defeated, shuffle any number of Lost Souls. After battle, if no missionary was defeated, discard this Evil Character. May band to a mob.

Endurance of Job
Special Ability: Opponent must underdeck an evil card from hand or territory. If used by Job, opponent must underdeck X evil cards from hand and/or territory instead.

Herod's Praetorium
Identifier: Holds any # of captured humans
Special Ability: While you control a Herod, negate withdraw abilities. Protect your Herods from opponents' band abilities. While a N.T. Hero is in battle, withdraw abilities used by your Herod cannot be negated.

Onesimus
Special Ability: If your Colossae Hero is captured, release it after 2 turns. While your Philemon is in the Field of Battle, protect Colossae Heroes in territory and Lost Souls from opponents.

Paul's Books and Parchments
Special Ability: While your clay Hero is opposed, you may discard this card. If you do, your clay Hero must band to a clay Hero.

Roman Spearmen
Special Ability: While alone, toss all Enhancements played in battle. Cannot be interrupted.

Syntyche
Special Ability: You may resurrect a Philippi Hero or play a Philippi Hero from deck. Increase that Hero 1/1. May band to Euodia. Euodia and Syntyche cannot be prevented.

Uproar in Jerusalem
Special Ability: Withdraw a Hero. If a Roman warrior is in play, you may capture that Hero.

The Early Church

Coming of the Spirit
Special Ability: Take The Holy Spirit from deck or discard pile. Place on your disciple: It gains clay. Cannot be negated.

Evil Strength
Special Ability: Interrupt the battle and underdeck your human to underdeck a Lost Soul of matching testament.

Gentleness
Special Ability: Place on your clay or red Hero: While Hero is in battle, protect N.T. humans from discard abilities and negate play abilities.

Nicanor
Special Ability: While you control another deacon (or Widows' Tables), if an opponent draws because of their special ability (except another Nicanor), each player draws 1 instead. Cannot be interrupted.

Parmenas
Special Ability: You may discard a clay Enhancement from hand (or hold it on Widows' Tables) to negate and bounce an evil card.

Partners with Demons
Special Ability: If used by a human, it must band to a demon. If used by a demon, discard a card in your territory to negate and discard a card in opponent's territory (except Lost Soul cards).

Patience
Special Ability: Place on your clay or green Hero: At the end of your turn, if you did not use a draw or search ability, play a Lost Soul or a Hero from a deck.

Peace
Special Ability: Place on your clay or blue Hero: While Hero is alone, toss all Enhancements. Cannot be interrupted.

Prison
Special Ability: While occupied, if you control a Sadducee, negate protect abilities on Heroes. Capture abilities used by your evil Sadducees cannot be negated.

Seek and Destroy
Brigade: Black.

The god of this World
Special Ability: Protect Evil Characters from convert abilities. If an opponent draws because of their special ability, they draw 1 less instead.

The Holy Spirit
Special Ability: Place in territory: If your N.T. Hero enters battle, you may take a Fruit of the Spirit from deck or discard pile.

Worldly Wisdom
Special Ability: Negate a Site or Artifact. If used by a character with "Scholars" or "Philosophers" in the title, take an evil or neutral card from deck.

Disciples

Arrest in Gethsemane
Special Ability: Place in a territory for 3 turns: Protect Judas Iscariot and Sadducees from withdraw abilities. Protect Lost Souls from rescue (except by human Heroes).

Fishing Boat
Identifier: Plays to Set-Aside, Holds up to 12 disciples, X = # of your Heroes held here
Special Ability: Each upkeep, you may underdeck a Hero from here. If you do, draw X or disciples have Site access.

Golgotha
Special Ability: Once per turn, during battle, you may place an evil Enhancement from hand or discard pile on Golgotha: Protect N.T. characters matching a brigade on that Enhancement from withdraw abilities. At the end of each turn, return that Enhancement to its previous location.

Thesaurus ex Preteritus

Grapes of Wrath
Special Ability: Discard an evil card in battle to shuffle all characters in battle. If the active player was rescuing this battle (and does not have a Hero in battle and Redeemed Soul advantage over every player), that player may end the battle to begin a new battle.

Mayhem
Special Ability: Each player must shuffle their hand, or 6 cards at random from hand. Each player who does must draw 6.

The Gates of Hell
Special Ability: At any time, you may discard the bottom card of deck. If it is an orange demon, play it instead. During battle, you may discard this card to add your demon to battle.

Rock of Ages

Banks of the Nile/Pharaoh's Court
Identifier (Banks of the Nile): Begins as Banks of the Nile.
Identifier (Pharaoh's Court): None
Special Ability (Banks of the Nile): If a Hero rescues a Lost Soul from here, convert this card to Pharaoh's Court.
Special Ability (Pharaoh's Court): While occupied, prevent withdraw abilities on opponent's good O.T. cards.

Canaan
Special Ability: Protect Canaanites in territory from convert abilities. At any time, you may discard this card and give a black Canaanite to opponent's territory to capture a Hero in that territory.

The Garden Tomb
Special Ability: While opponent has a Redeemed Soul, if Salome, Mary Magdalene, Joanna, Peter, John, or Mary the Mother of James enter battle, withdraw all Evil Characters (except those of a brigade with at least 2 Evil Characters in play).

Faith of Our Fathers

Assyria's Tribute
Special Ability: While you are blocking with an Assyrian, negate Enhancements and Heroes. Cannot be negated by a card in battle. Limit twice per game.

Hormah
Special Ability: If your evil human is discarded, you may underdeck this Site to underdeck its contents.

Pergamum
Special Ability: While occupied, restrict players from putting Dragon Raid in battle.

Priests

Angel at Tomb
Special Ability: If you have not rescued a Lost Soul with Son of God this game, shuffle Son of God from discard pile. Cannot be negated.

Besieged
Special Ability: Band abilities used by evil humans cannot be negated by good cards or Artifacts. While 3 or more evil humans are in battle, you may discard this card to discard an O.T. Fortress.

Carcasses
Special Ability: While an evil warrior is in battle, discard abilities on evil Enhancements cannot be negated. May be used for two rounds.

City of Refuge
Special Ability: If your human is banished, hold it here instead. Protect contents from other cards. If a high priest is discarded from play, release characters held here to territory.

Flee from Enemies
Special Ability: While an evil warrior is in battle, negate good band abilities.

Go Into Captivity
Special Ability: While your evil warrior is in battle, you may discard this card to capture a Hero.

Holy of Holies
Special Ability: Prevent all interrupt, prevent and negate abilities on characters. Cannot be negated by a card in battle.

Kingdoms of the World
Special Ability: Protect Evil Characters here from other cards.

Madness
Special Ability: While opponent's Hero is in battle, you may convert this card to an orange brigade Evil Character and add it to battle. Cannot be interrupted.

Priestly Breastplate
Identifier: May be activated on a good high priest
Special Ability: Negate withdraw abilities on characters and Enhancements.

Resurrection
Special Ability: Interrupt a Fortress in territory or set-aside area. Select a Hero in that Fortress. Release it, bounce it, or a Hero in battle may band to it.

Sin in the Camp
Identifier: Limit one per territory.
Special Ability: Place in a player’s territory: During that player's upkeep, they must underdeck a card from hand. At any time, that player may underdeck a good Dominant from hand to discard this card.

The Silver Trumpets

Special Ability: While your rescuing priest has initiative, it may band to an O.T. human Hero in territory, or you may interrupt the battle and bounce your Heroes in battle. May be used twice.

The Trap of the Devil
Special Ability: While the total strength of good cards in battle is 14 or greater, your evil cards cannot be prevented by good cards.

Unfaithful Priests
Special Ability: Banish up to 2 cards from a discard pile. Prevent all feasts and offerings.

Unknown Nation
Special Ability: While opponent's Hero is in battle, you may discard this card to add an evil human from deck to battle.

Unsuccessful
Special Ability: If played (or at any time), you may discard this card to negate the last good Enhancement played in battle.

Wilderness of Sinai
Special Ability: Protect evil cards on this Site from Dragon Raid.

Zeresh
Special Ability: Protect Zeresh and Haman from convert abilities. Zeresh may band to Haman. If you do, look at the top 6 cards of deck: Take an evil card and topdeck the rest in any order.

G/H Starter Deck

Pillar of Fire
Special Ability: Protect Hero from black and evil gold.

Angel Wars

Admiral
Special Ability: Cards may target Evil Characters in Kingdoms of the World regardless of its protect ability this turn. You may release your demon from an evil Fortress in play or set-aside area and Admiral may band to that demon.

Chamber of Angels
Identifier: Plays to Set-Aside, Holds any # of angels
Special Ability: If your angel is discarded, hold it here instead: After 2 turns, topdeck that angel.

Dangerous Road
Special Ability: Protect evil cards on this Site from Dragon Raid.

Dangerous Way
Special Ability: Protect evil cards on this Site from Dragon Raid.

Defiant
Special Ability: Place on a demon: Negate Three Nails. Protect demon from withdraw abilities.

Desolate City
Special Ability: Protect evil cards on this Site from Dragon Raid.

Hostile Environment
Special Ability: Protect evil cards on this Site from Dragon Raid.

I Am Redemption
Special Ability: Release captured Heroes you own. Cannot be negated by an evil card.

Invisible Beings
Special Ability: Set aside a silver Hero from hand face down for 1 turn. On return, Hero gains the ability, "Negate Lost Souls. If Hero is blocked or the battle ends, turn Hero face up. Limit once."

Masquerading
Special Ability: Place on a demon: Negate Three Nails. Protect demon from withdraw abilities.

Place of Temptation
Special Ability: Protect evil cards on this Site from Dragon Raid.

Primary Objective
Special Ability: If rescuing and you have 7 or more cards in hand, discard your hand and select a Lost Soul in opponent's Land of Bondage. Opponent may discard their hand. If they do not, rescue the selected Lost Soul. Continue the battle as a battle challenge.

The Darkness
Special Ability: Each preparation phase, you may hold an Evil Character face down from hand here. While occupied, if an opponent begins a rescue attempt and uses a choose opponent ability or is unblocked, you may reveal the Evil Character here. If you do, the blocking player may add it to battle. If they do not, it remains here face down.

The Name of the Lord
Identifier: Plays to Set-Aside, Holds any # of Heroes
Special Ability: Protect this card from discard abilities and contents from other cards. If you have initiative, you may interrupt the battle and hold a Hero in battle here. If you rescue a Lost Soul, release a Hero from here to territory.

Weakness
Special Ability: Place in a player's territory: If a Hero with decreased toughness controlled by that player is blocked, the blocking player may play an Enhancement.

Weapon of Light
Identifier: Toughness is equal to the # of Evil Characters in an opponent's territory.
Special Ability: None.

E/F Starter Deck

Gifts of the Magi
Special Ability: If an opponent draws due to a special ability on a character or Enhancement, you may draw an equal number.

Kings

Adino's Spear (Warriors, Kings)
Special Ability: Protect Hero from evil gold.

Answered Prayer (Warriors, Kings)
Numbers: None
Special Ability: Increase a Hero 7/0, 6/1, 5/2, 4/3, 3/4, 2/5, 1/6, or 0/7.

Archers of Kedar
Special Ability: You may discard a Hero in a territory. If you do, discard this card after battle. May band to an evil warrior.

Asherah Pole
Special Ability: While a character is blocking an O.T. Hero, evil Enhancements cannot be negated. If Gideon, King Asa, King Hezekiah, or King Josiah enters battle, discard this card.

Besieging the City
Special Ability: Restrict opponent from making a rescue attempt and drawing cards (except by their opponents' special abilities) during their next turn.

Captain of the Host
Special Ability: Negate all special abilities (except band abilities) on Enhancements (except weapons) and other characters.

David's Harp
Special Ability: If your rescuing Hero is discarded, you may topdeck it instead. Limit once per battle. Prevent Evil Spirit.

David's Tent

Special Ability: If your Hero defeats an Evil Character equipped with a weapon, take that weapon and hold it here. Each upkeep, you may convert a weapon held here to any good brigade and equip it to a Hero.

Displeased Philistines
Special Ability: Restrict each opponent from searching their draw pile and drawing cards (except by their opponents' special abilities) during their next turn.

Eleazar's Sword
Special Ability: Protect your Heroes from evil male Philistines.

Every Man's Sword
Special Ability: While a player has no Lost Souls in territory, restrict all players from attacking that player.

Faith of David
Special Ability: Protect all Heroes from evil giants and evil warriors this turn. You may play an Enhancement.

Fortify Site
Special Ability: Place an Evil Character from hand face down on an occupied Site: During a rescue attempt at that Site, a blocking Evil Character may band to the face-down character.

Kerith Ravine
Identifier: Plays to Set-Aside
Special Ability: Holds an O.T. human Hero. Protect contents from harm. If you set-aside your O.T. human Hero, you may hold it here.

King Jehu
Identifier: Strength is equal to the # of Evil Characters in play.
Special Ability: Discard King Joram, King Ahaziah (Judean King), Jezebel or Prophets of Baal.

Lost Soul [II Chronicles 28:13, "Hopper"]
Identifier: Does not count as a Lost Soul for deck building rules.
Special Ability: If drawn, give this Lost Soul to an opponent.

Momentum Change
Special Ability: If an Evil Character is defeated and no Evil Characters remain in battle, bounce all other evil Enhancements played on that Evil Character this battle.

Potter's Field
Identifier: Plays to Set-Aside
Special Ability: If your Hero is discarded, hold it here instead.

Raiders' Camp

Special Ability: If your evil human captures a Hero, hold it here. While occupied, if opponent's Hero rescues a Lost Soul, release each captured Hero from here to its owner's territory instead. If opponent wins a battle challenge, release each captured Hero from here to its owner's territory.

Saint of Virtue
Identifier: Choose to be male or female when put in play.
Special Ability: If Saint of Virtue uses an Ephesians 6 Enhancement, you may place it on Saint of Virtue: If Saint of Virtue enters battle, activate the Enhancement's special ability, strength and toughness. Limit one of those Enhancements on Saint of Virtue.

Saul's Spear
Special Ability: While opposing a Hero, decrease the strength of this card to 0.

Shammah
Special Ability: Protect this card from evil male Philistines.

Siege (Warriors, Kings)
Special Ability: Character must band to all Evil Characters in your territory. Opponent must add all Heroes in their territory to battle.

Sisera
Special Ability: If blocking gold or red brigade, Enhancements cannot be negated.

Sling
Special Ability: If used by a warrior, you may increase and decrease this card to 4/0, 2/2, 1/3 or 0/4 this turn.

Sound the Trumpet
Special Ability: Discard Kingdoms of the World or a single-brigade Site. If one or more Evil Characters are discarded with Kingdoms of the World, release them regardless of its protect ability instead.

The Rabshakeh Attacks
Special Ability: Discard all Heroes in battle (except 1). Cannot be negated if used by an Assyrian.

The Testimony
Numbers: None
Special Ability: Increase a Hero 7/0, 6/1, 5/2, 4/3, 3/4, 2/5, 1/6, or 0/7.

Woman of Wisdom
Special Ability: Discard Sheba. If one or more Heroes in battle are discarded (except by this card), you may withdraw them instead. Opponent may discard one of them instead.

Patriarchs

A New Beginning
Special Ability: If making a rescue attempt, banish this card to shuffle all cards in play, hands and set-aside areas. If no Heroes are in battle, end the battle, each player must draw 8, and end your turn. If you do, you may begin a new turn.

Abram/Abraham
Identifier (Abram): Begins as Abram.
Identifier (Abraham): None
Special Ability (Abram): If Abram makes a successful rescue, convert him to Abraham.
Special Ability (Abraham): Negate Lost Souls.

Ambush
Special Ability: Set aside a male Hero from hand face down for 1 turn. On return, Hero gains the ability "Site access. If Hero is blocked or the battle ends, turn Hero face up. Limit once."

Arrogance
Special Ability: If you play an evil Enhancement by an ability on this card, you may play an evil Enhancement. You may play an evil Enhancement.

Brother's Reunion
Special Ability: Protect Hero from evil gold. Play Goshen from deck.

Covenant of Eden
Special Ability: Protect characters from banish abilities.

Covenant of Noah
Special Ability: If played (or at any time), you may discard this card to negate an evil Enhancement.

Enoch
Special Ability: Protect Enoch from discard abilities.

Gifts for Esau
Special Ability: If blocking Jacob, protect Evil Characters from the strength of good cards.

Helping Pharaoh's Daughter
Special Ability: Pharaoh's Daughter may band to Jochebed or Miriam.

Interceding for Battle
Special Ability: Set aside Aaron, Moses or Hur: Prevent protect abilities on Evil Characters blocking your Heroes.

Jacob's New Name
Special Ability: Set aside Jacob for 1 turn. On return, increase Jacob 3/3 and Jacob gains "First strike."

Jethro's Wisdom
Identifier: Toughness is equal to the combined toughness of all O.T. male human Heroes in your territory.
Special Ability: None.

Journey to Egypt
Special Ability: Set aside Hero for 1 turn. On return, Hero gains "Site access. Withdraw Egyptians."

Manna
Special Ability: Protect your Heroes from Hunger and Without Food for the rest of the game.

Nabal
Special Ability: Protect this card from convert abilities. If opposed by David or Abigail, withdraw this card.

Noah
Special Ability: If Noah's Sons is in play, Noah may copy Noah's Sons' special ability until end of battle and you may increase Noah's strength by the strength of Noah's Sons until end of battle.

Plague of Blood
Special Ability: Discard all Kingdoms of the World. If one or more Evil Characters are discarded with Kingdoms of the World, release them regardless of its protect abilities instead.

Provisions
Special Ability: Set aside a Hero for 2 turns. On return, you may draw 2, and Hero gains the ability "If making a rescue attempt, you may choose an Evil Character to block. Limit once."

Storehouse
Special Ability: During discard phase, you may hold any number of Enhancements from hand here. Each upkeep, you may bounce an Enhancement held here.

Trust
Special Ability: You may withdraw a Hero in battle. If no Heroes remain in battle, you may bounce all other good Enhancements played on that Hero this battle.

Stolen Blessing
Special Ability: Restrict selected opponent from drawing (except by their opponents' special abilities) during their next draw phase.

Apostles

Angel of Deliverance
Special Ability: Site access. Negate and discard all cards placed on a Site. If Hero rescues a Lost Soul, you may release or rescue a captured Hero from a Site instead.

Angry Mob
Special Ability: Select a random player. Discard a random Hero in that player's territory or set-aside area.

Cross Beams of the Cross
Special Ability: While a Hero is attacking, paralyze all demons.

Divisions in the Church
Special Ability: Withdraw all N.T. Heroes. Paralyze all N.T. Heroes this turn. Opponent may present an O.T. Hero.

God's Provision
Numbers: None
Special Ability: Hero has first strike. Increase Hero's strength to match Evil Character's strength. Increase Hero's toughness to match Evil Character's toughness.

Household Idols
Special Ability: Prevent good band abilities. Withdraw all Heroes with a band ability.

Idolatry
Special Ability: Discard a Dragon Raid Site or New Jerusalem Site.

Jealousy
Special Ability: Discard a Dragon Raid Site or New Jerusalem Site.

Lacking Sleep
Special Ability: Disease a Hero: If that Hero is blocked, the blocking player may play an Enhancement. Each upkeep, decrease Hero 1/1 unless the toughness of the Hero is 1.

Lay Down Your Life
Special Ability: If your Hero is discarded by a special ability, you may discard that Hero instead to add a Hero of a matching brigade to that Hero in your territory to battle.

Legion
Identifier: May use 4 copies per 50 cards in deck
Special Ability: If Son of God is played, discard all copies of Legion. May band to Legion.

Luke
Special Ability: You may heal a Hero or protect a Hero (except Luke) from discard abilities.

Miraculous Handkerchiefs
Special Ability: Protect Heroes in territory and set-aside area from discard abilities. Protect all characters from abilities on Enhancements and the ongoing abilities of poisons and diseases.

New Tongues

Special Ability: Set aside a male Hero for 1 turn. On return, that Hero gains the ability "Negate the Jeremiah 7:18 ("Female Only") Lost."

Outburst of Anger
Special Ability: Bounce a Hero. Opponent may present a Hero.

Peter's Mother-in-Law
Special Ability: Protect Hero from poisons and diseases.

Saul/Paul
Identifier (Saul): Begins as Saul. If Saul is converted, convert Saul to Paul instead.
Identifier (Paul): None
Special Ability (Saul): None
Special Ability (Paul): Protect this card from poison abilities. Enhancement used by this card cannot be negated.

Sowing the Seed
Special Ability: Place on an evil human. While placed on an evil human, each upkeep, decrease the evil human 2/2. If this card decreases the evil human to have 0 or less toughness, heal it, convert it to green, and place this card on an evil human in that territory.

Three Nails
Special Ability: While a Hero is attacking, paralyze all demons.

Timothy
Special Ability: If Timothy wins a battle, increase him 3/3. Limit once. If Timothy attacks, has not won a battle and 2 or more Heroes with strength 7 or greater are in territory, withdraw Timothy.

Unholy Writ
Special Ability: During battle, you may discard this card to capture a human Hero in battle.

Vengeance of Eternal Fire
Special Ability: Discard Kingdoms of the World and 2 Sites in a territory. Discard all Evil Characters placed on Sites.

Without Food
Special Ability: Disease a Hero: If that Hero is blocked, the blocking player may play an Enhancement. Each upkeep, decrease Hero 1/1 unless the toughness of the Hero is 1.

C/D Starter Deck

Goshen
Special Ability: Holds up to 3 Heroes. Protect contents from other cards.

Holy of Holies
Special Ability: Prevent interrupt, prevent and negate abilities on characters. Cannot be negated.

King's Sword
Special Ability: Prevent protect abilities on characters.

Kingdoms of the World
Special Ability: Holds up to 3 Evil Characters. Protect contents from other cards.

Priestly Breastplate
Special Ability: Prevent withdraw abilities on characters and Enhancements.

Search
Special Ability: You may take a card from deck.

Steadfastness of Peter
Special Ability: Protect Hero from poisons and diseases.

Warriors

Adino's Spear (Warriors, Kings)
Special Ability: Protect Hero from evil gold.

Angel at the Tomb
Special Ability: If you have not rescued a Lost Soul with Son of God this game, shuffle Son of God from discard pile.

Angel with the Secret Name
Identifier: Strength and toughness are each equal to the # of silver Heroes in play.
Special Ability: None

Answered Prayer (Warriors, Kings)
Numbers: None
Special Ability: Increase a Hero 7/0, 6/1, 5/2, 4/3, 3/4, 2/5, 1/6, or 0/7.

Captain of the Host
Special Ability: Negate all special abilities (except band abilities) on Enhancements and other characters.

David's Harp
Special Ability: If your rescuing Hero is discarded, you may topdeck it instead. Limit once per battle.

Gabriel
Special Ability: Discard an evil Enhancement from opponent's deck.

Goshen
Card Type: Good Fortress
Special Ability: Holds up to 3 Heroes. Protect contents from other cards.

Helmet of Salvation
Special Ability: Negate Confusion.

Holy Grail
Special Ability: At any time, you may convert an evil human in a territory to a Hero. Limit once per round and twice per game.

Kingdoms of the World
Card Type: Evil Fortress
Special Ability: Holds up to 3 Evil Characters. Protect contents from other cards.

Leprosy
Special Ability: Place in a territory: If there is not a Hero in that territory with leprosy, disease a Hero in that territory with leprosy. Each upkeep, decrease a Hero with leprosy in that territory 0/2.

Potter's Field
Card Type: Good Fortress
Identifier: Plays to Set-Aside
Special Ability: If your Hero is discarded, hold it here instead.

Prince of Persia
Special Ability: Protect this card from Angel of the Lord unless Daniel is in the Field of Battle.

Protection of Angels
Special Ability: Protect Heroes in territory from harm this turn.

Resurrection
Special Ability: Select a Hero in your Potter's Field. Release it, bounce it, or a Hero in battle may band to it.

Saul's Javelin
Special Ability: While David is in the Field of Battle, decrease this card to 0/0.

The Second Seal
Special Ability: Character must band to all Heroes in your territory. Opponent must add all Evil Characters in their territory to battle.

Siege (Warriors, Kings)
Special Ability: Character must band to all Evil Characters in your territory. Opponent must add all Heroes in their territory to battle.

The First Seal
Special Ability: Protect Hero from evil humans. Cannot be interrupted.

The Golden Censer
Special Ability: Discard Kingdoms of the World. If one or more Evil Characters are discarded with Kingdoms of the World, release them regardless of its protect ability instead.

Wall of Water
Special Ability: Interrupt the battle. Protect all Heroes not in the Field of Battle from harm this turn.

Women

Abigail
Special Ability: While this card is in the Field of Battle, increase all Heroes 0/6.

Bravery of Priscilla
Special Ability: Interrupt the battle. Protect all Heroes not in the Field of Battle from harm this turn.

Counsel of Abigail
Special Ability: You may interrupt the last Enhancement played in battle and prevent or redirect it.

Falling Away
Special Ability: Take a Redeemed Soul from a Land of Redemption to your Land of Bondage.

Jairus' Daughter
Special Ability: If Hero is discarded, heal her and increase her 2/2. Limit once.

Piety of Mary
Special Ability: Negate idols.

Queen of Sheba
Special Ability: Protect this card from Lies, Vain Philosophy, Confusion and False Prophecy. Negate those cards.

Silly Women
Identifier: Strength and toughness are each equal to the # of Evil Characters in play.
Special Ability: None

Prophets

Confusion
Special Ability: You may discard a card from an opponent's deck.

False Peace
Special Ability: You may take a card from deck.

Highway
Special Ability: You may withdraw a Hero in battle. If no Heroes remain in battle, you may bounce all other good Enhancements played on that Hero this battle.

Stone Cut without Hands
Special Ability: Protect your Heroes from Great Image.

Wall of Fire
Special Ability: If used by a rescuing Hero, withdraw all black and pale green Evil Characters in battle.

Original

Antidote
Special Ability: Negate poisons. Protect characters from poisons. Heal all poisoned characters.

Brass Serpent
Special Ability: Negate poisons. Protect characters from poisons. Heal all poisoned characters.

Compassion of Jeremiah (Limited)
Special Ability: Withdraw all crimson characters.

Delilah
Special Ability: Withdraw Samson.

Kindness
Card Type: Good Enhancement
Special Ability: Withdraw all crimson characters.

Lost Souls [Proverbs 22:14, "2-Liner"] (Limited)
Special Ability: If rescued by a player, this Lost Soul remains in play instead and select that player. Limit once. While in a player's Land of Redemption, this card counts as 1 Redeemed Soul for that player and 1 Redeemed Soul for the selected player. If removed from a Land of Redemption, the removing player may select the player whose Land of Redemption this card was in to void the previous selection. Cannot be negated.

Lost Souls [Proverbs 22:14, "3-Liner"] (Unlimited)
Special Ability: If rescued by a player, this Lost Soul remains in play instead, and protect this Lost Soul from rescue by other players. Limit once. While in a Land of Redemption, it counts as 2 Redeemed Souls. Cannot be negated.

Submissiveness of Mary (B Starter Deck, Limited)
Special Ability: Withdraw all pale green characters.

A/B Starter Deck

Stillness (B Starter Deck – Unlimited, Promo)
Special Ability: You may withdraw a Hero in battle. If no Heroes remain in battle, you may bounce all other good Enhancements played on that Hero this battle.

Submissiveness of Mary (B Starter Deck, Limited)
Special Ability: Withdraw all pale green characters.

Promos

A Child is Born
Special Ability: Discard all demons in play. Cannot be negated.

Goshen
Special Ability: Protect contents from other cards. If your Genesis or Exodus Hero is decreased to a toughness of 0 or less, you may hold it here instead.

Joab
Special Ability: May band to a I or II Samuel red Hero.

Joshua (Promo-Settlers, Promo-District)
Special Ability: If a rescue attempt or a battle challenge is successful, take a single-brigade unoccupied Site from opponent to territory.

Michael, Chief Prince
Special Ability: While you control no human Heroes (except Daniel humans), toss all multi-brigade evil Enhancements. May band to an O.T. angel warrior. Cannot be negated.

Self
Identifier: Generic. Select an opponent's Hero when put in play. Strength and toughness are equal to the selected Hero's strength and toughness. Copy the reference and all identifiers (except unique) of the selected Hero.
Special Ability: While in play, if the selected Hero is not in play, decrease this character to 0/0.

Stillness (B Starter Deck – Unlimited, Promo)
Special Ability: You may withdraw a Hero in battle. If no Heroes remain in battle, you may bounce all other good Enhancements played on that Hero this battle.

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