

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 identifier in brackets after the name but before the set(s) to differentiate them. These are the set abbreviations:

<u>Abbreviation</u>	<u>Set</u>	<u>Abbreviation</u>	<u>Set</u>
A, B, C, D, E, F	Corresponding Starter Deck	RA	Rock of Ages (2008)
G, H, I, J	Corresponding Starter Deck	RA2	Rock of Ages (2011)
Or	Original	RA3	Rock of Ages (2013)
Pr	Prophets	TP	Thesaurus Ex Preteritus
Wo	Women	Di	Disciples
Wa	Warriors	EC	The Early Church
Ap	Apostles	PC	The Persecuted Church
Pa	Patriarchs	CW	Cloud of Witnesses
Ki	Kings	RJ	Revelation of John
AW	Angel Wars	FM	Fall of Man
Pi	Priests	LR	Legacy Rares
FF	Faith of our Fathers (2007)	P	Promo
FF2	Faith of our Fathers (2011)		

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:

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

# Name Errata

Some cards have received errata to change or correct the name. The following cards appear with the errata as their name in lists:

## Card Name (Sets)

Alexander the Coopersmith (E)  
Ethiopian Treasurer (Ap, EC)  
Naaman's Chariot and Horses (FF)  
Pharoah (A-L, Or-L)  
The Sanhedrin (EC)

## Errata

Alexander the Coppersmith  
The Ethiopian Treasurer  
Naaman's Chariot and Horses  
Pharaoh  
Sanhedrin

# Reference Errata

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

<u>Card Name (Sets)</u>	<u>New Reference</u>
A Child is Born (P)	Luke 2:7
Authority of Christ (P)	Matthew 8:26-27
Brass Serpent (P)	Numbers 21:8
Caleb (P)	Joshua 15:14
Chastisement of the Lord (P)	Jonah 1:17
Evil Fire (C-UI)	II Kings 17:7
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
Frog Demons (P)	Revelation 16:13
Helmet of Salvation (A-L, B-L)	Ephesians 6:17-18
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 Solomon (P)	I Kings 2:45
Love (P)	Galatians 5:22-23
Mary's Prophetic Act (P)	John 12:3
Obedience of Noah (Or-L, P)	Genesis 6:22
Paul (Ap)	Acts 20:7
Rage (P)	Psalms 2:1
Ram's Horn (Pi)	Joshua 6:5
Samson (P)	Judges 14:5-6
Saul (Ap)	Acts 7:58
Threatened Lives (AW)	Esther 3:13
Water to Wine (P)	John 2:3-5

# 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): *Cornelius (EC), Luke (EC), Paul (P), Peter (EC)* and *Stephen (EC)*

The following Redemption® characters are from Acts:

- (Hero): *Agabus (Pr, PC), Ananias of Damascus (Ap, EC), Angel of Deliverance (Ap, EC), Angelic Visitor (EC), Apollos (Ap, EC), Aquila (Ap, EC), Aristarchus (EC), Barnabas (B, D, Or, EC), Barsabbas (EC), Bereans (EC), Cornelius (A, C, Or, EC), Crispus (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), 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), Priscilla (H, Ap, EC), Prochorus (F, EC), Reassuring Angel (Ap), Reassuring Angels (EC), Rhoda (EC, P), Secundus (EC), Silas (D, Or, EC), Simon the Tanner (EC), Stephen (Ap, EC), Tabitha (F, EC), The Ephesian Elders (PC), The Ethiopian Treasurer (Ap, EC), Timon (Pi, EC), Titus Justus (EC) and Widows of Joppa (EC)*
- (Evil): *Alexander (RA2), Ananias (Ap), 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), Epicurean Philosophers (EC), Four Squads of Four (Ap, EC), Governor Felix (Ap), Graven (AW), Hellenistic Jews (EC), Herod Agrippa I (G, Ap, EC), Herod Agrippa II (Ap, TP), 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), Roman Jailer (Ap), Roman Spearmen (PC), Sadducees (G), Sadducees [3 in Front] (Ap), Sadducees [7 in Front] (Ap), Sadducees [Ear Scratch] (Ap), Sanhedrin (EC), Sapphira (G, Wo), Saul (Ap), Seven Sons of Sceva (Pi), Simon the Magician (EC), Stoic Philosophers (EC), Temple Guard (G), The Centurion at Jerusalem (PC), The Egyptian Rebel (PC), The Maltese Viper (PC), The Priest of Zeus (EC), The Roman Jailer (EC), User of Curious Arts (TP) and Users of Curious Arts (Pr)*

The following Redemption® Enhancements are from Acts:

- (Good): *Angelic Visit (Ap)*, *Antidote (Or)*, *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)* and *The Word Spreads (H)*
- (Evil): *Abandonment (EC)*, *Adjourn (EC)*, *Angel Departed (AW)*, *Apprehended (G, EC)*, *Arrest in Jerusalem (PC)*, *Arrest in Philippi (EC)*, *Crooked Ways (PC)*, *Deceit of Sapphira (G, Wo)*, *Defiant (AW)*, *Disagreement over Mark (EC)*, *Dissension in Antioch (EC)*, *Evil Strength (J, Wa, EC)*, *Expelling the Jews (FF)*, *Flogging (Ap)*, *Herod's Sword (EC)*, *Jealous Rage (EC)*, *King's Pomp (EC)*, *Lying unto God (G)*, *Men as Gods (Ap)*, *Paul's Girdle (Pr)*, *Poisoned Minds (Ki)*, *Possessed (AW)*, *Pride of Simon (G, EC)*, *Prisoner Transfer (RA)*, *Revolt (PC)*, *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:

- (Lost Soul): *Lost Soul [Acts 11:18, "N.T. Only"] (Ap)*, *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)*
- (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)*, *Angel of the Lord (A, B, I, P-2017)*, *Eaten by Worms (I, Ki)*, *Mark (EC)*, *Mary the Mother of Mark (EC)*, *Rhoda (EC, P)*, *Rhoda's*

*Gladness (Wo)* and *Striking Herod (RA2)*

- (Evil): *Angel Departed (AW)*, *Apprehended (G, EC)*, *Four Squads of Four (Ap, EC)*, *Herod Agrippa I (G, Ap, EC)*, *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)*, *Seized by Rioters (EC)*, *Seven Sons of Sceva (Pi)*, *User of Curious Arts (TP)* 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). Only Heroes that are silver brigade at face value are angels.

## Animal

One possible role of a character (see [Character's Role and Gender](#)) is animal. Animals are non-human characters that are not of a spiritual origin. Animals are not considered a demon or beast. The following Redemption® cards refer to animals:

- (Good): *Anthropophobia (FM)*, *Benaiah (FM)*, *Daniel (CW)*, *Dutiful Priest (CW)*, *Faith of Daniel (CW)*, *Plague of Disease (FM)*, *Raining Fire (FM)*, *Samson, the Nazirite (CW)* and *Samson's Strength (Pa)*
- (Evil): *Death (RJ)*, *Esau, the Hunter (P)*, *Honey from a Lion (CW)*, *King Mesha (FM)*, *Nimrod, the Mighty (CW)*, *Second Bowl of Wrath (RJ)* and *Thrown to the Beasts (CW)*
- (Dual-Alignment): *Leviathan (FM)*, *Serpent's Curse (FM)* and *Two by Two (FM)*

The following Redemption® characters are animals:

- (Evil): *Bear (CW)*, *Behemoth (RJ)*, *Coliseum Lion (CW)*, *Devouring Birds (RJ)*, *Fiery Serpents (FM)*, *Fire Foxes (CW)*, *Leviathan (Pa, FM)*, *Lions (CW)*, *Magicians' Snakes*



*(FM), The Maltese Viper (PC), The Serpent (Pa, P), Wayward Sheep (FM), Wild Beast (FM) and Wild Dogs (RJ)*

## 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)*
- (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), Adam (Pa, FM), Enoch (Pa, CW), Eve (Wo, Di, LR), Ham (CW), Japheth (CW), Noah (Pa, CW), Noah's Sons (Pa), Noah's Wife (CW), Seth (E) and Shem (CW)*
- (Evil): *Cain (Pa, CW), Corrupt People (CW), 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-UI, 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), King Hezekiah (Ki) and Protection of Jerusalem (FF2)*

- (Evil): *Assyrian Archer (FF)*, *Assyrian Camp (Pi)*, *Assyrian Siege Army (FF2)*, *Captured by Assyria (FF)*, *Glittering Spear (Ki)*, *Nimrod, the Mighty (CW)*, *Temple of Nisroch (Ki)*, *The Assyrian Spoilers (RA)*, *The Rabsaris (RA)*, *The Rabshakeh Attacks (Ki)* and *The Winged Lion (RA)*
- (Neutral): *Assyria's Tribute (FF)*
- (Dual-Alignment): *Razor (FF2)* and *Siegeworks (FF2)*

The following Redemption® characters are Assyrians:

- (Evil): *Assyrian Archer (FF)*, *Assyrian Siege Army (FF2)*, *Assyrian Survivor (FF2)*, *King Asnappar (FF)*, *King Sargon II (Pi)*, *King Sennacherib (Ki)*, *King Shalmaneser V (Ki)*, *King Tiglath-Pileser III (Ki)*, *Nimrod, the Mighty (CW)*, *The Assyrian Spoilers (RA)*, *The Rabsaris (RA)*, *The Rabshakeh (Ki)* and *The Tartan (FF)*

## 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)* and *Halah (Wo)*

# 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): *Seraiah the High Priest (Pi)*
- (Evil): *Axe (TP)*, *Carried into Exile (Pi)*, *Desecrate the Temple (RA)*, *Destroying the Temple (Ki)*, *Head of Gold (FF)*, *Headquarters at Riblah (Pi)*, *King Belshazzar (FF2)*, *King Jehoiakin (Ki)*, *King Zedekiah (Ki)*, *Merodach Worship (Pi)*, *Nebuchadnezzar's Dream (FF)*, *Nergalsharezer (FF)*, *Nimrod, the Mighty (CW)*, *Pharaoh Hophra (Pi)*, *Swift Horses (FF)*, *The Bear (RA)*, *The Imperial Guard (RA)*, *The Ram with Two Horns (Di)* and *The Winged Lion (RA)*
- (Neutral): *Iron Pan (FF2)*
- (Dual-Alignment): *Drawn Sword (FF2)* and *Forest Fire (FF2)*

The following Redemption® characters are Babylonians:

- (Evil): *Arioch (FF)*, *Ashpenaz (FF)*, *Astrologers (Pr, TP)*, *Babylon the Great (Wa)*, *Babylonian Forces (Pi)*, *Babylonian Soldiers (FF2)*, *Belshazzar (Pr)*, *Chaldeans (Pr)*, *King Belshazzar (FF2)*, *King Evil-merodach (Pi)*, *King Merodach-baladan (Pi)*,

*Nebuchadnezzar (Pr, TP), Nebushasban (FF), Nebuzaradan (Ki), Nergalsharezer (FF), Nimrod, the Mighty (CW), The Harlot (RJ), The Imperial Guard (RA), The Winged Lion (RA) and Whore of Babylon (Or)*

## 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 given errata 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 the errata:

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

## Beast

Beasts are non-human Evil Characters of demonic origin and non-human shape. All beasts are demons (see [demon](#)), but not all demons are beasts. The following Redemption® cards refer to beasts:

- (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)*

The following Redemption® characters are beasts:

- (Evil): *Bear (D), Beast from the Earth (Or, Wa, RJ), Beast from the Sea (Or, Wa, RJ), Frog Demons (Or, Wa, P), Locust from the Pit (B, D, G, Or, Wa, RJ), Red Dragon (G, Or, Wa, RJ), The Bear (RA), The Frog Demons (RJ), The Goat with Horn (Di), The Ram with Two Horns (Di), The Terrifying Beast (RA), The Winged Leopard (RA) and The Winged Lion (RA)*

## 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)*, *Adino's Spear (Wa, Ki)*, *Arrow of Deliverance (Pr)*, *Benaiah Snatches a Spear (Ki)*, *Bow and Arrow [Gold] (Wa, Ki)*, *Bow and Arrow [Red] (A, C, Or)*, *Jashobeam's Spear (Wa, Ki)*, *Phinehas' Spear (Pi)*, *Saul's Spear (Wa, Ki)*, *Spear and Shield (Ki)*, *Spear of Joshua (Wa, Ki)* 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 (FF)*, *Fiery Darts (B, J, Or)*, *Glittering Spear (Wa, Ki)*, *Goliath's Spear (Or, Wa, Ki)*, *Ishbibenob's Spear (I, Ki)*, *Lahmi's Spear (I, Wa, Ki)* and *Saul's Javelin (Wa, Ki)*
- (Dual-Alignment): *King Saul's Spear (CW)* and *Roman Spear (PC)*

## 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)*

### 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): *Ahiman, Son of Anak (FM)*, *Baal Worship (FM)*, *Canaan, the Cursed (FM)*, *Gibeonite Curse (RA2)*, *Gibeonite Trickery (RA2)*, *Fortify Site (RA2)*, *Idol Worship (FM)*, *Jericho (CW)*, *Og, King of Bashan (FM)*, *Sheshai, Son of Anak (FM)*, *Sisera’s Army (CW)*, *Slayer’s Glee (RJ)*, *Talmi, Son of Anak (FM)* and *Tower of Thebez (RA2)*
- (Neutral): *Canaan (RA2)* and *Idols of Canaan (FM)*
- (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)*, *Rahab (Wo, CW)*, *Uriah (A, Or)* and *Uriah the Hittite (RA2)*
- (Evil): *Abimelech (Pa, RA2)*, *Ahiman, Son of Anak (FM)*, *Army of Jericho (CW)*, *Bera, King of Sodom (Pa)*, *Canaan, the Cursed (FM)*, *Canaanite Wives (FM)*, *Foreign Wives (RA3)*, *Gibeonite Delegates (RA2)*, *Hamor (FM)*, *Jezebel (B, Or, RA2)*, *King of Tyrus (Wa, Pi)*, *Lot’s Daughters (Wo, FM)*, *Lot’s Wife (Wo, LR)*, *Og, King of Bashan (FM)*, *Prince of Tyrus (Wa, Pi)*, *Shechem (F, RA2)*, *Sheshai, Son of Anak (FM)*, *Sisera (Ki)*, *Sisera’s Army (CW)*, *Talmi, Son of Anak (FM)*, *The Woman of Thebez (RA2)* and *Woman of Thebez (Wo)*

## 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 most have a gender. 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)*, *Bravery of Priscilla (EC)*, *Created by Christ (PC)*, *Eternal Covenant (CW)*, *Faith of Moses (CW)*, *Miracle at the Gate (EC)*, *Of One Mind (PC)*, *Peter's Sermon (EC)*, *Resurrection of Martyrs (RJ)*, *Unity in Christ (PC)*, *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 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 are from 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), 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), Jericho (CW), Letter to the Hebrews (CW), Melchizedek (CW), Moses (CW), Moses' Parents (CW-Main), Samuel (CW) and The Angel of the Winds (CW)*

The following Redemption® cards are cloud cards:

- (Hero): *Abel (CW), Abraham (CW), Amram & Jochebed (CW-Alt), Barak (CW), Daniel (CW), David, the Psalmist (CW), David, the Shepherd (CW), Enoch (CW), Gideon (CW), Isaac (CW), Jacob (Israel) (CW), Jephthah (CW), Joseph (CW), Joshua, Son of Nun (CW), Moses (CW), Moses' Parents (CW-Main), Noah (CW), Rahab (CW), Samson, the Nazirite (CW), Samuel (CW) and Sarah (CW)*
- (Good Enhancement): *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)*

## 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 given errata to mean “Enhancements with [David's name in the title or Scripture verse](#)”. The following Redemption® cards are impacted by the errata:

- (Evil): *Michal (Wo)*

## Connected with Demons

This phrase only appears referring to Enhancements, and has been given errata to mean “orange Enhancements”. The following Redemption® cards are impacted by the errata:

- (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)*

## D

## 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)* 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): *Abednego (Azariah) (FF)*, *Daniel (P, CW)*, *Meshach (Mishael) (FF)*, *Shadrach (Hananiah) (P)* and *The Foretelling Angel (PC)*
- (Evil): *Merodach Worship (Pi)*, *Nebuchadnezzar (TP)* and *The Goat with Horn (Di)*
- (Dual-Alignment): *Cast into Lion's Den (PC)*

The following Redemption® characters are from Daniel:

- (Hero): *Abednego (Azariah) (FF)*, *Daniel (Pr, CW, P)*, *Foretelling Angel (Pa)*, *Gabriel (Ki)*, *Meshach (Mishael) (FF)*, *Michael (Ki)*, *Shadrach (Hananiah) (P)*, *The Foretelling Angel* and *Watcher (Pa)*
- (Evil): *Arioch (FF)*, *Ashpenaz (FF)*, *Astrologers (Pr, TP)*, *Babylonian Soldiers (FF2)*, *Bear (D)*, *Belshazzar (Pr)*, *Chaldeans (Pr, P)*, *King Belshazzar (FF2)*, *Lions (CW)*,



*Nebuchadnezzar (Pr, TP), Persian Presidents (RA), Prince of Greece (Wa, Pi), Prince of Persia (Pr, Di), The Bear (RA), The Foretelling Angel (PC), The Goat with Horn (Di), The Ram with Two Horns (Di), The Terrifying Beast (RA), The Winged Leopard (RA) and The Winged Lion (RA)*

The following Redemption® Enhancements are from Daniel:

- (Good): *Michael's Sword (AW), Stone Cut without Hands (Pr), Swift Beings (AW), Unbound (FF), Unbowed (FF), Undeified (FF) and Visions (FF)*
- (Evil): *Abomination of Desolation (RA), Belshazzar's Banquet (FF), Demonic Blockade (RA), Goat with Horn (Pr), Great Image (Pr), Head of Gold (FF), Large Tree (Pr, TP), Nebuchadnezzar's Dream (FF), Nebuchadnezzar's Pride (RA), Ram with Two Horns (Pr) and Thrown to the Beasts (CW)*
- (Dual-Alignment): *Cast into Lion's Den (PC)*

The following Redemption® neutral cards are from Daniel:

- (Artifact): *Darius' Decree (TP)*
- (Site): *Babylonian Banquet Hall (FF) and Lion's Den (Wo)*

## 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) and Ittai (Wa)*

Some of the cards above only look for “David” in the title, as opposed to both the title and Scripture verse. By rule or by the wording of the card, in all scenarios where the phrase applies, it only applies to good Enhancements. The following Redemption® Enhancements are or can be good Enhancements and have “David” in the title or Scripture verse:

- (Title, Good): *Bravery of David (Or, RA2), Clemency of David (A, Or), Covenant with David (Pa), David's Mighty Men (FF), David's Music (Pi), David's Sling (Or, Ki), David's Staff (A, Or), David's Triumph (Di), David's Victory (Ki) and Faith of David (Ki, CW)*
- (Title, Dual-Alignment): *David's Census (FM)*
- (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), Cymbals of the Levites (RA), Faith of Bartimaeus (Ap), Glad Tidings (Ap, I), Goods Recovered (Ki), Helmet of Brass (A, Or, Wa, Ki), Jashobeam's Spear (Wa, Ki), Loyalty of Jonathan (B, Or), Protection of Jerusalem (FF2), Provisions (Ki), Royal Parade (FF), Saul's Spear (Wa, Ki), Solomon Dedicates Temple (Ki), Temple Dedication (RA3), Truthfulness of Nathan (Or) and United Army (Ki)*

- (Scripture Verse, Dual-Alignment): *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), The 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 beasts (See [Beast](#)) are also demons. The following Redemption® characters are demons:

- (Evil): *Abaddon the Destroyer (Or, RJ), Admiral (AW), Bear (D), Beast from the Earth (Or, Wa, RJ), Beast from the Sea (Or, Wa, RJ), Blinding Demon (Pi), Controlling Demon (J, Ap), Crippling Demon (Pi), Cubus (AW), Deafening Spirit (Pi), Deceiving Spirit (FF), Demon behind the Idol (Pi), Demon in Armor (Pa), Dragon's Minions (RJ), Evil Angel (Wa, Pi), Evil Spawn (D, Pi), Fallen Angel (Wa, Pi), Foul Spirit (E, J), Frog Demons (Or, Wa, P), Injuring Demon (Pi), King of Tyrus (Wa, Pi), Legion (Ap, Di), Locust from the Pit (B, D, G, Or, Wa, RJ), Lying Spirit (F), Mary's Seven Demons (FF), Messenger of Satan (Ap, EC), 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), Prince of Greece (Wa, Pi), Prince of Persia (Pr, Di), Prince of the Air (Pi), Prince of this World (Wa, Pi), Prince of Tyrus (Wa, Pi), Que (AW), Rebellious Spirit (PC), Red Dragon (G, Or, Wa, RJ), Seizing Spirit (Pi), Seven Wicked Spirits (FF), Shadow (AW), Spirit of Doubt (AW), Spirit of Fear (EC), Spirit of Temptation (TP), Strong Demon (D, G, Di), The Bear (RA), The Deceiver (RJ), The Frog Demons (RJ), The god of this World (EC), The Goat with Horn (Di), The Haunting Spirits (RJ), The Lying Spirit (FM), The Ram with Two Horns (Di), The Terrifying Beast (RA), The Thief (Pi), The Winged Leopard (RA), The Winged Lion (RA), Trembling Demon (FF), Unclean Spirit (E, J) and Wandering Spirit (Ap, TP)*

## Depicting a Weapon

This phrase only appears referring to Enhancements, and has been given errata to mean “weapon”. The following Redemption® cards are impacted by the errata:

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

## Depicting an Evil Altar

This phrase has been changed to mean “is an [evil altar](#)”. The following Redemption® cards are impacted by this change:

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

## Depicting an Idol

This phrase has been changed 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)*

## 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)*, *Bartholomew (Di)*, *Coming of the Spirit (EC)*, *Disciples of the Lamb (RJ)*, *Fishing Boat (Di)*, *Hospitality of Martha (Wo)*, *Ordained as a Disciple (P)*, *Preaching at Pentecost (EC)*, *Reassuring Angels (EC)*, *Sent Two by*

*Two (Di) and Sow, Reap and Rejoice (RJ)*

- (Neutral): *Patmos (RJ)*

The following Redemption® characters are disciples:

- (Hero): *Andrew (I, Ap), Bartholomew (Di), Bartholomew (Nathaniel) (Ap), James (I), James Son of Alphaeus (Ap), James Son of Zebedee (Ap), James, Son of Alphaeus (Di), James, son of Zebedee (H), John (H, I, Pr, P), John, the Apocalyptist (RJ), John, the Revelator (RJ), Matthew (Di), Matthew (Levi) (Ap), Matthias (Ap, EC), Peter (I, Ap, EC), Philip (Ap, Di), Simon the Zealot (Ap, Di), Thaddaeus (Ap, Di) and Thomas (Ap, Di)*
- (Evil): *Judas Iscariot (B, Or, Pi)*

## Disease

“Disease” is a label given to certain cards which represent harmful diseases. Most cards labeled “disease” decrease the abilities of their target (like Poisons), but some disease cards have other special abilities. A disease is identified by the word disease in the card title, the special ability, or the identifier. 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) and Without Food (Ap)*
- (Neutral): *Leper Colony (Ap)*

## E

## Edomite

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

- (Evil): *Esau, the Hunter (P)*

The following Redemption® characters are Edomites:

- (Evil): *Doeg (A, Or, CW)*, *Esau, the Hunter (F, P)*, *Esau (Pa)*, *Herod the Great (Ap, Di)* and *Foreign Wives (RA3)*

## 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): *Jochebed (Wo)* and *Journey to Egypt (Pa)*
- (Evil): *Alexandrian Ship (PC)*, *Egyptian Archer (Ki)*, *Egyptian Horses (RA)*, *Egyptian Treasures (CW)*, *Egyptian Wise Men (Pa, FM)*, *Enslaved by Egypt (H)*, *Given Over to Egypt (RA)*, *Hard Bondage (FM)*, *Jannes (FM)*, *King Asnappar (FF)*, *King So (Ki)*, *Magicians' Staves (FM)*, *Magicians' Snakes (Di, FM)*, *Pharaoh's Throne Room (Pi)*, *Pithom (P)*, *Potiphera, Priest of On (Pi)*, *Ruthless (FF)*, *Slayer's Glee (RJ)*, *Stormy Seas (PC)*, *Sun Worship (FM)*, *The gods of Egypt (Pa)* and *The Hard-Hearted Pharaoh (CW)*
- (Dual-Alignment): *Raamses (FM)*

The following Redemption® characters are Egyptians:

- (Hero): *Midwives (G, Wo)* and *Pharaoh's Daughter (Wo)*
- (Evil): *Egyptian Archer (Ki)*, *Egyptian Charioteers (H)*, *Egyptian Horsemen (H)*, *Egyptian Magicians (FF2, LR)*, *Egyptian Warden (FF)*, *Egyptian Wise Men (Pa, FM)*, *Foreign Wives (RA3)*, *Huge Egyptian (FF)*, *Jambres (Pi, FM)*, *Jannes (Pi, FM)*, *King Shishak (Ki)*, *King So (Ki)*, *Pharaoh (A, D, H, Or)*, *Pharaoh Hophra (Pi)*, *Pharaoh Neco (Ki)*, *Pharaoh's Baker (FF2)*, *Pharaoh's Cupbearer (FF2)*, *Pharaoh's Magicians (Pa)*, *Potiphar (Pi)*, *Potiphar's Wife (Wo)*, *Potiphera, Priest of On (Pi)*, *Queen Tahpenes (RA)*, *Task Master (A-L, Or-L)*, *Taskmaster (A-UL, D, H, Or-UL, FM)*, *The Amalekites' Slave (RA, LR)*, *The Deceived Pharaoh (CW)*, *The Dreaming Pharaoh (FF2)*, *The Egyptian Rebel (PC)*, *The Hard-Hearted Pharaoh (CW)* and *The Murdering Pharaoh (CW)*
- (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)*, *Pharaoh's Court (RA)*, *Pharaoh's Prison (Wo)*, *Raamses (FM)* and *Wilderness of Sinai (Pi)*

## Ephesians Enhancement

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

- (Good): *Timothy (EC)*

The card above further limits the phrase by specifying that it only applies to good Enhancements. The following Redemption® Enhancements are good Ephesians 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) and Sword of the Spirit (Ki, PC)*

## 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) 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), Onesiphorus (PC), The Ephesian Elders (PC), The Ephesian Mentor (PC) and Timothy (H, Ap, EC)*

## 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): *The Ethiopian Treasurer (Ap, EC)*

## Evil Altar

The phrase “[depicting an evil altar](#)“ has been ruled to mean “is an evil altar”. All cards that refer to evil altars use the phrase “depicting an evil altar”. The following Redemption® cards are evil altars:

- (Neutral): *Altar of Ahaz (Pi), Altar of Dagon (Pa, FM)* and *Manasseh’s Altar (FM)*

## 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), Amram & Jochebed (CW-Alt), Feast of Booths (Pi), Goshen (P), Midwives (G), Moses’ Parents (CW-Main), Plague of Darkness (FM), Plague of Locusts (FM)* and *Shiphrah (FM)*
- (Evil): *Egyptian Treasures (CW), Jambres (FM), Jannes (FM), Taskmaster (FM)* and *The Murdering Pharaoh (CW)*
- (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), Amram & Jochebed (CW-Alt), Angel of God (FF), Bezaleel (Pi), Elders of Israel (G), Hur (Pa), Ithamar, son of Aaron (Pi), Jethro (G, Pi), Jochebed (Wo), Midwives (G, Wo), Miriam (A, C, G, Or), Moses (G, Pr, Wa, CW, LR), Moses’ Parents (CW-Main), Oholiab (Pi), Pharaoh’s Daughter (Wo), Shiphrah (FM), The Destroyer (FF), Tribal Elder (E)* and *Women of Israel (G)*
- (Evil): *Egyptian Charioteers (H), Egyptian Horsemen (H), Egyptian Wise Men (FM), Idolaters (H), Jambres (Pi, FM), Jannes (Pi, FM), Magicians’ Snakes (FM), Pharaoh (A, D, H, Or), Pharaoh’s Magicians (Pa), Task Master (A-L, Or-L), Taskmaster (A-Ul, D, H, Or-Ul, FM), The Hard-Hearted Pharaoh (CW)* and *The Murdering Pharaoh (CW)*
- (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 (Pa), Covenant with Moses (Pa), Death of Firstborn (Pa), Drawn Out (RA), Drowning of Pharaoh’s Army*

*(Pa), Freedom! (F), Helping Pharaoh's Daughter (Pa), Holy Ground (F), I Am Healing (AW), Increasing Numbers (G), Interceding for Battle (Pa), Jethro's Wisdom (Pa), Jubilee (E), Manna (Pa), Meeting in the Wilderness (G), Moses and Elders (Pa), Passover (Pa), 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), Plague of Boils (G), Plague of Darkness (FM), Plague of Disease (FM), Plague of Flies (Or-Ul, P), Plague of Frogs (G), Plague of Hail (G), Plague of Lice (G), Plague of Locusts (FM), Praises (Wo), Shadow of Death (Wa, Ki), Taking Egypt's Wealth (G), Thrown into the Sea (G), Trust in the Lord (G), Wall of Water (Wa), Water from a Rock (G) and Water from the Rock (Pa)*

- (Evil): *Abusive Taskmasters (Pa), Begging to go Back (H), Building Egypt (Pi), Cornered (AW), Egyptian Horses (RA), Enslaved by Egypt (H), Evicted (CW), Forced Labor (F), Golden Calf Worship (FM), Hard Bondage (F, FM), Magicians' Snakes (Di), Mimicking Miracles (CW), Molten Calf Worship (Pr), Moses kills Egyptian (Pa), Murmuring (H), No Straw! (CW), Pharaoh's Hard Heart (H), Pharaoh's Murderous Order (H), Preemptive Strike (H), Ruthless (FF), Smashing Tablets (Pa), Stealing (AW), Sun Worship (FM), Sword (Wa, Ki) and The gods of Egypt (Pa)*

The following Redemption® cards are from Exodus:

- (Dominant, Good): *Angel of the Lord (H, J, P-2016)*
- (Lost Soul): *Lost Soul [Exodus 11:5, "Hunter"] (FM)*
- (Artifact): *Altar of Burnt Offering (Pi), Altar of Incense (E, Pi), Asherah Pole (Ki), Book of the Covenant (P), Golden Calf (H, FM), Lampstand of the Sanctuary (Pi), Magicians' Staves (FM), Moses' Rod (G), Pot of Manna (P), Priestly Breastplate (C, Pi), Priestly Crown (E), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), The Bronze Laver (Pi) and Urim & Thummim (Pi)*
- (Covenant): *Covenant with Moses (Pa) and I Am Healing (AW)*
- (Fortress, Good): *Goshen (Wa, C-2nd, P), Judge's Seat (RA) and The Tabernacle (Pi, P)*
- (Fortress, Evil): *Pharaoh's Throne Room (Pi) and Pithom (P)*
- (Site): *Banks of the Nile (RA), Egypt (H, Wo), 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): *Ezekiel (Pi, FF2)*

The following Redemption® cards are from Ezekiel:

- (Good): *Baggage (Pr), Charred Vine (Pr), Cherubim (Wa, FF2), Drawn Sword (Pr), Ezekiel (Pi, FF2), Ezekiel's Stick (B-L, Or), Forest Fire (Pr), Furnace of God's Wrath*



*(Pr), Iron Pan (Pr), Repentance (Or), River Flowing from the Temple (Pr), The Watchman (Pr, P), Valley of Dry Bones (Pr), Wheel Within a Wheel (Pr, FF2) and Wings (AW)*

- (Evil): *Axe (B, C, Or, TP), Battering Ram (Pa), Breaking the Covenant (Pi), Image of Jealousy (Pr, TP), King of Tyrus (Wa, Pi), Land Made Waste (Wa), Paintings of Abominations (Pr), Prince of Tyrus (Wa, Pi), Pushed Back (AW), Subject Deserted (AW), Sun Worship (D, Pr), Vain Vision (Pr) and Weeping for Tammuz (Pr)*
- (Dual-Alignment): *Drawn Sword (FF2) and Forest Fire (FF2)*

## Ezra Card

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

- (Good): *Zerubbabel (P)*

The card above further limits the phrase by specifying that it only applies to good cards. The following Redemption® good cards are from Ezra:

- *Cymbals of the Levites (RA), Ezra (Pi), Ezra's Journey (Di), Filling Zerubbabel's Temple (FF), Holy unto the Lord (Pi), Zerubbabel (P) and Zerubbabel's Temple (FF)*

## E

## False Religious Practice

This phrase has been given errata to mean “[depicts an idol](#)”. The following Redemption® cards are impacted by the errata:

- (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)*

The following Redemption® cards are feasts:

- (Good): *Day of Atonement (Pi), Feast of Booths (Pi), Feast of Trumpets (Pi), 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 Wife (CW)*, *Shem (CW)*, *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's Sons (Pa)*, *Noah's Wife (CW)*, *Shem (CW)* and *Shem's Wife (FM)*

## Fought in an Earthly Battle

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

- (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): *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)*



## 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): *Bride of Christ (RJ)*, *Every Tribe (RJ)*, *Faithful Witness (RJ)*, *Great Multitude (RJ)*, *Justice Seekers (RJ)*, and *Priests of Christ (RJ, P)*
- (Evil): *Angry Mob [Black] (EC)*, *Angry Mob [Brown] (Ap, EC)*, *Angry Mob [Gray] (EC)*, *Bear (D, CW)*, *Complainers (FF)*, *Doubt (Pi)*, *Fire Foxes (CW)*, *Frog Demons (Or, Wa, P)*, *Idolaters (H)*, *Impostors (EC)*, *Lions (CW)*, *Madness (Pi)*, *Outsiders [Black/Gold] (RJ)*, *Outsiders [Brown/Crimson] (RJ)*, *Outsiders [Gray/Pale Green] (RJ)*, *Terror (RJ)*, *The Bear (RA)*, *The Frog Demons (RJ)*, *The Jeering Youths (RA)*, *The Terrifying Beast (RA)*, *The Winged Leopard (RA)*, *The Winged Lion (RA)* and *Wayward Sheep (FM)*

### Genesis Card

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

- (Good): *Abraham (CW)*, *Answer to Prayer (FF)*, *Asher (RA)*, *Benjamin (FF)*, *Creation of the World (Pa)*, *Destroying Angel (Pa)*, *Faith of Abraham (CW)*, *Faith of Sarah (CW)*, *Faith of Noah (CW)*, *Goshen (P)*, *Harbingers (FM)*, *Jacob (FF)*, *Jacob Buries the Foreign Gods (RA)*, *Levi (RA)*, *Lot (FM)*, *Numerous as the Stars (FF)*, *Reuben (FF)*, *Reuben's Torn Clothes (FF)*, *Sarah (CW)*, *Simeon (FF)*, *The Guardian Cherub*

- (FM), Twelves Gates (RJ), Well Reopened (TP) and Zebulun (FF)*
- (Evil): *Corrupt People (CW), Laban (P), Pharaoh's Baker (FF2), Pharaoh's Cupbearer (FF2), The Dreaming Pharaoh (FF2), The Murdering Pharaoh (CW), Wicked People (CW) and Wickedness Abounds (CW)*
- (Neutral): *Stone Pillar at Bethel (RA)*
- (Dual-Alignment): *Lingering in Sodom (FM), Seven Years of Famine (FF2), Seven Years of Plenty (FF2) and The Rainbow (FM)*

The following Redemption® characters are from Genesis:

- (Hero): *Abel (C, Pi, CW), Abraham (Pa, CW), Abram (Pa), Abram's Army (P), Adam (Pa, FM), Angel at Shur (Wa, P), Asher (RA), Benjamin (FF), Dan (FF), Destroying Angel (Pa), Dinah (FM), Enoch (Pa, CW), Eve (Wo, Di, LR), Ham (CW), Ham's Wife (FM), Harbingers (FM), Isaac (Pa, CW), Jacob (D, FF), Jacob (Israel) (CW), Japheth (CW), Japheth's Wife (FM), Joseph (Pa, FF2, CW), Judah (TP), Leah (Wo, TP), Levi (RA), Lot (Pa, FM), Melchizedek (Pa, Pi, RA, CW), Midianite's Slave (FM), Noah (Pa, CW), Noah (Pa), Noah's Sons (Pa), Noah's Wife (CW), Rachel (Wo, FF2), Rebekah (Or), Reuben (FF), Sarah (Wo, CW), Sarah (Wo), Seth (E), Shem (CW), Shem's Wife (FM), Simeon (FF), The Guardian Cherub (FM) and Zebulun (FF)*
- (Evil): *Bera, King of Sodom (Pa), Cain (Pa, CW), Canaan, the Cursed (FM), Corrupt People (CW), Egyptian Magicians (FF2, LR), Egyptian Warden (FF), Egyptian Wise Men (Pa), Er (F), Esau (Pa), Esau, the Hunter (F, P), Hamor (FM), Laban (F, P), Lamech, the Avenged (FM), Lot's Daughters (Wo, FM), Lot's Wife (Wo, LR), Moab (FM), Naamah (FM), Nimrod, the Mighty (CW), Pharaoh's Baker (FF2), Pharaoh's Cupbearer (FF2), Potiphar (Pi), Potiphar's Wife (Wo), Potiphara, Priest of On (Pi), Shechem (F, RA2), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2), 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), A Wife for Isaac (Pa), Abel's Sacrifice (Pa), Abraham's Descendant (Di), Abraham's Servant to Ur (Pa), Answer to Prayer (FF), Blessings (Pa), Brother's Reunion (Pa), Buying Grain (FF), Coat of Many Colors (Wo), Confused Languages (Pa), Construction Begins (E), Covenant of Abraham (Pa), Covenant of Eden (Pa), Covenant of Noah (Pa), Covenant with Adam (Pa), Creation of the World (Pa), Dove (E), Drawn Water (Wo), Eve's Descendant (Di), Faith Among Corruption (CW), Flaming Sword (Wa, Ki, FM), Forgiveness of Joseph (Or, FF2), Gentle Resolution (H), God's Animals (F), Hagar and Angel at Shur (Pa), I Am Creator (AW), Jacob Buries the Foreign gods (RA), Jacob's Dream (Pa), Jacob's Grandsons (E), Jacob's New Name (Pa), Jacob's Rods (Pa), Joseph Before Pharaoh (Pa, FF2), Journey to Egypt (Pa), Laughter (Wo), Love at First Sight (Pa), Love for Rachel (Wo), Meekness of Isaac (Or), Melchizedek's Blessing (Pi), Numerous as the Stars (FF), Obedience of Noah (B, D, Or, LR, P), Patriarch Travels (Pa), Pleading for the City (RA), Purity of Enoch (B, D, Or), Raining Fire (FM), Rebekah meets Isaac (Pa), Reuben's Torn Clothes (FF), Sarah's Beauty (Pa), Sign of the Rainbow (E), The*

*Dove Returns (CW), The Rainbow (FM), Three Angels (Pa), Trust (Pa), Well Reopened (F, TP) and Wrestling with God (Pa)*

- (Evil): *A Look Back (Wo), Babel (Pa), Bad Decision (Pa), Bad Intentions (F), Begging for Grain (Pa), Brothers' Envy (Pa, FM), Cain Murders Abel (CW), Coercion (Pa), Continuous Evil (CW), Corrupt Earth (FM), Death of Jacob (F), Death of Unrighteous (Pa, LR), Deepening Lie (Pa), Deluge of Rain (F), Did God Really Say? (FM), Disobedience (Pa), Dream (Pa), East of Eden (FM), Forbidden Fruit (Wo), Gifts for Esau (Pa), Guards (Wa, Ki), Hagar Dismissed (Pa), Isaac Deceived (Pa), Joseph in Prison (Pa), Joseph's Brothers' Scheme (Pa), Judah's Sin (Pa), Land Dispute (TP), Murder (F), Pit (Pa), Sarah's Jealousy (Pa), Shame (FM), Sold into Slavery (Pa), Stolen Blessing (Pa), Stolen Blessing [Error] (Pa), Stolen Idols (Pa), Violent Tendencies (FM), Wickedness Abounds (Pi, CW) and Wrath of Cain (Pa)*
- (Dual-Alignment): *Anthropophobia (FM), Blame Shifting (FM), Coat of Many Colors (FM), Confused Languages (FM), Deceit & Vengeance (FM), Forbidden Fruit (FM), Hiding Joseph's Cup (FM), Lingering in Sodom (FM), Pillar of Salt (FM), Seven Years of Famine (FF2), Seven Years of Plenty (FF2), The Flood (CW), Two by Two (FM) and Unified Language (FM)*

The following Redemption® cards are from Genesis:

- (Dominant, Good): *A New Beginning (FM)*
- (Lost Soul): *Lost Soul [Genesis 6:5, "Wicked"] (FM)*
- (Artifact): *Jacob's Ladder (Pa), Joseph's Silver Cup (Pa), Pitch and Gopher Wood (CW) and Stone Pillar at Bethel (RA)*
- (Covenant): *Covenant of Abraham (Pa), Covenant of Eden (Pa), Covenant of Noah (Pa), Covenant with Adam (Pa), I Am Creator (AW) and The Rainbow (FM)*
- (Curse): *Birthing Pains (FM), Cursed Ground (FM), Serpent's Curse (FM) and The Fall of Man (FM)*
- (Fortress, Good): *Noah's Ark (P) and Storehouse (Pa)*
- (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), Covenant with Adam (Pa), Creation of the World (Pa), Eve's Descendant (Di), Faith Among Corruption (CW), Flaming Sword (Wa, Ki, FM), God's Animals (F), I Am Creator (AW), Obedience of Noah (B, D, Or, LR, P) and Purity of Enoch (B, D, Or)*

- (Evil): *Birth Pains (FM)*, *Cain Murders Abel (CW)*, *Continuous Evil (CW)*, *Corrupt Earth (FM)*, *Cursed Ground (FM)*, *Death of Unrighteous (Pa, LR)*, *Deluge of Rain (F)*, *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:

- *Birth 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:

- (Evil): *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:

- *Anthropophobia (FM)*, *Construction Begins (E)*, *Covenant with Noah (Pa)*, *Dove (E)*, *Faith Among Corruption (CW)*, *Ham (CW)*, *Ham's Wife (FM)*, *Japheth (CW)*,

*Japheth's Wife (FM), Noah (Pa, CW), Noah's Wife (CW), Obedience of Noah (B, D, Or, LR, 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 Hero

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

- (Good): *Abraham (CW)*

The following Redemption® characters are Genesis 12-24 characters:

- (Hero): *Abraham (P, CW), Abram (Pa), Abram's Army (P), Angel at Shur (Wa, P), Destroying Angel (Pa), Harbingers (FM), Isaac (Pa, CW), Lot (Pa, FM), Melchizedek (Pa, Pi, RA, CW), Rebekah (Or) and Sarah (Wo, CW)*
- (Evil): *Bera, King of Sodom (Pa), Lot's Daughters (Wo, FM), Lot's Wife (Wo, LR), Moab (FM) and The Deceived Pharaoh (CW)*

## 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® characters are Genesis 21-35 Enhancements:

- (Good): *A Wife for Isaac (Pa), Abraham's Servant to Ur (Pa), Answer to Prayer (FF), Blessings (Pa), Deceit & Vengeance (FM), Drawn Water (Wo), Hagar and Angel at Shur (Pa), Jacob Buries the Foreign Gods (RA), Jacob's Dream (Pa), Jacob's New Name (Pa), Jacob's Rods (Pa), Laughter (Wo), Love at First Sight (Pa), Love for Rachel (Wo), Meekness of Isaac (Or), Rebekah meets Isaac (Pa), Trust (Pa), Well Reopened (F, TP) and Wrestling with God (Pa)*

## 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), Faith of David (Ki), Mighty Warrior (C) and Sibbechai (Pi)*
- (Evil): *Ahiman, Son of Anak (FM), Emim (FM), Goliath's Spear (Wa, Ki), Ishbibenob's Spear (Ki), Lahmi's Spear (Wa, Ki), 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), Emim (FM), Goliath (Or, P), Ishbibenob (I, Wa, Ki), Lahmi (I, Wa, Ki), Og, King of Bashan (FM), Rapha of Gath (P), Saph (I, Wa, Ki), Sheshai, Son of Anak (FM), Talmai, Son of Anak (FM)* and *The Twelve-Fingered Giant (FF)*

## 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 (P)* and *Talmai, Son of Anak (FM)*

The following Redemption® characters are giant slayers:

- (Hero): *Abishai (Wa, Ki), Caleb (FF, FM, P), David [Green] (Wa, Ki), David [Red] (Wa, Ki), David, the Psalmist (CW), David, the Shepherd (CW), Elhanan (Wa, Ki, FM), Jonathan (Or), Jonathan, Son of Shimei (FM), King David (P)* 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 (P)*
- (Enhancement): *Faith of Gideon (CW), Gideon’s Call (J, Pa)* and *The Sword of Gideon (J)*

## 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), Antiochus IV Epiphanes (RA), Areopagus (EC), Hellenistic Jews (EC), Prince of Greece (Pi), Stoic Philosophers (EC), The Terrifying Beast (RA)* and *The Winged Leopard (RA)*



- (Neutral): *Shrine to Artemis (EC)*

The following Redemption® characters are Greeks:

- (Hero): *Nicolas of Antioch (P, EC)* and *Titus (Ap, EC)*
- (Evil): *Antiochus IV Epiphanes (RA)*, *Demetrius the Silversmith (EC)*, *Epicurean Philosophers (EC)*, *Greek Philosophers (Ap)*, *Greek Scholars (Ap)*, *Hymenaeus (PC)*, *Philetus (Di, PC)*, *Prince of Greece (Wa, Pi)*, *Stoic Philosophers (EC)*, *The Goat with Horn (Di)*, *The Priest of Zeus (EC)* and *The Winged Leopard (RA)*



## 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)*, *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.

## 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)*, *Phygellus (PC)* 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), Defrauders (PC), Deluders (PC), Diotrepes (E, RJ), False Teacher (Di), False Teachers (A, C, Or), Hermogenes (Ap, PC), Hymenaeus (PC), Imposters (EC), 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): *Herod Philip II (Di), Herod's Praetorium (PC), Imprisoned (Di), Massacre of Innocents (Di), Rash Oath (TP) and Salome (TP)*
- (Neutral): *Herod's Dungeon (TP)*

The following Redemption® characters are Herods:

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

## 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 Agrippa I (G, Ap, EC), Herod Agrippa II (Ap, TP), Herod Antipas (Ap), Herod Philip II (Ap, Di), Herod's Sentries (EC) and Herod the Great (Ap, Di)*

## 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)*

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

- *Altar of Burnt Offering (Pi), Altar of Incense (E, Pi), Golden Cherubim (RA3), Holy of Holies (D, Pi), Lampstand of the Sanctuary (Pi), Table of Showbread (Pi), Temple Veil (F), The Bronze Laver (Pi) and Windows of Narrow Light (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 universally agreed upon in Church tradition or has “high priest” in the card title. The following Redemption® cards refer to high priests:

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

The following Redemption® characters are high priests:

- (Hero): *Aaron (G, Pa, Pi, Di), Abiathar (Pi), Ahimaaz (Ki, Pi, FM), Amariah the High Priest (Pi), Azariah the High Priest (Pi), Dutiful Priest (CW), Eleazar, son of Aaron (Pi, PC), Eli the Priest (Pa, Pi, RA, P), Eliashib the High Priest (Pi), Hilkiyah the High Priest (Pi), Jaddua, son of Jonathan (TP), Jehoiada the High Priest (Pi), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi), Phinehas, Son of Eleazar (Pi, FM), Seraiah the High Priest (Pi) and Zadok (Pi)*
- (Evil): *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), Amariah the High Priest (Pi), Azariah the High Priest (Pi), Eleazar, son of Aaron (Pi, PC), Eliashib the High Priest (Pi), Ezra (Pi), Hilkiyah the High Priest (Pi), Jaddua, son of Jonathan (TP), Jehoiada the High Priest (Pi), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi), Phinehas, Son of Eleazar (Pi, FM), Seraiah the High Priest (Pi) and Zadok (Pi)*

## House of Ithamar

The House of Ithamar consists of Ithamar, son of Aaron and his descendents. 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 (Pi)*, *Ahimelech, Priest at Nob (Pi)*, *Eli the Priest (Pa, Pi, RA, P)* and *Ithamar, son of Aaron (Pi)*
- (Evil): *Hophni, son of Eli (Pi)* and *Phinehas, son of Eli (Pi)*

## 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

A card is an idol if it represents a statue or physical representation of a false god. The following Redemption® cards refer to idols:

- (Good): *Aristarchus (EC)*, *Captive Priest (FM)*, *Jacob Buries the Foreign Gods (RA)*, *Othniel, Son of Kenaz (FM)*, *Purging Evil (FM)*, *Simon The Zealot (Di)* and *Wisdom (PC)*
- (Evil): *Canaanite Wives (FM)*, *Chemosh Worship (FM)*, *Corrupted Temple (FM)*, *Golden Calf Worship (FM)*, *Idol Worship (FM)*, *Jezebel's Teaching (RJ)*, *Outsiders [Brown/Crimson] (RJ)*, *Table of Demons (EC)* and *The Fallen King (FM)*
- (Neutral): *Ark of the Covenant (RJ)* and *Tables of the Law (FM)*
- (Dual-Alignment): *First Bowl of Wrath (RJ)*

The following Redemption® cards are idols:

- (Neutral): *Altar of Dagon (Pa, FM)*, *Asherah Pole (Ki)*, *Gideon's Ephod (FM)*, *Golden Calf (H, FM)*, *Household Idols (Ap)*, *Idols of Canaan (FM)*, *Image of the Beast (RJ)*, *Manasseh's Altar (FM)* and *Shrine to Artemis (EC)*

## 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)*, *Ethan (Pi)*, *Heman (Pi)*, *Musicians' Chambers (RA)* and *Music Leader (PC)*
- (Evil): *Lamenting (Pa)*

Most characters that involve music are [musicians](#). The following Redemption® characters are not musicians but involve music:

- (Hero): *Fearless Traveler (P)*, *Mighty Warrior (A, C, Or, P)* and *The Mighty Warrior (FM)*

The following Redemption® Enhancements involve music:

- (Good): *A Soldier's Prayer (TP)*, *Angel Chariots (Wa, Ki)*, *Banner (B, Or)*, *Banner of Love (Or)*, *Banner of Truth (D, Pi)*, *Battle Prayer (Wa, Ki)*, *Benedictus (Di)*, *Bow and Arrow [Gold] (Wa, Ki)*, *Bow and Arrow [Red] (A, C, Or)*, *Bronze Cymbals (Pi)*, *Cymbals of the Levites (RA)*, *David's Music (Pi)*, *Defeating the Enemy (AW)*, *Gloria in Excelsis Deo (Di)*, *Hate Wickedness (CW)*, *Hinds' Feet (Pr)*, *Hope (Or)*, *I Am Justice (AW)*, *I Am Mercy (AW)*, *I Am Sustainer (AW)*, *Jubilee (E)*, *Love Righteousness (CW)*, *Magnificat (Di)*, *Nunc Dimittis (Di)*, *Passover Hymn (Di)*, *Praise from Prison (EC)*, *Praise Him*, *Moon (AW)*, *Praises (Wo)*, *Protection of Angels (Wa, Pi)*, *Refined by Fire (AW)*, *Rod of Iron (Or, Wa)*, *Royal Parade (FF)*, *Sing and Praise (J, Pi)*, *Sing with Stringed Instruments (RA)*, *Sleep (Or)*, *Spiritual Protection (Pa)*, *Stillness (B-UL, P)*, *Temple Dedication (RA3)*, *The Lord Goes Before You (FM)*, *The Song of Moses (RJ)*, *The Stars (AW)*, *"Today" (CW)*, *Warning Against Rebellion (CW)*, *Word of Christ (PC)* and *You Will Remain (CW)*

The following Redemption® cards involve music:

- (Fortress, Good): *Musicians' Chambers (RA)*

## Isaiah Card

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

- (Good): *The Ethiopian Treasurer (EC)*, *Isaiah (FF2)* 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)*, *Isaiah (Pr, FF2)*, *Mighty Warrior (A, C, Or, P)*, *Seraph (RA)*, *Seraph with a Live Coal (FF2)*, *Seraphim [Band to Blue] (Wa)*, *Seraphim [Band to Green] (Wa)*, *Shepherd (E)* and *The Mighty Warrior (FM)*

The following Redemption® Enhancements are from Isaiah:

- (Good): *Confused (AW)*, *Forcefulness of Isaiah (Or)*, *Highway (Pr)*, *Isaiah's Call (FF2)*, *Lion Dwelling with the Calf (Pr)*, *Live Coal (Pr, FF2)*, *Mountain of God (Pr)*, *Protection of Jerusalem (FF2)*, *Razor (Pr)*, *Scroll of Isaiah (EC)*, *Sing with Stringed Instruments (RA)*, *Strength (B, D, Or)* and *The Vineyard (Pr)*
- (Evil): *Carelessness (Wo)*, *Confusion (Pr, CW)*, *Covenant with Death (Pr, FF2)*, *Dejected (AW)*, *False Wisdom (Pr)*, *Invoking Terror (FF2)*, *Mistakes Made (AW)* and *Siegeworks (Pa)*
- (Dual-Alignment): *Razor (FF2)* and *Siegeworks (FF2)*

## 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)*

## I Chronicles Hero

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

- (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)*, *Benaiah (Wa, Ki, FM)*, *Captured Kinsmen (FM)*, *Chenaniah (RA)*, *Dodai the Ahohite*

*(RA), Ethan (Pi), Gad (Pr), Heldai (FF), Helez (Wa, Ki), Heman (Pi), Ishmaiah the Gibeonite (RA2), Israelite Archer (Ki), Jashobeam (Wa, Ki), Jeiel (RA), Joab (Or, P), Justice Bringer (FM), Maharai (Wa, Ki) and Shamhuth (Wa, Ki)*

- (Evil): *The Twelve-Fingered Giant (FF)*
- (Dual-Alignment): *Joab (CW)*

## I Samuel Character

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

- (Good): *Prince Jonathan (Ki)* and *Samuel (RA2, CW)*
- (Dual-Alignment): *King Saul (CW)*

The following Redemption® characters are from I Samuel:

- (Hero): *Abiathar (Pi), Abigail (RA2, Wo), Ahimelech, Priest at Nob (Pi), Ahimelek the Hittite (RA2), Armorbearer (Wa), David [Green] (Wa, Ki), David [Red] (Wa, Ki), David, the Psalmist (CW), David, the Shepherd (CW), Eleazar the Guard (Pi), Eli the Priest (Pa, Pi, RA, P), Hannah (Or), King Saul [Purple] (Wa, Ki), Prince Jonathan (Wa, Ki) and Samuel (A, Or, RA2, CW)*
- (Evil): *Abijah, son of Samuel (Pi), Abner (Pa, Ki), Bear (CW), Doeg (A, Or, CW), Goliath (Or, P), Hophni, son of Eli (Pi), Joel, son of Samuel (Pi), King Achish (CW), King Saul [Brown] (Wa, Ki), Medium in Endor (CW), Michal (CW), Nabal (Pa), Philistine Armor Bearer (FF), Philistine Garrison (TP), Philistine Priests (Pi), Phinehas, son of Eli (Pi), The Amalekites' Slave (RA, LR) and Witch of Endor (Pr, WA)*
- (Dual-Alignment): *King Saul (CW)*

## I or II Thessalonians Card

I or II Thessalonians cards are cards from the books of I Thessalonians and II Thessalonians in the Bible. The following Redemption® cards refer to I or II Thessalonians cards:

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

The card above further limits the phrase by specifying that it only applies to good cards. The following Redemption® good cards are from I or II Thessalonians:

- *In the Clouds (AW), Might of Angels (Wa, Ki), Stand Firm (EC) and Work with Your Hands (EC)*

## II Chronicles 17-20 Hero

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

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

The following Redemption® characters are II Chronicles 17-20 Heroes:

- (Hero): *Amariah the High Priest (Pi)*, *Elishama the Priest (Pi)*, *Jahaziel, son of Zechariah (Pi)* and *Jehoram the Priest (Pi)*

## 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 following Redemption® Enhancements are II Chronicles 26 Enhancements:

- (Good): *Acts of Uzziah (Ki)*, *Break Down the Wall of Gath (Ki)* and *Fortify the Wall (Ki)*

## II Chronicles 29-32 Hero

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

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

The following Redemption® characters are II Chronicles 29-32 Heroes:

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

## II Kings Enhancement

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

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

The cards above further limit the phrase by specifying that it only applies to evil Enhancements. The following Redemption® Enhancements can be evil and are from II Kings:



- (Evil): *Army of Chaldeans (Ki)*, *Assyria Conquers Israel (RA)*, *Besieging the City (Ki)*, *Breaking Jerusalem's Wall (Ki, RA2)*, *Breaking Through (Ki)*, *Captured by Assyria (FF)*, *Carried into Exile (Pi)*, *Chariots of the Sun (Or, Ki)*, *Desecrate the Temple (RA)*, *Destroying the Temple (Ki)*, *Disuading Speech (Ki)*, *Evil Fire (C, Pi)*, *Healing of Naaman (FF)*, *Hezekiah's Weakness (Ki)*, *Israel Pays Tribute (Ki)*, *Leprosy (Wa)*, *Manasseh's Altar (Pr)*, *Naaman's Chariot and Horses (FF)*, *Night Raid (RA)*, *Pekah's Blade (Ki)*, *Plunderers (Ki)*, *Political Bribes (Ki)*, *Set Fire (Pi)*, *Strength Revealed (Ki)*, *Temple of Nisroch (Ki)*, *The Rabsharis Attacks (RA)*, *The Rabshakeh Attacks (Ki)*, *The Rabshakeh's Threats (Di)*, *The Tartan Attacks (Ki)*, *Treachery Afoot (Pa)*, *Treasures of War (Ki)*, *Two Thousand Horses (Ki)*, *Useless Tactics (Ki)* and *Worship of Milcom (Ki)*
- (Dual-Alignment): *Defenestrated! (RA2)*

## II Samuel Hero

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

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

The following Redemption® characters are from II Samuel:

- (Hero): *Adino (Or, Ki)*, *Ahimaaz (Ki, Pi, FM)*, *Asahel (C, Or, TP)*, *Bathsheba (Wo, FM)*, *Eleazar (Wa, Ki)*, *Elhanan (Wa, Ki, FM)*, *Hushai (A, Or)*, *Ira (Wa, Ki)*, *Ittai (Wa, Ki)*, *Jonathan (B, Or)*, *Jonathan, Son of Shimei (FM)*, *King David (P)*, *King Hiram (FF)*, *Mephibosheth (FF)*, *Naharai (FF)*, *Obed-Edom the Gittite (Pi)*, *Shammah (Wa, Ki)*, *Sibbechai (Wa, Pi)*, *Tekoan Woman (Ki)*, *Uriah (A, Or)*, *Uriah the Hittite (RA2)*, *Woman of Wisdom (Ki)*, *Zadok (Pi)* and *Zalmon (RA)*
- (Evil): *Absalom (Wa, Ki)*, *Absalom's Soldiers (Ki)*, *Ahithophel (Wa, Ki)*, *Amasa (Ki)*, *David's Servants (FM)*, *Huge Egyptian (FF)*, *Ishbibenob (I, Wa, Ki)*, *Lahmi (Wa, Ki)*, *Michal (Wo)*, *Rapha of Gath (P)*, *Saph (I, Wa, Ki)*, *Sheba (Ki)*, *Shimei (B, C, Or, CW)*, *Shobach (P)*, *Soldiers of Zobah (CW)*, *The Syrian Reinforcements (CW)* and *Uzzah (FF)*

## II Samuel 14-17 Evil Character

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

- (Evil): *Ahithophel (Ki)*

The following Redemption® characters are II Samuel 14-17 characters:

- (Hero): *Ahimaaz (Ki, Pi)*, *Hushai (A, Or)*, *Ittai (Wa, Ki)* and *Tekoan Woman (Ki)*
- (Evil): *Absalom (Wa, Ki)*, *Absalom's Soldiers (Ki)*, *Ahithophel (Wa, Ki)*, *Amasa (Ki)* and *Shimei (B, C, Or, CW)*

## II Samuel 14-18 Evil Character

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

- (Evil): *Absalom (Ki)*

The following Redemption® characters are II Samuel 14-18 characters:

- (Hero): *Ahimaaz (Ki, Pi, FM)*, *Hushai (A, Or)*, *Ittai (Wa, Ki)* and *Tekoan Woman (Ki)*
- (Evil): *Absalom (Wa, Ki)*, *Absalom's Soldiers (Ki)*, *Ahithophel (Wa, Ki)*, *Amasa (Ki)* and *Shimei (B, C, Or, CW)*



## 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 card above further limits the phrase by specifying that it only applies to good cards. The following Redemption® good cards are from James:

- *Endurance of Job (PC)*, *James (half-brother of Jesus (Ap))*, *James, Leader in Jerusalem (PC)* and *Mercy of James (Or, PC)*

## Jeremiah Card

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

- (Good): *King Jehoiakim (Ki)* and *Jeremiah (Pi, TP)*

The following Redemption® cards are from Jeremiah:

- (Good): *Balm of Gilead (B, D, Or)*, *Battle Axe (Or, Wa, Ki)*, *Compassion of Jeremiah (Or)*, *Cup of Wrath (Pr)*, *Destruction of Babylon (Ki)*, *Fountains of Living Water (E)*, *Hammer of God (Pr)*, *Hammer of Heaven (AW)*, *Jeremiah (D, Pr, Pi, TP)*, *Lamplight (F)*, *Potter and the Clay (Pr)* and *Sins Forgotten (CW)*
- (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), Chains (A, C, Or), Den of Robbers (Pr), Desecration of Graves (Wa, Pi), Dungeon of Malchiah (Pr), False Dreams (Pr), False Peace (Pr), False Priests (Pi), False Prophecy (Pr), False Prophets (Pr), Foreign Spearman (RA3), Lamentation of Rachel (Wo), Lance (A, Or), Lies (Pr), Lying in Wait (Wa), Merodach Worship (Pi), Nebushasban (FF), Nergalsharezer (FF), Pashhur the Priest (Pi), Pestilence (Wa), Pharaoh Hophra (Pi), Prophets of Samaria (Pr), Shemaiah (Pr), Strange Vine (Pr), The Girdle (Pr) and Yoke of Iron (Pr)*

- (Neutral): *Lost Soul [Jeremiah 3:25, “Shame”] (RA), Lost Soul [Jeremiah 7:18, “Female Only”] (H, Wo), Lost Soul [Jeremiah 11:8, “Cannot be Prevented”] (RA), Lost Soul [Jeremiah 13:10, “Color Guard”] (Pi), Lost Soul [Jeremiah 17:9, “Punisher”] (RA, LR) and Lost Soul [Jeremiah 50:6] (H, Wa)*

## 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), Andrew (I, Ap), Barnabas (B, D, Or, EC), Barsabbas (EC), Bartholomew (Di), Bartholomew (Nathanael) (Ap), 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 Zebedee (Ap), James, Leader in Jerusalem (PC), James, son of Alphaeus (Di), James, son of Zebedee (H), John (H, I, Pr, P), John, the Apocalypticist (RJ), John, the Revelator (RJ), Jude (F, PC), Mark (B, D, Or, EC), Mary the Mother of Mark (EC), Matthew (Di), Matthew (Levi) (Ap), Matthias (Ap, EC), Nicanor (EC, P), Nicolas of Antioch (EC, P), Parmenas (H, EC), Paul’s Nephew (PC), Peter (I, Ap, EC), Philip (Ap, Di), Philip the Evangelist (Ap, EC), Prochorus (F, EC), Rhoda (EC, P), Silas (B, D, Or, EC), Simon the Zealot (Ap, Di), Stephen (Ap, EC), Thaddaeus (Ap, DI), Thomas (Ap, Di) 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)*
- (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)*
- (Evil): *Behemoth (RJ), Bildad, the Shuhite (RJ), Eliphaz, the Temanite (RJ), Job's Three Friends (Pi), Job's Wife (C, Wo, RJ), Leviathan (FM) and Zophar, the Naamathite (RJ)*

The following Redemption® Enhancements are from Job:

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

## 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 Apocalypticist (RJ), Meeting the Messiah (TP) and The Nobleman (RJ)*

The following Redemption® characters are from John:

- (Hero): *Angel at Bethesda (I), Bartholomew (Di), Demetrius (Ap), Gaius (F), John, the Apocalypticist (RJ), Joseph of Arimathea (TP), Lazarus (Ap, Di), Mary Magdalene (Wo, Di), Nicodemus (Ap, Di), Philip (Di), The Nobleman (RJ) and The Woman at the Well (TP)*
- (Evil): *Diotrephes (E), Malchus (Pi), Pharisees [White Floor] (Ap), Stone Throwers (B, Or, Di), Temple Guard (RJ), The Chief Priests (RJ) and The Plotting Pharisees (RJ)*

The following Redemption® Enhancements are from John:

- (Hero): *A New Commandment (Di), Behold the Lamb (Di), Bread of Life (Or), Convincing Miracle (RA), Covenant of Prayer (RJ), Hospitality of Martha (Wo), I Am Salvation (AW), I Am Truth (AW), Lay Down Your Life (Ap, Di), Loaves and Fishes (I), Mary's Prophetic Act (P), Meeting the Messiah (TP), My Lord and My God (Di), Ointment (A, C, Or, Wa), Raising Lazarus (I), Raising of Lazarus (Ap), Sow, Reap, and Rejoice (RJ), Spirit as a Dove (P), Stirring the Water (Wa), Tears for a Friend (C, Pi), The Body of Christ (D, Pi) and Water to Wine (I, P)*
- (Evil): *Casting Lots (Ap, Di), Demonic Mist (AW), Great Mourning (Ap), Hate (D, Or), Hating the Light (Di), Intent to Kill (AW), Intent to Trap (E), Just a Hireling (RA), Peter's Lie (E), Plot to Kill (RJ), Satan Enters Judas (Di), Seize Him! (RJ), Sick Unto Death (E) and Theivery of Judas (Di)*

## 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 Joppa 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 (Ap)*, *Brother’s Reunion (Pa)*, *Buying Grain (FF)*, *Coat of Many Colors (Wo)*, *Ezekiel’s Stick (Or)*, *Faith of Jacob (CW)*, *Faith of Joseph (CW)*, *Forgiveness of Joseph (Or, FF2)*, *Joseph Before Pharaoh (Pa, FF2)*, *Patriarch Travels (Pa)* and *Reuben’s Torn Clothes (FF)*
- (Evil): *Coercion (Pa)*, *Death of Jacob (F)*, *Guards (Wa, Ki)*, *Joseph’s Brothers’ Scheme (Pa)*, *Joseph in Prison (Pa)* 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): *Faith of Joshua (CW)*, *Hailstones (FM)*, *Joshua, Son of Nun (CW)* and *Rahab (CW)*

The following Redemption® cards are from Joshua:

- (Hero): *Caleb (FF, P)*, *Captain of the Host (Wa, Ki, P)*, *Joshua (P-Settlers, P-District)*, *Joshua, Son of Nun (CW)*, *Rahab (Wo, CW)* and *Spy (Ki, LR)*
- (Good Enhancement): *Ambush (Pa)*, *Ambush the City (Ki)*, *Army of the Lord (Pi)*, *Battle Cry (Pa)*, *Blessing of Joshua (Pa)*, *Book of Jashar (Ki)*, *Caleb’s Sword (FF)*,

*Captain's Sword (Ki), Flight of Spies (Pa), God's Generosity (Pa), Hailstones (Ki, FM), Jordan Interrupted (Pi), Joshua Burns the City (Ki), Joshua's Spear (FM), Meditation (B-Ul, Or-Ul, P), Scarlet Line (Wo), Sound the Trumpet (Ki), Spear of Joshua (Wa, Ki), The Long Day (Wa, Ki), The Lord Fights for You (RA), Trumpet Blast (P) and Trumpet and Sword (Di)*

- (Neutral): *Ashdod (FF), Jericho (Pi), Promised Land (Pa), Ram's Horn (Wa, Pi) and Stalks of Flax (TP)*
- (Dual-Alignment): *Gibeonite Treaty (FM) and Hebron (FM)*

## 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 the Secret Name (RA2), Capturing Canaan (RA, LR), Consuming Fire (TP), Ehud's Dagger (RA), Judge's Seat (RA), Samson's Sacrifice (FF), Samuel's Edict (RA2), The Angel Under the Oak (RA2) 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), Ehud (Pa, RA), Eli the Priest (Pa, Pi, RA, P), Elon (Ki), Gideon (A, J, Or, CW), Ibzan (FF), Jair (Ki, RA2), Jephthah (J, Pa, CW), Joshua (P-Settlers, P-District), Joshua, Son of Nun (CW), Moses (G, Pr, Wa, CW, LR), Othniel (A, Or), Othniel, Son of Kenaz (FM), Samson (J, Or, P), Samson, the Nazirite (CW), Samuel (A, Or, RA2, CW), Shamgar (J, Or, FM) and Tola (Ki)*
- (Evil): *Abijah, son of Samuel (Pi), Abimelech (Pa, RA2) and Joel, son of Samuel (Pi)*

## 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), Barak (CW), Gleaning the Fields (J), Ibzan (FF), Othniel, Son of Kenaz (FM), Shamgar (FM) and Sword against Sword (Ki)*
- (Evil): *Abimelech (Pa) and The Woman of Thebez (RA2)*
- (Dual-Alignment): *Avenged (FM)*

The following Redemption® characters are from Judges:

- (Hero): *Abdon (FF), Angel with the Secret Name (Wa, RA2), Army of Simeonites (FF), Barak (Pa, CW), Captive Priest (FM), Deborah (A, Or), Ehud (Pa, RA), Elon (Ki),*

*Gideon (A, J, Or, CW), Iban (FF), Jael (Wo), Jair (Ki, RA2), Jephthah (J, Pa, CW), Jephthah's Daughter (FM), Men of Judah (FF), Othniel (A, Or), Othniel, Son of Kenaz (FM), Phinehas, Son of Eleazar (FM), Samson (J, Or, P), Samson, the Nazirite (CW), Shamgar (J, Or, FM), The Angel Under the Oak (RA2) and Tola (Ki)*

- (Evil): *Abimelech (Pa, RA2), Canaanite Wives (FM), Delilah (I, Or), Fire Foxes (CW), King Cushan-Rishathaim (FF), King Eglon (FM), Sisera (Ki), Sisera's Army (CW), The Woman of Thebez (RA2) and Woman of Thebez (Wo)*
- (Dual-Alignment): *Prisoner at Gaza (FM)*

The following Redemption® Enhancements are from Judges:

- (Good): *Angelic Advice (Pa), Capturing Canaan (RA, LR), Consuming Fire (TP), Deborah's Directive (FF), Ehud's Dagger (Or, Wa, Ki, RA), Fire Foxes (CW), Gideon's Call (J, Pa), Jael's Nail (Wo), Jawbone (Pa), Lamenting for Jephthah's Daughter (Wo), Samson's Sacrifice (FF), Samson's Strength (J, Pa), Shamgar's Osgoad (J), "Shibboleth" (FF), 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), Chariots of Iron (B, Or), Danites Attack (Pa), Demonic Snare (AW), Every Man's Sword (CW), Fortify Site (Wa, Ki, RA2), Honey from a Lion (CW), Idol Worship (FM), Jephthah's Tragic Vow (Pa), Midianite Attack (Pa), Outnumbered (AW), Retreat (AW), Sisera's Oppression (CW), Stone of Thebez (A, D, Or, RA2), 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) and Sin and Justice (FM)*

## 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), Eaten by Worms (Ki), Ehud's Dagger (RA), Every Tribe (RJ), Isaiah (FF2), Justice Bringer (FM), Melchizedek (CW), Royal Protection (Ki) and The Throne of David (RA)*
- (Evil): *David's Servants (FM), Give Us a King! (CW), Hadad Arises (Ki), Joel, son of Samuel (Pi), King Belshazzar (FF2), King Saul's Doubt (Ki), King's Pomp (EC), Large Tree (TP), None that Breathed (Ki), Pharaoh's Throne Room (Pi), The Rabsaris (RA) and Treasures of War (CW)*

- (Dual-Alignment): *Sixth Bowl of Wrath (RJ)*

The following Redemption® characters are kings:

- (Hero): *David [Green] (Wa, Ki), David [Red] (Wa, Ki), David, the Psalmist (CW), David, the Shepherd (CW), King Amaziah (Ki, RA2), King Asa (Ki, TP), King Azariah (Uzziah) (Ki), King David (P), King Hezekiah (Ki, Pi), King Hiram (FF), King Jehoshaphat (Ki, Pi), King Joash (Ki, Pi), King Josiah (Ki), King Jotham (Ki), King Lemuel (RA), King Saul [Purple] (Wa, Ki), King Solomon (TP, P) and Melchizedek (Pa, Pi, RA, CW)*
- (Evil): *Abaddon the Destroyer (Or, RJ), Abimelech (Pa, RA2), Ahab (B, C, Or), Ahaziah (Pr), Antiochus IV Epiphanes (RA), Archelaus (Ap, Di), Belshazzar (Pr), Bera, King of Sodom (Pa), Emperor Augustus (P), Emperor Caius Caligula (Ap, EC), Emperor Claudius (Ap, PC), Emperor Domitian (RJ), Emperor Galba (FF), Emperor Nero (Ap), Emperor Otho (FF), Emperor Tiberius (J, Ap), Emperor Vitellius (RA), Hamor (FM), Herod Agrippa I (G, Ap, EC), Herod Agrippa II (Ap, TP), Herod the Great (Ap, Di), King Abijah (Ki), King Achish (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), King Cushan-Rishathaim (FF), King Eglon (FM), King Elah (Ki), King Evil-merodach (Pi), King Hazael (RA), 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), King Omri (Ki), King Pekah (Ki), King Pekahiah (Ki), King Rehoboam (Ki, Di), King Rezin (Ki), King Sargon II (Pi), King Saul [Brown] (Wa, Ki), King Sennacherib (Ki), King Shallum (Ki), King Shalmaneser V (Ki), King Shishak (Ki), King So (Ki), King Tiglath-Pileser III (Ki), King Zechariah (Ki), King Zedekiah (Ki), King Zimri (Ki), Kings of the Earth (RJ), Manasseh (Pr), Nebuchadnezzar (Pr, TP), Nimrod, the Mighty (CW), Og, King of Bashan (FM), Pharaoh (A, D, H, Or), Pharaoh Hophra (Pi), Pharaoh Neco (Ki), Shobach (P), The Deceived Pharaoh (CW), The Dreaming Pharaoh (FF2), The Fallen King (FM), The Goat with Horn (Di), The Hard-Hearted Pharaoh (CW), The Murdering Pharaoh (CW) and The Ram with Two Horns (Di)*
- (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): *King Amaziah (Ki, RA2)*
- (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)

The following Redemption® characters are kings of Israel:

- (Hero): *David [Green] (Wa, Ki)*, *David [Red] (Wa, Ki)*, *David, the Psalmist (CW)*, *David, the Shepherd (CW)*, *King David (P)*, *King Saul [Purple] (Wa, Ki)* and *King Solomon (TP, P)*
- (Evil): *Ahab (B, C, Or)*, *Ahaziah (Pr)*, *King Ahab (RA2)*, *King Ahaziah (Ki, 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)* and *King Zedekiah (Ki)*
- (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 the 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): *Solomon's Temple (RA3)*
- (Evil): *Gates of Jerusalem (P)*

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

- (Hero): *King Amaziah (Ki, RA2)*, *King Asa (Ki, TP)*, *King Azariah (Uzziah) (Ki)*, *King Hezekiah (Ki, Pi)*, *King Jehoshaphat (Ki, Pi)*, *King Joash (Ki, Pi)*, *King Josiah (Ki)* and *King Jotham (Ki)*
- (Evil): *Ahaziah (Pr)*, *Athaliah (Wo)*, *King Abijah (Ki)*, *King Ahaz (Ki, TP)*, *King Ahaziah (Ki, PC)*, *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 Zedekiah (Ki)*, *Manasseh (Pr)* and *Queen Maachah (Ki)*
- (Dual-Alignment): *King Abijam (RA3)*



## Lamentations Enhancement

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

- (Good): *Jeremiah (Pi)*

The following Redemption® Enhancements are from Lamentations:

- (Evil): *Desolate Gateways (Pi)*, *Hunger (Pr)*, *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): *Eleazar, son of Aaron (Pi)*
- (Evil): *Leper (Pa)* and *Nadab (Pi)*

The following Redemption® Enhancements are from Leviticus:

- (Good): *Burnt Offering (Pi)*, *Day of Atonement (Pi)*, *Feast of Booths (Pi)*, *Feast of Trumpets (Pi)*, *Fellowship Offering (Pi)*, *First Fruits (Pi)*, *Grain Offering (Pi)*, *Guilt Offering (Pi)*, *I Am Holy (AW)*, *Inspection (Pi)*, *Passover & Unleavened Bread (Pi)*, *Pentecost (Pi, LR)*, *Purifying the Unclean (Pi)*, *Put to Flight (Wa, Ki)*, *Scapegoat (Pi)*, *Sin Offering (Pi)*, *The Harvest (F)* and *The Sabbath (Pi)*
- (Evil): *Deceptive Sin (Pi)*, *Infectious Disease (Pi)*, *Molech Worship (Pr, C)*, *Reckless Endangerment (Pi)*, *Scattered (RA3)*, *Spreading Mildew (Pi)*, *Strange Fire (Pi)* and *Sword of Vengeance (Wa, Ki)*

## 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)*

The following Redemption® characters are from Luke:

- (Hero): *Andrew (I, Ap)*, *Anna (Pr, Di)*, *Bartholomew (Nathaniel) (Ap)*, *Elisabeth (Wo)*, *Gabriel (I, Wa, Di)*, *Good Samaritan (Ap)*, *James (I)*, *James Son of Alphaeus (Ap)*, *James Son of Zebedee (Ap)*, *James, son of Zebedee (H)*, *Joanna (Wo, Di)*, *John (I)*, *John the Baptist (Pr, Di)*, *Martha (Wo, TP)*, *Mary (B, D, Or, P)*, *Mary of Bethany (Wo)*, *Matthew (Di)*, *Matthew (Levi) (Ap)*, *Peter (I, Ap)*, *Philip (Ap)*, *Seeker of the Lost (PC)*, *Simeon (Pr, Wa, Di)*, *Simon the Zealot (Ap, Di)*, *Sower (Di)*, *Strengthening Angel (Ap, Di)*, *Susanna (TP)*, *Thaddaeus (Ap)*, *The Generous Widow (RA)*, *The Thankful Leper (RA)*, *Thomas (Ap, Di)*, *Watchful Servant (Di)*, *Zaccheus (Ap)* and

*Zecharias, Father of John (Pi)*

- (Evil): *Emperor Augustus (P)*, *Emperor Tiberius (Ap)*, *Herod Antipas (Ap)*, *Herod Philip II (Ap, Di)*, *Pontius Pilate (Ap, Di)*, *Scribe (Di)* and *Wicked Thief (Ap)*

The following Redemption® Enhancements are from Luke:

- (Good): *A Child is Born (P)*, *Angelic News (I, Ap)*, *Benedictus (Di)*, *Birth Foretold (Di)*, *Burning Incense (Pi)*, *Child of Great Wisdom (Ap)*, *Consider the Lilies (TP)*, *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)*, *His Name is John (Di)*, *Kindness (Di)*, *Lost Coin Found (Ap)*, *Magnificat (Di)*, *Miraculous Catch (I, Ap)*, *Multitude (AW)*, *Nunc Dimittis (Di)*, *Piety of Mary (Wo)*, *Redemption (Wa, Pi)*, *Repentance and Restitution (RA)*, *Submissiveness of Mary (B, D, Or)*, *The Meal in Emmaus (Ap)*, *The New Covenant (Di)*, *The Prodigal Returns (Di)*, *Transfiguration (Ap)*, *Weapon of Light (AW)* and *Worshipping God (AW)*
- (Evil): *Begging for Freedom (AW)*, *Denial of Christ (Ap)*, *Evil Armor (D, Pi)*, *Ferocious Attack (AW)*, *Gathering of Demons (AW)*, *Grievous Departure (E)*, *Misuse of Talents (F)*, *Pain (Ap)*, *Persistent Pestering (J, AW)*, *Pierced Heart (Ap)*, *Pride in the Past (Pi)*, *Questioning Christ (Di)*, *Sectarianism (E)*, *Self-Righteous Prayer (Di)*, *Sorrow of Mary (J, Wo)*, *Suicidal Swine Stampede (Di)*, *Three Crosses (Ap)*, *Twice Afflicted (J, AW)* and *Worse than the First (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)* and *The Ephesian Elders (PC)*
- (Evil): *Crooked Ways (PC)*, *Divination (TP)*, *Invoking Terror (FF2)*, *Jannes (FM)*, *King Manasseh (Di)*, *Magicians' Snakes (Di, FM)*, *Magicians' Staves (FM)*,

- *Mimicking Miracles (CW), Pride of Simon (EC) and The Judean Mediums (PC)*
- (Neutral): *Magic Charms (TP)*

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

- *Astrologers (Pr, TP), Babylon the Harlot (Wa), Balaam (Pr, Di, LR), Chaldeans (Pr, P), Damsel with Spirit of Divination (Pr, TP), Egyptian Magicians (FF2, LR), 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), Manasseh (Pr), Medium in Endor (CW), Pharaoh's Magicians (Pa), Philistine Diviners (P), Simon the Magician (Ap, EC), Sorcerers (RJ), The False Prophet (Pr, EC, RJ), The Harlot (RJ), The Judean Mediums (PC), User of Curious Arts (TP), Users of Curious Arts (Pr), Whore of Babylon (Or), Witch of Endor (Pr, Wa), Wizard (PC), Wizards (Pr) 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): *The Watchman (P)*

The following Redemption® characters are major or minor prophets:

- (Major Prophets): *Daniel (Pr, CW, P), Ezekiel (Pr, Pi, FF), Isaiah (Pr, FF) and Jeremiah (D, Pr, Pi, TP)*
- (Minor Prophets): *Amos (Pr), Habakkuk (Pr, TP), Haggai (FF), Hosea (Pr, FF), Joel (FF), Jonah (Pr), Malachi (Pr), Micah (RA), Nahum (FF), Obadiah (FF), Zechariah (Pr, Pi, RA) and Zephaniah (Pr)*

## Mark Enhancement

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

- (Good): *Mark (EC)*

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

- *Faith of Bartimaeus (Ap), Love of Jesus (F), Ordained as a Disciple (P), Reach of Desperation (H, Wo), Sent Two by Two (Di) and Sons of Thunder (Di)*

## 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 universally agreed upon in church tradition or has Martyr in the card title. 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)* 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:

- *Andrew (I, Ap)*, *Antipas (RJ)*, *Bartholomew (Nathaniel) (Ap)*, *Bartholomew (Di)*, *Faithful Witness (RJ)*, *James (I)*, *James (half-brother of Jesus (Ap))*, *James Son of Zebedee (Ap)*, *James, Leader in Jerusalem (PC)*, *James, son of Zebedee (H)*, *Justice Seekers (RJ)*, *Justin Martyr (RJ)*, *Mark (B, D, Or, EC)*, *Paul (Ap, P)*, *Peter (I, Ap, EC)*, *Philip (Ap, Di)*, *Polycarp (RJ)*, *Stephen (Ap, EC)*, *Thaddeus (Ap, Di)*, *The Two Witnesses (RJ)* and *Thomas (Ap, Di)*

## Matthew Enhancement

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

- (Good): *Matthew (Di)*

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

- *A Roman Soldier's Faith (Ap)*, *Alabaster Jar (Ap)*, *Angelic Guidance (I, Ap)*, *Authority of Christ (Or, P)*, *Authority of Peter (I, Ap)*, *Baptism (D)*, *Baptism of Jesus (Di)*, *Built on the Rock (Pi)*, *Burning up the Chaff (H)*, *Cast out Demons (H)*, *Centurion's Proclamation (Di)*, *Children (Wo)*, *Ears to Hear (AW)*, *Endurance (Or)*, *Faith (B, D, Or)*, *Faith as Children (Wa, Pi)*, *Fishers of Men (I, Ap)*, *Gathering of Angels (Wa, Ki)*, *Great Faith (H, Wo)*, *Guarding (AW)*, *"He Is Risen" (RA)*, *No Need for Spices (RA)*, *Not Alone (AW)*, *Overwhelming Presence (I)*, *Passover Hymn (Di)*, *Pearl of Great Price (Ap)*, *Raised to Life (F)*, *Raising of the Saints (Wa, Pi)*, *Resurrection (Wa, Pi, Di)*, *Sowing the Seed (Ap)*, *Steadfastness of Peter (A, C, Or)*, *Sword of the Guardian (AW)*, *The Empty Tomb (Ap)*, *The Might of Faith (Pi)*, *Walking on Water (I, P)*, *Wedding Party (F)*, *Wheat and Tares (Di)*, *Wonderment (I, Ap)* and *You Are the Christ (I)*

## Medo-Persian

See [Persian](#).

## Mentioned in I or II Samuel

Heroes mentioned in I or II Samuel do not necessarily have a reference from I or II Samuel, but are mentioned within the books of I and II Samuel in the Bible. The following Redemption® cards refer to Heroes mentioned in I or II Samuel:

- (Good): *Joab (P)*

The card above further limits the phrase by specifying that it only applies to red Heroes. The following Redemption® characters are mentioned in I or II Samuel:

- (Red Hero): *Abigail (Wo), Abishai (Wa, Ki), Adino (Or, Ki), Ahimaaz (FM), Ahimelek the Hittite (RA2), Asahel (C, OR, TP), Barak (Pa, CW), Benaiah (FM), Caleb (FF, FM), David [Red] (Wa, Ki), David, the Shepherd (CW), Dodai the Ahohite (RA), Elhanan (FM), Heldai (FF), Hushai (A, Or), Jephthah (Pa), Joab (Or, CW, P), Jonathan, Son of Shimei (FM), Naharai (FF), Sibbechai (Pi), Uriah (Or), Uriah the Hittite (RA2) and Zalmon (RA)*

## 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) and Titus Justus (EC)*
- (Evil): *Doomed Conspirators (PC)*
- (Neutral): *Letter to the Philippians (PC)*

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

- *Apollos (Ap, EC), Aquila (Ap, EC), Barnabas (B, D, Or, EC), John (H, I, Pr, P), John, the Apocalypticist (RJ), John, the Revelator (RJ), Luke (Ap, EC), Mark (B, D, Or, EC), Paul (Ap, P), Peter (I, Ap, EC), Philip the Evangelist (Ap, EC), Priscilla (H, Ap, EC),*

*Silas (B, D, Or, EC), Timothy (H, Ap, EC) and Titus (Ap, EC)*

## 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), Emim (FM), King Balak (FM), King Eglon (FM), King Mesha (FM), Moab (FM), Moabite Army (FM) and Moabite Marauders (FM)*

The following Redemption® characters are Moabites:

- (Good): *Ruth (B, D, J, Or)*
- (Evil): *David's Servants (FM), Emim (FM), Foreign Wives (RA3), King Balak (FM), King Eglon (FM), King Mesha (FM), Moab (FM), Moabite Army (FM), Moabite Marauders (FM) and Orpah (Pa, FM)*

## 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, lead 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), Cymbals of the Levites (RA), Jeiel (RA), Magnificat (Di), Musicians' Chambers (RA), Music Leader (PC), Nunc Dimittis (Di), Sing with Stringed Instruments (RA), Temple Dedication (RA3), The Lord Goes Before You (FM), The Tabernacle (P) and Word of Christ (PC)*
- (Neutral): *Ark of the Covenant (RJ)*

The following Redemption® characters are musicians:

- (Hero): *Asaph (Pi)*, *Barak (Pa, CW)*, *Chenaniah (RA)*, *David [Green] (Wa, Ki)*, *David [Red] (Wa, Ki)*, *David, the Psalmist (CW)*, *David, the Shepherd (CW)*, *Deborah (A, Or)*, *Ethan (Pi)*, *Habakkuk (Pr, TP)*, *Heman (Pi)*, *Isaiah (Pr, FF2)*, *Jeiel (RA)*, *Jephthah's Daughter (FM)*, *King David (P)*, *King Solomon (TP, P)*, *Miriam (A, C, G, Or)*, *Moses (G, Pr, Wa, CW, LR)*, *Music Leader (PC)* 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)*

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

### 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 card above further limits the phrase by specifying that it only applies to good cards. The following Redemption® good cards are from Nehemiah:

- (Good): *Determination of Nehemiah (Or)*, *Eliashib the High Priest (Pi)*, *Jaddua, son of Jonathan (TP)*, *Jerusalem Tower (Pa)*, *Joiada, Son of Eliashib (FF)*, *Joiakim, Son of Joshua (FF)*, *Jonathan, son of Joiada (P)*, *Nehemiah (Pi)*, *Renewing the Covenant (FF)*, *Shelemiah the Priest (Pi)* and *Standing in the Gap (FF)*

### Non-human

Non-human characters include [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 reference from those books are N.T cards. Additionally, cards with a historical reference from Josephus from a time after the birth of Christ are considered N.T. cards.

## 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, Psalms, 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 a reference from those books are O.T cards. Additionally, cards with a historical reference from Josephus from a time before the birth of Christ are considered O.T. cards.

### 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)* and *Joiada, Son of Eliashib (FF)*
- (Neutral): *Altar of Burnt Offering (Pi)*

The following Redemption® cards are offerings:

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

## P

## Patriarch

In Redemption®, a patriarch is a founding father of the nation of Israel. Currently, there are no cards that specify patriarch. The following Redemption® characters are patriarchs:

- (Good): *Abram (Pa)*, *Abraham (Pa, CW)*, *Asher (RA)*, *Benjamin (FF)*, *Dan (FF)*, *Isaac (Pa, CW)*, *Jacob (D, FF)*, *Jacob (Israel) (CW)*, *Joseph (Pa, FF2, CW)*, *Judah (TP)*, *Levi (RA)*, *Reuben (FF)*, *Simeon (FF)* and *Zebulun (FF)*

## 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)*, *Paul (Ap, P)*, *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:

- (Evil): *Haman’s Gallows (Di)*, *Prince of Persia (Di)*, *The Bear (RA)*, *The Goat with Horn (Di)*, *The Ram with Two Horns (Di)*, *The Winged Leopard (RA)* and *Zeresh Advises Haman (RA)*
- (Dual-Alignment): *Cast into Lion’s Den (PC)*

The following Redemption® characters are Persians:

- (Hero): *Esther (B, Or, P)*
- (Evil): *Haman (B, C, Or, P)*, *Persian Presidents (RA)*, *Prince of Persia (Pr, Di)*, *The Ram with Two Horns (Di)*, *The Bear (RA)* and *Zeresh (Pi)*

## Pharaoh

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

- (Evil): *Evicted (CW)*, *Massacre of Innocents (Di)* and *Pharaoh’s Throne Room*

The following Redemption® characters are pharaohs:

- (Evil): *King Shishak (Ki)*, *King So (Ki)*, *Pharaoh (A, D, H, Or)*, *Pharaoh Hophra (Pi)*, *Pharaoh Neco (Ki)*, *The Deceived Pharaoh (CW)*, *The Dreaming Pharaoh (FF2)*, *The Hard-Hearted Pharaoh (CW)* and *The Murdering Pharaoh (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)* and *Nicodemus (Ap, Di)*
- (Evil): *Barabbas (Pi)*, *Doctrine Like Leaven (RA)*, *Hard-Hearted Religious Leaders (Di)*, *High Priest Annas (Ap, Pi)*, *High Priest's Palace (Pi)*, *Just a Hireling (RA)*, *Pharisees [Looking Left] (Ap)*, *Pharisees [Looking Right] (Ap)*, *Pharisees [White Floor] (Ap)*, *Plot to Kill (RJ)*, *Pretension (TP)*, *Proud Pharisee (TP)*, *Sanhedrin (Ap, EC)*, *Scribe (Di)*, *Seize Him! (RJ)*, *Self-Righteous Prayer (Di)*, *Stoning of Stephen (EC)*, *Tenants Kill the Son (Di)*, *The Chief Priests (RJ)* and *The Plotting Pharisees (RJ)*
- (Neutral): *Damascus (EC)* and *Jerusalem (Ap)*

The following Redemption® characters are Pharisees:

- (Hero): *Gamaliel (Ap)*, *Nicodemus (Ap, Di)* and *Paul (Ap, P)*
- (Evil): *Hard-Hearted Religious Leaders (Di)*, *Hard-hearted Religious Leaders (Or)*, *Pharisees [Looking Left] (Ap)*, *Pharisees [Looking Right] (Ap)*, *Pharisees [White Floor] (Ap)*, *Proud Pharisee (TP)*, *Sanhedrin (EC)*, *Saul (Ap)*, *Stone Throwers (B, Or, Di)*, *The Entrapping Pharisees (TP)* and *The Plotting Pharisees (RJ)*

## 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): *David's Triumph (Di)*, *Eleazar's Sword (Ki)*, *King Hezekiah (Ki)*, *Shammah (Ki)* and *Sibbechai (Pi)*
- (Evil): *Bringing Fear (FF)*, *Ishbibenob (Ki)*, *King Achish (CW)*, *Lahmi (Ki)*, *Land Dispute (TP)*, *Overwhelmed by Philistines (TP)*, *Philistine Armor Bearer (FF)*, *Philistine Chariot and Horses (TP)*, *Philistine Diviners (P)*, *Philistine Outpost (TP)*, *Philistine Priests (Pi)*, *Rapha of Gath (P)*, *Saph (Ki)*, *Temple of Dagon (Pi)* and *The Tartan (FF)*
- (Neutral): *Altar of Dagon (FM)* and *Ashdod (FF)*
- (Dual-Alignment): *Ashkelon (FM)* and *Foreign Sword (RA2)*

The following Redemption® characters are Philistines:

- (Hero): *Ittai (Wa, Ki)* and *Obed-Edom the Gittite (Pi)*
- (Evil): *Delilah (I, Or)*, *Fallen Warrior (Wa, Ki)*, *Goliath (Or, P)*, *Ishbibenob (I, Wa, Ki)*, *King Achish (CW)*, *Lahmi (I, Wa, Ki)*, *Philistine Armor Bearer (FF)*, *Philistine Diviners (P)*, *Philistine Garrison (TP)*, *Philistine Priests (Pi)*, *Rapha of Gath (P)*, *Saph (I, Wa, Ki)* and *The Twelve-Fingered Giant (FF)*

## 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)*

The following Redemption® cards are plagues:

- (Good): *Death of Firstborn (Pa)*, *Plague of Blood (Pa)*, *Plague of Boils (G)*, *Plague of Darkness (FM)*, *Plague of Disease (FM)*, *Plague of Flies (Or-Ul, P)*, *Plague of Frogs (G)*, *Plague of Hail (G)*, *Plague of Lice (G)*, *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 abilities of their target. A poison is identified by the word poison in the card title, the special ability, or the identifier. 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)*

## Priest

A priest in Redemption® is a character that was referred to as a priest in the Bible based upon the original language or universally agreed upon in Church tradition or has “priest” in the card title. The following Redemption® cards refer to priests:

- (Good): *Ahimaaz (FM)*, *Captive Priest (FM)*, *Cherubim (FF2)*, *City of Refuge (Pi)*, *Covenant with Levi (Pi)*, *Covenant with Phinehas (Pi)*, *Covering the Sacred Things (Pi)*, *Eli’s Sound Advice (Di)*, *Every Tribe (RJ)*, *Gifts and Offerings (CW)*, *Haggai (FF)*, *His Name is John (Di)*, *Jonathan, son of Joiada (P)*, *Melchizedek (CW)*, *Perpetual Priesthood (Pi)*, *Saint Patrick (P)*, *Scapegoat (Pi)*, *Trumpet and Sword (Di)*, *Zadok Anoints Solomon (TP)* and *Zerubbabel’s Temple (FF)*
- (Evil): *Amaziah’s Order (Pi)*, *Blemished Sacrifices (Pi)*, *Dishonor (Pi)*, *Doeg (CW)*, *Doeg’s Slaughter (Pi)*, *Infectious Disease (Pi)* and *Priesthood Defiled (Pi)*
- (Neutral): *Aaron’s Staff (CW)*, *Ark of the Covenant (RJ)*, *Jericho (Pi)*, *Jerusalem (Ap)*, *Kidron Valley (RA3)*, *Mildewed House (Pi)*, *Priestly Breastplate (Pi)*, *Ram’s Horn (Pi)*, *Table of Showbread (Pi)*, *The Silver Trumpets (Pi)* and *Urim and Thummim (Pi)*
- (Dual-Alignment): *King Abijam (RA3)*

The following Redemption® characters are priests:

- (Hero): *Aaron (G, Pa, Pi, Di)*, *Abiathar (Pi)*, *Ahimaaz (Ki, Pi, FM)*, *Ahimelech, Priest at Nob (Pi)*, *Amariah the High Priest (Pi)*, *Azariah the High Priest (Pi)*, *Captive Priest (FM)*, *Crispus (EC)*, *Dutiful Priest (CW)*, *Eleazar, son of Aaron (Pi, PC)*, *Eli the Priest*

*(Pa, Pi, RA, P), Eliashib the High Priest (Pi), Elishama the Priest (Pi), Every Tribe (RJ), Ezekiel (Pr, Pi, FF2), Ezra (Pi), Faithful Priest (EC), Hilkiyah the High Priest (Pi), Ithamar, son of Aaron (Pi), Jaddua, son of Jonathan (TP), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jeremiah (D, Pr, Pi, TP), Jethro (G, Pi), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi), Melchizedek (Pa, Pi, RA, CW), Phinehas, Son of Eleazar (Pi, FM), Priests of Christ (RJ, P), Saint Patrick (P), Seraiah the High Priest (Pi), Shelemiah the Priest (Pi), Temple Priests (RA3), Zadok (Pi), Zechariah (Pr, Pi, RA) and Zecharias, Father of John (Pi)*

- (Evil): *Abihu (C, Or, Pi), Amaziah, the Ungodly Priest (Pi), False Priests (Pi), High Priest Ananias (Pi, RJ), High Priest Annas (Ap, Pi), High Priest Caiaphas (Ap, Pi), Hophni, son of Eli (Pi), Nadab (Pi), Pagan Priest (Pi), Pashur the Priest (Pi), Philistine Priests (Pi), Phinehas, son of Eli (Pi), Potiphera, Priest of On (Pi), The Chief Priests (RJ), 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) and Eli the Priest (P)*

The following Redemption® Artifacts are Priestly Artifacts:

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

## Prophet

A prophet in Redemption® is a character that the Bible refers to as a prophet or who foretold the future by supernatural revelation. The following Redemption® cards refer to prophets:

- (Good): *Anna (Di), Baptism of Jesus (Di), Cherubim (FF2), Elijah (P), Foretelling Angel (Pa), Habakkuk Stands Watch (TP), Imprisoned Prophet (FM), Messenger Angel (Pa), Nunc Dimittis (Di), Obadiah's Caves (RA), Search (FF), Seraph (RA), Simeon (Wa, Di), Two Bears (RA) and Word of Their Testimony (CW)*
- (Evil): *Amaziah's Order (Pi), Arioch (FF), False Prophecy (Pr), Number of the Beast (Wa), The Lying Spirit (FM) and Vain Vision (Pr)*

The following Redemption® Heroes are prophets:

- *Aaron (G, Pa, Pi, Di), Abel (C, Pi, CW), Abram (Pa), Abraham (Pa, CW), Agabus (Pr, PC), Amos (Pr), Angel at Shur (Wa, P), Angel at the Tomb (Wa), Angel at Tomb (Pi), Angel of Might (Ki), Angel of Revelation (E, RJ), Angel with the Secret Name (Wa, RA2), Anna (Pr, Di), Asaph (Pi), Barnabas (B, D, Or, EC), Barsabbas (EC), Captain of*

*the Host (Wa, Ki, P), Daniel (Pr, CW, P), David [Green] (Wa, Ki), David [Red] (Wa, Ki), David, the Psalmist (CW), David, the Shepherd (CW), Deborah (A, Or), Elisabeth (Wo), Elijah (P), Elisha (Pr), Enoch (Pa, CW), Ezekiel (Pr, Pi, FF2), Foretelling Angel (Pa), Gabriel (I, Wa, Ki, Di), Gad (Pr), Guiding Angel (E), Habakkuk (Pr, TP), Haggai (FF), Heman (Pi), Hosea (Pr, FF2), Huldah (Pr), Imprisoned Prophet (FM), Isaac (Pa, CW), Isaiah (Pr, FF2), Jacob (D, FF), Jacob (Israel) (CW), Jeremiah (D, Pr, Pi, TP), Joel (FF), John (H, I, Pr, P), John, the Apocalyptist (RJ), John, the Revelator (RJ), John the Baptist (Pr, Di), Jonah (Pr), Joseph (Pa, FF2, CW), Joshua (P-Settlers, P-District), Joshua, Son of Nun (CW), King David (P), King Saul [Purple] (Wa, Ki, CW), Malachi (Pr), Mary (B, D, Or, P), Melchizedek (Pa, Pi, RA, CW), Messenger Angel (Pa), Micah (RA), Miriam (A, C, G, Or), Moses (G, Pr, Wa, CW, LR), Nahum (FF), Nathan (TP), Noah (Pa, CW), Obadiah (FF), One of Seven (RJ), Paul (Ap, P), Peter (I, Ap, EC), Philip's Daughters (Pr, PC), Rebekah (Or), Saint Patrick (P), Samuel (A, Or, CW, RA2), Silas (B, D, Or, EC), Simeon (Pr, Wa, Di), The Angel of Might (RJ), The Angel Under the Oak (RA2), The Foretelling Angel (PC), The Watchman (Pr, P), The Woman with Child (RJ), Watcher (Pa), Zechariah (Pr, Pi, RA), Zecharias, Father of John (Pi) and Zephaniah (Pr)*

If an evil prophet is converted to a Hero, it is no longer a prophet unless it later becomes an Evil Character again. The following Redemption® Evil Characters are prophets:

- *Balaam (Pr, Di, LR), Damsel with Spirit of Divination (Pr, TP), Defrauders (PC), Elymas (Bar-Jesus) the Sorcerer (Ap), Elymas the Sorcerer (Di, EC), False Prophets (Pr), High Priest Caiaphas (Ap, Pi), King Saul [Brown] (Wa, Ki, CW), Prophets of Baal (Pr), Prophets of Samaria (Pr), Saul (Ap), Shemaiah (Pr), The Egyptian Rebel (PC) and The False Prophet (Pr, EC, RJ)*

## 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), Angelic Warrior (RJ), Angels of Wrath (RJ), Arianna (AW), Great Multitude (RJ), Guiding Angel (E), Michael (Wa, AW, 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 Guiding Angel (RJ) and The Strong Angel (Wa, Ki, RJ)*

## 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 Apocalypticist (RJ), Priests of Christ (RJ), The Guiding Angel (RJ) 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) 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), 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), 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 Guiding Angel (RJ), The Strong Angel (Wa, Ki, RJ), The Twenty-Four Elders (RJ), The Two Witnesses (RJ) and The Woman with Child (RJ)*
- (Evil): *Abaddon the Destroyer (Or, 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), 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), 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), 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), The Second Trumpet (Wa), The Seventh Seal (E), The Seventh Trumpet (Wa), The Sixth Seal (E), The Sixth Trumpet (Wa), The Song of Moses (RJ), The Third Seal (Wa), The Third Trumpet (Wa), Third Seal (RJ), Trumpet Judgments (RJ), Vegeance 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), 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), Tribulation (RJ), War in the Heavens (AW), Wings of Calamity (RJ), 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)*

The following Redemption® cards are from Revelation:

- (Dominant, Good): *Grapes of Wrath (TP) and Son of God (A, B, C, D, E, F, G, H, I, J, P)*
- (Dominant, Evil): *Christian Martyr (A, B, C, E, H, I, J)*
- (Dominant, Dual-Alignment): *Three Woes (RJ)*
- (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) and The Pit (AW)*
- (Site): *Babylon (RJ), Hostile Environment (AW), New Jerusalem (Wo, RJ), Patmos (Ap, RJ) and Pergamum (FF)*

## Revelation 12-19 Evil Character

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

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

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)* and *Whore of Babylon (Or)*

## Roman

Romans refer to characters that had Roman citizenship. See [Nationality](#). The following Redemption® cards refer to Romans:

- (Good): *Praise from Prison (EC)*
- (Evil): *Claudius Lysias (PC)*, *Expelling the Jews (FF)*, *Julius the Centurion (PC)*, *Mocking Soldier (Pi)*, *Quirinius (J)*, *Revolt (PC)*, *Romans Destroy Jerusalem (RA)*, *Stormy Seas (PC)*, *The Centurion at Jerusalem (PC)*, *The Egyptian Rebel (PC)*, *The Terrifying Beast (RA)*, *Uproar in Jerusalem (PC)* and *Washing Hands (Di)*
- (Neutral): *Denarius (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)*, *Cornelius (A, C, Or, EC)*, *Lydia (H, Wo, EC)*, *Paul (Ap, P)*, *Priscilla (H, Ap, EC)*, *The Centurion at Calvary (Di)* and *The Centurion at Capernaum (TP)*
- (Evil): *Antonius Felix (EC)*, *Bernice (PC)*, *Chief Captain Lysias (Ap)*, *Claudius Lysias (PC)*, *Drusilla (PC)*, *Emperor Augustus (P)*, *Emperor Caius Caligula (Ap, EC)*, *Emperor Claudius (Ap, PC)*, *Emperor Domitian (RJ)*, *Emperor Galba (FF)*, *Emperor Nero (Ap)*, *Emperor Otho (FF)*, *Emperor Tiberius (J, Ap)*, *Emperor Vitellius (RA)*, *Four Squads of Four (Ap, EC)*, *Governor Felix (Ap)*, *Herod Agrippa I (G, Ap, EC)*, *Herod Agrippa II (Ap, TP)*, *Herod Antipas (Ap)*, *Herod Philip II (Ap, Di)*, *Herod the Great (Ap, Di)*, *Herod's Sentries (EC)*, *Julius the Centurion (PC)*, *Mocking Soldier (Wa, Pi)*, *Mocking Soldiers (J)*, *Pilate's Soldiers (J)*, *Pontius Pilate (Ap, Di)*, *Porcius Festus (PC)*, *Quirinius (J)*, *Roman Jailer (Ap)*, *Roman Spearmen (PC)*, *Saul (Ap)*, *The Centurion at Jerusalem (PC)*, *The Roman Jailer (EC)* and *The Terrifying Beast (RA)*

## 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)* and *The Centurion at Capernaum (TP)*
- (Evil): *Julius the Centurion (PC)* 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)* and *The Terrifying Beast (RA)*
- (Neutral): *Denarius (Di)*, *Nero's Realm (PC)* and *Roman Prison (Pi)*

The following Redemption® characters are Roman emperors:

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

## 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)*, *Quirinius (J)* and *Porcius Festus (PC)*

## Roman Site

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

- (Evil): *Emperor Nero (Ap)*

The following Redemption® Sites are Roman Sites:

- *Fortress of Antonia (Wa, EC)*, *Nero's Realm (Ap, PC)* and *Roman Prison (C, Pi)*

## Roman Soldier

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

- (Evil): *Claudius Lysias (PC)*
- (Neutral): *Roman Prison (Pi)*

The following Redemption® characters are Roman soldiers:

- (Hero): *Centurion (Pa)*, *Cornelius (A, C, Or, EC)*, *The Centurion at Calvary (Di)* and *The Centurion at Capernaum (TP)*
- (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 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 Lystra 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)* and *Priscilla (H, Ap, EC)*

## Royalty (or Member of a Royal Family)

To be from a royal family, a character must be from a family must related to a king, queen, prince, princess, emperor, or pharaoh. Only human characters can be part of a royal family. The following Redemption® cards refer to members of a royal family:

- (Good): *Faith of David (CW)*, *King David (P)*, *King Lemuel (RA)*, *Royal Parade (FF)*, *The Lord Goes Before You (FM)* and *Zion (FM)*

The following Redemption® characters are members of a royal family:

- (Hero): *Abigail (Wo, RA2)*, *Bathsheba (Wo, FM)*, *David [Green] (Wa, Ki)*, *David [Red] (Wa, Ki)*, *David, the Psalmist (CW)*, *David, the Shepherd (CW)*, *Esther (B, Or, P)*, *Jonathan (B, Or)*, *King Amaziah (Ki, RA2)*, *King Asa (Ki, TP)*, *King Azariah (Uzziah) (Ki)*, *King David (P)*, *King Hezekiah (Ki, Pi)*, *King Hiram (FF)*, *King Jehoshaphat (Ki, Pi)*, *King Joash (Ki, Pi)*, *King Josiah (Ki)*, *King Jotham (Ki)*, *King Lemuel (RA)*, *King Saul [Purple] (Wa, Ki)*, *King Solomon (P, TP)*, *King's Daughter (Wo)*, *Melchizedek (Pa, Pi, RA, CW)*, *Mephibosheth (FF)*, *Pharaoh's Daughter (Wo)*, *Prince Jonathan (Wa, Ki)* and *Queen of Sheba (Wo)*

- (Evil): *Abimelech (Pa, RA2)*, *Abner (Pa, Ki)*, *Absalom (Wa, Ki)*, *Adonijah (P)*, *Ahab (B, C, Or)*, *Ahaziah (Pr)*, *Antiochus IV Epiphanes (RA)*, *Archelaus (Ap, Di)*, *Athaliah (Wo)*, *Belshazzar (Pr)*, *Bera, King of Sodom (Pa)*, *Bernice (PC)*, *Drusilla (PC)*, *Emperor Augustus (P)*, *Emperor Caius Caligula (Ap, EC)*, *Emperor Claudius (Ap, PC)*, *Emperor Domitian (RJ)*, *Emperor Galba (FF)*, *Emperor Nero (Ap)*, *Emperor Otho (FF)*, *Emperor Tiberius (J, Ap)*, *Emperor Vitellius (RA)*, *Foreign Wives (RA3)*, *Haman (B, C, Or, P)*, *Hamor (FM)*, *Herod Agrippa I (G, Ap, EC)*, *Herod Agrippa II (Ap, TP)*, *Herod Antipas (Ap)*, *Herod Philip II (Ap, Di)*, *Herod the Great (Ap, Di)*, *Herodias (A, Or)*, *Jezebel (B, Or, RA2)*, *King Abijah (Ki)*, *King Achish (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)*, *King Cushan-Rishathaim (FF)*, *King Eglon (FM)*, *King Elah (Ki)*, *King Evil-merodach (Pi)*, *King Hazael (RA)*, *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 Pekah (Ki)*, *King Pekahiah (Ki)*, *King Rehoboam (Ki, Di)*, *King Rezin (Ki)*, *King Sargon II (Pi)*, *King Saul [Brown] (Wa, Ki)*, *King Sennacherib (Ki)*, *King Shallum (Ki)*, *King Shalmaneser V (Ki)*, *King Shishak (Ki)*, *King So (Ki)*, *King Tiglath-Pileser III (Ki)*, *King Zechariah (Ki)*, *King Zedekiah (Ki)*, *King Zimri (Ki)*, *Kings of the Earth (RJ)*, *Manasseh (Pr)*, *Michal (Wo, CW)*, *Nebuchadnezzar (Pr, TP)*, *Nergalsharezer (FF)*, *Nimrod, the Mighty (CW)*, *Og, King of Bashan (FM)*, *Pharaoh (A, D, H, Or)*, *Pharaoh Hophra (Pi)*, *Pharaoh Neco (Ki)*, *Pontius Pilate (Ap, Di)*, *Queen Maachah (Ki)*, *Queen Tahpenes (RA)*, *Salome (B, Or, TP)*, *Shechem (F, RA2)*, *Shobach (P)*, *The Deceived Pharaoh (CW)*, *The Dreaming Pharaoh (FF2)*, *The Fallen King (FM)*, *The Hard-Hearted Pharaoh (CW)* and *The Murdering Pharaoh (CW)*
- (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)*, *Elders of the City (J)*, *Gleaning the Fields (J)*, *Naomi (J)*, *Ruth Meets Boaz (J)* and *When Judges Governed (J)*
- (Neutral): *Boaz' Sandal (P)*

The following Redemption® characters are from Ruth:

- (Hero): *Boaz (J, Pa)*, *Elders of the City (J, Pa)*, *Naomi (J, Wo)* and *Ruth (B, D, J, Or)*
- (Evil): *Selfish Kinsman (I)* and *Orpah (Pa)*

The following Redemption® Enhancements are from Ruth:

- (Good): *Best Friends (J, Pa)*, *Devotion of Ruth (B, D, J, Or)*, *Family Bond (J)*, *Gleaning the Fields (J, Pa)*, *Kindness of Boaz (J)*, *Loyalty of Ruth (J, Pa)*, *Ruth Meets Boaz (J, Pa)* and *When Judges Governed (J)*
- (Dual-Alignment): *Kinsmen's Agreement (CW)*

## 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)* and *Nicodemus (Ap, Di)*
- (Evil): *Arrest in Gethsemane (Di)*, *Barabbas (Pi)*, *Chief Priests' Offer (Di)*, *Doctrine Like Leaven (RA)*, *False Witnesses (G)*, *Herod Agrippa II (TP)*, *High Priest Ananias (RJ)*, *High Priest Annas (Ap, Pi)*, *High Priest Caiaphas (Pi)*, *High Priest's Palace (Pi)*, *High Priest's Plot (Pi)*, *Just a Hireling (RA)*, *Plot to Kill (RJ)*, *Questioning Christ (Di)*, *Sadducees (G)*, *Sadducees [3 in Front] (Ap)*, *Sadducees [7 in Front] (Ap)*, *Sadducees [Ear Scratch] (Ap)*, *Sanhedrin (Ap, EC)*, *Scribe (Di)*, *Seize Him! (RJ)*, *Stoning of Stephen (EC)*, *Tenants Kill the Son (Di)* and *The Chief Priests (RJ)*
- (Neutral): *Jerusalem (Ap)* and *Prison (EC)*

The following Redemption® characters are Sadducees:

- (Evil): *Alexander (RA)*, *Captain of the Temple Guard (Pi)*, *Disbelieving Sadducees (Di)*, *High Priest Ananias (Pi, RJ)*, *High Priest Annas (Ap, Pi)*, *High Priest Caiaphas (Ap, Pi)*, *Sadducees (G)*, *Sadducees [3 in Front] (Ap)*, *Sadducees [7 in Front] (Ap)*, *Sadducees [Ear Scratch] (Ap)*, *Sanhedrin (EC)*, *Temple Guard (G, RJ)* and *The Chief Priests (RJ)*

### 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): *Kindness (Di)*
- (Neutral): *Samaritan Water Jar (TP)*

The following Redemption® characters are Samaritans:

- (Hero): *Good Samaritan (Ap)*, *The Thankful Leper (RA)* and *The Woman at the Well*

(TP)

- (Evil): *Prophets of Samaria (Pr)*, *Sanballat (Pi)* and *Simon the Magician (Ap, EC)*

## Scholar or Philosopher in the Title

The following Redemption® cards refer to cards with “scholar” or “philosopher” 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 “scholar” or “philosopher” in the title:

- *Epicurean Philosophers (EC)*, *Greek Philosophers (Ap)*, *Greek Scholars (Ap)* 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)* and *Temple Dedication (RA3)*

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

- (Hero): *Amariah the High Priest (Pi)*, *Azariah the High Priest (Pi)*, *Elishama the Priest (Pi)*, *Hilkiah the High Priest (Pi)*, *Jehoiada the High Priest (Pi)*, *Jehoram the Priest (Pi)*, *Jeremiah (D, Pr, Pi, TP)*, *Seraiah the High Priest (Pi)* and *Temple Priests (RA3)*

## Son of Jacob

Sons of Jacob are the sons of Jacob. The following Redemption® cards refer to sons of Jacob:

- (Good): *Buying Grain (FF)*, *Dinah (FM)*, *Jacob (Israel) (CW)*, *Joseph (FF2, CW)*, *Joseph Before Pharaoh (FF2)* and *Midianite’s Slave (FM)*
- (Evil): *Wild Beast (FM)*
- (Dual-Alignment): *Deceit & Vengeance (FM)*

The following Redemption® characters are sons of Jacob:

- (Hero): *Asher (RA)*, *Benjamin (FF)*, *Dan (FF)*, *Joseph (Pa, FF2, CW)*, *Judah (TP)*, *Levi (RA)*, *Reuben (FF)*, *Simeon (FF)* and *Zebulun (FF)*

## Spiritual Gifts

This phrase only appears referring to Enhancements, and has been given errata to mean “[Fruits of the Spirit](#)”. The following Redemption® cards are impacted by the errata:

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

## 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 for targeting purposes.

## 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): *House of Rimmon (FF)*, *King Asnappar (FF)*, *Shobach (P)*, *Soldiers of Zobah (CW)*, *Syrian Mercenaries (CW)*, *Syrian Victory (Ki)*, *The Strong Force (RA)* and *Syrian Reinforcements (CW)*
- (Neutral): *Damascus (EC)*

The following Redemption® characters are Syrians:

- (Hero): *Leah (Wo, TP)* and *Rachel (Wo, FF2)*
- (Evil): *Antiochus IV Epiphanes (RA)*, *King Ben-Hadad I (Ki)*, *King Cushan-Rishathaim (FF)*, *King Hazael (RA)*, *King Rezin (Ki)*, *Laban (F, P)*, *Naaman (FF)*, *Quirinius (J)*, *Shobach (P)*, *Soldiers of Zobah (CW)*, *Syrian Archer (Ki)*, *Syrian Mercenaries (CW)*, *The Strong Force (RA)* 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)*, *Bezaleel (Pi)*, *Covering the Sacred Things (Pi)*, *Eleazar, Son of Aaron (PC)*, *Eli the Priest (Pi, RA, P)*, *Faith of Moses (CW)*, *Oholiab (Pi)* and *The Tabernacle (Pi, P)*

The following Redemption® Artifacts are Tabernacle Artifacts:

- *Aaron’s Staff (CW)*, *Altar of Burnt Offering (Pi)*, *Altar of Incense (E, Pi)*, *Ark of the*



*Covenant (Wa, Ki, RJ), Book of the Covenant (P), Book of the Law (Pi), Holy of Holies (D, Pi), Lampstand of the Sanctuary (Pi), Pot of Manna (P), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), Temple Veil (F) and The Bronze Laver (Pi)*

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): *Eli's Sound Advice (Di), Phinehas, Son of Eleazar (FM), Trumpet and Sword (Di)* and *Zadok Anoints Solomon (TP)*
- (Neutral): *Aaron's Staff (CW)*

The following Redemption® characters are Tabernacle priests:

- (Hero): *Aaron (G, Pa, Pi, Di), Abiathar (Pi), Ahimaaz (Ki, Pi, FM), Ahimelech, Priest at Nob (Pi), Eleazar, Son of Aaron (Pi, PC), Eli the Priest (Pa, Pi, RA, P), Ithamar, son of Aaron (Pi), Phinehas, Son of Eleazar (Pi, FM)* and *Zadok (Pi)*
- (Evil): *Abihu (C, Or, Pi), Hophni, son of Eli (Pi), Nadab (Pi)* and *Phinehas, son of Eli (Pi)*

## 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): *Filling Zerubbabel's Temple (FF), Glory of the Lord (P), Jehoiada the High Priest (Pi), Solomon's Temple (Pa, RA3), Temple Dedication (RA3), Temple Priests (RA3)* and *Zerubbabel's Temple (FF)*
- (Evil): *Breaking Jerusalem's Wall (RA2), 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 (Pi), Altar of Incense (E, Pi), Ark of the Covenant (Wa, Ki, RJ), Book of the Covenant (P), Book of the Law (Pi), Golden*

*Cherubim (RA3), Holy of Holies (D, Pi), Lampstand of the Sanctuary (Pi), Pot of Manna (P), Table of Showbread (Pi), Tables of the Law (G, Wa, Pi, FM), Temple Veil (F), The Bronze Laver (Pi) and Windows of Narrow Light (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): *His Name is John (Di)*

The following Redemption® characters are temple priests:

- (Hero): *Amariah the High Priest (Pi), Azariah the High Priest (Pi), Eliashib the High Priest (Pi), Elishama the Priest (Pi), Ezra (Pi), Hilkiyah the High Priest (Pi), Jaddua, son of Jonathan (TP), Jehoiada the High Priest (Pi), Jehoram the Priest (Pi), Jeremiah (D, Pr, Pi, TP), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi), Seraiah the High Priest (Pi), Shelemiah the Priest (Pi), Temple Priests (RA3), Zechariah (Pr, Pi, RA) 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)*



## Zechariah Enhancement

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

- (Good): *Zechariah (Pi, RA)*

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

- *Golden Lamp Stand (Pr), Measuring Line (Pr), Search (C, FF), The Branch (Pr), Two Olive Branches (Pr), Wall of Fire (Pr) and Wickedness Removed (RA)*

## 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)*

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

- *Altar of Burnt Offering (Pi), Altar of Incense (E, Pi), Book of the Covenant (P), Book of the Law (Pi), Golden Cherubim (RA3), Holy of Holies (D, Pi), Lampstand of the Sanctuary (Pi), Table of Showbread (Pi), Temple Veil (F), The Bronze Laver (Pi) and Windows of Narrow Light (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)* and *Zerubbabel's Temple (FF)*

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

- (Hero): *Eliashib the High Priest (Pi), Ezra (Pi), Jaddua, son of Jonathan (TP), Joiada, Son of Eliashib (FF), Joiakim, Son of Joshua (FF), Jonathan, son of Joiada (P), Joshua the High Priest (Pi), Shelemiah the Priest (Pi) and Zechariah (Pr, Pi, RA)*