

"Build"

REWARD: You may take a Fortress from deck or Reserve.

This precious value, then, is for you who believe; but for unbelievers, "A stone which the builders rejected, this became the chief cornerstone."
1 Peter 2:7 (Psalm 118:22)

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"Bury"

REWARD: You may underdeck an Evil Character.

Then He will also say to those on His left, 'Depart from Me, you accursed people, into the eternal fire which has been prepared...'
Matthew 25:41 (Psalm 6:8)

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"Celebrate"

REWARD: You may draw 2. Each opponent may draw 1.

For the eyes of the Lord are toward the righteous, and His ears attend to their prayer, but the face of the Lord is against evildoers.
1 Peter 3:12 (Psalm 34:15-16)

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"Enforce"

REWARD: Each opponent must underdeck an evil card from hand.

For the one who does wrong will receive the consequences of the wrong which he has done, and that without partiality.
Colossians 3:25 (Deuteronomy 10:17)

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"Enlist"

REWARD: You may take a Character from Reserve.

Claiming to be wise, they became fools, and they exchanged the glory of the incorruptible God for an image in the form of corruptible mankind...
Romans 1:22-23 (Jeremiah 10:14)

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"Examine"

REWARD: You may underdeck an Enhancement from discard pile or Reserve.

For the hearts of this people have become insensitive, and with their ears they hardly hear, and they have closed their eyes...

Acts 28:27 (Isaiah 6:10)

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"Grumble"

REWARD: You may underdeck a card from hand to draw 1.

Now I want to remind you ... that the Lord, after saving a people out of the land of Egypt, subsequently destroyed those who did not believe.
Jude 1:5 (Exodus 12:41)

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"Hide"

REWARD: You may reserve an Artifact. If you reserve your Artifact this way, you may draw 2.

Do not be idolaters, as some of them were; as it is written: "The people sat down to eat and to drink, and rose up to play."
1 Corinthians 10:7 (Exodus 32:6)

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"Hurry"

REWARD: You may draw 3. If you do, discard 3 cards from hand.

Be angry, and yet do not sin; do not let the sun go down on your anger, and do not give the devil an opportunity.

Ephesians 4:26-27 (Psalm 4:4)

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"Liberate"

REWARD: Release any number of captured characters. If there are none, you may draw 1 instead.

'And whatever nation to which they are enslaved I Myself will judge,' said God, 'and after that they will come out and serve Me in this place.'
Acts 7:7 (Genesis 15:14)

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"Plan"

REWARD: You may topdeck a card from Reserve.

For the wisdom of this world is foolishness in the sight of God. For it is written: "He is the one who catches the wise by their craftiness."
1 Corinthians 3:19 (Job 5:13)

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"Practice"

REWARD: You may take an Enhancement from Reserve.

Not like the covenant which I made with their fathers ... for they did not continue in My covenant, and I did not care about them, says the Lord.
Hebrews 8:9 (Jeremiah 31:32)

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"Prepare"

REWARD: You may take a card from Reserve. Each opponent may shuffle a card from Reserve.

Never take your own revenge, beloved, but leave room for the wrath of God, for it is written: "Vengeance is Mine, I will repay," says the Lord.
Romans 12:19 (Deuteronomy 32:35)

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"Prosper"

REWARD: You may discard a card from hand to draw 2.

For we have brought nothing into the world, so we cannot take anything out of it, either.

1 Timothy 6:7 (Job 1:21)

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"Repeat"

REWARD: You may copy the reward on a Redeemed Soul in your Land of Redemption.

But He gives a greater grace. Therefore it says, "God is opposed to the proud, but gives grace to the humble."

James 4:6 (Proverbs 3:34)

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"Reset"

REWARD: You may bounce a character. If opponent has hand advantage, you may draw 1.

...You will all fall away because of Me this night, for it is written: 'I will strike the shepherd, and the sheep of the flock will be scattered.'
Matthew 26:31 (Zechariah 13:7)

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"Resurrect"

REWARD: You may resurrect a Hero. Each opponent may shuffle a Hero from discard pile.

Christ redeemed us from the curse of the Law, having become a curse for us—for it is written: "Cursed is everyone who hangs on a tree."
Galatians 3:13 (Deuteronomy 21:22-23)

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"Return"

REWARD: You may topdeck a Hero from discard pile or banish pile.

While it is said, "Today if you hear His voice, do not harden your hearts, as when they provoked Me."

Hebrews 3:15 (Psalm 95:7-9)

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"Scavenge"

REWARD: You may take an Enhancement from opponent's discard pile.

Saying to them, "It is written: 'And My house will be a house of prayer,' but you have made it a den of robbers."

Luke 19:46 (Jeremiah 7:11)

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"Store"

REWARD: You may reserve a card (except a Dominant) from deck or discard pile.

But this has happened so that the word that is written in their Law will be fulfilled: 'They hated Me for no reason.'

John 15:25 (Psalm 109:3)

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"Teach"

REWARD: You may take a Hero from deck. Each opponent may take a Hero from Reserve.

If we say that we have no sin, we are deceiving ourselves and the truth is not in us.

1 John 1:8 (Proverbs 20:9)

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