

PARAGON ERRATA

As we develop our games, we try our best to ensure quality, but inevitably things slip through the cracks. This errata will be updated, as necessary, as any tweaks or changes are found. Simple typographical or layout issues are not indicated here, but any rules changes or clarifications are. All PDF versions of our books will contain all the latest errata, as given in each revision listed below. On-demand print books will also be updated with the latest errata.

You can locate your Paragon revision number on page 2 of your book (on the back side of the title page), just below the copyright notice.

Revision: 2.0.14, 9/1/17

- **Spells:** All spells with a casting time of 15 turns have been changed to **1 minute**
- p. 119: **Weapons:** Change last sentence of second paragraph to read: Keep in mind that targets multiply or divide damage based on their Target Size.
- p. 120: **Kukri:** Damage HDL is +1
- p. 169: **Inscribing:** Second paragraph change to: Inscribing a spell requires the spell's enhancer (which doesn't increase the spell's effect), a writing implement specifically made for inscribing the spell, and increases the casting time of the spell by one time category. If the spell's casting time is in segments, inscribing takes a like number of turns; turns become minutes, minutes become increments of 10 minutes, and 10 or more minutes becomes hours. A spell with a casting time in hours takes the same amount of time to inscribe. The difficulty of inscribing is the same as that of casting the spell.
- p. 173: **Casting Spells,** fifth paragraph change to: Spells also take time to cast. Some spells can be cast in a few segments or seconds, while others may take minutes, or even hours. A spell's casting time can be decreased by suffering a penalty to its casting check; for every increment saved, based on the spells' casting time, the casting check suffers a -1 penalty. For instance, a spell with a casting time of 6 requires 6 segments (a Deferred Delay of 6) to cast. For every segment saved, the casting check suffers a -1 penalty, to a minimum Deferred Delay of 0 at a penalty of -6 (normal *Magic Combat*-based Active Delay still applies after casting a spell, regardless of its casting time). A spell with a casting time in minutes (15 turns per minute) can be accelerated by turns rather than segments.
- p. 184 & 202: Dazzle is now Grade 2, with a Casting Time of 2.
- p. 191: **Awaken:** DIF is 8
- p. 270: The rule that larger creatures subtract

their Target Size from close combat rolls has been removed (this rule has never actually been applied to any creatures in any of the books).

- p. 272: An alligator's Size is +1, and its damage is HDL 8 P.
- p. 276: Cat, Climbing should read 1d8+4
- p. 284: Horse, Damage should read: Hooves: TR 3, HDL 9 B
- p. 292: **Spider:** Delay is 7/4 (base), 5/2 (close)

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<https://www.thegamecrafter.com/games/paragon-cards>

The Paragon rules and the Paragon cards are also available in hard copy on DriveThruRPG.