DUNGEONS: DRAGONING ERRATA

[Book 1](#_a1juw7wf6m0z)

[Book 2](#_x24zclcef3pq)

# Book 1

Conviction: Your power stat (Faith) is capped at 1/2 of your Devotion (rounded up) as well as your level. If you lose points in devotion sufficient to bring the cap on your power stat down below the level you have actually purchased it at, you lose access to the powers granted by higher ranks in the power stat until you have increased your devotion sufficiently. When you purchase a point of Faith, increase your devotion by 1, to a maximum of 10.

Page 122: Divine Bond has a VP Rating of 100

Page 172: Polymorph’s effect is now the following:
Polymorph

Transmutation 3

Test: Transmutation + Wisdom

Target Number: 25

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: One scene.

You can turn into an animal. This allows you to shift your physical stats around slightly, taking up to two points from one of your physical stats (to a minimum of 1 - if you only have 1 in a stat you cannot remove that last point from it) and put them on other physical stats. You may also choose to gain one of the following traits: Quadruped, Crawler, Amphibious, Armor Plating (2), Dark Sight, Flyer, Aura (2). While using this spell, you appear as a normal animal of whatever type you've chosen to turn into, and gain a natural weapon with the following profile; 1k1, R or I, Brawling. Your equipment melds into your new form and you lose any effects it gives. Using this spell to turn to or from an animal form is a Full Action, and you can remain in animal shape until the spell ends.

Material: A lock of your hair.

Page 245:Fight Defensively is considered as a Full Action instead of a Half Action.

# Book 2

Elemental Shot III- choices

*Holy* - Your weapon deals X damage and gains Orgone Array.

*Gravity* - Your weapon deals X damage, gains Tearing, and treats targets hit by it as having 1 less resilience, to a minimum of 1.

*Nuclear* - Your weapon deals E damage, gains Toxic, and wounds it deals cannot be healed by spending resource points or magical healing - only by time.

|  |
| --- |
| **Ranged Mods** |
| **Name** | **Cost** | **Compatibility** | **Effect** |
| Felling | +2 | B | Treats targets as having 1 less resilience, to a minimum of 1. |