

Redemption Paragon Format Rules

Unofficial Format Created by Kurt Hake

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The Paragon Format is a multiplayer format for Redemption. It can be played with 2 to 5 players.

Each player uses his or her own deck built around a special card called a Paragon. In addition, there is a separate shared “Soul Deck” that contains all the Lost Souls the players will race to rescue. Unlike other formats, players do not include any Lost Souls in their own decks.

Deck Building Rules

Only cards from these sets may be used:

- Redemption Roots
- Israel’s Rebellion
- Israel’s Inheritance
- Times to Come
- 5th Edition Starter Decks (K & L)
- 4th Edition Starter Decks (I & J), including I/J+

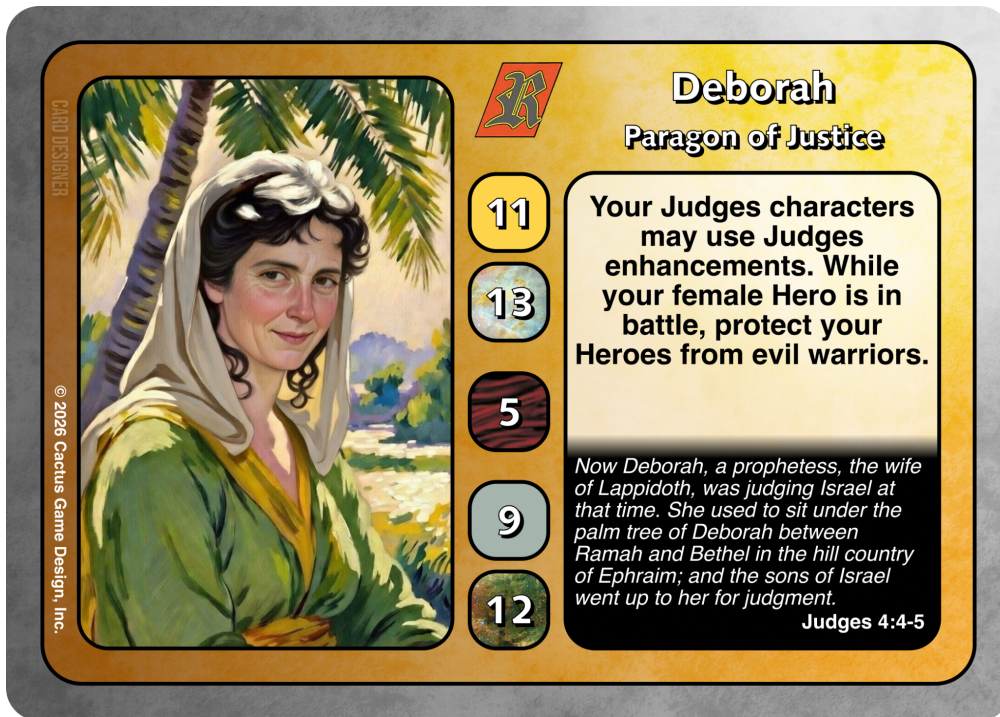
You may also use any promo card that is mechanically identical to a card from a legal set.

All other sets and other promos are banned in the format.

Your first choice in building a deck for the Paragon Format is to choose your Paragon. You may select any one Paragon for your deck. Your Paragon will help shape your deck, but it is not considered part of your deck.

Your deck must contain exactly 40 cards. Your reserve must contain exactly 10 cards. Thus, they will always total 50. What these 50 cards can be is determined by your Paragon. Your Paragon specifies which brigades can be included in your deck, and it provides a global special ability that may influence your strategy.

For example, consider Deborah, Paragon of Justice:



Each Paragon has a primary good brigade and a primary evil brigade. Deborah's primary good brigade is Gold, and her primary evil brigade is Gray.

Based on the five printed numbers, a Deborah deck (and reserve) must total the following:

- **Exactly 11 good-aligned cards that are Gold**
 - Heroes, Good Enhancements, Covenants
- **Exactly 13 good-aligned cards that are NOT Gold**
 - Heroes, Good Enhancements, Covenants, Good Dominants, Good Fortresses
- **Exactly 5 neutral-aligned cards**
 - Artifacts, Dual Characters, Dual Enhancements, Dual Dominants
- **Exactly 9 evil-aligned cards that are Gray**
 - Evil Characters, Evil Enhancements, Curses
- **Exactly 12 evil-aligned cards that are NOT Gray**
 - Evil Characters, Evil Enhancements, Curses, Evil Dominants, Evil Fortresses

It is highly recommended to use the free deck building tool at RedemptionCCG.app. There you can filter to see only the Paragon-legal card pool, and the app will track all of your Paragon's number requirements for you.

Visual Key:

of good-aligned cards of primary brigade

of good-aligned cards NOT of primary brigade

Name

Special ability

of neutral-aligned cards

Bible reference

of evil-aligned cards of primary brigade

of evil-aligned cards NOT of primary brigade

As mentioned above, your deck cannot include any Lost Souls (not even “Hopper”). However, your deck may include up to 7 Dominants, even though it has no Lost Souls.

You may not include more than 1 copy of any card in your deck.

No matter which Paragon you choose, the numbers will always total 50. Of these, 10 will be your reserve, and the remaining 40 will be your deck. You can choose any of the cards (except the Dominants) to be in your 10-card reserve.

Gameplay Rules

Multiplayer Gameplay

- Only the first player to take a turn does not draw 3 cards to start their first turn. Each other player draws 3 cards on the start of their first turn.
- Play goes in a clockwise direction.
- A card that refers to “opponent” can refer to any opponent unless one of the players controls the other side of a battle you are in, in which case that player is the opponent.
- As normal, the first player with 5 Redeemed Souls wins the game.
 - *OPTIONAL RULE:* If all players agree before starting the game, you may make the win condition 4 Redeemed Souls instead. This can help keep games with many players from taking too long. This is not recommended for games with only 2 or 3 players.

Paragons

- Your Paragon provides you with a special ability that is always active.
- You are considered to own and control your Paragon.
- Paragons are not characters.
 - Their names are purely for flavor purposes and do not affect your ability to play a unique character of the same name.
 - They have no identifiers.
- Paragons are not considered cards for gameplay purposes.
 - They are not in any game zone.
 - They cannot be targeted.
 - They have no alignment (they are not considered good, evil, or neutral).
 - They are not considered to have any brigades.
- Paragons cannot be negated.

The Soul Deck

- The Soul Deck is made up of 21 distinct Lost Souls designed specifically for the format.
- Even though the Soul Deck does not belong to any player, it is still considered a deck.
 - For example, an ability to “play a Lost Soul from a deck” could be used to play a Lost Soul from the Soul Deck.
 - However, an ability that targets “an opponent’s deck” cannot target the Soul Deck, because it does not belong to an opponent.

- At the start of each player's turn, if there are fewer than 3 of these Lost Souls in play, reveal Lost Souls from the top of the deck until 3 are in play.
 - Captured characters and token Lost Souls do not count towards this rule of 3.
- If a Lost Soul is rescued, immediately replace it with the top card of the deck, unless there are still 3 or more in play.
 - This stops players from being able to "block" by playing Son of God.
- All Lost Souls in play (including captured humans and Lost Soul tokens) are considered to be in every player's Land of Bondage.
- Each of the Lost Souls has a "REWARD" special ability.
 - If you rescue a Lost Soul, you must immediately use its reward.
 - If you successfully defend, you must immediately use a reward on any one Lost Soul in play.
 - Negated Lost Souls do not provide a reward.

Brigades

- Because the Paragon-legal card pool does not include the retired brigades (red, teal, and evil gold), these brigades are considered not to exist.
 - If you ever have to choose a brigade (such as when converting a character), you cannot choose red, teal, or evil gold.
 - The card pool does include the handful of rainbow enhancements from the I & J starter decks. In Paragon gameplay, these do not include red, teal, or evil gold. A good rainbow enhancement has 7 brigades (blue, clay, gold, green, purple, silver, and white), and an evil rainbow enhancement has 6 brigades (black, brown, crimson, gray, orange, and pale green).

Attacking and Blocking

- When a player attacks, they do not attack a specific opponent. It is up to the opponents to determine who will become the defending player.
 - However, if the attacker uses a "choose the blocker" ability before any opponent defends, then the attacking player's choice will determine which opponent becomes the defending player.
 - If any player wants to play a Dominant or trigger some other action between the attack and the defense, they must do so (following regular action priority rules) before any player decides whether to defend or pass.

- The opponent to the attacker's left has the choice to defend or to pass to the next player clockwise.
 - This player may in turn pass to the next player after that, and so on.
 - No cards can be played or other actions taken while players are deciding whether to defend or pass.
 - If a player decides to defend, any "If attacked" abilities (e.g., Philistine Outpost) they have activate at that moment. Only the player who defends is considered to have been attacked.
 - If all opponents pass without defending, then the rescue attempt is not blocked and the rescuing player gets to rescue a Lost Soul of their choice.
- If a player decides to defend, they must immediately take the next action (after any "If attacked" abilities activate). Most often, this action will be to block with an Evil Character; however, it could instead be to play a Dominant or trigger an action.
 - If a player has no valid action to take, they cannot choose to defend.
 - After this initial defense action (blocking or otherwise), the game returns to regular action priority rules (all players are allowed to play Dominants and trigger actions).
 - If the initial defense action was not to block, and no Evil Character is yet in battle, the defending player may still block with an Evil Character.
- Other players besides the attacking player and defending player may still affect the battle via Dominants and triggered actions.
 - If a defense is successful, only the defending player receives the reward, regardless of any abilities other players may have contributed.
 - If a rescue attempt somehow fails before any player becomes the defender, then no player receives a reward.
- The Paragon format uses the "Rescuer's Choice" rule (after a rescue attempt is deemed successful, but before a Lost Soul is surrendered, the attacking player selects the Lost Soul to be surrendered instead of the defending player).
 - This allows the rescuing player to select their reward ability.

