

modifier prerequisite. For example, a prerequisite needing a Charisma ability score of 14 would instead need a Charisma attribute modifier of +2. The rules text from *Player Core* is as follows.

Attribute Boosts

An attribute boost normally increases an attribute modifier's value by 1. However, if the attribute modifier to which you're applying an attribute boost is already +4 or higher, instead mark "partial boost" on the character sheet for that attribute. If the attribute already has a partial boost invested in it, increase the modifier by 1 and uncheck the box. At 1st level, a character can never have any attribute modifier that's higher than +4.

When your character receives an attribute boost, the rules indicate whether it must be applied to a specific attribute modifier, to one of a limited list, or whether it's a "free" attribute boost that can be applied to any attribute modifier of your choice. Dwarves, for example, receive an attribute boost to their Constitution modifier and their Wisdom modifier, as well as one free attribute boost, which can be applied to any other attribute.

When you gain multiple attribute boosts at the same time, you must apply each one to a different modifier. This means you can't apply a partial boost to an attribute modifier and apply another boost simultaneously to increase it.

Attribute Flaws

Attribute flaws are not nearly as common in Pathfinder as attribute boosts. If your character has an attribute flaw—likely from their ancestry—you decrease that attribute modifier by 1.

Alignment

The concept of alignment has been removed from the game, replaced with tools more directly pointed at what those rules attempted to accomplish. Creatures no longer have alignment, though some follow edicts and anathema or are sanctified to a holy or unholy cause, since both of these struggles are key to the setting of Pathfinder.

Edicts and Anathema

For guidance on how to play a character, we're emphasizing edicts and anathema more strongly. They're now a voluntary, optional part of character creation for all characters. Deities, classes, and so forth can still introduce specific edicts and anathema. Most of these are similar or identical to what already appears in printed books.

Edicts and Anathema: You can choose to take on edicts and anathema to reinforce your character's beliefs and guide how they'd react in certain situations. Edicts are behaviors your personal philosophy or code encourages. Anathema are the opposite: actions contrary to your point of view and violations of your personal code. For

example, you might declare that you follow an edict to keep detailed records of any dungeon you explore, or you might consider it anathema to refuse to help a friend in need.

For most characters, these are entirely optional, though it's best to consider taking on some as you create your character to home in on how they think. If you follow a deity, you might take inspiration from the edicts and anathema listed for them in their deity entries. Ancestry entries list edicts and anathema prevalent among their societies.

The new geniekin heritages in *Rage of Elements* list popular edicts and anathema, and here's an example from *Player Core* for the orc ancestry.

Popular Edicts become even stronger, share knowledge you won through pain, destroy the undead

Popular Anathema accept defeat without proof of strength, reshape or reanimate a creature into something lesser

Holy, Unholy, and Sanctified

New traits let you dedicate a character to the grand battle between holy forces—such as celestials—and unholy forces—such as fiends and undead. You'll note chaos, law, and neutrality don't have equivalents as their scope was far more limited and they matter much less in the game world. Some characters, notably clerics in *Player Core*, can choose to become sanctified. We may issue errata for other major character options that relied on alignment, but it's unlikely that every single base will be covered. The rules text for sanctification and the related traits is as follows.

Sanctification: Some deities sanctify their clerics and similarly devoted followers. This gives the follower the holy or unholy trait. The holy trait indicates a powerful devotion to altruism, helping others, and battling against unholy forces like fiends and undead. The unholy trait, in turn, shows devotion to victimizing others, inflicting harm, and battling celestial powers. Deities that list "must choose" require gaining the trait, and those that list "can choose" give the devotee the option to choose the trait or not. You can have the holy trait, unholy trait, or neither, but can never have both the holy and unholy traits.

Spells and other effects can also have these traits, making them more powerful against creatures with the opposite trait. Some spells and abilities have the sanctified trait. This means that when you use the ability you add the holy trait or unholy trait to the ability if you have that trait.

Holy (Trait): Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

Unholy (Trait): Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

Sanctified: If you are holy or unholy, your sanctified actions and spells gain the same trait.

Spirit Damage

Though this damage type isn't used in *Rage of Elements*, the Remaster rules introduce spirit damage. This will replace alignment damage (chaotic damage, good damage, evil damage, and lawful damage) in many situations. But beyond that, it also covers many situations where there wasn't truly a suitable damage type.

Spirit Damage: Directly affecting the spiritual essence of a creature, spirit damage can damage a target projecting its consciousness or possessing another creature even if the target's body is elsewhere. The possessed creature isn't harmed by the blast. Spirit damage doesn't harm creatures that have no spirit, such as constructs. Many effects that deal spirit damage also have the sanctified, holy, or unholy trait.

Fast Changes

Alignment changes are the most extensive in the Remaster. If you want to use them in your game immediately, in most cases you can make pretty quick adjustments on the fly to adapt. Take care to make sure you don't miss something, and be ready to alter your plan if the change doesn't seem to be working as you intended.

Creature Stat Blocks: Remove the alignment entry from all creatures. If a creature's nature is strongly suffused with the magic of good or evil, the creature has the holy or unholy trait, and often its Strikes and other actions do too. Celestials have the holy trait. Fiends and undead have the unholy trait. (As with most things, there are occasional exceptions.) A cleric, champion, herald, or similar follower of a deity might be sanctified as well, gaining the appropriate holy or unholy trait.

Aligned Damage: Change chaotic damage, evil damage, good damage, and lawful damage to spirit damage. If you have a bit more time, you can instead incorporate that damage into the other damage of the attack if it makes sense, increasing the physical damage instead, for example. Consider adding the holy trait or unholy trait to an action, spell, or item if it's often strongly themed to a deity or the metaphysical fight of good versus evil.

Deity Sanctification: There's no quick change for sanctification. If a player wants their character to be sanctified, you can follow what the story suggests should be true for the character and their deity. For instance, it makes perfect sense for a devout cleric of Sarenrae who

has been dedicated to battling fiends and undead to be sanctified to holy. However, a cleric of Cayden Cailean who hasn't shown any strong drive to fight for a cause might not be sanctified. Usually, you can follow the player's wishes for their PCs and ask them to describe in the story how their sanctification comes into play.

Dedication Feats

Formerly, dedication feats for archetypes listed a special entry to note you need to take two other feats from the archetype before taking a new dedication feat. Those rules are now in the rules for the trait itself. This makes them consistent and avoids needing to include repetitive text. Any archetypes that intentionally left room for exceptions—such as some archetypes that count feats from other archetypes toward this number—might get errata closer to the release of the final books.

Druid

Druids no longer have an anathema against using metal! Metal is an element, and many of the metal spells are on the primal spell list and fully usable by druids. The updated list of base druid anathema is as follows. (Wildsong is the new name for the reconceptualized secret language of druids.)

Anathema despoil natural places, consume more natural resources than you require to live comfortably, teach the Wildsong to non-druids.

Sustain and Dismiss

Rather than having separate rules for Sustain a Spell and Sustain an Activation, Sustain is now a specialty basic action that works largely the same way but can be used more broadly throughout the rules. Similarly, Dismiss is now a specialty basic action.

SPILLS

Spells have received some changes to make them easier to understand and use, to have them work correctly with some other rules changes, and to make some of them more fun and useful.

Spell Rank

The term "spell level" has changed to "spell rank" to reduce the confusion caused by using "level" for two different scales of numbers in the game. Other parts of the game that used the same scale as spells have changed as well, such as "counteract level" becoming "counteract rank."

School Removal

Spells no longer have spell schools, which removes the abjuration, conjuration, divination, enchantment, evocation, necromancy, and transmutation traits. There is still an "illusion" trait that follows the same rules as before, but it's no longer a "school," just a trait.

This change makes obsolete a small number of items, archetypes, and other rules elements, which will get errata as needed closer to the release of the books. The wizard sees the greatest number of changes.

Wizard Changes

The removal of spell schools has a major impact on the wizard class. A wizard now has a set of curriculum spells and spell slots, which use the following text.

Curriculum Spells: You automatically add some of the spells listed in your school's curriculum to your spellbook. At 1st level, you add a cantrip and two 1st-rank spells of your choice. As soon as you gain the ability to cast wizard spells of a new rank, choose one of the spells from your curriculum of that rank to add to your spellbook. A superscript "U" indicates an uncommon spell. Your GM might allow you to swap or add other spells to your curriculum if they strongly fit the theme.

Spell Slots: Each day, you can prepare an extra cantrip from your curriculum. You also gain an extra spell slot at each spell rank for which you have wizard spell slots. You can prepare only spells from your school's curriculum in these extra slots. Any spell listed in your curriculum of a suitable spell rank is eligible to be prepared in each of these extra slots, regardless of how you added the spell to your spellbook.

Wizard focus spells are still called "school spells," but they now represent the actual school the wizard attended (or didn't attend) for the School of Unified Magical Theory). An example of a curriculum follows. (The *charming push* focus spell works like *charming words* but can directly affect the target's mind. Therefore, it doesn't have the auditory and linguistic traits.)

School of Mentalism

As a scholar, you know all too well the importance of a sound mind. Thus, you attended a school—like the Farseer Tower or the Stone of the Seers—that taught the arts of befuddling lesser minds with figments and illusions or implanted sensations and memories.

Curriculum cantrips: *daze*, *figment*; **1st**: *dizzying colors*, *sleep*, *sure strike*; **2nd**: *illusory creature*, *stupefy*; **3rd**: *dream message*, *mind reading^U*; **4th**: *nightmare*, *vision of death*; **5th**: *hallucination*, *illusory scene*; **6th**: *never mind*, *phantasmal calamity*; **7th**: *project image*, *warp mind*; **8th**: *disappearance*, *uncontrollable dance*; **9th**: *phantasmagoria*

School Spells initial: *charming push*; advanced: *invisibility cloak*

Focus Spells

Though the details don't come up in *Rage of Elements*, the way characters gain and recharge Focus Points has been simplified in the Remaster. Abilities that give you focus spells no longer mention how many Focus Points they add to your pool because the rules have been

simplified: The maximum number of Focus Points in your pool is always equal to the number of focus spells you know.

The Refocus action is now less limited as well. Here's the new version!

REFOCUS

CONCENTRATE **EXPLORATION**

Requirements You have a focus pool.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For instance, a cleric with focus spells from a holy deity can usually Refocus while tending the wounds of their allies.

Refocus Feats

Some classes have feats to let you Refocus faster, and those have been streamlined to one feat. If you want to implement this change to your game, take these two steps.

1. Change a class's 12th-level "Focus" feat (such as a sorcerer's Bloodline Focus) to have the following rules text: "Whenever you Refocus, completely refill your focus pool."
2. Remove a class's 18th-level "Wellspring" feat (such as a sorcerer's Bloodline Wellspring).

New Format

The format of a spell stat block has changed slightly. Removing the spell components means the actions and traits go in the same place as in other actions and activities. The action icon appears in the header, and the concentrate and manipulate traits go in the traits line when needed. The "Cast" entry appears only for spells that take longer than three actions to cast. In addition, the "Saving Throw" entry has been replaced with "Defenses," which is also used to note when a spell targets AC. You can see the new format in action in the spells ahead!

New and Revised Spells

AUGURY

CONCENTRATE **MANIPULATE** **PREDICTION**

Traditions divine, occult

Cast 10 minutes

You gain a vague glimpse of the future. During the casting of this spell, ask about the results of a particular course of action. The spell can predict results up to 30 minutes into the future and reveal the GM's best guess among the following outcomes: good, bad, mixed (the results will be a mix of good and bad), and nothing (there won't be particularly good or bad results).

The GM rolls a secret DC 6 flat check. On a failure, the result is always "nothing." This makes it impossible to tell whether

SPELL 2