

SECOND EDITION

PATHFINDER®

Vaultlines

ADVENTURE PATH

Player's Guide

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Vaultlines

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Player's Guide

How to Use this Guide	3
Introduction to the Darklands	3
Character Suggestions	5
Backgrounds	8

CONTENT WARNING

The Vaultlines Adventure Path begins with the player characters as prisoners being transported to the Shiv, a Darklands prison infamous for its history of fleshwarping. Though the PCs win their freedom early in the adventure (during the first encounter, in fact!), *Vaultlines* touches on several difficult themes—including incarceration, but also body horror and familial abuse—that some players might not find enjoyable. Before beginning this campaign, talk to the Game Master and other players about these elements to ensure that *Vaultlines* is a safe and fun experience for everyone!



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Player's Guide

How to Use This Guide

Welcome to the Vaultlines Adventure Path!

This Player's Guide will help you to prepare for this epic campaign, wherein the PCs must discover the source of the errant ley lines that threaten to destroy their home in the Darklands, the continent-spanning system of caverns and tunnels that lies beneath Golarion's surface. In this campaign for Pathfinder Second Edition, you'll start play as 11th-level characters but should advance all the way to 20th level by the end of the adventure.

Vaultlines uses Pathfinder's remastered rules, so all you need to play is *Pathfinder Player Core* (or *Pathfinder Player Core 2*) and a character sheet. With your GM's permission, you can also use other Pathfinder Second Edition rulebooks, campaign setting books, and other accessories to further customize your character.

On the following pages, you'll find specific suggestions to help you create a new 11th-level character for *Vaultlines*. This Player's Guide is organized into the following sections:

- **Introduction to the Darklands (page 3):** This section presents some general information about the Darklands, where the majority of the Adventure Path takes place. It also offers advice on how to introduce new or existing characters to the campaign.
- **Character Suggestions (page 5):** Guidance, practical advice, and specific tips for creating an 11th-level character that fits seamlessly into this campaign.

Introduction to the Darklands

The Vaultlines Adventure Path gives you and the other players a chance to build an adventuring party made up entirely of characters who are native to the Darklands. Even if your character is from the surface, the adventure assumes that you've spent enough time in the Darklands that you're not wholly unfamiliar with the environment. Unless you want to play a hero who suddenly finds themselves completely out of their element, your PC already knows the following information when the campaign begins.

A DARKLANDS PRIMER

The Darklands is the name that surface folk and Darklanders alike use for the sprawling cavern system that honeycombs the underground portion of the planet of Golarion. Though entrances from the surface exist, these entry points are rare, remote, and dangerous enough that the Darklands is in many ways a world unto its own. The Darklands is broadly divided into three layers: Nar-Voth, Sekamina, and Orv. While these divisions are largely academic—where one layer

ends and another begins is often a matter of debate—each layer tends to have unique characteristics that distinguish it from the other two.

Nar-Voth

Nar-Voth is the shallowest of the Darklands' layers, with most of its tunnels winding no further than half a mile beneath the planet's surface. Many regions of Nar-Voth open onto the surface, and the layer is sometimes mistaken for a natural cave system, the only distinction being that for a location to be considered part of Nar-Voth, it must also connect to Sekamina (or even deeper, to Orv). Most Darklanders regard Nar-Voth as the wilds of the Darklands. Though many sapient people (including calignis, morlocks, ratfolk, xulgaths, and others) live there in small groups, larger settlements are rare, with the exceptions being the cities of hryngar dwarves, as well as Lattiskar, a cosmopolitan city ruled by ayindilar elves and where the Vaultlines Adventure Path begins.

Sekamina

Sekamina is the layer most surface folk imagine when they think of the Darklands: a series of titanic caverns, some large enough to hold cities rivaling those found on the surface. Much of Sekamina lies at least a mile beneath the surface; with a few rare exceptions, reaching Sekamina is impossible except by first traveling through the circuitous tunnels of Nar-Voth. Until recently, many surface folk believed the largest regions of Sekamina were controlled by ayindilar elves, but it has since come to light that the great ayindilar cities typical of the layer have lain abandoned for centuries. Some people suspect the tales of ayindilar dominance were nothing but propaganda created by the sekmins, the serpentfolk who truly rule Sekamina and after whom the layer is named.

Orv

Whereas the caverns of Sekamina are large enough to encompass cities, the vaults of Orv contain entire worlds. Lightless oceans, dinosaur-filled jungles, radioactive deserts, and even stranger vistas can all be found inside the Orvian vaults—at least, if the stories about the layer are to be believed. Even the inhabitants of Nar-Voth and Sekamina rarely travel to Orv, and the few that do almost never return. Similarly, while it's widely believed that at least some of the Orvian vaults are inhabited, traffic between the vaults is exceedingly rare. A species of warlike blood-drinkers called urdefhans seem to be the only creatures who leave their vaults with any regularity, occasionally making

Player's Guide

their way to the upper reaches of the Darklands—and sometimes even to the planet's surface—for their raids.

Lattiskar

At the start of the *Vaultlines* campaign, you and your companions find yourselves as prisoners being transported to Lattiskar, one of the largest settlements on the Darklands layer of Nar-Voth. Even if you're relatively new to the Darklands, you've probably heard a bit about your destination, if only through secondhand accounts or rumors. While the majority of Lattiskar's citizens are ayindilar elves, the city is a cosmopolitan place, with people of all ancestries and backgrounds being accepted in the settlement. Thanks to its location on the shores of an underground lake and its proximity to a large, productive fungus farm, Lattiskar is said to have an abundance of food—a true rarity in the Darklands. This largesse affords the citizens of Lattiskar the time and resources to pursue pastimes such as academics, art, sports, and theater. However, the city's true claim to fame (or infamy, perhaps) is the Shiv: a prison carved from the building-sized stalagmite that rises from the harbor. You've heard that prisoners in the Shiv are subjected to fleshwarping, a process that uses magic and strange alchemy to twist both the mind and flesh of a living (and often unwilling) creature. The prison's reputation for fleshwarping might be merely a story meant to frighten outsiders, but the Shiv is where you and your companions are headed... so it looks like you'll find out whether the rumors are true soon enough.

If you're at least trained in Lattiskar Lore (perhaps because you chose the Overburn Emissary background presented in this Player's Guide), you might know a bit more about Lattiskar. Consult your GM to find out if your character has heard anything else about the city.

GETTING TO LATTISKAR

Before the campaign begins, you and the other players (including the GM) will have to decide how your characters came to arrive in Lattiskar. If you're starting with a group of new characters, the simplest rationale is that each PC has been imprisoned in the Darklands for their own reason, and together you're all being transported to Lattiskar for incarceration in the Shiv. In this case, your characters are most likely meeting each other for the first time (a short scene at the start of the campaign will give you a chance to get to know each other, before the action of the adventure begins). The custom backgrounds presented in this Player's Guide can help you decide how your character came

A CAPTIVE AUDIENCE

The beginning of the *Vaultlines* Adventure Path leans into a classic Darklands trope: with the PCs as adventurers imprisoned in the Darklands! Knowing this, you might be tempted to begin plotting your escape before the campaign even begins, but there's no need to do so. An opportunity to escape will arise early in the campaign, from a direction neither you nor your captors could have ever anticipated. In this way, the *Vaultlines* Adventure Path isn't so much a story about *how* you earn your freedom, but what you choose to do with that freedom once you have it.

to be imprisoned, but you're by no means obligated to choose one of these backgrounds. So long as your backstory contains some reason why you might be in your current predicament, your character should be able to integrate into the story with no trouble.

If you and the other players would prefer to play characters who all know each other before the adventure begins, you'll have to work together to decide how your group came to be imprisoned. There's no shortage of excuses why a party of luckless adventurers could find themselves in trouble in the Darklands. For example, you might have been defeated in a previous adventure, and rather than killing you, your enemies decided to send you to the Shiv (perhaps out of mercy, but more likely because they believed that a sentence in the Shiv would be a fate worse than death). The twists of fate that led you to Lattiskar could be even more elaborate: perhaps your imprisonment is a way of paying off a collective debt, or the result of an elaborate ruse that somehow went sideways. Whatever you decide, there's no reason to spend too much time developing your party's backstory; unless your GM wants to tie your story into the adventure, these details are unlikely to play much of a role in the campaign once *Vaultlines* begins.

If you're playing a group of existing characters, you can draw on much of the same advice given in the previous paragraph to explain why your party now finds itself imprisoned in the Darklands. Perhaps your most recent adventure inspired you and your companions to follow a rumor to Nar-Voth, where you ran afoul of a Darklands warlord who sent you to Lattiskar as punishment for trying to oust them from power. Again, the details of this failed adventure are mostly prelude—and perhaps justification for why your lower-level PCs have suddenly advanced to level 11!

Player's Guide

Ultimately, whatever twists of fate led your party to be imprisoned in the Darklands should suffice. That said, if your group would prefer a more organic introduction, several previously published Adventure Paths could serve as on-ramps to the campaign. *Abomination Vaults*, *Shades of Blood*, and *Sky King's Tomb* all end with the PCs reaching 11th level (or nearly so in the case of *Shades of Blood*, which brings the PCs to level 10). As a bonus, all three of these Adventure Paths have connections to the Darklands; with a little work, the GM could adapt any of these Adventure Paths to serve as an introduction to *Vaultlines*.

PEOPLE OF THE DARKLANDS

Though surface folk sometimes refer to them as “monsters,” most cultures in the Darklands aren't inherently evil or uncivilized, at least no more so than those found on the surface. Below is a sampling of the varied cultures the PCs might encounter during the campaign. Of course, even stranger (yet still sapient) creatures exist in the Darklands, some of which could indeed be described as monstrous!

Ayindilar elves: Also known as “cavern elves,” ayindilar are the descendents of elves who fled Golarion's surface in the aftermath of Earthfall. Ayindilar once ruled vast city-states on Sekamina, but most have abandoned those cities to live either as nomads or in smaller settlements throughout Nar-Voth and Sekamina. Nearly all ayindilar possess some psychic talent, though many seem reluctant to speak openly about their abilities.

Calignis: Calignis are the descendants of the citizens of Calignos, an Azlanti trading outpost whose residents escaped Earthfall by fleeing into the Darklands. In the darkness beneath Golarion's crust, the calignis began to worship the Forsaken, a pantheon of mysterious Netherworld demigods who shaped calignis into their current forms.

Drathnelar gnomes: Drathnelar gnomes, known by some as “umbral gnomes,” are considered by many to be among the earliest inhabitants of the Darklands, with some scholars positing that their ancestors came to the Darklands at the same time gnomes arrived on Golarion from the First World. Many drathnelars keep to themselves, congregating in small settlements throughout the Darklands, including the hidden city of Dwimoval on Sekamina.

Fleshwarps: Many creatures in the Darklands—including algholthus and the worm-like seugathis—practice fleshwarping as a matter of course, and rogue fleshwarpers exist even in cultures that have otherwise outlawed the practice. The result is a

profusion of fleshwarps throughout the Darklands, though even there, large settlements of fleshwarps are rare, with most preferring to live solitary existences or in enclaves among the communities of other ancestries.

Hryngar dwarves: Centuries ago, hryngar dwarves split from those of their kin who fled to the surface in their Quest for Sky, choosing instead to remain behind in the Darklands. Many hryngar dwarves live on Nar-Voth in the cities abandoned by their surface brethren. Droskar, the dwarven god of toil, is the patron deity of the majority of hryngars.

Morlocks: Morlocks are the distant descendants of humans who, after many generations, adapted to life in the lightless reaches of the Darklands. It's believed that at least some of morlocks' adaptations are the result of prolonged exposure to blightburn, a type of radioactive crystal found throughout the Darklands, as well as the practiced consumption of potent hallucinogenic fungi.

Sekmins: Like many Darklands cultures, sekmins (or “serpentfolk”) fled from the surface after Earthfall, eventually lending their name to the Darklands layer of Sekamina. The sekmin ancestry is split into two notable bloodlines—the slither, spellcasting zyss and the more physically dominant aapoph—though other, less common bloodlines are also rumored to exist.

Surkis: Surkis are insect-like humanoids who as a species spend long dormancies in the Darklands before emerging to the surface in what they call “generation digs.” Surkis have a metamorphic physiology, filtering magical energy from their environment to fuel striking biological changes that help them adapt to their surroundings.

Character Suggestions

You're free to make any kind of character you like for the Vaultlines Adventure Path, but taking the following suggestions into consideration will help you get the most out of this campaign.

ANCESTRIES

While adventurers of any ancestry have plenty of reasons to find themselves below Golarion's surface, *Vaultlines* is a perfect opportunity to play characters who are natives of the Darklands. Many of the ancestries found in *Pathfinder Player Core* have cultures that are encountered primarily in the Darklands. Hryngar dwarves, ayindilar elves, and drathnelar gnomes, for example, all might spend their entire lives without ever having seen the sun. If you choose one of these

Vaultlines

Player's Guide

SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills
Strongly Recommended	Fleshwarp ^{AG} , Fungus Leshy, Ratfolk ^{PC2} , Surki ^{HotW}	Cleric, Psychic ^{DA} , Sorcerer ^{PC2} , Wizard	Common, Sakvroth	Arcana, Nature, Occultism, Religion
Recommended	Dwarf, Elf, Gnome, Goblin, Human	Alchemist ^{PC2} , Inventor ^{G&G} , Rogue, Thaumaturge ^{DA} , Witch	Aklo, Caligni, Petran	Crafting, Deception, Diplomacy, Intimidation, Thievery
Appropriate	Other ancestries	Other classes	Other languages	Other skills
Not Recommended	—	—	—	—

^{AG} *Lost Omens Ancestry Guide*
^{DA} *Pathfinder Dark Archive*
^{G&G} *Pathfinder Guns & Gears*
^{HotW} *Pathfinder Howl of the Wild*
^{PC2} *Pathfinder Player Core 2*

ancestries, your character's heritage will likely help express their culture. For example, you might choose the cavern elf heritage if you want to play an ayindilar elf, or the umbral gnome heritage if you want to play a drathnelar gnome. That said, your character's culture is almost entirely a matter of flavor, not mechanics—there's no reason why an elf character with the ancient elf or seer elf heritage couldn't also be ayindilar.

Vaultlines is also an opportunity to play an ancestry that might be a less unusual in the Darklands than on the surface. A party made up entirely of fleshwarps (*Lost Omens Ancestry Guide* 89), fungus leshies, ratfolk (*Pathfinder Player Core 2* 29), or even skeletons (*Pathfinder Dark Archive* 54) would hardly raise an eyebrow in the Darklands. While they're not widespread even in the Darklands, surkis (*Pathfinder Howl of the Wild* 47)—a species of insect-like humanoids who've only recently awakened from their most recent hibernation—could be considered a common, rather than rare, ancestry in this campaign, at the GM's discretion.

CLASSES

All classes are appropriate for *Vaultlines*, though spellcasters of any sort might find themselves particularly well-suited for the campaign. Additional notes for broad categories of classes follow.

Clergy: The Darklands is a dangerous place, so characters who can support their fellow PCs in battle, heal their wounds, or help them recover from afflictions will be a useful asset in *Vaultlines*. **Champions, clerics, oracles,** and **witches** are all good choices. If your character is devoted to a deity, note that most faiths common on the surface might be unusual or even unheard of in the Darklands (see the Faiths section for information about which deities are most appropriate

for the campaign). If you choose to play a **druid** or other nature-themed class, keep in mind that nearly all the adventure takes place underground when choosing your characters' spells and other abilities.

Infiltrators: Traps and other hazards are a feature of most adventure paths, but they're perhaps even more common in *Vaultlines*. Characters who can notice and disarm such hazards—like **investigators, rangers,** and especially **rogues**—will find those talents extremely useful. The adventure also features a fair number of haunts, making **thaumaturge** another excellent class choice. Again, remember that most of the campaign takes place in the Darklands, so if you're playing a ranger with the Favored Terrain feat, be sure to choose underground as your favored terrain.

Researchers: Though *Vaultlines* makes occasional use of the subsystems found in *GM Core* (including the Research subsystem), much of the campaign is focused on combat and other high-action encounters. That said, the adventure has plenty of mysteries to be uncovered, making abilities that aid in that regard highly useful. Spellcasters of any kind—but especially **psychics, sorcerers,** and **wizards**—are fine choices. *Vaultlines* doesn't leave much opportunity for downtime activities, but characters skilled in Crafting (such as **alchemists** or **inventors**) should find their abilities put to good use at several points in the adventure. And while the Darklands is home to plenty of dangerous monsters, all sorts of sapient creatures live there too. Characters who can take the lead in Charisma-based challenges will be an invaluable asset to any party.

Warriors: *Vaultlines* is a combat-heavy campaign, so characters who can stand toe-to-toe with the enemy (like **barbarians** and **fighters**), lead their companions in combat (like **bards** or **commanders**), protect their allies (like **champions** and **guardians**), or maneuver

Player's Guide

about the battlefield (like **monks** and **swashbucklers**) could all play a valuable role in the adventure. If you have your heart set on a combat-focused character but don't want to miss out on the campaign's many magical elements, this might be an opportunity to play a class that blends might with magic, such as the **magus**, **summoner**, or **thaumaturge**.

ARCHETYPES

Starting the campaign with an 11th-level character gives you the opportunity to begin the adventure with at least one archetype. Multiclass archetypes are a solid choice, especially if you choose a spellcasting archetype to augment a class without such abilities. Nearly any archetype from *Pathfinder Player Core 2* or other source could be appropriate, even those that might work best in an urban environment (such as **Celebrity** or **Dandy**), as the adventure will take the party to at least two different Darklands settlements. As with ancestries, archetypes that are unusual on the surface—such as the undead archetypes from *Pathfinder Book of the Dead*—might be considered common in a *Vaultlines* campaign. Be sure to check with your GM and other players, however, before selecting one of these otherwise rare archetypes!

SKILLS AND FEATS

While any skill might prove invaluable at a key moment during *Vaultlines*, some skills are more broadly useful throughout the campaign. Work with your fellow players to ensure your party is at least trained in most (if not all) of the following skills.

Magic Skills: Over the course of the adventure, all four skills associated with magic (Arcana, Nature, Occultism, and Religion) should prove equally useful, and a party that has some training in each of these skills would be particularly well-suited to the campaign. Once you meet its prerequisites, consider taking the Unified Theory skill feat, as this will help you cover any magical skills your party would otherwise lack.

Mobility Skills: Gas-choked tunnels, dizzying chimney shafts, and swift, subterranean rapids are all hallmarks

of the Darklands. As a high-level campaign, *Vaultlines* assumes the party has reliable access to magic and other abilities that make navigating such terrain a negligible challenge. If your character doesn't have magic to help them overcome these hazards, consider investing in the Acrobatics, Athletics, Stealth, or Survival skill, as well as associated skill feats (such as Quick Climb or Swift Sneak).

Social Skills: Several of the most dramatic encounters in the campaign must be resolved using words rather than violence. The Deception, Diplomacy, Intimidation, Performance, and Society skills are all recommended, though you'll be called upon to roll Performance the least often. Lore skills related to the Darklands (especially those granted by the Backgrounds presented in this Player's Guide) will also be useful.

Crafting, Medicine, Thievery: Of the skills not yet mentioned, Thievery is the most useful. Extended periods of downtime will be rare once the campaign begins, but Crafting will nevertheless be immensely helpful in several parts of the adventure. Proficiency in Medicine is also handy but isn't vital—except, of course, when rolled to help you and your companions recover from battle or overcome afflictions!

FAITHS

While nothing about the *Vaultlines* Adventure Path prevents you from worshipping any of Golarion's core deities (or a more obscure one), many gods familiar to surface folk might be strange to those who live far beneath the earth. There aren't many temples to Sarenrae, after all, in the sunless caverns of the Darklands! Natives of the Darklands tend to be willing to overlook the worship of "evil" gods such as Calistria, Norgorber, or Urgathoa, so those might be appropriate choices in this campaign, provided your GM and fellow players agree. If you choose to be a follower of one of these deities, just keep in mind that the campaign expects the PCs to act heroically—while playing the party's anti-hero might be a workable choice, outright villainy will likely prove disruptive. If you're looking for a god more thematically appropriate to the Darklands, consider worshipping Torag (the chief deity of the dwarven pantheon),



Player's Guide

Nivi Rhombodazzle (the gnome goddess of gems and stealth), Yuelral (the elven deity of crystals and magic), or Sairazul (the Elemental Lord of caves, earth, and gems). See *Lost Omens Divine Mysteries* for more information about these deities.

LANGUAGES

Sakvroth is the most widely spoken language in the Darklands. Most of the creatures in the campaign also speak Common, so fluency in Sakvroth isn't a requirement, but if you plan on playing a character who is native to the Darklands, you should strongly consider choosing Sakvroth as one of your languages. Other general-use languages include Aklo, Caligni, Dwarven, Elven, and Petran. Orvian is another solid choice, provided you have a way to learn this rare language. More specific languages that will not be as useful for the entire campaign but that might be come in handy in a small number of encounters include Diabolic, Draconic, Fey, Shoanti, and Varisian.

GEAR

If you're starting the Vaultlines Adventure Path with established characters, you'll likely already have gear appropriate for 11th-level PCs, but this is also a great time to work with your GM to adjust existing PC wealth so that no single PC has a disproportionate amount of gear than another.

If you're creating a brand-new 11th-level character, you'll need to purchase your PC's equipment. To ensure fairness for everyone, the group should work together to choose one of the following methods to generate their gear.

Lump Sum: This method grants a lump sum of 3,200 gp to each PC for them to spend as they wish on any common items of 11th level or less. With the lump sum method, the total value of your gear might end up being less than what you'd get with the Pick Your Items method or if you gained treasure organically by playing through levels 1 through 10, but you'll have greater control over the specific levels of items you can gain and can load up on larger numbers of lower-level items if you wish.

Pick Your Items: This method gives players a way to choose their character's gear without having to worry about spending every single coin efficiently. When you pick your items, select the following items from any of the common treasures found in *Pathfinder GM Core* or *Pathfinder Player Core 2*.

- One 10th-level item
- Two 9th-level items
- One 8th-level item

- Two 7th-level items
- 500 gp to spend on consumable items of 11th level or lower, or on permanent items of 9th level or lower, as you see fit.

Regardless of the method your group chooses, it's worth noting that your character won't begin the campaign with your gear equipped, though it will be close at hand. Much of the challenge of the adventure's first encounter will be to recover and equip your gear in a dangerous and time-sensitive situation. No matter how this encounter plays out, you'll recover all your gear shortly thereafter and won't have to worry about doing without it for the rest of the adventure.

BACKGROUNDS

At the start of *Vaultlines*, you and your companions are 11th-level adventurers being transported to a notorious Darklands prison known as the Shiv. The six custom backgrounds created for this Adventure Path represent various paths that might have led each PC to this unenviable fate. While you aren't required to choose one of these backgrounds, the custom backgrounds give your character a clear introduction to the story and offer benefits that should prove useful throughout the campaign.



Player's Guide

If you're starting *Vaultlines* with an established character, ask your GM if you can swap your previous background for one of these choices. In this case, there's no need to retcon your previous background out of existence—the fact that you began your career as an Acolyte or Artisan, for example, doesn't have to change. Rather, your more recent experiences have affected you such that the mechanical benefits of your old background no longer apply and are replaced by those offered by your new custom background.

All the custom backgrounds give you space to fill in the details of your character's backstory. If you choose the hardened criminal background, for example, you can decide what you did that led to your imprisonment and what drove you to commit that crime.

If you prefer to choose a standard background, that's fine, too! Any common background from *Pathfinder Player Core*, *Pathfinder Player Core 2*, or other sources should be suitable for the campaign. If you select a background that gives you the Terrain Expertise feat (such as Miner), you should strongly consider choosing underground as your preferred terrain.

FLESHWARP RESEARCHER

BACKGROUND

RARE

Though fleshwarping is more common in the Darklands than it is on the surface, the practice remains despised by many Darklands cultures. Sadly, the unwilling subjects of fleshwarping are often viewed with as much suspicion as the practitioners themselves. Fairly or not, you've been imprisoned either because of your obsession with fleshwarping or because you are a fleshwarp yourself.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Fleshwarping Lore skill. You gain a +1 circumstance bonus to Medicine checks made to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds on any creature with the fleshwarp trait. This bonus increases to +2 if you become a master in Medicine and to +3 if you become legendary.

HARDENED CRIMINAL

BACKGROUND

RARE

The reasons you had for committing them might have been just, but there's no doubt you're guilty of your crimes. Even if you've been imprisoned only recently, your time behind bars has already taught you a brutal truth: if you're going to survive long enough to see your sentence through, you'll have to command the respect of your captors and fellow inmates alike.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Prison Lore skill. Your formidable demeanor makes people want to stay on your good side (or at least stay out of your way) rather than challenge you. Creatures you successfully Coerce don't become unfriendly after doing what you want, so long as those creatures weren't already unfriendly or hostile to you and provided your commands don't leave them with no choice but to become unfriendly or worse, as determined by the GM.

LEY SEEKER

BACKGROUND

RARE

At some point in your past, you had a strange encounter with a ley line. The experience left you changed: your nerves now jangle with an energy you can neither control nor understand. While there's nothing inherently criminal about your fixation with ley lines, it nonetheless led to your imprisonment. The fallout of your original encounter might have caused some harm you couldn't repair, for example, or perhaps you've taken to a life of crime in your obsession to find new sources of ley magic.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the skill associated with the tradition of the ley line you encountered (Arcana for arcane, Nature for primal, Occultism for occult, and Religion for divine). You're also trained in the Ley Line Lore skill. You can always use Ley Line Lore to Tap a Ley Line (*Pathfinder Secrets of Magic* 215), regardless of the ley line's tradition. In addition, failing or critically failing to Tap a Ley Line doesn't prevent you from attempting to Tap that Ley Line again.

OVERBURN EMISSARY

BACKGROUND

RARE

You're a visitor from the Overburn: the fanciful name some residents of the Darklands use to describe the surface world. You might be an actual diplomat sent to treat with the people of the Darklands, or you could be an independent scholar on a quest to learn more about the cultures long rumored to live beneath Golarion's surface. Either way, a misstep on your part offended your subterranean hosts, compelling them to incarcerate you as punishment.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and a Lore skill related to a specific settlement in the Darklands, such as Lattiskar (a cosmopolitan Nar-Voth city ruled by ayindilar elves) or Sverenagati (the capital city of the serpentfolk on Sekamina). You gain the Multilingual skill feat but must select Sakvroth as one of the languages you learn. In addition, you treat the following rare languages as uncommon instead: Munavri, Orvian, Surki.

Player's Guide

PRISONER OF WAR

RARE

Your only crime was fighting for the losing side. After the battle in which you were captured, you fully expected to be put to death, but your enemies decided to lock you up instead—perhaps with the intention of trading you for a ransom that never came. The time you've spent imprisoned has tested your patience as much as your endurance, but you've designed habits to keep you going until you can win back your freedom.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill, as well as the Warfare Lore skill. When you do your daily preparations, you can Craft a single level-0 item of light Bulk or less and worth no more than 1 gp, provided you have even the most basic raw materials on hand. Items you make in this way are shoddy (*Pathfinder Player Core* 270), but you've found that keeping your hands busy helps you order your thoughts. Any day you use this ability to Craft an item, you gain a +1 circumstance bonus to saving throws against emotion effects for 24 hours.

BACKGROUND

REINCARNATED SEKMIN

RARE

For whatever reason, the souls of deceased sekmins (or serpentfolk, as they're more commonly known) tend to enter the cycle of reincarnation more frequently than those of other ancestries. You've come to believe that your soul might be one of these, and that in a past life you weren't a member of your current ancestry, but a sekmin. Regardless of how you feel about this revelation, the suspicion that you might be a serpentfolk reborn in a different skin convinced your captors to lock you up and throw away the key.

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in your choice of the Arcana or Athletics skill, as well as the Sekmin Lore skill. Serpentfolk are a common creature to you; as a result, the DC of any skill check you make to Recall Knowledge about serpentfolk isn't increased because serpentfolk are uncommon. In addition, you gain the Sibilant Whispers action.

Sibilant Whispers ◆◆◆ (concentrate, occult) **Frequency** once per day; **Effect** For the next 10 minutes, you can read and understand Sakvroth, and any creature who listens to you speak or communicates with you telepathically hears your words magically translated into Sakvroth, regardless of what language you're speaking. This effect prevents you from communicating in any language other than Sakvroth, but you can Dismiss the effect at any time. While the effect lasts, you gain a +2 status bonus to Deception, Diplomacy, and Intimidation checks to influence serpentfolk.



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