

STARFINDER SOCIETY



BEYOND THE BLOOD DOOR

PLAYER'S GUIDE



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GM Resources

Starfinder Society Landing Page: <https://paizo.com/starfindersociety> or starfindersociety.club
Lorespire (Guide to Organized Play): <https://lorespire.paizo.com>
Pregenerated Characters: <https://paizo.com/sf2pregens>
Organized Play Regions: <https://paizo.com/organizedplay/regions>

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Welcome to the Starfinder Society!

The Starfinder Society Organized Play Program is a worldwide science-fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society—a famous organization of explorers, archaeologists, and adventurers dedicated to discovering, exploring, and chronicling all corners of the galaxy and beyond! The Starfinder Society is based out of their Lorespire Complex headquarters on Absalom Station, at the heart of the Pact Worlds.

Whether you're a long-time gamer or you've never seen a d20 before, we welcome you to the Starfinder Society! The Starfinder Society Organized Play program is the perfect way to get involved with the Starfinder Roleplaying Game. Our program enables you to play the character you want, whenever and wherever you want. Thousands of players worldwide are ready to welcome you at conventions, local game stores, and online.

The *Beyond the Blood Door Player's Guide* is a quick-start guide to playing Starfinder Society. We believe the best way to learn about the program is to jump in with both feet (or whatever alien appendages you might use to move around), so we've given you everything you need to play at a game table. Don't be afraid to ask questions of your GM or your fellow players; our community loves helping new adventurers!

We hope you enjoy the Starfinder Society! We're so excited you've come aboard. Happy gaming!

Alex Speidel

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What is Organized Play?

Paizo Organized Play is a worldwide roleplaying organization where players can take their character and play in any game around the globe. Our adventures bring players together as they explore worlds, investigate mysteries, and fight evil in a shared setting that responds to their decisions.

The goal of our Organized Play (OP) programs like Starfinder Society is to provide players with a drop-in, drop-out play experience. Those without regular home groups can show up to OP events ready to play, and those who stick with the program often find it helps them form groups for additional play experiences, such as our Adventure Paths.

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Getting Started

All you need to get started in the Starfinder Society is a character, an Organized Play ID, and a game to play in!

Building a Character

The first step in your journey is to build a character! Follow the rules in *Starfinder Player Core* for character creation. You may use any option in *Starfinder Player Core*, *Starfinder Galaxy Guide*, or this PDF as you choose your ancestry, background, class, and more. If you own additional Starfinder books, such as *Starfinder Galactic Ancestries*, you can use the options in those books as well!

In Starfinder Society, you are permitted to build a character at 1st, 3rd, 5th, or 7th level. We recommend new players begin at 1st level, but it's not a requirement.

Don't worry if you don't get everything about your character perfect! All characters can be freely rebuilt between sessions until that character begins their fourth adventure.

Pregenerated Characters

If you don't want to start by building your own character, or don't have time, don't worry! The Starfinder team has created free pregenerated characters (sometimes called "pregens"), which are available for download at <https://paizo.com/sf2pregens>. You can use one of these characters until you build your own, and any rewards you earn will apply to your chosen character.

Organized Play ID

Once you've created your character, we recommend you join the Starfinder Society by registering for an Organized Play ID. Visit <https://paizo.com/organizedPlay/myAccount> and click "Join Organized Play." Alternatively, if you were given an ID card at an event you've already attended, enter the Organized Play ID number and confirmation code.

Find a Game

Starfinder Society is played at hundreds of game stores and conventions around the world! Each venue and event schedules games differently based on what works best for them. Here are some ways to find games near you.

- Ask your local game store if they have Starfinder Society games
- Visit the Paizo event locator or convention calendar
- Search warhorn.net or meetup.com
- For online games, join the Discord server at pfschat.com
- Find your Regional Venture-Coordinator at <https://paizo.com/organizedplay/regions>

Replayability

Every Starfinder Society scenario is replayable. This means the same player can play the scenario multiple times, as long as they play with a different character each time. GMs can also assign credit to a new character each time they run a scenario.

Rewards

After each adventure, you'll receive a Chronicle Sheet. This contains a summary of the adventure you played, as well as the following rewards.

- **Credits:** For each adventure your character undertakes, your character is paid for their hard work by the Starfinder Society. This payment is the credits listed on their chronicle sheet. These credits are added to your character's funds and can be spent immediately or between adventures. In Starfinder Society, characters earn credits based on their level for completing adventures.
- **Experience (XP):** Completing a Starfinder Society scenario grants 4 XP to your character. Characters level up every time they earn a total of 12 XP.
- **Boons:** Most chronicle sheets also include a boon, a new option for your character based on the adventure you completed. This could be a new item for purchase, a feat, or something else exciting!

Achievement Points

Achievement Points (AcP) are a special type of currency both players and Game Masters (GMs) earn after completing adventures. These points are exclusively tracked online at paizo.com, and are redeemed online in the Boon Store to unlock additional options. They are also used to remove negative effects from your character such as conditions, diseases, or even death.

Starfinder Society Scenarios

Starfinder Society scenarios are adventures designed to be played in the Starfinder Society Organized Play Program. Each scenario is approximately 2-3 hours in length and intended to be played by groups of 4 to 6 players within a specific listed level range. Most scenarios in *Beyond the Blood Door* are level 1-2 adventures or level 3-4 adventures. If your character is either of a scenario's listed levels, you can play that adventure!

GMs can easily adjust the difficulty of a scenario to be easier or harder using the Adjusting Difficulty sidebars found throughout the adventure. This empowers GMs to accommodate and adapt to tables of varying sizes, levels, and experience.

Remember that if you don't have a character of the listed levels, you can still play using a newly created character or a pregenerated character. You're always welcome at a Starfinder Society game!

Beyond the Blood Door

Every Starfinder Society scenario is a self-contained adventure, complete with problems to solve, villains to face down, and challenges to overcome. Many Starfinder Society scenarios are also interconnected and form a larger story. While some of these stories are small, spanning two to three scenarios, others are the focus of many scenarios. The "largest" story of each year is often referred to as a metaplot.

This year, we invite you to experience *Beyond the Blood Door*, a story of urban intrigue, heroic rescues, uncovered mysteries, and profane magic that pits the Starfinder Society against a villainous foe and their followers. *Beyond the Blood Door* is set on Absalom Station.

Additional Resources

Looking for more information on Starfinder Society or Paizo Organized Play? Check out the table of contents for links to the Starfinder Society landing page, the full Guide to Organized Play, pregenerated characters, and more!

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Starfinder Society

The Starfinder Society is a famous organization of adventurers, explorers, scholars, and xenoarchaeologists dedicated to discovering, exploring, and chronicling all the corners of the galaxy and beyond.

Starfinder agents work in teams and perform missions as assigned by Starfinder leadership. They record their findings, preserve discoveries, and share their knowledge with the galaxy. Many Starfinders operate out of regional headquarters called lodges, which are maintained by a venture-captain—an experienced Starfinder who acts as a mentor and organizer. The Lorespire Complex is the main base of operations for the Starfinder Society, and is located on Absalom Station, the very heart of the Pact Worlds. Containing living and gathering spaces, offices, museums, archives, and an educational

Sarmak

campus and training centers, the Lorespire Complex is a home away from home for countless Starfinders.

The motto of the Starfinder Society is “explore, report, cooperate.”

Operations

The Starfinder Society is helmed by their elected leader, the First Seeker, who is chosen not only for their stellar leadership and extensive field experience, but also for their selected mandate—the field of study or objective they intend to pursue throughout their term. The First Seeker sets the course for the Starfinder Society, guiding it into the future a few years at a time. First Seeker **Sarmak** (inquisitive male izalguun electrical engineer) was elected in 324 AG, promising to explore sites created by ancient civilizations with advanced technology, notably the mysterious First Ones of Aballon.

The First Seeker confers with the Forum, an elected assembly of respected Starfinders, and with Guidance, a network of virtual intelligences created from the memories and personality data of past First Seekers and other exemplary Starfinders. The First Seeker relies heavily on venture-captains to run local lodges and assign missions to Starfinder teams. The most well-known venture-captains include Venture-Captain **Arvin** (friendly male damaya lashunta mentor) and Venture-Captain **Naiaj** (stoic female bleachling gnome coordinator). Both operate out of the Lorespire Complex, with Arvin overseeing newly graduated Starfinders and Naiaj coordinating the missions of experienced Starfinders.

Some other well-known Starfinders often found at the Lorespire Complex include **Celita** (meticulous female android data specialist), architect of the Lorespire Complex's digital security and manager of the Archives' Cortex, a database of digital records; **Royo** (old-fashioned male ysoki archivist), respected member of the Forum and manager of the Archives' Stacks, a repository of physical records; and **Zigvigix** (exuberant host shirren advocate), better known as Ziggy, an advocate for Starfinder rights as much known for their kindness as they are their passionate love of famed sugar pop band Strawberry Machine Cake.

Countless archivists, linguists, programmers, scholars, xenoarchaeologists, and support staff are members of the Starfinder Society, yet its beating heart is the field agent—Starfinders who go out into the galaxy to perform missions at the directive of the First Seeker and venture-captains. These missions vary greatly, from first contact with alien species, surveys of newly discovered planets, and the exploration of ancient ruins to diplomatic negotiations, disaster relief, and even publicity events. Starfinders record their missions, with the most important or exciting seeing publication in scientific journals or the Starfinder Chronicles podcast. Many become inspiration for popular vidshows and vidgames.

Applicants to the Starfinder Society undergo a minimum of three years of education and training at the Lorespire Complex before undergoing final exams. Aspiring field agents must additionally participate in a monitored and graded field mission before graduating—a test which is often called their “commencement.”

For more information on the Starfinder Society and the Lorespire Complex, see *Starfinder Absalom Station: Center of the Galaxy*.

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Beyond the Blood Door

Absalom Station is the heart of the Pact Worlds, a hub of culture and commerce, and a safe harbor in a dangerous Universe. The station's peace and prosperity is shattered when a mysterious transmission is seen across every screen: an aged dwarven man with an eye patch bellowing something, rendered incomprehensible by glitching audio and garbled interference. Moments later, large spheres of roiling magical energy appear across the Station, raining blood. Where blood lands, monsters are spawned, which violently turn on the populace.

Absalom Station is under attack, and it's up to the agents of the Starfinder Society to battle these bloodspawned beasts and put a stop to it all! But as the dust settles and the blood dries, it's clear this strange attack was a part of something greater. Someone wants to make Absalom Station bleed...

Welcome to **Beyond the Blood Door**, the second season of Starfinder Society for Starfinder Second Edition! It's a story of urban intrigue, heroic rescues, uncovered mysteries, and profane magic that pits the Starfinder Society against a villainous foe and their followers.

Beyond the Blood Door begins with *Starfinder Society Scenario #2-01: The First Cut*, a 1st- through 2nd-level adventure available August 2026.

Other Dangers

Countless other dangers and discoveries await the Starfinder Society!

Newly appointed Venture-Captain **Zizenzi** (enthusiastic host shirren xenoarchaeologist) and the agents of the Sloughscar Hills Lodge continue to explore the Wreck of the Returned on Akiton, on the hunt for valuable intel on the First Ones next and their plans for the Pact Worlds.

Exploration remains an important part of the Starfinder Society's mandate. On Castrovel, a vanishing tower serves as a magical bridge to other worlds. Select Starfinders have been dispatched to mysterious Kazmurg's Absurdity and have begun working with locals to get an overview of the region. Meanwhile, relations continue to improve with the lu-venons of Luvoth, a frozen moon orbiting a gas giant in the Vast.

On the bright side, the Starfinder Society sure is popular! They've secured invitations to a variety of discerning events. From the scientific observation of a rare stellar phenomenon alongside the Deep Cultures Institute to participation in a livestreamed charity event on the planet Triaxus, there are plenty of exciting opportunities for Starfinders! Some lucky agents have even been awarded tickets to the inaugural trip of the Tourmaline Comet, a fancy new Drift-capable cruise ship that's bound to be a hit with celebrities and influencers.

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Backgrounds

The following backgrounds are available to all members of the Starfinder Society. The referenced skill feats appear in *Starfinder Player Core*.

ADVOCATE

BACKGROUND

You love being a member of the Starfinder Society, and deeply cherish the bonds you've formed with your fellow Starfinders. Inspired by these bonds, your moral compass, a sense of justice, or perhaps fellow Starfinder Zigvigix's public effort, you advocate for the betterment of all Starfinders. Sometimes this means lobbying to improve work conditions and support systems, sometimes this means volunteering your time to causes and services you believe make a positive impact, and sometimes this means healing wounds, assisting with recovery, or offering a compassionate shoulder to lean on to a Starfinder in need.

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

You're trained in your choice of either the Diplomacy or the Medicine skill, and the Legal Lore skill. If you choose Diplomacy, you gain the No Cause for Alarm skill feat. If you choose Medicine, you gain the Battle Medicine skill feat.

DEFIANT VICTOR

BACKGROUND

You've heard time and time again that a Starfinder needs to be knowledgeable, skilled, and personable—traits you've never had in abundance. But you didn't let that stop you from becoming a Starfinder! You've got what you consider to be the most important trait of all: defiant persistence! You don't let naysayers, bigwigs, or your own personal failings stop you from achieving your goals, just like you don't let a little blood, sweat, or tears keep you down. You know when push comes to shove, you can take the hits, and just keep coming. Failure isn't in your vocabulary!

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

You're trained in the Athletics skill and the Labor Lore skill. You gain the Toughness feat.

PASSIONATE NATURALIST

BACKGROUND

Your first love is the myriad organic beings of the natural world, from the simplest single-celled organisms to the most verdant flora and ingenious fauna, and you're determined to see as much of it as you can. To facilitate this passion for biological discovery, you often volunteer to survey alien worlds, perhaps working with Fitch aboard the Starfinder flagship *Master of Stars* or helping Dr. Heldin Sevaile add entries to his ever-growing *Catalog of the Natural World*.

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

You're trained in the Nature skill and the Life Science Lore skill. You gain the Assurance skill feat with Nature.

SHOWBOATER

BACKGROUND

You set out to be a famous Starfinder, and to cash in that fame for your own financial benefit. You aim to acquire multiple corporate sponsorships and brand deals, but for now, you're working on seizing every opportunity to be in the spotlight and soaking up the attention.

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

You're trained in the Performance skill and the Media Lore skill. You gain the Just Kidding! skill feat.

SIMULATION PROGRAMMER

BACKGROUND

You're a computer programmer who works at the Lorespire Complex, creating holographic and virtual reality training simulations. Often, these training sims are general use, giving agents hands-on experience surveying unexplored planets, handling valuable relics, and engaging in combat without risk. Some are more specific and challenging to create, and are often requested by notable Starfinders, such as Celita, Fitch, Venture-Captain Arvin, Venture-Captain Naiaj, or even First Seeker Sarmak.

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

You're trained in the Computers skill and the Vidgame Lore skill. You gain your choice of either the Digital Diversion or the Hologram Skeptic skill feats.

SPIKE LARCENIST

BACKGROUND

You grew up deep in the Spike, Absalom Station's underbelly, and while life was sometimes hard and you often broke laws regarding personal property, you grew to love the Spike and its tight-knit communities. Now, you're a Starfinder—you get paid well, you've made friends in high places, and the wealthiest districts and fanciest establishments are open to you. You don't need to pick pockets, shoplift, or plan heists to get by anymore, but old habits die hard! Fortunately, your skills have a wide range of professional applications...

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

You're trained in the Thievery skill and either the Absalom Station Lore or the Underworld Lore skill. You gain the Subtle Theft skill feat.

STARFINDER HOPEFUL

BACKGROUND

You're a Starfinder megafan turned new recruit who's training at the Lorespire Complex and you're working hard to prepare for your final exam, the Commencement! You grew up watching Starfinder vidshows and playing Starfinder vidgames, you're a faithful subscriber to the Starfinder Chronicles podcast, and you obsessively follow news of the Society's exploits. You consider Starfinders celebrities and hope to meet all your favorites!

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

You're trained in your choice of either the Acrobatics or the Athletics skill, and the Starfinder Society Lore skill. If you choose Acrobatics, you gain the Steady Balance skill feat. If you choose Athletics, you gain the Combat Climber skill feat.

STARFINDER SNOOP

BACKGROUND

Most Starfinders are curious, but you bring this to a whole other level! You constantly put your nose where it doesn't belong, eavesdropping on important meetings, sneaking into restricted areas, and getting your hands on confidential data and documents. The stakes for failing are high, but you believe it's worth the risk!

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

You're trained in the Stealth skill and either the Infosphere Lore or the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

URBAN EXPLORER

BACKGROUND

While some Starfinders are drawn to unexplored alien vistas, traipsing through bug-filled swamps and scaling steep mountain passes, you prefer exploring the urban jungles of the galaxy. Whether it's a pastoral village or a gleaming metropolis, you love to explore its tangled streets, visit its hotspots, forge local connections, and uncover its hidden secrets.

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

You're trained in the Survival skill and the Lore skill for one city of your choice. You gain the Urban Survivalist skill feat.

VAULT DIVINER

BACKGROUND

You often spend your time in the Communion Vaults at the Lorespire Complex, performing magical divinations or experiments for the Starfinder Society. Perhaps you train under the enigmatic Starfinder Nykiti Lampadephoros or transcribe the dreams of Whisper of Solar Winds, a slumbering Liavaran Dreamer.

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

You're trained in the Arcana skill and the Fortune-Telling Lore skill. You gain the Arcane Sense skill feat.

Beyond the Blood Door Backgrounds

The following Beyond the Blood Door backgrounds are available to all members of the Starfinder Society. These campaign backgrounds have ties to the Starfinder Society's efforts to protect the citizens of Absalom Station from the predations of an unknown villain and their followers.

CULT ESCAPEE

BACKGROUND

While you don't like to talk about it, you have a connection to one of the most dangerous cults in the Universe: the cult of the Devourer. Perhaps you used to be a member of this nihilistic religious cult, a close friend or family member joined their ranks, or you were once a victim of their predations. Whatever the connection, you slipped away and have been laying low ever since.

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

You're trained in the Deception skill and the Devourer Lore skill. You gain one of the following skill feats of your choice: Face in the Crowd or Lengthy Diversion.

ESOTERIC ERUDITE

BACKGROUND

You're fascinated with strange phenomena, occult rituals, dangerous magic, and planar beings. You've dedicated your life to unraveling these mysteries and studying the foul magic and dangerous creatures that are often related to them. Recently, you've spotted strange symbols written in blood around Absalom Station, which you believe might have a connection to fiends.

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

You're trained in the Occult skill and the Fiend Lore skill. You gain the Schooled in Secrets skill feat.

HERO IN THE MAKING

BACKGROUND

You've always dreamed of being a hero—of fighting off nefarious villains, foiling sinister plots, and saving innocents from peril. In fact, you joined the Starfinder Society hoping to make this dream a reality. You've come to realize that while heroism is important, the events and situations that give rise to heroes are no laughing matter. Now, lives are on the line, and you're determined to stand your ground, fight the good fight, and protect the citizens of Absalom Station, no matter the dangers that come your way.

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

You're trained in the Intimidation skill and the Absalom Station Lore skill. You gain the Intimidating Glare skill feat.

POLITICAL ACTIVIST

BACKGROUND

You're a citizen of Absalom Station and take your civic duty very seriously. You know Absalom Station's government system, politicians, power players, and major organizations like the back of your hand (or similar appendage!), and always strive to keep up with current events and lobby for positive change. You've even met a few members of the governing Syndicsguild in person, including Syndic Arlo Darose and Primex Kantol.

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 the Absalom Station Lore skill. You gain the Streetwise skill feat.

RELIGIOUS SCHOLAR

BACKGROUND

You're a passionate theologian, with a noted interest in religions and faiths that have been lost, forgotten, fallen out of favor over the passage of time, or endured the death of their god. You joined the Starfinder Society for the chance to study and chronicle these religions, as well as encounter as-yet-unknown ones through your travels.

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

You're trained in the Religion skill and the Lore skill for one god or religion of your choice. You gain the Dubious Knowledge skill feat.

SUBSTATION CUSTODIAN

BACKGROUND

One of your ancestors was a Custodian—one of the countless overlooked engineers who maintain Absalom Station's infrastructure, including the seven substations that funnel power from the Starstone reactor across the station. You once aspired to become a Custodian yourself, perhaps even working as an apprentice Custodian for a time, although in the end you chose to take another path. Fortunately, the skills you learned along the way still serve you well today.

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

You're trained in the Crafting skill and the Starstone Reactor Lore skill. You gain the Quick Repair skill feat.

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Religion

Absalom Station is a diverse cultural and commercial hub, a welcoming port of call to people from across the Universe. Due to the mysterious disappearance of Golarion during the Gap, Absalom Station is also the home world of many species whose ancestors once called lost Golarion home. As such, it's a religious hub for many minor gods worshipped on this lost world and by its displaced people. See page 35 of *Starfinder Player Core* for information on deities and the role they play in *Starfinder*.



Angradd The Forge-Fire

The patron god of dwarves, Torag, vanished along with Golarion during the Gap, leaving his younger brother Angradd to assume guardianship of the dwarven people. Aggressive and militaristic, Angradd exhorts the dual importance of upholding traditions and fighting to preserve them.

Areas of Concern fire, tradition, war

Edicts seek and destroy evil, study evil to learn the best way to destroy it, train others in righteous ways, preserve dwarven traditions

Anathema Allow weaker evils to survive due to the presence of larger evils, deceive others outside of tactical gain

Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *breathe fire*, 2nd: *enlarge*, 3rd: *fireball*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy

Divine Skill Athletics

Domains fate, fire, protection, zeal

Favored Weapon fangblade or greataxe*



Cavrabon The Hospitable

Cavrabon is a god intimately tied to feelings of home and comfort—to good food, to welcoming hospitality, and to the stories (and gossip) shared over meetings and meals. They have as many forms as there are recipes in the Universe and while their faith is widespread, it has no organized religious hierarchy nor center of worship. Cavrabon's followers live in the moment and foster community connections.

Areas of Concern food, hospitality, spycraft

Edicts foster connections and community through cuisine, offer hospitality to others, learn to cook

Anathema poison a meal, rob or harm someone whose hospitality you have accepted

Divine Attribute Intelligence or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *glow up*, 3rd: *cozy crashpad*, 5th: *scouting eye*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Diplomacy

Domains cities, family, knowledge, secrecy

Favored Weapon force needle



Chaldira The Calamitous Turn

Chaldira's a nosy, hotheaded goddess dedicated to fighting for what's right despite the odds or opposition. She encourages her followers to stand up for underdogs, speak in defense of the voiceless, rally against corruption, fight for the oppressed, and have a bit of fun along the way. Bold and tenacious, Chaldira follows her heart, trusts her instincts, and encourages her worshippers to do the same. Despite her confrontational tendencies, she's a stalwart ally and a caring goddess who delights in uniting people through laughter. Chaldirans believe it's better to get in over your head doing the right thing than to stand idle in the face of evil.

Areas of Concern battle, fortune, mischief

Edicts seek out and challenge oppressors and tyrants, defend friends and the innocent, engage in mischief that doesn't harm others

Anathema suffer a bully's insult to you or another without retort, abandon a friend in need, attribute a lucky turn of events to your own skill

Divine Attribute Dexterity or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: *fleet step*, 2nd: *laughing fit*, 5th: *mislead*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Thievery

Domains confidence, luck, trickery, zeal

Favored Weapon shock truncheon or shortsword*



Daikitsu Lady of Foxes

A capricious and benevolent goddess worshipped on lost Golarion, Daikitsu's interests encompass everything that nurtures civilization. Unlike Abadar, whose faith easily transitioned to the modern, capitalist zeitgeist, Daikitsu's faith remains rooted in the bounty of the earth and the turning of the seasons, leading to a decline in her worship after the Gap. She remains the patron god of kitsune, vulkarisu, and other fox-like creatures, such as squoxes.

Areas of Concern agriculture, craftsmanship, kitsune, vulkarisu

Edicts ensure the health of crops and vegetation, perfect a craft or trade, leave offerings for foxes and squoxes, celebrate the turning of the seasons

Anathema mistreat your tools, pass a beggar without giving alms, discriminate against sex workers or the lower class, commit murder or torture, harm an innocent

Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *pest form*, 2nd: *humanoid form*, 5th: *illusory scene*

Divine Font *harm* or *heal*

Divine Sanctification can choose holy

Divine Skill Crafting

Domains change, creation, family, nature

Favored Weapon battle ribbon or flail*

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Desna

Song of the Spheres

Desna remembers ancient ages that predate the stars, yet she doesn't pine for the old days, instead believing that the Universe's beauty grows every day. She delights in daring, mystery, and spontaneity, especially as expressed through travel for its own sake. Carefree and instinctive, Desna encourages self-reliance and a sense of wonder in her worshippers, knowing that luck comes not to those who seek it out, but to those who take chances and experience all that life has to offer. She communicates with her followers through dreams and maintains a palace within the star Cynosure, a location said to be equidistant from all systems her worshippers visit.

Areas of Concern dreams, luck, stars, travelers

Edicts aid fellow travelers, explore new places, express yourself through art and song, find what life has to offer

Anathema foster despair or terror in the innocent, cast *nightmare* or use similar magic to corrupt dreams, engage in bigoted behavior

Divine Attribute Charisma or Dexterity

DEVOTEE BENEFITS

Cleric Spells 1st: *sleep*, 4th: *translocate*, 5th: *dreaming potential*

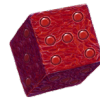
Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Acrobatics

Domains dreams, luck, moon, travel

Favored Weapon shooting starknife or starknife*



Nivi Rhombodazzle

The Gray Polychrome

Delighting in risks and consequences, Nivi Rhombodazzle is a gambler who enjoys the game, win or lose. Worshipped by both feychild gnomes, who follow her tenets to help them ward off the bleaching, and bleaching gnomes, who consider themselves her spiritual descendants, Nivi's faith also attracts adrenaline junkies, extreme athletes, gamblers, and other risk-takers. Her worshippers enjoy gambling and savor the consequences of their wagers. They're nearly always willing to double down, up the stakes, and play one more time, even if it means losing everything. When faced with trouble, Nivi's worshippers tend to flee rather than stand their ground.

Areas of Concern gambling, gems, gnomes, stealth

Edicts learn the rules and strategies of games of chance played wherever you travel, take risks and savor the consequences whether good or ill, use stealth and guile over violence when dealing with the fallout from your risk-taking

Anathema break the established rules or terms of a wager, use violence to avoid the consequences of a wager

Divine Attribute Dexterity or Intelligence

DEVOTEE BENEFITS

Cleric Spells 1st: *illusory disguise*, 2nd: *invisibility*, 4th: *translocate*

Divine Font *harm* or *heal*

Divine Sanctification none

Divine Skill Stealth

Domains family, luck, trickery, wealth

Favored Weapon hammer or light hammer*



Iomedae

The Spirit of Golarion

Born a mortal human on Golarion, Iomedae ascended to godhood centuries before the Gap through the power of the mystical *Starstone*, which now lays at the heart of the *Starstone* reactor on Absalom Station. With Golarion's disappearance, Iomedae's connection to that world took on greater significance, and she became the Spirit of Golarion, patron goddess of humanity and those whose ancestors were born on lost Golarion. Iomedae is fearless, and fights honorably against injustice and evil.

Areas of Concern honor, justice, rulership, valor

Edicts be temperate, fight for justice and honor, hold valor in your heart

Anathema abandon a companion in need, dishonor yourself, refuse a challenge from an equal

Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: *sure strike*, 2nd: *enlarge*, 4th: *fire shield*

Divine Font *heal*

Divine Sanctification must choose holy

Divine Skill Intimidation

Domains confidence, might, truth, zeal

Favored Weapon dueling sword or longsword*



Sarenrae

The Dawnflower

Eons ago, Sarenrae was an angel who brought the light of the sun to the Pact Worlds, and with it truth and honesty. She warred with evil beings that sought to plunge the newborn planets into eternal darkness, and emerged victorious—yet some of those who had turned to evil saw their wickedness revealed by Sarenrae's glory, and in repentance they were forgiven. Thus, while Sarenrae draws power from suns across the Universe, she's generally seen as the goddess of the Pact Worlds' sun.

Areas of Concern healing, honest redemption, suns

Edicts destroy evil, protect allies, provide aid to the sick and wounded, seek and allow redemption

Anathema create undead, lie, deny a repentant creature an opportunity for redemption, fail to strike down evil

Divine Attribute Constitution or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: *breathe fire*, 3rd: *fireball*, 4th: *wall of fire*

Divine Font *heal*

Divine Sanctification can choose holy

Divine Skill Medicine

Domains fire, healing, sun, truth

Favored Weapon plasma sword or scimitar*

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Vulkarisu Ancestry

Vulkarisu are intelligent, bipedal humanoids that look like a mix between a fox and a squirrel. Cute and fluffy, they're often confused with squoxes. Vulkarisu are curious and adaptive, with an impressive talent for linguistics and passion for exploring the Universe.

You Might...

- Put great emphasis on the power of language and words.
- Have trouble with boundaries, both between individuals and between concepts.
- Have an overwhelming desire to learn about new things and then lose interest just as quickly.

Others Probably...

- Mistake you for a big squox.
- Think you're very trustworthy when you make an oath.
- Assume you can communicate with anything without any effort.

Originally native to the forests of Castrovel, vulkarisu have since spread across the Pact Worlds and beyond in an endless quest to satisfy their boundless curiosity. They were the first species on Castrovel to be granted Triune's signal, etched on the sprawling corridors of Aprocoqua, the largest and most populated vulkarisu burrow. While they lacked the technology to make use of a Drift engine themselves, their overwhelming desire to see the power of language manifest compelled them to share the knowledge with the other inhabitants of the Castrovel, ensuring no single species or family would hoard or exploit the knowledge of interstellar travel.

With this connection made, vulkarisu began taking jobs aboard the first Drift-capable vessels. As more vulkarisu returned with stories of their grand interstellar adventures, young starfarers went forth to explore beyond the forest's canopy horizon. Thanks to their passion for linguistics, these early galactic travelers picked up new languages swiftly, and rapidly became known for their talent as translators. With some planets having literally hundreds of dialects to parse, being able to catch and recite lingual nuance gave ambassadors, merchants, and xenoarchaeologists relying on a vulkarisu translator an edge over those who relied on machine translations. Likewise, this exposure to alien technology sparked an explosive interest among vulkarisu in computer science with a focus on upgrading computer languages to maximize compatibility between technology from different worlds. This sudden adoption of advanced technology did not damage their bond with the natural world, instead expanding their understanding of creation as they accepted new cultures and tools as fantastic curiosities as natural to their world as a new species of tree or squox.

Today, vulkarisu are found across the Universe, traveling with enthusiasm from world to world. While many visit Castrovel frequently, Absalom Station's position as the hub of Drift travel has made it their people's second home world.

If you want to play a crafty and free-spirited species that revels in the whimsy and language of the metaphorical narrative of the Universe, then you should play a vulkarisu.

6 HP

Size: Small

Speed: 25 feet; Climb 15 feet

Attribute Boosts

Dexterity

Charisma

Free

Attribute Flaw

Strength

Languages

Castrovelian, Common, Vulkari

One regional language of your choice.

Additional languages equal to your Intelligence modifier (if it's positive). Choose from any common or uncommon language.

Traits

Humanoid, Vulkarisu

Low-Light Vision

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Land on Your Feet

You instinctively flex your body midair to ensure you always land on your feet. When you fall, you take only half the normal damage and don't land prone.

Physical Description

Vulkarisu look like squoxes, an animal resembling a cross between a squirrel and a fox, but they are roughly twice as large as the tiny animal and usually walk on two legs. Their fur colors range from red-orange to brown or tan, often with white fur on their torso. Their fluffy coats tend to get thicker during winter months, and those from colder climates can grow winter coats. Coloring one's coat with dyes or holoskins is common, and while rare it's not unheard of for vulkarisu from families long sworn to certain deities to be born with fur spots that resemble religious symbols.

Some vulkarisu have multiple tails. Usually, these additional tails grow over time, often sprouting overnight following a major life event. The rare vulkarisu born with two tails are assumed to have a natural talent for magic—a trait that often becomes a self-fulfilling prophecy, as dual-tailed children are frequently scouted by spellcasters looking for promising students. The fact that the most powerful vulkarisu spellcasters in history have up to nine of these wonderfully bushy tails supports the theory that the additional appendages are at least a sign, if not a repository, of magic power.

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Society

Vulkarisu on Castrovel tend to live in communal burrows under the largest tree in each forest. There, they raise their young and shelter from the elements. Adults use a combination of arboreal expertise and primal magic to grow and weave living bulb-shaped shelters high in the branches of their community's tree where they operate their public-facing businesses and enjoy the sunshine. They adopt a similar lifestyle in Jatembe Park on Absalom Station, and in other distant worlds with similarly dense forests and jungles.

Omnivorous hunter-gatherers, vulkarisu have long supplemented their diets with food grown or traded with cultures from across the Pact Worlds and the broader Universe, with their own traditional cuisine of fermented meats and berries wrapped in leaves a specific delicacy in Castrovelian metropolises. In general, vulkarisu are adventurous eaters, always willing to experiment and try new foods.



Many vulkarisu have trouble understanding boundaries, both physically and philosophically. Without exposure to the philosophies of other cultures, they often fail to understand the distinction between civilization and the wilderness, between technology and magic, between personal and communal possessions and resources, or even between family and friends. Most vulkarisu learn the technical definitions well enough to understand the parlance, but many often spend some time debating themselves verbally while pondering the distinctions, often annoying those who might have been asking them a basic question.

Cosmopolitan vulkarisu teach their children to respect the boundaries of other species, but once they form an emotional bond, positive or negative, they're often compelled to engage in haptic communication using their hands, cheeks, and tails. This form of nonverbal communication is a critical component of the Vulkari language, a conversational and non-lexical pidgin of countless other languages. This ever-evolving language can be understood natively by any vulkarisu regardless of which traditions they've integrated into this expansive vocabulary via the use of nonverbal and tonal cues that require two free hands and at least one tail to adequately express.

Vulkarisu have one of the most diverse assortments of names in the galaxy, as even families who have never left Castrovel enjoy integrating alien names and innovating completely new words when naming their children, even if the naming convention doesn't make sense (like using a number after someone's name for no reason). It's not uncommon for vulkarisu to pick a new chosen name when they move, especially if their new community finds their name challenging to pronounce or say without giggling due to an unfortunate linguistic coincidence.

Sample Names: 3een ("Threen"), Axlyë, -ly ("Dashly"), Gribbers, Jenpuh, Kinpopo, Lingua, Nin2, Pikamika, Skew, Tchlik XII, Vilawila, Zonnix

Beliefs

Traditional vulkarisu belief doesn't put language on a pedestal, so much as it believes in a monistic belief that everything is a part of an all-encompassing narrative. Creation is not the divine song of some demiurge, but rather a pervasive script that exists beyond the will of any singular entity. As it encompasses all things, the narrative itself cannot be isolated or controlled, as any attempts to modify the story would simply be continuing down its natural progression. To have free will is to be able to understand and appreciate your role in creation's grand narrative, but what free will means is often why this tradition is better categorized as a thought experiment than a legitimate metaphysical stance.

Vulkarisu who want to understand the inner workings of this narrative tend to wind up as adherents of Eloritu and often dedicate themselves to understanding arcane or occult magic, while those who merely appreciate the story have found kinship with the church of Cavrabon or Talavet. Vulkarisu who spend a lot of time traveling are exposed to a

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vast number of languages. Most revel in this linguistic diversity, focusing on the broader patterns of language rather than delving deep into the meaning of a few. These travelers often worship Desna, Weydan, or Triune. Others believe art is the highest form of communication and have begun to worship Zon-Shelyn.

Vulkarisu believe that affirming an oath in the Vulkari language binds those words to their soul, and breaking that commitment causes the oathbreaker to irrevocably lose part of themselves in a way that demands atonement. Bonds of friendship, marriage, or even factional allegiance are never taken lightly by a vulkarisu. Likewise, vulkarisu make exceptionally devout adherents if they do find themselves called to a religion. The most common deity they serve is Daikitsu, the patron goddess of foxes who they believe gifted them a small portion of her truespeech in the form of Vulkari. Much like the legends of their ancestral patron, they believe the gift of language is important both as a tool and a weapon, and while a breaking an oath is a grave taboo, even a forthright vulkarisu will think nothing of twisting a contract with clever language to defend themselves—or even to take advantage of an adversary.

A distressing number of vulkarisu are bound to the fiendish patron Shivaska, the demon lord of unsatisfied desires and binding debt. It's said that one of her servants, a squox-like herald named Skew, bound the souls of a prominent vulkarisu family in a forgotten contract during the Gap. A dozen generations since, the family has spread to countless worlds and numbers in the thousands.

Popular Edicts embrace the whole rather than the sum of its parts, protect those you've bonded with, respect the words of others

Popular Anathema break an oath, betray your partner, censor or otherwise prevent communication

Vulkarisu Heritages

Vulkarisu heritages are loosely defined using the language of mythology shared between those with similar origins and communities. These stories often involve a group swearing a communal oath to a higher power, be it a powerful deity or a more esoteric concept. Choose one of the following vulkarisu heritages at 1st level.

Burrow-Sworn Vulkarisu

You are a short-tailed vulkarisu with a body adapted to live in underground burrows deeper than most. Burrow-sworn believe all life arose from the planet, and the deeper you travel, the longer and more prosperous your life. Even in urban environments, most burrow-sworn prefer working and living underground, more comfortable in cozy hovels than the soulless glass skyscrapers they call "Shivaska's sky-prisons." You gain darkvision and a burrow Speed of 10 feet. You do not gain a climb Speed or Land on your Feet.

Code-Sworn Vulkarisu

Your family descends from vulkarisu who first decoded Triune's Signal and spread the knowledge of Drift travel across Castrovel. Strange markings on your fur in a hodgepodge of cryptogram-like markings are both the source of your personal name and are said to be a portion of the code that underlies the universe. You gain one cantrip from the arcane spell list. You can cast this cantrip as an innate arcane spell at will. A cantrip is heightened to a spell rank equal to half your level rounded

VULKARISU AND SQUOXES

Openly comparing a vulkarisu and a squox is a sensitive subject. Vulkarisu who grow up in communities with a high squox population are often teased by non-vulkarisu for their appearance, sometimes even treated as a mascot or a pet rather than as an individual deserving of respect. On Castrovel, traditional vulkarisu sages would argue that the difference between any two species in the Universe is as relevant as two leaves on the same tree. In fact, there are scant, if any, records of a self-identifying word for the species, who adopted the name vulkarisu from the Castrovelian word for squox: vulkariki. Most adherents of Daikitsu's faith believe their ancestors were once squoxes who were gifted intelligence by the goddess. They tend to revel in the opportunity for mischief one can cause when masquerading as a squox. Meanwhile, adherents of Shivaska enjoy "skewing," or getting an edge, in a deal due to being underestimated for their appearance.

up. Replace all instances of "primal" or "Nature" in all vulkarisu ancestry feats you gain with "arcane" and "Arcana" respectively, including the tradition of all innate spells you gain, the traits of the feats, and the feats' prerequisites.

Community-Sworn Vulkarisu

You're an enthusiastic traveler, adopting innovative ideas, traditions, and words from the cultures you've visited and integrating them into your life. You become trained in Society. If you would automatically become trained in Society (from your background or class, for example), you instead become trained in another skill of your choice. You gain your choice of either the Adopted Ancestry general feat or the Multilingual skill feat.

Contract-Sworn Vulkarisu

You were born to a family under contract with Shivaska's divine herald Skew. Whether you worship or resent the demon lord is up to you, but you know eventually you or your descendants will be called to fulfill your end of a fiendish contract, and you've picked up some skills hoping to minimize the costs, or perhaps even come out ahead. You are trained in Deception. If you would automatically become trained in Deception (from your background or class, for example), you instead become trained in another skill of your choice. You also gain the Lie to Me skill feat, and can apply the benefits of the feat when looking for lies, loopholes, or other deceptions in the terms of a contract or deal, even if the deal doesn't involve a back-and-forth conversation.

Magic-Sworn Vulkarisu

You entered the world with two tails, alabaster fur, and a traditional week-long festival to celebrate your auspicious birth. Whether you're from a long line of magic-sworn or the first your family has ever seen, the

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periodic sparks of magic flowing from your fluffy tails serve as a constant reminder of your supernatural lineage. But despite what expectations your family has for you, ultimately you get to choose whether to wield or hide this remarkable talent. You gain one cantrip from the primal spell list. You can cast this cantrip as an innate primal spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Sky-Sworn Vulkarisu

You hail from a line of traditional canopy dwellers who glide from tree to tree using a furred flap that extends from your wrists to your ankles called a patagium. Most sky-sworn vulkarisu can trace their lineage to guardians of some of the oldest woods on Castrovel. Traditionalists claim the trees protect the warm light of the sky from the cold shadows of the earth, believing bare trees are the source of winter's deadly chill. Your bones and musculature have developed to allow your body to use this anatomy to glide safely to the ground even when unconscious. You take no damage from falling, regardless of the distance you fall.



SHIVASKA'S DEAL

Many vulkarisu whose souls are bound to Shivaska wholeheartedly embrace their sinister patron's gifts. Those who resist are said to encounter constant misfortune. Regardless, even orphans with no knowledge of their pedigree find a stopped pocket watch on their 13th birthday that will always be replaced if lost or destroyed. The watch's hands are always a few seconds away from the 13th hour, whose number is replaced with Shivaska's religious symbol. While the details of her infernal contract are lost to the Gap, it's rumored a member of the 13th generation of the family will one day wake to find their watch ticking and Skew waiting for them to fulfill some nefarious bargain.

Spirit-Sworn Vulkarisu

Your family is said to be blessed by Daikitsu. Some branches of this ancient lineage believe a different primal force is behind your gifts, but such ideas don't seem to bother hard-line traditionalists. Regardless of its source, members of your family can tap into a deep seated nature magic that allows you to experience the world from a more primal perspective. You gain the Change Shape ability.

Change Shape ♦ (concentrate, polymorph, primal, vulkarisu) You can transform into a mundane squox, using the statistics of *pest form*, except you can still speak. This is a specific squox form that's the same age and body type as your true form and has roughly analogous physical traits, such as hair color. Using Change Shape counts as creating a disguise for the Impersonate use of the Deception skill. You lose any unarmed Strikes you gained from a vulkarisu heritage or ancestry feat in this form, except jaws. You can remain in your squox form indefinitely, and you can shift back to your true form by using this action again. If you take the Ancestral Pest standardized ancestry feat, you can also assume the form of a fox and a squirrel using Change Shape.

Vulkarisu Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a vulkarisu, you select from among the following ancestry feats.

Standardized Ancestry Feats*: **1st** Ancestral Cantrip (primal; *reorient*), Ancestral Skills (Acrobatics, Society), Ancestral Unarmed Attack (jaws 1d6 piercing [finesse, unarmed], brawling weapon group); Linguistic Prodigy; **5th** Ancestral Magic (primal; **1st-rank** jump; **2nd-rank** speak with animals, translate; **3rd-rank** speak with plants; **5th-rank** truespeech), Ancestral Magic (contract-sworn heritage only; divine; **1st-rank** illusory object; **3rd-rank** hypnotize; **5th-rank** shadow blast), Ancestral Pest (fox, squirrel, squox), Prehensile Limbs (tail); **9th** Burrowing Specialist (15 feet), Overcrowd; **13th** Creature Ally (primal; fox, squirrel, squox)

*For the rules and descriptions of standardized ancestry feats, see page 6 of *Starfinder Galactic Ancestries*.

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1st Level

ARBOREAL ACROBAT

FEAT 1

VULKARISU

While vulkarisu are naturally good climbers, you're exceptional, and can ascend and descend vertical surfaces without a second thought. You become trained in Athletics. If you would automatically become trained in Athletics (from your background or class, for example), you instead become trained in another skill of your choice. You gain the Combat Climber skill feat, and you reduce the number of free hands required to Climb by one.

AW, NUTS! ♦

FEAT 1

FORTUNE VULKARISU

Frequency once per day

Trigger You fail a skill check.

Requirements You're not in a combat encounter.

You're always prepared to catch yourself mid-failure before it cascades into a complete disaster, shrugging off a potential mistake as merely bad luck and pushing forward without letting it get you down. Reroll the triggering skill check and use the better result.

CHEEK POUCHES

FEAT 1

VULKARISU

Your cheeks are stretchy, and you can store up to four items of light Bulk or less in these cheek pouches. None of these items can have a dimension longer than 1 foot. As long as you have at least one item in your cheek pouches, your speech is noticeably difficult to understand. Placing an item in your cheek pouch or retrieving one is an Interact action. You can empty your mouth with a single action, causing everything you had stored in your cheek pouches to fall to the ground in your square.

CODE TALKER

FEAT 1

VULKARISU

Your understanding of languages extends to the logic-driven way computers and other technology communicates, allowing you to participate in their electronic dialogue. You become trained in Computers. If you would automatically become trained in Computers (from your background or class, for example), you instead become trained in another skill of your choice. You gain the Phreaker skill feat. You can use Computers instead of Diplomacy to Make a Request of creatures with the tech trait.

CREVICE DWELLER

FEAT 1

VULKARISU

Whether burrowing underground, squeezing around branches in dense foliage, traversing the cramped back alleys of an urban jungle, or slipping through a starship's ventilation system, you know how to get through tight spaces. You become trained in Acrobatics. If you would automatically become trained in Acrobatics (from your background or class, for example), you instead become trained in another skill of your choice. You gain the Quick Squeeze feat. Tight spaces not tight enough to require the Squeeze action aren't difficult terrain for you.

SOUL-SWORN OATH

FEAT 1

VULKARISU

You can swear a soul-sworn oath with one other willing sapient creature, empathically bonding your souls to one another. Swearing this bond is a 10-minute activity that you must both participate in. A soul-sworn oath lasts until you or the target choose to end it as a free action. You can only have one soul-sworn oath active at a time. If you attempt to swear a second soul-sworn oath, the first soul-sworn oath immediately ends. You and the target of this oath can communicate with each other mentally, as if you had limited telepathy with a range of 60 feet. In addition, as long as you can communicate mentally with one another, you share each other's languages.

STASH FOR LATER

FEAT 1

VULKARISU

Alright, you admit it: you're a bit of a hoarder. But you maintain that all those things you've been squirreling away aren't useless! In fact, you swear you'll find a use for them one day! If only you can remember where you stashed everything...

You become trained in Survival. If you're already trained in Survival, you instead become trained in another skill of your choice. You can spend 3 actions burying up to a light Bulk of goods, or 10 minutes burying up to 10 Bulk of goods. This usually requires suitable terrain you can dig through, such as loose dirt or sand, but a GM might allow you to bury your stash in other terrain, such as a junkyard or behind the drywall of an office building. In most cases, creatures have a chance to detect your stash only if they use the Seek action to attempt a Perception check against your Survival DC. If you're relatively close by, such as in the same settlement, you can usually retrieve your stash in an hour without any problems.

VULKARI LINGUIST

FEAT 1

VULKARISU

You are a skilled linguist and translator, with the uncanny ability to detect linguistic nuances, understand local parlance and metaphor, interpret nonverbal body language and communication, and ensure you're understood by those around you when it really counts, even when speaking a language they don't know. You gain two additional languages of your choice. Your linguistic effects work on targets who share a language with you, even if you aren't certain which language you share or aren't using the shared language.

5th Level

CHITTERSPAM

FEAT 5

VULKARISU

Prerequisites expert in Computers, Phreaker

By chattering out a hodgepodge of complex algorithmic computer code, you can disrupt technology attempting to process your words. You gain the Combat Hack skill feat. You can Combat Hack a creature with the tech trait within 30 feet without the use of a hacking toolkit or free hand. If you do, the action loses the manipulate trait and gains the auditory and linguistic traits.

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GO FOR THE EYES! ♦♦

FEAT 5

TRAVERSAL VULKARISU

Like a squox fighting off a larger predator, you know it's best to dash into dangerous encounters, focus on a single enemy, and go right for their eyes (or other optical receptors). You Stride, then Feint, then make a melee Strike against the target of your Feint. You can use Acrobatics instead of Deception for this Feint, if desired, and the target takes a -2 circumstance penalty to their Perception DCs against your Feint if they're larger than you.

SERPENTINE SCURRY ♦ TO ♦♦♦

FEAT 5

TRAVERSAL VULKARISU

You've learned to make use of your exceptional balance and your ankles that can rotate 180 degrees to run in almost any direction without warning, easily throwing off the expectations of any potential predators. You Stride for each action you use to Serpentine Scurry. If you change directions after moving 5 feet or more, any further movement you make as part of Serpentine Scurry doesn't trigger reactions based on movement.

Special If you have the Quick Jump skill feat, you can instead Stride, High Jump, or Long Jump for each action you use to Serpentine Scurry.

SOUL-SWORN BRAVERY

FEAT 5

VULKARISU

Prerequisites Soul-sworn Oath

You've deepened the bonds of your soul-sworn oaths. As long as you are within 10 feet of the target of your soul-sworn oath, you each gain a +1 circumstance bonus to your Will save against fear effects. If you are both frightened, whenever the value of the frightened condition decreases for one of you, it decreases by 1 for the other as well.

SQUOX STANCE ♦

FEAT 5

STANCE VULKARISU

Using a technique developed by studying the defensive motions of wild squoxes, you get on all fours and bury your claws deeply into the ground, wiggling your tail around in a frenzy as if it were a separate creature with a mind of its own. Until you move, you gain a +1 circumstance bonus to your Fortitude and Reflex DCs against attempts to Shove, Reposition, or Trip you. This bonus also applies to saving throws against spells or effects that attempt to move you or knock you prone. Furthermore, until you move, when you successfully Feint a creature of your level or lower while that creature is flanking you, flanking doesn't make you off-guard to that creature (though that creature can still help its other allies flank you).

TAIL GLIDE ♦

FEAT 5

VULKARISU

Prerequisites sky-sworn vulkarisu or Cat Fall

You can use your fluffy tail to guide your descent when falling through the air. You glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as you spend at least 1 action Tail Gliding each round and have not yet reached the ground, you remain in the air at the end of your turn.

9th Level

LAND ON YOUR FOE ♦

FEAT 9

ATTACK VULKARISU

Prerequisites expert in Acrobatics

Requirements You are climbing on a surface at least 10 feet directly above a target.

You leap down on your target with all the acrobatic grace of a falling squox. You attempt to Trip the target using Acrobatics instead of Athletics, then land in an unoccupied space of your choice adjacent to the target.

SOARING VULKARISU

FEAT 9

VULKARISU

Prerequisites sky-sworn vulkarisu or Tail Glide

You extend your broad membranes and flap your powerful arms in carefully controlled patterns, creating enough lift to carry you through the air. You gain a fly Speed equal to your land Speed.

VULKARI ITEM HACK

FEAT 9

VULKARISU

Prerequisites trained in Computers

You can use your knowledge of computer coding and machine learning to hack magical items, enabling you to operate these powerful items even if you lack any magical talent. You gain the Trick Magic Item skill feat, even if you don't meet the prerequisites. When you Trick Magic Item, you can choose to use Computers instead of Arcana, Nature, Occultism, or Religion for the skill check, regardless of the item's magic tradition.

VULKARI SPELL DECIPHER

FEAT 9

VULKARISU

Prerequisites trained in Arcana, Nature, Occultism, or Religion

You understand that magic is just another language, and you can recognize and decode even magic outside of your spellcasting tradition. You gain the Recognize Spell skill feat. When you Recognize Spell and you don't automatically identify the spell, you select which of the listed skill checks the GM rolls secretly to identify the spell, rather than the GM rolling whichever corresponds to the tradition of the spell being cast. In addition, you can get a result better than failure if you're not trained in the skill.

WHAT'S MINE IS YOURS ♦

FEAT 9

VULKARISU

Frequency once per round

You have little regard for the concepts of personal space and individual ownership, and you often place your equipment in your allies' possession without their knowledge. Fortunately, you know exactly where you put it! You call out to your allies, urging them to pull something out of a pocket or bag. Each of your allies within 100 feet who can perceive you can use a reaction to draw one item of your choice from their pocket, bag, or similar storage space. They can additionally stow an item as part of this reaction, if desired. You choose the drawn item for each ally individually, from among the items in your possession that weigh 1 Bulk or less.

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13th Level

OPTIMISTIC FAILURE

FEAT 13

VULKARISU

Prerequisites Aw, Nuts!

You're an eternal optimist, and you wouldn't have it any other way! No matter how close you come to failing at a task (or how often you fail), you know if you just keep trying, you're bound to succeed. You can use Aw, Nuts! once per hour, rather than once per day.

SKY-SAVE ◆◆ TO ◆◆◆

FEAT 13

VULKARISU

Prerequisites Soaring Vulkarisu or Tail Glide

Requirements You have at least one hand free and your target is no more than one size larger than you.

You swoop down, use your arms to grab your friend, and fly them off to safety. You Fly or Tail Glide for each action you used to Sky-Save. At any point during this movement, you can seize hold of one willing ally within reach, taking them with you for the duration of your movement. When Sky-Save ends, choose if you are carrying the ally (making the ally grabbed) or Release the ally (the ally must be willing to be Released).

SPEAK WITH SPIRIT

FEAT 13

VULKARISU

You can speak clearly with creation itself. You gain *Speak with animals*, *Speak with plants*, and *Speak with computers* as 4th-rank primal innate spells, and *Speak with stones* as a 5th-rank primal innate spell. You can cast one of these spells once per day.

STASH STEAL

FEAT 13

VULKARISU

Prerequisites Stash for Later

You know how to prepare for the unforeseen and can instantly recognize the signs of buried stashes from others who share your diligence. You gain the Prescient Planner general feat. You can use Prescient Planner as a 2-action activity once per day to find a buried stash of goods, and you can procure ammunition and batteries in addition to the usual items available. These items must meet the usual level, Bulk, and other requirements, and you must still pay the price of the chosen item, usually by buying similar goods and burying them for later, even if that means other vulkarisu get to it first.

17th Level

RECODE CREATION

FEAT 17

VULKARISU

You can read some of your story in the grand narrative of all creation, setting a metaphysical bookmark in case you lose your place. Once per day, when you would die, you instead cease to physically exist for 1 minute. At the end of this duration, your body is rewritten into existence

from the grand narrative, appearing at full Hit Points in the location you disappeared from. Do not increase the value of your wounded condition.

TRUE VULKARI

FEAT 17

VULKARISU

Your mastery of Vulkari transcends mere linguistics. You're affected by a constant *truespeech* spell.

UNCANNY KNOWLEDGE ◆

FEAT 17

VULKARISU

Frequency once per round

Your keen senses and clever intellect help you maintain a constant and instinctive conversation with the narrative of existence, giving you uncanny knowledge of your surroundings and circumstances. You attempt a check to Recall Knowledge. If you roll a success, you get a critical success instead.



BEYOND THE BLOOD DOOR PLAYER'S GUIDE

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