

ALESSIA™

The Kickstarter FAQ

NOTES, EXPLANATIONS, & OUR VISION

THE WORLD OF ALESSIA WAS IMAGINED

BY JERE MANNINEN

AND BROUGHT TO LIFE

BY JAYE SONIA



SCIFANTASY

WELCOME TO ALESSIA SCIFANTASY



So, what is the World
of Alessia and
Scifantasy?



WHAT IS SCIFANTASY?

Sometimes known as Arcanapunk or Magitech, SciFantasy is a genre that bridges all of the magic, science, and the weird of our imaginations into a single, fantastic fabric of potential realities that can really only find a home in a unique place - the World of Alessia.

Dreamed into being by Jere Manninen and developed by world builder and game designer Jaye Sonia, the World of Alessia is an entirely new campaign setting for both 5e and Starfinder gamers to explore.

WHAT IS ALESSIA?

Alessia is a living, evolving world that connected to its denizens long ago, reaching out to encourage their natural evolution into the beings they are all today - fantastic and wondrous creatures of every species and kind. A non-human centric campaign setting, The World of Alessia gives players a place to play that doesn't build upon the assumptions of racial oneness but instead focuses on a society of order and law - in continuous service to The Light.

WHAT WILL YOU DISCOVER?

Alessia has developed around several strong themes that have guided its development from the fore. GMs and players exploring the World of Alessia who embrace this will find operating inside the game space so much easier, especially as the fantastic becomes more commonplace on a day to day basis in our own modern world.

Throughout the developed parts of Alessia, society has embraced specific values that have terraformed the cultures there.

In Alessia, people focus on an individual's acts - on spirit, not species. And in a world where seers can cast their gaze into the world beyond the mortal to look upon those same spirits, that focus matters.



IMPERIAL EMBLEM OF THE EMPIRE OF XIAN

Alessia is a world that interacted with aliens early in its culture, evolving around that knowledge in ways other groups could not. On Alessia, just know that life existed beyond their massive planet changed their perspective, allowing more people to work together to achieve the most possible good. Today, in the wake of the War of Sovereigns - a celestial event that forever changed the face of their world - the people of Alessia prepare for a multiplicity of new threats and challenges.



THE PROPOSED HEROES OF ALESSIA HANDBOOK

LEARN MORE AT WWW.STORMBUNNYSTUDIOS.COM/ALESSIA



EIGHT THINGS CITIZENS KNOWS ABOUT ALESSIA...

The Empire of Xian is Alessia's largest, and most powerful, empire. Spanning several continents, including **Elysia**, **Fyrea**, and **Shiran**. Imperial Peacekeepers are a common sight in most allied (although some would whisper, occupied) lands. Ruled by **Divine Emperor Chiwu Cha'a**, the Empire of Xian makes a point to match all of its strength with art, patience, and 'the good wisdom.' As the heart and host of **The Celestial Light**, the Empire thrives like no other in all of Alessia's long, long past.

Parallel Evolution is a reality if Alessia. Several races, including the **Elathi**, **Humans**, **Terran**, and most **Yökai**, have evolved at roughly the same pace, each awakening within a decade or two of one another. As a result, *Alessia is naturally a diverse and cooperative society.* For most, discrimination of any sort is rare. Although strong racial bias does exist in backward corners of the world and among the ignorant, millennia of racial cooperation has given rise to what other societies consider utopian ideals.

In Alessia, people come into conflict over larger issues; when the people of Alessia tend to engage in passionate debates over things like religion, social responsibilities, civic duties, and politics. But rarely over matters of species or birth. The **Masters of Light** banished such ignorance with the darkness long ago.

Religion has evolved. While some still bicker over the names of gods and spirits, most of the people of Alessia have but a single faith – the

Path of Light. Established at the end of the **War of the Sovereigns**, the **Masters of Light** aligned with the **Empire of Xian**, helping them established their reign over their newer territories. With their slow expansion, the Masters of Light moved in slowly, quietly investing in people and leading them, slowly, to the Path of Light.

Technology and magic have merged into a singular science that most people simply call Magitech. With the arrival of the Tru'atha a few decades ago, the people of Alessia have rapidly advanced both their scientific and their magical understanding.



**HOLY SEAL OF THE
OFFICIAL CHURCH OF
LIGHT.**

Alessia boasts an extensive array of options that citizens – both rich and poor – can use to enrich their lives. For many, this is seen in the simple, but practical application of magic as part of civic enrichment. Most cities enjoy clean water, heating, lighting, and even trash removal – all of it automated, both by magic and technology. Magic has given Alessia the **Houses of Healing**, drifters, dimensional storage, and the ability to step next to the stars ...and sometimes beyond.

Of all things, nothing displays this mastery of perfect harmony than the **Ring of Heaven** – an orbital ring built and powered by the departing sovereigns to protect their children; a lesson for only those the **Sovereigns of Light** touched.

Galgaraë, the Last Dragon When **The Celestial Emperor** launched *Fúsche Guang* ("Radiant Light") into **Galgaraë**, killing it instantly and ending the **War of the Sovereigns** in the blink of an eye, Alessia changed forever.

Too weak to save the people of Alessia, the failing **Sovereigns of Light** watched in horror as the great

A DEATH DRAKE PREPARES FOR BATTLE.

beast crashed into a chain of islands in the southwest and all but destroying the western coast of **Velestra**. The impact did more than just irrevocable damage to the people of Alessia - it also became a new touch of darkness, spawning monsters and sentient races alike. Today, Galgaræ spawns dozens of new tribes of monsters each year, creating everything from mutated **Scale-Poisoned Kronos** to **Death Drakes**.

A World of Air & Sky! Because of its size, Alessia has developed numerous, safe and affordable **skyships** (in hundreds or variety) to connect it. While these fleets are almost exclusive to the **Empire of Xian** itself, several newer nations have embraced them as well. Of course, with an investment into this new technology, it was only a matter of time before personal air travel became the norm. In Alessia, larger companies like **Dao Dynamics** and **Ijakami Enterprises** produce **dashers**, **drifters**, **dreadnaughts**, and even **skyships** for private purchase, as well.

Kaima walk the lands. Although nearly all religions have evolved into the **Path of Light**, the spirits of the land that the ancients once honored have not departed. Instead, they have taken steps to combine their efforts with that of the rest of the people seeking health, happiness, and light. Working as allies to the Light, many of these native spirits continue to make requests of the living. When an individual fulfills a Kaima's requests, they empower them, giving them their vitality and extending their lives. It is considered an honorable act. In the **Empire of Xian**, this devotion is celebrated during the **Festival of Kaima's Great Walk**.

TABLE 1: REASONS TO SUPPORT ALEEIA!

D12	REASONS	D12	REASONS
1	A new world to explore.	7	Voidships.
2	New species.	8	Drama Dice!
3	New classes.	9	Because you got Moxy.
4	Dasher races.	10	D&D in space.
5	Magical Hacking	11	Because Spacejammer/SPELL-gamer was taken.
6	Psionics.	12	Polecats with lazer swords.

Houses of Healing have improved nearly everyone's quality of life. Where archaic and outdated philosophies demand fealty in exchange for healing, the people of Alessia know that, in most places, healing is only a few doors down – at a cost that is marginal at best. Continually maintained by agents of the Path of Light, working in tandem with **The Qi-Ji** and its **Wonder Workers**, the Houses of Healing that populate the land do so at more than just the grace of the Empire; the Houses of Healing are proof that the Path of Life is the highest of ideals.





On Alessia, the Ish'ra and the various native species have evolved together, blending their understanding of science with the natural magic the peoples of Alessia so easily wield, transforming their entire planet and saving it from two different cataclysms.

Alessia is a massive world with a breathable atmosphere that envelops its innermost moon, allowing the two celestial bodies - aided by a system of magical satellites - to trade more freely.



**OFFICIAL EMBLEM OF
THE ORDER OF
ASTRAENNA**



ALESSIA (BACKGROUND)

Alessia's story is ongoing, one that has erred toward unity, cooperation, law, and order for far longer than any expected. More, because its "gods" had its better interests at heart, the majority of Alessia has weathered their conflicts relatively unharmed. This sense of service and sacrifice perpetuates itself through the cultures of Alessia and have been, over the centuries, codified as religious traditions by their own rights.

For the people of Alessia, these sacrifices were not fables, myths, or stories - they remember watching the Sovereigns depart in the wake of their battles, leaving them only The Light in their place.

NEW MECHANICS YOU SAY?

The *World of Alessia Campaign Primer* offers GMs and players a series of new and exciting rules aimed at adding more cinematic elements to their games. Although the standards for play in Alessia, creative

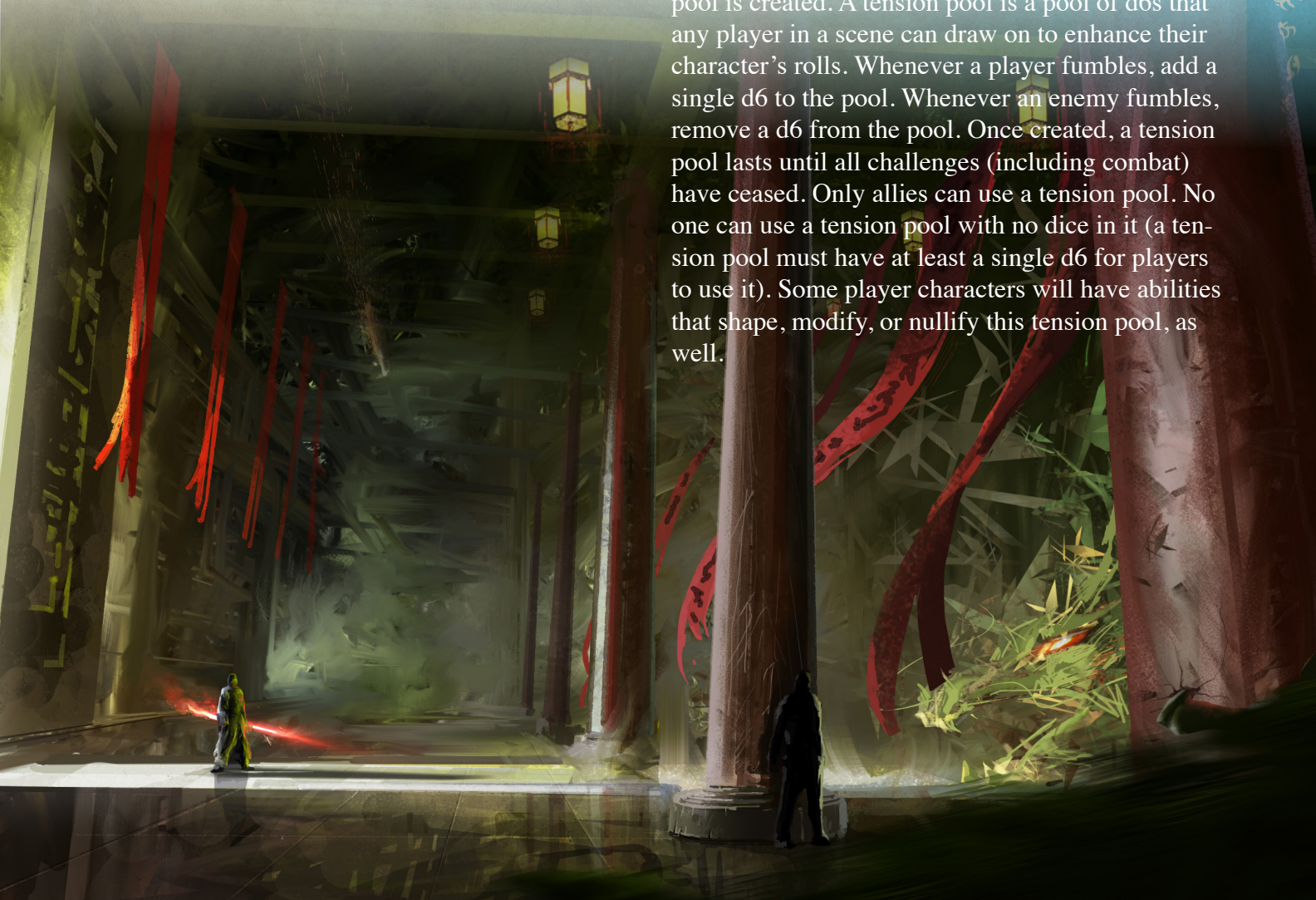
GMs will discover plenty of options here that translate well to their home games.

Drama Dice - Drama dice are a tool a GM can use to heighten or de-escalate the tension of an encounter or scene. When a GM introduces a drama die into a scene, she creates a "tension pool" the players can later draw from to modify their rolls in play.

Resolve - Resolve is a natural resource every character can access to save themselves, to perform stunts, to activate unique class features, and to stave off enemy influences for longer periods of time. Starfinder fans will be familiar with similar implementations of the same mechanic in that game.

Stunts - As a character levels in the World of Alessia, they acquire experiences that unlock tricks or special abilities called stunts. Provided each player character meets their prerequisites, they can use these stunts as they like in play.

Tension Pool - The first time a player fumbles or the GM introduces a drama die into play, a tension pool is created. A tension pool is a pool of d6s that any player in a scene can draw on to enhance their character's rolls. Whenever a player fumbles, add a single d6 to the pool. Whenever an enemy fumbles, remove a d6 from the pool. Once created, a tension pool lasts until all challenges (including combat) have ceased. Only allies can use a tension pool. No one can use a tension pool with no dice in it (a tension pool must have at least a single d6 for players to use it). Some player characters will have abilities that shape, modify, or nullify this tension pool, as well.





Heroes of Xian battle a wayward Kaimi who has turned against Alessia...

TWO SYSTEMS, ONE WORLD

Will there be a little crossover between the two systems?

Absolutely.

The idea of resolve as a pool mechanic isn't new and I think how we use it here in the primer (and the larger world) gives GMs and players a new way to look at it. While it has all of the usability you'd expect from a universal mechanic, the interplay between resolve, tension, and drama dice offers everyone a few more rules to play with, especially for those who want to fine-tune their games with an eye toward the cinematic.

Otherwise, the only significant points of system intersection will occur when we convert the species,

abilities, and spells or powers.

Additionally, backers worried about class duplication can rest assured; the four new we designed for Alessia were born in 5e, but we will translate them to Pathfinder as well. Although far from a perfect analog, these classes already marry up nicely.

5E	ALESSIA	STAFINDER
Fighter	Marauder	Soldier
Mystic	Psion	Mystic
Mystic	Seer	Mystic-Solarian Hybrid
Artificer	Tecker	Mechanic-Technomancer hybrid

See Table 2 for more information.

Although these comparisons are far from exact, these should give interested backers a closer look at what we have planned.



TECH LEVELS

Alessia is a stellar civilization and a type II civilization on the Kardashev scale. Unlike similar worlds, Alessia's science isn't so advanced people confuse it for magic; instead, the people of Alessia have learned to merge the two together. Alessia is a land where science and magic often achieve the same ends, but usually on vastly different scales. On Alessia, magic is incredibly personal, highly unique, and operates inside of a few strict parameters most scientists find frustrating.

Science, on the other hand, is often transparent, verifiable, and utilitarian - it benefits large groups of citizens for much less than its arcane counterpart.

Likewise, the people of Alessia have strong traditions they can trace to before the Ish'ra joined them on the planet, many of which have helped them transform their cultures. The people of Alessia place a lot of importance on discipline, honor, self-reliance, dependability, perception, and wisdom; this focus on these qualities informs every aspect of life on Alessia for nearly all of its citizens.

Of course, there are exceptions, but they are precisely that.

On the streets of the mighty Empire of Xian, for instance, a citizen is as likely to pass a group of quiet monks while also watching a skyship cast off its mooring lines as it departs for a nearby moon. A visitor might even notice other seeming anachronisms, only to discover the Imperial Peacekeeper carrying his family's ancestral blade is, in fact, making excellent use of ancient technologies.



A GHOST MONK





AN ELVEN SEER SPEAKS WITH A SPIRIT...

LORE: THE EMERALD WAY

Born to support the **The Last Leaf** (a powerful Kaima who was badly wounded during the **War of the Sovereigns**), the **Emerald Way** sees to the day-to-day care of their hidden goddess. In exchange, the

goddess redirects some of her divine essence into the **Great Trees of Velestra**, protecting both them and her followers





LORE: THE GNOLES

Powerful and proud, it was the **Gnoles**, and later the arrival of the **Ish'ra**, that brought most of the **Yökai** from the battlefields and to the **Yerwin's Council Fires**. With peace established, the Ish'ra started to

build, disassembling their great **Voidship** and weaving that technology into their cities.





LORE: THE SEVEN GREAT LANDS

The world of Alessia is divided between a series of seven land masses, each spanning large portions of the globe. These seven great lands are described below:

ELYSIA

The Steppe Lands

Occupying the same temperate band of land that dominates a good portion of **Velestria** and even parts of northeastern **Galgaraë**, Elysia is the green heart at the center of the **Empire of Xian**. A lush, humid continent covered in shadowy jungles, green mountain ranges, and tiered cities, Elysia is a southern paradise that has all but solidified the slow but steady march of the empire.

FYREA

The Lands of Fire

While the western parts of **Fyrea** are controlled by the **Empire of Xian**, that territory pales when held against the glory that is the rest of the continent. To many, the lands beyond the imperial borders are nothing but wastes, but those same sands hide forgotten kingdoms. Desert elves travel under the sun in large tribes, their druids establishing new oases whenever they stop in order to slowly heal this devastated



land. Lands in the west are most safe when it comes to the sandstorms that plague the entire Fyrea.

GALGARÆ

Lands of the Last Dragon

A broken, bitter land cloaked in soot and ash, **Galgaræ** is a haphazard land of give and take, a slowly expanding continent that still rolls under the angry growl of two-dozen active volcanoes. Although these volcanoes populate its eastern coast, there are several inland volcanoes that have made building inland cities all but impossible. The final resting place of one of Alessia's last, ancient dragons, much of Galgaræ is a toxic wasteland, especially closest to the **Grave of Galgaræ**. Here, the green fires of dragon's death spontaneously erupt as bits of the great beast decompose, the last of its magic staining the land and air.

SHIRAN

The New North

The grass plains of southern Shiran gently give way to hilly, lush forests filled with pine trees for as far as the eye can see. As one travels north, these pine forests give way to steeper hills, eventually giving way to snowy plains the mountains of the north. For most, Shiran is little more than a collection of small nations surviving between the ever-expanding empire and the frozen tundra of the north.

VELESTRA

The Emerald Collective

Lush, wild, and deadly, the chain of islands that makes up **The Emerald Collective** are as dangerous as they are exotic. Populated by industrious, but fiercely independent fiefdoms, the people of Velestra are as comfortable in the wilds they are lounging leisurely on exotic couches. Covered in a mantle of verdant green, Velestra is a land of plenty – as evidenced by their plethora of *Shenns'ænn* (elven for 'Great Trees').

YERWIN

Land of Ten Thousand Tents

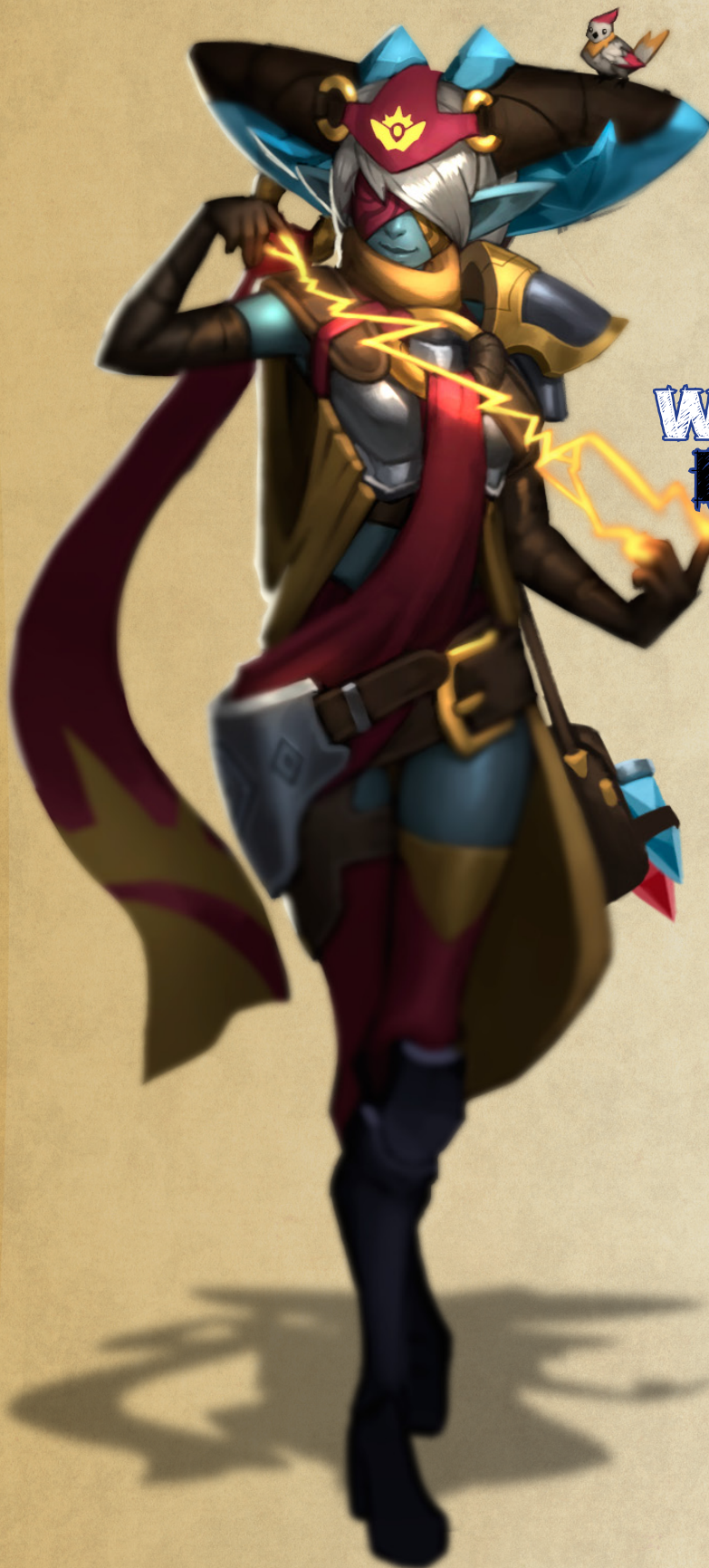
Populated by massive, magical land trains that crisscross the continent in search of ancient, magical runes called **Yarra's Tears**, the people of Yerwin are as industrious as any other, although they are given to a sort of flamboyant, casual extravagance that enshrines personal richness over the collective good of the many.

YRIM

The icy North

The icy home to the **Cloud Giants**, Yrim is the birthplace of the **Jötunfolk** and the **Noble Gnomes**, both of whom serve the **Great Chieftains of Ymir** on their great floating cities. A place of ancient wonders and hallowed traditions, not all of the Great Chieftains have since embraced the Light as the only path forward. In secret, some of these great chieftains honor the old ways and keep the fires of their traditions warm in the face of the great dark.





The World of Alessia is intelligent and evolving, and as a result, many of the species who call it home display that intelligence in a variety of meaningful ways. The rapid disbursement of this intelligence has manifested uniquely in the cultures of Alessia, giving rise to many diverse but inaccurate religious traditions - stories and fables disproved by the Sovereigns when the Ish'ra arrived.

WHY COME TO KICKSTARTER?

Storm Bunny Studios always creates quality products and as a result, routinely operates with higher production budgets, especially when it comes to art and layout. This isn't easy to do as a small publisher, but we've committed ourselves to making the best content we can, so we're going to.

Kickstarter lets us build better products, period. It also allows us to expand our budget for products, which means we can pay our writers a living wage, attend more conventions, share more free content, and reach a broader community of gamers.

If you've joined Storm Bunny Studios on one of its previous projects, you already know how we do business; we're happy to have you back on the team with us.

If this is your first Kickstarter with Storm Bunny Studios, welcome to the SBS Family! We're glad you're here.

Cheers,
Jaye



**THE WORLD OF ALESSIA
IS A WORLD WHERE THE
ALIENS HAVE BECOME
NATIVES...**





WANT TO KNOW MORE?

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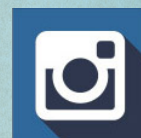
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ON
KICKSTARTER
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Pathex, Ish'ra Blade Master

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