

# ALESSIA™

*Xei,  
Dragonsworn Ghost Monk.*

THE ICONIC DRAGONSWORN MONK



THE WORLD OF ALESSIA WAS IMAGINED  
BY JERE MANNINEN  
AND BROUGHT TO LIFE  
BY JAYE SONIA



# XEI, DRAGONSWORN MONK

“The Path of the Light is not without challenges or shadows. Be vigilant.”

—Abed Bin Abduhl Al-Muljari

## BACKGROUND (HAUNTED)

Xei has, since boyhood, heard the call of his ancestors. Although he can rarely make out their message, he continues to make his best effort to decipher their otherworldly offerings.

These messages are rarely clear. Sometimes the spirits deliver their message through simple objects (the easier to manipulate, the better), while some truly demanding spirits might knock beloved (hated) objects from walls, violently wake the haunted individual, or manifest at extremely bad times.

Xei has learned to master his response to these spirits, however – especially since he knows he can slay the evil that stands in the path of his righteous blade.

A longtime champion of his monastery, Xei has long worked through his master’s lessons, slowly advancing. Having returned from the Mount Dahei, Xei was recently awarded the title High Sentinel of Song and Steel. As the High Sentinel, he has been charged with seeking worthy companions to help him rid Qingshan of The Emberwood Brotherhood – a group of cultists fond of fire.

## RESOLVE

Resolve 2

Xei begins each day with **three points of resolve**. Any time Xei brings honor succeeds on an action that brings honor to his monastery, Xei gains an additional point of resolve.

## FEATURE

### *Ghost Blade Monastery*

While serving the monastery, you receive free meals and lodging at aligned monasteries and temples. Additionally, you can call on local monks to assist you in mundane research during your stay.

## STUNTS

In addition to his normal array of abilities and powers, Xei knows the following stunts: **Deadeye**, **Sprint**, and **Vanish**. They are described below.

**Deadeye** Whenever you spend a point of ki to make a ranged attack as a reaction, you do so with advantage.

**Monk’s Move** When you take the Dash action, you gain a bonus to your AC equal to your proficiency bonus) when you move. You must complete a short rest before you can use the Dash action to Sprint again.

**Vanish** You may spend 1 point of ki as a reaction to become invisible until the end of your turn.

## PARALLEL EVOLUTION

Several races, including the Dragonsworn, Elathi, Humans, Terran, and most Yōkai, have evolved at roughly the same pace, each awakening within a decade or two of one another.

As a result, Alessia developed into a unnaturally diverse and tolerant society.

For nearly all, racism is rare (although it does exist in backward corners of the world and among the ignorant). Millennia of racial cooperation have given rise to what other societies consider utopian ideals. In Alessia, people are far more likely to come into conflict over ideology, political, or even religious differences than they are race, your appearance, or your social role... The Masters of Light banished such ignorance with the darkness long ago.



## XEI, DRAGONSWORN MONK (GHOST BLADE)

Medium humanoid (dragonsworn), lawful good

**Armor Class** 16      **Initiative** +3  
**Hit Points** 20 (3d8+3)      **Proficiency Bonus** +2  
**Speed** 40 ft., climb 20 ft      **Bonus** Deflect Missiles

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	13 (+1)	17 (+3)	9 (-1)

**Skills** Acrobatics +5, Investigation +3, Religion +3, Stealth +5

**Damage Resistances** acid

**Senses** darkvision 60 ft., passive Perception 15.

**Languages** Draconic, Human, Trade Tongue, Xian

**Challenge** ½ (450)

**Ki (3)** Xei has three points of ki. He can spend these points to activate any of his monk abilities, as well as his stunts. Xei may spend points of resolves as if they were ki, but may never spend all of his resolve in this fashion.

**Veil of Light** Xei knows the *dancing lights* cantrip. His spellcasting ability is Intelligence (spell save DC 11). He can cast the following spells:

At will cantrips: *dancing lights*.

## ACTIONS

**Claws** *Melee Weapon Attack* +4 to hit, range 5 ft., one target. Hit 5 (1d6+2) points of slashing damage. On a critical hit, the target must succeed on a Strength saving throw (DC 14) or be knocked prone.

**Sai** *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. Hit 5 (1d6+2) piercing damage. On a critical hit, the sai deals double damage.

**Zhanmadao** *Melee Weapon Attack* +5 to hit, range 5 ft., one target. Hit 9 (2d6+3) points of slashing damage. On a critical hit, the target must succeed on a Strength saving throw (DC 14) or be knocked prone. Xei gains advantage on attacks against mounted cavalry when wielding this weapon.

## FLAW

**Selective** Xei understands the gravity of his actions, especially when it comes to violence. Although he's fast, Xei suffers a disadvantage on Initiative rolls against other dragonsworn.



## WHO ARE THE DRAGONSWORN?

The dragonsworn are one of the few races that can lay claim to a single, divine event as their genesis. While ancient history to most, this event – which corresponds with the departure of the last celestial dragons – has unified the dragonsworn as a single people, allowing them to create a complex, detailed culture that rivals some nations. These individuals openly display the exotic patterns that mark them as generational, or true, dragonsworn.

The dragonsworn are the only race that others can, through alchemy, rituals, and complex magical rites, become. The process can take decades, but that's a risk many are willing to take, especially when they start to see their first gray hairs or whiskers. These dragonsworn enjoy bright, scaled armor, although they never display patterns of any sort. Most of these dragonsworn are infertile, although there are exceptions.

## WHAT IS ALESSIA?

The world of Alessia is a world of high fantasy that combines Wuxia, science fiction, and magic-driven technology. It is a massive world where magic and technology coexist, impacting every aspect of life, from the Healing Houses of Sillias to the great Towers of Xin. It is a land where Fyrean Genies meet with Asrian Wardens and The Gangs of Khatu push their Drifters across the desert sands, seeking resources and victims of every kind.

Alessia is a world where the gods, in an act of unification, merged into a singular pantheon – forming The Path of Light. It is a land where medical advancements, evolution, and ki energy form not only a methodology to achieve progress, but instead form a way of life. For the people of Alessia, the path to success is girded with honor, hard work, bravery, and a need to do good.

Alessia is a land at the height of its glory, held aloft by the Four Pillars of Light – Mercy, Truth, Hope, and Courage. Its churches largely unified and its clergy working in unison, the people of Alessia enjoy what others think is only an illusion – a slowly blossoming utopia. But Alessia is not without its challenges. Having suffered an ecological disaster that would have ended smaller planets, it's taken the people of Alessia nearly a thousand years to pull themselves up from the viscera of the War of the Sovereigns; from the decaying Galgaræ to the Shadows of Venn, the once-vanquished forces of darkness creep again, slowly pushing against the Ring of Heaven, hoping to find purchase in Alessia once more.

Today, the Empire of Xian and its Imperial Peacekeepers stand the watch, fulfilling their ancient compact with the citizens of Alessia. Working in unison with most of the Path of Light, these two forces have set out to keep Alessia safe, sound, and a bastion of hope for another millennium - no matter what.



## DRAGONSWORN SMILE. SOMETIMES.

Although the younger races get a bad rap for their impatience, it's a quality that pushes progress forward – even when that's in the wrong direction. The dragonsworn are natural traditionalist who weather change slowly and methodically. Alessia's recent growth spurts have left most dragonsworn still reeling from the pace, with some even retreating from the expanding cities.

Dragonsworn have developed a reputation for being ...grumpy.

If you'd like to step outside of the traditional role, consider using the table below to try a different personality trait (or pick one that looks fun for your whole group).

d8	Personality Trait	d8	Personality Trait
1	Carefree	5	Menacing
2	Dour	6	Reserved
3	Friendly	7	Silent
4	Gregarious	8	Sullen

## CREDITS

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## WANT TO KNOW MORE?



If you're interested in learning more about the World of Alessia, consider following us on the social media channels above! And of course, look for our Kickstarter in May of 2018!

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