



THE SPECIES OF ALESSIA

A VISUAL TOUR OF OUR WORLD AND SOME OF
THE MANY NEW SPECIES COMING TO 5E AND THE
STARFINDER ROLEPLAYING GAME.



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



SPECIES OF ALESSIA

IN THE PRIMER!

THE CELESTIA

IN THE PRIMER!

THE DJINKIN

IN THE PRIMER!

THE DRAGONSWORN

IN THE PRIMER!

THE ELATHI

IN THE PRIMER!

THE VELESTRIANS

STRETCH GOAL!

THE GNOMES

IN THE PRIMER!

THE ISH'RA

STRETCH GOAL!

THE JOTUNFOLK

IN THE PRIMER!

THE TREAHI

IN THE PRIMER!

THE FENGU

IN THE PRIMER!

THE PANDRENS

STRETCH GOAL!

THE MINOTAURS

STRETCH GOAL!

THE SENTIENTS

STRETCH GOAL!

THE SHADELINGS

STRETCH GOAL!

THE TELG'RA

IN THE PRIMER!

THE TERRANS

STRETCH GOAL!

THE NAGAI

STRETCH GOAL!

THE GNOLES

STRETCH GOAL!

THE KITSUNE

STRETCH GOAL!

THE NEKOMATA

IN THE PRIMER!

THE WEASELINGS

STRETCH GOAL!

THE HARPYANS

STRETCH GOAL!

THE TIR'ANS

STRETCH GOAL!

THE TRU'ATHA



ON
KICKSTARTER
RIGHT NOW!



SPECIES OF ALESSIA

ALESSIA is home to over twenty six different species, some of who originated off world several millennia ago. Over the next few pages, we'll show you some of those species and explain their roles in Alessia.

STATS

SPECIES: Celestia

SIZE: Medium

TRAITS: Graceful
Halo
Light-Touched



CHILDREN OF THE LIGHT

Beings infused with The Light, the very first Celestia rose from the ashes of the War of Sovereigns like saints among men, taking on the holy charge of The Light and helping to carve out what would later become the Holy Kingdom of Asrai.

THE CELESTIA

STATS

SPECIES: Djinnkin

SIZE: Medium

TRAITS: Elemental
Nexus-Bound
Opportunists



BORN FROM BRASS

The offspring of the great Djinn Lords, Efreeti Masters, and their human servants, the Djinnkin are also known as Geniekin or simply 'Kin (and informal, casual greeting shared between aligned houses).

THE DJINNINKIN

STATS

SPECIES: Dragonsworn

SIZE: Medium

TRAITS: Alchemical
Disciplined
Legacy

LORE

CHILDREN OF THE CELESTIAL DRAGONS

A people torn between two times, the Dragonsworn of ancient Alessia have a developed and evolved culture that betrays all of the outside stereotypes with glee. From their colorful festivals to their colorful scales, Truescales can trace their clutches back to the very first celestial dragons.

THE DRAGONSWORN

STATS

SPECIES: Elathi
SIZE: Medium
TRAITS: Elven Ancestry
Evolved
Psionic

THE ELVES EVOLVED

One of Alessia's "evolved peoples," the Elathi is a group of elves who, over millennia, have evolved into the beings they are today - creatures of crystal, mind, and flesh. Having long ago merged with the crystals – which they call Ascendant Stones – of their local environment, the Elathi of today might resemble their elves ancestors in many ways, but they are not elves.

THE ELATHI

SCIFANTASY

STATS

SPECIES:

Elven

SIZE:

Medium

TRAITS:

Ancient

Elven Sight

Spirit Kissed



MASTERS OF LIFE'S MAGIC

The dominant people of Velestra, elves have a complex, sometimes confusing social hierarchy that many outsiders find off-putting. Although elves see themselves as a single people, much of Alessia classifies them according to their homeland; Fyrean Elves (widely known as desert elves) roam much of Alessia's eastern lands, while the Velestrian Elves (also known as green or wood elves) stand sentry for the fabled Trees of Life.

THE VELESTRIANS

STARFINDER

COMPATIBLE



STATS

SPECIES: Gnomish

SIZE: Small

TRAITS: Aerial

Inventive

Respected

MASTERS OF AIR AND STONE

A people of small stature but large minds, the gnomes of Alesia were created in the earliest days to serve the giants who built the ancient world. As servants of both the Mountain and Cloud Giants, the gnomes have since divided themselves into two distinct groups - Noble Gnomes and Rock Gnomes.

THE GNOMES

STATS

SPECIES: Ish'ra

SIZE: Medium

TRAITS: Aliens
Naturalized
Psionic

LORE

THE DREAMING ONES

One of Alessia's oldest races, the Ish'ra were refugees when the Yökai were still young; fleeing from the dark spaces beyond the void, the Ish'ra voidship The Enduring Dream breached Alessia's atmosphere when the Yökai Warlords were still in power, crashing into central Elysia and depositing her survivors all along Elysia coasts.

THE ISH'RA

STATS

SPECIES: Jötunfolk

SIZE: Medium

TRAITS: Fierce
Strong
Resilient



THE GIANT-BLOODED

The distant children of the Great Chieftains of Ymir, the Jötunfolk are a strong and proud people whose giant's blood gives them all the advantages one would need to thrive in such harsh, remote conditions. A people concerned with honor, hard work, and the occasional raid, the Jötunfolk excel in the martial professions, excelling as mercenaries, raiders, reavers, and soldiers of all kinds.

THE JÖTUNFOLK





STATS

SPECIES: Treah

SIZE: Medium

TRAITS: Life-Touched

Psionic

Resilient

GUARDIANS OF THE GREAT TREES OF LIFE

Creatures born to defend the Trees of Life, the Treah are a race of bipedal, humanoids with bark-like skin and fibrous frames. Because of their natural connection to the Trees of Life, Treah frequently become druids and rangers. The Treah have traditions, as well. These traditions encourage the Treah to take up several Sacred Paths, eventually turning these seedlings into Dream Wardens and Envoys of the Green.

THE TREAH

LORE



STATS

SPECIES: Fengu
SIZE: Medium
TRAITS: Aerial
Blighted
Yōkai

THE WINGLESS ONES

Native to the lands that existed before The Great Beast Galgaræ crashed into cold, dark earth, the Fengu are a broken people. Denied flight by evolution, the Fengu have become a wandering people, traveling the broken coastline of their former homeland, battling for resources while actively engaging the Spawn of Galgaræ.

THE FENGU

STATS

SPECIES: Pandren

SIZE: Medium

TRAITS: Disciplined
Tolerant
Yökai



THE LAUGHING ONES

One of the few races that might consider being called Onikuma a compliment, Pandrens are large, muscular warriors evolved from Alessia's native pandas. Prominent members of the Council of Yerwin, the Pandrens sought sanctuary in Pyrrin Isles and remained there until embracing the Empire of Xian.

THE PANDRENS

STATS

SPECIES:

Minotaur

SIZE:

Medium

TRAITS:

Dwarf Warden

Strong

Yökai

ARE THERE DWARVES IN ALESSIA?

Yes, but they are a reclusive people carefully watched over by the minotaurs. Although brave and proud, dwarves reproduce at a much slower rate than other species. Although they fought bravely in the War of Sovereigns, the dwarves were almost annihilated and had spent millennia rebuilding their family lines and clans.

Today, the minotaurs of Alessia honor the ancient dwarven sacrifice by watching over their lines and ensuring dwarves return to their old homes. In the common tongue, these people long ago formed bonds of kinship with the dwarves.

PEOPLE OF MINOS

A people nearly as old as the Yökai, the Minotaurs - the People of Minos - are a tribe of wandering, nocturnal beings who resemble humans save their large, ox-like heads and adjoining horns. Known as minotaurs in the common tongue, these people long ago formed bonds of kinship with the dwarves.

THE MINOTAURS



STATS

SPECIES: Sentient

SIZE: Medium

TRAITS: Brave
Construct
Resilient

THE SECOND BORN

Beings of stone and wood, Sentients are mechanical organisms that possess living souls. Common throughout Alessia, Sentients play an important role in Alessia's cycle of life, death, and karma. Popular throughout the Holy Kingdom of Asrai, where the Holy Church of Asrai rewards Sentient bodies to missionaries upon their passing.

THE SENTIENTS



STATS

SPECIES: Shadeling

SIZE: Medium

TRAITS: Dangerous
Intimidating
Shadow-Touched

THE SHADOW TOUCHED

Sometimes misidentified as Tieflings, Shadlings are not the Celestials' infernal opposite, but rather a race infused with darkness itself. Although the first generations were overwhelmed by this darkness (the shadow's influence too strong for any mortal to withstand), today's Shadelings enjoy the pain of generations, having grown to control it.

THE SHADELINGS



STATS

SPECIES: Telg'ra

SIZE: Medium

TRAITS: Advanced

Distrustful

Focused

THE MOON CATS

Created long ago to serve the Sovereigns, the Telg'ra were sometimes known as Moon Cats, accounting for their keen darkvision and feline appearance. Created by Sovereign Teleia, Sovereign Aegle and Sovereign Vesta, this race departed Alessia alongside their creators before the War of Sovereigns tore a hole in the sky and brought Galgaræ, the Last Dragon crashing to the surface of the planet.

THE TELG'RA

STATS

SPECIES: Terran

SIZE: Medium

TRAITS: Charming
Graceful
Strong



CHILDREN OF THE PILLARS

Standing slightly taller than your average human, Terrans evolved beside side-by-side with their human and djinnkin cousins in the heart of Fyrea. Expanding rapidly beside their human cousins and enjoying a slight evolutionary advantage, the Terrans of Alessia now occupy every corner of the planet.

THE TERRANS

STATS

SPECIES: Nagai

SIZE: Medium

TRAITS: Adaptive
Life-Touched
Yōkai



THE SCALED ONES

The direct descendants of naga, today's nagai claim Velestra as their home. Originally snakes who grew large and smart off Shenns' ænn energies, these creatures now live longer, completely sentient lives.

THE NAGAI

STATS

SPECIES: Gnole

SIZE: Medium

TRAITS: Ancient
Psionic
Yökai



THE FIRST YOKAI

One of the first born of the Yökai, this elder evolved race grew wise when the deserts were still green, building a great empire that has since fallen to the sands of time. Of all the Yökai, the Gnoles are the slowest to trust, but the most loyal.

THE GNOLES

STATS

SPECIES: Kitsune

SIZE: Medium

TRAITS: Adaptive

Fox's Cunning

Yōkai



CHILDREN OF THE NINE-TAILED LORD

These agile and clever yōkai are very common sight in the streets of Xian Empire, but their true might is displayed under the cover of night when powerful kitsune ninjas do their clan's biddings by keeping the empire safe.

THE KITSUNE



STATS

SPECIES:

Nekomata

SIZE:

Medium

TRAITS:

Ancient

Proud

Yōkai

THE LION-HEARTED

One of the earliest Yōkai races, the Nekomata evolved alongside the Gnoles and worked diligently beside them to help build the Empire of Anu. By the time the Yōkai made peace around the Yerwin's Council Fires, the Nekomata had already evolved into several powerful and agile species.

THE NEKOMATA



STATS

SPECIES: Weaselings

SIZE: Small

TRAITS: Fast
Furious
Yökai

SMALL, FAST, AND FURIOUS.

Having evolved on the eastern plains of Yerwin, the Weaslings are a race of hyper-intelligent polecats whose agility and charm makes them popular entertainers throughout the Empire of Xian. Talented pilots with a natural affinity for technology, the quickest way to encourage violence is to mention its pelt.

THE WEASLINGS



STATS

SPECIES: Harpyan
SIZE: Medium
TRAITS: Advanced
Skysong
Yökai

THE CHILDREN OF SONG

Created to fight for the forces of Light during the War of the Sovereigns, the harpyans helped to make tactical decisions that brought about several decisive victories for the forces of Light. Born on eastern Yerwin, harpyan can be found all over Alessia.

THE HARPYANS



STATS

SPECIES: Tir'ian

SIZE: Medium

TRAITS: Advanced
Alien
Technocratic



SPAWN OF THE CONQUERER

Tir'ians are a race of muscular, sentient beings who evolved from the reptiles of their home world, Teradil. Born in the humid jungles of their homeworld, the Tir'ians spent millennia locked in tribal war and conflict before a single individual, Bhalla the Conqueror, forged an empire and united thousands of tribes into a singular, deadly force.

THE TIR'IAN'S

STATS

SPECIES: Tru'atha

SIZE: Medium

TRAITS: Advanced
Alien
Psionic



ENVOYS FROM BEYOND

The Tru'atha come from a place where the rationale ideal - a scientific devotion that borders on perfection is the only way of life. Both passionate and smart, the Tru'atha have spent several millennia perfecting void travel, the same slow but steady space travel that brought the Ish'ra. Utilizing time dilations originating from the source destination as the fuel for their ships.

THE TRU'ATHA



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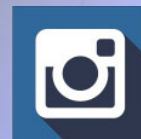
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