

Twenty Questions with Emily Kubisz

(ENnie Nominated Pathfinder compatible product.)
Bonus Article by Steven D. Russell

1. Could you tell us a little about yourself?

I am the artistic director for Alluria Publishing. I am in charge of the design, layout, and art choices for their products. I am also the primary author of the [Cerulean Seas Campaign Setting](#).

2. What is your home game like?

I have two. The first is 4th Edition D&D, and it's set in the Alluria Campaign Setting (not very well known, but fun). The second is Pathfinder and its in Cerulean Seas, I play a Cindarian Siren. It's a lot of fun, and we use a lot of house rules. We have a healthy 50/50 mix of roleplaying and combat. I prefer the roleplaying aspect myself.

3. What is your favorite Paizo product and why?

The Pathfinder Bestiary of course! Actually, I like it for all the great beastly pictures. I have a new found respect for monster books...they are A LOT of work to put together.

4. You have did your work for Alluria Publishing start start and how would you characterize it today?

I started for Alluria by submitting Cerulean Seas. Today, our company is having a few issues...so none of us have been doing much. Hopefully, this recent ENnie Nomination will help pull us out of it!

5. What is your favorite Pathfinder Roleplaying Game compatible product you worked on and could you tell us a little about it?

Cerulean Seas, of course. However, I am biased because it is kind of my baby. Basically, imagine the Pathfinder RPG, except underwater in a 3d environment. Instead of elves, dwarves, and humans you play sea elves, fish-people, and mermaids. Everything is tailored to an aquatic environment. It's a truly beautiful fantasy world and a great escape from the same-old, same-old of other RPG settings. And the best part about it is that while its really different, it is still familiar enough where everyone can relate to it.



6. What was your best moment working on that product?

Seeing it all come together as a finished product. It was beautiful.

7. What do you feel was the most ingenious part of that product?

The three dimensional aspect and the solutions involved for it. We all tested about 3 dozen different methods thoroughly, and we came up with a simple solution that works for just about all 3d combat, including aerial.

8. What was the most challenging aspect of working on it?

Every little detail had to be fine tuned to work with an aquatic setting. We'd finish one thing and see another issue. Everything from spell components to lighting had to be considered.

9. Did you learn anything while working on it?

I learned the Pathfinder RPG system inside and out. We all had to meticulously go through each page of the rulebooks scouring for information.

10. Other than your own work, what is the best Pathfinder Roleplaying Game compatible product out there?

I really like Psionics Unleashed by Dreamscarred Press. We were working on a tie-in product with that and Cerulean Seas (undersea Psionics) before our budget fell out from under us. It will be the first product released when sales pickup again.

11. What in your opinion makes a good Pathfinder Roleplaying Game compatible product?

Details, A great Pathfinder RPG product has impeccable writing and editing, superb art, and adds new elements to the game that are not covered by the core books.

12. Who is your favorite designer of Pathfinder Roleplaying Game compatible products?

Alluria Publishing. Again, I might be a bit biased.

13. What advice would you give to would-be-freelancers?

Get your name out there first, and then expect to make money with bigger companies later. The RPG business is not particularly lucrative for the very small companies, but getting your foot in the door somewhere is a great start.

14. Who is your favorite Illustrator?

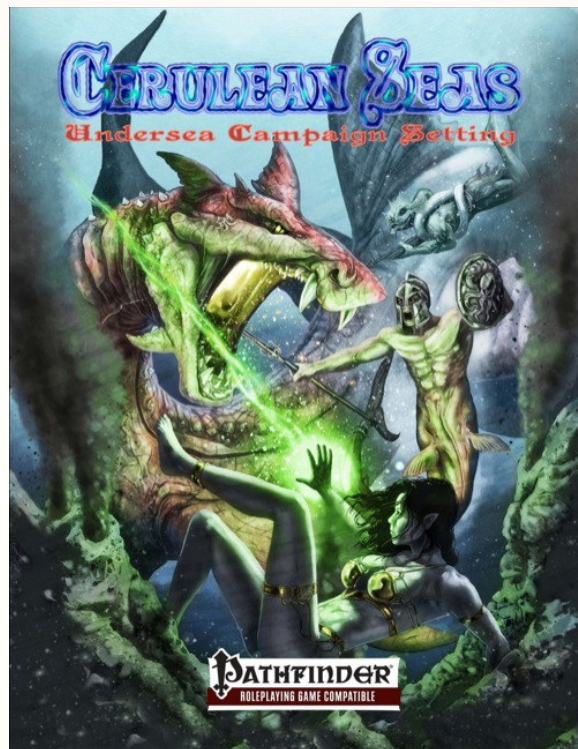
Dean Spencer! He has done some awesome work for both Paizo and Alluria and his work has always been top notch. He did the awesome cover for Cerulean Seas, as well as most of the racial pictures.

15. What has been your most memorable fan response to your work?

We get a lot of fan responses, but the most memorable was the picture of everyone dressed as their undersea character around a table loaded with Tracker Trees (the 3d combat platforms detailed in Cerulean Seas). That was awesome!

16. Could you give us an exclusive hint or teaser about an upcoming product your working on?

Waves of Thought, a tie-in product with Dreamscarred's Psionics Unleashed. It will have new races, new classes, and of course undersea psionics!



17. Do you have any goals that you have yet to obtain or overcome?

Alluria is a very small company, and money is extremely tight. Our dedication to quality has unfortunately come with a cost that is currently beyond our resources. Our current goal is to make enough money to fund future products.

18. Can you talk a bit about your ENnie Nominations?

We were nominated for Best Electronic Book (Cerulean Seas) and Best Monster Accessory (Fey Folio Pathfinder). Both are excellent books with great writing and art. I hope one of them wins something, they really deserve to, in my opinion.

19. Where can you get a copy of Alluria Products?

They are available exclusively at RPGnow.com

20. Is there anything else that folks should know about you and/or your work?

I originally wrote Cerulean Seas for D&D 3.5 about 7 years ago. It was a really rough draft. We have been play testing it and refining it ever since. This product is really solid. I am a bit of a perfectionist so it has to be!