

QAL

A RACE DIVIDED, A PEOPLE UNITED



ADASTRA
RACIAL BOOSTER PACK

Fearless Goblin Games

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Produced by Freelance Illuminati Productions

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CHAPTER 1 ~ PROLOGUE

We are one.

This is a Booster Pack for the ADASTRA setting. Booster Packs are self contained and holds only the information needed to play the item contained within.

In this case it is the race of Jal.

BASIC HISTORY

The Jal are a powerful race of Protoawakened. Long ago, a god known simply as the *Progenitor* granted all his divine power to the females of the jal race.

After the Kin learned of their existence, they decided that the young race was worthy of study. Females developed powerful divine abilities, and the males showed immense arcane aptitude due to their proximity to the females of their kind.

The Kin recognized a growing divide between the male and female jal, and manipulated the males until their arcane strength was just as potent as their female counterparts' divine strength. As the race grew and developed, their power and understanding of the way of things did as well. They have joined the ranks of the beings known as Protoawakened.

SPECIAL RULES

Below are rules and definitions that have been added specifically for this campaign setting that adds a new level of depth to the game.

Awakened [Keyword]

Powers with the Awakened keyword are power and abilities that have tremendous potential to change the flow of the current encounter. Normally there is a *backlash* when using the power, such as damage to yourself or the disruption of the rest of your powers, but this does not occur if the user is not fully Awakened. Protoawakened are still affected.

MORE ON PROTOAWAKENED

Having protoawakened in your party is not as tricky as it sounds. They are powerful characters by nature, but they are still subject to vulnerabilities just like any other creature.

A lot of role play issues can creep up too. There are plenty of people that don't trust protoawakened beings or, as a mixed blessing, have a form of hero worship with protoawakened.

MORE ON AWAKENED

Powers with the Awakened keyword require that the character has the ability to Awaken to begin with. This is why you need the Awakened Spark to access them. Using them while not fully Awakened has consequences; a backlash will occur, specified in the power.

All powers with the Awakened keyword require that you have an Awakened Spark.

Awakened Spark

Every being has that extra something that drives them. Characters start with an Awakened Spark. In dire moments, some have been known to burn this spark to spectacular effect.

The Awakened Spark is only given once and there is no way to gain that back when it is burned, without DM approval of course. Normally only player characters have access to this, but the DM may give the main villain of the adventure one as well.

SPARK BURN

PLAYER CHARACTER FEATURE

When hope seems to be lost, you reach down deep inside and find the spark to keep going.

Daily ♦ Awakened

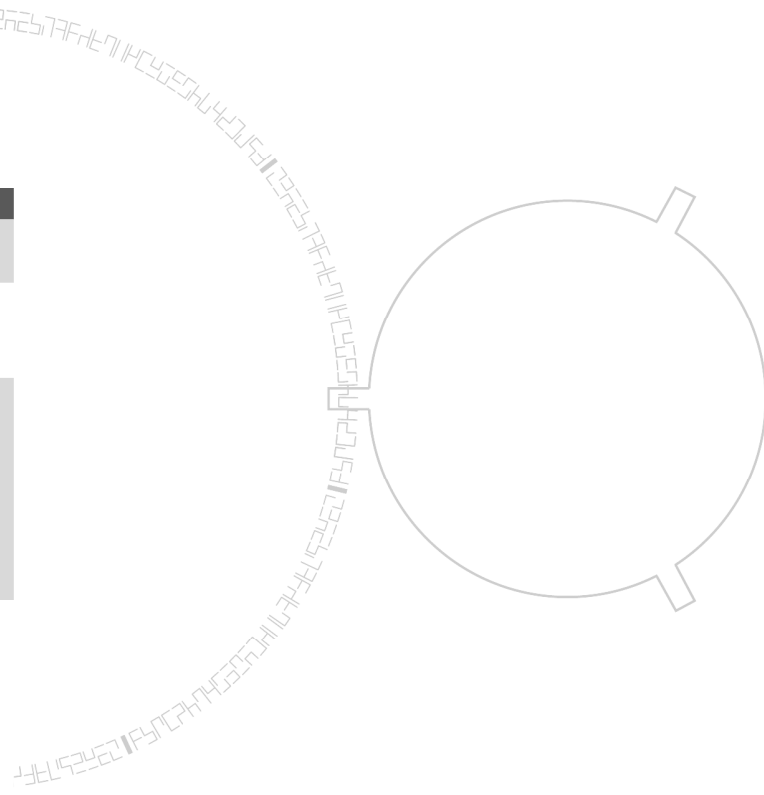
No Action

Personal

Requirement: You must have an Awakened Spark

Effect: Until the end of the encounter, all of your encounter powers can be used as at-will powers, you gain a power bonus to all of your ability scores and saving throws equal to your level, and you may teleport yourself and all creatures adjacent to you up to your new Intelligence modifier as an at-will move action. This teleportation ignores effects that would normally prevent teleportation, and does not require line of sight or line of effect. You may end this effect as a free action.

Backlash: When the encounter is over, you lose your Awakened Spark permanently. Your maximum hit points are reduced to zero, but you are stabilized. All of your Ability Scores are reduced to 1. You regain 1 hit point and 1 point to all of your Ability Scores for each extended rest until you are no longer bloodied. Your maximum hit points and Ability Scores are then restored to their normal values, and you heal as normal.



CHAPTER 2 ~ JAL

"Understanding is like a flower bud. Each petal is knowledge, and as it starts to bloom, each petal reveals a new one and so forth until you come across full enlightenment."

-The Guru

Blessed by the gods, the Jal race is both mysterious and peaceful, a combination which has unfortunately contributed to their persecution. For centuries, the Jal have been traveling from astraea to astraea to find a home. Their fledgling power has made them feared and respected across many different realms. Most of their efforts have been for naught, as they would be chased off and forced to find a new place to rest.

At the end of the Great Roaming, the Jal and several different races found Loar Uti, an uninhabited astraea with enough resources to start a small "homestead," which has grown into their home realm. They decided to make a stand against those would seek to exploit them for their power, and were eventually successful in a struggle that unfortunately tarnished their peaceful nature. Inherently peaceful, jal society routinely banished those amongst themselves that displayed violent tendencies, but the necessities of war have caused the jal to embrace, albeit reluctantly, violent measures when needed.

The race itself is divided by gender more so than other races. Male jal are naturally predisposed to the arcane, while female jal all share a divine bloodline, bestowed to them by a long-lost deity.

Average Height: 7'2" – 8'6"

Average Weight: 210lb – 350lb

Size: Medium

Speed: 6 squares

Vision: Glare-vision, Low-light, Darkvision

Language: Common, Kin, and one of your choice

Ancient Legacy [Kin]: You have been greatly influenced by the Kin. You count as a Kin for effects that require so.

Glare-vision: You are immune to effects caused by bright light or radiant keywords that impair vision such as blindness.

FEMALE JAL

Ability Scores: +2 Wisdom, +2 Charisma

Skill Bonuses: +2 Religion

Divine Right: You are a cleric for the purposes of feats, paths, and destinies. You may expend half of your healing surges, minimum of one, to recover an expended divine power.

Halo: A glowing aura surrounds you and is especially bright around your head. Anyone within half your level squares of you gains a +1 to saving throws and gains +1d4 temporary hit points when they heal.

Miracle: You have the *miracle* power.

MALE JAL

Ability Scores: +2 Intelligence, +2 Charisma

Skill Bonuses: +2 Arcane

Arcane Blood: You are a wizard for the purposes of feats, paths, and destinies. You may expend half of your healing surges, minimum one, as a standard action to recover an expended arcane power.

Runes: Floating around your body are powerful runes. You may prepare a number of rituals equal to one fourth your level as though they were scrolls. They are a runic glyph that floats around you. As a standard action, you may use a ritual stored this way as if it were a scroll.

Blood Boon: You gain the *blood boon* power.

MIRACLE **JAL RACIAL POWER**

Your halo grows bright. Words of the Progenitor cycle through your head. In an outburst you are granted your miracle.

Daily • Divine

Standard Action

Personal

Prerequisite: You must be female

Requirement: You must expend an action point; you do not gain any benefits when doing so.

Effect: You expend a power you know. You may use a non-feature power from another class that is of the same level as the power you expended.

BLOOD BOON **JAL RACIAL POWER**

All the runes around you glow bright with intention. The spell you unleash is far more powerful than anyone imagined.

Daily • Arcane

Standard Action

Personal

Prerequisite: You must be male

Requirement: You must expend a healing surge, you do not gain any hit points.

Effect: Add a power bonus to your next attack with the arcane keyword that is equal to half your healing surge value. This bonus may be applied to your attack roll, damage roll, or the range of the attack.

The race is divided between the two genders. The female jal was blessed to take on the power of a now long-gone god, while the side effect is nearly pure arcane power in the blood of the males. Throughout their ancient texts, they have been regularly visited by god-like beings later to be identified as the Kin.

Play a jal if you want...

- to be masters of your magical art.
- to be part of a grand legacy.
- to be a member of a race that favors divine or arcane classes.

Physical Qualities

For millennia, the jal body has been going through a combination of forced and natural changes. Being very tall and long by nature, each

gender has a strong aptitude for specific kinds of magic. The gender is easily identified by the aura they produce; males have floating runes circling their bodies, and the females have a radiant aura that is especially bright around their head.

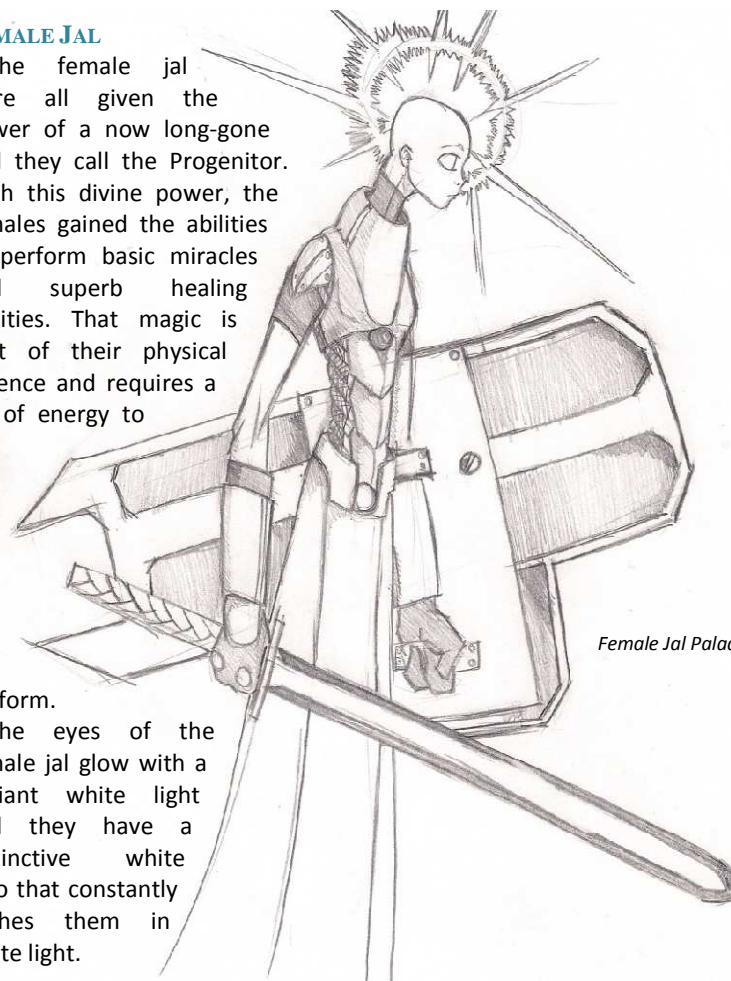
Jal are hairless, with large eyes that vary in color according to gender. Their hands only have three fingers. Their skin has the basic ability to change color according to mood.

FEMALE JAL

The female jal were all given the power of a now long-gone god they call the Progenitor. With this divine power, the females gained the abilities to perform basic miracles and superb healing abilities. That magic is part of their physical essence and requires a lot of energy to

perform.

The eyes of the female jal glow with a radiant white light and they have a distinctive white halo that constantly bathes them in white light.



Female Jal Paladin

MALE JAL

Males of the race were manipulated by the Kin even more than their female counterparts. When the females of the races were given the powers of the Progenitor, the males were affected so that they gained a natural aptitude towards the arcane. This allows them to boost their arcane abilities by drawing upon their physical essence.

The eyes of the male jal have a polychromatic glow with runes floating around their body.

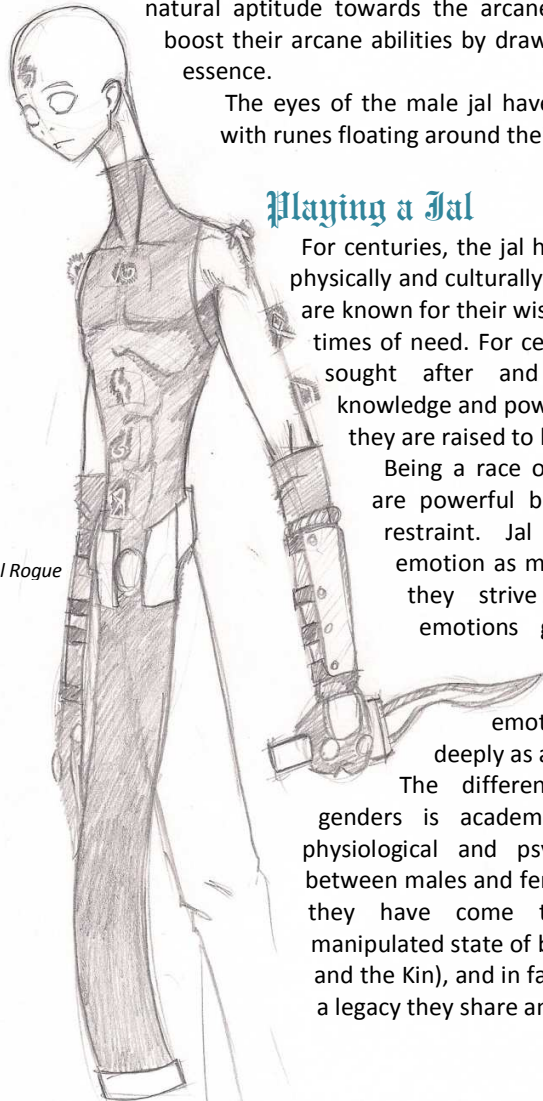
Playing a Jal

For centuries, the jal have been growing both physically and culturally towards awakening. Jal are known for their wisdom and intelligence in times of need. For centuries they have been sought after and exploited for their knowledge and power, and because of this, they are raised to be quite reserved.

Being a race of protoawakened, they are powerful but exhibit a talent for restraint. Jal never truly express emotion as most humanoids do, and they strive to never let their emotions guide their decisions.

Many see this as though they had no emotion, but they do feel as deeply as any other being.

The difference between the jal genders is academic. Beyond the basic physiological and psychological differences between males and females of any humanoid, they have come to terms with their manipulated state of being (by the Progenitor and the Kin), and in fact usually embrace it as a legacy they share and represent.



Male Jal Rogue

Jal Truth Seeker Haragon Path

The cosmos is veiled in lies, shadowed by ignorance. We will illuminate the darkness with our own discoveries.

Prerequisites: Jal, level 11, Have an Awakened Spark

The truth seekers seek to unravel the mysteries of the cosmos and the mysteries of their own destiny.

PATH FEATURES

Lore Mastery (11th Level): Whenever you roll a History check, you may add half your level to the check.

Awakening (11th level): You may spend an additional action point in each encounter.

Understood Legacy (16th Level): You have a legacy that is unique to most any other race, your own duality.

Female Jal: If you are female, you have a fragment of a divine spark that gives gods their power. Once per day as a free action, you may use *miracle* to mimic a prayer of half your level by only expending three healing surges, you do not gain any hit points from doing so. This does not expend the daily use of *miracle*.

Male Jal: If you are male, you are part of a bloodline that has been manipulated by the Kin for centuries. When you use *blood boon*, the effect is equal to half your surge value.

JAL TRUTH SEEKER POWERS

EYE OF THE STORM **ATTACK 11**

You have a way to see the order in the chaos, and then use it as a weapon.

Encounter • Awakened, Charm

Standard Action

Close Burst Twice your surge value

Requirement: You must have an Awakened Spark. Spend two healing surges but regain no hit points.

Target: All creatures within burst

Attack: Charisma vs. Will

Hit: The target cannot attack until the end of your next turn.

ESSENCE BURN **UTILITY 12**

Using your own essence, you are able to empower yourself.

At-Will • Awakened

Move Action

Personal

Requirement: You must have an Awakened Spark

Effect: You may spend half of your total healing surges to gain 1 action point. You do not regain any hit points from spending these surges, or from any effect the action point is used for. You cannot regain any healing surges from any effect the action point is used for.

Focus **ATTACK 20**

Your mind attains a level of focus that you can only hold briefly, but to devastating effect.

Encounter • Awakened

Standard Action

Ranged 5

Requirement: You must have an Awakened Spark

Target: One creature

Attack: Charisma vs. Will

Hit: 2d12 + Charisma modifier damage. All negative status and ongoing effects you are affected by are cancelled and transferred to the target.

Scion of the Kin Epic Destiny

"We have altered you in order to continue our kind."

Prerequisites: Jal Truth Seeker, Male, Have an Awakened Spark

You are becoming more like the powerful race that manipulated your forefathers for generations.

REFUSE TO DREAM ANY LONGER!

By refusing to dream any longer, you finish your ascension to full awakening, leaving the mortal realms and exploring the cosmos in its true state of being. When you reach the true zenith of your understanding of how the cosmos is interconnected, you can use your own focus to manipulate the quantum level of all that is. You are finally awakened. You explore the cosmos, attempting to understand the total depth of the multiverse.

The Long Walk: You now roam from astraea to astraea. You learn everything there is to learn and from this, and gain in power for it. This long walk across the cosmos will eventually lead you to the Aether, a realm of pure probability and knowledge where matter and intention are one and the same. How long most stay in this journey depends on the Awakened themselves, but with time and space no longer a limit to you, you have achieved a level of immortality that is equal to the gods, and have all of eternity to determine your purpose.

SCION OF THE KIN

Fount of Knowledge (21st level): Your Intelligence score and your Wisdom score both increase by 2.

Accelerated Boon (21st level): You can use *blood boon* as an encounter power rather than a daily.

Strong Essence (24th level): You gain an additional number of healing surges equal to one quarter your level.

High Runes (30th level): When you prepare your runes, you do not have to pay the material or gold costs.

SCION OF THE KIN POWER

FORM OF THE KIN **UTILITY 26**

You become an example of what the Kin was.

Daily • Awakened

Standard Action

Personal

Requirement: You must have an Awakened Spark

Effect: Whenever you expend healing surges for any reason, you may regain one arcane power.

Scion of the Progenitor Epic Destiny

"I pass my fading spark to those who loved me, so I may live as they prosper."

-The Progenitor

Prerequisites: Jal Truth Seeker, Female, Have an Awakened Spark

The power of the Progenitor has strengthened within you. This strength has allowed you to step closer to awakening.

REFUSE TO DREAM ANY LONGER!

By refusing to dream any longer, you finish your ascension to full awakening, leaving the mortal realms and exploring the cosmos in its true state of being. When you reach the true zenith of your understanding of how the cosmos is interconnected, you can use your own focus to manipulate the quantum level of all that is. You are finally awakened. You explore the cosmos, attempting to understand the total depth of the multiverse.

The Long Walk: You now roam from astraea to astraea. You learn everything there is to learn and from this, and gain in power for it. This long walk across the cosmos will eventually lead you to the Aether, a realm of pure probability and knowledge where matter and intention are one and the same. How long most stay in this journey depends on the Awakened themselves, but with time and space no longer a limit to you, you have achieved a level of immortality that is equal to the gods, and have all of eternity to determine your purpose.

SCION OF THE PROGENITOR

Glimpse of Divine Omniscience (21st level): Your Intelligence score and your Wisdom score both increase by 2.

High Miracle (21st level): You can use *miracle* as an encounter power rather than a daily.

Strong Essence (24th level): You gain an additional number of healing surges equal to one quarter your level.

Defensive Halo (30th level): You and your allies within your halo gain a bonus equal to your Wisdom modifier to all defenses.

SCION OF THE PROGENITOR POWER

FORM OF THE PROGENITOR

UTILITY 26

You become an example of what the Progenitor was.

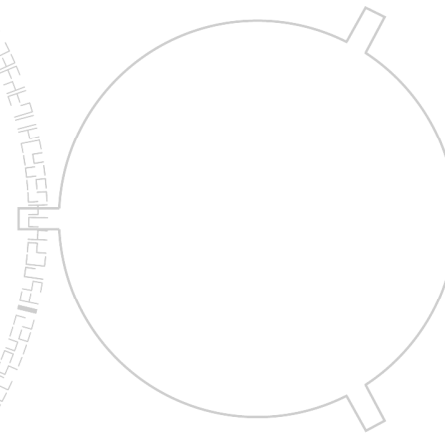
Daily • Awakened

Standard Action

Personal

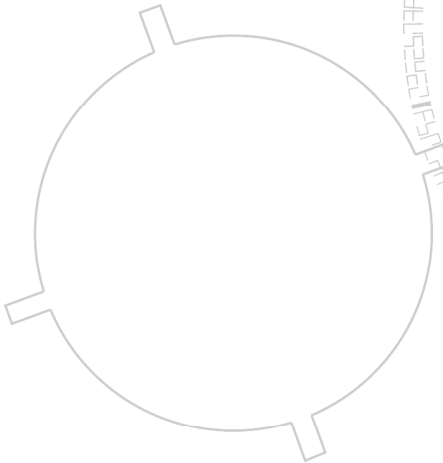
Requirement: You must have an Awakened Spark

Effect: For the rest of the encounter, whenever you expend a healing surge for any reason, gain hit points as though you expended a healing surge.



CHAPTER 3 ~ FEATS

As time passes, people find that they have more ways to help. New talents form and new illnesses arise.



HEROIC TIER FEATS

Any feat in the following section is available to a character of any level who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

Blood Right [Tal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *touch of light*; if you are male you have access to *soul bolt*.

SOUL BOLT **FEAT POWER**

You call upon the power that flows from your blood to lash out at your enemies.

At-Will • Arcane, Awakened, Force
Standard Action **Range** See Below

Requirement: You must have an Awakened Spark. Spend a healing surge but regain no hit points.

Target: One creature

Attack: Charisma vs. AC

Hit: 1d10 + Charisma modifier force damage.

Special: Increase to 2d10 + Charisma modifier at level 21. The range is equal to the surge value of the healing surge expended.

TOUCH OF LIGHT **FEAT POWER**

You call upon the power in your blood to heal an injured ally.

At-Will • Awakened, Divine, Heal, Radiant
Standard Action **Melee** Touch

Requirement: You must have an Awakened Spark. Spend a healing surge but regain no hit points

Target: One ally

Effect: They regain hit points as though they spent a healing surge.

Special: The target regains an additional 1d8 at level 21.

Empower [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *shield of light*; if you are male you have access to *shape*.

SHAPE	FEAT POWER
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Calling upon your essence, you reshape your spell to miss your allies.

At-Will • Arcane, Awakened, Force

Minor Action **Personal**

Requirement You must have an Awakened Spark. Spend a healing surge but regain no hit points

Effect: When using an arcane power with an area range, you may have a number of squares equal to your Charisma modifier remain unaffected.

SHIELD OF LIGHT	FEAT POWER
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Your halo shines with such a force so as to deflect your enemies' blows.

At-Will • Awakened, Divine, Force, Radiant

Standard Action **Area Halo**

Requirement: You must have an Awakened Spark

Target: All allies within your halo

Effect: When damage is dealt to you or an ally within your halo, ignore the damage. Each time damage is ignored this way, you lose a healing surge. If you have no healing surges, this effect ends.

Sustain Minor: Effect of the area persists.

Enlightenment [Jal]

Benefit: You may spend a healing surge but regain no hit points. You gain a feat bonus equal to your surge value to your next History check.

Jal Instinct [Jal]

Benefit: When selecting your Heroic-level powers, you may select powers from another class. If you are female, you may also select cleric prayers of the appropriate level. If you are male, you may also select wizard spells of the appropriate level.

PARAGON TIER FEATS

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Fortified Soul [Jal]

Benefit: You gain an additional three healing surges.

Glow [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *extended brightness*; if you are male you have access to *rune burn*.

EXTENDED BRIGHTNESS	FEAT POWER
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You tap into your inner strength, forcing the light within to shine with greater intensity.

Encounter • Awakened, Divine, Radiant

Standard Action **Personal**

Requirement: You must have an Awakened Spark. Spend two healing surges but regain no hit points.

Effect: Until the end of your next turn, the range of your halo is doubled.

RUNE BURN	FEAT POWER
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A rune that floats around you ignites, granting you its strength.

Encounter • Arcane, Awakened

Standard Action **Personal**

Requirement You must have an Awakened Spark. Dismiss a rune but its effects are not triggered.

Effect: You may recover an expended arcane power equal to the level of the ritual tied to the rune you expended.

Jal Compulsion [Jal]

Benefit: When selecting your Paragon-level powers, you may select powers from another class. If you are female, you may also select cleric prayers of the appropriate level. If you are male, you may also select wizard spells of the appropriate level.

Sacrifice [Jal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *martyr*; if you are male you have access to *blaze of glory*.

BLAZE OF GLORY FEAT POWER

In one burst of emotion, you set the world on fire.

Encounter • Arcane, Awakened, Fire

Standard Action

Close Burst 5

Requirement: You must have an Awakened Spark. Spend two healing surges but regain no hit points.

Target: All creatures within burst

Attack: Charisma vs. Reflex

Hit: 2d10 + your surge value fire damage.

TOUCH OF LIGHT FEAT POWER

In an act of righteousness, you save your companions from harm.

Encounter • Awakened, Divine, Radiant

Standard Action

Range See below

Requirement: You must have an Awakened Spark. Spend two healing surges but regain no hit points

Target: Each ally within your halo

Effect: Until the end of the encounter, whenever an ally takes damage within your halo, you take that damage instead. This effect may be dismissed as a minor action.

EPIC TIER FEATS

You have to be epic tier or higher to gain epic feats.

High Sense [Jal]

Benefit: If you are female, you can sense the location of any divine character or creature (cleric, paladin, avenger, etc.) within your halo, as

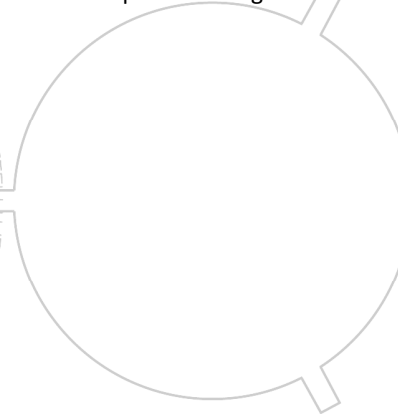
well as what god they worship. If you are male, you can sense any arcane character or creature (wizard, warlock, sorcerer, etc.) within a range equal to your Charisma modifier, as well as the last spell they cast.

Jal Desire [Jal]

Benefit: When selecting your Epic-level powers, you may select powers from another class. If you are female, you may also select cleric prayers of the appropriate level. If you are male, you may also select wizard spells of the appropriate level.

Resurgence [Jal]

Benefit: You may spend an action point and regain two healing surges.



Rise and Fall [Tal]

Benefit: You can call upon the power that is flowing through your veins. If you are female you have access to *raise the fallen*; if you are male you have access to *fell the standing*.

FELL THE STANDING

FEAT POWER

With the desire to end this battle as soon as possible, you unleash all the power within your body.

Daily • Arcane, Awakened, Necrotic

Standard Action

Close Burst 20

Requirement: You must have an Awakened Spark. Spend four healing surges but regain no hit points.

Target: All creatures within burst

Attack: Charisma vs. Fortitude

Hit: The target takes damage equal to half their maximum hit points. If the creature is Elite or Solo, they instead take damage equal to one-quarter their maximum hit points. If the target is bloodied before taking this damage, they instead take 1d8 necrotic damage.

Backlash: You become disrupted until you take an extended rest.

RAISE THE FALLEN

FEAT POWER

Seeing a companion fall, you lay your hands on their body and give them a piece of your life.

Daily • Awakened, Divine, Radiant

Standard Action

Melee Touch

Requirement: You must have an Awakened Spark. Spend four healing surges but regain no hit points.

Target: One dying ally

Effect: The target regains all hit points and is disrupted until they take an extended rest.

Backlash: You are disrupted until you take an extended rest.

DISRUPTED [STATUS EFFECT]

The Disrupted status effect essentially turns off a power or powers. An individual power that is disrupted cannot be used until it loses its disrupted status. If the entire character is disrupted, then that character cannot use any powers until the status effect ends. Melee basic and ranged basic attacks can still be used.

Magic items can be disrupted as well, but artifacts cannot.