



# REMARKABLE RACES

## KVAL PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT  
J. MATTHEW KUBISZ ★ DEAN SPENCER

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# REMARKABLE RACES: THE KVAL

A New Player Character Race For the 4<sup>th</sup> Edition Dungeons & Dragons Game

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*Tiny wingless imps that fight evil with entropy*

#### RACIAL TRAITS

**Average Height:** 8" – 1'

**Average Weight:** 100 – 150 lb.

**Ability Scores:** +2 Dexterity, +2 Wisdom

**Size:** Tiny

**Speed:** 5 squares

**Vision:** Low-light

**Languages:** Common, Abyssal

**Skill Bonuses:** +2 Acrobatics, +2 Athletics

**Big Hands:** Due to very large hands, a dense internal structure, and a knack for acrobatic maneuvers, you can wield weapons as if you were Small-sized.

**Entropic Blood:** When you are bloodied, creatures who begin their turn in the same square as you take 4 points of necrotic and radiant damage. Kval, who refer to the energy combination as "entropy", are immune to this effect. Increase damage to 6 necrotic and radiant damage at level 11, and 8 necrotic and radiant damage at level 21.

**Flank From Below:** When sharing a square with an enemy, you count as if you were in any square adjacent to that enemy for the purposes of flanking that enemy. **Note:** As a tiny creature, this is the only way that you can flank an enemy, as you cannot normally attack an enemy from an adjacent square.

**Immortal Origin:** You are considered an immortal creature for the purpose of effects that relate to creature of origin.

**Lost Under Foot:** You do not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to your Stealth checks.

**Tiny:** Four kval can fit into one square. You can not target adjacent targets with melee attacks and can only use melee attacks against targets in the square that you occupy. You can enter and end your turn in a larger creature's space.



## OVERVIEW

An immense battle had taken place which shook the once-great city of Greyward to ruins. In the midst of the rubble, Balkion the Foul ripped the final talisman from the clutched fist of the dead paladin. For centuries, many had stood in his way. This shattered mortal before him now was just another felled adversary among thousands. "Anticlimactic," he whispered under his breath, "I now hold the key to world domination, and this... child was all that was left to stand in my way." With that, the archdemon assembled the relics that he had collected through the ages. As the final piece snapped into place, dark power surged uncontrollably through his body. Suddenly, the great city trembled and shook with a terrible quake. Balkion's scream was unexpectedly cut short. Even the echo of his cries met a sudden and irrevocable hush. A ten-mile wide crater was all that remained. Balkion and his assembly of terrible artifacts were never heard from again.

Ages later, from the same crater that was once the site of the city of Greyward, scores of tiny demonlings poured forth. They came from a dead and terrible world. The rift imps, or kval, tell of a pocket dimension only a few miles wide. This tiny demiplane was a prison for terrible self-consuming evil for millennia. As the evil began to decay into oblivion, the Kval grew in number, feasting on the rot like maggots on carrion. As the kval multiplied, they could see the veil between the worlds become thinner. Some Kval even took up arms against the remaining evil to speed up the process. When the dimension collapsed, the only creatures small enough to escape through the tiny rifts between the two worlds were the kval. Stranger still, the kval race is not foreign to the world of men; they have been appearing through similar rifts for ages.

Sages speculate that kval are a product of the fabric of reality itself. These

scholars believe that the universe has a built-in safety mechanism for when the balance of good and evil becomes violently tipped towards evil. The world itself quickly expels the evil, excising it and the surrounding area as one might remove a cancerous tumor. The offending land then resides in a self-contained demiplane where it festers for untold ages and collapses. The kval are part of that processes, acting as agents of entropy to the evil that resides within. When the malevolence is mostly consumed, the energies that maintain this microcosm collapse and deposit the kval into the mortal world, sometimes in great hordes. When unleashed upon this world, most kval continue to fight the forces of evil.

### Play a kval if you want...

- ◆ to play a tiny imp-like creature.
- ◆ to have monkey-like agility.
- ◆ to be harmful when bloodied.
- ◆ to be both deft and keenly aware.
- ◆ to be a member of a race that enjoys the avenger, cleric, ranger, rogue, and wizard classes.

## PHYSICAL QUALITIES

Looking upon a kval, one might be convinced it is a wicked wingless imp. It stands only about one-foot tall, has goat-like horns, bright orange cat-like eyes, and a long, spade-tipped tail. Its skin is pale blue, and its simian mouth is full of sharp teeth. It even smells of fire and brimstone. Perhaps its most alarming feature, however, is its large and disproportionate hands. This minuscule, wiry-looking creature has hands the size of a full-grown man's, with three clawed fingers and a thumb. The hands, which appear far too heavy for the creature to wield, are actually capable of grasping and using man-sized weapons. This creature is amazingly strong for its size.

Kval voices are deep and sinister, and often carry a thick abyssal accent. They hiss loudly when scared or angry.

## ECOLOGY

The secret of the kval's strength is their incredible density. While standing only about a foot tall, a kval weighs over 100 lbs. It seems to be made of matter not common to this world. When badly injured, a kval bleeds a shadowy and insubstantial ooze that is toxic to those near it. Dissection of these creatures is difficult, as their ichor penetrates nearly any barrier. From what can be ascertained, the kval have many sack-like, though unidentifiable, organs, a skeletal system that seems to be composed of a dark metallic compound, and a fragile crystalline structure in their head that likely serves as a brain. Unfortunately, a kval's body decomposes very quickly, leaving an indelible black stain only one day after death.

Kval have unusual eating habits, consuming just about anything in large quantities. One peculiar habit that many find particularly disturbing is their propensity to devour fallen foes. A kval can consume an entire Medium-sized corpse in just a few hours, bones and all. While many find the act to be particularly ghoulish, the fact that kval only find evil creatures to be palatable provides a small measure of solace.

Kval have no sexual organs or any means to reproduce, though seem to spontaneously generate in naturally occurring demiplanes in which great evil is contained. As the evil wanes, the population of kval increases. The frequency is exponential, so that by the time the demi-realm collapses, most of the rift imps entering the mortal world are brand-new or only a few days old. While very naïve at this young age, they are fully grown and functional adults. Kval are immortal creatures that never show signs of age. Unfortunately, their unquenchable thirst to destroy evil often brings about their demise in less than a century after entering this realm.

## PLAYING A KVAL

Kval are often quick-tempered and ill-mannered, though lack the selfishness and greed that would categorize them as truly deplorable. In fact, most view the kval as a force of good as many of that race relentlessly stalk and destroy evil at every opportunity. This tendency is instinctual; when asked about their motivation, they often convey confused responses such as, "Evil is just so annoying," and, "Evil is my natural prey."

While many would assume the kval's miniscule stature to be a point of contention, it is quite the opposite. Most kval see their size as an advantage, and view shorter specimens with envy. Conversely, they commonly view tall creatures with suspicion and pity.

Kval initially have trouble fitting in with other races. In addition to their odd views on size, they can be ripe with bad habits and rash behavior. Kval are also prone to a dark sense of humor that others may find tactless and crude. Another difference is that kval care little for notions of love or romance, as they simply cannot relate. However, the kval can also be passionate, witty, caring, and inspiring. Once one gets to know a kval, it is much easier to overlook its sinister qualities and admire its fierce spirit. Many who manage to befriend a kval also find a life-long companion.

Kval tend to become excellent rogues and rangers, viewing those classes as the best avenue to hunt and kill evil. They will occasionally take up a religion that is congruent with their cause. Kval clerics are typically better mannered than others of their ilk, as their training teaches them the patience and humility that the common kval typically lacks. Kval also tend to be drawn to arcane classes especially the wizard. Kval can be any other class, but such individuals are somewhat rare.

**Kval Characteristics:** Blunt, crude, cunning, eager, energetic, focused, forceful, ill-mannered, impatient, quick-tempered, rebellious, sinister, sly, vengeful, witty

**Names:** Baccus, Cordo, Felor, Grel, Jart, Kelkor, Quort, Rarg, Teris, Ukkob, Velus, Wulp, Zor, Zul

### KVAL ADVENTURERS

Tanjor has devoted his life to hunting evil and specializes in neutralizing sentient undead. Tanjor has a knack for tracking down even the mostly stealthy vampire or ghou. When he first met up with his fellow party members, they were convinced that he would eventually turn on them. They kept a watchful eye on the disturbing little imp as they teamed up and took out several nests of fiends. Eventually they learned that Tanjor is a valuable ally, teaching them that you cannot judge a book by its cover, not even a very tiny book.

Milort has magic in his veins. He took up the sorcerers cause as soon as he entered this world. The minute world he came from had been ravaged by fire, and flame is where Milort feels most at home. A bit of a pyromaniac, he is well-tempered by his companions who have learned to appreciate his arcane prowess. They also learned to carry extra water...just in case. While Milort is fascinated by pyrotechnics, he has vowed never to let this world burn; he long ago decided to battle the forces of Hell wherever they stand.

Pelkit arrived in this world with a task. He would destroy the Orb of Venak which came with him from the vile realm that he originated from. This terrible artifact seeks to destroy the world. Pelkit is determined to annihilate the orb before it has the chance. He has gathered several adventurers to aid



him in his cause. Along the way, they battle terrible evils that the orb calls to. With roguish skills, he has managed to smuggle the orb quite far, yet the Pillars of Undoing and the end to his quest still lay distant on the horizon.

### RACIAL FEATS

Kvals have a number of feats all their own.

### HEROIC TIER FEATS

These feats are available to any kval characters who meet the prerequisites.

#### DODGY [KVAL]

**Prerequisites:** Kval, Dex 15

**Benefit:** You gain a +1 bonus to AC and Reflex defense against the attacks of Medium or larger foes.

#### INTO THE ROUGH [KVAL]

**Prerequisites:** Kval

**Benefit:** You ignore the effects of difficult terrain when shifting.

### TRICKY TARGET [KVAL]

**Prerequisite:** Kval

**Benefit:** You gain a +1 bonus to AC against opportunity attacks.

### PARAGON TIER FEATS

These feats are available to any kval character of 11th level or higher who meets the prerequisites.

#### CORROSIVE ICHOR [KVAL]

**Prerequisites:** Kval, *entropic blood*

**Benefit:** When bloodied, you deal an additional 3 points of necrotic/radiant damage with your *entropic blood* racial feature.

#### VILE VENDETTA [KVAL]

**Prerequisites:** Kval

**Benefit:** When bloodied from an attack, you gain a +2 bonus to attack rolls and damage rolls against the creature that attacked you until the end of the encounter.

### EPIC TIER FEAT

This feat is available to any kval character of 21st level or higher.

#### ENTROPIC CONTROL [KVAL]

**Prerequisites:** Kval, *entropic blood*

**Benefit:** You can activate or cancel the effect of your *entropic blood* racial feature as a standard action, even when you are not bloodied. If you activate the racial feature in this way you deal an additional 2 points of necrotic/radiant damage.

### DOOMSDAY ARTIFACTS

Occasionally a demiplane will return a terrible artifact back to this realm, trusted to the care of hundreds of kval. Some kval often devote their lives towards keeping these artifacts out of the hands of evil. Featured below are examples of two such artifacts.

#### THE DAGGER OF SUVAL

The *Dagger of Suval* is appropriate for epic-level characters.

#### **Dagger of Suval**

Epic Level

*This dagger is intricately carved from the armbone of an archfiend. Its blade is etched with eldritch runes that waver and shift with the thoughts of its wielder.*

The *Dagger of Suval* is a +5 *terror* dagger with the following properties and powers.

**Property:** You gain all-around vision.

**Property:** You gain a +1 item bonus to attack and damage rolls against creatures with the leader role.

**Property:** You gain a +2 item bonus to Bluff, Stealth, and Thievery checks.

**Power (Encounter):** Free Action.

When you hit with the *Dagger of Suval*, the target takes ongoing 15 poison damage (save ends).

**Power(Daily):** Free Action. When you hit with the *Dagger of Suval*, the target takes ongoing 15 necrotic damage (save ends). Saving throws made to end this effect take a -2 penalty. If a creature taking ongoing necrotic damage from the dagger dies and is of *higher* level than any souls currently trapped by the dagger, the dagger traps the target's soul and gains a luminescent rune. If a creature taking ongoing necrotic damage from the dagger dies and is of *lower* level than any souls currently trapped by the dagger, the dagger loses all luminescent runes (the souls are freed).

**Power(Daily):** Standard Action.

When the *Dagger of Suval* has at least thirteen luminescent runes, you can call forth an astral stalker. The dagger does not confer any control over this creature, though the stalker will not attack you unless it is provoked. Once surfacing, the astral stalker goes on a murderous rampage until it is destroyed. This power consumes all luminescent runes on the *Dagger of Suval* (the souls are vanquished).

## GOALS OF THE DAGGER OF SUVAL

- ◆ Bring about the end of civilization through mass destruction.
- ◆ Cause as much destruction and anarchy as possible.
- ◆ Kill anyone who stands in the way of the apocalypse, especially leaders.

## ROLEPLAYING THE DAGGER OF SUVAL

The *Dagger of Suval* communicates telepathically to its bearer. It starts with messages of how the world needs to be cleansed, pointing out all the injustices and atrocities of the world. It then begins telling of rich rewards in the afterlife for bringing an end to it all.

However, this does not stop with atrocities. Eventually the dagger demands blood and destruction of everything. It sees everything as corrupt, and thus in need of final cleansing. It eventually tries to convince the bearer that he cannot do his service alone, and to gather luminescent runes to help summon an even greater agent of "purification."

If the concordance score continues to decline, the dagger will call for the suicide of its bearer, all-the-while telling him how worthless he is and how much better the afterlife will be.

## CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Dagger gains a luminescent rune (maximum 1/day)	+2
Owner completes a quest to that causes mass destruction and mayhem	+2
Owner kills a leader (maximum 1/day)	+1
Owner doesn't improve concordance over the course of a day	-1
Owner releases souls from dagger	-2

## TRANSCENDANT (21 OR HIGHER)

*"The end is now."*

The wielder explodes with great force, dealing 10d10 fire damage to everything a 3

mile radius. The *Dagger* will survive, the wielder is disintegrated.

## PLEASED (16-20)

*"The time of purification is nigh. Prepare for the end!"*

The *Dagger* and its wielder are on the same page; unfortunately it is near the end of the book.

The *Dagger's* enhancement bonus increases to +6.

**Property:** The item bonus to attack and damage rolls against creatures with the leader role increases to +3.

**Property:** The item bonus to Bluff, Stealth, and Thievery checks increases to +5.

## SATISFIED (12-15)

*"I now see that it all must end, still we have far to go."*

The *Dagger* sees great potential in its wielder.

**Property:** The item bonus to attack and damage rolls against creatures with the leader role increases to +2.

**Property:** The item bonus to Bluff, Stealth, and Thievery checks increases to +3.

## NORMAL (5-11)

*"I see all of the horrors of this world."*

The *Dagger* makes the wielder aware of everything that makes this world a terrible place. It shows the bearer visions of a idealized afterlife in the wake of destruction.

## UNSATISFIED (1-4)

*"The dagger thinks I am part of the problem with this world."*

The *Dagger* has decided that its best that the wielder move on to the afterlife. It urges that suicide is the best solution.

**Special:** You take a -2 penalty to all attack and damage rolls against any creature that does not have a leader role.



This penalty applies whether or not you are wielding the *Dagger of Suval*.

### ANGERED (0 OR LOWER)

*"The dagger is trying to kill me."*

The *Dagger* informs the wielder that it intends to exterminate his life.

The dagger's bonus drops to +4, and it loses its terror property.

**Property:** The *Dagger* telepathically calls out to random beings within sight of the wielder, informing them that the wielder intends to do them harm. It will do this intelligently, telling a paladin that the wielder is a fiend in disguise, or a warden that the wielder intends to threaten his charge.

**Special:** You take a -5 penalty to all attack and damage rolls against any creature that does not have a leader role. This penalty applies whether or not you are wielding the *Dagger of Suval*.

### MOVING ON

*"The dagger seeks cleansing elsewhere."*

If several attempts to kill the wielder fail, the dagger teleports to a random location of great conflict. It can appear in the midst of a battlefield, or on the table during heated negotiations. If the *Dagger* ever meets a former wielder, it will instruct its new owner to kill that person as soon as possible, citing a great threat to the purity of the universe.

### THE SKULL OF ATAKLA

The *Skull of Atakla* is appropriate for paragon-level characters.

#### The Skull of Atakla Paragon Level

*This human skull appears unremarkable aside from its pale green color and topaz eyes. The eyes glow with a sickly yellow radiance.*

**Body Slot:** Held

**Property:** You gain darkvision. If you already have darkvision, gain blindsight 5.

**Property:** You gain a +1 item bonus to attack and damage rolls against worshippers of a sun god.

**Property:** While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.

**Power (At-Will ♦ Illusion):** As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.

**Power (Encounter):** Standard Action. You can use *Frigid Darkness* (warlock 3).

**Power(Daily):** Free Action. On your next successful attack, your target is *blinded* (save ends). Saving throws against this effect are made with a -8 penalty.

### GOALS OF THE SKULL OF ATAKLA

- ♦ Plunge the world into darkness.
- ♦ Destroy those that venerate the sun, especially worshippers of a sun god.
- ♦ Teach others the virtues of darkness.

### ROLEPLAYING THE SKULL OF ATAKLA

The *Skull of Atakla* speaks in telepathic whispers to its owner. It encourages the owner to shun daylight, and preaches that true power resides in darkness.

The *Skull* slowly perverts its owner to believe that the sun is actually an enemy, and the world would be better off plunged into darkness. Furthermore, it tries to convince the owner that the worshipers of a sun god are actually members of a terrible cult hell-bent on burning up the world in a solar fire.

If the concordance score continues to decline, the *Skull* will plead to be passed on to someone who better understands the plight of darkness.

### CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner slays a follower of a sun god (maximum 1/day)	+2
Owner kills a target in complete darkness (maximum 1/day)	+1
Owner does not see sunlight for 24 hours	+1
Owner kills a target in bright light	-1
Owner passes an opportunity to kill a follower of a sun god	-2

### PLEASED (16-20)

*"Darkness is my true element!"*

The owner has essentially become a sun-hating nocturnal agent of doom, much to the pleasure of the *Skull*.

**Power (Encounter):** Free Action. On your next successful attack, your target is *blinded* (save ends).

### SATISFIED (12-15)

*"I can feel the darkness in my veins."*

The *Skull* is pleased with its new acolyte of shadow.

**Power (Encounter):** Standard Action. You can use *Hunger of Hadar* (warlock 5).

### NORMAL (5-11)

*"It teaches me the virtues of the night."*

The *Skull of Atakla* begins mixing lies with half-truths about a sun god, the sun, and darkness. Its goal is to first convince the owner that darkness is the better choice for him. Afterwards, the *Skull* will attempt to convince the owner that darkness is the better choice for the world.

### UNSATISFIED (1-4)

*"The sun smiles upon me, the skull does not."*

The skull is convinced that its owner is "addicted to the light" and tries to convince the owner to pass it on to someone who can appreciate it more.

You lose the *frigid darkness* power, and the ability to blind opponents.

**Special:** You take a -2 penalty to all attack rolls against anyone who is not a worshipper of a sun god.

### ANGERED (0 OR LOWER)

*"The skull seeks darkness and that is all it shows me now."*

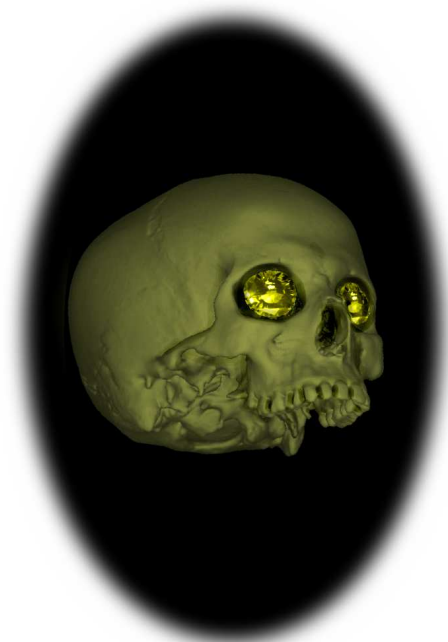
The *Skull* is highly annoyed with the owner, and continually berates and taunts him.

**Special:** You become *blinded* (and lose blindsight, if you had that ability) until you regain favor with the *Skull* or find it a new owner. This blindness cannot be cured for as long as you own the skull.

### MOVING ON

*"The skull seeks darker pastures."*

If the *Skull* remains angered for three or more days, it immediately teleports to the nearest dark cavern to await discovery.





## KVAL THUG

*"I rob from the tall, and give to me!"*

The kval thug ignores his instincts to destroy evil. Instead, he wishes to increase his own power and wealth. He wields a wicked looking mace.

<b>* Kval Thug</b>	<b>Level 5 Lurker</b>
Tiny immortal humanoid	XP 200
<b>Initiative:</b> 9 <b>Senses</b> Perception +7, low-light vision	
<b>HP:</b> 55; <b>Bloodied:</b> 27	
<b>AC:</b> 19 <b>Fortitude:</b> 19 <b>Reflex:</b> 18 <b>Will:</b> 18	
<b>Speed</b> 5	
⊕ <b>Mace</b> (standard; at-will) ♦ <b>Poison, Weapon</b>	
+10 vs AC; 1d10+4 damage, and the kval thug makes a secondary attack.	
<b>Secondary Attack</b>	
+8 vs Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).	
<b>Entropic Blood</b> (when bloodied)	
♦ <b>Necrotic, Radiant</b>	
Creatures who begin their turn in the same square as a bloodied kval take 4 points of necrotic and radiant damage. Kval are immune to this effect.	
<b>Flank From Below</b>	
When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.	
<b>Lost Under Foot</b>	
A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.	
<b>Alignment:</b> Any <b>Languages:</b> Common, Abyssal	
<b>Skills</b> Acrobatics +13, Athletics +8, Stealth +11, Streetwise +9, Thievery +13	
<b>Str</b> 19 (+6) <b>Dex</b> 14 (+4) <b>Wis</b> 14 (+4)	
<b>Con</b> 15 (+4) <b>Int</b> 11 (+2) <b>Cha</b> 10 (+2)	
<b>Equipment:</b> mace	

## KVAL THUG TACTICS

The kval thug can easily hide in almost any terrain. It simply pops out, attacks heavily with its poisoned mace, and then attempts to escape. If it does escape, it repeats the process until its victims are too worn down to fight.

## KVAL VINDICATOR

*"Vengeance is sweeter served cold."*

The kval vindicator is lightly armored, and brimming with weapons. He is so well armed that at first glance one might mistake him for a walking pile of armaments.

<b>* Kval Vindicator</b>	<b>Level 12 Skirmisher</b>
Tiny immortal humanoid	XP 700
<b>Initiative:</b> 14 <b>Senses</b> Perception +9, low-light vision	
<b>HP:</b> 124; <b>Bloodied:</b> 62	
<b>AC:</b> 26 <b>Fortitude:</b> 24 <b>Reflex:</b> 25 <b>Will:</b> 25	
<b>Speed</b> 5	
⊕ <b>Battle Axe</b> (standard; at-will) ♦ <b>Weapon</b>	
+17 vs AC; 2d6+5 damage	
✈ <b>Dagger</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +17 vs AC; 1d4+5 damage	
✈ <b>Dagger Rain</b> (standard; at-will) ♦ <b>Weapon</b>	
The kval vindicator makes three <i>dagger</i> attacks against the same target.	
<b>Combat Advantage</b>	
The kval vindicator deals an extra 3d6 damage to any target it has combat advantage against.	
<b>Entropic Blood</b> (when bloodied)	
♦ <b>Necrotic, Radiant</b>	
Creatures who begin their turn in the same square as a bloodied kval take 9 points of necrotic and radiant damage. Kval are immune to this effect.	
<b>Flank From Below</b>	
When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.	
<b>Lost Under Foot</b>	
A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.	
<b>Alignment:</b> Any <b>Languages:</b> Common, Abyssal	
<b>Skills</b> Athletics +14, Stealth +16	
<b>Str:</b> 20 (+11) <b>Dex:</b> 22 (+12) <b>Wis:</b> 21 (+11)	
<b>Con:</b> 20 (+11) <b>Int:</b> 19 (+10) <b>Cha:</b> 21 (+11)	
<b>Equipment:</b> Battle axe, daggers (8)	

## KVAL VINDICATOR TACTICS

The kval vindicator will often use a cooperative effort with allies to gain combat advantage.

## KVAL DEMON HUNTER

*"Evil has always been my prey."*

This darkly cloaked kval has a hand crossbow strapped to his back, which is about the same size as his body.

**\* Kval Demon Hunter**      **Level 7 Artillery**  
 Tiny immortal humanoid      XP 300  
**Initiative:** 7    **Senses** Perception +7, low-light vision  
**HP:** 67; **Bloodied:** 33  
**AC:** 19 **Fortitude:** 21 **Reflex:** 20 **Will:** 20  
**Speed** 5

**☞ Hand Crossbow** (standard; at-will) **◆ Weapon**  
 Ranged 10/20; +14 vs AC; 1d8+5 damage

**☞ Head Shot** (standard; recharge ☐☐☐☐)  
**◆ Weapon**  
 Ranged 10/20; +14 vs AC; 3d8+3 damage and the target is dazed (save ends).

**Entropic Blood** (when bloodied)  
**◆ Necrotic, Radiant**  
 Creatures who begin their turn in the same square as a bloodied kval take 4 points of necrotic and radiant damage. Kval are immune to this effect.

**Flank From Below**  
 When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

**Lost Under Foot**  
 A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

**Alignment:** Any    **Languages:** Common, Abyssal  
**Skills** Endurance +13, Stealth +12  
**Str:** 20 (+8) **Dex:** 18 (+7) **Wis:** 18 (+7)  
**Con:** 19 (+7) **Int:** 16 (+6) **Cha:** 16 (+6)  
**Equipment:** hand crossbow, crossbow bolts (20)

### KVAL DEMON HUNTER TACTICS

The kval demon hunter hides out of sight, and relentlessly attacks enemies with his crossbow, using *head shot* whenever possible.

## KNIGHT OF ENTROPY

*"I simply speed up the process."*

A fully armored imp is indeed a strange sight, but one brandishing a full sized

longsword can be even stranger. The knight of entropy packs a lot more punch than his size would suggest.

**\* Knight of Entropy**      **Level 23 Elite Soldier**  
 Tiny immortal humanoid      XP 10,200  
**Initiative:** 9    **Senses** Perception +17, low-light vision  
**Extended Entropic Aura** (Necrotic, Radiant) aura 1;  
 Enemies who begin their turn in the aura take 5 points of necrotic and radiant damage. Kval are immune to this effect.  
**HP:** 440; **Bloodied:** 220  
**AC:** 41 **Fortitude:** 40 **Reflex:** 38 **Will:** 36  
**Saving Throws** +2  
**Speed** 5  
**Action Points** 1

**☞ Longsword** (standard; at-will)  
**◆ Necrotic, Radiant, Weapon**  
 +30 vs Armor Class; 2d6+8 damage and 2d6 radiant and necrotic damage, or 2d10 + 8 and 2d10 radiant and necrotic damage against a weakened creature.

**† Triple Threat** (standard; at-will)  
**◆ Necrotic, Radiant, Weapon**  
 The knight of entropy makes two longsword attacks. If both longsword attacks hit a single target, the knight of entropy makes a secondary attack against the same target.

**Secondary Attack**  
 +28 vs Fortitude; the target is weakened (save ends).

**Entropic Aura** **◆ Necrotic, Radiant**  
 Creatures who begin their turn in the same square as the knight of entropy take 11 points of necrotic and radiant damage. Kval are immune to this effect.

**Flank From Below**  
 When sharing a square with an enemy, the kval counts as if it was in any square adjacent to that enemy for the purposes of flanking that enemy.

**Lost Under Foot**  
 A kval does not provoke an opportunity attack when entering a larger enemy's space from an adjacent square. In addition, Medium and larger creatures have a -3 to Perception when opposed to a kval's Stealth checks.

**Alignment:** Any    **Languages:** Common, Abyssal  
**Skills** Diplomacy +22, History +18, Insight +18, Intimidate +24  
**Str** 19 (+6) **Dex** 14 (+4) **Wis** 14 (+4)  
**Con** 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)  
**Equipment:** longsword

### KNIGHT OF ENTROPY TACTICS

The knight of entropy is a direct assailant, who uses his longsword and *triple threat* power to cripple his foes.

## KVALS IN YOUR GAME

In a world where demonic-looking tieflings can be accepted as a player race, the kval may fit in very well. In many ways, they appear much less threatening than tieflings or dragonborn. However, playing a race that is less than a foot tall can provide some very interesting challenges. First, everything is going to be out of reach, too big, and generally giant-sized in comparison to this character. The kval can compensate with large hands, and really good athletic and acrobatic skills. Still, it may be difficult to be taken seriously when you are the size of the average housecat.

The size can also be a great advantage. Kval are no less powerful than other races, but they distinctly appear to be nothing more than a minor nuisance. Enemies will likely underestimate or fail to notice the kval, which can be a fatal mistake. Conversely, kval may be confused for a diabolic imp, and unjustly targeted by forces of good.

Despite their ancient origins, kval in this text are presented as a fairly fresh race to the world. They are rarely encountered and cannot reproduce naturally. A new batch may have entered your world eons after the last batch. Therefore they do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play

immediately.

However, if the back-story will not work with your campaign, there are alternatives. The kval could easily be a goodly race that has fled from Hell, invading your world in droves in search of sanctuary. Or perhaps the kval are natural creatures; a race of kobolds infused with diabolical blood. The kval may also be from another reality; a reality in which evil has triumphed and the only goodly survivors are these tiny imp-like creatures.

Whatever the case, the kval will make a welcome addition to any game as the tiniest character in the group, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything, or even a fun alternative for those who want to see the world from a different angle.



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