

# Karr'Tahl the Controller

NPC

Rog5/MshSkr5/Crime Boss7 Goblin

Lawful Evil

Maglubiyet

CLASS	RACE	ALIGNMENT	DEITY
17	Small	45	Male
3' 0"	47 lbs.	Yellow	Orange with Green Skin
LEVEL	SIZE	AGE	GENDER
136000	153000	17000	

Current XP    XP for Next Level    XP Remaining    In Game XP Gained



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES						
<b>STR</b>	<b>20</b>	<b>+5</b>			<b>HP POINTS</b> <b>214</b>	<b>5d6 + 5d8 + 7d6</b>	<b>10/Epic35/Magic</b>	<b>SPEED MOVE</b>	<b>70</b>					
<b>DEX</b>	<b>25</b>	<b>+7</b>			<b>AC ARMOR</b> <b>49</b>	<b>49</b> <b>32</b> = <b>10</b> + <b>9</b> + <b>33</b> + <b>6</b> + <b>1</b> + <b>0</b> + <b>-10</b>				<b>25</b>	<b>0</b>	<b>+6</b>	<b>32</b>	
<b>CON</b>	<b>23</b>	<b>+6</b>												
<b>INT</b>	<b>31</b>	<b>+10</b>			<b>FORTITUDE CON</b> <b>15</b>	<b>4</b> + <b>6</b> + <b>5</b> + <b>0</b> +								
<b>WIS</b>	<b>29</b>	<b>+9</b>			<b>REFLEX DEX</b> <b>22</b>	<b>10</b> + <b>7</b> + <b>5</b> + <b>0</b> +								
<b>CHA</b>	<b>43</b>	<b>+16</b>			<b>WILL WIS</b> <b>24</b>	<b>10</b> + <b>9</b> + <b>5</b> + <b>0</b> +								

<b>GRAPPLE</b> ATTACK BONUS	<b>+12</b>	<b>11</b> + <b>5</b> + <b>-4</b> + <b>0</b> +
<b>MELEE</b> ATTACK BONUS	<b>+17/12/7</b>	<b>11</b> + <b>5</b> + <b>1</b> + <b>0</b> +
<b>RANGED</b> ATTACK BONUS	<b>+19/14/9</b>	<b>11</b> + <b>7</b> + <b>1</b> + <b>0</b> +

SKILLS		MAX RANKS 20/10		
NAME (KEY ABILITY)	TOT	RNK	ABL	MSC
♦ Appraise (Int)	10	=	+ 10	
♦ Balance (Dex)*	7	=	+ 7	
♦ Bluff (Cha)	59	=	20 + 16 + 23	
♦ Climb (Str)*	5	=	+ 5	
♦ Computer Use (Int)	10	=	+ 10	
♦ Concentration (Con)	6	=	+ 6	
♦ Control Shape (Wis)	9	=	+ 9	
♦ Diplomacy (Cha)	68	=	20 + 16 + 32	
♦ Disable Device (Int)	20	=	+ 10 + 10	
♦ Disguise (Cha)	16	=	+ 16	
♦ Drive (Dex)	7	=	+ 7	
♦ Escape Artist (Dex)*	7	=	+ 7	
♦ Forgery (Int)	10	=	+ 10	
♦ Gather Information (Cha)	57	=	20 + 16 + 21	
♦ Heal (Wis)	9	=	+ 9	
♦ Hide (Dex)*	31	=	20 + 7 + 4	
♦ Intimidate (Cha)	59	=	20 + 16 + 23	
♦ Jump (Str)*	31	=	+ 5 + 26	
♦ Listen (Wis)	9	=	+ 9	
♦ Literacy (Int)	0	=	+ 0	
♦ Move Silently (Dex)*	31	=	20 + 7 + 4	
♦ Open Lock (Dex)	17	=	+ 7 + 10	
♦ Perform-Act (Cha)	16	=	+ 16	
♦ Perform-Comedy (Cha)	16	=	+ 16	
♦ Perform-Dance (Cha)	16	=	+ 16	
♦ Perform-Keyboard Instruments (Cha)	16	=	+ 16	
♦ Perform-Oration (Cha)	16	=	+ 16	
♦ Perform-Percussion (Cha)	16	=	+ 16	
♦ Perform-Sexual Techniques (Cha)	16	=	+ 16	
♦ Perform-Sexual Techniques (Cha)	16	=	+ 16	
♦ Perform-Sing (Cha)	16	=	+ 16	
♦ Perform-Storytelling (Cha)	16	=	+ 16	
♦ Perform-String Instruments (Cha)	16	=	+ 16	
♦ Perform-Weapon Drill (Cha)	16	=	+ 16	
♦ Perform-Wind Instruments (Cha)	16	=	+ 16	
♦ Pilot-helm (Dex)	7	=	+ 7	
♦ Profession-Bookkeeper (Wis)	29	=	20 + 9	
♦ Profession-Merchant (Wis)	29	=	20 + 9	
♦ Profession-Purveyor (Wis)	29	=	20 + 9	
♦ Profession-Soldier (Wis)	13	=	4 + 9	
♦ Ride (Dex)	11	=	+ 7 + 4	
♦ Search (Int)	10	=	+ 10	
♦ Sense Motive (Wis)	29	=	20 + 9	
♦ Speak Language (Int)	6	=	6 + 0	
♦ Spot (Wis)	11	=	+ 9 + 2	
♦ Survival (Wis)	9	=	+ 9	
♦ Swim (Str)*	5	=	+ 5	
♦ Use Magic Device (Cha)	36	=	20 + 16	
♦ Use Rope (Dex)	7	=	+ 7	

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
<b>+5 Rapier (S/P)</b> <i>Bane: Humanoid, Elf, Eager, Keen, Ghost Touch</i>	<b>24/19/14</b>	<b>1d4+10</b>	<b>15-20/x2</b>	<b>1</b>

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
<b>+5 Mithral Shirt (S/L)</b> <i>Fortification, Heavy (100%)</i>	<b>+9</b>	<b>+6</b>	<b>0</b>	<b>10%</b>	<b>30 ft</b>	<b>5</b>

SHIELD (SIZE)	ARMOR BONUS	ARMOR CHECK	SPELL FAIL	LBS
<b>+5 Shield, Extreme, Force (S)</b> <i>Acid Resistance, Greater, Cold Resistance, Greater, Electricity Resistance, Greater, Fire Resistance, Greater, Sonic Resistance, Greater</i>	<b>+8</b>	<b>0</b>	<b>15%</b>	<b>1</b>

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
◆ +5 Mithral Shirt: Fortification, Heavy (100%)	101,100 s	1	(5)	* Everproducing rice mortar (common)	59,400 s	5	(5)
☒ Bar: PTB (1000)	NaN s	1	(20,000)	* Everproducing rice mortar (extraordinary)	190,500 s	1	(1)
☒ Catapult, Heavy (18)	14,400 s	1	(72,000)	* Gloves of the Balanced Hands	18,000 s	1	(-)
☒ Catapult, Light (15)	8,250 s	1	(30,000)	* Hat of Disguise	1,800 s	1	(-)
☒ Coin: gp (33630)	33,630 s	1	(672.6)	* Helm of Telepathy	27,000 s	1	(3)
☒ Hammership (6)	300,000 s	1	(-)	* Manual of Bodily Health +5	137,500 s	1	(5)
☒ Helm, Cloaking (5)	500,000 s	1	(-)	* Manual of Gainful Exercise +5	137,500 s	1	(5)
☒ Helm, Major (11)	NaN s	1	(-)	* Manual of Quickness of Action +5	137,500 s	1	(5)
☒ Helm, Minor (11)	NaN s	1	(-)	* Portable Bridge	36,000 s	1	(1)
☒ Masterwork Controls (Gargantuan Vehicle) (6)	14,400 s	1	(-)	* Rope of Entanglement	21,000 s	1	(5)
☒ Masterwork Controls (Huge Vehicle) (5)	6,000 s	1	(-)	* Scabbard of Return	4,000 s	1	(1)
☒ Oriental Dragonship (5)	300,000 s	1	(-)	* Thieves Tools of Excellence +10	10,000 s	1	(-)
○ Ring of Epic Protection +10	NaN s	1	(-)	* Tome of Clear Thought +5	137,500 s	1	(5)
○ Ring of Regeneration	90,000 s	1	(-)	* Tome of Leadership and Influence +5	137,500 s	1	(5)
☞ Rod of Splendor	25,000 s	1	(-)	* Tome of Understanding +5	137,500 s	1	(5)
◆ +5 Shield, Extreme, Force: Acid Resistance, Greater, Cold Resistance, Greater, Electricity Resistance, Greater, Fire Resistance, Greater, Sonic Resistance, Greater	358,150 s	1	(1)				
☒ +5 Rapier: Bane: Humanoid, Elf, Eager, Keen, Ghost Touch	200,320 s	1	(1)				
* A Mulet of Natural Armor +5	50,000 s	1	(-)				
* Bag of Holding, type IV	10,000 s	4	(240)				
* Belt of Magnificence +6	200,000 s	1	(1)				
* Boots of Striding and Springing +40	36,000 s	1	(1)				
* Bracelet of Friends	19,000 s	1	(-)				
* Charts of Certainty	47,520 s	1	(1)				
* Cloak of Resistance +5	25,000 s	1	(1)				
* Crime Lord`s Sword Cane, Greater	238,000 s	1	(2)				
* Daern`s Instant Fortress	55,000 s	1	(-)				

CARRIED WEIGHT	1-99	100-199	200-300	300	600	1500
<b>0.0 lbs</b>	<b>LIGHT</b>	MEDIUM	HEAVY	OVER HEAD	OFF GRND	PUSH DRAG

◆ Armor ◆ Gem|Art ☒ Goods ☒ Potion ○ Ring ☞ Rod  
 ☒ Scroll ◆ Shield ☒ Staff ☒ Wand ☒ Weapon \* Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	—	—	Proficient	—	—
<b>Epic Leadership</b> — You attract more powerful cohorts and followers than normally possible. (ELH54)						
<b>Fearsome And Fearless</b> — (Clan: Lion) You gain a +1 bonus to Will saves and increase any fear you generate by +1.						
<b>Great Diplomat</b> — (Clan: Phoenix) You gain a +2 bonus to diplomacy checks and +2 to your Leadership score.						
<b>Leadership</b> — You attract loyal companions, devoted followers, and subordinates who assist you. (PH97).						
<b>Silver Tongue</b> — (Clan: Dragon) You gain a +2 bonus to Bluff and Diplomacy checks.						
<b>Soul Of Loyalty</b> — (Clan: Dragon) You gain a +4 bonus on Will saves against compulsion effects.						
<b>Warrior Instinct</b> — (Clan: Lion) You gain a +2 bonus to Initiative and Spot checks.						
<b>Weapon Finesse</b> — You can use Dex mod on melee attack rolls with light weapons, rapiers, whips, and spiked chains. (PH102).						

CLASS FEATURES
<b>ROGUE</b>
Evasion – Proficiency: Rogue Weapons – Sneak Attack +3d6 – Trap Sense +1 – Trapfinding – Uncanny Dodge
<b>MARSHAL SKIRMISHER</b>
Fast Movement (+10) (Ex) – Grant Move Action (Ex): 1/day – Major Aura – Major Aura: Motivate Attack +1 – Major Aura: Motivate Urgency +1 – Minor Aura – Minor Aura: Accurate Strike – Minor Aura: Art of War – Minor Aura: Master of Tactics – Move: Base (10) – Skill Focus (Diplomacy) – Skirmish (+2d6, +1 AC) (Ex)
<b>CRIME BOSS</b>
Family – Gang – Great Resources – Leadership – Proficiency: Armor, Light – Proficiency: Martial Weapons: All – Proficiency: Simple Weapons: All – Racketeering – Resources – Skill: Bluff +2 – Skill: Bluff +2 – Skill: Bluff +2 – Skill: Diplomacy +2 – Skill: Diplomacy +2 – Skill: Diplomacy +2 – Skill: Gather Information +2 – Skill: Gather Information +2 – Skill: Gather Information +2 – Skill: Intimidate +2 – Skill:

PROTECTIVE ITEMS	BONUSES PROVIDED	LBS
<b>Crime Lord`s Sword Cane, Greater</b>	Insight +8 Insight +15 Insight +15 Insight +15 Insight +15	2
<i>This item grants a +8 insight bonus to CHA. +15 insight on Diplomacy, Bluff, and Gather</i>		

<b>Belt of Magnificence +6</b>	Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6 Enhancement +6	1
<i>Adds a +6 enhancement bonus to Str, Dex, Con, Int, Wis, and Con scores. (MHB42)</i>		
<b>Rod of Splendor</b>	Unnamed +4	—
<i>The possessor of this rod gains a +4 bonus to CHA. Once per day, the rod garbs the wielder in fine clothing and jewels (DMG236).</i>		
<b>Ring of Epic Protection +10</b>	Deflection +10	—
<i>This ring grants the wearer a deflection bonus equal to its plus value.</i>		
<b>Ring of Regeneration</b>		—
<i>The wearer heals 1 hp per level every hour. Loss of limb or organ is also regenerated (DMG232).</i>		
<b>Amulet of Natural Armor +5</b>	Enhancement (Natural) +5	—
<i>This item adds a +5 natural armor bonus to the wearer's AC (DMG246).</i>		
<b>Boots of Striding and Springing +40</b>	Competence +10 Enhancement +40	1
<i>These boots increase the wearers base speed and grant a +10 competence bonus to Jump (Ar&amp;Ar).</i>		
<b>Bracelet of Friends</b>		—
<i>This charm bracelet allows the user to summon up to seven friends (DMG250).</i>		
<b>Cloak of Resistance +5</b>	Resistance +5 Resistance +5 Resistance +5	1
<i>This cloak grants a +5 resistance bonus to all saving throws (DMG253).</i>		
<b>Gloves of the Balanced Hands</b>		—
<i>The wearer gains the feats Two-weapon fighting and Ambidexterity (MagFR158)</i>		
<b>Helm of Telepathy</b>		3
<i>The wearer of this helm can send and receive thoughts at will(DMG259).</i>		
<b>Scabbard of Return</b>		1
<i>This scabbard will resize to fit any weapon, and, with a command word, can teleport the weapon back into the scabbard. (Ar&amp;Ar)</i>		
<b>Thieves Tools of Excellence + 10</b>	Competence +12 Competence +12	—
<i>These thieves tools add + 10 to disable device and open locks</i>		

SPECIAL QUALITIES	
Damage Reduction (Su): 10/Epic	
Damage Reduction (Su): 35/Magic	
Darkvision (Ex): 60 ft.	
Immortality	
Immunity: Ability Damage (Ex)	
Immunity: Ability Drain (Ex)	
Immunity: Energy Drain (Ex)	
Immunity: Mind-Affecting Attacks (Ex)	
Immunity: Transformation (Ex)	
Resistance: Fire (Ex): 5	
Spell Resistance (Ex): 32	
Subtype: Goblinoid	

LANGUAGES	
Common, Dwarven, Elven, Giff, Gnome, Goblin, Insectare, Orc, Scro, Undercommon, Worg	

COINS	NEW COINS GAINED IN PLAY
0 cp	
0 sp	
33,630 gp	
0 pp	
0 np	
0 ep	
0 cop	
0 mp	
0 CTB	
0 NTB	
0 STB	
0 ETB	
0 GTB	
0 COTB	
1,000 PTB	
0 Cr.	
0 bp	
0 ip	
0 stl	
0 tp	
0 ap	
0 BTB	
0 ITB	
0 StTB	
0 TTb	
0 ATB	
10,033,630 gp	Total gp equivalent (approximate)

Campaign Notes	
Leadership 38	
Cohort 15	
830/88/41/16/6/9/6/11/11	

Karr'Tahl maintains a fleet of 11 ships; six hammerships, and five oriental dragonships. Each of the ships is equipped with a major helm, and a minor helm backup. The dragonships have also been modified over the centuries include cloaking helms. A bit archaic, the six hammerships are each equipped three heavy catapults and a blunt ram. The dragonships are more lightly armored (stripped) and rigged (minimum crew 30) an armed with three light catapults and a forward mounted Greek fire projector.

The typical tactic for Karr'Tahl's fleet, when attacked, is for the six hammerships to form a blockade, while the five dragonships break for open space at top speed firing jettison shot at pursuers and burning anyone who gets close enough. In the battle is over, the warships rendezvous with the merchant ships at a predetermined point in space. There are no noncombatant crew aboard Karr'Tahl's ships. Further, Karr'Tahl himself will never be found aboard one of the merchant ships during a battle, he is always commanding the warships, though aboard which one is anybody's guess. The merchant ships are commanded by Karr'Tahl's wife, Sharisoha, and crewed by all the female members of the cartel.

Karr'Tahl's captains are fanatically loyal, and though their crews may not be fanatics, they are well paid (an additional 10 gold per week per level) to be very, very loyal. Furthermore, they make a typical wage for their level, and expertise. Therefore, living in such luxury, they are also quite brave, exceptionally so for goblins, because cowardice in the cartel is rewarded appropriately, and nobody wants to risk their status.

The six warship captains led by Karr'Tahl himself are as follows;

Cardinal Captain Gridlask – 8 level cleric of Maglubiyet. Spiritual adviser to Karr'Tahl, and head of all divine spellcasters in the cartel.

Captain Don Knogfor – 5 level rogue/3 level crime boss. Runs day to day operations of the cartel. Has his own gang of small time crooks, endorsed by Karr'Tahl, which are making him very rich. (leadership score = 13 (6th level goblin enchantress cohort, 10 1st level goblin rogues, 1 2nd level of goblin rogue corporal)

Kax'Vee Captain Kyanee of the Clan Bloodfist – 5 level rogue/3 level assassin (Neutral Good); currently deployed off his ship, while Karr'Tahl commands her, to protect the cartel's interests on Dukagsh.

Magistrate Captain Nall-get – 3 level druid/3 level wizard/2 level mystic theurge (Lawful Neutral). In charge of interpreting all breaches of contract both within and without the cartel.

Captain Marshal Harforg the Doomsayer – 8 level hexblade. In charge of all law enforcement in the cartel.

Malneeat – 5 level marshal/2 level bard/1 level war chanter (Neutral Evil). In charge of all intelligence gathering, and overseeing the morale of the cartel.

The six merchant ship captains, led by Sharisoha, all women, are as follows;

Lady Captain Hari Sparklingsky – 5 level noble/3 level crime boss. Sister to Lorna Sparklingsky leader of the Sparklingsky cartel, her best friend, aside from Sharisoha, is Donna Anavaxe, Don Knogfor's enchantress spouse.

Captain Mother - Sister Cheneyes – 5 level paladin of tyranny/ 3 level hospitaller of Maglubiyet. In charge of all medical affairs for the cartel

Captain Magi Alivana – 8 level wizard. In charge of all fleet arcane spellcasters.

Captain Sergeant Igmarr – 5 level fighter/3 level harem protector. An hermaphrodite who identifies female, but looks male, she is not a eunuch. She is also not interested in women. She is in charge the protection of all females on the ships.

Captain Lady Geneva – 5 level bard/3 level crime boss (Neutral Evil). Chief purveyor of flesh in the cartel, she is also in charge of all logistics.

Karr'Tahl also employs 11 ninth level specially trained, and conditioned, hobgoblin wizards. They are so badly conditioned to slobbering loyalty as to be nigh useless outside of powering the ships (Wisdom and Charisma 3).

The backup Jammers on the warships are all 7 level Spellcasters (Arcane or divine) and answer to Alivana or Gridlask, and the backup Jammers on the merchant ships are all 6 level casters. 11 4 level casters round out the helms crews.