MR. PLUGG CREATURE 4

NE MEDIUM HUMANOID HUMAN

conversion by VaranSL

Perception +5

Languages Common

Skills Athletics +8, Intimidation +6, Sailing Lore +8

Str +2, Dex +5, Con +3, Int +2, Wis -1, Cha +0

Items cat-o'-nine tails, tidewater cutlass (see below), light crossbow (10 bolts)

AC 20; Fort +11, Ref +13, Will +7

HP 50

Attack of Opportunity 2

Speed 30 feet

Melee ◆ cat-o'-nine tails +12 [+7/+2] (disarm, nonlethal), Damage 1d8+6 slashing

Melee ◆ tidewater cutlass +13 [+7/+2] (forceful, sweep), Damage 1d6+6 slashing

Ranged ◆ crossbow +15 [+10/+5] (range increment 120 feet, reload 1), Damage 1d8+6 piercing

Primal Spells DC 18 (tidewater cutlass); 1st hydralic push;

Sea Frenzy Mr. Plugg makes two cutlass Strikes and one cat-o'-nine tails Strike in any order.

Tidewater Cutlass / Item 3

Magical / Evocation

Price 50 gp

Usage held in 1 hand Bulk 1

The blade of this +1 cutlass is spotted with rust, and its basket hilt is cast in the likeness of a grinning skull.

Once per day, a tidewater cutlass can be used to cast hydraulic push.

Activate (2 Actions) Cast hydraulic push, attack +8

Cat-o'-nine tails / Martial Weapon

Price 1 sp Hands 1 Bulk L

Group Flail Traits disarm, nonlethal

Damage 1d8 S

Cutlass / Martial Weapon

Price 1 gp Hands 1 Bulk 1

Group Sword Traits forceful, sweep

Damage 1d6 S

Mr. Plugg is the first mate of the Wormwood, though he has hopes of one day becoming a captain of his own ship. He is vile and cruel, killing anyone that threatens his dreams or might be a rival.