

MR. PLUGG

CREATURE 4

UNIQUE**NE****MEDIUM****HUMANOID****HUMAN**

conversion by VaranSL

Perception +9

Languages Common

Skills Athletics +8, Intimidation +8, 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 

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** *hydraulic 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.