DUALINK

Plunder Poro

Monster



Runeterra Edition

Plunder Poro

Tiny Poro , Neutral Good

Armor Class: 12 (natural armour)
Hit Points: 60 (24d4 + 24)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
6	14	12	7	8	13
(-2)	(+2)	(+1)	(-2)	(-2)	(+2)

Saving Throws: Dex +4, Wis +3
Skills: Perception +4
Senses: Passive Perception 8
Languages: Understands Common but cannot speak
Challenge: 1 (200 XP)

The King of Pirates. This poro has seen and done it all, or so he claims. (He once ate an orange given to him by a pirate). He now travels far and wide (mostly from one side of the dock to the other), gaining "experience" and mastering the art of stealing. However, his sleight of hand is surprisingly poor, imposing a -2 penalty to such checks.

True Gunner. When the poro lunges at a target, he dramatically fires his gun for style points. He isn't actually aiming, and this could accidentally harm an unintended target. Everyone in combat must roll a d20. On a roll of 1, they take 1d4 piercing damage due to the poro's reckless shooting.

Actions

Have a Meal! (Prerequisite: Have a poro-snax). As an action, this poro will eat a poro-snax and gain the benefit of it.

Fluff-Attack. *Melee Weapon Attack:* +3 to hit, one target. The poro will lunge himself into the target Hit: 2d4 bludgeoning damage.

Ya-Har! The target must make a DC 10 Wisdom saving throw. On a failure, the poro manages to steal their most expensive item, stunning them for one round. However, being an honorable pirate, the poro immediately returns the item, following his motto: "Stealing from the rich (himself) and giving to the poor (you)."

Bonus Action

Reload. The poro reloads his stylish but wildly inaccurate gun.

Reaction

Act Cute! When the poro is targeted by a melee or ranged attack, it acts cute, making the attacker question their morality. The attacker must make a DC 12 Wisdom saving throw. On a failed save, the attacker must choose a different target or waste the attack.

Behavior

The Plunder Poro is a rogue of high seas caliber, except he gets seasick. He dreams of assembling a crew of like-minded adventurers (or anyone willing to tolerate his antics). If the party acknowledges his greatness and asks him to be their captain, the fight ends immediately, and they earn 200 XP.

However, if the players choose to attack and defeat the poro, he vanishes without a trace, leaving them with the XP, but also with a lingering sense of loss, questioning the true meaning of adventure and the friendships they made along the way.

"Bold wanderer!
Thou hast found the legendary Plunder Poro.
The tiniest captain with a heart as vast as the ocean!"