

Tied Up Budhe		Level 1 Minion
Small natural humanoid		XP 25
HP 1; a missed attack never damages a minion		Initiative +0
AC 15; Fortitude 14; Reflex 12; Will 13		Perception +1
Speed 6		Low-Light Vision
Traits		
Tied Up		
Budhe can't grab, wield or manipulate anything with his hands. He is tied with a rope to another character, and can't move more than 3 squares away from whoever it is he is tied to. Whenever the character whom he is tied to would move more than 3 squares away from him, he is pulled after the character until he is no longer more than 3 squares away from him. If he is in a position where he couldn't be pulled for some reason, the character can't move away. A character can untie the attaching rope from themselves as a minor action, and untie Budhe's ties as a standard action. Additionally, as an opportunity action, a character tied to Budhe can pull him 1 square if he is hit by an attack, or slide him an equal amount of squares if he is adjacent to the character at the start of his turn.		
Standard Actions		
⚡ Dropkick • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 4 damage, and the target is pushed 1 square.		
Effect: Both Budhe and the target are knocked prone.		
Move Actions		
Run Around in Circles! • Encounter		
Effect: Budhe shifts 2 squares, and can move through spaces occupied by enemies during this shift. At the end of the movement he and any enemy whose space he entered during the movement are immobilized until the end of their next turn. If he is tied to a character during this movement, that character is also immobilized until the end of their next turn, and the enemies whose space he entered are also knocked prone.		
Triggered Actions		
Budhe's Desperation • At-Will		
Trigger: Budhe is missed by a melee attack.		
Effect (Opportunity): Budhe shifts 1 square and is knocked prone.		
Free at Last! • At-Will		
Trigger: Budhe is untied or reduced to 0 hit points.		
Effect (Free): Tied Up Budhe shifts one square and is removed from play. Place Budhe, Goblin Renegade in the square previously occupied by Tied Up Budhe. Budhe, Goblin Renegade can't use any of the powers or abilities of Tied Up Budhe and does not retain any of the conditions placed upon the former. He enters the encounter on the same initiative as Tied Up Budhe.		
Str 13 (+1)	Dex 10 (+0)	Wis 13 (+1)
Con 14 (+2)	Int 8 (-1)	Cha 12 (+1)
Alignment unaligned	Languages Common, Goblin	
Equipment hempen rope (50 ft.)		

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Budhe, Goblin Renegade		Level 1
Small natural humanoid		XP 100
HP 26; Bloodied 13		Initiative +5
AC 16; Fortitude 14; Reflex 17; Will 13		Perception +1
Speed 6		Low-Light Vision
Traits		
☀ I'm your Buddy! • Aura 1		
Goblins take a -2 penalty to attack rolls against Budhe while another goblin is within the aura. Budhe has combat advantage against goblins in his aura.		
Healing Surges		
Budhe has 8 healing surges. His healing surge value is 6.		
Strangling Ropes		
Budhe can use the rope that once bound him to strangle or grab his foes. Whenever he succeeds in grabbing a creature, it is also marked by Budhe for as long as he is grabbing it. Budhe can also grab a creature up to two size categories larger than him, although a creature larger than him is not immobilized. Instead, he enters its space without provoking opportunity attacks and moves with it whenever it would move. If a grabbed creature is humanoid it is also unable to speak normally, and other creatures are considered deafened when attempting to hear the target.		
Standard Actions		
⚡ Goblin Punch • At-Will		
Attack: Melee 1 (one creature); +5 vs. AC		
Hit: 1d6 + 4 damage, and the target is pushed 1 square. In addition, Budhe can shift 1 square.		
⚡ Fierce Strangle • At-Will		
Requirements: The target must be granting combat advantage to Budhe.		
Attack: Melee 1 (one creature); +5 vs. Fortitude		
Hit: 2d6 + 4 damage, and the target is grabbed.		
Second Wind • Encounter		
Effect: Budhe regains 6 hit points and gains a +2 bonus to all defenses until the start of his next turn.		
Move Actions		
Deft Scurry • At-Will		
Effect: Budhe shifts up to 3 squares.		
Minor Actions		
🔪 Lasso! • Encounter		
Attack: Ranged 3 (one creature); +5 vs. Reflex		
Hit: 1d6 + 4 damage, and Budhe pulls the target 2 squares.		
Effect: The target is knocked prone.		
Triggered Actions		
Budhe's Tactics • At-Will		
Trigger: A creature misses Budhe with a melee attack.		
Effect (Immediate Reaction): Budhe can slide the triggering creature 1 square and shifts 1 square.		
Skills Acrobatics +8, Bluff +6, Diplomacy +6, History +4		
Str 13 (+1)	Dex 16 (+3)	Wis 13 (+1)
Con 14 (+2)	Int 8 (-1)	Cha 12 (+1)
Alignment unaligned	Languages Common, Goblin	
Equipment hempen rope (50 ft.)		

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