

Malindra Wurzelwuchs
Medium natural humanoid

Level 8 Leader
XP 1000

Initiative +2 **Senses** normal
HP 65
AC 14 **Fortitude** 12 **Reflex** 16 **Will** 24
Immune Poison
Speed 6

Basic Meele Attack (standard ; at-will ; Meele weapon)

A strike with your dagger.

Target: One creature

Attack: +3 vs. AC

Hit: 1D4+3 damage

Basic Range Attack (standard ; at-will ; Ranged Weapon)

An roughly aimed shot from your hand crossbow.

Target: One creature

Attack: +8 vs. AC

Hit: 1D6+4 damage

Potion of Healing (minor ; at-will ; unarmed)

A potion made from various healing herbs.

Target: Self

Effect: Target heals 8D4+4 HP.

Special: You can only use this 3 times per Encounter. You can give the Potion to other and they can consume it as a minor action.

Potion of the Elements (minor ; encounter ; unarmed)

A potion imbued with the force of rare crystals, evoking the power of the elements.

Target: One creature

Effect: Till the end of the Encounter target get **one** of the following damage bonuses to each physical attack:

- 1D4+3 Frost Damage
- 1D6+2 Nature Damage
- 1D8+1 Fire Damage
- 1D10 Electric Damage

The effect can be canceled any time by consuming a counter potion (minor action) or taking another Potion of the Elements. Effects do not stack.

Special: You can only this 2 times per Encounter. You can give the Potion to other and they can consume it as a minor action.

Potion of the Wild (minor ; encounter ; unarmed)

A potion made from the intestines of rare animals.

Target: One creature

Effect: Till the of the Encounter target get **one** of the following ability scores:

- +4 Strength
- +4 Constitution
- +3 Dexterity
- +3 Intelligence
- +2 Wisdom
- +2 Charisma

The effect can be canceled any time by consuming a counter potion (minor action) or taking another Potion of the Wild. Effects do not stack.

Special: You can only this 2 times per Encounter. You can give the Potion to other and they can consume it as a minor action.

Flask of Smokey Tears (standard ; encounter ; Ranged)

A powder of potassium nitrate, sugar and chilli seeds - encased in a flask imbued with the fibers of a sunrod that will ignite the mixture upon breaking.

Area: Burst 4 within 10 squares

Effect: Creates a cloud of smoke that lasts for 4 turns. Creatures in the cloud are blinded. Creatures moving through the Cloud end their movement on entering the cloud.

Flask of Flower Death (standard ; encounter ; Ranged)

A fluid made fom rose oil, fluorspar surrounding another flask filled with the oil of vitriol. On breaking the fluids mix and create a lovely smelling cloud of deadly poison.

Area: Burst 4 within 10 squares

Effect: Creates a cloud of lovely smelling poisoning that lasts for 3 turns. Creatures that are in the cloud or traveling through the cloud are poisoned. They take 1D6 ongoing damage (save-ends) at each start of their turn.

Flask of Sticky Fire (standard ; encounter ; Ranged)

A viscous mixture of rosin, sulfur and quicklime - encased in a flask imbued with the fibers of a sunrod that will ignite the mixture upon breaking.

Target: One Creature

Attack: +10 vs. Ref

Hit: 3D6+6 Fire damage; The target is considered burning and takes 1D6 ongoing fire damage.

Miss: Half Initial Damage

Alignment	Neutral		Languages	common				
Skills	Nature + 10, Heal +8, Bluff +5							
Str	6	-2	Dex	12	+1	Wis	18	+4
Con	11	+1	Int	16	+3	Cha	14	+2