

# DUNGEONS & DRAGONS

## ENCOUNTERS

### ESELDA

FEMALE HALF-ELF CLERIC (SUNE) / LEVEL 1 / GOOD

"A devotee of Sune can find beauty even in this abominable pit."

ABILITY SCORES	MOD	DEFENSES	INITIATIVE	TRAINED SKILLS
STR 8	-1	AC 16	+0	DIPLOMACY +10
CON 13	+1	FORT 11	SPEED (in squares) 5	HEAL +9
DEX 10	+0	REF 10	VISION low-light	INSIGHT +11
INT 10	+0	WILL 16	LANGUAGES Common, Elven, Draconic	RELIGION +5
WIS 18	+4		SENSES Passive Insight 21, Passive Perception 14	
CHA 16	+3			

HIT POINTS (Bloodied 12) 25

ACTION POINT

SECOND WIND

HEALING SURGES

value 6

EQUIPMENT

Mace Holy Symbol of Sune (Greater Goodness of Beauty)  
Chainmail Adventurer's kit  
Crossbow with bolts 5 gold pieces

OTHER EQUIPMENT

#### Melee Basic Attack

Standard / Melee Weapon / At-Will

Requires mace; +1 vs. AC; 1d8 - 1 damage.

#### Ranged Basic Attack

Standard / Ranged Weapon / At-Will

Requires crossbow; ranged 15/30; +2 vs. AC; 1d8 damage; load minor.

#### Astral Seal

Standard / Ranged 5 / At-Will

+6 vs. Reflex; the target takes a -2 penalty to its defenses until the end of your next turn. The next ally that hits the target before the end of your next turn regains 9 hit points.

#### Sacred Flame

Standard / Ranged 5 / At-Will

+4 vs. Reflex; 1d6 + 4 radiant damage and 1 ally you can see chooses either to gain 3 temporary hit points or to make a saving throw.

#### Divine Fortune

Free / Personal / Encounter

You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

#### Healer's Mercy

Standard / Close Burst 5 / Encounter

Target each bloodied ally in burst; each target can spend a healing surge and you are weakened until the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

#### Sune's Touch

Minor / Close Burst 1 / Encounter

Target 1 ally in burst; the target gains a +2 power bonus to its next attack roll or skill check made before the end of your next turn. **Channel Divinity:** You can only use 1 channel divinity power per encounter.

#### Healing Word

Minor / Close Burst 5 / Encounter

Target you or 1 ally; target can spend a healing surge and regain an additional 1d6 + 4 hit points. **Special:** You may use this power twice per encounter, but only once per round.

#### Cause Fear

Standard / Ranged 10 / Encounter

+4 vs. Will; target moves its speed + 3 squares away from you, avoiding unsafe squares and difficult terrain if it can.

#### Sun Strike

Standard / Ranged 10 / Encounter

+4 vs. Reflex; 1d8 + 4 radiant damage and slide the target 1 square. You can use this power as a ranged basic attack.

#### Beacon of Hope

Standard / Close Burst 3 / Daily

Target each enemy in burst; +4 vs. Will; the target is weakened until the end of its next turn. **Effect:** You and all allies within the burst regain 9 hit points. Your healing powers restore an additional 5 hit points until the end of the encounter.

#### OTHER ABILITIES\*

##### Feats:

Ritual Caster (Gentle Repose and Make Whole), Sune's Touch (already applied).

##### Group Diplomacy:

Allies within 10 squares of you gain a +1 to Diplomacy checks.

\* Some character options not present on character sheet for brevity.