Mara Woodstride

Female Elf Chaotic Good – Fighter/Magic-User 5/8

Str 16, Int 17, Wis 14, Dex 16, Con 15, Cha 11

hp 31; AC 1; Move 9"; THACO 16; #At 1 Saves: PPD 11 | PP 11 | RSW 9 | BW 13 | S 10

Special Abilities: Infravision 60'; 90% resist sleep and charm spells; +1 attack rolls with bows, short, and long swords; notice concealed door 1 in 6 in passing; find concealed door actively 3 in 6; find secret door actively 2 in 6

Languages: Common, Chaotic Good, Draconic, Elvish, Giant, Gnoll, Gnome, Goblin, Halfling, Hobgoblin, Orcish

Weapon Proficiencies: Club, Dagger, Long Bow, Long Sword, Short Sword Non-Weapon Proficiencies: Animal Lore (17), Animal Noise (13), Fire-building (15), Plant Lore (17), Riding: Horses (11)

Attacks:

• Short Sword: +2 attack rolls; S-M: 1d6+2; L: 1d8+2; speed factor: 3; length: 2'

Magic-User Spells - 4/3/3/2

1st—detect magic, grease, magic missile x2. 2nd—irritation, Melf's acid arrow x2. 3rd—fireball x2, item. 4th—Otiluke's resilient sphere, stoneskin.

Spellbook

1 st—detect magic, grease, magic missile, read magic. 2nd—irritation, Melf's acid arrow. 3rd—fireball, item. 4th—Otiluke's resilient sphere, stoneskin.

Equipment—Magic: +1 banded mail (AC 3) +1 short sword (S-M: 1d6; L: 1d8; length: 2'; space required: 1'; speed factor: 3)

Additional Information: Mara is a Sterich native who has been held captive among the giants for close to a year. Normally, elves are eaten fairly quickly, but one of the giants had the bright idea her long lifespan would make her a plaything for many years to come. She is eager to escape and avenge herself upon her captors. She is a trained blade fighter but prefers to rely upon her magical power. Mara mixes hard-hitting offensive spells with defensive and crowd control magic. She is fond of deception using animal sounds, *item* spells, and trickery. A favorite tactic is to use *stoneskin* before a fight, and after an opponent fails to damage her, bluff about being immune to his attacks!

