# Mara Woodstride <br> 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"; THAC0 16; \#At 1
Saves: PPD 11 | PP 11 | RSW 9 | BW 13 | S 10
Special Abilities: Infravision $60^{\prime} ; 90 \%$ 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
1 st-detect magic, grease, magic missile $\times 2$. 2nd—irritation, Melf's acid arrow $\times 2$. 3rd—fireball $\times 2$, item. 4th—Otiluke's resilient sphere, stoneskin.

## Spellbook

1st-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!


