

## DIMINUTIVE d20 PARTY STATISTICS

### 2nd Level Party (Total hp: 54; spell levels: 7)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr2	2	+5	19	2d10+4	+5/1/1	20	mw bastard sword +6 (1d10+2), mty mw comp longbow +4 (1d8+2)	exotic weapon	19
Clr2	2	-1	16	2d8+4	+5/-1/5	20	mgstar +3 (1d8+1), crossbow +0 (1d8)	turn undead, spells	16
Rog2	2	+6	15	2d6+2	+1/5/0	30	mw rapier +3 (1d6+1), mty mw comp shortbow +5 (1d6+1)	sneak atk +1d6, evasion	11
Wiz2	2	+2	12	2d4+2	+1/2/4	30	staff +1 (1d6), crossbow +4 (1d8)	spells	8

**Wizard Spells (DC 12+level):** 1st – magic missile, mage armor, shield.

**Equipment:** Wand of burning hands; scroll of fly, web, dispel magic; potion of invisibility, cure light wounds.

**Cleric Spells (DC 12+level):** 1st – cure light wounds, protection from evil, detect magic, detect evil.

**Equipment:** Scroll of cure light wounds (x3), protection from elements; potion of levitate, blur.

### 4th Level Party (Total hp: 98; spell levels: 25)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr4	4	+5	21	4d10+8	+6/2/2	20	mw bastard sword +9 (1d10+5), mty mw comp longbow +6 (1d8+3)	exotic weapon, power attack	34
Clr4	4	-1	16	4d8+8	+6/0/7	20	mgstar +5 (1d8+1), crossbow +2 (1d8)	turn undead, spells	29
Rog4	4	+7	17	4d6+4	+3/8/2	30	mw rapier +5 (1d6+1), mty mw comp shortbow +8 (1d6+1)	sneak atk +2d6, evasion, uncanny dodge	20
Wiz4	4	+2	13	4d4+4	+2/3/5	30	staff +2 (1d6), crossbow +5 (1d8)	spells	15

**Wizard Spells (DC 13+level):** 2nd – invisibility, scorching ray, see invisibility; 1st – magic missile, mage armor, shield, identify.

**Equipment:** Wand of magic missile; scroll of fly, lightning bolt; potion of cure moderate wounds.

**Cleric Spells (DC 13+level):** 2nd – cure moderate wounds, aid, hold person, speak w/animals; 1st – cure light wounds, protection/evil, detect magic, detect evil, light.

**Equipment:** Scroll of cure light wounds (x5); potion of fly, levitate, blur.

### 6th Level Party (Total hp: 142; spell levels: 46)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr6	6	+5	22	6d10+12	+8/4/4	20	mw bastard sword +11/6 (1d10+5), mty mw comp longbow +8/3 (1d8+3)	exotic weapon, power attack, cleave	49
Clr6	6	-1	17	6d8+12	+8/2/9	20	mgstar +6 (1d8+1), crossbow +3 (1d8)	turn undead, spells	42
Rog6	6	+7	17	6d6+6	+4/9/3	30	mw rapier +6 (1d6+1), mty mw comp shortbow +9 (1d6+1)	sneak atk +3d6, evasion, uncanny dodge; potion of haste	29
Wiz6	6	+6	13	6d4+6	+4/5/7	30	staff +3 (1d6), crossbow +6 (1d8)	spells	22

**Wizard Spells (DC 13+level):** 3rd – dispel magic, fireball, fly; 2nd – invisibility, scorching ray, see invisibility, mirror image; 1st – magic missile, mage armor, shield, identify.

**Equipment:** Wand of acid arrow; scroll of improved invisibility; potion of cure moderate wounds.

**Cleric Spells (DC 13+level):** 3rd – cure serious wounds, magic circle against evil, remove disease, continual flame; 2nd – cure moderate wounds, aid, hold person, speak w/animals, endurance; 1st – cure light wounds, protection/evil, detect magic, detect evil, light.

**Equipment:** Scroll of silence, cure light wounds (x3); potion of fly, levitate, blur.

## 8th Level Party (Total hp: 186; spell levels: 74)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr8	8	+5	23	8d10+16	+9/4/4	20	+1 bastard sword +13/8 (1d10+6), +1 mty mw comp longbow +11/6 (1d8+4)	exotic weapon, power attack, cleave, imp critical, great cleave	64
Clr8	8	-1	18	8d8+16	+9/2/10	20	mgstar +8/3 (1d8+1), crossbow +5 (1d8) mw rapier +8/3 (1d6+1),	turn undead, spells sneak atk +4d6, evasion, uncanny	55
Rog8	8	+7	19	8d6+8	+4/10/3	30	+1 mty mw comp shortbow +11/6 (1d6+1)	dodge; potion of haste	38
Wiz8	8	+6	14	8d4+8	+4/5/8	30	staff +4 (1d6), crossbow +8 (1d8)	spells	29

**Wizard Spells (DC 13+level):** 4th – dimension door, greater invisibility; 3rd – dispel magic, fireball, fly, haste; 2nd – invisibility, scorching ray, see invisibility, mirror image; 1st – magic missile, mage armor, shield, identify, sleep.

**Equipment:** Wand of magic missile (9th); scroll of charm monster (x2), fireball (7th); potion of cure serious wounds.

**Cleric Spells (DC 13+level):** 4th – cure critical wounds, holy smite, neutralize poison; 3rd – cure serious wounds, magic circle against evil, remove disease, continual flame, dispel magic; 2nd – cure moderate wounds, aid, hold person, speak w/animals, endurance; 1st – cure light wounds, protection/evil, detect magic, detect evil, light, bless.

**Equipment:** Wand of cure light wounds; scroll of raise dead; potion of spider climb, fly.

## 10th Level Party (Total hp: 230; spell levels: 114)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr10	10	+5	24	10d10+20	+10/5/5	20	+1 bastard sword +15/10 (1d10+6), +1 mty comp longbow +13/8 (1d8+5)	exotic weapon, power attack, cleave, imp critical, great cleave	79
Clr10	10	-1	19	10d8+20	+10/3/12	20	mgstar +9/4 (1d8+1), crossbow +6 (1d8) +1 rapier +9/4 (1d6+2),	turn undead, spells sneak atk +5d6, improved evasion,	68
Rog10	10	+7	19	10d6+10	+5/13/4	30	+1 mty comp shortbow +12/7 (1d6+3)	uncanny dodge; potion of haste	47
Wiz10	10	+6	15	10d4+10	+5/6/9	30	staff +5 (1d6), crossbow +9 (1d8)	spells	36

**Wizard Spells (DC 13+level):** 5th – teleport, wall of force; 4th – dimension door, greater invisibility, polymorph; 3rd – dispel magic, fireball, fly, haste; 2nd – invisibility, scorching ray, see invisibility, mirror image, alter self; 1st – magic missile, mage armor, shield, identify, sleep.

**Equipment:** Wand of lightning bolt; scroll of fireball (10th), flesh to stone, teleport; potion of haste.

**Cleric Spells (DC 14+level):** 5th – healing circle, dispel evil, raise dead; 4th – cure critical wounds, holy smite, neutralize poison, restoration, spell immunity; 3rd – cure serious wounds, magic circle against evil, remove disease, continual flame, dispel magic; 2nd – cure moderate wounds, aid, hold person, speak w/animals, endurance, silence; 1st – cure light wounds, protection/evil, detect magic, detect evil, light, bless.

**Equipment:** Wand of hold person; scroll of ethereal jaunt, raise dead; potion of heroism, fly.

## 12th Level Party (Total hp: 274; spell levels: 170)

NPC	CR	Init	AC	HD	Saves	Spd	Attacks	Special	hp
Ftr12	12	+5	25	12d10+24	+12/7/7	20	+2 bastard sword +19/14/9 (1d10+8), +1 mty comp longbow +16/11/6 (1d8+6)	exotic weapon, power attack, cleave, imp critical, great cleave, dodge	94
Clr12	12	-1	20	12d8+24	+11/4/14	20	mgstar +11/6 (1d8+2), crossbow +8 (1d8) +1 rapier +15/10 (1d6+2),	turn undead, spells sneak atk +6d6, improved evasion,	81
Rog12	12	+9	22	12d6+12	+7/17/6	30	+1 mty comp shortbow +16/11 (1d6+3)	uncanny dodge; potion of invisibility	56
Wiz12	12	+7	17	12d4+12	+6/7/10	30	staff +6/1 (1d6), crossbow +10/5 (1d8)	spells	43

**Wizard Spells (DC 14+level):** 6th – greater dispel magic, true seeing; 5th – teleport, wall of force, hold monster; 4th – dimension door, greater invisibility, polymorph, stonewalk; 3rd – dispel magic, fireball, fly, haste, slow; 2nd – invisibility, scorching ray, see invisibility, mirror image, alter self; 1st – magic missile, mage armor, shield, identify, sleep.

**Equipment:** Wand of lightning bolt (9th); scroll of acid fog, teleport; potion of cure serious wounds.

**Cleric Spells (DC 15+level):** 6th – heal, blade barrier, word of recall; 5th – healing circle, dispel evil, raise dead, flame strike, insect plague; 4th – cure critical wounds, holy smite, neutralize poison, restoration, spell immunity; 3rd – cure serious wounds, magic circle against evil, remove disease, continual flame, dispel magic, protection/elements; 2nd – cure moderate wounds, aid, hold person, speak w/animals, endurance, silence; 1st – cure light wounds, protection/evil, detect magic, detect evil, light, bless, comprehend languages.

**Equipment:** Wand of searing light; scroll of resurrection, wind walk, ethereal jaunt, raise dead; potion of heroism, fly.

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