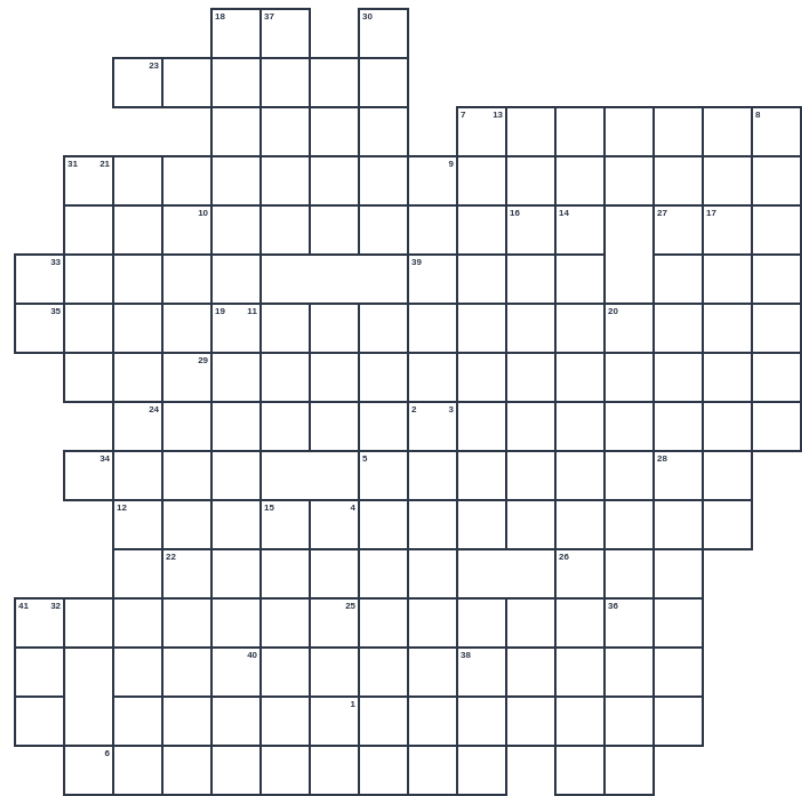


D&D



Dicas Horizontais

ID	Dica
1	Valuable items adventurers seek.
3	An undead creature made of bones.
4	A fierce warrior fueled by rage.
6	A floating monster with eye rays.
9	A portable light source for adventurers.
10	A master of weapons and combat tactics.
11	An underground place filled with monsters and traps.
13	A spellcaster who studies arcane magic.
21	A necklace granting protection or power.
23	A common melee weapon for warriors.
24	A magical or combat tool used by casters.
25	A magical effect cast by a spellcaster.
29	A nature-focused spellcaster who can shapeshift.
32	Protective gear worn to reduce damage.
33	A hidden danger that can harm adventurers.
34	A small magical item worn on a finger.
35	A martial artist harnessing ki energy.
40	A ranged weapon that fires arrows.

Dicas Verticais

ID	Dica
2	A natural magic user with innate power.
5	A powerful undead that drinks blood.
7	A spellcaster who makes pacts with otherworldly beings.
8	A holy warrior bound by oath and honor.
12	A reanimated corpse controlled by magic.
14	A defensive item that blocks attacks.
15	A written spell that can be cast once.
16	A skilled hunter and explorer of wilds.
17	A magical liquid granting effects or healing.
18	A small, cunning creature often causing mischief.
19	A powerful, often magical, flying reptile.
20	A divine spellcaster who serves a deity.
22	A light source made of fire.
26	A stealthy character skilled in sneaking and tricks.
27	A mission or adventure to achieve a goal.
28	Supernatural energy affecting the world.
30	A container holding treasure or items.
31	Projectile used with bows.
36	A performer whose music and magic inspire allies.
37	A strong, aggressive humanoid warrior.
38	A guide showing locations and routes.
39	An item used to open locks or doors.
41	A heavy weapon used for combat or chopping.