Solução

				18 G	37 O		30 C								
		S 23	w	0	r	d	h								
				b	С		е		7 13 W	i	z	a	r	d	⁸ P
	A A	m	u	I	е	t	s	L	a	n	t	е	r	n	a
	r		F 10	i	g	h	t	е	r	R R	¹⁴ S		²⁷ Q	P	I
Т 33	r	a	р	n				39 K	I	a	h		u	0	a
M 35	0	n	k	D 11	u	n	g	е	0	n	i	²⁰ C	е	t	d
	w		D 29	r	u	i	d	у	С	g	е	I	s	i	i
		S 24	t	a	f	f		S	k	е	ı	е	t	О	n
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		¹² Z		0	15 S	B ⁴	a	r	b	a	r	i	a	n	
		0	T	n	С		m	С			26 R	С	g		
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х		b	r	B 40	0	w	i	r	38 M		g	a	С		
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	В	е	h	0	I	d	е	r	р		е	d			

Palavras 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.

Palavras 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.