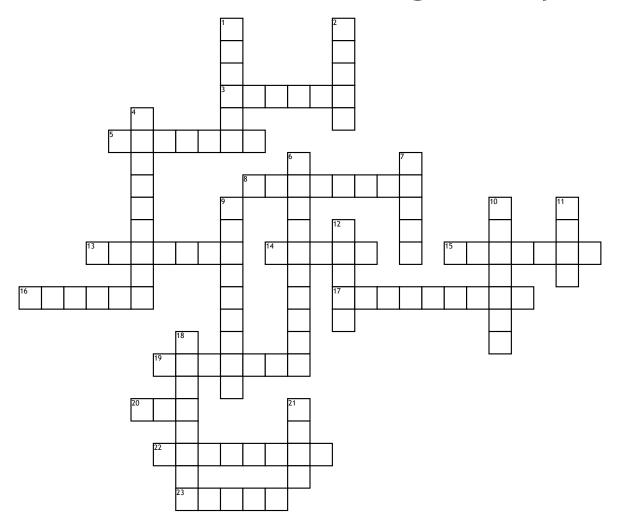
The Adventuring Party



Across

- **3.** A warrior who has studied an enemy and its habitat
- **5.** A wielder of magic whose power is derived from a bargain or pact
- **8.** A spell caster whose magic comes from within
- **13.** A warrior skilled in wide variety of weapons and armor
- **14.** A sneaky scoundrel
- **15.** A hybrid notorious for mighty deeds and savage fury
- **16.** A scholarly magic user
- **17.** Masters of unlocking magic in everyday objects

- **19.** A holy warrior bound to a sacred oath
- **20.** A magical people of otherworldly grace
- **22.** A people of infernal descent with horns and tails
- **23.** A tiny people with a love of inventing and exploring

Down

- **1.** A priestly champion inspired by the divine
- **2.** Bold and hardy, workers of stone and metal
- **4.** A sentient constructed people of Eberron

- **6.** A proud people descended from dragons
- **7.** A shapeshifting follower of Old Faiths and Natural Magics
- **9.** A fierce warrior who can enter a battle rage
- **10.** Walking in two worlds, a hybrid belongs to neither
- **11.** An inspiring performer with a knack for magic
- **12.** A diverse people with a penchant for migration and conquest
- **18.** A diminutive, cheerful and affable people
- 21. A master of the martial arts