

Tradução e Diagramação: O Górgona

Agradecimentos Especiais:
Paulo César (Obrigado pela mentoría)

Para mais material, visite

<https://cemiteriodosdragoes.blogspot.com/>

Criticas, sugestões, comentários, etc...
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A única coisa que peço é que não retire a página de dedicatória e que não cobre pelo material.

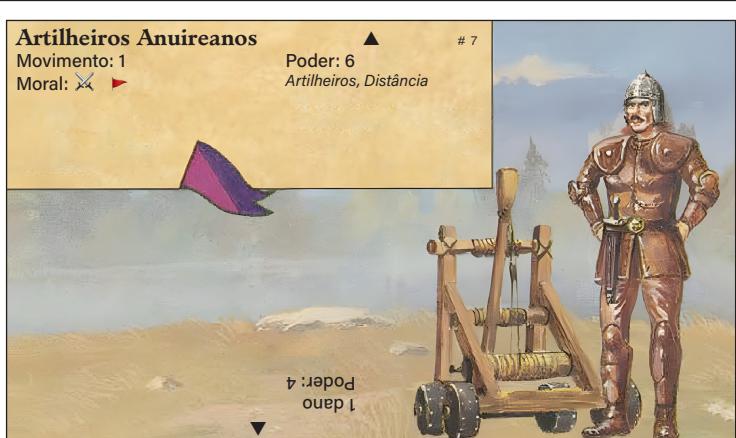
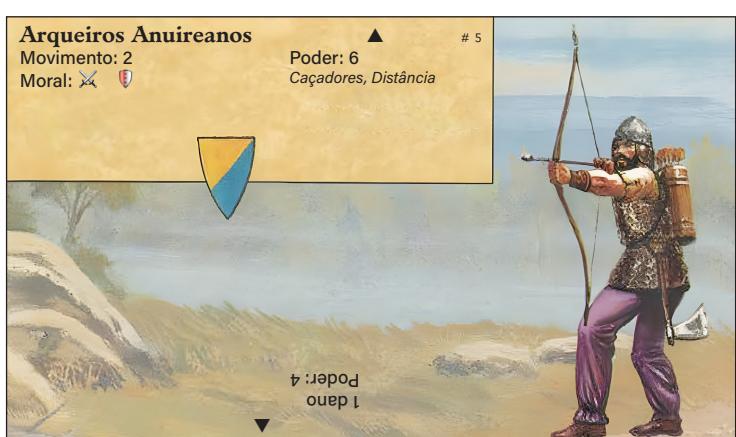
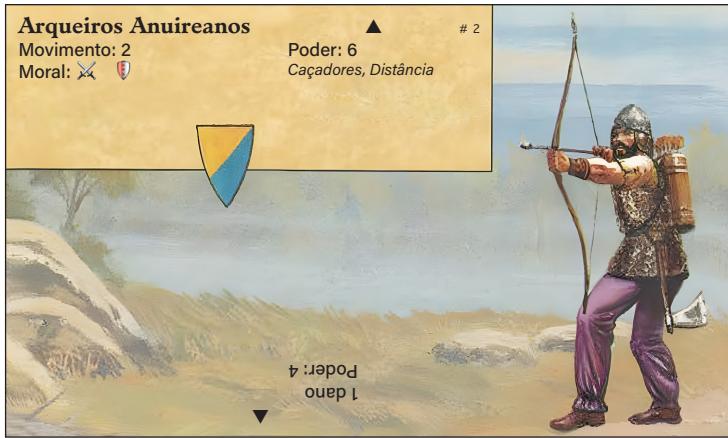
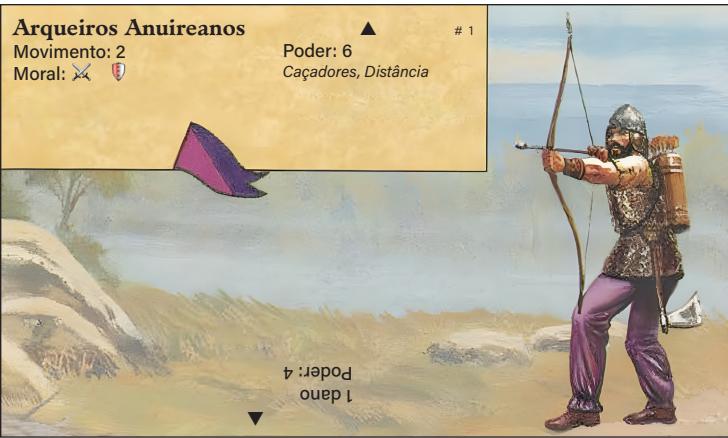
Obrigado a todos que mantêm o RPG vivo. Trabalho feito de fã para fã, sem fins lucrativos.

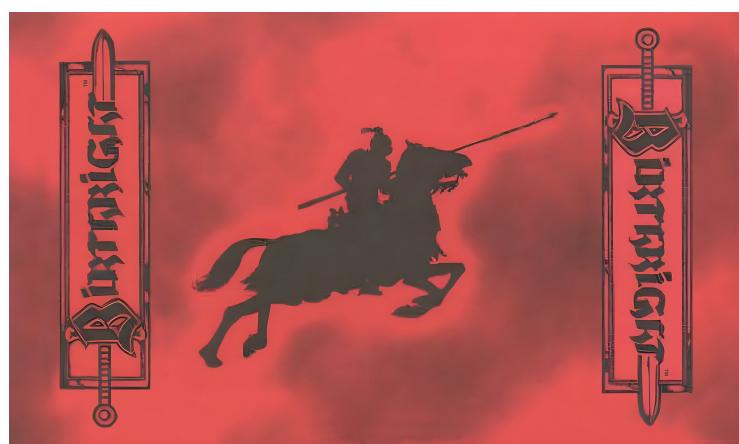
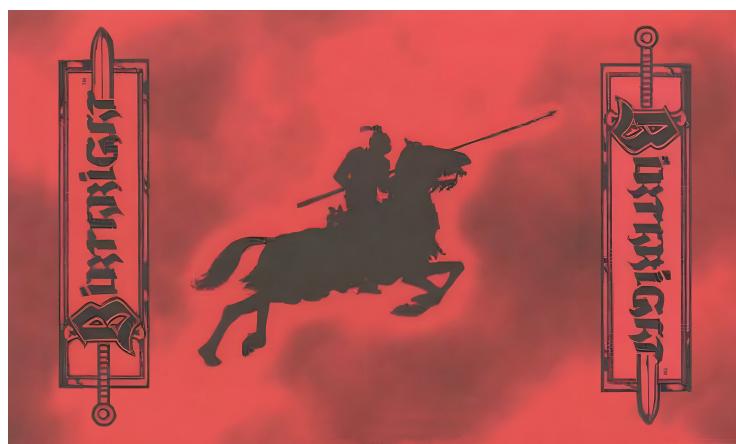
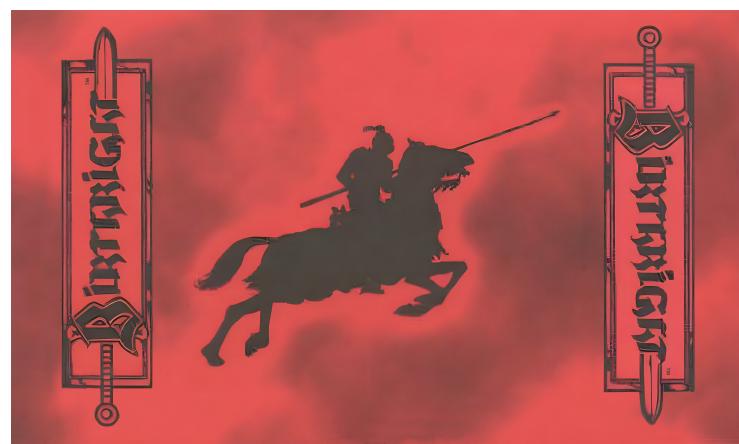
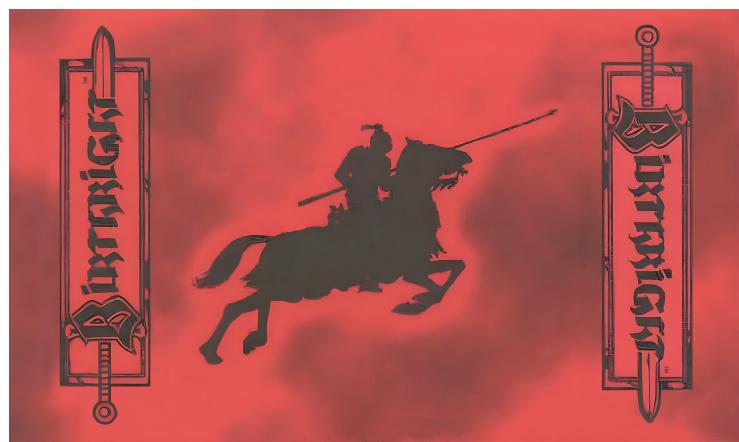
NÃO VENDA!

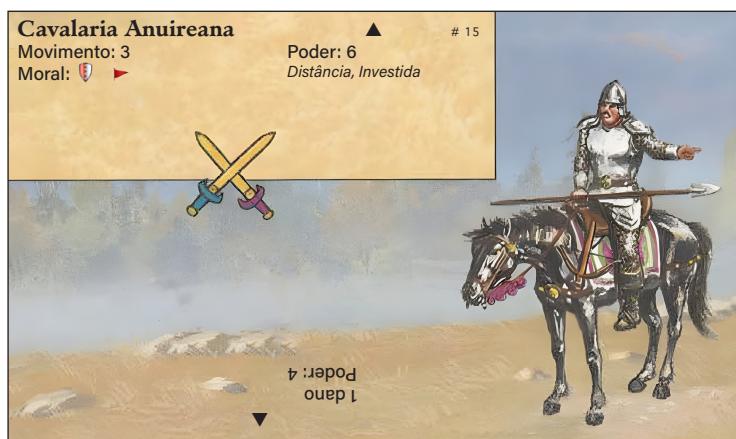
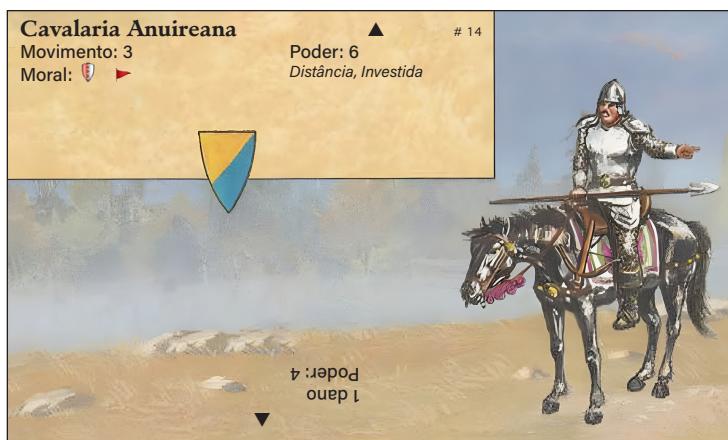
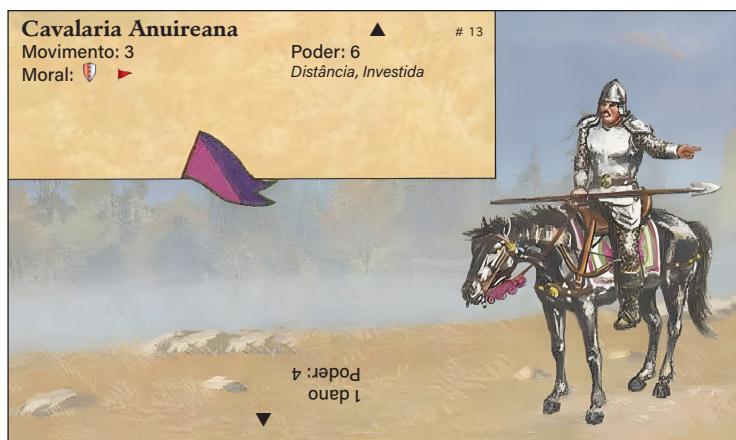
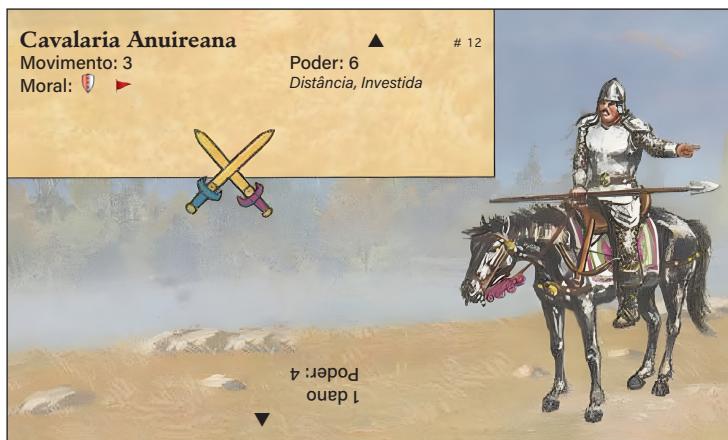
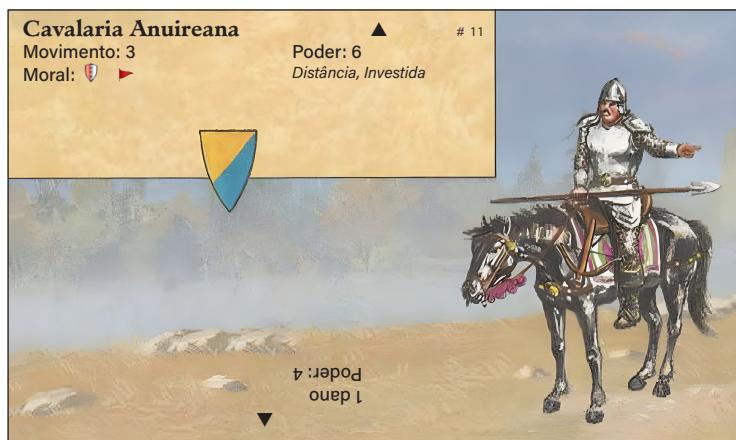
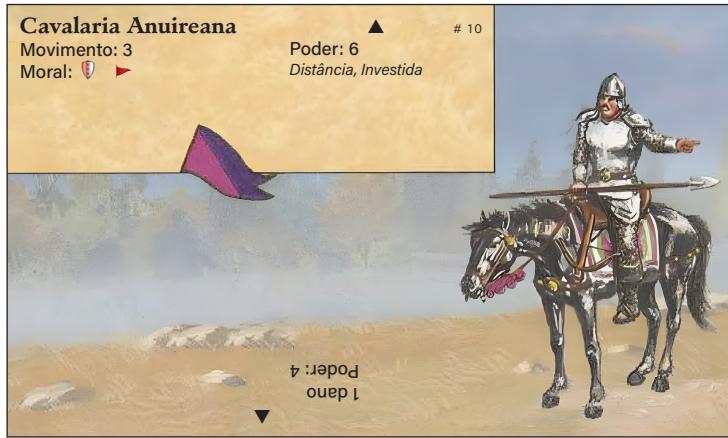
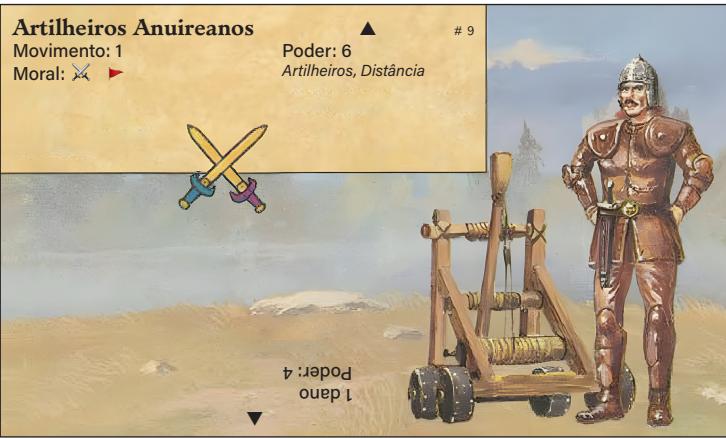
Apoie o RPG nacional. Compre livros, incentive o mercado.

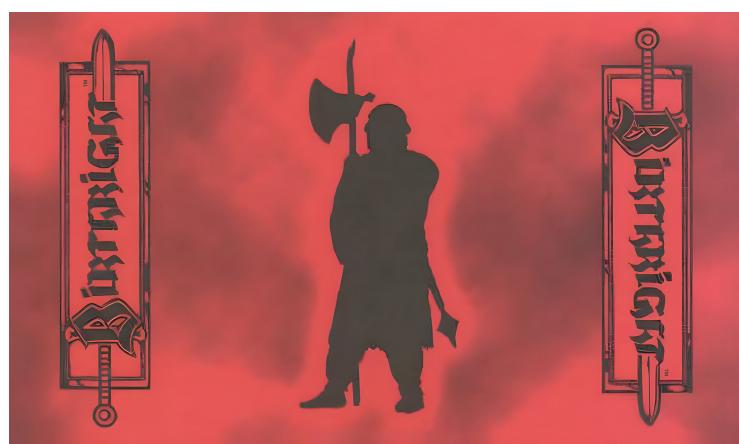
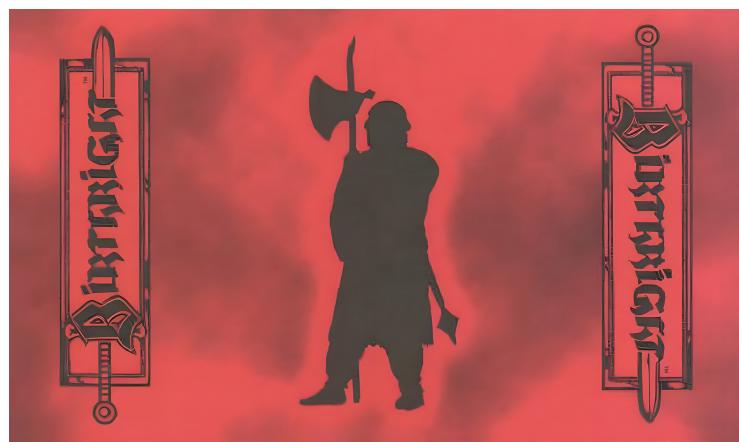
Dedico este trabalho a meu filho,
que me fez voltar a imaginar outros mundos.

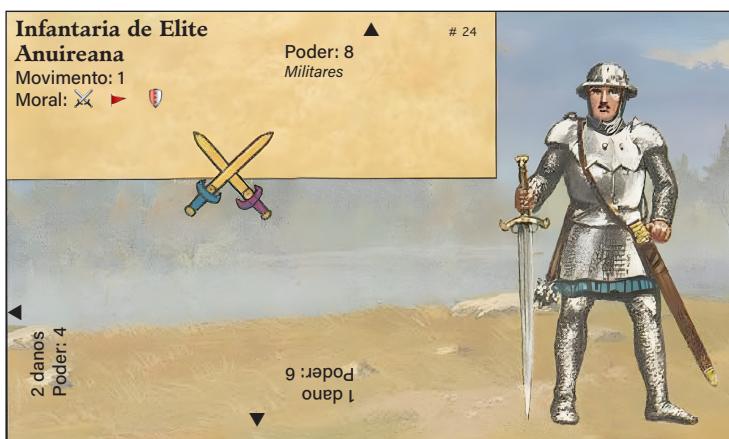
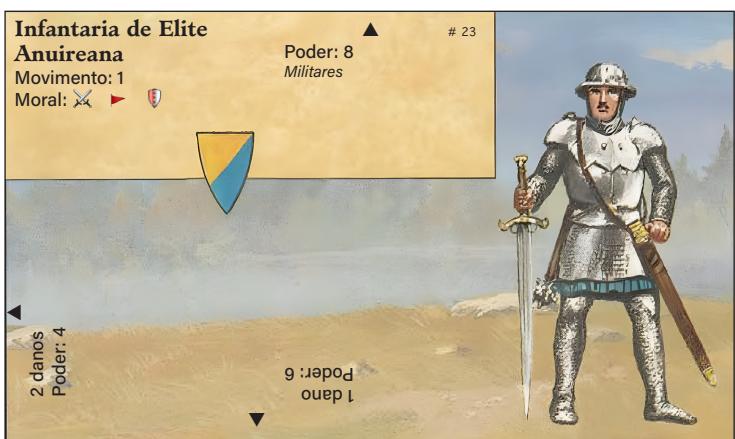
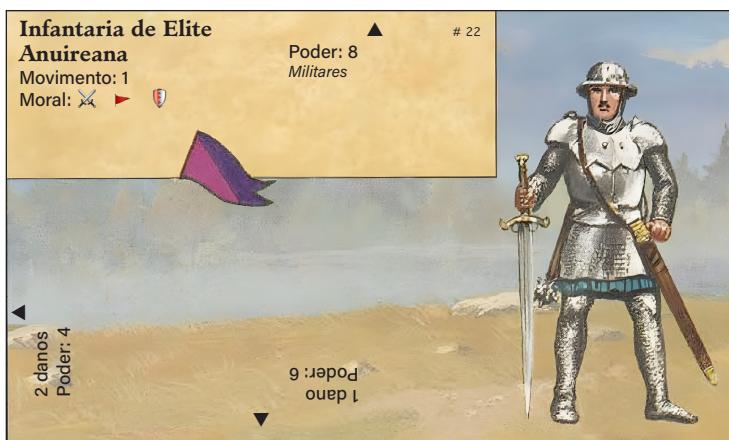


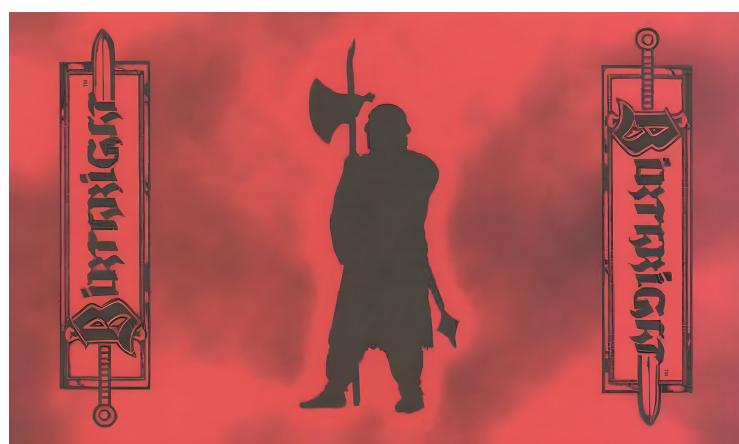
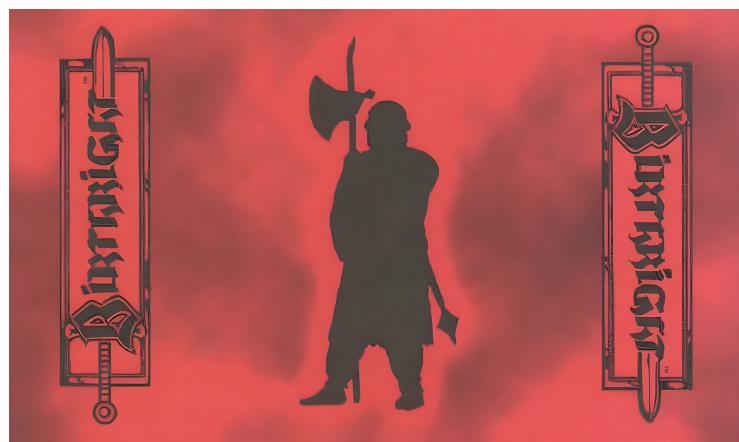


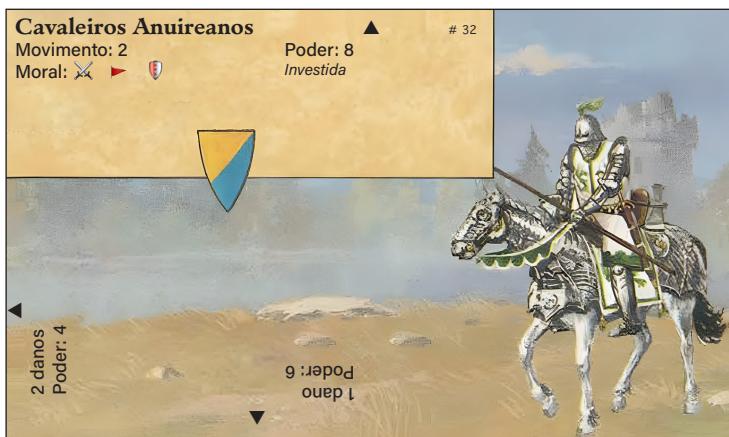
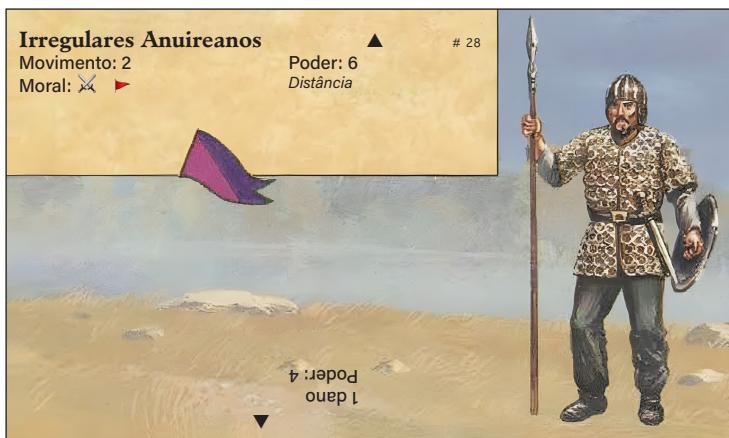


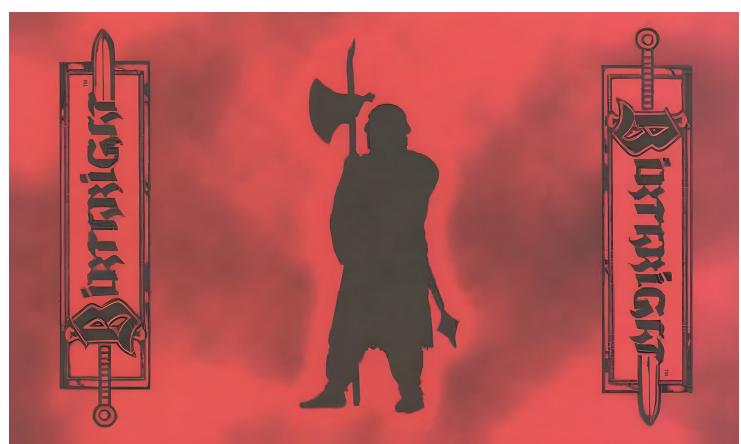
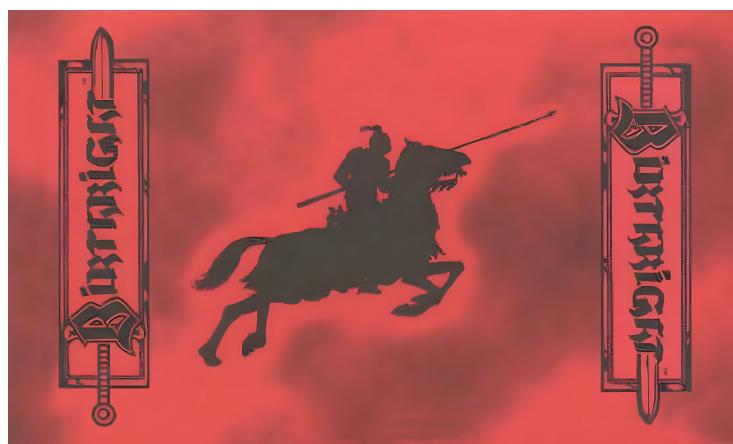
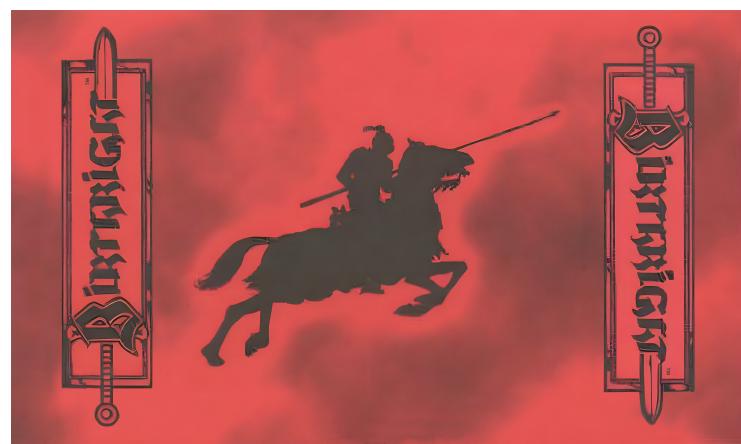


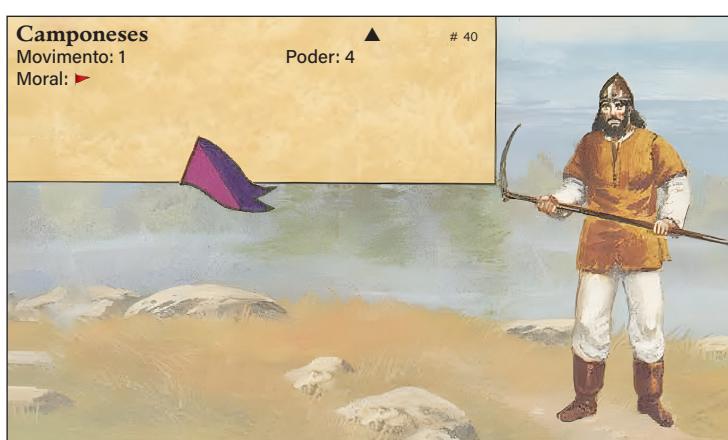
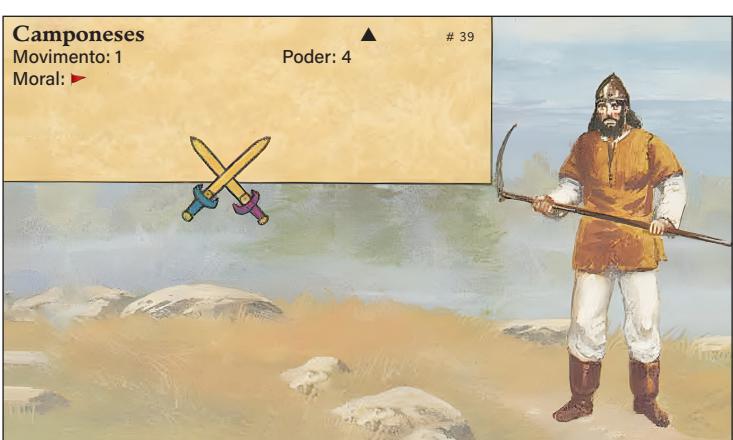
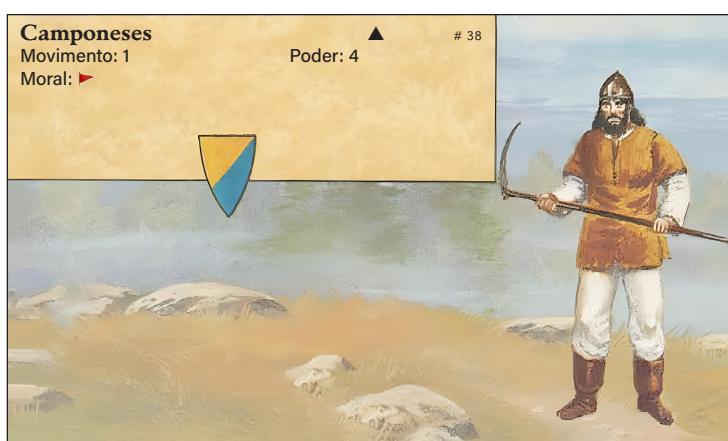
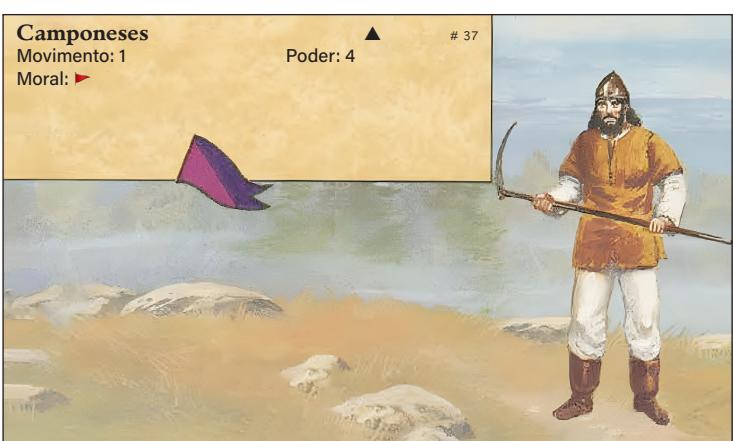
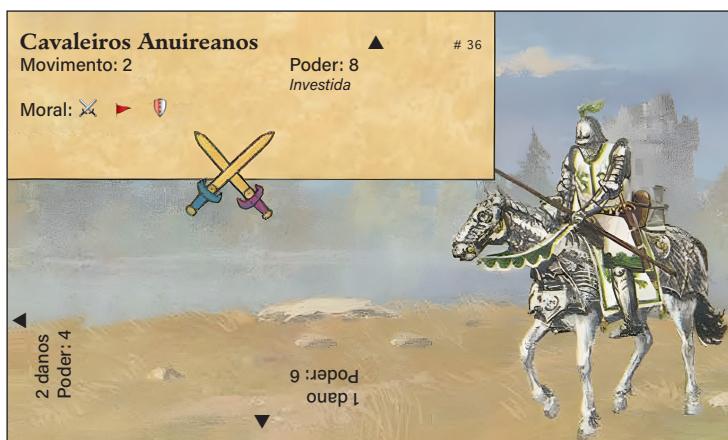


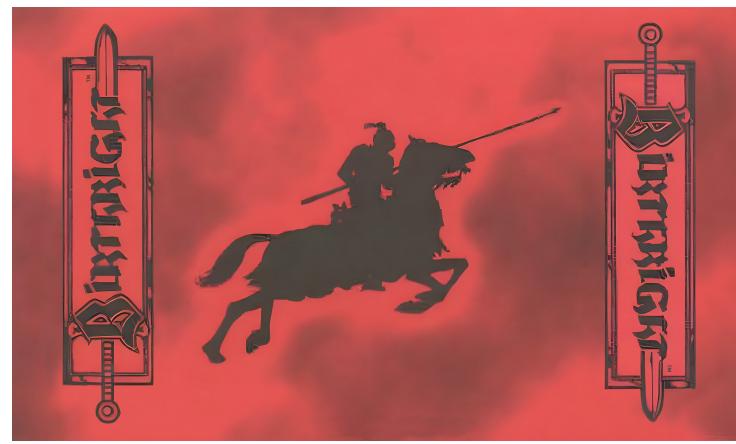
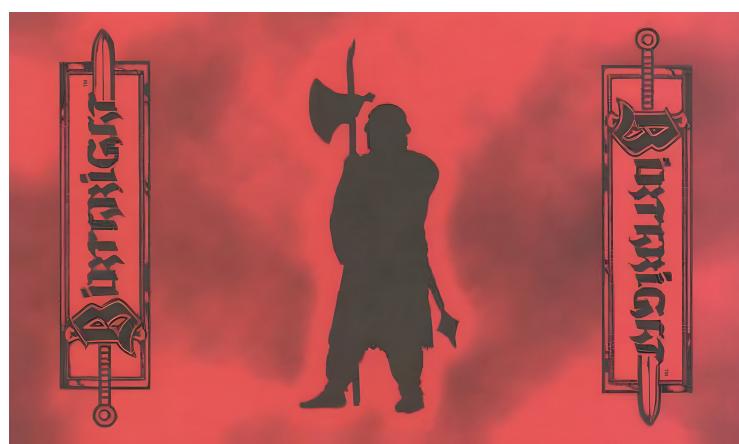
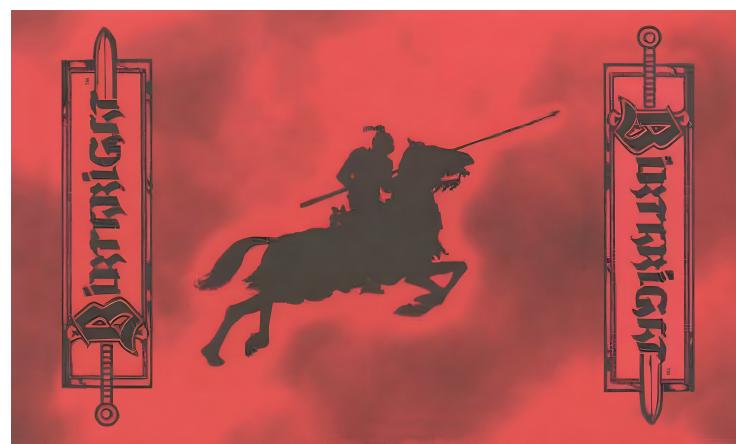
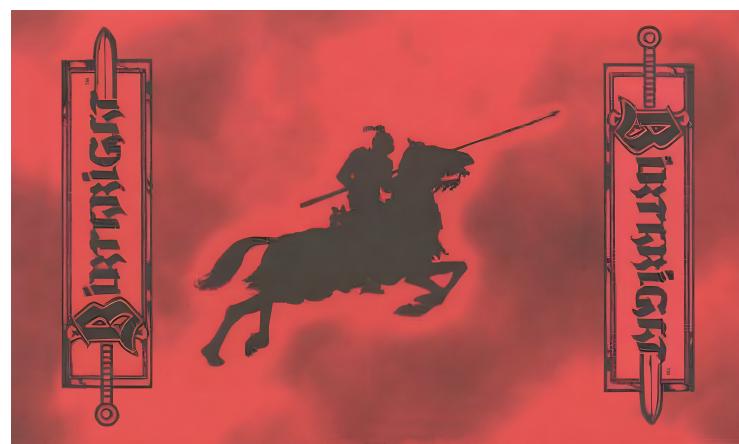
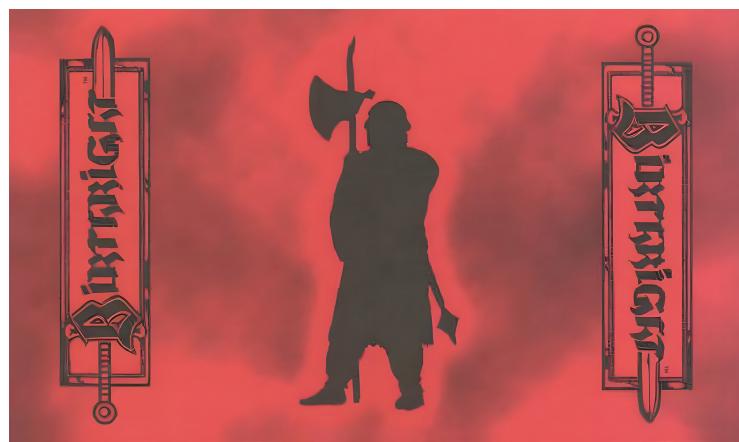


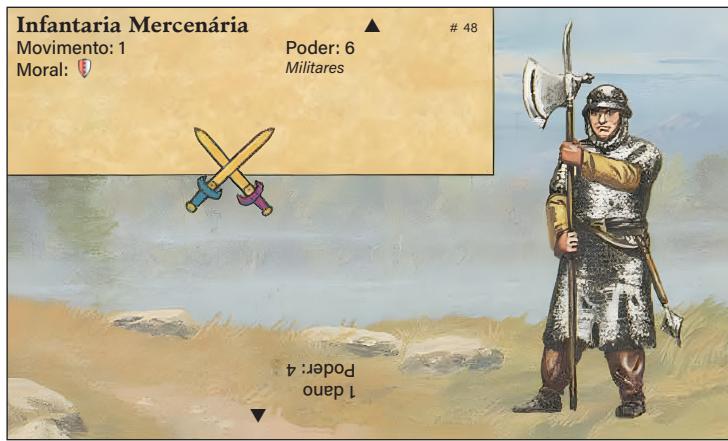
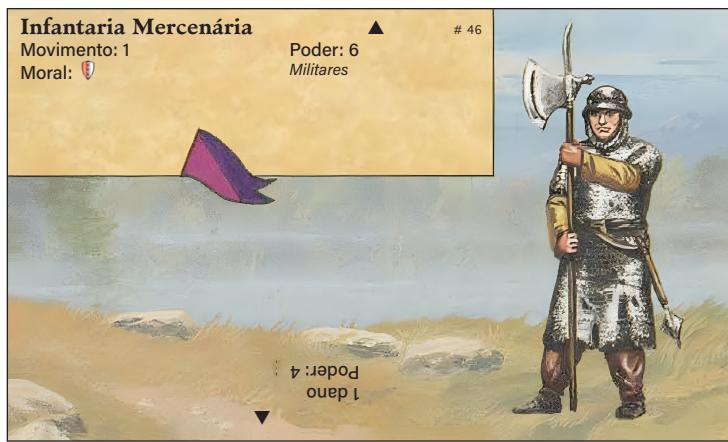
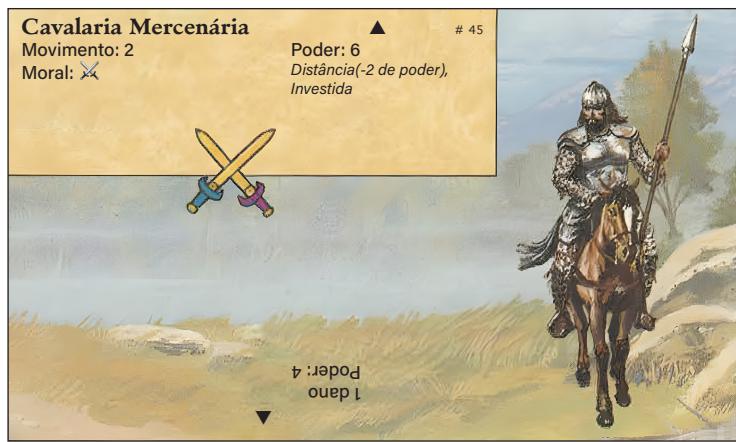
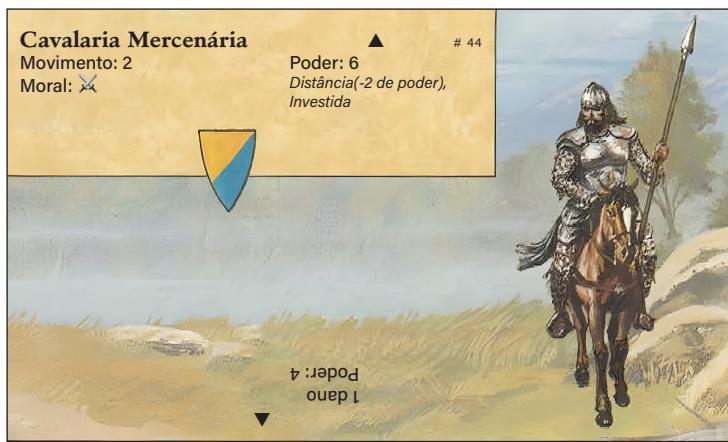
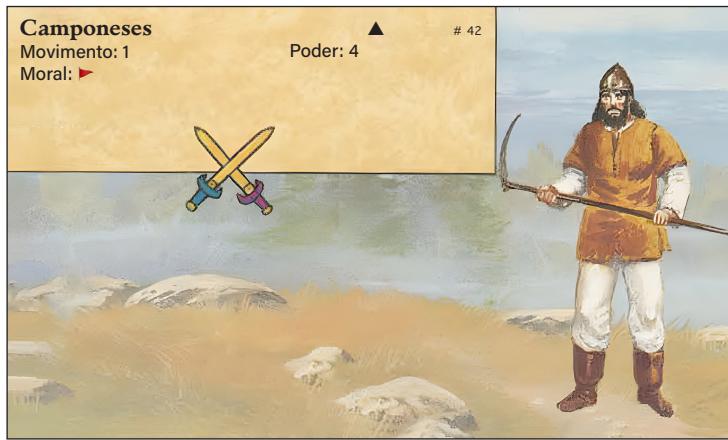
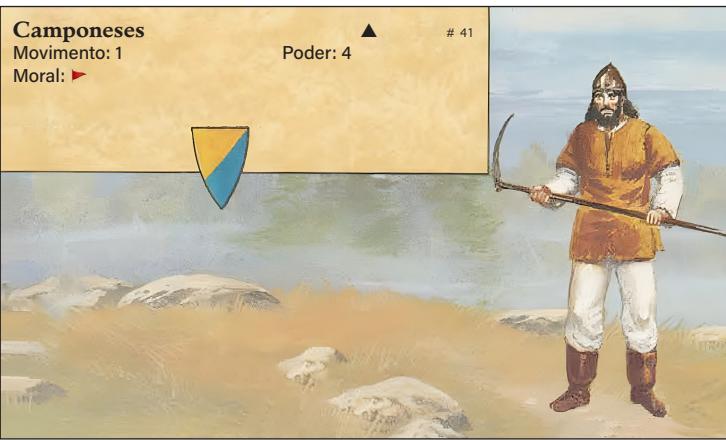


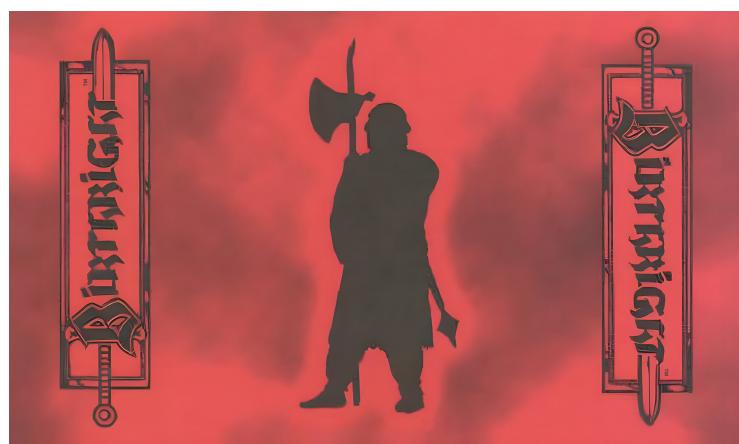


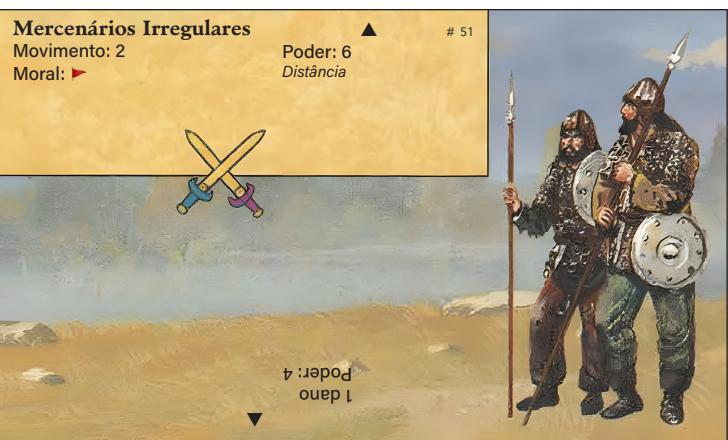


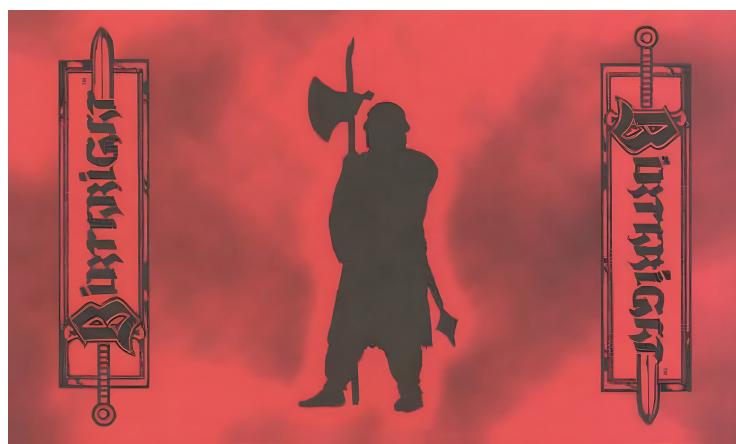


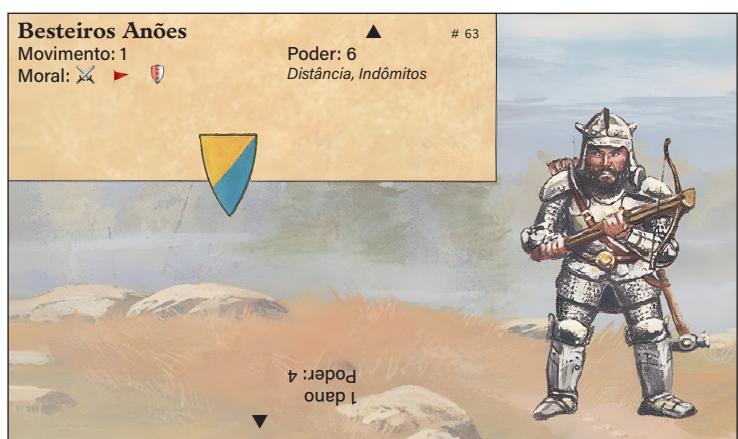


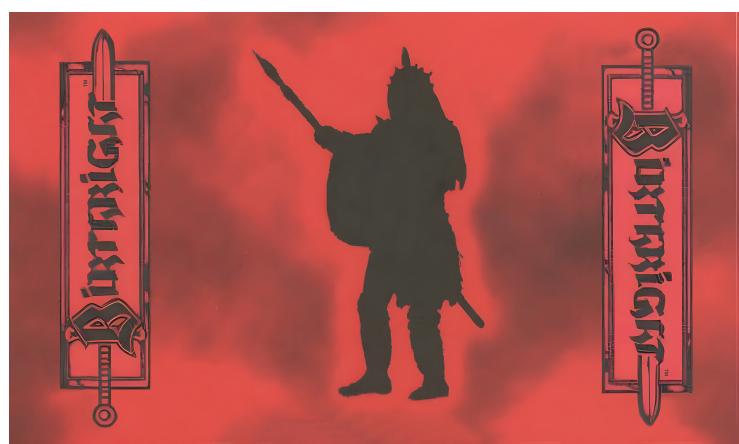
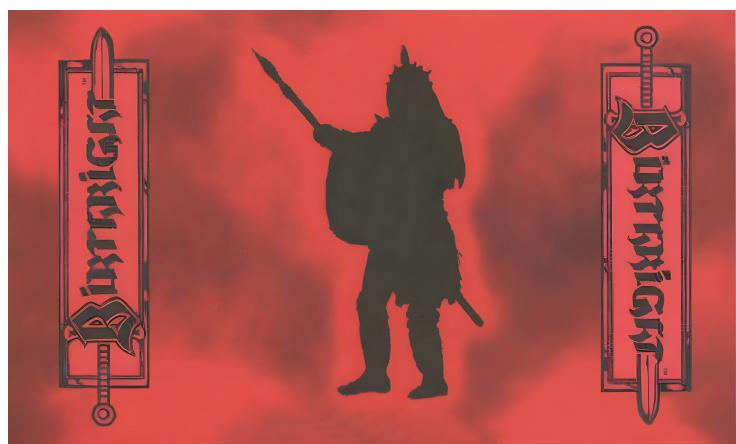
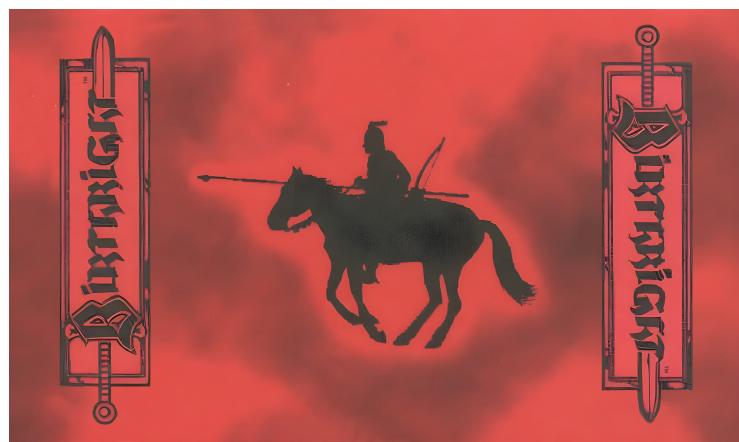












Arqueiros Elfos
Movimento: 2
Moral: ✕ ◀

Poder: 6
Distância, Incansáveis

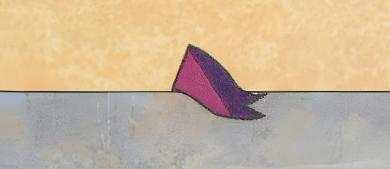
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Arqueiros Goblins
Movimento: 1
Moral: ✕

Poder: 6
Caçadores, Distância

67



Infantaria Goblin
Movimento: 1
Moral: ▶

Poder: 6
Distância, Militares

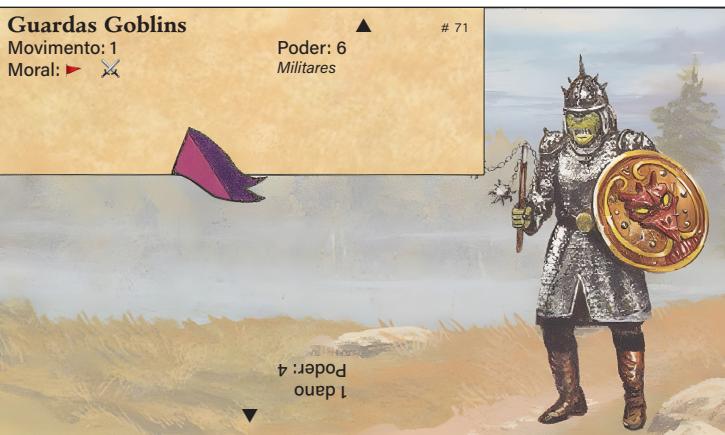
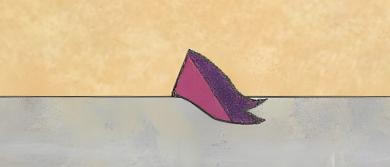
69



Guardas Goblins
Movimento: 1
Moral: ▶ ✕

Poder: 6
Militares

71



Cavalaria Élfica
Movimento: 4
Moral: ✕ ◀

Poder: 6
Distância, Incansáveis, Investida

66



Infantaria Goblin
Movimento: 1
Moral: ▶

Poder: 6
Distância, Militares

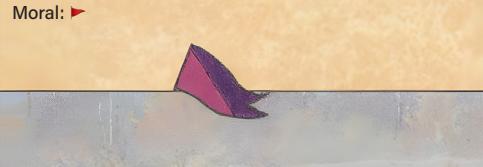
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Escamuçadores Goblins (Irregulares)
Movimento: 1
Moral: ▶

Poder: 4
Distância

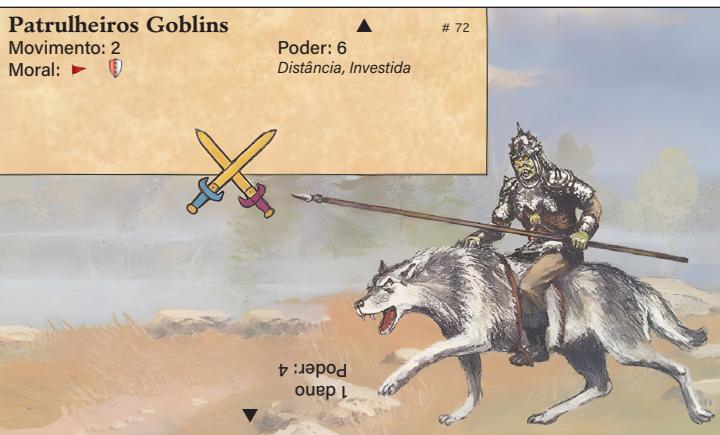
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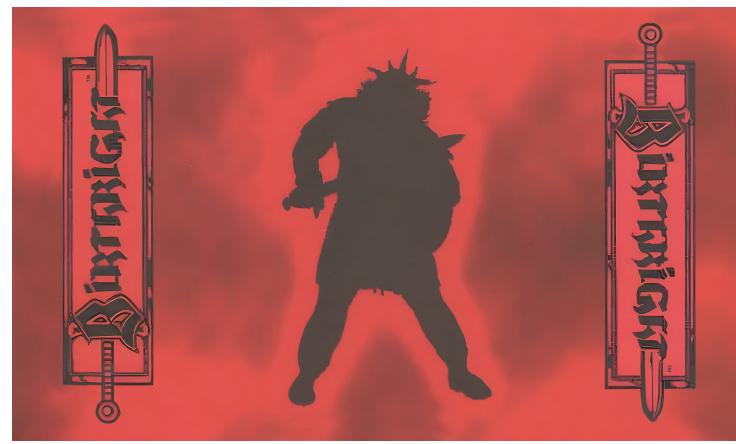
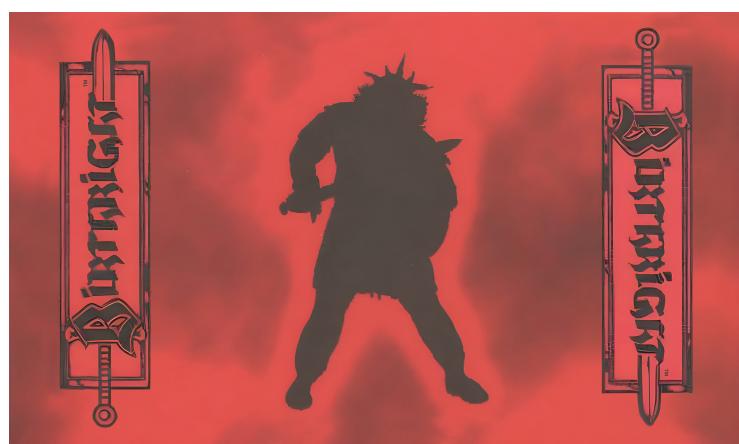
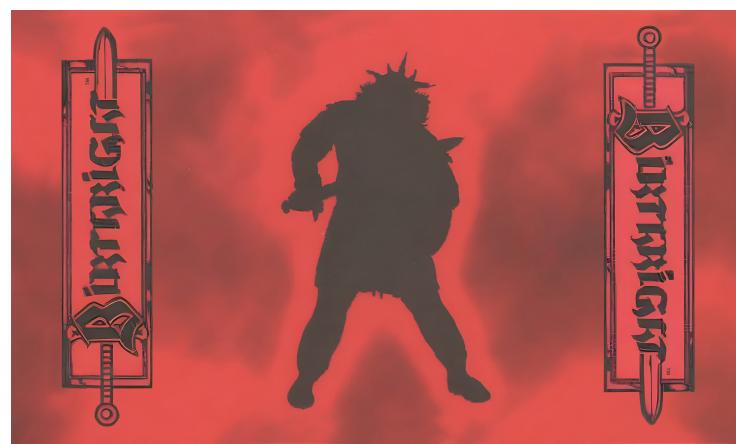
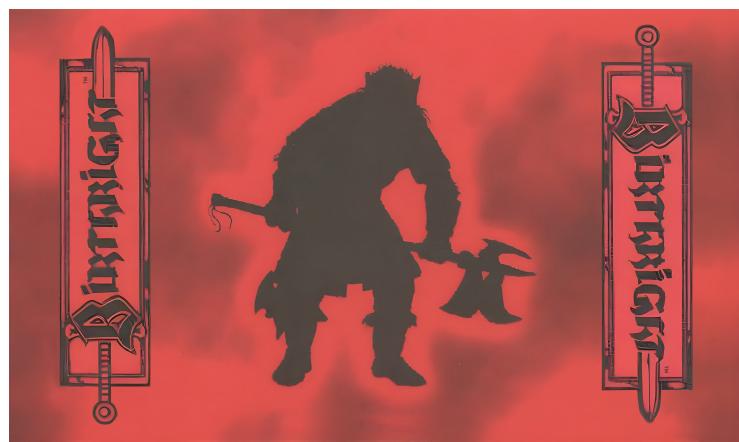


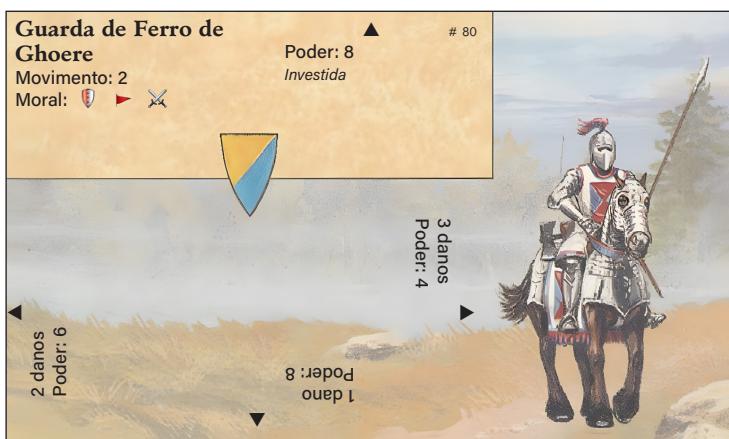
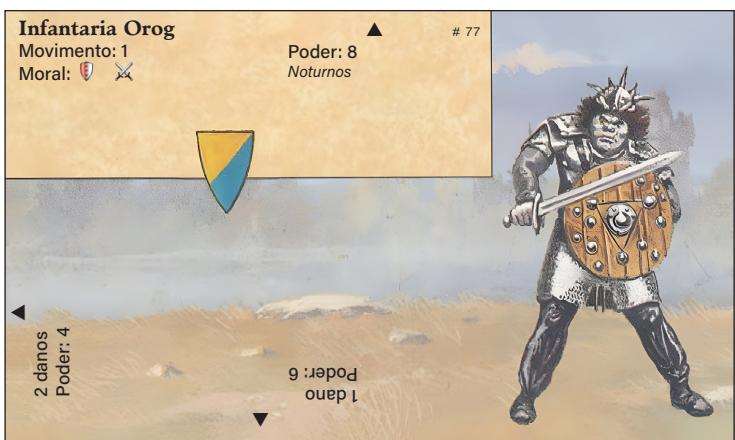
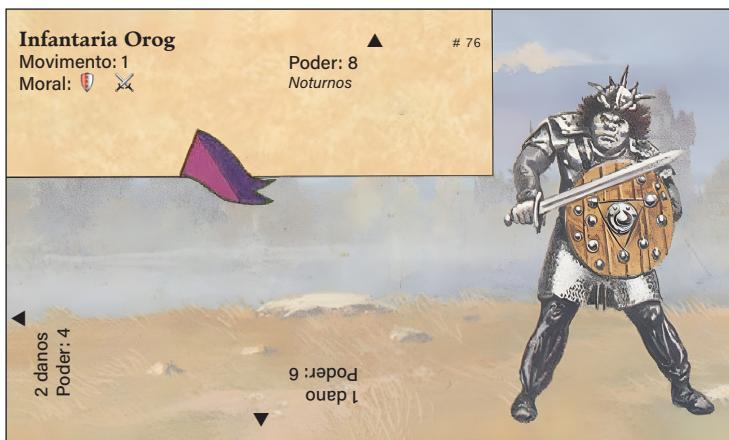
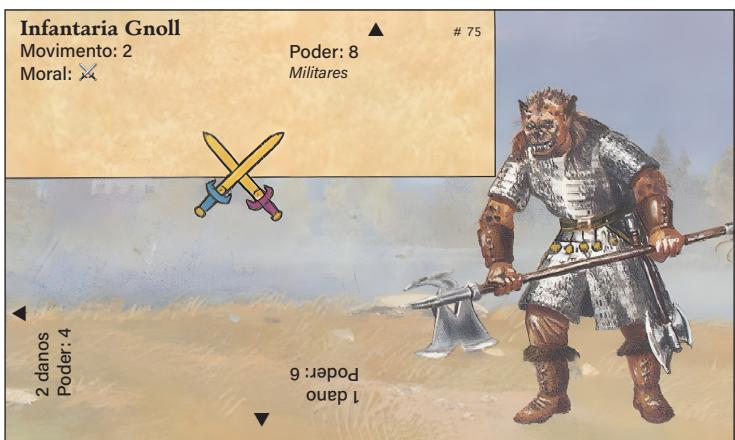
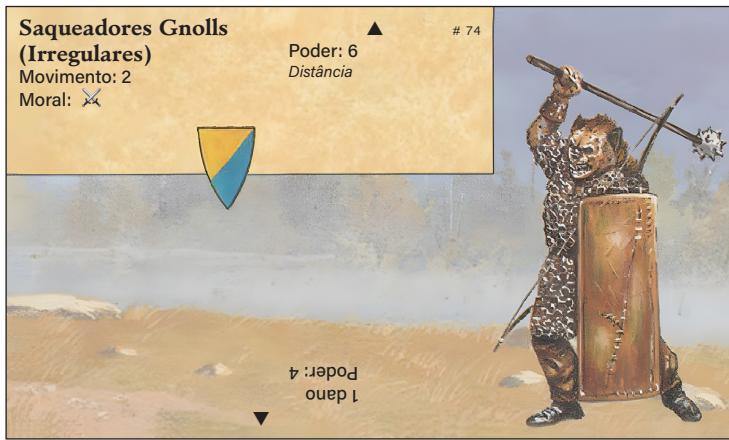
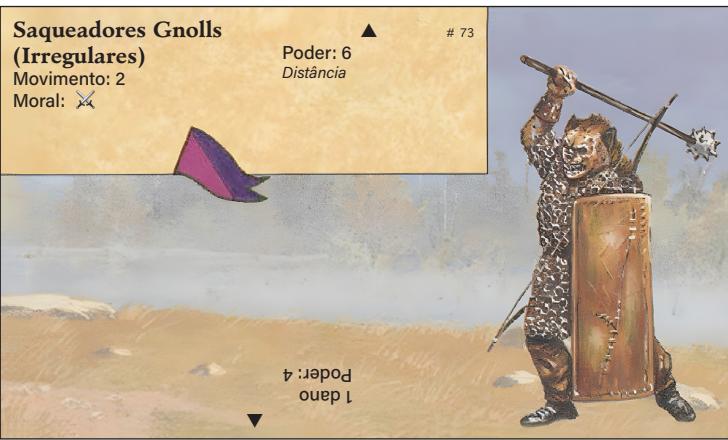
Patrulheiros Goblins
Movimento: 2
Moral: ▶

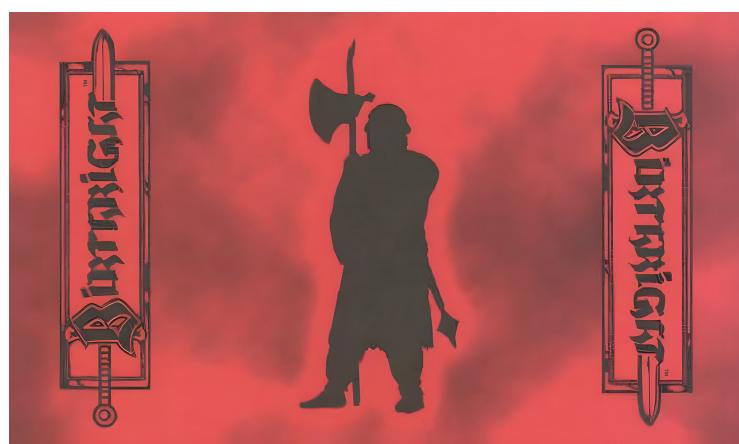
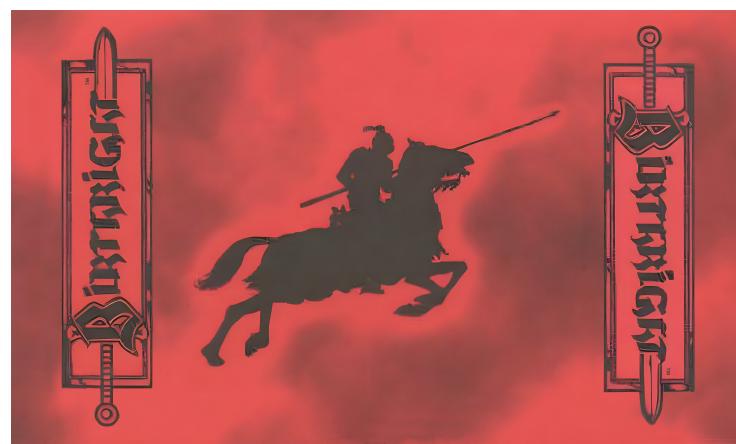
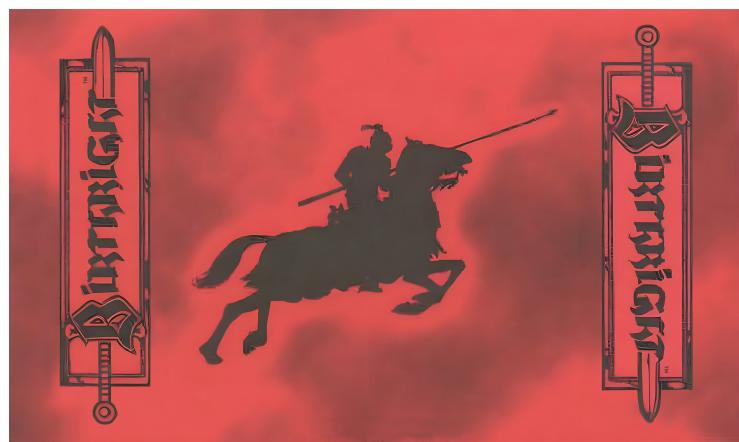
Poder: 6
Distância, Investida

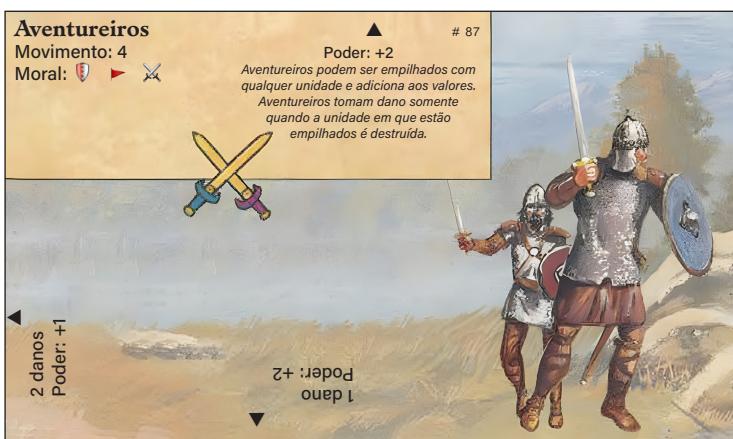
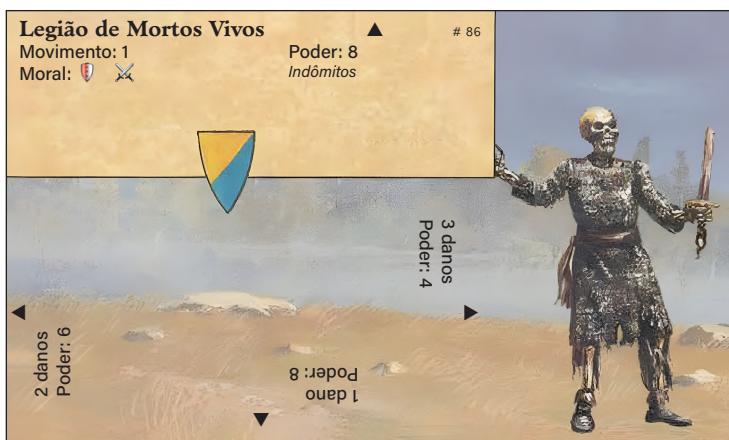
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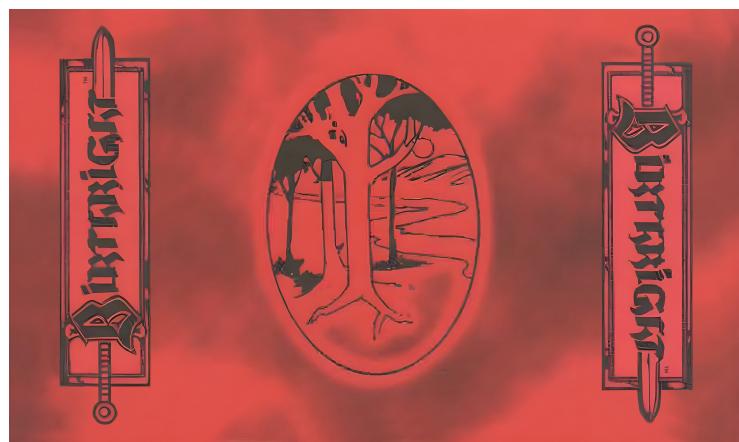


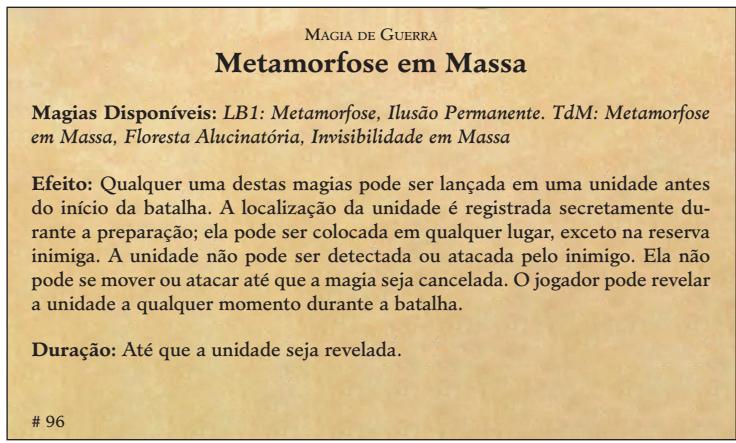
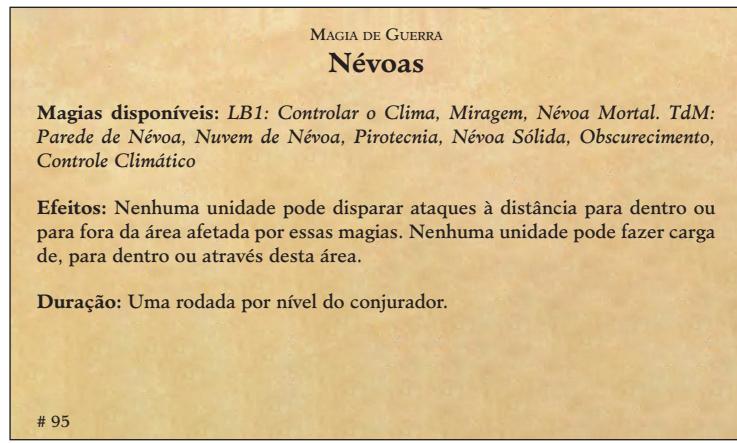
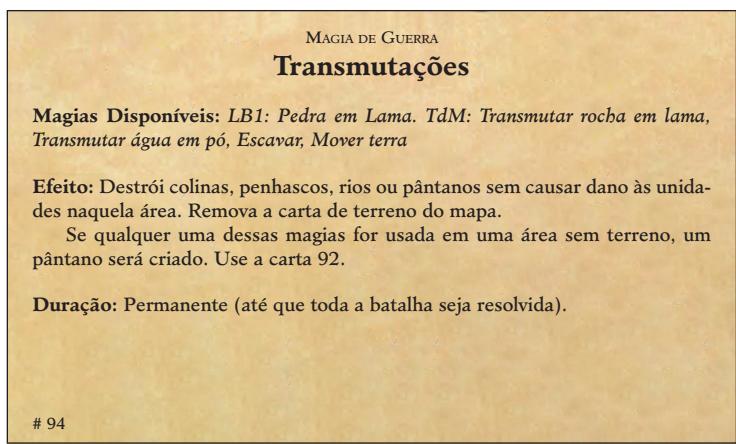
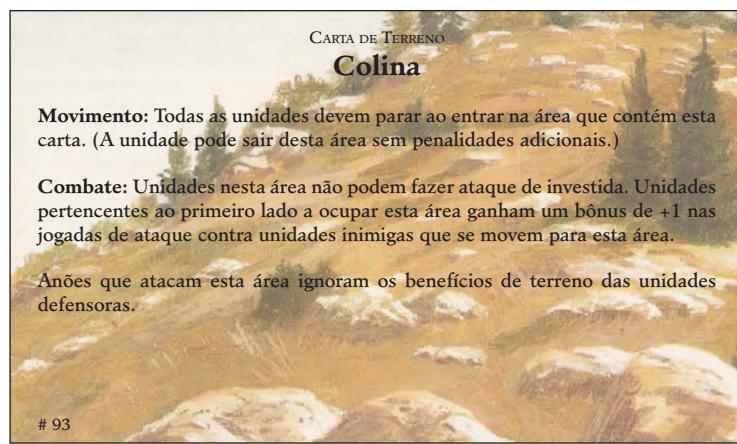
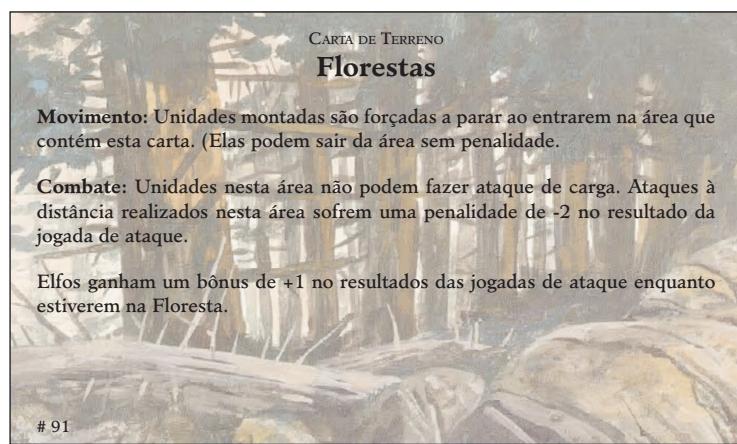
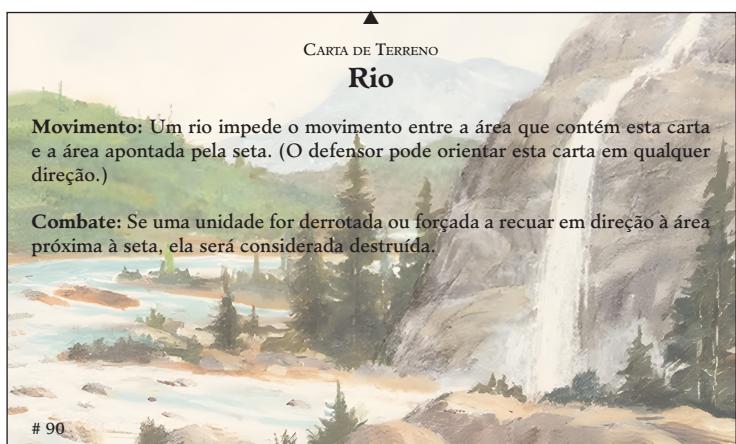
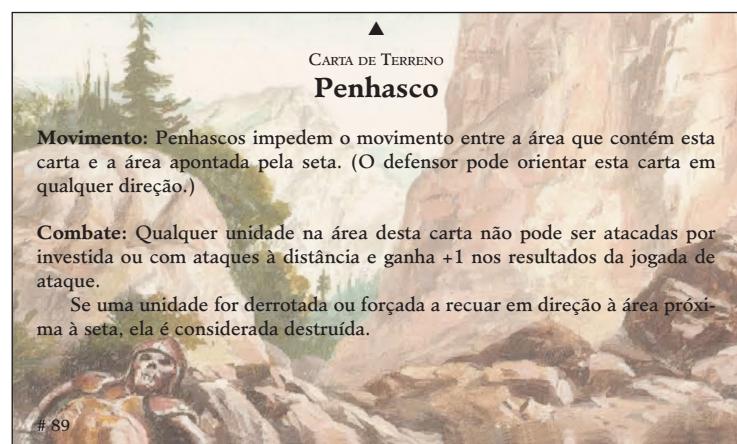














MAGIA DE GUERRA

Muralhas

Magias Disponíveis: LB1: Muralha de Energia, Muralha de Ferro. TdM: Muralha de Gelo, Muralha de Fogo, Muralha de Pedra, Muralha de Força, Muralha de Ferro, Muralha de Espinhos

Efeito: Uma muralha mágica impede movimento e ataques à distância entre a área que contém esta carta e a área apontada pela seta. O conjurador pode orientar esta carta em qualquer direção.

Efeito Adicional: Uma magia de Muralha de Fogo, Muralha de Espinhos ou Muralha de Energia causa a destruição a uma unidade inimiga não engajada presente nesta área quando a magia é conjurada.

Duração: Uma rodada por nível do conjurador.

97

MAGIA DE GUERRA

Bençãos

Magias Disponíveis: LB1: Abençoar, Oração, Comunhão. TdM: benção, cântico, oração

Efeitos: Estas magias podem ser conjuradas em uma unidade aliada na mesma área que o conjurador. A unidade ganha um bônus de +1 nos resultados de jogos de ataque. Além disso, o moral da unidade é elevado em um nível. Uma unidade com um ou dois ícones de moral compra uma carta aleatória e adiciona esse ícone ao seu nível de moral durante a duração da magia. (Ícones duplicados não contam; o jogador pode comprar até que um novo ícone seja obtido.)

Duração: Uma rodada por nível do conjurador.

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MAGIA DE GUERRA

Terreno Alucinatório

Magia disponível: LB1: Ilusão Permanente. TdM: Terreno Alucinatório

Efeitos: A área onde esta magia é lançada assume as características de qualquer uma das cartas de terreno. Coloque a carta de terreno nesta área. Ela permanece até que o conjurador decida dissipar a ilusão. (Embora o terreno não seja real, as tropas acreditam que ele é real e ele é tratado como terreno real.)

Duração: Até que o conjurador a dissipe

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MAGIA DE GUERRA

Magias Arcanas

As magias são classificadas como geradoras de resultado obliterar, dispersar ou recuar para a unidade alvo. Quando uma magia é conjurada, o resultado é automático, mas os testes de moral se aplicam normalmente.

Obliteração: LB1: palavra de poder: matar, esfera prismática, chuva de meteoros, magia de morte, névoa mortal, armadilha de fogo. TdM: nuvem mortal, névoa mortal, jato prismático, nuvem incendiária, enxame de meteoros, parede prismática, esfera prismática

Dispersão: LB1: bola de fogo, flecha de chamas, relâmpago, tempestade glacial. TdM: bola de fogo, raio, tempestade de gelo, magia mortal, bola de fogo com explosão retardada, símbolo, palavra de poder atordoante, palavra de poder mortal

Recuo: LB1: miragem, teia, medo, ampliar plantas, confusão. TdM: força fantasmagórica, força fantasmagórica aprimorada, força espectral, medo, ilusão avançada, caos, ilusão permanente, ilusão programada

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MAGIA DE GUERRA

Magias Divinas

As magias são classificadas como geradoras de resultado obliterar, dispersar ou recuar para a unidade alvo. Quando uma magia é conjurada, o resultado é automático, mas os testes de moral se aplicam normalmente.

Obliteração: LB1: palavra sagrada. TdM: tempestade de fogo

Dispersão: LB1: convocar relâmpago, terremoto, controlar clima, dissipar o caos, palavra sagrada, símbolo de proteção. TdM: invocar relâmpago, golpe de chamas, barreira de lâminas, sementes de fogo, destruição rastejante, símbolo, terremoto, palavra sagrada

Recuo: LB1: ampliar plantas, convocar insetos, porta dimensional, praga de insetos, conjurar animais. TdM: pirotecnia, praga de insetos, raio de sol, artilharia ilusória, crescimento de espinhos, pedras com espinhos

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Lista de Cartas de Guerra

Carta	Unidade
70	Escavadeiros Goblins
71	Guardas Goblins
72	Patrulheiros Goblins
73-74	Saqueadores Gnolls
75	Infantaria Gnoll
76-77	Infantaria Orog
78	Cavalaria Orog
79	Guardiões de Mhored
80	Guarda de Ferro de Ghoere
81	A Legião Imperial
82	Cavaleiros de Haelyn
83	Cavaleiros Cuiráécen
84	Ogres da Coroa de Pedra
85	Bando de Guerra de Markazor
86	Legião de Mortos Vivos
87	Aventureiros
88-93	Cartas de Terreno
94-101	Cartas de Magia de Guerra
102-103	Lista de Cartas

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Lista de Cartas de Guerra

Carta	Unidade
1-6	Arqueiros Anuireanos
7-9	Artilleiros Anuireanos
10-15	Cavalaria Anuireana
16-21	Infantaria Anuireana
22-24	Infantaria de Elite Anuireana
25-30	Irregulares Anuireanos
31-36	Cavaleiros Anuireanos
37-42	Camponeses
43-45	Cavalaria Mercenária
46-48	Infantaria Mercenária
49-51	Irregulares Mercenários
52-57	Lanceiros Anuireanos
58-60	Batedores Anuireanos
61-62	Guardas Anões
63	Besteiros Anões
64-65	Arqueiros Elfos
66	Cavalaria Elfica
67	Arqueiros Goblins
68-69	Infantaria Goblin

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