

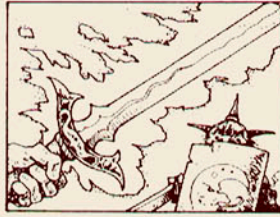
Armadura de Borín



La armadura de Borín te permite tirar 4 dados de combate en la defensa.

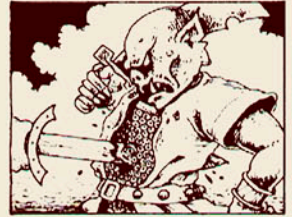
Armadura

Filo del Espíritu



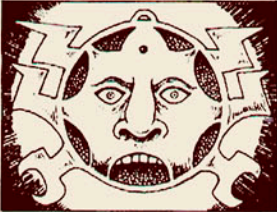
El Filo del Espíritu te permite tirar 3 dados de combate en el ataque o 4 dados en ataque contra criaturas no muertas: Esqueletos, Zombis y Momias.

La Ruina de Orc



La espada "La ruina de Orc" te permite tirar 2 dados de combate en el Ataque. Puedes atacar 2 veces si luchas contra Orcs.
Arma

Talismán

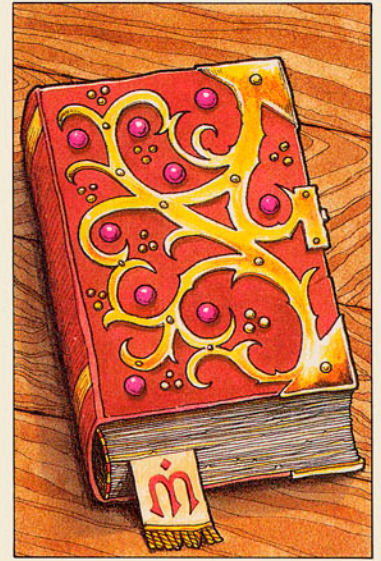
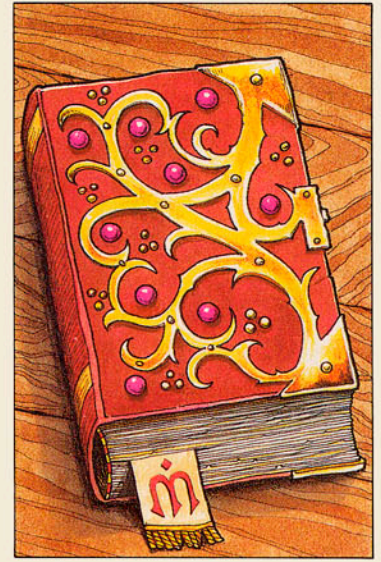
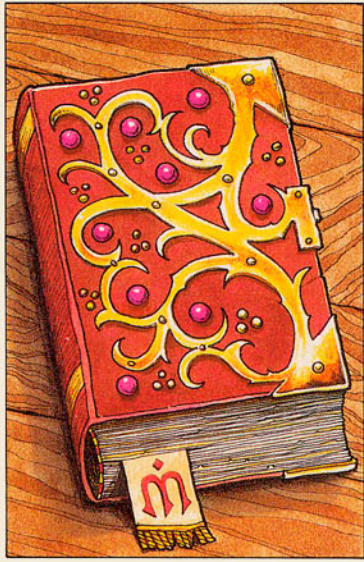


El Talismán te permite aumentar dos puntos de la Mente mientras esté en tu posesión.

Varita Mágica



La Varita Mágica te permite hechizar 2 veces en lugar de una durante tu turno.





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