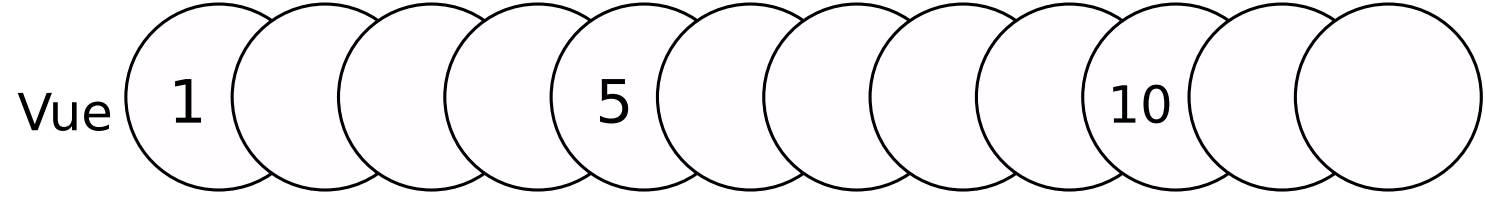
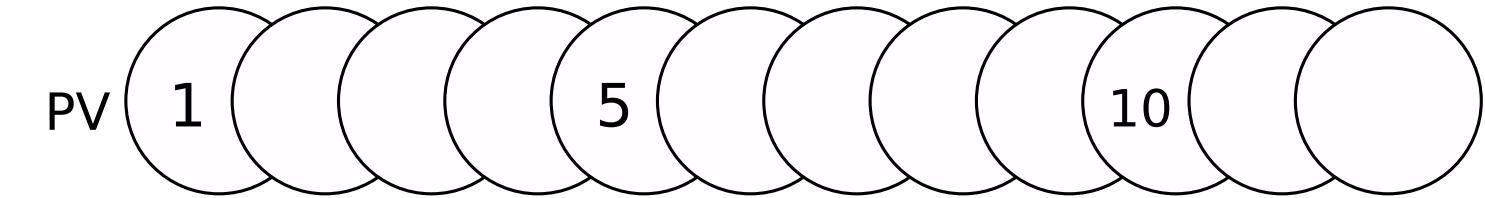
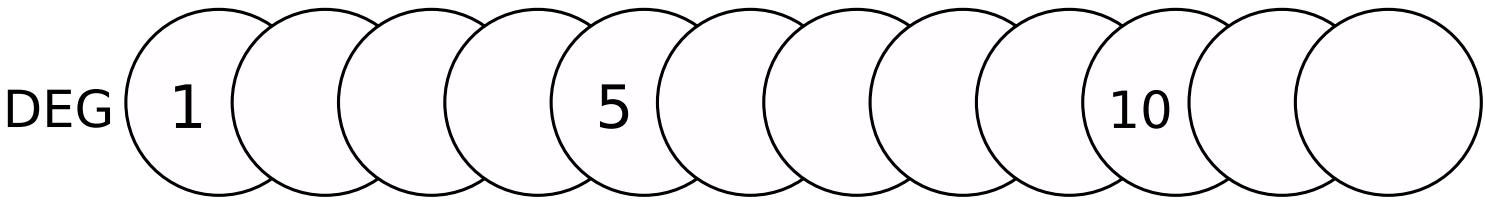
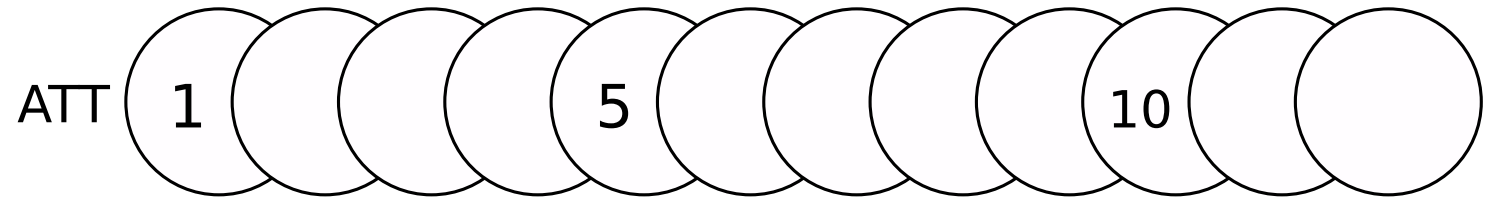
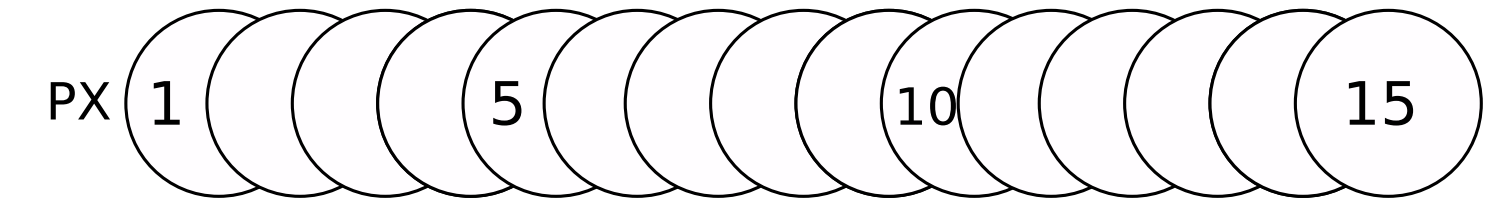


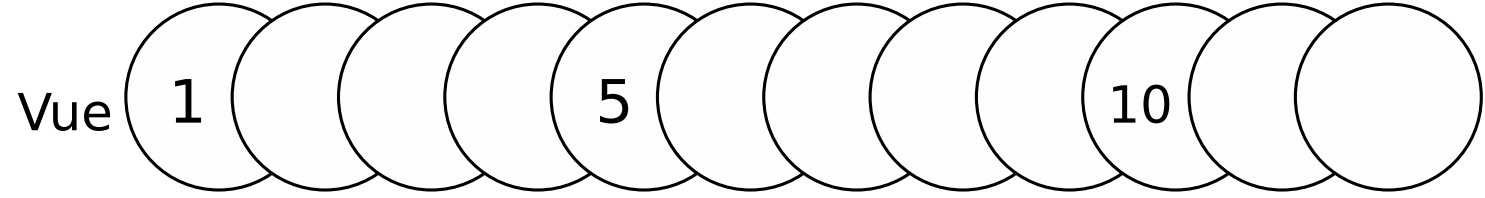
Durakuir

Mission



Événement

Armure



Potion

Arme

Régénération accrue			
Déplacement Eclair	5		
Course	5		
Insulte	5		
Attaque précise	6	9	12
Coup de butoir	6	9	12
Charger	6		

Rafale psychique	
Flash aveuglant	
Vue troublée	
Armure éthérée	
Télékinésie	
Invisibilité	
Téléportation	

Tableau de chasse