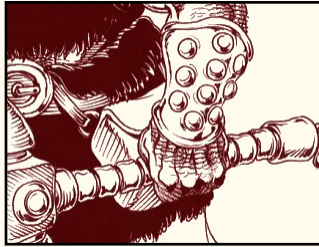


### ***Potion of Resilience***



This potion may be taken at any time.  
You may then roll two extra combat dice in defense when you next defend.  
The card is then discarded.

### ***Bracers of Stoicism***



The ancient dwarven Bracers of Stoicism allows you to re-roll one combat die when defending.  
May only be used by Trollslayer.

### ***Trolltooth Necklace***



The teeth in this necklace retain some of the regenerative power of their previous owner. The Trollslayer may regain one lost Body Point per turn for four consecutive turns once per quest.  
May only be used by Trollslayer.

### ***Rune of Defiance***



This rune gives you one extra combat die in defense.

Cost 100 gold coins.

May only be used by Trollslayer.

RUNE

### ***Rune of Rage***



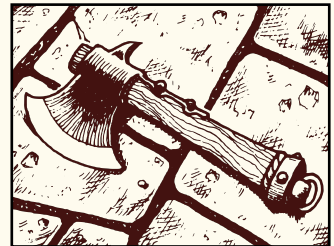
This rune gives you one extra combat die in attack.

Cost 250 gold coins.

May only be used by Trollslayer.

RUNE

### ***Hand Axe***



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

### ***Rune of Defiance***



This rune gives you one extra combat die in defense.

Cost 100 gold coins.

May only be used by Trollslayer.

RUNE

### ***Rune of Rage***



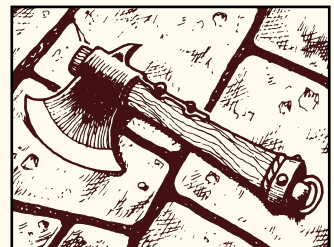
This rune gives you one extra combat die in attack.

Cost 250 gold coins.

May only be used by Trollslayer.

RUNE

### ***Hand Axe***



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON