

THE SWORD OF THE BASTARD ELF

ITEM CARD "DECK" BOOK

A companion to the epic Two-Fisted Fantasy by S. Skull
Compiled by S. Iacob



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Greetings and welcome to another Two-Fisted publication.

As a cynical cash-grab, The Sword of the Bastard Elf was hammered out as quickly and formulaically as possible so as to latch on to the massive popularity and surging sales of Fighting Fantasy and Lone Wolf and the like in the early-mid 80s. Two things prevented it being as wretched as the author, Skull intended: firstly, the author was quite mad and what his weird brain considered “formulaic” was pretty out there, and secondly the item cards. While Skull intended these as a way of bilking confused parents out of more money, they were actually a handy way of managing the ludicrously large pile of stuff the Elf has to haul through his adventure, and they later turned out to become quite the collector’s item when gamebooks started making a comeback some twenty years or so after the last one got put down in favour of a computer game.

Since, thanks to a complicated royalties arrangement with the distributor, Skull doesn’t stand to make a lot of money from card sales with the re-release of Sword of the Bastard Elf, he’s grudgingly allowed me to make this affordable collection available. Each of the cards of Sword of the Bastard Elf has been collected here in alphabetical order for your viewing pleasure, and can even be printed and cut out if you want a card deck of your very own.

S. Iacob

Next to each card you’ll see some annotations: the top one is in kayfabe (in-universe stuff), and the bottom is more real-world commentary. If this is your first jaunt into the world of the Elf I recommend ignoring the annotations for the time being as there might be some spoilers. Also don’t look at the front of the cards until you’ve picked them up in game. Maybe it’s better just to close this file for now. I don’t know.

S. Iacob

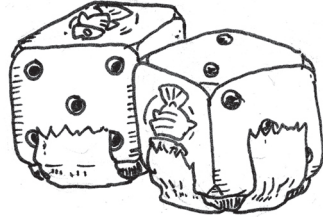
+1 Ring of the Silvermanes



If you lose this ring or discard it then turn to 297.

Junk

+3 Loaded Dice of "The Mark"



Discard to re-roll any or all of your dice in a single roll, but only if they rolled 4 or higher. Second roll stands.

Junk

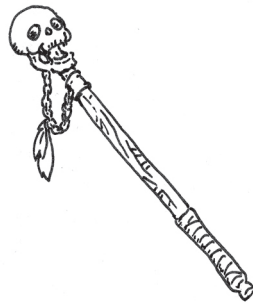
10-Foot Dungeoneering Pole



Add 30 to the number of the paragraph you're on, then turn to that paragraph. If the entry you're reading makes sense then keep reading.

Junk

Aggie's Staff

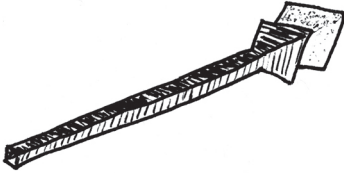


All enemies have -1 DIFFICULTY for the first round of combat.

Equipment



Air Scepter



Junk



Ant Rid



Junk



The Axe of the Bastard Elf

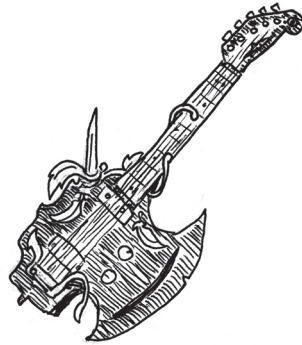


Musical instrument.
+5 ÉLAN in musical HASSLES,
+1 ÉLAN in all other HASSLES,
+10 MAX EFFORT.

Equipment



The Axe of the Bastard Elf



Musical instrument.
+5 ÉLAN in musical HASSLES,
+1 ÉLAN in all other HASSLES,
+10 MAX EFFORT.

Equipment



**Azari PCS with
4000-in-1 games cartridge**



Junk

Baby Rukh



Junk

Bag of Child Bones



Junk

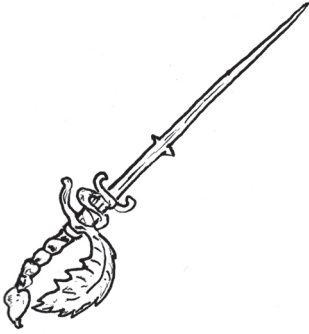
Barrel



If you take damage roll a die.
On a 6 the barrel absorbs all the
damage but disintegrates and
must be discarded.

Equipment

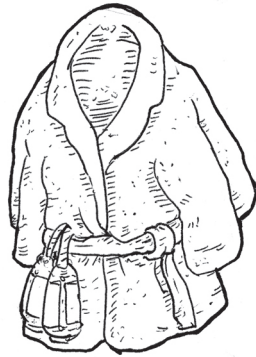
Bastard Sword of the Elf



+1 ÉLAN outside of combat only.
*Combine with Sword of the Elf Bastard or Calibur to form the Sword of the Bastard Elf.
Combine with Idle Hands or the Fender Lute to form the Axe of the Bastard Elf.*

Equipment

Bathrobe



Counts as a cloak. Protects you and all items from effects of corrosion.
-5 max EFFORT.

Equipment

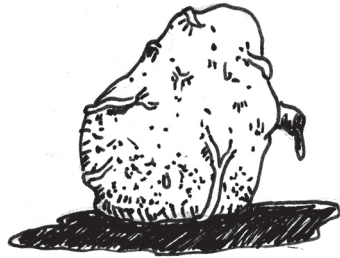
Better Bones & Graveyards



Can only be used in combat - turn to 1447 to leaf through it for a "hail mary".

Junk

Big Rock Goblin Mountain Oyster

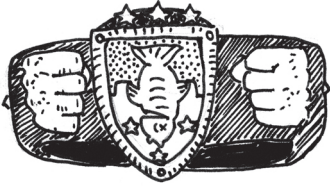


Discard to restore 10 EFFORT and counts as a night's sleep. If you see the words "got a lot of balls" in the text then you can add 23 to the paragraph number and turn to that paragraph.

Junk



Bilgeton Championship Belt

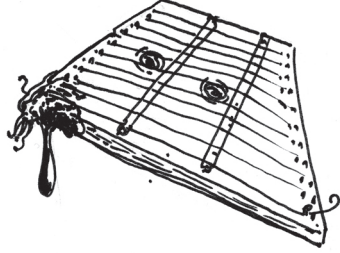


+5 max EFFORT.

Equipment



Bloody Dulcimer



Counts as a musical instrument.

Equipment



Blue Pot

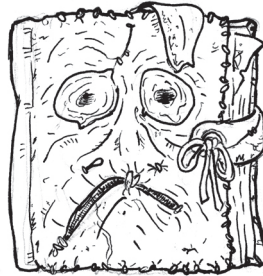


Discard to get drunk (-1 ÉLAN until the next time you rest).

Junk



Book of Unknowable Secrets



Every paragraph you turn to costs 1 EFFORT until you give in and turn to 573 to open the book.

Junk



Boots of Elfish Stomping



If you win a round of combat against an Elf then gain back half the EFFORT expended, rounding down to the nearest whole number.

Equipment

Bottle of Booze



Discard to get drunk (-1 ÉLAN until you next rest).

Junk

Bottle of Milk



Discard to restore 5 EFFORT and add the Milkman's Calling Card to your LOOT.

Junk

Bottomless Thermos of Scalding Soup

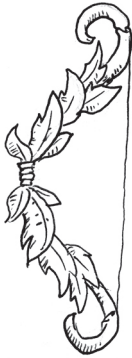


Once per day restore 5 EFFORT at the cost of 1 ÉLAN, or discard to throw at an enemy in combat or in a musical battle and remove all FISTS from that opponent for one round.

Junk



Bow of the Wood



+1 ÉLAN outside of combat.
-1 ÉLAN in combat but restore
1 EFFORT for each round of combat
you won where you spent any EFFORT.

Equipment



Brenda

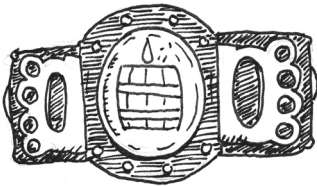


Discard an item or 5 Guilders to
gain 1 FIST for a round. Every time
you rest she will steal a JUNK
item from you assuming you have
any - remove one from your LOOT.

Junk



Brunnenfeld Championship Belt



+5 max EFFORT.

Equipment



Butthead

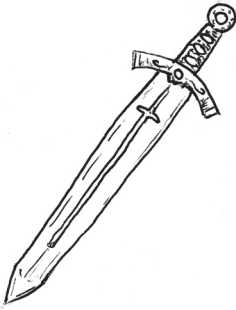


Can't be discarded. +1 FIST
but all HASSLES now count
as MULTIPLE HASSLES.

Junk



Calibur



+1 ÉLAN, +1 FIST.

Combine with the Bastard Sword of the Elf to form the Sword of the Bastard Elf.

Equipment

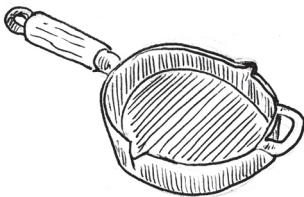
Cape Made of Elf Skins



HASSLES involving humans are -1 DIFFICULTY.

Equipment

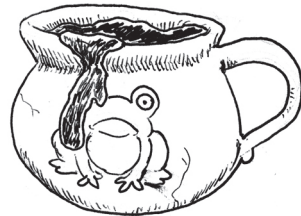
Cast Iron Skillet



Restore 5 extra EFFORT whenever you regain EFFORT from rest.
Combine with the Giant Bird Egg to make the Gigantic Fried Egg.

Equipment

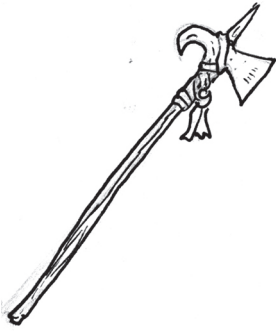
Chamber Pot



Counts as a helmet.
+1 ÉLAN in combat,
-1 FIST outside of combat.

Equipment

Cheap Halberd



In combat: -2 ÉLAN, +1 damage to TOUGHNESS. If you roll a 6 on your FIST dice it breaks at the end of the round and must be discarded.

Equipment

Clapped-Out Old Nag



Junk

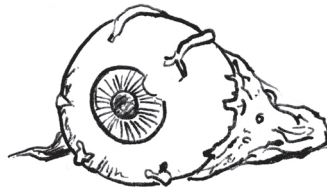
Class Ring



+1 to your FIST rolls if neither you nor your opponent are armed.

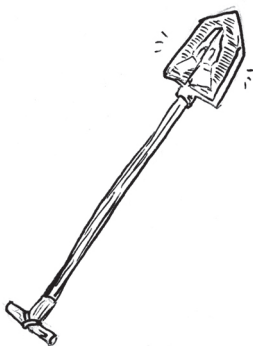
Equipment

Cockeye



Junk

Confessor's Shovel



+1 ÉLAN. Can't be voluntarily discarded, sold or given away. Should you lose it, turn to 207.

Equipment

Cornamuse



Musical instrument.
+1 ÉLAN in musical HASSLES.

Equipment

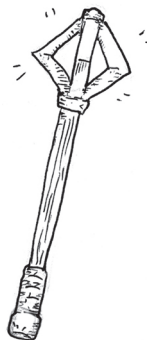
Creaking Maille



Every action which costs any EFFORT costs 2 more EFFORT. If you are injured from any source roll a die: on a 3 or higher the Maille protects you and you take no damage.

Equipment

Crowing Club

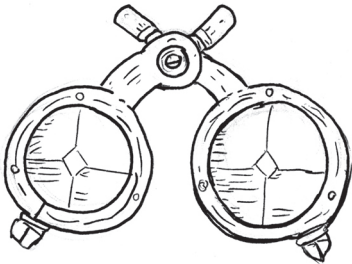


+2 ÉLAN first round of combat only. Undead HASSLES have -2 DIFFICULTY. Can't be discarded until the text says so.

Equipment



Crystal Spectacles



+1 ÉLAN. If you lose a round of combat and you have a 1 on any FIST dice, they are smashed, unless you're equipped with a ranged weapon.

Equipment



Cut Purse

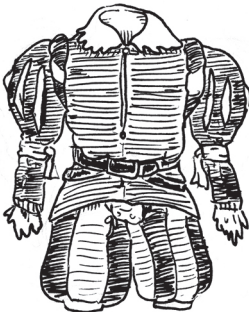


Discard to gain 5 Guilders.

Junk



Dapper Garb



+1 FIST. Can't be worn with any armour, helmet or shield.
Combine with Full Harness of Goblin, Shining Brass or Steel Plate to form Imposing Attire.

Equipment



Debaucherous Hat



+1 FIST in all conversational HASSLES.
Combine with the Magnificent Outfit to form the Resplendent Regalia.

Equipment





Dented Helm

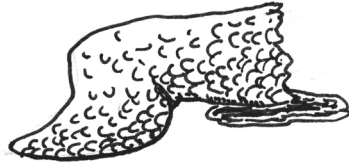


+1 ÉLAN in combat,
-1 ÉLAN out of combat.

Equipment



Detachable Tail



Discard to avoid the
CONSEQUENCE of losing a round
or fleeing combat entirely.

Junk



Oire Wolf



Use to force MULTIPLE HASSLES to
attack you one at a time: they are dealt
with as single HASSLES this turn. Then
roll a die. On a 1 or 2 the wolf gets
himself killed and must be discarded.

Junk



Oire Wolf Cloak

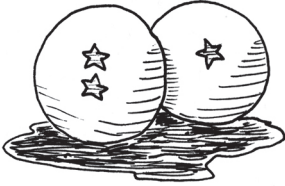


-1 ÉLAN,
+5 max EFFORT.

Equipment



Dragon Balls



Junk

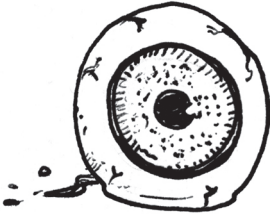
Qwarfen Troupe



Band member. +1 FIST in musical HASSLES. Keep this FIST die aside - if you roll 5 or 6 then roll it again and add the result to the first roll to find your FIST score.

Junk

Eagle Eye



Discard to gain +1 ÉLAN until next rest, or +2 ÉLAN when using a ranged weapon.

Junk

Eau de Bilge



Discard to deduct 2 from the DIFFICULTY of any HASSLE involving a human or humans.

Junk

Elf Bastard



Junk

Elfen Dagger



-1 ÉLAN in combat.
Re-roll a FIST dice once per
HASSLE.

Equipment

Elfen Ration



Discard to roll a die, adding 2 to the roll if this is the ration you started the game with. On a roll of 1-3 turn to 658. On 4-6 turn to 1092. On 7 or more turn to 1348.

Junk

Elfen Secret Herbs and Spices



Discard when eating a food item
to double its effects.

Junk



Elfish Cloak of Invisibility



+1 ÉLAN for any HASSLE involving hiding, running away or sneaking around.

Equipment



Elfish Prodigy



Band member.
+ 3 ÉLAN in musical HASSLES.

Junk



Enchanted Tools



Can stand in for any item when crafting clothing or hats.

Junk



Enough Rope

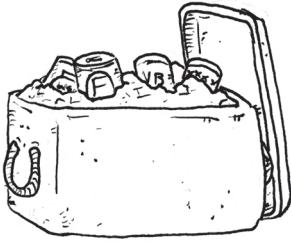


Junk





Esky Full of Cold Ones



All HASSLES are +1 DIFFICULTY while you're lugging it around.
Discard to get very drunk:
-2 ÉLAN until next rest but restore 10 EFFORT.

Junk



Excalibur

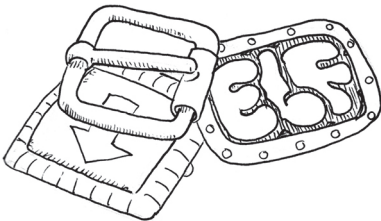


+1 ÉLAN.

Equipment



Extra Buckles



Discard to get 1 extra FIST for one round.

Junk



Fairy

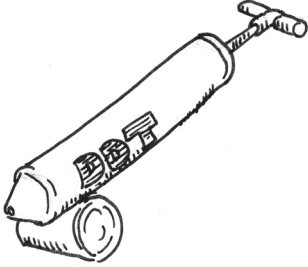


Can't be discarded. Disables all magic items you might have. No magical effects function - you can safely remove cursed items and not turn to the pages they indicate. You may no longer read spells off scrolls or invoke magical powers.

Junk



Fairy Repellent



Discard to reduce the DIFFICULTY of all enemies in a combat HASSLE by 1.

Junk

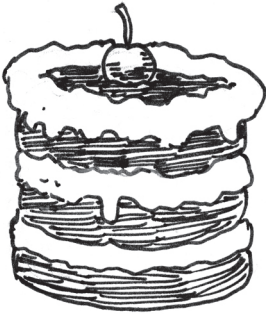
Familiar Cat



Discard during a Multiple HASSLE to not have to re-roll your FIST dice for one round.

Junk

Feewald Cake



Discard to restore 20 EFFORT, but you will deal with the next HASSLE at -1 ÉLAN.

Junk

Feewald Championship Belt



+5 max EFFORT.

Equipment

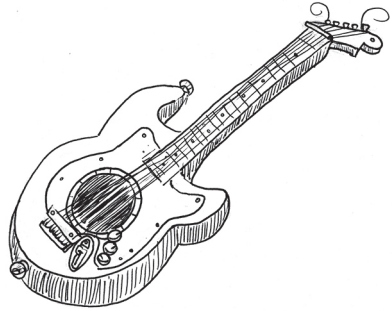
Feewald Map



Turn to the Feewald Map on page 68 of the book to examine the map.

Junk

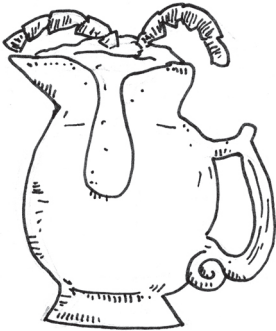
Fender Lute



+3 ÉLAN in musical HASSLES, +1 ÉLAN in other non-combat HASSLES. Combine with the Sword of the Elf Bastard to form the Axe of the Bastard Elf.

Equipment

Flagon of Ant Goo



Junk

Fly Hat



+1 ÉLAN in conversational HASSLES. Combine with Great Feather to make the Foppish Hat.

Equipment

Foppish Hat

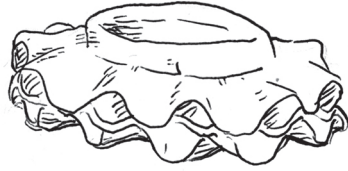


+1 ÉLAN.

Combine with Gold Crown or Massive Helmet to form Debaucherous Hat. Combine with Imposing Attire to make the Magnificent Outfit.

Equipment

Frill Neck



Can't be worn with a helmet. Covers up Skull Mark on chin. Combine with Padded Vest to form Dapper Garb.

Equipment

Full Harness of Goblin Plate



Combine with Dapper Garb to form Imposing Attire.

Junk

Full Harness of Shining Brass Plate



Combine with Dapper Garb to form Imposing Attire.

Junk



Full Harness of Steel Plate

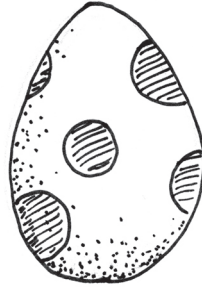


*Combine with Dapper Garb to form
Imposing Attire.*

Junk



Giant Bird Egg

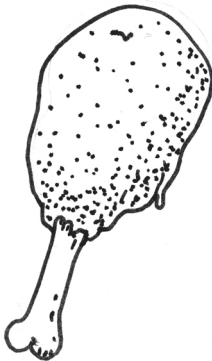


Discard to restore 5 EFFORT.
*Combine with Cast Iron Skillet to
make the Gigantic Fried Egg.*

Junk



Giant Drumstick



Discard to restore 10 EFFORT.

Junk



Gigantic Fried Egg



Discard to gain 5 max EFFORT
and restore 20 EFFORT.

Junk





Glorious Vessel



Junk



Glowing Jar



Discard to retrieve the Pickle.

Junk



Gnome Hat



Each time you win a round of a HASSLE where you spent at least some EFFORT, regain 1 EFFORT.

Equipment



Gobholme Championship Belt



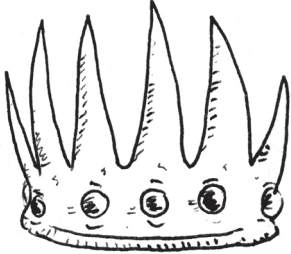
+5 max EFFORT.

Equipment





Gold Crown

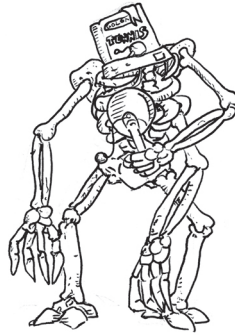


+2 ÉLAN in conversational HAS-
SLES. Discard to gain 10 Guilders.
*Can be combined with the Foppish
Hat to form the Debaucherous Hat.*

Equipment



Golem Entertainment System



Discard to restore all EFFORT used
in an entire HASSLE. If reduced to
0 EFFORT during the HASSLE you
will still die as normal.

Junk



GRANDMA

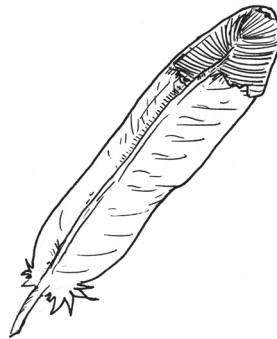


-1 FIST. Getting rid of GRANDMA
will take a night of terrifying in-
trospection - you will not rest that
night or regain any EFFORT but
you may discard GRANDMA.

Junk



Great Feather



*Combine with Fly Hat to create
Foppish Hat.*

Junk





Healthy Poultice

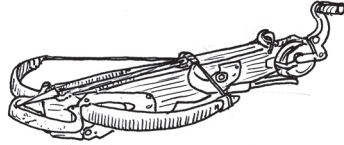


Discard to regain 1 point of ÉLAN lost to an injury.

Junk



Heavy Crossbow

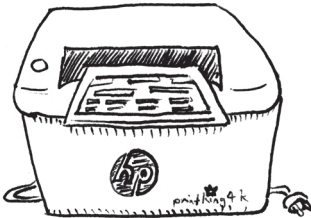


Does not count as a ranged weapon. In combat: +1 ÉLAN first round, -1 to FIST rolls second round onwards.

Equipment



Heavy Packs



-2 ÉLAN while this item is on your Adventure Scroll.

Junk



Heirloom Sword



+1 ÉLAN.

Equipment





Heroic Cloak of the Half Elf

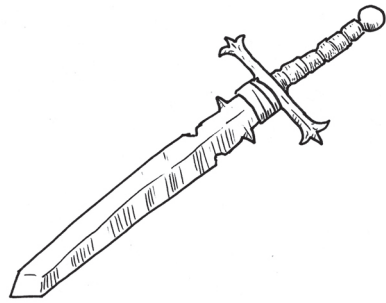


No **EFFORT** is expended in **HASSLES** if the enemy is described as scared, terrified, fleeing, etc.

Equipment



Heroic Sword

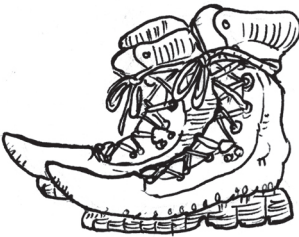


-2 **ÉLAN** but you no longer re-roll dice in **MULTIPLE HASSLES**.
Enemies attack one at a time.

Equipment



Hiking Boots



HASSLES related to climbing, balancing, swimming and getting onto horseback are -1 **DIFFICULTY**.

Equipment



Humanhide Whip



First round of combat only:
- 2 **DIFFICULTY**.
-1 **FIST** for rest of combat.

Equipment





Idle Hands

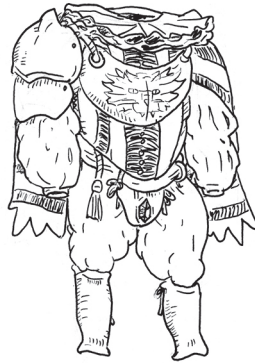


Instrument. +3 ÉLAN in musical HASSLES, +1 ÉLAN in combat HASSLES. Once you've won this you can always take it as one of your starting items. Combine with *Sword of the Elf Bastard* to form *The Axe of the Bastard Elf*.

Equipment



Imposing Attire

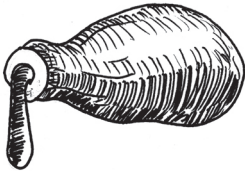


+1 ÉLAN, +1 FIST. Combine with the *Mighty Codpiece* or the *Foppish Hat* to create the *Magnificent Outfit*.

Equipment



Ink Pouch



If you tie a combat HASSLE round you can discard this to make it a win. Regain half the EFFORT you spent in the round back, rounding down to a whole number.

Junk



Interesting Herbs



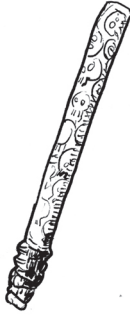
Discard to turn to 420.

Junk





Ivory Wand



Lose 10 max EFFORT to deduct 1 FIST from an opponent during a HASSLE. Do not discard the wand. Both changes are permanent.

Junk



Joe Louis

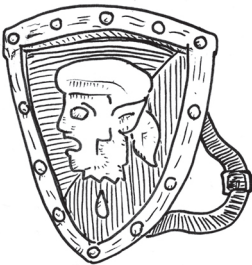


+1 FIST,
-5 EFFORT restored when resting.

Junk



Knightly Shield



Can equip in arms or on back. Any action that costs EFFORT costs 1 extra EFFORT.

If equipped in arms: can't also equip a weapon. Whenever you're hurt roll a die. On 4+ disregard the injury. If on back: can wield a weapon. The 4+ rule only applies for injuries incurred fleeing from combat.

Equipment



Knuckledusters



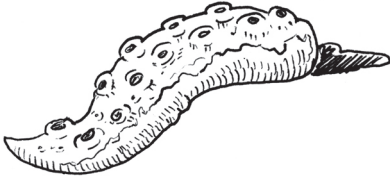
-1 DIFFICULTY if opponent is unarmed.

Equipment





Large Calamari

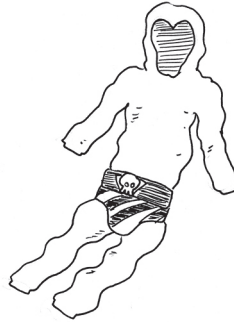


Discard to restore 10 EFFORT.

Junk



Lavender Bleggings



-1 ÉLAN. If you're fighting an opponent with a skull mark next to the HASSLE, it gets -1 FISTS or -2 DIFFICULTY if it has no FISTS. Can't be worn with any other clothes or armour.

Equipment



Leg of Moth

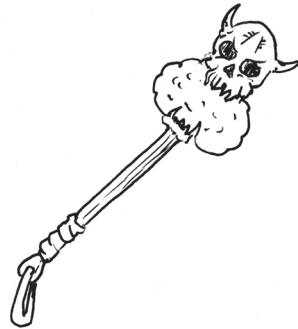


Discard to restore 5 EFFORT.

Junk



Lich's Loofah



Discard to prevent another item from being corroded or to prevent a single injury from corrosion.

Junk



Lorewardening Key



When the book tells you to pick a number of items from a list, you can pick one extra item (except for the choice on paragraph 1)

Equipment

Magical Pick



-1 ÉLAN. Re-roll any FIST rolls of 1 in combat. Second roll stands even if it's another 1.

Equipment

Magnificent Outfit



+2 ÉLAN, +1 FISTS, +10 max EFFORT.
Combine with the Ultimate Codpiece or the Debaucherous Hat to form the Resplendent Regalia.

Equipment

Manly Hairs

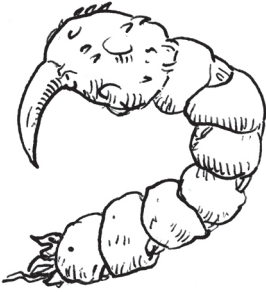


Can't be discarded.

Junk



Manticore Tail



-3 ÉLAN in combat, -1 ÉLAN out of combat. Instantly defeat any opponent if you win a combat round. If you roll 2 ones on your FIST dice with this equipped you die instantly.

Equipment



Marked Cards



You can freely investigate the item cards whenever you want, even while deciding on which items you want to pick up.

Junk



Massive Helmet



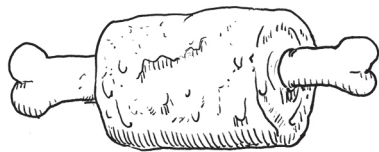
+1 ÉLAN in combat,
-1 ÉLAN out of combat.

Can be combined with the Foppish Hat to make the Debaucherous Hat.

Equipment



Meat



Discard to restore 10 EFFORT.

Junk



★

Medical Diploma



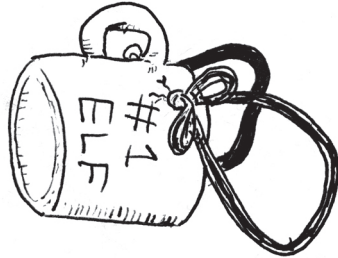
Each time you rest you can restore 5 less EFFORT and instead restore 1 ÉLAN or 1 FIST lost to an injury.

★

Junk

★

Mediocre Codpiece



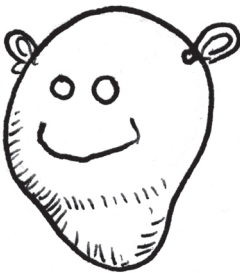
Combine with Padre's Cassock or Soiled Gambeson to form Dapper Garb.

★

Junk

★

Mediocre Codpiece



Combine with Padre's Cassock or Soiled Gambeson to form Dapper Garb.

★

Junk

★

Mighty Codpiece



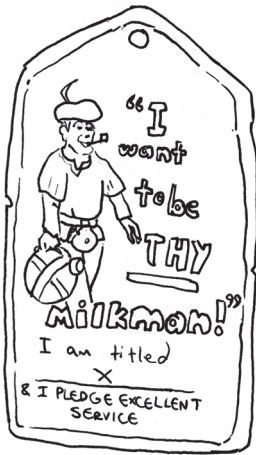
Combine with Imposing Attire to form the Magnificent Outfit.

★

Junk



Milkman's Calling Card



Junk



Mink Stole



+1 to conversational HASSLES involving humans in Bilgeton.

Equipment



Moth Eggs



Can't be discarded, sold or otherwise gotten rid of.

Junk



Natty Calf Boots



Each time you win a round of a HASSLE where you spent at least some EFFORT, regain 1 EFFORT.

Equipment





Necklace of Elf Ears



Combine with the
Pixie Skin Cloak to create the
Heroic Cloak of the Half Elf.

Junk

The Necromancer's Undies



Junk



Nilde Aldrechttochter



-1 max and current ÉLAN,
+10 max and current EFFORT.

Wife

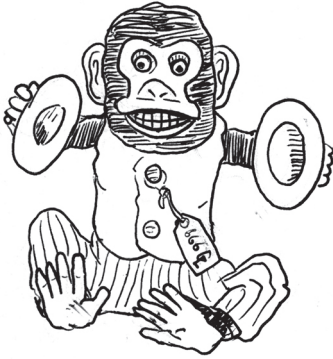
Noble Steed



Junk

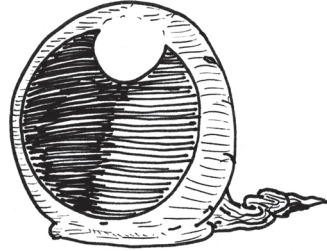


Obscene Monkey



Junk

Owl Eye



Discard to check a paragraph before you turn to it (without being considered a cheat).

Junk

Owlet



Junk

Padded Vest



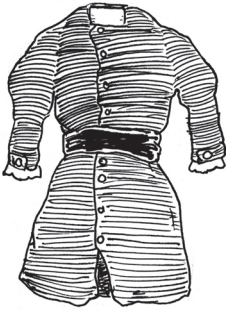
Everything that costs 5 or more EFFORT costs one extra EFFORT. If you're hurt from any source roll a die - on a roll of 6 you may ignore the damage entirely.

Combine with Frill Neck to form Dapper Garb.

Equipment



Padre's Cassock



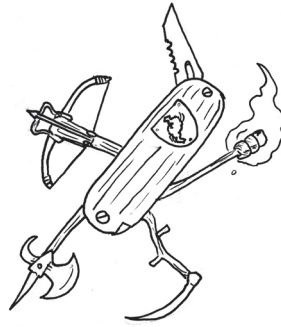
HASSLES involving skeletons, magic users and priests have -1 DIFFICULTY.

Combine with Mediocre Codpiece to form Dapper Garb.

Equipment



Palavan Army Knife



Discard to have it count as any item called for in the text aside from a person, outfit, animal, residency scroll or calling card.

Junk



Pauper's Skull

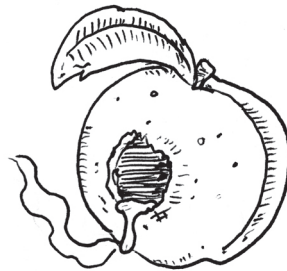


Discard to gain +1 ÉLAN for the duration of one HASSLE involving humans

Junk



Peach

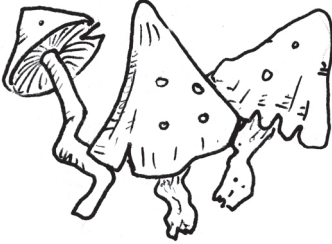


Discard to restore 5 EFFORT. Cross out a Word of Power or an item written in ink on your Adventure Scroll.

Junk



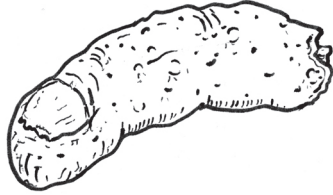
Peculiar Mushrooms



Negates the negative status effects of being drunk, and adds an extra point of ÉLAN until next morning. You still count as drunk.

Junk

Pickle



Discard to consume: turn to 1673.

Junk

Pixie Hide Cloak



+1 ÉLAN while under the effects of potions.

Combine with Necklace of Elf Ears to create the Heroic Cloak of the Half Elf.

Equipment

Pixie Bits



Combine with Sugar Sack to create Ant Rid.

Junk



Pot of Grubs



Discard to restore 5 EFFORT.

Junk



Potion



Discard and suffer -1 ÉLAN for rest of day to roll on the Potion effects table on page 11.

Combine with Sugar Sack to make Ant Rid.

Junk



Potion



Discard and suffer -1 ÉLAN for rest of day to roll on the Potion effects table on page 11.

Combine with Sugar Sack to make Ant Rid.

Junk



Pouch Full of Shrapnel

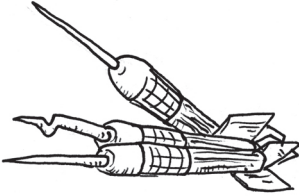


Junk





Pub Qarts

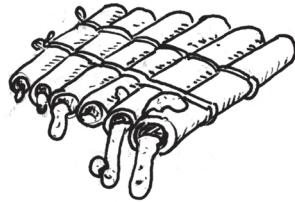


Discard in combat to reduce one opponent's DIFFICULTY by 1.

Junk



Pukey Pan Flute

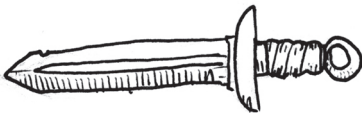


Musical instrument.
-1 ÉLAN.

Equipment



Regular Shortsword

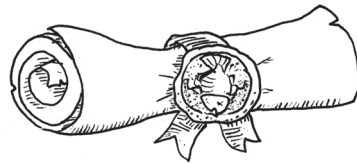


+1 ÉLAN in combat only.

Equipment



Residency Scroll



Record in ink on your Adventure Scroll : once obtained, you will start each adventure with the Residency Scroll.

Junk





Resplendent Regalia



+2 FISTS, +2 to all FIST rolls,
+20 max EFFORT.

Equipment



Roast Leg of Person



Discard to restore 10 EFFORT.
Suffer -1 ÉLAN when talking to
humans, elves, dwarfs and goblins
from now on.

Junk



Robe and Wizard Hat



When equipped, discard at any
time to gain +1 FIST for the
duration of any HASSLE involving
other sentient beings.

Equipment



Rubber Club



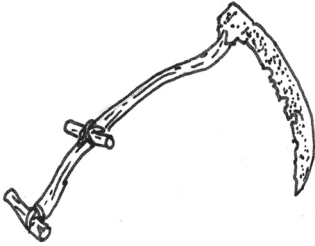
Combat HASSLES have
-2 DIFFICULTY in first round only.

Equipment





Rusty Scythe of Scything



If you inflict TOUGHNESS damage on an enemy then deduct one point of TOUGHNESS from another enemy in the fight with equal or less DIFFICULTY.

Equipment



Screaming Skull on Spider Legs



Turn to 1377 for the details when you pick up this item.

Junk



Scroll of Qispel



Junk



Scroll of Witherdick



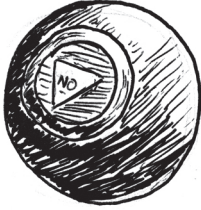
Discard during a combat HASSLE to reduce an enemy's FISTS by 1.

Junk





Scrying Orb



Has three charges. Use a charge to read a paragraph before you turn to it - you may choose to turn back to the paragraph from which you came if you like. Discard when it's out of charges.

Junk

Shinsplints

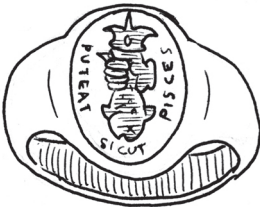


Can't be voluntarily discarded. Costs 1 Guilder each time you turn to a new paragraph. Will depart as soon as you run out of Guilders. All HASSLES are -1 DIFFICULTY. Counts as a band member - re-roll all 1s and 2s on your FIST dice in musical HASSLES: second roll stands.

Junk



Signet Ring



Junk

Skelehand



+1 ÉLAN, -10 max EFFORT. Costs 5 EFFORT to unequip: discard if you do this.

Equipment





Skeleton Friend



If you roll a 6 on any of your FIST dice, roll that dice again and add 6 to the result.

Junk



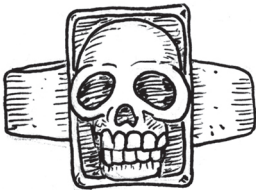
Skellybones



Junk



Skull Ring



If you defeat an enemy in a combat HASSLE draw a skull mark next to the HASSLE in ink.

Equipment



Snail Slime



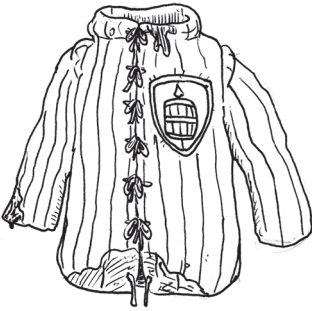
Discard to reduce a combat HASSLE's DIFFICULTY by 2, or to destroy any item you're carrying or have equipped instantly and without consequences, even on a page with a check to see what items you have on you.

Junk





Soiled Gambeson

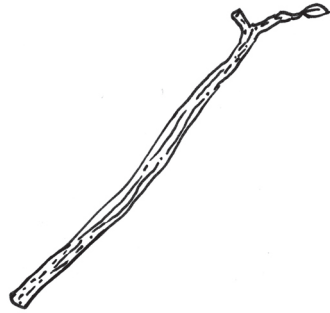


Every time you lose at least 1 EFFORT, lose 1 additional EFFORT. If you become injured, roll a die: on a 5 or 6 ignore the injury. *Combine with Mediocre Codpiece to make the Dapper Garb.*

Equipment



Staff of Elfen Magick +3

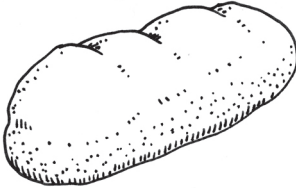


-1 ÉLAN.

Equipment



Stale Loaf



Discard to roll a die and regain that amount of EFFORT.

Junk



Star Bastards



Your very own copy of Star Bastards from the acclaimed gamebook author, Herman S. Skull! And at a price you can afford - show the cashier at your local Two-Fisted Fantasy stockist your Adventure Scroll with this item to get 50% off the cover price of Star Bastards!

Valid until December 1985. Participating stores in the Outer Hebrides (excluding Lewis and Harris, Uist and Benbecula) only

Wow!





Sturdy Pick



-1 ÉLAN. Re-roll any FIST rolls of 1 in combat. Second roll stands even if it's another 1.

Equipment



Sugar Sack



Discard to restore 5 EFFORT.
Combine with a Potion, Pixie Parts or Trollbräu to create Ant Rid.

Junk



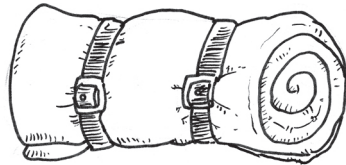
Suspicious Canteen



Junk



Swag



Discard to double the EFFORT restored during a rest.

Junk



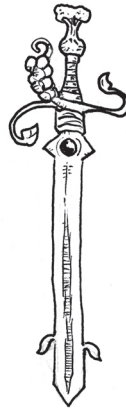
Sweet Belt



+1 FISTS, but keep the extra die aside. If this die ever comes up as a 1 the belt slips off and leaves you for a better owner.

Equipment

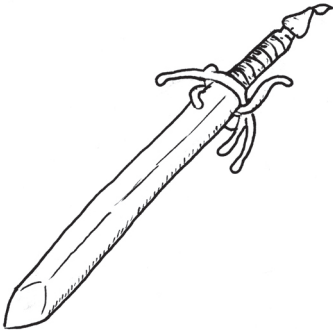
Sword of the Bastard Elf



+1 ÉLAN, +1 FISTS,
+10 max EFFORT

Equipment

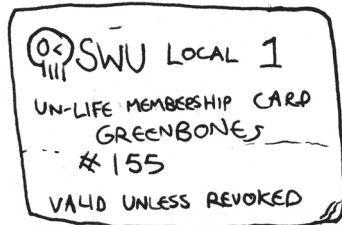
Sword of the Elf Bastard



+1 ÉLAN out of battle,
-2 ÉLAN in battle, does 2 damage
to TOUGHNESS on winning a
round in combat only.

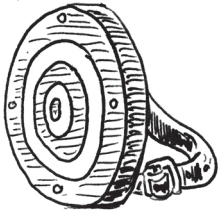
Equipment

SWU Card



Junk

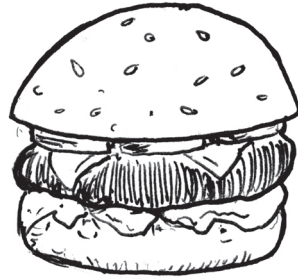
Target Targe



Can equip in arms or on back. Any action that costs 5 or more EFFORT costs 1 additional EFFORT. If equipped in arms: can't also equip a weapon. Whenever you're hurt roll a die. On 5+ disregard the injury. If on back: can wield a weapon. The 5+ rule only applies for injuries incurred while fleeing from combat.

Equipment

Tasty Burg



Discard to restore 10 EFFORT and remove the negative ÉLAN effects of drunkenness.

Junk

Toby the Baby



Junk

Trollbräu



Discard to get blind drunk: -2 ÉLAN until you next rest.
Can combine with Sugar Sack to make Ant Rid.

Junk



Twin Swords of Corruption



-1 ÉLAN for all HASSLES, does 2 TOUGHNESS damage to combat HASSLES.
Costs 5 EFFORT to unequip.

Equipment



The Ultimate Codpiece

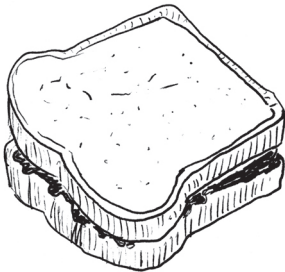


Combine with Magnificent Outfit to form Resplendent Regalia.

Equipment



Uegemite Sandwich



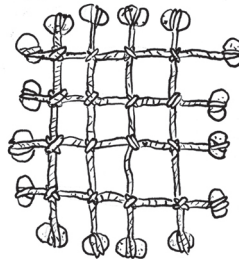
Discard to roll a dice. If odd, lose that amount of EFFORT. If even, gain that amount.

If you're Australian forget that and just restore 10 EFFORT.

Junk



Weighted Net

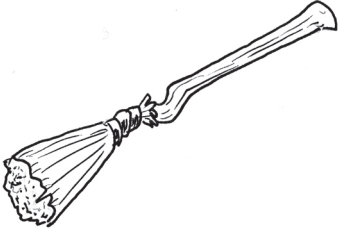


Discard in combat to give one enemy -2 DIFFICULTY for the duration of the HASSLE.

Junk



Witch's Broom



-1 ÉLAN.

Equipment

Worthless Steak Knife



Re-roll a FIST die once per HASSLE. If the result of that roll is 1 or 2, the knife breaks and must be discarded.

Equipment



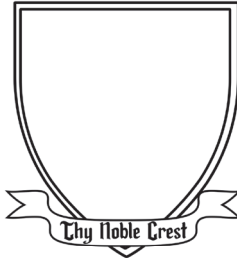
Adventure Scroll

STATS

ÉLAN
MAX
CURRENT

EFFORT
MAX
CURRENT

FISTS



LOOT

JUNK
(non-equipped items)

EQUIPMENT
(worn or wielded)

CASH

NOTES

TRIFLES

WORDS OF POWER

MISC
GUARDS
WAGONS
PROBLEMS

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An exciting deep space chase story where you play as both sides of the law. Can Detective Leo Canid catch the 10-Foot Space Exploration Pole before he slips through the steel jaws of justice, or will the unreasonably long Pole turn out to be even longer than the long arm of galactic law? You decide!

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Kicked out of home at the cruelly young age of 60, the Bastard Elf must find a place to crash! Will you track down your long lost human father, die in the nearest ditch, or carve your destiny across the face of the world with the mighty Sword of the Bastard Elf? It's up to you!

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