

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

PS: The softcover version you can have printed off from DriveThru has about 15,000 words of additional information about the card items, with lots of little notes and insights into the world of the Bastard Elf and the process of making the book. Check it out if you’re interested in that kind of thing.

S. Iacob

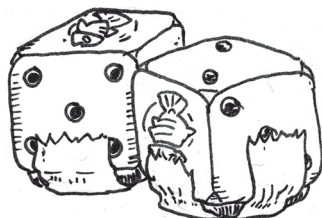
+1 Ring of the Silvermanes



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

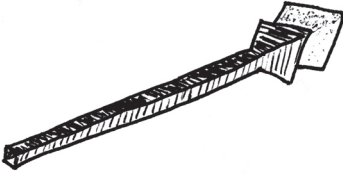
Aggie's Staff



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

Equipment

Air Scepter



Junk

Ant Rid



Junk

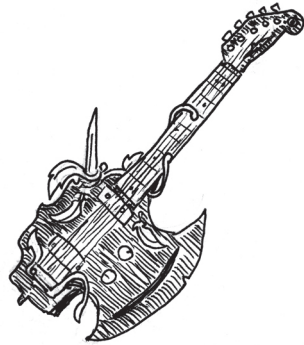
The Axe of the Bastard Elf



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**



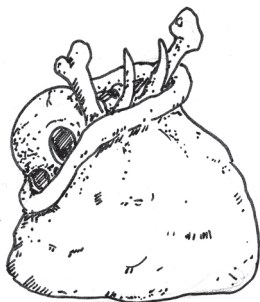
Junk

Baby Rukh



Junk

Bag of Child Bones



Junk

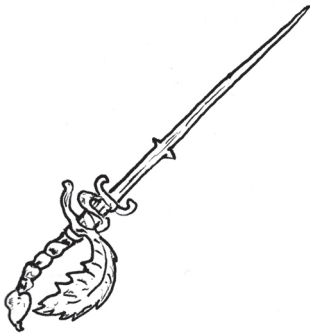
Barrel



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

Equipment

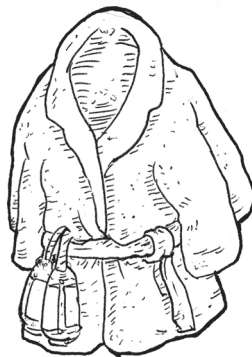
Bastard Sword of the Elf



+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

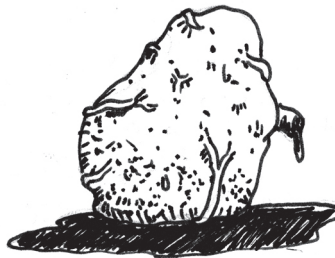
Better Bones & Graveyards



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

Junk

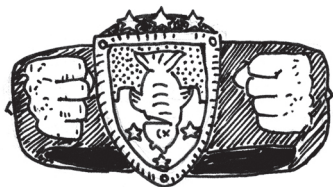
Big Rock Goblin Mountain Oyster



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

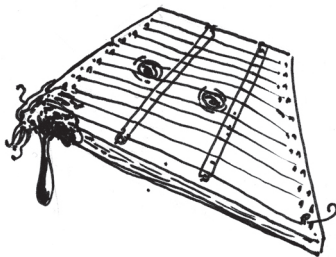
Bilgeton Championship Belt



+5 max EFFORT.

Equipment

Bloody Dulcimer



Counts as a musical instrument.

Equipment

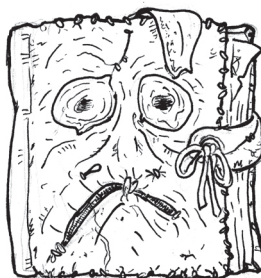
Blue Pot



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

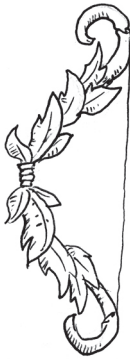
Bottomless Thermos of Scalding Soup



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

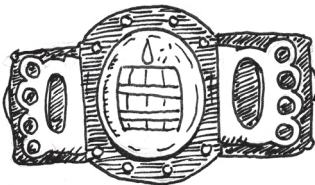
Brenda



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

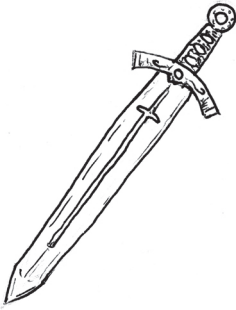
Butthead



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

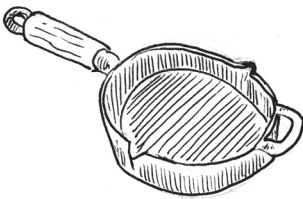
Cape Made of Elf Skins



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

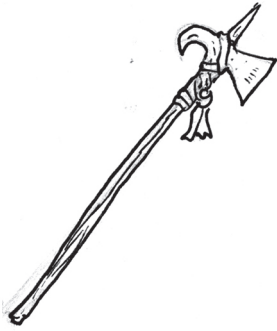
Chamber Pot



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

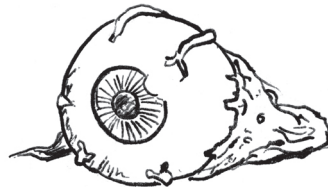
Class Ring



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

Equipment

Cockeye



Junk

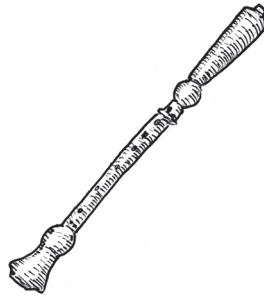
Confessor's Shovel



+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

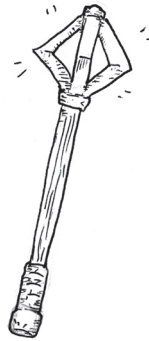
Creaking Maille



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

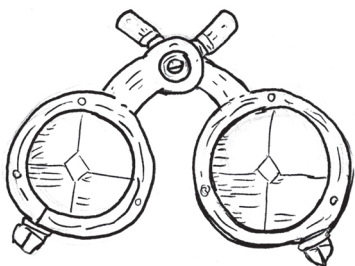
Crowing Club



+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

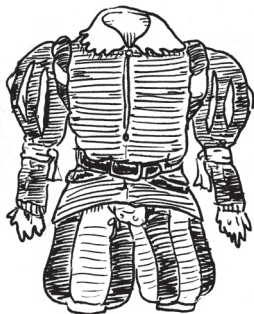
Cut Purse



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

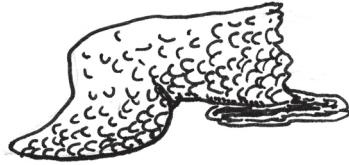
Dented Helm



+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

Dire 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

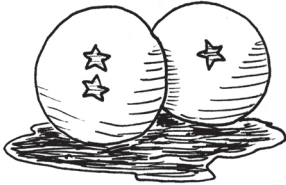
Dire Wolf Cloak



-1 ÉLAN,
+5 max EFFORT.

Equipment

Dragon Balls



Junk

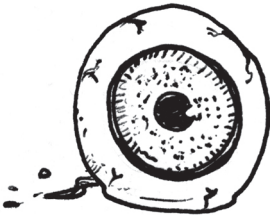
Qwarfen Troupe



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.

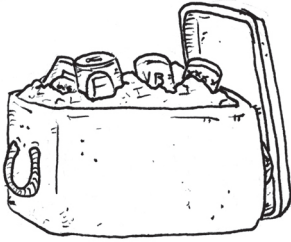
Junk

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

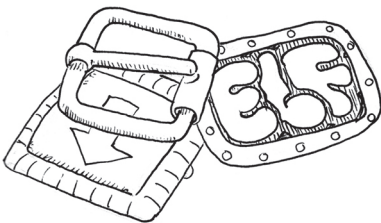
Excalibur



+1 ÉLAN.

Equipment

Extra Buckles



Discard to get 1 extra FIST
for one round.

Junk

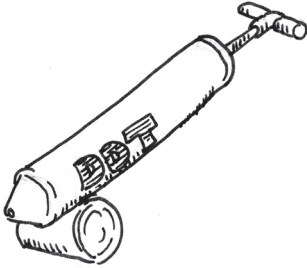
Fairy



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

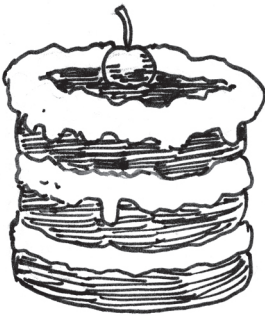
Familiar Cat



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

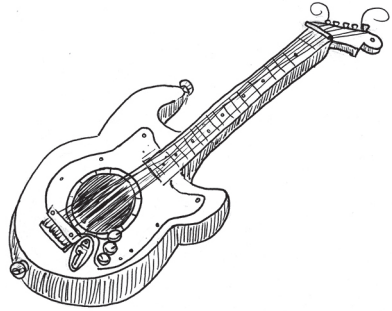
Feewald Map



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

Junk

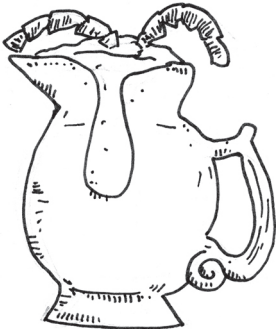
Fender Lute



+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

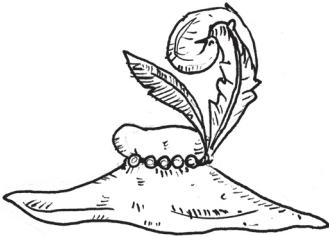
Fly Hat



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

Equipment

Foppish Hat

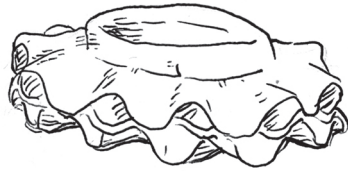


+1 ÉLAN.

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

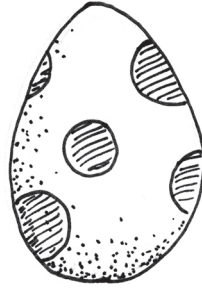
Full Harness of Steel Plate



*Combine with Dapper Garb to form
Imposing Attire.*

Junk

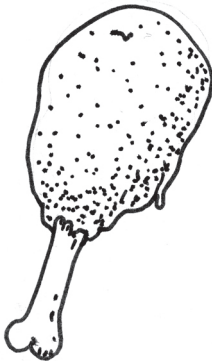
Giant Bird Egg



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

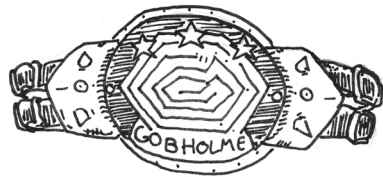
Gnome Hat



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

Equipment

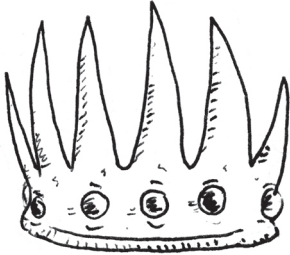
Gobholme Championship Belt



+5 max EFFORT.

Equipment

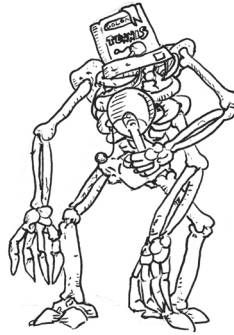
Gold Crown



+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

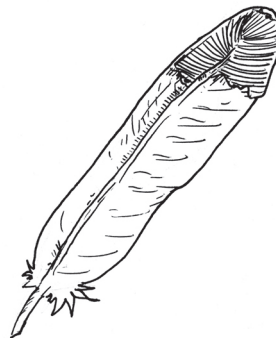
GRANDMA



-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

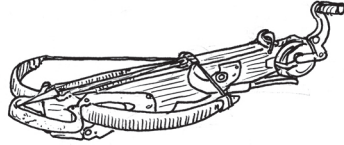
Healthy Poultice



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

Junk

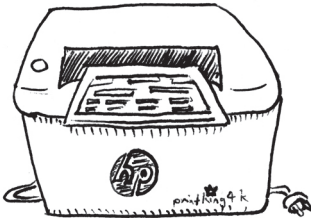
Heavy Crossbow



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

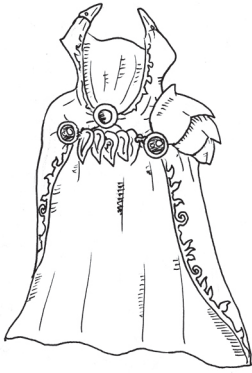
Heirloom Sword



+1 ÉLAN.

Equipment

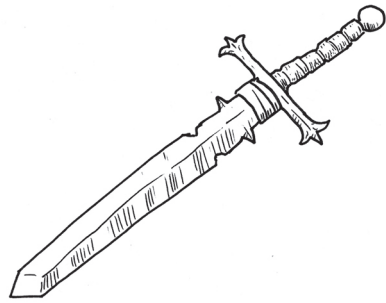
Heroic Cloak of the Half Elf



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

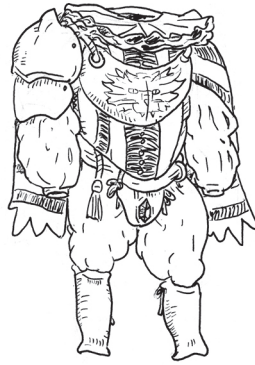
Idle Hands



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

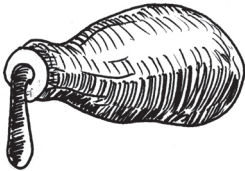
Imposing Attire



+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

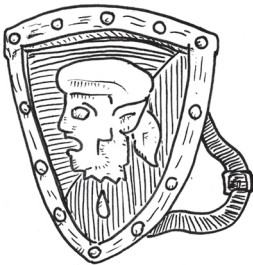
Joe Louis



+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

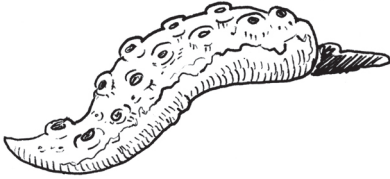
Knuckledusters



-1 DIFFICULTY if opponent is unarmed.

Equipment

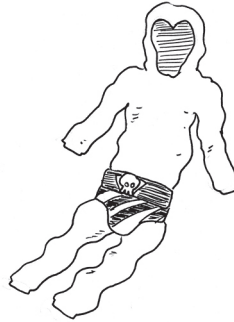
Large Calamari



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

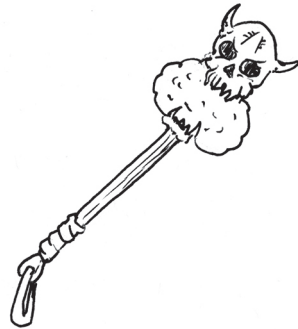
Leg of Moth



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

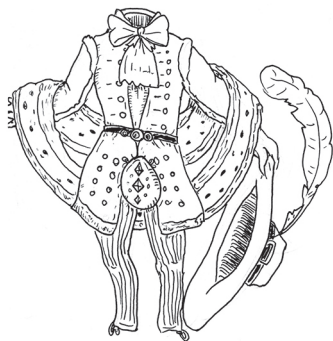
Magical Pick



-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

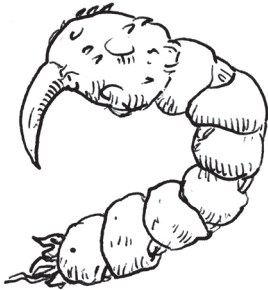
Manly Hairs



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

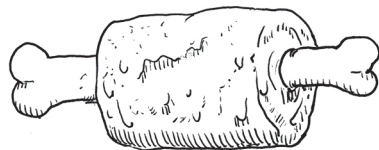


+1 ÉLAN in combat,
-1 ÉLAN out of combat.

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

Equipment

Meat



Discard to restore 10 EFFORT.

Junk

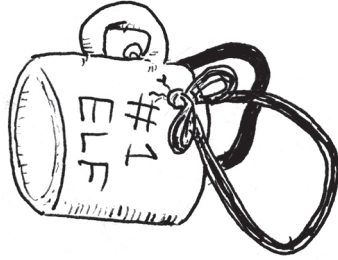
Medical Diploma



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

Junk

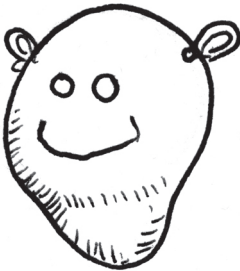
Mediocre Codpiece



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

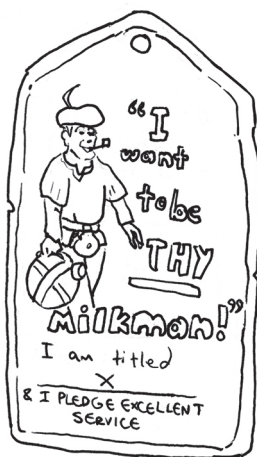
Mighty Codpiece



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.

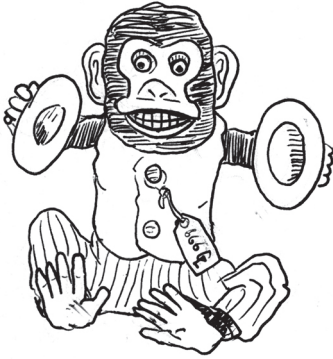
Wife

Noble Steed



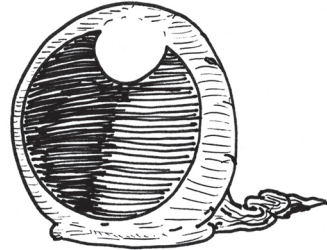
Junk

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

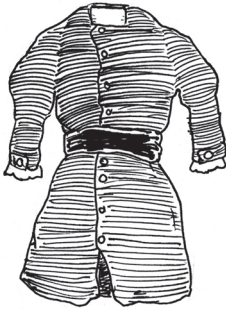


Everything that costs 5 or more EFFORT costs one extra EFFORT. If you're hurt from any source roll a die - on a roll of 6 you may ignore the damage entirely.

*Combine with Frill Neck to form
Dapper Garb.*

Equipment

Padre's Cassock

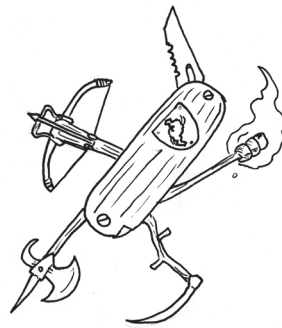


HASSLES involving skeletons,
magic users and priests have
-1 DIFFICULTY.

*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

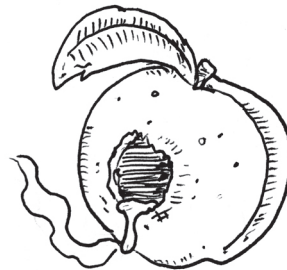
Pauper's Skull



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

Junk

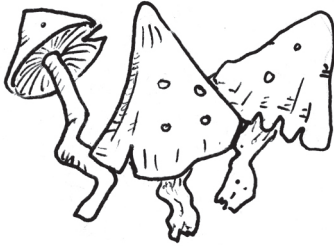
Peach



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

Junk

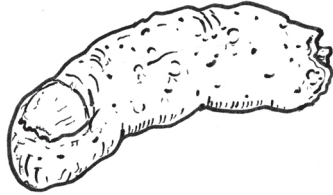
Peculiar Mushrooms



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.

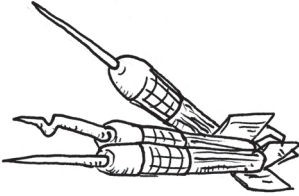
Junk

Pouch Full of Shrapnel



Junk

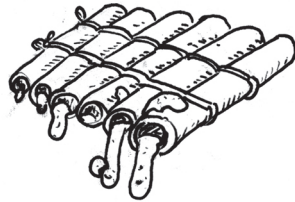
Pub Qarts



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

Junk

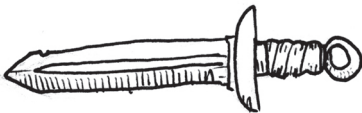
Pukey Pan Flute



Musical instrument.
-1 ÉLAN.

Equipment

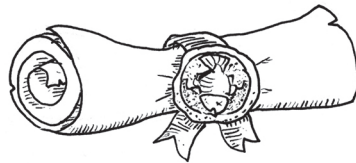
Regular Shortsword



+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

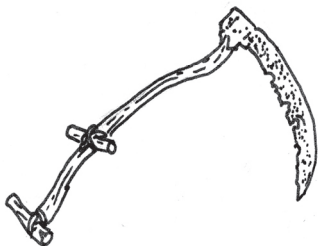
Rubber Club



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



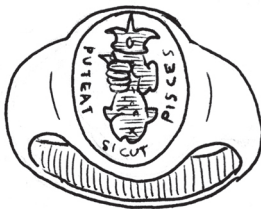
Can't be voluntarily discarded. Costs 1 Guilder each time you turn to a new paragraph.

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

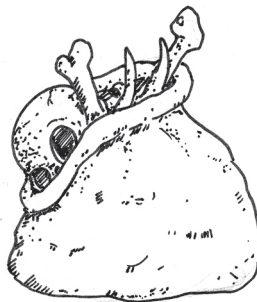
Skeleton Friend



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

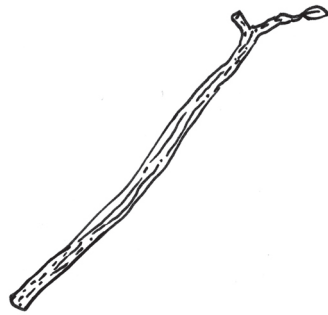
Soiled Gambeson



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

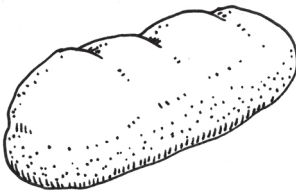
Staff of Elfen Magick +3



-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.*

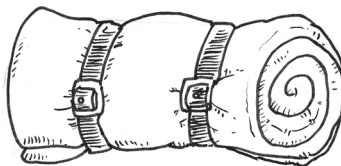
Junk

Suspicious Canteen



Junk

Swag



Discard to double the EFFORT
restored during a rest.

Junk

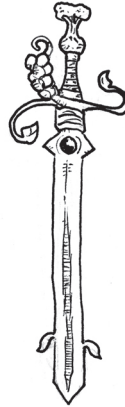
Sweet Belt



+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

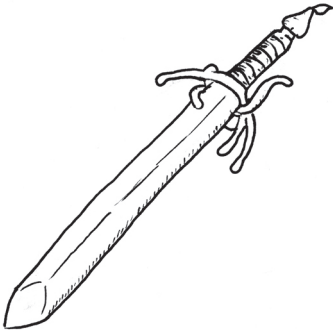
Sword of the Bastard Elf



+1 ÉLAN, +1 FISTS,
+10 max EFFORT

Equipment

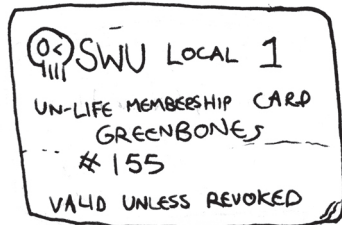
Sword of the Elf Bastard



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

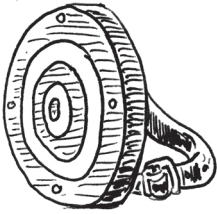
Equipment

SWU Card



Junk

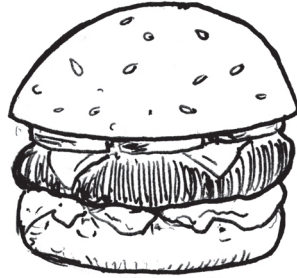
Target Targe



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

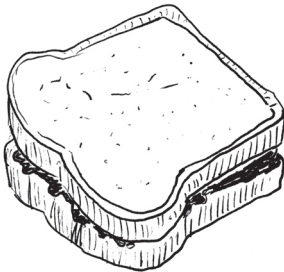
The Ultimate Codpiece



Combine with Magnificent Outfit to form Resplendent Regalia.

Equipment

Vegemite Sandwich

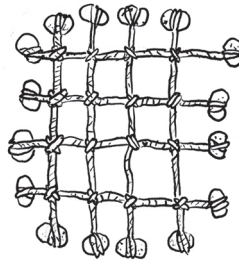


Discard to roll a dice. If odd, lose that amount of EFFORT. If even, gain that amount.

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

Junk

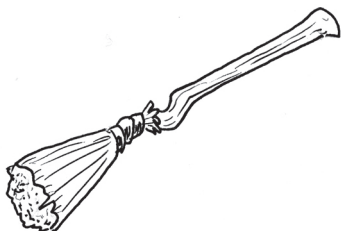
Weighted Net



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



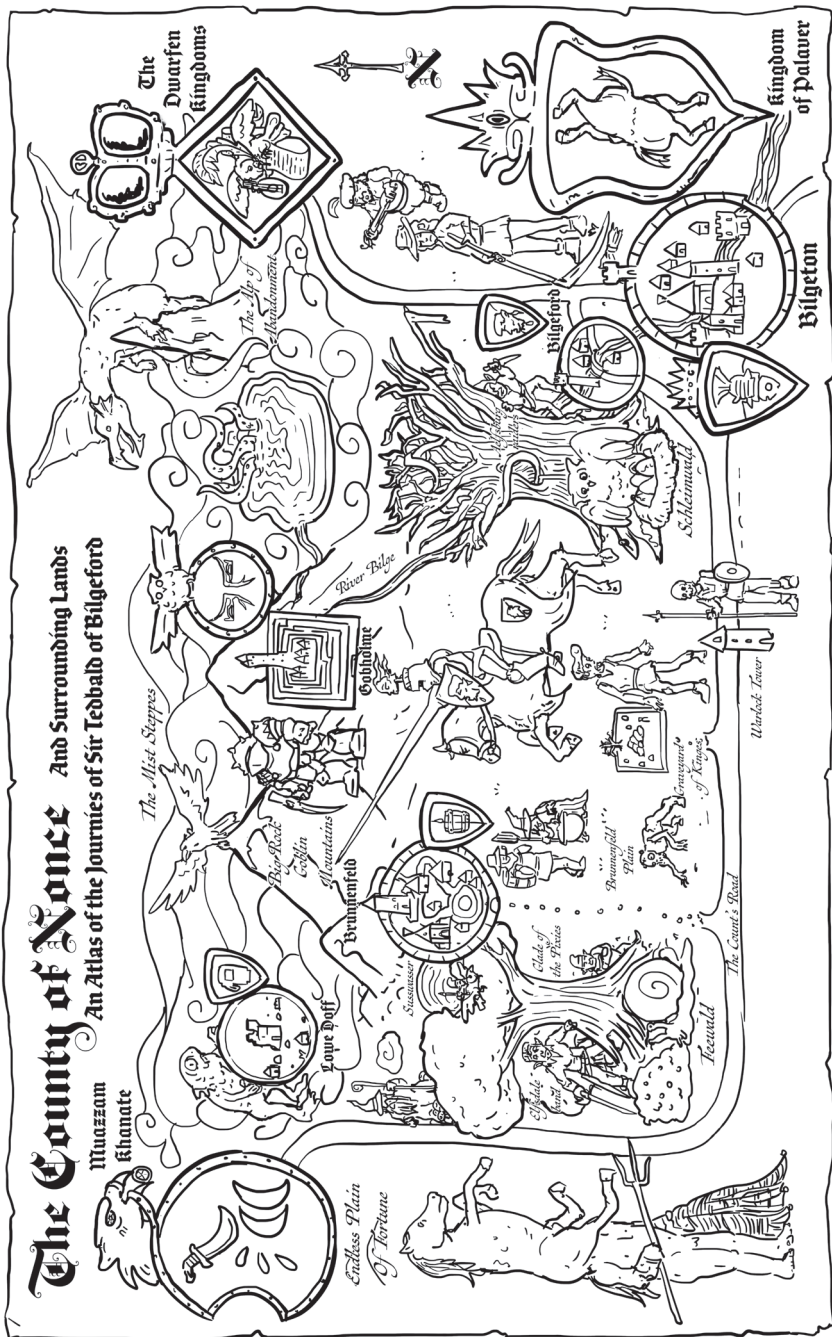
Re-roll a FIST die once per HASSLE. If the result of that roll is 1 or 2, the knife breaks and must be discarded.

Equipment



of ~~No~~nce

An Atlas of the Journeys of Sir Tedbald of Bilgeford



STATS

ÉLAN

max

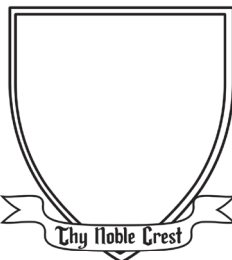
CURRENT

EFFORT

max

CURRENT

FISTS



Thy Noble Crest

LOOT

JUNK

(non-equipped items)

EQUIPMENT

EQUIPMENT
(worn or wielded)

NOTES

CASH

TRIFLES

WORDS OF POWER

MISC

GUARDS

WAGONS

PROBLEMS

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