



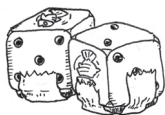
Sword of the Bastard Elf Item List



+1 Ring of the Silvermanes

Junk

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



+3 Loaded Dice of "The Mark"

Junk

There's something wrong with whoever rigged these dice. 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.



10-Foot Dungeoneering Pole

Junk

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, if not turn back to the original paragraph.



Aggie's Staff

Equip

You can't wield the magicks of this staff, but it has a cool intimidating skull on it. All enemies have -1 DIFFICULTY for the first round of combat.



Air Scepter

Junk

-



Ant Rid

Junk

A sweet, poisonous substance which ants find irresistible, and deadly.
Rid-Ants: Get Rid of Them!



The Axe of the Bastard Elf

Equip

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



Azari PCS with 4000-in-1 games cartridge

Junk

-



Baby Rukh

Junk

-



Bag of Child Bones

Junk

-



Barrel

Equip

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



Bastard Sword
of the Elf

Equip

You're not sure this thing has ever been sharp.
+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.



Bathrobe

Equip

It's comfy, but something's wrong...
Counts as a cloak. Protects you and all items from effects of corrosion. -5 max EFFORT.



Better Bones
&
Graveyards

Junk

You'd have to be in desperate danger to root around in this mighty tome of insane magicks. Can only be used in combat - turn to 1447 to leaf through it for a "hail mary".



Big Rock Goblin
Mountain Oyster

Junk

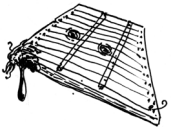
Discard to restore 10 EFFORT and counts as a night's sleep. If you see the words "got a lot of balls" in the text then you can add 23 to the paragraph number and turn to that paragraph.



Bilgeton
Championship Belt

Equip

+5 max Effort



Bloody Dulcimer

Equip

It's covered in your blood but still counts as a musical instrument.



Blue Pot

Junk

It's just booze. Discard to get drunk (-1 ÉLAN until you next rest).



Book of
Unknowable
Secrets

Junk

The secrets in this book claw at the back of your mind, begging you to just take a peek. Ever paragraph you turn to costs 1 EFFORT until you give in and turn to 573 to open the book.



Boots of Elfish
Stomping

Equip

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



Bottle of Booze

Junk

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



Bottle of Milk

Junk

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



Bottomless Thermos of Scalding Soup

Junk

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.



Bow of the Wood

Equip

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



Brenda

Junk

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.



Brunnenfeld Championship Belt

Equip

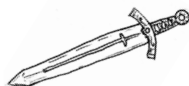
+5 max EFFORT.



Butthead

Junk

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



Calibur

Equip

+1 ÉLAN, +1 FIST.
Combine with the Bastard Sword of the Elf to form the Sword of the Bastard Elf.



Cape Made of Elf Skins

Equip

Smells horrible but it's a good conversation starter. HASSLES involving humans are -1 DIFFICULTY.



Cast Iron Skillet

Equip

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



Chamber Pot

Equip

Might make a nice helmet, if you can see out of it. +1 ÉLAN in combat, -1 FIST outside of combat.



Cheap Halberd

Equip

The head feels a bit loose. 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.



Clapped-Out
Old Nag

Junk

-



Class Ring

Equip

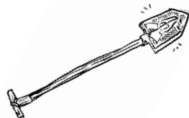
+1 to your FIST rolls if neither you nor your opponent are armed.



Cockeye

Junk

-



Confessor's Shovel

Equip

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



Cornamuse

Equip

Musical instrument. +1 ÉLAN in musical HAS-SLES.



Creaking Maille

Equip

A very obsolete shirt of heavy armour. 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.



Crowing Club

Equip

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



Crystal Spectacles

Equip

+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.



Cut Purse

Junk

Discard to gain 5 Guilders.



Dapper Garb

Equip

+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.



Debaucherous Hat

Equip

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



Dented Helm

Equip

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



Detachable Tail

Junk

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



Dire Wolf

Junk

Use to force MULTIPLE HASSLES to attack you one at a time: they are dealt with as single HASSLES in turn. Each turn the Dire Wolf causes this effect, roll a die. On a 1 or 2 he gets himself killed and must be discarded.



Dire Wolf Cloak

Equip

The poor animal this belonged to wasn't too bright but it always tried hard, and maybe wearing its skin has made it rub off on you. Or maybe it's just the blood oozing from this uncured hide.
-1 ÉLAN, +5 max EFFORT.



Dragon Balls

Junk

-



Dwarfen Troupe

Junk

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.



Eagle Eye

Junk

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



Eau de Bilge

Junk

The foul odour of civilisation that humans crave. Discard to deduct 2 from the DIFFICULTY of a HASSLE involving a human or humans.



Elf Bastard

Junk

-



Elfen Dagger

Equip

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



Elfen Ration

Junk

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.



Elfen Secret Herbs and Spices

Junk

Discard when eating a food item to double its effects.



Elfish Cloak of Invisibility

Equip

You think it looks "dashing". +1 ÉLAN for any HASSLE involving hiding, running away or sneaking around.



Elfish Prodigy

Junk

Band member. + 3 ÉLAN in musical HASSLES.



Enchanted Tools

Junk

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



Enough Rope

Junk

-



Esky Full of Cold Ones

Junk

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.



Excalibur

Equip

Rusty and blunt but still better than most elf swords. +1 ÉLAN.



Extra Buckles

Junk

An elf must-have. Discard to get 1 extra FIST for one round.



Fairy

Junk

Called "Hann" or something.
Can't be discarded and 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.



Fairy Repellent

Junk

Works fine on most other living things too. Discard to reduce the DIFFICULTY of all enemies in a combat HASSLE by 1.



Familiar Cat

Junk

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



Feewald Cake

Junk

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



Feewald
Championship Belt

Equip

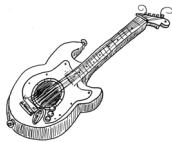
It's more like a ring than a belt.
+5 max EFFORT.



Feewald Map

Junk

You can check out the Feewald Map on page 68 if you're ever feeling lost.



Fender Lute

Equip

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



Flagon of Ant Goo

Junk

-



Fly Hat

Equip

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



Foppish Hat

Equip

+1 ÉLAN.
Combine with Gold Crown or Massive Helmet to form Debaucherous Hat. Combine with Imposing Attire to make the Magnificent Outfit.



Frill Neck

Equip

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



Full Harness of
Goblin Plate

-

Full Harness of
Shining Brass Plate

-

Full Harness of
Steel Plate

Junk

It doesn't fit.

Combine any Full Harness of Plate with Dapper Garb to form Imposing Attire.



Giant Bird Egg

Junk

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



Giant Drumstick

Junk

Discard to restore 10 EFFORT.



Gigantic Fried Egg

Junk

Discard to gain 5 max EFFORT and restore 20 EFFORT.



Glorious Vessel

Junk

-



Glowing Jar

Junk

Discard to retrieve the Pickle.



Gnome Hat

Equip

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



Gobholme
Championship Belt

Equip

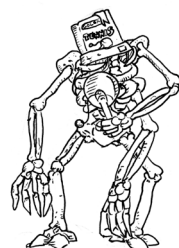
+5 max EFFORT.



Gold Crown

Equip

+2 ÉLAN in conversational HASSLES. Discard to chuck it into your cash pile - gain 10 Guilders. It cannot be retrieved once you've done this.
Can be combined with the Foppish Hat to form the Debaucherous Hat.



Golem
Entertainment
System

Junk

Just enough juice for one game...
The Golem Entertainment System can be controlled to stand in for you for one entire HASSLE. You will regain any EFFORT you used during the HASSLE afterwards, when you discard the Golem. If you are reduced to 0 EFFORT during the HASSLE, you will die as normal.



GRANDMA

Junk

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



Great Feather

Junk

Combine with Fly Hat to create Foppish Hat.



Healthy Poultice

Junk

A medieval first aid kit. Hopefully healthier than it smells.

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



Heavy Crossbow

Equip

Trigger action's too heavy for you, let alone that winch. Use as a club in combat: +1 ÉLAN first round, -1 to FIST rolls second round onwards.



Heavy Packs

Junk

-2 ÉLAN while you're carrying the HP around for your lady friend.



Heirloom Sword

Equip

+1 ÉLAN.



Heroic Cloak of the Half Elf

Equip

No EFFORT is expended in hassles where the enemy is described as scared, terrified, wavering, fleeing or the like.



Heroic Sword

Equip

You can hardly lift the thing but the sight of you waving it around is terrifying. -2 ÉLAN but enemies can only ever attack you one at a time: no more MULTIPLE HASSLES.



Hiking Boots

Equip

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



Humanhide Whip

Equip

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



Idle Hands

Equip

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



Imposing Attire

Equip

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



Ink Pouch

Junk

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



Interesting Herbs

Junk

If you're "down" to smoke a "doobie" then turn to 420, the funny weed number.



Ivory Wand

Junk

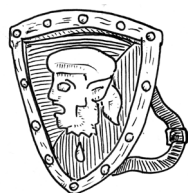
The lich's wand commands a terrible price. Lose 10 max EFFORT to deduct 1 FIST from an opponent during a HASSLE. Do not discard the wand. Both changes are permanent.



Joe Louis

Junk

+1 FIST, -5 EFFORT restored due to rest because he won't stop pestering you to train.



Knightly Shield

Equip

Can equip in arms or on back.
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. Whether equipped in arms or back, any action that costs EFFORT costs 1 additional EFFORT.



Knuckledusters

Equip

-1 DIFFICULTY if opponent is unarmed.



Large Calamari

Junk

Discard to restore 10 EFFORT.



Lavender Bleggings

Equip

-1 ÉLAN for wearing something so embarrassing.
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 under clothes - it's a top layer.



Leg of Moth

Junk

Discard to restore 5 EFFORT.



Lich's Loofah

Junk

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



Lorewardening Key

Equip

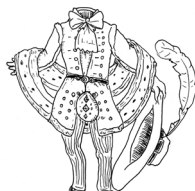
When the book tells you to pick a number of items from a list, you can pick one extra item (except for the choice on paragraph 1).



Magical Pick

Equip

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



Magnificent Outfit

Equip

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



Manly Hairs

Junk

Can't be discarded.



Manticore Tail

Equip

A very dangerous thing to swing around. -3 ÉLAN in combat, -1 ÉLAN out of combat. If you hit an opponent you will kill it instantly. If you roll 2 ones on your FIST dice with this equipped you trip and fall on it, dying instantly.



Marked Cards

Junk

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



Massive Helmet

Equip

+1 ÉLAN in combat, -1 out of combat.
Can be combined with the Foppish Hat to make the Debaucherous Hat.



Meat

Junk

Discard to restore 10 EFFORT.



Medical Diploma

Junk

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



Mediocre Codpiece

Junk

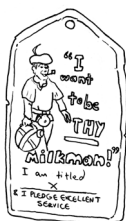
Combine with Padre's Cassock or Soiled Gambeson to form Dapper Garb.



Mighty Codpiece

Junk

Combine with Imposing Attire to form Magnificent Outfit.



Milkman's Calling Card

Junk

-



Mink Stole

Equip

Very now. +1 to conversational HASSLES involving humans in Bilgeton.



Moth Eggs

Junk

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



Natty Calf Boots

Equip

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



Necklace of Elf Ears

Junk

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



The Necromancer's Undies

Junk

-



Nilde Aldrechttochter

Wife

Now that you're married you can finally let yourself go. -1 max and current ÉLAN, +10 max and current EFFORT.



Noble Steed

Junk

-



Obscene Monkey

Junk

-



Owl Eye

Junk

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



Owlet

Junk

-



Padded Vest

Equip

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.



Padre's Cassock

Equip

HASSLES involving skeletons, magic users and priests have -1 DIFFICULTY.
Combine with Mediocre Codpiece to form Dapper Garb.



Palavan Army Knife

Junk

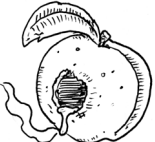
Discard to have it count as any item called for in the text aside from a person, outfit, animal, residency scroll or calling card.



Pauper's Skull

Junk

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



Peach

Junk

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



Peculiar Mushrooms

Junk

Negates the negative effects of being drunk, and adds an extra point of ÉLAN until next morning. You're still drunk though.



Pickle

Junk

Turn to 1673 to consume this delicious snack.



Pixie Hide Cloak

Equip

+1 ÉLAN while under the effects of potions. Combine with Necklace of Elf Ears to create the Heroic Cloak of the Half Elf



Pixie Bits

Junk

A large collection of pixie bits and grindings. Combine with Sugar Sack to create Ant Rid.



Pot of Grubs

Junk

Discard to restore 5 EFFORT.



Potion

Junk

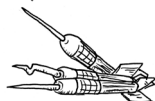
Discard and suffer -1 ÉLAN for rest of day to roll on the Potion effects table on page 11. Combine with Sugar Sack to make Ant Rid.



Pouch Full of Shrapnel

Junk

-



Pub Darts

Junk

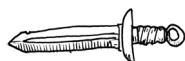
Discard in combat to reduce one opponent's DIFFICULTY by 1.



Pukey Pan Flute

Equip

Counts as a (gross) musical instrument. -1 ÉLAN.



Regular Shortsword

Equip

+1 ÉLAN in combat only.



Residency Scroll

Junk

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



Respendent Regalia

Equip

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



Roast Leg of Person

Junk

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



Robe and Wizard Hat Equip

When equipped, discard at any time to gain +1 FIST in a HASSLE involving other sentient beings.



Rubber "Club" Equip

There's something disturbing about this slippery, floppy club. Combat HASSLES have -2 DIFFICULTY first round only.



Rusty Scythe of Scything Equip

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.



Screaming Skull on Spider Legs Junk

Turn to 1377 for the brochure which explains everything you need to know about your exciting new travelling companion.



Scroll of Dispel Junk

It's too complicated to read.



Scroll of Witherdick Junk

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



Scrying Orb Junk

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.



Shinsplints Junk

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. Also counts as a band member - re-roll all 1s and 2s on your FIST dice in musical HASSLES: second roll stands.



Signet Ring Junk

-



Skelehand Equip

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



Skeleton Friend Junk

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



Skellybones Junk

-



Skull Ring

Equip

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



Snail Slime

Junk

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.



Soiled Gambeson

Equip

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.



Staff of Elfen Magick
+3

Equip

-1 ÉLAN.



Stale Loaf

Junk

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



Star Bastards

Wow!

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



Sturdy Pick

Equip

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



Sugar Sack

Junk

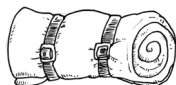
Discard to restore 5 EFFORT.
Combine with a Potion, Pixie Parts or Trollbräu to create Ant Rid.



Suspicious Canteen

Junk

-



Swag

Junk

You can't be bothered rolling it back up. Discard to double the EFFORT restored during a rest.



Sweet Belt

Equip

+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.



Sword of the
Bastard Elf

Equip

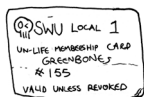
+1 ÉLAN, +1 FISTS, +10 max EFFORT



Sword of the
Elf Bastard

Equip

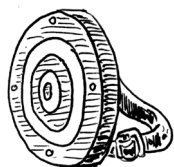
It's too heavy for you but looks cool. +1 ÉLAN out of battle, -2 ÉLAN in battle, does 2 damage to TOUGHNESS on winning a round in combat only.
Combine with the Bastard Sword of the Elf to form the Sword of the Bastard Elf



SWU Card

Junk

-



Target Targe

Equip

Can equip in arms or on back.
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 fleeing from combat.
Whether equipped in arms or back, any action that costs 5 or more EFFORT costs 1 additional EFFORT.



Tasty Burg

Junk

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



Toby the Baby

Junk

Someone forgot about the babe



Trollbräu

Junk

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



Twin Swords
of Corruption

Equip

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



The Ultimate Codpiece

Junk

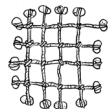
Combine with Magnificent Outfit to form Resplendent Regalia.



Vegemite Sandwich

Junk

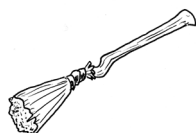
Discard to roll a dice. If odd, lose that amount of EFFORT. If even, gain that amount.



Weighted Net

Junk

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



Witch's Broom

Equip

-1 ÉLAN.



Worthless Steak Knife

Equip

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.