





## BUMPS AND BRUISES

Fatigue from Bumps and Bruises are little more than an annoyance to heroes. Wild Cards recover one level every four hours instead of 24 hours, and if tended by another character with the Healing skill, recovery time is halved to two hours per level.

## NO HONOR AMONG THIEVES

Betrayal is a part of life in the City of Thieves. Sometimes a companion double-crosses his mates over a few gold pieces. Other times he might cheat on a friend over the love of a woman. Most of these betrayals are met with a wry smile and a vow to reciprocate at some future date. There is no honor among thieves, after all.

Sometimes the betrayal is more personal. In Lankhmar, whenever a character is betrayed by a close friend or associate (a trusted ally or even another player character—Game Master's call), he cannot spend a Benny to reroll any opposed defensive action.

If the betrayal is an actual attack (almost assuredly with The Drop) and the victim doesn't Soak all the wounds and/or remove the Shaken, he must make a Trait roll versus the damage or to unconsciousness per the **Knock Out Blood** rules on page 25). He may not spend Bennies on this roll.

## UNARMORED HEROES

A common trope of the Sword & Sorcery genre is the unarmored hero. Fafhrd and the Gray Mouser are perfect examples of this. If a Wild Card is not wearing any armor or using a shield he gets a +2 bonus to Soak rolls. Armor provided by spells and the like doesn't count against the hero for this purpose.

## SHADOWING

On occasion, a hero may wish to follow another character—a "mark"—without being noticed, such as following a cultist back to a hidden temple or trailing a wealthy noble. This is not the same as a Chase—though it might lead to one if the person being followed discovers he has unwanted attention.

Shadowing is an opposed roll between the Shadower's Stealth skill opposed by his opponent's Notice roll. If the character is shadowing by other means of conveyance than walking, he uses the lower of his Stealth or the appropriate "maneuvering" skill (Riding, Driving, etc.).

Should the shadower roll at least a 4 and win the opposed roll he manages to follow unnoticed. If his roll wins the contest but is less than a 4, the character loses his mark but isn't seen. If the hero loses the opposed roll with a 4 or better, his target is followed but detects him. If he loses both the contest and fails to score at least a 4 on his roll, then not only does he fail to keep shadowing, but his target gets a good look at him.

If the shadower is discovered, he can continue to follow his mark, but it becomes an opposed roll of his Notice versus his opponent's Stealth (or maneuvering Trait if lower) to not lose the target.

While in the city, each roll covers roughly fifteen minutes of time, so it's possible several rolls may be required.

Finally, it's very hard to shadow a target who moves faster than the follower. If the opponent has a higher base Pace, the shadower suffers -2 to his Trait roll. If the mark's normal Pace is more than 50% higher than the follower (round up), the penalty is -4.

*"Fafhrd cursed superstitiously. Sorcery working against him he could always accept, but magic operating in his favor he invariably found disturbing."*

*—When The Sea-King's Away*