

• THE FLAGELLANT •

SKILLS

Unfortunately, the Flagellant does not gain any special skills as he increases in Battle-Level. They simply get better at smashing their enemies senseless.

SPECIAL RULES

Flagellants and Settlements

The Flagellant does not visit Settlements, or if he does, it is only to parade through the streets, perhaps with a banner warning everyone that the end is near. Flagellants live in squalor, not having to pay Cost of Living expenses, and never facing Settlement Events, but also unable to visit any special locations or traders in Settlements.

Gold, Treasure and Advancement

Flagellants are complete ascetics, even more so than Dwarven Slayers. They completely forego any acquisition of treasure or gold. Any "gold" acquired by a Flagellant character should be marked down as "experience", which can be spent in the same way toward increasing Battle-Levels outside Settlements as gold, though it is not spent on training as such. This "experience" cannot be lost by Hazards that result in loss of gold, nor can it be spent on goods.

Flagellants will not utilize missile weapons, and have no interest in sharing in special treasure items. The leader should pass over the Flagellant when distributing treasure. Flagellants will never wear armor, and have no interest in trading up for better, magical weapons. In the event that a Flagellant should for whatever reason lose his weapon, he might improvise with whatever alternative weapon is handy for the time being, but once the Warriors leave the dungeon, he will somehow acquire or construct a replacement flail at no cost.

Specialist Actions

Flagellants do not gain special skills, but they can still gain specialist actions as described on p. 168 of the Roleplay Book. Rather than having a 50% chance of gaining a specialist action with each Battle-Level, the Flagellant automatically qualifies for one with each increase in level.