

# CLERICS AND MONKS

## References:

[NFW-Ars-Arcana-2012-01.pdf](#) p18

## Rules:

- ❑ Up to 2 clerics/monks can accompany each priest.
  - ❑ If in contact with the priest, give +1 to prayer tests.
  - ❑ If killed, they do not trigger a command test.
  - ❑ If the praying results in a 1:
    - ❑ The monks/clerics must make saving throws before priests.
    - ❑ If the monks/clerics save, the priest does not need to make a save.

## Availability:

- ❑ Clerics are available as:

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Ratman Cleric	Poor	Fan	-	-	1	Lt	hw	20	8	no	night	50	-	-	-
Samurai Cleric	Med	D/F	-	-	1	Lt	hw	20	8	no	night	50	-	-	-
Viking Cleric	Poor	Trib	-	-	1	Lt	hw	20	8	no	night	49	-	-	-
Conq Cleric	Poor	Fan	-	-	1	Lt	hw	20	8	no	night	50	-	-	-
Barb Cleric	Poor	Trib	-	-	1	Lt	hw	20	8	no	night	44	-	-	-
Human Cleric	Poor	Disc	-	-	1	Lt	hw	20	8	no	night	49	-	-	-
Orc Cleric	Poor	Trib	-	-	1	Lt	hw	20	8	no	day	49	-	-	-
Dwarf Cleric	Med	Disc	-	-	1	none	hw	15	8	no	no	52	-	-	-
Goblin Cleric	Poor	T/F	-	-	1	none	hw	22	8	no	day	49	-	-	-
Elf Cleric	Vet	Disc	-	-	1	Lt	hw	20	8	no	no	55	-	-	-
WE Cleric	Vet	Trib	-	-	1	Lt	hw	20	8	no	no	55	-	-	-
Amazon Cleric	Med	Trib	-	-	1	Lt	hw	20	8	no	night	49	-	-	-
Halfling Cleric	Med	Disc	-	-	1	Light	hw	15	8	no	no	48	-	-	-
DE Cleric	Vet	Disc	-	-	1	med	hw	15	8	no	no	56	-	-	-