

New to Warlord? Getting back in
and looking for a starting point?



The Hoagie Helper Series™

Clerics: a (very brief) guide

What's the goal?



Pictured above: Two warlords engaging in a shirtless contest

This quick-start guide will focus on support clerics, although I may show a frontline cleric here or there. The idea is to focus on what I believe to be the core of the cleric warlord, which is to play it safe and let your army do the dirty work!

Cleric warlords can do a lot of different stuff, but as always, it's best to go all-in on one theme or strategy than trying to be everything at once... unless you're Ablung ;)



The Tome isn't really suitable for support clerics, but I like it so that's what you're gonna see!

Actions that make you wish you were as cool as your warlord

Buff! Kill!



HEAL! SAVE!



Actions that make you wish you were as cool as your warlord

RE-USE!



RECYCLE!



Additional cards to consider



Quick bonuses are still useful



Defense tricks



Niche utility cards



I run these two A LOT



Clerics by keywords: Seers



The ultimate seer who always wins initiative and always sets up each future turn. Not the strongest seer in sheer power, but one of my faves!



Get an extra draw and shuffle every turn, and access to every faction's clerics. Great warlord for both veterans and novices!



Powerful card draw ability, and will most likely set back your opponent when you force them to discard their good stuff!



Even though her dice manipulation ability only works on strikes, replacing die roll results is STILL way off the power charts.

Clerics by keywords: Seers



Scribe is desirable, and this affords you even more card advantage/future knowledge



Not super strong because you have to spend, but once in a while it's pretty cool to just say no!



I like looking at their hand then drawing a card

Clerics by keywords: Druids



Not too many Druid Warlords that I like, but the few I do are doozies! With enough druids you can stun your opponent's best characters at critical points in the game. Etra's also good at spamming ranged strikes by constantly moving Dex Glyn back and letting him fall forward again. And since Etra gets better the more druids you run, this is the druid-lover's warlord.

There are two druid themes I've noticed in actions and items: weird movement, and stunning. Although Eladric doesn't have movement shenanigans like Etra, he has incredible buffs for lycanthropes and has a cool stun effect to exact revenge on anyone who tries to kill one of your lycantrhopes. He lends himself well to both low-level aggro builds as well as higher level lycanthrope themes.



Clerics by keywords: Druids



Treewalk + Banyon = good times

anti-paladin



anti-Xod :p

Clerics by keywords: Cantors



Sam has printed buffs on top of having a keyword all about buffs. Works well with both low level aggro and high-level beaters!



He gives temporary HP, and dishes out permanent bonuses. Pretty darn strong! Don't pass up on trying him out.



If you like all the weird monsters in the merc faction, try out this warlord! He also has killer eyebrows which should count for something...



Army buffs on the first turn, permanent HP bonuses after that. Devs have a lot of good clerics but she's still a strong choice

Clerics by keywords: Cantors



^ More Mass Blessing ^



These items just work really well with Cantors



A word on Gargoyles



The search isn't bad (just search Nilrem), great skill

"Gargoyle go brrr"



Low skill but high AC and the Seer trait



Stronger buffs, higher skill, and can give other dwarves the gargoyle trait!



A final recommendation:

The ultimate in "Reduce, re-use, recycle," You can get your undead armies' ATK to astronomical levels while exploiting the return-to-play strike from Ardanaalis over and over. Plenty of elf characters and cleric actions can bring him back from the dead, and if your opponents refuse to kill him, you can use your own effects instead to keep it going!

