







Warrior and other Pathways

Warrior Path Basic

Advancement may apply each once	Cost	Prerequisite	Ability
WARRIOR 	9KP	None	+3 st, wp, ar <i>(Can be applied to any creature)</i>
COMMANDER 	18KP	Warrior	+3 st, wp, ar, ly Can maintain command of 1 Cult
WARLORD 	27KP	Commander	+3 st, wp, ar, ly One Rally Cry, Command up to 3 Cult branches















Engineer Path

EXCAVATOR 	9KP	1 Item Use	+1 excavator/collapse strength
ENGINEER 	9KP	Excavator	+1 excavator/collapse strength Build/collapse bridges, +1 exc/col strength, armor for Warrior Path <i>Heavy Metal</i>
METALLURGIST 	9KP	Engineer	Clones items. Clones spells (with adjacent Spellcaster or have spellcaster ability), +1 exc/col strength

Necro Path

NEW NECROMANCER 	108KP	Item Use, Pit Ritual (Must be adjacent to Pit and Spellcaster, or have Spellcasting ability)	Draw Necromancer card, use Necromancer ability. Place N Squad Standee where birthed. (If no CE, no card is drawn, creature is Necromancer use anything to represent Standee.) Base Movement Rate becomes 3
RESURRECTION NECROMANCER 	54KP	Bones (gore) of fallen Necromancer, next to a Pit	Use same Necromancer card. Remove bones and place N Squad Standee where re-birthed. Base Movement Rate becomes 3

Warrior Advanced Sub Path

Attribute Increase may apply each 3 times max!				
BLOODDRUNK	3KP	Warrior	+3 BT	
FRENZIED	3KP	Warrior	+3 DD	
WEAPONIZER	3KP	Warrior	+3 WP	
BRUTIST	3KP	Warrior	+3 ST	
HEAVY METAL†	3KP †+1 Metals per size, s&t1/m2/l3	Warrior †Must be adjacent to Engineer when advancing	+3 AR	
Specialized may apply each 3 max with increasing cost				
SPEEDFREAK 	18/27/54	Warrior	+1 Movement Rate	
ITEMIZER 	18/27/54	Warrior	+1 additional Item Use or gain ability of +1 Item Use	
DIE HARD 	18/27/54	Warrior	+1 Hit Loss	
Exceptional may apply each 3 times max!				
BASTARDIST 	9KP	Warrior	Re-roll 1 combat st, wp, or ar	
BLOODGEONEER 	18KP	Warrior	Roll extra D4 in combat on st, wp, or ar	
SLAYERIZER 	27KP	Warrior	Roll extra D12 in combat on st, wp, or ar	
Changed Subpath may apply each once	+1 metal per size s1/m2/l3 for each below	All adv. below need to be adj. to Metallurgist when made		
RANGIST 	18KP	Warrior, Item Use	3 hex ranged attack on wp. +1 wp	
RANGER 	27KP	Ranged or Rangist	6 hex ranged attack on wp. +2 wp	
SHADOWSNIPER 	54KP	Ranger	9 hex ranged attack on wp. +3 wp	

Paths are applied to individual creatures. KP (or Resources) cost per Creature to advance. Any "Max" is per creature. Players may use symbol when writing down advancement.