

<p>Movement</p> <p>6</p> <p>*Summoner can move, attack, command all summons to move, or command all summons to attack*</p>	<p>Movement</p> <p>6</p> <p>*Summoner can move, attack, command all summons to move, or command all summons to attack*</p>	<p>Movement</p> <p>6</p> <p>*Summoner can move, attack, command all summons to move, or command all summons to attack*</p>
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<p>Raise Blood Golem</p> <p>7</p> <p>*summon a golem up to 2 spaces from caster in any direction*</p> <p>*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 *</p>	<p>Raise Blood Golem</p> <p>7</p> <p>*summon a golem up to 2 spaces from caster in any direction*</p> <p>*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 *</p>	<p>Raise Blood Golem</p> <p>7</p> <p>*summon a golem up to 2 spaces from caster in any direction*</p> <p>*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 *</p>
<p>Raise Blood Golem</p> <p>7</p> <p>*summon a golem up to 2 spaces from caster in any direction*</p> <p>*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 *</p>	<p>Raise Skeleton Warrior</p> <p>6</p> <p>*summon a skeletal warrior up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 *</p>	<p>Raise Skeleton Warrior</p> <p>6</p> <p>*summon a skeletal warrior up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 *</p>

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<p>Raise Skeleton Warrior</p> <p>6</p> <p>*summon a skeletal warrior up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 *</p>	<p>Raise Skeleton Warrior</p> <p>6</p> <p>*summon a skeletal warrior up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 *</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>*summon a skeletal archer up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1*</p>
<p>Raise Skeleton Archer</p> <p>5</p> <p>*summon a skeletal archer up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1*</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>*summon a skeletal archer up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1*</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>*summon a skeletal archer up to 2 spaces from caster in any direction*</p> <p>*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1*</p>
<p>Corpse explosion</p> <p>8</p> <p>*choose n summons/corpses to detonate doing 1/2 maximum hp as damage (round up) to enemies up to 1 adjacent squares from the summon/corpse*</p> <p>*you may choose to use corpse explosion after summon is destroyed if so draw a card*</p> <p>*if a necropolis is in play +1 action*</p>	<p>Corpse explosion</p> <p>8</p> <p>*choose n summons/corpses to detonate doing 1/2 maximum hp as damage (round up) to enemies up to 1 adjacent squares from the summon/corpse*</p> <p>*you may choose to use corpse explosion after summon is destroyed if so draw a card*</p> <p>*if a necropolis is in play +1 action*</p>	<p>Blood Ritual</p> <p>4</p> <p>*choose two summons to sacrifice to create an Abomination up to 2 spaces from the necro mancer Abomination (Abominations can't be sacrificed)- Base stats 11 Hp and 6 Attk 1 range 1 movment.</p> <p>Golem: +1 hp Warrior: +1 Attk Archer: -1 hp -1 Attack + 1 Range</p> <p>*if a Hades favor is in play get + 1 Action*</p>
<p>Blood Ritual</p> <p>4</p> <p>*choose two summons to sacrifice to create an Abomination up to 2 spaces from the necro mancer Abomination (Abominations can't be sacrificed)- Base stats 11 Hp and 6 Attk 1 range 1 movment.</p> <p>Golem: +1 hp Warrior: +1 Attk Archer: -1 hp -1 Attack + 1 Range</p> <p>*if a Hades favor is in play get + 1 Action*</p>	<p>Haunting Spirit</p> <p>10</p> <p>Ongoing. *Haunt a target within 3 squares of the necromancer (only one target can be haunted at any given time)*. *Deals 1 damage to target(summons and allies included) and heal the necromancer for 3x the dmg*. *At the start of the turn Haunt must jump to a new target with in 2 squares of the current target. If targets are equidistant Necro may chose target.*</p> <p>*If no target with in range of the current haunt target the haunt returns to the spirit realm and necro must wait till next turn to use Haunt*</p>	<p>Bone Shield</p> <p>3</p> <p>Ongoing. *You may choose 1 summons to sacrifice to create a Bone shield for the summoner*</p> <p>*Summoner gains 3 charges of dmg reduction. Each charge is equal 3 dmg reduction 1 dmg reflection*</p> <p>*Charges only last 3 turns*. *Charges won't be lost upon losing Bone Shield on going.</p> <p>Golem Sacrafice give +1 dmg Reduction Warrior Sacrafice Gives +1 dmg Reflection to attacker Archer Sacrafice gives +2 dmg Reflection -1dmg Reduction</p>
<p>Hades Favor</p> <p>10</p> <p>Ongoing. *necromancer and summons gains +1 movement *</p> <p>*Summoner moves through the underworld granting immunity to roots when using movement cards*</p>	<p>Necropolis</p> <p>5</p> <p>Ongoing. at the start turn choose one of the following (played at the speed of the card).</p> <p>heal +1 every summon, heal +2 summoner, sacrifice 4 hp to draw 2 cards,</p> <p>or you may sacrifice 4 hp to destroy any ongoing effect with in 1 square of summoner or summons</p>	<p>Necropolis</p> <p>5</p> <p>Ongoing. at the start turn choose one of the following (played at the speed of the card).</p> <p>heal +1 every summon, heal +2 summoner, sacrifice 4 hp to draw 2 cards,</p> <p>or you may sacrifice 4 hp to destroy any ongoing effect with in 1 square of summoner or summons</p>

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