

<p>Movement</p> <p>6</p> <p>Summoner can move 1 space, attack 1 range for 1 damage, command all summons to move or command all summons to attack</p>	<p>Movement</p> <p>6</p> <p>Summoner can move 1 space, attack 1 range for 1 damage, command all summons to move or command all summons to attack</p>	<p>Movement</p> <p>6</p> <p>Summoner can move 1 space, attack 1 range for 1 damage, 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 3 spaces from caster in any direction. Golem has 8 HP, 1 Attk range, 3 Attk damage, and 1 Movement. After summoning a golem you may choose to summon one skeleton warrior/archer</p>	<p>Raise Blood Golem</p> <p>7</p> <p>Summon a golem up to 3 spaces from caster in any direction. Golem has 8 HP, 1 Attk range, 3 Attk damage, and 1 Movement. After summoning a golem you may choose to summon one skeleton warrior/archer</p>	<p>Raise Blood Golem</p> <p>7</p> <p>Summon a golem up to 3 spaces from caster in any direction. Golem has 8 HP, 1 Attk range, 3 Attk damage, and 1 Movement. After summoning a golem you may choose to summon one skeleton warrior/archer</p>
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<p>Raise Skeleton Warrior</p> <p>6</p> <p>Summon a skeletal warrior up to 3 spaces from caster in any direction. Skeletal warrior has 5 HP, 1 Attk range, 2 Attk damage, and 1 Movement.</p>	<p>Raise Skeleton Warrior</p> <p>6</p> <p>Summon a skeletal warrior up to 3 spaces from caster in any direction. Skeletal warrior has 5 HP, 1 Attk range, 2 Attk damage, and 1 Movement.</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>Summon a skeletal archer up to 3 spaces from caster in any direction. Skeletal archer has 3 HP, 2 Attk range, 2 Attk damage, and 1 Movement.</p>
<p>Raise Skeleton Archer</p> <p>5</p> <p>Summon a skeletal archer up to 3 spaces from caster in any direction. Skeletal archer has 3 HP, 2 Attk range, 2 Attk damage, and 1 Movement.</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>Summon a skeletal archer up to 3 spaces from caster in any direction. Skeletal archer has 3 HP, 2 Attk range, 2 Attk damage, and 1 Movement.</p>	<p>Raise Skeleton Archer</p> <p>5</p> <p>Summon a skeletal archer up to 3 spaces from caster in any direction. Skeletal archer has 3 HP, 2 Attk range, 2 Attk damage, and 1 Movement.</p>
<p>Corpse explosion</p> <p>8</p> <p>Choose n summons/corpses to detonate doing maximum hp as damage to enemies up to 2 adjacent squares from the summon/corpse. You may choose to use corpse explosion after summon is destroyed if so draw a card. If a necropolis is in play +1 action</p>	<p>Corpse explosion</p> <p>8</p> <p>Choose n summons/corpses to detonate doing maximum hp as damage to enemies up to 2 adjacent squares from the summon/corpse. You may choose to use corpse explosion after summon is destroyed if so draw a card. If a necropolis is in play +1 action</p>	<p>Blood Ritual</p> <p>4</p> <p>Choose any summon to sacrifice 3 hp. If the summon survives choose up to 4 other summons to sacrifice to create a Abomination at that location that has a combined hp of the summons max hp -4 and a combined attack of all summons + 2. If a Hades favor is in play get + 1 Action.</p>
<p>Blood Ritual</p> <p>4</p> <p>Choose any summon to sacrifice 3 hp. If the summon survives choose up to 4 other summons to sacrifice to create a Abomination at that location that has a combined hp of the summons max hp -4 and a combined attack of all summons + 2. If a Hades favor is in play get + 1 Action.</p>	<p>Haunting Spirit</p> <p>10</p> <p>Ongoing. Choose a target within 2 spaces to haunt. If the target dies the spirit will haunt the closest enemy. If equidistant then the summoner may choose the target. Drain 3 health from affected target. target suffer -3 speed, -3 hp and summoner gains up to 3hp. Max range of 4.</p>	<p>Corpse Shield</p> <p>3</p> <p>Ongoing. You may choose 4 summons to sacrifice to create a corpse shield for the summoner equal to the sacrificed summons max hp. Summoner also gains attack equal to the sacrifice summons total attack. Shield only last 4 turns.</p>
<p>Hades Favor</p> <p>10</p> <p>Ongoing. Necromancer gains +4 movement and summons gain +2 movement. Summoner moves through the underworld granting immunity to roots when using movement cards.</p>	<p>Necropolis</p> <p>5</p> <p>Ongoing. Speed+1 for all cards ,heal +1 every turn for summons and summoner) effect stacks. You may choose to sacrifice 3hp or 4hp from a summon or summoner. Sacrificing 4hp you may destroy any ongoing effect. Sacrificing 3hp allows for +1 action.</p>	<p>Necropolis</p> <p>5</p> <p>Ongoing. Speed+1 for all cards ,heal +1 every turn for summons and summoner) effect stacks. You may choose to sacrifice 3hp or 4hp from a summon or summoner. Sacrificing 4hp you may destroy any ongoing effect. Sacrificing 3hp allows for +1 action.</p>

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