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| Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* |
| Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* |
| Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* | Movement  6  \*Summoner can move, attack, command all summons to move, or command all summons to attack\* |
| Raise Blood Golem  7  \*summon a golem up to 2 spaces from caster in any direction\*  \*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 \* | Raise Blood Golem  7  \*summon a golem up to 2 spaces from caster in any direction\*  \*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 \* | Raise Blood Golem  7  \*summon a golem up to 2 spaces from caster in any direction\*  \*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 \* |
| Raise Blood Golem  7  \*summon a golem up to 2 spaces from caster in any direction\*  \*Blood Golem has HP 8, Attk 4, Range 1, Movement 1 \* | Raise Skeleton Warrior  6  \*summon a skeletal warrior up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 \* | Raise Skeleton Warrior  6  \*summon a skeletal warrior up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 \* |
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| Raise Skeleton Warrior  6  \*summon a skeletal warrior up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 \* | Raise Skeleton Warrior  6  \*summon a skeletal warrior up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 6, Attk 5, Range 1, Movement 1 \* | Raise Skeleton Archer  5  \*summon a skeletal archer up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1\* |
| Raise Skeleton Archer  5  \*summon a skeletal archer up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1\* | Raise Skeleton Archer  5  \*summon a skeletal archer up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1\* | Raise Skeleton Archer  5  \*summon a skeletal archer up to 2 spaces from caster in any direction\*  \*skeletal warrior has HP 5, Attk 2, Range 2, Movement 1\* |
| Corpse explosion  8  \*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\*  \*you may choose to use corpse explosion after summon is destroyed if so draw a card\*  \*if a necropolis is in play +1 action\* | Corpse explosion  8  \*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\*  \*you may choose to use corpse explosion after summon is destroyed if so draw a card\*  \*if a necropolis is in play +1 action\* | Blood Ritual  4  \*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.  Golem: +1 hp  Warrior: +1 Attck  Archer: -1 hp -1 Attack + 1 Range  \*if a Hades favor is in play get + 1 Action\* |
| Blood Ritual  4  \*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.  Golem: +1 hp  Warrior: +1 Attck  Archer: -1 hp -1 Attack + 1 Range  \*if a Hades favor is in play get + 1 Action\* | Haunting Spirit  10  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.\*  \*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\* | Bone Shield  3  Ongoing. \*You may choose 1 summons to sacrifice to create a Bone shield for the summoner\*  \*Summoner gains 3 charges of dmg reduction. Each charge is equal 3 dmg reduction 1 dmg reflection\*  \*Charges only last 3 turns\*. \*Charges won't be lost upon losing Bone Shield on going.  Golem Sacrafice give +1 dmg Reduction  Warrior Sacrafice Gives +1 dmg Reflection to attacker  Archer Sacrafice gives +2 dmg Reflection -1dmg Reduction |
| Hades Favor  10  Ongoing. \*necromancer and summons gains +1 movement \*  \*Summoner moves through the underworld granting immunity to roots when using movement cards\* | Necropolis  5  Ongoing. at the start turn choose one of the following ( played at the speed of the card).  heal +1 every summon, heal +2 summoner, sacrifice 4 hp to draw 2 cards,  or you may sacrifice 4 hp to destroy any ongoing effect with in 1 square of summoner or summons | Necropolis  5  Ongoing. at the start turn choose one of the following ( played at the speed of the card).  heal +1 every summon, heal +2 summoner, sacrifice 4 hp to draw 2 cards,  or you may sacrifice 4 hp to destroy any ongoing effect with in 1 square of summoner or summons |
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