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| Movement  6  Summoner can move 1 space, attack 1 range for 1 damage, command all summons to move or command all summons to attack | Movement  6  Summoner can move 1 space, attack 1 range for 1 damage, command all summons to move or command all summons to attack | Movement  6  Summoner can move 1 space, attack 1 range for 1 damage, command all summons to move or command all summons to attack |
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| Raise Blood Golem  7  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 | Raise Blood Golem  7  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 | Raise Blood Golem  7  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 |
| Raise Blood Golem  7  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 | Raise Skeleton Warrior  6  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. | Raise Skeleton Warrior  6  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. |
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| Raise Skeleton Warrior  6  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. | Raise Skeleton Warrior  6  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. | Raise Skeleton Archer  5  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. |
| Raise Skeleton Archer  5  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. | Raise Skeleton Archer  5  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. | Raise Skeleton Archer  5  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. |
| Corpse explosion  8  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 | Corpse explosion  8  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 | Blood Ritual  4  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. |
| Blood Ritual  4  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. | Haunting Spirit  10  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. | Corpse Shield  3  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. |
| Hades Favor  10  Ongoing. Necromancer gains +4 movement and summons gain +2 movement. Summoner moves through the underworld granting immunity to roots when using movement cards. | Necropolis  5  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. | Necropolis  5  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. |
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