

Eternal Council

Starting Setup

- 1 x Citadel Advisor
- 1 x Mind Knight

Traefectus Edia
 Summoner • Eternal Council

13

Kinetic Siphon
 Once per turn, after this unit attacks an enemy unit or is attacked by an enemy unit, boost this unit.

Persist
 When you would discard an active event, you may instead spend 2 boost to keep that event in play.



Events (2x)

Learn
 Epic • Magic Phase

0

Add 2 boost to this card.
ACTIVE
 After each event your opponent played is discarded, remove 1 boost from this card, if able. If you do, add that event to your hand.
 When this card is discarded, move all boost remaining on this card to your summoner.



Insight
 Standard • Summon Phase

0

ACTIVE
 Each time you draw 1 or more cards, boost this card.
 Your summoner has +1 strength for each boost on this card, to a maximum of +5.



Seek
 Standard • Summon Phase

0

ACTIVE
 At the start of your Move, Build and Attack Phases, draw 1 card.



Psychic Assault
 Standard • Summon Phase

0

ACTIVE
 Each time you draw 1 or more cards during your turn, you may target an enemy common or champion within 2 spaces of your summoner. Add 1 damage to the target.



Commons (4x)

Ancient Scholar
 Common • Eternal Council

1 2

Wise
 After summoning this unit, you may draw 1 card.

Analyze
 After this unit attacks an enemy unit, you may draw 1 card.

3



Citadel Advisor
 Common • Eternal Council

1 3

Intel
 After this unit moves, you may draw 1 card.

Warn
 After this unit attacks an enemy unit, you may choose 1 card in your hand and place it on the bottom of your draw pile to force your summoner 1 space.

2



Enigma Sage
 Common • Eternal Council

2 4

Exploit
 After this unit attacks an enemy unit, you may choose 1 card in your hand and place it on the bottom of your draw pile to target an adjacent unit. Add 1 damage to the target.

3




Mind Knight
 Common • Eternal Council

2 4

Invoke Fear
 After an enemy unit ends its move adjacent to this unit, your opponent must discard 1 card from their hand, if able.

Shove
 After this unit attacks an adjacent enemy common or champion, you may force that enemy 1 space.

2



Champions

Domínus Kátu
Champion • Eternal Council

6 ♦ 10 ♥

Resolute
At the end of your turn, if there are no cards in your draw pile, boost this unit.

Imbued Strength
This unit has +1 strength for each boost it has, to a maximum of +5.



2

Detailed description: Domínus Kátu is an elderly man with long white hair and a beard, wearing a purple and gold robe. He is holding a glowing blue orb in his right hand. The card features a starburst background and a circular icon with the number 2 and a sword icon.

Domínus Malunar
Champion • Eternal Council

5 ♦ 8 ♥

Punish
After an enemy unit is summoned within 2 spaces of this unit, your opponent must discard 1 card from their hand, if able.



3

Detailed description: Domínus Malunar is a woman with dark skin and long black hair, wearing a purple and gold robe. She is holding a glowing blue orb in her right hand. The card features a starburst background and a circular icon with the number 3 and a sword icon.

Domínus Ovi
Champion • Eternal Council

4 ♦ 6 ♥

Mastermind
This unit has +1 strength for every 2 cards you have in your hand.



2

Detailed description: Domínus Ovi is a woman with long purple hair, wearing a purple and gold robe. She is holding a glowing blue orb in her right hand. The card features a starburst background and a circular icon with the number 2 and a sword icon.

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