

# Eternal Council

## Starting Setup

- 1 x Citadel Advisor
- 1 x Mind Knight

## Events (2x)

**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.



**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 has a strength of 2 and a cost of 6 diamonds and 10 hearts.

**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 has a strength of 3 and a cost of 5 diamonds and 8 hearts.

**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 has a strength of 2 and a cost of 4 diamonds and 6 hearts.

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