

Eternal Council

Starting Setup

1 x Citadel Advisor
1 x Mind Knight

Events (2x)

Learn
Epic Event • 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 Event • 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 Event • Summon Phase

0

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



Psychic Assault
Standard Event • 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 Unit • 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 Unit • 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 Unit • 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 Unit • 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



Praefectus Edia
Summoner Unit • 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.

3



Champions



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