



Burning Seal

SEAL

🌀 After this seal is opened, lower the tide and deal 1 🔥 to each of your team's creatures for each opened seal.

Each seal is connected to its gate by a wall of sound waves that locks it in place.

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Primal Seal

SEAL

After this seal is opened, lower the tide and give a +1 power counter to each creature engaged with a player for each opened seal.

The seals are made from a material so tough that even a Logos proton scalpel cannot cut through it.

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Arcane Seal

SEAL

After this seal is opened, lower the tide and each player discards 1 random card from their hand for each opened seal.

At the edges of each seal, hints of terrifying other dimensions bleed into reality.

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Frigid Seal

SEAL

After this seal is opened, lower the tide and each player stuns 1 of their creatures that is not already stunned for each opened seal.

The only thing that can close an opened seal is the sonic power of The Vaultbinder.

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Entropic Seal

SEAL

🌀 After this seal is opened, lower the tide and each player purges a random card from their discard pile for each opened seal. Your team loses 🟡 equal to the total number of bonus icons on the cards purged this way.

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