



→ 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.

▶ BalanceSheet

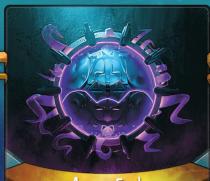
♦010 **♦**





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.



Arcane 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.

▶ BalanceSheet

♦012**♦**





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.

▶ BalanceSheet

♦013 **♦**



Entropic 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.

▶ BalanceSheet

♦014 **♦**

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