

**5** **Devilfang Thunderhoof**  
original Open R&D game mechanic by waya

**1** STR **4** LIFE  
**3** SPD

**ARCANIST CHARACTER** – thunderhoof, seraphim, dragon

**UNIQUE THUNDERHOOF**

When this card enters play, put X tokens on it, where X is the number of ☹️ you control.

This card gains 1 strength for each token on it.

**DISRUPT**

**COST** – Pay 2. Remove a token from this card. Pick an opponent.

**EFFECT** – Your opponent discards a card.

Art: Silvia Guimarães (L/R) © Arcane Tronem 2011

FIXED  
R&D

**3** **Pony Slaystation**  
whoa... great graphics!

**3** **STRUCTURE**

**ARCANIST LOCATION**

When a character with 3 strength of less enters play under an opponent's control, destroy that character and inflict X damage to this card, where X is that character's strength.

*I love rainbows and fountains... of blood.*

Art: Carlos Villa L 911 © Arcane Tronem 2011

FIXED  
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**Q** **Anatidaephobia**  
子牙の理

**BANKER TACTIC**

**COST** – Play this only in response to a character being played. If you did not play this card using FLIP UP, pay  $X$ , where  $X$  is the character's numeric cost.

**EFFECT** – Terminate the character.

**FLIP UP** – **1** ☼ and your faction loses 5 influence.

*"It's the quacking of that hideous hen!"*

Art: Anna Mohrbacher

FIXED COST

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