

Tarot Card		Three of Cups	
Alleyman’s Tarot Card:		The 2 of Cups (Page No. 38)	
No. & Name of Faction		26. Snake Cults	
Expansion		Base Game	
Timeframe			
Alignment		E/C	
Politics	Liberal	Category	Cults
Enemies	Scorpions, Rats		
Seats	0 on Council	1 in Secret Conclave	
(n) = Influence	(ii) Snake Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Priestess of YSSA, High Druidess of The Golden Cobras		
Location A	Temple of YSSA, Street of False Gods	Area A	Upper East Side
Location B	Snake Market	Area B	Lower East Side
Resources	Snakes, Giant Snakes, Charmers (provided by The Golden Cobras)		
Circle	The Oasis of Oranges and Acacia	Forest	The Great Desert
Otherworld	The Serpentine Empire / The Jewelled City of Bhakanandra	Domain	Dreams
Random Event	A wall of the Snake Pit collapses, and many snakes escape into the City via the sewers.		
Background	The Snake Cults are strong in Tehmor, at the meeting of Grasslands and Desert, and many types of Snakes can be purchased in the Snake Market and their Poisons in the Poison Market. The largest Snake Cults in Tehmor are The Golden Cobras (an YSSAA/DALA-Sponsored Cult) and The Deadly Adders (an YSSA/VIXEW-Sponsored Cult of the Grasslands). Also active in the City are The Grey Rattlesnakes (an XSARA-Sponsored Cult of the Desert, whose Kasbah is at the Oasis of		

	<p>Oranges and Acacia) and The Venomous Vipers (an YSSA-TERRIK Sponsored Cult of Vavistor). All are hedonistic pleasure-seekers, variously worshipping YSSA (E/C Demigoddess of Snakes) and/or XSARA (N/C Goddess of Snakes, an Aspect of DALA). Being Chaotic, many Snake Cults worship various Gods. They delight in phallic symbolism, seduce many impressionable young women and are notorious for running brothels (owning many in the Red Light District). Many Snake Cults also have a strong mystical element, especially The Golden Cobras. They respect ChaosMasters, Dreamers and Madmen, and use venom-derived drugs, the bite of serpents and/or the ecstasy of orgasm to enter hallucinatory trances, seeking to enter The Serpentine Empire, Dream Kingdom of the Snakes. The Snake Cults are great users of, and dealers in, snake-derived poisons and venoms. Their Fighters and Thieves use blade venoms as a matter of course. They hate Scorpions and Rats, which they feed to their Snakes. The only thing that stops the Snake Cults from taking over Tehmor completely is that they are so fragmented into different Cults, which are more interested in having a good time than running the City.</p>
<b>Notes</b>	<p>The secret Cave of the Golden Cobras is located beneath the Coiled Serpent Opium Den in the Snake Market. / May be played as a <b>Thieves' Guild</b>: At the beginning of the Cards Phase a Player with an Activated Thieves' Guild or holding a Thieves' Guild in hand may use or reveal it to steal a card at random from the hand of another Player of his or her choice. That Player may reveal a Thieves' Guild from hand (which has not been already played in this way) to block this. Only one successful attempt to steal a card may be made by this Guild per game. / <b>SC</b>: Includes the Desert Snake Cults (including the Grey Rattlesnakes at the Oasis of Oranges and Acacia) if using the Sacred Circles Expansion. / <b>SC &amp; DD</b>: Does not control The Serpentine Empire if Scorpion Tribes are Activated. / <b>DD</b> 1/3 chance of Controlling the Jewelled City of Bhakanandra (at the Time of No Cats)</p>