

Tarot Card		Nine of Blades	
Alleyman’s Tarot Card:		The Hanged Man (b2) (Page No. 193)	
No. & Name of Faction		76. Snake Tribes	
Expansion		Sacred Circles	
Timeframe			
Alignment		N/C	
Politics	Aggressive	Category	Tribes
Enemies	Scorpions, Rats, Lizards		
Seats	0 on Council	0 in Secret Conclave	
(n) = Influence	(i) Snake Totem at Grasslander Gathering	0 in Congress of Dreams	
Characters	Snake Chief, Snake Shamaness		
Location A	Grasslander Snake Camp	Area A	Environs
Location B		Area B	
Resources	Mist Warrior Druids, Shamanesses of YSSA, Snake Charmers, Giant Snakes, Venoms		
Circle	Southern Moorlands Circle	Forest	Grasslands
Otherworld	The Serpentine Empire	Domain	Dreams
Random Event	Snake Cultists from Tehmor/Vavistor have come to the Grasslands seeking to capture Giant Snakes.		
Background	The Way of the Snake teaches elusiveness, strength of will and the sudden strike. Snake Tribes dwell mostly in the Southern Moorlands and nearby Plains and are great musicians, preferring to camp in the longer grasses. They include Mist Warrior Druids, Shamanesses of YSSA and Snake Charmers (Charmer Elementalists and controllers of Giant Snakes) amongst their numbers. They are craft producers of specialist Poisons and Venoms, which are sold in the Poison Market of Tehmor.		

<b>Notes</b>	<b>DD:</b> takes control of the Serpentine Empire if Snake Cult previously Activated. Does not gain control of the Jewelled City of Bhakanandra (even at the Time of No Cats),.
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