

# APOCRYPHA

ADVENTURE CARD GAME

## SNAKENADO! REIGN OF VENOM

GUIDED MODE MISSION FOR APOCRYPHA  
GEN CON 2018 EDITION

Written by Aviva Schecterson  
Special thanks to Liz Spain and Skylar Woodies



## INFO FOR THE GUIDE

This module assumes that you are familiar with the rules of the *Apocrypha Adventure Card Game*. It should take around two to two and a half hours to complete. The saints should visit four nexuses in that time (30-45 minutes per nexus) and should use about three to eight omens per nexus between the clock and omens in decks. The Guide can always push the group into confronting cards by giving a saint an omen from the clock and revealing a card from the nexus for them to confront. Note that the Guide may add more cards to the clock or a nexus, and not every card in the nexus needs to be confronted; this is up to the Guide's discretion.

Any important plot information will be stated. If saints ask questions and there is no answer on this module, the Guide should feel free to improvise.

**For the guide (spoilers):** In Cullfield, the townsfolk are being possessed by a serpent-like curse that makes them attack anyone who might be trying to stop their leader's goals. The curse is being spread under the guise of divine healing from a charismatic priest. The saints meet with an informant, Axel, who tells them that the fae have been unsuccessful in defeating the serpent priest and they need the saint's help. While Nagavanshi and the Cult of the Serpents (Serpent Cult) appear to be the culprits, the saints will find out at the last moment that Maxeh, fae goddess of hunting and war, and the fae are really behind it, wanting to whip up a tornado of snakes that will cut a swath of destruction across the plains.

Cullfield is in an old mining district located in the southeastern sphere of Texas. In the 2010 census, the population was 78. Geographically, Cullfield is tucked between a state park and a flooded mercury mine. There's a main avenue with a few local businesses that goes straight through and into the hills. Biker gangs of fae frequent the town and lately, the locals have been seeing more snakes around.

## TEXT KEY

- **SECTION HEADER**
- **Lesser section header or callout text**
- **Do not read exact text aloud – the guide or a saint does the action**
- *Read the exact text aloud*
- For the guide's information

## ACT I

You've stopped at a gas station in the middle of nowhere and all of you are hungry. You all step inside the poorly air-conditioned building and can hear the radio in the back. "Good afternoon folks. This is Mr. Sunshine, your favorite weatherman on KNIF Radio—The Knife." The distance from this gas station to the next city causes the radio to break up frequently, but you can still decipher his yapping. "Now I know you've been calling in and telling me the new gadget has been off, but we all know there's some crazies out there... You know what they say, 'strange weather portends oncoming disaster'." You look out the window and see a clear blue sky. "We've potentially got some gray clouds coming in. Either that, or some heavy circular winds and we'll be broadcasting from the basement," he chuckles. "Now let's take a call from Anna in Cullfield."

"Good afternoon, Mr. Sunshine," an old feminine voice cracks. "Just an hour ago I was at The Stackhouse and I saw them storm colors in the sky. But you've been insisting all day that there's noth-!!" Her call drops and Mr. Sunshine's voice sounds distant when he says "Who let her on? I thought I told you no more callers from Cullfield!" His voice comes back full volume again. "Whoops, sounds like we lost you there Anna. Let's take another call from Sam in Terlingua..."

The gas station clerk mumbles that those small-town folks must be 'losin' their minds by now' as he rings up enough stale sandwiches for the saints. "A month ago, some lady saw a snake in her bed, which isn't uncommon around these parts. The uncommon part was that she was 10 years blind." He shakes his head. He hands one saint the receipt and goes back to doing his crossword.



You walk back to the car with your bag of goodies and see a note in your van's windshield.

- No one saw anyone in the parking lot and there are no other cars or people around.
- The note is completely normal looking.
- The gas station clerk doesn't know anything.

Read the note:

To Saints of the Apocalypse  
Cullfield – Tornado Alley  
9:39 PM  
From Axel

You realize how close you are to Cullfield.

☉ **Soul (Sense) 10; if ☯ succeed, read the following:** You see a twisting cobra shape in the clouds to the west, which disappears almost as quickly as it appeared. You can tell it was not a normal cloud formation, but cannot figure out where it came from.

## ENTERING CULLFIELD

You drive into the Cullfield area and it's a few hours before the appointed time the informant wants to meet with you. You see two exits ahead: one leading to Tornado Alley Bowling and the other exiting onto Cullfield Drive. You could explore the town or wait for night to fall.

The saints may choose either exit; go to the nexus that matches the location they picked. In this act, if the saints want to make checks to figure out where they should go, you may direct the story as appropriate for the group.

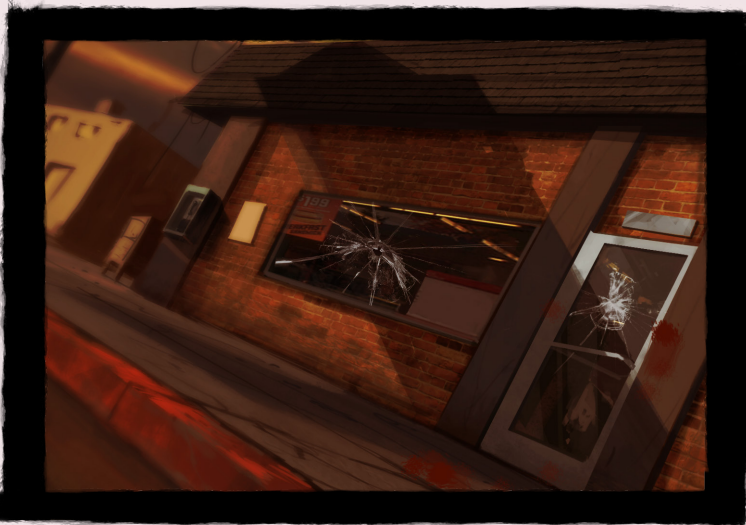


## TORNADO ALLEY BOWLING

### Back Alley

You pull up to the bowling alley and the parking lot is empty except for a single motorcycle, but the lights are on inside and you can hear a muffled Jim Stafford singing 'Spiders and Snakes'.

- This nexus has **Tailgunner** (Fae Rage gift), **Flying Rats** (Fae Body gift), **Runic Blade** (Serpent Rage gift), and **Wadjet** (Serpent threat).
  - Goal: The saints meet with Axel and learn that the fae have been trying to defeat a local serpent cult. They also learn that they will need to find the serpent priest at the church.
  - Axel knows everything about the fae's plan but will only tell the saints enough to get them to the church.
  - Tailgunner** (Fae Rage gift): Axel is a biker from the fae gang The Marauders and is the informant. He will meet the saints at 9:39 PM. He is obviously a fae, with his glittering eyes and fairy logo on his jacket. The biker has the following information:
    - He noticed the town has grown more religious over the past month and people go to the church all every day.
    - He and a small group of fae are kidnapping citizens that appear to be under the influence of the serpent curse and have learned that they think they are being healed.
    - Since the fae have been unsuccessful at dealing with the serpent cult and priest so far, he's called upon the saints.
    - Tomorrow there will be a large gathering where the priest is claiming he'll heal more in a day than ever before. If he succeeds in cursing all those people, blood will spill and venom will reign. At the gathering, there will be a contact of his who will help you get inside.
  - Win vs. the Tailgunner:** He hands the saint a bag that is moving with something alive inside of it. It's full of **Flying Rats** (Fae Body gift); confront this gift. The rats fly away if they fail.
- If the saints choose to investigate the area further, they are attacked by a **Wadjet** (Serpent threat). If they defeat it, they can confront a **Runic Blade** (Serpent Rage gift) to turn the Wadjet's gold tail into a runic blade.



### ALONG CULLFIELD DRIVE

#### Main Street

There are only three buildings along the main road: a clinic, a thrift shop, and a restaurant. There are a few cars parked on the side of the streets, but the lot at the restaurant has a noticeable number of motorcycles.

- This nexus has **Trauma Kit** (Base Body gift), **Tie Snakes** (Serpent threat), **Kobold Blood** (Serpent Body gift), **Naga Veil** (Serpent Body gift), **Spectral Particles** (Fae Mind gift), **Death Rattle** (Serpent threat), **Seer** (Base Soul gift), **Extra Shot** (Base Body gift), and **Dullahan** (Fae true threat).
- Goal: The saints are searching for clues that will confirm the serpent cult's presence.

**Cullfield's Family Clinic:** The front door is locked and there's a "Closed" sign in the window.

- A saint may attempt a **Body (Hack) 9 check** to break into the clinic. The lobby is a wreck. There's a pile of first aid kits knocked to the floor and a hissing coming from the back office.
- Trauma Kit** (Base Body gift): This is a first aid kit.
  - The kits are incomplete, but you find enough parts for a set.
- Tie Snakes** (Serpent threat): This is a giant two-headed snake that is protecting the refrigerator.
  - The snakes attack the saints on sight. They will inflict Body damage on the closest saint until they are defeated. If  $\leftrightarrow$  Lose, **do not slither the Tie Snakes**.
  - The hissing is long and sharp, dragging out over the course of a minute. As you round the corner into the office, the source of the sound slithers out from behind the desk.
- Kobold Blood** (Serpent Body gift): This blood has been collected by the serpent cult for their grand rituals. Some of the vials contain the blood of those with the serpent curse and some blood is not.
  - When it's safe, the hum of the refrigerator beckons you. Inside are stacks of vials.

**Tara's Thrift and Treasures:** The owner is annoyed as you enter the shop, and she eyes you suspiciously as if you're going to steal from her like all the other tourists. She makes an effort to stand between you and the window display case.

- Tara is cursed. If the saints interact with her, she will not attack unless they get aggressive first or attempt to steal from her shop.
- Death Rattle** (Serpent threat) is the curse that has consumed her.
  - Death Rattle** (Serpent threat): The curse had consumed Tara until she was no longer human, just a husk being controlled by the cult. Do not slither the Death Rattle.
- When the curse is no longer possessing Tara, she becomes unconscious. She will be okay.
- The items in the display case are a wedding veil (**Naga Veil**) and trapped tiny fairies (**Spectral Particles**).
  - Naga Veil** (Serpent Body gift): This is a mask that would give the saint the appearance of a serpent cult member. Taking a closer look, the veil is delicate and papery, like the old skin of a reptile.
  - Spectral Particles** (Fae Mind gift): Everything in the window looks shiny, but the glitter itself is tiny fairies.

**The Stackhouse:** A tired waitress and the smell of the region's best coffee greet you as the rise of various voices floats around the establishment. A large group in the back is laughing their heads off.

- The Dullahan are headless bikers (only the saints can see they have no heads) and are pleasantly surprised by the saints' presence, but do not actively engage with the saints on their own.
- With the large fairy bikers is a snake man who looks scared. He tries to signal to the saints to help him.
- The waitress is a seer and can see something is coming. Her premonition: "It was all joy. Then I could feel the wind and snakes slither out of my head. The pastor was there, and a tall shadow behind him... oh I probably shouldn't have said that."
- The waitress may come by and offer the saints coffee. Only one saint may confront **Extra Shot**.
  - Seer** (Base Soul gift): Once the saints learn of her premonition, they may draw this card.
  - Extra Shot** (Base Body gift): You take in the smell of delicious coffee. The steam from it slithers into the air before dissipating.
- Dullahan** (Fae true threat): Present the Dullahan card to the saints flavor text side up. The saints may:
  - Confront the Dullahan by making them angry or attacking;** the snake man gets away.
  - Confront the Dullahan by trying to talk to them:** The snake man gets pulled to the forefront. The Dullahan are part of The Marauders, they are interrogating the snake man, and the Dullahan kidnapped him from the festival at the church earlier today.
  - The saints may confront the snake man (Unhinged).** If they lose, he gets away. If they win, he says something in snake-tongue and then kills himself. If the saints attempt to search or touch his body in any way, his body will disintegrate.

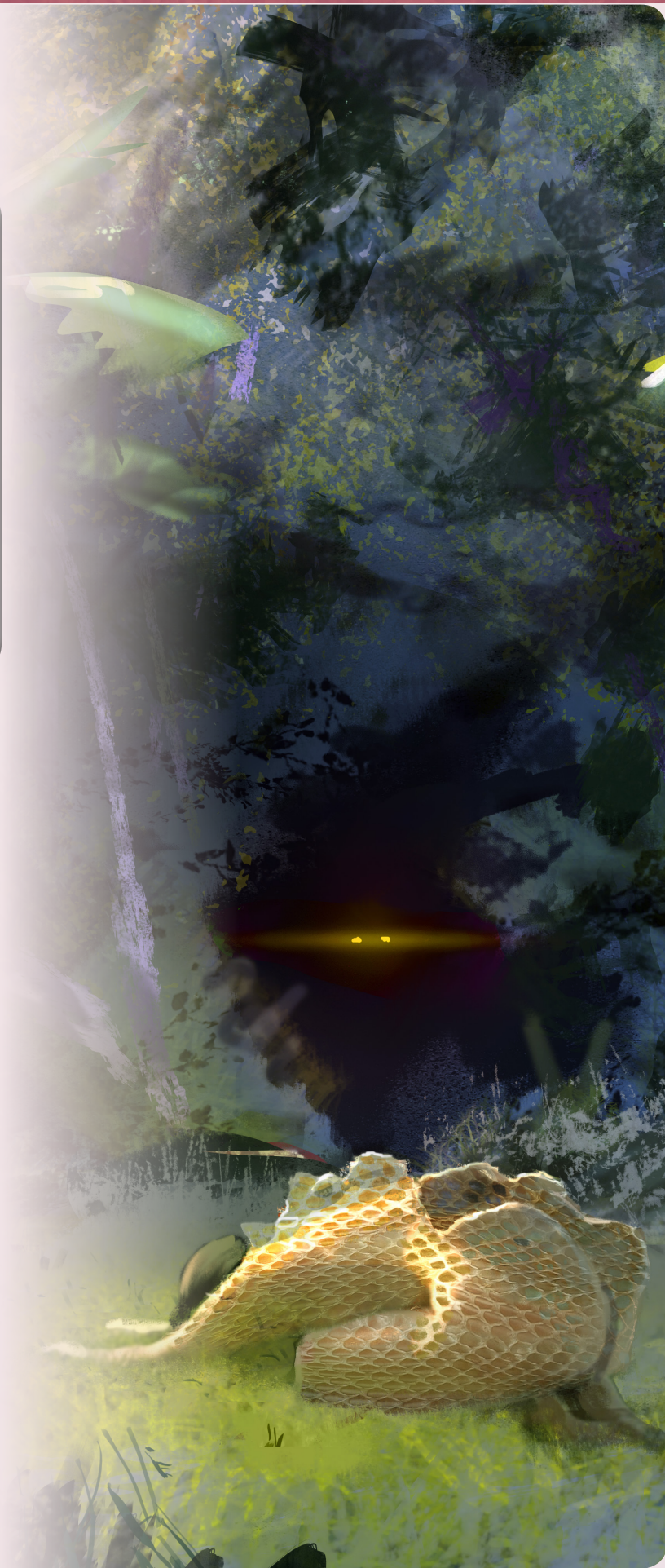


## ACT II GATHERING FOR THE SICK

### Festival

Outside of the church, hundreds of people are gathered. A few people are leaving, but most of enjoying the music and food underneath a large tent where a man is proselytizing and speaking a language you don't understand. There's a line snaking around the church, and it seems they're only letting in people who have tickets.

- This nexus has **Cult Member** (Base true threat), **Molter** (Serpent true threat), **Mother's Memory** (Serpent Soul gift), **Wadjet** (Serpent threat), and **Blue** (Fae Soul gift).
  - Goal: Find and defeat members of the serpent cult and find the contact to get inside the church.
  - The saints cannot enter the church until they find the contact who will help them get inside. Give them hints to look for a person who appears to be a fairy. Blue has tickets for them, but she will need to be confronted in order to be convinced that they're the saints that Axel sent to her.
  - The cult member will prevent the saints from getting too close to the church before they find Blue. **Put Cult Member out flavor text side up.** If they confront the cult members, you may have them confront **Molter** (Serpent threat) instead.
  - The man proselytizing is a snake man. The people around him are hypnotized. If the saints confront him, they confront **Molter**.
  - People here came to be healed "just like everyone else". They all have wraps on their arms from getting blood drawn.
  - There are lots of Garter snakes slithering around the field. If the saints want to engage with one, they will confront **Wadjet** (Serpent threat).
- 
- **Mother's Memory** (Serpent Soul gift): There is a woman passing out food to everyone. If the saints talk to her, she'll tell them a story about how she came here because she heard of a woman two states over who is 54 and got pregnant after being healed. She gives the saint a small skull charm.
    - "Here, you can have this. I won't need it anymore."  
**Confront this gift.**
- 
- **Blue** (Fae Soul gift): Once the saints find Blue, she requests an answer to her riddle to confirm who they are:
    - "Give me the thing that can bring tears to your eyes; resurrect the dead, make you smile, and reverse time. It forms in an instant, but it lasts a lifetime."
    - The answer is "memory" which the saints can outright say, give her the **Mother's Memory charm**, or **Win vs. her and sacrifice a fragment**. Any answer will cause Blue to give them the tickets and get them to the front of the line.





### ACT III SAINT CONSTANTINE CHURCH OF THE PENTECOST Chapel

The church doesn't look like a church of any religion you know. The door creaks open as you enter a dim room. The only daylight is coming from a single uncovered stain glass window, the only with the serpent in Eden. The pews are filled with people listening to the sermon of a priest with a red snake on his shoulders. "His power is great, and He invites you to be healed. Any weakness or ailment can be cured with just one drop." His smile reveals bright white teeth. "God has sent us a gift, people."

"Who among us needs healing?" His eyes land on you. "You, who has been delivered to me, please step forward." Pick a saint to be pulled up next to the priest.

- This nexus has **Lizard Guard** (Serpent threat), **Nagavanshi** (Serpent true threat), **Twister** (Fae true threat), and **Maxeh** (Fae true threat).
  - The twister will contains a number of snake threats equal to the number of saints: **Anai-Kondra** (Animus true threat), **Molter** (Serpent true threat), **Nahash** (Serpent true threat), **Tie Snakes** (Animus threat), **Tie Snakes** (Serpent threat), **Unhinged** (Serpent threat), and **Wadjet** (Serpent threat). **The guide doesn't have to use the Animus threats if they don't want to. Ignore any slither powers.**
  - If the saint claims they don't need healing, their nose starts to bleed and the priest says they do.
  - The healing process goes something like this: **The priest puts their hand on the saint's shoulder and appears to be healing their ailment as he speaks in tongue. The people in the pews respond, whispering in tongues.**
  - The **Lizard Guard** will protect the priest if the guide is not ready for the priest to be confronted (the priest needs to heal a saint before he's attacked).
  - The snake around the priest's shoulders cannot be harmed. The priest protects the snake. This is Maxeh in snake form.
- 
- **Nagavanshi** (Serpent true threat): This is the priest.
    - After Nagavanshi is defeated, the crowd begins to whisper in tongues again and there's a rumbling outside. The world lurches as the roof of the church is ripped away to reveal the twisting storm.
  - **Maxeh** (Fae true threat): **Put Maxeh out flavor text side up.** As goddess of the Hunt and War, she is too powerful to be confronted directly. You may read Maxeh's speech or make up your own with the same flavor.
    - The priest's pet snake transforms to reveal a red-headed woman in leather biker garb. She cackles, throwing her head back and looking up at the storm. "How easy it was," her voice purrs like an engine. "So kind of you to bring yourselves to be sacrificed. With your power, this storm will gouge a wound through the world. It will rain blood and venom through the heart of the battlefield to come."
  - **Twister** (Fae true threat): This is the Twister.
    - The Twister will suck up some snake-cursed citizens. **When the Twister is spun, the saint it lands closest to will confront a snake threat before ✱ confronts the Twister; saints will confront one randomly for each number of snake threats.** (Not every saint has to confront a snake, but each snake must be confronted. Each saint must confront the **Twister**.)

If a card says to slither it, shuffle it into a random nexus.



**If the saints succeed against each snake in the twister:** Maxeh falls silent and glares with an icy stare as she realizes what you've done. "The next hunt, I think, shall be better. See y'all later..." She grins wickedly and saunters out of the church. She rides her motorcycle off into the sunset, her band of dullahan following her.

The citizens around you begin to awaken from their hypnotized slumber. You see a child climb into the arms of its mother. She smiles at you as if to thank you for what you did, but you doubt she knows. The work of a saint is forever thankless.

**If the saints fail against any snakes in the twister:** The ground rumbles and Maxeh continues to cackle. The rest of the citizens are swopped up into the twister, even the ones who weren't yet cursed. Maxeh jumps on her motorcycle, and you watch her as she leads the twister across the plains of eastern Texas. Around you, snakes inch closer and closer. One wraps around your legs, the other around your neck. You see your fellow saints also being trapped by the snakes and your hopes fade.

LONESHARKGAMES.COM



## SAINTS AND THEIR DECKS

These are the suggested saints and deck lists to use in this module.



Each should also have two fleeting fragments.

### ***Evangeline Rose:***

- **(Mind Gifts)** Elusion, Mondrian Cell, and Starclock
- **(Body Gifts)** Bruiser and Poppet
- **(Soul Gifts)** Charm Bracelet, Keyhole Necklace, Mme. Roux's Elixir, and Sparks
- **(Rage Gifts)** Dead Sea Salt and Switchblade
- **(Omens)** Extravagance, Horrorshow, Hush, and Pain

### ***Frank Block:***

- **(Mind Gifts)** Bones, Memory Killer, and Worry Beads
- **(Body Gifts)** Business Suit, Muscle Memory, and Vice Dog
- **(Soul Gifts)** Lucky Numbers
- **(Rage Gifts)** Dead Sea Salt, Hitman Sampler, Pearl Handled Revolver, and Reaper
- **(Omens)** Affliction, Gutpunch, Righteous Anger, and The Hookup

### ***Israel Diaz:***

- **(Mind Gifts)** Charlatan's Book, Memory Killer, and Memory Stick
- **(Body Gifts)** Halligan Bar, Makeshift Armor, and Picks
- **(Soul Gifts)** Sparks and Soul Stealer
- **(Rage Gifts)** Extra Razor Blades, Jekyll Formula, Reaper
- **(Omens)** Horrorshow, Judgement, Poverty, and Starlight



### ***Juniper Flowers:***

- **(Mind Gifts)** Bones, Parasight, Mondrian Cell
- **(Body Gifts)** Muscle Memory, Red Shoes, and Vice Dog
- **(Soul Gifts)** Lantern Clown, Magic Mason Jar, and Mme. Roux's Elixir
- **(Rage Gifts)** Fingerpost, Pink Tazer, Runic Blade
- **(Omens)** Comfort, Deviltry, Feedback, and Good Karma



### ***Gabriella Vargas:***

- **(Mind Gifts)** Memory Killer, Memory Stick, and Wolfram Cube
- **(Body Gifts)** Bruiser, Makeshift Armor, and Picks
- **(Soul Gifts)** Charm Bracelet and Therapy Dog
- **(Rage Gifts)** Murder Board, Pearl Handed Revolver, and Pink Tazer
- **(Omens)** Gutpunch, Indignation, Pain, and Sustenance

### ***Matthew Lockhart:***

- **(Mind Gifts)** Gallowglasses, Memory Stick, and Wolfram Cube
- **(Body Gifts)** Extra Shot, Halligan Bar, Picks, and Snakeskin Boots
- **(Soul Gifts)** Candlebox and Magic Mason Jar
- **(Rage Gifts)** Bomb and Sword Cane
- **(Omens)** Curiosity, Extravagance, Good Karma, and Starlight





## CARDS NOT YET RELEASED

**TAIL GUNNER**

"Beef ain't washed in weeks, but he's got my six."

**RAGE GIFT** ♀ Discard: Boost Rage. 16 15  
 ♀ Evaluate - Discard: Move to the nexus of ★. Then ★ rerolls any number of Body and Rage dice.

**Fae | Ally • Wicked | Charm • Resist**

496 Fae Art by Brandon Perlow

**FLYING RATS**

You can always count on a host of scavengers to make a Hunt more interesting.

**BODY GIFT** ♀ Discard: Boost Body. 18 11  
 ♀ Assemble vs. a gift or threat - Bury: ★ Draw up to 4 cards from the clock to add 1 Body die for each card drawn; sacrifice any omens and confront any threats after this confrontation.

**Animus • Fae | Resist • Strike**

480 Fae Art by Jacob Alesza

**WADJET**

To ward the demons, wear a winged viper as a crown, its tail coiled round your throat. For safety.

**THREAT** 15 14  
 ♀ Evaluate: Trash 1 Body die.  
 ♀ Terminate: Ⓢ Body (Resist) 10; if any saints fail, they discard the top card of their deck.

**Serpent | Strike • Resist**

974 Serpents Art by Daria Rashevskaya

**RUNIC BLADE**

The eagle-jaguars feed the sun with hearts and blood. There are always "volunteers."

**RAGE GIFT** Discard: ♀ Boost Rage. 14 11  
 ♀ Evaluate vs. a threat or Ally gift - Recycle: ★ Reroll 1 die, explode 1s, upgrade 1 die, downgrade 1 die, then flip 1 die.

**Serpent | Relic • Wicked | Conjure • Strike**

981 Serpents Art by Nicholas Kay

**TIE SNAKES**

A rabbit can drink in a pool with a tie snake as long as there is another tie snake in the pool.

**THREAT** 15 13  
 ♀ Damage: Discard the damage from the top of your deck.  
 ♀ Lose: Bury your discard pile; slither this threat.

**Serpent | Resist**

971 Serpents Art by Jacob Alesza

**KOBOLD BLOOD**

"Why wouldn't snake cultists crave the blood of reptilian fairies? You expected loyalty?"

**BODY GIFT** ♀ Discard: Boost Body. 10 13  
 ♀ Support - Slot: While slotted, ♀ Lose: Heal 1 or 2; if you cannot, sacrifice this card.

**Serpent | Surge • Wicked | Conjure**

948 Serpents Art by Oscar Caffaro

**NAGA VEIL**

They have to look like us some of the time. They were just born that way.

**BODY GIFT** ♀ Discard: Boost Body. 14 15  
 ♀ Assist - Slot: While slotted, ♀ Mutate - Bury this gift or another Serpent card: ★ Trash 1 mutation die.

**Serpent | Relic • Wicked | Sense**

949 Serpents Art by Richard Burgess

**SPECTRAL PARTICLES**

"Sparkle, sparkle, little wink. How I wonder what you think."

**MIND GIFT** ♀ Discard: Boost Mind. 8 10  
 ♀ Evaluate when rolling dice vs. a threat - Discard: If ♀ catches a die before it stops rolling, trash it; reload this gift instead. Then, explode 1s and 2s.

**Fae | Surge | Conjure • Strike**

477 Fae Art by Richard Burgess

**DEATH RATTLE**

"That gurgling sound is the Tongue of Dan. It has your throat, and the rattle will be heard by all."

**THREAT** 14 16  
 ♀ Initiate: Examine 1; if it is a threat, suffer 3 Soul damage, then slither this threat.  
 ♀ Win: Heal 1 Soul gift.

**Serpent | Wicked | Conjure • Study**

968 Serpents Art by Pixeloid Studios



## CARDS NOT YET RELEASED

**DULLAHAN**



**TRUE THREAT** 14 14

♀ Damage: Do not suffer the damage. You may flip 1 fragment facedown; otherwise, gain 1 new death.

Ⓢ Terminate: Ⓢ Confront a copy of this threat.

**Deathless • Fae | Resist • Sense**

510 Fae Art by Grzegorz Pedyocz

**UNHINGED**



Against most creatures, the dislocation of their jaws would be a positive.

**THREAT** 14 15

♀ Initiate: Body (Resist) 11; if you fail, suffer Body damage equal to your number of fragments.

♀ Damage: Before suffering the damage, reset your hand.

**Serpent | Sense • Strike**

973 Serpents Art by Julio Benid

**MOLTER**



**TRUE THREAT** 14 15

♀ Avoid: Roll 1 die plus 1 die per Charm gift you recycle. If all dice are odd, avoid.

♀ Damage: Ⓢ Suffer the damage.

**Serpent | Charm • Strike**

980 Serpents Art by Richard Burgess

**MOTHER'S MEMORY**



"These bones gave birth to children. They guided lives. They cried. They will make good sacrifices."

**SOUL GIFT** ♀ Discard: Boost Soul. 13 13

♀ Evaluate - Slot: While slotted,

- ♀ Evaluate - ♀ Discard the top card of your deck:

✱ Reroll 1 die.

**Serpent | Wicked | Conjure**

957 Serpents Art by Grzegorz Pedyocz

**WADJET**



To ward the demons, wear a winged viper as a crown, its tail coiled round your throat. For safety.

**THREAT** 15 14

♀ Evaluate: Trash 1 Body die.

♀ Terminate: Ⓢ Body (Resist) 10; if any saints fail, they discard the top card of their deck.

**Serpent | Strike • Resist**

974 Serpents Art by Daria Rashevskaya

**BLUE**



She can make your dream real, for one night, with just a flick of her wrist.

**SOUL GIFT** ♀ Discard: Boost Soul. 15

♀ Assemble using Rage - Recycle: Add your Soul dice. Then,

- Evaluate: Sacrifice 1 fragment unless you keep at least 1 die that landed on part of this gift.

**Dreamer • Fae | Ally • Holy | Charm**

485 Fae Art by Daria Rashevskaya

**NAGAVANSHI**



**TRUE THREAT** 16 15

♀ Initiate: ♀ Suffer 1 Body damage from the top of their deck.

✚ Play a non-Serpent gift: Raise the cost by 1.

**Serpent | Study • Strike**

981 Serpents Art by David Demaret

**LIZARD GUARD**



They sunk the Andrea Doria to hide a Mayan subterfuge. Think what they'll do to you.

**THREAT** 15 15

♀ Evaluate when not Striking: Downgrade Rage dice.

♀ Win: Sacrifice 1 fragment or slither this threat.

**Serpent | Strike**

970 Serpents Art by James Mosingo

**TWISTER**



**TRUE THREAT** 15 17

♀ Target: Spin this threat. The virtue pointing toward you is the target.

♀ Damage: For each damaged card, Ⓢ must also suffer damage.

**Resist**

522 Fae Art by Jack Baker



## CARDS NOT YET RELEASED

**ANAI-KONDRA**



**TRUE THREAT** 16 17 16

♀ Win: Heal 1 Ally gift from your bury pile.

♀ Lose: Bury 1 Ally gift; otherwise, sacrifice 1 Ally gift from your discard pile.

**Animus • Serpent | Strike**

767 Animus Art by Lee Pfanninger

**MOLTER**



**TRUE THREAT** 14 15

♀ Avoid: Roll 1 die plus 1 die per Charm gift you recycle. If all dice are odd, avoid.

♀ Damage: ① Suffer the damage.

**Serpent | Charm • Strike**

980 Serpents Art by Richard Burgess

**NAHASH**



**TRUE THREAT** 16 15

♀ Assemble: If you have slotted any deaths or Serpent fragments, bury the top card of your deck or trash 1 die.

♀ Evaluate: You may sacrifice 1 Holy or Mind gift to keep 4 dice.

**Serpent | Resist • Study**

982 Serpents Art by J. R. Barker

**SERPENT CULT**



**TRUE THREAT** 14 14

♀ Initiate: ① Recycle 1 Serpent gift or suffer 1 Body damage.

♀ Lose: Sacrifice 1 fragment or slot 1 new death.

**Serpent | Charm • Conjure**

989 Serpents Art by Jacob Altenza

**TIE SNAKES**



*A rabbit can drink in a pool with a tie snake as long as there is another tie snake in the pool.*

**THREAT** 16 16

♀ Damage: Recycle the damage.

♀ Lose: Sacrifice 1 random threat from under the Allegiance divider.

**Animus • Serpent | Resist**

765 Animus Art by Jacob Altenza

**TIE SNAKES**



*A rabbit can drink in a pool with a tie snake as long as there is another tie snake in the pool.*

**THREAT** 15 13

♀ Damage: Discard the damage from the top of your deck.

♀ Lose: Bury your discard pile; slither this threat.

**Serpent | Resist**

971 Serpents Art by Jacob Altenza

**UNHINGED**



*Against most creatures, the dislocation of their jaws would be a positive.*

**THREAT** 14 15

♀ Initiate: Body (Resist) 11; if you fail, suffer Body damage equal to your number of fragments.

♀ Damage: Before suffering the damage, reset your hand.

**Serpent | Sense • Strike**

973 Serpents Art by Julia Benoit

**WADJET**



*To ward the demons, wear a winged viper as a crown, its tail coiled round your throat. For safety.*


**THREAT** 15 14

♀ Evaluate: Trash 1 Body die.

♀ Terminate: ① Body (Resist) 10; if any saints fail, they discard the top card of their deck.

**Serpent | Strike • Resist**

974 Serpents Art by Daria Rashevskaya



*Watch for the streak of red across a mulberry sky. Hear the roar of a horse of black lightning and the silent whoops of a dispirited legion. Spare only a glimpse for the accursed crop of severed heads for they are Red Mover's enemies, or would be in the morning. Pray for the sunset, and the Hunt to touch the asphalt.*

514 Five



## CARDS NOT YET RELEASED

**Juniper Flowers**  
WILD CHILD

3

3

4

5

♀ Evaluate: Upgrade or downgrade 1 die.

♀ Investigate a Doom nexus: After investigating, flip the nexus.

Charm 1 • Conjure 1 • Sense 2

390 Base

2

Art by Pixeloid Studios



**Israel Diaz**  
PALEOHERPETOLOGIST

2

3

4

5

♀ Play a Relic gift: Lower the cost by 1.

♀ Assemble vs. a Conjure or Serpent card: Add 1 Mind die.

Hack 1 • Strike 1 • Study 2

689 Base

3

Art by Pixeloid Studios

