Name: Snake People

Bio:

 Throughout their history The Snake People fought amongst themselves. They represent different species that evolved in parallel in a land ruled by reptiles. They are highly militaristic. Fighting was not only between species but within as well. Eventually, though, their various species and nations grew strong and developed advanced technology, traveling in space, and even learning to open portals to other dimensions.

 What they found shocked them: Dimension after dimension where their world was ruled by mammals rather than reptiles. These mammals, though, seemed to generally have evolved later and to be less advanced, technically. Fearing that one day the mammals of other dimensions would learn to travel through portals to other dimensions and decide to band together to exterminate The Snake People, the various nations and species of The Snake People have banded together to stave off that fate.

Using a mix of guile and force, The Snake People travel to other dimensions and work to either destroy them outright or at least slow their technical advance.

Villain character card

Name: **Hidden Enemy**

HP: 70

Setup: Put the Snake People into play Hidden Enemy side up.

 Reveal cards until (H) - 1 ongoing cards are revealed and put them into play. Shuffle the other revealed cards into the deck.

Game play: At the Start: If there are no ongoing villain cards in play, flip villain card/text.

 At the End: Heroes must discard (H) - 2 cards

Advanced: Reduce damage to villain targets by 1

Name: **Strike from the Shadows**

Game play: At the Start: If there are (H) - 1 ongoing cards in play, flip villain card/text.

 At the End: The Snake People deal each hero target (H) -1 melee.

Advanced: Increase damage by villain targets by 1

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **#** | **Name** | **Type** | **Text** | **HP** |
| 2 | Boa Constrictor Snake Warrior | Snake Warrior | At the end of the turn this card deals the non-villain target with the lowest HP 1 melee damage. If that target takes damage it may not attack until the next villain turn. | 8 |
| 2 | Cobra Snake Warrior | Snake Warrior | At the end of the turn this card deals the non-villain target with the highest HP 2 projectile damage. | 7 |
| 2 | Flying Snake Warrior | Snake Warrior | At the end of the turn this card deals each non-villain target 1 irreducible melee damage. | 5 |
| 2 | Taipan Snake Warrior | Snake Warrior | At the end of the turn this card deals the highest non-villain target 3 toxic damage. | 6 |
| 2 | Python Snake Warrior | Snake Warrior | At the end of the turn this card deals the highest non-villain target 3 melee damage | 9 |
| 3 | Active Portal | Ongoing | End: Play a card from the villain deck |  |
| 1 | Infiltration | Ongoing | Reduce healing of non-villain cards by 1Suggested Art: Snake people wearing human skin, ala ‘V’ |  |
| 1 | Snake Spy Satellite | Ongoing | All villain attacks +1 |  |
| 1 | False Front | Ongoing | -1 damage to Snake People for each Snake Warrior in playSuggested Art: A store that’s a front for Snake People operations, perhaps snake people sneaking in/out through a back entrance. |  |
| 1 | Underground Base | Ongoing | End: Villain targets regain 1 HP |  |
| 3 | Assassin Strike | One-shot | (H) melee to lowest Hero target |  |
| 3 | Panic in the Streets | One-shot | 2 projectile to (H) highest non-villain targets |  |
| 2 | Reptillian Supplies | One-shot | The Snake People regain 10 HP |  |