

Crossroads of Heroes® "Evil Sect" Expansion Rules Sheet

This expansion unlocks a sixth playable sect/character in the exciting world of *wuxia* created by **Pat Piper** and is best recommended for a 3–5 player game.

Evil Sect was a nefarious cult that was purged from the *Jianghu* many years ago by the combined might of many virtuous sects, led by the former **Grand Master of Wulin**.

You play as **Gu Lenghu**, a lone survivor of this lost cult who has long plotted revenge in the shadows by instigating violent conflicts among sects in the *Jianghu*.

To complete your vengeful vendetta and blazon the return of **Evil Sect**, you must now kill the last hope for a united *Wulin*...

Victory Condition

You start the game as **Evil Scum** and must take an evil path to victory. All rules of **Evil Scum** will apply to you:

- You are immune to all *yin* Stratagems.
- You must accept all duel challenges.
- You must kill 1 virtuous player (take out their last *qi* in a duel) to win the game.

Furthermore, being an emissary of **Evil Sect** gives you an additional method to win in a 3–5 player game:

- You win the game when 2 other players turn Evil Scum.

Both ways of winning are instant. However, if you meet your winning objective in the final round in the presence of the **Grand Master of Wulin**, the two of you must start a duel immediately.

You must win the duel in order to win the game. If you lose, you will be eliminated from the game and the final round of the game continues.



CREDITS

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Game Setup for Evil Sect

To integrate *Evil Sect* into the base game, do the following:



Reward
Deck



- 1 Add the *Evil Sect Artifact* (*Plaque of Ghost Fire*) to the **Reward** deck.
- 2 Replace 3 x *Roast Chicken* from the **Item** deck with *Dog Meat—Evil Scum's* favorite food.



- 3 Place *Evil Sect's* standee inside the **Evil Scum** zone on the game board.
- 4 Distribute *Evil Sect's* **Nemesis** tokens to the other players in the game.

Evil Sect Cards



The *Evil Sect* player will be given a **Character** card, a **Henchman** card, 3 **Basic Technique** cards and the **Evil Sect Signature Technique** card.

Evil Sect is dealt 3 **Stratagems** and given 6 **Qi** tokens before the game starts.

Playing as Evil Sect



Name: *Gu Lenghu* (孤冷狐)

Base Wugong: 3

Special Ability: DARK ALLURE

Card Text: *After defeating a player in a duel, pin a xie token on that player.*

By defeating your opponents in duels, you are able to corrupt their minds and slowly lure them to the side of evil (thus opening up an alternate way for you to win).

The temptations of evil power is irresistible to the weak!



Basic Technique Level 1

Ravaging Claw

Elemental Property:



Basic Technique Level 2

Demonic Demolition

Elemental Properties:



Basic Technique Level 3

Fangs Carnage

Elemental Properties:



You must train your techniques before you can use them in duels. **Basic Techniques** must always be trained in numeric order, starting with level 1.

Sect Signature Technique:

Vampiric Berserk Demon (瘋魔吸血大法)

Card Text: *After you defeat an opponent with this technique, you may recover qi that your opponent loses.*

You will have your **Sect Signature Technique** right from the start. However, it must be trained after you have trained all your **Basic Techniques**.




This technique allows you to recover **Qi** tokens that your opponent loses in a duel round that you have won. (Reminder: You cannot recover *qi* that exceeds your maximum *qi* capacity.)



Name: *Abbas* (阿拔斯)

Base Wugong: 4

Special Ability: HENCHMAN


Card Text: Discard a  stratagem, summon *Abbas* to fight by your side for a single duel round.

Abbas can be summoned at any point during a duel round. *Abbas* acts as reinforcement and should not be counted as part of the 0–2 techniques allowed for a duel round.



Sect Artifact:

Plaque of Ghost Fire (鬼火令)

Card Text: This retrievable concealed weapon may be used once per duel. Draw  to boost its wugong.

Like all other **Sect Artifacts**, *Plaque of Ghost Fire* may be acquired during an encounter with *Chan Kuniu* (Junk Collector), and you must trade an **Item** card for it.

Plaque of Ghost Fire works just like other concealed weapons and is used as a sneak attack during duels. Additionally, you may draw an **Element** separately from your technique(s) for a chance to boost its *wugong*.

Variant Rule: Instead of bartering with *Chan Kuniu* for your Sect Artifact or 1 other Item, you may choose to rob him of it! (If you wish to be truly evil!)

Conclusion

Evil Sect is designed to offer players a chance to start the game as an evil character. As **Evil Sect**, your objective is clear from the start. You are not bound by renown or honor and your main focus is to destroy an enemy for a quick win.

In a 3–5 player game, **Evil Sect** also wins when 2 other players turn **Evil Scum**. Although this is a bonus, be watchful when **Evil Scum** appears, since they can win just as quickly as you can by killing a virtuous player.

We hope that you will have fun playing as **Evil Sect**. However, don't forget that playing evil is one thing, being evil is another. Be nice to other players!