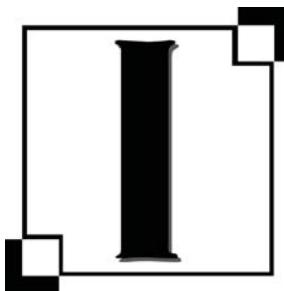


SECTS of the MARTIAL WORLD 4



CROCODILE SECT

SECTS OF THE MARTIAL WORLD: CROCODILE SECT



Introduction

Sects are an important feature of wuxia and a key to any successful [Wandering Heroes of Ogre Gate](#) campaign. This is the fourth of the Sects of the Martial World series, featuring new sects you can drop into your [Wandering Heroes of Ogre Gate](#) campaign. Their locations are left deliberately malleable or vague so you can place them wherever you need. Each book will be a small PDF that gives you a sect, stats for its leadership and members, new Kung Fu Techniques and a few additional extras. Because we want these books to be short, entries aim for brevity. Therefore we tried to be much more concise in the sect and NPC descriptions.

This entry is directly inspired by *Killer Clans* (1976). White-Haired Crocodile, the leader of the sect, is very much a man in the mold of Ku Feng's Sun Yu from the film. But it also takes inspiration from *Heroes Shed No Tears* (both the book and the 1980 movie) in the form of Hidden Arrow. This was a character created by a player in my group, Jeremy "Deathblade" Bai, loosely inspired by Zhuo Donglai (one of the great villains of the genre). I strongly suggest folks interested in this sect check out both *Killer Clans* and *Heroes Shed No Tears*. In addition to these influences, the *Flying Guillotine* films (and movies like it) were influential as well. We wanted to feature a number of newly engineered weapons to surprise the martial world.

Note that techniques described in this book are effectively secret, belonging to the sect and not something characters would take at character creation unless they were members.

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CROCODILE SECT

Leadership: White-Haired Crocodile (First Chief), King Iron Beard (Second Chief), 10 other Sub-Chiefs

Allied Sects: None

Enemy Sects: Bone Breaking Sect

Numbers: 1,136 (White-Haired Crocodile, 11 Subchiefs, 1,000 Disciples, 120 Lu Da Escort Agency Disciples, 4 Others)

Location: Crocodile Villa and the Four Chambers of Death

Cruel and cunning, Crocodile Sect is an extension of the personality of its eccentric leader: White-Haired Crocodile. He takes special precautions in all things. He outthinks and outmaneuvers his enemies, always having at least three contingency plans in place for any given situation. The members of the sect are taught to be vigilant and innovative like their master.

White-Haired Crocodile's willingness to do anything to survive is unmatched in the martial world. He even murdered his own son (who he suspected plotted against him) and is always on the lookout for treachery in his ranks. He has a secret, second sect that uses the Lu Da Escort Agency as its front. None of his disciples know about this other sect, and he built it to help him in the event that he is once again overthrown as sect leader of the Crocodile Sect.

White-Haired Crocodile has a strange affinity for deadly animals and a fondness for hosting tournaments.

HISTORY AND ORGANIZATION

Crocodile Sect was established thirty five years ago by White-Haired Crocodile and his sworn brother, Bao Kang. White-Haired Crocodile married a woman named Lihui and had several children. His personality was different at that time, and so was the sect. He was kind and trusting, his disciples were righteous. But fifteen years ago, Bao Kang and Lihui had an affair and tried to take over the sect. White-Haired Crocodile chose mercy, forcing them both into exile rather than killing them. Five years later they returned and succeeded in taking over, ousting White-Haired Crocodile and forcing him to flee. He eventually regained control of Crocodile Sect and killed them both. After that his personality changed and he vowed never to be blinded by sentiment again. A few years after, his eldest son, Chu, showed signs of plotting against him, so he killed him in his sleep.

White-Haired Crocodile is the First Chief of the sect, followed by his eleven subchiefs (making 12 chiefs in total). Rank is denoted numerically. After White-Haired Crocodile is his second chief, Wei Fuling or King Iron Beard. King Iron Beard manages the day-to-day activities of the sect at its headquarters. The remaining subchiefs, from Third Chief to Twelfth Chief, are spread out, controlling branches of the sect in different areas. Hidden Arrow controls White-Haired Crocodile's information network. Kicking Crocodile and Fearless Dagger, White-Haired Crocodile's remaining children, are members of the sect but not in high positions of authority (though he sometimes places them in charge of assassination squads).

HEADQUARTERS

Crocodile Sect is based in a mountain villa. It is a series of halls and gardens. White-Haired Crocodile is fascinated with animals and collects them. Therefore his gardens are a veritable zoo of lions, snakes, crocodiles and hawks. His animals are all trained to attack when he commands.

The villa is built on a mountain. White-Haired Crocodile has also constructed a number of deadly arena chambers where contestants in his competitions fight. He has incorporated his animals into the design, flooding one arena with water and filling it with crocodiles, or lining the edge in tiger cages. One chamber has a wide pit in the middle and a series of fire lance traps around the edge which fire at anyone who gets too close. These are mapped and described in the Four Chambers of Death section of this book.

BELIEFS

The sect's beliefs are a reflection of its leader's nature. They esteem intelligence and cunning, are capable of great cruelty and admire nature. Their overriding philosophy seems to be that of adapting and innovating to survive. White-Haired Crocodile often tells his disciples that "sentiment can kill as easily as a sword". He often follows this by saying "one who does not think is dead." To emphasize the latter point, it is common practice for him to strike or attack his students with no warning to check their alertness and defenses. Many have died through this method. The sect motto is: Vigilance and perseverance.

White-Haired Crocodile has a strict rule against mentioning the names of former sect members and traitors. No one may speak the name of his son, his wife or his former sworn brother.

REPUTATION

The sect is known for having an eccentric leader of unusual intelligence. Its fascination with animals is also known. While many in the martial world are repelled by the rumors that White-Haired Crocodile killed his own son, the sect's inventiveness and its Kung Fu are both respected.

TECHNIQUES

The sect places a lot of emphasis on counter attacks and kicks. Most of its members use sleeve blades, though this is not a requirement. White-Haired Crocodile has some techniques he never teaches members of Crocodile Sect.

Key Techniques: Blade of the Dancing Fox, Double Thrust, Emei Dagger Flurry, Kick of the Diving Falcon, Kick of the Golden Elephant, Kick of the Whirlwind, Kick of the Swan, Fluttering Kicks, Iron Beard Strike, Leap of the Swan, Pounce of the Lion, Swift Pounce of the Cheetah, Whipping Crocodile Kick, Spinning Back Kick (Counter), Clutch of the Hawk (Counter), Crocodile Kick (Counter), Escape of the Hidden Fang (Counter), Grasp of the Python (Counter), Guiding the Crashing Wave (Counter), Whirling Dodge (Counter)



MEMBERS OF THE SECT

This section includes stats and descriptions of the sect members.

WHITE-HAIRED CROCODILE

LEADERSHIP

WHITE-HAIRED CROCODILE

White-Haired Crocodile is clever, cautious and ruthless. He thinks long term and plots several moves ahead of his adversaries. He has stark white hair and a severe expression.

White-Haired Crocodile wasn't always so heartless or paranoid. He was even somewhat fatherly and kind in his youth. But he once had a sworn brother, named Bao Kang. He also had a wife, named Lihui. Fifteen years ago, Kang and Lihui became lovers and tried to take over Crocodile Sect. He defeated Kang but spared them both, telling them to assume new identities and be gone from his sight forever. Five years later, they hatched another plot from within his sect, removing him from power. He was forced to flee to the south and just barely regained control of his own men. Convinced that he made a mistake showing mercy before, he resolved never to be weak in the face of treachery. He fed his sworn brother and former wife to his crocodiles and forced himself to listen to their screams as they died. He believed this act purified him of sentiment and compassion. Some time later, when he suspected his son, he murdered him as well.

In truth, White-Haired Crocodile feels remorse for his misdeeds (especially the death of his son). But he is certain it is suicide to show weakness, so he is unmerciful as soon as someone shows signs of betrayal. He hopes the example he set with his son is enough to deter his two remaining daughters from taking a similar path.

White-Haired Crocodile loves his animals. He despises people who would harm such creatures. Presently, the thing White-Haired Crocodile desires the most is to possess a Flying Crocodile. So far his men have never succeeded in capturing one.

White-Haired Crocodile has multiple plans in place to protect himself from betrayal and assassination. He also has a secret sect (The Lu Da Escort Agency), which he intends to use should anyone turn against him within Crocodile Sect. He teaches certain techniques to members of Crocodile Sect, reserves others for Lu Da Escort Agency, and has kept a couple (like Flying Crocodile Kick and Perfect Strike of the Phoenix) to himself.

He has recently acquired the much-coveted Manual of the Jade Phoenix Sect (see page 389 of the WANDERING HE-



ROES OF OGRE GATE rulebook). He knows others will want it, so he will host a tournament to help eliminate powerful adversaries, then put it in the hands of the most worthy sect. Knowing the rest of the martial world will attack whoever possesses it, he plans to sit on the sidelines and then step in when the war for the manual has depleted everyone else involved. He also took the time to master the Perfect Strike of the Phoenix.

White-Haired Crocodile's real name is Gu Bao.

Defenses: Hardiness 5, Evade 5, Parry 6 or 8 with Sleeve Blades, Stealth 6, Wits 9, Resolve 9

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 3d10, Leg Strike: 3d10, Light Melee: 3d10 or 4d10 with Sleeve Blades, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 2d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Reason: 3d10, Deception: 2d10, Command: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Snake Charming): 2d10, Talent (Tiger Handling): 3d10, Talent (Crocodile Handling): 3d10, Talent (Bird Handling): 2d10, Creatures (Animals): 3d10, Talent (Poison): 3d10, Classics (The 26 Stratagems of Jiang Laozi): 3d10

Qi: 6

Max Wounds: 13

Weapon: Sleeve Blades (1d10 Damage or +1d10 to Arm Strike Damage rolls), Fists (2d10 Damage), Kicks (2d10 Damage)

Combat Technique: Fists of Steel

Expertise: Light Melee-Sleeve Blade, Creatures-Tigers, Creatures-Snakes, Creatures-Crocodiles

Key Techniques (Waijia 1, Qingong 3): Biting Blade, Blade of the Dancing Fox, Double Thrust, Kick of the Swan, Fierce Strike, Fluttering Kicks, Flying Crocodile Kick, Gust of the Fan Blade (with Sleeve Blade at -2d10), Leap of the Swan, Perfect Strike of the Phoenix, Pounce of the Lion, Swift Pounce of the Cheetah, Whipping Crocodile Kick, Spinning Back Kick (Counter), Clutch of the Hawk (Counter), Crocodile Kick (Counter), Escape of the Hidden Fang (Counter), Grasp of the Python (Counter), Guiding the Crashing Wave (Counter), Whirling Dodge (Counter)

KING IRON BEARD



KING IRON BEARD

His title is Second Chief and his name is Wei Fuling, but most call him King Iron Beard. So named for the series of iron rods hidden in his beard, which he unleashes on unsuspecting foes, King Iron Beard is a greatly feared man in the martial world. In addition to the iron rods in his beard, he hides a number of weapons on his body and inside his other weapons. He is constantly tinkering with his mace and sword, finding ways to fit them with surprises for his foes. A skilled engineer and inventor, King Iron Beard helps construct the more intricate areas of the sect headquarters and also assists managing the animals.

King Iron Beard is dour and stern. He is not easily impressed, and only spends time on those who do manage to impress him. However he has a tender side for those who show genuine skill or interest in invention. With such people he is kind and treats them like his own children, being highly protective.

He is extremely loyal, but not to the point of stupidity.

Defenses: Hardiness 5, Evade 5, Parry 9, Stealth 6, Wits 7, Resolve 7

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 3d10, Heavy Melee: 3d10, Small Ranged: 2d10, Speed: 3d10, Muscle: 3d10, Meditation: 2d10, Athletics 2d10, Detect: 3d10, Reason: 1d10, Deception: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Trade (Mechanical): 3d10, Trade (Architecture and Engineering): 3d10, Trade (Fabric): 2d10, Trade (Metal): 3d10, Trade (Alchemy): 2d10, Talent (Snake Charming): 2d10, Talent (Tiger Handling): 2d10, Talent (Crocodile Handling): 2d10, Talent (Bird Handling): 2d10, Creatures (Animals): 2d10, Classics (all): 1d10

Qi: 5

Max Wounds: 11

Weapon: King Iron Beard's Mace (7d10 Damage, -1d10 accuracy), Hook Swords (3d10 Damage), and King Iron Beard's Thousand Foot Ox Tail (4d10 Damage, -1d10 Accuracy), King Iron Beard's Rods (4d10 Damage)

Combat Technique: Heavy Melee-Hefty Crush

Expertise: Heavy Melee-Giant Mace, Heavy Melee-Ox Tail Dao

Key Techniques (Waijia 1, Qingong 3): Blasting Blade, Iron Striking Beard, Double Thrust, Crocodile Kick (Counter), Knock of the Meteor Hammer (with Giant Mace), Spear Swipe (with Giant Mace at -2d10), Guiding the Crashing Wave (Counter), Spinning Back Kick (Counter)



KEY MEMBERS

DIM-WITTED CHEN

Dim-Witted Chen is a former disciple of the Golden Dragons who left because they wouldn't let him bully food vendors and restaurant proprietors for free food. He heard Crocodile Sect rewards its members and doesn't impose harsh restrictions. He wants fame and wealth, and believes this sect is his best bet. He joined Crocodile Sect soon after leaving the Golden Dragons. As his name suggests, Dim-Witted Chen is not very intelligent and easily tricked. However White-Haired Crocodile likes him because he is easy to read and control, so he has made him his personal disciple.

Defenses: Hardiness 9, Evade 6, Parry 5, Stealth 6, Wits 4, Resolve 6

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 0d10, Medium Melee: 2d10 or 1d10 with Ox Tail Dao, Heavy Melee: 1d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 3d10, Meditation: 3d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 0d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10

Qi: 3

Max Wounds: 7

Weapon: Hands (3d10 Damage), or Ox tail Dao (5d10 Damage, -1d10 Accuracy)

Combat Technique: Fists of Steel

Flaw: Dim-Witted

Key Techniques (Waijia 1, Neigong 1, Qinggong 1, Dianxue 1):

Blasting Blade, Blast of the Dragon, Crocodile Kick, Fierce Strike, Smashing Fist, Spinning Back Kick (Counter)



HIDDEN ARROW

Hidden Arrow is the security and information chief of the sect. He was born and raised in Bone Breaking sect where he went by a different name. He is loyal to Fearless Cat (the wife of Bone Breaker, leader of Bone Breaking Sect, and the daughter of Iron-Clawed Lion, leader of Majestic Lion Cult) and has joined Crocodile Sect so he can be her agent. He proved his loyalty by serving faithfully under White-Haired Crocodile for many years. No one suspects he is secretly working against the sect nor does anyone know he was raised Bone Breaking Sect. Hidden Arrow is intelligent, dutiful but deeply vindictive.

Hidden Arrow has a vast network of informants. They are widely dispersed through restaurants and food stalls in local cities (frequently they are steamed bun vendors). Within 100 miles of Crocodile sect his network is highly active. To determine if his network has information, roll 3d10 against TN 7 (this TN can adjust for extremely rare information). If he succeeds, his informants are aware of the event or development in question. This roll should diminish by 1d10 for every 100 miles.

Bone Breaking Sect and Fearless Cat will be dealt with in greater detail in OGRE GATE INN AND THE STRANGE LAND OF LI FAN.

Defenses: Hardiness 5, Evade 5, Parry 4, Stealth 9, Wits 8, Resolve 7

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 2d10, Light Melee: 3d10, Medium Melee: 2d10, Heavy Melee: 1d10, Small Ranged: 0d10,

Speed: 2d10, Muscle: 3d10, Meditation: 1d10, Athletics 1d10, Detect: 1d10, Deception: 3d10, Persuade: 2d10, Command: 2d10, Talent (Disguise): 2d10, Talent (Poison): 3d10, Survival (City): 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Martial Disciplines (Neigong): 1d10, Places (Li Fan): 1d10, History (Era of the Glorious Emperor): 1d10, Classics (Rites of Wan Mei): 1d10, Classics (Book of Fortunes): 1d10, Classics (Glorious Histories): 1d10, Classics (26 Stratagems): 1d10, Religion (Dehua): 1d10, Religion (Cult of Hen-Shi): 1d10, Religion (Qi Zhao): 1d10

Qi: 4

Max Wounds: 9

Weapon: Bamboo Fan (2d10 Damage, +1d10 Accuracy), Needles (0d10 Damage)

Equipment: Hellebore, White Naga Venom

Combat Technique: Fists of Steel

Expertise: Deception-Tall Tale

Key Techniques (Neigong 3, Qingong 1): Finger Flick, Roar of the Lion, Gaze of the Lion, Shift of the Chameleon, Illuminating Ice Claw (Counter)



KICKING CROCODILE

Kicking Crocodile is the eldest daughter of White-Haired Crocodile. She is ruthless and cunning like her father but not particularly loyal to him. Out of fear, she has not made any moves to take over the sect. Right now she is content to train under her father and develop her skills. When her powers match his own, she intends to strike and take over.

Kicking Crocodile is working to find members of the sect who might be more loyal to her than her father (and she makes a point of getting into peoples' good graces when she can). Toward this end, she has recently been helping King Iron Beard with the animals and displaying respect for his seniority and wisdom. She has also attempted to curry favor with Hidden Arrow (with far less success). When new people join the sect, she does what she can to earn their good will. She hopes that when the time comes for a conflict with her father, the majority of the sect will already be willing to take her side.

Her real name is Gu Jiangnu.

Defenses: Hardiness 5, Evade 5, Parry 7, Stealth 6, Wits 9, Resolve 7

Key Skills: Grapple: 2d10, Throw: 2d10, Arm Strike: 2d10, Leg Strike: 3d10, Light Melee: 2d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 2d10, Meditation: 3d10, Athletics 3d10, Detect: 3d10, Reason: 2d10, Deception: 3d10, Command: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Snake Charming): 1d10, Talent (Tiger Handling): 1d10, Talent (Crocodile Handling): 2d10, Talent (Bird Handling): 1d10, Creatures (Animals): 1d10

Qi: 5

Max Wounds: 11

Weapon: Fists (2d10 Damage), Leg Strike (2d10 Damage)

Combat Technique: Fists of Steel

Expertise: Speed-Initiative

Key Techniques (Waijia 1, Qingong 3): Hands of the Hawk Beak, Fluttering Kicks, Flying Swan Kick, Kick of the Diving Falcon, Kick of the Golden Elephant, Kick of the Swan, Kick of the Whirlwind, Ringing Strike of the Hand, Spinning Back Kick, Crocodile Kick (Counter)

FEARLESS DAGGER

Fearless Dagger is the youngest daughter of White-Haired Crocodile. She is loyal and devoted to her father, and makes every effort to assure him of her loyalty. She understands the burdens of leading a sect and the realities of the politics. Therefore she does not blame her father for his extreme caution (even with his own children). She protects him at all cost.

Fearless Dagger's real name is Gu Lihua.

Defenses: Hardiness 7, Evade 6, Parry 6, Stealth 6, Wits 6, Resolve 8

Key Skills: Grapple: 1d10, Throw: 1d10, Arm Strike: 3d10 or 4d10 with Emei Mountain Daggers, Leg Strike: 2d10, Light Melee: 3d10 or 4d10 with Emei Mountain Daggers, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 1d10, Speed: 3d10, Muscle: 1d10, Meditation: 3d10, Athletics 2d10, Detect: 3d10, Reason: 3d10, Deception: 1d10, Command: 2d10, Persuade: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Talent (Snake Charming): 1d10, Talent (Tiger Handling): 2d10, Talent (Crocodile Handling): 2d10, Talent (Bird Handling): 1d10, Creatures (Animals): 2d10

Qi: 4

Max Wounds: 9

Weapon: Emei Mountain Daggers x2 (2d10 Damage or 1d10)

Combat Technique: Fists of Steel

Expertise: Light Melee-Emei Mountain Dagger, Creatures-Tigers, Creatures-Snakes, Creatures-Crocodiles

Key Techniques (Waijia 1, Qingong 3): Blade of the Dancing Fox, Emei Dagger Flurry, Double Thrust, Kick of the Swan, Fluttering Kicks, Leap of the Swan, Pounce of the Lion, Swift Pounce of the Cheetah, Spinning Back Kick (Counter), Clutch of the Hawk (Counter), Crocodile Kick (Counter), Grasp of the Python (Counter), Guiding the Crashing Wave (Counter), Whirling Dodge (Counter)

CROCODILE SECT DISCIPLES

JUNIOR DISCIPLES (900)

Junior Disciples of the sect are a mix of men and women. They all wear boots, wrap jackets, trousers and capes. All their fabrics must be green.

Defenses: Hardiness 3, Evade 5, Parry 3, Stealth 6, Wits 7, Resolve 7

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 0d10, Medium Melee: 0d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Meditation: 1d10, Athletics 3d10, Detect: 1d10, Reason: 1d10, Deception: 2d10, Command: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10



3d10, Detect: 1d10, Reason: 1d10, Deception: 2d10, Command: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 0

Max Wounds: 1

Weapon: Sleeve Blades (1d10 Damage)

Combat Technique: Fists of Steel

Expertise: Light Melee-Sleeve Blade

SENIOR DISCIPLES (100)

Senior Disciples dress like junior disciples, except their clothes are blue.

Among the Senior Disciples, 10 are trained in handling the animals at the Sect Headquarters. Those who handle animals for the sect also have the following skills: Talent (Snake Charming): 1d10, Talent (Tiger Handling): 1d10, Talent (Crocodile Handling): 1d10, Talent (Bird Handling): 1d10, Creatures (Animals): 1d10

Defenses: Hardiness 4, Evade 5, Parry 3, Stealth 6, Wits 7, Resolve 7

Key Skills

Grapple: 0d10, Throw: 1d10, Arm Strike: 1d10, Leg Strike: 1d10, Light Melee: 1d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Meditation: 1d10, Athletics 3d10, Detect: 1d10, Reason: 1d10, Deception: 2d10, Command: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 1**Max Wounds:** 3**Weapon:** Spear and Sleeve Blades (1d10 Damage)**Combat Technique:** Fists of Steel**Expertise:** Light Melee-Sleeve Blade

Key Techniques (Waijia 1, Qingong 3): Guiding the Crashing Wave (Counter), Spinning Back Kick (Counter), Whirling Dodge (Counter)

SECT SUBCHIEFS (10)

The Subchiefs wear robes of green silk and each possess a medallion with the face of a crocodile. They all rank below King Iron Beard and include 3rd through 12th chief of the sect. Each subchief is in charge of a branch of the sect, usually controlling about 100 Junior Disciples and 10 Senior Disciples.

Defenses: Hardiness 5, Evade 6, Parry 5, Stealth 6, Wits 8, Resolve 7

Key Skills: Grapple: 1d10, Throw: 2d10, Arm Strike: 1d10, Leg Strike: 2d10, Light Melee: 2d10, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 3d10, Muscle: 1d10, Meditation: 1d10, Athletics 3d10, Detect: 1d10, Reason: 1d10, Deception: 2d10, Command: 2d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10

Qi: 3**Max Wounds:** 7**Weapon:** Sleeve Blades (1d10 Damage)**Combat Technique:** Fists of Steel**Expertise:** Light Melee-Sleeve Blade

Key Techniques (Waijia 1, Qingong 3): Double Thrust, Kick of the Swan, Kick of the Golden Elephant, Guiding the Crashing Wave (Counter), Spinning Back Kick (Counter), Whirling Dodge (Counter)

LU DA ESCORT AGENCY

This is a small security company based in Hu Qin. It is White-Haired Crocodile's secret sect that he intends to use in the event he is ousted from Crocodile Sect.

JUNIOR DISCIPLES (10)

Defenses: Hardiness 4, Evade 4, Parry 4 or 5 with Butterfly Sword, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 1d10 or 2d10 with Butterfly Sword, Medium Melee: 1d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 0d10, Muscle: 1d10, Meditation: 0d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 1d10, Survival (Plains): 1d10

**Qi:** 0**Max Wounds:** 1**Weapon:** Butterfly Swords (2d10 Damage, +1d10 Accuracy)**Combat Technique:** None

SENIOR DISCIPLES (10)

Defenses: Hardiness 6, Evade 6, Parry 6 or 7 with Butterfly Sword, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 0d10, Throw: 0d10, Arm Strike: 1d10, Leg Strike: 0d10, Light Melee: 2d10 or 3d10 with Butterfly Sword, Medium Melee: 2d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 1d10, Muscle: 1d10, Meditation: 1d10, Athletics 1d10, Detect: 1d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 2d10, Survival (Plains): 2d10

Qi: 1**Max Wounds:** 3**Weapon:** Butterfly Swords (2d10 Damage, +1d10 Accuracy)**Combat Technique:** Light Melee-Deflect

Key Techniques (Waijia 2, Qingong 2): Biting Blade, Whirling Dodge (Counter)

CHIEF LU DA

Chief Lu Da is a sneaky man with a good reputation who has committed a number of embarrassing crimes and transgressions (including murdering his own father). However, White-Haired Crocodile knows all of the chief's dark secrets and uses this knowledge to secure his loyalty. Lu Da seems pleasant and disarms people with a careless fondness for gambling and drinking.

Defenses: Hardiness 7, Evade 6, Parry 7 or 8 with Butterfly Sword, Stealth 6, Wits 6, Resolve 6

Key Skills: Grapple: 2d10, Throw: 1d10, Arm Strike: 2d10, Leg Strike: 1d10, Light Melee: 3d10 or 4d10 with Butterfly Sword, Medium Melee: 3d10, Heavy Melee: 0d10, Small Ranged: 0d10, Speed: 2d10, Muscle: 2d10, Meditation: 2d10, Athletics 2d10, Detect: 3d10, Read Script (Feishu): 3d10, Language (Daoyun): 3d10, Survival (Wilderness): 3d10, Survival (Plains): 3d10, Survival (Hills): 2d10

Qi: 3

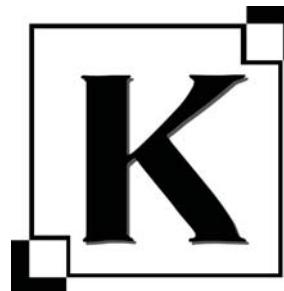
Max Wounds: 7

Weapon: Butterfly Swords (3d10 Damage, +1d10 Accuracy)

Combat Technique: Light Melee-Deflect

Key Techniques (Waijia 2, Qingong 2): Biting Blade, Fierce Strike, Gust of the Fan Blade (with Butterfly Sword at -1d10), Whirling Dodge (Counter)

KONG FU TECHNIQUES, MANUALS AND WEAPONS



KUNG FU TECHNIQUES

CROCODILE KICK

Discipline: Waijia

Skill: Leg Strike against attack Roll

Type: Counter

Qi: 3

You whip your foot around in a devastating heel kick counter that drops your enemy to the ground.

Make a Leg Strike roll against the attack roll of any melee. On a success you avoid the attack and do normal kicking damage. In addition the target drops to the ground, in the prone position.

Cathartic: On a total success this attack does Open Damage equal to your Qi Rating (max of 10).

EMEI DAGGER FLURRY

Discipline: Waijia

Skill: Speed Roll against Parry

Type: Normal

Qi: 4

You deliver a swarm of Emei dagger strikes against your foe.

You can make a number of attacks against your target equal to your ranks in Speed and Waijia. Make a single Speed Roll against the Parry of your target to determine if all attacks hit. On a success each attack deals 1d10 damage. On a Total Success your movements are so agile and elaborate that your opponent takes -1d10 to counter the attack.

Cathartic: You make 3 additional attacks. On a Total Success your opponent takes -2d10 to counter the attack.

ESCAPE OF THE HIDDEN FANGS

Discipline: Waijia

Skill: Light Melee against attack Roll

Type: Counter

Qi: 4

When someone tries to grapple or restrain you, you escape by spinning like a top and delivering several slashes with sleeve blades to their throat or torso.

When someone makes an attempt to grapple or restrain you, you can counter by rolling Light Melee against their

attack roll. On a success you leap out in a spin and escape, also delivering an attack of your own for 2 Extra wounds.

Cathartic: You can keep striking at the target until you fail, but you cannot make more attacks than 4 plus your ranks in Waijia.

FLYING CROCODILE KICK

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Counter

Qi: 6

You leap into the air, spinning to deliver a kick with the heel of your foot to the back of your target's head.

Make a Leg Strike against the Parry of any target within ten feet. On a Success this does 5d10 Open Damage and imposes a -1 Penalty to the target's wits for ten minutes per rank of Waijia.

This is very difficult to counter, requiring two successful, consecutive counter attempts to block.

Cathartic: On a Success this does 5d10 Open Damage multiplied by two and imposes a -3 Penalty to the Target's wits for 1 month per rank of Waijia due to head injury.

IRON BEARD STRIKE

Discipline: Waijia

Skill: Athletics against Parry

Type: Normal

Qi: 5

You whip your beard and launch hidden rods at your opponents, hitting them with a quick succession of strikes.

Make an Athletics roll against the Parry of up to 2 targets. On a success you do normal damage plus 2 Extra wounds.

Cathartic: You can hit up to 2 Targets per rank of Qi and do 4 Extra wounds to each one.



KICK OF THE WHIRLWIND

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Normal

Qi: 4

You charge in a ferocious spin, kicking your foe like a tornado.

Make a Leg Strike against the target's Parry. On a Success you do normal Damage plus 3 Extra wounds. On a Total Success you may make an additional mundane Leg Strike.

Cathartic: When used cathartically, you blast through blocks and hound targets as they attempt to dodge out of the way, making it nearly impossible to counter. The target must make 2 successive and successful counters to avoid the attack (3 successful and successive counters on a Total Success).

KICK OF THE DIVING FALCON

Discipline: Waijia

Skill: Leg Strike against Parry

Type: Normal

Qi: 4

You bring your leg high into the air and drop your heel on the head of your foe with skull shattering results.

Make a Leg Strike against the Parry of your target at -1d10 per the Targeted Strike rules. On a Success you do Normal Damage plus 2 Extra wounds. On a Total Success the target loses 1 point of Wits per rank of Waijia for ten minutes.

Cathartic: On a Success the target takes 4 Extra wounds. On a Total Success the Target loses 2 points of Wits for one month due to head injury.

SMASHING FIST

Discipline: Waijia

Skill: Arm Strike against Parry

Type: Normal

Qi: 3

You plant your feet in a strong stance and deliver a powerful reverse punch.

Make an Arm Strike roll against Parry. On a Success you do Open Damage plus 1 Extra wound. For the damage roll, roll a number of d10 equal to your ranks in Muscle+Waijia.

This technique must be used cathartically.

WHIPPING CROCODILE KICK

Discipline: Qinggong

Skill: Leg Strike against attack Roll

Type: Normal

Qi: 6

You unleash a series of rapid spinning hook kicks with each foot, bouncing from one target to the next at incredible speed.

Make a Leg Strike roll against up to 1 Target per rank of Qi. On a success you do normal kicking damage plus 1 Extra wound to each.

Cathartic: Hit up to 2 targets per rank of Qi and do 3 Extra wounds to each target.



NEW WEAPONS

EMEI MOUNTAIN DAGGERS

These are narrow rods with a ring in the center for inserting the finger and sharp points on either end. They can be used to attack with Light Melee, but can also be used to add +1d10 to all unarmed Strike damage rolls. In addition if you make a Deception against the Wits of your target you successfully feint with them and impose a -2 to their parry (the feint attempt is a free action).

KING IRON BEARD'S MACE

This looks like a normal giant mace. However, with the push of a button, the top opens up like a hatch and reveals several jagged metal petals (like a many-layered flower). With the push of another button these shoot out in a 20-foot cone and strike at everyone in reach like spinning saw blades, shredding their flesh for 3d10 Open Damage. Normally its petals can be released as a Move, but they can be activated as a free action on a successful Athletics TN 7 roll. When used normally, hitting with the mace does 4d10+Muscle damage (and can ignore normal soft caps).

King Iron Beard's design is based on accounts of a legendary weapon called the Thousand Painful Deaths Flower. This was supposedly a weapon of vast destructive power, his mace is a pale imitation.

KING IRON BEARD'S RODS

These are long narrow rods that King Iron Beard weaves into his beard hair. They can be used to whip at people as far as 10 feet away. They do 2d10+Athletics damage. Treat Parry score of targets as -2.

KING IRON BEARD'S ONE-THOUSAND-FOOT OX TAIL

This looks like a normal Ox Tail Dao. It does 2d10+Muscle damage and has a -1d10 accuracy bonus as normal. However if you press a switch in the handle, the blade

KING IRON BEARD'S MACE & EMEI MOUNTAIN DAGGERS

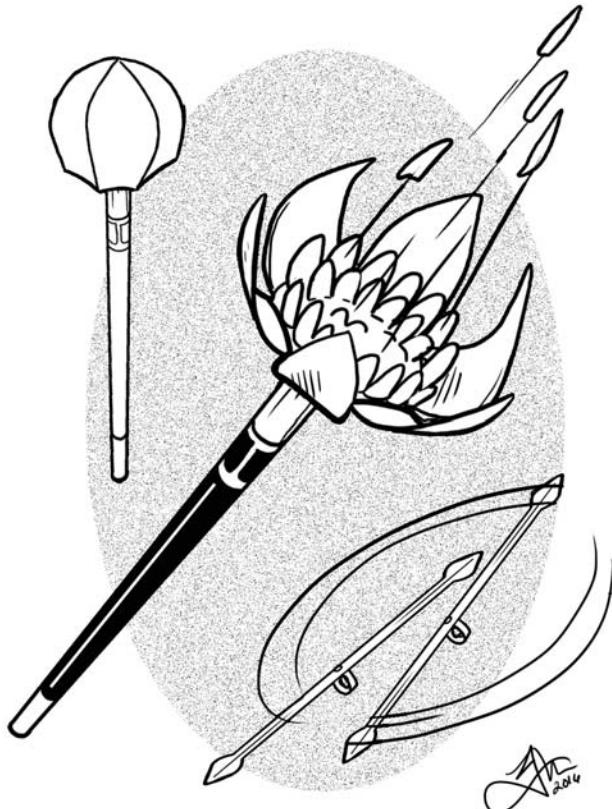
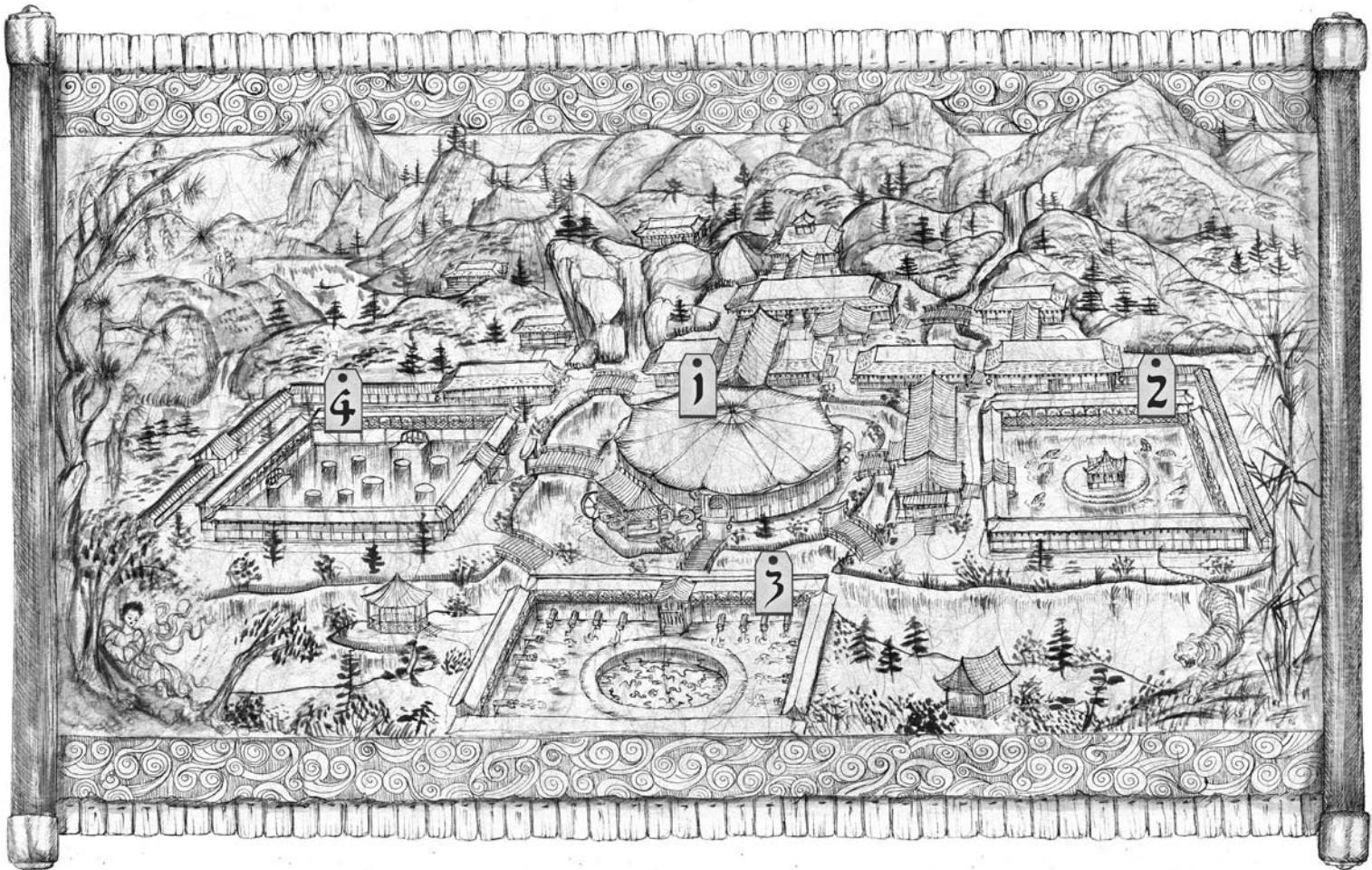


TABLE: WEAPONS

WEAPON	GROUP	DAMAGE	ACCURACY	LETHAL	MUSCLE	TYPE	RANGE/REACH	PRICE/SPADES
Emei Mountain Daggers	Arm Strike or Light Melee	+1d10 to Unarmed or 1d10 Damage	None	Yes	No	Sharp	None or 30 feet thrown	100
King Iron Beard's Mace	Heavy Melee	4d10 + Muscle** or 3d10 Open	-1d10	Yes	3	Blunt	Normal Reach or 20 Foot Cone	Special
King Iron Beard's One Thousand Foot Ox Tail	Medium Melee	2d10 + Muscle	-1d10	Yes	No	Sharp	Normal or 1,000 Feet*	Special
King Iron Beard's Rods	Athletics	Athletics + 2d10	None	Yes	No	Blunt	10 Feet	Special

**Can exceed soft cap of 6d10



CROCODILE VILLA & THE FOUR CHAMBERS OF DEATH

This is the sect headquarters of Crocodile Sect. Because of its unusual nature and adventure potential, a map of the location is provided. The main sites of interest are the Four Chambers of Death.

CROCODILE VILLA

Crocodile Villa is an elaborate network of pavilions and halls in the mountains around a series of ponds and streams. It is well patrolled and White-Haired Crocodile has secret traps in each room that he can trigger to surprise attack any unwanted guests. These traps are almost always in the form of poisoned darts or arrows. They typically fire from the walls. In his Reception Hall, his chair is fitted with many triggers, which allow him to fire such darts at people from almost any angle (firing from a number of different places in the room).

Most of the villa is residence halls, courtyards for training and places for guests to stay. There is also a workshop where King Iron Beard crafts devices and weapons.

Poisoned Dart Traps: Attack 3d10 against Evade (fires in a line that is 10 foot wide with a range of 50 feet), Detect TN 10, Effect: 1d10 Damage plus Hellebore Poison exposure (see page 97 of the WANDERING HEROES OF OGRE GATE rulebook).

THE FOUR CHAMBERS OF DEATH

The Four Chambers of Death are arenas that White-Haired Crocodile uses regularly to hold competitions and to test the skill of potential disciples. They were all designed by King Iron Beard at the direction of the sect master. Many of them include Tigers, Snakes and Crocodiles. Competitors are expressly forbidden from attacking or harming such creatures, as White-Haired Crocodile adores them. He will personally try to kill anyone who attempts to do so.

Each arena has balconies, alcoves or walkways so audiences of martial heroes may view the competitions safely.

ARENA MAP

I. THE SIX MOVE DEATH CHAMBER

This circular arena is made with stone walls and fitted with a central pillar. The doors to the arena seal shut and are made of iron. As soon as the fight begins, a member of the sect pulls levers on a pavilion outside, causing the ceiling to collapse slowly over the next six rounds. On the sixth round, the ceiling collapsing completely, crushing and killing anyone still inside the arena. Generally, White-Haired Crocodile only stops the collapsing ceiling when someone stands victorious over the competition. There are safe sections for viewing the battle around the wall (but iron bars prevent competitors from escaping into them).

The mechanisms for lowering the ceiling are gears and wheels controlled from a small pavilion just outside the Six Move Death Chamber. Managing the various levers requires a Trade (Mechanical) Skill TN 7.

This chamber is reserved for special matches.

2. CHAMBER OF THE PEACEFUL PAVILION

This arena is filled with water that is three feet deep. In the water there are 10 crocodiles. There is a central platform in the middle of the arena, upon which rests a well constructed pavilion. Competitors begin on the edges of the arena and must contend with crocodile infested waters to reach the pavilion and fight one another.

CROCODILES (10)

These crocodiles all obey the commands of White-Haired Crocodile.

Defenses: Hardiness 5, Evade 6, Parry 3, Stealth 6 (10 in water), Wits 3, Resolve 4

Key Skills: Bite: 4d10 (Damage 4d10), Tail: 2d10 (Damage 1d10), Swim: 4d10 (70 feet), Speed: 2d10 (25 feet on land), Muscle: 3d10, Detect: 3d10

Max Wounds: 5

Beast Strength (x2): Crocodiles are very strong. Their Base Lift is doubled, and they can exceed capping limits on Damage rolls.

3. CHAMBER OF THE SKY-DANCING BIXIES

This arena has four cages along the walls each containing a tiger. There are also a series of pillar-like platforms arising from a deep pit. The platforms are all each 5 feet in diameter and competitors must leap from one to the next to engage each other and escape the threat of the tigers. Jumping from one platform to the next requires a TN 6 Athletics roll. The pit itself is 60 feet deep, and anyone who falls into it takes 6d10 Open Damage. Climbing out of the pit is a TN 9 Athletics Roll.

THE JADE PHOENIX COMPETITION

White-Haired Crocodile holds regular competitions at the Four Chambers of Death, often giving prizes like key positions in his sect or objects of value. He has done this knowing that, one day, he may need to orchestrate a competition for more nefarious reasons and at that time people will not suspect him because hosting such affairs is the norm for his sect.

The time has now come, as he possesses the Manual of the Jade Phoenix Sect and can use it to cause conflict in the martial world. His plan is to invite great heroes from important sects to fight for the manual as a prize. He believes that the sects will fight against the winner in the ensuing months, in order to obtain the manual. He intends to sit on the sidelines as the martial sects fight, then swoop in, regain the manual and become leader of the martial world himself.

The GM should consider being patient here and not introducing this development for some time in the setting. Perhaps holding one regular competition early in the campaign, then down the road, holding the competition for the Jade Phoenix Manual.

TIGERS (4)

These tigers are all specially trained by White-Haired Crocodile. They are skilled at leaping across the platforms and obey his every command.

Defenses: Hardiness 5, Stealth 6, Evade 3, Parry 5, Wits 2, Resolve 2

Key Skills: Bite: 2d10 (Damage 2d10), Claw: 2d10 (Damage 3d10), Speed: 3d10 (60 feet), Muscle: 3d10, **Detect:** 3d10, Athletics: 3d10

Max Wounds: 2

Powers

Pounce: Tigers stalk and pounce on their prey. When a Tiger has Surprise, it does one Extra Wound on its Damage roll.

Grace of the Cat: The tigers can re-roll any failed Athletics roll once when jumping from platform to platform.



4. DIVINE FIRE DRAGON ARENA

This arena is lined with dragon-shaped firelances along its walls, all facing a central pit filled with snakes. The pit is ten feet deep and the snakes are all venomous. The firelances on each wall collectively fire anytime someone steps within five feet of them (triggered by a series of pressure plates). The Fire Lances roll 3d10 to attack, have a range of 20 feet (affecting anyone within 20 feet of the respective wall) and do 3d10 Fire Damage.

The pit is filled with Snakes of Hai'an. It is 10 feet deep so anyone who falls inside takes 1d10 damage. Each round the snakes swarm and attack (roll 6d10 each round against anyone inside). The walls are difficult to climb, requiring an Athletics roll TN 8 due to the smoothness of their design.

The purpose of this design is to make footwork and control of your opponent's movement the focus of the fight. Sometimes White-Haired Crocodile announces a special rule forbidding use of Qinggong techniques during matches in this chamber.

SNAKES OF HAI'AN (1000)

These snakes are copper colored and have wide hoods around their heads. They are fast and aggressive.

Defenses: Hardiness 2, Evade 9, Parry 2, Stealth 9, Wits 3, Resolve 4

Key Skills: Bite: 6d10(See Entry)*, Speed: 1d10 (40 feet), Detect: 1d10

Max Wounds: 1

Powers

Poison: Anyone struck by his Snake Bite attack is exposed to the venom (no damage roll). Roll 6d10* against Hardiness. If successful the target dies in 1d10 Hours unless an Antidote is administered. This effect can be delayed with a Successful Medicine Roll (only one attempt allowed per hour).

*Individually these are all 1d10, but the 6d10 represents groups of snakes attacking at once.



CROCODILE SECT PLAYER SHEET

This sheet is similar to the Sect description at the start of the book, but only contains information that a starting player character who just joined the sect would know. Gamemasters have asked for something like this to hand the players, so we include it here.

ABOUT THE SECT

Crocodile Sect was established thirty-five years ago by White-Haired Crocodile, a powerful martial hero with a strategic mind and strong personality. He is aided by his eleven subchiefs and has many disciples, who all wear green uniforms. The Second Chief of the sect is a man named King Iron Beard. White-Haired Crocodile's daughters, Kicking Crocodile and Fearless Dagger, are also members of the sect.

The sect is based at Crocodile Villa, a mountain residence with beautiful halls and pavilions. It is also noted for its Four Chambers of Death, impressive tournament grounds where skilled heroes can prove their talent. In addition to the human residents, the villa is inhabited by the sect leader's pet tigers, crocodiles and snakes.

BELIEFS

Crocodile Sect values intelligence and trains its students to be alert to danger at all times. They don't have a rigid philosophy like some sects, but they encourage their disciples to adapt and innovate. They also caution against allowing emotions to interfere with sound judgment. The one rule all must obey is former students of the sect who have left or disgraced themselves, are not to be mentioned.

TECHNIQUES

The sect's techniques place a lot of emphasis on counter attacks, use of Sleeve Blades and kicks.

Possible Starting Techniques: Kick of the Swan, Leap of the Swan, Swift Pounce of the Cheetah, Spinning Back Kick (Counter), Clutch of the Hawk (Counter), Grasp of the Python (Counter), Guiding the Crashing Wave (Counter), Whirling Dodge (Counter)

