



AVATAR

LEGENDS™
THE ROLEPLAYING GAME



WAN SHI TONG'S
ADVENTURE GUIDE



AVATAR

L E G E N D S™

THE ROLEPLAYING GAME



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I am Wan Shi Tong, He Who Knows Ten Thousand Things. You may address me as Great Wan Shi Tong. Mine is the greatest library in all of existence, and any mind with the slightest education knows it. In my grand beneficence, I allowed visitors to peruse my archive, as long as they brought something of value to add to the library.

Of course, visitors abused my generosity time after time. They came with greed or a hunger for power in their hearts. They had no respect for the thing I love—true knowledge, knowledge for its own sake. It wounded me each time they plucked truths and wonders from my library, just for their own material gain. I've had to close it, move it around, bury it deep in the desert—anything to protect it. But you're not here to merely gain some advantage over an enemy, are you? You're here to learn from my library because you love to learn, of course. Because I'd hate to have to show you what I think of those with less pure motivations...

Ah, you are true sojourners on a quest for learning? I see. Well, then, peruse this tome at your leisure. Inside, you will first find more about my library itself—knowledge about the greatest repository of knowledge in existence. Then, you can read for yourself tales and stories of great heroism and adventure across the lifespans of the past four Avatars. Each one is a story you have never heard before, but a story worth telling.

I do hope you enjoy my library.



CHAPTER 1

THE LIBRARY

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CHAPTER 1

This chapter is all about how to incorporate Wan Shi Tong and his famous Spirit Library into your game of *Avatar Legends: The Roleplaying Game*. Here, you'll find the location of the library throughout the eras—including how heroes might access it—special moves for searching the library to find hidden, valuable information of import, and adventure hooks for each era, offering ways to add the library to your campaign.

Wan Shi Tong, the Knowledge Spirit, He Who Knows Ten Thousand Things, is a famed and powerful spirit of great accomplishments...none greater than the creation, maintenance, and growth of his Spirit Library. This grand edifice has been a true wonder of the world since the time of its creation. Over the eons that the library has stood, Wan Shi Tong's fox-like Knowledge Seekers have spread out across the world to collect tomes, codices, scrolls, manuscripts, and any other sources of information, establishing the library as the greatest repository of knowledge in either the Spirit World or the physical world. Sojourners have long picked their way across the dangers of the Si Wong Desert to find the library, committing some of their own knowledge to Wan Shi Tong's vast trove in exchange for the right to read and peruse at their leisure...as long as they aren't seeking knowledge to use against others.

The role of the Spirit Library in the world at large has gone through many different incarnations, from a well-known and acknowledged resource to a nigh-mythical repository of long-lost secrets. In turn, Wan Shi Tong's relationship with humanity defines the role of the library. In past eras, Wan Shi Tong still believed, at least in part, that humanity could prove itself worthy of knowledge and could expand his stores, but as Wan Shi Tong's mistrust in humanity and its motives grew, so too did the seclusion of the Library.

After Avatar Aang and his friends betrayed Wan Shi Tong's trust by seeking knowledge to defeat the Fire Nation, Wan Shi Tong took the Spirit Library back with him into the Spirit World. But the Spirit Library has always been and will always be a valuable beacon of learning to any who wish to expand their minds and come to a greater understanding of the world around them.

The Spirit Library of Wan Shi Tong is a fantastic and useful location to add to any campaign of *Avatar Legends: The Roleplaying Game*. Whether acting as a source of answers otherwise unattainable, as the object of a quest for some specific piece of information, or as a fascinating and marvelous location to visit, explore, and maybe even defend, the Spirit Library is a unique and interesting locale for heroes in any era to visit. Player characters (PCs) might choose to seek the library for its secrets, even to learn new techniques and trainings, while antagonistic non-player characters (NPCs) might try to use the library to pursue their own unbalanced goals. The pages here give game-masters (GMs) and players all the tools needed to bring Wan Shi Tong's Spirit Library to life in their own game!

WHAT IS THE SPIRIT LIBRARY?

The Spirit Library is the domain of Wan Shi Tong, a powerful and ancient owl spirit. The exact founding of the Spirit Library isn't known to the world, but it is as astonishingly ancient as Wan Shi Tong himself. Until a few thousand years before the Korra Era, Wan Shi Tong kept the library in the Spirit World, where he collected knowledge. His servants, the Knowledge Seekers, are capable and cunning. These fox spirits have sky blue eyes and a keen sense of where to pursue new knowledge. They regularly pass from the Spirit World to the physical world, to collect books and tomes and bring them back to the library.

Some time later, Wan Shi Tong decided to bring the magnificent palace-like structure into the area that would one day be known as the Si Wong Desert within the Earth Kingdom. Tales of the vast and beautiful building began to spread among humans, originating with those desert travelers who beheld its glory.

Part of the reason to bring the Spirit Library to the physical world was to make it easier for the Knowledge Seekers to find and bring back learnings. But for a time, Wan Shi Tong also welcomed all mortals to the library. Anyone could access the library and its vast stores of information, as long as they brought some knowledge to contribute in turn. Of course, Wan Shi Tong didn't tolerate the use of the library's knowledge for destructive or violent behavior, and certainly forbade anything that threatened the knowledge stored there...but otherwise, the exchange of knowledge was the single most important rule for any visitor of the library.

For eons, this relationship was beneficial and more or less stable for both Wan Shi Tong and the mortals who sought the Library. There were those who sought to abuse Wan Shi Tong's hospitality, but they were relatively few and far between, easily dealt with by the great spirit's talons. But across those eons, the world was wild and spread out enough that those most likely to come upon the library either lived near it and had an interest in a stable relationship with the great spirit, or were in sync with Wan Shi Tong's own beliefs. As the world grew more and more connected, and those with darker interests came to seek it, so too changed the way Wan Shi Tong felt about the library and its visitors.

THE LIBRARY'S LOCATION

Wan Shi Tong's Spirit Library had existed in the physical world for millennia, but that doesn't mean it's an entirely physical place. The library was always a piece of the Spirit World brought to the physical world. Throughout the ages, there have been reports of those of true heart and intent finding the Spirit Library in strange places, stepping through a doorway and then standing before Wan Shi Tong himself, or falling asleep while reading an ancient scroll and awakening amid its shelves. But the most determined adventurers could always make the grueling trek to the Spirit Library's physical location. In the early eras, that's in the Si Wong Desert—but later on, the Spirit Library moved back entirely to the Spirit World.

The following section explains the library's location throughout the various eras. To read more about the different eras and the important events mentioned below, take a look at the *Avatar Legends: The Roleplaying Game* core book **Chapter 2: The World of Avatar**.

THE EARLY ERAS

Throughout the Kyoshi, Roku, and Hundred Year War Eras, the Spirit Library occupied the same physical location in the Si Wong Desert. But the desert is a living thing, dangerous and changing.

In the Kyoshi Era, the Spirit Library is detectable by the few remaining towers poking out of the sands of the desert. The full shape of the library had long since been buried deep within the sands, though the contents are kept entirely safe. For enterprising academics and scholars, the best chance of actually arriving at the library is always to travel with the aid of the local Si Wong Tribes. These peoples have a long history in the desert, with a culture well-adapted to the shifting sands, the scorching sun, and the lack of water. The tribespeople often trade with Wan Shi Tong, delivering valuable texts and knowledge in exchange for access to the library's archives and its useful information. A sojourner with something to offer a tribe might hire a sandbending guide and their desert skiff to safely arrive at the library. Otherwise, the sojourner is on their own to cross the desert and hopefully spot the few remaining spires from a vast distance...

In the Roku Era, the library has sunk deeper into the sands. Where once the Si Wong Tribes might have helped keep the sands away, their association with Wan Shi Tong has grown more and more fraught. The sojourners of knowledge who last came to the library soured the great spirit on humanity, as many of them were not interested in knowledge for knowledge's sake, but instead sought ways to gain an advantage for their nation over the others. He blamed the Si Wong tribespeople for the actions of those they delivered to the library, banning them from any future access to the vast repository of learning. Without reason to return, they no longer help keep the library from sinking deeper beneath the sands. A mortal who seeks the library could still potentially find it, especially with the help of the last few Si Wong tribespeople willing to share that knowledge, but the journey is more fraught, and Wan Shi Tong gives every one of them a colder reception.

In the Hundred Year War Era, access to the library is more difficult than any of the prior eras. Some still try to reach the library, but most no longer believe it worth the risk. Some of the Si Wong Tribes pass down knowledge of how to find the library, but they rarely visit. The last visitor of any note to arrive at the library was Zhao, then a low-level officer in the Fire Nation Navy. He gave Wan Shi Tong knowledge of Fire Nation war machines, and then sought the source of Waterbenders' power, discovering the existence of Tui and La, the Moon and Ocean Spirits, and through them a plan to eliminate waterbending. He and some fellow soldiers then destroyed the Fire Nation section of the library. Wan Shi Tong remains infuriated by Zhao's offenses and destruction. Only the barest tip of the library's tallest tower is visible above the sands now, and Wan Shi Tong is fine with that.

THE AANG AND KORRA ERAS

Near the end of the Hundred Year War, Aang and his friends sought Wan Shi Tong's Spirit Library to learn how to defeat the Fire Nation. Wan Shi Tong allowed them to enter, with the proviso that they not seek knowledge for destructive purposes. Ultimately, the Avatar and his friends found out about the Day of the Black Sun, when Firebenders would be powerless, but Wan Shi Tong in turn discovered their reasons for seeking knowledge. He decided that enough was enough, and he sank the library into the sands fully, returning it to the Spirit World.

In the Aang Era, the library is now gone entirely from the physical world. It exists only in the Spirit World, although Wan Shi Tong's Knowledge Seekers do still find their way back into the physical world to continue to add to the collection. Wan Shi Tong himself is now incensed with humanity, and the Avatar in particular. Some lucky few might be able to reach the library through spiritual communion, or even by traveling to the Spirit World...but even then, their pursuit is dangerous. Wan Shi Tong does not want visitors and is just as likely to chase them or lash out as he is to let them in, even if they bring new knowledge.

In the Korra Era, Wan Shi Tong's opinion of humanity is poised to change. Wan Shi Tong for a time allied with Unalaq, believing that Unalaq better served spirits than the Avatar ever did. He thought that Unalaq might help bring an end to humans' destructive, terrible tendencies, and that he might then continue his pursuit of knowledge without the threat of greedy humans. But when Unalaq revealed his true plans, Wan Shi Tong was shocked—he had not anticipated the extent of the imbalance Unalaq sought to inflict upon the world. Avatar Korra successfully defeated Unavaatu and then kept the spirit portals open, leading Wan Shi Tong to reexamine some of his beliefs.

Now that humans can try to reach the Spirit Library by passing directly through a portal, Wan Shi Tong has decided to give them a second chance. He still requires every visitor to bring new knowledge to the library and remains wary, watching to ensure no human tries to learn simply for the sake of power. But he is willing to do his part to bridge the gap between spirits and humans—for knowledge's sake, if nothing else. After all, humans have made so many incredible advancements in knowledge that his Knowledge Seekers have not discovered them all...his best way of learning may now be through humans themselves.

HOW TO GET TO THE LIBRARY

Reaching the Spirit Library is difficult at best, but never impossible. The exact methods available to a sojourner change a bit from era to era, of course, depending upon where the library is.

GETTING TO THE LIBRARY

Sojourners always had several different ways to reach the library, though the viability of those methods fluctuates over the eras. Across the times of Avatars Kyoshi, Roku, Aang, and Korra, there are primarily three ways of reaching the library: spiritual meditation, traveling across the Si Wong Desert to its physical location, and traveling through the Spirit World.

Spiritual Meditation

A sojourner can always try to reach the library by meditating and connecting to it through the Spirit World. The library may have been in the physical world for millennia, but it's always a spiritual place, and it's not impossible to reach it through spiritual methods. Someone might be drawn there if their spirit connects to the library, or they might spiritually project there.

That said, this kind of access is incredibly difficult, beyond the ability of all but the most spiritually balanced gurus and masters. In your game of *Avatar Legends: The Roleplaying Game*, this kind of access is best reserved for dramatically appropriate moments and GM moves, as opposed to something PCs can choose to do at will. In rare cases, some characters might be able to **rely on their skills and training** to cross, but even the most spiritually attuned PCs must **push their luck** in the best of circumstances.



Traversing the Desert

When you try to cross the Si Wong Desert to reach a specific destination, roll with modifiers:

- Do you have a knowledgeable guide? If yes, take +1.
- Do you have easy access to flight? If yes, take +1.
- Are you traveling with someone attuned by balance principle to your destination? If yes, take +1.
- Do you have ample supplies? If no, take -1.
- Are you traveling to the Spirit Library in the Kyoshi or Roku Era? If no, take -1.

On a 10+, you choose one and the GM chooses one from below. On a 7–9, the GM chooses two from below. On a miss, the GM chooses three from below.

You reach your destination, but...

- You are exhausted and your supplies depleted. Each traveler marks 2-fatigue and one condition. (This option may be chosen twice.)
- You run afoul of the dangers of the desert along the way. You lose an important tool or resource, especially to find your way back.
- You draw attention to yourselves. Something has followed you to your destination; the GM chooses what it is and when it reveals itself.

If you are traveling with a Si Wong tribesperson, the GM always chooses one fewer option from the list, even on a miss.

In the Roku, Kyoshi, and Hundred Year War Eras, the Spirit Library is in the desert, and a sojourner can try to reach it by crossing the Si Wong. It's a dangerous journey in any era—the desert is harsh and enormous, full of its own predators and threats.

The move above is for crossing the Si Wong Desert to reach any destination, though it has some special options that apply to the Spirit Library. Use this move both to reach the Spirit Library, and then to find a way back to a safe oasis or town.

"Try to cross the Si Wong Desert to reach a specific destination" means you must have some sense of where you're going. This move isn't for idly wandering in the desert!

QUESTIONS

"Do you have a knowledgeable guide?" is a question about whether you have aid from someone with desert expertise—most likely one of the Si Wong tribespeople. The tribespeople can help a sojourner reach the library (or any destination in the desert); they have the equipment, knowledge, and expertise necessary, though of course, a few other guides might be available. That said, a Si Wong tribesperson guide is always superior—if your knowledgeable guide is a tribesperson, the GM picks one fewer option on a 7–9 or miss. Either way, a PC must usually convince their guide to help out, most likely using their basic moves—be it by **pleading, tricking, or even intimidating**.



“Do you have easy access to flight?” is a question about one of the simplest ways to both travel and scout the desert. Aang and his friends found the library more easily because they traveled on Appa’s back—anyone with a flying bison has a real leg up in traveling the desert (although the expertise of a Si Wong tribesperson can’t be beaten).

“Are you traveling with someone attuned by balance principle to your destination?” is a question about your traveling companions. If someone traveling has a particular spiritual or mental connection to your destination, then that can aid in the journey. If you’re traveling with someone whose balance principle aligns perfectly to your destination—like someone with a principle of Knowledge for the Spirit Library—then the answer here is also yes.

“Do you have ample supplies?” is a question about the great dangers of the desert—the heat, the sun, the lack of water and food. If you have supplies, food, and water, you can survive the desert far more easily, taking the time you need to safely cross it. If you lack those supplies, however, you must cross the desert quickly and desperately or you won’t reach your destination.

“Are you traveling to the Spirit Library in the Kyoshi or Roku Era?” is a question about how easy the library is to access within the current era. It’s a bit easier to find and get into the library in the Kyoshi and Roku Eras than in the Hundred Year War Era, when it is still further sunken into the sand.

RESULTS

“You are exhausted and your supplies depleted” means exactly what it says—traveling across the desert is very difficult, and it can leave you tired, thirsty, hungry, and barely able to continue on! This option can be chosen twice on a 7–9 or miss result, thereby hammering home the costs of the journey.

“You run afoul of the dangers of the desert along the way” means that you encounter something unexpected and dangerous along the way. You don’t have to play through the incident—the move handles the encounter offscreen, whether it’s hallucinatory cactuses or buzzard-wasps. Instead of needing to play out the encounter, *“You lose an important tool or resource, especially to find your way back.”* You manage to get through the incident, but in the process the Si Wong tribesperson’s skiff is damaged, or you lose your map or compass.

“You draw attention to yourselves” means that something is tracking you and when it catches up, it will cause you a whole new headache. *“Something has followed you to your destination; the GM chooses what it is and when it reveals itself”* means that this result doesn’t have to immediately lead to a hard move, but can set up something down the line. A desperate treasure hunter who lost his way could be tracking you and appear when you reach your destination, or some desert predator like a sand shark could be hunting you. This encounter picks up when the GM brings it into play.

“If you are traveling with a Si Wong tribesperson, the GM always chooses one fewer option from the list, even on a miss” means that you are aided especially by the expertise of the Si Wong tribespeople. If you have a Si Wong tribesperson guide, you answer “yes” to *“Do you have a knowledgeable guide?”* and receive this additional benefit.

Traveling Through the Spirit World

When you seek Wan Shi Tong's Spirit Library while you are in the Spirit World, roll with modifiers:

- Are you at your center? If yes, take +1.
- Do you have a spirit guide? If yes, take +1.
- Do you have two or fewer conditions marked? If no, take -1.
- Do you have valuable knowledge to grant? If no, take -1.

On a hit, you arrive at the library at its current place in the Spirit World. On a 10+, you can enter without Wan Shi Tong noticing right now. On a 7–9, you are greeted by the great spirit himself; be prepared to answer his questions. On a miss, you find yourself mired in a danger of the Spirit World, with the library visible nearby. Deal with the danger and maybe you can reach the library.

In the Aang Era and Korra Era, the only way to reach the library is to traverse the Spirit World itself, be it through astral projection or by physically passing through a spirit portal. Wan Shi Tong's Spirit Library still exists, but in the strange, mutable landscapes of that other world. In the Aang Era, because access to the Spirit World is still rare, the library is most often out of reach unless characters find some way into the Spirit World. In Korra's Era, anyone can pass through the portals at the North and South Poles and in Republic City to seek the library. In every case, though, finding the library in the Spirit World is no simple feat.

Note that this move can be used to guide a whole group to the library, but only one PC rolls to lead the rest. All the questions of this move are asked of that single guiding PC. Other PCs cannot help with the roll by default—the roll and questions have to do with one character's ability to navigate the fluid and non-physical nature of the Spirit World. The best way for other PCs to assist is by helping the guiding PC reach their center or clear their conditions before the roll.

QUESTIONS

"Are you at your center?" is a question about your balance. If your current balance is at your center, take a +1! Your centered spirit and mind allow you to better navigate the Spirit World.

"Do you have a spirit guide?" is a question about your allies. If you have a spirit leading you to the library, then you have a spirit guide! If you are being led by some other figure who has often made the journey, then they might count even if they are not a spirit, at the GM's discretion.

"Do you have two or fewer conditions marked?" is a question about your state of mind. If you have zero, one, or two conditions marked, then the answer is yes. But if you have three or more conditions marked then the answer is no, and you take -1.

"Do you have valuable knowledge to grant?" is a question about whether the library helps draw you in. If you have something that Wan Shi Tong wants to add to his collection or learn, then the answer is yes! But if you don't have some special object of knowledge, then the answer is no, and the library doesn't welcome you.

THE SPIRIT WORLD AND BENDING

During the Aang and Korra Eras, when the library is located in the Spirit World, mortals who find themselves there may wind up even further at the great spirit's mercy! Human benders who pass into the Spirit World through meditation or spiritual means, leaving their body in the material world, cannot bend on the other side. Benders who pass through a spirit portal and wind up in the Spirit World with their material bodies can still use their abilities. The spirit portals are only opened in the Korra Era, with one portal each at the North Pole, the South Pole, and Republic City.

In play, this means that a bender who passes into the Spirit World and leaves their physical body cannot bend at all with any move; they're likely to wind up **pushing their luck** quite a bit!

Note that those trained in weapons will have no difficulties continuing to use their training, and technology-users will similarly be able to use their own skills—although in both cases, spirits may be disturbed by the disruptive presence of weapons and tech in their world.

RESULTS

"On a hit, you arrive at the library at its current place in the Spirit World" means you've made it! The Spirit World is ever-changing, so the library isn't always necessarily at the same place every time...but wherever it is, you have guided yourself there. You—and all those you led on the journey—arrive at the doorstep of the library, ready and prepared to enter.

"On a 10+, you can enter without Wan Shi Tong noticing right now" means you have a chance to sneak into the library without running into Wan Shi Tong. The guiding PC and companions can slip into the library unnoticed without any uncertainty, but as they maneuver about and through the library, especially searching for information, they might need to make further moves to stay hidden.

"On a 7–9, you are greeted by the great spirit himself" means you have no chance to slip inside—you must deal with Wan Shi Tong before you can make it within. You might try to run or bargain—though only fools would try to fight outright—but Wan Shi Tong stands between you and the library.

"On a miss, you find yourself mired in a danger of the Spirit World, with the library visible nearby. Deal with the danger and maybe you can reach the library" means that you're nearby—the library is reachable—but you have to deal with a threat first, be it a dangerous spirit, stinking spirit-muck, or something else. The GM will tell you what the danger is, exactly.

SEARCHING THE LIBRARY

Once within the Spirit Library, you have the chance to search through the greatest archive of knowledge, history, and learning ever created. There are countless wonders inside—ancient tomes and scrolls, impressive learning mechanisms and tools, cultural art from deep history, and more.

To get to any of it, though, one must contend with He Who Knows Ten Thousand Things...

DEALING WITH WAN SHI TONG

Wan Shi Tong is the gatekeeper, guardian, master, and curator of the Spirit Library. Nearly anyone who comes to the library will eventually encounter him directly in some way, and how they choose to handle the situation will determine whether they leave the library peacefully and in good standing, or whether they flee with a giant owl spirit chasing them, claws extended.

Fighting Wan Shi Tong

Wan Shi Tong is a powerful spirit, ancient, wise, and just a bit snippy. In the Spirit Library, his great domain, he's even greater—and he rarely if ever leaves the library.

Fighting Wan Shi Tong isn't really an option. Even for those who pass through a spirit portal and still have access to their bending, his power within the library is just too great to meaningfully oppose and defeat. You might be able to hold him off for a bit, but you'll never be able to subdue him for an extended period. In terms of the mechanics, Wan Shi Tong cannot lose his balance or be taken out within the library.

As a result, combat exchanges are never appropriate for fighting Wan Shi Tong. Instead, use the basic moves to try to knock him away, flee from his talons, or deceive him and escape. For example, an intrepid Airbender might push a gust of wind at the enormous owl, sending him spiraling away, by **relying on their skills and training**. Or a Waterbender might throw a water whip across the great spirit's beak as he dives in with talons outstretched, stopping him at the last second—but that's so dangerous, the Waterbender is **pushing their luck**.

From the GM's perspective, Wan Shi Tong is best treated as an environmental threat instead of an enemy NPC. He doesn't have conditions, as such—again, he cannot be taken out, and his emotions are largely in his own control. His balance is also firmly established, as an ancient and powerful spirit; PCs aren't going to be able to battle him by causing him to lose his balance somehow, although they might be able to call on him to act differently by bargaining with a valuable piece of knowledge (see *Seeking Information* on page 12).

Of course, Wan Shi Tong can still inflict fatigue, conditions, and balance shifts upon the PCs as GM moves. If he gets his talons or beak on a PC, then he generally inflicts at least 3-fatigue—he's quite a dangerous foe. PCs are better off distracting him, knocking him out of the way temporarily, and generally avoiding him than pursuing any kind of outright confrontation.

Bargaining with Wan Shi Tong

When you bargain with Wan Shi Tong using your own valuable knowledge, roll with **HARMONY**. On a hit, Wan Shi Tong is interested and allows you to freely investigate the library in exchange for your knowledge. On a 10+, he is particularly impressed; he'll assign you a Knowledge Seeker to help guide you to exactly what you seek. On a miss, Wan Shi Tong takes your knowledge but still doesn't trust you; mark a condition and expect your every move here to be watched.

Fighting Wan Shi Tong is far from the only option for dealing with him. While the great spirit might be a bit antisocial towards humans, he is always interested and invested in learning new things. He might not immediately believe that a silly human knows something he doesn't...but once the information starts to flow, he becomes invested.

If you want to bargain with Wan Shi Tong to gain access to the library, you can use this move: You must have "*valuable knowledge*" to bargain—and Wan Shi Tong himself is the ultimate arbiter of whether or not your proffered knowledge is valuable. That said, any knowledge that is in some way *real*—an actual new thing to learn, as opposed to something made up or nonsensical—is enticing to Wan Shi Tong. The great spirit might harumph if offered information that is less novel or spectacular... but ultimately he is so devoted to learning, he will accept the knowledge.

Bargaining with Wan Shi Tong after you have access to the library is best handled with the basic moves—**plead** and **trick**, for example—or by trying to **call on him to live up to his principle**. For that purpose, treat Wan Shi Tong as having a principle of Knowledge +3.

RESULTS

On a hit, Wan Shi Tong gives you permission to explore the library; as long as you give him your knowledge and don't violate his rules, you may remain. The advantage of having a Knowledge Seeker guide, and the disadvantage of being watched, are highlighted in the moves for seeking information within the library (page 12). After all, merely convincing Wan Shi Tong to allow you to stay does not ensure you find what you seek.



Escaping Wan Shi Tong

When you try to seize a chance to escape from Wan Shi Tong's Spirit Library and the great spirit's claws, roll with modifiers:

- Are you hidden from Wan Shi Tong right now? If yes, take +1.
- Were you able to walk the library openly and take in its layout? If yes, take +1.
- Is Wan Shi Tong truly and fully enraged? If yes, take -1.
- Have you stolen anything from the library? If yes, take -1.

On a hit, you escape! On a 10+, you slip out without issue or incident; Wan Shi Tong may not even realize you're gone. On a 7–9, you escape, but by the skin of your teeth; you either leave something behind or mark 2-fatigue from the chase, your choice. On a miss, you wind up turning deeper into the library and get lost—only for Wan Shi Tong or a Knowledge Seeker to find you once again.

Eventually, you might find yourself fleeing from the great spirit while his talons are extended and his neck elongated. It's a bad situation to be in!

To escape, you have to create an opportunity for yourself, whether by hiding and getting Wan Shi Tong to lose track of you, or temporarily stunning the spirit. If he continues to be engaged with you, you have no chance of slipping away. But once you have an opportunity to escape, then you can use this move to try to get away!

QUESTIONS

Being “*hidden from Wan Shi Tong*” means that the great spirit and his Knowledge Seekers don’t know where you currently are when you try to sneak out. Having been “*able to walk and observe the library openly*,” freely, and without constraint also gives you an advantage getting back out. But if Wan Shi Tong is enraged at you, and if you’ve stolen anything from the library (including knowledge), then escape is that much more difficult.

RESULTS

As long as you roll a hit, you escape! But if you roll a 7–9, you have to choose to either leave something important behind or mark 2-fatigue. And on a miss, you not only don’t escape—you get caught by one of the spirits deeper in the library! You have to deal with them to create another chance to escape.

The whole group of companions can use this move to escape all together, with one player rolling for everyone. None of the PCs can **help** by marking fatigue on this move—the move itself already covers everyone working together. On a 7–9, each member of the group must choose to either mark 2-fatigue or leave something behind.

SEEKING INFORMATION

Sojourners almost never come to the Spirit Library of Wan Shi Tong just to sight-see—they come seeking information, perhaps just out of a love of learning, or perhaps to answer some specific question. These moves are for seeking information once you've gotten in the door and you're moving throughout the library.

Seeking Information Openly

When you openly try to seek information within Wan Shi Tong's Spirit Library, say what question you hope to have answered and roll with modifiers:

- Do you have a Knowledge Seeker guide? If yes, take +1.
- Has your visit to the library been relatively brief so far? If yes, take +1.
- Are you allowed to freely and without restriction move throughout the library? If no, take -1.
- Do you have any notion of what the answer might be or where it might live in the library? If no, take -1.

On a hit, you find the answer to your question; the GM will tell you where you find it and what the answer is. On a 7–9, choose two. On a 10+, choose one.

- It takes a long time to find the answer; mark 1-fatigue.
- Your search makes Wan Shi Tong suspicious; he has some questions for you.
- You find a limited version of the answer; the full answer still eludes you.

On a miss, you know where the answer is, but it's in a particularly difficult to reach or restricted part of the library—the GM will tell you why it's so hard to access.

This move is for sojourners who are known to Wan Shi Tong and who move about the library in obvious, open fashion. If you want to take the time to peruse the bookshelves, not worrying about whether or not a Knowledge Seeker spots you at the end of a row of books, then this is the move for you.

Seeking information while welcome and accepted into the library is always a safer endeavor than seeking information while sneaking around. This first move is for openly moving through the library and finding your answers without trying to hide.

QUESTIONS

Having a Knowledge Seeker guide means that you've either convinced one of Wan Shi Tong's servant spirits to aid you, or Wan Shi Tong has granted you their service himself. Whether or not your visit has been “*relatively brief*” is ultimately up to the GM, although it's largely based on whether or not you've made many moves in the library, and how long each of those moves has taken to resolve in the fiction.

“*Are you allowed to freely and without restriction move throughout the library?*” is a question about how much access Wan Shi Tong has granted you. If he's watching you carefully, or if he's specifically forbade you to go to certain areas or do certain things, then the answer is no.

“Do you have any notion of what the answer might be or where it might live in the library?” is a question about how much you know about the very topic you’re investigating. If you are investigating “How can we destroy all earthbending everywhere?” and you haven’t the faintest idea of where to even begin, then the answer to the move’s question is “no.”

RESULTS

If your search *“takes a long time,”* the only cost is marking 1-fatigue (and everyone participating in the search for knowledge must pay that cost), but you also spend a lot of time in the library. If you keep searching, remember that your visit won’t be “relatively brief” anymore.

If *“your search makes Wan Shi Tong suspicious,”* he starts watching you more closely, asking questions about your search and whether it’s worthy of his library.

If you *“find a limited version of the answer,”* then the GM will tell you why and how the answer is limited—it gives you enough information to move forward, but it may not resolve every element of your question. You might keep searching for more information based on what you learn, but any further searches require you to make the move again and your visit is no longer “brief.”

On a miss, you can still go for the information you seek, but you’re likely contending with difficult conditions or Wan Shi Tong’s forbiddance. You can try to negotiate with the great spirit for access, or you can just break the rules and try to get your answers anyway...

Seeking Information Sneakily

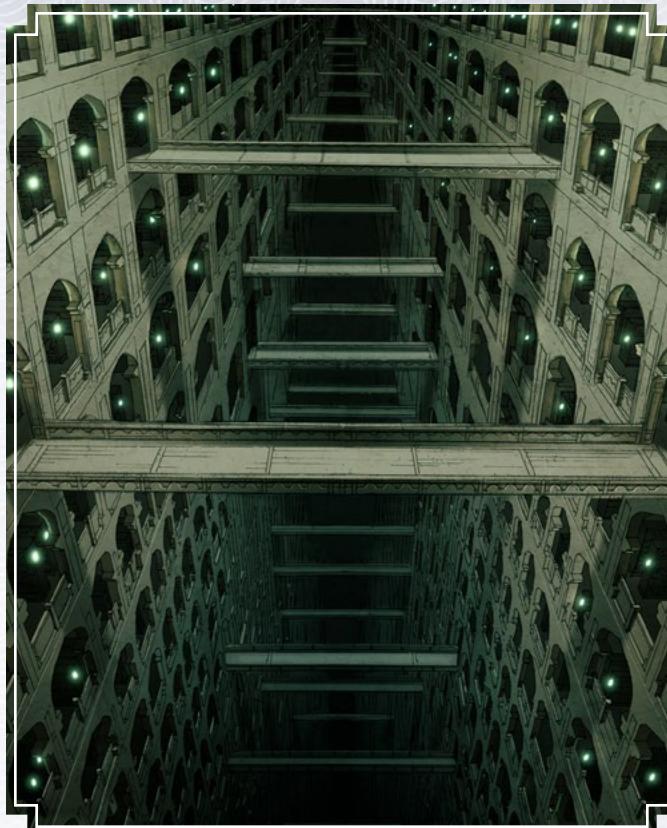
When you sneak around Wan Shi Tong’s Library in search of information, mark a condition, say what question you hope to have answered, and roll with modifiers:

- Have you kept your presence secret from Wan Shi Tong and his Knowledge Seekers? If yes, take +1.
- Has your visit to the library been relatively brief so far? If yes, take +1.
- Have your presence and actions in the library been innocuous and harmless so far? If no, take -1.
- Are you keeping to the safe or openly accessible parts of the library? If no, take -1.

On a hit, you find the answer (the GM will tell you where and what it is). On a 7–9, you are also caught out by a Knowledge Seeker—it’s only a matter of time before Wan Shi Tong comes looking for you. On a miss, just as you find where the answer is but before you can read any tomes or scrolls to actually discover it, Wan Shi Tong finds you...and he is not happy.

This move is for when you seek information in the library while keeping your head down, staying hidden, and trying not to get caught. It covers situations when Wan Shi Tong doesn’t know you’re here, and when you want to hide what you’re looking for.

Every PC who sneaks through the library must mark a condition—the move covers the whole group moving through the library, but each member of the group has to pay the cost!



QUESTIONS

“Keeping your presence secret from Wan Shi Tong and his Knowledge Seekers” means that you’ve managed to get into the library entirely without them noticing you. If they have any idea you’re here, you’ve lost some of the element of stealth!

“Has your visit to the library been relatively brief” has to do with how long you’ve spent in the library overall, and whether or not that duration starts to work against you in remaining hidden.

“Your presence and actions in the library have been innocuous and harmless so far” when you haven’t done anything particularly destructive, dangerous, or violative of the library’s rules. If all you’ve done is sneak around hallways so far, then the answer to this question is yes. But if you, say, smashed a glass case to get at the scroll inside...then the answer is no.

“Keeping to the safe or openly accessible parts of the library” is all about being conservative with where you’re sneaking around. If you’re ranging all over the library, including its most restricted archives, then the answer to this question is “no.” If the answer is “yes,” then you can expect the information you find to be appropriate to the more public, accessible areas—you won’t find any deep, complicated secrets.

RESULTS

On a 7–9, you’re caught, but not before you find and obtain the answer. The Knowledge Seeker who finds you won’t immediately attack or anything—it runs off to go fetch Wan Shi Tong. You might still be able to bargain with the great spirit...possibly.

On a miss, though, there’s no bargaining. He Who Knows Ten Thousand Things looms above you, and does not approve of these human intruders. Brace yourselves.

PLOT HOOKS

Wan Shi Tong's Spirit Library exists in every era you might play in with *Avatar Legends: The Roleplaying Game*. It's not equally accessible in every era, of course, but the knowledge contained within is always valuable, and heroes with important questions or mysteries always benefit from seeking it out.

Here are a few ways to incorporate the Spirit Library into your campaign. The first set of hooks here is a generalized set of ways that the library will likely be of use to your overarching campaign and story; the second set of hooks is a series of era-specific ideas for adventures that bring the Spirit Library to the forefront.

On the whole, the library will be of use as:

- A way to provide answers, helping PCs solve mysteries or understand some truth of your campaign.
- A source of a new plan or purpose that the PCs can pursue moving forward, giving them a clear means to accomplish their goals.
- A repository of important treasures to either obtain or to protect from foes.

PROVIDING ANSWERS

The Spirit Library is full of lost, secret, or ancient knowledge. That means any deep mysteries of your overarching story likely have answers or solutions within the library's shelves. Information about the Destined's future, or the purpose of those odd crystalline shards the PCs have been collecting to keep them from a dangerous NPC, or the location of the lost Sun Warrior city—all of these and more can be found in Wan Shi Tong's Spirit Library.

The PCs may pursue answers from the library on their own, if they have particular knowledge of the library's existence in their era. But the GM can also help introduce the idea through other characters who seek the library for their own answers; it's easy enough for the PCs to append a quest for their own knowledge to someone else's! All it takes is an interested NPC who is pursuing the library and who understands the utility of partnering with the PCs for the rest of the journey!

If using the library for this purpose, GMs should often feature the foes of the PCs or other antagonistic forces pursuing the library for the same or similar answers of their own. Discovering the answers to questions can lead to moments of high drama as the PCs process everything they learned, but the library is not necessarily going to be a location supportive of that drama, especially if the PCs are in the library with Wan Shi Tong's blessing, looking for answers openly. Introducing competing forces trying to get to the library, trying to warn Wan Shi Tong about allowing the PCs into the library, and so on can create higher tension and drama around the search for answers.

Wan Shi Tong himself is unlikely to object much to a desire for answers—after all, that is the most quintessential form of knowledge. But if he objects to how the knowledge is used, he may stand in their way.

PROVIDING A NEW PLAN OR PURPOSE

Sojourners often seek the library not for some new understanding of the world, but for practical benefit—they want to know how to achieve some goal, or what plan they should enact next. PCs, especially those who feel faced with some insurmountably difficult problem, will often find themselves in need of that exact sort of practical knowledge. Learning how to subdue the enormous rampaging spirit, how to destroy the new war machine unleashed by remnants of the Earth Empire, or how to restore the bending of some great hero—all of these are good examples of knowledge sought for practical purpose.

Just as with seeking answers to mysteries, PCs may pursue the library on their own, or they might need a bit of prompting in the form of other NPCs or mentors who suggest the library. For this usage, the library is best thought of as a way to help the PCs past some kind of roadblock; when they know exactly what they want to do, but they feel stuck because they have no idea how to actually do it, the library can provide them with the course they need.

In this instance, the library is much more of a means to an end. Heroes who learn how to achieve their goals from the library must still go out into the world and undertake the appropriate action—the information itself isn't enough. As a result, the library here doesn't have to be a particularly dramatic or significant challenge on its own. That said, the fact that the PCs are pursuing knowledge for some other end—usually to defeat or overcome some threat—is a key sign that Wan Shi Tong wouldn't approve, and it likely will lead to conflict with the great spirit. That conflict can be enough interesting trouble to make this usage of the library fun and exciting.

HOLDING TREASURES

Wan Shi Tong's Spirit Library has many, many treasures within it. The knowledge held in the shelves of the library is a treasure unto itself, according to Wan Shi Tong, but beyond that there are countless artifacts and wonders that the great spirit has assembled over time. That means if someone is looking for some important relic, there is a very good chance it is held within the halls of the library. The lost jade key to an ancient tomb, the last relic of an Avatar from ages past, the compact that proves the ancient obligations of two families to each other—all are good examples of the kinds of important item that either PCs or NPCs might be seeking from the library.

This usage of the library has two variations. In the first, the PCs need the object themselves. In the second variation, NPCs are hunting for the object, and the PCs are likely standing in their way. In both cases, GMs should be sure to introduce NPC opposition outside of Wan Shi Tong; other treasure hunters or seekers are the perfect opponents when the library is being used as the repository of some important item. The PCs still have to contend with Wan Shi Tong and the Knowledge Seekers, but all the while they're in direct competition with other NPCs (whom they can more directly fight). They might be in a race to get to the object first, or they might straight-up help Wan Shi Tong to defend the library from some terrible attacking force.

ERA-SPECIFIC HOOKS

When using the Spirit Library of Wan Shi Tong in your campaign, GMs must keep in mind exactly where the Spirit Library is in their campaign's era, and the relationship between humans and Wan Shi Tong in that era. The library's usage will always better reflect the themes and issues of a particular era if those facts are incorporated—for example, the way that the library might be accessible to mortals, but likely sought for poor, dangerous reasons in the Roku Era or the Hundred Year War Era plays directly into the conflicts of those eras.

That said, there are always figures in every era who are aware of and interested in the library. Those figures can provide useful allies to the PCs, prompting them to look to the library for possible answers, or they can act as antagonists, standing in the PCs' way or competing for the same information. GMs using the library should always ground it in the setting still further by making sure there are NPCs who are aware of it and who have opinions on it and its usage.

KYOSHI ERA HOOK

The Paper Knives

A group of *daofei*, the Paper Knives, have successfully stolen a tome of great value and importance from Wan Shi Tong's library. The tome details secrets of Ba Sing Se's construction that might give them the edge they need to sneak within the city and even threaten the Earth King. Wan Shi Tong, infuriated by the *daofei*'s insolence, dispatched Knowledge Seekers to find them and to alert the Avatar. Unfortunately, Kyoshi has no time to rescue a book—she doesn't fully understand what's inside the book, and she's dealing with other crises, involving *people* and their *lives*. She ultimately sets the task of "book recovery" to friends and allies who pass it down the grapevine...to the companions. Can they free the tome from the *daofei*'s clutches and return it to Wan Shi Tong before the bandits use the information contained within it to attack the Earth King?

ROKU ERA HOOK

Machines of War

A Fire Sage, Bu Kujian, has become aware of other sages and officers in the Fire Nation military planning to seek out the Spirit Library to ransack it for any plans of ancient war machines and weapons. Bu Kujian has been trying to stop them subtly, but every effort has failed, and he remains terribly worried about what might happen if those plans fall into the hands of his nation's military leadership. He collects the companions to accompany him on a trip to the library to try to get there first...and then he plans to burn the most dangerous records and knowledge within, even if it brings the wrath of Wan Shi Tong down upon him.

HUNDRED YEAR WAR ERA HOOK

Stolen Maps

A Knowledge Seeker successfully ranged very far south in the world and found knowledge that seemed quite valuable in a village raided by the Fire Nation—hidden maps that lay out the locations of hidden Southern Water Tribe villages, hand-made by one of the best sailors in all the Southern Water Tribe. The Knowledge Seeker took the maps from the village to bring them back to the library. The sailor-cartographer, Quniaq, knows the maps were taken by a Knowledge Seeker, but she doesn't know much about the Spirit Library, especially where to find it. She pleads with the companions for help to make sure that the maps don't wind up where anyone from the Fire Nation might find them or otherwise compromise the safety of the hidden villages.

AANG ERA HOOK

Sniffing Out the Truth

Things haven't been going well for the academic Ruiquan Shiang. In her home of Crayfish Town she's known as "Little Shiang" thanks to her older sister (and successful academic) "Wise Shiang." She can never seem to measure up to her sister's accomplishments and is always one step behind. But, Ruiquan has a plan to change her luck—she's spread rumors around town that there is an ancient tome hidden within the city, which supports every theory she's spouted so far! Ruiquan's rumors have embedded themselves in the town so thoroughly that word has even reached the Spirit World of this wonderous tome! Wan Shi Tong has sent his Knowledge Seekers to town in search of the tome and in turn, they're causing all sorts of mischief throughout the city. Can the PCs uncover what's going on before the horde of Knowledge Seekers accidentally cause a disaster looking for the fake tome?

KORRA ERA HOOK

Legacy of the Air Nomads

Knowledge Seekers from the Spirit Library successfully preserved an Airbender training tool taken by the Seekers from the ruins of the Northern Air Temple—although it became inaccessible to humanity after Wan Shi Tong took the library back to the Spirit World. A new Airbender named Gyume discovered a story about some Fire Nation soldiers ready to destroy the tool before a pack of blue-eyed fox spirits stole them away in the night (Gyume is sure these were Knowledge Seekers). Gyume believes that recovering this tool would be a great boon to helping to connect the new Air Nation members to the history of the Air Nomads. She pleads with the companions to accompany her on a trip through the Republic City spirit portal to find the library—a quest which Tenzin explicitly forbade.



Now we come to my book of legendary individuals, I expect you'll recognize quite a few of these familiar faces. Some of the characters make up my personal rogues' gallery for how they've disturbed my library, but their stories do make for an interesting read, and in order to know ten thousand things, we must be open to any and all knowledge. These legends range from wise to devious, balanced to imbalanced, each has something worthy to teach you if you're open to learning...but we all know how stubborn you humans can be.

I feel it prudent to remind you—reader beware! Though some of these figures serve the forces of balance, they are not to be trifled with. Gamemasters should use these figures sparingly, as people the heroes meet briefly before continuing on their journey; they are not major antagonists or constant supervisors. These legends are far too busy for that, much like me for that matter. As you'll come to realize while reading, very few can keep up with the devious Azula, outsmart Grand Secretariat Long Feng, or match wits with Asami Sato.



CHAPTER 2

NPC LEGENDS

第二章

CHAPTER 2

This chapter contains 14 different Legendary NPCs you can use in your games of **Avatar Legends: The Roleplaying Game**. Each of these famous characters from the Avatarverse is included with mechanics, history, advice on how to portray them in a game, guidance on how to use them as a teacher of new techniques to the PCs, and a few ideas for how to bring them into your game and where they might be found.

The famous characters of *Avatar: The Last Airbender* and *The Legend of Korra* are important figures within their own eras of the Avatarverse. Though they aren't the main characters of your own campaign of **Avatar Legends: The Roleplaying Game**—those are always the PCs—they can always show up as important supporting characters, be it as allies, sometimes enemies, and even as mentors or teachers!

Here's the full list of legends included in this chapter:

- **Rangi**, a master Firebender and protector of Avatar Kyoshi.
- **Taquaq**, the waterbending teacher of Avatar Roku.
- **Long Feng**, leader of the Dai Li and Grand Secretariat.
- **Azula**, former princess of the Fire Nation and Zuko's sister.
- **Katara**, master Waterbender and healer of the world.
- **Sokka**, wielder of boomerang and incredible cunning.
- **Suki**, leader of the Kyoshi Warriors.
- **Toph Beifong**, the first Earthbender to metalbend.
- **Ty Lee**, master chi-blocker and newly-minted Kyoshi Warrior.
- **Zuko**, the Fire Lord for an age of healing and rebuilding.
- **Asami Sato**, owner and CEO of Future Industries.
- **Kuvira**, repentant former leader of the Earth Empire.
- **Tenzin**, mentor to Airbenders and leader of the Air Nation.
- **Varrick**, eccentric genius and husband of President Moon.

For some basic mechanics of legendary NPCs, make sure to check page 237 of the core book.

HOW TO USE LEGENDS

Legendary characters are special NPCs in **Avatar Legends: The Roleplaying Game**. Compared to most NPCs, they are exceedingly powerful and capable on a mechanical level. If they did get into a tussle with the PCs, they have so much fatigue, so many conditions, and long enough balance tracks that they might individually pose a real challenge to entire groups of PCs, all on their own. Such mechanical potency represents their incredible skills and abilities, but it also ensures the role that these figures are meant to play. They are best used as powerful allies, capable teachers, or dangerous long-term foes.

POWERFUL ALLIES

Sometimes, the best use of a legendary NPC is as a powerful ally who supports the PCs. The key to legendary NPCs fulfilling this role is that they enable the PCs to take other action, instead of simply solving the problem in the PCs' own stead.

When a legendary NPC holds off an entire army so that the PCs can go and face the real enemy, that feels awesome and cool—the legendary NPC gets to show off a bit, but the PCs still have plenty of interesting work to do, and a real challenge to overcome. If the reverse happens, the PCs holding off an army so the legendary NPC can go and face the real enemy, that can still feel fun depending upon the players and their choices—if they buy in to the idea or even propose it themselves, then they can still feel that it respected their coolness. Be cautious, however, about the PCs getting to satisfying conclusions for their stories and arcs—if it's important that the heroes face off against their own dire foe, then the legendary NPC shouldn't steal their thunder and do it for them!

The worst case scenario is that the legendary NPC deals with both problems all on their own, without the PCs' input. Keep in mind that using a legendary NPC as an ally should only ever allow the PCs to do something else interesting, cool, and exciting, instead of solving all their problems for them.

CAPABLE TEACHERS

Legendary NPCs are very, very capable. They've mastered their trainings thoroughly, and they likely have a whole enormous array of different techniques at their disposal. Many of them are also masters of special forms of bending like metalbending and lightningbending, forms they can guide PCs to learn. All of which means that there's a good chance they're some of the best teachers the heroes are ever likely to find!

Different legendary NPCs always have different ways of teaching, different lessons they would try to convey, different requests they would make of their students to help push the learning forward. But they are always capable of teaching the techniques, even if there is a hiccup or two along the way, even if the NPC wouldn't believe that they are a good teacher all on their own. Use the basic training move in the core book on page 212 for training and the rules for learning special forms of bending on page 217 of the core book—they both work as normal with a legendary NPC teacher.

When assigning mastery conditions, think about the legendary NPC themselves, the kind of lessons and ideas they would teach. Every one of the legendary NPCs described here has a few suggested mastery conditions they might assign, to reflect the kinds of lessons they value or would resort to. Always feel free to suit the mastery conditions both to the student and the teacher, and to their particular relationship—Toph might give an entirely different mastery condition to a student who is fiercely aggressive than to a student who needs to learn some assertiveness.

DANGEROUS LONG-TERM FOES

Some legendary NPCs make for potent foes in an ongoing campaign of play. These foes can extend as opponents even across multiple seasons of play. They’re more dangerous even than master NPCs. However, as the GM you should avoid overusing legendary foes throughout your campaign, to ensure they continue appearing as special, dangerous, and potent.

Even beyond how hard they would be to defeat in a single fight, what makes those NPCs so dangerous is that they usually can’t be defeated in one single conflict. The PCs might successfully get away from such a foe, or temporarily drive them off, but they’ll be back later, still as capable and dangerous as ever. Such legendary NPC foes usually have long-term goals and ways to pursue those goals beyond straightforward conflicts, so even if they are consistently being defeated in combats, they will find other ways to get what they want.

If you’re using a legendary NPC as a long-term foe, be sure to portray them with all that complexity. Any legendary NPC is sure to have their own plan and goals, far beyond just “stop the heroes.” They’re going to act to pursue their own agendas, and while they will absolutely get into a fight to protect their own interests, they often won’t just try to start a fight if there is some other path to achieving their goals. After all, why start a fight you might lose if you can get what you want by manipulating your foes into making a mistake?

When using a legendary NPC as a long-term foe, especially focus on their ability to push the PCs’ balance around. As much as the PCs come to know their enemy, their enemy comes to know them and exactly how to mess with them, perhaps even “defeating them” without throwing a single punch.

Part of what makes legendary NPCs so powerful and dangerous is also their strength of conviction. Keep in mind that because their balance can go higher than any other NPC, higher even than the heroes’ own balance tracks, legendary NPCs can become incredibly dangerous as they grow more and more committed to their ideals. Play up their balance judiciously, including shifting it up as appropriate through GM moves outside of exchanges—the things PCs do might push a terrible foe to commit ever more dangerously to their plans.

TECHNIQUES AND LEGENDARY NPCs

In the write-ups within this chapter, the NPCs only have three techniques assigned to them, one of which is a special, impressive, rare technique not featured anywhere else. But that doesn’t mean those are the only techniques the legends know! As the GM, you can assign to them any techniques appropriate to them and their abilities, allowing them to both use those techniques in combat and to teach those techniques to PCs. Listing every technique that some of these characters know would take up many, many pages—so instead, feel free to just use them from the Appendix of this book or the core book as needed!

LEGENDS AND CANON

The characters in the following pages are all important, big characters that many players are likely to recognize instantly. Like the legendary characters described in the core book in **Appendix B: NPCs**, including all four Avatars and Uncle Iroh himself, they’re well-known figures from the stories of the Avatarverse, and players are likely to have their own knowledge of those characters. Even the PCs themselves may have heard of these impressive figures to some extent or another!

What’s more, all of these characters have an important role to play in the overall story of the Avatarverse. You may wind up feeling bound to the canon when considering whether to use them.

If that happens, one option is to avoid using these legendary NPCs. They don’t have to be in your campaign! Your game is about the PCs, not these legendary figures. But they can add a lot to your game, including a sense of being grounded in a wider world, so instead of avoiding their use altogether, you should consider these other strategies.

Firstly, keep in mind that unless you’re using the legend as a dangerous long-term foe, they don’t actually have to be in your campaign for more than a session or two of play. These figures have plenty of things to be doing, and it’s easy to come up with an excuse for them to have to move out of your story and out into the wider world. If you want to adhere to canon, bringing legendary NPCs in for these shorter stints is a great way to ensure that they still have ample space to go back to the known stories.

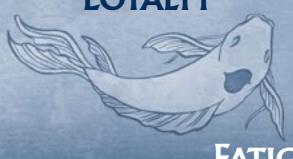
Secondly, keep in mind that your campaign is your campaign! There will always be a degree of non-canonicity in your game, and that means you can make choices that don’t perfectly reflect known events. At its most basic, it’s always possible that you aren’t as familiar with every event or every aspect of the setting, and that’s okay. You can always adjust as needed for your own game. Be sure to check out more on non-canonicity and **Avatar Legends: The Roleplaying Game** on page 247 of the core book.



PRINCIPLE

0 +1 +2 +3 +4

LOYALTY



FATIGUE



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- HAUGHTY
- DISTRAUGHT
- VENGEFUL

RANGI

Kyoshi Era

"Where you go, I go."

DRIVE

Bring balance to the Four Nations

HISTORY

Rangi grew up in the most elite circles of Fire Nation nobility in the Kyoshi Era. Her mother, Hei-Ran of the Sei'naka clan, was a decorated infantry officer who became Avatar Kuruk's firebending master and then gained infamy for supposedly killing several rivals in Agni Kais on her way to becoming headmistress of the Royal Fire Academy for Girls. Naturally gifted but equally hardworking, Rangi followed in her mother's footsteps, excelling at the Academy, joining the junior officer corps, and then joining "Avatar" Yun's household where she became friends with Kyoshi and Yun.

After discovering that Kyoshi, not Yun, was the true Avatar, Rangi protected Kyoshi as they fled the murderous Earth Sage Jianzhu. On the run in the Earth Kingdom, they joined the Flying Opera Company, a notorious bandit gang and performance troupe. Rangi, loathe to join a group of outlaws, did so out of her loyalty to Kyoshi. Amidst the gang's anti-authoritarian exploits, Rangi pioneered the firebending technique of jet-stepping, taught the Avatar to firebend, and fell madly in love with Kyoshi.

Rangi had Kyoshi's back as the Avatar fought against Jianzhu and then against their one-time friend Yun, who had become a vengeful killer after the Earth Sage abandoned him to the spirit Father Glowworm. She also helped Kyoshi end the Camellia-Peony War and kept watch over the uneasy peace that followed the end of hostilities. The traumatic and violent experiences Kyoshi and Rangi underwent together tested their character and their relationship, but both emerged stronger.

Rangi is the most loyal, dedicated, and intimidating of the Avatar's companions. Her sharp senses, well-drilled reflexes, and comprehensive understanding of military and social protocols make her invaluable to the rough-mannered Kyoshi. Rangi's high standards, sometimes unreasonably high—and her fiery temper when those standards aren't met—are her major weaknesses.

It's Avatar Kyoshi's job to protect the world; it's Rangi's job to protect Avatar Kyoshi. There's nothing else Rangi would rather do.

HOW TO PLAY RANGI

- **Epitomize superiority.** Rangi represents the flower of Fire Nation nobility and the best the officer corps has to offer in strength, intellect, and grace. She conducts herself as if all eyes are on her at all times, because they are.
- **Play by the rules.** Rangi has more practice than anyone at figuring out the laws that govern her situation and making them work for her. Nonetheless, her moral sense is the most important of all principles.
- **Keep your eye on the greater good.** Rangi always keeps track of what's at stake in every situation, even when the real stakes aren't obvious. With gritted teeth, she consorts with criminals, fights duels, or makes nice with a despised enemy if she knows peace and protection are on the line..

BRING RANGI IN...

- ...when the companions are surrounded by elite soldiers or rarefied aristocracy.
- ...when a delicate political balance is about to be upset.
- ...when the situation is almost bad enough that the Avatar might get involved.

TECHNIQUES

JET STEPPING

EVADE AND OBSERVE

Advance to a higher position and become *Favored* and *Prepared* for the next exchange. Any foe engaged with you can mark 2-fatigue to block this technique.

BLUDGEON

ADVANCE AND ATTACK

Using a blunt weapon or hand-to-hand combat, attempt to rapidly subdue your opponent. Mark 1-fatigue and cause your opponent to shift their balance away from center; if their balance is now +2 or higher, they mark *Stunned*. Mark an additional 1-fatigue to move your opponent to a different position within reach.

WHITE FIRE

ADVANCE AND ATTACK

Pour intense, emotion-fueled white-flame in a jet of destruction. Mark fatigue up to the number of conditions you have marked. Inflict three times as much fatigue as you mark. Your target can reduce the amount of fatigue they must mark by two for each of the following statuses they suffer: *Impaired*, *Doomed*, *Stunned*. If you mark three or more fatigue for this technique, you massively damage your surroundings.

RANGI AS A TEACHER

Rangi is an expert Firebender, sword-wielder, and hand-to-hand fighter. She's more than capable of teaching a wide range of techniques from all those trainings, but she can be a bit impatient with anything less than perfection. In particular, she's unlikely to spend the time training a PC if she feels there's a more pressing duty to the Avatar, her people, or the world, but PCs can play upon her own inherent sense of skill and superiority—Rangi knows how capable she is and appreciates others recognizing it. Rangi might extend additional support to those PCs who have an important role to play in either protecting the Avatar or helping Kyoshi's overall duties around the world, although that requires PCs to either have obviously shown themselves as friends of Kyoshi and the Avatar, or to have seriously impressed Rangi in some way. Once she is teaching them, she'll focus on getting the job done as quickly and efficiently as possible—she's not going to intend to become any kind of ongoing mentor, no matter how much she likes a PC. The overarching tone and style of mastery conditions she will set to PCs centers on taking dangerous, difficult action, and on aiding or supporting friends and allies—Rangi believes strongly in teamwork and fitting into a larger group.

Suggested Mastery Conditions

- Rescue a friend from significant danger in the midst of a fight
- Instigate a fight with three or more conditions marked
- Accede to a friend's needs, requests, or commands when doing so bears a real cost for you

WHERE TO FIND RANGI

At any given moment, there's a high chance that Rangi and Kyoshi are together, considering that Rangi is both bodyguard to the Avatar and girlfriend to Kyoshi. Even when they aren't together, Rangi is likely on a mission on behalf of the Avatar and her purpose. As a result, Rangi is often moving around the world, assisting the Avatar in her duties and responsibilities. There's a reasonable chance for Rangi to be in almost any location the whole world over, as a result, though centers of power and major cities are particularly likely locations. Ba Sing Se, Agna Qel'a, Omashu—all are likely places to find Rangi.

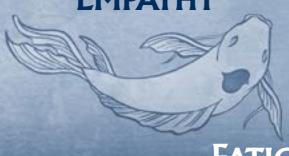
Rangi also has connections to her homeland, the Fire Nation, that might pull her into other locations. Rangi's mother Hei-Ran has been through a lot of difficulties, including cutting off her own topknot in shame, but she is still active in the Fire Nation and might call Rangi home to assist with any of a number of conflicts. In particular, Hei-Ran was the headmistress of the Royal Fire Academy for Girls, where Rangi went to school, and there is a good chance that PCs might encounter Rangi there if they visit.



PRINCIPLE

0 +1 +2 +3 +4

EMPATHY



FATIGUE



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- SUBDUED
- OBSTINATE
- MISTRUSTFUL

TAQUKAQ

Roku Era

"Kindness is the path to understanding."

DRIVE

Protect and aid the Avatar

HISTORY

Taqukaq grew up in the prosperous Northern Water Tribe in a time of peace and spirituality in the late Kyoshi Era. As a child Taqukaq was always connected to the Spirit World of the North; his ability to observe the world through eyes that saw more than just the surface allowed him to transcend his humble birth. He was fascinated by the spirits that inhabited his home, most of all the spirits Tui and La, the Moon and Ocean. He watched and studied them, discerning the secrets of waterbending from their movements.

As a kind young man, Taqukaq sought ways to serve the Northern Water Tribe. His soft-spoken nature, innate charisma, and forceful personality made him a perfect fit as a diplomat for the chief of the Northern Water Tribe. In that role he traveled across the world to strengthen alliances with other nations...but the tensions of the world made espionage an undercurrent of his diplomatic journeys.

Not everyone he dealt with was earnest in their desire to cooperate, and Taqukaq quickly learned that words and deeds are not the same in diplomatic circles. While investigating allegations of stolen Water Tribe technology, he learned one of his colleagues, his best friend Nai, was selling secrets to the Fire Nation. Nai was a paragon of the Northern Water Tribe, thought to be a selfless champion, volunteering for the most dangerous and difficult missions. Nai's betrayal shook Taqukaq to the core. He promised himself to never trust so easily again.

As the years marched on, Taqukaq gained the title of master. His ability to whip up a quick fog allowed him to slip past many security checkpoints and trade blockades without a whisper of trouble. By the time he earned the title, no one could question his prowess as a Waterbender.

After Roku's training with the Air Nomads, the Avatar requested Taqukaq teach him waterbending. The master originally refused Roku's request, having been betrayed by the Fire Nation as a young man; the Waterbender feared an Avatar from the Fire Nation would place loyalty to the Fire Lord above all else. However, Roku surprised him by moving to the Northern Water Tribe, learning from, and living in service of, the locals for several years. The master noticed something different about Roku, an openness and willingness to learn that he could trust, and so Taqukaq finally agreed to teach the Avatar and opened himself up to what became a lifelong friendship.

HOW TO PLAY TAQUKAQ

- **Be an observer.** Taqukaq always assesses a situation before acting, and never rushes headfirst into a fight. Taqukaq taught Roku almost everything he knows about waterbending...but one must always keep a few secrets.
- **Choose the path of diplomacy.** His way with words makes Taqukaq a valuable asset in negotiations and allows him to access areas that regular citizens cannot.
- **Stand your ground.** While Taqukaq may be a man of words over violence, he isn't a pushover. The Waterbender can discern the motivations of most people with a glance and doesn't suffer cruelty.

BRING TAQUKAQ IN...

- ...when the companions need information on the movements of enemy nations or factions.
- ...when a mission for the Water Tribes or the Avatar needs to be fixed skillfully and quietly.
- ...when a threat of an international incident needs an arbitrator.

TECHNIQUES

WATER KNIFE

ADVANCE AND ATTACK

Create a fast, cutting swoop of water that can cut through vulnerable materials. Mark 1-fatigue and choose your target. If you target a combatant, inflict a condition and *Impaired* upon them. If you target something in the area, become *Prepared* and otherwise treat it as if you had used the technique Smash.

SLIP OVER ICE

EVADE AND OBSERVE

Use ice and water to slip around your environment with ease while putting opponents off-balance. Clear 1-fatigue (in addition to clearing 1-fatigue via **evade and observe**) and reposition opponents within reach, deciding who is engaged with whom unless they are willing to mark 1-fatigue and become *Impaired* to remain where they are.

FOG BANK

DEFEND AND MANEUVER

Bring a wave of fog upon the area from a nearby water source. Mark 1-fatigue. Inflict *Impaired* upon all combatants, friend or foe, in the area except for yourself. If you attempt to escape while the fog is still in the area, no one can stop you. If you attack an *Impaired* foe within the fog, you may inflict 1-fatigue more or mark 1-fatigue less, your choice.

TAQUKAQ AS A TEACHER

Taqukaq is a master Waterbender, the same who trained Avatar Roku. Taqukaq was hesitant in training Roku because of his mistrust of the Fire Nation, but he came to see that the Avatar was a good man, worthy of aid and friendship. The same pattern would apply to any PCs—Taqukaq is not one to share his hard-won skills and knowledge casually, but a PC who shows themselves interested in peace, helping others, diplomacy, and balance would earn his trust. In particular, any PC who showed themselves an ally of the Water Tribes would already have gone a long way in endearing themselves to Taqukaq. He might extend his expertise and support to those PCs whose hearts are in the right place, but whose methods and actions are insufficient, particularly if those PCs fail to understand the value of calm words or of covert action. As a teacher, Taqukaq is quiet, often helping PCs to realize the true lesson on their own instead of providing it outright. But he always wants those he does teach to succeed, and once he has committed to teaching a PC, his support will become ongoing and meaningful. The overarching tone and style of mastery conditions that Taqukaq will set to PCs emphasizes non-violence and alternate means of problem solving. Taqukaq is more than willing to fight when he has to, but he often finds that his students resort to fighting first, and he hopes to break that pattern.

SUGGESTED MASTERY CONDITIONS

- Commit to non-violence when dealing with a dangerous foe spoiling for a fight
- Defend a place that cannot defend itself from a dangerous threat
- Solve a significant problem without engaging in a single fight

WHERE TO FIND TAQUKAQ

Taqukaq is an active diplomat and leader in the world. He regularly receives duties to represent his home in the Northern Water Tribe—see **Fire & Brimstone** on page 94 for one such instance—and PCs who participate in diplomatic spaces are likely to run into him, especially in the capital cities of the world.

On the other hand, Taqukaq also undertakes covert missions on behalf of his own people and the Avatar. Taqukaq believes deeply in world peace and balance, and he doesn't hesitate to participate in clandestine endeavors that might resolve some conflict secretly and peacefully. He won't participate in assassinations or simple kidnappings, but if he can stop a brewing war by, say, temporarily abducting an important general to show that person vital evidence undermining the conflict...he will. PCs might encounter Taqukaq anywhere major conflicts brew, and he might even rope them in to help with some secretive, important mission.



PRINCIPLE

0 +1 +2 +3 +4

CONTROL



FATIGUE



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- COLD
- HATEFUL
- HAUGHTY

LONG FENG

Hundred Year War

"It would be quite a shame if you were not able to complete your quest."

DRIVE

Gain absolute control over the Earth Kingdom

HISTORY

Long Feng was born into a merchant family in Ba Sing Se's Middle Ring in the Hundred Year War Era. He wasn't destitute, but neither was he rich or well-born; his intellect and earthbending talent were his principal distinctions. He made the most of them to rise through the ranks of the Dai Li, a secret police force originally established by Avatar Kyoshi to investigate threats to the Earth monarchy and protect Ba Sing Se's cultural heritage.

By Long Feng's time, though, the Dai Li had abandoned cultural stewardship and grown brutal and corrupt. Long Feng leveraged and encouraged these tendencies to become the Grand Secretariat of Ba Sing Se, leaving him well-positioned when a new and vulnerable Earth King rose to the throne at the age of four years old. It was literal child's play for him to manipulate the 52nd Earth King, Kuei, sequestering him in the palace, guaranteeing Kuei remained ignorant of the world's larger conflicts, and seizing the reins of power.

Amidst the turmoil of war against the Fire Nation, with refugees flooding the capital, Long Feng transformed the city into a police state. Even the highest-ranking generals knew not to cross him and the Dai Li. His agents in the city suppressed not only threats to public order, but also any public discussion of war. Whosoever spoke too loudly found the Dai Li waiting to arrest and incarcerate them at the prison underneath Lake Laogai. There, the Dai Li used hypnotic conditioning to brainwash inmates and render them obedient citizens, unable to speak of the war.

Despite his nefarious actions within Ba Sing Se, Long Feng is a powerful player in the war against the Fire Nation. Though he always puts Ba Sing Se first and fails to believe that the Fire Nation could ever genuinely breach the walls of that great city, the Grand Secretariat doesn't want to see any more land fall into Fire Nation hands and is willing to invest resources into stopping them. He helps to fund the Earth Kingdom resistance and his spy network brings him constant reports of the Fire Army's whereabouts.

HOW TO PLAY LONG FENG

- **Speak softly.** Etiquette, protocol, and a low profile conceal the threat Long Feng poses as a politician and powerful Earthbender.
- **Cultivate power through connections.** Long Feng's martial skill, though considerable, is his last resort. He'd rather build power through dealmaking and surveillance.
- **Always have a backup plan.** If Long Feng's enemies force a direct confrontation, he misdirects, deflects, and withdraws so he can continue to exert influence from the shadows.

BRING LONG FENG IN...

- ...when the companions find themselves needing resources and intel to fight the Fire Nation.
- ...when they get close to the Earth Kingdom throne.
- ...when he can cut a deal with them to advance his knowledge and influence.

TECHNIQUES

THROW ROCK GLOVE

EVADE AND OBSERVE

Throw a glove made of rock at a foe and pin them to a surface. Inflict *Impaired* on a foe, unless they mark 2-fatigue (or 1-fatigue for an Earthbender). If the foe was already *Impaired*, they're now *Trapped*. You may use this technique multiple times in a single exchange.

ROCK SHOES

DEFEND AND MANEUVER

Dash onto a vertical wall or the ceiling and cling to it with shoes made of stone. Mark 1-fatigue to become *Favored* and use Seize a Position without allowing any foe to block this technique. As long as you remain on a vertical wall or the ceiling you remain *Favored*.

ROCK SPIKE

ADVANCE AND ATTACK

Punch with a pointed, forceful strike, forcing a jutting spike of rock to smash into your target and lay them low. Mark 1-fatigue to inflict 3-fatigue on your target. If your target is *Impaired*, inflict an additional 1-fatigue. If your target is *Trapped*, inflict an additional 2-fatigue.

LONG FENG AS A TEACHER

Long Feng is a master Earthbender and leader of the Dai Li. His techniques include any that the Dai Li specialize in, as well as most Earthbending techniques. But he won't teach PCs without a good reason—and for him, a good reason is only ever one that benefits him. If the PCs can convince him of their loyalty to him, then he would consider training them to have more capable servants. If the PCs can exchange something with him for his teaching, then he similarly might consider training them. He will often be the one to identify these trades, as well, or to see the PCs as a possible resource to foster and develop; he will offer aid to those individuals he thinks he can make loyal to him. But he'll never consider training them simply for their own good or out of the goodness of his own heart. As a teacher, he's exacting and demeaning, but capable—his status as leader and sometime trainer of the Dai Li has enabled him to be an effective teacher. The overarching tone and style of mastery conditions he will set to PCs usually focuses on power, dominance, and supremacy. He will push PCs to exert their own superiority over others, but then to submit to himself.

Suggested Mastery Conditions

- Demolish a specific dangerous rival or opponent and leave them free and wallowing in their failure
- Accomplish an impossible mission or task
- Submit to a worthy master (like Long Feng) when they tell you what to do at a crucial moment

WHERE TO FIND LONG FENG

Long Feng's whole structure of power and authority is based out of Ba Sing Se, and the Grand Secretariat is very unlikely to be found out and about. He might temporarily depart Ba Sing Se for a location just outside the city's outer walls, but even that would be a rare occurrence. PCs looking to actually come face to face with Long Feng will almost always have to go to Ba Sing Se to find him.

Within Ba Sing Se, Long Feng spends most of his time in and around the halls of power, including the Palace and his own burgeoning headquarters under Lake Laogai. The PCs might possibly be able to find him in many locations in the Upper Ring of Ba Sing Se, but he nearly always has Dai Li guards with him.

That said, Long Feng is also the master of an entire organization of agents. It's easy for him to send people messages, asking them to meet with him (in or around Ba Sing Se), making offers, and so on. Just because he is very unlikely to leave Ba Sing Se himself doesn't mean that he is completely inaccessible to those outside of the city.



PRINCIPLE

0 +1 +2 +3 +4

DOMINANCE



FATIGUE



AZULA

Aang Era

"Trust is for fools, fear is the only reliable way."

DRIVE

Dethrone Zuko and rule the Fire Nation

HISTORY

Azula was born to Fire Lord Ozai and Lady Ursa, who raised her and her older brother Zuko in the lap of luxury and the hearth of power. She learned from her father that weakness was unacceptable, and that nothing mattered but conquest. He pressured her to hone her strengths—especially her singular talent for martial pursuits. As Azula grew more adept at targeting others' weaknesses, Ursa's efforts to counteract Ozai's influence and guide her daughter toward a more peaceful path failed. By age 14, Azula excelled at strategy, acrobatics, and firebending, including one of firebending's rarest and most feared techniques: lightningbending.

Towards the end of the Hundred Year War when Admiral Zhao and Prince Zuko failed to capture Avatar Aang, Ozai deployed Princess Azula to handle the situation. She recruited two childhood friends from the Royal Fire Academy for Girls, the young noblewomen Mai and Ty Lee. They pursued the Avatar, his companions, the exiled Prince Zuko, and her own uncle Iroh to the Earth Kingdom capital of Ba Sing Se. There, Azula played different factions against one another and secured the loyalty of the royal secret police service—the Dai Li. She led a coup that unseated the Earth King, captured Iroh, and almost killed Avatar Aang.

As Fire Lord Ozai assumed a new title as the Phoenix King, Azula prepared to succeed him as Fire Lord. She successfully repelled the Avatar's invasion force on the Day of the Black Sun. However, after Iroh's prison break, Zuko's defection to the Avatar, and Mai and Ty Lee's betrayal at a crucial moment, Azula grew increasingly unbalanced and paranoid. During Ozai's ill-fated aerial offensive, and just minutes after Azula's ascension as Fire Lord, Zuko and the waterbending master Katara confronted her in her palace, captured her, and placed her into a Fire Nation mental health treatment facility instead of a prison.

A year later, Fire Lord Zuko released Azula from the facility and into his own custody, in exchange for her help finding their long-lost mother Ursa. In the search, however, Azula escaped. She became the leader of the Fire Warriors, patterned after a group of Dark Spirits called Kemurikage from Fire Nation legend and populated with powerful young women loyal to Azula. They masqueraded as Kemurikage and exerted their influence over the reactionary New Ozai Society, but Azula maintains that her true purpose is to seize the Fire Nation throne.

HOW TO PLAY AZULA

- **Watch for and target vulnerabilities.** Azula always has a plan to tear everyone she meets to shreds, whether with cutting words or violence.
- **Surround yourself with loyal subordinates.** No commander succeeds without loyal lieutenants to extend their power. Azula uses her knowledge of others' strengths and weaknesses to make them beholden to her, then builds them up into obedient servants and tools of her strength and control.
- **Fail to act casual.** After a lifetime seeing others as pawns, Azula is unable to treat others as equals. She expresses herself in terms of force, insults, and domination even when the situation calls for small talk or compassion.

BRING AZULA IN...

- ...when she could destroy a threat to her vision of the Fire Nation.
- ...when she might take control of someone important.
- ...when she has a chance to push the Fire Nation toward imperialist glory.

TECHNIQUES

LIGHTNING BLAST

ADVANCE AND ATTACK

Hurl a bolt of lightning at a target. Mark up to 3-fatigue. For each fatigue you mark, your target must mark 2-fatigue.

FLAMECHARGE

DEFEND AND MANEUVER

Hurtle at your foe with enormous speed and force. Choose a foe you are not currently engaged with; you become engaged with them, they become *Impaired*, and you become *Favored*.

FIND THE BREAKING POINT

EVADE AND OBSERVE

Find the fastest and best way to take advantage of a foe's weaknesses and bring them low. Become *Prepared*, and the GM will tell you where your attacks can do the most damage against your foe. Expend your *Prepared* status to double any fatigue or conditions inflicted on an attack targeted where the GM tells you.

NOTE: Azula is a particularly dangerous and talented foe; by default, she has the *Empowered* status

AZULA AS A TEACHER

Azula is a prodigiously talented Firebender. She has at times successfully held off many members of Team Avatar, all at once. She has mastered nearly every firebending and lightning-bending technique. But she has little to no interest in teaching others—she prefers to associate with those who are already skilled enough to be of use, without being so skilled they present a threat to Azula's dominance. PCs must make a strong case that she should teach them, usually offering her assistance or something else of equal value in exchange...and even then, she's unlikely to help if she sees no profit in it. She will only ever offer her aid unasked if it plays a role in a larger plan she is enacting; sometimes, she might try to earn loyalty this way, but only ever as a temporary, highly practical means to an end. Azula is devious, and the full extent of her plans and how she can profit from her own actions may not become self-evident for some time. As a teacher, Azula is demeaning, manipulative, a perfectionist, and frustrating—but she may be able to teach techniques that PCs would have a hard time learning elsewhere. The overarching tone and style of mastery conditions she will set to PCs focuses on victory and success, overcoming incredible adversaries at any and all costs. She teaches that victory is everything, and PCs have to be willing and able to achieve it no matter what.

Suggested Mastery Conditions

- Engage in a battle against overwhelming odds and emerge victorious
- Defeat a terrible foe using subterfuge, deception, and underhanded tactics, without engaging them in a direct fight
- Find a foe's weakness and target it precisely and ruthlessly

WHERE TO FIND AZULA

Ever since her last plot to affect Zuko's reign, Azula has remained hidden, operating below the notice of Zuko and the Avatar. Finding Azula is itself a significant undertaking, difficult enough that even Fire Lord Zuko and all his resources haven't yet been able to achieve it.

Azula is heavily focused on the Fire Nation in her schemes and plans, however, and if the PCs are looking for her, they're most likely to find her there or at the edges of the Fire Nation. She might sometimes hatch a scheme that takes her elsewhere, but only if it's vitally important—she might be in the Earth Kingdom, for example, if she's trying to find some ancient scroll that allows her to unlock the power of a dangerous spirit.

Most likely, Azula will find the PCs on her own, but the PCs might also be able to find her if they infiltrate one of her networks, posing as sympathetic to her causes and purposes. Such an infiltration would be exceedingly dangerous and require quite a bit of time and effort, however.



PRINCIPLE

0 +1 +2 +3 +4

COMPASSION



FATIGUE



KATARA

Aang Era

"I will never, ever, turn my back on people who need me."

DRIVE

Help those in need

HISTORY

Born towards the end of the Hundred Year War in the Southern Water Tribe, Katara spent most of her youth living with her Gran Gran and brother, Sokka. Her mother Kya was killed during a Fire Nation raid when she pretended to be a Waterbender to protect Katara, the true bender. Despite the danger, the strong-willed Katara longed to learn the secrets of waterbending. When she and her brother discovered a boy in an iceberg who turned out to be the Avatar, Katara knew she had a once-in-a-lifetime chance. She dedicated herself to helping him end the war and bring balance to the world.

Traveling to the Northern Water Tribe with Aang presented the perfect opportunity for Katara to learn from waterbending master Pakku, but the societal rules of the North forbade women from learning combat skills. Refusing to be stopped by archaic and unjust rules, she challenged Master Pakku to a fight. Though she lost, her clear potential earned her the right to train under the master's tutelage.

By studying the techniques of the Northern Water Tribe, Katara also became a powerful healer, a skill that helped Team Avatar multiple times. When Aang was defeated by Azula after the fall of the Earth Kingdom, Katara used the sacred Spirit Water from the Spirit Oasis (see *Avatar Legends: The Roleplaying Game* core book page 20) to save Aang's life.

Katara often struggled with how deeply she hated the Fire Nation. She desired revenge, and like an answer to her secret hope, Katara met a Southern Waterbender, Hama, hiding in the Fire Nation who offered to help her advance her waterbending. Eventually, Hama offered to teach Katara bloodbending to exact revenge on the Fire Nation. When Katara refused, Hama forced her to use the vile technique to save her friends. Later, Katara had the opportunity to use bloodbending to kill her mother's murderer, but she refused, choosing the path of forgiveness. While she can now bloodbend during the full moon, Katara refuses to use this technique or teach it to others.

On her journeys with the Avatar and his allies, Katara became the group's fierce protector and moral compass. Aang and Katara fell in love, and her warmth even managed to win the friendship of Toph Beifong after months of the two clashing with one another. Katara used the experience of her travels to gain skill and inner wisdom to such a degree that she was able to defeat Princess Azula, a powerful Firebender. Despite her conflicted feelings about the Fire Nation, Katara chose balance and spared Azula in their final showdown.

CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- MOROSE
- SANCTIMONIOUS
- OBSTINATE

HOW TO PLAY KATARA

- **Be independent, determined, and big-hearted.** Katara knows her emotional strength and isn't afraid to be gentle or kind. She knows who she is and always fights to protect her friends.
- **Don't allow others to endanger innocent lives.** Katara understands ultimate loss and never wants anyone to go through that. Life is the most precious thing there is.
- **Be a master Waterbender.** In a short time, Katara mastered techniques that others have needed years to understand. She can stand strong against multiple enemies and heal the wounded afterward.

BRING KATARA IN...

- ...when the companions need a waterbending master.
- ...when people are being oppressed and need a champion of justice.
- ...when the companions have to face a bloodbender and need guidance in how to defend themselves.

TECHNIQUES

REFRESH

EVADE AND OBSERVE

Apply water to reinvigorate and close wounds on a willing target. Mark fatigue to heal an ally in reach who is **evading and observing**. Clear an appropriate status from them, and clear 3-fatigue or two conditions.

OCTOPUS FORM

DEFEND AND MANEUVER

Surround yourself with eight tendrils of water, blocking incoming blows and striking at foes. Mark 2-fatigue. While you have Octopus Form active, once per exchange you may use Strike against any one foe engaged with you (regardless of what approach you chose), and you may block any one incoming attack against you (regardless of what approach you chose). You must mark 1-fatigue at the end of each exchange after the first to keep Octopus Form active. While Octopus Form is active, you are *Impaired*.

ICE SPEAR

ADVANCE AND ATTACK

Form shards of ice and throw them at your foes, pinning them in place. Mark 1-fatigue to inflict *Trapped* on an *Impaired* foe. Mark 2-fatigue to inflict *Trapped* on an unimpaired foe. Mark 3-fatigue to inflict *Trapped* on a group; the group must mark 6-fatigue to escape being *Trapped*.

KATARA AS A TEACHER

Katara is a master Waterbender and even an experienced teacher, now—she taught the Avatar how to waterbend, after all! She's capable of bloodbending, but she refuses to indulge or acknowledge those skills, and she certainly won't teach them to anyone else. She will comfortably share useful skills with aspiring Waterbenders, especially those who reflect her values and interest in peace, balance, and understanding. Katara's life can become very busy, but she will always try to find some time for those who need her help. She would always like to help as much as possible, but she has many duties and responsibilities at this point, and she can't reasonably take on the full extent of a PC's training on her own...although she will check in as often as she can. She will offer aid to those who seem like they could use it, whether or not she is asked for help. But if she is asked, she will rarely deny a genuine ask. Katara is calm, understanding, and empathetic as a teacher, and if she commits to helping a PC learn a technique, then she will do whatever she can to help them. The overall tone and style of mastery conditions she will set to PCs is about learning compassion, understanding, and confidence. She wants her students to be balanced and empathetic individuals who show both mercy and understanding to others, and who are willing to stand up for what they know to be right.

SUGGESTED MASTERY CONDITIONS

- Show forgiveness and compassion to a defeated foe
- Stand up to a wrongheaded authority figure in a costly moment
- Spend time learning about and befriending someone with whom you have a conflict

WHERE TO FIND KATARA

Katara continues to act with kindness and empathy for others, fulfilling a mission of peace, healing, and balance around the world. In particular, she is interested in her home, the Southern Water Tribe, and their sibling tribe in the North—but she doesn't restrict her purpose to any particular area. She will do her best to aid anyone and everyone in need. PCs are likely to find her in any place where her attention and help might make a real difference.

She's most likely busy at work in the Earth Kingdom or either of the Water Tribes, though of course she has a special attachment to the South. She would still help the Fire Nation if they needed it, but in general the Earth Kingdom and Water Tribes are much worse off than any given place in the Fire Nation, and much more likely to benefit greatly from her help. She will also seek out and oppose any great injustice or oppressive tyrant, anywhere in the world.

Finding Aang doesn't always mean finding Katara, and vice versa. The two of them are in a relationship, but they aren't always together. If there is an urgent need for her help, Katara will pursue it, with or without Aang. The PCs are best off trying to keep an eye on such places and situations if they're looking for Katara.



PRINCIPLE

0 +1 +2 +3 +4

COURAGE



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- PANICKED
- HURT
- DISMISSIVE



SOKKA

Aang Era

"That's called Sokka style. Learn it."

DRIVE

Help build a new and improved world out of the past

HISTORY

Too young to join his father and the other warriors to fight the Fire Nation in the Hundred Year War, Sokka remained behind as the oldest male and protector of his village in the Southern Water Tribe. As a non-bender, Sokka valued strength and science over "magic water" (waterbending), and when he discovered Avatar Aang frozen in an iceberg, he was skeptical of the young Airbender. However, after helping Aang to escape from the prince of the Fire Nation, Sokka reluctantly agreed to fly around the world to help Aang achieve his destiny. During their travels, he loosened up, and his goofy sense of humor kept the Avatar and his team in good spirits.

Before traveling with the Avatar, Sokka had many preconceived notions about the world and his place in it. For instance, he was shocked when he met the Kyoshi Warriors, an elite squad of female soldiers, until their leader, Suki, taught him that anyone could become an exceptional warrior, regardless of gender. He went on to learn many such lessons in his travels and grew from the experience.

Not only did Sokka grow as a person, but he mastered many weapons, training under the famed sword master Piandao. He has also mastered the boomerang and gained more than enough martial skills to contend with benders in combat. Despite his sarcasm and knack for comedy, Sokka's training over the years shaped him into a skilled strategist. His innate creativity makes him flexible, able to think on the fly, and shows the dynamic nature seen in many great leaders.

Along his travels through the Four Nations, Sokka discovered his true destiny—as an inventor and leader. He learned vital information in Wan Shi Tong's library and brought it to the Earth Kingdom and Water Tribes. He came up with a plan to invade the Fire Nation on the Day of Black Sun, a solar eclipse when Firebenders would lose their bending. And he invented submarines to penetrate the Fire Nation's defenses. Though the attack ultimately failed, Sokka made up for it by teaming up with Toph and Suki to take out the Fire Nation air fleet in the Avatar's final battle against Fire Lord Ozai.

HOW TO PLAY SOKKA

- **Use strategy and comedic wit to defeat enemies.** When fighting, use Sokka's weapons training to unbalance adversaries; in social situations, use his sense of humor to break the tension.
- **Be courageous, imaginative, and creative.** Sokka loves a good costume change and throwing down an improvised haiku. Don't get bogged down in specifics, think in possibilities.
- **Speak honestly and be loyal.** The warrior isn't one to mince words, but is fiercely loyal to his friends, even if he thinks their plans are stupid.

BRING SOKKA IN...

- ...when the companions volunteer themselves for an impossible, but exciting, fight.
- ...when there's a mystery to be solved and fun to be had.
- ...when companions are fleeing from a foe and need a creative save.

TECHNIQUES

BOOMERANG BLOW

ADVANCE AND ATTACK

Throw your boomerang to hit a target just right and return the weapon to your hand. Mark 1-fatigue, inflict 2-fatigue on your target, and name the specific place you are striking on your opponent to disrupt them, inflicting *Impaired* on them until they have time to rest and recover after the fight. If you use this technique against an opponent who is already *Impaired*, inflict a condition on them as well. If you allow your boomerang to fall to the side instead of returning to your hand, you may use this technique without marking 1-fatigue.

STINK BOMB

EVADE AND OBSERVE

Toss a stink bomb at an area. All combatants engaged in that area without some kind of air filter become impaired, mark 1-fatigue, and disengage with each other as they start hacking and coughing.

NEW PLAN

EVADE AND OBSERVE

Rapidly call out a new plan for your comrades to follow. Mark 1-fatigue, become *Prepared*, and hold 3. Spend your hold—1-for-1—when you give an order to an ally to give them *Favored* or *Inspired*, your choice.

SOKKA AS A TEACHER

Sokka is an experienced weapons user—with training in the boomerang and the sword—and a capable inventor and technologist in his own right. He's more accustomed to inspiring and organizing people than teaching them...but that doesn't mean he can't or won't! For better or worse, stoking Sokka's ego is one of the best ways to get him to teach you—it's a lot less pronounced and common, but he still can be insecure, considering his closest friends and family are some of the greatest benders in the world, and playing up all the great things he's done is a good way to get him to go along with anything. But in the end, Sokka is still a hero and a good person; he won't deny help to people who really need it unless he thinks he has some other deeply pressing duty. As a teacher, Sokka is goofy, joking, but surprisingly wise; he'll never yell or get mad at a student, but he might annoy the heck out of them with bad jokes. The overall tone and style of mastery conditions he will set to the PCs focuses on ingenuity, creativity, and innovation. Sokka wants PCs to think cleverly and use new strategies to solve problems instead of brute force.

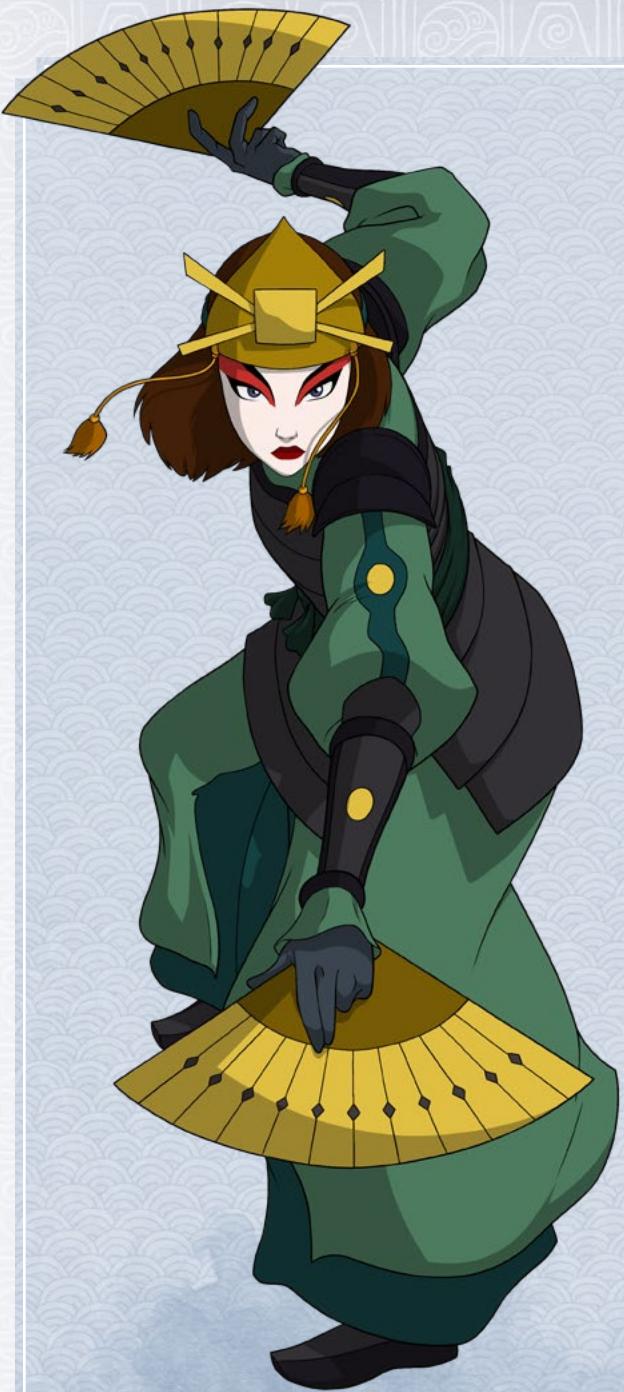
Suggested Mastery Conditions

- Solve a problem with an original, unexpected, and innovative plan or strategy all your own
- Get your companions to follow your lead and plan in a fight
- Let your friends take front and center in a strategy and in victory

WHERE TO FIND SOKKA

Sokka spends his time helping the people of the world, much like the rest of Team Avatar...but in particular, his skills are best suited to helping places with seemingly intractable problems. Sokka has real talent at solving old problems in new ways, after all. He's drawn to some of the developing places of the world, like Cranesfish Town (which will one day become Republic City), especially seeing as he has a useful perspective on the role of non-benders in the world. PCs who look for him in Cranesfish Town, Yu Dao, or other world centers have a good chance of finding him in the middle of some endeavor or another.

Sokka is, of course, an important member of Team Avatar, and might be found anywhere that one of the other members of the team goes. He helps advise Aang all the time, and even Zuko has benefited from Sokka's perspective. Sokka also often travels with his girlfriend, Suki, and might be found with her on Kyoshi Island or somewhere else in the world as she attends to her duties. Looking for a hotspot that might attract the legends of Team Avatar is a good way to find Sokka.



PRINCIPLE

0 +1 +2 +3 +4

LEADERSHIP



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- PRIDEFUL
- VENGEFUL
- FRUSTRATED



SUKI

Aang Era

"Our technique is about more than just strength, it's about understanding your opponent's force and using it against them."

DRIVE

Uphold the reputation and responsibilities of the Kyoshi Warriors across the world

HISTORY

Suki grew up on Kyoshi Island off the coast of the Earth Kingdom during the Hundred Year War. From early childhood, she dreamed of joining the Kyoshi Warriors, a uniformed cadre of elite soldiers Avatar Kyoshi organized to defend her isolationist island home. Beginning her training at a young age, Suki quickly mastered unarmed self-defense, acrobatics, and the Warriors' traditional arms and armor: double-folding war fans, small round shields, a single-edged sword, and a reinforced cuirass and armor skirt. By her teenage years, she had assumed command of the Kyoshi Warriors.

A visit from Avatar Aang nearly brought disaster to Kyoshi Island when Fire Nation soldiers invaded in pursuit. Suki led the defense of the island. Afterward, she decided to break with the island's long isolationist tradition and depart with several Kyoshi Warriors to help defend the Earth Kingdom. She aided refugees' passage toward Ba Sing Se at the Serpent's Pass. There, she crossed paths with Team Avatar again, beginning a relationship with Sokka of the Southern Water Tribe.

In the wilderness outside Ba Sing Se, Princess Azula and her Avatar-hunting comrades-in-arms, Mai and Ty Lee, overcame Suki's squad in battle and captured them. Azula separated them in captivity, sending Suki alone to the Fire Nation's most notorious prison, the Boiling Rock. With Team Avatar's help, she escaped and liberated several prisoners who played key roles in ending the war.

As a member of Team Avatar, she joined the fight against Fire Lord Ozai, sabotaging Fire Nation airships in flight during the final battle of the war. As Fire Lord Zuko formed his new government, Suki and the Kyoshi Warriors volunteered their aid as bodyguards and security, investigating and foiling several attempts on Zuko's life as well as Crayfish Town's underground bender supremacist movement.

Suki has expanded the Kyoshi Warriors' scope and mission from guarding their home island to securing peace the world over. She continues to lead the Kyoshi Warriors and teach their martial arts—including chi-blocking, a skill she learned from her former enemy Ty Lee—to non-benders like herself who want to learn self-defense in a dangerous world.

HOW TO PLAY SUKI

- **Watch out for trouble.** As a brave warrior, quick thinker, and empathetic friend to many, Suki's always watching for the next threat. She's the first to interpose herself between danger and the vulnerable, and the first to reach out to someone who's hurting.
- **Teach what you know.** Suki's favorite way to protect others is to teach them to protect themselves. She's made it her mission to teach any willing student who wants to learn self-defense or chi-blocking.
- **Work as a team.** Belonging to something bigger than herself is core to Suki's identity. She's always looking for the best ways to support her compatriots and lead the group she's in to become the best version of itself.

BRING SUKI IN...

- ...when a vulnerable or curious non-bender needs training in martial arts.
- ...when she and the Kyoshi Warriors can stand in defense of someone or something important.
- ...when there's a threat to Fire Lord Zuko.

TECHNIQUES

PARRY

DEFEND AND MANEUVER

Stop an opponent's attack before it connects. Choose an opponent who used **advance and attack** this exchange; during **advance and attack**, mark fatigue—1-for-1—to cancel an attack they use against you after they pay the costs.

CHI-BLOCKING JABS

EVADE AND OBSERVE

Pinpoint weapon or hand strikes to block a foe's chi. Mark 1-fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.

UNSTOPPABLE PATH

EVADE AND OBSERVE

Move to a new location with perfect precision, speed, and care, dodging past or knocking off balance anyone in your way. Mark 2-fatigue and move to a new location. Any enemies who were engaged with you or who you meet along the path, including at your destination, are *Impaired*; they may mark 1-fatigue to avoid this status. You may immediately use one **advance and attack** technique when you reach your destination.

SUKI AS A TEACHER

Suki is a born leader and expert weapons master. She has complete mastery over the training of a Kyoshi Warrior, as well as having picked up other useful combat techniques along the way—Ty Lee's chi-blocking techniques being a particularly useful relatively recent acquisition. But for all her skill and prowess, Suki is more than comfortable supporting others instead of taking the limelight, working as part of a team and helping those around her to achieve their potential. With the Kyoshi Warriors themselves, Suki is a leader and teacher, responsible for training her team and ensuring their cohesion. With others, Suki is still interested in helping them grow and learn, even when they're being a bit dumb (Sokka). Suki is just as likely to offer help as she is to provide it when asked for it. She will notice talent and capability in those around her, and when appropriate, she'll try to foster it in positive directions. But Suki expects respect and a degree of humility from her students, albeit no more than she would show herself if she was pursuing direction from another. As a teacher, Suki is incredibly capable, adapting her own teaching style to match the needs of her student—although every now and then, she can be a bit overly proud. The overall tone and style of mastery conditions she will set to PCs focuses on teamwork and humility. Suki knows how important it is to work as part of an overall unit, and she will try to get her students to both move past their own egos and arrogance, and to support those around them in a conflict.

Suggested Mastery Conditions

- Accept and support the decisions of a larger group when they conflict with what you would normally do
- Defeat a terrible and dangerous foe without a single teammate being taken out or losing their balance
- Humble yourself before another tradition or way of thought

WHERE TO FIND SUKI

Suki is the leader of her team of Kyoshi Warriors, and she takes that responsibility very seriously. Because of her efforts, the Kyoshi Warriors no longer simply remain on Kyoshi Island defending their homeland—they now move in the world, doing good, opposing dangerous foes, and even protecting important figures like Fire Lord Zuko.

Suki has no problem going where she is needed, when she is needed, as long as doing so helps fulfill her commitment to help the world. She and her team can often be found in the midst of dangerous situations where the help of an expert squad of warriors is needed. When they aren't on duty, Suki enjoys simply traveling the world with Sokka, going to places that are relaxing, fun, or interesting to visit. She also tries to return home to Kyoshi Island as much as possible—a good place for PCs to find her!



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- PRIDEFUL
- OBSTINATE
- PRICKLY

TOPH BEIFONG

Aang Era

"I am the greatest Earthbender in the world!"

DRIVE

Uphold and support the Metalbending Academy, Earthen Fire Industries, and her friends

HISTORY

Toph Beifong was born to Lao and Poppy Beifong in the Earth Kingdom city of Gaoling near the end of the Hundred Year War. The Beifong clan built its fortune and influence on centuries of mercantile and social advancement. Toph's overprotective parents used their daughter's blindness as an excuse to sequester her on their estate, viewing her as a fragile, helpless little girl. Longing to explore the world, she regularly ran away from home to experience adventure and secretly learn earthbending from the badger-moles.

As she got older, Toph developed an alter ego known as the Blind Bandit. Using this persona, she dominated Earth Rumble underground fighting tournaments, where her exceptional earthbending and ability to sense movement made her a devastating combatant with fist and rock alike. Toph's "seismic sense" also makes her a human lie detector, able to sense the slightest changes in people's heartbeats and breathing. During her time at Earth Rumble, she caught Aang's eye during his search for an earthbending master. During her travels with Aang, her greatest accomplishment was discovering the technique of metalbending, a unique skill she used to cripple Fire Nation airships during the return of Sozin's Comet.

After the end of the Hundred Year War, Toph's experiences fighting alongside Avatar Aang have led her to embrace a new role as a leader, founding a metalbending academy dedicated to training other Earthbenders who can metalbend. She is now discovering that being a natural at something can make it even harder to teach others! She approaches her new challenges with her trademark bull-headedness, but it's not going to work with everything.

She's also reconciled with her penitent father Lao, and gotten involved in industrialization and manufacturing through Earthen Fire Industries, a project of his that has been aiding the Southern Reconstruction Project in rebuilding the Southern Water Tribe's infrastructure destroyed by the Hundred Year War.

Toph is confident, strong, and isn't afraid to say what she thinks. Her upfront nature can sometimes run her afoul of people with more sensitive temperaments and she prefers being a leader rather than a follower. Despite her brash nature, Toph is a loyal friend and deeply cares about her loved ones; she's also a powerful ally to anyone who gets on her good side.

HOW TO PLAY TOPH

- **Give it to 'em straight.** Toph's direct, snarky, and smart in every sense of the word. She says exactly what she thinks and feels, especially if it can get a rise out of someone else.
- **Struggle with leadership.** Toph loves the idea of leading, but finds it's the hardest thing to do. She gives it her all, but doesn't muzzle her temper when she gets frustrated.
- **Never forget, you're the greatest of all time.** Toph's raw power and invention of metalbending make her exuberantly self-confident. The facts back up her cockiness.

BRING TOPH IN...

- ...when the companions get themselves in trouble in her Earth Kingdom stomping grounds.
- ...when an Earthbender's skills are on the verge of true greatness.
- ...when her family, friends, or the Avatar are in dire need.

TECHNIQUES

Detect the Heavy Step

DEFEND AND MANEUVER

Use seismic sense to detect the instant an enemy is about to move against you. Become *Prepared*, and at any time during this exchange, you may lose your *Prepared* status and mark fatigue to interrupt an enemy as they use a technique; they must mark an additional 3-fatigue or you disrupt their attempt to act.

Rapid Tunneling

EVADE AND OBSERVE

Move to a new location with perfect precision, speed, and care, dodging past or knocking off balance anyone in your way. Mark 2-fatigue and move to a new location. Any enemies who were engaged with you or who you meet along the path, including at your destination, are *Impaired*; they may mark 1-fatigue to avoid this status. You may immediately use one technique from the advance and attack approach when you reach your destination.

Metal Armor

DEFEND AND MANEUVER

Wrap yourself in metal to create armor. Hold 4. Each hold may be spent—1-for-1—to ignore an entire attack inflicted upon you. You must spend hold—at least 1—whenever an incoming attack would hit you.

TOPH AS A TEACHER

Toph Beifong is the self-proclaimed “greatest Earthbender of all time!” She is a true prodigy, likely the master of nearly any earthbending technique conceivable, and if she hasn’t mastered it already it won’t take her long at all. She’s the first known Earthbender capable of metalbending, and she’s sharing those techniques with others at her Metalbending Academy. She’s grown a lot as a teacher, both thanks to her time teaching Twinkle Toes (aka Avatar Aang) and her time at the Academy. She’s gruff and short, but she knows how to help others learn and achieve their potential. She’s so busy now, she won’t casually take on a new student personally, but she’ll gladly teach anyone who seems interesting, capable, and worth teaching—it’s up to PCs to make themselves seem like appealing students to Toph. She doesn’t want sycophants and toadies! If she recognizes a particularly talented student who’s not a dunderhead, she might offer to take on their training, at least for a time. As a teacher, Toph can be harsh and domineering, but always with a goal, never without reason. The overall tone and style of mastery conditions Toph will set to the PCs focuses on excellence, fighting confidently and stubbornly, and being willing and able to let loose with your own frustrations and emotions. Toph is rough and tumble, and she wants to teach the PCs the same kind of resiliency and strength.

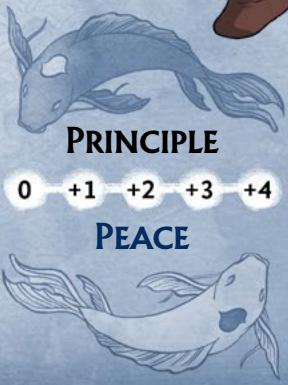
Suggested Mastery Conditions

- Throw yourself into a dangerous situation and stand firm against a frightening opponent or threat
- Intentionally start a fight when talking or negotiation might have worked
- **Lose your balance** and let loose against your surroundings

WHERE TO FIND TOPH

Unlike several of her friends on Team Avatar, Toph has a central location she’ll always return to—the Beifong Metalbending Academy near Yu Dao! Toph is the first Earthbender in the world to master metalbending, and she created the Academy to share those lessons with new students. Even as the Academy begins to run itself, thanks to the Academy stabilizing with Toph’s first students becoming more and more capable of passing on her lessons themselves, Toph always returns to the Academy to check in on it. PCs hoping to encounter the greatest Earthbender are best off seeking her at the Academy!

Toph also has other duties and responsibilities, however, and PCs can find her in other places, out in the world. She’s an executive partner of Earthen Fire Industries, and the Earthen Fire Refinery is located in Cranesfish Town, so she’ll often be found there, checking in on operations. She’s also obviously still a dear friend and ally of the Avatar, and she might be asked to help with any number of important duties around the world. She specializes in particularly obstinate or dangerous situations, so if there is a dangerous conflict brewing, there’s a good chance PCs might find Toph there.



0 +1 +2 +3 +4

PEACE

CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- FOOLISH
- DISTRAUGHT
- COWED

TY LEE

Aang Era

"At least I'm different now! Circus freak is a compliment."

DRIVE

Earn the support and respect of her newfound friends and family

HISTORY

Ty Lee and her six identical sisters were born into a noble Fire Nation family during the Hundred Year War. The sisters loved each other dearly, but resolved to pursue different interests to distinguish themselves. Gifted with exceptional natural agility, Ty Lee picked gymnastics.

Studying this skill with enthusiasm and dedication throughout her youth, Ty Lee developed top-tier strength, flexibility, and agility, surpassing even Mai and Princess Azula, her childhood best friends and classmates at the Royal Fire Academy for Girls. Her athleticism perfectly complemented her skill at chi-blocking, which uses precision strikes to disrupt the flow of chi through a target's body, temporarily deadening muscles and preventing benders from influencing their elements. While some chi-blockers might struggle to get past a bender's long-range attacks and defenses, Ty Lee could vault, twist, and somersault with ease to reach hand-to-hand combat distance in no time.

She defied her noble heritage by running away to join the circus, but when Azula found her there and pressured her to help hunt down Zuko, Ty Lee couldn't refuse. Throughout their journey, Ty Lee's loyalty to Azula was tested many times, as Azula callously put her and Mai in harm's way. Disguised as a Kyoshi Warrior, she helped Azula accomplish what the Fire Nation hadn't managed to do in a hundred years: conquer Ba Sing Se.

Princess Azula's growing cruelty and ruthlessness soon alienated Ty Lee. When Prince Zuko participated in a jailbreak at the Boiling Rock prison, Mai and Ty Lee defended him from Azula and were imprisoned. As fate would have it, she was locked up with the Kyoshi Warriors, who became her friends and allies. After the war, she joined their ranks and swore to defend balance in the world. She still occasionally visits her old circus, where her six sisters now perform as acrobats.

Ty Lee has a bubbly, friendly personality that others are naturally drawn to. She makes friends easily and is startlingly perceptive despite what others may think of her. Free from the yoke of Azula's control, this skilled chi-blocker is coming into her own and exploring what it means to guide her own future.

HOW TO PLAY TY LEE

- **Stay positive.** Bubbly, energetic, and affectionate, Ty Lee's infectious charm attracts admirers and turns enemies into allies in the most unlikely situations.
- **Express your individuality.** Ty Lee's a team player, but never to the exclusion of being her genuine self. If others think her weird for cartwheeling around the room at a party, that's their problem.
- **Find family everywhere.** Ty Lee thrives in big groups and complex social situations. If someone feels like they don't belong, she applies her social graces to welcome them, and even read their aura.

BRING TY LEE IN...

- ...when the companions are in an intimidating social environment.
- ...when the Kyoshi Warriors arrive to make the world a better place.
- ...when a non-bender character needs a coach and motivator.

TECHNIQUES

CHI-BLOCKING JABS

ADVANCE AND ATTACK

Pinpoint weapon or hand strikes to block a foe's chi. Mark 1-fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.

TAKE THE HIGH GROUND

DEFEND AND MANEUVER

Move to an advantageous position above your foe. Mark 1-fatigue, become *Favored*, and ignore all fatigue, conditions, and negative statuses inflicted on you by attacks they make against you this exchange.

PARALYZING STRIKE

ADVANCE AND ATTACK

Make a single precise chi-blocking strike that temporarily paralyzes an enemy. Mark 3-fatigue, reduced by 1 for each paralyzed limb an opponent has, or for every two conditions an opponent has marked. Your target is immediately paralyzed, essentially *Trapped*. They cannot pay to escape the *Trapped* status until at least one full exchange has passed.

TY LEE AS A TEACHER

Ty Lee is a master acrobat, chi-blocker, and hand-to-hand fighter. She's now a member of the Kyoshi Warriors, and she's taught many of them her chi-blocking techniques. She doesn't exactly see herself in a leadership or mentorship role, but in reality she's always been a great team player and a very positive person, and that sets her up to be a good, fostering teacher for many students. She doesn't have many hesitations about sharing her knowledge—she's not the kind of person to doubt a willing student's motives, although her time with Azula has left her a bit more wary of the worst case scenario. But if a willing and eager student approaches her, she'll gladly share her knowledge with them. She is less likely to offer intentionally without being asked, but she can stumble into an offer to teach a PC; for example, if a PC notes her chi-blocking skill, she might happily offer to share the skill and teach the PC. Ty Lee is an ebullient and excited teacher, completely supportive of anyone training with her and willing to help them through their difficulties. The overall tone and style of mastery conditions she will set to PCs focuses on the lessons she herself has had to learn, from fighting and being successful in combat without any kind of bending, to learning to befriend those who might once have been her enemies. She doesn't put a heavy emphasis on fighting so much as keeping an open mind and moving quickly and freely.

SUGGESTED MASTERY CONDITIONS

- Defeat a powerful bender without using bending at all
- Flee a fight by escaping in a way that others can't follow
- Make friends with a former enemy

WHERE TO FIND TY LEE

Ty Lee is now a Kyoshi Warrior in Suki's squad, and she can be found with them as they move and work across the world. She's a valued member of the squad, not only because of her chi-blocking abilities, but also because she was vitally important both in protecting Fire Lord Zuko and in dealing with the recent bender vs. non-bender conflict in Crangefish Town. If the Kyoshi Warriors are dispatched to a place to do some good, chances are Ty Lee is with them.

When she's off-duty, Ty Lee often returns home to her family or her friends Mai and Zuko in the Fire Nation. Ty Lee forms friendly bonds all over the place, but her ties with Mai especially are incredibly strong, and PCs looking for Ty Lee would do well to ask Mai where she might be found. All of Ty Lee's six sisters have formed an acrobatics troupe called the Flying Ty Sisters. Of late they've been performing with the Fire Nation circus, and Ty Lee might visit her family there. Her parents are still Fire Nation nobles, and she might find them at Hari Bulkan, and she might even revisit the Royal Fire Academy for Girls, perhaps to teach a seminar on acrobatics!



PRINCIPLE

0 +1 +2 +3 +4



REDEMPTION



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- FRUSTRATED
- OVERRBORING
- ISOLATED

ZUKO

Aang Era

"I promised my uncle I would restore the honor of the Fire Nation. And I will."

DRIVE

Right the wrongs of the Hundred Year War and his own past

HISTORY

Zuko was born to Fire Lord Ozai and Lady Ursa, first in line as heir to the throne of the Fire Nation. But when the young boy spoke out against the Fire Nation's brutish war strategy in front of his father, he enraged the Fire Lord. In the subsequent Agni Kai against his father, Zuko refused to fight, and in return Ozai permanently scarred him and banished him from the Fire Nation. The only way he could return home was if he captured the Avatar.

Zuko took to the seas with his uncle, the retired General Iroh. Everyone considered it a fool's mission but Zuko, believing his goal was within reach, became obsessed with capturing the Avatar and ended up chasing Aang and his friends all over the world. Gradually, he absorbed Iroh's wisdom and finally realized he could never win his father's love, and that it was his responsibility to end the Fire Lord's reign of terror. Ultimately, he turned against his family's brutal legacy and allied himself with the Avatar in a quest to end the Hundred Year War. After the Fire Nation's defeat, Zuko became the new Fire Lord and vowed to lead his people into a new era of peace.

Having reunited with his mother Ursa, Zuko now focuses his attention on the fraught and complicated process of decolonizing the Fire Nation's holdings in the Earth Kingdom. He's also a major proponent of internationalism and the development of Cranesfish Town together with Avatar Aang. Across the Four Nations, his supporters hail him as a step forward for a country that had lost its way. However, ultranationalists in the Fire Nation, such as the New Ozai Society, still plot to overthrow him by violence or trickery. In addition, many Earth Kingdom and Water Tribe citizens who suffered under imperial expansion are quick to criticize or resist him.

Zuko is a pensive, often tortured, soul who tries to do right despite his past mistakes. It's taken him years of hard work to get where he is today and he won't squander what he's earned. Through his travels trying to find Avatar Aang, and then subsequently teaching him firebending, Zuko's discovered his true self and hopes he can guide the Fire Nation down the same noble path.

HOW TO PLAY ZUKO

- When something you believe in is under threat, take swift and decisive action. Since Zuko was a kid, he's understood that making hard choices and living with their consequences is the burden of authority. He does so without fear...as long as it's not about someone he loves.
- Show people close to you how much you care about them—even when you're not sure how. Zuko loves deeply and honestly, but for many of his formative years, he had more bad role models than good ones when it came to relationships.
- Enjoy the finer things in life. Zuko doesn't make a big deal out of it, but his aristocratic background gives him a strong appreciation for theater, music, and food. There's more to him than politics and battle.

BRING ZUKO IN...

- ...when the Fire Nation's people or interests are under attack.
- ...when world leaders struggle to bring about balance.
- ...when a companion has to solve a problem with a really, really long history.

TECHNIQUES

REDIRECT LIGHTNING

DEFEND AND MANEUVER

If you are targeted by a lightning attack, redirect it as you choose, including back at the attacker. If you use this technique normally by **defending and maneuvering**, it applies for the exchange; otherwise, you can mark 2-fatigue to do it in any exchange without using a technique, no matter what approach you chose.

FAN THE FLAME

EVADE AND OBSERVE

Focus on growing the flames around you; if there are no raging flames around you, then any smaller fires become raging. If there are raging flames around you, become *Empowered* for the next two exchanges.

TWIN FIREBALL BLAST

ADVANCE AND ATTACK

Launch a massive blast with twin fireballs circling each other as they hurtle toward your target. If you are *Empowered*, you pay no cost to use this technique. If you are not *Empowered*, mark 3-fatigue. Inflict a condition, 3-fatigue, and *Doomed* upon your target as you catch them aflame.

ZUKO AS A TEACHER

Zuko is a master Firebender and dual sword wielder. He has fully mastered the lightning redirection techniques of his uncle, Iroh, and even without his bending, he's a skilled combatant when he has his twin blades. Unfortunately, nowadays he's also incredibly busy—the duties of the Fire Lord are massively important, especially when he's trying to alter the course of the entire nation. He will always try to live up to his uncle's example, helping those who need it, especially those who are on the same path that he once walked, trying to find themselves and make up for their past mistakes...but he doesn't have the time to teach an array of techniques or widely train a PC. Still, any hero who can prove that they stand on the side of balance and bettering the world will have his attention, and if they can then show a need to learn one of the techniques he can teach, he will do his best to find the time to assist. As a teacher, Zuko pulls from many traditions encompassing his own history of learning and the myriad teachers he has had. If he needs to be harsh, he can be harsh; if he needs to be understanding and patient, he can call on the lessons of his uncle. The overall tone and style of mastery conditions Zuko will set to PCs focuses on finding an inner peace and understanding through balance, as well as making up for past mistakes and learning new lessons from new sources. Zuko wants his students to understand that they need to own, apologize, and make up for their own errors, and that taking in the whole of the world and all its differences and complexity will help them find their own balance.

SUGGESTED MASTERY CONDITIONS

- Go on a journey to learn from remote or hidden teachers and cultures
- End three different sessions of play with your balance at your center
- Confront your past directly, apologizing to someone you've truly harmed and facing someone who represents the worst of your past

WHERE TO FIND ZUKO

When he stays in one place, Fire Lord Zuko is most likely to be found at the Royal Palace in the Fire Nation Capital. That's where he conducts the business of government...at least in theory. But Zuko is an active, hands-on Fire Lord. He often departs from Capital City and ventures out into the world in order to deal with problems and conflicts firsthand. In particular, as he continues to oversee efforts to repair the damage wrought by the Fire Nation in the Hundred Year War, Zuko often focuses his attentions on the places with the greatest problems—PCs are likely to be able to find him in such locations, wielding his influence to help people as best he can.

Zuko is also interested in helping Aang with many of the Avatar's larger endeavors. As Aang begins to pay more attention to and help grow Crayfish Town, Zuko comes to visit and lend his aid there.



PRINCIPLE

0 +1 +2 +3 +4

PROGRESS



ASAMI SATO

Korra Era

"People usually assume that I'm Daddy's helpless little girl, but I can handle myself."

DRIVE

Build a better future

HISTORY

Asami Sato was born in Republic City to Yasuko and Hiroshi Sato. Hiroshi invented the Satomobile and founded the manufacturing conglomerate Future Industries. Asami's childhood was marked by tragedy; during a break-in at the Sato family estate, Firebenders from the Agni Kai Triad killed her mother.

By her late teenage years in the Korra Era, Asami was an adept businesswoman and inventor. She was also a redoubtable hand-to-hand combatant, especially when synergizing her skills with technological aids such as motor vehicles and (later on) electrified gloves.

Soon after Avatar Korra's arrival in Republic City, Asami met and befriended her, joining Korra's fight against the anti-bending Equalist party. In the process, Asami fought against and captured her own anti-bending father, and after his incarceration, she assumed control of the beleaguered Future Industries. She resurrected the company from the ground up through careful management, strategic alliances, and the development and sale of military hardware during the hostilities between the Northern and Southern Water Tribes.

Lending her own martial, piloting, and engineering abilities as well as her corporate resources, Asami remained a mainstay of the Avatar's squad. She participated in the revitalization of the Air Nation and the struggles against Unalaq, the Red Lotus, General Kuvira's Earth Empire, and Commander Guan's imperial holdouts. By the time of Kuvira's accession, she had fully rebuilt Future Industries, even taking point in modernizing Central City Station in Republic City. She even began to reconcile with her contrite father and collaborate with him on technology for the war effort, though he ultimately died in battle against Kuvira's giant robotic Colossus.

In the wake of Kuvira's attack on Republic City, Asami and Korra took a vacation in the Spirit World together, finally admitting their love for one another and starting their romantic relationship. Back in Republic City, Asami and Future Industries led the construction of war refugee housing in Republic City. Tokuga and the Triple Threat Triad briefly captured Asami, but their plan backfired when she broke loose and used her technical skills to sabotage his attempted gas attack on Republic City.

Asami continues to govern Future Industries with financial and scientific acumen as well as an ironclad commitment to ethical practices. When she has a moment of free time, she spends it with her girlfriend Avatar Korra, traveling the world, being heroes, and enjoying each other's company. Asami is never afraid to lend her skills as an engineer and as a martial artist to a cause she believes in.

HOW TO PLAY ASAMI

- **Put principles before profit.** As the world's foremost industrialist, Asami feels responsible for using her immense resources to help others, from struggling pro-bending teams to war refugees.
- **Find technical solutions to problems.** Asami has no equal when it comes to mechanical, electrical, and robotic engineering. She uses her intellect and education to solve problems in a way that no one else can.
- **Get your hands dirty.** Asami might have grown up rich, but no one can fault her work ethic. No matter what kind of dangers face her as a captain of industry or as the Avatar's girlfriend, she leads from the front—it'll be fun!

BRING ASAMI IN...

- ...when there's an elite social function or entertainment event in the Republic City area.
- ...when cutting-edge technology or immense capital could be used to improve the lives of others.
- ...when trouble comes for Avatar Korra.

TECHNIQUES

JOLT

ADVANCE AND ATTACK

Launch a disruptive attack on a target within reach in an attempt to control or slow them. Mark 1-fatigue to target a person or object. If you target a person, they must shift their balance away from center; if they are a technology user or covered in metal, they become *Stunned*; if you target an object, it is temporarily slowed or shut down.

REBUILD

DEFEND AND MANEUVER

Using your technological know-how, you improve your situation by quickly tuning, repairing, and adjusting your available equipment. Mark 1-fatigue, clear a condition, and gain 3-gears. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

DRIVE LIKE YOU STOLE IT

DEFEND AND MANEUVER

Use a vehicle to both maneuver and attack at the same time, driving it into targets while avoiding incoming blows. Mark 1-fatigue and name the foe you're choosing to engage with; no other foe can successfully keep up and engage with you this exchange. Inflict 2-fatigue or a condition, your choice, on your chosen foe. If you are willing to sacrifice your vehicle in the attack, inflict an additional 2-fatigue and a condition.

ASAMI AS A TEACHER

Asami is a genius technologist and inventor as well as a master hand-to-hand combatant. She's most interested in sharing her interest in technology; she can still enjoy time with another like-minded technologist, experimenting and creating new devices. She's very much aware of the responsibility of modern technology, however, and how it can wreak havoc if it falls into the wrong hands...or if its maker doesn't exercise appropriate caution and thought. Any PC hoping to learn from Asami has to show the same kind of responsibility, a commitment to the idea that these machines should be used for the betterment of the world and the lives of others. She has her own responsibilities with Future Industries and in aiding Korra, but she'll make time for someone who shows the same beliefs and skills worth developing. As a teacher, Asami is encouraging and supportive—she prizes an individual's own inventiveness when channeled appropriately, far more than her own ideas. When it comes to the overall tone and style of mastery conditions set to PCs, Asami will emphasize thought over force, clever ideas over direct results. Asami wants those who learn from her to see how problems can be solved in many ways, and there's nearly always a better way, in addition to seeing how they can help others and don't always have to solve the problem on their own.

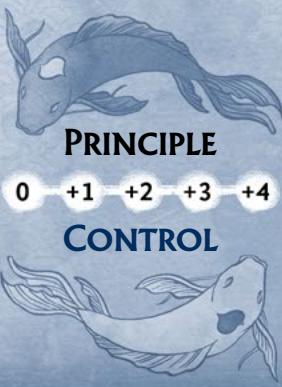
Suggested Mastery Conditions

- Repurpose an existing piece of technology to solve a problem it was never designed to solve
- Persuade someone to use their skills or talents for a different, constructive purpose
- Equip an ally with a customized piece of equipment or gear

WHERE TO FIND ASAMI

Asami's entire business, Future Industries, is centered in Republic City. That doesn't mean she's always there, but it's the single best place to find her. In particular, the Future Industries warehouses, factories, workshops, and offices are all likely locations where she's working on some problem or another. As a prominent member of Republic City, she's also likely to be found at any gathering of the city's powerful or elite members like a significant charity gala. Attending such events is both an important part of her job, as she sees it, and also something she can find pleasure in.

Of course, Asami is also the girlfriend and important ally of Korra, and she's often busy accompanying Korra on complicated duties around the world. Still, Asami's resources help her travel quickly, and she's diplomatic, making her perfect for calming down significant conflicts, at least temporarily. She takes special interest in any problems about the world's technological process and inventions, seeing as she has the skills to address those problems and they interest her personally. If there's any kind of technological logjam or runaway scientific device on the loose, there's a good chance Asami will be there.



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- COLD
- OBSESSED
- HOPELESS

KUVIRA

Korra Era

"I was trying to help my people... I had to do something."

DRIVE

Find redemption for her past misdeeds

HISTORY

Kuvira had a troubled childhood. Her poor impulse control and immense earthbending strength led to her terrified parents abandoning her at Zaofu's gates. Adopted into Suyin Beifong's household, Kuvira often butted heads with her new family, but grew to embrace Suyin's progressive vision of the future.

Kuvira excelled at earthbending, metalbending, and dance. As a captain in Zaofu's security corps in the Korra Era, she cultivated a leadership style based on strength, discipline, and loyalty. She began a relationship with Suyin's son, Baatar Jr., and helped fight the Red Lotus insurrection, at one point saving the life of Avatar Korra's father, Tonraq. In the insurrection's aftermath, the Earth Kingdom descended into chaos and banditry, and Kuvira broke with Suyin over whether to get involved, poaching nearly all of Zaofu's guards to found a new army. With Baatar Jr. and Varrick at her side, she set out to bring order to the Earth Kingdom by force.

General Kuvira's army embraced cutting-edge military technologies from Satomobiles and railroads to modern aircraft and power armor, fielding one of history's first mechanized infantry forces. Loyal to her—the "Great Unifier"—before all else, they neutralized criminals and bullied state governments into joining the new world order in exchange for protection and technological development. She became increasingly authoritarian, building her new factories and railways with forced labor, while imprisoning dissenters in reeducation camps.

When world leaders called upon her to surrender her authority, Kuvira instead proclaimed a new Earth Empire, with herself as its military dictator. She defeated Avatar Korra and the Metal Clan at Zaofu, then built the Colossus, a skyscraper-sized suit of power armor which carried her secret weapon: a giant gun which fired energy blasts powered by spirit-vine batteries. But when she, her army, and the Colossus attacked Republic City, the Avatar and her companions counterattacked, sabotaged the Colossus, and isolated and captured her.

Upon being brought to trial for her crimes, Kuvira expressed remorse but pled not guilty, and Korra gave her a shot at redemption. Released from imprisonment under the Avatar's supervision, she put herself at great risk to foil her former subordinate Commander Guan, who used holdout Earth Empire forces and a brainwashing machine to steal an election in Gaoling. Recognizing her penitence, a tribunal sentenced her to house arrest in Zaofu, under Suyin Beifong's supervision.

HOW TO PLAY KUVIRA

- **Take control.** Kuvira's most reliable tool for quelling the chaos and difficulty in the world around her has always been her own skill as a warrior and leader. Even now, that instinct remains.
- **Struggle against your violent impulses.** Kuvira has always had a hard time holding back the urge to solve her problems through strength and intimidation. She's working hard on becoming more balanced, but isn't there yet.
- **Take pride in your best accomplishments and use them to inspire.** Now that Kuvira's no longer a soldier or an officer, other parts of her identity—the graceful dancer, the dedicated unifier—still remain. What could they mean for her rehabilitation?

BRING KUVIRA IN...

- ...when threats to the Earth Kingdom are so great that even an erstwhile dictator makes a valuable ally.
- ...when the companions visit Zaofu.
- ...when a wayward soul needs a role model.

TECHNIQUES

IRONSHARD CLOUD

ADVANCE AND ATTACK

Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.

METAL BINDINGS

EVADE AND OBSERVE

Catch an enemy's limbs in metal you control. They become *Impaired* and cannot remove the status unless they can bend metal or the fight ends. While they are *Impaired* and you are engaged with them, you are *Favored*.

RIVER OF METAL

DEFEND AND MANEUVER

Using meteorite metal, create a flowing stream of metal around you that transitions easily from shield to weapon. Mark 3-fatigue and become *Favored*, *Prepared*, and *Empowered*. During any exchange while maintaining River of Metal, you may choose to lose one of the three statuses it grants to use an appropriate basic or mastered technique: *Favored* to use a **defend and maneuver** technique; *Prepared* to use an **evade and observe** technique; and *Empowered* to use an **advance and attack** technique. At the end of each exchange, to maintain River of Metal, you must mark 1-fatigue for each status of *Favored*, *Prepared*, and *Empowered* that you do not currently have.

KUVIRA AS A TEACHER

Kuvira is a master Earthbender, skilled at metalbending to an extent that few could even come close to matching. She is a capable warrior, tactician, and leader, and while she is no longer in command of the Earth Empire, all her skills remain. She is trying to find a new way forward, but inside of her are all her old impulses, her desire to control and to solve problems forcefully and directly. As a result, if PCs approach her for training in combat techniques, she will be hesitant, suspect of her own desire to indulge that side of herself again. Furthermore, she will need some real sign that she can trust the PCs, that by teaching them she isn't retreading a dangerous path. They will have to explain why they wish to learn from her and to what purpose they will put her techniques; she is unlikely to offer to teach them of her own volition. Remember as well that Kuvira is still under house arrest with Suyin Beifong in Zaofu; Suyin will almost certainly have an opinion about whether Kuvira should train anyone, as well. As a teacher, Kuvira is likely to fall back into some of her old patterns, exhibiting both the intense discipline and the charisma that together make her a natural leader. The overall tone and style of mastery conditions Kuvira will set to PCs still plays into her past and the strength she found there, pushing PCs to focus on victory against powerful and dangerous opposing combatants. But Kuvira has also learned important lessons she will try to pass on about other ways of approaching the world, including non-violence and pacifism, making her mastery conditions an odd mix of contradictions.

SUGGESTED MASTERY CONDITIONS

- Engage in a one-on-one duel against a powerful opponent and triumph
- Lead a team of allies to victory over substantially more numerous opposition
- Refuse to fight a particular opponent in an upcoming confrontation

WHERE TO FIND KUVIRA

Kuvira is under house arrest in Zaofu right now. The likelihood of finding her anywhere else is very, very low...and if she is discovered outside of the metal city, then that signals a whole host of other problems. Kuvira does not herself particularly want to violate her parole, and she will resist attempts to drag her out of Zaofu unless there is some exceedingly good reason to go. As a result, the single best way to find and interact with Kuvira is to go to Zaofu.

Of course, simply visiting Zaofu isn't enough to get a visit with Kuvira. The former leader of the Earth Empire isn't exactly locked down—she's allowed to move around Zaofu—but she's also carefully monitored at all times. No PC is going to be allowed to just speak with her without first lodging some kind of request to do so with Suyin Beifong.



PRINCIPLE

0 +1 +2 +3 +4

HUMILITY



CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- COLD
- OBSESSED
- HOPELESS

TENZIN

Korra Era

"True wisdom begins when we accept things the way they are."

DRIVE

Guide the Air Nation into a new future

HISTORY

Tenzin was the third child of the waterbending master Katara and her husband, Avatar Aang. As the son of two legendary heroes and world leaders, and the first Airbender born in over a century, he inherited weighty expectations. His two older siblings, Kya and Bumi, were not Airbenders, so Aang immersed Tenzin in Air Nomad traditions. He took quickly to airbending and animal handling, though he could never match the Avatar's connection to the Spirit World.

After a brief romance with Lin Beifong, Tenzin married the Air Acolyte Pema, fathering four children: older daughters Jinora and Ikki, and younger sons Meelo and Rohan. He also became the Air Nation representative to the United Republic Council.

After Aang's death, he committed himself to protecting and training Korra, the new Avatar. During Korra's early childhood, a Red Lotus cell attempted to kidnap her. Tenzin helped Korra's father Tonraq, Southern Water Tribe Chief Sokka, and Fire Lord Zuko capture the kidnappers and imprison them. The adolescent Korra became a live-in airbending student at Air Temple Island, his home in Yue Bay.

Korra's training challenged Tenzin to venture outside his comfort zone and embrace unexpected ways of thinking and relating to others. Personality clashes notwithstanding, they developed a strong bond. The Airbender helped Korra quash the Equalist rebellion, and while he briefly lost his role as her spiritual mentor to Unalaq, he regained it upon Unalaq's defeat, guiding Korra to make her decision to leave the Spirit Portals open.

New hope and headaches awaited Tenzin with the Airbenders' renewed emergence after the Harmonic Convergence of the Korra Era. Amidst Red Lotus treachery and terrorism, he struggled to recruit and motivate new Airbenders. His traditional training methods proved unreliable—especially for his brother, newly minted Airbender Bumi. With time, though, Tenzin and Team Avatar overcame the Red Lotus and revitalized the Air Nomads, who now travel around the Four Nations to aid anyone in need.

Tenzin remains a political player. He was involved in both General Kuvira's rise to power over the Earth Kingdom and the counterattack against her Earth Empire. Recently, the Air Nation has focused on aiding war refugees in the Republic City metropolitan area. He and the Air Nation are also the stewards of the Spirit Portal there.

Tenzin remains the world's most prominent Airbender after the Avatar herself, and a respected leader in Republic City and the Air Nation. Even as he continues to weather conflicts both martial and political, he always makes time for his family.

HOW TO PLAY TENZIN

- **Get serious.** In a world (and a family!) full of hotheads and goof-offs, Tenzin keeps everyone around him focused and on-task; his demeanor can be curmudgeonly. But the adaptability and mobility in Tenzin's fighting style shows he has a creative and thoughtful side.
- **Rely on tradition.** Tenzin carries all the Air Nomads' martial and cultural traditions in his mind and heart. When a problem arises, he asks himself who faced such a thing in the past and how they might inspire his own choices and counsel.
- **Stress out about stuff.** For all Tenzin's dedication to the patience, flexibility, and understanding that befits an airbending master, juggling his responsibilities as a family man, a teacher, and a political figure are tough on his nerves and his temper.

BRING TENZIN IN...

- ...when the companions attend political summits or events concerning Republic City or the Air Nation.
- ...when new Airbenders need instruction in the Air Nomads' cultural and martial heritage.
- ...when a voice of reason is needed and when passions run hot.

TECHNIQUES

THUNDERING GUST

ADVANCE AND ATTACK

Jab at the air around you to send it hurtling forward at incredible speed, catching even the heaviest foes and tossing them aside. Mark 2-fatigue and inflict 3-fatigue on any foes in the path of your gust. Those foes must mark an additional 2-fatigue or be flung backward and away, either into a wall and becoming *Stunned* or far from the fight, depending upon your surroundings.

REED IN THE WIND

EVADE AND OBSERVE

Adjust your movements to perfectly match and avoid the movements of a foe. Mark 2-fatigue and secretly name the approach you believe your foe will use in the next exchange; reveal it after approaches are chosen next exchange. If you were incorrect, you may shift your chosen approach. If you were correct, you become immediately *Favored* for that exchange, and they cannot target you with any techniques.

TORNADO PILLAR

EVADE AND OBSERVE

Rise up on a spinning pillar of air that catches nearby opponents and sends them flying. Mark 1-fatigue. Inflict 1-fatigue on every combatant engaged with you, and disengage with them as they are thrown back; they may mark 2-fatigue to remain engaged with you.

TENZIN AS A TEACHER

Tenzin is a master Airbender, the son of Avatar Aang and the leader of the Air Nation. He has already trained his own children, Avatar Korra, and the new members of the Air Nation, and while it's not always the easiest challenge, he has succeeded again and again in guiding his students towards ever greater heights. Tenzin will always try to help and train any Airbender who comes to him earnestly seeking information, and he will approach any Airbender he learns of to offer his assistance even if unasked. Even Airbenders who are walking down paths he doesn't approve of will earn his attention, though he will certainly try to right their course. So an Airbender PC who hopes to learn from Tenzin for the most part need only ask, although he will encourage that PC to join his ongoing training at an Air Temple. As a teacher, Tenzin can become frustrated with particularly willful or difficult students who don't share his interest in meditation, but his experience with many such students has left him tempered and more than capable of calming himself and continuing the training with compassion. The overall tone and style of mastery conditions Tenzin will set to the PCs focuses on learning, growing, finding greater balance and spirituality, and embodying peace in the world. Tenzin will often send PCs on expeditions into the past in some way, be it by going on a pilgrimage to a historical place, or by finding ancient artifacts.

SUGGESTED MASTERY CONDITIONS

- Undertake a pilgrimage to a location of great historical or spiritual significance
- Examine an important scroll or treatise of the past and internalize its lesson
- Accept an opponent's surrender and treat them with compassion

WHERE TO FIND TENZIN

Tenzin is now the leader of the Air Nation in its new form, helping to bring peace and balance across the world, supporting the mission of the Avatar. His home is still on Air Temple Island in Republic City, for the most part, with his wife Pema and his children. PCs hoping to meet with Tenzin are best off seeking him there—at any given time, that's the most likely single place for him to be.

But he takes his duties as leader of the Air Nation quite seriously, and he can often be found moving across the world to help resolve serious conflicts and guide his airbending pupils. Tenzin depends upon the other Airbenders to help attend to and keep an eye on most conflicts, and only makes it a priority to personally attend to the most dangerous, important, or difficult conflicts. He will still always try to help and resolve conflicts or difficulties he comes across, but he's well past any time of micro-managing his students. PCs looking for him out in the world are most likely to encounter him in situations of serious conflict and difficulty, where his wisdom is sorely needed.



PRINCIPLE

0 +1 +2 +3 +4



CREATIVITY

CONDITIONS

- AFRAID
- ANGRY
- GUILTY
- INSECURE
- TROUBLED
- MANIC
- FRUSTRATED
- DISAPPOINTED



VARRICK

Korra Era

"Oh, I think you'll be surprised how persuasive I can be."

DRIVE

Build a better, brighter future—with STROBE LIGHTS and CRACKLING ELECTRODES—for the United Republic of Nations and the world

HISTORY

From humble beginnings in the Southern Water Tribe, Iknik Blackstone Varrick used his eccentric charm, ingenuity, and business savvy to turn a single canoe into the world's largest shipping and consumer goods empire in the Korra Era—Varrick Global Industries. The wealthy noble has never met a deal he couldn't turn to his advantage, such as transforming his vast wealth into political influence in Republic City by funding both candidates for president. "Always hedge your bets," as he likes to say.

Varrick is a master of recognizing unique opportunities. This was exemplified when the Northern Water Tribe occupied the South for a lack of spirituality under orders of Chief Unalaq. Seeing an opportunity for business, he took advantage of Asami Sato's need for Future Industries funding to put in motion his plan to incite a rebellion against the North, and expand his business empire.

Varrick manipulated public opinion by creating the propaganda movers (films) such as *The Adventures of Nuktuk: Hero of the South*. He secretly hired the Triple Threat Triad to sabotage his ships so he could both pin the attacks on the Northern Water Tribe and seize a controlling share in Future Industries. He organized the bombing of the Southern Water Tribe Cultural Center and attempted to kidnap President Raiko, all to pin the blame on the North and pressure Republic City to become involved in the civil war on behalf of the South. And if he happened to make an extraordinary profit from all of it, all the better!

Imprisoned after his failure to kidnap Raiko, Varrick later escaped with his assistant, Zhu Li, to the Earth Kingdom city of Zaofu, seeking refuge among the Metal Clan of Suyin Beifong. Trying to turn over a new leaf, he used his brilliance to develop technologies for the benefit of the Earth Kingdom as Suyin's Head of Technology.

After the Harmonic Convergence of the Korra Era, Varrick studied the spirit vines that appeared in order to harness unstable Spirit Energy into batteries. However, when he learned Kuvira's intent to weaponize it for the new Earth Empire, he refused to help. After a daring escape, he teamed up with Asami to create the dragon-hummingbird mechs used to fight Kuvira's gargantuan war machine. And during the very same battle he confessed his love to Zhu Li. They married and when Zhu Li became the president of Republic City, he became the First Gentleman.

HOW TO PLAY VARRICK

- **Do the thing!** Varrick is a very important man and does not have time to explain himself. He expects others to “DO THE THING!” while never explaining “the thing.”
- **You’ve got more resources than anyone, use them.** Be bold, direct, charismatic, a “Businessbender.” Varrick is the richest, smartest personality in the room and uses his wits to see Republic City prosper.
- **Never let them know what you’re truly thinking.** When someone gets too close to his plans, Varrick always has another up his sleeve; he is one to always “cover all his bases.”

BRING VARRICK IN...

- ...when a zany plan or brilliant innovation is needed to handle a dire situation.
- ...when the companions find themselves in the middle of Republic City political intrigue.
- ...when there’s a chance to make a lot of money, for the right reasons.

TECHNIQUES

JURY RIG

EVADE AND OBSERVE

Create a new device on the fly. You gain *Favored*, hold 1-gear, and name one basic technique from any approach. As long as you hold this device, you can use that technique as if it was part of your current approach by spending 1-gear. Otherwise, spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.

PINPOINT FLAWS

EVADE AND OBSERVE

Take a moment to observe weak points in your environment. Name a status you wish to inflict on a foe next exchange; the GM will tell you what you need to break in your environment to inflict that status. Next exchange, you may use Smash for free no matter what approach you use.

DO THE THING!

DEFEND AND MANEUVER

Exhort an ally to Do The Thing! Mark 2-fatigue to allow one ally to immediately use one technique from any approach; the ally must pay all costs as appropriate.

VARRICK AS A TEACHER

Varrick is a genius technologist who has sometimes lacked a “moral center” (as others have told him; the terminology is a bit unfamiliar to him). He’s doing a lot better, though, trying to build a future not just to expand his own empire, not just to grow more powerful and wealthy, and not just to play with new science and technology. Now he’s trying to genuinely improve the lives of people around the world. That means exercising his “conscience” as best he can. But Varrick still just loves tinkering, playing with advanced technology, and playing the angles...so any PC who can appeal to his innate curiosity is likely to find a friendly teacher. Similarly, Varrick likes helping the little guy (especially when helping the little guy also helps him become a bigger guy), so any PC who looks like an underdog will likely earn Varrick’s interest and offers of help. As a teacher, Varrick is energized, random, and hard to pin down. He’ll bounce from topic to topic, idea to idea, and he’ll expect anyone around him to keep up. In the end, however, there’s always a method to his madness. The overall tone and style of mastery conditions Varrick will set to PCs is about taking incredible risks for incredible rewards. Varrick is a planner, but he also brings a strong sense of innovation and risk-taking to his teaching, and he wants to impart that to his students...although sometimes, he will try to temper himself with some of the lessons in restraint he has come to learn in recent years.

Suggested Mastery Conditions

- Test out a brand new dangerous device just to see what happens!
- Perform an incredibly dangerous, over-the-top, high risk, high reward stunt!
- Ask someone wiser, calmer, and more patient about what you should do, and follow their advice!

WHERE TO FIND VARRICK

Varrick is, and in some ways has always been, a Republic City man. Sure, his own company interests extend across the world. But Republic City is where the action is, the excitement, the growth, the change, the innovation! Especially now that he’s atoned for past misdeeds and is openly welcome in the city again, considering that he’s the husband of President Zhu Li Moon of the United Republic. PCs can find him in Republic City at any important hobnobbing events, as well as at the presidential residence, City Hall, interesting workshops and factories...really, all over the city.

Varrick will still travel the world and seek things out, but at this point, usually he’ll do so with very specific intent. If he wants to go out into the world to see firsthand the mining location of a new important mineral—he’ll book a dirigible right away! But he’s not going to just sightsee, not when the love of his life is back home in Republic City. PCs can expect to find him at unique locations, where there’s something interesting to pursue or examine.



One thing I will say for you humans—you come in wonderful variety. Nowhere near as diverse and kaleidoscopically beautiful as us spirits, of course. After all, you humans all appear the same to me. But I must express a certain degree of amazement with the sheer variety you hide beneath the surface. Heroes of all shapes and sizes, with wildly different goals and drives, and vastly distinguished knowledge of the world. Scholars hungry for knowledge, explorers seeking new secrets, redeemers hoping to save someone or something, even protectors who try to defend my library—not that it needs the help. Truly, the potential scope of your heroes is something you should be proud of.

I've also met quite a few monsters of your kind, over the eons. And a few dimwits. So perhaps it balances out.

Nevertheless, here you'll find some delightfully different archetypes of your kind that I have encountered. Humans have a few particularly interesting characteristics and goals, and these descriptions are exclusive to my library. Maybe you will find use of my records. A way to model your own behavior and be a little less rude...or smelly.



CHAPTER 3

PLAYBOOKS

第三章

CHAPTER 3

This chapter contains four new playbooks and advice for using each in your game. The accompanying guidance helps expand on the core ideas of each playbook, setting you up for success without demanding you always take the same course, in addition to mechanics advice on the particular moves and features of these playbooks. Remember that each player in the game should use a different playbook—no repeats!

In this chapter, there are four new playbooks designed to open up a whole new array of additional character and story arcs for your games of *Avatar Legends: The Roleplaying Game*. Every playbook gives a new set of options for players to aim for the kind of character and story they’re interested in, and these four playbooks present all new paths to stories for your game!

PLAYBOOK ADVICE

The world of *Avatar Legends: The Roleplaying Game* is filled with countless stories and countless heroes, of all shapes and sizes. Their stories are as varied as their ideologies and their abilities.

This book includes four new playbooks, each one expanding the options and stories available in your game. For more on playbooks, see **Chapter 6: Playbooks** of the core book.

USING THESE PLAYBOOKS

These playbooks are all a bit more specific, a bit more focused than the ten available in the core book, but they can be used just like those playbooks. You can add these four to the original ten, or you can pick and choose a particular set of options for a game. These playbooks have some more complicated ideas and mechanical elements than the original set, so a brand-new player might be better off picking one of the original ten playbooks. But none of them are so strange or complicated that they’re out of reach—play what calls to you!

Here are a few ideas of particular playbook mixes, each one focusing on a couple themes. The playbooks in each mix will portray different aspects of each theme:

- **Responsibility and Expectations:** The Destined, the Foundling, the Guardian, the Icon, the Successor
- **Students and Teacher:** The Bold, the Elder, the Pillar, the Prodigy, the Razor
- **Identity and Hope:** The Adamant, the Foundling, the Idealist, the Razor, the Rogue
- **Justice and Struggle:** The Adamant, the Bold, the Destined, the Elder, the Hammer

BRINGING TO THE TABLE

These playbooks, like the rest, will work well for a brand new character. Existing characters can always switch over to one of these new playbooks should the time come—see page 218 of the core book for more on switching playbooks as you advance your character or play your campaign.

Remember that when PCs take moves from other playbooks, they can always take moves from any playbooks, even those that aren’t currently used in your game. That means each one of these playbooks expands the overall pool of available moves for every character. You cannot, on the other hand, take any of the special, unique **features** of other playbooks without switching into those playbooks—no taking the Destined’s Marked By Fate while you’re playing as the Bold!

THE MENTORS OF THE AVATARVERSE

If you’ve ever wanted to play a character like Tenzin, Lin, or Iroh, then the Elder is the playbook for you! The other playbooks generally aim for younger, less proven characters, but the Elder is perfect for playing an established adult, someone who has already carved out a place in the world, but still has much to learn. The Elder is especially good as a supporting mentor for the other PCs—they are the focus of their own story, but the playbook has a lot of incentives to guide others.

If you are interested in playing a character whose drive is especially directed toward helping the other PCs in your game to grow—whose own path to learning and growth goes through the other heroes—then the Elder is exactly who you’ve been looking for!

NEW PLAYBOOKS



THE DESTINED

They are known to have some important, incredible fate before them...but exactly what that fate is, when it will come for them, and how it will play out all remain to be seen. Their balance principles are Patience vs. Determination.



THE ELDER

They have seen much, been to many places, and done much. Now esteemed and successful, they have much to teach...but they also have the wisdom to see they have much to learn. Their balance principles are Experience vs. Humility.



THE FOUNDLING

They are the inheritor of two traditions, two cultures, two frameworks of training and philosophies. They are constantly trying to represent the best of both, and sometimes to combine them into something new. Their balance principles are Unity vs. Heritage.



THE RAZOR

They were raised to be a weapon, a tool for their masters to use against enemies. But they have seen a better way forward, and now they seek to make up for the terrible things they did and what they were taught to do. Their balance principles are Control vs. Connection.



天命者
THE DESTINED

THE DESTINED

The Destined has a grand fate in store, something spiritual or otherworldly. Play the Destined if you want to shape your destiny and decide what becomes of you.

Aware, fated, strange, thoughtful. The Destined has been singled out by some strange circumstance surrounding them, be it otherworldly knowledge, a star atlas, the sensation of nature's pain, or a mark from a great spirit. Whatever separates them from their peers, no one contests that the Destined has a significant fate, to perform feats worthy of song and story. Or at least, so everyone believes; so far the Destined hasn't fulfilled any grand fate, but they still have a deep ingrained sense that their destiny awaits them down the line.

The Destined isn't afraid of their destiny, per se—they might be nervous about its arrival, what it really means, but their destiny is ultimately positive in bent. The Destined is important! They just don't fully understand their importance yet, or what they are fated to actually do. As a result, the Destined is torn between waiting patiently for their destiny to come to them—after all, it is fated to arrive—and seeking it out actively and determinedly.

STARTING STATS

Creativity 0, Focus -1, Harmony +2, Passion 0

DEMEANOR OPTIONS

Eager, Solemn, Haunted, Uncertain, Jocular, Watchful

HISTORY

- When did you realize you were marked by supernatural forces?
- Who envies your destiny and seeks to seize it from you? Why can't you let that happen?
- Who do you turn to for guidance when you feel overwhelmed by your destiny?
- What token or symbol do you carry that proves to any observer that you are chosen by fate?
- Why are you committed to this group or purpose?

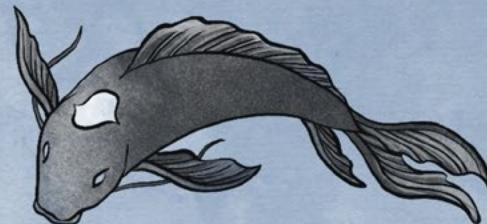
CONNECTIONS

- I believe _____ will play a crucial role in my fulfillment of my destiny, for good or ill.
- Being around_____ helps me put my destiny out of my mind, for a time. Why?

MOMENT OF BALANCE

You've held true to a core of conviction even while getting your hands dirty to do what you deemed necessary. But balance means appreciating that other people are just as complex as you are, not merely obstacles or pawns. Tell the GM how you solve an intractable problem or calm a terrible conflict by relating to dangerous people on a human level.

PRINCIPLES



PATIENCE VS DETERMINATION



The Destined's two principles reflect two ways of dealing with their fate. The Destined's Patience principle is all about waiting for the right moment. A Destined with a high Patience sees their destiny as coming to them, and they lie in wait instead of rushing forward to seek it out. They're thoughtful and introspective, and willing to take in the full details of a situation before deciding how to act. Patience should not be confused with inaction; a Destined with high Patience doesn't refuse to act, but instead waits for the perfect moment, when their actions will have the greatest effect.

The Destined's Determination principle is all about acting openly, aggressively, and often, seeking what the Destined wants and finding their destiny instead of waiting for it to come to them. A Destined with a high Determination is driven onward by their desire to act, to seek the things coming for them and meet challenges head-on. If you are playing a Destined highly interested in what your Destiny is, to the extent that you're looking for it, then you are likely playing into Determination.

The Destined's Moment of Balance is the instant they've been waiting for with Patience and searching for with Determination. This is the right time to act, to combine their serenity and their resolve. The Destined's Moment of Balance often acts as either an important step towards their full destiny, or the final step on that path; if at all possible, look at elements of your destiny to fully explore in the midst of your Moment of Balance.

MARKED BY FATE

You have been touched by something beyond—something spiritual and otherworldly. (See “My Destiny” on their playbook.) At character creation, fill in one detail and take one destiny sign below.

DESTINY DETAILS

Fill these in as your destiny is revealed to you, either in visions or through the insights of spiritually attuned NPCs. When you act to bring about one of these details, you may **live up to your Determination** without marking fatigue. When you and the GM agree one of the details is fully explored or fulfilled, mark growth.

- I will bring great change to _____
- I will weather betrayal by _____
- I will lose _____
- I will need the help of _____
- I will learn a crucial truth from _____
- I will defend or save _____

DESTINY TRACK

Whenever you lose your balance, get taken out, or are otherwise instructed to, mark your Destiny Track. When your destiny track fills, clear it and take a destiny sign. If you have already taken the other five, you must take “meet your fate.”

DESTINY SIGNS

- **Otherworldly Visions:** Mark your destiny track to have a vision about the situation at hand. Ask the GM one question and get an honest answer.
- **Tremble Before Me:** Mark your destiny track and reveal a glimpse of your otherworldly aspect to intimidate an NPC as if you rolled a 10+. Afterward, their fear and mistrust of you knows no bounds; you cannot **guide and comfort** or **plead** with that NPC until you have earned their trust.
- **Self-sacrificing:** Once per scene, mark your destiny track to supernaturally absorb an incoming blow aimed at an ally within view; cancel all fatigue, conditions, or balance shifts that would have been inflicted.
- **Inner Strength:** Once per session, mark destiny twice to clear all conditions.
- **Meet Your Fate:** Your destiny arrives and you are changed utterly by it. If you survive in human form, change playbooks.

THE DESTINED'S MARKED BY FATE

The Destined chooses from **My Destiny** on the back of their playbook, in the section directly above **History**. This is what little they know about their strange fate. All of these “destinies” are vague enough that their actual manifestation might take many forms. Try to keep to the list, widely interpreting the ideas there, but you can work with the GM to invent new options if none fit your concept.

Answer any questions the GM has about the destiny during character introductions, and add some details about the first part of the sentence while avoiding defining the second—the first part states how you know you were Destined, but the second part describes a general direction you should aim for. The **destiny details** help flesh out the second part during play.

Those destiny details are specific ideas of what your destiny entails, fleshed out as part of the **Marked by Fate** section. Each detail has a blank space for another character’s name, either a PC or NPC. You can choose when to fill in a name, usually as the result of visions or GM moves. You can’t erase a name unless you and the GM agree that the detail no longer makes sense.

If you try to bring one of these details to fruition in some way, you can **live up to your Determination** without marking fatigue. The GM is the final arbiter of whether you are acting to bring about one of your details. You always start play with one name already entered into one detail so you have something to work towards.

Your **destiny track** represents the advance of your destiny. Every time you **lose your balance** or get taken out, you mark your destiny track. When you mark the track the fifth time, you clear the track and take a new **destiny sign**. Each destiny sign is a new power or ability that represents your strange otherworldliness. You always start play with one destiny sign.

The most important destiny sign is **Meet your fate**, which means your destiny arrives. The exact way in which your destiny arrives is up to the GM, and up to how you respond when the GM presents your destiny, but it comes no later than the session immediately after you take this destiny sign. You can always choose to take this sign early, but you must take **Meet your fate** if you have taken every other destiny sign and you must take another. When all is said and done, after you meet your destiny, if you are still a part of the group, still alive, and still human, change playbooks. See more about changing playbooks on page 218 of the core book.

For your **Otherworldly visions** destiny sign, the GM can couch your answer in terms of your strange visions, but the actual answer has to be clear to you as a player. You can ask any question—including questions that reveal information you would have no other way of knowing—so long as the question relates to the current situation.

For your **Tremble before me** destiny sign, you should use this ability before you roll to **intimidate**. What you reveal to the person you **intimidate** is up to you, but it terrifies them; until they trust you again, you can’t **guide and comfort** or **plead** with them. The GM is the final arbiter of if and when they trust you again.

For your **Self-sacrificing** destiny sign, you can use this ability to aid any visible ally. You can’t use it to save yourself, and you can only use it once per scene.

For your **Inner strength** destiny sign, you can use the sign at any time as you summon up deep reserves of inner, supernatural strength. But you can only use it once per session, and you can’t use it at the moment that you have to mark another condition and can’t—in other words, you can’t use it to save yourself if you’re in the process of being taken out.

MOVES CHOOSE TWO

CALL FROM AFAR

When you reach out in mind or spirit to a far-away NPC, mark 1-fatigue and roll with **HARMONY**. On a hit, your message gets through to them; choose 1. On a 10+, it's loud and clear: choose 2.

- You cry for help; they hear you and rush to your location
- You whisper a question to them; they whisper an answer back
- You send a premonition of danger seeking them; they forearm and prepare themselves to face the worst
- You let them see something you see; they return memories and knowledge of that sight

On a miss, your reach extends beyond your original aim; you've attracted dangerous attention.

EYES OF THE SOUL

When you **assess a situation**, you can ask one of the following as an extra question, even on a miss:

- Who or what here has been touched by spirits?
- How can I bring about peace here?

PEACEMAKER

When you walk calmly into the middle of a fierce conflict and **plead** with the fighters to stop, mark fatigue to ensure that they care what you think and listen to you. On a miss, the conflict burns far hotter than you had imagined, and now you're dead in the crosshairs of the angry fighters; brace yourself.

MORE THAN FATE'S PLAYTHINGS

When you **call someone out** to live up to their principle by convincing them that their destiny is (or can be) different than they imagined, on a hit, they must do it or mark two conditions. On a miss, their demand hits all the harder. Mark two conditions or act as they request.

ECHOES OF LEGEND

Once per session, when you rely on your skills and training to mirror an act from a legend, myth, or story, treat it as if you had rolled a 10+. Then, no matter the result, the GM shifts your balance toward the principle best embodied by the lore and stories you're drawing on.

ANTICIPATE

EVADE AND OBSERVE

Study a nearby foe to learn where their momentum will take them next. Declare the approach they are tending towards. In the next exchange, that foe must use that approach or mark a condition.

For Anticipate, the special Destined technique, "foe" here can refer to a single group (opponent). The opponent is not required to select the approach you picked, but if they do not, they must mark a condition.

MOVES ADVICE

For **Call from Afar**, you are reaching out to a far-off NPC. This move allows you to receive information from them, to warn them, or to call for them. In all cases, the GM responds to this move as if the NPC was supernaturally compelled—someone who might normally hesitate to respond to your call for help responds fully and openly, for example.

For **Eyes of the Soul**, the question you ask is an extra, beyond whatever questions you get to ask through the move normally, and you can always ask one of these questions, even on a miss.

For **Peacemaker**, walking into the midst of the fighters and marking fatigue ensures that you get a chance to **plead** with them, even when normally they wouldn't care about what you say, but it does not guarantee special success.

For **More Than Fate's Plaything**, the move **calls someone out** as normal, but increases the cost imposed on the other person if you roll a hit, or the cost imposed on you if you roll a miss. Instead of marking one condition to ignore what you say, the cost becomes two conditions.

For **Echoes of Legend**, you have to be able to point to what story or legend you're mirroring. As a player, you can invent a new story or legend tied to one of your backgrounds in the moment. The GM can and will ask questions about the story, as any legend grand enough to spur you to greater success in the moment is worth noting and will become significant moving forward.

GROWTH QUESTION

Did you spend meaningful time with someone else focused on their concerns and troubles?

The Destined's growth question aims them at others' problems and issues. The Destined has plenty to think about with regard to their own life and problems. But they grow as they come to see that their destiny isn't the only trouble worth caring about.



THE ELDER

智者



THE ELDER

The Elder has spent many years living and learning, making mistakes and growing from them. Play the Elder if you want to teach (and be taught by) your companions.

Experienced, esteemed, studious, guiding. The Elder is distinct from most other playbooks and PCs in **Avatar Legends: The Roleplaying Game** because they are always mid-30s or older, and they are experienced, successful, and even respected. Whereas most other PCs are proving themselves, establishing themselves, becoming heroes for the first time, the Elder has already seen and done so much. But crucially, the Elder has not finished learning, growing, or changing. They can guide others along the path with their own hard-won experience, but they will never stop walking down that very same road of learning and being a student.

The Elder has achieved much that earns them praise and respect throughout the scope of your game, but they are not currently in a position of power. To be a PC in the game, working and traveling with the companions, the Elder has moved away from their static position. Once, they might have been an important general or the leader of a monastic order; now, they have set that position aside, if only temporarily, to join the other PCs.

STARTING STATS

Creativity 0, Focus 0, Harmony +2, Passion -1

DEMEANOR OPTIONS

Diligent, Kindly, Bemused, Dour, Distant, Irascible

HISTORY

- What great legacy did you inherit decades ago and recently relinquish?
- Who has never forgiven you for decisions you made years ago?
- Who is still your ally and confidante, despite the tense history you've shared?
- What outfit or uniform do you wear to remind yourself of your former duties?
- Why are you committed to this group or purpose?

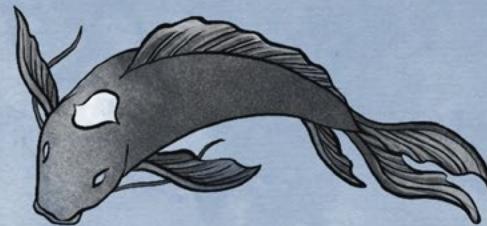
CONNECTIONS

- I care about _____ more than they know... even though they are probably my most frustrating student.
- _____ is not to be underestimated. In fact, they may have something to teach me!

MOMENT OF BALANCE

You will always be anchored to the past—unable to escape the painful lessons you have learned—but now you can hold the weight of that experience with the humility true wisdom brings. You look upon the current situation with unbiased eyes to see the truths roiling beneath the surface. Tell the GM how you wipe away whatever conceals the truth so no one can see things as they once thought they were.

PRINCIPLES



EXPERIENCE VS HUMILITY



The Elder's two principles reflect their current position, caught between being learner and teacher. The Elder's Experience principle reflects their adherence to what they have learned during their time shaping the world. All of that experience puts them in a position to see the world differently. At their best, the Elder can provide new insight and guidance to the companions; at their worst, the Elder can discount the companions and see things rigidly through a lens of past experience.

The Elder's Humility principle reflects how the Elder understands that for all they have done and learned, they don't know everything and have plenty left to learn. The time to change who they are, what they believe, and how they act in the world is never truly over. An Elder overly committed to Humility can discount the wealth of their experience, however, and fail to intervene when they see a friend making a terrible mistake.

The Elder's Moment of Balance is all about seeing the world as it is, truthfully. What's more, they can share that understanding with others in perfect clarity. In their Moment of Balance, the Elder guides everyone around them to honest understanding, all deception and confusion stripped away; they all come to a new understanding of the situation, of others, and of the world, and anyone who once sought to conceal the truth finds their work exposed.

WISDOM OF THE AGES

You've lived longer than the other companions, long enough to have mastered your training many times over...and perhaps long enough to think you don't have much left to learn.

In addition to your normal playbook technique, you start with four other mastered techniques. You don't have to name these techniques at character creation; you can instead choose them whenever you like, even in the middle of a combat exchange. You can train other PCs in your mastered techniques using the standard training move.

Until you open up a new slot for another technique, you cannot learn new techniques. When you shift your center to +1, +2, or +3 Humility for the first time, you open up a new slot; you may learn and develop a new technique to fill that slot as normal.

You do not earn growth. When a PC embraces your guidance and comfort, you may shift toward Experience to declare them a protégé; write their name and one of their principles below. When that PC shifts their center toward that principle, clear their name and take an advancement; you may add them to your list again in the same way.

PROTÉGÉS

YOUR CONDITIONS

You have different conditions; they offer bonuses as well as penalties. You cannot take moves from other playbooks that reference conditions you don't have. You can clear your special conditions through moves or by undertaking the following actions:

- **FRUSTRATED** [-2 to **push your luck** and +1 to **intimidate**]: lash out at someone or act decisively without consulting anyone
- **JADED** [-2 to **plead** and +1 to **trick**]: give in or give up in the face of meaningful opposition
- **REMORSEFUL** [-2 to the stance move and +1 to **call someone out**]: attempt to make genuine amends for past wrongs
- **SHAKEN** [-2 to **guide and comfort** and +1 to **assess a situation**]: seek guidance from an old friend or mentor
- **WORRIED** [-2 to **deny a callout** and +1 to **rely on skills or training**]: take control in a situation in which another should lead

THE ELDER'S WISDOM OF AGES

The Elder operates differently than most other PCs with regard to learning techniques and earning growth, to represent all that they have already achieved and learned. At the start of play, the Elder begins with the normal, single mastered technique—usually the playbook technique, although as always the Elder can swap it out if they so choose (see page 122 of the core book for more on this). They also start with four additional mastered techniques, but they do not have to choose those techniques immediately. During play—even in the midst of a combat exchange—the Elder can select a technique as one of their four, and reveal that they have had the technique mastered the whole time. Once they have selected a technique, the player records it on their character sheet as normal, and they cannot change the technique.

The Elder cannot learn new techniques at all until they open up new slots to do so. They open up new slots by shifting their *center*—not just their balance—toward Humility. When the Elder's center shifts to Humility +1, they unlock a new slot. The same thing happens when they shift to Humility +2, and Humility +3, but only the very first time their center shifts to those values. When a slot opens up, the Elder may learn a new technique to fill it as normal to a maximum of eight mastered techniques.

The Elder can also train other PCs in the techniques they have mastered. To do so, the other PC uses the standard training move, with the Elder filled in as the teacher. The Elder answers any training questions about the teacher or the teacher's beliefs. The Elder may help select the mastery condition for the technique based on what they think the PC needs to learn, but the GM has final say and must agree—the mastery condition must still reflect a lesson the PC actually has to learn.

The Elder never earns growth for any reason. Any time they are instructed to mark growth, they simply ignore that effect. Instead, they advance by helping their protégés to grow. Any time the Elder **guides and comforts** another PC and that PC then embraces the Elder's guidance, the Elder can write the PC's name down as one of their protégés. There is no limit to the number of protégés the Elder can have—if you run out of space, just write them somewhere else.

When a PC becomes one of the Elder's protégés, the Elder writes down which of that PC's two principles the Elder hopes they move towards. When a protégé shifts their center toward the chosen principle, the Elder clears their name as a protégé and takes a growth advancement.

If the GM agrees, the Elder's player can erase a protégé's name without them shifting their center, or can change the principle the Elder is guiding them toward. In both cases, the change must reflect a new understanding or relationship between the two and does not grant a growth advancement.

The Elder has their own set of conditions, unique to their playbook. Each of the Elder's conditions inflicts -2 on some basic moves, but grants +1 to another. The Elder clears their conditions as normal, through new, specific actions keyed to their particular conditions. The Elder cannot take new moves that reference conditions they don't have, and if they ever suffer a specific condition—for example, because an enemy's technique inflicts Angry specifically—the GM selects an appropriate alternate condition for the Elder to suffer instead.

MOVES CHOOSE TWO

CUT THE GARBAGE

When you openly confront someone to get the truth, roll with **HARMONY**. On a hit, ask 2; the character can say or do what they like, but their player will answer honestly. On a 7-9, their player gets to ask a question you must answer honestly as well.

- Are you telling the truth?
- What are you really feeling?
- What do you intend to do next?
- What do you really think about _____?
- How could I get you to _____?

On a miss, the confrontation goes awry; they inflict a condition on you and ask one question from the list of you; you must answer honestly.

AN OPEN HEART

Take +1 **HARMONY** (max +3).

AS LONG AS I'M BREATHING

When you try to intimidate someone in order to protect the vulnerable or weak, roll with **HARMONY** instead of **PASSION**.

LIFE'S TRUE DELIGHTS

When you pursue a genuine moment of respite, roll with **HARMONY**. On a hit, shift your balance as you choose. On a 10+, you also gain some new insight; ask the GM a question and they will answer honestly. On a 7-9, your self-indulgence creates an opportunity for your enemies or rivals; the GM will tell you how. On a miss, you fixate on your past with disastrous results; tell the GM what old conflict mars your peace and shift your balance twice away from center.

AROUND HERE SOMEWHERE

When you go looking for help from an old friend in the area who you haven't seen recently, name them and roll with **HARMONY**. On a hit, you find them and they can assist you. On a 7-9, pick 1. On a 10+, both.

- they aren't caught up in their own problems
- you don't owe them a favor or apology

On a miss, your old enemies were looking for you too; the GM will tell you how you know they are near.

GROWTH

The Elder has no growth question, nor does the Elder earn growth like the other playbooks. Instead, the Elder earns growth advancements as they aid chosen protégés to achieve their full potential and move towards their own principles; see the Elder's "Wisdom of Ages."

MOVES ADVICE

For **Cut the Garbage**, the Elder can ask the questions in the fiction, but doesn't have to. The answers come from the other player, and are always truthful. The same goes for the question that you have to answer on a 7-9 or miss; you have to answer truthfully.

For **Life's True Delights**, "*pursuing a genuine moment of respite*" means that you must be doing something designed to give you peace and the opportunity for reflection and contemplation. "*Your self-indulgence creates an opportunity for your enemies or rivals*" means exactly that, with the GM telling you exactly what happens and when.

For **Around Here Somewhere**, you can nearly always have "*an old friend in the area who you haven't seen recently*." You've been around and experienced a lot, forming connections everywhere. You do have to name your friend and answer any questions the GM might have for you about your past friendship...and keep in mind, you haven't seen them for some time. "*On a hit, you find them and they can assist you*" means they can provide useful favors to you...but it doesn't automatically mean that they do. If you choose "*they aren't caught up in their own problems*," then they aren't busy—otherwise, some issue facing them demands their attention right now. If you choose "*you don't owe them a favor or apology*," then you're on fairly good terms with them—otherwise, they're unlikely to provide you aid until you give them what you owe them. On a miss, your old enemies draw close but they don't have to be here yet—the GM decides what clues tip you off that they are around.

For **As Long as I'm Breathing**, whether or not you are **intimidating someone** "*in order to protect the vulnerable or weak*" is ultimately up to the GM to determine.

PATIENCE

EVADE AND OBSERVE

You wait until the perfect moment to act. Mark 1-fatigue to gain **Prepared** and use an **advance and attack** technique, paying all its costs as normal. Mark another fatigue to allow a companion engaged with that same foe to also use an **advance and attack** technique against them as well, also paying all costs as appropriate.

For Patience, the special Elder technique, the Elder may mark 1-fatigue to gain **Prepared** and use an **advance and attack** technique even while using a different approach. They still have to pay all costs of the **advance and attack** technique. If the Elder marks another 1-fatigue, they can allow an ally to immediately use an **advance and attack** technique against the same target, although the ally must then pay all costs of the technique.



雙族者

THE FOUNDING



THE FOUNDLING

The Foundling is the child of two cultures, belonging to both but not at home in either. Play the Foundling if you want to synthesize the lessons and traditions of your heritage.

Dualistic, torn, innovative, exploring. The Foundling is a child of two different heritages, each with their own traditions, their own practices, their own trainings. The Foundling might be an Earthbender raised by Air Nomads, or a sword-wielding Fire Nation orphan raised in the Southern Water Tribe. Both of their heritages have a place in the Foundling's life and identity, and they struggle to find ways to belong to either heritage or to combine both. The struggle between belonging and owning one heritage and uniquely mixing both defines the Foundling's path.

A Foundling can't bend two different elements—no one can do that except the Avatar! But they are always stronger for incorporating elements of another culture and training. A Waterbender who knows how to use firebending forms with waterbending is that much more effective! With their unique perspective, the Foundling can pick up skills that no other character can, adapting them and building a new style all their own.

STARTING STATS

Creativity +1, Focus -1, Harmony +1, Passion 0

DEMEANOR OPTIONS

Caring, Dedicated, Friendly, Modest, Respectful, Shy

HISTORY

- How and when did you learn about your second heritage?
- Who in your family insists you focus on upholding the family heritage?
- Who helped you understand that your two trainings can complement each other?
- What detail of your clothing or visible trinket reveals you belong to two cultures?
- Why are you committed to this group or purpose?

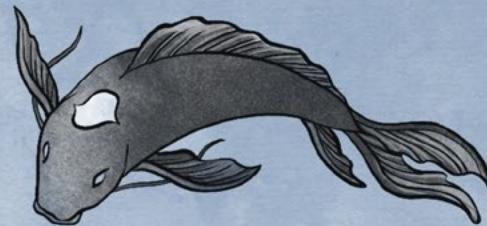
CONNECTIONS

- _____ seems to think one of my heritages should be valued more; there's something persuasive in their words.
- _____ is so awesome, with skills and heritage I've never seen! I want to learn all I can about them and their background.

MOMENT OF BALANCE

You have always struggled to find unity between your two halves while trying to honor their traditions. But true balance is about knowing that everything is part of a greater whole. One heritage cannot exist without the other...especially within you. Tell the GM how your new understanding lets you use both your trainings to accomplish an incredible feat or vanquish an enemy that seems unstoppable.

PRINCIPLES



UNITY VS HERITAGE



The Foundling's two principles, Unity and Heritage, reflect their struggle to define themselves while finding a place to belong. The Foundling's Unity principle represents their desire to combine their heritages, to find the connections and similarities that bring their two home cultures into one identity. Leaning towards this principle means the Foundling is coming to see themselves as something new, a truly innovative combination of two ways of being.

The Foundling's Heritage principle represents the Foundling's interest in and devotion to their heritage. Commitment to either background is represented by Heritage—the principle represents how the Foundling is embracing the unique and specific aspects of one of their cultures, no matter which culture they embrace. But identifying with either heritage too strongly tends to preclude identifying easily with the other—raising Heritage usually means picking one of the two identities to focus on. Finding a way to mesh two disparate identities together is much more about Unity, while being interested in and proud of either tradition individually is about Heritage.

The Foundling's Moment of Balance allows them to embrace each of their identities in full, uniting them without diminishing either. In that moment, the Foundling sees how all things connect, and their two aspects can retain their own special identities but act in perfect concert with the other. The Foundling sees that the divisions are false—everything is connected, and they can be proud of all their facets. And with that new understanding, they combine their trainings from both heritages to perform astonishing feats.

DOUBLE HERITAGE

You are a child of two cultures. At character creation, choose two trainings and two backgrounds that represent your two heritages. You also start play with two mastered techniques (including your playbook technique) instead of the normal one mastered technique.

WISDOM FROM MANY PLACES

You can study with a master to learn techniques from any training and adapt them to your own. When you **start learning a technique of a training you don't have with a willing teacher**, roll, taking +1 for each "yes" to the following questions:

- Is your Unity greater than zero?
- Have you studied this technique before?
- Has someone used this technique against you in real battle?

On a hit, you learn the technique; shift your balance towards Unity. On a 7-9, learning it was trying; mark a condition and write its name by the technique. You can't use the technique if you have that condition marked. When you master the technique, erase the condition's name.

On a miss, you're struggling to incorporate the lesson into your training; you must find a new master to continue your training.

CULTURAL BONDS

When you **try to connect with an NPC via a shared culture**, roll with Heritage. On a hit, they see you; shift your balance toward Heritage. On a 10+, choose 1; on a 10+, choose 2:

- They accept you; they cease hostilities or antagonism toward you.
- They grow to like you (if they already accept you); they agree to help you with a problem.
- They reveal their background; you learn their principle.
- They offer solace; you clear a condition.
- They reveal a vulnerability; you become *Prepared* to deal with them.

On a miss, you mix up your heritages in a terrible way; the NPC mocks you or gets offended by your slip. Mark a condition and shift your balance away from Heritage.

GROWTH QUESTION

Did you resolve an issue or conflict relying on something other than your trainings?

The Foundling's growth question is all about exploring more of the world beyond the two trainings that divide them. The Foundling may be deeply defined by those trainings, but that means they need to round themselves out as a full person by learning other ways of solving problems or dealing with the world.

THE FOUNDLING'S DOUBLE HERITAGE

To represent the Foundling's two heritages, they start play with two trainings and two backgrounds. One pair of training and background represents one heritage, and the other pair represents the other. The Foundling can choose two forms of bending as their trainings—earthbending and firebending, for example—but they cannot bend two elements. Instead, they have studied the forms and techniques of both trainings and use them while bending one element, such as a Firebender Foundling who adapts waterbending techniques to their firebending training. Such a bender could learn and use the technique Water Whip; they aren't literally making a whip of water, but instead using the idea and forms of Water Whip with firebending. If you pick two bending forms as your trainings, make sure you select which one you can actually bend, and which one you've adapted.

The Foundling also starts play with two mastered techniques instead of just one—they start with a mastered technique representing each of their two heritages.

For **Wisdom From Many Places**, the Foundling can learn techniques from any master willing to teach them, even learning techniques normally from outside of their trainings. Instead of using the normal training move, when they learn a technique from outside of their trainings, they use this specialized move. "*Is your Unity greater than zero?*" means that your balance must be positive (+1 or higher) Unity. "*Have you studied this technique before?*" most likely comes into play because you've previously tried to learn the technique, and "*Has someone used this technique against you in real battle?*" is a question about whether or not you've seen the technique in action.

On a hit, you learn the technique and shift your balance toward Unity, but on a 7–9, you also mark a condition and write that condition's name by the technique. While you have the condition marked, you can't use the technique—that particular state of mind interferes with your ability to reliably use the technique. On a miss, you need to find a new teacher before trying to learn the technique again.

For **Cultural Bonds**, you must share a cultural heritage with the other NPC to use this move. "*Connecting through a shared culture*" can mean many different things, ranging from participating in some important ceremony to reminiscing about a holiday tradition to complimenting a culturally significant outfit. "*They see you*" means they recognize you as a fellow member of their culture—kin, to some extent. For all of the options you can choose, the GM describes the action the NPC takes then creates the mechanical effect listed.

Remember that they won't "*grow to like you*" until they "*accept you*." If they already accept you before you make the move, then you can choose they "*grow to like you*," but if they don't accept you as someone with shared heritage, as "*one of their own*," then they won't "*grow to like you*" with this move. If you get a 10+, however, you can choose both "*they accept you*" and "*they grow to like you*" together. On a miss, you slip up by adding in something from the wrong heritage, and it costs you the burgeoning connection, in addition to you suffering a condition and shifting your balance away from Heritage.

MOVES CHOOSE TWO

EMPTY YOUR MIND

You can flow and adapt, formless and shapeless. During an exchange, after you roll the stance move, you can mark fatigue to select a basic technique from a different approach than the one you chose. (You still must pay all other costs of that technique.)

BUILDING BRIDGES

When you try to calm an immediate conflict between two NPCs, remind them what they have in common and roll with **HARMONY**. On a hit, they come to terms, for now. They won't pursue their conflict until an outside influence reignites it or time passes (a day or more). On a 10+, you have a real opportunity to get them to put aside their conflict for good; the GM tells you what you must do. On a miss, you inadvertently highlight their differences and fan the conflict—you cannot use this move on them again.

MARTIAL SENSITIVE

You are good at reading people's intentions and gestures in the heat of battle. When you **defend** and **maneuver** against a foe whose principle you know, mark fatigue to roll with **HARMONY** instead of **FOCUS**.

TRUSTY TALISMAN

You have a specific weapon, tool, or item which you believe is crucial to your training and abilities. You can roll with Harmony instead of Focus when you use the item to **rely on your skills and training**. If you roll a miss, the item is damaged—in addition to any other consequences—and needs repairs. If the item is damaged again before you get a chance to repair it, it is destroyed. You are *Impaired* without it, until someone helps you overcome the loss; choose a new move to replace this one when you finally move on.

THINGS IN COMMON

When you **guide** and **comfort** someone who shares a training or a background with you by talking about what you have in common, on a hit you become *Inspired*, and if they embrace your guidance and comfort, they become *Inspired* as well.

FEEL THE FLOW

EVADE AND OBSERVE

You take pause to feel the flow of battle and study the way your opposition fights. You become *Favored*. If they share a training with you, learn their principle. If you know their principle, clear 1-fatigue (even if they do not share the same training).

For Feel the Flow, the Foundling's special technique, you become *Favored* no matter what, but the main benefit of the technique flows when you share a training with your opponent, or when you know their principle. If you share a training, you learn their principle. If you already know their principle (for any reason), then you clear 1-fatigue in addition to the 1-fatigue you cleared for choosing **evade and observe**.

MOVES ADVICE

For **Empty Your Mind**, you can only use basic techniques from another stance, and you still must pay all costs as normal.

For **Building Bridges**, you must actually say something that they meaningfully hold in common to use the move. "They come to terms, for now" means that the conflict cools down temporarily. They only pick it back up if time passes or another party fans the flames. On a 10+, the GM tells you what you must do to get the two sides to end the conflict; do it, and the conflict ends for good. On a miss, you have inadvertently fanned the flames yourself—you cannot use the move on the two parties again, and they're getting into it right now.

For **Trusty Talisman**, repairing the item is not a simple or instantaneous thing, and certainly not a thing you can do easily by yourself—you need to find a craftsman to make the necessary repairs, or you need a supplier to provide the necessary materials. A weapon easily repaired or replaced likely isn't special enough to be your talisman! If the item is damaged twice without being repaired, then it is destroyed. There is no replacing it; that item was special, and you are *Impaired* until you get over the loss. The moment you get over the loss is ultimately up to you and the GM to decide, but it requires the help of someone else. When you do get over the loss, you may take a new move to replace this one.

For **Things in Common**, as long as you share a training or a background, then you can use this move—they don't need to claim the same heritage as either of yours. You become *Inspired* on any hit, and they become *Inspired* as long as they embrace your guidance or comfort.



叛者 THE RAZOR



THE RAZOR

The Razor was cruelly hardened into the perfect implement of their masters' goals...until they broke free. Play the Razor if you want to fight for a path to redemption.

Hardened, sharp, guilty, regretful. The Razor was forged into a dangerous weapon by their masters. Those masters might've been the rulers of a nation, the commanders of a military group, bandit chiefs, even the Razor's own family. They taught the Razor to be tough, to act harshly, to do terrible things. But now, the Razor has moved away from that path and seeks redemption, finding forgiveness both externally and internally for the things they have done.

Crucially, the Razor is dangerous and powerful, but not always in an overt fashion like the Prodigy (see page 194 of the core book). Where the Prodigy is just plain exceptional at their training in all its forms, the Razor might only be good at destructive or harmful aspects of their training...or they might be defined by an indomitable will more than skill. Regardless, however, the Razor's restraint and disinterest in continuing to be a weapon both temper how they act more than anything—the Razor might be able to dispatch entire roomfuls of guards if they cut loose, but they try to hold themselves back to avoid harming anyone.

STARTING STATS

Creativity 0, Focus +2, Harmony -1, Passion 0

DEMEANOR OPTIONS

Childish, Fierce, Imperious, Overbearing, Proper, Strange

HISTORY

- Why were you chosen to be honed, perfected, and used by your masters?
- Who was the former master you were closest to?
- Who helped give you the will you needed to break with your masters and be something more?
- What totem of your masters can you not bring yourself to throw away?
- Why are you committed to this group or purpose?

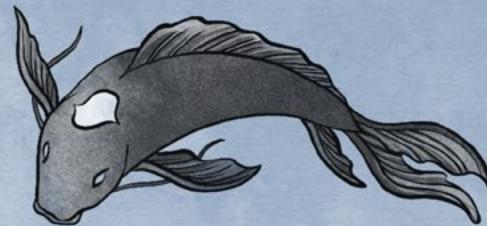
CONNECTIONS

- _____ seems to be able to connect to other people openly, freely, and easily. I wish they would show me how.
- I see _____ as lacking control. Maybe I can help hone them, at least a little bit.

MOMENT OF BALANCE

You were taught to control yourself, and that to give of yourself, to connect, is to lose control. But now, you see that connection isn't weakness; it is a choice, a true way of controlling your self. You seize that now, choosing to embrace connection to others and spring yourself to impossible heights. Tell the GM how you save those you care about from an outrageously dangerous threat or problem.

PRINCIPLES



CONTROL VS CONNECTION



The Razor's principles of Control and Connection represent their two ways of approaching the world, one an aspect of the harsh past that defined them, and the other an aspect of the hopeful future they seek. The Razor's Control principle represents their desire to be in control, to never be weak or at someone else's mercy. The Razor who values Control might be a dangerous opponent, but they also have a hard time forming meaningful relationships with other people.

The Razor's Connection principle represents their desire for meaningful bonds with other people...and it represents the Razor's fears of making themselves vulnerable to others. The Connection the Razor hopes for is a true and positive relationship. But the more the Razor connects to others, the more out of control they feel—a Razor with a high Connection may be happier, but they are always on edge, aware that they might be hurt in a way they can't prevent.

The Razor's Moment of Balance represents them coming to see, in this one moment, that forming Connections is a kind of Control, not over the other person but over the self—that the Razor can choose who they care about, protect, help, and partner with. In that moment, the Razor can use all of their self-control and all of their devotion to others to save the people they care about from astonishing dangers.

MAKING AMENDS

You were once the weapon of powerful figures—your masters. In your time as your masters' weapon, you hurt people, even those who looked to you for friendship, leadership, protection, or support. You must make amends. Choose four mistakes you're trying to make up for (on the back of the sheet).

Once per session, **when you have tried your best to prove that you are a different, better person now through your actions**, roll, taking +1 for each “yes” to the following questions:

- Did you make amends directly to a person you harmed?
- Are you at your center?
- Did someone honestly thank you for your efforts or forgive you for your mistakes?

On a hit, you feel the spark of hope—you’re making progress. On a 7-9, choose 1. On a 10+, choose 2 (you can choose the same option twice), or unlock the next Connection balance track space (see *Disconnected*).

- Clear a condition
- Shift your Balance toward Connection
- Mark growth

On a miss, something’s off—you don’t feel you’ve changed. Choose someone here to ask what more you can do—they will tell you, and the GM will shift your balance twice based on what they say.

DISCONNECTED

Your Balance begins play at +2 Control; you can still shift it by one step when you make your character.

Your Connection principle starts play locked—you cannot shift your balance higher than +0 Connection. If you would shift your balance to a locked value, you lose your balance, but your center cannot shift higher than the highest unlocked Connection value. When you unlock Connection +3, treat your balance track as normal.

When you shift your center to +1, +2, and +3 Connection for the first time, choose a companion to whom you have connected. They give you one move from their playbook (ignoring advancement limits).

HONED

When you **sublimate your feelings to be effective**, clear conditions equal to one plus your Control and cross off one unmarked condition—you can no longer mark that condition for any reason. When you shift your center toward Connection, you may restore all crossed off conditions.

You may **live up to your Control principle** by shifting balance toward Control instead of marking fatigue.

THE RAZOR'S MAKING AMENDS

The Razor did terrible things in their past. During character creation, the Razor must choose at least four mistakes that they made in the past, selecting from **Your Mistakes** on their sheet underneath **History**. For each choice you make, be sure to fill in the names and locations as needed; you have to say who you betrayed or destroyed, what place you tried to subjugate, etc. Use different names and places for each mistake—these are distinct mistakes, not the same mistake four times.

These mistakes have the most relevance to the Razor’s growth question and the **Making Amends** move—a once per session move for when the Razor has taken significant action to try to prove they are a different, better person. The GM is the final arbiter of the answers to the questions. For the first question, to answer “yes” you must have made honest, real amends to someone you hurt during play or in your backstory. For the second question, to answer “yes” someone must have been either grateful to you or have forgiven you; that character doesn’t have to be the same individual as in the first question.

On a 10+, instead of choosing any option, you may unlock the next space, starting with +1 and moving up to +3, on the Connection side of your balance track.

On a miss, you don’t feel redeemed or successful in your attempts to prove you’re different. You feel a need to have someone else tell you what to do—they will tell you, and the GM shifts your balance twice accordingly, even if you chose a PC.

For **Disconnected**, half your balance track is locked at the start of play. When you create your character, you start with your center at +0 Connection/+0 Control, and your balance at +2 Control (although you can still push that one step in either direction as you choose). Your Connection principle is locked, and you cannot shift your balance to anything higher than +0 Connection. Shifting your balance higher than +0 Connection is the same as **losing your balance**. Your center cannot go farther toward Connection than the highest unlocked Connection value.

Your Connection becomes unlocked as you roll 10+ on the once per session move in *Making Amends*. When you unlock another part of your Connection track, that box becomes available as normal—your balance and your center can move to that new box. The first time your center moves to each of +1, +2, and +3 Connection, you choose a fellow PC you have grown connected to and they choose one move from their playbook for you to gain. They do not have to choose a move they have; the move only has to be listed on their playbook. Those moves are all in addition to any other growth advancements you earn. You may choose the same PC for more than one of these connections. You do not lose these moves if your center shifts away.

For **Honed**, first you clear your conditions, and then you choose one to cross off. You may cross off a condition you just cleared. A crossed-off condition cannot be marked for any reason—treat it as if it doesn’t exist. If something specifically inflicts that condition upon you, the GM selects a different appropriate condition to inflict. “*When you shift your center toward Connection*” does not mean that your center has to reach a positive Connection value—shifting your center from Connection -2 to Connection -1 still counts. When you restore the conditions, they are available for use again, and they start unmarked.

MOVES

CHOOSE TWO

AIR-CUTTING EDGE

Take +1 **FOCUS** (to a max of +3).

MIND OF STEEL

When you advance & attack or evade & observe with fewer conditions marked than your highest principle, you can roll with **FOCUS** instead of the normal stat.

I'M A PEOPLE PERSON

When you watch someone interact with another person, roll with **FOCUS**. On a 7-9, ask 1. On a 10+, ask 2. Take +1 ongoing to act on the answers.

- Are you lying right now?
- What are you most afraid of?
- How are you vulnerable to me?
- How can I get you to mark the condition _____?

On a miss, you can't get a good read on them; mark a condition in frustration.

COME AND GET IT

When you trick someone by provoking them through their conditions, roll with their conditions marked instead of **CREATIVITY**.

WINNING IS EVERYTHING

When you choose to use dirty tactics—targeting an innocent your foe is trying to protect, throwing sand in their face, etc.—at the start of a combat exchange, instead of using one of the standard approaches say what you do and take a 10+ instead of rolling the stance move; you become *Favored* for this exchange and may choose your techniques from any approach. At the end of the exchange, your opponent may call out your disgraceful behavior and lack of integrity to shift your balance twice.

GROWTH QUESTION

Did you try to make amends for past mistakes, or prove you're a different person now?

The Razor's growth question is two questions in one, but both questions are also oriented around the same core idea—trying to be better. "Making amends for past mistakes" is all about some attempt to make up for past misdeeds, repairing damage, or apologizing. "Proving you're a different person now" is about showing how they consistently make different, better choices than they once might have. Using the once per session move in **Making Amends** is a good way to be certain that the Razor has earned a "yes."

MOVES ADVICE

For **Mind of Steel**, just remember that the cap is "*fewer conditions than your highest principle*." So, if your highest principle is +3, then you must have two or fewer conditions marked to use **FOCUS** to **advance and attack** or **evade and observe**.

For **I'm a People Person**, the move does not trigger when you interact with someone; you have to watch someone else interact with the target of this move in order to trigger it. Their player must answer the questions honestly. "*How can I get you to mark the condition _____?*" lets you fill in the blank with any condition of your choice. If you take the appropriate action, then they mark the condition without you needing to trigger another move.

For **Come and Get It**, "*provoking someone through their conditions*" means that you must take action that plays on that emotion, getting them to fall into your trap because they're Afraid, Angry, Insecure, etc. "*Roll with their conditions marked*" means you roll, adding the number of conditions they have marked instead of any stat.

For **Winning is Everything**, first you must take some ignoble action to get a leg up in the fight—the kind of action that most opponents see as unworthy and disreputable. Then, you become *Favored*, take a 10+ on the **stance move** without needing to roll, and you choose your techniques from any approach. Resolve your techniques at the top of the entire exchange, before **defend and maneuver**. At the end of the exchange, if any opponent is still standing, they can call out your unworthy actions to shift your balance twice as they choose.

LURE

DEFEND AND MANEUVER

You put a foe off-balance by luring them in. Name a foe you lure; if they don't attempt to either inflict fatigue, conditions, balance shifts, or negative statuses on you by the end of this exchange, they must mark 2-fatigue. If they do attempt to harm you this exchange, you become *Favored* for the next exchange.

For Lure, the Razor's special technique, the Razor can push an opponent to take particular actions. You can use Lure on foes you are not currently engaged with. If they come after you, then you become *Favored* for the next exchange, when they're likely now closer and in reach. If they don't, then they have to mark 2-fatigue.





Now this is an interesting story and with so many moving parts too! A kidnapping, criminals, *daofei*, and even the legendary Firebender Rangi. Oh my, this promises to be a good story indeed.

After studying the bits of history my Knowledge Seekers have brought me through the years, I must say the *daofei* are an interesting lot. You can't outright call them criminals, no that would be incorrect indeed, but I also can't say they adhere to the societal norms of their era. Maybe outlaw is a better term? They seem to have their own way of doing things and idiosyncrasies within each of their societies which make them unique. Some *daofei* groups could even be considered noble...at least by mortal standards.

Well, reader, perhaps you should draw your own conclusions here. I have far too many bits of knowledge still to catalog to spend all my time dallying on topics you can discover yourself.

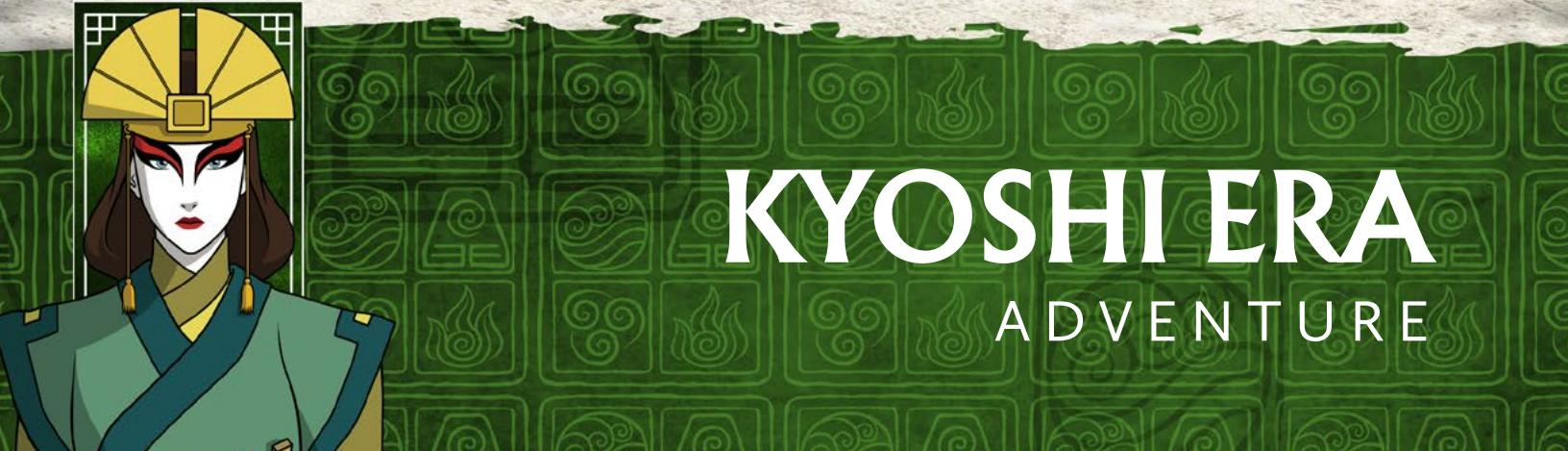


CHAPTER 4

EARTH & ROOT

第四章

EARTH & ROOT



CHAPTER 4

Earth & Root is a standalone adventure set in the Kyoshi Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **Earth & Root** can also be used in an ongoing Kyoshi Era campaign. The adventure is set in Ba Sing Se and features a kidnapping and a conflict between *daofei*, making it perfect for city-oriented or roguish groups of heroes.

The Lower Ring of Ba Sing Se is in chaos after a *daofei* outlaw kidnaps the two children of Fire Nation Ambassador Quin. The Ambassador has called in her own highly-skilled Fire Nation guards to find her children because she is mistrustful of the Earth Kingdom anti-corruption task force called in to do the job. And the Ambassador is right to be suspicious! The task force is using this event as an excuse to finally round up all the criminals they want, regardless of whether they had anything to do with the kidnapping, and a new *daofei* mercenary group is using this distraction to wreak havoc in the Lower Ring...it's a mess, and famed Firebender Rangi knows that without intervention Ba Sing Se is in trouble. She tasks the heroes with ensuring the Lower Ring of Ba Sing Se stays stable until she can return with the Avatar.

USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs, a setting in which they can choose any path they'd like to move the story forward. Here are some of the tools you can find here:

- The “Summary” provides an outline of the adventure and explains the various issues plaguing the Lower Ring of Ba Sing Se.
- The “Introduction” brings the PCs into the story and sets up your group to undertake the adventure.
- “Important Characters & Groups” provides the backstories of NPCs, including the various groups working in the Lower Ring, and their stats for use in your game.
- “Important Locations” features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- “GM Advice” contains additional guidance for this adventure just for the GM, including advice on how the adventure might end.
- “Pregenerated Characters” is a set of five premade characters your players can use to hop right into the adventure. We also include a hook that ties the characters to the adventure.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are five pregenerated characters at the end of this adventure. Each character has a unique history, playbook, and set of stats. Your players can either use these characters to play through this adventure, or they can create their own as explained in the **Avatar Legends: The Roleplaying Game** core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements like the stat boosted by the free +1 at character creation if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes as desired. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

This scenario introduces several conflicts at once, all of which come to a head in the Lower Ring of Ba Sing Se. Below are the main points of the story in brief, to get you acquainted with what's going on. At the heart of this adventure are these groups, all vying with each other:

- The Ambassador, her guard Tan, and Tan's Firebender guards, who all want to find the kidnapped children as quickly as possible.
- The anti-corruption task force of Yong and his Earthbenders, who use the kidnapping as an excuse to round up criminals but care little if the children are found.
- Lei Fang, Hana, and the Fanged Mercenaries, who kidnapped the children, framed the ex-*daofei* vigilante Mengyao for the kidnapping, and are using the ensuing chaos for crime.
- Mengyao the vigilante, who is trying to clear her name.

Three days ago, **Ambassador Quin's** children went missing from a teahouse in the Middle Ring of Ba Sing Se. The only evidence left at the scene of the crime was a unique arrow belonging to the notorious vigilante and ex-*daofei* Mengyao, which was found lodged in a stone wall. Ambassador Quin is a longstanding Fire Nation official in the Earth Kingdom; she even keeps a residence in the Upper Ring of Ba Sing Se. She has been involved in Earth Kingdom politics on behalf of the Fire Nation for five years and has worked in the Earth Kingdom long enough to be aware of how the magistrates and Earth Sages work.

Tan and his Firebenders work for Ambassador Quin and are searching for the missing children. Ambassador Quin doesn't trust the Earth Kingdom anti-corruption task force to prioritize her children, and she isn't far off. Not only is the task force dragging its feet, but its leader seems to see the Fire Nation guards as a threat.

Yong and the anti-corruption task force are Earthbenders tasked with rooting out corrupt individuals and criminals in Ba Sing Se. Yong was already cracking down on the *daofei* in the Lower Ring, but the kidnapping is the perfect excuse to go in, clean house, and win himself accolades for leading the charge. Yong isn't worried about finding the children. He believes that sooner or later he'll arrest someone who knows where the children are, and then he can rescue them and arrest Mengyao. The only thing he has to do until then is ensure the Firebenders don't find the children first and embarrass him before his plan comes to fruition.

Mengyao is innocent of the crime she is accused of and searches for the missing children in order to clear her name. She suspects Lei Fang and Hana have set her up, but she needs evidence to clear her name.

Lei Fang and Hana, leader and second-in-command of the Fanged Mercenaries, are setting up other *daofei* for crimes they did not commit in order to use the anti-corruption task force's momentum to remove rivals. They have **kidnapped the ambassador's children and framed Mengyao** in order to remove her from the equation.

Though Mengyao was once a *daofei* who stole from the rich of Ba Sing Se, she is now a vigilante, targeting dangerous criminals in Ba Sing Se and helping to bring them down so they can't harm innocent people. Lei Fang and Hana decided to target Mengyao after she ran afoul of them a few weeks ago. Other citizens are being rounded up in the task force's search for Mengyao, which has caused unrest in the Lower Ring. Citizens—*daofei*, criminal, and innocent alike—are emboldened to attack guards in the streets, and the Lower Ring is at a breaking point.

Rangi, Avatar Kyoshi's girlfriend and personal bodyguard, was in Ba Sing Se for another matter. She sees the turmoil growing and worries that things will turn violent. As she rushes to retrieve the Avatar, she knows that someone needs to stay behind and manage the Lower Ring before the unrest causes serious issues. **She asks the heroes to find Mengyao and the children before things get out of hand.**

There is no single correct path for this adventure. This is a scenario where the characters are likely to want to visit with Mengyao first, if only to get her side of the story. But even before they do that, they may choose where to go, whom to interact with, and how to approach the situation.

As they interact with the “Important Characters & Groups” presented here, they may find they want to investigate different locations throughout Ba Sing Se, confront different groups, or get embroiled in a side plot while they work on their ultimate goal. The following sections give the GM the tools they need to craft a story based on the players’ choices with their characters and the actions the heroes decide to take.

THE ANTI-CORRUPTION TASK FORCE

In an attempt to curb criminal activities in the Earth Kingdom, Avatar Kyoshi created a task force dedicated to rooting out dangerous *daofei* gangs and dealing with violent criminals. While under her direction, the task force targeted only *daofei* who were engaged in violent criminal activities. When Avatar Kyoshi left Ba Sing Se to deal with important business, she put the task force under the direct control of the Earth King.

Since Avatar Kyoshi left, the Earth King has redirected the task force, calling it an “anti-corruption task force” dedicated to fighting all crime and corruption throughout Ba Sing Se (at least in theory). The Earth King has used the task force to target all criminals in the city, especially those who threaten the Earth King’s power. Captain Yong is the highest-ranking Earthbender in the task force and has taken charge of searching for Ambassador Quin’s children. He has decided that this is the perfect opportunity to clean house in the Lower Ring and is arresting criminals and anyone associated with them.

The citizens in the Lower Ring were already disgruntled with the task force’s new approach, but the uptick in activity since the kidnapping has brought the citizenry to a boiling point. *Daofei*, common criminals, and law-abiders alike chafe under the task force’s presence. While there isn’t outright fighting in the streets yet, it’s only a matter of time.

THE KIDNAPPING

Ambassador Quin is a high-ranking Fire Nation ambassador who has been assigned to the Earth Kingdom for so long that she has a permanent residence in the Upper Ring. Initially, she was a huge proponent of Kyoshi's task force, and even helped convince the Earth King to adopt the task force within Ba Sing Se. As the task force has increasingly fallen under the Earth King's influence, becoming the "anti-corruption task force," Quin has come to mistrust them. She believes the Earth King is abusing the Avatar's goodwill and name in order to carry out a more personal vendetta against his own citizenry. It isn't anything she would say out loud, but she is dissatisfied with Earth Kingdom politics surrounding crime, including the Earth King's tendency to label any and all criminals, malcontents, or threats as "*daofei*".

Three days ago, Ambassador Quin's two children, **Gerel and Keiko**, disappeared from a teahouse in the Middle Ring. The ambassador was in meetings all day, and her personal guard, Tan, had taken them out for a treat. He stepped away to deal with a minor issue, and when he returned, the children were gone. Tan found an arrow lodged in the stone wall near their table. Few witnesses saw them disappear, but those who did reported a hooded woman with a bow across her back carrying two children, one under each arm. Tan followed the trail as best he could but lost track of the culprit at the gate to the Lower Ring—a gate leading straight into the territory of known *daofei* gangs.

Tan reported straight back to Ambassador Quin, who immediately alerted the Earth Kingdom anti-corruption task force of the abduction. Yong, leader of the task force, then dispatched deputies to search for the children. He also identified the arrow found at the scene as one of Mengyao's unique arrows. He had dealings with her in the past in the Lower Ring, before she had fully turned to vigilantism, protecting the innocent. He knew her as a thief, generally not very aggressive or dangerous but more than willing to steal from those she deemed good targets, and sometimes willing to use her arrows to bring harm to guards who stood between her and her goals. It's been some time since Yong last dealt with Mengyao, and Yong could easily convince himself that in the intervening time Mengyao has escalated all the way to kidnapping children. With Tan's report that the *daofei* gave him the slip into the Lower Ring, all evidence seemed to point toward Mengyao.

Yong vowed to find Mengyao and arrest her, going first to her known haunts in the Lower Ring. **When she was nowhere to be found, he dispatched teams of task force guards into the Lower Ring, ostensibly to hunt for Mengyao and the children, but with orders to arrest any suspicious figures, known criminals, or *daofei* they encountered.** It has been several days, and while the task force has arrested countless individuals, Yong still has no leads on the children or Mengyao. Unwilling to sit and let Yong's incompetence endanger her children, Quin has tasked Tan and his Firebenders to find them.

Now the Earth King and his ministers are putting pressure on Yong to find the children first. The Earth King is determined to prove the Earth Kingdom can take care of its own criminals. If Tan's Firebenders find the children first, it will be an embarrassment to the Kingdom. The Fire Nation's involvement is a direct insult to him and his capabilities as a ruler. The Earth

WHAT'S A DAOFEI?

The *daofei* were first named in the novel *The Rise of Kyoshi* by F. C. Yee. The term refers to organized groups of criminals throughout the Earth Kingdom (and in some cases, beyond). It most often refers to groups that have their own traditions, practices, and sophisticated codes of honor, but it isn't always used precisely or carefully—many officers of the law refer to any and all criminals as *daofei*, even if the criminals don't see themselves in the same way. Being *daofei* is a bit like belonging to a criminal culture; it's exceedingly hard to break from these groups and you do so by either violating their codes or ceasing criminal activity (possibly offending your former group). When you leave most *daofei* won't see you as one of them anymore, but the authorities are unlikely to easily make such a fine distinction. You can read more about the *daofei* in the **Avatar Legends: The Roleplaying Game** core book on page 37.

King subtly threatened Ambassador Quin with punitive action or sanctions, but she invoked diplomatic immunity and refused to back down from the use of her own guards. This situation has put strain on the relationship between the Earth Kingdom and the Fire Nation, which could lead to trouble in the future. Yong's reaction to the pressure is largely to double down on his existing strategy—he thinks eventually the task force will arrest someone who will lead them to the children—while deploying guards to monitor and hinder Tan and the Fire Nation's soldiers.

MENGYAO AND LEI FANG

About two years ago, Avatar Kyoshi arrested the Triad of the Golden Wing and scattered the *daofei* in Ba Sing Se (detailed in *The Rise of Kyoshi* and *The Shadow of Kyoshi* novels). The Avatar rounded up most of the Triad, but a few evaded capture, including Lei Fang and Hana. They went into hiding and slowly gathered new friends **to form a new gang, led by Lei Fang—the Fanged Mercenaries.** When Kyoshi's task force started targeting overt criminals, Lei Fang took a mercenary route. He and his followers would work for other *daofei* groups but remain out of sight.

After Kyoshi left, the anti-corruption task force started arresting any *daofei* in the Lower Ring, and Lei Fang saw an opportunity. Instead of serving under different *daofei* gangs, he could target those who didn't work with him and build an empire out of those who remained. Together with Hana, he devised a **plan to commit crimes across the Lower Ring and set up their rivals to take the fall.** They would then offer succor to whomever remained, promising to keep them safe. So far, this has worked exceedingly well, and they've eliminated several gangs across the Lower Ring.

Mengyao is their latest target.

Mengyao's name is well-known within the Lower Ring of Ba Sing Se, especially among the other *daofei*. Once she was an expert thief and archer, pulling off incredible heists, stealing from the rich, and accruing wealth. She did sometimes hurt people, though she tried to avoid doing so. Recently—after her encounters with the PCs—she turned to vigilantism, bringing down more dangerous criminals and *daofei* to protect the innocents of Ba Sing Se. Sometimes she steals, but she shares her ill-gotten gains with those who need them in the Lower Ring. She's become a bit of a legend among the *daofei*, especially because of her impressive skill in archery and her unique arrows that can cut clean through stone. **She has earned admiration among the citizens of the Lower Ring, and animosity among several gangs, including the Fanged Mercenaries.**

Until recently, Mengyao had easily evaded the anti-corruption task force, continuing her work—sometimes right in front of their faces. Despite the Earth King's mandate to clear out all dangerous criminals, she has a few sympathizers among the ranks of the task force, those who have turned their heads to her activities. She never worked with the task force directly, but they had a mutual understanding about the role each played in the Lower Ring. But now with the increased pressure of the Firebenders and the Fanged Mercenaries, both Mengyao and the task force can't ignore each other anymore.

Normally, Lei Fang's Mercenaries wouldn't bother with a loner like Mengyao. But Mengyao recognized what the Mercenaries were doing and took it upon herself to stop them. Mengyao's attempts to foil the Fanged Mercenaries' plans enraged Hana, and after their last encounter, Hana made sure to pluck a few arrows from the battlefield for her plan. Kidnapping Keiko and Gerel was Hana's idea. The anti-corruption task force could not ignore such a high-profile crime, and there's no way Mengyao could have predicted the Fanged Mercenaries would be so bold. As it stands, she still doesn't have a clear picture that they are behind the crime.

UNREST IN THE LOWER RING

The Lower Ring of Ba Sing Se is in turmoil. Yong's task force is intent on dealing with criminals and *daofei* and arresting Mengyao to the exclusion of any other concerns. The task force leader has greatly overextended his reach by arresting innocent people merely for interacting with *daofei*. People in the Lower Ring now fear the task force and are refusing to cooperate. Under such circumstances, people in the Lower Ring feel unsafe when they leave their homes and do not trust anyone claiming to be an authority. The people living in the Lower Ring are at a tipping point, and if the violence continues to impact their daily lives, they are likely to riot or worse. Driven by his goals, Yong can't see the harm his activities are causing. Tan's Firebenders are not actively engaged in attacking anyone, but they have argued with the task force as they get in each other's ways while trying to investigate. Armed with Ambassador Quin's expensive resources, the Firebenders bribe people in the Lower Ring to help them when they can, and though it's not the Firebenders intention, the allure of bribes further alienates the task force from the Lower Ring citizens.

WHO TO SIDE WITH?

The heroes may not wish to fight the task force or the Firebenders, preferring instead to try to join forces with one group or the other to find the children. Due to the tensions between the groups, it's exceedingly hard for the heroes to openly work with both, but that doesn't mean they can't try to play both sides. Here are some things to consider if the players decide to approach one group or another for assistance.

- Tan feels exceedingly guilty about his role in losing Gerel and Keiko. He will do anything to get them back, even if it means working with *daofei*. He doesn't have the same history with *daofei* as Yong and the task force, and he can be convinced that Mengyao isn't responsible if the heroes can earn his trust.
- Yong is determined to find the children, but his main focus is arresting *daofei* and other criminals. He's willing to work with the heroes to find the children, even giving them leave to investigate on his behalf so he can focus on the *daofei*. He wants to get as many outlaws as he can while the hunt is on, and he would never work with any *daofei* to accomplish his goals. If he knows the heroes are working with Mengyao, he will immediately turn against them as collaborators.

HOW IT ENDS

Though the adventure sets up the idea that the characters need to find the children and hold out until the Avatar arrives, it's best to let the heroes resolve the situation themselves. Avatar Kyoshi coming back to Ba Sing Se should be an epilogue to this story, one that punctuates the heroes' success rather than having the Avatar solve their problems for them.

The characters can resolve the situation in any way they'd like, but here are some suggestions on how things might end up.

- Finding and returning Ambassador Quin's children will remove the Firebenders from the Lower Ring, easing some tensions there. If the heroes are the ones to find them, then the Earth King might try to take credit, or at least use their recovery as evidence for his task force doing a good job.
- The characters can clear Mengyao's name by finding evidence that the Fanged Mercenaries are the actual culprits. Mengyao is still a target for the anti-corruption task force, but Yong would turn his attention toward the Fanged Mercenaries if he had clear evidence of wrongdoing and believed that they are a threat.
- If the heroes successfully take down the Fanged Mercenaries, fighting between *daofei* and guards ends, and the task force will have its hands full processing the large group. The Firebenders will find the ambassador's children unless the heroes actively work with Yong's group to aid the anti-corruption task force in the search.

Try to think of the ending to this adventure like the ending of an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. It could end with the heroes and Mengyao successfully rescuing the children and Mengyao leaping across rooftops as the task force chases after her, or it could end with a riot breaking out in the Lower Ring as the heroes try to get the children back home safely!



INTRODUCTION

The adventure starts the companions right in the middle of this messy conflict. Ambassador Quin's children have been missing for a few days. The PCs are all connected to Mengyao—they helped Mengyao turn over a new leaf and become a vigilante protecting innocents from more dangerous *daofei*—and should be interested in either clearing her name and identifying the real perpetrators or finding out why she turned back to more disreputable ways. All of that makes a lot of assumptions about the characters and their connections to the major players in this scenario.

To start the game, the characters need connections to Ba Sing Se, Rangi, and Mengyao. Before the game starts, use the following questions to help the players establish their characters in Ba Sing Se and connections to Rangi.

- Why are you in Ba Sing Se? (Ignore this question if players are in Ba Sing Se already, using the pregenerated characters, or if they set their inciting incident around this adventure.)
- The characters as a group witnessed an important event involving Rangi in the Lower Ring of Ba Sing Se. What was it, and who else was involved?
- During this event, the characters as a group impressed Rangi with their skills. What did they do?
- Rangi trusts the group to find the children and keep the situation peaceful. Why does she believe in them?

Then have each player fill in information about how the group previously engaged with Mengyao and helped her turn over a new leaf. The key is that every player gets a chance to give input into the group's shared history with Mengyao, along with defining her personality traits. Players can decide if Mengyao is kind and caring, or cold and distant. Whatever traits the players decide on should build upon one another and make a well-rounded, if complex, individual. Make sure to build the answers to the questions into a coherent story, and if desired, the GM can shift PC's balance based on the answers to these questions using the rules for **flashbacks** from the core book on page 262.

- We befriended Mengyao when we helped her get out of a jam. What had she done, who caught her, and how did we free her?
- We helped change Mengyao's principle to her current one—Justice. What did we say to change her mind, and what was her old principle?
- While with Mengyao, we stopped her from stealing an important treasure. What was it, and how did we stop her?
- While with Mengyao, we helped her find a new safe place to stay, off the task force's maps. Where was the place, and who owned it?
- With Mengyao's help, we made a sacrifice to protect citizens of the Lower Ring from a threat. What was the threat? What was the sacrifice? How did it inspire Mengyao to change?

Once the flashback is finished, the characters should have a shared history with Mengyao, and enough reason to suspect she's being framed and to want to help her.

Players should work together to answer these questions, creating a group story that connects them all to Ba Sing Se, Rangi, and Mengyao.

TALES FROM BA SING SE

When starting play, the PCs have already shared encounters with Rangi and Mengyao and have become involved with Ba Sing Se to one degree or another. If you’re using this adventure as the first session of play in a campaign, or as a single session game, then you can further allow the players to call upon their experiences with and in Ba Sing Se using this custom setup move created for this adventure.

If you’re using this adventure in the middle of an ongoing campaign, only use this move if the PCs have had plenty of downtime “off-screen” to explore, investigate, and encounter Ba Sing Se. If they haven’t had much time to form connections in Ba Sing Se that weren’t explicitly established in prior play, then don’t use this flashback move.

FLASHBACK IN BA SING SE

When you flashback to a prior exploit or incident you experienced in the location, neighborhood, or district you’ve just entered, mark fatigue and roll with modifiers:

- Is this the first time you’re using this move this session? If no, take -1.
- Is this place a relatively peaceful part of the city? If no, take -1.
- Do you blend into, match, or belong to this place? If yes, take +1.
- Were you a known ally of the dominant power in this place at the time of the flashback? If yes, take +1.

On a hit, choose one. In the prior incident...

- You made a local friend. Name an ally (or the GM can suggest someone) in this place who likes you and will help you.
- You found a resource here that can be of use to someone you know. The GM will say what it is, and you say where you found it or hid it.
- You learned something important here that now seems useful. Ask the GM a question; they will answer it truthfully, and you say how you overheard, discovered, or spied that information in your flashback.

On a 7-9, you also encountered some trouble last time you were here. The GM chooses one:

- You insulted someone powerful in the area.
- You caused damage to the area; it’s still under repair.
- You were arrested; local authorities still remember you.
- You fought off some local *daofei*; they bear a grudge.

On a miss, you only encountered trouble; the GM chooses two from the 7-9 list.

Players are encouraged to use the move to set up interesting details and solve problems they wish they’d prepared for by inventing new allies and resources. But the cost of the move and the risks associated with it—marking fatigue and taking -1 on every flashback past the first, for example—will dissuade players from overusing the move. The intent is to add interesting texture to the city, not to solve every problem the PCs face.

The questions about the nature of the situation are ultimately best answered in conversation with the GM. *“Is this place a relatively peaceful part of the city?”* is a question about turmoil—in places that are in chaos, it’s harder for a PC to easily find useful help. *“Do you blend into, match, or belong to this place?”* is a question about the PC’s backgrounds, and whether they match this particular place. And *“Were you a known ally of the dominant power in this place at the time of the flashback?”* is a question about the PC’s alliances—mostly to the *daofei* or to the Earth Kingdom’s guards. If the PC was known to be committed to one side or the other, they might more easily find help in the area.

The GM has to help fill in the details for all of the results on a hit, and especially the 7-9 results. Keep in mind that those are useful for setting up further moves down the line—the person you insulted doesn’t have to appear immediately, and the damage you caused doesn’t have to have immediate consequence, but they are elements at play in that area of the city.

WHERE WE START

This adventure starts with Rangi meeting the heroes to ask them to help find Mengyao, the culprit suspected in the kidnapping of the Ambassador’s children. Rangi also asks the PCs to keep the Lower Ring of Ba Sing Se stable while she leaves to alert the Avatar of what’s going on. The meeting with Rangi is set up before you start play—Rangi contacted the PCs and asked them to meet her first thing in the morning in one of the many shopping centers in the Lower Ring. It’s early enough that some of the shopkeepers are still setting up their stalls for the day. Rangi is dressed for travel and clearly in a hurry. She tells the heroes that she overheard one of Yong’s task force officers mention they were going to raid a shop this morning that may be connected to Mengyao. She wants the heroes here in case the officers uncover anything, but she needs to leave immediately. If the heroes try to explain that Mengyao could never do something like this, Rangi really doesn’t have time to hear it; they just need to find the right culprit and save the kids!

As Rangi is leaving, a group of guards dressed in the telltale green of the Earth Kingdom brush past a shopkeeper into one of the stalls. Rangi gives the heroes a knowing look as she rushes off. The commotion of the guards’ intrusion rings clear through the quiet morning, and the other shop owners retreat into their own shops, afraid to catch the guards’ attention. As the guards overturn pots and dig through wares, loud shouts erupt from the other end of the square. A lone guard grapples with a young man who is loudly declaring his innocence. The PCs are left to intervene or not as they choose, but one way or another, the situation is growing more unstable.

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs, along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader would act separately in exchanges and choosing techniques.

RANGI

LEGENDARY NPC

Rangi is a skilled Firebender and one of the Avatar's companions. When Avatar Kyoshi left Ba Sing Se for other business, she left Rangi to keep an eye on things. While Rangi isn't in charge of the *daofei* task force, she had been working with it before Kyoshi left. She doesn't have the sway that the Avatar has though, and has watched the change in the task force's direction with trepidation. In the face of recent events like the kidnapping, Rangi doesn't believe she has enough authority to seize control of the situation, and she's too easily recognizable to move quietly in the city and try to rescue the children directly. With the PCs around and available to help out, she sees the best option as dispatching them to find the children while she goes for Kyoshi's help—with Kyoshi in Ba Sing Se, they can take control of the situation for sure.

Rangi is a Legendary NPC and you can find more information on her and her stats on page 20.

MENGYAO

MAJOR NPC

Mengyao is a bow-wielding ex-*daofei* who has been living in the Lower Ring since childhood. She has had multiple clashes with Hana over the years, and while the two haven't interacted since Mengyao became a vigilante, the old animosity was enough for Hana to target Mengyao the instant she became a threat to the Fanged Mercenaries. As Hana and Lei Fang successfully turn the anti-corruption task force against Mengyao, she has to go on the move to keep herself safe and find evidence to prove her innocence. The heroes help define Mengyao's personality and how she reacts to stimuli in the "Introduction." Her main goal in all this is to exonerate herself by saving the Fire Nation Ambassador's children, though she also hopes to stop the Fanged Mercenaries and bring its leaders to justice.

DRIVE: Exonerate herself by finding the missing children

PRINCIPLE: Justice 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Grapple Shot, Rock-Smashing Shot

List of important characters & groups

- **Rangi**, Avatar Kyoshi's bodyguard and companion
- **Mengyao**, the ex-*daofei* vigilante framed for kidnapping the Fire Nation children
- **The Fanged Mercenaries**, a group of outlaws for hire up to no good
- **Hana**, second-in-command of the Fanged Mercenaries and one of the two actually responsible for the kidnapping
- **Lei Fang**, brute and front-facing leader of the Fanged Mercenaries
- **Ambassador Quin**, a long-standing Fire Nation Ambassador to the Earth Kingdom and mother to the missing children
- **Tan's Firebenders**, a group of skilled benders led by Tan
- **Tan**, a Firebender and leader of Quin's personal guard
- **Anti-Corruption Task Force**, soldiers dedicated to hunting down outlaws
- **Yong**, an Earthbender and primary leader of the anti-corruption task force searching for the missing children

THE FANGED MERCENARIES

MAJOR NPC GROUP

The Fanged Mercenaries are made up of a ragtag group of *daofei*. Many of them only just joined Lei Fang and Hana's operation, while a select few have been around since the Triad of the Golden Wing. Every one of them owes either Lei Fang or Hana for saving them from getting caught by the task force. Even though those raids were engineered by the Mercenaries themselves, their new recruits often don't have anywhere else to turn. The Mercenaries are only as loyal to each other as they feel they have to be. They know that Hana is ruthless enough to call the task force on her own gang if they act up, and most fear Lei Fang's prowess in battle. They stay in line, but if they think they can get away with something, they won't hesitate to turn their backs on their fellows.

DRIVE: Stay on the good side of Lei Fang and Hana

PRINCIPLE: Survival 0 +1 +2

CONDITIONS: Angry, Afraid, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Surround

HANA

MASTER NPC

Hana was Mok's second-in-command in the Triad of the Golden Wing and an Earthbender with expertise in sandbending. When Avatar Kyoshi disrupted the gang, Hana only escaped capture because she was away on a smuggling mission that day. She later found a few holdouts who escaped the attack, dispersed, and then rallied under Lei Fang. Hana and Lei initially met with tension, as Lei Fang was worried that Hana would try to exert control over the small group. But Hana knew that it was best for her to lead alongside the headstrong leader, so she stepped into the familiar role as second-in-command yet again. Hana is ruthlessly determined to have her *daofei* gang rise to the top despite the pressure from the Earth King to eliminate all *daofei* in the Earth Kingdom. She plans to run the task force ragged before they ever realize she's behind it.

DRIVE: Become the premier *daofei* gang in all the Earth Kingdom

PRINCIPLE: Superiority 0 +1 +2 +3

CONDITIONS: Angry, Afraid, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇ ◇◇◇◇

TECHNIQUE: *Summon the Storm, Quicksand*

LEI FANG

MAJOR NPC

After Avatar Kyoshi disrupted the Triad of the Golden Wing and had Mok arrested, the rest of the gang scattered. Lei Fang, one of the gang's bruisers, started a mercenary group and invited several old gang members to join him. It wasn't long before Mok's second-in-command, Hana, found them, and she and Lei Fang formed a new mercenary group, the Fanged Mercenaries. Lei Fang sees the current anti-corruption task force activities as an opportunity to exert dominance in the Lower Ring. He has a plan he hasn't told Hana about: to begin bribing the task force to look in the other direction when his Mercenaries take action. He has one or two guards on the take, but not enough to make a difference. If he could just get rid of that overachiever, Yong, he could make good inroads.

DRIVE: Take over Ba Sing Se's Lower Ring

PRINCIPLE: Greed 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUE: *Forceful Blow, Stand Strong*

AMBASSADOR QUIN

MAJOR NPC

Ambassador Quin is a kind and thoughtful woman who has been genuinely working to keep relations between the Fire Nation and Earth Kingdom strong and healthy. Quin's one weakness is her children. After they went missing, she became determined to find them and ensure their safety, wielding what influence and power she has in this place. While she desperately wants her children returned to her, she also doesn't want to create an international incident that might undo all her work over the years. She has tasked Tan and his Firebenders to find her children, but at the same time, she is leaning hard on Earth Kingdom officials to do everything they can to find them. She isn't the kind of woman to sit idly by while other people look for her children. She has been stealing into the Lower Ring at night to search for Gerel and Keiko herself.

DRIVE: Find my children without causing an international incident

PRINCIPLE: Love 0 +1 +2

CONDITIONS: Angry, Foolish, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: *Flame Knives*

TAN'S FIREBENDERS

MAJOR NPC GROUP

The Fire Nation soldiers who make up Ambassador Quin's honor guard are all exceptional Firebenders and loyal citizens. They are loyal first to Tan and then to Ambassador Quin, and all take their charge to find her children seriously. While Ambassador Quin has given them the mandate to steer clear of the Earth Kingdom anti-corruption task force, who are also looking for her children, Tan has given them no such warning. In fact, they have come into conflict with the guards several times while searching the Lower Ring. The Firebenders view the task force as unfocused, at best, and bumbling, at worst. They fear if the task force finds the *daofei*'s hideout first, they will endanger the children. They don't dislike Yong, but they don't trust him. Tan has given them leave to attack anyone who gets in their way, and that includes Yong and his Earthbenders.

DRIVE: Serve Tan and Ambassador Quin

PRINCIPLE: Discipline 0 +1 +2

CONDITIONS: Afraid, Foolish, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: *Team Tactics, Focused Fire*

TAN

MAJOR NPC

Tan is a skilled Firebender and the leader of a group of Fire Nation soldiers whose job it is to keep any important Fire Nation citizens safe while in the Earth Kingdom. Lately, he has been the captain of Ambassador Quin's personal guard, though his obligations technically stretch to any Fire Nation citizen who comes to the city. He's been with Quin for ten years, watching her children grow up, and he is protective of them, viewing her family as his own. Tan is getting old, and his attention is slipping, but he has dedicated his entire life to serving the Fire Nation, and he knows nothing else. He regrets that stubbornness now, though. He was taking care of Gerel and Keiko when they were taken from the teahouse a few days prior, and he feels immeasurable guilt over what his inattention has wrought.

DRIVE: Find Gerel and Keiko at any cost

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Angry, Foolish, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Firebomb*

ANTI-CORRUPTION TASK FORCE

MAJOR NPC GROUP

Made up of Earth Kingdom soldiers, the anti-corruption task force is theoretically charged with cleaning up troublesome *daofei* in Ba Sing Se. Under Avatar Kyoshi, they acted like a scalpel, cutting out the dangerous elements from the Lower Ring to allow the citizens to live in relative safety and security. Under Yong's direction, they act more like a hammer, smashing any criminals or dangerous elements opposing the Earth King. They raid businesses and homes at the slightest provocation, looking for anyone who might be a *daofei*. The task force is composed of many Earthbenders, but they are not of the same quality as Tan's Firebenders. While they are loyal to the crown, they aren't nearly as disciplined, nor as cognizant of the international implications this incident is causing. Yong keeps a loose reign on the task force, giving them leeway to pick fights with Fire Nation soldiers and Lower Ring citizens, which they do with abandon. The stats here represent a single likely group of Earthbenders from the task force, although the task force is composed of many such groups.

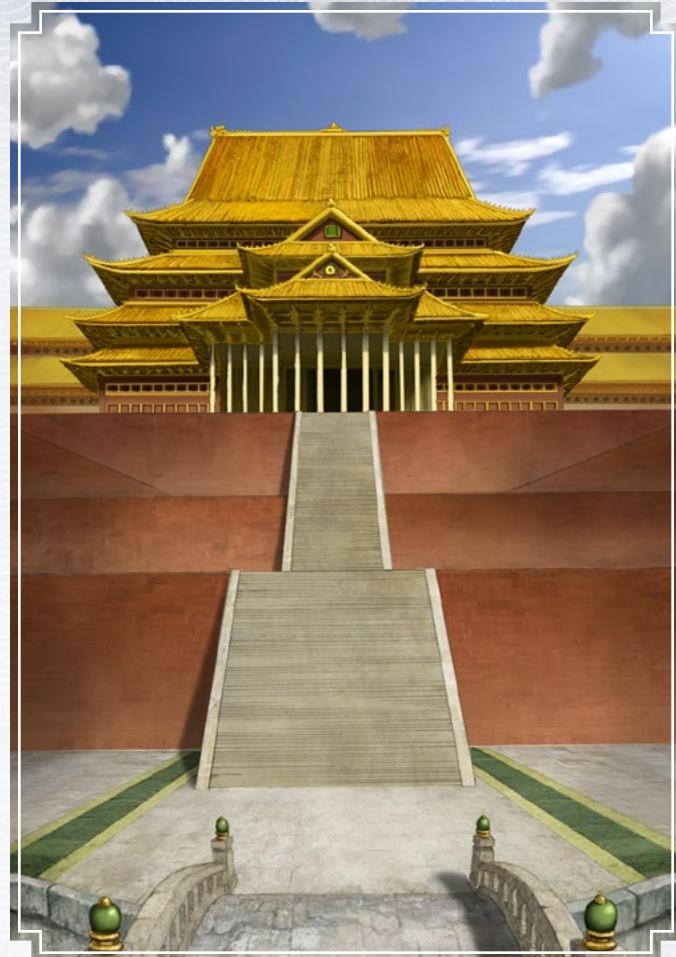
DRIVE: Root out all enemies in Ba Sing Se

PRINCIPLE: Force 0 +1 +2

CONDITIONS: Angry, Afraid, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Surround*



YONG

MAJOR NPC

Yong is an Earthbender who has had a sudden turn of fortune, from unremarkable soldier in the Earth Kingdom military to unit captain of the anti-corruption task force. After so many years of obscurity and drudgery, Yong sees his new job as an opportunity to make a name for himself. Now that the Earth King has given him carte blanche to deal with the *daofei*, he has risen in prominence. His methods are chaotic, and the results have yet to genuinely pay off, but the spectacle is enough to have largely kept the Earth King and his ministers appeased...until now. To buy himself some time, he has been trying to stop Tan and his soldiers from doing their business, but they have become increasingly hostile toward his guards. He doesn't want to fight the Firebenders, but he will if that's what it takes to ensure his group is the one who comes out on top in this situation.

DRIVE: Make a name for myself

PRINCIPLE: Pride 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Earth Armor*

IMPORTANT LOCATIONS

The Lower Ring of Ba Sing Se is where the poorest people live, and it makes up the bulk of Ba Sing Se's population center. Massive walls enclose the Lower Ring, one separating it from the agricultural sectors and another keeping it from the Upper Ring. Four major roads run through the center, cutting it into quarters and leading into the interior. The only gates in the walls are guarded by a team of Earthbenders, who lower the stone walls to allow passage. These are manned day and night, and while the guards do not prevent foot traffic, few people from the Lower Ring have reason to travel to the city's interior.

Under the shadow of the walls, cramped stone buildings play host to a bustling city that sprawls before the eye. Residential areas surround shopping centers, and merchant stalls butt up against rundown homes. The Lower Ring appears to be delineated by neighborhood, neatly grouping people of similar economic and social status together in districts that contain everything anyone would want, from tailors to tea shops and everything in between. During the day, Earthbenders work tirelessly to raise an arching structure over the major roads that will one day be a monorail leading between all the city's rings.

The Lower Ring is a bustling place, filled with industrious people going about their days. But since Yong has taken over the *daofei* task force, everyone walks a little quicker, keeps their heads down, eyes averted, and seems in general less friendly to passersby.

Earth Kingdom guards who are part of the task force patrol the streets constantly. They harass anyone who loiters in the street or lingers at a shop too long. Shop owners are constantly complaining, but silence descends if a guard passes close by.

Walking in the Lower Ring is relatively safe unless you happen to look "suspicious" or "*daofei*-like," whatever that means. At any time of day, the task force is busting down doors searching for suspected criminals. Since the kidnapping, things have gotten even worse. Yong's Earthbenders have taken an even more aggressive stance, accosting and questioning anyone who looks at them the wrong way. Additionally, Tan and his Firebenders are searching the Ring, causing their own unrest and acting as a thorn in Yong's side.

Where Are the Children?

Lei Fang has set up several locations across Ba Sing Se's Lower Ring where his Mercenaries can meet. While the group often uses Gan's Noodle Shop for official business and the Wood Frog Lumberyard to hide members, they have several other hiding places across the city. Finding the children is a major part of this adventure, so leave the children's location up to the actions the PCs take. If the PCs find clues and evidence that lead them to believe the children are in the Lumberyard and then take action on that belief, then the children are likely in the Lumberyard... but the PCs are going to have to overcome multiple obstacles to get there first! A bait and switch where the children are revealed to be in a different location is only appropriate once, as a very hard move, if it's even appropriate at all.

Wherever the children are, Lei Fang has tasked his Mercenaries with keeping an eye on them. Lei Fang ultimately wants to ransom the children after Mengyao is taken down and ensures that a gang member keeps them fed and taken care of at all times—he figures he can pretend that he and Hana found the kids where Mengyao stashed them and then return them in exchange for a reward. Hana is more ruthless and wants the opportunity to kill some guards when they eventually come looking for the missing Fire Nation children—no better way to build up the Fanged Mercenaries than to prove how dangerous they are. Hana doesn't much care about what happens to the kids one way or the other and thinks trying to ransom them may be more trouble than it's worth. The Fanged Mercenaries themselves are divided about how to treat the children, but for now they follow Lei Fang's orders to keep them happy and healthy.

MENGYAO'S HIDEOUT

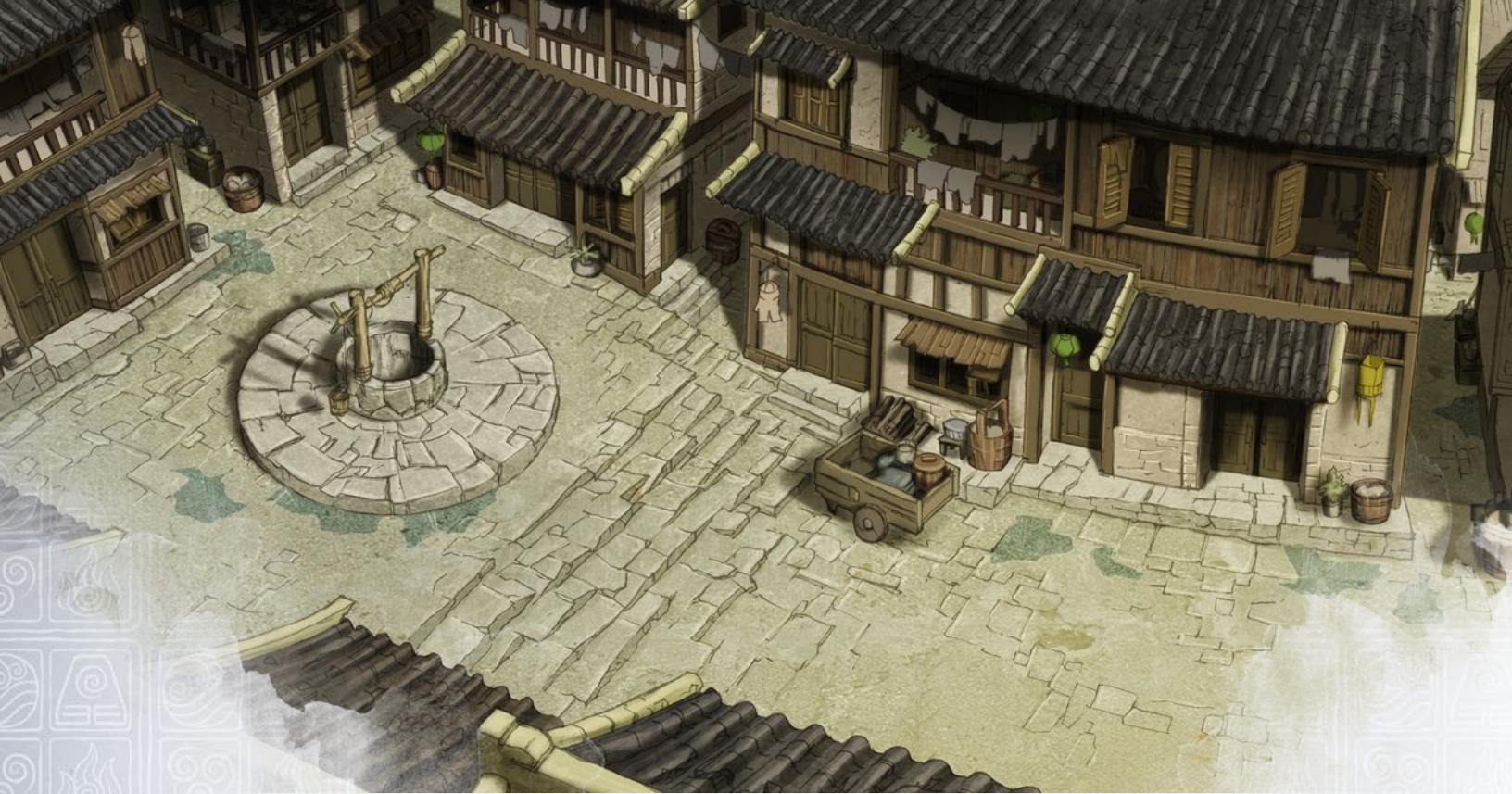
Mengyao keeps a hideout in a shack in one of the poorest areas of the Lower Ring. No one here asks questions, and few people trust the guards enough to talk to them. It's the perfect place for a solo *daofei* to lie low, especially when the other street gangs tend to congregate within neighborhoods they can prey on. No one is preying on anyone here; they don't have anything left to take.

Mengyao's actual home has already been compromised. She watched from afar as Earth Kingdom guards broke the door down and ransacked the place looking for her, or for any evidence of where she might have gone. Now when she's not out hunting for the kids herself, she's holed up in her hideout, but she doesn't know how long she can stay hidden there before someone rats her out for the bounty Tan's forces are offering.

LOONGKAU'S LUCKY POCKET

This area of the Lower Ring was once completely overtaken by the Triad of the Golden Wing. After Avatar Kyoshi took the Triad down, other groups moved into the area and set up shop. While the quarter still houses a good number of *daofei* gangs, a diverse market dominates the area. The anti-corruption task force likes to make regular stops at the Lucky Pocket, but the warren of underground market stalls makes it hard for them to single out *daofei*. This has become a great spot for clandestine meetings, under the table deals, and other illicit business, all beneath the notice of the task force's watchful eye.

The heroes can find any number of *daofei* who have been personally victimized by Lei Fang or Hana, just as easily as they might run into one of their lackeys. If they ask too many questions there, they are likely to experience pushback. No one wants to alert the task force to the goings-on in the market, and those who aren't loyal to the Fanged Mercenaries are scared of Lei Fang and Hana. Everyone is sensitive about losing their scant livelihoods. If a fight breaks out here, the characters must navigate around cramped hallways and indignant stall vendors. Of course, there are plenty of opportunities to use those same stalls, from noodle shops to cabbage stands, to their advantage.



GAN'S NOODLE SHOP

Gan's Noodle Shop is an easily overlooked hole-in-the-wall nestled amid other such shops in the Lower Ring. The outside is unremarkable, with a single grimy window cut into the stone facing and a cloth drape in place of a proper door. Few patronize the shop, and Hana picked it as their hideout for that very reason. The owner, a pudgy woman named Gan, has been down on her luck ever since the task force came to the Lower Ring. Most of her patrons were *daofei* seeking to use the closed off back room for secret meetings. When the task force started rounding people up, suddenly the need for meetings at her noodle shop dropped off. When Hana proposed an exclusive deal, Gan was more than happy to oblige.

Lei Fang and his Mercenaries operate out of Gan's back room, and Gan keeps their cover for them. The Mercenaries all have a secret code word they use to get access, and they perform all their planning and covert business behind Gan's heavy stone door.

WOOD FROG LUMBERYARD

The Wood Frog Lumberyard was once a small woodcutting operation on the south side of the Lower Ring. Its location made it convenient for locals to pick up planks or commission wagons. Unfortunately, when construction on the monorail started, Wood Frog Lumberyard lost their bid to have the monorail relocated a mile west to preserve their operation. Earth Kingdom officials viewed the loss of a single lumberyard as far less disruptive than the loss of an entire neighborhood. Additionally, a competitor on the western side of the Ring, being a larger operation, was able to provide a large bribe to put Wood Frog out of business.

City officials built a low stone barricade around the site and posted signs warning trespassers before the owners could even

remove all their belongings. The owners sold off what they could, but the lumberyard is still dotted with piles of lumber and broken-down wagons. Desperate for funds, the owners accepted a small stipend from Hana to use the site for *daofei* meetings.

Lei Fang now uses the lumberyard as one of his many hideouts to evade the task force. His Mercenaries move between locations often, having secret meetings in various locations across the Lower Ring and hiding their gang members from Earth Kingdom guards when they draw too much heat.

LOWTOWN LAUNDRY

Lowtown Laundry is one of the largest washing facilities in the Lower Ring. Here people can purchase bars of laundry soap, wash their clothes in the heated spring the site is built over, or drop off laundry for cleaning services at a hefty fee. Generally, only people from the Upper Ring leave laundry for washing, so Lower Ring residents come and go from the facilities at all times of day and night. This means that Lowtown Laundry's proprietor, Hop, knows everyone in the neighborhood, their business, and all the gossip in this area of the Ring.

When Tan and his Firebenders were looking for a place to set up shop, they chose Lowtown Laundry for its central location, but also to put pressure on Hop to give them information about the local residents. Hop has been accommodating so far, but he chafes against the Fire Nation soldiers who have completely overrun his place of business.

The Firebenders' presence has driven away business, and their continued clashes with Earth Kingdom guards has caused everyone in the neighborhood to give the location a wide berth. Hop wants them gone just as much as anyone, but they aren't leaving until they have secured their charges.

GM ADVICE

Rangi gives the heroes a directive at the start of this adventure: find the children, and keep the Lower Ring of Ba Sing Se stable. The details of how to accomplish this goal are open-ended, with several routes to success. The characters are free to move around the Lower Ring of Ba Sing Se as they wish, and they have Mengyao as a touchstone for getting started. There's quite a lot going on, and the Lower Ring of Ba Sing Se is a huge area. The players may find investigating and moving around such an area daunting. Here are a few tips to help ensure the adventure goes smoothly.

GETTING AROUND TOWN

Ba Sing Se is huge, and even though this adventure will keep the characters within the Lower Ring, they still have a lot of ground to cover. Most travel in Ba Sing Se will have to be on foot. While there are handcarts and wagons the characters could rent to go longer distances, they will mostly be walking everywhere they go.

The streets of the Lower Ring are dangerous in the best of times, with small gangs looking for easy marks and regular disputes over territories. During this adventure, that danger is doubled. The guards are on edge. They will shake down anyone who looks unfamiliar, especially if that person looks like they could be a Fire Nation citizen. The guards are also hyper-focused on finding *daofei*, and Mengyao in particular. The heroes' association with the *daofei* means that they need to be careful around the Earth Kingdom guards.

Even if they aren't being directly targeted, the characters may find the city streets blocked by fighting among any of the opposing groups in this adventure. Task force members might try to pick fights with Firebenders, *daofei*, or even just normal citizens who look suspicious.

As the GM, you can easily present all of this tension and danger in the form of scenes and incidents that the PCs come across as they move through the city, without those scenes ever targeting the PCs themselves. Task force members embroiled in a fight with *daofei* might not pay any attention to the PCs at first. The heroes then have to decide what to do in the face of such a situation, especially if the fight is threatening the surroundings and other innocent citizens of Ba Sing Se. Any responses have their own uncertainty and will lead to interesting scenes! What's more, you can also use other GM moves to help bring home the consequences of those scenes. Avoiding the fight by sneaking through might help the PCs dodge fatigue or conditions...but their balance might shift to represent how their actions truly reflect on their principles!

Be careful about getting too hung up on these scenes, however. If the PCs get derailed from their overall pursuits too often by these chance encounters, they might get frustrated in an un-fun way. Try to make these incidents connected to the core conflicts of this scenario where possible. For example, the PCs' mistreatment of *daofei* might make things harder for them when Hana, Lei Fang, or even Mengyao hear about those incidents. And a "random group of guards" might always be working directly for Yong, or might even be Hana's *daofei* in stolen uniforms!

MAKING DAOFEI

The action in this adventure centers on the Fanged Mercenaries, but other *daofei* are involved in the Lower Ring's greater issues. The task force is targeting any and all "criminals," and those targets are fed up with the treatment and are striking back.

You may want to include another gang or individual *daofei* as antagonists, or as unlikely allies for the heroes to interact with. When making the character, consider that they aren't all just mindless brutes. Most people join the ranks of the *daofei* as a way to survive in a world that doesn't seem to care about them. They call those who follow the government "abiders" and vow not to work with law enforcement of any kind. But that doesn't mean they are all villains. Many *daofei* simply work outside the law to accomplish their goals, not caring to pay outrageous fees or follow restrictive measures. Some are actively good people, trying to ensure the most underprivileged people get access to goods and services when needed.

Within this adventure, try to only make individual *daofei* minor NPCs, and try to only make groups of *daofei* the equivalent of major NPCs. This adventure has plenty of significant opposition throughout, and making additional *daofei* dangerous opponents can inadvertently draw focus from the core conflicts of this adventure. If those characters return to your game, you can always reinvent them as major or even master NPCs later as needed. You can find more on making NPCs on page 234 of the core book, and see a few sample NPCs in **Appendix B: NPCs** of the core book.

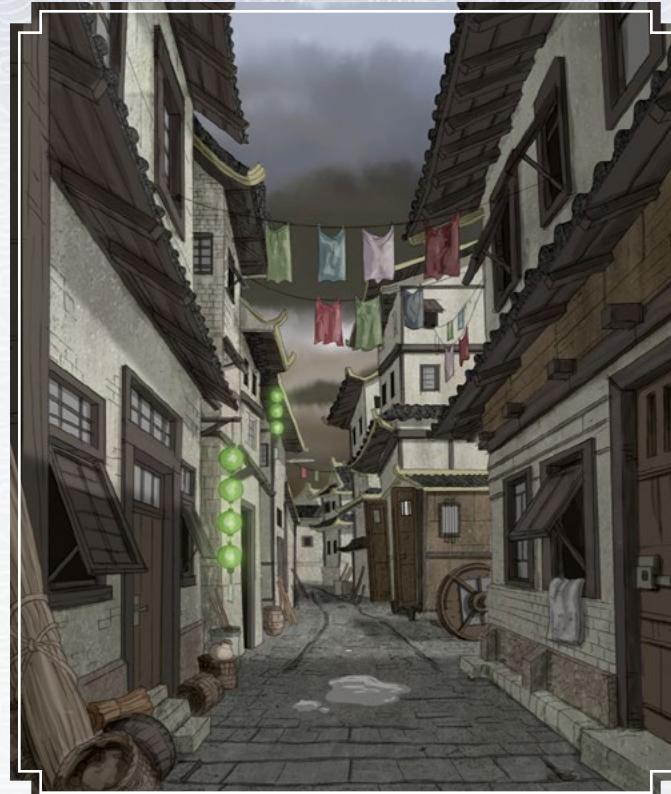
When creating *daofei*, decide their motivations for turning to a criminal life, and allow that to dictate the kinds of actions they take, what they are willing to risk, and who they are willing to cross to achieve their goals. This won't mean every *daofei* secretly has a heart of gold and will ally with the PCs; it means instead that the *daofei* are complicated characters, like any you'd encounter in the Avatarverse. Some *daofei* won't care at all about the PCs' mission until they understand that the PCs are trying to rescue children, and then they will step in. Other *daofei* are far more concerned about the overbearing task force and the Fire Nation contingent than the kidnapping itself, and they won't even consider helping the PCs until those forces stand down or depart the Lower Ring.

Setting up more of these *daofei* characters is most vitally important when you are using this adventure within an ongoing campaign. While the nature of this adventure is by and large fairly directed and specific—save the children from their kidnappers and clear Mengyao's name—it also works as an overview of a much larger conflict that runs throughout all of Ba Sing Se and even the Earth Kingdom as a whole. If you are going to pick up the campaign beyond this single adventure, then these additional *daofei* give the PCs more contacts in the city, more foes to oppose, and more allies to either aid or ask for aid. Learning more about the disparate perspectives also builds up Ba Sing Se as a rich and fruitful setting for further stories!

ESCALATIONS

The heroes can deal with the situation in any way they choose. They may decide they don't care to find the children, or that they don't want to take down Lei Fang's Mercenaries. No matter what they decide, the action shouldn't stop. Use escalations to add conflict when the players run out of ideas or the action falters, or to reveal new information and add action to a scene. Some escalations will provide new information that may make the players question their actions, and other escalations can purely be an opportunity for action. Here are some examples you can use:

- A fight breaks out between patrons of Lowtown Laundry and the Fire Nation soldiers quartered there, leading the proprietor, Hop, to angrily demand Tan and the Firebenders leave. Tan tries to negotiate with them, but Yong arrives on the scene with forces from the anti-corruption task force and he takes the opportunity to evict the Firebenders from the Lower Ring for disturbing the peace.
- The anti-corruption task force arrests an innocent citizen simply for being the sibling of a *daofei*. In response, Lower Ring citizens start a riot. Fed up with guards and soldiers disrupting their daily life, they move to the task force offices in the Lower Ring to demand satisfaction and the release of the innocent citizen. The task force guards respond in force. If no one quells the riot, the guards eventually do so on their own, but not before seriously injuring several citizens.
- A warning shot from one of Tan's Firebenders goes awry, causing a fire in the Wood Frog Lumberyard. *Daofei* members who are hiding there think they are under attack. Some respond against the Firebenders with force; others scramble to put the fire out before the guards arrive and find their main hideout.
- The anti-corruption task force has come too close to finding the Mercenaries' hideout where Hana and Lei Fang are keeping the children. While Mercenaries attack the task force, Lei Fang moves the children just in case, shifting them to another hideout that will ultimately keep them out of reach of the heroes. But while moving the children, Lei Fang is in the open and visible, carrying one child under each arm...
- Hana decides she's done waiting for the Earth Kingdom to arrest Mengyao and wants to up the stakes. She takes a small contingent of the gang who are loyal to her to negotiate with Tan and the Firebenders, offering to return the children if the Firebenders destroy Mengyao. Tan agrees, although he is more than willing to betray the deal to rescue the children. Lei Fang, who never wanted to hurt the children and doesn't agree with this plan, seeks aid from someone who might be able to stop Hana from escalating the situation—perhaps even Mengyao herself.
- Word gets out that Rangi has departed to find Avatar Kyoshi, and now Hana and Lei Fang fear the Avatar's impending arrival—everyone knows that Kyoshi is merciless! They send the Fanged Mercenaries to cause havoc and draw out Mengyao in hopes that they can quickly capture her and then turn her over to the task force or to Kyoshi quickly, absolving themselves and maybe even collecting a reward!



DEALING WITH BYSTANDERS

Ba Sing Se is the most populous city in the Earth Kingdom, and the Lower Ring is filled with people. The vast majority of the inhabitants of the Lower Ring are simply Earth Kingdom citizens trying to go about their lives. They are not involved with any *daofei* gangs, and many wouldn't even know if they bumped into a *daofei* on the street. Any time a fight breaks out in the street, there are bound to be innocent bystanders who are just trying to go about their days.

Remember that when action happens, uninvolved people are likely to be around—any of whom could get hurt, displaced, or arrested by guards. The PCs may be very concerned with ensuring bystander safety, and there's plenty of opportunity for them to remove people from dangerous situations, quell fights, or redirect task force scrutiny to help these people. Be sure to let the players know when the action they are involved in is happening in a crowded area, or when passersby might get hurt.

Use a threat against innocent bystanders as a GM move, demanding PC action. The PCs are heroes, after all—they likely won't just leave people to a terrible fate when they can help! If the PCs are considering chasing some enemy instead of helping, then consider **calling on them to live up to their principle** or shifting their balance.

If the PCs do help innocent bystanders, they can provide tips, shortcuts, and other help—even if they only give the PCs a good meal and a moment to catch their breath (clearing a condition or a couple fatigue), then it's likely to make the players feel that their heroism was recognized!



THE ROLE OF RANGI AND THE AVATAR

Rangi asked the PCs to find the children and help keep the Lower Ring stable while she goes to get Kyoshi's help. That can suggest a particular outcome to the overall story—that Rangi and Kyoshi return and magically solve every problem with their awesomeness. After all, Kyoshi is the Avatar!

Within your own game, however, Kyoshi and Rangi shouldn't be a cure-all by any means. If the PCs don't take action, then by the time Kyoshi and Rangi return and are able to help, the situation will already have fallen apart entirely. The heroes are the only hope for anyone to resolve the current situation peaceably and without undue anguish; the fact that Kyoshi is on her way doesn't change that!

Rangi and Kyoshi won't show up at the end of the adventure to instantly save the day and rescue the heroes. At best, Kyoshi gets hung up with problems throughout the Lower Ring and even with the Earth King and his guards, while Rangi can return in time to help with the final action, perhaps keeping some larger group of foes occupied so the PCs can focus on their primary opposition. At worst, they both show up after the action is already resolved, helping with clean-up but unable to tip the balance of a fight.

If Rangi does show up in time for the final fight, feel free to not have Rangi participate in actual combat exchanges. If she did, then the GM would have to make her attacks against other NPCs—it's not impossible using the tools of combat exchanges, but inherently when one NPC acts against another, there is no uncertainty. The GM just says what happens! As such, make

moves that honor Rangi's role at the end of the conflict while keeping her out of the direct spotlight. She can absolutely keep a whole group of task force members or *daofei* occupied while the PCs focus on another group; she can help deal with a fire or another catastrophe; but she should not simply solve the problem and defeat the antagonists of the adventure, leaving the PCs to twiddle their thumbs.

If you're playing a one-shot, a short interaction with Rangi and Kyoshi in which the two legendary characters respect the companions' sacrifices and commitment to doing the right thing can be a great cap on the whole adventure. It gives a chance to truly make the PCs feel special, like their actions had a real effect on the world since they've been recognized by Rangi and Kyoshi.

If you're playing this adventure as part of a larger campaign, then you can easily pick up with the consequences of the adventure. Kyoshi and Rangi are in town, but there are plenty of problems left to resolve even after the kidnapping. The Fire Nation delegation may have taken unacceptable actions, the *daofei* may still be prominent and active, and the Earth King may have strong opinions on the Avatar's interference.

In that case, this is a perfect time for one or more PCs to learn a few lessons and techniques from Rangi and Kyoshi! The two of them likely are impressed with the PCs and even in their debt a bit, and while they have plenty to do, they might be willing to share some of their hard-won lessons with the PCs. A mastery condition for a technique they teach a hero might tie back into the problems they have to attend to in Ba Sing Se.

PROVING MENGYAO'S INNOCENCE

Mengyao is being framed by Lei Fang and Hana for the abduction of Ambassador Quin's children. At the end of the adventure, it's possible that Quin, Yong, and Tan all still believe that Mengyao was the actual abductor, and it will be down to the PCs to prove Mengyao's innocence.

If Hana and Lei Fang are willing to confess to what they have done, then the issue can be resolved quickly and painlessly. Yong will have a culprit to imprison, and Tan and Quin can see justice being done. Convincing either Hana or Lei Fang to come clean is no easy feat, although Lei Fang is a more likely confessor than Hana. But in both cases, if the PCs cause the NPCs to lose their balance, that stands the best chance of leading them to a full change of how they see things and think of themselves, in turn leading to a change of heart and a willingness to confess. Using moves like **plead**, **intimidate**, or **trick** are a lot less likely to generate a usable confession—Hana and Lei Fang are a lot less likely to care what the PCs actually have to say; they're a lot less likely to give into intimidation; and any kind of deception in soliciting a confession won't actually satisfy Quin, Yong, or Tan.

The PCs can also try to find proof of Mengyao's innocence and Hana and Lei Fang's guilt. Depending upon exactly how they seek this evidence, **relying on skills and training** can be a useful tool for the PCs. But in general, Hana and Lei Fang haven't left some kind of paper trail that easily traces back to them. They're experienced and capable *daofei* who didn't embark on this endeavor foolishly; finding any kind of definitive evidence isn't especially likely in and of itself. If something reasonable makes sense, fantastic! But don't make sure to provide a smoking gun, as it were, just so the PCs can prove Mengyao's innocence.

A likely outcome, then, is that the PCs fully believe in Mengyao's innocence, but they don't have any hard evidence. They don't have a confession, they don't have proof...all they have is their own belief and any evidence of Mengyao's deeds helping them or rescuing the children. In this case, the PCs have to convince at least one, and likely two, of Quin, Yong, and Tan in order to resolve the issue of Mengyao's guilt. Those NPCs are far more likely to be receptive of **pleading**, **intimidation**, or even **tricking**, though all of those carry their own risks.

Be sure to take into account the PCs' deeds when considering how the NPCs react to a plea from the heroes about Mengyao's innocence. If the PCs rescued the children, captured Hana and Lei Fang, and kept any of the conflict from significantly damaging the Lower Ring, then their sheer success and accomplishments speak enormously well of them. Quin alone might trust their word instantly, and Tan will likely already come to their side easily. If the PCs instead weren't directly responsible for rescuing the children, failed to capture Hana and Lei Fang, and allowed the Lower Ring to suffer a massive fire...all three, Yong especially, will be much more skeptical.

Rangi can help a great deal with this final attempt to prove Mengyao's innocence. If the PCs can convince Rangi of Mengyao's innocence in a similar way, then Rangi can convince at least one of the three other NPCs, in turn.

HANA VS. LEI FANG

Though Hana and Lei Fang are allies, together the leaders of the Fanged Mercenaries, they aren't perfectly in sync. Hana is more ruthless and direct in her desire to acquire power, and her end goal is to become powerful at the level of the Earth Kingdom as a whole. Lei Fang, on the other hand, is primarily trying to gain power over the Lower Ring of Ba Sing Se, and he has more lines that he will not cross—if nothing else, Lei Fang doesn't want to harm the kidnapped children at all, while Hana would consider doing so if the situation called for it.

It's possible that the PCs come to see the divide between Hana and Lei Fang, and can target that rift. If they can drive a wedge between the two, they might be able to significantly reduce their opposition, and even entice a confession out of one of them. They might even be able to convince one of them to mend their ways.

If the PCs never encounter Hana or Lei Fang until the very end of the adventure, however, then they won't have much of a chance to see that there is a rift, let alone drive a wedge between them. Make sure that as the GM, you represent this rift throughout the game. If the PCs encounter Hana and Lei Fang as they move through the Lower Ring—for example, if the two *daofei* meet the heroes to offer a deal—then the PCs can pick up on the tension between them. Make softer GM moves that indicate a growing rift—focus on sideways glances, uncomfortable coughing, fidgeting, signs that as one of them speaks, the other is stifling disagreement. If the PCs do make moves that might reveal more information, point at these moments of tension.

But most of the basic moves can't easily get the two leaders to turn against each other. They have a strong bond, and only the greatest of tension will actually successfully come between them. To represent this, focus on their balance tracks and their conditions. If they lose their balance, then they arrive at a place of real vulnerability about their beliefs; it's a chance for them to break with one another. If either one of them loses their balance while the PCs are present and ready to push them apart, then look to the NPC's conditions; if they have more than half of their conditions marked, then either Hana or Lei Fang will likely break with the other leader.

In all cases, however, use your best judgment and adhere to your agendas, baselines, guidelines, and moves. That means that sometimes an appropriate hard move—even on a miss!—might be the moment that the rift between Lei Fang and Hana explodes into an actual fight, threatening all the local area. Use the division as a dramatic element to complicate the story and avoid simplistic resolutions in which the leaders of the Fanged Mercenaries are simple, moustache-twirling villains.

Note also that Hana is a Master NPC, while Lei Fang is a Major NPC. This is because in general, Hana is a more dangerous individual than Lei Fang, and much more likely to be a significant source of direct opposition than Lei Fang, especially at the end of the story.

FIREBENDERS VS. TASK FORCE

In the midst of all the other conflicts, the anti-corruption task force of the Earth Kingdom and the Firebenders led by Tan are also likely to come to blows, even as they theoretically pursue similar ends. For these two groups, emphasize that they both see themselves as thoroughly in the right, pursuing justice and order in their own way. For Yong, that means targeting the *daofei*, even to the extent that the children might be kept in harm's way; for Tan, that means doing whatever is necessary to rescue the children. Yong and the task force also explicitly want to get in the way of Tan and the Firebenders to slow them down.

With all that in play, the two different forces are almost certain to come to blows. As always, if two forces of NPCs come to fight each other, the outcome is not a matter of uncertainty—it's entirely within the GM's control to say what happens until a PC gets involved and takes uncertain action. Don't try to resolve fights between the two forces in some way that is "fair." Instead, emphasize the most dramatic resolutions between these conflicts, especially if the PCs only come upon the aftermath of a fight between the task force and the Firebenders.

If the PCs are heavily opposed to the task force, then consider a hard move in which the Firebenders inadvertently set fire to a substantial portion of the Lower Ring before taking advantage of the turmoil to escape and pursue the children. If the PCs are opposed to the Firebenders, consider a hard move in which the task force actively impedes the PCs from pursuing the real culprits in order to somehow achieve its own agenda.

If the PCs do get embroiled in a fight between the two, then emphasize who the PCs are fighting at any given moment. If the primary combatants are the two NPC forces, then combat exchanges aren't necessary; only use them when the NPCs and the PCs are directly opposed, with the NPCs likely targeting the heroes and vice versa.

Towards the end of the adventure, Yong may actually directly try to prevent Tan from rescuing the children. He has orders from the Earth King to ensure that the Firebenders don't shame the Earth Kingdom by successfully rescuing the children on their own. Use this conflict to amplify the tension of the final moments, especially if the tension surrounding Hana or Lei Fang has been resolved in some way. Even if Hana and Lei Fang have both surrendered, the task force might outright attack the Firebenders to ensure they can't take credit for rescuing the children on their own.

Once Rangi and Kyoshi are in play and more politically-minded characters are making decisions, both Tan and Yong are more likely to back down in favor of their superiors' decisions. Tan isn't going to pursue a vendetta past Quin's orders, and Yong will back off if Rangi brings the Avatar's political might to bear. But until then, both will try to pursue what they see as their justified duty to the fullest—use that!

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are at the location and what the stakes are for them in this adventure. Each character has a small backstory on their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, as explained in the *Avatar Legends: The Roleplaying Game* core book, page 123.

ADVENTURE HOOK

The companions are a group of (mostly) former outlaws located in Ba Sing Se trying to make right for their past misdeeds. They're outcasts bound together by a shared history and loyalty to one another. Most of the companions "went straight" before the anti-corruption task force was left to its own devices, and they're now technically on the right side of the law (or their criminal ties are still hidden at the start of the adventure).

FULL LIST OF PREGENERATED CHARACTERS

- **Tao, the Adamant** (he/him) - a young Waterbender raised on a pirate ship who lost the person most important to him when they took the fall for a crime Tao committed. **Play Tao if you want to be someone with a chip on his shoulder, a desire for vengeance, and a tendency to get in trouble.**
- **Masaru, the Bold** (she/her) - a technologist who used her skills to provide for her family as a thief in the Lower Ring of Ba Sing Se, though now she aims to turn over a new leaf. **Play Masaru if you want to be someone with a past hoping to become someone better.**
- **Sarnai, the Guardian** (he/him) - a weapons-user who survived through a life of crime before he met his current companions and found he now had something to lose. **Play Sarnai if you want to be someone deeply invested in your fellow PCs.**
- **Jing, the Prodigy** (she/her) - a genius potion-maker and concocer, worried about her creations winding up in dangerous hands. **Play Jing if you want to be a brilliant inventor with a heart of gold.**
- **Quartz, the Successor** (he/him) - an Earthbender who stands to inherit a criminal empire, and isn't sure that's who he wants to be. **Play Quartz if you want to be deeply tied to the overall structure of organized crime, and feel conflicted about it.**

TAO, THE ADAMANT HE/HIM

Tao was raised on a pirate ship by the cook, who cared for him like a son. Years later, Tao wanted enough money to make it on his own, so he stole from the captain's coffers, and when the captain found out, the cook took the fall for the theft to protect Tao. The captain killed the cook, and Tao left. Now, he tries to live life on the straight and narrow, but he can't avoid fighting anyone who reminds him of the captain's cruelty. Finding his current companions gave him something he missed dearly—family.

TRAINING



BACKGROUND: Wilderness, Outlaw

DEMEANOR: Flippant, Rebellious

FIGHTING STYLE: Ice daggers

CONNECTIONS

- _____ takes issue with my methods—perhaps they have a point, but I certainly can't admit that to them!
- _____ is my lodestar; something about them makes them the one person I let my guard down around.

THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): _____

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or **call you out** for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance** or **calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7–9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

MOVES

THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with **PASSION**. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7–9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with **FOCUS**. On a hit, ask 1 question. On a 7–9, they ask 1 of you as well:

- What is your principle?
- What do you need to prove?
- What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

TECHNIQUE

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

- 0 CREATIVITY
- 1 FOCUS
- +1 HARMONY
- +2 PASSION

RESTRAINT



RESULTS

FATIGUE



CONDITIONS

- Afraid
-2 to intimidate and call someone out
- Angry
-2 to guide and comfort and assess a situation
- Insecure
-2 to trick and resist shifting your balance
- Guilty
-2 to push your luck and +2 to deny a callout
- Troubled
-2 to plead and rely on your skills or training

MASARU, THE BOLD

SHE/HER

Masaru was born in the Upper Ring of Ba Sing Se, but when her mother was betrayed by a close business contact, the family landed in abject poverty in the Lower Ring. Masaru became a thief to provide for her family, but her criminal antics only disappointed her mother, who saw it as yet another betrayal. Masaru wants to become someone her mother can be proud of, so she left home with her pet sparrowkeet, Bao, and decided to turn a new leaf. When she met her current traveling companions, Masaru finally connected with people who didn't expect anything of her except friendship.

TRAINING



BACKGROUNDS: Outlaw, Urban

DEMEANOR: Impatient, Talkative

FIGHTING STYLE: Smoke bombs and getaway traps

CONNECTIONS

- _____ scoffs at me and my plans; one day I'll show them what I can do.
- _____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- | | |
|---|---|
| <input type="checkbox"/> successfully lead your companions in battle | <input type="checkbox"/> sacrifice your pride or love for a greater good |
| <input type="checkbox"/> give your affection to someone worthy | <input type="checkbox"/> defend an inhabited place from dire threats |
| <input type="checkbox"/> start a real fight with a dangerous master | <input type="checkbox"/> stand up to someone who doesn't respect you |
| <input type="checkbox"/> do justice to a friend or mentor's guidance | <input type="checkbox"/> make a friend live up to a principle they have neglected |
| <input type="checkbox"/> take down a dangerous threat all on your own | <input type="checkbox"/> show mercy or forgiveness to a dangerous person |
| <input checked="" type="checkbox"/> openly outperform an authority figure | <input type="checkbox"/> stand up to someone abusing their power |
| <input type="checkbox"/> save a friend's life | <input type="checkbox"/> tame or befriend a dangerous beast or rare creature |
| <input type="checkbox"/> get a fancy new outfit | <input checked="" type="checkbox"/> pull off a ridiculous stunt |
| <input type="checkbox"/> earn the respect of an adult you admire | |
| <input checked="" type="checkbox"/> openly call out a friend's unworthy actions | |
| <input type="checkbox"/> form a strong relationship with a new master | |
| <input type="checkbox"/> stop a fight with calm words | |

MOVES

BEST FRIEND (BAO)

Your best friend is small, fuzzy, and dependable. Unlike all your other relationships, this one is simple and true. You can understand and communicate with your small companion and—although they may give you a hard time now and again—they are always there when you need them most. Whenever your pal could help you push your luck, mark fatigue to roll with **CREATIVITY** instead of **PASSION**. If your pet ever gets hurt, mark a condition.

NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

TECHNIQUE

TAG TEAM

DEFEND & MANEUVER

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

- +2 CREATIVITY
- +1 FOCUS
- 0 HARMONY
- 1 PASSION

LOYALTY



CONFIDENCE

FATIGUE



CONDITIONS

AFRAID

-2 to intimidate and call someone out

ANGRY

-2 to guide and comfort and assess a situation

INSECURE

-2 to trick and resist shifting your balance

GUILTY

-2 to push your luck and +2 to deny a callout

TRoubLED

-2 to plead and rely on your skills or training

SARNAI, THE GUARDIAN HE/HIM

Sarnai lived on the streets of Ba Sing Se his entire life and embraced a life of crime fearlessly. He enjoyed the freedom of being on his own and never gave much thought to the family who abandoned him. Hustling, stealing, the occasional graft—that was just life in the Lower Ring. When Sarnai met his current companions, he realized they were the missing link in his life, not a family he was burdened with, but one he chose. Suddenly, the world is a lot scarier than it was before because now he has something to lose.

TRAINING



BACKGROUND: Outlaw, Urban

DEMEANOR: Harsh, Suspicious

FIGHTING STYLE: Polestaff with interchangeable heads

CONNECTIONS

- _____ is my ward—they need me to have their back, end of story.
- _____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start):

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always call on you to live up to your principle—without shifting their balance away from center—and they take +1 to do it.

At the beginning of each session, roll, taking +1 for each yes:

- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

MOVES

SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **Focus**. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

TECHNIQUE

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

| | |
|----|------------|
| 0 | CREATIVITY |
| +1 | FOCUS |
| 0 | HARMONY |
| +1 | PASSION |

SELF-RELIANCE



TRUST

FATIGUE



CONDITIONS

| | |
|------------|---|
| ■ AFRAID | -2 to intimidate and call someone out |
| ■ ANGRY | -2 to guide and comfort and assess a situation |
| ■ INSECURE | -2 to trick and resist shifting your balance |
| ■ GUILTY | -2 to push your luck and +2 to deny a callout |
| ■ TROUBLED | -2 to plead and rely on your skills or training |

JING, THE PRODIGY

SHE/HER

Jing grew up darting in and out of the halls of Ba Sing Se University among people who were much older, but half as brilliant. When she wasn't dutifully studying, Jing's brilliant mind designed all manner of wondrous draughts, tinctures, and potions. Jing sold her inventions for fun, but when her mixtures ended up in the hands of some (well-paying) criminals, the city guards came along and Jing promised to keep her inventions out of the criminal underworld. Jing loves her new friends; they're all a little bit broken...but Jing can fix anything!

TRAINING



BACKGROUND: Urban, Monastic

DEMEANOR: Curious, Stubborn

FIGHTING STYLE: Potions bandolier with strange concoctions

CONNECTIONS

- _____ could use training from someone who knows what they're doing; I suppose I am up to the task.
- I'm not sure if the overtures of friendship from _____ make me happy, mad, or both.

EXTRAORDINARY SKILL

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Your mastery is particularly impressive in **shaping** and **breaking**.

When you **rely on skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.**

You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7-9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

MOVES

JUDGING A RIVAL

When you size someone up, roll with **FOCUS**. On a 7-9, ask one. On a 10+, ask two.

- What are your weaknesses / strengths?
- How can I show dominance / submission?
- What do you intend to do next?
- What do you wish I'd do right now?

On a miss, they notice you watching them; they may ask you 1 question from the list.

WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become *Prepared*.

TECHNIQUE

STEADY STANCE

DEFEND & MANEUVER

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become *Empowered* for the next exchange.



EXCELLENCE



COMMUNITY

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training

QUARTZ, THE SUCCESSOR

HE/HIM

Quartz is the son of the leader of the Jade Spear, a daofei group in the east of the Earth Kingdom. Quartz assumed his family was independently wealthy until he came of age and his mother told him it was time for his initiation. The young man always thought he'd grow up to be an artist, but now he's on his first mission to set up a contingent of the Jade Spear in Ba Sing Se. Since meeting his new friends, Quartz doubts his mission even more. Many of them have turned from a life of crime... maybe he can too.

TRAINING



BACKGROUND: Privileged, Outlaw

DEMEANOR: Arrogant, Casual

FIGHTING STYLE: Curved or spherical rock shapes

CONNECTIONS

- _____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.
- _____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

• A TAINTED PAST •

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—its reach extends over the whole scope, and everyone in the scope knows of it. **Organized crime** is the domain that is the source of your lineage's power—the area in which they affected the world.

LINEAGE RESOURCES

You have access to your family's extensive stores of the following resources:

- introductions and connections
- cold hard cash

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7-9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7-9, choose 1. On a 10+, choose 2.

- You obtain an additional 1-resource
- You nab your goodies quietly; your lineage is none the wiser
- You steel yourself for what you're doing; avoid marking a condition

On a miss, you're caught red-handed by a powerful member of your lineage who saw you coming.

MOVES

BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with **CREATIVITY** to intimidate them or **push your luck**.

A LIFE OF REGRET

When you **guide and comfort** an NPC by apologizing and honestly promising to make amends for the harm they have suffered, roll with **FOCUS** instead of **HARMONY**. If they choose not to open up to you, you do not take +1 forward against them. If they choose to open up to you, take +1 ongoing to attempts to take action to make amends.

TECHNIQUE

BREAK

EVADE & OBSERVE

Target a foe's vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status (ex: *Impaired*).

| | |
|----|------------|
| +2 | CREATIVITY |
| +1 | FOCUS |
| -1 | HARMONY |
| 0 | PASSION |

TRADITION



PROGRESS

FATIGUE



CONDITIONS

■ AFRAID

-2 to intimidate and call someone out

■ ANGRY

-2 to guide and comfort and assess a situation

■ INSECURE

-2 to trick and resist shifting your balance

■ GUILTY

-2 to push your luck and +2 to deny a callout

■ TROUBLED

-2 to plead and rely on your skills or training



AVATAR
LEGENDS
THE ROLEPLAYING GAME



Now we come to **Fire & Brimstone**. A tale of scholars and a spirit set in Avatar Roku's time. It would be a story after my own heart...if not for the terrible theft committed by someone who calls themselves "learned." I must admit this is a sore subject for me, I have many bad memories of humans stealing from my library. It's terribly rude to steal from someone, especially if you are stealing from your host. Normally, a theft like what I've read of in **Fire & Brimstone** would enrage me, but the adventure also mentions meteorites, which are such an interesting material with so many applications! Reading tidbits like that stays my justified rage, for now.

I'm not quite sure why you humans aren't able to share with one another. Even when there is more than enough for everyone, even when something is offered freely, you always want more. And if you can't take, then you destroy, in a never-ending cycle of avarice and violence...

You know what? I'm rooting for the spirit.



CHAPTER 5

FIRE & BRIMSTONE

第五章

FIRE & BRIMSTONE



ROKU ERA
ADVENTURE

CHAPTER 5

Fire & Brimstone is a standalone adventure set in the Roku Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **Fire & Brimstone** can also be used in an ongoing Roku Era campaign. The adventure is set in the Fire Nation and features a summit of international diplomats, making it perfect for a political or disparate group of heroes.

The greatest minds from all nations of the world gather for the Four Nations Summit & Technological Symposium in the Fire Nation, each hoping to be the delegation with a breakthrough finding that will one-up their academic rivals. Just as the summit begins, the Fire Nation delegate Khuchtei announces that multiple crates of precious meteorite metal were stolen from the Fire Nation and must be returned! Everyone at the summit is under suspicion, and if the thief isn't found soon, Khuchtei is willing to take extreme measures. Taquaq, Avatar Roku's waterbending teacher and one of the summit delegates, tasks the heroes with finding the thief before it is too late. Can they uncover the truth and restore peace before mistrust turns to war?

USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs where they can investigate mysteries, unraveling diplomatic intrigue that could shape the history of the world. Some of the tools available to you are found in these sections:

- The “Summary” gives the broad strokes of the adventure, detailing the problems in Hari Bulkan and some possible solutions.
- The “Introduction” explains how the PCs found themselves at the center of the secrets.
- “Important Characters & Groups” describes the NPCs the heroes will meet, including motives they may have.
- “Important Locations” details the three most important buildings, what’s going on in them, and which important characters can be found there.
- “GM Advice” contains guidance and suggestions to help the GM ensure the adventure runs smoothly.
- “Pregenerated Characters” is a set of five premade characters your players can use to hop right into the adventure. We also include a hook that ties the characters to the adventure.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It’s your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are five pregenerated characters at the end of this adventure. Each character has a unique history, playbook, and set of stats. Your players can use these characters to play through this adventure, or they can create their own as explained in the **Avatar Legends: The Roleplaying Game** core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements like the stat boosted by the free +1 at character creation if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes as desired. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

The Four Nations Summit & Technological Symposium in Hari Bulkhan is about to start, with representatives from all Four Nations gathered in the Fire Nation capital. The summit is set to last an entire week, and during that time delegates will each present different technological advancements from their nations. On the opening night of the summit, Khuchtei, trailed by Captain Enaka of the Fire Nation guard, bursts into the meeting hall and announces that someone has stolen multiple crates of rare meteorite metal from the Fire Nation. She doesn't halt the conference—all eyes are on the Fire Nation, and she wants it to be a success—but she's ordered patrols of guards to roam the halls, and she demands that the crates be returned immediately.

Taquqaq was sent by Avatar Roku to ensure everything went smoothly at the summit. Both the Avatar and the waterbending master foresaw a possible political incident occurring at the summit and it is important that the delegates keep the peace with one another so the summit doesn't turn into an international incident. The Waterbender doesn't want to out himself as Roku's spy, and Taquqaq knows the heroes from an event established in the "Introduction", so he tasks them with helping him find the crates before it is too late.

There are three possible suspects:

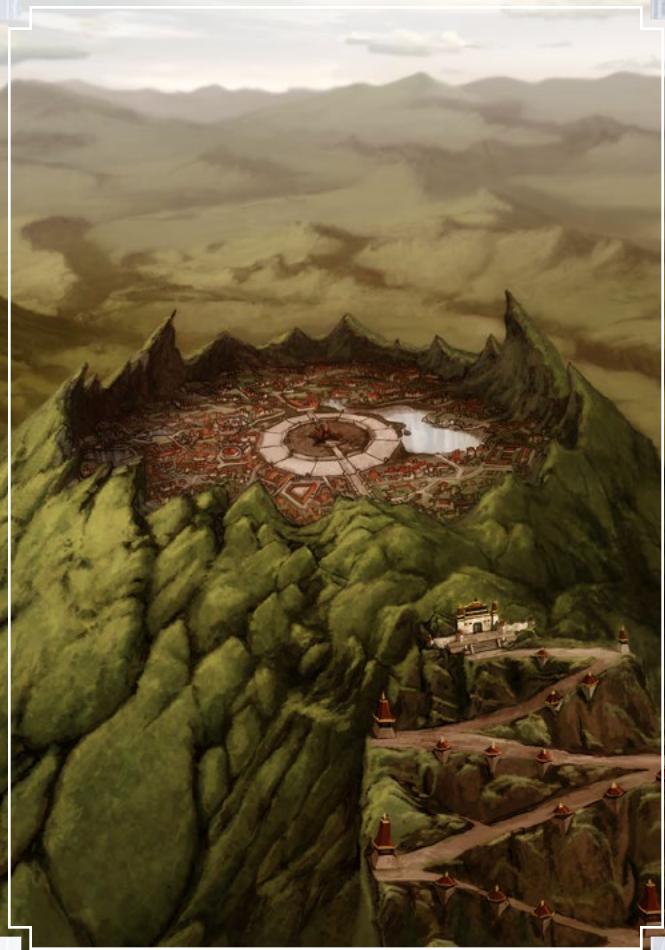
- **Sumati:** An Air Nomad aiding a spirit attached to the meteorite metal
- **Pohu:** Taquqaq's jealous rival from the Southern Water Tribe
- **Ikru:** An inventor with a secondary mission to spy for the Earth Kingdom

To ensure the investigation is fresh and exciting, the person who hid the crates and their motive aren't predetermined. Each of the suspects has a possible motive. As the players work their way through the adventure, you're free to decide which suspect should be the thief, whether it be the suspect the players are sure is the culprit, the one they're closing in on, or even the one that they trusted!

Once Taquqaq entrusts the players with their task (see "Introduction"), they can investigate and they will definitely discover secrets: all of the delegates are hiding something. Although the players can choose how they want to investigate the delegates, they must do it stealthily. If they approach the delegates aggressively, the PCs might get arrested by the Fire Nation guards, cause an international incident, or worse!

Complicating matters, the spirit **Rust** (see "Special Circumstance: Rust") was attracted to the crates by the delicious smell of meteorite metal and then to the summit as curiosity got the best of them. Rust, troubled by aggressive actions, starts the path towards becoming a Dark Spirit. Depending on the course the adventure takes, Rust could be the true issue the heroes must deal with.

Finally, after sneaking around, questioning delegates, and putting out political fires, the heroes eventually determine who stole the meteorite metal. They have plenty of options for dealing with the thief, the crates, the spirit, and how to finish up your adventure is detailed in "How it Ends."



METEORITE METAL CRATES

Meteorite metal is used to create unbreakable weapons, and this property, plus its scarcity, makes it more valuable than gold. The crates comprise the largest cache of meteorite metal in the entire world. Khuchtei planned to unveil samples from the cache at the summit as a point of pride. Her plan was to use the metal to build various new machines for the Fire Nation, maybe even a tank, which she's heard the Fire Lord has been particularly interested in.

The crates currently sit in a supposedly-empty compartment in the summit storehouse. At the start of the adventure, only the thief knows of their presence there. Although it's obvious that someone put the crates there, as GM you don't have to decide who that is right away. In fact, you may want to wait until the heroes have a few suspects they're paying more attention to before deciding who's really at fault.

SUSPECTS

Below, multiple characters are suggested as the culprit who has hidden the crates, and while not everyone can be the real culprit, you can use the motivations to cast doubt on (or point to) a suspect throughout your game.

Sumati

The Air Nomad's motive for stealing the crates is actually altruistic. She was drawn to a spiritual presence in the Fire Nation capital city, ultimately discovering the crates where they were being stored, near Khuchtei's workshops. Inside the crates, she discovered Rust, the spirit drawn to the meteorite metal. Unbeknownst to the leader of the Air Nomad delegation, Ugyen, Sumati snuck out in the days leading up to the conference, meeting with the spirit to find a way to appease them. Since Rust has tied themselves to the metal, Sumati is worried what will happen to the spirit if the metal is destroyed or forged. All this sneaking makes her particularly suspicious to anyone paying attention. If she is the real thief, then she stole the crates at the start of the convention to keep Rust safe and try to keep the spirit away from the other delegates, although she has no idea what to do with the metal now. If the characters learn she's behind the theft, she's likely to ask them directly for help.

IF SUMATI IS THE THIEF...

...she's stashed the crates in the sewers, hoping to keep them safely out of the way where no one would think to look.

Pohu

An ambitious man, Pohu has a simple motive: he wants the meteorite metal to improve his career. Meteorite metal is precious because it is believed to be unbreakable once forged. This feature is enough to get the technologist excited at the prospect of working with the material. Pohu is also an academic rival of Taquaq and is often overlooked for important projects in favor of his northern counterpart. If Pohu is the true thief, then he sees the theft as a way to completely surpass his rival in their field and to take Taquaq's place on any new projects. Pohu wouldn't have stolen the metal directly; he would've used a set of loyal Southern Water Tribe guards (who normally stay on his ship) to transfer the metal secretly in the night.

IF POHU IS THE THIEF...

...he's taken the crates back to his ship and hidden them in the hull.

Ikru

Ikru certainly has the means to commit the theft; as the head delegate for the Earth Kingdom, Ikru has the resources and power to arrange for the crates to be smoothly and quietly moved out of Khuchtei's workshops. But Ikru's motive is a bit more mixed. If he's responsible, he stole the crates to bring them back to the Earth King and earn the prestige of designing something using this small fortune. He also suspects the Fire Nation is up to no good with the ore, on the basis that he's always mistrusted his Fire Nation colleagues. Ikru's heard rumors that the Fire Lord has been interested in war machine prototypes, and nothing good can come from Sozin having a large cache of metal that's

unbreakable when forged. So, stealing the metal helps both to keep his nation safe and to boost Ikru's prestige. Ikru is a capable agent as well as a technologist, and he would've used some of his secret gadgetry to steal the metal straight out from under Khuchtei's nose, bit by bit over several nights.

IF IKRU IS THE THIEF...

...he's hidden the crates in a secret tunnel he's bent below the summit with earthbending.

PARTIES OF INTEREST

While there are officially only Four Nations, five delegations are attending the summit, with each of the two major Water Tribes having their own diplomatic parties. There are 50 people at the summit, including among them Captain Enaka, guards, and many other delegates. If the players want to talk to other people, you should feel free to give one or two of these people names and personalities. However, try to refocus the game on the main suspects in order to keep the action manageable. The following characters are people from "Important Characters & Groups" with real stakes in the theft, who can help you re-center your story:

Taquaq—As the one who alerted the heroes, Taquaq isn't a suspect for the PCs. However, that doesn't mean that he isn't involved in secret plots. The Water Tribes sent him to the summit with a secret mission—to learn if the Fire Nation has stolen Water Tribe ship designs. Because of this assignment, Taquaq spends significant time poking around where he's not allowed to be. Although his skills and prestige have kept him out of trouble so far, the heroes could learn that he's more than what he appears and have a reason to confront him.

Khuchtei—The crates were stolen from right under Khuchtei's nose and she wants them back. She's aware that meteorite metal is believed to be unbreakable once forged, and she wants it to further the Fire Nation's technological progress. If she could figure out a way to forge a large amount of the metal at once, she could use it on the new overland war machine prototypes Fire Lord Sozin commissioned. These tank-like machines would be the pride of the Fire Nation fleet and earn Khuchtei endless bragging rights among her peers. The theft of the meteorite metal is tantamount to an act of war in her mind, and until the theft is resolved, she grows more and more unstable and prepared to take extreme action.

Hong—Hong appears to be a high-ranking Fire Nation guard in charge of security at the summit, but he secretly is a spy from another nation. Rather than assigning Hong a possible motive, consider him a fluid NPC that you can use to amp up the espionage feel of the Roku Era. You could use Hong as a rival to the person who stole the crates or as a spy working with the person who stole them. Use Hong to cast doubt on who the true culprit is or as a guide for the PCs when they're in a tight spot—although Hong won't hesitate to betray the PCs to steal the metal for his own employers. Hong is also a capable opponent, and thus a good choice as the true thief. If he is the thief, make sure to tie him to some employer, including far-off powers and rulers.

SPECIAL CIRCUMSTANCE: RUST

Rust is a tiny spirit who appears as a shimmering, translucent elderly humanoid, albeit only a foot tall. Their name comes from the fact that their skin and clothes both appear to be made out of orange rust flakes. Rust was drawn to the physical world after the Fire Nation piled a huge amount of meteorite metal together. They've been orbiting around the metal, appearing and disappearing at will, following wherever it goes. **Once Rust arrived at the summit, they were curious about what was happening and decided to observe**—it's been a long time since they've been to the physical world, and they are largely disappointed by the scheming and greed they've seen.

As the summit progresses, the spirit takes on the negative energy of the attendants. Everyone is distrustful of one another, angry, and on the brink of fighting; this throws the spirit out of balance. **Each time someone takes a violent or massively aggressive action** against another person, Rust's balance track is shifted toward their Chaos principle by one and they double in size. If they shift toward Chaos four times—Rust becomes a dangerous Dark Spirit and rampages the summit. They cannot be fought using traditional combat exchanges—attempts to do so end with the PCs getting tossed away easily. Instead, they must be brought back onto their balance track in order to control themselves again.

RUST PRINCIPLE: Chaos 0 +1 +2 +3

Rust's balance may only shift back in certain ways—normal moves won't shift Rust's balance, and players cannot **call out Rust's principles**. Rust's balance will only shift when PCs:

- Foster cooperation among rivals or foes (getting the delegates to work together)
- Show Rust that humans are capable of kindness (convincing someone to give aid with no gain in return)
- Show Rust humans acting in mercy (forgiving wrongdoing like the original theft)
- Other acts of heroics, self-sacrifice, or nobility of spirit

There are a few ways the heroes can help Rust before they become a Dark Spirit, such as defusing tensions between delegates, or even telling them of the spirit's existence. Of course, the PCs need to know that Rust exists before that can happen. The PCs can accomplish this by successfully questioning Sumati, even if she isn't the thief—in that case, she discovered Rust and the metal before someone else stole it. She can find Rust as the spirit wanders the city, but she can no longer find the metal itself, so following Sumati at night leads the PCs to the spirit. Likewise, if you're using the pregenerated characters (page 110), they're all Air Nomads and could be sensitive to spirits in the area, especially Chegu, who might sense a spirit in the area from the start of the adventure.

Or, if the tensions go on long enough, Rust's presence becomes obvious as the spirit grows larger (and more dangerous). Once the heroes know Rust exists, the PCs can try to ask them for help or information. Rust knows who the meteorite metal thief is, but they're not sure if they can trust the companions until they prove themselves.

HOW IT ENDS

The amount of in-fiction time it takes to discover the stolen metal and solve the crisis is entirely down to the dramatic pacing of the adventure. The summit is scheduled to last a full week, meaning that you can use changes in time liberally, advancing through the day and moving on to the next. On the other hand, it's entirely possible that the heroes deal with the theft in a single day, either by connecting the dots and visiting the right locations, or because you are setting a faster-paced, more intense game. Generally speaking, allowing more time to pass between scenes provides a more contemplative feel, while going hard from scene to scene with immediate follow-up gives a much more urgent feel.

The full week of the summit does give the PCs time to reasonably investigate each of the NPCs, keep track of the delegates' comings and goings, search their rooms, and rifle through their storage areas. Because the delegates are generally at Zoryu Hall during the day and at Tako Dormitory at night (see "Important Locations"), the PCs may wish to pass some time to make sure that it's the right time of day to find people. Don't emphasize using up every single minute of every single day in perfect efficiency; PCs still need to eat and sleep, too! If time is passing, however, make sure to allow PCs to periodically clear 1- or 2-fatigue as they rest. They might even clear conditions as time passes from day to day.

Taquaq sets the heroes a very specific task: find out who stole the crates and why. Assuming the PCs follow the task set out for them, when they discover the thief—be it on the first day or at the end of the week—they will likely wind up in a confrontation with the thief. How the heroes decide to handle that confrontation is completely up to them—and if that confrontation turns violent, it can trigger Rust's fall toward Chaos!

Make sure not to neglect Rust when bringing the whole adventure to a close. While there are plenty of dangers related to the theft itself and the way it can break down international relations, Rust is in many ways the most immediate threat in the entire adventure. As the spirit moves closer and closer to Chaos, they become more and more of a genuine threat to everyone at the summit, without ever having actually done anything wrong. The final confrontation with the thief can easily transition into a final conflict about how to deal with Rust, as the spirit becomes a Dark Spirit and goes on a rampage. After all, Rust's balance advances toward Chaos every time anyone takes a violent or massively aggressive action against another person, and confronting the thief will almost certainly turn in that direction.

Try to think of this adventure like an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. The adventure could end with *the heroes helping Sumati smuggle the ore (and Rust) out of Hari Bulkan to a little island where Rust can come and go in peace*; or the adventure could end with *the PCs confronting Iku for stealing the ore, just as Khuchtei comes in with guards to arrest him and the delegates... leading to a giant fight the heroes must defuse!* Regardless, the end of the adventure should give the players a chance to feel special—and to feel that their actions make a real difference as they pull off a victory against the odds.



INTRODUCTION

Whether you're playing this adventure as a one-shot or part of an ongoing campaign, the PCs were invited to attend the summit. If you're not using the pregenerated characters, let the players define why they were invited and why they all chose to attend. The heroes should answer the following questions:

- Why were you invited to attend the summit?
- What do you personally want to achieve at the summit?

If your players are stumped on how to answer, you can suggest ideas: maybe they were invited as security or because someone in their group is especially skilled. You could even suggest that Taqukaq specially requested they attend and have the players answer the questions about their connection to him first. How and why the companions are here is up to them, and as the GM, you should ensure each player buys into their own reasoning.

Now that you've established why the PCs are at the summit, introduce Taqukaq and use the questions below to craft a connection to Taqukaq as motivation for his decision to entrust the heroes with this delicate mission. Each player answers each question independently after the PCs have been introduced and the inciting incident established, although their answers can build off each other. *Players should do this whether they are using pregenerated characters or not.*

- What were you doing when you first met Taqukaq?
- What did you do to earn his trust?
- What's one thing he probably remembers about you?

GETTING STARTED

The start of the summit was an opening ceremony, where each of the five delegations introduced their members and performed an intricate display of their culture's dances and music. The Fire Nation's was exciting and bombastic, the Air Nation's was graceful, the Water Tribe's two delegations came together to create a dance both beautiful and poignant...and the Earth Kingdom's was a three-part opera retelling the life of the current Earth King.

Make sure the PCs have a chance to say what they're doing and watching during the show. They might even participate in some of the displays if they want! But this is also a good chance to introduce the myriad important delegates, with the PCs' attention drawn to these notable figures as they either watch or participate in the show.

After the show, the Fire Nations set off a breathtaking firework display, and the delegates mingled. This is when Khuchtei burst into the event, announcing the theft and demanding the thief reveal themselves. After a few awkward moments when the thief didn't step forward, Khuchtei announced security at the summit would increase, but the summit would go forward. She made sure to say that the culprit would be caught and, when apprehended, would be punished appropriately according to Fire Nation law.

This is when Taqukaq approaches the characters covertly, explaining his situation and asking for help. Let the players take it from there!

Remember: At the beginning of the adventure, someone is guilty—but their exact identity isn't yet determined. You should decide who the culprit is based on your players' actions and interest during the investigation.

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs, along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader would act separately in exchanges and choosing techniques.

TAQUAQ

LEGENDARY NPC

This proud, lean, middle-aged man wears the deep blue robe and pants of the Northern Water Tribe. As one of the most famous Waterbenders in the world, Taquaq carries the dual burden of being respected and blamed for Avatar Roku's actions. Of course, the Northern Water Tribe Elder is more than the Avatar's former teacher; he's an innovative statesman, who seeks to bring the Northern and Southern Water Tribes together in more than just name. He and Roku still work together quietly, but publicly, Taquaq has tried to maintain his distance from the Avatar to ensure that he isn't hindered by accusations of being Roku's puppet.

Taquaq is a Legendary NPC and you can find more information on him and his stats on page 22.

KHUCHTEI

MAJOR NPC

A tiny woman with a confident grin and a powerful voice, Khuchtei was recently appointed as Fire Lord Sozin's Minister of Education, Science, and Technology. She is devoted to the job, causing her to advocate fiercely for the Fire Nation whenever discussions about technology exchanges arise. While she's quick to anger if she senses unfairness, she's also an extravagant host, apologizing the instant she realizes she might be impolite. Khuchtei is also responsible for the luxurious accommodations in the dormitories. Immediately after she announces the theft, she continues to be outwardly politic and polite...but if there is any sign of the true culprit, she is fierce and determined in apprehending and punishing them. As her pride grows, she may come to take extreme action the instant she thinks there is reason to do so, to punish those who dare steal from the Fire Nation.

DRIVE: Prove the Fire Nation's superiority

PRINCIPLE: Pride 0 +1 +2

CONDITIONS: Angry, Guilty, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: *Fire Pinwheel*

List of important characters & groups

- **Taquaq**, Avatar Roku's waterbending teacher and Northern Water Tribe dignitary
- **Khuchtei**, an aggressive new minister with the Fire Nation
- **Sumati**, an Air Nomad seeking balance
- **Pohu**, a contrarian delegate from the Southern Water Tribe
- **Ikru**, a charismatic academic (and spy) from the Earth Kingdom
- **Hong**, a spy posing as a Fire Kingdom guard
- **Captain Enaka**, the captain of the Fire Nation guards in charge of security for the summit
- **Ugyen**, the leader of the Air Nomad delegation, committed to peace
- **Fire Nation Guards**, the groups of guards patrolling the Summit
- **Delegates**, groups of the other delegates at the conference who might get embroiled in a conflict, split up by nation
- **Delegation Guards and Soldiers**, individual groups of the accompanying fighters here to help keep the delegations safe

SUMATI

MASTER NPC

Sumati is one of the largest Air Nomads alive. Though her muscular frame may intimidate some, her kind eyes reveal her true nature. She's both an Airbender and a technologist, a rarity at the summit (and in the world, for that matter). Where many see the worlds of science and spirits as opponents in a quest for humanity's future, Sumati sees a path that balances the two, striking a harmonious balance between them. During meetings, she is the calmest voice, ensuring that no one is left out of the conversations. Her commitment to the summit has become secondary to her commitment to Rust, a spirit she finds beautiful and wondrous. She is willing to sacrifice her own position at the summit to protect and rescue Rust.

DRIVE: Protect Rust

PRINCIPLE: Kindness 0 +1 +2 +3

CONDITIONS: Angry, Afraid, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇◇

TECHNIQUE: *Cushion the Forceful Fist, Cannonball*



POHU

MAJOR NPC

One of the few non-benders in the discussions, Pohu represents the Southern Water Tribe and is Taquakaq's rival. His determined face bears a jagged scar across the left cheek from a successful experiment to prove his scientific prowess. Although the two tribes are technically united, Pohu and others within the South had to petition for both Water Tribes to have a delegate at the summit. As the only delegate who needed to fight for his chair, he still feels as though he needs to justify his presence by playing devil's advocate in most discussions. By raising every possible flaw in ideas (even if he likes them), he feels as though he's contributing to the discussion.

DRIVE: One-up Taquakaq

PRINCIPLE: Power 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Flash Crystals

IKRU

MAJOR NPC

A short, handsome man with mesmerizing eyes, Ikru was voted in by fellow delegates as the Earth Kingdom's first choice to represent them at the summit. Not only is he one of the leading technologists in the Kingdom, but he's also said to have "a silver tongue that could sell ice to the Water Tribes." He exudes friendliness, and it always seems genuine—if he's putting on an act, it's a very good one. The one exception is his odd annoyance with Khuchtei; he believes that she's here to push the Fire Nation's agenda, regardless of whether the science agrees with her. Pushing national interests into the sciences is a crime against academics in his eyes.

DRIVE: Preserve the scientific integrity of the summit

PRINCIPLE: Control 0 +1 +2

CONDITIONS: Angry, Afraid, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Suction Boots

HONG

MAJOR NPC

Outwardly, Hong is a dutiful, if seemingly dim-witted, guard for his nation, who has served at such exotic locales as the Fire Temple on Crescent Island (until the Avatar destroyed it—which ultimately led to his recent transfer to the Imperial City). Secretly, Hong is a spy tasked with covertly gathering information during important events. The faction Hong works for is mysterious, partly because the heroes don't know it at the beginning of the adventure and partly because, as GM, you get to decide what faction would be most dramatically appropriate for him to belong to (see page 97). He's a very capable spy, ruthless and directed, and if he deems it worthwhile and productive for his purpose to ultimately come away with the metal, he may reveal himself to the PCs and strike a bargain with them.

DRIVE: Achieve his master's ends without being caught

PRINCIPLE: Control 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Smoke Bomb

CAPTAIN ENAKA

MAJOR NPC

The leader of the Fire Nation guard assigned to the summit, Enaka knows that even though she is actually in charge of the guards, this is Khuchtei's show, and Enaka won't deviate from Khuchtei's orders without very good reason. Enaka isn't particularly invested in the summit itself; she mostly wants it to come to a close with as little trouble as possible, and the theft of the meteorite metal is very close to her worst nightmare. After all, if fingers need to be pointed at someone for failing to protect the metal, Enaka expects them to be aimed at herself.

DRIVE: Secure peace and order in the city

PRINCIPLE: Order 0 +1 +2

CONDITIONS: Afraid, Angry, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Flamecharge

UGYEN

MAJOR NPC

Nominally, Ugyen is the leader of the Air Nomad delegation. In reality, Ugyen has a very meditative mindset, one which shies away from any shows of superiority or dominance. He has little to no desire to police or control his delegation, and his primary goal at the summit is to foster a spirit of peace across all the attendees. The theft is a problem, but primarily for how it invites disunity and conflict; Ugyen would be in favor of any resolution that brought the affair to a close peacefully. He is not currently aware of the presence of Rust, but Sumati knows that Ugyen would not condone some of her tactics—he certainly would not want her to steal the metal, even for the spirit's sake.

DRIVE: Avoid conflict and pursue peace

PRINCIPLE: Peace 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUE: Twisting Wind

FIRE NATION GUARDS

MAJOR NPC GROUP

Unnamed patrols of Fire Nation guards typically come in groups of two to four. While they're not particularly difficult to outwit or outfight, ignoring them may come with hefty consequences as they sound alarms, spread word that a character is a dangerous criminal, or worse.

DRIVE: Keep the city safe

PRINCIPLE: Order 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUES: Fire Blade, Focused Fire

FIRE NATION DELEGATES

MAJOR NPC GROUP

This group represents assorted Fire Nation delegates who stand behind Khuchtei. Like all the delegate groups, use this when the delegates are acting as a whole—as individuals, they generally aren't important enough to even be minor NPCs. The Fire Nation delegates are generally more aggressive and combat-ready than other delegate groups. This summit is happening in the capital city of their nation, and they will quickly band together to fight back against anything they interpret as an external threat. They also have a fair mix of diplomatic, scientific, and militaristic ability, making them more dangerous than the other delegate groups likely expect.

DRIVE: Advance the Fire Nation and defend it from external threats

PRINCIPLE: Patriotism 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUES: Engulf, Fan the Flame

AIR NOMAD DELEGATES

MINOR NPC GROUP

This group represents assorted Air Nomad delegates. The Air Nomad delegation is made up of monks and nuns of assorted expertise and knowledge, all characterized by a single combined concern for peace. Sumati cannot simply go to the rest of the Air Nomad delegation with her knowledge of Rust because she believes, with reason, the delegation might not act on that information—their goals here are focused on eliminating conflict, not fostering it.

DRIVE: Follow Ugyen's lead in pursuing peace

PRINCIPLE: Peace 0 +1

CONDITIONS: Troubled

FATIGUE: ◇◇◇

TECHNIQUE: Spread Out

NORTHERN WATER TRIBE DELEGATES

MINOR NPC GROUP

This group represents assorted Northern Water Tribe delegates who nominally stand behind Taquakaq. The Northern Water Tribe delegates are here to show off their people's skill, advancement, and capability—to prove a degree of superiority against the other nations. They see the Southern Water Tribe delegation as a bit of an insult—the two tribes were supposed to send a single, joint delegation—and they will rub it in if possible. Their primary focus is on proving themselves against the other nations; they might consider handing over culprits from the Southern Water Tribe if it secures their own position and authority.

DRIVE: Prove the Northern Water Tribe's excellence

PRINCIPLE: Excellence 0 +1

CONDITIONS: Insecure

FATIGUE: ◇◇◇

TECHNIQUE: Surround

SOUTHERN WATER TRIBE DELEGATES

MINOR NPC GROUP

This group represents assorted Southern Water Tribe delegates who stand behind Pohu. The Southern Water Tribe delegates share Pohu's desire to prove that they belong here, as a separate and distinct delegation from the Northern Water Tribe. They won't miss an opportunity to prove their superiority and independence from the Northern Water Tribe delegation. In any conflict over the theft of the meteorite metal, however, the Southern Water Tribe delegates will still expect the Northern delegates to ally with them against the others.

DRIVE: Prove that they belong here

PRINCIPLE: Independence 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUE: Coordination

EARTH KINGDOM DELEGATES

MINOR NPC GROUP

This group represents assorted Earth Kingdom delegates who stand behind Ikru. The Earth Kingdom delegates are a highly scientific and technologically oriented group. They chose Ikru as their leader, and no small part of that is the man's commitment to science above all else...but they're also still politically oriented enough to be aware of the larger stakes of the summit. They're here not just to prove superiority, but to glean whatever secrets or lessons they can from the summit, both to advance their own learning and to advance their home nation.

DRIVE: Gather as much information as possible

PRINCIPLE: Knowledge 0 +1

CONDITIONS: Afraid

FATIGUE: ◇◇◇

TECHNIQUE: Swarm

SOUTHERN WATER TRIBE WARRIORS

MAJOR NPC GROUP

This group represents all the warriors brought to the summit by the Southern Water Tribe. Pohu has them trying to stay out of sight—this isn't a military show—while simultaneously trying to watch the other delegations quietly, and in particular keeping an eye on Taquaq. If any group is likely to discover Taquaq's secret activities, it's likely to be these warriors. That said, they are not particularly interested in getting into a large fight; they instead see their role here as avoiding direct physical conflict while keeping Pohu and the other delegates safe.

DRIVE: Watch the other delegations for threats and subterfuge

PRINCIPLE: Protection 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Provoke Overextension, Water Whip*

NORTHERN WATER TRIBE BODYGUARDS

MAJOR NPC GROUP

This group represents the entire force of bodyguards and warriors brought to the conference by the Northern Water Tribe. As per the Northern Water Tribe's overall purpose at the conference, they are well-festooned with impressive garb and weaponry, designed to appear as a show of strength as much as an effective fighting unit. There aren't all that many of the guards on the whole—no more than 10 or so—and individually, each one is a minor NPC at best. As a group, they largely try to defend the less combat savvy delegates; Taquaq in particular has emphasized to them that they should not spend time trying to keep him safe, as he can take care of himself.

DRIVE: Defend the Northern Water Tribe delegation from threats

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Angry, Afraid, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Ice Gauntlet, Protect Objective*

EARTH KINGDOM SOLDIERS

MAJOR NPC GROUP

The Earth King sent a squad of soldiers along with the delegation, both to protect the delegates and to protect any of the secrets that the delegation brought to the summit. The soldiers are loyal to the Earth King first and foremost, and their primary orders are to prevent the contraptions and sculptures of the Earth Kingdom from falling into the hands of any other nation. As such, they spend less time protecting delegates like Ikru than they do watching the other delegations for signs of attack or betrayal, thereby provoking greater tension.

DRIVE: Protect the valuables of the Earth Kingdom

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Earth Gauntlet, Test Defenses*

IMPORTANT LOCATIONS

Fire & Brimstone takes place during the Four Nations Summit & Technological Symposium, a gathering of diplomats and scientists from around the world. The summit is held at **Zoryu Hall**, a center of learning in eastern Hari Bulkan. Hari Bulkan itself is a wealthy city surrounding the Fire Nation's Royal Palace in the caldera of a volcano. The city stands in contrast to the more working-class Harbor City, located at the base of the volcano.

While the summit's daily meetings and exhibitions take place within Zoryu Hall, the delegates themselves are housed nearby in **Tako Dormitory**, which serves as a place of rest and informal chats between attendees.

Beyond the hall and dorms, the PCs will be acquainted with **the summit storehouse**, a nearby storage building redesigned to house whatever items were too heavy or bulky to be carried by hand by the delegations that brought them to Hari Bulkan.

ZORYU HALL

Part school, part meeting hall, and part auditorium, Zoryu Hall was named in honor of Fire Lord Zoryu. Although most of the building is taken up by a giant lecture hall, the building also has a full assortment of smaller rooms for meetings and classes.

Twisting Dragons

This 10-foot-tall metal sculpture made by master artist Fusei depicts a pair of dragons rising from the ground, spiraling around each other. In addition to the statue's intimidating beauty, each of the dragons briefly breathes flames at the top of each hour. Any fights that take place in front of this fountain run the danger of either setting something aflame or, worse yet, exploding the fountain.

Meeting Rooms

Because the summit runs continuously during daytime hours, the PCs can find most of the delegates in the meeting rooms during the day. If the heroes want, they can sit in on any of the meetings, where delegates talk about a variety of topics such as the spiritual and environmental impacts of industrialization, the possibility of a joint moon observatory, and political alliances. **Note:** The talks in these meetings aren't the actual focus of the adventure. Rather than playing through a scene only about the meeting, either summarize what the PC hears and move on, or have an exciting plot-relevant event interrupt the lecture to drive the story forward.

Tearoom

An important part of Zoryu Hall, the tearoom is a natural gathering point. High walls hung with bright red lanterns and numerous paintings of pastoral landscapes frame scholars carrying on debates from the lectures and challenging one another's ideas. Any hero looking to stall someone while their compatriots search the delegate's room would be wise to do so here.

TAKO DORMITORY

The dormitory is a square three-level building with a lush garden in the center, one of the larger government buildings in this part of Hari Bulkan. Although some of the Fire Nation delegates live in the city, they all live and work out of Tako Dormitory during the summit. For the delegates, the dorms serve as their political embassy, office, and personal quarters. Although all negotiations are technically supposed to take place in Zoryu Hall, everyone present understands that some of the most important conversations will take place in the dormitory, over a cup of tea or a game of Pai Sho.

Ground Floor

The ground floor houses the Water Tribe and Earth Kingdom delegates. **Pohu's room** contains drafts of various pieces of innovative winter survival gear and ship components. It also contains a hidden document speculating about how to use meteorite metal to improve ships. During the day, **Taquaq's room** houses climbing equipment and lock picks. Taquaq leaves each evening to spy on the Fire Nation. **Ikru's room** has a pile of notebooks, most of which have 10–20 seemingly random pages filled with stream-of-consciousness notes. A clever PC might be able to **assess the situation** or **rely on skills and training** to realize that these have hidden messages—potentially implicating Ikru as the thief.

Garden

The garden in the middle of the dormitory houses some of the Fire Nation's rarest plants and most aggressive gardeners. Though the garden is meticulously preened, it's a place of quiet serenity for anyone looking for some peace amid the hectic meetings. Some delegates, especially Sumati, have private meetings here.

First Floor

Once full of busy offices, this floor is now the cafeteria, which serves a wide variety of meals four times a day. Khuchtei and Ikru take all of their meals here, making sure to hobnob with everyone else but avoiding each other. Ikru offers games of Pai Sho and tea.

Second Floor

The top floor, this is the temporary home for the Air Nomad and Fire Nation delegates. In **Khuchtei's room** are dossiers on each of the other delegates and possibly the heroes. She also has a report containing what she knows about the properties of meteorite metal. During the night, she can be found here, as well as on the first floor. **Sumati's room** seems less lived-in than would be expected, and she has very few belongings. Hong's room adjoins Khuchtei's; hidden within Hong's quarters is a makeup kit. If he's the thief, he also has stolen documents from other rooms and delegates, including some concerning the properties of meteorite metal.



THE SUMMIT STOREHOUSE

The workers in the summit storehouse often joke about its underwhelming name, "the storehouse," humorous when their nation is so often one for gallant pageantry. In reality, the bland name was applied simply because no one wanted their name associated with the building—around a dozen disasters have destroyed all or part of the building at various times, and it's believed to be cursed or at least have bad luck.

The modern storehouse has stood for over a decade surrounded by a paved avenue that allows workers to get in or out quickly. Although it stands nearly 50 feet tall to accommodate the strange contraptions, it's a single-story structure, a rarity in the space-starved Hari Bulkhan. As the closest warehouse to Tako Dormitory and Zoryu Hall, organizers hastily partitioned the building into equal sections. This way, each delegation receives the same amount of space to store their various supplies, equipment, exhibits, and other items (as well as their crates and packing materials). The partitions are made of sturdy wood and Fire Nation guards regularly patrol the area to prevent thefts.

The various partitions are as follows:

- The Fire Nation's area is relatively sparse, with only spare parts for the Twisting Dragon sculpture and the sculpture's empty crate. Hidden inside the crate is a notebook listing everything the other nations brought in.
- The Air Nomads' storage has a small offering plate that Sumati uses to present food to Rust. It also has a crate full of moon peach cakes, which Sumati planned on presenting to the delegations at the end of the summit.
- The Southern Water Tribe's room has a notebook filled with extensive information about Taqukaq, in Pohu's handwriting. It covers the exact same points as Khuchtei's dossier on Taqukaq.
- The Northern Water Tribe's section has empty crates, one of which has a logbook of Taqukaq's spying hidden in a false panel of the crate.
- The Earth Kingdom's room has several carts and sleds, which they used to move their sculptures and contraptions into Zoryu Hall.

GM ADVICE

Although the basic plot of **Fire & Brimstone** is relatively simple (solve the mystery of the crates and do something about them), there are as many ways to accomplish that as there are players. Here are some suggestions for keeping things exciting, including using a GM tool—escalations—to amp up the excitement in your game.

ESCALATIONS

Between Rust's instability, the meteorite metal, and the political machinations going on at the summit, the heroes have their hands full. If at any point they seem too comfortable, you can use escalations to reignite conflicts, cause new problems, or even unravel their progress by making them reassess what they think they know. Escalations are new dynamics in the problems, imminent dangers, or crucial decisions. If your players seem ready for a new challenge or you're not sure what to do, use an escalation. Here are some examples you can use:

- Hong reveals his true identity to the characters and attempts to strike a bargain, using them as allies against whichever nation is the worthiest target in his mind.
- The friction between Pohu and Taquakaq finally comes to a head, with the two shouting at each other. Without intervention by the heroes, the two Water Tribe members will come to blows in the middle of a colloquium.
- An overzealous Fire Nation officer arrests Ikru after overhearing him talk about what he'd do with the stolen metal. This leads to the Earth Kingdom delegation loudly breaking him out of prison and clashing with Fire Nation guards outside Zoryu Hall. Eventually the guards win, and the entire Earth Kingdom delegation is arrested.
- Rust, under the effects of imbalance, decides the Twisting Dragon sculpture smells tasty and nibbles a piece off. Unfortunately, the piece regulated the sculpture's fire emitters; the sculpture unpredictably spews flames, and if no one intervenes, it will explode.
- Khuchtei gets frustrated by not knowing who's to blame and orders a lockdown of Tako Dormitory, making it nearly impossible for anyone to investigate other buildings or sneak into delegates' rooms.

CLUES

Mysteries live and die by their clues. When there aren't enough clues, players might feel like they don't know what to do or, worse, feel like they're stuck on a path where none of their choices matter. At the same time, players with dozens of clues can have the same problem; having too many possible directions to take can result in decision paralysis, where people spend all their time thinking about the many options instead of actually choosing anything. Striking a good balance is vital; you want to give your players enough freedom to have fun and feel in control of their characters without smothering them. A good rule of thumb is to ensure the PCs have three good avenues of investigation at all times.

At the start of the adventure, there are four suspects. In addition to questioning these people, the characters can also search the suspects' rooms, search their delegation's compartment of the summit storehouse, or spy on them. Keep in mind that "searching" is likely some combination of finding things it's believable the PCs would find (without triggering a move); **relying on skills and training** to find particularly hidden or more uncertain items; and **assessing the situation**.

This means there are numerous paths to take at the beginning. To prevent overwhelming your players, have Taquakaq suggest investigating just one suspect to start. Pick the suspect you think would be most fun to play and that you're confident you can portray well. This way, the players start off with a few possible choices.

Making Good Clues

While clues are included throughout the adventure, they cannot possibly cover all of the questions players may ask, so it's up to you to come up with a few of your own. Clues should be useful to the investigation. It's no fun to spend a half hour avoiding guard patrols, sneaking through windows, and picking locks just to learn that Sumati likes Northwestern Earth Kingdom folk music—that is, unless such a discovery is a vital clue!

Instead, make your clues information that could help the players understand the situation. All the PCs have their own expertise in their training and backgrounds, so they will all notice different things. Respect their backgrounds and training with the clues you bring up; the outlaw notices hidden panels, but the monastic PC might have the knowledge necessary to notice hidden messages. Don't try to obscure information unnecessarily! The information the PCs find should always be interesting and relevant, and anything they don't find or pay attention to ultimately turns out to be unimportant. Build the mystery around their actions and learning instead of forcing them to follow a path you lay out.

Player Knowledge vs. PC Knowledge and Clues

One of the biggest pitfalls of a clue-assembling mystery story in a game like *Avatar Legends: The Roleplaying Game* is demanding that the players assemble all the clues themselves, as if the PCs were themselves on the ground and holding a magnifying glass up to footprints. Players never have direct access to the clues and the evidence; everything they know about the mystery comes mediated through the GM, which means they have to trust that the GM is telling them everything they would know or notice. If the PCs are missing a crucial clue because it's in one corner of the room, and they never found it because they never specifically said that they searched that corner, then the players are likely to become very frustrated.

Instead of making the players act as perfect sleuths, describing each and every thing they examine and exactly how they examine it, play a bit more on their side. When a PC investigates a room, you should assume they investigated the room in all reasonable ways and provide them with any information they might reasonably have discovered, whether or not the player specifically describes the PC taking any particular action.

Similarly, the PCs bring all manner of knowledge and expertise into the scene itself. A technologist would recognize the nature of the Earth Kingdom exhibit's contraptions; a weapons user might already know the value of meteorite iron for weapons making; and so on. Err on the side of providing the PCs with plentiful information, instead of limiting the information you provide. If it's reasonable that the PC might know some piece of information already, you can just tell them; if you still feel there is doubt, have them **rely on their skills and training** to resolve whether they have the knowledge to overcome the difficulties in the moment.

The point here isn't to just give the players the answer—they still have to choose where to search, and depending on the group, they might get a kick out of doing more assembly of the different clues. The point here is to make sure that if their characters would know or put together information, then the players get that information; if the Waterbender would be able to put together how the meteorite metal might have been smuggled out of the city through a nearby flowing pipe, then the player should be provided with that same information.

Finally, consider how you use dramatic irony throughout the game. Dramatic irony here refers to those moments when the player knows information that the PC doesn't; for example, if the PCs split up, the players might hear conversations other characters have in other locations, sharing information that their own characters couldn't possibly know yet. If the players are bought into the drama and story of the game, then they can help heighten the tension of the story by playing into these moments. For example, if a player rolls a miss while trying to **guide and comfort** Pohu, you might ask them, "Pohu is definitely hiding something here; why don't you notice it?" The player now knows Pohu is hiding something, but they buy into how their character misses the detail by providing that explanation. If you can get the players to buy into these moments, you can further put them into a mindset in which the overall story you're telling together is more important than any individual player's ability to successfully assemble the clues.



INVESTIGATION

Players can investigate by searching locations, spying on people, or simply asking questions. There are plenty of locations to search, from the delegates' rooms in Tako Dormitory to the different areas of the summit storehouse. Additionally, a few of the NPCs sneak out at night, allowing the heroes to follow them and see what they're up to.

Searching

The first step in searching is getting inside. In most cases, this means the heroes need to sneak past guards or convince staff they need access. In addition to most of the basic moves—such as **plead**, **intimidate**, **trick**, and **guide and comfort**—many characters have useful moves. Rifling through papers or looking for hidden items often means the PCs are **relying on their skills and training**, but some characters might have a more applicable move. And sometimes characters might just discover clues without triggering a move—their background and skill set remove the uncertainty from the search. Useful clues are listed in each of the "Important Locations" entries. Most clues are ambiguous, allowing you and the players to decide which suspect is the thief and which suspects are merely shady characters.

In general, when PCs search for clues, they should never come up totally empty-handed. That doesn't mean they find a clue wherever they go! But even when the PCs discover that there is nothing to find in a place, that's a kind of clue. Don't hesitate to state things so definitively after the PCs search—the overall adventure functions much more smoothly when PCs' searches can both turn up clues and prove that there are no more clues to find in a place.

Questioning People

The PCs will eventually need to ask some direct questions. Lucky for them, they have plenty of moves available to help convince the delegates to give up information. Even if a character doesn't have a relevant move from their playbook, they can always **guide and comfort**, and if an NPC opens up to them, the character gets to ask a question. While these conversations could take many forms and involve many questions, you'll want to limit the number of actual clues the players receive from any one conversation. After all, if one person who wasn't the culprit had all the information needed to crack the case, why didn't they solve it and let the PCs relax?

This isn't about "hiding information from players," however. Some NPCs might know more than they're openly willing to say—although even they might spill the beans after a successful **guide and comfort** or **trick**—but as a GM, you still want the PCs to piece together the mystery. Always couch the information gleaned from NPCs in terms of providing new courses of action. If a PC just questions an NPC, you can describe how sketchy or shady they're acting—they're clearly hiding something, and PCs will thus have reason to try additional moves on them. Alternatively, an NPC with nothing to hide will just answer questions, openly and honestly, to the best of their ability.

Even outside of the results of a move like **plead**, keep in mind that NPCs might also offer information in exchange for something else. Nearly all of the NPCs in this adventure have some degree of political savvy, and they will be willing to make deals to get what they want. They might ask for anything from information or blackmail on the other delegations, to straight up sabotage of the other delegations' materials. PCs who have time to investigate may not give an answer right away, but the more pressing things become, the more likely they will be to consider such a difficult deal.

The PCs might ask questions of any of the important NPCs, but they also might seek answers from other NPCs and delegates. Feel free to invent additional delegates as needed; they might even be figures the PCs know based on their own backgrounds and experiences. Consider the write-ups on the overall groups of delegates when you create new individual members; they will likely still be aligned with the overall delegation's purpose and behavior. Those new NPCs can easily provide ways to communicate additional important information, but they shouldn't draw suspicion away from the primary suspects.

For any NPC the heroes decide to question, make sure to play to their conditions and their balance, especially as they rack up more conditions and shift their balance ever farther down the track. The NPCs become more and more strained and unbalanced over the course of the summit, and PCs might even come to see how tense the situations is growing if they question the same NPC twice.

Furthermore, the NPCs themselves might acquire new information over the course of the summit. They're not static; they are taking action on their own, and they might come to the PCs with new evidence, new suspicions, and new requests.

RUNNING SIMULTANEOUS SCENES

Clever PCs may wish to question a suspect (or at least distract them by chatting for a while) while the rest of the team digs through their stuff. Or heroes may wish to investigate multiple suspects at the same time. If the players choose to do this, it's important to jump between the different scenes. Otherwise, everyone's waiting for the first scene to finish before they get to do anything. Also, understand your limits as GM. As much fun as it is for six players to each act independently in their own scene, that may be more than some GMs can handle. As a rule of thumb, if you haven't run simultaneous scenes before, limit yourself to three. This doesn't mean that any of the players have to sit out; you can suggest that they work in pairs or small groups.

In order to keep excitement high, think about how similar scenes in *Avatar: The Last Airbender* and *The Legend of Korra* play out. The focus often changes right before the audience learns interesting things or just as someone's about to get caught. You can duplicate this experience for your players by switching scenes right after a dice roll (but before you tell them the outcome of the roll). You can also switch after they open a door or container (but before you tell them what's inside), after an NPC says something interesting (but before they explain it), or just as a guard patrol rounds the corner (but before the players announce any actions). This ensures that your players are excited to learn what comes next.

Things can get especially interesting when simultaneous scenes start to converge with dramatic irony; for example, when a suspect doesn't want to be delayed any further and starts heading to their room. The character searching the room might not know they're seconds away from being discovered, but their player does. This creates fun tension that you can use to create excitement, especially if the suspect reaches their door, and instead of telling either of those players what happens next, you switch to the third scene.

Always remember, however, that the NPCs are active and the overall setting is not still. Use the NPCs' actions to set scenes that bring the PCs together. The PCs might not always get the opportunity to split up exactly as they like. Sometimes, the NPCs will take action that demands a response—as two different groups of delegates stand ready to get into a fight, the PCs' attention will be drawn to that location!

Similarly, an NPC who approaches the PCs with some kind of offer or request might either choose to do so when all the PCs are together, or might strategically isolate the hero they think is most sympathetic to their cause. If the PCs are splitting up all the time, then perhaps just as they're about to do so, Rust approaches them, asking for help with what's happening to the spirit. They still might choose to split up afterward, but it's important to have some scenes where they all interact and share what they have learned.

Finally, remind the players that if their characters all stick together, they might be able to aid each other more effectively. If they split up, they can cover more ground more quickly, and you should honor that by slowing down the rate at which the situation worsens over time; but if they stick together, they can **help** each other to ensure they can actually achieve their goals.

SHIFTING FROM POLITICS TO FIGHTING

The initial stage of this adventure is very political: the meteorite metal has been stolen, but no party is quite ready yet to accuse and directly confront any other. Even though the theft hangs over the heads of every delegate, Khuchtei is still having the conference continue, and all the delegates are more or less playing along. As such, when the PCs begin to investigate the theft, they’re not running around in a city thrown into turmoil; instead, they’re still expected to uphold all the same responsibilities and proprieties as always, especially if they’re delegates themselves. Outright fighting is forbidden, and without clear evidence of someone’s wrongdoing, any combat will unite all the other delegates in opposition to the aggressor.

As the summit continues without a culprit being discovered, however, the situation grows more and more tense. The delegates themselves grow more and more likely to get into a fight, at first verbally, but eventually physically. The myriad delegations’ guards begin to threaten and oppose each other. The entire summit becomes a powderkeg, and it’s only a matter of time before someone lights the fuse.

To represent this degradation from polite etiquette and proper manners into a tenser and tenser situation, consider shifting NPCs’ balance and inflicting conditions on NPCs in between scenes. Conditions make NPCs more likely to be taken out, but they give a guideline to how those NPCs will act and what emotions they’re feeling. Balance shifts make NPCs more and more committed to their ideals, and similarly more dangerous in fights. Try to balance equally inflicting conditions and balance shifts across the NPCs.

If you are playing a faster-paced game, with PCs reasonably finding the answers within a single in-fiction day, then focus on the number of major discoveries or interactions the PCs have had; for each significant new piece of information they’ve uncovered, inflict a balance shift or a condition on an appropriate NPC. For example, if the PCs interrogate Pohu and learn his suspicions about Taquaq’s own secret behavior, then you might inflict a balance shift or a condition (like Troubled) on Pohu or on Taquaq to represent the growing tension.

If you are playing a slower-paced game, with the PCs taking the full length of the summit to conduct their investigations, then you can focus on individual days passing, in addition to major discoveries. For each day that passes, inflict two balance shifts and two conditions on NPCs as you feel appropriate. Feel free to reference interactions between them that happened off-screen as an explanation for why they’re now feeling this way—if Pohu and Taquaq had a massive argument off-screen, then it’s fair for both of them to come away with a condition.

You can also usefully limit, alter, or manipulate the amount of fatigue and conditions any character clears across the length of the adventure. If the PCs can clear fewer and fewer fatigue or conditions as days pass, then it implies they are becoming more and more strained.

Finally, always remember that Rust will move towards Chaos the more direct conflict there is between any people at the summit. Feel free to take these opportunities to also shift Rust further toward Chaos and create even greater threats that demand attention.

ADDITIONAL QUESTIONS

Below are a few common questions you may have after reading this adventure and some suggestions for how to answer them.

What if my players focus on the diplomatic problems?

Your players may decide that the proceedings in the summit are more pressing than the meteorite metal. This is completely understandable! After all, the delegates are trying to keep the world at peace. A major diplomatic incident could throw the nations into a cold war—or worse! There’s nothing wrong with shifting the game’s focus from a tale of intrigue to a diplomatic struggle. Of course, once the PCs smooth out any diplomatic wrinkles, you can reintroduce the problem of the crates, this time with a time limit; now that the summit is nearly over, they only have one day to find the culprit and the crates of meteorite metal.

What are the actual exhibits and shows of technological prowess at the summit?

There are some ideas and details for those exhibits, especially in the description of what each nation is holding within the warehouse, that might give you ideas. But in the end, this adventure isn’t actually directly about those inventions, it’s about the politics and the theft of the meteorite metal. If you need details of those inventions, invent them! Make them interesting, exciting, but highly theoretical—the inventions here all have the potential of changing the world if only the inventors can work out the kinks, and most of those kinks will never be worked out.

How can I hurry this up? Because of the nature of mysteries, players often spend a lot of time thinking about evidence and avenues of investigation instead of actively learning new things. While this might not be a problem for some games, games with strict time limits—such as convention games or streamed actual plays—sometimes need help speeding things along. If this is true of your game, use an escalation. Have two parties get in a fight or tensions come to a head, speeding up Rust’s deterioration in the process. This escalation should reveal new information about the plot and get your players into the action.

My players missed a major clue; how can I get them to see it? No clue is ever truly “missed.” Think of clues as coming up wherever the PCs go, and around whatever the PCs choose to look at. If they “miss a clue,” then they might always find that information somewhere else. Just as easily, an NPC might approach them with the information, although that might come with strings. And in the worst case scenario, consider whether or not a “missed” clue is really important. If the PCs didn’t find it, maybe it doesn’t play a role in your story!

What if the NPCs start fighting each other? Between the important characters and the delegations as a whole, the NPCs in this adventure have a lot of enmity for each other! As tensions rise, they’re much more likely to turn their animosity onto one another, instead of aiming it at the PCs, with the possible exception of the actual thief hoping to knock the PCs off their trail. At some point, it might be an appropriate GM move or escalation to spark a fight between the NPCs. Remember that if they start fighting and the PCs aren’t involved, then there is no uncertainty—you just say what happens—and it’s a golden opportunity to make some hard moves! If the PCs jump in, emphasize what they’re trying to do; maybe they’re just using a move, and a combat exchange isn’t necessary at all.

What if the PCs try to fight Rust? At the end of the adventure, when Rust's balance may have been pushed off the end of the track, the PCs may wind up in a situation where they are facing off against Rust as a Dark Spirit, empowered and dangerous. As stated in that section (see "Special Circumstance: Rust"), don't use combat exchanges to resolve this kind of fight; Rust as a Dark Spirit is very powerful, not the kind of foe that can simply be taken out. Fighting Rust, then, is best handled by use of basic and playbook moves. If Rust is swinging one terrible arm to crush a whole group of delegates and an Airbender blasts out a gust of wind to knock them out of the way, that's **relying on skills and training**. A Firebender who throws a fireball directly into Rust's face might be **pushing their luck** to try to knock the spirit off-balance...or might be **tricking** the spirit by distracting it. Rust striking a PC is the equivalent of a hard GM move, with Rust inflicting quite a bit of fatigue or conditions with a single blow—the spirit is dangerous!

How can the PCs defeat Dark Spirit Rust? By normal means, they don't have a route to "defeating" Rust. They're not going to pummel the spirit into submission. They might be able to lead Rust away from the city, or they might pull off some strange and inventive ploy using some of the summit's inventions and their own ingenuity. If the PCs are committing to an interesting plan, go with it and follow through on its consequences! Likely the best way to resolve that situation is to try to affect Rust's balance, but the PCs may not be immediately aware of that. One of the other delegates—Ugyen or Sumati especially—might call that out to the PCs in the midst of the chaos.

What happens next? This adventure has the potential for some significant repercussions upon the world, depending upon exactly how it plays out. If you're playing a one-shot adventure, of course, then the repercussions are likely less significant to the overall experience. But if you're tying this adventure into a larger campaign, it can be the source of countless additional conflicts. As you play, keep an eye out for hooks that the PCs pay attention to—if they show interest in the demonstrations and exhibits of any nations, if they show sympathy or particular distaste for any of the delegates, and so on. In the resolution of this adventure, pay close attention to consequences—who is harmed, who comes off in the strongest position, etc. Afterward, you can connect those two things, building out new episodes (see **Chapter 9: Seasons and Campaigns** in the core book) that both follow the threads the PCs were interested in and spin out the consequences of the summit, good and bad. If nothing else, Taquaq might have more tasks for the PCs!

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are at the location and what the stakes are for them in this adventure. Each character has a small backstory on their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, as explained in the **Avatar Legends: The Roleplaying Game** core book, page 123.

ADVENTURE HOOK

The companions are a group of Air Nomads sent by the Elders of the Southern Air Temple under request of Avatar Roku. They're here to keep the peace at the summit and listen to the ideas presented in order to report back to the Elders. Ugyen is technically a superior, and Sumati is a fellow delegate from the Air Nomads.

FULL LIST OF PREGENERATED CHARACTERS

- **Bo, the Bold** (they/them) - an incredibly eager and enthusiastic Air Nomad, deeply committed to Air Nomad principles while often failing to uphold the principle of humility. **Play Bo if you want to be an excitable character full of vim and out to prove yourself.**
- **Chegu, the Icon** (she/her) - the Spirit Seer, capable of particular connection with spirits and burdened with a special role in the Air Nomads as a result—a role she isn't sure she really wants. **Play Chegu if you want to occupy a position of status that imposes its own troubles and restrictions...or if you want a flying bison.**
- **Ema, the Idealist** (he/him) - an orphan raised by the Air Nomads, taken to building his own devices to mimic airbending abilities, and deeply grateful for all that has been given to him. **Play Ema if you want to be a truly hopeful figure facing off against others who may doubt you.**
- **Sherah, the Pillar** (he/him) - the leader of a covert group of Airbenders designed to help address major problems for the Avatar quickly, covertly, and expertly. **Play Sherah if you want to be an expert covert operative who has to help your peers achieve their potential.**
- **Norbu, the Rogue** (she/her) - an Air Nomad with absolutely no interest in truly committing to Air Nomad precepts or principles, now excited to actually be out in the world and away from the Temple. **Play Norbu if you want to be a bit of a troublemaker and a thrillseeker who doesn't fit in with the other Air Nomads.**

BO, THE BOLD

THEY/ THEM

Bo is the child of two of the Elders on the Council of Elders for the Southern Air Temple. Bo loves being an Air Nomad and truly believes Air Nomad principles are the only right way to live. They are also exceedingly outspoken about this fact and sometimes have problems controlling their temper with people who think otherwise...the fact that this goes against Air Nomad teachings isn't lost on Bo, and they know they have a ways to go before getting their master tattoos. Bo enthusiastically volunteered to be part of this expedition to prove they have what it takes to become a true airbending master.

TRAINING



BACKGROUNDS: Monastic, Urban

DEMEANOR: Impatient, Enthusiastic

FIGHTING STYLE: Thunderclap air bursts

CONNECTIONS

- _____ scoffs at me and my plans; one day I'll show them what I can do.
- _____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- | | |
|--|---|
| <input type="checkbox"/> successfully lead your companions in battle | <input type="checkbox"/> sacrifice your pride or love for a greater good |
| <input type="checkbox"/> give your affection to someone worthy | <input type="checkbox"/> defend an inhabited place from dire threats |
| <input type="checkbox"/> start a real fight with a dangerous master | <input checked="" type="checkbox"/> stand up to someone who doesn't respect you |
| <input type="checkbox"/> do justice to a friend or mentor's guidance | <input type="checkbox"/> make a friend live up to a principle they have neglected |
| <input checked="" type="checkbox"/> take down a dangerous threat all on your own | <input type="checkbox"/> show mercy or forgiveness to a dangerous person |
| <input type="checkbox"/> openly outperform an authority figure | <input type="checkbox"/> stand up to someone abusing their power |
| <input type="checkbox"/> save a friend's life | <input type="checkbox"/> tame or befriend a dangerous beast or rare creature |
| <input checked="" type="checkbox"/> get a fancy new outfit | <input type="checkbox"/> pull off a ridiculous stunt |
| <input type="checkbox"/> earn the respect of an adult you admire | |
| <input checked="" type="checkbox"/> openly call out a friend's unworthy actions | |
| <input type="checkbox"/> form a strong relationship with a new master | |
| <input type="checkbox"/> stop a fight with calm words | |

MOVES

HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must mark a condition. On a miss, hold 1, but your plan goes awry when you encounter surprising opposition.

STRAIGHT SHOOTER

When you tell an NPC the blunt, honest truth about what you really think of them and their plans, roll with **FOCUS**. On a hit, they'll look upon your honesty favorably; they'll answer a non-compromising question honestly and grant you a simple favor. On a 7-9, they also give you an honest assessment of how they see you; mark a condition. On a miss, you're a bit too honest—they're either furious or genuinely hurt.

TECHNIQUE

TAG TEAM

DEFEND & MANEUVER

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

- +1 CREATIVITY
- +1 FOCUS
- 0 HARMONY
- 0 PASSION

LOYALTY



CONFIDENCE

FATIGUE



CONDITIONS

- Afraid -2 to intimidate and call someone out
- Angry -2 to guide and comfort and assess a situation
- Insecure -2 to trick and resist shifting your balance
- GUILTY -2 to push your luck and +2 to deny a callout
- Troubled -2 to plead and rely on your skills or training

CHEGU, THE ICON

SHE/HER

From an early age, Chegu was identified as being especially attuned to the spirits. Since that moment, she was pushed into special studies and excursions to grow her abilities and help bring balance to the world, eventually becoming burdened with the role of Spirit Seer—a rare and archaic position, but honored and important. Chegu loves the spirits but finds the expectations placed upon her stifling. She volunteered for this mission to get away from the Elders of her temple and take a break from everyone's expectations. Accompanying Chegu on her journey is her flying bison Zeni (see playbook move: *Yip Yip!*)

TRAINING



BACKGROUNDS: Monastic, Privileged

DEMEANOR: Playful, Naive

FIGHTING STYLE: Floating on gentle spinning jets of air

CONNECTIONS

- _____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.
- _____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

■ BURDEN & TRADITION ■

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

You have these responsibilities of your burden and tradition you are expected to assume:

Protecting humanity from natural disasters and dark spirits; providing aid and succor to the downtrodden; guarding nature from threats and destruction

You have these prohibitions of your burden and tradition:

Never start a fight; never use your role for gain or profit; never steal or cheat

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum o-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

MOVES

USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to advance and attack with **FOCUS** instead of **PASSION**. If you do, you become *Prepared* and may also choose to use Retaliate as if it were an advance and attack technique.

YIP YIP!

You have an animal companion large enough to ride.

Name: Zeni. **Species:** flying bison

- When you fight beside your animal companion, mark 1-fatigue to become *Favored* for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

TECHNIQUE

WALL OF PERFECTION

DEFENSE & MANEUVER

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.



ROLE



FREEDOM

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training

EMA, THE IDEALIST HE/HIM

Ema was adopted by the Air Nomads when his Earth Kingdom village was swallowed by a giant tsunami. As one of the only survivors with no family left, he was taken in by the Nomads of the Southern Air Temple and raised as a Nomad. The kindness of the Nomads taught Ema that even if you struggle in life, there is always hope, and he used this hope to develop a number of gliders that help him compete with even the best Airbenders! Ema hadn't left the temple since he was taken there as a toddler, and he volunteered for this assignment as a way to see the world and maybe reconnect with his Earth Kingdom roots.

TRAINING



BACKGROUNDS: Wilderness, Urban

DEMEANOR: Earnest, Compassionate

FIGHTING STYLE: Throwing alchemical satchels from his glider

CONNECTIONS

- I recognize some of the pain I have felt inside of _____; I'm going to try to help them.
- _____ frustrates me so much when they act without thinking about the consequences!

NEVER TURN MY BACK

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code with three ideals that define it:

- Always stand up to bullies
- Always keep your promises
- Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

MOVES

WHATEVER I CAN

When you spend time talking to the locals about their problems, roll with **HARMONY**. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

CAN'T KNOCK ME DOWN

When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with **HARMONY** for the rest of the battle whenever you defend and maneuver; you cannot choose to escape the scene by using Seize a Position for the rest of the fight.

ALLIES

You can always plead with these allies—they always care what you think; they always open up to you if you **guide and comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

TECHNIQUE

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

- +1 CREATIVITY
- 1 FOCUS
- +1 HARMONY
- +1 PASSION

FORGIVENESS



ACTION

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

SHERAB, THE PILLAR HE/HIM

Sherab is the leader of a covert group of Airbenders formed by Air Nomad Elders under request of Avatar Roku. Their job centers around quickly and quietly dealing with issues for the Avatar without question. Sherab takes his role in his group seriously, and when he was specifically asked by the Elders to temporarily join the delegation of Air Nomads, he decided he would make it his mission to whip this mismatched group into shape.

TRAINING



BACKGROUND: Military, Monastic
DEMEANOR: Critical, Warm
FIGHTING STYLE: Creating vacuums

CONNECTIONS

- _____ doesn't really respect my accomplishments; they probably need a lesson or two.
- _____ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

■ SQUAD LEADER ■

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?
Southern Air Temple

Which are the most well known traits of your squad? Our legends and our purpose

What does your squad value? Excellence & Duty

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose. For now, your group is **journeying and doing good works throughout your scope**.

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style.

LEADERSHIP STYLES

Earn 1-Team when...

- FIRM:** ...you openly call on a companion to live up to their principle.
- GUIDANCE:** ...you assess a situation and give a companion instructions based on the answers.

SUPPORT STYLES

Spend 1-Team when...

- COMFORTING:** ...you spend time one-on-one in a quiet moment with a companion to clear a condition from them.
- DEFENDING:** ...you are within reach of a companion in combat to clear a negative status from them.

MOVES

A WARRIOR'S HEART

When you live up to your principle while you have 3+ conditions marked, ignore your condition penalties. When you live up to your principle while you have 5 conditions marked, don't mark fatigue.

TAKING CARE OF BUSINESS

When you lose your balance in a battle, instead of choosing one of the normal options, you may instead sacrifice yourself for your companions. If you do, your companions have a chance to get away without issue, and you are taken out (and possibly captured). You also choose 1:

- Leave a clue your companions can follow
- Throw your companions one vulnerable object
- Provoke an opponent, shifting their balance twice

TECHNIQUE

SLIDE AROUND THE BLOW

EVADE & OBSERVE

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

- +1 CREATIVITY
- +1 FOCUS
- +1 HARMONY
- +1 PASSION

SUPPORT



LEADERSHIP

FATIGUE



CONDITIONS

- A FRAID**
-2 to intimidate and call someone out
- A ANGRY**
-2 to guide and comfort and assess a situation
- A INSECURE**
-2 to trick and resist shifting your balance
- A GUILTY**
-2 to push your luck and +2 to deny a callout
- A TROUBLED**
-2 to plead and rely on your skills or training

NORBÚ, THE ROGUE

SHE/HER

Norbú never really bought into what the Elders of her temple were trying to sell, and unlike most of her peers, she found Nomad teaching stifling. Rather than embracing Norbú's uniqueness, the nuns who raised her chastised her, which led Norbú to more bombastic methods of rebellion—running cons, stealing, and generally causing chaos rather than embracing whatever “balance” the nuns tried to shove down her throat. Norbú was forced to go on this mission to make amends for her most recent con, but the joke’s on the nuns—Norbú plans to enjoy herself now that she’s free of the temple.

TRAINING



BACKGROUNDS: Outlaw, Urban

DEMEANOR: Wild, Acerbic

FIGHTING STYLE: Tossing herself bodily to trip and push

CONNECTIONS

- _____ is waaaaay too uptight, too trapped in themselves; they need to break some rules!
- _____ is amazing and I hope they like me; maybe they’re worth playing it straight?

● BAD HABITS ●

You’ve picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... The 4 bad habits you indulge are:

- Casual thievery and pickpocketing
- Vandalism or sabotage
- Trespassing
- Daredevil stunts
- “Charming” insults of dangerous people
- Cons
- Rabble-rousing
- Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you indulge a bad habit on your own, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you’re caught by someone dangerous or powerful, and they complicate your life.

When you indulge a bad habit with a friend, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other Inspired. On a 10+, you also obtain some useful resource or information, and become Prepared. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your Balance twice toward Survival and leave your friend in the lurch.

MOVES

ROGUISH CHARM

When you plead with an NPC or guide and comfort someone by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

SLIPPERY EEL-HOUND

When you defend and maneuver and choose to use Seize a Position to escape the scene, foes must mark an additional 2-fatigue to stop you, and you may bring any allies within reach when you retreat.

TECHNIQUE

SWEEP THE LEG

ADVANCE & ATTACK

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must mark fatigue as well.

- +2 CREATIVITY
- 0 FOCUS
- 1 HARMONY
- +1 PASSION

FRIENDSHIP



SURVIVAL

FATIGUE



CONDITIONS

Afraid

-2 to intimidate and call someone out

Angry

-2 to guide and comfort and assess a situation

Insecure

-2 to trick and resist shifting your balance

Guilty

-2 to push your luck and +2 to deny a callout

Troubled

-2 to plead and rely on your skills or training



AVATAR
LEGENDS
THE ROLEPLAYING GAME



The Hundred Year War...what a dark time. It pains me to read over the following story and think back on all the wonders lost to yet another war waged by mortals.

Think of the countless bits of history squandered and the people lost, unable to share their knowledge with the world.

Even my Knowledge Seekers could not steal away enough to combat the loss of so many cultural artifacts in the war. Nations were plundered, people were lied to by their own leaders, beautiful buildings were destroyed altogether...There are a great many things you humans deserve, but this tragedy was a horror no one should ever have to endure.

Yet, this story is more hopeful than it first appears. It is a story set in perhaps the darkest moment of the Four Nations' history, but is it also a story of rebellion. And when faced with such adversity, stories of rebellion are stories of hope and that is something I enjoy very much.



CHAPTER 6

ASH & STEEL

第六章

ASH & STEEL



HUNDRED YEAR WAR
ADVENTURE

CHAPTER 6

Ash & Steel is a standalone adventure set in the Hundred Year War Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **Ash & Steel** can also be used in an ongoing Hundred Year War Era campaign. The adventure is set in the Earth Kingdom as the heroes protect a defector, perfect for dutiful or protection-focused groups.

The companions are tasked with providing security for Onomu, a Fire Nation defector who is offering war plans stolen from Fire Lord Ozai's palace to Grand Secretariat Long Feng in exchange for asylum in Ba Sing Se. However, a hero's job is never easy, and a few obstacles stand in their way. The Armadillo-Bears, a group of Earth Kingdom rebels, heard Onomu is in the Earth Kingdom and want to capture her. If that wasn't enough to worry about, the Rough Rhinos also have orders to capture (or kill) the defector and destroy the war plans at all costs! Meanwhile, from the shadows, Long Feng moves his pieces across the Pai Sho table, benefiting greatly from the chaos...Can the heroes get the plans to safety and save Onomu's life before it's too late?

USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs where they can adventure through the setting and help shape the course of the Hundred Year War. Some of the tools available to you are found in these sections:

- The “Summary” provides an outline of the adventure and relevant details.
- The “Introduction” offers an idea of where the adventure could start.
- “Important Characters & Groups” provides expanded descriptions and relevant rules information for the characters and groups PCs might encounter.
- “Important Locations” includes different places the PCs could visit; unlike in other adventures, where these locations are linked to NPCs, the locations in **Ash & Steel** will be scenic backdrops the GM can use to base the various NPCs.
- “GM Advice” contains guidance and suggestions to help the GM ensure the adventure runs smoothly.
- “Pregenerated Characters” is a set of five premade characters your players can use to hop right into the adventure. We also include a hook that ties the characters to the adventure.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are five pregenerated characters included at the end of this adventure. Each character has a unique history, playbook, and set of stats. Your players can use these characters to play through this adventure, or they can create their own as explained in the **Avatar Legends: The Roleplaying Game** core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements like the stat boosted by the free +1 at character creation if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes as desired. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

The premise of this adventure sets the players up for a fun chase through the Earth Kingdom with various factions on their tails. They've been tasked by Long Feng to **reach a garrison outpost of Earth Kingdom soldiers outside of Ba Sing Se with the war plans**; everything else surrounding the deeper issues of this adventure, like what to do with Onomu, is left up to the players to decide.

Onomu was a prominent Fire Nation general in the Earth Kingdom, and her defection has become something of a legend in the colonies. Onomu was called to a war council with the Fire Lord, and during the meeting, her ego got the better of her. After a few terse words with the leader of the Fire Nation, her life was in danger. The only thing Onomu could do was flee, and on her way out, she stole Fire Nation war plans as leverage for asylum from Long Feng—if she makes it to Ba Sing Se. This is an issue for a multitude of reasons:

- **Onomu is conspicuous in the Earth Kingdom** thanks to her former rank and position. The players must make sure she remains hidden, or it could cause real trouble for her escape. The meat of the action will come from the players sneaking through towns and dodging either the Armadillo-Bears or the Rough Rhinos.
- **Onomu is an embarrassment** to Ozai because she eluded the Fire Lord's grasp and escaped the Fire Nation proper. Ozai wants her dealt with quickly and quietly. The Rough Rhinos were recruited because they are brutally effective and loyal to him.
- **Long Feng doesn't actually want Onomu to survive**; he just wants the plans. There is no war in Ba Sing Se, after all, and while Long Feng needs to know what the Fire Nation is up to, he doesn't want a notorious Fire Nation general in the city.

This adventure confronts the players with decisions about a few issues and moral quandaries. Onomu is in the early days of her defection, and so far, she seems mostly to have defected for survival—can she truly be redeemed for her crimes? Everyone wants Onomu dead—can the heroes get her to safety, and where is truly safe? If they get the plans to Long Feng, he will give them something they want—how much will they sacrifice to get it?

This summary explains the adventure's conflict under the assumption that the PCs want to bring the war plans to Ba Sing Se. Troubleshooting for companions who don't want to do that is given in the "GM Advice" section.

THE PATH TO FOLLOW

This adventure includes five locations, which together make up the smartest route for the companions to travel from the Earth Kingdom coast (where this adventure begins) to the outpost of Ba Sing Se (where this adventure ends).

The heroes know this is the quickest, safest route, and they've taken the time to plan out where to go, even if they're chased. **There's no need for the players to agonize about where to go next**; the PCs are competent, and they make the best choice based on the information they have on hand.

Each location has its own set of obstacles that the heroes must overcome, may choose to get involved with, or might ignore to focus on their goal of getting the plans to the Earth Kingdom. In addition, **each location has a suggested escalation** (see "Important Locations") that you could use in lieu of one of the general escalations in "GM Advice".

The locations are:

- **West Heiatu**—a Fire Nation colony in the Earth Kingdom that the PCs have previously visited. During their stay in the town, they can choose to help the owner of the local teahouse get out of some trouble with Fire Nation guards.
- **So Bai Oasis**—a remote oasis of peaceful tranquility, which has yet to be affected by the war. This tranquility could be disturbed by an escalation when the Rough Rhinos attack!
- **Xiadi**—an underground rebel city where the heroes must decide whether to plead for passage or sneak through with a known Fire Nation defector.
- **Laoshan**—a destitute town next to a rich mine the Fire Nation exploits for ore. During their stay, the players can decide to liberate the forced laborers within the mine.
- **Ba Sing Se Outpost**—the location to which the PCs are initially asked to bring the war plans. They can meet with Yanran, an agent of Long Feng, who demands the war plans and refuses to let Onomu into the city.

To make things easier, have your PCs **experience each location in the order they're presented in "Important Locations"** so long as it makes sense for what they've done in the story so far. In theory, you could craft an entire session out of every location in the adventure, but the war plans are not safe until they are in Ba Sing Se, and the antagonists should feel relentless in their pursuit. The Hundred Year War is a dangerous time to be aiding a Fire Nation defector in the Earth Kingdom, and threats are coming from every direction. Advice on how to deal with the real-world time your adventure takes can be found on page 131.

Mode of Transportation

There are many miles between the coast and Ba Sing Se, with cities large and small that the PCs could visit. The focus of this adventure is, for the most part, on interacting with interesting locations and getting the war plans to Ba Sing Se and not on traveling between locations. The path is lengthy and fraught with danger, but **the heroes have already found the quickest, safest route**. They need to stop at different locations out of necessity—to rest and restock.

Much of the traveling in this adventure is likely on foot, and you can take a few moments to talk about this with the players, but it isn't the focus of the adventure. Ask each how they feel about the long journey and what they do to pass the time. This conversation is also a fun moment to spotlight a PC's special feature or animal companion if they have it. Here are some examples:

- If you have an Icon among your PCs—and they chose the **Yip! Yip!** move—travel might be easy! They'll have an animal companion large enough to ride.
- If you have a Successor among your PCs, they may have the "cold hard cash" or "high technology" granted by their Lineage Resources. If they do, they could easily secure a boat, carriage, or something even fancier as a mode of transportation.

THE ANTAGONISTS

A few antagonists, both hidden and overt, are on the players' trail throughout the adventure; each has their own motivations for wanting the war plans or Onomu.

Long Feng—The Grand Secretariat wants two things that are nonnegotiable: the first is to acquire the war plans and the second is for Onomu to never enter Ba Sing Se. He's made a deal with her in bad faith and has no intention of holding up his end, hoping she'll perish along the way. The "Introduction" establishes the characters as useful allies to Long Feng, but his nefarious nature likely won't be exposed in this adventure—leading to later intrigue for the players in Ba Sing Se and future stories. Most of the players' interactions with him are through his agent Yanran, and though Long Feng might not feature in the adventure itself, his influence is felt throughout.

Take note that Long Feng is on the "right" side of the war against the Fire Nation. He will use the plans to aid the Earth Kingdom and protect the people in Ba Sing Se, but he cares very little for a former Fire Nation general who had a change of heart when her life was at stake. If the players can think of a solution for Onomu that doesn't involve her entering Ba Sing Se, Long Feng will likely accept it.

Yanran—Yanran is a powerful Earthbender and agent of Long Feng who portrays himself as an incompetent mid-level minister. He has aspirations of one day taking over Long Feng's role but knows he has many more steps before he accomplishes that goal. He meets the heroes at the final outpost of Ba Sing Se and asks for the war plans. Yanran's games are guile and subterfuge, and he does everything in his power to get the plans without revealing his true capabilities...however, if push comes to shove, he'll do anything required to complete his mission.

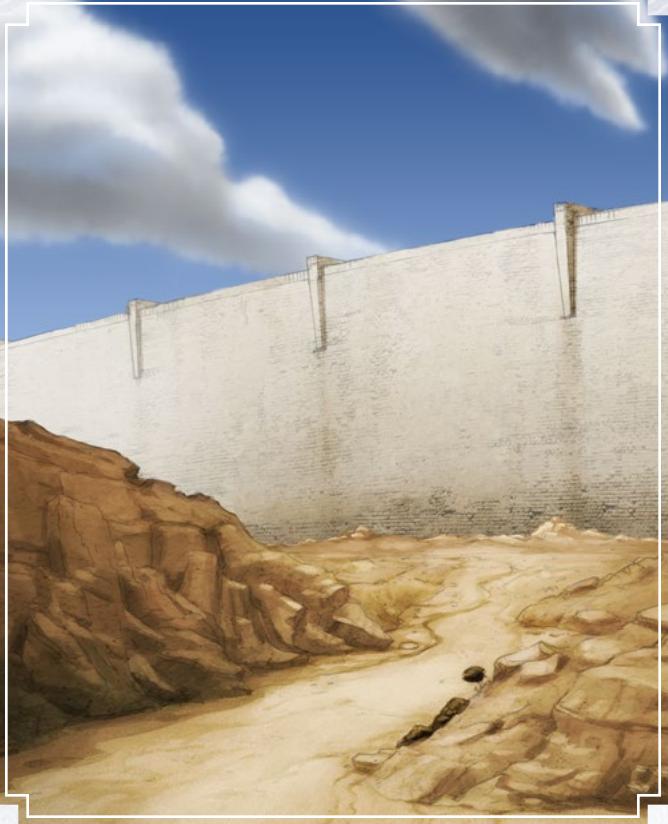
Ben Ta and the Armadillo-Bears—The Armadillo-Bears are a group of Earth Kingdom rebels who normally focus their efforts on defending destitute towns from the Fire Nation. They were pulled into this conflict when their leader, Ben Ta, got word that Onomu was spotted nearby. **Ben Ta has a personal vendetta against Onomu.** She led the Fire Nation forces that took over Ben Ta's rural home, and soon after, Ben Ta's elderly mother died. The rebel leader directly links her death to Onomu's soldiers seizing food and medical supplies for the war



effort—supplies that could've helped her mother. Ben Ta means well but is totally unbalanced when it comes to the Fire Nation, and she sees the world in black and white. It might be possible to convince her to hold off on killing Onomu, if it were for the good of the Earth Kingdom, but that certainly isn't an easy road to travel—she'd need some clear proof and evidence to come around to that idea.

There's a high chance of convincing the Armadillo-Bears, outside of Ben Ta, to stop hunting Onomu...or maybe even convincing them to help if the conditions were right. These are people fighting to defend the Earth Kingdom, and they could be convinced to put aside their vendetta for a time. One way to accomplish this is to appeal to Ben Ta's second-in-command, **Rameh**. Rameh loves his leader—they grew up as best friends—and still believes she can move past her hatred. Rameh doesn't truly know if Ben Ta's mother's death could've been prevented, but he still sees most Fire Nation citizens as greedy oppressors who need to be stopped. His is the voice of reason of the Armadillo-Bears, and he will probably be the one the PCs can reason with.

Rough Rhinos—Onomu's defection is a massive embarrassment for the Fire Lord. Word is already spreading of her open defiance, and before it spreads further, Ozai wants her caught. The Fire Lord's advisors hired **Colonel Mongke** and his mercenary band, the Rough Rhinos, to find Onomu, "deal" with her, and get the war plans, and they're committed to that task. The Rough Rhinos are perfect for the job because they're loyal to the Fire Nation and ruthlessly effective, which hopefully means that exposure of Onomu's betrayal will be minimized. Violent, cruel, and loyal, the Rhinos have hunted a number of people and razed villages through the years, and most people are too afraid of them to ask many questions. The Rhinos are unwaveringly committed to their job, and the only thing likely to stop them is a deadly threat to their lives...or the illusion of one.



ONOMU

Onomu is a hard woman to read at first, tough, and even rude in her manners. She's in the early days of her defection and only ran away because she was afraid for her life. That said, there is a lot the disgraced general hadn't considered while in her former role. Traveling through the Earth Kingdom and interacting with its citizens on a personal level could be the first steps to her turning over a new leaf...or she could stay as rotten as she was at the height of her glory. And this is all dependent on whether the heroes want to do something about her or not.

At the start of the adventure, Onomu treats the PCs as little more than servants, and they'll need to earn her respect (if they want it) by showing how competent and balanced they are. Displays of strength and kindness are necessary to penetrate her hard exterior. She needs to understand on some fundamental level that not everyone is like her, scheming and out for themselves. Some people just want to help because it is the right thing to do. If the companions manage to demonstrate real heroism and selflessness by the end of the adventure, they will have taken the first step to reforming the jaded general.

In the scope of this adventure, it's important to note that **Onomu will not relinquish the plans willingly until her survival is assured**, even if she trusts the PCs. She isn't stupid, and she knows that these plans are probably the only thing keeping her alive and protected. If the players manage to show Onomu that there is some good (and hope) left in the world, she may consider parting with the plans, if the PCs can come up with an alternative solution that keeps her alive.

HOW IT ENDS

This adventure likely ends at the Ba Sing Se Outpost with the players speaking to Yanran, who demands the war plans from them. He also makes it clear that there is no way Onomu will be allowed into Ba Sing Se. He'll ask nicely at first, providing compliments, offering bribes, but in the end he's on a mission he intends to complete. The heroes can handle Yanran any number of ways, and there is no right way to end the adventure. Here are some examples:

- If the PCs decide to defend Onomu and let her keep the plans, they are now truly "enemies of the state" or, more specifically, of the Grand Secretariat of Ba Sing Se and his enforcers, the Dai Li. What they do from here is up to them, but Ba Sing Se will now hold greater dangers than they ever expected; if they try to enter the city, they can expect enormous difficulties.
- If the PCs get the plans for Long Feng, those plans will genuinely help the Earth Kingdom's battle with the Fire Nation. The PCs are welcomed in Ba Sing Se as honored guests and given quarters in the city's Upper Ring. After a while, they'll be visited by Long Feng (with a Dai Li guard), who'll entertain the PCs and answer their questions, before likely sending them out of the city on another errand—by no means would Long Feng want to keep such competent, self-determined, and—most importantly—uncontrolled figures inside the city he tightly controls. The next errand won't be mindless or useless, however; Long Feng intends to use these capable figures to help win the war and protect Ba Sing Se.
- If the PCs help Onomu see a different way of being, likely by helping her to overcome her own principle of Survival, then they will likely have an ally. Even if they do turn over the plans to Long Feng and leave Onomu out in the cold, she will have a different perspective on matters, likely seeking a new life of redemption, helping the people that she harmed in her prior days with the Fire Nation. If the PCs help her change her mind and also protect her from Long Feng, then they will have an ally more than happy to give them whatever aid—and training—she can in the future.
- If the PCs betray Onomu, likely by taking the plans from her against her will for the greater good of the Earth Kingdom, they have made a true enemy and destroyed any chance that Onomu would become a better person. Onomu is still on the outs with the Fire Nation, but she is resourceful enough to find new ways to protect herself and build power against the PCs, even if it means starting from the bottom.

Try to think of this adventure like an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. The adventure could end with *the heroes valiantly defending Onomu against Yanran and Dai Li agents*; or the adventure could end with *Onomu slinking off into the darkness, betraying her agreement in fear for her life*. Regardless, the end of the adventure should give the players a chance to feel special—and to feel that their actions make a real difference as they pull off a victory against the odds.



INTRODUCTION

Whether this adventure is a one-shot or part of an ongoing campaign, it's important to establish how the heroes got the mission from Long Feng in the first place and how they met up with Onomu.

First, establish your players' connection to the adventure by asking them how they know Long Feng. They've probably never met the Grand Secretariat in person, but he's at least been in contact with them through his various agents.

- What noteworthy deed did your group perform in the fight against the Fire Nation to attract the attention of Long Feng?
- What did Long Feng offer you in exchange for delivering Onomu and the war plans to Ba Sing Se?
- (ask each player) Why are you specifically committed to seeing this mission through?

The adventure then starts with the PCs arriving in a coastal town of their choice in the Earth Kingdom (see below), with Onomu on their hands.

GETTING STARTED

The heroes arrive in a tiny coastal town in the east of the Earth Kingdom. Onomu is right where Long Feng's agent said she would be, wearing a green cloak and slurping down a warm bowl of dumpling weed soup. The heroes know where to go, and when they make the appropriate signal to Onomu, she joins with the group. The PCs may have questions for her, but Onomu is eager to get moving so she can reach the safety of Ba Sing Se.

Just as they're about to depart, the Armadillo-Bears, led by Rameh, ride into town looking for a "Fire Nation defector" whom they've heard is here. They spread out across town in search of Onomu. The heroes need to escape—and fast!

Once the PCs get out of town, set the next scene in West Heiatu. Plunge them into more action, then let your players take it from there!

Remember: it's a good idea to address traveling between locations early on (see "Mode of Transportation") and to spotlight players who have unique forms of transportation.

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs, along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader would act separately in exchanges and choosing techniques.

LONG FENG

LEGENDARY NPC

Long Feng is Grand Secretariat of the Earth Kingdom, and he controls every move of the Earth King. Everyone who's anyone knows that he's truly in charge of the Earth Kingdom and runs it with a terrifying ruthlessness. Having lost so much of the Earth Kingdom already, Long Feng is focused mainly on securing the lands around Ba Sing Se. The war plans are key to the defense of those regions, and with them he can ensure that Ba Sing Se remains that much more safe...but he cares not at all about Onomu herself. She's simply a means to an end, a way to protect the power that Long Feng has so carefully gathered around himself. Long Feng is in power at this point in time, and he is completely disinterested in brooking any threat to that authority.

Long Feng is a Legendary NPC, and you can find more information on him and his stats on page 24.

ONOMU

MAJOR NPC

Onomu defected from the Fire Nation because she is afraid for her life, not because she thinks she's done anything wrong. She's proud to be a member of the Fire Nation, to be a Firebender, and she believes the warped history she was fed at school. She felt her job as a general was to liberate and bolster the people of other nations, and she believes they should be grateful for the Fire Nation's generosity. Onomu is a boisterous military woman and feels everything is fair in matters of war. She's naturally outspoken, but she isn't stupid, and she wouldn't risk her life over a snappy zinger. When she spoke against the Fire Lord, it was to challenge his idea to invade Omashu, which she saw as an operation in vanity rather than a valuable target worth expending resources against. She expected more support from the other generals, and when it didn't come, Onomu knew she was in trouble.

DRIVE: To survive the wrath of the Fire Lord

PRINCIPLE: Survival 0 +1 +2

CONDITIONS: Afraid, Angry, Foolish

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Breath of Fire*

List of important characters & groups

- **Long Feng**, the scheming Grand Secretariat of Ba Sing Se
- **Onomu**, the unrepentant former Fire Nation general and defector
- **Yanran**, the slick emissary of Long Feng
- **Dai Li agent**, a single master Earthbender sworn to Long Feng
- **Dai Li agent group**, a group of master Earthbenders who obey Long Feng
- **The Armadillo-Bears**, a group of Earth Kingdom rebels who fight the Fire Nation
- **Ben Ta**, the scarred leader of the Armadillo-Bears
- **Rameh**, the gentle second-in-command of the Armadillo-Bears
- **Colonel Mongke**, a vicious firebending mercenary and leader of the Rough Rhinos
- **Ogodei**, a Rough Rhino who uses bola and chain for vicious attacks
- **Kahchi**, a Rough Rhino who uses a guandao as a weapon
- **Yeh-Lu**, a Rough Rhino who uses explosives to fight
- **Vachir**, a Rough Rhino who masterfully wields a bow
- **Fire Nation captain**, the captain in charge of the Fire Nation soldiers
- **Fire Nation soldiers**, a patrolling group of Fire Nation soldiers

YANRAN

MASTER NPC

Yanran is a powerful Earthbender and a secret spy for Long Feng, though he plays the role of a lowly politician when he meets the players. He's tasked with ensuring the war plans make it to Ba Sing Se and Onomu doesn't. The spy deeply respects Long Feng and aspires to usurp him one day—to grow so powerful that he can make his master disappear and then control the Earth King's every move. Yanran has impressive earthbending talents but always prefers to talk his way out of a situation. If he has to resort to earthbending, it almost feels like a failure because that means he wasn't able to turn someone to his point of view...that said, when he has to bend, he strikes with deadly efficiency—best not to let past mistakes come back to haunt him.

DRIVE: Win Long Feng's trust to betray him later

PRINCIPLE: Greed 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Foolish, Guilty, Insecure

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUE: *Subtle Misdirection*

DAI LI AGENT

MASTER NPC

The Dai Li are an elite group of secret earthbending police who are unwaveringly loyal to Long Feng. Each member of the Dai Li is expertly trained, and their main focus is to ensure the populace of Ba Sing Se stays ignorant (or at least silent) about the war happening outside the city's walls. Those who dare speak about the war are captured by the Dai Li and taken to a secret reeducation camp where they're brainwashed into compliance. Each Dai Li member is a threat unto themselves. The PCs might encounter individual Dai Li agents sent to monitor them and their mission on the path to the outpost outside Ba Sing Se.

DRIVE: Maintain the security of the Earth Kingdom at any cost

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Afraid, Angry, Foolish

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Rock Gloves, Rock Shoes

DAI LI AGENT GROUP

MASTER NPC GROUP

This represents a whole group of Dai Li agents, likely the group found with Yanran at the outpost. They are truly dangerous when grouped together; the PCs will have their hands full opposing this group and Yanran.

DRIVE: Maintain the security of the Earth Kingdom at any cost

PRINCIPLE: Loyalty 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Foolish, Guilty, Insecure

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Focused Fire, Rock Gloves, Rock Shoes

THE ARMADILLO-BEARS

MAJOR NPC GROUP

The Armadillo-Bears are a large group of Earth Kingdom rebels fighting Fire Nation rule. They're led by the fiery Ben Ta and her second-in-command, Rameh. The band is mostly nomadic, traveling to wherever people need them most, but uses Xidi as its home base. These freedom fighters have their hearts in the right place and are willing to go the extra mile to help people in need. They are secretive out of necessity but happy to trust those who earnestly want to help the fight against the Fire Nation. As foes, the Armadillo-Bears aren't the most skilled fighters, but what they lack in technique, they make up for in loyalty and sheer willpower. They fight because they have to, and they refuse to lose because that means innocent people could be hurt.

DRIVE: Protect the Earth Kingdom from the Fire Nation

PRINCIPLE: Freedom 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Shield Wall

HEALING BEN TA

Ben Ta starts play with a center and balance at +2 Revenge. That means she's already heavily influenced by her desire and drive for Revenge. As you play, if the PCs are taking actions that help show her a different way or tamp down on her burning thirst for vengeance, shift her balance down, toward +0. Furthermore, treat Ben Ta as if she has a second principle—Peace, located at +0 for her. PCs can shift her balance through all the usual moves, and they can effectively **call out Ben Ta's principle** of Peace to shift her further down the balance track. Just as normal, if Ben Ta's balance shifts off the end of the track—lower than +0 Revenge or higher than +3 Revenge—her center shifts appropriately, in that direction, and then her balance resets to her center. If Ben Ta's center shifts to +0, then the PCs have helped her get over her need for vengeance, and with their help she can adopt a whole new principle as her primary principle—Peace.

BEN TA

MASTER NPC

Ben Ta is the passionate and charismatic leader of the Armadillo-Bears. Her mother died years ago, when the Fire Nation invaded her small Earth Kingdom village, and since that moment she's hated the Fire Nation with abandon. Sometimes Ben Ta feels longing for the woman she once was—ignorant, caring, warm—but then she remembers what the Fire Nation is doing to her home, and thoughts of vengeance bury any longing she has. Ben Ta is angry, protective, and imbalanced, but she isn't beyond saving. She genuinely wants to do the right thing, and her band of rebels does help people, but she is overzealous in her need to defeat the Fire Nation. This aggression combined with her innate magnetism makes her a dangerous leader people can't help but follow.

DRIVE: Defend the Earth Kingdom by any means necessary

PRINCIPLE: Revenge* 0 +1 +2 +3

CONDITIONS: Angry, Afraid, Foolish, Guilty, Insecure

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUE: Earth Launch, Meteor Fall

* Start center and balance at +2



RAMEH

MAJOR NPC

Rameh is warm, quiet, and unassuming, the complete opposite of his best friend and rebel leader Ben Ta. He speaks softly and usually doesn't resume a speech after being interrupted or shouted over. Rameh has a calm strength, and his observant kindness means he's an important person to the Armadillo-Bears. He is also one of the only people for whom Ben Ta has a soft spot and to whom she listens (mostly) without question. While Rameh might seem like a person who eschews violence, he finds the Fire Nation deplorable and is willing to fight for his home. In a fight, this weapons specialist prioritizes the safety of his team and innocent people around him over winning, but if that means he has to punch a Fire Nation soldier in the face to do it, he is more than happy to oblige.

DRIVE: Save as many people as possible

PRINCIPLE: Justice 0 +1 +2

CONDITIONS: Foolish, Guilty, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: Stone Shield

COLONEL MONGKE

MAJOR NPC

A Firebender extraordinaire, Mongke commands the Rough Rhinos with an iron fist and leads his troops into battle with a fiery rage. Before he was a mercenary, Mongke served under General Iroh in the Fire Nation Army. When Iroh gave up his command, Mongke and his squad of cavalry broke from the army, becoming mercenaries. While he's now a highly skilled thug for hire, the Colonel remains unfailingly loyal to the Fire Nation, which provides his group with most of their work. The Colonel and the Rhinos are mostly tasked with destroying villages in the Earth Kingdom that are either home to or harboring dissident groups, but this mission to capture Onomu may very well be their most important so far. As such, Mongke is ready to do whatever is necessary to ensure that the traitor and the plans are destroyed—along with anyone who stands in his way.

DRIVE: Serve the Fire Lord with violence and destruction

PRINCIPLE: Superiority 0 +1 +2

CONDITIONS: Angry, Afraid, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: Pyre Wall

OGODEI (ROUGH RHINO)

MINOR NPC

Once a Fire Nation engineer, Ogodei enjoys fighting and humiliating his opponents by using his bolas and chain. Sadly for him, while the bolas and chain are highly effective against his opponents, they can easily be turned against him. Ogodei will always try to show off, making a display of his opposition and their weakness. His target audience is always his foes themselves—whether he fights on his own or with the other Rhinos, he aims for a show of true dominance.

DRIVE: Prove to others that you're the strongest

PRINCIPLE: Power 0 +1

CONDITIONS: Foolish

FATIGUE: ◇◇◇

TECHNIQUE: Entangler

KAHCI (ROUGH RHINO)

MINOR NPC

The eldest of the Rough Rhinos, Kahchi has served the Fire Nation for some time as a guandao weapon master. He's a consummate strategist. Kahchi is very mission-oriented, but also the most likely (besides Colonel Mongke) to actually consider retreat in appropriate situations. That said, Kahchi is not the leader, and the other Rhinos won't follow him automatically.

DRIVE: Accomplish the next mission

PRINCIPLE: Duty 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUE: The Way of Jasmine

YEH-LU (ROUGH RHINO)

MINOR NPC

A former weapons developer for the Fire Nation, Yeh-Lu wears an imposing metal helmet to hide a large scar from an explosives accident years ago. Despite that terrible accident, Yeh-Lu hasn't stopped his research and is now a certified explosives specialist. Yeh-Lu is still deeply fascinated with and devoted to his explosives and conflagrations, to the point that he will often take overly dangerous action in the middle of a fight in order to test out a new combustible device.

DRIVE: See the world burn—literally

PRINCIPLE: Curiosity 0 +1

CONDITIONS: Insecure

FATIGUE: ◇◇◇

TECHNIQUE: Boom!

VACHIR (ROUGH RHINO)

MINOR NPC

A master bowman and Firebender, Vachir has a troubled relationship with the Fire Nation. Once honored to serve the Fire Lord himself, Vachir was subsequently disgraced due to a failure. He's boastful and arrogant, but beneath that facade, he still hurts because of his dishonorable discharge from the Yuyan Archers. Vachir sees capturing Onomu and returning her to the Fire Lord as a clear way of gaining back status, and as a result is likely to pursue that goal to extreme ends.

DRIVE: Regain a respected status

PRINCIPLE: Pride 0 +1

CONDITIONS: Guilty

FATIGUE: ◇◇◇

TECHNIQUES: Flaming Arrows

FIRE NATION CAPTAIN

MINOR NPC

This is a general stat block for a Fire Nation captain. You can use it as needed in your adventure when you need additional antagonists. It is a good idea to pair the captain with a cadre of soldiers (see below). These captains are loyal soldiers of the Fire Nation. They aren't devoted to the point of throwing themselves headfirst into impossible situations, but they also aren't going to deviate from their mission or orders, not least because these officers are defined by a fair degree of ambition and interest in peaceable order.

DRIVE: Earn a promotion by stopping dissidents

PRINCIPLE: Order 0 +1

CONDITIONS: Foolish

FATIGUE: ◇◇◇

TECHNIQUE: Fire Whip

USING THE ROUGH RHINOS

The Rough Rhinos are fairly dangerous foes when all together. No single Rhino has much in the way of fatigue or conditions, but if each gets to act independently in exchanges, then they can overwhelm unwary PCs. As GM, follow these tips to use them appropriately:

- In any fight, make sure to split your exchanges up. For example, two Rough Rhinos will gang up on one PC, or engage two PCs, and that becomes one entire exchange unto itself. Don't try to run a single combat with every Rough Rhino and every PC!
- Let them retreat! The Rhinos are all minor NPCs except for Colonel Mongke. They won't be too hard to take out. If a couple get knocked out, the rest will retreat and regroup for a better chance at attacking. And the ones who get knocked out will have enough time to recover and return with restored conditions and fatigue.
- If need be, you can demonstrate their coordination in a larger fight by treating all of them, including Colonel Mongke, as a single group NPC. To represent their skills and coordination, give the group the same stats as a master NPC—10 fatigue, five conditions, and a balance from 0 to +3, along with a couple of group techniques from **Appendix A: Techniques** of the core book.

FIRE NATION SOLDIERS

MAJOR NPC GROUP

This is a general stat block for a group of Fire Nation soldiers, each of whom would normally be a minor NPC. You can use it as needed in your adventure when you need additional antagonists. The Fire Nation soldiers here are not simple guards, but trained soldiers, the kind who might be found on the front lines of the Hundred Year War, and who are regularly deployed in conflicts and missions across the invaded Earth Kingdom.

DRIVE: Halt rebellion

PRINCIPLE: Loyalty 0 +1

CONDITIONS: Angry, Foolish, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Coordination

IMPORTANT LOCATIONS

The PCs already know what path is generally the safest and fastest way to reach Ba Sing Se from the coast. Between them and their destination are countless Fire Nation patrols and rebels who will earthbend first and ask questions later; however, based on all available knowledge and strategy, the course they've plotted is their best option. These locations are listed in order of the proposed course—you can use them one after another as the PCs move forward. If time is an issue, however, or if some seem more interesting than others, feel free to skip some locations when you play. The key is that the PCs don't have to make a choice about where to go next; they know where the next location on the path is. If they make any other choice, then they're choosing danger over safety and speed.

Under each location, you'll find some advice on how to use that location. The suggested escalation is there to create a situation of greater tension and impact—if things are slowing down because the PCs don't have some other direction or goal in one of these locations, use the suggested escalation to amp up the tension!

WEST HEIATU

West Heiatus is a long-established Fire Nation colony in the Earth Kingdom. The heroes are familiar with the colony, having visited briefly on their way to collect Onomu. Earth Kingdom citizens go about their business with seemingly peaceful lives even though Fire Nation soldiers regularly patrol there—especially the most crowded city spots like the main square, the market, and the largest teahouse. West Heiatus is a functional colony, but on the heroes' journey to Ba Sing Se, they arrive to witness a case of oppression and injustice. When the players arrive in town ask the following questions to give the players an emotional tie-in to the scene:

Last time you were in town, you had a cup of tea at the Steeping Phoenix before heading on your way. You met the owner of the teahouse, who sat down and had a cup of tea with you.

- What's the owner's name and what do they look like? What's a quirk of theirs? What trained animal companion helps them run the teahouse?
- What did you do to endear yourselves to the owner?
- What complicated trouble was the owner complaining of while drinking tea with you?

Once you've established the PCs' connection to the owner, describe what they happen upon right now: a band of Fire Nation soldiers stand outside the Steeping Phoenix berating the owner. The soldiers are angry because they've discovered the owner was charging them more than Earth Kingdom citizens. If the players don't intervene, the Fire Nation soldiers will oust all the Steeping Phoenix's patrons and spend the entire day forcing the owner to serve them, eating and drinking their fill, and destroying the property. People in town turn a blind eye to the destruction for fear of incurring the wrath of the soldiers.

Suggested Escalation

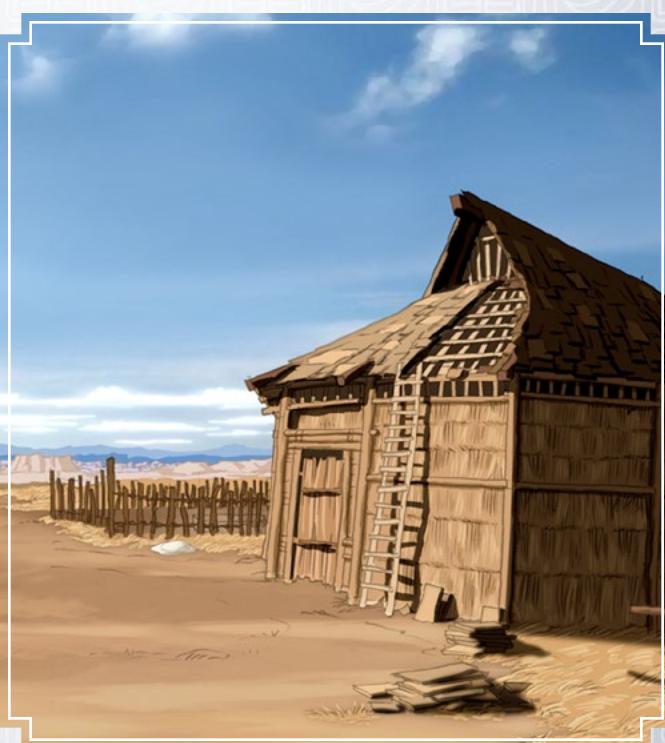
In response to the Fire Nation soldiers' threats and occupation of the Steeping Phoenix, the Armadillo-Bears attack. Ben Ta has them prepare for a wide-scale fight, planting explosives and traps before attacking the soldiers directly in the Steeping Phoenix. Unless quickly contained, the conflict will inevitably spill out into a city-wide attack against the Fire Nation. The PCs get to see the Armadillo-Bears in action right in front of them. Led by Rameh or by Ben Ta, the Bears attack the Fire Nation soldiers, and a storm of fire and stone ensues between the two groups.

If the PCs don't intervene at all, the chaos will end up hurting innocent civilians, including the owner of the Steeping Phoenix, who suffers a major, lasting injury in the crossfire between the Fire Nation soldiers and the Armadillo-Bears.

If the PCs stay in town long enough, they'll see the consequence of the rebels' attack: a fresh, larger contingent of Fire Nation soldiers and officers will fill the streets of this once somehow functional colony. The new arrivals bring in new orders: to rule the place with an iron fist and crush any sign of dissidence.

SO BAI OASIS

The So Bai Oasis is further inland in the Earth Kingdom, where many small communities are scattered over the land. The Fire Nation invaders are spread thin trying to cover the most politically important places, so they tend to leave this sort of place alone. As such, inhabitants of the Oasis have only heard of the horrors others have endured. Maybe they've received some refugees, but according to the popular wisdom of the place, "it's better to stay away from a conflict one cannot win." The Fire Nation is just too powerful to oppose by way of arms; instead, the inhabitants of this little oasis in the middle of a war prefer survival as their form of resistance.



The oasis itself is a balmy collection of wooden houses and outdoor squares centered around a natural lake. It seems to be a perfect place for the PCs and Onomu to get some rest. Most of the locals receive them kindly, and the villagers won't recognize Onomu as a former Fire Nation general without something prompting them. As a result, this may very well be the first place in which the heroes can truly be themselves without worrying about either the Earth Kingdom naturals or the Fire Nation invaders bothering them. Or so it seems at first...

Here are some more names for the village's inhabitants:

- **Pung**, a local food merchant, conniving and cunning but useful to PCs on a longer trek
- **Ba**, the Earth Kingdom magistrate for the Oasis, de jure head of the town but actually quite content to do nothing
- **Moluo**, the only Earth Kingdom militia guard left in the Oasis, who'd like nothing better than to leave and get involved in the war, but she feels obligated to remain and protect her home

Suggested Escalation

If the PCs dawdle or spend too much time at the Oasis, the Rough Rhinos catch up and attack! They've been following Onomu's trail straight to the village. The Rhinos care very little for innocent bystanders and will tear the Oasis apart looking for Onomu and the war plans.

If the PCs decide to fight the Rhinos, as soon as more than half of the Rough Rhinos are defeated, the remaining members take their fallen comrades and try to run away. Whoever is still up uses their technique to prevent the PCs from stopping their escape, or they try to create other dangerous situations for the PCs to handle, such as lighting fires that need to be put out throughout the village or threatening the civilians.

XIADI

The heart of the Earth Kingdom is a dangerous place, with bands of Fire Nation soldiers roving the land and rebels attacking various outposts. Traveling overland or by river is near impossible, putting the PCs in danger of facing large patrols of soldiers and various checkpoints. The way to avoid all this is to travel to and through the rebel stronghold of Xiadi.

Xiadi is a secret rebel base deep in the earth. The chamber that houses Xiadi is a massive sphere of stone and earth, lit by countless glowworm jars. The base itself was earthbent in blocky, utilitarian form—it's designed to be functional, not pretty. The structures aren't packed with people, but a steady susurrus of activity carries on throughout its roads. A series of underground tunnels connects this place to various key locations throughout the land. Thanks to the tunnels, Fire Nation soldiers have yet to find the base and discover why the Earth Kingdom rebels are so quick and accurate in their attacks. This stronghold is a dangerous location to bring a former Fire Nation general, but it is also one of the safest waypoints to get across a large swath of land awash with Fire Nation patrols.

The Armadillo-Bears aren't the only rebels who travel through Xiadi, but they know the tunnels and the secret base well. The PCs either know of Xiadi thanks to their own backgrounds, or thanks to some tips passed to them by Long Feng's agents. In either case, they know that traveling through Xiadi is the safest and fastest way to get closer to Ba Sing Se...but it's still not exactly safe.

Getting into Xiadi is just a matter of looking for the correct signs in the environment, hidden markers showing the opening of a secret tunnel. Getting out of Xiadi without Onomu being captured, on the other hand, is difficult. It could require forging a deep bond with Rameh or Ben Ta and asking for help or understanding. Another option would be trying to sneak or run through; although, doing so as outsiders and with Onomu is exceedingly difficult—almost any rebel in Xiadi would recognize Onomu if they got a clear look at her.

If the PCs successfully turn the rebels' hearts, they may use the tunnels, at least to get out to anywhere they want in the Earth Kingdom. Traveling through such tunnels in such conditions is an almost risk-free proposition, which could allow the PCs to reach the outskirts of Ba Sing Se safely in a relatively short amount of time.

Here are a few rebel characters who populate Xiadi:

- **Yan**, the commander of Xiadi, is a scarred, grizzled soldier with a boisterous temperament. Yan isn't actually interested in fighting anymore, but he still knows that the Earth Kingdom needs to be freed from the Fire Nation. He would be amenable to helping the PCs, knowing Onomu would be a boon to the Earth Kingdom and that getting her out of Xiadi would prevent violence.
- **Losha**, a local healer and medic for the rebels of Xiadi, is tired of standing by the sidelines while she sees soldier after soldier hurt by the fighting. If she recognizes Onomu, she'll tip off the Armadillo-Bears and lead the charge for vengeance on the Fire Nation general.
- **Aro**, a Fire Nation spy hidden among the rebels, will try to get out and alert the Rough Rhinos or other Fire Nation soldiers as soon as he sees Onomu. But to do that, he'll try to create chaos first—setting off explosives or causing any kind of commotion to hold up the PCs while he slips away for help.

Suggested Escalation

Ben Ta and a cadre of Armadillo-Bears find Onomu and demand she be handed over for "interrogation." Ben Ta makes a spectacle out of the situation, a performance of justice in front of the other rebels. If the PCs let Ben Ta take Onomu, Ben Ta will interrogate the defector for all the information she can get and throw the former general in a windowless cell for the rest of her days.

Fighting the large number of rebels present at Xiadi is a fruitless endeavor; the PCs can defeat groups of rebels, but not take on the entire underground city, so if they make enemies, they'll most likely need to run or surrender and plead their way to safety. Running is not without hope, and the rebels respect courage. Showing a display of bravery in the face of overwhelming odds helps the PCs' cause, making the rebels generally more prone to listening to them if the heroes decide they want to talk later on.

TAKING A RISKIER PATH

There's always a chance the heroes want to risk going overland travel even though they know Xiadi is the safer option. If they make this decision, it's possible, but it's fraught with danger and difficulty. For example, while traveling overland they could be attacked by Fire Nation soldiers and the Rough Rhinos at the same time. Use the escalations in "GM Advice" as an example of what you can do.

To represent how arduous the journey is, you should also **inflict fatigue**. This represents their inability to rest during their travel and grows the need to flee to the next location as quickly as possible to rest and recuperate.

LAOSHAN

Laoshan is a small mining community, which is relatively safe to pass through, because the bulk of Fire Nation soldiers are stationed at the mine, not the town itself. A majority of the mine's workers are forced laborers, and the others are villagers so poor that they are dependent on the measly income they get from the seized mine.

As a result, many Earth Kingdom people live here in terrible conditions, working from early day to late at night to the point of exhaustion. Any spark of rebellion has been worked out of the villagers, who barely notice the PCs or Onomu. A few Fire Nation guards are in the village proper, but they're nothing the heroes can't avoid or move around.

General Sheng oversees the village, and unlike the soldiers who sleep in tents near the mines, the General lives in the former mayor's home—which he confiscated. After the former mayor, Shi To, attempted a coup with a few loyal villagers (who are now laborers in the mines), he was located at the center of town in stockades—a reminder to the rest of the village that rebellion is futile.

There's a chance the players may see the condition of the village and villagers and want to do something about the mines nearby. This isn't impossible, but they'll likely face a fight against the Fire Nation soldiers and Sheng, who will try to defend the mines. In this case, you can use the stat blocks on page 127, with the "Fire Nation captain" stat block for Sheng. If the players defeat the soldiers, the town and mines are liberated...for now. The PCs should feel the press of their mission and the need to get Onomu to Ba Sing Se enough to move on before resolving everything here, but it's clear that if a long-term solution isn't found for the town, it'll just be occupied again. The Fire Nation knows about the mine and its valuable ore; they won't just leave it alone.

Suggested Escalation

Onomu sees a lot of herself in General Sheng's rule, sees Shi To, and feels a pang of guilt. When she has a moment, she sneaks away from the group and frees the mayor. If the players don't intervene, she's spotted by Sheng who defeats her in single combat, takes her prisoner, and plans to send her back to the Fire Nation with an armed guard.

AN OUTPOST OF BA SING SE

This is the outpost the players were instructed to bring the war plans to in the "Introduction." The small outpost serves as one of many places Long Feng uses to keep an eye on Fire Nation troop movements. The outpost itself is a tall stone structure with a number of lifts and exits that can only be operated with earthbending. It's not a defensive outpost so much as a lookout station for Earth Kingdom soldiers to know when the Fire Nation is coming. When the heroes arrive, it is empty save for Yanran and a cadre of Dai Li agents.

This is the final location where the players will decide what happens to Onomu, the plans, and a possible future alliance with Long Feng, as explained in the "Summary." Yanran wants the plans but not Onomu, and while he'll try to convince the PCs to go along with his wishes, he'll fight if he has to.

Suggested escalation

One or more of the groups chasing the PCs make a last-ditch attempt to capture Onomu, be it the Rough Rhinos, the Armadillo-Bears, or both.

If the PCs don't interfere:

- If the Armadillo-Bears are there, then Ben Ta leads the Armadillo-Bears in one last attempt to capture Onomu. Yanran sees what is happening and attacks the PCs to keep them distracted. In the chaos, Ben Ta is overzealous in her attacks and accidentally kills Onomu with a stone, pushing Ben Ta directly into imbalance and turning her from a freedom fighter into a terrorist, just as brutal as her enemy.
- If the Rough Rhinos are there, then they are content not to take captives, but instead to destroy everything and everyone. They'll depart once Onomu and Yanran are both dealt with.
- If both groups are there, then both events happen—Ben Ta crushes Onomu accidentally, and the Rough Rhinos destroy the rest of the Armadillo-Bears and the Dai Li.

GM ADVICE

While a path is laid out for your players to follow, **Ash & Steel** is open for them to do whatever and go wherever they like. As a GM, you have many tools to ensure everyone at the table still has fun and the plot unfolds around the heroes. This section includes various tools you can use to center your adventure if things don't go according to plan and to continue your adventure if players want more!

ESCALATIONS

Each location in this adventure has a suggested escalation, but based on what your players decide to do, the allies they make, or which problems they tackle, the suggested escalation might not make sense or might not be enough to get you through the adventure. These escalations can be used if the conflicts start to falter, to reveal new information about the situation, and to add action to the scenes. Some escalations will provide new information, which may make the players question their actions, and other escalations can purely be an opportunity for action. Here are some examples:

- Looking for Onomu, the Rough Rhinos attack the location the players are in. The Rhinos destroy buildings and hurt innocent bystanders. They have a specific goal, but they show no restraint, especially if they have picked upon the fact that Onomu is traveling with companions who might interfere with this kind of destruction. If nothing is done, they totally destroy the location and leave in frustration.
- The Armadillo-Bears arrive at a location looking for Onomu and clash with a group of Fire Nation soldiers passing through the area, as Ben Ta purposefully picks a fight. The two forces are relatively evenly matched at the moment; no clear victor emerges before both sides are tired. If nothing is done, the soldiers end up capturing an important member of the resistance fighters (for example, Rameh) and then retreating; the Armadillo-Bears don't realize until too late that someone is missing as they catch their breath and recover.
- An Earth Kingdom citizen wronged by Onomu during her time as a general spots her and confronts her. Onomu will try to stay under the radar and deflate the conflict, but it inevitably grows, especially as Onomu's own sense of pride is injured by the words thrown at her. A fight breaks out when the citizen throws the first punch, and Onomu eventually tries to use a lash of fire to break up the fight and get the person to back down, likely creating a fire that calls down more attention. If nothing is done, Onomu is arrested (or taken by the Earth Kingdom citizen's allies) and imprisoned.
- An individual Dai Li agent takes an opportunity, especially in a moment of calm and rest, to try to directly seize the plans from Onomu. They will not wear a uniform so as to hide their true allegiance, but if they use techniques specific to the Dai Li, then their true nature will become apparent quickly. If nothing is done or the agent isn't stopped, then they steal the plans and start racing back to Ba Sing Se!

KEEPING TIME

Because each location in this adventure presents your players with a unique obstacle, they may want to spend time focusing on and resolving the issue. This might not be a problem when you're playing through this adventure with your home group and have the time to devote to a few sessions of play, but it can become a problem if you're running this game as a one-shot. If that's the case, make sure you cut right to the action at each new location. In a one-shot play, the hunt for Onomu should feel relentless. The heroes can't solve the issues at every location... because they don't have time! Onomu's enemies will find the group if they're not quick about things.

For a one-shot game, as a result of the tension on the overall mission to deliver Onomu and the plans, it's very important not to present unsolvable, terrible dilemmas at every single location that the PCs visit. When they are being chased so thoroughly by Armadillo-Bears, Rough Rhinos, and even Dai Li agents, the PCs won't want to spend the time to stop and deal with complex issues—doing so seems like a losing proposition—but they also won't want to leave innocent people in dire straits, seeing as they're heroes. If every single place they go to has major problems and dilemmas, they will either start to feel terrible for consistently leaving quickly, or they won't leave quickly and they will get bogged down in local events and the attack of their pursuers. In either case, there's a good chance that the players will come to feel frustrated.

As the GM, carefully pace the events and dilemmas the PCs encounter at each location if you're playing a tight, fast one-shot game. The PCs need to arrive at the outpost by the end of your time playing, assuming of course that they don't decide on a different goal. Make sure that they encounter just enough tension to keep things interesting without derailing the arrival at the conclusion of the adventure. You can also always easily decrease the number of intervening locations if that's necessary for the time in which you're playing.

For a game in a longer campaign, however, or a game in which you can approach the adventure over multiple sessions, take the time to complicate the journey. The pace doesn't have to be nearly so breakneck, as the PCs might go entire locations without really being under pressure from pursuers. Encountering difficult dilemmas along the way makes the locations that the PCs reach all the more real and vital. After they deliver the plans, they might even return to these locations, especially if there are unresolved problems or places where they might find safety. As a result, it becomes all the more important to help these places feel real, complex, and fleshed out, even if that extends the overall journey.

As the GM, in a longer game take your cues from the PCs and their interest. If they are particularly invested in certain NPCs or certain difficulties, then make moves related to those characters or problems, bringing them to the fore. And you can always amp up the tension at an appropriate moment by reminding them that they are being pursued by bringing in the Rough Rhinos or the Armadillo-Bears to make a situation more complicated.



POSSIBLE FUTURE ADVENTURES

This adventure may be the beginning of your group's story but it certainly doesn't have to be the end! Here are some ideas for continuing your game with the various plot hooks in this adventure, well-suited for a longer game.

Rebellion

If the PCs choose to slight Long Feng, be it by denying him the plans or through any other means, they will no longer be in his good graces. Considering that Long Feng is functionally in control of the entire Earth Kingdom at this point, and certainly in control of Ba Sing Se, that makes him a powerful antagonist; a group of PCs facing that much of a threat might decide to just leave the Earth Kingdom and stay away.

But much of the time, the PCs are likely to be from parts of the Earth Kingdom, or to have some attachment to the people there, whether just because they're heroes or because they formed bonds as they navigated the Earth Kingdom. The PCs might choose to fight for those people and the Earth Kingdom as a whole against the oppression and invasion of the Fire Nation...and even the oppression of Long Feng!

Most significantly, if the PCs did not turn over the plans to Long Feng, then it means they still need to put the plans into the hands of someone who can do something with them. The Fire Nation continues to advance, and those plans might make a real difference in helping the Earth Kingdom avoid the worst of the

Fire Nation onslaught. The heroes might be able to deliver the plans to a general of the Earth Kingdom or even to new friends in the Armadillo-Bears. The Northern Water Tribe, other rebel groups in the Earth Kingdom, or even some dissident voices inside the Fire Nation all make further potential depositories for this valuable intel. Whoever the PCs choose to leave the plans with, there are countless more stories to tell—they likely need the heroes' help to fully act on those plans!

The PCs might also take up an active role against the Fire Nation with any of those groups, and especially the Armadillo-Bears if the PCs managed to befriend them or help heal Ben Ta. Doing so will likely keep them away from Long Feng's direct control, and might even leave them as allies too useful for Long Feng to directly act against, while setting up a whole new string of difficult challenges

Finally, if Onomu's still alive after the PCs protect her and keep the plans from Long Feng, she will be an ally, but she will only actively help and aid the PCs with this kind of rebellion against the Fire Nation if they changed her heart. If her primary motivation is still survival, she'll try to find some part of the Earth Kingdom to quietly hunker down and survive until she can find a better plan, but if the PCs have changed her heart, she might join them in a fight against the invaders—if only just to stop the fighting, not to harm her home country.

In the Court of the Grand Secretariat

If the PCs end in Long Feng's good graces, they're now his allies. He will deliver on any reasonable promises he made to the PCs, and he'll want them to do more for him—if for no other reason than to exert control over them. Long Feng is no fool, and he will genuinely use the PCs to his greatest advantage, using them to achieve real goals. At first, the missions may be reasonable, and the PCs will achieve real good in the Earth Kingdom at large, fighting off Fire Nation invaders. But as time goes on, either they will grow closer and closer to Long Feng—and in turn, he will consider them more loyal—or he will come to understand that they are not actually loyal to him at all, but instead they are loyal to higher ideals.

If the PCs continue to recommit to Long Feng, then he will come to give them more and more duties that are messy. Instead of battling Fire Nation soldiers, they'll also be sent to handle a recalcitrant Earth Kingdom general who refuses to toe the line. Instead of protecting a town, they are disarming a rogue group of rebels. This is the perfect time to reincorporate places and characters from this adventure—the Armadillo-Bears might have been doing good work, fighting the Fire Nation, only to have become a thorn in Long Feng's side for some other reason, and now he would like them to disband. These new tasks slowly reveal the Grand Secretariat's true face and priorities—to maintain his power and control of the Earth Kingdom and Ba Sing Se. They will have hard choices ahead of them, and as soon as they prove themselves not entirely loyal to him, he will begin a different tactic...

If the PCs show themselves as not utterly loyal to Long Feng above all else, then he will continue to ask them to go on missions...but his goal is to wear them down until they are ultimately dealt with by the dangers of a mission. He will send them on more and more difficult tasks, and the PCs will inevitably be put in a position where their very lives are at stake. Remember, Long Feng considers anybody who's not his pawn an enemy, and he accepts no challenge to his rule or plans. You can again use the places and issues of this adventure to create these situations, having the PCs directly face off against other antagonists like the Rough Rhinos in blatantly disadvantageous circumstances, like at the Rough Rhinos' own base of power! If the PCs survive this kind of intense, life-challenging mission, then they only get assigned another—albeit with Long Feng providing profuse thank yous to them first.

What's more, the PCs may discover others—or even themselves!—suffering the mental manipulation or brainwashing treatment. As such, the walls of Ba Sing Se soon become a jail rather than a protection, and they may need to find a way to escape before it's too late.

If the PCs decide to fully confront and begin to combat Long Feng and his Dai Li, they will have a real struggle on their hands—one the equal of the rebellion described on the facing page. Long Feng is in a position of real power, and while the PCs might not be able to unseat him entirely, they can at least strike real blows for justice throughout the Earth Kingdom.

OTHER QUESTIONS

Here are a few other questions you might have as GM about how to run this adventure successfully, along with advice on how to handle each of them.

What if the PCs don't want to follow the path? The path of locations as provided here is the safest path available to the PCs on their way to the outpost. That is absolutely, certainly true, no obfuscation or deception. If the PCs want the safest path, the one least likely to cause them trouble, it's the one laid out in this adventure. Emphasize this to the PCs—the only reason to deviate from the path as presented here is because they have decided that something besides safety matters deeply to them. If they want to accomplish the mission as quickly and safely as possible, then this is the path they should be following, end of story.

If you're playing a one-shot and the PCs truly want to deviate from this path, you can follow them to their new chosen destinations, imposing harsher costs (inflicting fatigue and conditions) to represent how the path is unsafe, while still keeping their pursuers at their tails. The intent here isn't to punish them, but to respect the fiction that says this path is inherently less safe, and to still provide a tense, dramatic conclusion—their opposition follows them so they can have one final conflict!

If you're playing a longer game with multiple sessions, you can follow the PCs to these new locations, but again, emphasize the dangers of the alternative path they are tracing. Be it foes, costs like fatigue and conditions, or something else, by choosing to deviate from the path as presented here, the PCs are choosing to take on some risk.

In general, however, the most important aspect here is to really interrogate why the PCs want to deviate from the path. If they're no longer actually trying to deliver Onomu and the plans to Long Feng, then that's a different issue entirely!

What if the PCs don't want to deliver the plans and Onomu to Long Feng? At the beginning of the adventure, the PCs all have their own reasons for committing to the mission, not least because Long Feng promised them something. All of the PCs, even those who have reason to doubt Long Feng, are committed enough to the mission at the beginning that they shouldn't reconsider until the situation has changed dramatically. But after the PCs are attacked by a Dai Li agent, or hear more about Long Feng, or change Onomu's heart, or befriend the Armadillo-Bears...they may no longer think that delivering the plans to Long Feng is the best option.

In this case, follow them to where they think they should deliver the plans, with all their pursuers hot on their heels! Just because they don't deliver the plans to Long Feng, that doesn't mean they're suddenly free. The Rough Rhinos will still be after them, as will the Armadillo-Bears, and as soon as Long Feng hears what the PCs have decided, he will dispatch a group of Dai Li agents after them! Considering that Long Feng has ears everywhere, that won't take too long, either.

You can still aim toward an impressive final confrontation, somewhere else, perhaps with the aid of local peoples the PCs have helped. Make sure to provide some answer to the question of why their pursuers would stop hounding the PCs, however, whether it's because everyone believes the plans were burned, or because everyone believes the PCs are dead.

What if the PCs lose the plans? Onomu has the plans, and will do everything she can to protect them...but in the end, it's always possible for you to make a hard GM move and say that the plans have been taken. Whether it's because the PCs are defeated in a fight with the Rough Rhinos, or the PCs lose the plans in the midst of a dangerous conflagration they're trying to escape, the PCs might lose the plans and have to get them back.

In general, don't use this hard move lightly. It significantly changes the stakes of the entire adventure. Instead of protecting and delivering Onomu to Long Feng's lieutenant at the outpost, now the PCs are chasing someone else who stole the plans so as to get them back. At that point, the heroes will have absolutely every reason to speed through any location they come to, to keep chasing the thieves as fast and as hard as possible.

But if the moment is perfect—a missed move at exactly the right moment, a PC getting taken out or losing their balance and leaving Onomu vulnerable—then you can use this move to deliver a highly intense and thematic ending to the adventure.

Keep the players all largely the same. The same pursuers would still be chasing the PCs, even as the PCs are chasing the thieves. The final confrontation can still include nearly all parties, even including the Dai Li—Long Feng has ears everywhere!

Consider where the new thieves would try to bring the plans. The Rough Rhinos would race to deliver the plans to a Fire Nation official, while the Armadillo-Bears would try to hide the plans until they can figure out how best to use the plans themselves. The Dai Li would bring the plans back to Ba Sing Se with utmost urgency. You can always set the place where the PCs catch up with the new thieves as one of the locations along the path of this adventure, based on where the thieves are bringing the plans.

As for how and when the PCs catch up, don't leave that up to total uncertainty. The question is not whether or not the PCs will catch the thieves, it's what cost they will pay to do so. In general, inflict 2-fatigue or 3-fatigue on each PC to indicate that they are rushing through the Earth Kingdom to catch up to the new thieves as fast as possible. Furthermore, feel free to respect the fiction by giving the thieves some time to dig in and create some degree of defenses for when the PCs arrive—they can remake the scene of the final confrontation into a form much more favorable to them and their style of fighting! The Rough Rhinos can set up fire traps, the Armadillo-Bears can set up snares, and the Dai Li can set up hidden pits and thin layers of dirt covering ravines or ditches.

Always remember to adhere to your agendas, baselines, guidelines, and moves. If your version of this adventure is headed in a completely different direction, those elements of GMing will help guide you to awesome play!

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are there and what the stakes are for them in this adventure. Each character has a small backstory on their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, as explained in the *Avatar Legends: The Roleplaying Game* core book, page 123. Some playbooks require that players make a connection with another PC; if this is required on a pregenerated character, players should fill this information in themselves at the time they make connections.

ADVENTURE HOOK

The characters are a band of resistance fighters from different nations who met fighting the Fire Nation. Though they're all from different places in the world, they've come together to do what is right, though sometimes their cultural differences still cause friction in the group. They currently need Long Feng's help to free some of their other allies from a Fire Nation prison.

FULL LIST OF PREGENERATED CHARACTERS

- **Xinyi, the Adamant** (he/him) - an Earthbender who suffered a terrible tragedy at the hands of the Fire Nation and accidentally badly hurt those who hurt him. **Play Xinyi if you want to wrestle with your own abilities and your hatred and fear of the Fire Nation.**
- **Nalu, the Hammer** (he/him) - a Northern Water Tribe warrior who escaped from the North to fight the Fire Nation head-on. **Play Nalu if you want to be an eager fighter who may need to learn some patience and restraint.**
- **Lana, the Icon** (he/him) - a spiritual healer from the Southern Water Tribe, well-versed in using herbs and tinctures to aid others, who ran away from home to use his abilities for good. **Play Lana if you want to be a healer with a fighter's spirit.**
- **Zimo, the Pillar** (she/her) - the leader of an expert group of Firebenders whose view of the world was shattered when she realized what the Fire Nation was really doing. **Play Zimo if you want to wrestle with the terrible legacy of your own nation and your place in it.**
- **Xian, the Prodigy** (they/them)- a masterful martial artist trained in the Earth Kingdom by pacifist monks before the Fire Nation came. **Play Xian if you want to struggle with when it is appropriate to use your talents in the face of peaceful teachings.**

XINYI, THE ADAMANT HE/HIM

Xinyi's village was destroyed by Fire Nation soldiers when he was a small child. The villagers refused to accept Fire Nation rule, so their homes were razed. Flooded with confusion and fear, Xinyi used earthbending for the first time and accidentally crushed a group of soldiers running to grab him. Terrified, he fled his village and grew up alone, fighting the Fire Nation any chance he got. Since meeting his new friends, Xinyi has tried to become more personable, but it is hard...especially with this new mission his group has taken helping an unrepentant Fire Nation general.

TRAINING



BACKGROUND: Wilderness, Outlaw

DEMEANOR: Chilly, Standoffish

FIGHTING STYLE: Spinning giant spherical rocks around himself

CONNECTIONS

- _____ takes issue with my methods—perhaps they have a point, but I certainly can't admit that to them!
- _____ is my lodestar; something about them makes them the one person I let my guard down around.

THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): _____

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or **call you out** for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance or calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10-.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

MOVES

NO TIME FOR FEELINGS

When you have equal or fewer conditions marked than your highest principle, mark fatigue to push down your feelings for the rest of the scene and ignore condition penalties until the end of the scene. When you **resist an NPC shifting your balance**, mark a condition to roll with conditions marked (max +4). You cannot then choose to clear a condition by immediately proving them wrong.

DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

TECHNIQUE

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

| | |
|----|------------|
| 0 | CREATIVITY |
| +2 | FOCUS |
| -1 | HARMONY |
| +2 | PASSION |

RESTRAINT



RESULTS

FATIGUE



CONDITIONS

| | |
|------------|---|
| ■ AFRAID | -2 to intimidate and call someone out |
| ■ ANGRY | -2 to guide and comfort and assess a situation |
| ■ INSECURE | -2 to trick and resist shifting your balance |
| ■ GUILTY | -2 to push your luck and +2 to deny a callout |
| ■ TROUBLED | -2 to plead and rely on your skills or training |

NALU, THE HAMMER HE/HIM

Nalu is a warrior from the Northern Water Tribe who couldn't sit back and hide behind a wall of ice when he heard what was happening outside the North's borders. Sneaking out of the North was an undertaking—and he might have caused a small avalanche on the way out—but he did it! Nalu met his current friends while fleeing Colonel Mongke after pouring a cup of hot tea on Mongke when he heard the Colonel ridiculing Northern Water Tribe braids... Nalu had just managed to escape when he ran into his new friends, a group he has dubbed his "merry band of rebels."

TRAINING



BACKGROUND: Privileged, Urban

DEMEANOR: Playful, Determined

FIGHTING STYLE: Northern Water Tribe war club

CONNECTIONS

- _____ has a way to solve problems with words instead of fists—it's really impressive!
- I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Your adversary: Colonel Mongke

Choose a goal you have for your adversary:

- | | |
|---|--|
| <input type="checkbox"/> Capture them | <input type="checkbox"/> Restrain them |
| <input type="checkbox"/> Discredit them | <input type="checkbox"/> Expose them |
| <input type="checkbox"/> Depose them | <input type="checkbox"/> Exile them |

Take -1 ongoing to **plead** with, **trick**, or **guide** and **comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become *Inspired*. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES

WALLS CAN'T HOLD ME

When you rely on your skills and training to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.

STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become *Prepared*. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

TECHNIQUE

OVERWHELM

ADVANCE & ATTACK

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.

- +1 CREATIVITY
- 0 FOCUS
- 0 HARMONY
- +1 PASSION

FORCE



CARE

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

LANA, THE ICON

HE/HIM

Lana is a warrior and spiritual healer from the Southern Water Tribe who spent his entire life cooped up with his village elders, learning the herbs and techniques used to soothe all manner of spiritual ailments. He expected to join his father and aid the fighters in the war against the Fire Nation, but he was forbidden from joining the fleet because Lana's abilities were already too rare to be risked. Lana ran away from home because he wanted his art to do some good in the world, and aiding the rebellion with his new friends is the perfect way to do that.

TRAINING



BACKGROUND: Monastic, Wilderness

DEMEANOR: Playful, Naive

FIGHTING STYLE: Concoctions and powders that can hinder enemies

CONNECTIONS

- _____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.
- _____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

You have these responsibilities of your burden and tradition you are expected to assume:

Performing rituals, providing aid and succor to the downtrodden, guarding nature from threats and destruction

You have these prohibitions of your burden and tradition:

Never refuse an earnest request for help, never run from a fight, never use your role for gain or profit

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

MOVES

OTTER-PENGUINS, UNAGI, AND HOT SPRINGS

When you visit a new inhabited location you might know about, roll with **HARMONY**. On a 7-9, ask 1. On a 10+, ask 2. PCs who interact with one of the answers clear 1-fatigue or mark growth.

- What's the best local pastime?
- What interesting locations are nearby?
- Who is the most famous person here?
- What special tradition is prized by locals?
- What's the most interesting legend locals recount about this place?

On a miss, tell the GM what you expected to find; they will tell you how this place is different!

CONCENTRATION

Take +1 **FOCUS** (max +3).

TECHNIQUE

WALL OF PERFECTION

DEFENSE & MANEUVER

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.



ROLE



FREEDOM

FATIGUE



CONDITIONS

- AFRAID
-2 to intimidate and call someone out
- ANGRY
-2 to guide and comfort and assess a situation
- INSECURE
-2 to trick and resist shifting your balance
- GUILTY
-2 to push your luck and +2 to deny a callout
- TROUBLED
-2 to plead and rely on your skills or training

ZIMO, THE PILLAR

SHE/HER

Zimo was trained as an elite Firebender at the Royal Fire Academy for Girls. She was so skilled that she had her own squad of Firebenders to lead on missions. But on her first mission to the Earth Kingdom, Zimo's entire world crumbled around her. The Fire Nation wasn't liberating the world from corrupt rulers as she had been taught in school...they were the tyrants. Zimo refused to complete her mission, and her squad was disgraced. It took a long time for her current friends to trust her, but Zimo will only return home when she's found a way to take down the Fire Nation.

TRAINING



BACKGROUNDS: Privileged, Military

DEMEANOR: Confident, Warm

FIGHTING STYLE: Arcs of fire spanning from hand to the opposite foot

CONNECTIONS

- _____ doesn't really respect my accomplishments; they probably need a lesson or two.
- _____ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

SQUAD LEADER

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?

Hari Bulkan

Which are the most well known traits of your squad? Your fighting style

What does your squad value? Excellence & Tradition

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose. For now, your group is **temporarily disbanded or exiled**.

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style.

LEADERSHIP STYLES

Earn 1-Team when...

- INSPIRING:** ...you live up to your Principle and roll a hit.
- INDOMITABLE:** ...you resist shifting your balance or you deny a callout and roll a hit.

SUPPORT STYLES

Spend 1-Team when...

- INVIGORATING:** ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
- ENCOURAGING:** ...you openly endorse a companion living up to their principle; shift their balance toward that principle.

MOVES

A WARRIOR'S HEART

When you **live up to your principle** while you have 3+ conditions marked, ignore your condition penalties. When you **live up to your principle** while you have 5 conditions marked, don't mark fatigue.

FIGHTING LIKE DANCING

When you **advance and attack** against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

TECHNIQUE

SLIDE AROUND THE BLOW

EVADE & OBSERVE

You move perfectly, slipping past strikes and demanding an opponent's attention; a foe you are engaged with must remain engaged with you and can only use techniques against you in the next exchange. If no foe is engaged with you, you may slip through the fight to engage a new foe (no foe may mark fatigue to stop you).

- +1 CREATIVITY
- 0 FOCUS
- +2 HARMONY
- 1 PASSION

SUPPORT



LEADERSHIP

FATIGUE



CONDITIONS

- AFRAID**
-2 to intimidate and call someone out
- ANGRY**
-2 to guide and comfort and assess a situation
- INSECURE**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- TROUBLED**
-2 to plead and rely on your skills or training

XIAO, THE PRODIGY

THEY/ THEM

Xiao grew up with a group of pacifist monks in a remote Earth Kingdom village. The monks loved Xiao and never forced them to be anything they didn't want to be, so when Xiao came of age, they decided to become a warrior. Their extraordinary skill with martial arts came from raw talent and rebuffing countless Fire Nation attacks on their small village, which rested right next to a valuable ore deposit. Xiao sees their inability to prevent the Fire Nation from eventually taking over this village as their biggest failure and is traveling with their new friends with the aim of eventually liberating their home.

TRAINING



BACKGROUNDS: Monastic, Wilderness

DEMEANOR: Curious, Proud

FIGHTING STYLE: Hand-to-hand with throws, dodges, and counters

CONNECTIONS

- _____ could use training from someone who knows what they're doing; I suppose I am up to the task.
- I'm not sure if the overtures of friendship from _____ make me happy, mad, or both.

EXTRAORDINARY SKILL

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Your mastery is particularly impressive in **maneuvering** and **guarding**.

When you **rely on skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.** You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7-9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

MOVES

SURPRISING ENTRANCE

When you **trick someone** by using your skills to disappear and reappear somewhere else within the same scene, roll with **FOCUS** instead of **CREATIVITY**.

WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become **Prepared**.

TECHNIQUE

STEADY STANCE

DEFEND & MANEUVER

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become **Empowered** for the next exchange.



EXCELLENCE



COMMUNITY

FATIGUE



CONDITIONS

| | |
|------------|---|
| ■ AFRAID | -2 to intimidate and call someone out |
| ■ ANGRY | -2 to guide and comfort and assess a situation |
| ■ INSECURE | -2 to trick and resist shifting your balance |
| ■ GUILTY | -2 to push your luck and +2 to deny a callout |
| ■ TROUBLED | -2 to plead and rely on your skills or training |



What an interesting premise! In **Air & Wind** a valuable Air Nomad artifact is unearthed and “stolen.” The thief is an archeologist and wants to return the artifact to someone who will care for it...rather than someone who will sell it to the highest bidder. What is this, dear reader? A human with a shred of nobility and a dedication to preserving history? Color me mildly intrigued to say the least.

Before the Hundred Year War the Air Nomads had a vibrant culture with a healthy respect for the spirits! Not all of them mind you, I've personally met a few Air Nomads and the experience with one in particular was less than pleasant. But I digress; it pleases me to see someone strive to preserve their culture after so much was lost...

I doubt this will end well, alas, knowing what I do about the avarice of humanity. But I love to read and every story has its merit.



CHAPTER 7

AIR & WIND

第七章

AIR & WIND



AANG ERA
ADVENTURE

CHAPTER 7

Air & Wind is a standalone adventure set in the Aang Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **Air & Wind** can also be used in an ongoing Aang Era campaign. The adventure is set in the Earth Kingdom as the heroes race to get an Air Nomad artifact to safety with Toph Beifong, perfect for journeying groups.

The companions get a weird sense of *déjà vu* when an Earthbender with a hood approaches them, asking to talk in private... Then it hits them! They've seen her on a wanted poster for stealing from Sparrowkeet Air, a corporation that develops and builds flying contraptions! The poster got her name right, Qian Yu, but she explains that the rest of the poster is false—she isn't a master thief, but an archaeologist. She discovered a lost Air Nomad artifact from the Eastern Air Temple, which dates back to right before the Hundred Year War, but then she fled when she learned Sparrowkeet Air's true motivation: to sell these items to the richest bidder!

Qian Yu believes this valuable piece of history belongs to the whole world—or at least, the last surviving Airbender—and she wants the companions' help escaping Sparrowkeet Air's clutches to deliver the artifact to Toph's Metalbending Academy instead. As someone who trained with Toph for a time, Qian Yu knows the legendary bender can get this artifact to the right people!

USING THIS ADVENTURE

This adventure creates a sandbox for your PCs where they can unravel a diplomatic intrigue that could shape the history of the world. Some of the tools available to you are found in these sections:

- The “Summary” provides an outline of the adventure and explains the various issues the players face.
- The “Introduction” brings the PCs into the story and sets up your group to undertake the adventure.
- “Important Characters & Groups” provides information on NPCs the companions might meet as they flee toward the Beifong Metalbending Academy outside Yu Dao.
- “Important Locations” features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- “GM Advice” contains additional guidance for this adventure just for the GM and gives advice on how the adventure could end.
- “Pregenerated Characters” is a set of five premade characters your players can use to hop right into the adventure. We also include a hook that ties the characters to the adventure.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running **Avatar Legends: The Roleplaying Game** in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are five pregenerated characters included at the end of this adventure. Each character has a unique history, playbook, and set of stats. Your players can use these characters to play through this adventure, or they can create their own as explained in the **Avatar Legends: The Roleplaying Game** core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements like the stat boosted by the free +1 at character creation if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes as desired. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

The adventure starts with the PCs in Boat Bottom, a fishing village alongside the coast of the western Earth Kingdom, just southeast of the great cosmopolitan expanse of Yu Dao. An unusual storm of activity is brewing in this quiet seaside town; the merchants and fishers celebrate booming business thanks to corporate visitors in the area, and the constant flow of people in and out of town helps rumors fly of a master thief hiding in Boat Bottom. Wanted posters pepper the docks with the image of a woman named **Qian Yu**. The excitement is almost too much to handle. Tensions soar as the heroes arrive and discover all is not what it seems. (The precise motivation for being in Boat Bottom is up to the players themselves. See “Introduction.”)

It turns out the mysterious Qian Yu has been watching the PCs, and she’s impressed. She’s not a master thief but an archaeologist who “stole” an Air Nomad artifact from the Sparrowkeet Air corporation. When repair workers found the remains of what looked like a small, abandoned spirit shrine with Air Nomad iconography buried under a Sparrowkeet Air factory, the corporation asked Qian Yu and her team of experienced archaeologists to excavate the ruins for them. The CEO of Sparrowkeet, Yuzhen Sr., assured Qian Yu and her team that any artifacts they found would be preserved and returned to the Avatar. Yuzhen Sr. believed they would find nothing...**But after the team uncovered a valuable artifact, Qian Yu learned Yuzhen Sr. intended to sell it to the highest bidder.**

Qian Yu needs the companions to help **deliver the artifact to the Beifong Metalbending Academy outside Yu Dao**.

There, she hopes her former instructor, the legendary Metalbender Toph Beifong, can get the artifacts into the right hands. Unfortunately, Sparrowkeet Air has Boat Bottom surrounded with their eyes peeled like eagle-hawks. This is where the PCs come in.

With the PCs’ skills, Qian Yu might just be able to smuggle the artifact (the exact nature of which is decided by the players) to Toph after all. When the PCs accept this quest, escaping Boat Bottom is only the beginning of their trials. Along their journey escorting Qian Yu, the companions dodge cutthroat mercenaries, cross paths with a potential friend or foe, weave through treacherous mountain paths, and perhaps even come face-to-face with the leaders of Sparrowkeet Air.

The PCs get to choose their own path through the Earth Kingdom, encountering new complications and locations as they travel. Some of the fun of the adventure is seeing which path the PCs will travel this time! But most likely, their journey will always culminate at the Beifong Metalbending Academy, where they will have one final confrontation with Sparrowkeet Air and their other pursuers.

THE ANTAGONISTS

Sparrowkeet Air has called upon many resources to find Qian Yu and there are a number of people looking for the artifact. The company has papered the area with numerous wanted posters (even air-dropping them from their dirigibles) offering a bounty for the first person (or group) to fund Qian Yu and bring her to the company. **Sparrowkeet Air plans to pay this bounty with a fraction of the money they make selling the artifact.**

At the heart of the chase are **Yuzhen Sr.** and **Yuzhen Jr.**, the owners of Sparrowkeet Air. Though their motivations differ for wanting the artifact, both men want it. Yuzhen Jr. sees the artifact as a means to an end—Sparrowkeet is close to going belly-up, and selling off a near-priceless Air Nomad artifact could be just the influx of cash his company needs to keep going and for him to keep paying his employees. Yuzhen Sr. feels the artifact belongs to him and his son because it was found on company land. He knows his company is in dire straits, but his main motivation is avarice. **The major difference between the two Yuzhens** is that the companions may be able to convince Yuzhen Jr. of their cause by offering an alternative to save his company. Yuzhen Sr., on the other hand, is set in his ways. Depending on how your adventure plays out, son may turn against father, or vice versa.

Sparrowkeet Air has blanketed the area with wanted posters and will pay whichever mercenary finds Qian Yu with a small portion of what the Yuzhens make off selling the artifact. **The two mercenary groups who picked up on the bounty are:**

- **The Snow Rats**—A group of Southern Water Tribe mercenaries unfailingly loyal to their leader, Koa. The mercenaries act out of necessity to help their families back home and could be convinced to stop their hunt...if they’re presented with a better option.
- **The Yu Dao Bounty Hunter’s Guild**—The guild members have seen the bounty and a group of them have joined forces to hunt for Qian Yu. Each of them is a skilled professional and is unlikely to give up their hunt unless there’s no more bounty or the risk ends up being higher than the reward.

The wildcard in this chase is the **inventor and architect Ume**, who heard about the bounty and is mostly curious about the Air Nomad artifact. She wants to find Qian Yu and inspect the artifact, but doesn’t necessarily want to collect the bounty. She’s interested in its artistry and wants to see if she can use it as inspiration for her newest designs. Depending on the situation, how the PCs treat her, and if the GM needs an escalation, Ume can help or hinder the companions on their quest.



THE ORDER OF THINGS

The group has a few days worth of (air) travel until they reach Beifong Metalbending Academy. **Qian Yu stole a dirigible from Sparrowkeet Air and parked it outside Boat Bottom.** The companions can use it to get to the academy. Without the dirigible it is nearly impossible to avoid capture; the antagonists are more mobile.

To get to their goal the companions need to: get out of Boat Bottom, get to the dirigible, get the dirigible running, and make a few stops along the way for supplies before arriving at the academy. **The players decide which locations they stop** at each time they need to refuel. The adventure is designed so that the companions must stop and refill the oil tanks of the dirigible twice before reaching the academy, but you as the GM should add more or less stops based on the amount of time you have to play.

The companions travel from Boat Bottom to any location in the Plains, to any location in the Mountains, and then to Yu Dao. They might know of some of these locations in advance, based on their backgrounds, but they can spy all of them from a distance when flying or traveling—if it doesn’t make sense that the PCs know all about Ume’s Workshop in the plains, for example, they still can see the tents and structures there and make a decision about whether or not to visit that place. There is also one moving location: Sparrowkeet Air’s Flying HQ, which you can use as an optional location depending upon whether or not the Yuzhens catch up with the PCs’ dirigible.

Each location is a picturesque and fun set piece to throw antagonists in your PCs’ path. Plains and mountain locations each include a suggested escalation you can use to amp up the action for your players. If they don’t work based on the story you’re telling, you can also use the general escalations in “GM Advice.”

Although those locations represent the key spots where interesting conflicts may arise, you should populate the areas between with locations and biomes as you see fit, depending on the story, the players’ preferences, and the time you have to play. The more interesting and complicated locations the PCs en-

counter, the longer your story will take to complete. So for one group of players, you might provide villages and towns where they can gather rumors, disguise themselves, and use connections to negotiate safe havens, giving the PCs plenty of different threads to follow. For another group of players, you might provide forests, mountains, or even tunnels where they can use creative survival skills, face dangerous beasts, and enjoy the wilderness, overcoming a series of interesting obstacles before moving on to the next key location in relatively short order.

BOAT BOTTOM

Jelly Shack
The Pumpyard
Dirigible Site

PLAINS

Ume’s Workshop
Sparrowkeet Station

MOUNTAINS

The Iron Tavern
Flameo Hot Springs
Eel-Swan Sauna

YU DAO

Beifong Metalbending Academy

WHAT IS THE ARTIFACT?

The Airbender artifact is something ancient, impressive, and of enormous value. But its exact form and nature is up to you and your players. When the PCs start the game, Qian Yu must be carrying the artifact on her. Until the PCs recover the artifact and return it to the archeologist, Qian Yu isn't quite sure if she can trust the PCs and does her best to keep it hidden. But once it's recovered, she may no longer be able to hide it, and the PCs can learn what it actually is.

At that point, the players help build the story by answering the questions below and creating the artifact together. This happens at the level of the players themselves—not at the level of the characters; these questions are for the players to answer in ways that create more fun for them, as opposed to questions that indicate actual knowledge their characters have.

When the PCs first set eyes on the Air Nomad artifact, go around the table asking each player one or more of these questions:

- What type of object is the artifact?
- What is unique about the artifact that makes it rare and irreplaceable?
- What about the artifact makes it difficult to keep safe or conceal?
- What is the most beautiful part of the artifact?
- What historical meaning does the artifact hold?

Note: If your players prefer, open each question to the entire group and let them discuss. Some roleplayers are shy, unused to storytelling beyond their character, or don't like being put on the spot! For an extra immersive flair, consider writing each question on a small slip of tea-stained paper, rolling it up, and tying it with twine. Distribute these tiny "Air Nomad scrolls" to the players to open and answer.

With these details established, be sure to shape the story around the players' answers, so they know their storytelling has weight. If the artifact is an Air Nomad staff, how do they hide or disguise the tall object during their travels? If the artifact is an ancient guide to how to meditate into the Spirit World, where might they practice those techniques? Even seemingly small opportunities to incorporate the artifact details will delight the players. Everyone loves a good callback!

CULTURE AND YU DAO TOWN

The details the players provide about the Air Nomad artifact establish it as rare, valuable, and sought after. But the important characters with whom the players cross paths all have their own reasons they can benefit from this object of a nearly-lost civilization. For some, the allure is purely financial. For others, it is a dubious means to a well-meaning end. For yet others, it is a spark of knowledge and inspiration that could lead to new designs and creations to better the world.

The setting of this adventure is an appropriate backdrop for the themes of culture, its appropriation, and its appreciation. As the players find themselves amidst this battle for the Air Nomad artifact, they travel toward the town of Yu Dao, the oldest Fire Nation colony in the Earth Kingdom during the Hundred Year War. As a colony, Yu Dao allowed Earth Kingdom citizens to live freely among its Fire Nation citizens.

This created a blend of cultures in Yu Dao over many years, visible from its architecture to its metalwork craftsmanship (a combination of earthbending and firebending) to its families; indeed, Fire Nation immigrants married and started families with Earth Kingdom locals. After the Hundred Year War, the Yu Dao Resistance struggled against the Harmony Restoration Movement which sought to remove all Fire Nation colonies from Earth Kingdom territory, and after hard-fought battle and intense mediation, it was decided Yu Dao would govern under a new, multicultural coalition, a move that ultimately led to the creation of the United Republic of Nations much later.

As the GM, use the NPCs established in "Important Characters" and escalations attached to sites in "Important Locations" to explore these themes with the players combining scenes of action and moral dilemma. You might even offer the players the option to negotiate between Sparrowkeet Air and Qian Yu at the end of the adventure.

HOW IT ENDS

Assuming the companions make it to the Beifong Metalbending Academy, they will likely confront whatever antagonist is left chasing them right before or when they arrive. Along the way to the academy, the players have probably encountered multiple people who want the artifact, and some for very good reasons. How they decide to help these people later on or address their immediate concerns brings nuance to a rather straightforward chase.

Try to think of this adventure like an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. The adventure could end with Yuzhen Jr. allying with the companions to take down Sparrowkeet Air's Flying HQ, or the adventure could end with the PCs defending the Beifong Metalbending Academy with its students as the Snow Rats infiltrate and look for Qian Yu! Regardless, the end of the adventure should give the players a chance to feel special—and to feel that their actions made a real difference as they pull off a victory against the odds.



INTRODUCTION

Whether you're playing this adventure as a one-shot or part of an ongoing campaign, the PCs need a reason to be in Boat Bottom. The goal of this introduction is to build rapport amidst the PCs, worldbuild a reason for the companions to be in Boat Bottom, and establish an exciting event that draws Qian Yu's attention. Rather than give the PCs a reason to be in the village, have the players create it themselves and along the way craft an exciting event Qian Yu witnesses. If you're using the pregens, they arrive in Boat Bottom looking for Qian Yu, and you should ignore the first two questions.

- You needed to find something in Boat Bottom; what was it and why was it so vital?
- The object of your search wasn't easy to find or obtain; who or what stood in your way?
- What first went terribly wrong during your search?
- (Ask each player) What did you do to contribute to saving the day?
- (If using unique characters) In the end, you succeeded in finding and obtaining what you were looking for. What cost did you pay for that success? What aspect of your victory earned you renown as heroes?

How thoroughly impressive! It's no wonder Qian Yu approached the companions and told them of her plight. She described her plight and requested the PCs' help. Ask each player:

- (If you're using unique characters)
Why did you agree to help?
- (If you're using the pregens) Why did you agree to help despite needing the money from the bounty?

Once you've established why the companions are here and committed to helping Qian Yu, move right into the action below!

GETTING STARTED

First the companions and Qian Yu need to get out of Boat Bottom. Qian Yu brings them to the Jelly Shack and her hiding place; on their way, they duck into an alleyway when they see Sparrowkeet Air guards combing the city. Just as the coast is clear a tall man in a bulky coat bumps into Qian Yu. She recovers to realize he stole the artifact! The PCs need to get the artifact back fast, before the guards notice the commotion. The tall man is in fact two young thieves (see Flint and Ember in "Important Characters") who wouldn't be that much of a problem if not for the fact that the city is now crawling with guards.

Stealing the Artifact

This opening situation is a fun, exciting scene that gets the PCs into the action quickly. Use this incident to get the players triggering moves and making choices. But keep in mind that the PCs and Qian Yu need the artifact to deliver and carry forward! It's an obvious source of drama, to steal the artifact or threaten to destroy it throughout play...but if it actually is stolen or destroyed, then the adventure is over. Don't deploy this kind of threat too often, and don't resist the PCs recovering or protecting the artifact; it's far more interesting to see what costs they pay to succeed in these situations than to see what they do when they fail.

In particular here, Flint and Ember aren't especially vicious or dangerous foes, and the PCs shouldn't need any kind of pitched battle to a terrible end to get the two to surrender—indeed, a fight might not even be necessary at all. The two boys might return the artifact for many reasons—see more on them on page 150 to see why they might give it back!

Once the PCs recover the artifact, it is up to them where they want to go. The most likely location is the Dirigible Site, but let the players lead the action and see where they want to go!

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader act separately in regards to exchanges and choosing techniques.

QIAN YU

MAJOR NPC

Qian Yu is a skilled archaeologist who uses her earthbending prowess to help in her job. She studied for a time under Toph Beifong, having shown a potential for metalbending, but declined further studies—the time it took to learn metalbending took too much away from her archaeological pursuits. After so much knowledge was squandered in the Hundred Year War, Qian Yu believes knowledge should be shared freely with everyone. Hiding or selling the Air Nomad artifact is directly opposed to everything she stands for, and the only person she believes has any right to private use of the artifact is the only Air Nomad left alive—the Avatar himself. Strong-willed yet soft-spoken, Qian Yu is characterized by her stern whisper of a voice, which she raises only in excitement when describing her archeological studies and discoveries.

DRIVE: Get the artifact to Toph who can get it to the Avatar

PRINCIPLE: Discovery 0 +1 +2

CONDITIONS: Afraid, Foolish, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Sense Environment*

YUZHEN SR.

MAJOR NPC

Yuzhen Sr. is the owner and CEO of Sparrowkeet Air in name only. Nicknamed “Big Yuzhen,” the elderly man built his company helping the Fire Nation innovate and improve their dirigibles during the war. He doesn’t believe he’s profited off the war and feels entitled to the Air Nomad artifact because it was on his land, bought with his money. He’ll do whatever he can to get it back... as long as it means bossing around someone else to get their hands dirty. He’s rich and entitled, and has little else to do with his time now that his son has taken over the actual day-to-day of the business. When not obsessing over the “stolen” artifact, Big Yuzhen enjoys strategizing over his war miniatures and is particularly proud of his Sparrowkeet Air dirigible minis that he painted himself... poorly... although no one dares tell him so to his face.

DRIVE: Take back what’s his

PRINCIPLE: Greed 0 +1 +2

CONDITIONS: Afraid, Angry, Foolish

FATIGUE: ◇◇◇◇◇

List of important Characters & Groups

- **Qian Yu**, intrepid archeologist and artifact thief
- **Yuzhen Sr.**, the aging CEO of Sparrowkeet Air
- **Yuzhen Jr.**, the sympathetic president of Sparrowkeet Air
- **Sergeant Biho**, chief of the Sparrowkeet Air guards
- **Sparrowkeet Air Guards**, a group of guards paid by Sparrowkeet Air
- **Ume**, a creative inventor and architect
- **Koa**, the serious leader of the Snow Rats
- **The Snow Rats**, a group of Southern Water Tribe mercenaries working to feed their families
- **Yu Dao Bounty Hunters Guild**, a diverse group of western Earth Kingdom bounty hunters
- **The Badger-Frog Bountymaster**, a whip-wielding warrior
- **Princess Flutterbat**, a nimble bounty hunter with a gliding suit
- **The Claw, ...THE CLAW**
- **Flint and Ember**, two new thieves who’ve run away from home

YUZHEN JR.

MAJOR NPC

Yuzhen Jr. is a man of the modern age. Unlike his father, he doesn’t think Sparrowkeet Air is free from any guilt for its actions during the war, and since he started working for the company, he’s tried his best to make what reparations he can by hiring from impoverished communities and giving back to the Earth Kingdom. Since accepting his role as president of Sparrowkeet Air, business has declined substantially, though through no fault of his own. The war’s over and the company’s once-biggest customer (the Fire Nation) doesn’t need war balloons anymore. Sparrowkeet Air is hemorrhaging money and if it doesn’t get a cash influx soon, it will go bankrupt. Selling off the near-invaluable Air Nomad artifact is a means to an end for Yuzhen Jr. It means his family’s business can continue and he can pay his employees. Yuzhen Jr. is also known as “Little Yuzhen” despite his tall stature and despite requesting time and time again for people to stop calling him that.

DRIVE: Protect the workers whose livelihoods depend on him

PRINCIPLE: Responsibility 0 +1 +2

CONDITIONS: Angry, Foolish, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUE: *Pinpoint Flaws*

SERGEANT BIHO

MINOR NPC

Sergeant Biho is the field leader of the Sparrowkeet Air Guards. He joined up with the guards in the first place because it was a way for him to put his experience from the Hundred Year War to use making a bigger wage than he once had. He's not cruel, but he's not merciful or kind, either, and he's just fine following the lead of Sparrowkeet Air as long as they keep paying him well.

DRIVE: Secure his own position

PRINCIPLE: Power 0 +1

CONDITIONS: Angry, Insecure

FATIGUE: ◇◇◇

TECHNIQUE: Rapid Assessment

SPARROWKEET AIR GUARDS

MAJOR NPC GROUP

The Sparrowkeet Air Guards normally guard numerous dirigibles for the company, but because the company is flying less, they have had their hands busy fending off would-be thieves. The guards aren't stupid and see the direction the company is taking, and they're most concerned with their continued survival. To some extent, that motivates them to help their bosses and find the thief quickly...but it also means they might decide to make a profit off the artifact on their own if things aren't going well. They're not so much worried about the ethics of selling an Air Nomad artifact and much more worried about keeping the company afloat so they can afford to feed their families.

DRIVE: Find the artifact

PRINCIPLE: Survival 0 +1 +2

CONDITIONS: Afraid, Angry, Foolish

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Spread Out

UME

MASTER NPC

Ume is a brilliant, if unconventional, inventor and architect. She learned everything she knows from her mother who passed away during the war, and Ume sees her "art" as something to continue not only because she genuinely loves it, but also to honor her mom. Ume's interested in the artistry of the Air Nomad artifact and wants to see if she can use it as inspiration for her newest designs. In general, Ume is endlessly chatty and curious, asking the players about their travels and experiences. Ume is well intended, but heavily focused on inventing, tinkering, and how things are built. Her naturally curious nature means that she tends to take nearly anything apart and doesn't pay much heed to whether her timing is advantageous or not.

DRIVE: Transform the Earth Kingdom with her inventions

PRINCIPLE: Curiosity 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Foolish, Guilty, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Jury Rig, Rebuild

KOA

MAJOR NPC

Koa is the head of a mercenary group called the Snow Rats, and the Snow Rats want the bounty on Qian Yu. Koa and the Snow Rats originally fought against the Fire Nation in the Hundred Year War. Now that the war is over, together with his fellow tribespeople, Koa now takes bounties to provide for himself and his kin. Koa is reliable, competent, and able to complete any task set in front of him. If he discovers the nature of the artifact he could be swayed from the bounty, as he's seen first-hand the devastation of the Hundred Year War...but it means giving up money that helps to feed his family. Knowing that the rest of the Snow Rats follow his lead, affecting their families as well, Koa takes the responsibility seriously.

DRIVE: Provide for his loved ones

PRINCIPLE: Care 0 +1 +2

CONDITIONS: Angry, Guilty, Insecure

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUE: Furious Assault

THE SNOW RATS

MAJOR NPC GROUP

Led by Koa, this mercenary group is composed of survivors of the Southern Water Tribe, who fought under him in the Hundred Year War. Like their leader, the Snow Rats travel and take on bounties to provide for their families back home, because home is everything. Now that the Hundred Year War is over, they wear their Southern Water Tribe heritage with pride, displaying small tokens, jewelry, and weapons from home on their persons. They're fiercely loyal to Koa and trust his judgement. If that means capturing the artifact at all costs, so be it. If that means prioritizing their morals over a payday, then that fierce loyalty could mean extra assistance from the Snow Rats—perhaps in the form of a small favor or a temporary distraction.

DRIVE: Preserve what's left of the Southern Water Tribe

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Angry, Guilty, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Attend to Commands

YU DAO BOUNTY HUNTERS GUILD

MAJOR NPC GROUP

The Yu Dao Bounty Hunters Guild operates throughout the western Earth Kingdom, although most find their best bounties along the coast and near the town. Obviously, the bounty on Qian Yu and the artifact are the talk of the guild. Although the guild accepts bounty hunters of every level, the best of the best know it's all about collecting those bounties... in style! The Yu Dao Bounty Hunters Guild headquarters hosts workshops on weaponry, martial arts, and branding, and its members show off their...“expertise.” They’re not exactly a coordinated group—each member has their own style—but when a whole bunch of them go after the same bounty, they function as a multi-colored, overly excited mob, each one with their own unique name and catch-phrase. Use this group to represent when a whole bunch of the bounty hunters are working together—if all three of the following example bounty hunters or more are targeting the PCs in the same scene, then use this group instead of their individual write-ups.

DRIVE: Collect the greatest bounty

PRINCIPLE: Glory 0 +1 +2

CONDITIONS: Angry, Foolish, Insecure

FATIGUE: ◇◇◇◇

TECHNIQUE: Swarm

THE BADGER-FROG BOUNTYMASTER

MINOR NPC

The Badger-frog Bountymaster dresses in a green and brown suit with white-fur trim and uses a “badger-frog tongue” whip. His skill with the whip is real, but his tendency to loudly monologue in between strikes tends to cause him a bit of trouble.

DRIVE: Have his name fully recognized and remembered

PRINCIPLE: Fame 0 +1

CONDITIONS: Insecure

FATIGUE: ◇◇◇

TECHNIQUE: Monologue

PRINCESS FLUTTERBAT

MINOR NPC

Princess Flutterbat might look dainty but uses a gliding suit to command the higher ground. She’s masterful in catching a gust of wind or taking advantage of her momentum to strike an opponent harder. She’s also determined to prove herself by taking down the biggest foes possible.

DRIVE: Prove herself against the toughest foes possible

PRINCIPLE: Might 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUE: Pounce

THE CLAW

MINOR NPC

The Claw wields a claw. They also don’t really talk much. They wear a metal mask with a few holes to breathe and see out of, along with a dull-gray simplistic outfit, and the razor-sharp four-pronged claw on one hand. The Claw’s motivations aren’t particularly obvious, but it seems as if the Claw just likes the work.

DRIVE: Hunt bounties successfully

PRINCIPLE: Work 0 +1

CONDITIONS: Troubled

FATIGUE: ◇◇◇

TECHNIQUE: Suck It Up

FLINT AND EMBER

MINOR NPC

Flint, a scrappy runaway teen and inexperienced Earthbender, fled his home in the town of Yu Dao after a terrible, public, embarrassing, heartbreaking end to his first relationship. The PCs meet him stealing the artifact from Qian Yu. Flint has no idea what he’s stealing—he grabs the artifact out of practiced habit. He also carries his brother Ember on his shoulders, with the pair disguised inside a large, hooded coat to appear as an enormous man. Ember followed Flint against his brother’s wishes, and now the two are a “team.” Ember is a fledgling Firebender just starting to realize his ability, and he’s terrified every time Flint asks him to bend. Ember’s also afraid of heights, so being carried on Flint’s shoulders regularly is a problem. Basically, Ember really wants to go home, and if the PCs can gain his trust and help with that, he’s sure his parents who own the Iron Tavern would help the companions on their way to Beifong Metalbending Academy.

The write-up here treats Flint and Ember as one NPC for mechanical purposes, though they have different drives and principles.

DRIVE: Flint—Escape the shame of his first breakup

Ember—Go home

PRINCIPLE: Flint—Self-reliance 0 +1 , Ember—Safety 0 +1

CONDITIONS: Afraid, Foolish, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Take Cover



IMPORTANT LOCATIONS

Below are some suggested locations, including which important NPCs might be found at each. Feel free to have your players encounter these in any order or even “reskin” locations as needed. For example, a hideout in Boat Bottom could be found in another coastal town or even in Yu Dao with a few simple changes. **Each location in the plains and mountains has enough oil or coal to refill the tanks on the dirigible** even if not expressly stated in the write-up. While under Fire Nation rule, this area of the Earth Kingdom mined and refined many of the materials the Fire Nation used to build its war balloons, and those supplies are still abundant in these towns and outposts.

BOAT BOTTOM

The adventure starts in Boat Bottom, a fishing village named for the central building, constructed out of the hulk of a derelict vessel. Boat Bottom is situated on the coast of the western Earth Kingdom. In general, Boat Bottom has managed to survive on its own for some time, even through the onslaught of the Hundred Year War. It never grew large enough to demand any kind of serious occupation from the Fire Nation, and even after the Fire Nation’s withdrawal, life in Boat Bottom has remained much the same. Now, though, everything stands to change as larger corporations are looking to move into the town and build something anew. The activity keeping Boat Bottom abuzz is well out of character with the normally small, quiet place, but the locals are pretty happy about it.

The Jelly Shack

Qian Yu has been hiding right underneath Sparrowkeet Air’s nose or, more accurately, right underneath Boat Bottom’s hottest destination. Named the town’s top lobster-crab chowder restaurant of the year by the *Boat Bottom Tribune* and the *Boat Bottom Junior Academy Gazette*, this diner near the docks is run by a happy couple simply called Mrs. and Mrs. Jelly by locals. The dining area is small and homey, filled with cobbled together driftwood stools and a countertop just slightly uneven, enough to make the Jelly Shack’s precious chowder spill if you’re not careful. Removing the panel in the back of the kitchen closet reveals stairs that lead down to the diner’s hidden basement where Mrs. and Mrs. Jelly store their chowder’s secret ingredient: jelly-nemone. The distinct and pervasive smell almost masks the other important substance they keep in the basement—dirigible fuel. Mrs. and Mrs. Jelly used to run quite the little sabotage ring, stealing and hiding barrels of the stuff while under Fire Nation rule. That makes them perfect suppliers for the PCs who need to refuel Qian Yu’s dirigible.

This place can be found in Boat Bottom as described if the players need to use Qian Yu’s hideout to dodge guards; in that case, she’s been hiding in this aromatic basement for nearly a full week, waiting for Sparrowkeet Air to leave the town. Otherwise, the Jelly Shack is a possible hideout anywhere along the coast. But Qian Yu’s funds have run low, and Mrs. and Mrs. Jelly have bills to pay now that they can’t make money off their stolen goods; they are increasingly likely to tip Sparrowkeet Air to her whereabouts for a big pile of reward money.



The Pumpyard

The Pumpyard is an old Fire Nation processing plant. It used to operate at full capacity, producing refined materials and chemicals for Fire Nation material, but ever since the end of the war it's been all but abandoned. The technicians necessary to operate the plant either came from the Fire Nation military or weren't there of their own free will, and they left the place at the end of the war. Sparrowkeet Air and other companies have contemplated putting resources into reviving the Pumpyard here in Boat Bottom, but there are other more lucrative sites to repair first. So it has become a scrapyard, as scavengers take more and more resources and leave it in worse and worse repair. Ume, in particular, likes to hang about the Pumpyard, scrounging for interesting bits. Flint and Ember have also taken to hiding in the Pumpyard. When they steal the artifact from Qian Yu, they take it here, where Ume may catch a glimpse of it.

Dirigible Site

Qian Yu traversed most of the Earth Kingdom in a stolen Sparrowkeet dirigible. Unfortunately, Qian Yu is an archaeologist, not a dirigible pilot, and when she parked the air vehicle... something went terribly wrong and it won't start when the companions arrive. If the companions can fix the dirigible, it is their best bet to reach the Beifong Metalbending Academy swiftly.

Alternatively, if the PCs met Ume in Boat Bottom and befriended her, she's willing to use her expertise to fix the dirigible for them... perhaps even installing some extra features? Ask your players what features they'd like their airship to have, using your discretion as GM to decide whether those features are possible, and let the players describe how their PCs aid Ume in realizing their suggestions. They can **rely on their skills and training** to help, with 7–9 consequences creating possible drawbacks or complications in the new improvements.

After the dirigible is repaired, amp up the tension so the PCs leave in a chase! For maximum drama and fun, as the players sail away in their souped-up dirigible, they are pursued by Sparrowkeet Air's Flying HQ and must use their skills to steer their own airship to escape and/or use the special features they installed if relevant.

SPARROWKEET AIR'S FLYING HQ

First seen hovering over the little town of Boat Bottom, this massive green and yellow airship is known throughout the western Earth Kingdom as Sparrowkeet Air HQ, if only because the corporation's logo on the dirigible's side is larger than most buildings. Inside, except for the stunning views, you'd never know you were flying, the ship glides so smoothly, and the ship's patented panel system blocks the rush of air and wind. Instead, clicking footsteps echo down halls that hum pleasant, quiet, bland music from overhead speakers.

The Sparrowkeet Air HQ dirigible is full of Sparrowkeet Air personnel and guards at all times. It isn't impossible to escape from the place, but the place is more than formidable enough to fend off nearly any kind of attack. It's huge and sturdy—even when capable benders try to inflict structural damage on the dirigible, the place is likely to only need to put down for repairs, instead of being rendered totally non-functional. It has redundancies upon redundancies, and teams of expert mechanics to keep it in the air. In game terms, if the PCs do damage to the Sparrowkeet Air dirigible, then they can give themselves a chance to escape or put some distance between them and the HQ...but they can't reliably destroy it or remove the threat entirely just by hurting the dirigible.

Because Sparrowkeet Air HQ is both mobile and huge, its omnipresence in the sky can put the pressure on the party, especially if they decide to travel mostly by air. In those cases, the HQ's anchor system, which launches grappling hooks, can be weaponized, or it can launch smaller gliding vessels filled with bounty hunters or mercenaries. Should the players be captured, sneak onto, or otherwise find themselves aboard Sparrowkeet Air HQ, this is an opportunity for them to face Yuzhen Sr. and/or Yuzhen Jr. The former has a large, lush, showy office filled with large, lush, showy decor, while the latter prefers ascetic minimalism. Both of them have emergency buttons they can press within their own offices to summon guards and Captain Biho from all across the dirigible. Yuzhen Sr. is likely to press the button as soon as he possibly can, but Yuzhen Jr. might give the heroes more of a chance to talk first, depending upon how they act.

HOW DO I RUN A DIRIGIBLE CHASE SCENE?

Invite your players to the table as storytellers, encouraging creativity and descriptive roleplaying as you do with any moves in *Avatar: The Last Airbender*. If players feel stuck, remind them to interact with the environment of the airship. For example, they could **trick the Sparrowkeet Air HQ** by steering the dirigible around a mountaintop and hiding in the forest while out of sight, they could **assess a situation** to help the team come up with an escape plan, or they could **intimidate the Air HQ** with the rockets they asked Ume to install. Rely on the basic moves—they still can resolve most situations of uncertainty, even between two dirigibles!

PLAINS

The Earth Kingdom plains are generally more open expanses, containing rivers, seas of grass, flat dirt stretches, and bounded forests. Towns and villages built on the plains are usually visible from a distance, often abutting some feature or another—it's useful if a town or village is along a river, or against a mountain, or directly on the edge of a forest. The plains provide challenges in how obvious any travelers are as they cut across the plains—how visible they are from great distances—and just how much distance there is to cross on the plains.

Ume's Workshop

If the PCs don't have an opportunity to meet Ume elsewhere, Ume's Workshop is the perfect location to drop into the forest wilderness, a mountain valley, or along a river. The workshop is as quirky as Ume, and the companions probably hear it before they see it: a cacophony of zips and zaps and steam and the occasional small explosion. There's also the tinkling of wind chimes and whirring weathervanes—Ume loves to know which direction the wind blows.

This mysterious and discordant orchestra tucked into Earth Kingdom plains looks as chaotic as it sounds. Riveted metal panels make up the central structure of a massive treehouse, which is surrounded by small tents of mismatched fabrics. A system of platforms, attached to pulleys and thick hemp rope, allows Ume to traverse from tent to tent, branch to branch. She has a tent for every purpose: a breakfast tent, a reading tent, a meditation tent, a tent in which to exclaim success, a meeting tent that rarely gets used. Her most important activity is her work as an inventor and architect, the allocated tent of course being the central metal structure.

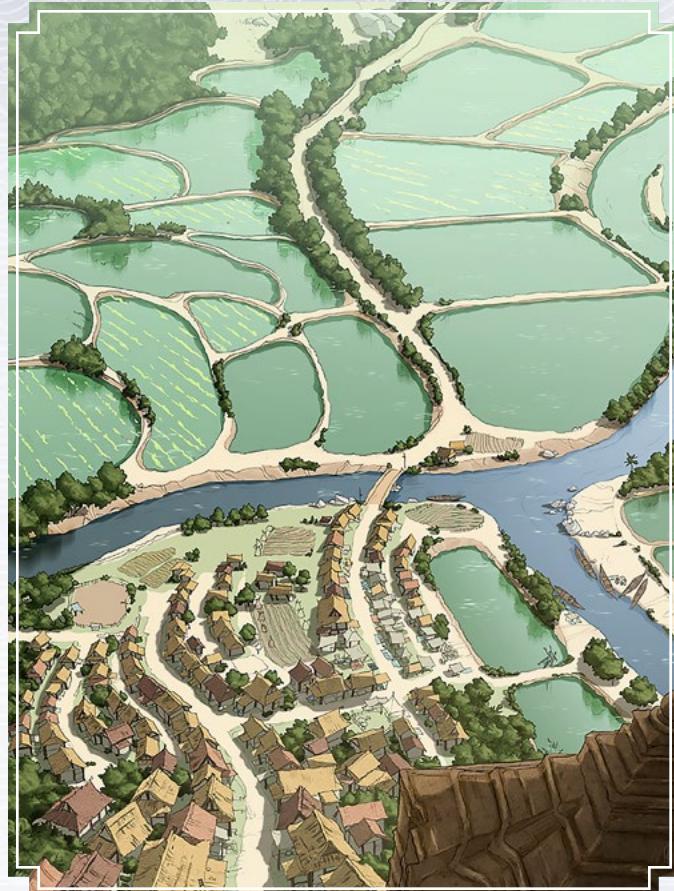
Ume is willing to trade repairs on the dirigible, or refueling of its tanks, in exchange for a look at the artifact. Though, that said, there is always some chance Ume would rather not relinquish the artifact, depending upon what it is and what she learns from it...

POSSIBLE ESCALATION

While the PCs are relaxing and the dirigible is refueling, Ume decides to be helpful and tinker with the dirigible's engine—*she knows she can make this thing go faster!* While she is elbow deep in engine grease, the Snow Rats catch up with the companions and attack! The PCs must defend Ume while she slaps the engine back together, otherwise they're going nowhere fast.

Sparrowkeet Station

This once-prosperous town was built around a refueling post for Sparrowkeet Air. Inhabited by a blended group of citizens drawn to the area's prosperity, it's one of the few locations which did quite well for itself during the war. Since the Fire Nation left the Earth Kingdom and the number of dirigibles has dropped significantly, the town and station have gone belly-up. Most inhabitants left to seek fortune elsewhere and those who stay struggle to keep their community afloat.



More enterprising inhabitants have tapped the former Sparrowkeet station for fuel, selling canisters to anyone who passes by with enough money to pay. Despite its rickety appearance, the inhabitants of this ghost town come alive when a big spender rolls through. Most who've decided to stay happily remember the days of affluence in the town and cling to the idea that Sparrowkeet Station can once more regain its glory.

The PCs can find refueling here, and their dirigible is met with lots of attention and traders. But if anyone finds out about the artifact, it may be difficult for them to resist the urge to steal an item that might change their life for the better...

POSSIBLE ESCALATION

Yuzhen Jr. rolls into town in a Sparrowkeet-branded carriage drawn by two ostrich-horses looking for the companions. People in town know him from the glory days of Sparrowkeet Station and blame his family for their misfortune. If the players do nothing he's pelted with rotten fruit and flees. In the chaos he runs through a few market stalls causing a lot of damage to actual edible food before leaving town. Yuzhen Jr. doesn't want to cause any harm to the town, but he won't be responding with anything but panic if the townspeople attack him.



MOUNTAINS

The Earth Kingdom's mountains can tower over their surroundings, with snowy tips and terrible winds blasting along their jagged edges. Most of the time, travelers would prefer not to go through the mountains—it's not exactly the easiest of journeys. But over the years, certain trails have been well-established and maintained. Mountain villages have grown in size and import, especially as they came to offer resources and services that weren't offered elsewhere in the Earth Kingdom.

Eel-Swan Sauna

Eel-Swan Sauna is located next to a picturesque river around the bend from a clutch of trickling waterfalls. The oldest resort in the area, it prides itself on its history and dignity, but betrays hints of better days in layers of peeling paint. The establishment's owner, Kim, reminisces over the Eel-Swan Sauna's glory days when he was but a child and the river bend wasn't so... crowded. Glancing across the water, a *tsk tsk* signals his displeasure at the latest resort to join the neighborhood before the end of the war: Flameo Hot Springs. While he'd never ask, the Eel-Swan Sauna's owner wouldn't mind if someone sabotaged his competition, and if something did happen, he'd offer certain someones free refueling from the sauna's stores *and* free purple pentapus healing baths—simply out of the goodness of his heart, of course—or even a potential hideout.

POSSIBLE ESCALATION

The members of the Yu Dao Bounty Hunters Guild just so happen to be relaxing in one of the many spa rooms after a long day of hunting down the PCs! They see the companions and attack!

Flameo Hot Springs

Located directly across the river from the Eel-Swan Sauna, the Flameo Hot Springs is a simple but very trendy spa of heated pools alongside river views and a plant-based restaurant of bite-size servings and lychee nut tea. The singsong voice, easy laugh, and attentive, down-to-earth customer service of the owner, Shuryon, delight her guests. When she meets the PCs, she tells them that there's only one room left at Flameo Hot Springs that she sensed she had to keep vacant, and she's even turned some guests away to the lovely gentleman at the Eel-Swan Sauna.

Could the companions be the pilgrims she sensed that need her so direly? The Flameo Hot Springs owner welcomes the PCs as her personal guests if they accept the invitation. Of course, in reality, she knows they're hiding something and would love to find out what. If nothing else, she'd like to know the specifics of any suspicious details of their travel, including how they obtained a Sparrowkeet dirigible...

POSSIBLE ESCALATION

Flameo's owner eavesdrops on the companions' conversations and calls the bounty hunters she sent away who are relaxing at Eel-Swan Sauna. Flameo Hot Springs seems successful, but starting the business has put Shuryon in massive debt; the bounty on Qian Yu's head is just what the owner needs to keep afloat. The bounty hunters attack!

The Iron Tavern

Nearly everything in the Iron Tavern is metal. The walls, the floor, the furniture...If people could eat metal, the food would be metal too. Even the performers play metal. The Iron Tavern boasts Yu Dao pride in its masterful metalworking, and it boasts it loudly because all the metal-on-metal surfaces clink and clank with a robust fervor. The Iron Tavern also hosts inn guests upstairs but fair warning: the beds are metal too. The Iron Tavern is a popular hangout for members of the Yu Dao Bounty Hunters Guild, and the tavern goers love a good fight.

The metal tavern is run by a Firebender/Earthbender couple named Yoko and Bin. Not too long ago their two sons, Flint and Ember (see “Important Characters”), ran away from home and the owners are worried sick. They offered members of the Yu Dao Bounty Hunter Guild free drinks for life if they could find their sons...but so far the bounty hunters have only taken the drinks and not done much else to help the worried couple.

POSSIBLE ESCALATION

The Snow Rats arrive in the Iron Tavern with a bounty flyer of Qian Yu. The members of the Yu Dao Bounty Hunters Guild notice and take issue with someone else going after their bounty. There are simply too many bounty hunters in the tavern and if no one helps the Snow Rats they’re pummeled into submission and any money they’ve saved to bring back to their families is “confiscated for damages.” **Mechanically here, treat the Bounty Hunters as a Master-level threat** with 10-fatigue, five conditions, and a 0 to +3 balance track to indicate how many there are, and how they can overwhelm the Snow Rats.

YU DAO

The first Fire Nation colony of their invasion of the Earth Kingdom, Yu Dao has since transformed into a new place with its own distinctive culture and identity. Modern Yu Dao draws from both Earth Kingdom and Fire Nation traditions, with many families within the city descending from a union between members of both nations. The city is still renowned for its metalwork, and that means that Sparrowkeet Air has their own facility and presence within the greater city. Going straight into Yu Dao can be fraught for the PCs as a result—Sparrowkeet guards don’t have impunity to act within Yu Dao without restraint, but they have notice about Qian Yu and likely the heroes themselves by the time they reach Yu Dao.

As such, the PCs are likely to want to bypass as much of Yu Dao as they can to go directly to the Beifong Metalbending Academy in the nearby mountains. Depending upon the exact situation, it might be a bit uncertain if the PCs can successfully make the trip—they might have to dodge some Sparrowkeet pursuers on their way to the mountains—or they might be able to skirt the edge of the city and go directly to the staircase up to the Academy.

You can read more about Yu Dao in the core book in “The Hundred Year War Era” in **Chapter 2: The World of Avatar**.

TAKING A RISKIER PATH

The path to Yu Dao and the Beifong Metalbending Academy isn’t perfectly straightforward, not least because the PCs are being pursued by an airship! They might want to go different, unexpected ways just to throw off pursuers. The pursuers themselves can all catch up to the PCs at different places, as well—the suggested escalations indicate which pursuers might make good antagonists at particular times, but all the pursuers are always in play!

The key is that every path always ends at Yu Dao and the Beifong Metalbending Academy. One way or another, that’s where the PCs are headed, and that’s where any major conflicts are likely to come to a head with an explosive finale. After all, any antagonists can likely figure out where the PCs are headed after a bit, and might be waiting there for them!

Beifong Metalbending Academy

A long staircase climbs up towards the original Beifong Metalbending Academy, built on a mountain peak north of Yu Dao. A central courtyard is surrounded on three sides by the original academy and two newer large buildings. Towers peek out from the mountain’s greenery. If the PCs arrive during the day, the courtyard is full of uniformed students practicing traditional earthbending stances and metalbending. If the PCs arrive during the evening, a single shy student practices lavabending, which glows in the dark of night, and can fetch their instructor. Toph Beifong is not present, having been called away on an important mission—something that happens with regularity. Believing Sparrowkeet Air wouldn’t dare accost the academy, Qian Yu is content to wait for Toph’s return under the protection of the Metalbenders. (Note: If a PC is an Earthbender for whom learning to metalbend or lavabend is a part of their character’s story, here is an opportunity for them to learn that skill or make connections to learn it in the future. See the core book, page 216, for more on how to learn to metalbend or lavabend.)

POSSIBLE ESCALATION

Sparrowkeet Air decides to make a last ditch attempt to secure the artifact, but likely not via direct confrontation. Attacking the Academy outright—especially in a dirigible made of metal—is asking to get trounced. Instead, they would likely send in Captain Biho and some guards on a covert mission, requiring the PCs to muster one last quiet and careful defense of Qian Yu and the artifact before Toph returns. Only use this escalation if you are in need of one final confrontation to cap off the story—in general, the Beifong Metalbending Academy is the destination of the entire journey the heroes are on, and attacking would require one of the Yuzhens to be willing to make a powerful enemy. If Yuzhen Sr. or Yuzhen Jr. have been unbalanced over the course of the adventure, though, they might think the attack is worth it...

GM ADVICE

On its face, this adventure seems to be a straightforward escort quest, but there's plenty that can change the course of events and send things down new paths. In this section you will find additional advice and assistance for handling the mission and the many different courses it might follow. After all, players are always ready and waiting to surprise their GM.

ESCALATIONS

Use escalations if the conflicts start to falter, the pace of the story slows, or the players are unsure what to do. They reveal new information about the situation and force the PCs into action. The adventure picks up with the PCs having already accepted Qian Yu's request for aid—the PCs are now embroiled in the situation, and they are likely to become targets all on their own.

There are escalations listed with each of the locations of the adventure, giving you ideas for specific events that might occur within those locations to amp up the tension and provide new conflicts. These escalations are a bit more general, designed to be adaptable to multiple different locations in the event that you need additional moves to make to keep the adventure tense and exciting. Here are some examples of escalations you can use:

- A cadre of Yu Dao bounty hunters shows up, spurred by Sparrowkeet Air's wanted posters for Qian Yu, after locals reported seeing someone who looked like her. The bounty hunters will accost the heroes the instant they believe something suspicious is going on or that they recognize either Qian Yu or one of the PCs from a prior conflict. The bounty hunters are careless in their pursuit and end up damaging property and (unintentionally) harming civilians if they aren't stopped. Use the overarching Yu Dao Bounty Hunters Guild NPC group on page 150 to represent the whole group as it moves into the area and causes damage.
- One of the individual Yu Dao bounty hunters has set a trap for the heroes and Qian Yu, likely at a refueling area! The trap plays to that bounty hunter's strengths and gives them some immediate advantage, perhaps inflicting 2-fatigue on each PC before the fight even begins, or inflicting the *Trapped* status upon each PC.
- A trap planted by Koa and the Snow Rats springs up around the players, especially taking advantage of natural terrain or open areas. The Snow Rats close in and the PCs only have mere moments before they are captured—first they have to get out of the snare before they have a chance to fight!
- A person in one of the locations recognizes Qian Yu from the wanted posters. They contact Sparrowkeet Air and the mobile HQ heads to their location to pick her up. The heroes see the giant dirigible approaching from a distance; they have some time before it actually arrives, but they have to rush to finish refueling and doing anything else in the location before the HQ dirigible can begin an attack.

DELIVERING THE ARTIFACT TO ANOTHER PARTY

The antagonists of this adventure aren't out-and-out evil, and letting them obtain the artifact has costs, consequences, and dangers, but it isn't the end of the world. There are some circumstances in which the PCs might decide to give the artifact to those antagonists—especially if, for example, they are able to sway Yuzhen Jr. and make him an ally instead of an antagonist. But they might even be willing to trade the artifact to save Qian Yu in a dire situation, even if they haven't actually formed any kind of bond with Yuzhen Jr.

If the heroes decide to give the artifact to Sparrowkeet Air without having changed anything about the company or its leadership, then the best option is to follow the consequences of that decision as they ripple out, based on what makes sense in the fiction. For example, it's unlikely Avatar Aang or the Air Acolytes would hunt down the PCs in revenge! However, as the artifact changes hands between selfish parties, imagine how its historical knowledge could be twisted. Yuzhen Jr. would easily sell the artifact to someone else for the sake of saving his business, and the buyer could easily misuse the artifact's potential. In a longer campaign, a delicious and terrible callback would be for the PCs to later face a foe armed with weapons or attacks developed with the knowledge they sold. In a shorter game, portray the misuse immediately and exaggeratedly—the Air Nomad artifact quickly provides a means for the Sparrowkeet HQ to become a terrifyingly dangerous weapon! Even if Sparrowkeet doesn't try to use that weapon immediately, its existence should be alarming enough to provoke a response from the PCs.

If the heroes decide to give the artifact to a Yuzhen Jr. convinced of the need to act responsibly with the artifact—as in, convinced not to sell it for the highest price, or to misuse its potential—then they may actually achieve a satisfying, positive end to the adventure! Yuzhen Jr. won't automatically return it to the Air Acolytes or Aang, but he also won't abuse the artifact, and if he can come to an arrangement that saves his company but returns the artifact to the appropriate parties, he will.

If the heroes decide to give the artifact to Ume, the inquisitive and obsessive inventor, then similarly follow out the natural consequences of that decision. If Ume has so far demonstrated no restraint, and the PCs haven't done anything to try to change her mind or convince her of any particular use for the artifact, then follow that through! In a longer campaign, the heroes might revisit Ume to see some of the world-changing and potentially dangerous inventions she has made...and to discover that she's already sold some of them! In a short game, examining the artifact helps Ume instantly learn how to turn her new device into a terrifying airborne war machine! She doesn't want to use it to attack or cause harm...but now that she's made it, it becomes a whole new object of pursuit for groups like Sparrowkeet Air.

On the other hand, if the PCs have convinced Ume to show some restraint, or are willing to help guide her and how she uses the artifact, then perhaps she can find a way to do real good with it! She might not have deep respect or reverence for the past, but it isn't impossible for her to do some real good. Pay attention to how the PCs spend time with and influence her, and reflect that attention in the consequences of Ume's actions.

DEFEATING THE ROSTER OF BOUNTY HUNTERS

It's absolutely possible that the PCs run roughshod over the bounty hunters of the Yu Dao Guild, leaving their foes behind them in shambles. If this happens, don't panic! In general, any such defeat will leave the bounty hunters with a few bruises to the head and to their pride, but otherwise they'll be able to soldier on.

What's more, Yuzhen Sr. has plenty of money to throw at more mercenaries and bounty hunters. Quirky and costumed bounty hunters—increasingly ridiculous if your table enjoys that tone—with uniquely described attacks are an excellent option. Expand on the Badger-Frog Bountymaster, Princess Flutterbat, and the Claw. Provide any new bounty hunters with a technique that reflects their particular way of operating, and default to making them minor NPCs—within this adventure, they exist to get tossed around! If you want to indicate that ever more dangerous bounty hunters are taking up the job as Yuzhen Sr. increases the price on Qian Yu's head, then consider making them major NPCs.

Alternately, recurring and distinct bounty hunters who just won't give up (think: "Sparky Sparky Boom Man") are classic and fan favorite foes of the Avatarverse. Don't be afraid to recycle. The three individual bounty hunters in the "Important NPCs" section each make for a good recurring bounty hunter foe, even if defeated earlier. Upon further appearances, you can also give them new techniques, or even upgrade them from minor NPCs to major NPCs to indicate how they are becoming more determined and more dangerous as the adventure wears on.

Koa and the Snow Rats represent another angle on the mercenaries dispatched to hunt the PCs. They can be dangerous and capable, and because they are a bit less on the delightfully over-the-top side than the Yu Dao Bounty Hunters Guild, they likely will wind up provoking a more serious response from the PCs as well. You can create new groups like Koa and the Snow Rats, but in general you should create more of the Yu Dao bounty hunters before mimicking the Snow Rats. Koa and the Snow Rats actually have motivations beyond pure victory and glory; they should consistently return even if defeated because the PCs can form relationships with them, and can even possibly change their minds or affect their pursuit.

Finally, if the PCs are consistently defeating the pursuing opposition and the chase doesn't seem dangerous or tense enough, be sure to use local informants and the Sparrowkeet Air dirigible HQ itself. Sparrowkeet Air guards and Captain Biho can be dangerous threats unto themselves, not least because with the HQ in the air, their numbers are functionally endless. Even if the PCs defeat one group of guards, another is on its way soon. Local informants can always tip off the Sparrowkeet Air dirigible as to the heroes' location.

What's more, those local informants can even try to hold or apprehend the PCs themselves. Usually, if that happens, they're doing it because they have some desperate need—most likely for money. The local informant is likely no real match for the PCs in a fight, so don't worry about giving them fatigue or conditions; instead, the PCs are left with the difficult decision of how to deal with someone in dire need of money, trying to turn them in or capture them.



THE FINAL FIGHT

At the end of the adventure, the PCs are likely to make one final push to get to the Beifong Metalbending Academy as fast as possible. To give the adventure a satisfying final conflict, this is the time to give the PCs a chance to overcome their primary opposition and evade their pursuers once and for all. That might mean giving some of the bounty hunters one last chance to catch up to the PCs, or it might mean having Sparrowkeet Air HQ crest the horizon and come barreling down on Yu Dao to intercept the PCs before they can reach the Academy.

In general, keep in mind that Toph Beifong's Metalbending Academy is the best safe haven Qian Yu could think of, for good reason. The students learning metalbending are all quite capable on their own, not even counting the first wave of students who are now helping Toph to teach, and of course Toph herself. Toph holds enough political and commercial clout that the Yuzhens would be reluctant to face off against her in a direct conflict in the first place, although the bounty hunters may not be quite so careful, and the Snow Rats might be willing to use greater subterfuge and other tactics.

The final confrontation can happen at the Metalbending Academy, even after the PCs arrive (see the escalation for the Metalbending Academy location), but most likely, the best place for the final confrontation is actually on the path to the Academy, either in Yu Dao or on the stairs themselves. Play up the "race to the finish" aspect of the conflict—if the PCs and Qian Yu can reach the Academy, they might be safe, or at least get enough help to shift the odds!

CHANGING YUZHEN JR.'S MIND

Yuzhen Jr. is still a leader of Sparrowkeet Air, and he still very much desires the Air Nomad artifact. He sees Qian Yu as a thief, and he is willing to do what he must to recover the artifact that he believes might save his company. He is easily still one of the major antagonists of this adventure, despite the fact that he is much more aware than his father, much more willing to accept Sparrowkeet Air's misdeeds and try to make amends.

Because of that willingness, however, he is also much more likely to listen to the arguments that the PCs might make to convince him to stop hounding them. Unlike his father, Yuzhen Sr., Yuzhen Jr. is not insensitive to the idea that the Air Nomad artifact belongs either with the Avatar, or with someone who will keep it safe and honor it. But he needs the windfall of the artifact's sale to save his company, and that is his number one concern. He's willing to leave it to someone else to try to make sure the artifact ultimately winds up in appropriate hands, so long as it can help him save Sparrowkeet Air in the short term.

All of this means that the PCs have a path to potentially resolving the conflict with Sparrowkeet Air through diplomatic means. If they can talk to Yuzhen Jr., they can try to shift his balance and make him more inclined to listen. His principle is Responsibility, and as his center shifts upward, he will come to feel the burden of all his responsibility, both to his company and to the world, grow heavier. If ever his center would shift past +2 Responsibility, then that's the perfect moment for PCs who may have befriended him to help **guide and comfort** him to resolve his feelings of responsibility and find a way to balance his need to protect Sparrowkeet with his responsibility not to abuse the Air Nomad artifact. Even if the PCs don't push his center past +2 Responsibility, raising it even a bit can give them the chance to **call on him to live up to the principle** and take real action.

Of course, all of this would require the PCs to actually manage a calm conversation with Yuzhen Jr.—no simple feat, seeing as he does still consider Qian Yu a thief, and he is still responsible for at least some portion of the pursuit. They might be able to find him aboard the Sparrowkeet Air HQ dirigible, or even out and about in the world below, but they have to earn his trust first, and that won't be simple. He will pay close attention to what the PCs actually do in front of him, and they are only likely to earn his trust if they prove themselves to be considered, thoughtful, understanding, and compassionate—in other words, if they take actions truly befitting heroes in front of him. The key is that he should come to see them as something other than fleeing thieves—he should come to see them as potentially having true, worthy beliefs and pursuing those beliefs.

Use your best judgment to assess when and if the PCs successfully prove themselves to Yuzhen Jr. enough that he's willing to actually talk to them, but keep in mind that all the other parties involved in the adventure don't perfectly follow orders. Yuzhen Sr. is also in the picture, and will keep pushing to recapture the artifact and Qian Yu. The bounty hunters might even pursue a personal vendetta if the PCs defeat them. Just because Yuzhen Jr. is convinced doesn't mean there won't come a confrontation with the remaining pursuers and opposition—it might just mean the PCs have Yuzhen Jr.'s help, and maybe assurances that the Sparrowkeet Air guards will keep out of the conflict.

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are there and what the stakes are for them. Each character has a small backstory on their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, as explained in the *Avatar Legends: The Roleplaying Game* core book page 123. Some playbooks require that players make a connection with another PC; if this is required on a pregenerated character, players should fill this information in themselves at the same time they make connections.

ADVENTURE HOOK

The companions are a group of heroes who formed to capture Qian Yu. For one reason or another they need the money, but after speaking to her they realized they need to help her rather than hinder her. Explain the premise of the adventure to your players before letting them pick their pregens to give context to each character's history.

FULL LIST OF PREGENERATED CHARACTERS

- **Taiki, the Bold** (he/him) - a Waterbender from the Northern Water Tribe hoping to make a name for himself. **Play Taiki if you want to seek glory, perhaps sometimes quite recklessly.**
- **Lan, the Guardian** (she/her) - a warrior fisherwoman from Boat Bottom, called to seek a greater life with her companions. **Play Lan if you want to be committed to the greatness of the overall group.**
- **Kiku, the Hammer** (she/her) - a Firebender and former street performer, now taken to hunting Qian Yu's bounty to feed her family. **Play Kiku if you want a particular enmity with Sparrowkeet Air and its leadership.**
- **Yuxuan, the Idealist** (they/them) - a technologist with expertise in traps, trying to get a windfall of money before returning to the home they abandoned. **Play Yuxuan if you want a strong connection to some of the places you might travel to.**
- **Chesa, the Earthbender** (he/him) - an Earthbender from a family of bandits who abandoned that life to seek something better. **Play Chesa if you want to dance along the line between right and wrong, and legal and illegal.**

TAIKI, THE BOLD

HE/HIM

Taiki, a young trans man who left the Northern Water Tribe, hoped to become a legendary warrior in the struggle against the Fire Nation. However, since the war ended, making a name for himself has been a bit difficult. Never one to sit around and do nothing, Taiki is now on the search for his next big quest and has gathered this band of misfits around him to help him do it. Finding Qian Yu could be his first step towards fame...or at least an amazing adventure!

TRAINING



BACKGROUND: Urban, Wilderness

DEMEANOR: Affable, Talkative

FIGHTING STYLE: Shield and floating daggers made of ice

CONNECTIONS

- _____ scoffs at me and my plans; one day I'll show them what I can do.
- _____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. You have four drives marked at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- | | |
|--|---|
| <input type="checkbox"/> successfully lead your companions in battle | <input type="checkbox"/> sacrifice your pride or love for a greater good |
| <input type="checkbox"/> give your affection to someone worthy | <input type="checkbox"/> defend an inhabited place from dire threats |
| <input type="checkbox"/> start a real fight with a dangerous master | <input checked="" type="checkbox"/> stand up to someone who doesn't respect you |
| <input type="checkbox"/> do justice to a friend or mentor's guidance | <input type="checkbox"/> make a friend live up to a principle they have neglected |
| <input checked="" type="checkbox"/> take down a dangerous threat all on your own | <input checked="" type="checkbox"/> show mercy or forgiveness to a dangerous person |
| <input type="checkbox"/> openly outperform an authority figure | <input type="checkbox"/> stand up to someone abusing their power |
| <input type="checkbox"/> save a friend's life | <input type="checkbox"/> tame or befriend a dangerous beast or rare creature |
| <input type="checkbox"/> get a fancy new outfit | <input checked="" type="checkbox"/> pull off a ridiculous stunt |
| <input type="checkbox"/> earn the respect of an adult you admire | |
| <input type="checkbox"/> openly call out a friend's unworthy actions | |
| <input type="checkbox"/> form a strong relationship with a new master | |
| <input type="checkbox"/> stop a fight with calm words | |

MOVES

HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must mark a condition. On a miss, hold 1, but your plan goes awry when you encounter surprising opposition.

NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

TECHNIQUE

TAG TEAM

DEFEND & MANEUVER

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

- +1 CREATIVITY
- +1 FOCUS
- 0 HARMONY
- 0 PASSION

LOYALTY



CONFIDENCE

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

LAN, THE GUARDIAN

SHE/HER

Lan grew up in Boat Bottom orphaned from the war and selling fish at the market to make ends meet. When she heard the Avatar defeated Fire Lord Ozai, she also heard a call to greatness and Lan knew she had to do something more with her life. She doesn't aspire to be a leader, but she has a close relationship with all her new friends who she travels with. It's been a long time since she remembered what it was like to have a family and Lan makes sure that each and every one of her companions accomplishes their dreams.

TRAINING



BACKGROUND: Urban, Wilderness

DEMEANOR: Polite, Cautious

FIGHTING STYLE: A spear and weighted net

CONNECTIONS

- _____ is my ward—they need me to have their back, end of story.
- _____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Name your ward (choose a PC to start):

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always **call on you to live up to your principle**—without shifting their balance away from center—and they take +1 to do it.

- At the beginning of each session, roll, taking +1 for each yes:
- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

MOVES

SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **Focus**. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

FURROWED BROW

Take +1 **FOCUS** (max +3).

TECHNIQUE

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.



SELF-RELIANCE



TRUST

FATIGUE



CONDITIONS

Afraid

-2 to intimidate and call someone out

Angry

-2 to guide and comfort and assess a situation

Insecure

-2 to trick and resist shifting your balance

Guilty

-2 to push your luck and +2 to deny a callout

Troubled

-2 to plead and rely on your skills or training

KIKU, THE HAMMER

SHE/HER

Kiku grew up in Sparrowkeet Station and lived a pretty happy life as a street performer until the war ended and her town dried up. Rather than supporting her town, Sparrowkeet Air CEO Yuzhen Sr. gave the order to remove her town from its flight paths, forcing Kiku to leave home to try and provide for her family. Now she travels around trying to do good, but doing good is exceedingly difficult, because you can't just punch evil in the face. Kiku wanted the bounty on Qian Yu so she can provide for her family.

TRAINING



BACKGROUNDS: Outlaw, Urban

DEMEANOR: Blunt, Determined

FIGHTING STYLE: Flaming fists

CONNECTIONS

- _____ has a way to solve problems with words instead of fists—it's really impressive!
- I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Your adversary: Yuzhen Jr.

Choose a goal you have for your adversary:

- | | |
|---|--|
| <input type="checkbox"/> Capture them | <input type="checkbox"/> Restrain them |
| <input type="checkbox"/> Discredit them | <input type="checkbox"/> Expose them |
| <input type="checkbox"/> Depose them | <input type="checkbox"/> Exile them |

Take -1 ongoing to **plead** with, **trick**, or **guide** and **comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become *Inspired*. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES

FUELED BY ANGER

Mark Angry to use an additional basic or mastered technique when you **advance and attack**, even on a miss. While Angry is marked, take +1 ongoing to **intimidate** others.

STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become *Prepared*. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

TECHNIQUE

OVERWHELM

ADVANCE & ATTACK

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.



FORCE



CARE

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- Guilty**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

YUXUAN, THE IDEALIST

THEY/ THEM

Yuxuan was adopted by Kim, the elderly owner of Eel-Swan Sauna, after their parents were arrested for protesting Fire Nation rule. When the war ended, they, a rebellious teenager, made a big deal of leaving the sauna to find their “real parents,” but when they arrived at the prison, Yuxuan discovered their parents died in captivity. Since then they’ve been trying to do good in the world to live up to their parents’ legacy, while avoiding Kim because they were too embarrassed. They believe that earning a windfall of money by capturing a master thief like Qian is a great way to do good, especially because Yuxuan planned to bring that money back to Kim to help keep the business afloat and make amends. At least, that was true before they met Qian.

TRAINING



BACKGROUND: Privileged, Urban

DEMEANOR: Lonely, Resolute

FIGHTING STYLE: Stinkbombs and noxious traps

CONNECTIONS

- I recognize some of the pain I have felt inside of _____; I’m going to try to help them.
- _____ frustrates me so much when they act without thinking about the consequences!

NEVER TURN MY BACK

You’ve seen sadness and grief. You’re no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what’s right...

You have a code with three ideals that define it:

- Always stand up to bullies
- Always keep your promises
- Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group’s purpose; write their name down on the list of allies to the right.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **guide** and **comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

MOVES

WHATEVER I CAN

When you spend time talking to the locals about their problems, roll with **HARMONY**. On a hit, you hear about the most significant and serious problem at hand; the GM will tell you who it affects and what is the cause. On a 10+, you can ask a follow up question about the problem or cause; you take +1 ongoing when you act on the answer. On a miss, you wind up creating a whole new problem with your questions and ideas.

YOUR RULES STINK

When you stand up to an adult by telling them their rules are stupid, roll with **PASSION**. On a hit, they are surprised by your argument; they must shift their balance or offer you a way forward, past the rules. On a 10+, both. On a miss, your efforts to move them only reveal how strongly they believe in the system—mark a condition as their resistance leaves you reeling.

TECHNIQUE

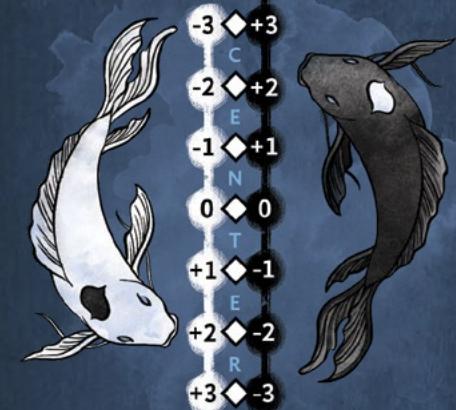
DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

- +1 CREATIVITY
- 1 FOCUS
- +1 HARMONY
- +1 PASSION

FORGIVENESS



ACTION

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- GUILTY**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

CHESA, THE ROGUE HE/HIM

Chesa grew up in a family of bandits hiding in the rocky mountains outside Yu Dao. He didn't find anything wrong with his life until he met the owners of the Iron Tavern who seemed to love their children unconditionally and never expected them to steal anything! That's when Chesa decided to go off on his own and try to see what he could be outside of his family. Luckily, he met his new friends who are helping him try to right his criminal past, because a (reformed) thief isn't anything without a crew! Chesa wants the bounty, because everyone could use some cold hard cash!

TRAINING



BACKGROUNDS: Outlaw, Wilderness

DEMEANOR: Joking, Sly

FIGHTING STYLE: Shifting earth to subtly create hills and holes

CONNECTIONS

- _____ is waaaaay too uptight, too trapped in themselves; they need to break some rules!
- _____ is amazing and I hope they like me; maybe they're worth playing it straight?

BRINGING THEM DOWN

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... The 4 bad habits you indulge are:

- Casual thievery and pickpocketing
- Vandalism or sabotage
- Trespassing
- Daredevil stunts
- "Charming" insults of dangerous people
- Cons
- Rabble-rousing
- Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you indulge a bad habit on your own, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you indulge a bad habit with a friend, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other *Inspired*. On a 10+, you also obtain some useful resource or information, and become *Prepared*. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your balance twice toward Survival and leave your friend in the lurch.

MOVES

ROGUISH CHARM

When you plead with an NPC or guide and comfort someone by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

CASING THE JOINT

When you assess a situation, add these questions to the list. You may always ask one question from these options, even on a miss.

- What here is most valuable or interesting to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

TECHNIQUE

SWEEP THE LEG

ADVANCE & ATTACK

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must mark fatigue as well.



FRIENDSHIP



SURVIVAL

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training



Though I am loath to do so—every feather of my being resists this statement—I must admit...

I'm sadly indifferent to the era of Avatar Korra. It is a time of strange new devices—radios and giant mechas...and of course all your human conflicts repeated in new forms. Not to mention the disgusting practice of harvesting spirit vines for energy, will human avarice ever end?

I guess not, since this adventure is the perfect example of what I mean. Here, you find humans in conflict over the same things they always fight over—wealth, anger, jealousy, and so on. But the exact way they do it this time? Intrigue, mysteries, conspiracies? A water treatment facility? Explosives? Perhaps I am motivated, ever so slightly, to learn what strange motivation is behind this tale of human greed.



CHAPTER 8

WATER & MIST

第八章

WATER & MIST



KORRA ERA
ADVENTURE

CHAPTER 8

Water & Mist is a standalone adventure set in the Korra Era. If you've never run a game of *Avatar Legends: The Roleplaying Game* before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **Water & Mist** can also be used in an ongoing Korra Era campaign. The adventure is set in Republic City with a conflict involving the Triads and politics, perfect for intrigue-oriented urban groups of heroes.

Trouble is brewing in Republic City—First Gentleman Varrick has been kidnapped, and a conspiracy is afoot! For the last two decades, Wakanai—a Southern Water Tribe business magnate and inventor—has managed Republic City's water treatment plants on behalf of the city government. Yet it now appears that the Utilities Commission is poised to award the water management rights to San Ho, a mysterious Earth Kingdom businessman! President Zhu Li Moon is sure San Ho has rigged the situation...and she strongly suspects he might even have something to do with Varrick's recent disappearance. Can the heroes discover what Varrick has to do with this dastardly plot and stop San Ho's machinations before it is too late?

USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs, a setting in which they can choose any path they'd like to move the story forward. Some of the tools available to you are found in these sections:

- The “Summary” provides an outline of the adventure and explains the nature of San Ho’s schemes and Varrick’s disappearance, and the likely problems facing the PCs.
- “The Clock” explains the pressure the PCs are under to learn the truth of San Ho’s plans and find Varrick, including what happens if they are delayed in their search.
- The “Introduction” brings the PCs into the story and sets up your group to undertake the adventure.
- “Important Characters & Groups” provides information on NPCs the heroes might meet throughout Republic City.
- “Important Locations” features different areas for the PCs to explore in Republic City during the adventure and explains where important characters might be found.
- “GM Advice” contains additional guidance just for the GM and gives advice on how this adventure could end.
- “Pregenerated Characters” is a set of five premade characters your players can use to hop right into the adventure. We also include a hook that ties the characters to the adventure.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics are written into this adventure, beyond the escalations and some information about various characters. *Avatar Legends: The Roleplaying Game* relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Since every significant action a PC takes drives the action of the game forward, **there is no prescribed order of events**. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It’s your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

You can read more about running *Avatar Legends: The Roleplaying Game* in the core book, **Chapter 8: Running the Game**, and more about how moves shape play in **Chapter 3: Fundamentals of Play**.

USING THE PREGENERATED CHARACTERS

There are five pregenerated characters included with this adventure, starting on page 182. Each character has a unique history, playbook, and set of stats. Your players can use these characters to play through this adventure, or they can create their own as explained in the *Avatar Legends: The Roleplaying Game* core book.

The pregenerated characters have their moves, feature elements, and techniques already chosen; players need only decide whether to shift their balance by one step at the start of play, and which principle to shift it toward. Players can adjust the pregenerated characters to make themselves more comfortable, altering names, look, and even mechanical elements like the stat boosted by the free +1 at character creation if they are familiar enough to make that choice. The characters are designed to work well with the current elements included and the adventure as presented, but as always, if the GM and player agree then they can make changes as desired. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

Sometime in the morning, before the final match of the Spring Pro-Bending Tournament Qualifier, **First Gentleman Varrick** took a break from the Presidential Box to stretch his legs (his exact words: “I’m going to go stretch my legs!”). He never returned. His security searched the area but found no trace of the First Gentleman. Rather than alarm the citizenry, they took the matter to **President Moon**.

Varrick has been kidnapped by San Ho, a mysterious businessman in Republic City with a vendetta against Varrick and **Wakkai**—a Southern Water Tribe business magnate and inventor. San Ho believes he was betrayed by Varrick and Wakkai years ago—that they conspired to ruin him. He has built himself up ever since, becoming a newly powerful magnate with money to spend on his vendetta and the **Terra Triad** to carry out his will. He intends to use his criminal connections and wealth to destroy Wakkai’s fortunes and end Varrick, all in one fell swoop...

Wakkai’s treatment centers are overseen by the Republic City Utilities Commission, a panel of three bureaucrats who hold her—and other public utility providers—accountable for their work. San Ho’s extraordinary wealth enabled him to throw lawyers at the Utilities Commission until they agreed to review safety issues at the facilities.

Wakkai’s review by the commission is going poorly: San Ho has bribed one of the three commissioners in charge of overseeing the water treatment rights, and he’s close to persuading a second commissioner that Wakkai hasn’t been adequately maintaining the facilities. He’s sure that the upcoming vote on the safety issues his lawyers have raised will go his way, especially once **he sabotages one of the older treatment centers, causing an explosion similar to the one that disgraced him all those years ago**. And if Varrick just happens to be in the building when the explosion happens...all the better.

Initially, the companions are sent by President Moon to find her husband, but through their investigation they discover San Ho’s ploy, drawing them into a story of politics and intrigue! Saving Varrick is only one small part of the issues the heroes could unravel here and there are many directions their adventure could take. To understand how your adventure unfolds, it’s first important to learn the history between Varrick, Wakkai, and San Ho.

PAST MISDEEDS

San Ho was not always known by that name; decades ago, he was Yinuo, a fellow inventor and close friend of Wakkai. Yinuo and Wakkai met in Republic City. At first, they were rivals and competing inventors. But as they learned from each other’s work and their competition drove them to greater and greater heights of invention, soon enough they realized that they were stronger together than apart. Though they sometimes frustrated each other, their relationship developed into a partnership devoted to building new ways of helping the city and its people. Working together, **they discovered a new method for desalinating the water around Republic City**, potentially meeting the needs of the millions of people flocking to the bustling metropolis with an all-new water treatment facility.

But Yinuo and Wakkai lacked the experience and funds to execute this idea at a massive scale and sell it to the city. Yinuo wanted to expand their operation without help, but Wakkai thought it was safer to turn to outside investors, like the young Iknik Blackstone Varrick. The two inventors grew apart as they tried to find a path forward, each pursuing their own solutions and becoming increasingly distrustful of the other.

Stunned by the potential of the technology, Varrick was eager to invest...but when he learned that Wakkai’s partner opposed his involvement, Varrick also became eager to get rid of Yinuo. While Wakkai went looking for more investors, **Varrick tampered with one of Yinuo’s experiments, causing an explosion to “prove” Yinuo’s methods were dangerous.** Varrick seized the moment to present “evidence” that Yinuo’s negligent experiments endangered everyone. Yinuo instantly recognized that the evidence was false, but Wakkai had already begun to mistrust Yinuo and refused to listen to him. The idea that he had become reckless fit only too well with the story she told herself; she believed Varrick over her former partner.

City regulators barred Yinuo from doing any further research and ordered him divested from the startup he had founded with Wakkai. Once Yinuo was out of the picture, Varrick helped Wakkai negotiate a profitable arrangement with the city. Wakkai took on responsibility for managing the treatment centers in exchange for generational rights to their profits; **if Wakkai dies, the rights pass to her daughter, Kianii, rather than back to the city.** Varrick was proud to have negotiated the deal; he ensured that Wakkai—a good Southern Water Tribe citizen!—would be able to keep the business safely in the family!

Wakkai has spent the last twenty years maintaining the treatment centers and working with the city government. Yinuo, unable to find work in Republic City, was forced to return to the Earth Kingdom; he changed his name to San Ho and began working for the only people who would hire him after he was disgraced—criminals, warlords, and thieves. While Wakkai refused to gouge the city even in times of great need, San Ho profited from technology he sold to the highest bidder, no matter how they used it.

CORRUPTION OF THE COMMISSIONERS

While San Ho is prepared to kill Varrick, he doesn't want to physically hurt Wakkanaï—he wants her to survive, powerless to prevent her empire from being dismantled. In order to do that, he needs to find some way to legally strip her of her rights, but even killing her wouldn't accomplish that goal. Her holdings would simply go to her daughter, and Wakkanaï wouldn't be around to see her businesses crumble.

Instead, San Ho hired lawyers to ensure that Wakkanaï's rights are legally removed—all it will take is getting two of the three commissioners to agree that she's not fit to continue on the job—and he's brought in Terra Triad thugs to sabotage the plants. While Wakkanaï scrambles to figure out how safety issues at her sites have been compromised, San Ho's lawyers inch ever closer to their goal.

The three commissioners have radically different attitudes toward the case:

- **Commissioner Chao** is firmly against Wakkanaï keeping the rights; she's been bribed by San Ho into openly supporting his campaign to take over the water treatment centers and takes every opportunity to disparage Wakkanaï in service of her corrupt benefactor.
- **Commissioner Ke Xin** doesn't take bribes—San Ho asked around before offering him yuan—but he is very concerned about the safety incidents at Wakkanaï's sites. So far, he has believed Wakkanaï's lawyers when they've promised that the sites are safe, but another incident is likely to push him toward awarding the rights to a new manager.
- **Commissioner Gajii** is also above bribes, but her long-standing relationship with Wakkanaï meant that San Ho didn't even try to persuade her to support him. He knows she's not going to turn on Wakkanaï, even if offered briefcases of money.

President Moon has been keeping a close eye on the proceedings surrounding these water rights. She would much rather see Wakkanaï continue to maintain Republic City's water supply than to hand the job over to an unknown entity like San Ho. That said, the President can only do so much, and Zhu Li knows that tampering with the Commission may lead to dire political consequences and accusations that she's overstepping the bounds of her presidential authority.

That said, however, San Ho is more than capable of wielding his wealth far more brazenly to directly affect the outcome of the commission's hearing, while also subduing any word of what he's done. Without interference from some heroes who can operate a bit more under the radar—like the PCs—San Ho is practically assured to get his way with the committee, sooner or later. Even if this current plan goes awry, he'll still be able to push things in the direction he wants as long as he isn't directly implicated with real, substantial evidence—and he's confident in the power of his money to make sure that any such evidence disappears.

MONEY CAN BUY... REVENGE

San Ho's persona is built around being a business-genius recluse who hates social engagements. No one knows what he looks like, because he doesn't want them to and he has the money to make sure it doesn't happen. While the Korra Era is an era of increased technology, San Ho doesn't suffer from dealing with issues like photographs snapped of him or nosy reporters. Up until now, the business magnate used his extensive wealth to prevent his identity from being discovered. If a photograph is snapped of him, he buys the film... or hires thugs to track down the reporter and beat them into submission. But now the heroes are involved and it is only a matter of time until they use their unique abilities to unmask this devious mystery man.

VARRICK'S ABDUCTION

To be fair, this isn't the first time Varrick has gone missing. Last year, he disappeared for nearly a month—he thought of a new use for moo-sow milk that was only going to work in the Spirit World. The costs of the resulting search led Chief Beifong to institute the "Varrick Rule" in missing persons cases: "That particular idiot has to be missing for at least a week before anyone even talks to me about it."

But despite his penchant for wanderlust, Varrick really has been kidnapped by San Ho. A week before the Spring Pro-Bending Tournament, **Varrick received a note from Yinuo, asking for a meeting to settle their old differences.** Deeply ashamed of how he treated Yinuo all those years before, Varrick agreed to the meeting, hoping to find some way to set things right but keeping it quiet so as not to unnecessarily expose his misdeeds to the public.

When Varrick snuck out of the tournament to meet with Yinuo, he was shocked to find that the meeting was a trap. San Ho and his hired Terra Triad goons dragged Varrick away...and now they plan to kill him in the same explosion they will use to discredit Wakkanaï!

President Moon knew her husband was stepping out for a meeting, though he refused to tell her for what, and he should've returned by now. Zhu Li has plenty of other issues to worry about right now (including San Ho's manipulation of the Utilities Commission). **But Varrick's disappearance strikes her as particularly worrisome**, perhaps because of the many other events surrounding it. She can't easily explain her concerns or provide evidence for them—so she doesn't want to spend significant favors or political capital on it, and she definitely doesn't want to trouble Chief Beifong yet—but she still believes she needs to act sooner than later. That's why she contacts the heroes, relying upon them to investigate the disappearance of her husband before something terrible happens!



WEI TIA'S RELUCTANCE

Wei Tia is the Terra Triad's chief lieutenant in Republic City. Within the Triad, he's technically below his boss, Steely Ning. Steely Ning is just San Ho's pawn, though, a puppet San Ho helped to rise to the top of the Triad to ensure the businessman could control the organization. In reality, Wei Tia is the one Triad members actually look to. Wei Tia is aware that without San Ho's massive influx of cash into the organization it all would have fallen apart—the Terra Triad survived thanks to San Ho (see page 175).

But Wei Tia has come to see and understand the scope of San Ho's plot, and he's worried. San Ho wants vengeance upon people who harmed him—this, Wei Tia understands. But San Ho's plan involves targeting the First Gentleman, a dangerous proposition that threatens to bring the wrath of the Republic City police down upon the Terra Triad if it's successful, and it involves destroying the primary water treatment facility for the whole city. Wei Tia doesn't have strong feelings either way about Wakkai, but he's aware that if the city starts suffering water shortages as a result of the bombs, the people most likely to suffer are the poor and powerless—in other words, the ones Wei Tia thinks of as friends, family, and neighbors.

Wei Tia is torn between his loyalty to the Triad (and his fearful respect of San Ho) and his concerns about what this plot might really do, both to the Triad and to the city he calls home. Over the course of the day as the plot draws closer, Wei Tia comes ever nearer to betraying Steely Ning and San Ho, and he may be the key to stopping the bombing before it happens.

PUTTING IT ALL TOGETHER

This is essentially a detective story. The clues chain together, but the players can take various avenues to find the captives and stop the abduction plot.

The PCs must come to understand several key truths by the end of the adventure to put together the full mystery:

- San Ho and the Terra Triad are behind Varrick's kidnapping. They planned to put him in the water treatment facility and then blow it up.
- No one, besides top members of the Terra Triad, has seen San Ho in person since he's been active in Republic City.
- San Ho is actually Yinuo, the disgraced and betrayed former partner of Wakkai, and he actually helped build the water treatment facility. Varrick orchestrated the betrayal.
- Wakkai didn't know about Varrick's misdeeds then, and she certainly doesn't know that Yinuo and San Ho are the same person.
- The Utilities Commission vote has already been tampered with by San Ho's bribery and will be tipped all the way if the bombing of the water treatment plant is successful.
- Varrick wants to make amends for his past misdeeds.

These key truths are called out so that you, the GM, can make sure they come across at the appropriate times. There is little value in letting the PCs "put the pieces together" if they're going to come to a false or incomplete understanding; it's better just to have characters outright explain some of the above—or to help put the clues together yourself in a way that befits what the PCs

would understand—than to let the PCs flail about in the dark. So as the PCs look for clues, be sure to look for opportunities to drive these truths home; the real fun of this adventure is deciding how to resolve the conflicts, not merely discovering what those conflicts are.

Similarly, the key mysteries and problems the PCs have to solve include finding and rescuing Varrick, stopping the bomb plot, and somehow handling San Ho himself. There is no particular order or set of requirements around these problems—if the PCs find out about the bombing and stop it, and then rescue Varrick, that's just as good as the PCs finding Varrick first and then stopping the bombing. There is no reason to keep the PCs from “solving” the situation too early—the fact that there are three different complicated problems means there's plenty to do, no matter when the heroes get to each problem.

Here are some important pieces of information about how and where the PCs might solve each of those key problems:

- Varrick is held at Warehouse 26, owned by the San Ho Consortium, until he is moved to the water treatment facility while the bomb preparations are being finished. For the PCs to free him, they're going to have to deal with San Ho's mercenaries, as well as likely Steely Ning and even San Ho himself.
- There are already bombs at the water treatment facility being hidden and set by Terra Triad members, so when they detonate, the damage will appear to be from negligence and poor upkeep. Final preparations are only made later at night, shortly before the actual bombing, but the PCs will either have to navigate the facility covertly during the day, or they'll have to contend with direct opposition from the Terra Triad at night.
- San Ho moves around a bit and might be found in many locations, but he is most likely at his offices at or near Warehouse 26. He will try to flee if he detects anyone coming his way, racing to his own Satomobile and calling available guards and henchmen to cover his escape. Even if caught, the PCs likely will need some degree of evidence to fully implicate him—for example, a confession from Wei Tia.

Keep in mind that the PCs don't actually have to solve every single problem perfectly for the adventure to come to a satisfying conclusion. They do, however, have to become aware of each of the key truths and each of the key problems by the end, and likely they need to have attempted to solve at least one of the key problems. If they don't have a full picture of what's going on in the mystery, then the adventure won't actually have concluded. Similarly, if they don't get a chance to actually act on all the information they've learned, that can be pretty frustrating for the players. Make sure that the situation is relatively clear to the PCs, and that they get a chance to actually act to change what's going to happen before the end of the adventure!

HOW IT ENDS

Once the heroes start looking into Varrick's whereabouts and San Ho's shady business dealings, they will quickly find out the truth: San Ho is angry about how he was treated all those years ago and eager to get his revenge on the people who “took everything” from him. The heroes have to figure out a way to rescue Varrick and put a stop to San Ho's plans to destroy Wakkanai's life.

The characters can resolve the situation in any way they'd like, but here are some suggestions for how things might end up.

- Finding Varrick before he is moved to the water treatment facility means he's safe from the plot to kill him, but the facility is still in danger from the bombs, and Wakkanai might still lose her rights to serve the city's water treatment needs. Finding him at the facility means the PCs have to free him and escape before the bombs go off!
- Stopping the plot against the water treatment plant almost certainly provides the PCs with enough evidence to at least indicate foul play in Wakkanai's discrediting. It might not be enough to implicate San Ho, but it would probably keep Wakkanai in charge of the plant, and likely put away the criminal allies San Ho was using to get the job done.
- The PCs might successfully heal the wounds between San Ho and Wakkanai by helping them reconcile, although it will be tough to help San Ho overcome his intense hatred (requiring the PCs to shift his balance down considerably). Failing to change San Ho's mind means he fully commits to his vengeance and hatred.

In the best-case scenario, the PCs rescue Varrick, provide evidence of the conspiracy to President Moon, and help apprehend San Ho. In the worst-case scenario, the water treatment facility explodes, Wakkanai's rights are revoked by the Utilities Commission, and Varrick remains missing—practically guaranteeing the PCs need to continue to act to set things right!

Try to think of this adventure like an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. The adventure could end with the heroes bringing Wakkanai to see San Ho at the water treatment center in an attempt to repair the wounds of the past; or the adventure could end with the players confronting San Ho alone, battling him and his Terra Triad goons to stop him from blowing up the treatment center. Regardless, the end of the adventure should give the players a chance to feel special—and to feel that their actions make a real difference to the future of Republic City.

THE CLOCK

Just as the heroes in *Avatar: The Last Airbender* and *The Legend of Korra* must solve problems creatively, the player characters (PCs) in this adventure must use their own creativity and wit to find Varrick and discover the truth behind his disappearance. **The pressure to find Varrick is represented by an eight-part clock.** Every time a part of the clock is filled, precious time passes, applying more pressure on the PCs. **If the clock reaches its end, then it's too late—the bombs go off, and Varrick is flung from the facility where he strikes his head and loses his memory!** The companions might be able to later find evidence of San Ho's conspiracy or rescue Varrick, but it's going to take time, more investigation, and a whole new adventure.

The GM marks one segment of the clock when either of the following occurs:

- The PCs take a significant amount of time to do something—for example, carefully following a Triad member through the winding streets of the city or spending time searching an area for clues.
- The PCs travel to a new location—for example, moving from Varrick's offices to the water treatment plan where he's kept by Triad goons.



The ticking of the clock represents an hour or two passing and the pressure mounting on the PCs. Ticking the next segment of the clock only has to do with time passing, not the exact action the PCs take—the clues they find in a location don't matter to the ticking clock, but the time they spend searching does. GMs should use time (and the ticking of a segment) as a common cost or complication for PCs' moves.

For every two segments marked, a new event occurs that pushes the situation to greater tension.

Event 1—After two segments are ticked

As the day turns from later morning to midday, the journalist **Wáahlaal** catches up to the PCs and interrogates them for a scoop. Someone in President Moon's office tipped her off to the PCs' investigation, and she's been tracking them ever since. She will ask the players what they know and maybe be a little helpful—providing some details about Republic City's politics and crime—if only to further her cause. She will continue to follow the players throughout the rest of the adventure and may become an issue during some future encounter.

Event 2—After four segments are ticked

The afternoon wanes when the PCs find themselves confronted by henchmen from the Terra Triad, commanded by Wei Tia. This is a stalling tactic by San Ho as he cannot move Varrick to the water treatment facility until nightfall. Wei Tia participates in the fight, but his heart isn't in it; he'll try to escape the instant things start to turn. A PC who fights with Wei Tia can pick up on his hesitation and reluctance—he generally tries to **evade and observe** or **defend and maneuver**, and using Test Balance against him will reveal a sense of this hesitation along with his principle.

Event 3—After six segments are ticked

The late afternoon sun casts its final golden glow of the day as night begins to fall. Around this time, the Triad members reach the water treatment facility with Varrick in tow, planting the bombs. Meanwhile, Wei Tia sends a messenger to ask the PCs to meet him at a neutral location so they can talk. If the PCs ask, the kid identifies Wei Tia as a lieutenant of the Terra Triad. Traveling there will, of course, tick another segment. If the PCs meet with Wei Tia, they recognize the face of the man they fought earlier in the day. He begins cautiously, making sure the PCs don't attack him but keeping his guard up. He offers them information and aid at any point over the conversation if any of the following occurs:

- The PCs have proven or can prove that their hearts are with the people of the city, the people Wei Tia would try to protect.
- Wei Tia's balance reaches +3 Community.
- The PCs agree to the bargain he would ask for—that he and the Triad be left out of any evidence or testimony provided to the authorities, and be left more or less unharmed by the PCs' further actions.

If none of the above are true, he gives them a warning to stay out of it—something of a threat, but also a statement that getting involved can only make things worse for them and for others.

The information and aid Wei Tia offers are more or less a full explanation. Wei Tia will tell the PCs about the plan, that the bombs are set in the water treatment facility, and that Varrick is being moved there, but only if he believes the cause is worth putting the Triad at risk, or if the PCs assure him that Triad members will not be harmed. Wei Tia wants to tell the PCs because he wants them to intercede and solve the situation, but he is still reluctant to cross San Ho. If pushed too hard, he may back off entirely, and he certainly won't do anything like going with the PCs to fight against other Triad members.

Event 4—After eight segments are ticked

The bombs go off! The Triad members leave the facility along with San Ho, after he takes one last moment to gloat to Varrick's face. In the time between when San Ho and the Triad members leave and when the bombs go off, Varrick finally manages to get himself free and runs just far enough to be flung by the explosion into the water, where he conks his head and loses his memory! If the PCs are on their way to the water treatment facility when the eighth segment is ticked, they pass the Triad members, Steely Ning, and San Ho leaving in their trucks. San Ho quickly realizes what's happening and orders Steely Ning to go after the PCs, which she reluctantly does. The PCs arrive at the facility with minutes to spare before the bombs goes off—they'll have to move quickly to save Varrick or stop the bombing, all while the Terra Triad tries to stop them one last time!

INTRODUCTION

To start the game, the players have to answer a few questions to establish why President Moon trusts them and would turn to them in a moment of need. Then the adventure picks up with the PCs being tasked by the President with finding Varrick.

If you are using this adventure as a one-shot or the beginning of a campaign, then you need no additional inciting incident—President Moon calling the PCs together can effectively be the inciting incident of the group. The PCs likely know each other, having met around the city, but they don't have to have been particularly close so far.

That said, all PCs have a relationship with Zhu Li herself to help explain why she would call on them in the first place. After all the PCs have been introduced, the GM asks each question, one at a time, of every player. Every player provides their own unique answer to the first question before the group moves on to the second. The GM should vary the order of players they ask to ensure no one has to answer last every time.

- When did you come to the attention of President Zhu Li Moon before?
- What did you say or do to earn Zhu Li's trust?
- Why are you willing to do as Zhu Li asks?

WHERE WE START

The adventure starts with the players waiting for President Moon, who summoned them to meet her at the Presidential Box in the arena. They don't know why they were so suddenly summoned and brought in through the underground players' entrance. The GM can ask each player where their PC was and what they were doing when President Moon's aides found them.

When President Moon arrives, she is accompanied only by her executive secretary, Sho Lin. The PCs can tell something is not quite right; an air of anxiety hangs over the scene. **After exchanging a personal welcome to each hero based on their connection with her, she explains what has happened:**

- Sometime in the morning, before the final match of the Spring Pro-Bending Tournament Qualifier, First Gentleman Varrick took a break to stretch his legs. In truth he left to attend a secret meeting he promised to explain to Zhu Li when he returned... but he never did.
- His security team searched the area but found no trace of the First Gentleman. Rather than alarm the citizenry, they took the matter to President Moon.
- The president has called upon the heroes to find Varrick, quickly and quietly. She explains the "Varrick Rule"—that the First Gentleman has disappeared a bit too often, only to turn up unharmed in ridiculous circumstances a few days later, and Chief Beifong no longer takes his disappearances seriously. President Moon has therefore yet to mention the disappearance to Lin Beifong, but she has a bad feeling about this disappearance. President Moon must return to City Hall to continue her presidential duties, but Sho Lin will stay with the heroes for the moment and answer any questions they may have.

Sho Lin takes over the meeting as President Moon leaves.

Reading from her notes, Sho Lin provides the known details of Varrick's disappearance. She tells the PCs that Varrick has sometimes excused himself from an official function for a secret meeting, but she couldn't say with whom he was meeting. She tells the PCs that Varrick is most likely on some silly errand, but if he had been abducted, the culprit is likely the triads.

She thinks the PCs should start by rounding up and interrogating local triad members, maybe from the Terra Triad, and claims she has no other information at this time.

In truth, Sho Lin is interested only in having this situation resolved as quickly, quietly, and easily as possible. If that means paying a ransom to some Triad members, so be it. She doesn't want any of this to go public; whether Varrick is in danger or not, it would only make the administration look weak. But after doing her own brief and efficient survey of the Box and surrounding areas, Sho Lin is fairly confident he is in actual danger, and has some theories about who might be involved.

She doesn't trust the PCs like Zhu Li does, however, and she is unwilling to share any information that might implicate the city government at all. Nor does she want to send these assorted misfits after a powerful figure like San Ho and provoke his anger.

To see more on what she will share with the PCs, check out the "Clues" section of the Presidential Box in "Important Locations."

Once Sho Lin leaves, the clock starts and the adventure begins. From this point forward, the PCs are on their own to find clues and stop the Triad from hurting Varrick and ruining Wakkanai.

LOOKING FOR EVIDENCE

In general, whenever the PCs look for information, they can find some clues by investigating using basic moves—assessing a situation, talking to people and pleading with them or tricking them into revealing things, even relying on skills and training to come up with new discoveries. There are also some leads that point at a new route of investigation. The particulars of leads can change as needed to fit the specific game you're playing.

The PCs can find clues as they look around, with or without using basic moves. For the leads, you can use the following move to determine what they find:

When the PCs thoroughly investigate an area for leads, they roll, modifying their results by the following questions:

- Are they taking their time? If yes, mark a segment on the clock and take +1.
- Do they focus hard, and all of them mark 1-fatigue? If yes, take +1.
- Are they free of pressure—not being hunted, attacked, or otherwise interfered with? If no, take -1.
- Are any of them familiar with the place? If no, take -1.

On a hit, they find one of the location's leads—they choose a number between 1 and 3, and the GM gives them that lead. On a 10+, they find two leads; the PCs get to pick a second number and receive that lead as well. On a miss, they find one of the location's leads, but it is particularly difficult to do so—they must each mark 1-fatigue or the GM marks a segment on the clock, PCs' choice.

Each of the main locations they might investigate has three leads, all aimed at providing clear direction to new locations, culprits, and avenues of investigation.

IMPORTANT CHARACTERS & GROUPS

The following pages contain information on these NPCs along with stats you can use for them in game—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character.

NPCs tied to a faction or group that come into play in the adventure are listed after the faction itself. In a combat, the gang and the leader would act separately in exchanges and choosing techniques.

PRESIDENT ZHU LI MOON

LEGENDARY NPC

Zhu Li is the current president of the United Republic. She won the election against President Raiko not too long ago and has since been mired in the difficult work of running and improving Republic City and the United Republic as a whole. She is very competent and skilled, however, and if anyone is equal to the problem, it's Zhu Li. Her husband, Iknik Blackstone Varrick, brings his own complicated chaos to the endeavor, but they have a good (if strange) relationship, and he supports her wholeheartedly in his own way. Still, contending with all the political powers and agents of Republic City is no mean feat, and Zhu Li has her hands full with it—she doesn't need more trouble.

Zhu Li is a Legendary NPC and she only features as a lead into the story proper. If you're interested in learning more about Zhu Li's story check out the Korra Era in the *Avatar Legends: The Roleplaying Game* core book.

VARRICK

LEGENDARY NPC

Iknik Blackstone Varrick has been many, many things—a cunning and cutthroat business mogul, a mad but genius inventor, an opponent of the Avatar, an ally of the Avatar, an advisor to Kuvira and the Earth Empire, a traitor to that same Empire, and more. Nowadays, he's an advisor to his wife President Zhu Li Moon and a business leader for Varrick Industries. But he's learned a lot over his many different roles, and in particular, he's gained something almost like a "conscience" (though he's not sure that's the right word, it's so unfamiliar). Lately, he's spending some of his time trying to make amends for past harsh misdeeds.

Within this adventure, Varrick recognizes San Ho and knows that everything that's going on is a consequence of his past cutthroat and disreputable behavior. He's genuinely apologetic about it and hopes to make up for it, but he's also aware that Yinuo/San Ho seems dangerously wrathful, and now might not be the moment for empathy and understanding. When freed, he'll tag along with the PCs to ensure they stop San Ho's plot, but he'll also encourage the PCs to show mercy to San Ho in appropriate moments. If it's the difference between stopping the planted bombs or not, Varrick won't hesitate to deck San Ho...but if they have a choice to potentially save San Ho, even from himself, Varrick will find himself compelled to try to save his foe.

Varrick is a Legendary NPC, and you can find more information on him and his stats on page 46.

List of Important Characters & Groups

- **President Zhu Li Moon**, current president of the United Republic
- **Varrick**, the inventor, business magnate, and First Gentleman
- **Sho Lin**, President Moon's assistant, interested in making problems go away quietly
- **Wakkani**, the owner and operator of the city's water treatment facility and proud member of the Southern Water Tribe
- **Kiaanii**, Wakkani's daughter and successor
- **San Ho**, the new identity of Wakkani's former partner, now returned to Republic City to exact his revenge with massive wealth and contacts
- **The Terra Triad**, a Republic City Triad that works for San Ho
- **Wei Tia**, San Ho's lieutenant in the Terra Triad, more loyal to the Triad as a whole than to San Ho or Steely Ning
- **Steely Ning**, the leader of the Terra Triad, only in command because she's well supported by San Ho's resources
- **Commissioner Chao**, Utilities Commissioner firmly in San Ho's pocket
- **Commissioner Ke Xin**, Utilities Commissioner deeply concerned with the actual safety of the water treatment facility
- **Commissioner Gajii**, Utilities Commissioner friend of Wakkani who knows the threat that San Ho poses
- **Wáahlalaal**, a hungry reporter with the *Republic News*, interested in getting juicy stories above all
- **Lin Li**, proprietress of Everything but the Dragon! and fearlessly honest gossip
- **Mercenaries**, a group of well-trained mercenaries hired by San Ho who follow orders

SHO LIN

MINOR NPC

President Moon's executive secretary, Sho Lin, is a bookish young woman. She will help to protect the president as much as she can, including from the odd assortment of characters Zhu Li has brought in to look into the situation. Sho Lin is not corrupt, exactly, but she is certainly expedient, and she has no interest in stretching her boss's neck—or her own—for anyone.

Drive: Protect President Moon, even from herself

Principle: Pragmatism 0 +1

Conditions: Afraid, Troubled

Fatigue: ◇◇◇

WAKKANAI

MAJOR NPC

Wakkani is a Southern Water Tribe entrepreneur, community leader, and inventor. She's charismatic and easygoing, but with a strong sense of responsibility to the people she comes from, the business she's grown, and the city she's adopted. She helped build and run the water treatment facilities, and they are her greatest work for the city. She generally seeks what's best for others with a true nobility of spirit, and as such, her history with Yinuo, the way he was run out of Republic City, hangs over her to this day. Nonetheless, she will fight to defend and protect the things she has contributed to the city.

DRIVE: Protect and steward the resources she helped develop for the city

PRINCIPLE: Community 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

KIAANII

MAJOR NPC

Kiaanii is a Waterbender and the daughter of Wakkani. Like her mother, she is spirited and energetic, but unlike her mother, she has a keen sense for business. She is aware of the threat posed by the mysterious San Ho, but she is unsure whom she can trust.

DRIVE: Protect her mother's legacy

PRINCIPLE: Justice 0 +1 +2

CONDITIONS: Afraid, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Creeping Ice

SAN HO

MASTER NPC

San Ho is the new identity of Yinuo, the Earth Kingdom inventor who helped create the special treatment system that could provide water to the whole of Republic City. As Yinuo, he was comfortable taking dangerous risks to further his aims, and that made him vulnerable to Varrick's machinations. After he was discredited and driven away, he built himself up from nothing, with even less caution or concern for the law. Now he calls himself San Ho and leads the San Ho Consortium, a powerful corporate trade group with ties all over the world. He is back in Republic City with massive wealth at his disposal and effective control over the Terra Triad. He keeps himself hidden from the public eye—no one really knows what San Ho looks like, let alone that he is connected to Yinuo. He's poised to destroy Wakkani and Varrick and to achieve the revenge he believes he deserves.

DRIVE: Exact vengeance upon those who wronged him

PRINCIPLE: Victory 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Entangler, Blinded by Science, Plant Trap

THE TERRA TRIAD

MAJOR NPC GROUP

The Terra Triad is a local Republic City triad that hit upon some tough times in recent years, as major upheavals rocked Republic City and led to the Terra Triad being picked apart by competitors. But with San Ho's financial help, the Terra Triad is now resurgent and as strong as ever. These are the kind of members of the Terra Triad that the PCs are liable to encounter out on the streets, moving around the city, and possibly even accompanying Wei Tia when he targets the PCs for the event on the clock. They represent a small grouping of minor NPCs.

DRIVE: Gather wealth, power, and territory

PRINCIPLE: Greed 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Mass Rush

WEI TIA

MAJOR NPC

Wei Tia is an Earthbender and a lieutenant in the Terra Triad. He's Steely Ning's chief agent in the Triad, and by extension, he works for San Ho fairly directly. Wei Tia is loyal to the Triad, and he appreciates how San Ho's support truly helped save the Triad. But Wei Tia still puts the lives of friends, family, and neighbors above his commitment to Steely Ning or San Ho. As long as San Ho's support continues to help the Triad and the people Wei Tia cares about, he will keep serving the businessman and his puppet, Steely Ning. But if that should change...

DRIVE: Provide for his friends, family, and neighbors

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Earth Armor, Eat Dirt

STEELY NING

MAJOR NPC

Steely Ning is the actual leader of the Terra Triad, at least according to their internal hierarchy. In reality, she's in charge because she's San Ho's mouthpiece, and his money and resources both support the Terra Triad and remove threats to Steely Ning's reign as long as she follows his instructions. She's primarily a bruiser, a big tough fighter and a scrappy Earthbender with metalbending abilities. She's loyal to San Ho for his money and his power, and for how he keeps her on top—so she's willing to do most anything he asks.

DRIVE: Remain in command of the Terra Triad

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUE: Ironshard Cloud

COMMISSIONER CHAO

MINOR NPC

Commissioner Chao is a corrupt member of the Utilities Commission more than capable of hiding her own misdeeds behind a veneer of nobility and public service. She's in San Ho's pocket; he has paid her many a bribe over the years, and the biggest one yet just recently to ensure her vote in his favor. Turning against San Ho would not only dry up the well of bribes, but it could implicate and destroy her...so she's unlikely to ever do so.

DRIVE: Keep the bribes flowing

PRINCIPLE: Greed 0 +1

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇

COMMISSIONER KE XIN

MINOR NPC

An upstanding and trustworthy member of the Utilities Commission, Ke Xin has never taken bribes before, and he actually cares about the work he does. In particular, he is aware of the city's need for fresh water to survive, and that the water treatment facility is thus a vital part of the city's lifeblood. He wants to make sure the facility is in good hands, and while his worries about incidents to date have been allayed by Wakkai, all it will take is one more bad incident to push him to believe that someone else might do a better job.

DRIVE: Protect the city

PRINCIPLE: Community 0 +1

CONDITIONS: Angry, Guilty

FATIGUE: ◇◇◇

COMMISSIONER GAJII

MINOR NPC

A friend and comrade of Wakkai's as well as a member of the Utilities Commission, Gajii won't accept graft or bribery, but as a friend of Wakkai, she isn't exactly objective in the upcoming dispute. While she hasn't recused herself or been challenged to do so yet, she believes it might be only a matter of time before San Ho tries to win the issue by forcing her recusal, so she is pushing hard for the vote to happen sooner than later.

DRIVE: Keep Republic City's resources and needs in good hands

PRINCIPLE: Patriotism 0 +1

CONDITIONS: Angry, Troubled

FATIGUE: ◇◇◇

WÁAHLAAL

MAJOR NPC

Wáahlala is a journalist with a nose for a story who is trying to make a name for herself by any means necessary. Though she would never want to see anyone physically harmed, she doesn't care if she ruins someone's reputation or publishes harsh critiques—not if it means she gets a good story out of it. She feels she has an obligation to the people of Republic City to present the truth, though she is sometimes caught between her desire for recognition and her determination for information. Lately, she has been investigating the whole morass around Wakkai, San Ho, and the Utilities Commission, and she has some useful leads.

DRIVE: Publish award-winning sensational articles

PRINCIPLE: Truth 0 +1 +2

CONDITIONS: Afraid, Guilty, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

LIN LI

MINOR NPC

Lin Li is the owner and operator of Everything but the Dragon! in Dragon Flats, a curio shop and local fixture. She's loud, opinionated, and fearless, talking openly about things other residents of Dragon Flats veer away from. She doesn't like what the Terra Triad is doing to Dragon Flats under Steely Ning's and San Ho's control, and she won't hesitate to tell anybody who'll listen. One day, her honest opinions may get her into big trouble, but she won't let that deter her.

DRIVE: Preserve and protect Dragon Flats

PRINCIPLE: Community 0 +1

CONDITIONS: Angry, Troubled

FATIGUE: ◇◇◇

MERCENARIES

MAJOR NPC GROUP

This group represents a large well-trained group of mercenaries, the kind that is defending San Ho, supporting Steely Ning, or guarding the captured Varrick if the PCs prove themselves particularly dangerous. This group is a template you can use multiple times in your game when needed in order to represent San Ho bringing in outside help to combat the PCs.

DRIVE: Obey the bosses

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure, Troubled, Vengeful

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Protect Objective, Overwhelm

IMPORTANT LOCATIONS

These locations are scattered around different parts of Republic City. In general, moving between locations causes the GM to tick another segment on the clock, but otherwise travel through the city isn't especially difficult or complicated. Remember that the locations are all in different neighborhoods of the city; the surrounding areas are quite distinct from each other!

The Pro-Bending Arena and Presidential Box

The Pro-Bending Arena is a gem of the city and the place to be during bending match days. Many residents will take time from their day to catch a few of the matches and get some needed R & R. Many particularly powerful or wealthy guests have private boxes—newly installed after Amon's attacks on the stadium. Varrick disappeared from the Presidential Box, and the adventure starts in that Presidential Box.

CLUES

Sho Lin is the primary source of clues in the box. She knows more than she's letting on and might tip the PCs off to elements of her suspicions—for example, it's suspicious that this happened just before Varrick was scheduled to speak to the Utilities Commission on behalf of his friend Wakkanai, and the most likely figures with the ability to abduct the First Gentleman are powerful elites of the city such as the mysterious businessman San Ho. She'll grow tight-lipped after letting slip any particular names or information, however. Varrick's security detail is no longer here to answer other questions.

LEADS

- The PCs find the small storage room where Varrick was abducted. He lost a small stone dragon necklace in the scuffle, and the PCs find it tossed beneath a set of shelves. The necklace is stamped on the bottom with Everything but the Dragon!, pointing to a curio shop in Dragon Flats. The necklace was worn by a member of the Triad who stole it from the store and subsequently lost it in the struggle with Varrick.
- In the same storage room, the PCs find the pieces of a torn and crumpled note—the missive Varrick received inviting him to the meeting. Terra Triad goons tore up the note. The note, when reassembled as much as possible, reads something like: "Varrick—Here in town. Meet in storage room of Arena. Know what you did to me. Time to settle old differences. Don't bring Wakkanai—Yinuo."
- In the Presidential Box, the PCs find a ticket to the Southern Water Tribe Cultural Center's opening exhibit for Water Women of Republic City. This new exhibit has been advertised throughout the city for the past few months. The ticket was given to Varrick by Wakkanai, and it slipped out of his pocket as he left the box.

Dragon Flats Borough

Dragon Flats is one of the poorer neighborhoods in Republic City and a locations where, normally, many of the triads compete over territory, allegiances, and new recruits. The neighborhood is packed tight with streets and alleys, shops and restaurants (like the infamous Everything But The Dragon! curio shop), and many people going about their lives. Most of those residents keep to themselves, only really acknowledging locals they know well. The place looks a bit dilapidated—the money for repairs being squeezed out by the Terra Triad—and clearly bears the signs and iconography of the Terra Triad all around; the competition over Dragon Flats seems to have been resolved, at least for now.

CLUES

Asking locals questions about the Triad doesn't reveal much easily—they don't want to talk and put themselves or their loved ones in danger—but if the PCs can convince the locals to share information, they'll learn that a whole group of Terra Triad members departed in a pair of Satomobiles earlier today. Furthermore, Lin Li, proprietress of Everything but the Dragon!, is happy to talk about the Terra Triad; their leader, Steely Ning; and their real boss, San Ho. Lin knows there was a Terra Triad plot involving Varrick, and she tried to warn him—and she also knows where the PCs might go to learn more: the Ba Mi Tang.

LEADS

- All around the borough, the PCs spot posters announcing the new Water Women of Republic City exhibit at the Southern Water Tribe Cultural Center. Every one of these posters was vandalized with hateful messages from the Terra Triad. Posters about other things were left untouched.
- The PCs' attention is drawn to a full bucket of Ba Mi Tang dumplings sitting on a bench, uneaten. Every resident of the neighborhood walks by the bucket as if purposefully not seeing it. The bucket hides a secret communiqué informing someone in Dragon Flats to watch the Terra Triad for any signs of a stolen cache of explosives.
- A group of obviously marked Terra Triad members move around the borough, flexing, intimidating locals, and shaking people down for "rent." If confronted, they have legal documentation for operation as rent collectors on behalf of the San Ho Consortium. Following them eventually leads the PCs to Warehouse 26.

Southern Water Tribe Cultural Center

An architectural gem and newly completed building at the southern edge of the city, the Southern Water Tribe Cultural Center was designed by Southern Water Tribe architects and bears a distinctive, beautiful style combining modern materials with glass shaped like traditional ice structures. The Center hasn't been in the city for very long, but it is continually adding and building and growing, especially with the support of powerful individuals like Varrick, Avatar Korra, and Wakkani. Inside, visitors can learn all about the history of the Southern Water Tribe, its culture, and its important legacy in the development of Republic City.

CLUES

A massive plaque thanking Wakkani for donations to help found the center, including quotes of praise from Varrick, helps connect the two figures. Inside, some city officials and reporters are gathered for a dedication of a new exhibit honoring the "Water Women of Republic City," including Wakkani. Kiaanii, Wakkani's daughter, is present at the dedication. Kiaanii can describe her mother's issues with the treatment facility and the threat that San Ho poses. She will also indicate that she believes San Ho is connected to the Terra Triad through some odd business links she discovered. She reminds the PCs that they might be able to find Wakkani at the water treatment facility or chatting with some of the Utilities Commissioners at their offices at City Hall.

LEADS

- The portion of the new exhibit devoted to Wakkani explains the water treatment plant and how vital it is for all of Republic City. Those exhibits include subtle, quiet mentions of Wakkani's "partner"—carefully censored references to Yinuo's contribution. There's enough there to make clear that someone has been cut out of the history. Any archive of records (like that at the offices of the *Republic News*) could help.
- Part of the center honors Varrick himself, as well as his contributions in developing the water treatment facility. Wáahlala, the reporter, is either looking at the exhibit, or is already with the PCs. She is happy to explain the rumors about Varrick's shady dealings in those days. She'd also be happy to exchange information with the PCs.
- San Ho himself is here at the opening of the exhibit in disguise! He moves through the museum quietly, wielding his anonymity subtly...but he stands out to the PCs as a well-dressed, older Earth Kingdom gentleman whom no one can identify. He will notice the PCs tracing him and will then depart quickly. Following him leads the PCs to Warehouse 26.

Offices of the *Republic News*

If you want the *real* info about Republic City, then the *Republic News* is the newspaper you want. The offices of the *Republic News* are set inside a larger building, and they're full of paper, ink, mess, and lots of little spirits hang out in the office perching on filing cabinets, fluttering in the wind of electric fans, and generally enjoying the vibrant energy of this hectic place. The offices have an archive of old papers in the basement, but finding any information without the guidance of someone who knows the files is almost certainly a time-consuming and difficult task.

CLUES

If Wáahlala isn't with the PCs—whether because they haven't found her yet or because they lost her—she'll be here. She is always willing to trade information about San Ho, Wakkani, the water treatment facility, Varrick, the Utilities Commission, and some of the criminal dealings throughout the city. She has a picture of Wakkani and Yinuo from back when they were first partnering on the technology for the water treatment facility, and a whole folder's worth of articles tracking the two of them as Wakkani rose and Yinuo fell. She can call out suspicious oddities in Yinuo's discrediting. In particular, she notes that things took a significant turn against Yinuo after Varrick got involved, and some reporting from the time suggested that Varrick and Yinuo never saw eye to eye.

LEADS

- Wáahlala discovers that a crucial piece of evidence, something that actually might implicate San Ho with the Terra Triad, is missing—just as an unidentified person starts fleeing through the offices! The thief is a Terra Triad member sent by Steely Ning to disrupt the investigations. Tracking the thief leads the PCs straight to Warehouse 26.
- Putting together sightings, interviews, and maps leads the PCs to recognize that the Terra Triad's presence in Dragon Flats is centered on certain buildings—including the apartment building where Terra Triad lieutenant Wei Tia lives. If they go investigate the building, they can speak to Wei Tia openly.
- Interviews with Commissioner Chao of the Utilities Commission, speaking about Varrick, Wakkani, and San Ho, indicate that Chao was totally ambivalent for a time...until suddenly, she was vehemently against Wakkani retaining the rights to the water treatment facility. Strange behavior—worth investigating.



Water Treatment Plant and Catacombs

Located near the center of the old city, the water treatment plant has been a fixture of the area for as long as anyone can remember. It is the source of fresh water for the extensive plumbing throughout the city. The plant provides clean water for each and every resident of the city. Beneath the plant are the catacombs, where all the pipes connect into a central location. There is also a mural rife with Southern Water Tribe symbology, depicting the Water Tribe bringing fresh water from deep underground (the aquifer) to help create a thriving Republic City. Images of Water Tribe women in a joyous celebration surround the reservoir.

CLUES

Wakkani is here, trying to fix up the facility, overseeing repairs and clean-up for the upcoming inspection. She seems stressed, but she still warmly greets the PCs. If they give her any inkling of what's really going on, she'll gladly tell them everything she knows, and she will be genuinely concerned about her friend Varrick if she hears that he is missing. She can even explain aspects of her history with Yinuo. Also, as they move around the plant and the catacombs beneath it, the PCs may encounter signs that some of the staff have been replaced with Terra Triad members preparing to plant the bombs there later tonight!

LEADS

- The PCs discover a room with Terra Triad members setting the first group of explosives for the bombing tonight! Defeated Triad members and the tools and equipment they were using point back to San Ho Consortium and Warehouse 26.
- Exploring Wakkani's offices, the PCs find an old photo from the *Republic News* of Varrick, Wakkani, and Yinuo. If they have already seen San Ho, they recognize him. Otherwise, they can investigate at the *Republic News* offices.
- Investigating the places where things have broken down recently shows subtle yet unmistakable signs of tampering—signs that Wakkani missed in her stress and busy schedule. Wakkani immediately suspects Commissioner Chao knows more than she's letting on, as Chao mentioned the problems with surprising specificity.

Ba Mi Tang Dumpling Headquarters

Ba Mi Tang serves hopelessly mediocre dumplings...but the customers aren't always there for the cuisine. Rather it is a location for "business" in the criminal underworld of Republic City. Information flows in and out of Ba Mi Tang like the watered-down soup they serve. Of course, obtaining such information usually requires a certain degree of money, circumspection, and careful verbal jousting. The place is packed with people of all kinds and a constant cacophony.

CLUES

All throughout the Ba Mi Tang Dumpling Headquarters are Terra Triad goons, watching everyone. Wei Tia himself can be found here, and Steely Ning might make an appearance. Lots of rumors and secrets are flying around, and while the Terra Triad can't possibly keep a lid on the exchange of information, they can certainly try to slow the flow of information to ensure no one learns what they're up to in time. Trading useful information here with any of the myriad vendors, gamblers, and con artists can reveal a whole bunch of rumors about the Triad, including how they've been bankrolled by the San Ho Consortium, how they recently pulled some kind of job at the Pro-Bending Arena, or how they have been collecting explosive material.

LEADS

- Pearl tries to sell water-resistant explosive priming and ignition equipment, supplies left over from what she sold to the Terra Triad. The equipment points at a place where a water-resistant bomb would be most important—the water treatment facility.
- Obei, a cook and information trader, will straight-up tell the PCs that San Ho has bribed Commissioner Chao of the Utilities Commission in the hopes that it messes up San Ho's plans—San Ho and the Terra Triad have been making Obei's life hard lately.
- A young kid, Tick, tells the PCs that she spied some Terra Triad guys carting Varrick, snoring loudly, into some warehouses earlier. She'll lead them to the warehouse if they bring her along so she can report back to the Dumpling HQ for some evening bao.



Warehouse 26

Warehouse 26 is an old building that is somehow still standing. Broken beams and windows keep most folks away. Inside, the PCs will find something completely different. It is a solid stone structure that has all the telltale signs of earthbending and is difficult to enter without a capable Earthbender. The entire structure has been fortified and converted into offices and headquarters for both the San Ho Consortium and certain faces of the Terra Triad (like Steely Ning).

CLUES

Varrick is held here until the Terra Triad moves him to the water treatment facility, when they set up the final bomb. He's inside a windowless stone room rigged with a couple of traps San Ho designed personally. There are plenty of Terra Triad guards and mercenaries all over the warehouse along with Steely Ning herself, and San Ho might be here as well. If Varrick is rescued, he will gladly tell the PCs everything he knows—loudly. Varrick will accompany the PCs on everything they do next if he is freed, offering assistance and helping to piece together further clues. If San Ho is here, he will flee as soon as the PCs start any trouble, presenting a good target for pursuit.

LEADS

- Searching through everything in Warehouse 26, the PCs find the plan to put bombs in the water treatment facility, including the placement of every bomb in the facility.
- The PCs find photographs of San Ho bribing Commissioner Chao. San Ho had the photos taken for their further blackmail potential, in case he needed to pressure Chao.
- San Ho has kept the inception agreement between Yinuo and Wakkani for their original company—the one he was forced to divest from. The agreement strongly alludes that San Ho is actually Yinuo, with angered tagging from San Ho next to Wakkani's name calling her a traitor... and a note next to Varrick's signature reading, "I'll get you, you pompous turtle-duck!"

City Hall

The current City Hall of Republic City is a large, beautiful, ornate stone building, now with spirit vines shot through it. The City Hall represents an attempt to keep Republic City working in conjunction with the spirit vines, instead of in opposition to them. The place has grand halls and beautiful galleries for the public, but the real operations of government take place in a maze of halls, agencies, Commissioners, and more—the hallmarks of a functional city government.

CLUES

All three of the Utilities Commissioners can be found here, in their offices. Ke Xin and Gajii will both speak openly about the current ongoing issues around Wakkani and the plant. Chao will try to avoid speaking with the PCs and will do everything she can to avoid admitting her corruption—but the PCs can always tell she's hiding something. Wakkani might be here, too, pleading with Ke Xin or Chao, or commiserating with Gajii.

LEADS

- The PCs spy Wei Tia on his way to see Chao and can covertly listen in. Doing so clues them in to the bribery and exactly what it's about, as well as indicating that something significant is happening at the water treatment facility tonight.
- The PCs find a copy of the original records surrounding Wakkani getting the rights to the water treatment facility. Ke Xin's notes indicate concern over records of dangerous conduct and explosions at the facility in the past, with Yinuo's name circled.
- Gajii has investigated the San Ho Consortium and found its address at a series of warehouses on the Republic City docks. She hasn't pushed further on it, however, as her own aides have informed her that the area is heavily patrolled by the Terra Triad.

GM ADVICE

The PCs' goal in this adventure is very clear—rescue Varrick! But as they uncover more and more about the situation, they will reveal elements that complicate their aims. They also have to stop the bombing, and at the end of the day, they have to contend with a foe who is both very powerful and a tiny bit justified in his anger. Exactly how the PCs deal with all these problems, and how they even go about discovering the truth, is open-ended with several routes to success. They might pursue any of a number of different directions, any of which can provide the answers they need.

ESCALATIONS

The heroes can deal with the situation in any way they choose. They may decide to storm the Dumpling HQ, fireballs flying, demanding answers, or they might try to ingratiate themselves to the Terra Triad to learn more. No matter what they decide, the action shouldn't stop. Use escalations to add conflict when the players run out of ideas, if the action falters, or to reveal new information and add action to a scene. These escalations can work alongside those of the clock—these allow tensions to ramp up within a scene, while the clock's escalations build tension across multiple scenes. Some escalations will provide new information, which may make the players question their actions, and other escalations can purely be an opportunity for action. Here are some examples:

- San Ho, flanked by a large gang of mercenaries, corners the PCs. He offers the PCs money and favors to back off. If that won't work, he'll explain aspects of the situation, not revealing that he's Yinuo but describing the terrible things he believes Varrick did. He'll ask why they feel it's so important to protect such a bad man and whether they value justice. In the end, if the PCs still refuse him and haven't otherwise tricked or handled San Ho, he'll have the goons attack and capture them—and if the PCs are captured, he'll put them into the water treatment facility right next to Varrick!
- Lin Li, proprietress of Everything but the Dragon!, speaks a bit too loudly about San Ho and how he's squeezing Dragon Flats. The PCs find Terra Triad members trashing her shop, with Wei Tia outside, not participating and looking ashamed.
- The PCs cause too much commotion and a squad of metalbending police are sent after them—treat the police as a single Master group NPC (see the core book on page 236). The police will pursue the PCs until they're caught and imprisoned, and won't listen to the PCs' mad explanations.
- Kiaanii attacks Warehouse 26 after piecing together enough of what's happening, causing lots of trouble and getting herself captured. San Ho accelerates his plans to match the situation—tick one more segment on the clock!
- Wei Tia inadvertently indicates his reluctance to keep doing San Ho's dirty work—next time the PCs see him, he's in the midst of an ambush by Steely Ning and the Terra Triad members who are loyal to San Ho!

THE DETECTIVE STORY

This is an episode of clues and detection, of investigation and tact. This should be a fun interweaving of areas throughout Republic City, with choices made by the PCs potentially having significant consequences to the stability of the city.

Don't try to hide the truth from the players! Nothing's less satisfying in a mystery story than an unsolvable mystery. What's more, *Avatar Legends: The Roleplaying Game* is about action and adventure. The mystery of this episode is great fun, but it's important the PCs get to *act* on the information they learn, trying to solve the problems that the mystery underlines. Rely upon the core truths that the PCs must learn by the end of the adventure to make sure they're getting enough information to act with confidence.

The clock for this adventure is another important tool to ensure that the PCs don't have forever to solve things. Make sure to describe time passing—the time of day is changing—and to create a sense of urgency. At some point, the PCs will likely choose to act boldly, without knowing the full answers, because time is passing—that's great! Let them try to shake loose more information through action!

The core premise of the adventure also has the PCs acting clandestinely on behalf of President Moon. Once the PCs discover evidence of a crime and conspiracy, they might be tempted to go to the police or other authorities, but that's another way the clock comes in—there's no time! They don't have a direct line to Chief Lin Beifong at all, so they'll be waiting for a while to see some skeptical cop who doesn't even know Varrick has been kidnapped, and who might even be in San Ho's pocket! They can't easily find the ever-busy Zhu Li Moon, and even if they do, they'll have to get through Sho Lin first—and Sho Lin doesn't have much trust in them! All of these maneuvers eat up valuable time, time the PCs don't have.

As for acting quietly and staying under the radar, the more the PCs advertise that they are working on behalf of Zhu Li Moon to find Varrick, the more trouble they are liable to cause, not just for Zhu Li but for themselves as well. The Terra Triads will take notice and might send even more goons to try to stop the PCs. San Ho might escalate the plan, effectively advancing the clock. And the whole thing might get out in a way that's embarrassing for Zhu Li, causing drama for an ongoing campaign.

Make sure that all the NPCs of the adventure act on the information they are given. When Kiaanii is told about Varrick's disappearance, she might start looking into it herself—and might wind up in a chair right next to him! If Wakkanai understands what's going on, she might choose to directly confront Commissioner Chao right in City Hall! Move the NPCs around so they can take dramatic action, preferably directly in front of the PCs.

In particular, Wei Tia is an important NPC to portray in a sympathetic light. He starts off as an opponent, and the PCs might very well fight him head-on, but ultimately, he doesn't have any interest in supporting San Ho's plan to completion. If Wei Tia is too antagonistic, the PCs won't believe him at all—so make sure to convey elements of his reluctance.

And if the PCs try to split up to cover more ground, point out to them that triggering the move for picking up leads definitively requires the group. If they split up, they don't have enough eyes on the ground to thoroughly search the places they go!

RESOLVING THE CONFLICT

The adventure can end just as soon as the key problems are resolved, be it with the heroes' victory and triumph, or with Varrick having lost his memory after being thrown from an exploding water treatment facility. If you're playing a tighter one-shot session of play, then all you might need is a bit of an epilogue afterward to tell the PCs where things stand at the close, without necessarily playing through whole scenes. But if you're playing as part of a longer game, then a few more issues should be wrapped up before you can move forward.

If San Ho escaped capture, or even if he was captured but the PCs don't have a strong enough mountain of evidence against him, then he is likely a powerful enemy that they will see again. Make it clear that he slips through the fingers of other authorities, and that he remains at large in some form, capable of wielding his power and influence to dangerous effect.

If the PCs did capture San Ho and have some evidence against him—for example, documents gathered from Warehouse 26 or the testimony of Wei Tia—then they stand a real chance of holding San Ho accountable in court. But they can expect all manner of deception and scheme from San Ho to have himself freed before the trial, and Zhu Li will ask them to help guard the prisoner.

If the PCs helped San Ho, Wakkai, and Varrick to start moving along a path to reconciliation, however, then it is possible that even if San Ho escapes, he won't want to return and cause further conflict...at least not immediately. In this case, San Ho watches and waits, seeing the actions of Wakkai and Varrick and trying to judge them by those actions the same as he judges the PCs. If he deems the PCs worthy in some later session of your campaign, he might intercede on their behalf; if he deems them unworthy, he might cause more trouble for them.

If the water treatment facility was protected, then it continues to operate normally. But if the water treatment facility was destroyed, then its absence begins to tax Republic City's water supply, causing shortages and problems throughout the city—problems that largely affect poorer and more downtrodden neighborhoods. The Triads might take advantage of the unrest to seize more power and recruit more discontented youths.

If Varrick was rescued, then he's pretty grateful to the PCs, and he'll probably offer all manner of favor or boon to them, whether or not he can really fulfill the promise. Zhu Li will personally thank the PCs for any and all service they perform, but will especially thank them for saving her husband.

If Varrick was not rescued, however, he goes missing, now with amnesia. Zhu Li will ask the PCs to keep looking for him, likely leading them into all manner of new, interesting, and complicated situations as the amnesiac Varrick gets himself into dire straits!

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are there and what the stakes are for them in this adventure. Each character has a small backstory on their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, as explained in the *Avatar Legends: The Roleplaying Game* core book, page 123. Some playbooks require that players make a connection with another PC; if this is required on a pregenerated character, players should fill this information in themselves at the same time they make connections.

ADVENTURE HOOK

The companions are all minor heroes and agents, people who've been in Republic City long enough to do some real good and, in particular, catch the eye of President Zhu Li Moon. Each became connected to Zhu Li when she thanked them for their actions and gave them some boon. They've all heard of each other's deeds and have met here and there, but they aren't a close-knit group—not until now, when Zhu Li brings them together for help.

FULL LIST OF PREGENERATED CHARACTERS

- **Enuk, the Guardian** (they/them) - a new Airbender who left their family behind to learn Air Nation ways, and now hopes to protect their sibling. **Play Enuk if you want to try to redeem yourself to another PC.**
- **Changunak, the Successor** (she/her) - a Waterbender and technologist from the Southern Water Tribe who must maintain her family's fishing business. **Play Changunak if you want to have higher society contacts and wealth.**
- **Zhu Song, the Hammer** (she/her) - a weapon-wielding former Terra Triad member with a grudge against its new boss. **Play Zhu Song if you want to have a connection to and conflict with the Triads.**
- **Slate, the Pillar** (he/him) - an Earthbender trained to lead a specialized metalbending anti-mecha police force. **Play Slate if you want to engage with conflicts around authority and criminality.**
- **Piancir Jing, the Rogue** (he/him) - a Firebender orphan street kid who knows Republic City incredibly well. **Play Piancir Jing if you want contacts, friends, and enemies all over the city.**

ENUK, THE GUARDIAN

THEY/ THEM

Enuk is an Airbender who gained their abilities during the Harmonic Convergence of the Korra Era. Though they come from a proud and successful Southern Water Tribe family, they joined up with the Air Nation to learn to use their new abilities and fully explore who they really were. When they left, the duties of carrying on the family tradition fell to Changunak, Enuk's younger sibling. Enuk participated in the Air Nation's defense of the spirits not too long ago and now hopes to protect Changunak from the dangers and stresses of the city and the burden that they left behind.

TRAINING



BACKGROUND: Privileged, Monastic

DEMEANOR: Polite, Quiet

FIGHTING STYLE: Creating long flowing winds like streams of water

CONNECTIONS

- _____ is my ward—they need me to have their back, end of story.
- _____ looks like they're more than capable without my help; I'm glad some of us can take care of ourselves.

PROTECTOR'S BURDEN

You take it upon yourself to protect the people around you in general, but you have someone in particular you keep safe.

Your ward: Changunak

When they mark a condition in front of you, mark fatigue or a condition. Your ward can always call on you to live up to your principle—without shifting their balance away from center—and they take +1 to do it.

- At the beginning of each session, roll, taking +1 for each yes:
- Do you believe your ward listens to you more often than not?
- Have you recently protected them or helped them with a problem?
- Is there an immediate threat to your ward that you are aware of?

On a 7-9, hold 1. On a 10+, hold 2. At any time, spend the hold to:

- Take a 10+ without rolling on any move to defend or protect them
- Track them down even if they are hidden or avoiding you
- Figure out what they're up to without them knowing

On a miss, hold 1, but...you're drifting apart on different paths. By the end of the session, you must choose one:

- Decide you're the only one who can keep them safe; shift your balance twice toward Self-Reliance and keep them as your ward
- Decide they can handle life without your protection; shift your balance twice toward Trust and switch your ward to a new person

You may also switch your ward if they leave play or are no longer present for some reason. When you switch your ward, you can switch to an NPC (if the GM agrees).

MOVES

SUSPICIOUS MIND

When you watch a person carefully to figure them out, roll with **FOCUS**. On a 7-9, hold 1. On a 10+, hold 2. Spend your hold, 1-for-1, to ask their player questions while you observe or interact with them; they must answer honestly.

- Are you telling the truth?
- What are you truly feeling?
- What do you really want right now?
- What are you worried about?
- What are you about to do?

MARTYR COMPLEX

When you have a total of 8 between conditions marked, highest principle, and fatigue marked, take +1 ongoing to all moves.

TECHNIQUE

DIVERT

DEFEND & MANEUVER

Step into the way of blows intended for allies; when any ally within reach suffers a blow this exchange, you can suffer it for them. If you also use Retaliate this exchange, deal an additional 1-fatigue each time.

| | |
|----|------------|
| -1 | CREATIVITY |
| +2 | FOCUS |
| 0 | HARMONY |
| +1 | PASSION |

SELF-RELIANCE



TRUST

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training

CHANGUNAK, THE SUCCESSOR

SHE/HER

Changunak is the younger sibling of Enuk, expected to uphold the family traditions and business after Enuk left to study airbending. She is trying to pick up those duties and honor her family's successful fishing business as she comes to Republic City to pitch the government on signing more contracts with her family's business. But she doesn't appreciate how stuck in the past her family can be sometimes—especially around their mistrust of modern technology, and around their misunderstanding of her sibling.

TRAINING



BACKGROUND: Privileged, Wilderness, Urban

DEMEANOR: Intense, Arrogant

FIGHTING STYLE: A tubing system under her clothes that dispenses water whenever she needs it

CONNECTIONS

- _____ has major concerns, fears, or grievances with my lineage—and with me, by proxy.
- _____ seems free of their past in a way I wish I could let go of mine; hearing them talk about the future feels amazing!

● A TAINTED PAST ●

You hail from a powerful, infamous lineage—one with an impressive and terrible reputation. Your lineage has had a massive impact on the world within the scope of your story—it's reach extends over the whole scope, and everyone in the scope knows of it. **Vital supply chains** is the domain that is the source of your lineage's power—the area in which they affected the world.

LINEAGE RESOURCES

You have access to your family's extensive stores of the following resources:

- introductions and connections
- cold hard cash

Spend resources during the session to establish a boon you had previously asked for or obtained, something that your lineage's unique position and stores could provide: a vehicle, an invitation, a chest of jade coins, etc.

HUMBLE YOURSELF

When you politely and obediently humble yourself before a powerful member of your lineage, roll with your Tradition. On a hit, you earn some credit; hold 3-resources. On a 7-9, their resources don't come without strings; you'll need to promise to fulfill some other obligation of your lineage, or let them shift your balance. On a miss, they're dissatisfied with your display; they're cutting you off until you fulfill some task they set to you.

RAID YOUR LINEAGE'S RESOURCES

When you raid your lineage's resources without their consent or knowledge, mark a condition and roll with your Progress. On a hit, hold 1-resource. On a 7-9, choose 1. On a 10+, choose 2.

- You obtained an additional 1-resource
- You nabbed your goodies quietly; your lineage is none the wiser
- You steel yourself for what you're doing; avoid marking a condition

On a miss, you're caught red-handed by a powerful member of your lineage who saw you coming.

MOVES

BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with **CREATIVITY** to intimidate them or push your luck.

WORLDLY KNOWLEDGE

Your upbringing expanded your horizons, skillsets, and contacts. Choose another training and another background.

TECHNIQUE

BREAK

EVADE & OBSERVE

Target a foe's vulnerable equipment; render it useless or broken—possibly inflicting or overcoming a fictionally appropriate status (ex: *Impaired*).



TRADITION



PROGRESS

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training



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ZHU SONG, THE HAMMER

SHE/HER

Zhu Song is a city girl and a one-time member of the Terra Triad, back before she managed to get free as Steely Ning took over. She helps to run and protect a local martial arts training facility in her neighborhood, Dragon Flats. She still gets into far more than her fair share of fights, including the time she took a stand against some other triads trying to muscle into her neighborhood. She's lost most of her patience with the triads, and she's just about ready to take real action against the Terra Triad that's now squeezing her home.

TRAINING



BACKGROUND: Outlaw, Urban

DEMEANOR: Blunt, Determined

FIGHTING STYLE: A pair of tonfa made to look like dragons

CONNECTIONS

- _____ has a way to solve problems with words instead of fists—it's really impressive!
- I worry _____ won't be able to hold their own when things get tough. I'm going to toughen them up!

BRINGING THEM DOWN

You always have an adversary, one who represents the things you're trying to smash through—tyranny, inequality, war; larger and more dangerous concepts that, to you at least, this one person embodies. Your adversary is someone significant and powerful—someone who actually deserves the amount of force you can bring to bear.

Your adversary: Steely Ning

Choose a goal you have for your adversary:

- | | |
|---|--|
| <input type="checkbox"/> Capture them | <input type="checkbox"/> Restrain them |
| <input type="checkbox"/> Discredit them | <input type="checkbox"/> Expose them |
| <input type="checkbox"/> Depose them | <input type="checkbox"/> Exile them |

Take -1 ongoing to **plead** with, **trick**, or **guide** and **comfort** your adversary.

CHANGING YOUR ADVERSARY

You can change your adversary any time you mark a condition, or at the end of each session. When you do, choose an appropriate goal, and the GM shifts your balance twice to match your new adversary and your new goal.

When you successfully accomplish your goal and defeat your adversary, take a growth advancement and choose a new adversary.

FIGHTING YOUR ADVERSARY

When you enter into a fight against your adversary, clear all fatigue and become *Inspired*. When you select any combat approach against your adversary, mark fatigue to roll with conditions marked instead of your normal stat.

MOVES

WALLS CAN'T HOLD ME

When you rely on your skills and training to dangerously smash your way through walls or other obstacles, roll with **PASSION** instead of **FOCUS**.

STAND AND FIGHT!

When you provoke an NPC opponent into attacking you, roll with **PASSION**. On a hit, they're coming at you specifically. On a 10+, you're ready for them; clear a condition or become *Prepared*. On a miss, they take advantage of your provocation to strike a blow where you least expect it.

TECHNIQUE

OVERWHELM

ADVANCE & ATTACK

Throw a punch with all your weight behind it; mark 3-fatigue to inflict *Stunned* on an engaged foe.



FORCE



CARE

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- Guilty**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training



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SLATE, THE PILLAR

HE/HIM

Slate leads a specialized squad of metalbending police in Republic City. They're all young Earthbenders, trained to handle threats like the mecha that recently trashed the city—a growing threat in the modern world. But recently, the rest of the squad was sent on to a new location in the Earth Kingdom to help deal with local unrest from bandits wearing mecha suits. Slate was ordered to stay behind for now, put on leave as he prepares to teach a new group of Earthbenders.

TRAINING



BACKGROUNDS: Urban, Military

DEMEANOR: Confident, Warm

FIGHTING STYLE: Metalbending wire reels on wrists, hips, and ankles

CONNECTIONS

- _____ doesn't really respect my accomplishments; they probably need a lesson or two.
- _____ seems like they would've been a good candidate to be a part of my squad; I'll look after them.

SQUAD LEADER

You were the leader of a small group of 10 or so well-trained warriors from a recognized and noble tradition.

Where does your squad call home?
Republic City

Which are the most well known traits of your squad? Costumes, fighting style, purpose

What does your squad value? Excellence & Duty

Despite being the leader, you chose to travel with your new companions for the time being, until you've achieved this group's purpose. For now, your group is **stationed at an important location**.

Within any group, you serve a role both subtle and overt, sometimes leading the team, sometimes helping it glue itself together. You earn Team through your leadership style, and you spend Team through your support style.

LEADERSHIP STYLES

Earn 1-Team when...

- DIPLOMATIC:** ...you plead with an NPC for help and roll a 10+.
- GUIDANCE:** ...you assess a situation and give a companion instructions based on the answers

SUPPORT STYLES

Spend 1-Team when...

- INVIGORATING:** ...you rally a companion to action in a tense moment to clear 2-fatigue from them.
- DEFENDING:** ...you are within reach of a companion in combat to clear a negative status from them.

MOVES

A WARRIOR'S HEART

When you live up to your principle while you have 3+ conditions marked, ignore your condition penalties. When you live up to your principle while you have 5 conditions marked, don't mark fatigue.

FIGHTING LIKE DANCING

When you advance & attack against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

TECHNIQUE

METAL BINDINGS



EVADE & OBSERVE

Catch an enemy's limbs in metal you control. They become *Impaired* and cannot remove the status unless they can bend metal or the fight ends. While they are *Impaired* and you are engaged with them, you are *Favored*.

- +1 CREATIVITY
- 0 FOCUS
- +2 HARMONY
- 1 PASSION

SUPPORT



LEADERSHIP

FATIGUE



CONDITIONS

- Afraid**
-2 to intimidate and call someone out
- Angry**
-2 to guide and comfort and assess a situation
- Insecure**
-2 to trick and resist shifting your balance
- Guilty**
-2 to push your luck and +2 to deny a callout
- Troubled**
-2 to plead and rely on your skills or training

PIANCHIR JING, THE ROGUE HE/HIM

Jing is an orphan who knows Republic City like the back of his hand. He's been all over, every place, slipping out from the group home to go exploring wherever he likes. The triads have tried to recruit him a few times in their way, but he's managed to steer clear—he's pretty suspicious of them and their way of doing things. Besides, he can always get a bit of work thanks to kind, helpful people like Zhu Li or even Wakkani, the lady who runs the water treatment facility and will throw him a few work shifts here and there.

TRAINING



BACKGROUNDS: Outlaw, Urban

DEMEANOR: Wild, Acerbic

FIGHTING STYLE: Lighting things aflame using his fingers like matches

CONNECTIONS

- _____ is waaaaay too uptight, too trapped in themselves; they need to break some rules!
- _____ is amazing and I hope they like me; maybe they're worth playing it straight?

● BAD HABITS ●

You've picked up some bad habits over the years. Most other people are pretty set on trying to get you to stop. But maybe you can bring your friends along for the ride... The 4 bad habits you indulge are:

- Casual thievery and pickpocketing
- Vandalism or sabotage
- Trespassing
- Daredevil stunts
- "Charming" insults of dangerous people
- Cons
- Rabble-rousing
- Gambling

Any necessary skills or talents related to your bad habits are considered to be part of your background.

When you indulge a bad habit on your own, shift your balance toward Survival, and roll with Survival. On a hit, you pull it off and vent your frustrations; clear fatigue or conditions equal to your Survival (minimum 0). If you have no fatigue or conditions, mark growth. On a 10+, you also gain a windfall, a boon or opportunity—your bad habits paid off this time. On a miss, you're caught by someone dangerous or powerful, and they complicate your life.

When you indulge a bad habit with a friend, shift your balance toward Friendship, and roll with Friendship. On a hit, you and your friend pull it off and grow closer; each of you makes the other *Inspired*. On a 10+, you also obtain some useful resource or information, and become *Prepared*. On a miss, something goes terribly awry; you can either take the heat yourself, or shift your balance twice toward Survival and leave your friend in the lurch.

MOVES

ROGUISH CHARM

When you plead with an NPC or guide and comfort someone by flattering them and empathizing with them, mark 1-fatigue to roll with **CREATIVITY** instead of **HARMONY**.

CASING THE JOINT

When you assess a situation, add these questions to the list. You may always ask one question from these options, even on a miss.

- What here is most valuable or interesting to me?
- Who or what is most vulnerable to me?
- Who here is in control/wealthiest/has the most power?

TECHNIQUE

SWEEP THE LEG

ADVANCE & ATTACK

You attack where an enemy is weakest or most off-balance; if your foe has a total of 3 or more fatigue and conditions marked, inflict 2-fatigue. If your foe has fewer than 3 total fatigue and conditions marked, inflict 2-fatigue, but you must mark fatigue as well.



FRIENDSHIP



SURVIVAL

FATIGUE



CONDITIONS

A FRAID

-2 to intimidate and call someone out

A ANGRY

-2 to guide and comfort and assess a situation

A INSECURE

-2 to trick and resist shifting your balance

A GUILTY

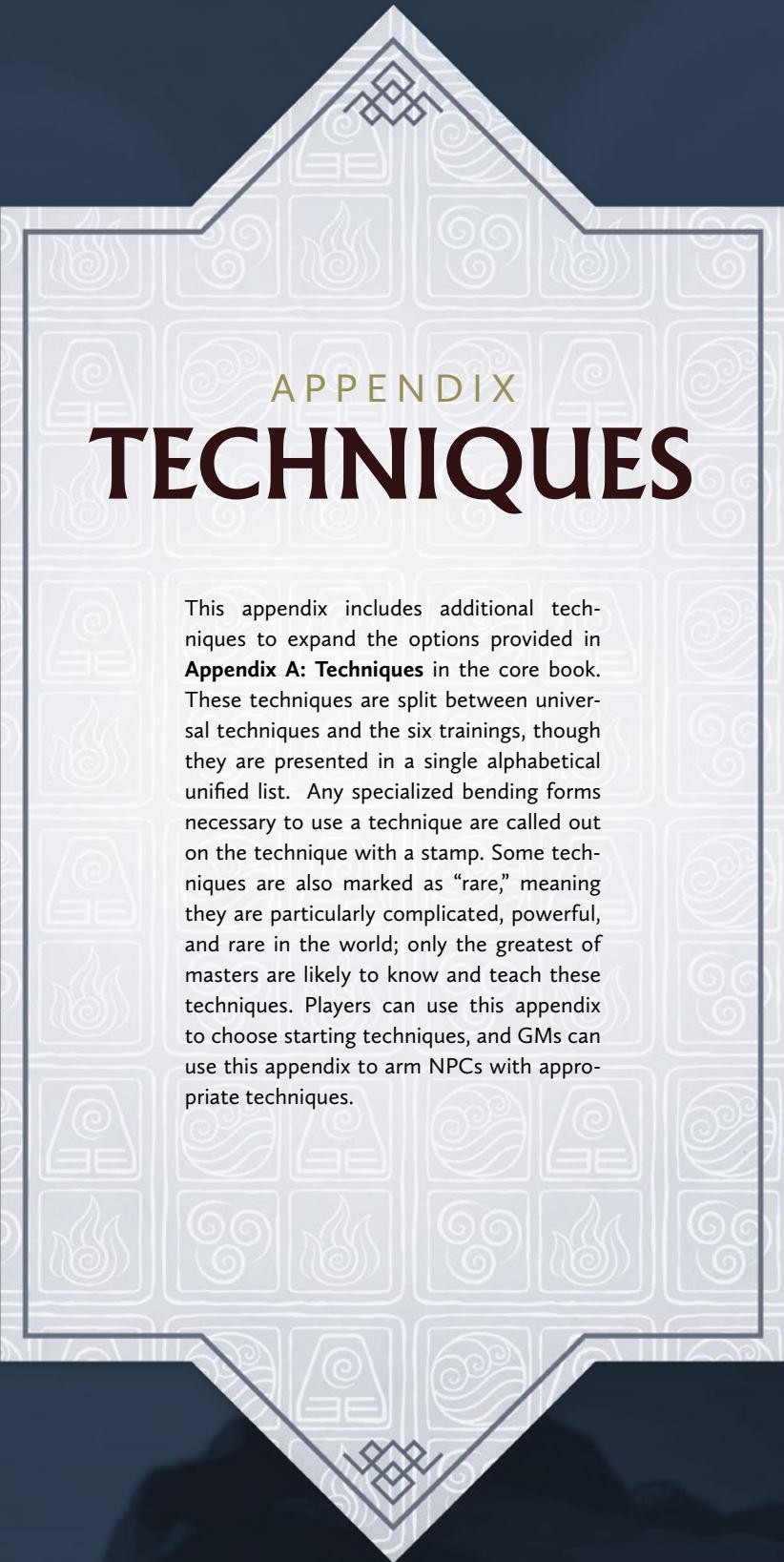
-2 to push your luck and +2 to deny a callout

A TROUBLED

-2 to plead and rely on your skills or training



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APPENDIX TECHNIQUES

This appendix includes additional techniques to expand the options provided in **Appendix A: Techniques** in the core book. These techniques are split between universal techniques and the six trainings, though they are presented in a single alphabetical unified list. Any specialized bending forms necessary to use a technique are called out on the technique with a stamp. Some techniques are also marked as “rare,” meaning they are particularly complicated, powerful, and rare in the world; only the greatest of masters are likely to know and teach these techniques. Players can use this appendix to choose starting techniques, and GMs can use this appendix to arm NPCs with appropriate techniques.

BRAWLING BLAST*

ADVANCE AND ATTACK



Unleash an explosive or forceful device up-close to a foe. Mark 2-fatigue and inflict 3-fatigue and *Stunned* on your foe.

BOOMERANG BLOW

ADVANCE AND ATTACK



Throw your boomerang to hit a target just right and return the weapon to your hand. Mark 1-fatigue, inflict 2-fatigue on your target, and name the specific place you are striking on your opponent to disrupt them, inflicting *Impaired* on them until they have time to rest and recover after the fight. If you use this technique against an opponent who is already *Impaired*, inflict a condition on them as well. If you allow your boomerang to fall to the side instead of returning to your hand, you may use this technique without marking 1-fatigue.

CHI BLOCKING JABS*

ADVANCE AND ATTACK



Pinpoint weapon or hand strikes to block a foe's chi. Mark 1-fatigue to block a foe's chi with your strikes, inflicting a condition and rendering a limb useless (and blocking bending with that limb). An enemy with one fewer useful limb chooses 1 fewer technique to use each exchange. Limbs become usable again when combat ends or three exchanges pass.

DRAW CLOSE

ADVANCE AND ATTACK



Dash and dodge in close to an opponent of your choice, putting them at a range that favors you over them. Mark 1-fatigue and become *Favored*. If they **advance and attack** next exchange, they have to mark 1-fatigue for each technique they use (they may choose to use fewer than their full amount).

EXPLOSION OF AIR*

ADVANCE AND ATTACK



Bring air into a tight, compact form and then let it loose, blasting wind outward with great force. Mark a condition. All combatants engaged with you or in the area become *Impaired* and must mark 1-fatigue. If they are already *Impaired*, they become *Stunned*. A group foe struck by this effect instead must mark 4-fatigue.

FAN THE FLAME

EVADE AND OBSERVE



Focus on growing the flames around you; if there are no raging flames around you, then any smaller fires become raging. If there are raging flames around you, become *Empowered* for the next two exchanges.

*Rare Technique

FIREBALL BARRAGE

ADVANCE AND ATTACK



Pummel a foe with a barrage of small fire blasts. Mark 1-fatigue. Inflict 1-fatigue on your target, +1-fatigue additional for each attack anyone has made against them this exchange, +1-fatigue additional for each negative status they currently have.

FIRE BOMB*

ADVANCE AND ATTACK



Pour out a massive amount of fire at point blank range. Fill your fatigue track, inflict on your target twice as much fatigue as you just marked, and become *Impaired*.

FLAME CHARGE

DEFEND AND MANEUVER



Hurtle at your foe with enormous speed and force. Choose a foe you are not currently engaged with; you become engaged with them, they become *Impaired*, and you become *Favored*.

FLAME SHIELD

DEFEND AND MANEUVER



Call up a shield of flame around yourself to divert incoming attacks. Mark up to 2-fatigue; the shield blocks a number of attacks this exchange equal to $1 + \text{the fatigue you marked}$. If possible, you must use the flame shield to block incoming attacks. If you are not attacked at all this exchange, you become *Favored*.

FLAMING ARROWS

EVADE AND OBSERVE



Prepare a handful of flaming arrows. Mark 1-fatigue to become *Prepared* and hold 3-arrows. Spend 1-arrow on any kind of bow attack to inflict *Doomed* on your target as you catch them alight.

FLASH CRYSTALS*

EVADE AND OBSERVE



Throw a scattering of flash crystals at your opponent's feet and shield your eyes. Any fighters in the area must mark 2-fatigue or become *Stunned*; you need only mark 1-fatigue.

GALE SLICE

ADVANCE AND ATTACK



Cast forth a thin, cutting edge of wind that can pierce wood or stone. Mark 1-fatigue; your target must avoid the blow, marking 3-fatigue, or take the hit, marking a condition and allowing physical objects on them—armor, a weapon or item in their hands—to be cut. If they have no physical objects to help absorb the blow when they take the hit, they mark a second condition. If they avoid the blow, then treat it as if you had used Smash against the environment behind and around them.

GLIDING TAKEOFF

EVADE AND OBSERVE

Take to the air with your glider to escape the scrum around you. Mark 1-fatigue, become *Favored*, and disengage with any combatants around you, and then re-engage with a combatant of your choice within reach.



GRAPPLING LINE

DEFEND AND MANEUVER

Toss out a grapple line and zip around the battlefield to a new advantageous position. Mark 1-fatigue to become *Favored* and disengage with all current foes, reengaging with a foe of your choice as you take up your new position. If you spend any gears on this technique, inflict *Impaired* on any foes with whom you engage.



GRAPPLE SHOT

DEFEND AND MANEUVER

Fire an arrow with a tether at the end to swing through the area around you. Move to a new position and engage/disengage with foes, overcome a negative status or danger, or establish an advantageous position as appropriate. Any foe you engage or disengage with suffers 1-fatigue automatically; foes you disengage with can mark 1-fatigue to try to keep up with you.



ICE CLAWS

EVADE AND OBSERVE

Cover your fingers with ice to create sharp, pointed claws. Mark 1-fatigue to become *Prepared*. As long as you are *Prepared*, any time you attack an enemy in hand-to-hand range, inflict an additional 2-fatigue. If you lose the claws, you lose *Prepared*.



IRONSHARD CLOUD*

ADVANCE AND ATTACK



Throw a cloud of metal shards as if they were knives. Mark 1-fatigue to inflict 2-fatigue or a condition, your choice, upon up to three targets in reach of each other. If you use this technique against a group, inflict 3-fatigue and a condition.



METEOR FALL*

ADVANCE AND ATTACK



From a high position, drop down onto your targets with massive force. Mark 1-fatigue to inflict a condition on a foe. If you are *Favored* with a high position, clear *Favored* and mark 1-fatigue to inflict three conditions on a foe.



MONOLOGUE

EVADE AND OBSERVE

Rant a bit about your own awesomeness in the middle of a fight. Clear 1-fatigue and become *Inspired*.



*Rare Technique

OCTOPUS FORM*

DEFEND AND MANEUVER

Surround yourself with eight tendrils of water, blocking incoming blows and striking at foes. Mark 2-fatigue. While you have Octopus Form active, once per exchange you may use Strike against any one foe engaged with you (regardless of what approach you chose), and you may block any one incoming attack against you (regardless of what approach you chose). You must mark 1-fatigue at the end of each exchange after the first to keep Octopus Form active. While Octopus Form is active, you are *Impaired*.



PYRE WALL*

DEFEND AND MANEUVER

Create a tall wall of flame to keep enemies away from you and your allies. Mark 1-fatigue and raise the wall, disengaging foes from yourself and allies as the wall erupts. Foes may mark 2-fatigue to remain on the correct side of the wall and remain engaged. Crossing the wall immediately inflicts two conditions. You must mark 2-fatigue at the end of each exchange to maintain the wall.



QUICKSAND

EVADE AND OBSERVE

Turn the earth in an area to quicksand; all foes in the area become *Impaired*. If they don't free themselves by the end of the next exchange after becoming *Impaired*, they become *Trapped*. If they don't free themselves by the end of the next exchange after becoming *Trapped*, they become *Doomed*.



QUIET GRIP OF ICE

EVADE AND OBSERVE

Use a bit of water on the ground to grab a foe's foot in an icy hold. Mark 1-fatigue; your opponent becomes *Impaired*, and if you **advance and attack** next exchange, you inflict an additional 1-fatigue on that foe with any attacks you make that exchange.



RAPID TUNNELING

DEFEND AND MANEUVER

Dive into the earth. You become *Empowered* immediately, and can use no other techniques in this exchange, but you cannot be targeted by any attacks or effects except for earthbending. You emerge next exchange in a place within reach through the earth, using a new approach as normal. Lose *Empowered* after the exchange in which you emerge.



RECOILING JET

EVADE AND OBSERVE

Throw yourself away from danger with a sudden jet of flame. Mark 1-fatigue, become *Favored*, and remove all of *Trapped*, *Impaired*, and *Doomed* as appropriate to the fiction.



RETURNING WIND*

DEFEND AND MANEUVER

Race in circles to create a cyclone designed to pull in arrows or other hurled objects and send them right back where they came from. Mark 1-fatigue and become *Prepared*. For the rest of the exchange, you must mark 1-fatigue for any solid, physical attacks made at range within your area to sweep them into the cyclone and return them at the attacker; the attacker must mark 2-fatigue to avoid their own attack. If you cannot mark 1-fatigue or choose not to, the cyclone dissipates and you may not use this technique for the rest of the combat. If the cyclone has not dissipated by the end of the exchange, you may maintain it into the next exchange by becoming *Impaired*. If you are already *Impaired*, you cannot maintain the cyclone.



RINGS OF WATER*

EVADE AND OBSERVE

Pull long streams of water out of a substantial nearby source (nothing smaller than a knee-high pond) to surround yourself with one, two, or three flowing rings of water. Mark 2, 3, or 4-fatigue to call up one, two, or three rings. If you call up one ring, you become *Favored*; if you call up two rings, you also become *Prepared*; if you call up three rings, you also become *Empowered* as long as you have at least one ring remaining. You may use rings one-for-one to strengthen other waterbending techniques, reducing the fatigue cost to use those techniques by 1 per ring spent, or inflicting an additional 2-fatigue per ring spent on a waterbending attack.



ROCK SHOES*

DEFEND AND MANEUVER

Dash onto a vertical wall or the ceiling and cling to it with shoes made of stone. Mark 1-fatigue to become *Favored* and use Seize a Position without allowing any foe to block this technique. As long as you remain on a vertical wall or the ceiling you remain *Favored*.



ROCK-SMASHING SHOT*

ADVANCE AND ATTACK

Fire special arrows that can pierce stone and concrete. Destroy or destabilize something in the environment, removing positive statuses or creating negative statuses as appropriate. If you choose to become *Impaired* for an exchange from exerting yourself greatly while firing, you may also inflict 2-fatigue or one condition (target's choice) on a foe hidden behind the object you're destroying.



SALVAGE*

EVADE AND OBSERVE

Take apart a broken device or shattered piece of the environment to acquire the resources you need. Roll a single six-sided die. Take 2-gears if you roll a 1-2; 3-gears if you roll a 3-4; 4-gears if you roll a 5; and 5-gears if you roll a 6. Spend gears 1-for-1 instead of fatigue on technology techniques or basic techniques using technology training.



SENSE THE BLOW'S WAKE*

EVADE AND OBSERVE

Attune yourself to the ebb and flow of winds around you so you become aware of incoming attacks and are able to respond instantaneously. Mark 1-fatigue and become *Favored*. Next exchange, you may use Retaliate regardless of which approach you use and in addition to your other techniques for that exchange, as you sense incoming blows and respond to them.



SMOOTH STRIDE

EVADE AND OBSERVE

Prepare to move quickly while cutting the air around you, limiting wind resistance and allowing you to move even faster. Mark 1-fatigue and become *Prepared* and *Favored*. As long as you remain *Prepared* or *Favored* in this combat, you move terrifically quickly and suffer 1-fatigue fewer on any incoming attacks. If you mark a condition, this effect ends.



STINK BOMB

EVADE AND OBSERVE

Toss a stink bomb at an area. All combatants engaged in that area without some kind of air filter become *Impaired*, mark 1-fatigue, and disengage with each other as they start hacking and coughing.



STUNNING STANCE

EVADE AND OBSERVE

After being struck, keep your stance and momentum and return a blast of wind at your attacker. Target a foe who inflicted a condition, fatigue, or balance shift upon you with a blow this exchange. Mark 1-fatigue and inflict *Stunned* on them.



SUBTLE MISDIRECTION

DEFEND AND MANEUVER

Subtly earthbend the ground under a foe to direct their next attack elsewhere. Mark 2-fatigue and target someone who took the **advance and attack** approach this exchange; you select the target for the first attack they make this exchange.



SUCTION BOOTS

DEFEND AND MANEUVER

Deploy the suction effect on your boots and move up vertical walls or even along the ceiling! Move to a new location, engaging/disengaging with foes, overcoming negative statuses or dangers, establishing an advantageous position, or escaping the scene. If you move along difficult surfaces, only foes who can reach you can stop you, and must mark 2-fatigue to do so.



*Rare Technique

SUMMON THE STORM*

DEFEND AND MANEUVER

Call up small gravel, dust, and sand all around you to fill the air with swirling grit. Mark 1-fatigue; all others in the area become *Impaired* from the swirling dust, and you become *Empowered* for as long as the cloud surrounds you. The dust storm stays in place for approximately 4 exchanges if nothing interferes and if you don't restart it with this technique again.



SURF THE WAVE*

DEFEND AND MANEUVER

Create a giant wave of water from a substantial nearby source (nothing smaller than a knee-high pond) to wash away foes and move you to a new location. Mark 2-fatigue, become *Favored*, and move to a new location. All enemies currently engaged with you or in the path of the wave mark 1-fatigue and become *Impaired*. If they wish to remain engaged with you, they must mark an additional 1-fatigue.



TAUNT

EVADE AND OBSERVE

Insult and taunt an engaged foe into making a mistake. Your foe must either try to ignore your insults and mark fatigue equal to their highest balance principle rating, or give in to them, agreeing now to **advance and attack** and target you with any attacks. If your foe gives in to your insults, you become *Prepared*.



THE WAY OF JASMINE*

ADVANCE AND ATTACK

Use wide sweeping blows to control your foe's movements and options in the fight. Mark 1-fatigue to use the Pressure basic technique, but choosing 2 approaches instead of 1. You cannot use Pressure on its own in the same exchange that you use the Way of Jasmine.



THROW ROCK GLOVE*

EVADE AND OBSERVE

Throw a glove made of rock at a foe and pin them to a surface. Inflict *Impaired* on a foe, unless they mark 2-fatigue (or 1-fatigue for an Earthbender). If the foe was already Impaired, they're now *Trapped*. You may use this technique multiple times in a single exchange.



THUNDERING GUST

ADVANCE AND ATTACK

Jab at the air around you to send it hurtling forward at incredible speed, catching even the heaviest foes and tossing them aside. Mark 2-fatigue and inflict 3-fatigue on any foes in the path of your gust. Those foes must mark an additional 2-fatigue or be flung backward and away, either into a wall and becoming *Stunned* or far from the fight, depending upon your surroundings.



*Rare Technique

TIE DOWN

ADVANCE AND ATTACK

Use a device to tie your target to a surface or object of your choice. Mark 1-fatigue; your target becomes *Impaired* and is attached to that surface, essentially engaged with it, and cannot move away or disengage from it unless they pay 3-fatigue to break free or otherwise clear *Impaired*.



TWIN WEAPON SWEEP

DEFEND AND MANEUVER

Wielding two weapons at once, sweep them together, whirling and blocking at the same time that you unleash a flurry of blows. Mark 1-fatigue and hold 3-flurry. Spend flurry 1-for-1 to reduce fatigue inflicted upon you, or to avoid an inflicted condition. If you have any flurry left at the end of this exchange, you may spend each flurry to inflict 2-fatigue on a foe engaged with you.



WATER JAB

ADVANCE AND ATTACK

Surround your fist in water and use the force of the stream to enhance your water-boxing punch. Mark 1-fatigue to inflict 3-fatigue on your target. Your foe can choose to become *Impaired* to reduce the amount of fatigue they suffer by 2.



WATER KNIFE

ADVANCE AND ATTACK

Create a fast, cutting swoop of water that can cut through vulnerable materials. Mark 1-fatigue and choose your target. If you target a combatant, inflict a condition and *Impaired* upon them. If you target something in the area, become *Prepared* and otherwise treat it as if you had used the technique Smash.



WATER SPHERE SHIELD*

DEFEND AND MANEUVER

Surround yourself with a sphere of water to deflect attacks and return fire. Mark between 1 and 3-fatigue, your choice, and hold 1 for each fatigue you mark. Spend your hold to block the next 2-fatigue, 1 condition, or negative status you would suffer. As long as you have hold, you are *Empowered*.



ZIP ZAP

ADVANCE AND ATTACK

Send a spark of electricity erupting from a device you control. Mark 1-fatigue to inflict 2-fatigue and *Impaired* on a target engaged with you. If that target is already *Impaired*, inflict an additional 2-fatigue.





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