



AVATAR

L E G E N D S

THE ROLEPLAYING GAME



UNCLE IROH'S ADVENTURE GUIDE



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CREDITS

Project Manager

Elizabeth Chaipraditkul

Lead Designer

Brendan Conway

Core Designers

Brendan Conway, James Mendez Hodes,
Marissa Kelly, Mark Diaz Truman

Contributing Designers

Sharang Biswas, Lee Franchis IV, Sen-Foong
Lim, Yeonsoo Julian Kim, Daniel Kwan

Additional Design

Elizabeth Chaipraditkul

Development

Elizabeth Chaipraditkul, Brendan Conway, Miguel
Ángel Espinoza, Marissa Kelly, Mark Diaz Truman

Writing

Hiromi Cota, Elizabeth Chaipraditkul,
Brendan Conway, Steffie de Vaan

Copy Editing

Monte Lin, Kate Unrau

Layout and Graphic Design

Ti Collier, Miguel Ángel Espinoza

Art Direction

Marissa Kelly

Art

Viacom International Incorporated,
Abe Dieckman, Alexandria Monik, Patrick Spaziante, Richard Suh

Proofreading

Katherine Fackrell

Chinese Translation

Dr. Lee Siu-Leung, Tony Lee

Calligraphy

Dr. Lee Siu-Leung

Licensing Liaison

Mark Diaz Truman

Staff Support

Megan Creaturo Anaya, Kate Bullock, Elsbeth DZ, J. Derrick Kapchinsky,
Adam McEwen, Adriana Sanchez Monroy, Val Osbourn, Chris Samson, Lili Sparx

Special thanks to:

Lourdes Arocho, Christi Cardenas, Emilie Cruz, Michael Dante DiMartino,
Arthur “DJ” Desin, Joan Hilty, Amy Jarashow, Bryan Konietzko, Claire Posner-greco,
James Salerno, Russ Spina, Jeff Whitman

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Hello, my friend! Welcome, welcome, have a seat. I am surprised that you could find me here—the Spirit World can be difficult to navigate! You must be thirsty. Let me pour you some tea.

Oh, this? This is a very special tea. This is golden jasmine tea, and it only comes from one place in the whole world—Jasmine Island. You don't know what it took to get it here!

What? You've never heard of Jasmine Island? My friend, sit, rest, sip your tea, and let us share in the pleasure of a grand story of love, tragedy, and hope. Of a community, and their struggles to remain themselves while the world inevitably changed it. For just as the best tea requires balance between ingredients, a true home requires balance among its people. Listen...listen...



CHAPTER 1

THE ISLAND

第一章

CHAPTER 1

This chapter is all about the basics of this supplement book and Jasmine Island in general, including how to incorporate the island into your sessions of **Avatar Legends: The Roleplaying Game**. Here, you'll find details on the island's history, culture, and locations, as well as how the island changes across the eras. You'll also find rules and information on generational play and how to play an ongoing game of multiple generations of heroes.

Jasmine Island's history is built upon many influences. Located in the waters between the Earth Kingdom, Fire Nation, and Southern Water Tribes, it is dominated by towering mountains cut through by deep river valleys and jasmine-filled estuaries. It has its own rich, time-honored culture, but its people believe in hospitality and welcoming the cultures and kindness of others, so they have grown adept at adaptation, incorporating new ideas, songs, art, and tools into their own way of life. It has been many things at many times, and no matter what the era, the Islanders always try to look ahead to a hopeful future.

This book is focused on Jasmine Island, and is designed to help you play in the island's setting either in your own ongoing single-era campaign, in your own generational campaign, or in a campaign using the five adventures included in this book. Here, you'll learn all about this island and its people, as well as tools and techniques to make the island a unique place shaped by your own story and your own characters. Jasmine Island is both a preset place that you can use as written, and an adaptable, changing place that can be remade by your PCs, and you should always balance the two as your game needs.

As an adventure guide, this book contains five linked adventures that tell the story of how the island changed during the five main eras of **Avatar Legends: The Roleplaying Game**—read more about the five eras on page 31 of the core book. In each of these five adventures, the player characters confront a crisis on the island, and in doing so they make choices and decisions that can change the course of the island's future. They help determine what it becomes and how it develops, whether they be defenders of the island's way of life or new voices advocating for change. While each adventure is set in its own era, the stories they tell connect through the island itself and through the generations of characters who return through their own legacies.

But Jasmine Island is a rich setting for any session—or campaign!—of **Avatar Legends: The Roleplaying Game**. The island exists in each era of play, and you can easily make it the focus of a single adventure or a long campaign. This chapter contains plenty of information about Jasmine Island and how you can use it in your own games, providing you a rich setting for many stories. Furthermore, the individual adventures in this book can all be played independently of the other, telling isolated stories of crisis and heroism on the island.

This chapter also contains information on how to adapt generational play to other campaigns, taking advantage of all the five eras of play in **Avatar Legends: The Roleplaying Game**. Generational play lets you tell stories that span multiple eras; for example, you might tell the story of a Bold character and a Hammer character in the Hundred Year War Era, but then tell the story of their children, using the Successor playbook and the Prodigy playbook, in the Aang Era. The Four Nations have always been a place of stories that stretch across time, with the decisions of past heroes and their foes affecting and changing the world for decades to come. With these rules, you can adapt your game to be its own generation-hopping large-scale campaign.

Depending upon your chosen mode of play, here are the sections that you should focus on:

- If you want to use Jasmine Island as a setting for your own adventure or campaign in a single era, check out the rest of this chapter starting with “What Is Jasmine Island?” and then the details for your era in “Jasmine Island in Specific Eras” (page 17).
- If you want to run any one of the adventures in this book as an isolated adventure or as part of an existing campaign, just flip to that adventure and get to reading!
- If you want to run the adventures as a unified generational campaign, you can flip straight to the Kyoshi Era adventure **Tea & Troubles** (page 81) and read to prepare yourself. Each adventure contains the information you need to know to run it, but the details about Jasmine Island contained in this chapter can help you flesh out the setting quite a bit.
- If you want to run your own generational campaign in a different setting than Jasmine Island, go to the “Generational Play” section (page 28).
- If you're just looking for new play options to add to your own game, check out the **Chapter 2: Legendary NPCs, Chapter 3: Playbooks**, and the new techniques in the **Appendix**.

However you use this book, the stories and tools provided herein will enrich your game with new options, new places to visit, and new tales to tell. May the scent of the golden jasmine ever fill your heart with contentment!

THE ISLAND & TEA

Jasmine Island is an independent island found in the ocean to the north of the South Pole, the west of the Earth Kingdom, and the southeast of the Fire Nation. It stands alone, part of no chain or archipelago; even standing on the island's tallest peak, an observer can't see land anywhere along the blue seas. It's large enough to accommodate plenty of life and its own ecosystem, but it isn't an easy island to traverse or build upon—it features its own string of tall, rocky mountains and cliff faces. Green carpets of life cover some of the slopes, but many of those face the island's interior, beyond the sight of any traveling ships. Rivers cut the rock in sheer drops down to pools and bays; some of these pools look gray and stony, but others feature the gleaming yellow color of the plant that gave the island its modern name—the golden jasmine plant.

GOLDEN JASMINE TEA

Golden jasmine only grows here, on this island. For much of the island's existence, that has seemed a product of the island's general isolation. Few who stopped at the island had much interest in taking the golden jasmine from its groves, keeping it alive on a sea voyage, and then planting it in a new environment. But those few who did try found it impossible—they may have lacked the resources or the tools to transplant the golden jasmine, or there might be something utterly unique about Jasmine Island that fosters the growth of the plant. Regardless, golden jasmine has only ever been found here. And that means, in turn, golden jasmine tea—a wonderfully aromatic, delectable brew that combines golden jasmine with local tea plants—only comes from Jasmine Island.

The exact recipe for golden jasmine tea isn't a secret; it's just that island's tea-making culture is so interested in creating the perfect cup that they constantly tweak the recipe, and every teamaker—even every individual household!—has their own particular recipe that they, too, adjust on a regular basis. Suffice to say that golden jasmine tea is made, in general, by suffusing tea leaves with the golden jasmine scent, and then making tea with the leaves. The people of Jasmine Island first grew tea plants ages and ages ago, taking advantage of the island's tall mountains and slopes to seed the plants at altitudes more hospitable to them, and the golden jasmine was always on the island.

To anyone on the island, the brewing, sharing, and celebration of golden jasmine tea has been as much a part of the culture as any other tradition they hold. The island's people are and have always been proud of their unique tea, and much of their people's identity is built around tea-making and the golden jasmine plant. They have colored their garb and their art with it, and they have made it an important part of their customs to share golden jasmine tea with anyone who visits the island.

For a long time that meant that Jasmine Island was a hospitable port of rest and resupply for those ships whose charts could lead them there—mostly the Southern Water Tribe. The Islanders were never wealthy, but they had more than enough to live comfortably, and they were content to trade with visitors.

UNCLE IROH'S LONGING FOR TEA

Jasmine Island is one of Uncle Iroh's favorite places in the world because it is the source of one of his favorite teas—not just jasmine tea, but golden jasmine tea. This particular blend is rare, seeing as it only comes from Jasmine Island, and it's always quite delectable when he can get a hold of it. His son, Lu Ten, introduced him to this exquisite brew, and golden jasmine tea remains one of the things that connect Iroh to his memory of his son. He acquainted himself with the island, its culture, and its stories as he grew to like it even more, and even as a spirit in the Korra Era, he continues to tell the island's stories. When you see him chime in at the start of each chapter, that's him expressing his connection to this island and its tales!

Some of those traders took away boxes of golden jasmine tea (along with ornate tea pots and cups made by the Islanders), carrying unique flavors to other ports of call. Golden jasmine tea became a rare delicacy in the wider world, and over time, the Islanders found themselves trading greater and greater quantities of tea. It is virtually impossible to overestimate the impact of golden jasmine tea on the island. At the heart of many of Jasmine Island's stories—and crises—lies golden jasmine tea, its value, and the way that, from the Kyoshi Era onward, the world only comes to desire golden jasmine tea more and more.





NORTHERN WATER TRIBE



EARTH KINGDOM



FIRE NATION ISLANDS



SOUTHERN WATER TRIBE

MAP KEY

ALL ERAS

1. Bleaching Summits
2. Council Hall
3. Crop Fields
4. Deer-fox Glade
5. Docks
6. Jasmine Grove Shorelines
7. Market Square
8. Moon Peak
9. Mountain Slope Tea Plant Fields
10. Natural Cavern
11. Residential Area
12. Rocky Shores
13. Shallow Shore
14. Sheer Cliff Face
15. Sunscape Promontory

16. Tea Plant Fields

17. Waterfall

KYOSHI ERA

18. Golden Deer-fox Temple Cove
19. Old Watchtower

ROKU ERA

20. Earth Kingdom Outpost
21. Emerald's Cave
22. Fork In The Path
23. Khandro & Zeisan's Camp

HUNDRED YEAR WAR ERA

24. Fork-in-the-Path Inn
25. Protector Barracks

AANG ERA

26. Climbing Vines Faction Hall
27. Autumn Leaves Faction Hall
28. Antiquarians Faction Hall
29. Risen Wave Faction Hall
30. Seed Warehouse

KORRA ERA

31. Golden Leaf Tea-Packing Plant
32. Basic Radio Towers

JASMINE ISLAND CONSTANTS

There are a few important elements consistent across all the different eras in which Jasmine Island exists. These are baseline ideas, true of the setting at any idea, that you should have in mind as you incorporate Jasmine Island into your game. Some of these are overall concepts and ideas, like the nature of bending on the island and the importance of tea. These should only be subverted or altered if something drastic happens to your version of Jasmine Island that utterly reshapes the pillars of the culture. Others are factions and institutions more-or-less consistent across all of Jasmine Island's history; these are much more likely to change as the island is rocked by new events and crises, but by default they are assumed to persist.

PRE-KYOSHI ERA ORIGINS

Many of the oldest truths about Jasmine Island have been lost to natural disasters of some form or another, or gone through the inevitable transition to myth and story. However, the people of Jasmine Island have a common story on how the island was settled. They describe how they were in three ships, having left behind a home that grew too dangerous, too harsh; some tellers ascribe that danger to an invading warlord and even a few to the suspicions of their own neighbors. Regardless, they left in their three ships, searching for a new place to call their own. But a terrible storm tossed their ships about and hid the stars from them; they found themselves utterly lost in mist and rain, unsure of where they were in the ocean or even if any land crept closer, threatening to sink their ships upon cruel, jagged shores.

And then, a golden light cut through the dark gray, like the sun's gleam calling to them. They all turned into the light, sailing and rowing toward it as best they could, until they drove their ships ashore upon the soft banks of Jasmine Island. The coast was covered in golden jasmine, all around them, glowing brightly and welcoming their landing. As they disembarked, a great, scintillant deer-fox spirit rose up from the golden jasmine to look upon them.

According to the stories, the newcomers gave thanks to the spirit of the golden jasmine for guiding them to this island. It told them that they were welcome here and that there were three great truths. The spirit bid them to keep these truths alive in their hearts for as long as they remained on the island:

- The first truth is that **beauty** lives in the cultivation of all things; they were obliged to grow themselves and their own hearts alongside the flora and fauna of the island.
- The second truth is that a **community** is built upon the sharing of life, love, and hope; they were obliged to share with others as they were able, and to never let squabbles divide them.
- The third truth is that everyone deserves **hospitality**, for a home is not made by ownership—none could own the island—but is instead only made by inviting and welcoming others into it; they were obliged to welcome others who came to the island with open and peaceful hearts.

THE DEVASTATION

Throughout the sections on Jasmine Island in this chapter, you will encounter references to the Devastation. The Devastation is a pivotal canonical event in the history of Jasmine Island, taking place towards the end of the Hundred Year War. Jasmine Island is attacked and devastated; canonically, a vengeful Fire Nation captain with a generational grievance against the island seeks not to occupy it but to raze it to the ground entirely. The people of the island spend much of the time after the Devastation until the Aang Era just getting back on their feet and rebuilding basic infrastructure. You can read more about the attack in the "Hundred Year War Era" description of the island on page 22.

These three great truths—the truths of beauty, community, and hospitality—became the heart of their new culture upon Jasmine Island.

No one ever saw the golden deer-fox spirit again. Most Islanders don't really question whether or not the golden deer-fox is a real spirit living on the island; it's what they believe.

The story of the founding of Jasmine Island has evolved over the years. Talekeepers on Jasmine Island have told versions with the Islanders coming from the Earth Kingdom, the Fire Nation, the North or South Pole, and even other, far-off, unnamed lands—one particularly striking version had them departing from the back of the very last lion turtle in the world! But across all tellings, the arrival on Jasmine Island, the golden deer-fox, and the three great truths remain fairly consistent centerpieces of the story the Islanders tell about themselves.

TEA

Tea—and in particular, golden jasmine tea—is vitally important to Jasmine Island. The island's culture has incorporated tea as a way of life. Tea drinking is an important part of every celebration, holiday, or ritual, from birthdays to funerals. Everyone on the island knows how to brew a delicious pot of tea and how to serve it properly; in earlier eras, most people on the island know the full process of how tea is made from planting to table.

Even the accouterments of making and serving tea are objects of care and pride on Jasmine Island. Not every household on Jasmine Island can afford to have a beautifully ornate, pearl-inlaid tea set, but every household certainly has its own set of well-maintained hand-carved cups, scoops, spoons, trays, and pots. And while the golden jasmine tea is the island's unequivocal top export, plenty of visitors find Jasmine Island tea sets to be just as fine and valuable in their own way, and the Islanders do a fair trade in selling or bartering those tea sets. There is no era in which tea is not a centerpiece to Jasmine Island culture, even if the details of their traditions change over time. Never underestimate the importance of good tea!

BENDING

Young Jasmine Islanders have been known to exhibit all forms of bending except for airbending. Most attribute this diversity to the nature of the Islander community; over the centuries of its existence, the Jasmine Island culture has accepted newcomers from all over the Four Nations. So a new Firebender on the island might be the child of immigrants who arrived within the past decade, or they might be the sixth-generation descendant of firebending travelers. Neither one would cause any Islander to bat an eye.

There is a slight predisposition toward waterbending, likely the result of the island's regular interactions with Water Tribe visitors and new arrivals, but that's most true of the earlier eras, and it never creates a strong Waterbender majority. On the other side, there are no Airbenders native to the island (at least as far as the Islanders know); no Air Nomads ever settled on the island, though they did visit throughout the Kyoshi and Roku Eras. Airbenders did arise on the island after Harmonic Convergence, and the new Air Nation gladly took them in; generally, the island's new Airbenders left to go help the Air Nation in the wider world, returning only periodically.

At any given point in time, a new bender might find someone else on the island who can teach them how to master their own bending...but just as likely, they have to leave the island and find guidance elsewhere. Such voyages have been fairly common on Jasmine Island, as young benders venture forth, either on their own or with the guidance of a parent or mentor, to find the training they need. In almost every case, the family and friends of the young bender expect them to return after completing their training, if only to then say goodbye before they move away from the island for good. But the majority of those who go abroad to master their bending do return and stay on the island.

ENVIRONMENT

Jasmine Island is a large enough island to accommodate plenty of people and different small environments. It features tall mountains—the highest of which is Moon Peak, so named for the way the snow at the very top glimmered like the moon to the first Islanders when they set eyes on the island—as well as low valleys, bays, and estuaries. Rivers run down the mountain side, collecting precipitation from passing clouds and helping cover the island in green.

The island has barely any flat land on it; any level areas you might find have all been created by Earthbenders or by back-breaking labor. Houses and other structures have been carefully constructed to sit on the sloping, uneven terrain. The Islanders have well-honed the techniques needed to build stable structures on the island, but every now and then a serious rainfall or disaster of some kind sends mud cascading down the slopes, undermining the foundations of these structures and collapsing them, often pushing them all the way to the sea. It's a risk of living on the island, and the Islanders are both aware of the danger and mostly equipped to handle it—though the worst possible of hurricanes could still cause a lot of damage.

RESHAPING THE ISLAND

Much of the rest of this section focuses on details of the island: its past, its culture, its locations, and more. But Jasmine Island as a setting is intended to match your game, especially if you are playing generationally across the five adventures in this book. This chapter is written with GMs in mind, and includes many sections that discuss how you should alter Jasmine Island to match your game. Use the information here as you would the same setting information in the core book of **Avatar Legends: The Roleplaying Game**—as a strong source of inspiration and a guide to important elements for tone and baseline storytelling, but not a cage. It is a useful default to proceed from, but if your own game needs some alterations to the material here to make sense, go for it. For example, if you wind up playing a game in which the council of Jasmine Island is abolished in the Aang Era, then no matter what is written in the Korra Era description of Jasmine Island here in this chapter, the council should be absent from your version of Jasmine Island in the Korra Era.

But Jasmine Island has relatively tame weather. It gets storms that sweep in over the water, and often stick around the mountaintops, but those tend to be good for the island as they send water down through the island's rivers and streams and crevices. That fresh water is key to all of the different vegetation surviving on the island. Rarely does Jasmine Island see a terrible storm, and rarer still does it see a hurricane. No one in living memory can recall an earthquake, though there are some stories of angry spirits shaking the island when the Islanders had acted poorly in ages past.

Down by the water it's much warmer than up on the mountains, but that works out well for the different climes needed to grow both tea plants and jasmine on the same island. Most of the dwellings exist at the lower altitudes, closest to the bay and the rivers to take advantage of the more temperate climate. But there are always some huts to sleep in for tea growers and harvesters who work higher up, especially during the busiest seasons.

The island's forest groves aren't exceedingly deep or thick—no dangerous impenetrable forests here—and they often run alongside those same streams or rivers. The water runs down into the ocean in myriad places but it especially pools in the main bay of the island, where the town has set up its port, and myriad estuaries.

As for fauna, the island has plenty of birds, and the waters around the island are full of fish and mollusks. There are fewer species of terrestrial animal, with the most prominent being the grazing deer-fox found all over the island slopes. Meadow voles, wooly pigs, and the odd puma-goat up on the mountainsides all also make the island their home.

RESOURCES

Jasmine Island's primary resource is the natural golden jasmine that grows there. Meanwhile, it's hard to say if the tea plants are native to the island, but most likely they are not; even as early as the Kyoshi Era, they grow in highly cultivated terrace farms, and they don't exist naturally elsewhere on the island. But beyond the plants that make Jasmine Island's tea trade possible, there are enough other resources on the island to support the community, if not to provide them with a vast abundance.

There are scattered trees and one or two groves on the island, enough that they can cut down some trees for the wood they need for structures without depleting the whole resource, so long as the Islanders don't try to suddenly cover the island in dwellings—which becomes a problem in later eras, when the demand for structures increases. Jasmine Island plays home to plenty of fishers, with seafood being a staple of the island's cuisine, alongside local nuts and berries. There is some livestock and grain farming, but with few suitable animals native to the island, most had to be brought here overseas, and the terrain isn't terribly suitable for crop farming; some Earthbenders and farmers worked together to create a few fields, but it can be tough going.

From the one or two estuaries, the Islanders gather clay for pots and for construction, and there is plentiful stone on the mountains. Traditionally, the Islanders rarely collected stone or clay or other similar resources just for the sake of stockpiling and only gathered them as needed for some specific project; in that context, there is more than enough for their needs.

In general, based purely upon its own natural resources, Jasmine Island could comfortably support the kind of community that exists in the Kyoshi Era and before, but as it begins to grow or change, the island's natural resources are stretched thin, and it comes to rely ever more on trade.

The one odd additional resource of the island is platinum, something that the Islanders don't pay too much attention to. Underneath the green surface of the island are rich veins of platinum, and some of those veins shoot close enough to the topsoil the Islanders have picked out bits of platinum just by clearing soil and creating those farms. They don't think of it too much for the majority of their history—the value of platinum isn't important until metalbending becomes prominent in the Korra Era, so beyond that, it is simply a rare, pretty metal. The Islanders use bits of platinum in jewelry and art, but never think to actively seek more. In the Korra Era, the presence of platinum on the island becomes a significant new source of conflict.

VARIABLE ELEMENTS

These elements are mostly human-oriented, cultural and societal, meaning they are the most likely to change with the passing of the eras and the exact situation of your own version of Jasmine Island. The information here is the default for the island, but keep in mind the history of *your* Jasmine Island when determining if this information is still appropriate for your game.

INSTITUTIONS

These organizations or groups on Jasmine Island have lasted for quite some time and are likely to continue across the five major eras. Of course, these are also some of the elements most likely to change depending upon the events of your own time with Jasmine Island.

The Council

The council is the ruling body of Jasmine Island—although, no Islander really thinks of it in those words. The council, sometimes called the Council of Elders depending upon how traditional one wants to be, consists of three councilmembers who make decisions for the biggest disputes facing Jasmine Island—first by attempting to find a compromise the parties could accept, then by resolving the dispute with a vote between the three of them.

The key is “dispute”; for most of Jasmine Island's history, those “disputes” weren't all that disputed, urgent, or fraught. When it came time for the Three Families Festival, there was a dispute about exactly who should lead it; the three councilmembers voted on the two best choices, and whoever received majority vote was it. When it came time for to build the new public tea house, the councilmembers voted between the two leading options. When it came time to decide whether or not to welcome visiting dignitaries, the councilmembers voted on it.

There have been a few contentious issues that came before the council over the years, and starting with the Kyoshi Era there are more problems, as the rest of the world becomes increasingly involved in Jasmine Island's affairs. For example, when more merchants began to arrive at the island looking to trade, thereby increasing the demand for golden jasmine tea, the council voted on whether or not to agree to new trade deals that required them to increase its production. When those merchants complained about the island's port being inadequate for all their shipping vessels, the council voted on whether or not to spend community resources to build and maintain a more significant port for those merchants. When the island's own coffers began to run dry, even with all the new trade, the council voted on whether to levy taxes on trade to have more resources for the future.

These conflicts become more contentious from the Kyoshi Era on, and seeing as there are only three councilmembers, a lot of those contentions show themselves when the actual elections for councilmember come around.

Once a year, the island holds an election during its Summer Solstice Festival, for the council seat last elected three years ago—the term for a council seat is three years long. First, any Islander who has turned ten years old since the last festival receives their voting chit, a specially carved token of wood with their name on it. Then, the counters—the respected Jasmine Island elders responsible for running the election, who aren't running for the council and aren't currently on the council—lay out the tea pots of the interested candidates. Any Islander at least two decades of age is eligible for a seat, and the counters lay out a pot for every Islander who actively says they want to run for the seat.

Over the coming day, everyone can drop their voting chit into the tea pot of the candidate of their choice. The next day at sunset, the counters tally the total voting chits in each pot, and whoever gets the most votes wins the seat. If need be, a tie is broken by the counters dumping out all the losers' pots and having those Islanders vote again. The counters don't publicize the votes, but they do return the chit to each voter over the coming weeks; you're expected to hold onto and take care of your voting chit year after year.

From the Kyoshi Era onward, voting for the council grows in importance on the island, with many coming to understand that the decisions being made hold greater and greater weight for all the Islanders. For decades upon decades, voting was an important tradition and a way to bring the community together, but there wasn't campaigning or highly competitive politics. As of the Roku Era, the adults on the island have come to pay ever closer attention to the elections. The decisions of the council in the Roku Era and beyond have the potential to alter the course of the island as never before.

After the Devastation of the Hundred Year War Era, elections are paused until the island can get back on a more sustainable footing; major issues in the Aang Era include the resumption of council elections and whether the council should maintain the same form at all. See more in **Return & Regrowth** on page 147.

The Protectors

On and off throughout Jasmine Island's existence, there have been protectors—local skilled warriors and defenders who keep the island safe. Whether the protectors have a place on the island at any given time depends on whether or not the Islanders have a clear answer to the question, "Safe from what?"

For the actual community on the island, violent or dangerous conflicts are rare. Jasmine Island's community is historically small enough that most everybody knows each other; the majority of conflicts that threatened to break out into a fight could be resolved by communicating and banding together when absolutely necessary. Protectors could help if situations grew out of control, of course, and so the island usually had at least a couple of trained fighters—even if for the most part they had retired and focused on tea-making.

But there have been times when Jasmine Island came under the shadow of external threats. Warlords, pirates, even a dangerous spirit once or twice—all have prompted the Islanders to revive or strengthen their protectors. Those who can defend the island take on new students and the council provides them more resources and support, usually for at least a decade or two after the initial threat is gone, if not longer.

The protectors are more of a recurring tradition than a singular institution, as they don't have a clear, consistent command structure that stretches across the years. They ebb and flow in prominence on the island depending upon what threats the Islanders can detect, and they might even change names over time. But in general, there are always some individuals on the island that the others look to for protection, and that only becomes more true in times of crisis.

The Tea Makers

Making tea is a service, a craft, and an art—the culture of Jasmine Island has spent centuries improving their techniques at every level of tea production. From the growing and harvesting of the tea plants on the mountainsides to the cultivation of the golden jasmine down by the water to the variety of processes required to turn the mix of leaves into actual tea, ready to brew—so many different parts to the process can be tweaked, adjusted, and perfected, and the Islanders have built the drive to do just that into the very essence of their culture. It's not just an economic endeavor for them; it's something in which they take enormous pride. To become an expert of any part of the tea brewing process is like becoming a master crafter, musician, or artist in other cultures.

No matter the era, then, the island always has a significant group of tea-related workers and crafters. Generally they're split into three overarching traditions—the tea plant growers, the golden jasmine growers, and the actual tea makers who take the products of the other two and make them into teas. There is overlap across the three branches, but at some point in Jasmine Island's history they functionally split into three distinctive families—the Qi Family, the Jin Family, and the Fu Family. The Qi, largely descended from Water Tribes, were the jasmine cultivators who tended to the golden jasmine on the rivers, bays, and estuaries; the Jin, largely descended from the Earth Kingdom, were the tea growers who tended to the tea plants on the mountainsides; and the Fu, largely descended from the Fire Nation, were the tea makers, drying and cutting and boiling and combining the different plants with other spices to produce brewable tea. They were all part of the same overarching chain, but they all had their domains and areas of expertise.

As time goes on and the Kyoshi Era rolls into the Roku Era and onward, the exact roles of the three families shift and change, but the structures and systems they codified are a part of the island's base makeup. There are always those who carry on tea production, and as long as the Jasmine Island culture is alive, they will carry on the traditions of the three families and the long history of the island.

LOCATIONS AND FEATURES

Many of the different places or aspects of Jasmine Island change over time, as they are destroyed or rebuilt, but some places have stood for ages and continue to stand across the modern eras. If you are playing an ongoing generational campaign, you should adjust these locations based on the events of your game, but they represent important places likely to show up in any era of Jasmine Island.

The Council Hall

This is a structure at the center of life on Jasmine Island in most eras. It is a large hall for the council to meet, make announcements, and conduct their business...although, especially in the Kyoshi Era and prior eras, the Council Hall functioned as much as a common meeting place for the people of the island as it did any kind of official government building. The earliest Council Hall is a sturdy, large structure, but not particularly ornate or aesthetically complex—the most interesting visual element is the golden jasmine that the cultivators have grown ringing its pillars. As the eras roll by, the hall changes, growing in size and becoming more ornate. Though damaged in the Hundred Year War Era along with the rest of the island (see page 22 and Chapter 6), it is rebuilt, if in a simple form, as soon as the Aang Era. There is nearly always a Council Hall on Jasmine Island; even if the council is entirely dissolved, there will likely be an equivalent building, acting as a focal point for public activity.

The Market Square

The central marketplace of the island is a simple open square, flattened early on in the settlement of Jasmine Island. The paths and roads of the island all ultimately connect at the market square. Over time, the square itself and many of those roads might be improved with smoother stones. If the Council Hall is the focal point for public assemblies and announcements, the market square is the focal point for community life, festivals and celebrations and meetings and bartering.

Anyone can sell anything at the market square; would-be merchants are expected to set up shop on a first-come, first-serve basis around the edge of the square, and to break down and head home by sunset or shortly after. There are food carts, farmers selling produce, craftspeople selling carved tools or trinkets, and of course, people selling countless different blends of tea and tea paraphernalia.

Traditionally, it's a place for the people of the island to barter whatever things they made in their own time, essentially fostering an easy, communal, local economy instead of one based on yuan. But over the eras the square transforms, incorporating more and more static shops at its edge and becoming much more like a shopping area. For example, in the Kyoshi Era, there are no official tea shops—you might buy your blend from a friend, and then set up a small fire and your pot right there, sharing the brew. But by the Roku Era, at least one tea shop operates on the edge of the market square, providing a more formal environment to enjoy tea, sit, and speak quietly with comrades. By the Hundred Year War Era, more have sprung up, although just before the Devastation (see page 22 and Chapter 6) many are abandoned as the island shrinks in the face of decreased traffic during the war.

The Port

The port of Jasmine Island was built at the original settlement of the island, right on the primary bay—the best place for ships to safely come into shore. It was as basic as it could be, little more than a simple pier of half cut logs jutting out just far enough for short-range boats to be tied up. But then over time it increased in size and complexity to accommodate more kinds of boats. As of the Kyoshi Era, the port is large enough to accommodate regular Water Tribe vessels coming in, and by the time of the Korra Era, even after the Devastation at the end of the Hundred Year War, the port is well-equipped enough to accommodate large scale oil-powered cargo ships—albeit only one at a time.

Without counting sky bison, the port is the best way for any international visitors to arrive to Jasmine Island, and most of the main structures of the town are built around it. Anyone seeking to control the island must try to seize the port, to ensure no one comes in or gets out. What's more, anyone hoping to take their taxes from incoming merchant traffic can do so if they control the port. The port is never described as the heart of the island's culture, but it is more and more vital as Jasmine Island comes to depend on trade with other nations to get it the resources.

A unique feature of the port is a large rock formation that juts out of the water in the bay. Legend states that this rock formation is where the golden deer-fox spirit first appeared to the islanders all thoes years ago. While some doubt the veracity of that tale, most islanders affectionately refer to the formation as Deer-fox Rock, though it has no formal name.

The Waterfall

A beautiful waterfall where the Eastern River spills down a sheer, smoothed rock face. The river continues on to the ocean, but here it pools, creating a beautiful, lush space buffeted by trees and filled with the pleasant roar of the falling water. Many of the animals of the island visit here, and important Jasmine Island functions sometimes take place in this place of natural glamor. In later eras, some have considered trying to take advantage of the rivers and the waterfall for industry, but most Islanders resist any such temptation.

Moon Peak & Bleaching Summits

Moon Peak is the highest mountain on the entire island, visible from most places on the island. The Eastern River bends its way down and around the mountain of Moon Peak as it absorbs meltwater from the snowy mountain caps. The Bleaching Summits are all mountain peaks near to Moon Peak, but they are shorter and the Islanders have built paths up their slopes. The Islanders use the Bleaching Summits to sun-bleach their fabrics, turning them a pristine white over time.

Deer-fox Glade

An open clearing in the woods north of the Eastern River, known to be the best possible site on Jasmine Island to spy some deer-fox. That isn't to say the deer-foxes are only here, of course—just that they are elusive and capricious in their island appearances, and the Glade is well-known as the only place you can be practically guaranteed to see one...unless you let them see you, of course, at which point they will all dash into the forest!



CULTURAL TRADITIONS

Jasmine Island has its own culture with its own traditions—both a mix of traditions descended from the Four Nations, including the Air Nomads, and a series of home-grown traditions. Many of these extend ages into the past, but others are as young as the early Kyoshi Era, the result of new changes wrought upon the island. As you play your game in Jasmine Island, draw attention to these details and traditions—they represent the life of Jasmine Island culture as its own, independent, thriving entity.

The Three Truths of the Golden Deer-fox

In the story the Islanders tell themselves about arriving on Jasmine Island, they were imparted three truths by the great golden deer-fox spirit, the same spirit that seemed to represent the golden glow of the golden jasmine. Every Islander is taught the three truths as a child, to adhere to them as tenets throughout their lives; following the three truths is the best way to honor the gift that brought them to Jasmine Island. The three truths are:

- **Beauty**—cultivate all things, including other lives and your own hearts.
- **Community**—share life, love, and hope with others as you are able, and do not let squabbles divide you.
- **Hospitality**—welcome others who come to the island with open and peaceful hearts.

The tenet of beauty fits the Kyoshi Era best; the majority of Islanders work on cultivation in some form, be it on tea plants, golden jasmine, teamaking, or growing food. Even fishers are considered cultivators, as they work in concert with the environment. But in later eras fewer people on the island are involved with cultivating plants or animals. Culturally, the Islanders begin to adopt the tenet of in a more metaphorical sense, claiming that they can cultivate others' lives through good works, kindness, and wisdom.

The tenet of community was once easy to adhere to—there were always squabbles that threatened to divide the island's people, but everyone was aware that they needed to pull together to survive. They defaulted to pooling resources. A class divide, which exists but is not overwhelming in the Kyoshi Era, threatens to grow deeper with yuan pouring in from merchants. The issues facing the island become more complex and tense, with arguments around how to resolve those issues cropping up more and more. The tenet of community is the easiest for the Islanders to lose without realizing it, and in many ways it is the hardest to get back.

The tenet of hospitality is expressed in how the people of Jasmine Island feel obligated to welcome anyone who, without ill intent, arrives upon their shores. It does not require them to submit to those who wish them ill—invaders or attackers don't get the right of hospitality! But the Islanders do their best to be kind and welcoming to everyone who approaches in good faith. This tradition has both helped and hurt the island over the ages as one might expect. Nonetheless, hospitality remains through most eras as the tenet that traditional Islanders feel matters most.

Community Property vs Individual Property

Generally speaking, through its history into the Kyoshi Era, Jasmine Island had a very communal way of viewing its labor, its produce, and its wealth. The Islanders definitely believed in personal property, in places and things important to individual people, that they took care of. They also believed that you should be rewarded for your effort, that those who worked harder deserved esteem. But they had little use for yuan here on the island, largely isolated from the rest of the world. And one of the truths told to them by the golden deer-fox spirit was about how no one could own the island—so while they believed that, yes, that could be *your* house, that did not mean you owned the land on or near where it stood. And usually ownership of the house only came if you were the one who put the work in to make it, or if it was specifically and intentionally given to you.

The Islanders had a very active, complex barter system and regularly exchanged items—after long, exciting bouts of haggling, of course—at the market square. But the barter was just as much about giving things from those who didn't need them to those who did as much as anything; it was gauche on the island to have too much while someone else had too little. The barter system also allowed for Islanders to exchange favors, essentially trading work for objects. That was the only real sense of trading labor on the island. Otherwise, the island's culture held that you worked so that the whole community could survive.

That said, the Islanders definitely passed wealth among family members. They might barter for something valuable at the marketplace, but they would trade it without hesitation inside of a family. That meant a family that tended to accrue useful supplies, tools, and resources could continue to do so. This system eventually led to the rise of the Fu, Jin, and Qi families being largely in command of the teamaking endeavors on the island. Those families are definitely wealthier than their contemporaries, but the disparity is nothing like that between, say, Varrick and Mako at the beginning of *The Legend of Korra*.

In the time leading up to the Kyoshi Era, work on the tea plants, golden jasmine groves, and general farming was hard, but deemed almost a duty to the overall community. Everyone pitched in, and everyone benefitted. Those who worked harder or did better work were held in higher esteem, which usually manifested itself as better deals while bartering at the marketplace, or with a position of authority on the council. No one worried about controlling any of the island's produce—there was no real advantage to be gained in “controlling all the tea plants,” when the only people who could work the tea crops were your neighbors. If they didn't like you, they would just work somewhere else.

That's not to say money had absolutely no role on the island; most people had their own small supply of yuan that they might use to trade with off-island visitors. But the council controlled a communal supply of yuan, earned by communally selling golden jasmine tea to traders. They were expected to use the yuan to buy trade goods that the community needed, and if they didn't, then they could always be voted out in their next election.

Most of this begins to change with the Kyoshi Era and with much more frequent visits from traders and merchants with higher demands and more yuan in their pouches. The community as a whole begins to realize how much more they could gain from the outside world if they produce more golden jasmine tea to sell. But individuals also realize that they could become wealthy and comfortable if they received more of that money themselves. Some individuals seek to make their own trade deals on the sly, and the council as well begins to consider deals to send yuan and valuable goods back to specific individuals whose support they need, further shoring up the power of wealthier families like the Fu, Jin, and Qi.

By the time of the Hundred Year War, trade has died down a bit as the war sweeps the world, but Jasmine Island's culture has changed to incorporate many more values of other parts of the world, including an emphasis on yuan, both earning it and spending it. With the rebuilding in the Aang Era after the Devastation, Jasmine Island faces a difficult reckoning with its past ways of thought and the commerce-focused ideas of the modern world. The Islanders of the Aang Era and the Korra Era by and large seek a difficult balance between the two, but maintaining such an equilibrium requires constant attention and plenty of conflict.

Honoring the Dead

The dead of Jasmine Island are usually released into the sea, but the people of the island have their own way of keeping their lost loved ones with them. When someone passes away, their loved ones carve a small statue from the island's own rock. Each statue is usually only a foot or two high at the most, and any given memorialized individual might have one or many statues. Every statue is designed to look like or evoke the person they memorialize, but not always at the time of that person's death. Instead, they are meant to capture a version of the departed that means something to the carvers. The loved ones then place the statue in a location of importance to the departed at the time of their life evoked by the statue.

Jasmine Island is filled with these statues, but they are usually small enough to remain unobtrusive, to blend into the world around them. Some statues of an island elder depict them as a child, a memory kept sacred by their partner; other statues might depict the same person as they were at the height of their physical or political prowess. No Islander would ever move one of these statues once placed, even if no one alive can remember exactly whom it memorializes. Those who do recognize the person honored by a statue often act as if it is that person, greeting it as they pass, nodding in its direction, even spending some time talking to it. It is considered beautiful on the island to see someone sitting next to the statue of a beloved friend, telling the stone about their day.

Tea Ceremonies

From the moment that the original Islanders brewed the first cup of golden jasmine tea, the beverage was a crucial part of Jasmine Island culture. Over the years, traditions around tea have grown and none are so prevalent as the tea ceremony. As of the Kyoshi Era, every single household on Jasmine Island has its own tea set—usually somehow customized for that household—along with its own teamaking expertise and practices.

Newcomers are expected to have their own tea sets and teamaking practices before long. Elders on the island debate loudly in the market square about exactly how long to brew, or whether to waken dried tea leaves by pouring water over them once, twice, or even three times before brewing, or what materials make for the best cups and pots, or which kind of wood creates the best fire for heating up a teapot, and on and on. Jasmine Island takes its tea, and the cultural practices around tea, very seriously.

As a result, the Islanders have a multitudinous assortment of tea ceremonies! A “tea ceremony” isn’t necessarily “ceremonial” in the sense of being formal or gravely serious, exactly. A tea ceremony is more like the specific, repeatable set of steps and practices that dictate serving tea in a particular circumstance. Islanders have tea ceremonies for friends, for family, for visiting councilmembers, for traders, for diplomats, for birthdays, for holidays, etc. What’s more, because the Islanders all have very strong opinions about tea and how it should be served, there are usually many differences between tea ceremonies conducted by different families and even different individuals.

As the island changes over the eras, some of this tea ceremony culture is at risk. Many newcomers to the island gladly adopt the Islanders’ focus on tea and tea ceremonies, coming to have their own strong opinions in no time...but as more and more people from other nations arrive on Jasmine Island, that adoption becomes less common. As tea houses crop up around the market square, making the serving of tea part of a purchased experience instead of a communal practice, some families begin to abandon their own tea ceremonies, essentially relying upon the tea houses instead.

In the wake of the Devastation, the entire culture of the island is at some risk, and some believe that tea should be more about commerce and exportation than about brewing temperature and pour-over time. But there are always, always those on Jasmine Island who keep the various tea ceremonies of the island alive, for those who want to share a cup. Whether two friends are have a cup of tea after a long time apart, or a good business deal is signed, there’s a tea ceremony for it, that grows the bonds of community on the island.

Aesthetic Style

The aesthetics of the island’s people—their art, their architecture, their clothing, their jewelry—is one of the elements most likely to change as the eras roll by. New materials arriving on the island through off-island traders massively alter the potential for different styles and for complex art. But even as the specifics of the style, from materials to patterns to motifs, might change, some core elements likely stick around in a Jasmine Island style.

That said, the two dominant colors of Jasmine Island are white and gold. The gold coloring matches the golden jasmine, and weavers or clothiers on the island get some portion of golden jasmine blossoms to use in making the golden yellow dye for clothes. White is harder to obtain, as most of the textiles used by the Islanders are off-white. To make white, fabric makers have to sun-bleach the cloth, leaving it stretched out over the snow on the mountains for weeks at a time. From down below it can be hard to see, but someone looking closely can usually see whole spans of cloth stretch across the snow, turning white, at any given time of year.

Over time these methods change, and by the Korra Era clothiers even use chemical bleach to whiten the cloth. While white and gold remain the two colors most associated with Jasmine Island, those who came to the island from other places tend to mix the white and gold with the colors of their homelands, like Earth Kingdom greens or Fire Nation reds where they can.

Jewelry on Jasmine Island was usually fairly simple, rings of shining metal bound into a necklace or bracelet, or hung from earrings or nose. Pearls are the most common precious stone—there aren’t all that many pearl divers on Jasmine Island, but every now and then the fishers who collect mollusks find one anyway. The one oddity to jewelry on Jasmine Island, however, is the prominence of platinum. Though the island wouldn’t really be aware of it until the Korra Era, there is a heavy vein of platinum under the earth, and sometimes shoots of that vein reach closer to the surface where the Islanders can access it. They use the platinum casually to make particularly fine jewelry.

As for art and architecture, by the Kyoshi Era most of it is focused on painting using the golden dye and pale clay for the gold and white color scheme. Pots, cups, buildings, and more are all painted gold and white. Carving becomes more prominent as the eras roll by, as tools improve and woodcarvers need to spend less and less time working in fields. By the Hundred Year War Era, there are many fine examples of beautifully cut wooden sculpture coupled with inlaid platinum threads.

The stone carving of the memorial statues (see page 15) is also notably impressive, but usually reserved only for those statues. While each and every one of the statues is a work of art in its own right, the people of the island don’t see them that way—they see the statues as a piece of their loved ones living on, participating in island life still, and they don’t generally think of carving stone for other pieces of art.

That said, especially as heroic and important figures arise on the island, the Islanders are likely to memorialize those individuals in some way. It might not be an out and out statue in the town’s market, but it usually takes the form of some structure or piece of art intended to stand the test of time.

Holidays

There are many holidays on Jasmine Island—each one is an excuse for a different tea ceremony with a different kind of tea, after all! More holidays may be added over time, especially to commemorate the bravery of individual heroes or to memorialize tragedies and losses. As the GM, be on the lookout for adding new holidays to customize your version of Jasmine Island! Here are a few of the most important holidays on the island:

- **Three Families Festival**—The Three Families Festival was named in honor of the three great teamaking families, the Fu Family, the Jin Family, and the Qi Family. It was established when each family had one representative as a councilmember. Instead of being just about celebrating the greatness of the three wealthiest and most powerful families on the island at the time, the festival is actually about those three families giving back. Their supplies and their labor pay for everything in the festival, to fill the bellies of everyone on the island and to brew their own best teas. Over time, the Three Families Festival continues to be a moment for the wealthiest and best-off on the island to give back to everyone else with a giant feast and celebration.
- **Summer Solstice Festival**—The Summer Solstice Festival has a parade, music, dancing, and plentiful tea, but it's really about the election for councilmember. Each year, one of the three councilmember seats is up for reelection at the end of its three-year term. The Summer Solstice Festival begins at sunset, with all new ten-year-olds earning their voting chits. Then the election counters lay out the voting pots for all the candidates, and over the coming day everyone can place their voting chit in the pot of their chosen candidate. The parade comes close to dusk at the following day, leading into the counters tallying the vote and announcing the new councilmember.
- **Golden Deer-fox Day**—This is the celebration of the Islanders first arriving on the shores of the island, when the golden deer-fox spirit greeted them and shared the three truths with them. On this day a few lucky teens from the island are picked by the council to dress in golden deer-fox costumes and run through town. The children chase down these deer-foxes and when they find them they must recite the three truths to the deer-fox. If they do it correctly, they're rewarded with a bag piece of golden tea candy and sent on their way. The day ends with a parade for the golden deer-foxes through town to the market square where everyone enjoys a tea with one another.
- **First Brew**—A new year festival where a chosen teamaker leads the brewing of the first tea of the new year. Being chosen as the brewmaster for the First Brew is a great honor, but it is also quite the challenge—traditionally, you are supposed to brew enough tea for every person who wants a cup, and they must all be identically delicious! Nonetheless, First Brew is a chance for the whole community to unite in appreciation of good tea, even if the day after First Brew everyone criticizes and nitpicks the details of their specific cup.

JASMINE ISLAND IN SPECIFIC ERAS

Jasmine Island isn't a new place in the world. People have been living there for centuries in some form or another, and if they have anything to say about it, they shall continue to inhabit the island for centuries to come. In your game of *Avatar Legends: The Roleplaying Game*, of course, you can incorporate Jasmine Island in any of the different eras, adjusting the history and conflicts to fit your campaign.

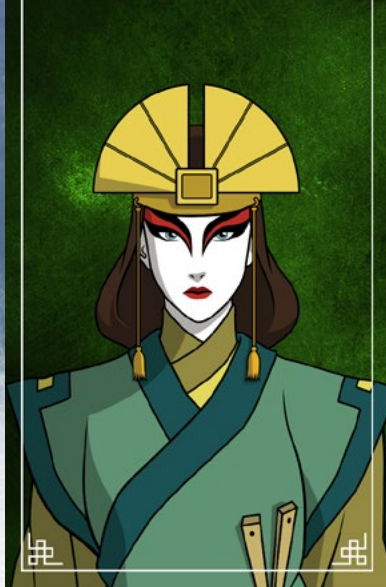
This section includes the canonical status and history of Jasmine Island in each era. It is of most obvious use to anyone looking to add Jasmine Island to an ongoing single era campaign, or anyone looking to play an original single era adventure set on the island. The information for each era describes the state of the island in that era, the kind of issues the Islanders face, and a few additional plot hooks for further stories on the island in that era.

For someone looking to play through their own original generational campaign on Jasmine Island, you should read the earliest era of play in your campaign to help you get a handle on your starting point. But your version of Jasmine Island will almost certainly diverge from the events and situations described here. You can still read the other sections for inspiration and ideas, but follow the fiction for your Jasmine Island; don't force it to conform to these events in a way that breaks with your own story!

For someone looking to play through the five adventures included in this book as a generational campaign, or for someone looking to play any one of the adventures in this book as a single session of play, this section can provide some interesting ideas and additional detail, but it isn't necessary. The adventures contain all the most important information you need to know.

NON-CANONICAL DEVASTATION?

Out of any event described in this section, the Devastation is the most important, a pivotal moment for the island that alters it massively for the Aang Era and beyond. A lot of the details of this section can change in your version of Jasmine Island without it diverging too far from the version depicted here, but if you tweak the Devastation to happen differently than how it's laid out in the Hundred Year War section, then your Aang Era and Korra Era versions of Jasmine Island will look wildly different. That's okay, as long as you're prepared for it—if you prefer to be supported by the materials here, make sure you and everyone in your game knows that the Devastation is functionally a canonical event that can't really be stopped. Keep in mind that another path is to alter the nature of the Devastation—perhaps it was a spirit attack, or a rogue Earth Kingdom veteran pretending to be from the Fire Nation so as to create a cultural martyr in Jasmine Island to reinvigorate the war effort—without saying it didn't happen; in that case, your Aang Era and Korra Era Jasmine Island will still look fairly close to what is described here.



THE KYOSHI ERA

In the Kyoshi Era, Jasmine Island is still primarily defined by the internal traditions that have undergirded its culture for ages. But the first tremors of change are reaching Jasmine Island, as the world of the Four Nations grows more interconnected.

Out of all the five eras featured in **Avatar Legends: The Roleplaying Game**, the Kyoshi Era sees Jasmine Island at its smallest and least industrialized. There is still a thriving community, but only a few hundred souls at most spread out across the island; there are large stretches of purely natural landscape without any sign of habitation. Their buildings use local materials with a bit of imported wood, stone, and metal in the most important community structures, almost none higher than one story tall. Their dock is decent in size but simple, without much in the way of cranes or machines for loading and unloading cargo.

The people of Jasmine Island have their own distinct art style in this era, but it is limited by what materials are available, primarily using painted murals and hues of the gold as opposed to anything with metal, precious gems, or stone-carving. Even woodcarving isn't common—there are some expert woodcarvers on the island, but they lack some of the more complex workshops that their peers in the Earth Kingdom might have and it takes them a long, long time to perform their intricate work. Jasmine Island is more or less the same as any rural, coastal community in the Four Nations in most of these respects.

Jasmine Island's primary interactions with other nations in this era comes through irregular traders and merchants arriving on the island, mostly from the Water Tribes. In the past, Jasmine Island's teamakers traded golden jasmine tea for whatever goods the traders carried, in a way that helped the island but wasn't focused on profit-making commerce. But in this era, more merchants realize exactly how lucrative golden jasmine tea is to sell in the wider world, and those familiar with Jasmine Island have made it a regular stop on their trade routes. In turn, that means they bring more and more trade goods to the island, and the Islanders have stepped up their own tea production in order to trade for goods that they can't find or make locally. The result: Jasmine Island of the Kyoshi Era is at the very beginning of a push toward greater production and industrialization. It takes a long time for the impacts to truly resound across the island, but the first signs are here, including the world taking notice of Jasmine Island's lucrative and unique tea.

As direct result of all this trade, the Islanders are more aware of the other nations and politics. For the most part in the past, Jasmine Island was small enough to be ignored by larger nations, who had their own internal politics to worry about.

But with yuan and economic interest comes greater attention; it might be sporadic at the moment, but the Earth Kingdom, Fire Nation, and Water Tribes are more likely to send their own envoys to the island in this era than for the past couple centuries. The Water Tribes have their own strong relationships with Jasmine Island, seeing as they've been charting courses to the island for a long time, but now the chiefs are more likely to send direct envoys with official permission to speak on behalf of the Water Tribes.

Internally, the Islanders are somewhat at a loss as to how to deal with all this external intention. They culturally adhere to the three truths of the golden deer-fox: beauty, community, and hospitality (see page 14). That means they welcome any visitor, giving them quarters, food, kindness, and comfort; but in the past, that hospitality has largely been with travelers or with newcomers to the island, a way of welcoming them in and either adopting them into the community or preparing them to go back out on their way. Now, though, the visitors aren't just idly visiting, and they aren't looking to join the community. They seem to want things from the Islanders, and even if they don't press the issue today, the visitors will almost certainly return to ask again. For the most part, the Islanders defer these questions to the council, whose members do their best to meet with each visitor with aplomb and grace. But even the councilmembers aren't used to making significant decisions about the island's relationship to the world as a whole.

Throughout this era, even the most avaricious of merchants looking to take advantage of the golden jasmine tea trade can only do so much—ships are usually slower and more prone to problems, the Islanders can't speed up the production of their tea, they are not willing to sacrifice their traditional methods for greater productivity, and there aren't the same kind of vast, fast-moving markets that allows for quickly trading away the tea as there will be in the future. All of which means that despite the interest, there isn't quite enough pressure yet to push the Islanders into transforming themselves and their culture to match the demands of these outsiders. But the pressure begins here, in this era, and it continues all the way up into the Aang and Korra Eras.

THEMES

First meetings and overtures

While many Islanders have been away and seen other parts of the world, Jasmine Island has largely been isolated and insular in the past. That starts to change now, in the Kyoshi Era. It's not exactly a "first meeting" if a Fire Nation envoy arrives on the island, as the Islanders are absolutely aware of and have met Fire Nation citizens before...but it is a first meeting in that the envoy represents an official interest in the island's political and economic future.

GM MOVES:

- Introduce a representative of a new, external faction
- Ask for special consideration in favor of an external faction
- Confront island beliefs with wildly opposed external beliefs

Internal turning external

Jasmine Island has never been riven by conflict, but there have been disputes, particularly between councilmembers who don't see eye to eye. The growing interest that the world is showing in the island is enough to give those conflicts a new way to express themselves, as internal disputes begin to involve the external world. A councilmember who thinks the island really needs its protectors to be well-trained, well-maintained, and numerous can now point at the world's attention toward the island to make their point. A councilmember who wants the island's resources to support a new building—say, an improved council hall—can argue that it's important to show off for and impress visitors, instead of simply arguing it is good for the island's own internal business.

GM MOVES:

- Justify extreme action by pointing at an external threat
- Promise luxuries from the wider world
- Obfuscate truths behind a conflict

Pull of tradition

Even as the wider world turns its eye toward Jasmine Island, the Islanders are committed to their own traditions and ways of life. There is a way that things are done and have been done for ages, and even while the Islanders show hospitality and interest in traditions of individual newcomers, most resist these massive, seismic changes in their society. Even the leaders who see opportunities to improve the lives of the Islanders by expanding trade are reluctant to fully invite the changes that such interaction can bring. The Islanders are happy with their lives, they're proud of their culture, and they don't especially want things to change too much...even though it would be nice if their lives were just a bit more comfortable, just a bit easier, just a bit more lush.

GM MOVES:

- Invoke the past to create an obstacle to a new plan
- Show what the likely consequences of a decision will be
- Exact a cost for a promising benefit from the external world

PLOT HOOKS

- An envoy from the Southern Water Tribe arrives at the same moment as an envoy from the Northern Water Tribe. While relations between the two Tribes aren't adversarial in this era, these two specific envoys, Takla and Sakti, are rivals and opponents. Both envoys demand better treatment than the other, and the Islanders are doing their best to accommodate both, but it's far from easy. Eventually, the rivalry between the two threatens to spill over into a fight in the central marketplace of Jasmine Island! The companions have to help resolve the tension between the two envoys in some way, without getting anyone hurt!
- A newcomer named Pohaki arrives on the island asking to join the community, and the councilmembers welcome them in. But in short order, a ship carrying an Earth Kingdom investigator and a squad of Earthbender guards arrive looking for an escaped *dao* criminal they say is named Wong Chi—describing a person who looks exactly like Pohaki! Even if they are guilty, are their desires to reform sincere? Do they deserve a second chance and does Jasmine Island have the responsibility to grant them that?
- Chiyoko, a warlord from the nearest shore, has sent an ultimatum to Jasmine Island: pay her tax, or she will blockade the island! The council is split three ways on what they should do. One councilmember wants to pay the tax; the other says they should send some of the trained fighters from the island to Chiyoko to defeat her and her own forces; and the third councilmember thinks they should ignore the ultimatum, prepare defenses just in case, but count on Chiyoko being full of bluster. After all, even if Chiyoko keeps all outsiders away from the island, would that be so bad? If one of the councilmembers asks the companions to support their plan, will they? If the companions disagree with the Council's ruling, will they follow their edict?



THE ROKU ERA

In the Roku Era, Jasmine Island is forced onto an international stage. The world itself has grown much more focused on international politics as the Hundred Year War looms closer and closer. The individual nations jockey and vie for power and influence on the world stage, and to some extent each is snapping up chances to improve its own position wherever it can.

In that context, Jasmine Island is by and large just a new playing piece. It is a potential source of substantial revenue, home to a unique commodity that can't be made anywhere else in the world—at least, as far as anyone knows so far. More and more, the powers and important personages of other nations are considering Jasmine Island and how they might benefit from it. Though they would never say so out loud, some important merchants and officials even consider going so far as to steal golden jasmine plants and transplant them elsewhere, to create their own golden jasmine trade. At this point in time, these figures likely lack the resources to do so successfully, but the idea is what's important. They want to find a way to profit from Jasmine Island, while depriving their competitors of equivalent profits.

The nations of this era are also beginning to see Jasmine Island as more than just a source of golden jasmine tea. Jasmine Island is another piece of land, another place to station soldiers, another potential port for repair and resupply along the sea. It's another point of importance on strategic maps. Perhaps not nearly as important as countless others...but as the different powers of the world shift ever closer to heightened conflict with each other, they see every possible advantage as important. Jasmine Island is not, in and of itself, vital, but it is another weapon to wield, and no nation wants to give that up.

The Earth Kingdom does have an outpost on Jasmine Island at this time; what was a response to attacks on the island during the Kyoshi Era, merely meant to deter further attacks, has become a potential source of wider international conflict in the Roku Era. The charter that allows the Earth Kingdom to have the outpost there does not give the Earth Kingdom any control over Jasmine Island, but every nation is aware that the outpost is one step closer to taking over the island. The garrison of the outpost is fairly small and rudimentarily equipped, but the Earth Kingdom is considering if and how it could bolster those forces...even as every other interested power could use such bolstering as a pretext for Earth Kingdom aggression and overstepping.

In all of this consideration of Jasmine Island's value, most leaders of the other nations give little thought to the people of Jasmine Island. The population has grown since the Kyoshi Era, and it reaps the benefits of more frequent trading. People enjoy more luxuries than ever before, and though the wealth does still concentrate at the tops of the teamaking families, other groups are important enough to demand their own voices. The shipwrights and dockworkers who enable the port to function are crucial to the island's shift toward overseas trade. And there are more newcomers, most of whom join the island community with relative ease, both sharing and picking up traditions.

But this society is at risk should one of the great powers decide that its interests lay with taking over Jasmine Island and subjugating it. It is unlikely that any of the nations is especially interested in preserving or protecting Jasmine Island culture, let alone giving the Islanders their own voice on the island. The leaders of Jasmine Island, are ever more aware of this danger, and are doing everything they can to keep the island largely unaligned between the different nations; that way, none of them could move against the island without upsetting the other two.

THEMES

The Risk of Takeover

Everyone on Jasmine Island can feel the other nations pushing their will upon the island. They know that the golden jasmine tea trade has been very lucrative, and that its success has put them on the world stage. In turn, they also know that every other nation would love to claim Jasmine Island as an official part of its own territory, to impose taxes and control its trade and station more troops there. While there have not necessarily been any overt moves made toward invasion or other kinds of takeover, the threat looms, and the people of the island are tense.

GM MOVES:

- Visit a military force with allegedly benign intentions upon the island
- Show a conflict between two great powers in the waters nearby
- Ask the Islanders to choose a side

The Effects of Prosperity

Jasmine Island has been seeing an ever-increasing amount of trade with the wider world ever since the Kyoshi Era. That has brought more wealth and goods from the rest of the world onto the island, and it is showing that increased prosperity. For example, there are more buildings, many of them of sturdier or more intricate design, using woods and other materials that couldn't be gathered on Jasmine Island itself. All that increased affluence also brings more people to the island, growing its population while also expanding the range of expertise. But there are some signs of trouble, as well—a lot of the wealth flows into the hands of a relative few, as Jasmine Island faces its first major class distinctions. The wealthy heads of the teaming families live in opulent estates while individual workers might have only comfortable simple houses.

GM MOVES:

- Juxtapose a person with wealth next to a person without
- Depict a new benefit of international trade for the island as a whole
- Ignite a conflict between two people over their divisions, cultural or economic

Growth of Politics

As Jasmine Island becomes wealthier and the world turns its eyes ever more on the island's shores, its politics have grown ever more complex. The Islanders still largely see themselves as their own culture, independent of the other nations, but many of them begin to state vocal opinions about which nation is best to ally with for the safety and prosperity of the island. At the same time, they have begun to state which powers they deem untrustworthy or dangerous, and the island as a whole does not sit in agreement over any of these opinions. The elections of the council have become more fraught than ever before, with the councilmembers having real power to steer the island down wildly different paths; the Islanders have begun to pay close attention to which of their leaders are aligned with their own views, and which they cannot trust.

GM MOVES:

- Portray an alliance between a councilmember (or candidate) and an external power
- Drum up xenophobia against a particular external power and those associated with it
- Attempt to alter an election's outcome illegitimately

MONUMENT TO PEACE

At the end of the Roku Era, the islanders built a monument to the resolution of the crisis with Magistrate Emerald. The monument commemorated Jasmine Island's independence, but it also commemorated the influence and aid of Khandro of the Guiding Wind, venerating that Air Nomad figure. That monument becomes a target during the Devastation, and the focus of the rebuilding efforts of the Air Acolytes in the Aang Era, due to its connections to Khandro.

PLOT HOOKS

- Qi Togu, scion of the Qi Family, has just done something unheard of on the island—he has put in an offer to the Council to buy a swath of land! The Islanders have usually adhered to the truth of the golden deer-fox that no one can really own a place, and instead allowed people to use land as needed with the council adjudicating disputes. Fu Iroha (of the Fu Family) is outraged by Qi Togu's audacity, and she insists the council deny the request...but the money Qi Togu promises to pay could allow the councilmembers to build major improvements to the island. Where do the companions stand on the dispute? If Fu Iroha asks them to sabotage the exchange, will they agree to help?
- Captain Kenshin of the Fire Nation has arrived on Jasmine Island with a unique opportunity! He offers any young, able-bodied Islander a chance to join up with the Fire Nation military, and each who does will earn a substantial yearly payment for their family. What's more, they would be trained in the most prestigious Fire Nation academies, guaranteeing them whatever future they want after their three-year term. The deal is attractive to a swath of the island's young people...which would leave the island missing many defenders and a whole generation of apprentices. The young Waterbender Dayuka demands that Captain Kenshin leave, and says if he doesn't, then Dayuka will take matters into her own hands. What is Kenshin really up to? Will the companions support Dayuka, or try to stop her dangerous plans to sabotage Kenshin's vessel?
- An election for a councilmember seat is coming up, and the current seat's holder is retiring—the seat is up for grabs! Two new candidates, Tapisa and Qudan, vie for the island's votes. Tapisa has stated she wants to set up an exclusive trade agreement with the Southern Water Tribe, and many worry that she's just interested in lining her own pockets. But the companions become aware of a ploy being launched by Qudan to bribe as many Islanders as possible for their votes. The Islanders accept the bribes because they don't see Qudan as any worse than Tapisa. Will the companions reveal Qudan's wrongdoing? How will they bring him to justice?



THE HUNDRED YEAR WAR ERA

The Hundred Year War spans the entire world; the Fire Nation's imperial ambitions reaches everywhere, like the flicking tongues of flame rushing through a forest. Jasmine Island is no exception. The trade that Jasmine Island had come to rely upon in the Roku Era begins to dry up during the Hundred Year War, obviously altered by the Fire Nation. Water Tribe and Earth Kingdom merchants alike rarely visit the island, seeing as it is likely that they could be attacked by the Fire Nation. Fire Nation merchants do still visit, but many on Jasmine Island feel discomfort trading with them, even if the traders themselves are not directly associated with the Fire Nation government or military. The island's wealth grown during the Kyoshi Era and Roku Era begins to decline, and the Islanders have to make do with whatever supplies and resources they can muster, no longer being able to count on the bounty of other places across the world.

Any remaining semblance of the Earth Kingdom presence on Jasmine Island is withdrawn fairly quickly once the war starts to defend its own borders. The island is a valuable place during peacetime, but in the press of desperate war, most of the powers of the world find it easy enough to abandon and ignore.

As for the Fire Nation, the hungry eyes of the Fire Lords never turn entirely upon Jasmine Island, not when the Earth Kingdom and Ba Sing Se stand as beautiful jewels for them to seize. Only generals and captains further down the ranks even think of paying attention to the island, and even then, most haven't seen the island as worthwhile compared to the plethora of other targets available to their aggression. After all, Jasmine Island begins to fall in international standing as the trade that brought its golden jasmine tea across the world dies out, and the island itself doesn't seem—on the surface—nearly as lucrative as it once did. For tea-lovers like General Iroh, that is part of why the golden jasmine tea is so rare and delicious a delicacy for him; his own nation drives down its trade around the world.

The Islanders for the most part try to remain independent, to keep to themselves. Those with wealth are unhappy losing it, but all are fairly content for the island to remain away from any battlefronts. That said, many Jasmine Island people feel the need to do what they can to stem the tide of violence. Many leave to join others in pushing back against the Fire Nation wherever and however they can; fewer ever return.

Despite some of their youth involving themselves in the conflict, the Islanders only face minor troubles with soldiers and direct attacks during most of the Hundred Year War. For example, a Water Tribe ship tries to make port at Jasmine Island, bringing a Fire Nation attack vessel right behind it; the captain of the Water Tribe ship agrees to leave the island to avoid bringing the Fire Nation's ire down upon the Islanders. Similar incidents occur, but the Islanders always manage to avoid being the center of attention. Until the Devastation.

Late in the Hundred Year War, a few years before Aang wakes up, the Fire Nation General Yueya decides that now is the time to enact vengeance upon the island for how it had defeated her ancestor Erchtei, who led the Fifth Nation remnant fleet against Jasmine Island in the Kyoshi Era. Her family holds a terrible grudge for the defeat, and Yueya is the first of her family to arrive in a position of real authority in almost four centuries. Her family has passed down their pain and trauma, always identifying the island as a hateful place that had cursed them. Now, with the Fire Nation seemingly on the verge of total global victory, with no other power seemingly able to stop them and the Avatar gone forever (she believes), she can finally enact the vengeance her family so longed for. No one will care; the island doesn't matter to anyone, not really. She can burn it to the ground.

In the Devastation, Yueya's forces raze the island. They are stopped by some local heroes and Lu Ten, Iroh's son, but not before they wreak untold damage upon the Islanders and everything they had ever built. Yueya's attack isn't exactly authorized, and Lu Ten assists in making sure the Fire Nation officially doesn't return to Jasmine Island afterward to pursue any kind of occupation or attack...but the damage has been done. It takes everything the Islanders have simply to rebuild enough to survive for the next few years.

Now, the Islanders teeter on the brink, with makeshift shelters turned permanent in the sodden ashes of their island. They rebuilt enough fields to survive, but only barely. Golden jasmine groves remain on some shores, and the committed teamakers of Jasmine Island work to maintain what tea fields they can; while they aren't producing nearly as much golden jasmine tea as they once did, they are beginning to make some, both for themselves and to trade for supplies. This is a Jasmine Island culture in crisis, rebuilding but focused first and foremost on surviving.

THEMES

Isolation as Costly Defense

To keep themselves safe, Jasmine Island's people were content with becoming isolated from the world. There were exceptions, but they wanted to go unnoticed during the war and not draw any attention at all. The isolation they sought as a defense is effective for most of the war—but it fails to stop the Devastation, and it leaves them without clear allies to appeal to for help. Now, they find themselves sending envoys for the help and hospitality they might once have afforded other refugees, just so they can survive. There are those who will help, but there are just as many who will turn away the Islanders to pursue their own safety in isolation.

GM MOVES:

- Display reluctance to risk anything to provide aid
- Offer true generosity and kindness as a contrast to isolation
- Create repairs and improvements through collaboration

Surviving the Worst

The Devastation is the worst fears of the Islanders come to life. It is everything they wanted to avoid, as the ire of a powerful military descends upon the island to burn it. But neither Jasmine Island nor its people are laid entirely low in this attack; instead, they survive to rebuild. The tragedy of the attack cannot be overstated, but the Islanders are never without hope. The worst befell them, but they endure. Later eras put specific emphasis on the idea of rebuilding, but in the years after the Devastation—when the threat has gone away and the Islanders are left in the ashes of their homes—they are both desolate for losing so much...and relieved they are still alive, free, and able to move forward.

GM MOVES:

- Push through a difficult situation with indomitable will
- Present a person in crisis on the cusp of giving in to despair
- Rally behind hope for a better future

Helping where Possible

Not all Jasmine Islanders are content remaining entirely isolated from the world while the war rages on. Some of them leave to do what they can in the world at large. Even on Jasmine Island, while they want to keep themselves safe through isolation, they can help others; if the ship comes without pursuit they will repair it and send it on its way. When refugee ships arrive carrying survivors of other Fire Nation attacks, the Jasmine Islanders accept them, even if some of their number have qualms. The Islanders are caught between wanting to preserve their home and what they already have, and wanting to do whatever they can to help the suffering people around them. Even after the Devastation, many continue to help, giving what they can and even more to help those who come to the island seeking aid.

GM MOVES:

- Arrive on the island with newcomers seeking aid
- Chase the downtrodden with dangerous predators
- Show an Islander giving far more than they can really afford to give

THE EXACT TIME OF THE ADVENTURE

The adventure in this book set in the Hundred Year War Era, **Vengeance & Virtue**, and the Devastation that it depicts both occur a bit earlier than the usual Hundred Year War setting. In **Avatar Legends: The Roleplaying Game**, the normal setting for the Hundred Year War is shortly before Aang awakens; **Vengeance & Virtue** takes place prior to the siege of Ba Sing Se. Keep this in mind if you use that adventure or take elements to use, especially if your game is set later in this era.

PLOT HOOKS

- After the Devastation, the Islanders need supplies for the immediate future, so the council dispatches the companions to the coast of the Earth Kingdom to barter for supplies using the last of the island's preserved golden jasmine tea. But when they arrive, they find the nearest town, Shumshi, occupied by Fire Nation forces! The local Fire Nation governor—a lover of fine teas!—is more than willing to trade at good prices for the golden jasmine tea. Do the companions trade with the governor of Shumshi? Will their consciences let them do nothing to help the town?
- A swordsman named Jasper arrives on the island with a complement of Earth Kingdom soldiers, claiming to have been an ally of Ogo, one of the younger Islanders who departed to fight alongside the Earth Kingdom army. Jasper says that Ogo charged him with visiting Jasmine Island to rally more soldiers to the cause, but then fell in battle—Jasper is asking any able-bodied warrior to come with him back to the Earth Kingdom and the war! The truth is a bit more complicated, however, with some of Jasper's soldiers deeply uncomfortable with what he is doing. Ogo isn't dead at all; he was left to be captured by Fire Nation soldiers when Jasper used him as bait, and now Jasper is just looking for more soldiers, like the island's skilled protectors, to fuel his own rage-filled fight. How do the companions discover the truth about Jasper and what happened to Ogo? Will their journey with Jasper, if Jasper promises to help free Ogo?
- A ship of Water Tribe refugees arrives on the island. They heard it was a safe place, but had no awareness of the Devastation. They want to remain on the island and they promise to help. In accordance with the three truths, the Islanders are prepared to accept the refugees...until Kallik, an Islander, realizes that the refugees' ship is a repainted Fire Nation vessel, and that there is a chance they stole it and are being chased by the Fire Nation. Kallik is immediately against allowing them to stay, and many of the Islanders agree, not wanting to invite the Fire Nation back. Kallik and the others prepare to attack the refugees to force them away. Will the companions defend the refugees? What will they do if and when the Fire Nation does show up looking for the refugees?



THE AANG ERA

For the world at large, the Aang Era is about rebirth, recovery, and new beginnings. The world suffered many wounds during the Hundred Year War, and most people are doing their best to heal, both recovering and building anew. On Jasmine Island, after the Devastation, those two impulses are strong and active, defining the period as one where the Islanders must decide how much of the past to take forward, and how much to leave behind.

Enough time has passed since the Devastation that the Islanders are no longer on the cusp of utter destruction. They have rebuilt homes, albeit perhaps not as ornate or beautiful as before, and have reestablished a local food supply, with fields of grain and fishing again their staples. They have also planted the first new crops of tea plants, and spread the last remaining golden jasmine along the shores. They have even replaced their honorary statues, the small stone idols that represent lost beloved Islanders. Most of the Islanders still have strong memories of the Devastation that befell them, and they can still see the signs of that destruction...but as long as they don't look too closely, many of them can almost forget the losses they've endured.

But a new series of conflicts bloom in the midst of all this rebuilding and revival. Council elections had been suspended while the island recovered, and the councilmembers from the time of the Devastation held their positions for many years as they helped guide the island back from the brink. Now, they have all agreed to step down and open the floor to elections for all three seats...a political free-for-all that has opened up more of a tin of fly-worms than they could have imagined.

Most of the older Islanders assumed the people would rebuild the island exactly as it was, resuming their customs and traditions as best they could, including the divisions of labor and the nature of the Jasmine Island Council. But there are other voices now—some new to the island, some old but speaking up for the first time in the wake of the Devastation—who want change. They want the council and its structure to be examined and perhaps better defined, alongside an array of other changes and re-examinations. These voices don't blame the old way of doing things for the Devastation, but they also don't see those traditions as well-suited for the post-war, modern world.

Jasmine Island in the Aang Era thus stands at a crossroads. Many have their opinions about what the island's future ought to be, of course. None of them wants any kind of dangerous conflict over their beliefs, but if they believe that the stakes are high

enough, they are willing to fight—the wounds of the Devastation taught the island that sometimes, fighting is necessary.

Internationally, Jasmine Island has reentered the world's attention. Some of the leading merchants in the world see the potential of getting a foothold on Jasmine Island. The seas are safer now and international trade stands to bring golden jasmine tea all over the world. To many in other lands, golden jasmine tea represents one of the comforts lost during the war, and its return means that the world is righting itself.

Amid the potential for bountiful yuan from reopening trade and improving the production of golden jasmine tea, Jasmine Island's own internal tensions and conflicts bring the island to the attention of the world's more revolutionary thinkers. They see Jasmine Island as a promising proving ground for change. Indeed, the future founder of the Red Lotus (see page 80 in the core book), Xai Bau, has even taken an interest in Jasmine Island. As always, the Islanders try to keep to the tenet of welcoming everyone, but some of the Islanders grow more and more suspicious of these would-be revolutionaries, while other Islanders are captivated by the ideas of change and reinvention.

THEMES

Scarred by the Past

The Devastation didn't happen yesterday, or even in the past few years...but it is still well within the living memory of the people of Jasmine Island. Many of them bear literal, physical scars from the event, and all of them around for the Devastation bear psychological scars. Their memories of that day can lead them to be mistrustful and defensive, particularly towards outsiders or anyone associated with those who perpetrated the Devastation. Many of the Islanders are working past their haunting memories and the pain they still feel, but it is a struggle, and it affects how many on the island make their decisions.

GM MOVES:

- Express doubt and suspicion of outsiders, especially those who could be connected to the Devastation
- Refuse aid to someone who genuinely needs it
- Take a hypervigilant, antagonistic position towards a perceived threat

Old vs New

The rebuilding effort of Jasmine Island of the Aang Era is split between those who want to rebuild a version of the island exactly as it once existed, and those who want to build a new version that fixes the flaws of the past. The people of the island face questions about why they are remaking old institutions and ideas. The council is an obvious starting point, as it is a traditional part of Jasmine Island. The traditionalists want to reinstate the council exactly as it was before, with voting chits issued at age 10 and so on. The revisionists, however, want to take a hard look at the council structure and see if there is anything to be fixed about it, even if it means a break from tradition. These conflicts crop up across the island in many ways, and they don't have clear resolutions.

GM MOVES:

- Begin a shouting match between an elder and a youth
- Rush ahead with an exciting new plan without care
- Treasure a piece of the past beyond reason

Revolution's Allure

Different from the conflict between tradition and reinvention is the newfound allure of out and out revolution. This isn't the island deciding whether to reimplement its old traditions and institutions or examine and modify them; this is the island deciding to throw out the past entirely and implement wholly new ideas that change the very essence of Jasmine Island. Instead of asking whether or not the council could be improved, the revolutionaries want the council overthrown, now. The island doesn't really need any governing institution. Instead of considering whether or not Jasmine Island should collectively or individually bargain with external merchants, the revolutionaries think maybe the island should have a harsh isolationist policy that keeps them entirely separate from the rest of the world. There aren't as many revolutionaries as traditionalists or revisionists, but this is the first time in the island's known history when those ideas are being seriously considered by the island's populace.

GM MOVES:

- Draw a crowd around a persuasive, emphatic revolutionary speaker
- Target an old institution with a crowd's ire
- Demand radical action without room for compromise

PLOT HOOKS

- The Jing Hua Tea Consortium has sent representatives to Jasmine Island! The chief officer of the company, Yuka, presents a lucrative offer to the Islanders as a whole, seeing as there isn't yet a newly elected council to handle negotiations—Jing Hua Tea wants to buy the whole island! In exchange every Islander receives a giant lump sum of cash, and anyone can stay on the island as Jing Hua employees, working on the golden jasmine tea production. The amount of yuan Yuka is offering has many Islanders eager to sign, as they are ready to start anew somewhere else, away from the pain of the past. But then, the companions discover evidence that Yuka is actively preventing a new council from forming so she can keep presenting her

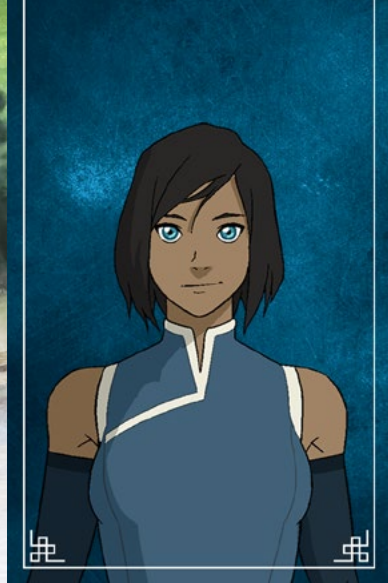
MAIN POLITICAL ISSUES

The key issues at stake in the Aang Era for Jasmine Island include:

- The structure of the council—what should it get to decide? How many councilmembers should be on it? Who is eligible for election? How is voting conducted?
- The nature of the golden jasmine tea trade—should the island emphasize private businesses, or should the island sell collectively to other locations? With who should they trade?
- The future of the protectors—should the protectors be reinforced? Should the island commit to a nation for help? How should the island defend itself if it is attacked again?
- The introduction of industrialization—should the island allow industrial technologies onto the island? What limits, if any, should there be to the usage of such machines?

deal to individual Islanders, dividing them until she gets her way. Will they take action to stop Yuka from manipulating the island into selling itself? Will they negotiate a better deal that might help Jasmine Island without selling it away?

- As all the Jasmine Islanders convened to discuss reforming the council, Teki—an acolyte of Xai Bau—set off stink bombs to break up the meeting. Teki is determined to ensure that the island doesn't re-form a council of any kind, committing to freedom just as Xai Bau taught. The Islanders aren't entirely sure what to do, but one of the would-be councilmembers, Qayu, recruits the companions to find Teki and imprison him so he stops disrupting the meetings. As they close in on Teki, he tells them that he has an insurance plan—friends who will set fire to the golden jasmine groves along the coast. Such is Teki's belief that he is willing to echo the Devastation to stop the council from reforming. How will the companions find and stop the bombs and Teki's friends? Will they listen to Teki's words at all?
- As part of his attempts to make reparations for all that the Fire Nation has done, Fire Lord Zuko has been sending ships to Jasmine Island to offer aid, year after year, ever since he became Fire Lord. Every year, the Islanders have turned the ships away in anger and fear. This year, however, Fire Lord Zuko has come himself to apologize. In the middle of the chaos of either reinventing or reinstituting the council, the Islanders aren't sure if they should accept Zuko's help...but Uchuk, a Jasmine Islander who blames the Fire Nation for the death of his parents, is ready to attack Zuko while he has the chance. How will the companions catch Uchuk before he can enact his plan? Will they show him mercy and understanding?



THE KORRA ERA

In the Korra Era, Jasmine Island is back on its feet and more prosperous than ever. The changes over the course of the Aang Era in technology and global culture splashed back over and over upon Jasmine Island. Golden jasmine tea is still rare, but it is more accessible to the world than in any other era, thanks to faster ships on the seas. Actual production on Jasmine Island has been enhanced a dozen times over by new tools and technologies—some tea cultivators and harvesters have even taken to using specialized mecha to improve their labor!

Jasmine Island has grown since the Aang Era, and it is more populated than ever. There are buildings with multiple stories, as if the human habitations of the island are trying to match the mountains. But it is nowhere near as tall, industrialized, or modern as a place like Republic City. Jasmine Island in the Korra Era is still its own, independent, isolated place, and someone from the big city would find it quaint and diminutive in comparison.

The people of Jasmine Island are more diverse than ever, as well, such that the traditional Jasmine Island culture is now characterized by a bounty of cultural practices and traditions, none of them excluded but none of them dominant. The Three Families Festival is still held every year; while the three families themselves are rich, they are no longer culturally dominant—some on the island don't even know the names of the three families! Even the importance of tea has dwindled; the island as a whole treats golden jasmine tea more as a commodity than as an art form. Some of the oldest on the island lament the loss of the culture, but others see it as a positive change to embrace the wider offerings of the world. Perhaps more concerning, a lot of young Islanders choose to leave the island to pursue their desires elsewhere in the world. Few come back for more than a visit. For example, all those who became Airbenders after Harmonic Convergence departed the island to join the new Air Nation, and only ever return periodically.

The island now plays home to several small corporate entities hoping to capitalize on the golden jasmine tea trade. While none of them has a monopoly or exclusive agreement, they have begun a bifurcation of the overall tea production that once united the Jasmine Island community. They have brought greater prosperity to the island than it has ever seen...although much of that prosperity is focused on the wealthiest individuals, even when dealing with the island communally.

Despite this disparity many of these corporations hold the tenet of the community as a reminder of their embrace of the tea trade. None of these corporations comes close to the size of the biggest companies in Republic City, however, and while Jasmine Island grows more and more with their help, there is still some chance remaining to pull free of them, should the people of the island so choose.

Yet, it appears that corporate interest in Jasmine Island is on the rise; the discovery of platinum beneath the island is another big draw for companies. Mining companies in particular want the rights to tear into the island's soil and stone and hunt for platinum. The potential richness of the platinum veins could easily outweigh the entire golden jasmine trade, they claim, and the Islanders should be thrilled to let them mine the island.

The exact agreements with and allowances afforded to these corporations is the major concern sitting before the Islanders and the council—whatever form it takes—in the Korra Era. They have collectively brought so much prosperity to the island, such that some don't even work in the fields anymore, and with a bit of generosity no one on the island needs to go hungry. But most of these companies have very little interest in actual Jasmine Island culture and society. They are all based somewhere else; the one or two Jasmine Island-centered companies that do represent the island lack the power or connections to sell widely to the world. These Jasmine Island companies try to conduct their business in accordance with the three truths of the golden deer-fox, but sadly they must tie themselves to larger companies to have a chance to survive. For several of these external companies, if they can wring every last yuan out of Jasmine Island they will do so, even if it drives the people living there away.

As it has many times before, Jasmine Island stands at a crossroads...but many paths lead away, and no one is quite sure which one to tread. They want to keep their identity and the traditions that defined Jasmine Island, but not at the cost of denying the rest of the world. They want to have access to the bounty that the whole of the Four Nations can offer, but not if it robs them of their future generations. They want to find some way that continues forward, changing and growing with the world and the times, that doesn't also sacrifice everything they once held dear. They want balance between progress and tradition, and it's a constant struggle to maintain that equilibrium.

THEMES

Sticking Together in a Wide World

The world is more interconnected than it has ever been. People on Jasmine Island with a radio can receive broadcasts of Pro-bending matches taking place hundreds of miles away—these first radio transmitters can project the culture of other nations directly into Jasmine Island's ears. Unlike in the past, when leaving Jasmine Island was a costly endeavor that likely took a year at least to go and return, it is now entirely possible for Islanders to leave and find success or prosperity anywhere in the world, always telling themselves how easy it is to come back. The possibilities threaten to splinter the Jasmine Island community in a way they never expected, as the world draws away the young, the ambitious, and the hopeful more easily than ever.

GM MOVES:

- Offer an exciting new off-island opportunity
- Show the success and happiness of an Islander who left and returned to visit
- Provide the comfort of the welcoming Jasmine Island community

The Costs and Benefits of Technology

The technology of the Korra Era is more powerful—and more accessible—than in any other era. Many on Jasmine Island feel that their traditional tools can't possibly match engine-powered watering trucks or scythe-limbed harvesting mecha. The island produces more than ever before thanks to these tools, but their costs are only becoming clear over time. The communal nature of planting and reaping has been frayed by speed and productivity, and there isn't necessarily a place for everyone who once worked in the fields, even if they wish to continue to do so. And that's just for growing, planting, and harvesting tea. Factories elsewhere in the world threaten to make more pots of more consistent quality than Jasmine Island's potters could ever hope to match, and special electric kettles can heat water to the same heat every time, completely eliminating the need for long conversations over exactly what kind of wood to burn and how to leave the pot. Technology is both improving and speeding up the Islanders' lives, and standardizing it, flattening it, removing the rough spots that once made it special.

GM MOVES:

- Alter the Jasmine Island environment to accommodate for new construction
- Shift authority and status around new kinds of work
- Contrast individual artistry with mass-produced quantity

Choosing a Future

While the Aang Era included a chance to reinvent from scratch, the Korra Era is the point at which everything is moving too fast to reverse the changes. The decisions made now will likely have consequences for a long time to come; they may not be entirely irrevocable, but no one knows long it will take to undo some of these choices.

If the Islanders choose to stay away from the technology of the modern era, it might push them to irrelevance; if the Islanders choose to embrace that technology, it might change the entire nature of the island. There are many decisions of that nature for the island, and at every moment with every collective decision they make, the Islanders know they are choosing a future that will only become clear in time.

GM MOVES:

- Introduce an opportunity with unclear consequences
- Give voice to skeptical or doubting viewpoints
- Show people with differing fervent perspectives willing to sacrifice anything for the future they seek

PLOT HOOKS

- Yingjao, representative of the enterprising new mecha company Arclight Industries, wants to become the sole provider of mecha tanks to Jasmine Island. He's been pitching to the council for some time now, showing off the Arclight's light agricultural mecha tanks. But the Islanders are reluctant to commit to Arclight for many reasons, including the youth of his company, and a competing mecha company, Lightning Servos, is determined to keep it that way. The Lightning Servos representative on the island, Hai Min, brings some ruffians on a new cargo ship to sabotage every Arclight vehicle they can find. One act of sabotage goes awry, and the mecha tank smashes into the market square! Will the heroes discover who is really to blame or the out-of-control mecha tank? Will they ultimately push the island in the direction of Yingjao and Arclight when the sabotage is revealed?
- The Dragon-Hawk Airship company is partnering with Oshimi International to put a combination radio tower airship port atop Moon Peak! The only problem: no one on Jasmine Island agreed to this. The person spearheading the project, Xian, is a Jasmine Islander. She left the island for an education in Republic City and believes the new radio tower and airport will be a real boon to the island! But Fenfang, an anti-technology, anti-corporate Islander, is determined not to let Xian build it, and he is leading other Islanders in protest, occupying the top of the mountain. Now, Xian has been ordered to bring in an airship with Dragon-Hawk security to move the protestors! Will the companions defend Fenfang and the other protestors? Can they get Xian to change her mind, or find another way to peacefully resolve the dispute?
- Noodin Qi has just signed an agreement to give over all rights the Qi Family holds to the jasmine cultivation groves to Pushi, a former Earth Empire officer who evaded any prosecution after the fall of the Empire but still retains the loyalty of many of his soldiers. Pushi is looking to build a new corporate empire and to do that he kidnapped Noodin Qi's son Hanta. Noodin doesn't dare tell any of the authorities; he's terrified of what Pushi will do to his son if Pushi sees any attempt to free Hanta coming. Can the companions help Noodin to find Hanta and free him before the deal goes through? How can the companions get Noodin out of the legal consequences of the agreement?



GENERATIONAL PLAY

The **Avatar Legends: The Roleplaying Game** core book has guidance on playing in each of five major eras—the Kyoshi Era, the Roku Era, the Hundred Year War Era, the Aang Era, and the Korra Era—but the default assumption is that your group tells a story, be it a single session of play or an ongoing campaign, set within one era. You follow the same group of companions as they seek balance and stand up for what is right within their own time, and the impact of your characters' actions is felt most fully in the immediate relationships they build and people they help.

But the five adventures contained within this book show a different way of playing an ongoing campaign: generational play. Instead of focusing on one group of companions set in one era (but potentially changing physical settings), these adventures focus on one physical setting—Jasmine Island—with changing characters and changing eras. You can think of a generational play campaign as telling the story of a place and the many different heroes who change it over time. In any individual session or couple of sessions of generational play, you are still focused on the stories of specific companions in a specific place and time, but you then move on to a new era and a new set of companions, as the setting remains constant.

The guidance in this section is designed to help you, as the GM, bring generational play to life in your own game, in any setting—including those beyond Jasmine Island. Using these tools you'll be able to set up your own campaign that skips across the eras of the Avatarverse, showing the consequences of your heroes' actions as time moves forward. If you want to jump right into a generational campaign, then you can get started using the five adventures in this book (starting on page 81)—they contain all the information and advice you need to play generationally through those stories!

WHY PLAY GENERATIONALLY?

Avatar Legends: The Roleplaying Game is designed to help players build interesting characters suitable for long stretches of play. A player can easily spend dozens of sessions with a single character before moving on, especially if they change playbooks—and thus change balance tracks—part way through! During generational play, each player won't spend as long with a single character; players instead have many different characters over the course of the eras. That means players won't necessarily get to delve as deep into an individual character's story, but instead get to experience many different stories and mechanics!

What's more, generational play gives you a chance to see the consequences of your choices at a much larger, longer scale. Your decisions always have significant consequences, but a lot of the time the story stays largely in the same time frame, so you can't really see the long-term effects of decisions you make. If the companions save a town from brigands, then they get to see the gratitude of the townsfolk...but they won't see how their actions led to the town prospering over several decades and becoming a beacon to the local people, ultimately transforming into a small city with statues of the PCs at the center!

Generational play is all about those ideas, letting you play through important moments in one era and then track their effects over the course of decades. Players get to see the statues erected for their companions within only a couple sessions of heroically saving the town. And they'll grapple with the legacy those characters left behind, just as Korra and her friends dealt with the ways Aang and his friends changed the world before them.

As an overall mode, generational play is a bit more condensed, and a bit more about highlighting big important moments and moving on. Think of it as going wide, instead of going deep. Each individual moment may be explored a little less completely, but over the course of your campaign a much larger picture will take shape of your characters' impact on the world.

GENERATIONAL PLAY VS SEQUEL PLAY

The guidance in this section is focused on the idea of generational play—that is, play that explicitly follows different generations of heroes dealing with similar elements, places, and issues, each one building on the consequences of the last one's decisions. That's a bit different from "sequel play," better understood as finishing up one full, complete campaign, and then shifting eras to a later one and setting up a whole new campaign.

The difference is largely in how interconnected the two modes of play are for the players. Generational play isn't meant to reset everything between the eras; the exact stories of the past generation relate directly to the new generation. Sequel play, on the other hand, is basically a way to start a whole new campaign; it can build on what came before, but it can also massively change the status quo that the characters are dealing with.

The Legend of Korra is a great example of both kinds of play; it's generational play in Tenzin's story, for example, and in Korra's own story, focusing on how they relate to the deeds of their predecessors, but it's sequel play in the stories of Mako, Bolin, and Asami, all brand-new characters tied to a brand-new status quo of metropolitan cities, police departments, and Pro-bending.

For your purposes, if you are interested in starting a brand-new campaign in a later era that periodically references your prior campaign, then that's a sequel campaign (and even a prequel campaign if you set it in an earlier era). But if you are most interested in seeing the connections and the changes that come to your world over time while following an oft-rotating cast of heroic characters, then that's generational play. For sequel play, you don't need any other guidance—just set up a whole new campaign as you would in the core book! For generational play, read on here for more tips and tricks to make it work at your table.

SETTING UP A GENERATIONAL PLAY GAME

In general, it's good to know that you're going into a generational play campaign before you start. It is possible to go into a full generational game without having prepared from the jump, but it can require some work to fully set up some of the elements you need. The rest of this section assumes that you are beginning your campaign as a generational play game, as opposed to converting an existing game into generational play. If you want to convert your game, see "Converting to Generational Play" on page 35.

To start, talk with the whole group of players about how many sessions you expect to be playing. A campaign that moves forward in time every other session is quite different from one that spends nine or ten sessions in a single era. Make sure to have this discussion to set up expectations: it can be quite jarring for players if they feel like they are just getting started with one character and you're ready to move on! You can find more about how the number of sessions you plan to play affects your generational game in "Shifting Generations" on page 32.

Then, begin your setup phase as normal by choosing your era, but keep in mind that the earlier you start, the more phases of generational play you can have. If you choose your starting era as the Aang Era, you only have one more generation to play through! Choosing the Kyoshi Era is usually the best option, but games that start in the Roku or Hundred Year War Era work well too.

NEW PCS IN EVERY ERA?

Usually, generational play assumes you are playing a new group of companions each time you switch eras, creating a whole new cast of characters and retiring the last group—they might possibly show up as elder NPCs, but just as likely they won't show up at all except for the impact they've had on the setting. There is one possible exception: jumping from the default setting of the Hundred Year War Era to the Aang Era, as the Hundred Year War Era is set right before Aang awakens, and the Aang Era is set after the end of the comics less than a decade later. Otherwise, the time jumps between each era are usually too large for characters to make the jump as active participants (though they could still be mentors).

If you're jumping from the Hundred Year War Era to the Aang Era and you want to use a PC from the prior generation, build them as if they were a brand-new character in a new playbook. Consider carefully which playbook to give them—playbooks focused on authority, status, age, or wisdom are good choices. In particular, the playbooks included in this book are all fairly good choices for older PCs, as is the Elder from *Wan Shi Tong's Adventure Guide*. Be sure to think about how your PC has changed, why they have changed, and what they have been up to.

Choosing a Nexus

Instead of choosing a scope, choose a nexus for your game. A nexus is the centerpiece of your generational play—the specific fictional element around which all of your generational play orbits. In a standard game, the PCs are that constant element—no matter where they go or what they do, the story follows them. Establishing the campaign scope at the start of play ensures everyone has an idea of acceptable boundaries—that way, no one is shocked when a character decides to leave Ba Sing Se to journey all the way to the Southern Air Temple—but the companions themselves are still the primary nexus, the stable element of the game. If a character leaves the overall group permanently, everyone at the table understands that they probably move out of play and stop being a PC.

But in generational play, you create a new group of companions every time you move on to a new generation and a new era. That means a particular group of PCs can't really be the nexus for your game; there will be several different groups over the course of your generational play campaign. The implied nexus of most campaigns of *Avatar Legends: The Roleplaying Game*—this group of companions and their adventures—*isn't* going to work! Instead, you need a nexus, the fictional element that your story revolves around throughout the generations and eras that make up your story.

A nexus is akin to the scope in a standard campaign of **Avatar Legends: The Roleplaying Game**, but the scope is about getting every player on the same page about exactly where your campaign can span; it sets a boundary to your story that everyone has agreed to. A nexus, on the other hand, creates a center for your story, such that again, if a PC moved away from that nexus permanently, everyone at the table could reasonably agree that the PC had stopped being a PC in your game.

The strongest option for a nexus is a specific place. A city, town, temple, school, forest, or other unmoving place creates a clear setting and orientation for your generational play, where all the companions have to be involved with that place, and the changes they enact upon the setting all center on this specific location. The more specific your location, the better for generational play—focusing on “the Fire Nation” is a lot harder to track for generational play than focusing on “The Royal Fire Academy for Girls,” for example. Characters can bring about massive changes to a setting, but if your nexus is an entire nation, it dilutes their impact or has the chance to spiral your story out of scope diluting the character’s impact.

If you do use a specific place as your nexus, then you know the general scope of your game, as well. The story is centered on that location; it can sprawl to other places and elements connected to that location, but it shouldn’t ever stray too far. For example, if you focus on the Royal Fire Academy for Girls, then you know that the story might reach Hari Bulkan and even the royal courts, but it will be unlikely to stretch so far as to reach the South Pole.

You could also make your nexus a particular object as it works its way through history. Focusing on a scroll of ancient secrets, for example, can make your generational story follow this object as it passes hands over the centuries. It can be great fun to follow the story of some ancestral weapon as it moves from hero to hero, growing in legendary status! The difficulty in following a single object as a nexus is that objects are usually very easy to move, lose, and transfer. An object of particular interest and attention could, in theory, pass hands hundreds of times over the course of the decades between two eras of play.

If you’re using an object as your nexus, everyone should agree that the object remains largely stationary and inactive in between generations. That way, any major changes that befall the object or its circumstances happens during play, ensuring that the next generation of companions picks up in a similar-enough situation to where the last one left off. This could be the result of the object becoming lost or hidden between generations, or it could be because the object winds up in the hands of relatively stable guardians until the next generation, when something new might upset their stability. For example, if the scroll ended in the hands of Air Nomads in the Roku Era, then obviously those Air Nomads most likely met a tragic end during the genocide at the beginning of the Hundred Year War...but the scroll could have been stored away secretly in one of their temples, ensuring that the Fire Nation couldn’t get its hands on it, and leaving it for the next generation of companions to discover.

Lastly, you could use something a bit more conceptual as your nexus, like a particular family line—in a way, the nexus of generational play from *Avatar: The Last Airbender* to *The Legend of Korra* is the family line of both Aang and the Avatar! A family might not be centered on a specific location, but as a nexus it would ensure each new generation of PCs includes characters connected to that family line. When focusing on something like a family line, be sure that all the players are on the same page about how bound to that family line they must be—do they all have to be descendants, or can they be friends of the family line? Do they all have to be children of the same parents, or are distant relatives acceptable? The exact boundaries of your nexus family line helps to again create the scope for your game.

Setting Up Factions

After you select a nexus with your players, work with them to come up with a list of four or so factions involved with the nexus throughout the eras. Think of a faction as a set of people united by a particular set of beliefs and practices, but with the potential to share those beliefs and practices across generations. For example, the White Lotus is a faction, seeing as they have a set of practices and beliefs that they all share and can pass down. But the original “Gaang”—Aang, Katara, Sokka, Toph, Zuko, and Suki—would not really constitute a faction, seeing as they represented many different points of view, beliefs, and practices, and were defined by that particular set of individuals.

Make sure the faction itself cares about the nexus of your campaign. For example, if your nexus is Jasmine Island, then you wouldn’t want the Dai Li of Ba Sing Se to be a faction...unless, of course, there is some clear reason why the Dai Li as a group is involved with Jasmine Island! It isn’t enough that Long Feng of the Dai Li is interested in Jasmine Island; the whole group has to be involved with your nexus to be an appropriate faction.

Four factions is a good start. Not every faction has to show up in your adventures; the idea is to set yourself up with a series of possibilities and then find the right ones to suit the PCs and your particular version of the fiction in each era.

For each faction, just think about the name of the faction, its desire, its defining principle, a few details, and one or two characters who might represent it.

- **Desire**—this is a simple statement of what the faction wants to do within your story, phrased as a “to [X]” sentence. “To survive” is a bad desire—all factions want that! But “to grow famously wealthy off the [nexus location’s] resources” is much stronger. Always try to involve the nexus of your game.
- **Principle**—this is exactly the same as a principle for NPCs and PCs, representing the mindset of those in the faction. Individual important NPCs often have their own principles, but if you ever aren’t sure of a faction member’s principle, then it’s the same as their faction’s principle.
- **Details**—just a couple of sentences of description, calling out tone and adding some interesting elements. You can always add more later, so don’t go overboard early!
- **Characters**—the people involved in the faction. Archetypes can be useful, and everyone should feel empowered to name a character or two. You only need two characters to start.

The easiest way to set up factions is to ask each player to come up with one. If you have five players and they come up with five factions, great! Just keep in mind that they almost certainly won't all show up, at least not at first. If you have three players, then you as the GM can come up with a faction, as well.

Factions are a part of your setting until they aren't; that means unless the fiction has changed in such a way that it no longer makes sense to be involved or present, it sticks around into future eras. Similarly, new factions can be added to replace the old ones. Generally speaking, you want to replace one faction—preferably one that participated in the story—every generational shift. Sometimes, though, after a major upheaval, all the factions will change! Follow what makes sense for the fiction.

Evaluate the overall faction list at the end of each era, before moving on to the next. That's your chance to replace any that no longer fit the fiction, and to create new factions that fit the issues of the next era. To add a new faction, come up with something based on the fiction that makes sense for the new state of your nexus and your campaign. If you need to, you can always ask the players for suggestions.

SAMPLE FACTIONS:

FACTION

THE SEA SABERS, A PIRATE ARMADA

DESIRE: to steal the [nexus object] **PRINCIPLE:** Greed

DETAILS: The Sea Sabers are a remnant of Fifth Nation forces, but they have no ties to anyone or anything besides their own hunger for wealth. They don't have that many ships, but the ships they do have are large and intimidating.

CHARACTERS: The fleet admiral Scaly Wan, and the traitorous first mate Lin the Blaze

FACTION

THE STONESHAPERS, A CRAFTING GUILD

DESIRE: to remain important to and involved with [nexus location]

PRINCIPLE: Tradition

DETAILS: The Stoneshapers have devoted themselves to using their earthbending to build nearly every structure in the town. The Earthbenders are fairly set in their ways and disinterested in new creativity. They are wealthy and hold a lot of power in [nexus location].

CHARACTERS: Jie, the oldest Stoneshaper, most set in her ways, and Meilin, the youngest Stoneshaper, most interested in using her earthbending for art.

FACTION

THE SPIDER-SNAKES, A CRIMINAL TRIAD

DESIRE: to take control of [nexus location] **PRINCIPLE:** Ambition

DETAILS: The Spider-Snakes are a relatively new, young triad, but they have many capable Firebenders and Earthbenders in their ranks. They're ready to wage any battle, no matter how big, to get what they want.

CHARACTERS: Spider, the leading Firebender of the triad and the source of its ambition, and Snake, the leading Earthbender of the triad and the source of its caution—the two are brothers.

USING FACTIONS

Factions are not a highly formal entity in generational play—you don't have to track their stats or anything similar! Instead, they work to organize and remind yourself of the important overall groups and mindsets surrounding your nexus. They are for inspiration. If you need a new NPC, always try to tie them to one of the existing factions if possible; that gives you a starting point for how that NPC thinks and what that NPC wants. And use the drives of the factions as inspiration for the plots they enact toward the nexus.

Creating An Era's Heroes

Once you know the nexus of your overall campaign, you can go about creating the specific characters for this era. At the very start of the overall generational campaign, pick a group focus—the overall goal of this particular group of companions—and making characters as appropriate. Keep in mind that any group focus should still be oriented toward your nexus in some way:

- If you're trying to defeat a dangerous foe, then that foe is relevant (and likely a threat to) the nexus.
- If you're trying to protect a place, then that place is the nexus or a place important to those involved with the nexus.
- If you're trying to change something, then that should be either the nexus as a whole or tied to the nexus.
- If you're trying to deliver something, either the object being delivered or the destination is likely the nexus.
- If you're trying to rescue something, then that is likely the nexus.
- If you're trying to learn something, then it should be a truth that ties back to your nexus.

The easiest focuses to use are usually “defeat,” “protect,” and “change.” “Deliver” and “rescue” are good to use with an object nexus, and “learn” requires a bit of work to draw all necessary connections, but is still functional. In every case, always bring things back to the nexus—if the PCs accomplish their goals, they must have a significant impact on the nexus.

After the first generation of companions, when creating the next, you still go through this step, choosing a focus as appropriate. It can be an entirely new focus! Perhaps your second group of companions needs to defend what was rescued by the first group. The new focus should always build upon what has come before, and it should still be oriented toward the nexus.

Finally, outline the inciting incident, but with one wrinkle to playbook selection—**limit the available playbooks to those included in the core book for the first generation.** When playing a generational campaign, it's fun to unlock new playbooks through end-of-era alterations, and the playbooks included in this book, *Wan Shi Tong's Adventure Guide*, and *Republic City* make great additions that show change in the setting!

Every time you make PCs for a new generation, consider the faction list and whether any PCs belong to any of those factions!

SHIFTING GENERATIONS

If you're playing a generational game, then when, exactly, should you shift to the next era? After how many sessions? There isn't a simple answer; if you wanted to play a fifty-session campaign, you could easily spend ten sessions each era before moving on! But playing in that way is a bit more like playing a sequel campaign, more like playing five different campaigns—as if you were playing through five different television series, each in the same overall world but temporally disconnected. See page 29 for more on the differences between generational and sequel play.

Generational play is an idea best served by shifting generations relatively frequently, so you can really see the consequences of your characters' decisions. A generational campaign is well-served by fifteen (or so) sessions. If your goal is generational play, then you should play through at most three individual adventures in an era before moving on. That way, you can give everyone time to get to know their characters, make real decisions, and have an impact, but you move on soon enough to give time for new stories. But split however many sessions you have equally across your eras of play, to guarantee frequent shifts.

ENDING A GENERATION

Bringing a generation to a close is a bit like ending one short miniseries of your overall story. It should be largely satisfying, a real conclusion, but with room left to continue telling stories, especially if there are any unanswered questions.

If closing off a generation will lead to an unsatisfying conclusion for those characters, then always check in with the other players before moving on. Maybe you need one more adventure to try to wrap things up. A “satisfying conclusion” is deeply subjective, but it likely incorporates a few things:

- The defeat of a significant foe or threat
- A significant movement on most characters' arcs
- A real change being wrought upon the setting or focus

If you have those three things, then that's a good sign that it's time to move on! But you don't just go straight into the new era. Make sure you have some time to really wrap up the generation before you move on to the next.

The Summary

Take a moment to sum up everything of note that happened within this generation. “Of note” is crucial here—if a player flags something as being “of note,” then it is! Keep it in mind when setting up a future generation and moving forward with the story. Anything that doesn't stick in someone's mind is likely okay to leave behind as you move on to the next generation.

The best way to perform a summary is to ask questions of every player about the major events. Open up by offering your own recollection of the most important things that happened, while asking about details. Then let the players add anything else they recall as important before moving on.

The summary helps ensure that everyone is on the same page about important events and their likely consequences, as well as providing inspiration for you to draw upon. Don't skip it!

Epilogues

After you've summed up the action, take the time to wrap up each character's story with an epilogue. These give players a chance to answer questions about their characters' futures, wrapping them up with some authorial input. Doing epilogues is, at its heart, fairly simple; just go around the table asking the players one at a time what becomes of their characters in the years after the sessions you played. Make sure to ask clarifying details and pointed questions—it's fair game to ask questions like, “What major change did your character ultimately bring about on Jasmine Island?” or “How exactly did the other Islanders memorialize you and all your heroics?”

The adventures included in this book have sets of character-specific questions which point at what they have done or become after the end of the adventure. You can draw on those questions for inspiration about things to ask and ways to guide the conversation.

The only real limitation on the epilogues is that they should not rewrite the world while you are still in the midst of your generational campaign. All the questions you ask and all the answers the players give should still be oriented upon the nexus of your game, limited by its scope and the fiction that has come before. In a game with Jasmine Island as the nexus, no one's epilogue should have them becoming the Fire Lord! The changes the characters make should all be centered on the nexus, and should never utterly overwrite the existing fiction. No one should transform Jasmine Island from a tea-making island to a tank-making island, for example, off-screen and without much precedent.

But in the end, epilogues require a lot of judgment and adherence to your own game. Follow the fiction, be a fan of the player characters, and make sure that it all fits together in a way that the whole group finds exciting!

Final Epilogues

At some point, your campaign is likely to come to a close—but that doesn't mean you shouldn't do epilogues! These epilogues aren't about set up anymore, but are about wrapping up all the big threads of your overarching campaign. When you do final epilogues, you should aim your questions and epilogue scenes at calling back on elements from all your sessions of play, as well as trying to wrap up those threads as best you can...but always with a notion that the world, and its stories, continue. The key to these final epilogues is to create a satisfying conclusion for the big issues and ideas of your generational game, but otherwise the same advice as above applies to the final epilogues!

End Developments

Lastly, you can use these end developments to bind the generations together with a sort of generational advancement track. At the end of each generation, after the epilogues, go around and ask each player to pick a different option from the list of alterations. No two players can pick the same option within the same generation, but usually all options are available each generation.

Each of these developments represents both a mechanical effect and a fictional change. Be sure to ask questions about that change—each alteration should be tied to a different cause in the fiction, if possible!

ALTERATIONS

Some of the alterations below refer to PCs who are “tied to a faction.” All that means is that the PC is meaningfully involved with and defined by one of the factions on your faction list. A character raised within a faction but now on the run from it is tied to it; a character who is only on the run from it, and only ever opposed the faction, is not tied to it.

Cultural Growth: Choose a playbook supported by changes and growth in the culture of or around the nexus; a character of that playbook starts with one additional advancement next session, if played by a different player.

- *How did the culture change to incorporate new ideas and ways of looking at the world?*
- *How are the balance principles of the chosen playbook tied into the new version of the culture around the nexus?*

This alteration represents the characters of the prior generation having changed the minds of those around them in a lasting way, creating new opportunities for a new playbook. The “if played by a different player” clause incentivizes players to choose playbooks they want to see other players play!

Unlocked New Playbook: Unlock a playbook from those beyond the core set, including: The Architect, the Authority, the Bound, or the Broken (from this book); the Adrift, the Aspirant, or the Outsider (from **Republic City**); or the Destined, the Elder, the Foundling, or the Razor (from **Wan Shi Tong’s Adventure Guide**).

- *What change specifically allows for or draws attention to the stories of the new playbook?*
- *How is that change lasting?*

This alteration lets you add new playbooks to the overall set available for use in further games! Once unlocked, they are normally unlocked for all games moving forward—if appropriate, however, you might suggest that they are unlocked only for the next generation. Whenever you unlock a new playbook, be sure to say exactly why that playbook is now a more present archetype related to the nexus. For example, unlocking the Authority likely involves the organization that the Authority represents coming to power. Unlocking the Broken makes sense if the Broken can draw from some tragedy. Unlocking the Architect implies a new period of growth and creativity, perhaps because of new resources or voices available around the nexus.

In particular, the playbooks in this book and the Elder from **Wan Shi Tong’s Adventure Guide** make good ones to unlock to represent older, more mentor-like figures who can give voice to prior generations.

If it makes sense, you can restrict which particular playbooks are unlockable based upon which make the most sense in the fiction. (The adventures contained in this book do just that.)

Construct: Add a new important location of your choice to the area around the nexus for the next session, and describe a new faction of people tied to that location. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

- *What exactly is the new location, and how and why was it built?*
- *Is the new faction of people brand new, or is it simply a coalescing of something that was already there?*

This alteration represents a physical addition related to the nexus in a new location—a building or structure, a monument, even a garden—and the people centered around it. The new faction you add should have some kind of unifying theme that makes clear how they are a faction. For example, if you added an Air Acolyte temple, then the new faction is a group of Air Acolytes. If you added a barracks, then the new faction might be a local militia. If you added a mine, then the new faction is the miners.

Make sure that everyone is on the same page about the new faction created by this development. This new faction should usually replace an old one, as it represents a shift in the world reflected by a shift in the factions.

As with the **Cultural Growth** development, this alteration incentivizes you to add a location and faction that you want to see other players play. If every other player played a member of that faction, they all receive an advance, although players are encouraged not to force the fiction to play characters from that faction just so they get that advance.

Settle: Describe another group or important individual who spent significant time around the nexus and altered its surrounding culture, creating a new faction of people tied to that perspective. Any player other than you who plays a character of that faction next session starts play with one additional advancement, and they may take one additional technique at learned level.

- *How did the values and philosophy of this group or individual stick around long enough to create a new faction?*
- *In what way does this new faction diverge from the original individual or group that inspired it?*

Similar to the **Construct** alteration, this development adds to the nexus but is more about ideology than a physical edifice. The concept of this alteration is that the local culture has been changed by the ideas of others—that those others don’t even have to remain near the nexus to have had a lasting effect on its culture. For example, Khandro of the Guiding Wind visits Jasmine Island in the second adventure of this book—he might not remain on Jasmine Island, but his beliefs could create a new Guiding Wind-like faction on the island. That faction then has its own expertise and internal knowledge to pass down.

Make sure that everyone is on the same page about the new faction created by this development. You can either replace an old faction with a new one, or you can create a whole new one and add it to the list, as makes sense according to the fiction.

As with **Cultural Growth**, this development incentivizes you to add a faction that you want to see other players play. If every other player played a member of that faction, they all receive an advance, although players are encouraged not to force the fiction to play characters from that faction just so they get that advance.

Expanded training: Choose a type of training supported by the changes and growth around the nexus. One character of your choice in the next session can start with an additional technique of that training type at mastered level.

- *What is the source of the improved training?*
What faction is it tied to?
- *Who is the primary master of this improved training in the next era?*

This alteration is about saying that the overarching talent pool for a particular training—airbending, earthbending, firebending, waterbending, weapons, or technology—has improved around the nexus. For example, if more Firebenders came to live on Jasmine Island, then likely the island's ability to train new Firebenders improves! First, choose the affected training. Then, when everybody makes their characters in the next session, you may choose which character of the appropriate training type receives the benefit. You may choose your own character if it makes sense.

Innovation: Describe a new or existing faction that has begun to explore new ideas about itself and the world around it. Every character tied to that faction next session starts with one additional technique at trained level.

- *How do these ideas conflict with the traditional ideas held by the faction or by others around the nexus?*
- *Why didn't these new ideas arise before now?*

This alteration represents a revolutionary change in thought or ideology affecting at least one group around the nexus. In some ways, this alteration inevitably creates a new faction—the change in thought is significant enough that it requires you to rewrite the existing faction. This can also create a schism in the group, splintering off a new faction from the existing one.

This alteration grants an additional technique to every PC who is a member of this faction in the next generation, including the player who chooses this alteration.

Place of Solace: Choose an existing location or add a new location to the environment of the nexus. Each PC may, once per session, take a moment of solace at that location and say why it means something meaningful to them to immediately clear 2-fatigue.

- *What is it about this place that is so soothing, calming, and comforting?*
- *What is the story that people tell about this place for years and years to come? How does that story provide comfort and guidance to generations after?*

This alteration makes a place of comfort, calm, and quiet into a beloved and consistent location of importance. Something about the events of the last era adds to the place and makes it soothing or special, and the stories the people of the area tell only maintain and enhance that effect. It might be a memorial, a simple garden, or a beautiful vista.

The benefit of the place of solace lasts as long as the place itself remains, so if a player chooses this alteration in the first era of generational play, it could be around for all four other eras.

Place of Contemplation: Choose an existing location or add a new location to the environment of the nexus, and choose a balance principle from your PC in this adventure. Once per session, each PC who makes a move in the location can call on that balance principle as if it is theirs at a +2.

- *What is it about this place that inspires the principle tied to it?*
- *What particular event or discovery is most associated with this location and its principle?*

This alteration makes a place bound to a particular notion, such that those in the place feel more connected to that notion and can call on it. Something about the events of the past era associated that idea with the place through and through. Those hoping to connect with the idea come to this place to think. It is often a public place with an important feature, like a public square with a statue or a long, central staircase leading to a fountain.

The benefit of the place of contemplation lasts as long as the place itself remains, so if a player chooses this alteration in the first era of generational play, it could be around for all four other eras.

Lessons from a Legend: Choose one of the legendary NPCs present in this adventure (if any). PCs of the appropriate training can start with their legendary technique at learned level in the next session.

- *Why did that legend choose to pass on their technique to people around the nexus?*
- *How did that technique get passed on long enough to reach the next generation?*

This alteration codifies the lessons of legendary NPCs, all of whom have their own special and extraordinarily powerful legendary techniques. These techniques normally can't be learned except directly from the legends themselves; this alteration allows a whole generation of PCs with the appropriate training to have that technique, albeit only at learned level.

This alteration can only be chosen to preserve a legendary technique for the very next generation, but the **Lessons from a Prior Generation** alteration can pass down that legendary technique still further.

Lessons from a Prior Generation: Choose one technique from your PC in this adventure. A PC of your choice played by another player in the next adventure inherits lessons from your PC, starting play with that technique at practiced level.

- *How did your PC pass down the technique?*
To whom did they teach it?
- *What was the overall idea or lesson passed down alongside the technique?*

This alteration codifies the lessons and ideas of your own character, passing them down to the next generation alongside a technique. The technique passed down can be any your PC knew at any level—learned, practiced, or mastered—including playbook or legendary techniques. The assumption is that your PC worked to master any learned or practiced technique they had at the end of your play in that generation.

You must pick a PC (with the appropriate training) played by another player to inherit your technique; this kind of inheritance should feel communal!

Empower a Faction: Choose one faction. They take a place of prominence in the environment of the nexus, assuming power in a significant fashion. Any Guardian, Icon, Pillar, Successor, Bound, Authority, Elder, or Aspirant tied to that faction begins play with their choice of one advancement or one additional mastered technique.

Disempower a Faction: Choose one faction. They lose their place of prominence or importance, and are on the brink of dissolution. Any Bold, Hammer, Idealist, Rogue, Architect, Elder, Adrift, or Outcast tied to that faction begins play with their balance center shifted one point in either direction as they choose.

- *Why did that faction rise or fall? What is the story told about its ascent or descent?*
- *Who in particular is the new face of that faction? How do they reflect the rise or fall in stature?*

Both of these two alterations are about promoting or demoting factions in and around the nexus. **Empowering a Faction** places it in prominence, and the fiction should reflect that—members of that faction likely occupy offices in government or other power structures, for example. **Disempowering a Faction** removes it from prominence; there can be has-beens, but none from that faction likely hold any kind of real power. Furthermore, a disempowered faction should almost certainly be removed from the list of factions at the end of the era, unless the fiction or another alteration suggests otherwise.

The benefits to the playbooks count for anyone who both plays the correct playbook and ties them to the faction in question. The benefits only last for the very next era.



Creating New Alterations

You may want to invent new alteration options for your players to choose. To do so, first make sure you have an idea of the fictional change you want the alteration to represent. Alterations are both prescriptive and descriptive; a player who chooses an alteration can add to the fiction by choosing it, or they can reflect the fiction that already exists by choosing it. If you can't think of a suitable fictional change for the alteration to represent, then it probably shouldn't be an alteration.

Once you know the fiction of the alteration, you can tie a benefit to it. Benefits can include:

- Providing advancements to new PCs
- Providing techniques to new PCs
- Providing the opportunity for once-per-session benefits (restored fatigue or conditions, balance shifts, etc.)
- Unlocking playbooks

Use the existing alterations above as guidelines for what benefits to add. Then, be sure to consider whether the benefit is lasting—the way that some locational benefits are—or if it's only true for the very next generation. Generally, lasting benefits should be a bit harder to use or a bit rarer, while benefits that survive only into the very next generation can be more significant.

Starting a New Generation

Before you start a new generation, as the GM, take a bit of time to figure out the circumstances of the nexus for the new generation. Draw upon the players' chosen alterations and the consequences of their actions in the last generation. Think about how to honor their characters and think about how to complicate the situation in unexpected ways. After all, very little goes entirely as the prior generation wishes!


Make sure to pay attention to the list of factions for the new era, updating it as appropriate. Think about who commands each faction, which factions are dominant, and how that dominance expresses itself in the area around the nexus.

Then, when you're ready to get going, treat it as if you are starting play again. Make sure everyone is aware of the current circumstances of the nexus. Then, decide upon a group focus for the new generation, and run through character creation. Be sure to take into account any of the alterations that the players chose at the end of the last generation!

CONVERTING TO GENERATIONAL PLAY

Converting your game to generational play is a bit more difficult than starting with generational play from scratch, but it's possible as long as you can identify your nexus. Converting usually only happens when you're ready to move on to another era, and in that case, you need to say what the constant center point of your campaign will be. Then, you can choose alterations and begin a new era as usual.

If you can't identify the nexus, then you're better off starting a brand-new campaign! You can still carry on and refer back to the events of the prior campaign that matter to the new era, but you won't have to worry about pushing forward through multiple generations or tying closely to a nexus.



Legends are the focus of stories we tell to guide ourselves. Great people whose traits we should mirror; or sometimes, cautionary tales of those whose essence is deeply out of balance, endangering everyone around them. Stories about legends can be thrilling! But when you tell them, remember something that all these legends know, even if some would not admit it; these legends were people, with all the flaws and foibles that make every person in the whole world special. Do not let the legendary hero impede the lover of plays, the singer of songs, or the simple tea-drinker.



CHAPTER 2

NPC LEGENDS

第二章

CHAPTER 2

This chapter contains 10 different Legendary NPCs you can use in your games of **Avatar Legends: The Roleplaying Game**. Many of these famous characters also feature in the five adventures included in this book. They each have mechanics, history, advice on how to portray them in 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.

The famous characters of *Avatar: The Last Airbender* and *The Legend of Korra* are important figures within their own ears 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:

- **Hei-Ran**, a master Firebender and mother of the legendary Rangi
- **Tagaka**, the ferocious Pirate Queen of the Fifth Nation
- **Khandro**, leader of the Guiding Wind movement
- **Princess Zeisan**, Fire Nation princess and chi-blocking master
- **Lu Ten**, Fire Nation prince and son of Iroh
- **Iroh**, teashop owner, Grand Lotus, and advisor to Avatar Aang
- **Piandao**, sword master and member of the White Lotus
- **Captain Zhao**, vicious Fire Nation captain
- **Tonraq**, father to Avatar Korra and chief of the Southern Water Tribe
- **Toph**, the greatest Earthbender of all time

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. The legendary NPCs in this book include some figures much more likely to stand in opposition to the PCs than to align with them, thereby presenting some unique opportunities for stories and for “teaching” through conflict.

TEACHING FROM CONFLICT

A few legends in this chapter take strong positions that are easily opposed by the PCs, even if both sides consider themselves heroic. Princess Zeisan, for example, is a princess of the Fire Nation who is in very public opposition to much of what her nation stands for. If you are playing in the Roku Era and have a staunch Firebender character, they could butt heads with Zeisan, if the two were ever to meet; the PC could reasonably believe in the best parts of their home country, while Zeisan simultaneously believes that the Fire Nation is headed on a dark path.

In these cases, conflict is a good thing. Each legendary NPC has unique lessons to teach the companions and different ways to push them towards growth. Be sure to use the legendary NPCs to shift the heroes' balances and drive those lessons home, pushing the PCs to really consider other perspectives. The legendary NPCs make great sources of these shifts, as they are figures of such note and importance that it's very hard for a PC to simply dismiss them out of hand.

If it makes sense in the fiction, aligning with their balance principles and the situation, some legendary NPCs might even push to a full on combat exchange—to push a lesson and conflict through in a way that can't be ignored. As the GM, don't use this method all the time, but match it to the correct situation. If you do enter into this situation, be sure to keep in mind that the legendary NPC is almost certainly trying to teach a lesson, not to beat the PC, which means they will be making “sub-optimal” moves—targeting the PC's balance, inflicting appropriate conditions (but never too many), demonstrating ideas, and so on. Make sure that onlookers have some sense of what the legendary NPC wants them to understand; if part of the lesson is to treat the combat as a real fight, then it appears real to onlookers, but if the legendary NPC is really trying to hold back.

At the same time, some of the legendary NPCs can help to resolve or redirect the PCs' own internal conflicts. Be sure to use these legendary NPCs in a full spectrum of their behavior, including offering comfort and solace as appropriate, particularly after some conflict in which they thrash a PC! You can always represent their comfort as further balance shifts, cleared conditions, or fatigue. A legendary NPC with healing abilities might be able to clear all fatigue or conditions, but usually they'll only focus on a couple of the most important conditions they can actually affect.

UNBALANCED LEGENDS AND TEACHERS

Sometimes, a legendary NPC has goals that are dark, vicious, selfish, dangerous, or destructive. These figures often fill the role of out-and-out opposition; within this book, examples include Tagaka and Captain Zhao in particular. They are unbalanced, both because their balance is likely already towards the end of their track, and because their very balance principles lead them down dark paths.

These legendary NPCs could show up as opponents in your campaign, even across multiple seasons of play. But as with any character of great importance to your story, they might have the capacity to become temporary (or even longer-term) allies and teachers. It's not true of every unbalanced legendary NPC, but be on the lookout for chances for the heroes' relationships to these characters to be deepened through differing modes of interaction.

If you decide to go the route of using an unbalanced legendary NPC as a teacher there are a few things to keep in mind. An unbalanced legendary NPC is a different sort of character, much more likely pursuing their beliefs and goals with calculation and determination. These clever NPCs often have schemes within schemes and might be willing to teach the heroes...if they have something to gain themselves. For example, the hot-headed Zhao may be a brutish Fire Nation officer, but he's the same person who figured out a way into Wan Shi Tong's Spirit Library. His end goals lead to harm and devastation, but Zhao is intelligent and also willing to wait to get what he wants. If he thinks there's a benefit to his overall schemes in training a PC, then he'll try to do so.

If you decide to go the route of using an unbalanced legendary NPC as an ally, it will be a shaky partnership at best. The companions might be able to talk down a major or master NPC, lowering their balance principle back to +0 and bringing them back into an equilibrium where they can think more clearly. But legendary NPCs are much more likely to be fully committed to their version of their principle; even lowering their balance to +0 won't throw them off their path, though it might make them more contemplative and cautious. It takes a massive change, a shaking of who they are, or a long road to redemption—essentially, all versions of changing the legendary NPC's balance principle itself by shifting their center off the edge—to see real change for them.

In both cases, with an unbalanced legendary NPC as a teacher or temporary ally, it is important to tell your players out-of-character what they're in for. Explain that these characters are legendary NPCs, with the stats and determination to match. It's never utterly impossible to divert their paths but—especially with canonical characters who go on to terrible deeds—heroes seeking the redemption or even genuine cooperation of a legendary NPC are likely fighting a hard uphill battle. What's more, the legendary NPCs will never be idle or purely reactive; they are going to try to change the heroes just as much as the heroes change them. In particular, they are quite likely to try to unbalance PCs and even try to get them to change their balance principles by throwing their centers off the track. Legendary NPCs have the potential to significantly affect the course of a hero's life and players should walk into this challenge with eyes wide open.

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—the legendary 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 use those techniques in combat and teach those techniques to PCs. Listing every technique that some of these characters know would take up many, many pages—so instead, just use them from the Appendix of this book or the core book as needed! In particular, some of the legendary NPCs listed in this book have already been written up as legends in different eras. They have different techniques in their write-ups here, however; that doesn't mean they somehow forgot the techniques they knew in the past! The new techniques listed here give additional flavor and more options for the legendary NPC. Feel free to combine all the techniques from the multiple write-ups, including their legendary techniques!

LEGENDS & GENERATIONAL PLAY

When engaging in generational play there's a unique opportunity for legends (and their legacy) to show up in more than one era if the span of years between eras allows. Returning Legends between eras is possible between the Hundred Year War, Aang, and Korra Eras. Iroh is a great example of these kinds of multi-era appearances: he is recovering from the tragic loss of his son Lu Ten and moving toward his voyage with Zuko during the official setting of the Hundred Year War Era; and then during the Aang Era, he owns the Jasmine Dragon Tea Shop in Ba Sing Se.

A legendary NPC who appears in more than one era is a great way to show how the PCs' actions matter. The heroes might be responsible for setting the NPC on their present course. What's more, the legendary NPCs can help bridge the gap through memory and story. As PCs in one generation are woven into history by the next, they are often tied into legendary tales, particularly when they have stood alongside legendary NPCs. Those stories can directly inspire new generations of PCs. If the legendary NPC themselves is still around, they might mentor a new PC, based on their connection with the last generation. Perhaps a player's hero nearly matched Toph in an earthbending contest in the Aang Era, and their new character runs into Toph in the Korra Era. That new character then reminds her of a pesky Earthbender who nearly bested her... Such moments are the lifeblood of generational play, showing the effects of players' characters across long spans of time.



HEI-RAN

Kyoshi Era

"Weakness is practiced and learned as much as strength is."

DRIVE

To prepare the next generation to assume responsibility for the world.

HISTORY

Hei-Ran, a member of the Sei'naka clan from south of the Capital City, considers her life to have truly begun when she graduated from the Royal Fire Academy for Girls. She became a successful infantry commander in the Fire Army when her clan tapped her to be a replacement companion for Avatar Kuruk. Her bond with Kuruk and his companions was close, at times almost blossoming into romance with the Avatar; but Kuruk's hedonistic, undisciplined lifestyle put Hei-Ran off.

Leaving Kuruk's companionship and returning to the Fire Nation, Hei-Ran married a man named Junsik and began teaching at the Royal Fire Academy for Girls. As she climbed the ranks at the Academy, she fought several Agni Kais against professional rivals, killing many of them. All these deaths were recorded as accidents, though rumors fly with other possibilities.

A few years later, around the time of Avatar Kuruk's death, Hei-Ran gave birth to a daughter, Rangi; her husband Junsik passed away shortly after. Grieving but undaunted, Hei-Ran soon became headmistress of the Royal Fire Academy, dividing her time between those duties and tutoring Fire Lord Zoryu in firebending. Then Jianzhu, another former companion of Kuruk, identified the boy he thought was the new Avatar, Hei-Ran and Rangi moved to the Avatar's estate near Yokoya Port. There, she mentored Yun, the supposed new Avatar, in firebending and other aspects of keeping the world's balance.

Hei-Ran's tenure as Yun's teacher was a series of disasters, for which she was only partially responsible but blamed herself nonetheless. These included Yun's misidentification as the Avatar, the violent collapse of the negotiations with Tagaka of the Fifth Nation, Yun's training to become an assassin, Kyoshi and Rangi running away to become *daofoei*, Jianzhu betraying and poisoning Hei-Ran and the Earth Sages, and her former student Zoryu's involvement in the Camellia-Peony War, culminating in Yun's attack on the Fire Nation royal palace.

Although Hei-Ran's involvement mitigated the damage Yun could do during his attack, she felt that her failure to identify the correct Avatar or prevent the succession crisis warranted an admission of dishonor. She cut her topknot and undertook drastic measures to end the succession crisis, using herself as bait to expose Yun at North Chung-Ling. Amidst the battle between the Saowon and Keohso clans, Hei-Ran fought Yun, burning him and sustaining a near-fatal neck wound in the process. While Yun escaped, her actions contributed to Avatar Kyoshi's eventual victory over Yun at the Avatar's estate. As she recuperates, Hei-Ran dwells on her failures, but her strength and guidance are among the foundations of Kyoshi's power.



PRINCIPLE

0 +1 +2 +3 +4

PRAGMATISM



FATIGUE



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ SELF-DESTRUCTIVE
- ☐ SHAMEFUL
- ☐ OVERPROTECTIVE

HOW TO PLAY HEI-RAN

- **Educate.** As a military officer, headmistress, clan leader, and the Avatar's instructor, Hei-Ran has always been expected to instruct and train others. She takes every opportunity to impart wisdom or offer constructive criticism, wanted or not.
- **Assume responsibility.** When Hei-Ran sees an important duty, she doesn't wait for others to fulfill it: she takes it on herself or delegates it to someone she trusts deeply, no matter how hard the choice or difficult the job. Her competence—and that of her allies—means the job usually gets done right. Even if it's not, Hei-Ran owns the failure or success herself.
- **Trust in family and friends.** For all her competence and perfectionism, Hei-Ran believes in units, not lone wolf-bats. She cultivates tight-knit, well-coordinated teams around her wherever she goes.

BRING HEI-RAN IN...

- ...when you need a strong Fire Nation presence.
- ...when you need someone wise to take decisive action.
- ...when you need a leader to make a hard choice.

TECHNIQUES

SPIRAL FLARE KICK*

ADVANCE & ATTACK

Spin skyward on jets of flame as you lash out with your legs. Mark 1-fatigue to target two individual foes or one group with this attack. Individual foes must each mark 2-fatigue or one condition, their choice; the group must mark 4-fatigue or two conditions, their choice.



FIRE STREAM

DEFEND & MANEUVER

Pour fire upon a target. Mark 1-fatigue to inflict *Impaired* on them. Mark 3-fatigue to inflict *Doomed* and *Impaired*. Mark 5-fatigue to inflict *Trapped*, *Doomed*, and *Impaired*.



BLAZING SUN**

ADVANCE & ATTACK

Summon a ball of flame as bright as the sun and press it directly into your foe. This technique draws directly on your own life force and is dangerous to use too often. Mark 4-fatigue, or permanently lose one box of fatigue. Inflict 4-fatigue on your foe, remove any positive conditions from them, and inflict *Impaired* and *Stunned* on them. You become *Doomed*, and you cannot recover *Doomed* until you receive medical attention.



*Rare Technique **Legendary Technique

HE-RAN AS A TEACHER

Ask anyone in the Fire Nation, in any age or era, to imagine a good teacher, and they'll probably describe someone like Hei-Ran. She is a master Firebender and an experienced infantry officer. Her tenure as a commander, an instructor to two Avatars and one supposed Avatar, a matriarch in her family and clan, and especially as headmistress of the Royal Fire Academy for Girls have exposed her to every kind of student imaginable.

As an excellent teacher, Hei-Ran appreciates good students—those who ask for things respectfully, take on tasks with gusto, and study when required. Hei-Ran has an eye for talent and cultivates it in those willing to work to excel. She believes people should push themselves, take risks for excellence, and understand this isn't for the lazy. Firebenders with raw talent and the will to be truly great can find no greater teacher than her.

While Hei-Ran knows how to teach students one-on-one, she much prefers classroom or boot-camp environments where she can take a broader view of her students' development and teach them to work alongside their peers. Moreover, she won't consider a student's training fully complete until that student has both mastered a skill and also gained the ability to teach that skill to others—whether that's an Avatar preparing to guide their future incarnations, or a young soldier being considered for the officer corps. Circumstances of great exigency might convince Hei-Ran to rush or accelerate a student's training, but she won't like it and she won't do it voluntarily.

Hei-Ran's mastery conditions reflect formative and painful experiences in her personal history—events which made her who she is through hard choices and heartbreak.

Suggested Mastery Conditions

- Teach something difficult to a struggling student
- Confront and defeat a challenge to your authority
- Publicly admit culpability for your own, a companion's, or a subordinate's failings

WHERE TO FIND HEI-RAN

For a time, Hei-Ran resided in the ruins of the Avatar's Yokoya Port mansion and estate, recuperating in the only intact structure therein: the infirmary. Her assigned healer, Sifu Atuat, strictly forbade hard work and stressful pursuits, so Hei-Ran spent her time on physical therapy, reading, and writing letters to her friends, family, and political connections. It was torture.

Once the firebending master healed enough, she traveled back to the Fire Nation to resume her work. Perhaps she went back a little too early, as on bad days her injuries still bother her, but she couldn't leave the monument to tragedy fast enough. Now Hei-Ran is back doing what she does best, splitting her time between teaching promising young Firebenders and performing important tasks for the crown. She takes her duties seriously and is glad to finally be of some use again.



TAGAKA

Kyoshi Era

"I look forward to our battle of wits tomorrow."

DRIVE

Re-build the Fifth Nation

HISTORY

Tagaka is the daughter of the Pirate Captain Tulok, leader of the Fifth Nation. She was a smart child and grew into a cleverer young woman; she kept her advanced waterbending powers hidden so that others wouldn't know her true power. Through the years, Tagaka's life has always been marked by this combination of extraordinary skill and a clever, ambitious nature.

Tagaka's father led the Fifth Nation in a full-scale raid on the Western Seas. The pirates were defeated by the Air Nomad Kelsang and most of Tagaka's clan was destroyed. Though a devastating defeat, it made her father the uncontested leader of the Fifth Nation and Tagaka the heir apparent. During the attack, a large stake of wood stabbed through her thigh and she nearly drowned, shaping the woman into who she is today. She learned no matter how powerful you are, there is always someone more powerful who can take everything from you. How you use defeat to your advantage shows your true character; victory is determined by whether you are clever enough to benefit from that failure.

When Tagaka's father passed away she took control of the Fifth Nation and was determined to surpass her father's greatness. To that end she led the Fifth Nation on increasingly bold raids and even held an entire village hostage. Her ruthless tactics during this time earned her the title "Bloody Flail of the Eastern Sea." Despite her success in raiding, the costs to repair her ever-growing fleet became a problem.

To secure the supplies and labor she needed to continue her raids, Tagaka hatched a plan to capture the then-assumed Avatar Yun and gain access to the Earth Kingdom's southern woodlands. She lied to the Avatar and his retinue that she was willing to stop raiding if he agreed to meet with her. After a series of clever deceptions that allowed her to even capture Yun at one point, Tagaka was eventually defeated by Kyoshi, the true Avatar, who entered the Avatar state for the first time and stopped the pirate captain.

Until recently, Tagaka was imprisoned underneath Lake Laogai in the Earth Kingdom. Using her cunning, Tagaka escaped and returned to various ports friendly to the Fifth Nation. Eventually, she found the remnants of her once-great pirate fleet. Since her escape Tagaka has kept a low profile but is now ready to make her next big move to regain some of her former glory.



PRINCIPLE

0 +1 +2 +3 +4

POWER



FATIGUE

CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ OVERCONFIDENT
- ☐ SPITEFUL
- ☐ STUBBORN



HOW TO PLAY TAGAKA

- **Use deceit.** Tagaka is a master of deception. She's clever and knows it. Even now, people underestimate her. They see her as pirate scum easily beaten by the Avatar, and she is happy to use this humiliation to her advantage.
- **Cultivate loyalty.** Tagaka is too smart to forget that she's nothing without a crew. Though her plans made the Fifth Nation prosper, she knows her pirates helped carry them out. They are loyal to her and she to them.
- **Remember your roots.** Everything that's happened in Tagaka's life has taught her a lesson, even her defeat by the Avatar. The pirate queen never makes the same mistake twice and she uses her past to inform her future to become a better version of herself.

BRING TAGAKA IN...

- ...when you need a brutal solution to a difficult problem.
- ...when you want someone to play devil's advocate with a cunning plan.
- ...when you need someone strong to stand toe-to-toe with an important leader.

TECHNIQUES

BREATH OF ICE

DEFEND & MANEUVER



Become ready to breathe shivering cold upon any foe who gets close to you. Any foe engaged with you at any point in this exchange becomes *Impaired* until they clear the ice from their limbs.

SWITCH IT UP

EVADE & OBSERVE



Switch up your style, footwork, weapon, or bearing, causing your foe to second-guess your next move. Mark 1-fatigue to become *Prepared* and force an engaged foe to reveal their choice of approach before you choose yours during the next exchange.

ICE ERUPTION**

ADVANCE & ATTACK



Pull a forest of sharpened ice spikes out of water or ice around you. Mark 2-fatigue. Anything standing on the surface is speared; inanimate objects are punctured and people suffer 4-fatigue. Anyone standing near the surface must mark 1-fatigue to avoid being caught by the spikes. Anyone without waterbending moving amid the spikes is *Impaired*.

**Legendary Technique

TAGAKA AS A TEACHER

Tagaka is uncomfortable to be around and that's the way she likes it. She has a force of personality she can turn off and on when she wants to, to keep everyone off balance. As a teacher she uses this ability to unnerve her students. Anyone who wants to study under her needs to prove their worth in wit and guile. There is no point at being a master Waterbender if you can't also manipulate those around you. To that end she won't suffer the weak of heart or the overly sympathetic. She doesn't need her students to be brutal murderers, but they must believe in doing what needs to be done in order to succeed.

To that end Tagaka prizes intelligent students just as ruthless as her. If they slip up or make a mistake, she makes sure they keep their mistake with them for years to come with swift and violent reminders. Tagaka is the woman she is today because of the pain and suffering she's gone through, and she believes that her students should be the same. She's partial to people who've built something for themselves from the ground up.

Tagaka's mastery conditions reflect this combination of factors, from valuing pain and the lessons it teaches to pushing her students to take action, no matter the cost. Her mastery conditions are likely to feel especially harsh compared to many of the other teachers that heroes might find in the world.

NOTE: Tagaka is an unbalanced character. That makes her a poor teacher for a young hero—by definition, a PC won't want to do most of what Tagaka finds acceptable. As the GM, make sure that you check in with your players about their interest in Tagaka as a teacher and how to best navigate that complex relationship. Often the best route is to have a PC pretend to be a willing student and member of Tagaka's crew, creating a darker story about navigating multiple layers of lies.

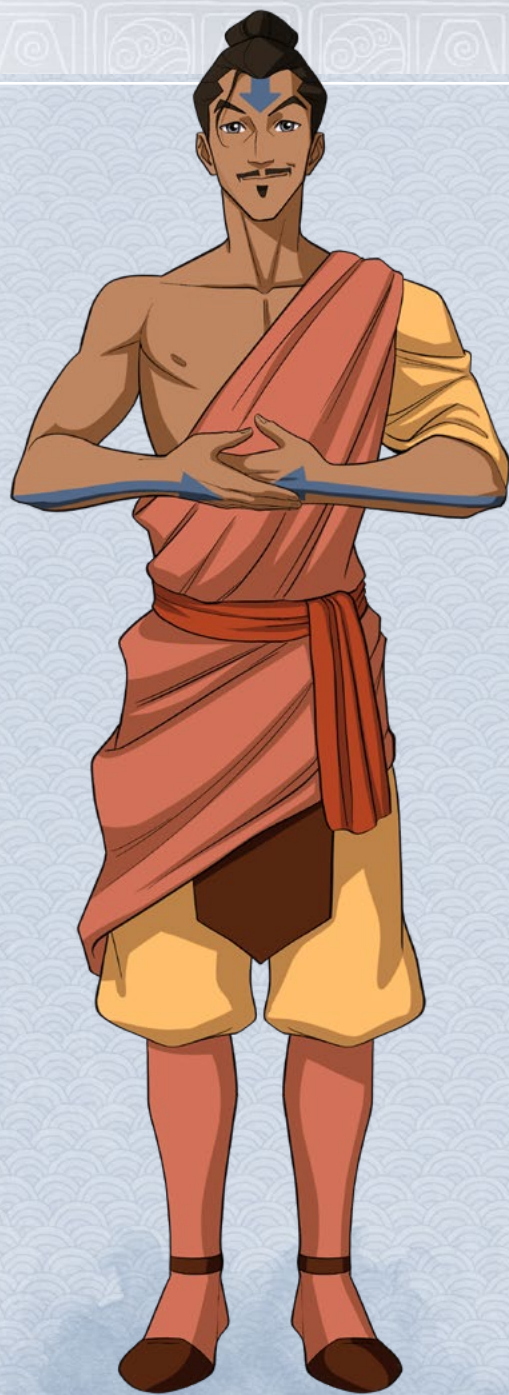
Suggested Mastery Conditions

- Deceive and betray someone at a crucial moment
- Utterly defeat and demean a foe
- Suffer an indignity or injury for an extended time to gain an advantage

WHERE TO FIND TAGAKA

Until recently, Tagaka was imprisoned in Lake Laogai. Perhaps unsurprisingly, she managed to escape her sentence by brutally carving a path to freedom. Now, Tagaka is a prime fugitive from the Earth Kingdom. They want her back and in prison and will do just about anything to make sure that happens. The Earth King has written Kyoshi about the escape and it is only a matter of time until the Avatar tracks down Tagaka and returns her to prison.

Tagaka is keeping a low profile in order to avert the wrath of the Avatar. She wants her revenge, but she wants it on her own terms. However, Tagaka also needs to find an easy way to regain some of her former power; without it, she won't be able to do what she needs to. Therefore, her sights have turned to Jasmine Island. The target is small enough that her attack won't draw too much attention, but rich enough in resources that it could become her new homebase to rebuild her empire.



KHANDRO

Roku Era

"Every heart seeks peace, but to find it one must prise it from the cold chains of a corrupt and unjust world."

DRIVE

Cultivate equality through the dismantling of unjust systems of power

HISTORY

Khandro showed savant-level aptitude with airbending from an early age. To cultivate his talents, the idealistic boy was sent to the Southern Air Temple and took to his training with gusto. He deeply believed in what it was to "be an Air Nomad" and dreamed of the being old enough to go out and help the world. Once Khandro actually began traveling the world, he witnessed just how terrible circumstances were in some places. Though the Air Nomads helped to a certain extent...for the most part they stayed out of the politics of what they considered worldly affairs.

The Air Nomads wanted peace, but Khandro was frustrated that they refused to take the necessary steps to ensure that happened. Despite seeing a systematic hypocrisy in Air Nomad logic, every attempt he made to get the Air Nomads involved was ignored or chastised by his elders. They couldn't remove a corrupt governor starving his people in the Earth Kingdom, not when that governor had the Earth King's sanction. They couldn't stop pirates raiding coastal villages from behind a protected border, not when crossing that border could provoke a war.

There seemed to be an excuse for everything, all of which sounded like terrible cowardice to Khandro. He realized the only way to change his people was to gather other like-minded people together and form the Guiding Wind, a youth movement in the Air Nomads that would change their culture for the better. They'd help dethrone the nobility who corrupt the lives of those truly in need. Once free from the shackles of wealth, people could focus inwards to their spiritual lives, just as Air Nomad philosophy intended (according to Khandro).

The Guiding Wind was promptly condemned by the same Air Nomad elders who had stood in Khandro's way all his life, and they were deemed a rogue group with no official standing. The movement that Khandro believed would sweep through the world ran directly into stiff opposition from his own nation.

Now older and wiser, Khandro still hopes his people will change for the better, but has turned his eyes to the international stage for his political movement. He's engaged to marry Princess Zeisan from the Fire Nation, whom he met when first traveling the world in his youth. Khandro feels respect and friendship for Zeisan, who is mentally and spiritually his equal. All his life, he's been too focused on the search for enlightenment to experience romantic feelings for anyone, so he sees their union as a strategic one for the betterment of the world and wishes her every happiness in her private life. With his marriage, he hopes the Guiding Wind will gain much needed support from across the Four Nations.



PRINCIPLE

0 +1 +2 +3 +4

FREEDOM



FATIGUE

CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ ANNOYED
- ☐ DISAPPOINTED
- ☐ DISTANT

HOW TO PLAY KHANDRO

- **Smile and pivot.** Khandro has a shrewd political mind and knows how to navigate a situation. He isn't one to raise his voice in anger and knows how to ask the right questions to provoke a conversation and change someone's mind.
- **Listen and save reaction for the worthy.** Khandro has gotten so far by listening and waiting. He does this primarily out of a general interest in the world around him, but has also found that it serves his cause well to let others do the talking while he quietly collects information.
- **Give of yourself first.** Khandro believes in leaving more behind than he's taken and never asks a person to do something he wouldn't consider himself doing first.

BRING KHANDRO IN...

- ...when those in charge abuse their power.
- ...when someone needs to oppose the Air Nomads and their teachings.
- ...when there's a chance to dismantle an ingrained power structure.

TECHNIQUES

BREATH OF WIND*

ADVANCE & ATTACK

Exhale mightily via pursed lips. Mark 1-fatigue to knock down a single target and inflict *Stunned* on them unless they mark 4-fatigue.



CUSHION THE FORCEFUL FIST*

EVADE & OBSERVE

Put a cushion of twisting air around your body that keeps physical strikes at bay. Mark 2-fatigue to become *Favored*; you are immune to hard, physical, forceful attacks and blows (a hurled rock, a direct and forceful blast of flame, a jet of water) until the end of the next exchange.



CYCLONE OF SELF**

DEFEND & MANEUVER

Create a cyclone of air directly around yourself, a terrible storm with you at the eye. Mark 3-fatigue. While surrounded by the cyclone of air, no incoming attacks can reach you, and anyone you are engaged with becomes *Impaired*. At the beginning of each consecutive exchange after using this technique, mark 2-fatigue to maintain the cyclone.



*Rare Technique **Legendary Technique

KHANDRO AS A TEACHER

Khandro has much to do in the world, from the changes he wishes to bring about to leading the Guiding Wind to continuing his own studies. Right now, he even has his wedding to Zeisan to think about! That's the primary barrier to becoming one of his students—he just doesn't have as much time to teach as he wants. That said, if a young Airbender comes to him to learn, he is already inclined to teach them; he wants to say yes, as he believes one of his great roles is to pass on his lessons and knowledge. Hoarding knowledge is a foolish man's grasp for power and power is an illusion, after all. He knows how many responsibilities he has and is generally likely to say no, but if that student shows devotion and interest and good moral character, he'll happily give in to their request.

Khandro is an ever-patient teacher when it comes to teaching airbending techniques. Not everyone is immediately a master and if they've proven themselves willing and humble to learn, and Khandro has already committed to teaching them, then he meets their desire with his understanding and calm. The only thing a person can control is how they react to any given situation and to that end Khandro takes however long he needs to teach the lesson—this, again, being the reason why he hesitates to take on a student in the first place!

The one thing Khandro can't abide by is a lack of moral character in his students. Khandro believes deeply in the cause of the Guiding Wind and knows there are plenty of more than skilled airbending teachers in the world. If someone wants to learn from him, then they must learn all he has to teach, and he tries to instill in them his belief in equality and dismantling power structures. Khandro won't abide by students who aren't working towards the same goals as he is, and who aren't open to change. He isn't a violent man; he simply refuses to teach the student any further. Once he's dropped a student very little can convince him to teach them again.

Khandro's mastery conditions are primarily about embodying his beliefs, which inform his style of airbending. He asks students to oppose the great hierarchical powers and free themselves of their own power and the limitations it inadvertently imposes upon them, as well as to commit to a pacifist ideology.

Suggested Mastery Conditions

- Refuse to fight a dangerous foe when confronted by them
- Cast down a specific powerful person or system
- Take irrevocable action to give up your own societal power

WHERE TO FIND KHANDRO

Khandro spends his time between the various Air Temples and the Fire Nation, not to mention traveling between the other nations with the Guiding Wind. A true Air Nomad in every sense of the word, he spends more time on his flying bison Zimu than in any one location. If he does spend a prolonged time in one place it is bound to be with Zeisan, continuing their important mission in the Fire Nation to dismantle its structures of power from the inside out.



PRINCESS ZEISAN

Roku Era

"Without air, fire suffocates; under a gale, fire is snuffed. Balance builds the hottest flames."

DRIVE

Overthrow the reign of her brother, the Fire Lord Sozin, and restore the Fire Nation's ruling family to balance

HISTORY

Zeisan is the sister of Fire Lord Sozin, second in line to the throne but born without firebending. Her teachers and parents pitted her against Sozin throughout their childhoods. The competitions were meant to drive Sozin to ever greater heights and to draw firebending abilities out of Zeisan. When the struggles between the two failed to transform Zeisan into a Firebender, her teachers turned their focus entirely upon Sozin. But Zeisan refused to stop competing, studying, and growing, striving to prove herself worthy of her family legacy...until she realized, while studying Air Nomad philosophies, that maybe her family legacy wasn't worthy of her.

When Sister Rioshon came to the Fire Nation Capital as a teacher, Zeisan devoted herself to Air Nomad training, thinking she might gain new skills that would make her a match for Sozin. Zeisan connected with Air Nomad philosophies and techniques in a way no one could have foreseen. She learned Air Nomad styles of motion and action, and Rioshon even gifted Zeisan with the secrets of chi-blocking.

Zeisan didn't just connect with the Air Nomad's teachings, however...she connected with Rioshon herself. The two of them fell in love just as Zeisan's views of the world were shifting, but they have never felt free to express their love to each other. While their hearts sang in each other's presence, Zeisan had grown to see her family and their legacy as a blight upon the world. She couldn't leave her whole life behind to be with Rioshon, not when she believed that she was the best chance to fix the Fire Nation. So she did her best to hide her feelings.

Instead of running away from her responsibilities, Zeisan decided to find a way to dismantle her family's legacy of corruption. She eventually connected with the Guiding Wind, the new movement of Air Nomads with anti-nobility beliefs and an active presence in the world. Zeisan eventually proposed a political marriage with Monk Khandro, the leader of the Guiding Wind. It was an alliance that would grant the Guiding Wind a strong foothold in the Fire Nation while giving Zeisan useful allies in her home territory. Neither Zeisan nor Khandro bear love toward the other, but both see the marriage as well worth the sacrifice.

Through it all, Zeisan has demonstrated her indomitable will and desire to better the world by taking on the corrupt and vile, even if it means sacrificing her own personal happiness and possible relationship with Rioshon.



PRINCIPLE

0 +1 +2 +3 +4

INTEGRITY



FATIGUE

CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ ENRAGED
- ☐ OBSESSED
- ☐ OBSTINATE



HOW TO PLAY ZEISAN

- **Aim at the goal.** Everything Zeisan does serves her goal of overthrowing Sozin and eliminating the legacy of corruption she sees in the Fire Nation's ruling family. Always play to that goal.
- **Be willing to sacrifice and ask for the same.** Zeisan is willing to give anything from herself for a good cause. She'll call on others to give the same.
- **Now and then, relax and lament.** Zeisan believes she's lost her chance for a happy life with Rioshon, and every now and then, her drive will abate and she'll take a moment to pause, reflect, and lament what she's lost.

BRING ZEISAN IN...

- ...when the PCs are trying to move through the wealthy and prestigious upper class of the Fire Nation Capital.
- ...when the companions are engaging with the Guiding Wind and the role of Airbenders in the world.
- ...when the heroes find themselves in opposition to Fire Lord Sozin and his forces.

TECHNIQUES

CHI-BLOCKING JABS*

ADVANCE & 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.



SWITCH IT UP

EVADE & OBSERVE

Switch up your style, footwork, weapon, or bearing, causing your foe to second-guess your next move. Mark 1-fatigue to become *Prepared* and force an engaged foe to reveal their choice of approach before you choose yours during the next exchange.



SQUALL-STYLE STRIKE**

ADVANCE & ATTACK

Fling yourself into a nearby wall or structure, and then launch off it with all the force of your body aimed down your arms to strike directly at an enemy's nerve point. Mark 2-fatigue to inflict *Stunned* on your target; they clear their head and lose *Stunned* after one exchange. For each additional fatigue or condition you mark when you use this technique (maximum of 3 additional fatigue or conditions), your target remains *Stunned* for one additional exchange.



*Rare Technique **Legendary Technique

ZEISAN AS A TEACHER

Zeisan is active and driven, constantly pursuing her own goals. She'll only make time to teach a student if she feels truly indebted...or if it serves those very own goals. A hero who helps Zeisan and then asks for training in turn would become an even more powerful ally for her, so she very well might teach them so she can call on them later. Similarly, a hero who stands with Zeisan against the Fire Nation nobility would only be a greater asset in the fight if Zeisan spends some time teaching them her own techniques. With all that said, she will always look back fondly upon her time learning from Rioshon, for how it helped her find herself and her beliefs, and how she fell in love with Rioshon while learning from the Air Nomad. It was one of the happiest times in Zeisan's life, and she might choose to teach a student who reminds her of Rioshon or herself in order to try to get back a sliver of that happiness. Her heart truly belongs to Rioshon, even if she never said so out loud, but she can find comfort, happiness, and relief in training another person and forming a meaningful bond with them. Heroes who play into trying to support Zeisan as a person, helping her to restore herself in the face of her many sacrifices and her burning drive, may have a better chance of convincing her to teach them.

Suggested Mastery Conditions

- Defeat and depose a powerful and corrupt Firebender
- Sacrifice something vital and important for a greater cause
- Connect with another person on a deep and meaningful level

WHERE TO FIND ZEISAN

Zeisan's efforts are focused on Hari Bulkan and her own family. She's most often in Hari Bulkan when she is not travelling the world. That way she can keep tabs on her brother and the other nobles' comings, goings, and plans while also continuing to openly advocate her position. PCs can most likely find her in her own quarters in the palace and outside of the palace, or at important functions in the city.

She will still leave the Fire Nation on missions that serve her overall purpose, in particular when she can either support the Guiding Wind or undermine some particularly corrupt endeavor of the Fire Lord. She'll try to stay out of sight and away from attention while on these missions, as she can't afford to be branded a criminal or illegal dissident—that would hinder her plans too much. She'll often work through other agents, as well, like the PCs when she has such a mission to perform. In these cases, PCs are far less likely to find Zeisan than she is to find them.

LU TEN

Hundred Year War

"Let's think about this for a moment. Have we considered all the options?"

DRIVE

Become great enough to serve under the Dragon of the West

HISTORY

Lu Ten grew up in the Fire Nation, second in line to the throne after his father Crown Prince Iroh. Born into war, Lu Ten only ever knew the Fire Nation as a conquering nation. His people's goal was to spread over the Four Nations and unite them under the flag of the Fire Nation. Their army would bring peace to the world through unity and by teaching their traditions to others.

He had a happy childhood despite the normal, often cut-throat nature of the Fire Nation monarchy. Lu Ten was a smart, curious child who loved to learn, and his natural intelligence endeared him to his grandfather King Azulon. Iroh's son wasn't so ignorant to think everything was always peaceful at court, but he moved through most situations with a charismatic ease that he inherited from his father—something that his teachers and mentors thought would serve him well as the second in line to the throne.

Lu Ten failed to grasp as a child that conflict was rarely that simple. Though he learned a great many lessons from his father, some Lu Ten could only learn through experience. So, when he came of age he immediately joined the Fire Nation's military, despite his father pressing him to consider other options. He idolized his father and wanted to follow in his footsteps.

Now as a soldier in the Fire Nation military, Lu Ten realizes things aren't as easy as he previously thought. Where he once believed the Fire Nation was doing the right thing everywhere in the Four Nations, he's realized things aren't that simple. He also believes that as a young heir to the throne, he might be sheltered from some of the more horrible aspects of war. He's not sure if this is his father's doing, or simply the nature of being an "important person" among normal military grunts, but he's determined to get to the bottom of things.

If he's going to sit on the throne one day, Lu Ten wants to understand what the Fire Nation is doing in the world. There's no way he can lead his people if he doesn't. A terrible feeling in the young man's gut says that there may be many wrongs he needs to right, if his father doesn't get to them first...but perhaps he's wrong—not everything he learned in his youth can be a lie, right?

To that end, though Lu Ten is already a firebending master, he hopes to work his way up the ranks of the military until he can serve under his father himself. The young man can't think of anything better than learning from his father and seeing the world under his wing. Together, Lu Ten and Iroh will help spread the glory of the Fire Nation.

*Note: This NPC Legend background is written keeping in mind that this book's adventure takes place earlier in the Hundred Year War Era than in the **Avatar Legends** core book; you can read more about this on page 23.*



PRINCIPLE

0 +1 +2 +3 +4

WISDOM



FATIGUE

CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ DETERMINED
- ☐ DISDAINFUL
- ☐ SKEPTICAL

HOW TO PLAY LU TEN

- **Ask questions.** Lu Ten is a smart and curious man. He wants to understand what's happening in the world and that rarely happens from simply following orders and taking things for granted. His father taught him to listen and that is just what he will do.
- **Use your position for good.** General Iroh's son is keenly aware that he's second in line for the throne and he uses that to his advantage. He's not malicious when he wields power, but does it in order to fix injustices he sees.
- **Exemplify what the Fire Nation can be.** Lu Ten believes in Fire Nation ideals, though he may be unsure about their current execution. He handles situations with grace and carefully applied intelligence; he acts decisively, but with purpose.

BRING LU TEN IN...

- ...when a situation is about to boil over and tempers need to be cooled.
- ...when the Fire Nation is committing a war crime that needs to be dealt with.
- ...when kindness is needed in a bleak situation.

TECHNIQUES

FIRE BLADE

ADVANCE & ATTACK

Swipe your surroundings with a blade of flame. Mark 1-fatigue to slice through a piece of your surroundings and destabilize your foe's footing, inflicting 2-fatigue and *Impaired* on them.



FIRE STREAM

DEFEND & MANEUVER

Pour fire upon a target. Mark 1-fatigue to inflict *Impaired* on them. Mark 3-fatigue to inflict *Doomed* and *Impaired*. Mark 5-fatigue to inflict *Trapped*, *Doomed*, and *Impaired*.



FEED DOUBT'S FIRE**

EVADE & OBSERVE

Ask a question of your opponent that so thoroughly cuts to the heart of their own internal questions, they stop in shock. Shift your balance away from center and choose a foe whose balance principle you already know, and who has at least two conditions marked. They become *Stunned* and *Impaired* as your question throws them off-kilter, until they suffer another physical blow, they shift their balance, or at least two exchanges pass.

**Legendary Technique

LU TEN AS A TEACHER

Lu Ten is young so he doesn't have extensive experience with training others. What he lacks in teaching experience he makes up for in raw firebending talent. That said, as a teacher he can be chaotic and often unsure of what he needs out of a student for them to progress. Despite this haphazard nature to his teaching, Lu Ten is also self-aware of his weaknesses and pushes his students to learn through experience rather than directly from him.

One of the young man's greatest regrets is that he spent so much time learning in the palace and not out in the world. Maybe if he started exploring younger, he'd have less to catch up with now. Therefore, Lu Ten values tenacious students who seek him out and are eager to learn. He doesn't work well with lazy students, not because he despises them, but for him it's clear they don't want to put in the work to learn.

Suggested Mastery Conditions

- Share a cup of tea with someone utterly unlike you
- Defer to your superior's wisdom in a moment of crisis
- Defy a corrupt superior when they try to bring you down to their level

WHERE TO FIND LU TEN

Lu Ten splits his off-duty time on various missions for the crown and living in Hari Bulkan. Though he tries to travel the world as much as possible, he has an innumerable number of various ceremonial and practical duties as second heir to the throne. Since Crown Prince Iroh is an invaluable member for the war effort, it can often mean many of his duties in the Fire Nation Capital fall to his son instead.

While Lu Ten is happy to help his father by taking over princely duties when he can, his heart is elsewhere. Combined with the Fire Nation palace being an incredibly guarded location, heroes are more likely to find him as a teacher elsewhere. Though he's an excellent soldier and follows orders, Lu Ten tries to understand a situation before he acts and takes extra time in order to make sure the job is done right, by his own standards, taught to him by his father. Enterprising heroes might happen upon him in places where the Fire Nation exerts its influence and could find a sympathetic ear in the heir if they present their case clearly.



CAPTAIN ZHAO

Hundred Year War

"I assure you. I have everything under control."

DRIVE

Rise to the top of the Fire Nation military

HISTORY

Zhao was born into a lower middle-class family in the Fire Nation. Sometimes his family struggled to make ends meet, but his two hard working parents kept them afloat, believing anything was possible as long as you kept at it. They also believed every bit of propaganda the Fire Nation fed to them about the war, and ensured their children believed it as well.

Zhao grew up sharp, hard-working, and utterly loyal to the Fire Nation. Unlike other children who internalized both noble and questionable Fire Nation teachings, Zhao was incredibly insecure about himself and was picked on terribly as a young child. He clung onto the more cruel Fire Nation propaganda as a way to survive and developed an avaricious need to climb to the top of any pyramid. He became unmanageable as a teenager, and lacking the resources to deal with Zhao's often vicious nature, his parents turned him out of the home.

The young man didn't take long to find a place for himself honing his firebending learning under the great Firebender Jeong Jeong. The master thought he could teach Zhao discipline, but instead Zhao obfuscated his true nature to get what he wanted. It was clear that Zhao was a strong Firebender, but he waited until Jeong Jeong taught him powerful offensive firebending to show his master his cruel side. Believing he learned the height of bending, and with the master unwilling to teach him more because of his destructive nature, Zhao left Jeong Jeong's tutelage and turned towards the Fire Nation military.

The military was everything Zhao ever wanted—a social ladder he could endlessly climb and an excuse to inflict his insecurity onto others. He proved a good soldier, willing to follow orders with glee and without question. As a junior lieutenant serving in the Earth Kingdom, Zhao even managed to gain entry into Wan Shi Tong's Spirit Library, and just as with Jeong Jeong's goodwill, he exploited the beneficence of the great owl spirit. Zhao discovered information on where the mortal incarnations of the Ocean and Moon Spirits could be found. He then ordered his troops to burn down an entire section of the library for the "Fire Nation's protection." Zhao was smart and knew one day he could use the information on the two great spirits to his advantage... something he still has yet to do.

Eventually, Zhao made his way into the Fire Nation Navy, in which he serves to this day. He recently received command of his own ship and is eager to make a good impression.

*Note: This NPC Legend background is written keeping in mind that this book's adventure takes place earlier in the Hundred Year War Era than in the **Avatar Legends** core book; you can read more about this on page 23.*



PRINCIPLE

0 +1 +2 +3 +4

VICTORY



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ DESTRUCTIVE
- ☐ HATEFUL
- ☐ VENGEFUL

HOW TO PLAY CAPTAIN ZHAO

- **Use your cunning.** Zhao isn't only smart, but he knows how to apply those smarts at the exact right time. All the intelligence in the world isn't worth anything if you don't know when to apply it, and Zhao is a master of this application.
- **Be ruthless.** In leadership and bending, Captain Zhao uses little subtlety, especially when he knows he has nothing to lose. He isn't one to pull punches and loves teaching painful lessons.
- **Respect authority, but get away with what you can.** Zhao is a social climber and willing to take calculated risks. However, when push comes to shove, he respects those who outrank him, if only because he knows he can use them to advance his own position.

BRING ZHAO IN...

- ...when the Fire Nation is seizing a valuable asset.
- ...when someone needs to be taught a painful lesson.
- ...when there is a chance for an easy grab at power.

TECHNIQUES

FIRE WHIP

DEFEND & MANEUVER

Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a condition (target's choice), and enemies must mark 1-fatigue to get close enough to attack you this exchange.



FLAME KNIVES

ADVANCE & ATTACK

Mark up to 3-fatigue. Hold an equal number of flames. Lose 1-flame at the end of each exchange after this one. When you inflict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remaining flame.



WILD SHOT**

ADVANCE & ATTACK

Release massive and uncontrolled fireballs and goutts of flame that devastate your environment and everyone in it. Mark 1-fatigue. Fire spreads wildly around you as you throw flame everywhere—anything flammable bursts into flame. Anyone close enough to be engaged with you—friend or foe—must mark 2-fatigue for each technique they use or used this exchange, and they become *Impaired* by smoke and heat.



**Legendary Technique

CAPTAIN ZHAO AS A TEACHER

Zhao is a ruthless teacher and loves getting unprepared students. A small part of the captain sees the little insecure boy he once was in weak underlings, and he takes a special glee in stamping that weakness out. Students learn or fail painfully; there is no room for steady growth, just success after success.

As a teacher Zhao is exceedingly hard to impress and even if he is, he won't show it. A student can impress Zhao when they're smart and cunning just like he is. His ego motivates him to find someone that he can mold into a successor of his wisdom. Perhaps the captain could never fully trust someone to truly do that...but he holds out a small hope an aspirant will rise above the rest to truly turn his head.

NOTE: Zhao happily takes on any avid Firebender who wants to learn from him, but again this is all down to humiliation. He can break a student in an hour and still have time to run his navy drills and eat a good supper. As the GM, make sure that you check in with your players about their interest in Zhao as a teacher and how to best navigate that complex relationship.

Suggested Mastery Conditions

- Make an enemy pay for their insolence
- Defeat a foe at all costs
- Cut loose with all your strength and fury, no matter the cost

WHERE TO FIND ZHAO

Zhao is a military man and in all his years of service he's only ever taken a few breaks, one of which was forced upon him. He spends every day advancing his position in the navy and that means working on his ship and taking any mission that comes his way. Zhao wants to impress his betters and therefore he's likely found on dangerous or strange missions where he can stand out above the rest. He also has an obsession with the Water Tribes, thanks to the scrolls he read in Wan Shi Tong's library, and delights in taking offensive missions against them to test their abilities and defenses.



PIANDAO

Aang Era

"The way of the sword doesn't belong to any one nation. Knowledge of the arts belongs to us all."

DRIVE

To share the art of the sword with the world

HISTORY

Piandao's firebending parents left him at an orphanage, dejected that he had no bending ability. The young man turned to painting, calligraphy, and other arts to bring peace and focus to his anxious heart. When he turned ten, Piandao attended a camp for boys in the Fire Nation; there, his elders discovered his prodigious talent for swordsmanship, which only grew more deadly and devastating once he joined the army. Winning battles was easy, but Piandao soon tired of wasteful, pointless war. He studied and trained to calm and refine his thoughts, not to support imperialism. So he did the unthinkable: he deserted.

Piandao traveled the Four Nations on a martial and artistic pilgrimage, seeking out any teacher to train him: great warriors, master crafters, and even benders willing to take on a pupil who couldn't bend. He further refined his fighting style and tactical instincts to hold up against elements over which he had no power, and demonstrated an aptitude with a blacksmith's hammer which matched his genius with the blade. To him, the sword—both the making of the physical item and the practice of swordplay—became a whole art, as worthy as calligraphy, dance, or song. Piandao was the perfect recruit for the international secret society known as the Order of the White Lotus, in which he befriended other powerful truth-seekers including General Iroh, King Bumi, Master Pakku, and Admiral Jeong Jeong.

When he returned to the Fire Nation, Piandao remodeled and renovated an aristocrat's abandoned estate on a cliff near the village of Shu Jing. The army went there exactly once to arrest him for deserting; after he fought off a hundred soldiers they decided it wasn't worth their trouble. He has lived ever since at this residence with his senior student and butler, Fat, who won Piandao's tutelage and friendship by demonstrating his expertise as a chef.

Over the years, Piandao became known as one of the greatest swordmasters that a student of the blade could hope to learn from. He took on some students, though he turned away many more, especially those who were haughty and overconfident of their own skill. As he grew older, he took on fewer and fewer students. Only after training Sokka of the Southern Water Tribe and meeting Avatar Aang and his companions was he roused to join battle for the first time since deserting by answering Grand Lotus Iroh's call in liberating Ba Sing Se.

Piandao now experiences peace and freedom which he never thought he'd see, in a world finally free of war. He can enjoy friendship, travel, study, and the arts while turning his thoughts to training a generation of students to exceed even him in skill.



PRINCIPLE

0 +1 +2 +3 +4

KNOWLEDGE



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ FRUSTRATED
- ☐ INDIGNANT
- ☐ TIRED

HOW TO PLAY PIANDAO

- **Remain disinterested.** For all his martial skill, Piandao disdains conflict, to a fault. Only a conflict of supreme importance, against truly deplorable evil, can push Piandao to draw his sword with violent intent.
- **Nurture curiosity.** Piandao believes that the world is infinitely complex and beautiful, and the greatest of minds—and students—are always curious, always interested in knowing more and seeing the world in new ways.
- **Seek enlightenment in beauty.** A razor edge, a perfect cut, a rare taste or vision: Piandao lives for these moments. His encouragement and guidance may seem strict, but it points toward moments of satisfaction and wisdom.

BRING PIANDAO IN...

- ...when a worthy student seeks training in the sword or other martial arts.
- ...when someone performs an artful and beautiful demonstration of their training or skillset.
- ...when young heroes need guidance to face a truly dangerous threat or deeply important conflict.

TECHNIQUES

PINPOINT THRUST

ADVANCE & ATTACK

Using a thrusting or stabbing weapon, go straight for the target with precision and accuracy. Mark 1-fatigue and inflict 2-fatigue and *Impaired* on your foe. You may mark an additional 1-fatigue to move yourself to a new position within reach immediately; any foes engaged with you may mark 1-fatigue to block this movement.



TURN THE TABLES*

ADVANCE & ATTACK

Make careful strikes to undermine your foe's advantageous position. Mark 1-fatigue to knock your foe from their position to a new, disadvantageous location, inflicting 1-fatigue. If your foe was *Favored* or *Prepared* at the start of the exchange, you do not mark fatigue, you inflict an additional 1-fatigue, and they lose all appropriate positive statuses. These costs and consequences cannot be canceled or avoided by another technique.



USE YOUR SURROUNDINGS**

EVADE & OBSERVE

Position yourself and your weapon to manipulate your environment at a moment's notice, taking full advantage of your surroundings fluidly. Mark 1-fatigue and become *Empowered* for as long as your weapon remains in your hands. For the rest of the fight, each time you clear 1-fatigue for *Empowered* you may either clear *Impaired* or *Stunned* from yourself or an ally, inflict *Impaired* on any foe engaged with you, or give yourself or an ally the *Prepared* status..



*Rare Technique **Legendary Technique

PIANDAO AS A TEACHER

Master Piandao is history's most celebrated, coveted fencing master and armorer, with something to teach any student of hand-to-hand weaponry or technology. Even after Piandao deserted the Fire Nation military, far more students came to him than he ever cared to take on. To get Piandao's attention, a student must display humility, respect, and imagination. He wants students to surprise him, and be curious enough to be surprised in turn. He rarely takes on more than one student at a time, and he almost never takes on a student who already believes in their own greatness.

Any teacher tells students to consider the tool an extension of their bodies. Piandao takes it a step further: the sword, when forged or wielded, extends and expresses the self. He supplements calisthenics, forms practice, and sparring with cross-training in other artistic disciplines like calligraphy, painting, and gardening; students who practice other arts should expect to bring them into their steel as well. Contradictions in balance drive his tutelage: express yourself, but leave your comfort zone. Discipline your mind, but free your curiosity. He's honest in his feedback, often harsh, but quick to praise and encourage pupils' strengths and successes as well.

Piandao's mastery conditions encourage students to broaden their perspectives, push themselves into spaces of physical and emotional discomfort, and find rare moments of insight and joy..

Suggested Mastery Conditions

- Defeat an enemy without ever striking them with your weapon
- Study and grow capable in an art or craft you've never attempted before
- Travel to a distant, difficult-to-reach location to experience a moment of sublime beauty

WHERE TO FIND PIANDAO

Before the war's end, Piandao had to take care with his movements to avoid political persecution. Nowadays, he might be found relaxing or teaching at his estate near Shu Jing, or at cultural or artistic sites and events in the Fire Nation or abroad. Any member of the Order of the White Lotus might also make a formal introduction to Piandao for an aspirant who impresses them.

UNCLE IROH

Aang Era

"It's time for you to look inward and begin asking yourself the big questions. Who are you, and what do you want?"

DRIVE

To preserve peace and balance in the Four Nations

HISTORY

Once, Iroh had been the most revered general in the Fire Nation military, the so-called Dragon of the West. Then he lost his son, gave up on the Siege of Ba Sing Se, and more or less retired. His decision to then follow his nephew into exile changed the world. As Prince Zuko pursued Avatar Aang, his Uncle Iroh guided and mentored him as a Firebender and a young man. But Zuko and Iroh's actions at the siege of Agna Qel'a, letting the Avatar escape and fighting back against Admiral Zhao's desecration of the Spirit Oasis, constituted high treason against the Fire Nation. Iroh's brother, Fire Lord Ozai, deployed Zuko's younger sister Princess Azula to hunt the Avatar (and Zuko and Iroh, for that matter) in his stead.

Uncle Iroh and Prince Zuko went on the run, traveling the Earth Kingdom as refugees. Worried about the threat of Azula's lightningbending, Iroh continued to train Zuko in secret as they traveled, sharing a secret technique inspired by waterbending: the ability to redirect lightning. The two settled briefly in Ba Sing Se, the city which Iroh had once besieged, working in a tea shop and laying low. Soon, though, Azula's palace coup embroiled and divided uncle and nephew. As Azula fought the Avatar and undermined the Earth Kingdom's government, Zuko sided with his sister and Iroh opposed her. Both returned to the Fire Nation—Zuko as the favored son once again, Iroh as a prisoner.

In his cell in the Fire Nation capital, Uncle Iroh nursed a broken heart while secretly putting himself through intense strength training. When he overpowered his guards and broke out of prison, the Order of the White Lotus was waiting to receive their Grand Lotus. Iroh reconciled and coordinated with Zuko and Avatar Aang in defense against Phoenix King Ozai's renewed offensive. He mobilized the mightiest White Lotus masters to assault Ba Sing Se once again, overwhelming the Fire Nation's far larger occupying force and putting them to flight with zero casualties on his own side.

Iroh's life has been peaceful, even happy, since the end of the war. He's returned to Ba Sing Se to become proprietor of his tea shop, the Jasmine Dragon, and spends most of his energy developing new tea preparations to serve his customers. One regret he lives with is how he handled the retreat of his troops from Ba Sing Se after his son Lu Ten was killed. Though he managed to get most of his troops out, some forces were stuck behind the walls of Ba Sing Se and perished; the responsibility of this weighs on him to this day. Occasional adventures bring him back into action, though—from serving as interim Fire Lord while Zuko is busy, to finding new love in Ba Sing Se.



PRINCIPLE

0 +1 +2 +3 +4

PEACE



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ REMORSEFUL
- ☐ SHAKEN
- ☐ WORRIED

HOW TO PLAY IROH

- **Loosen up.** After a lifetime of warfare, heartbreak, adventure, and imprisonment, Iroh is ready to enjoy his retirement. He's no stranger to responsibility, but he is the first to remind those around him to take time for themselves and have some fun.
- **Share your wisdom.** Iroh's wise aphorisms aren't just generic inspiration. They cut to the heart of difficult situations and personal quandaries.
- **Remember the pain in your history.** Iroh's empathy and spiritual mindset are not without context. They come from contrition and grief for the harm his family, nation, and career did to the world and to him. He appreciates what he has because he knows what he's lost.

BRING IROH IN...

- ...when a hero needs comfort and guidance.
- ...when there's an important topic the White Lotus must investigate.
- ...when tempers need to be calmed over a good cup of warm tea.

TECHNIQUES

BREATH OF FIRE

ADVANCE & ATTACK



Breathe fire in a massive gout. Mark 1-fatigue to set alight as much or as little of your surroundings as you choose and try to set aflame any foes within reach. Those foes must either retreat and disengage with you, becoming *Impaired*, or suffer 2-fatigue and become *Doomed* as they catch fire.

ARC LIGHTNING*

EVADE & OBSERVE

LIGHTNING



Channel lightning through your body against a closely engaged foe. Mark 1-fatigue to inflict a condition on an engaged foe who used an **advance and attack** technique against you this exchange; if they already have two conditions marked, they are also *Stunned*.

WORDS OF WISDOM**

EVADE & OBSERVE

Speak powerfully and truly to someone's personal issues. You may only use this technique if you know your target's balance principle and you have previously shifted their balance at least once. Shift your own balance once, and then shift your target's balance as many steps as your own current highest balance rating, in the direction you choose. .

*Rare Technique **Legendary Technique

IROH AS A TEACHER

Iroh may be the most talented, effective instructor the Four Nations will ever see. He is a Firebender and hand-to-hand combatant of legendary power, a general whose skill at command led the Fire Nation imperial war machine to countless victories, and a scholar who excels at connecting spiritual concepts to practical applications in martial and personal development. He's great at Pai Sho and well on his way to earning the title of tea master as well.

While in general the Jasmine Dragon and his relatively calm life are his focuses now, Iroh won't turn down a worthy student who asks for his help. "Worthy" here usually means open-hearted, open-minded, and with the potential to do good in the world. If someone close-minded with anger and violence in their heart came to him and asked for his training, he would not train them—but he would absolutely spend time helping them see how they are hurting themselves, so they might then become a worthy student.

Iroh's training never loses sight of the basics, communicating even the most advanced concepts in terms of fundamental principles. His experience studying all Four Nations' cultures and fighting styles allows him to adapt his pedagogy to meet a student's needs directly and incisively. Hasty or literal-minded students sometimes chafe at the patient repetition and philosophical contemplation he demands of them, but even his most esoteric lessons have invaluable practical ramifications.

Uncle Iroh's mastery conditions are as diverse as his methods, pushing students toward momentous choices. He has an uncanny knack for assigning conditions which lead to breakthroughs in character development as well as combat ability.

Suggested Mastery Conditions

- Stand up for what you believe against your own friends or allies
- Study an animal or a spirit to learn a lesson relevant to your training
- Submit to a foe to stop unnecessary violence

WHERE TO FIND IROH

Uncle Iroh's home base is the Jasmine Dragon tea house he owns in Ba Sing Se's Upper Ring. He occasionally leaves it in his employees' care and travels to help Fire Lord Zuko or one of his friends with important duties. He also continues to lead the Order of the White Lotus as its Grand Lotus, and could have reason to stop in at any of its safehouses.



PRINCIPLE

0 +1 +2 +3 +4

CARE



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ DETERMINED
- ☐ SELF-RIGHTEOUS
- ☐ SORROWFUL

TONRAQ

Korra Era

"We knew one day the world would need you, and you wouldn't need us any more."

DRIVE

Keep the Southern Water Tribe safe

HISTORY

Tonraq was the first born to a Northern Water Tribe chief and set to inherit leadership when his father passed. As a child he was brash, headstrong, but also caring to those he loved. Many thought he would make a great chief once he matured. However, assuming his father's position was not his destiny.

As a young warrior Tonraq was alerted to a group of marauding barbarians by his younger brother Unalaq. Tonraq defeated the barbarians, but destroyed a forest, angering the spirits. The spirits attacked the Northern Water Tribe capital and warriors were powerless to stop them. Luckily, Unalaq quelled the spirits and Tonraq was subsequently banished from the North.

Tonraq learned the humility of age the hard way, being exiled from his tribe. He eventually found a home in the South Pole. He married a woman named Senna and they had a daughter, Korra. Four years later Korra was proclaimed the new Avatar.

After the proclamation, the Red Lotus tried to abduct Korra. Since that moment the safety of his daughter has played heavily on Tonraq's mind. One of the scariest moments came when Korra faced her uncle Unalaq who originally posed as a teacher to the Avatar. Through scheming and plotting of both Unalaq and Varrick, the Water Tribes stood on the brink of war with one another. Tonraq was imprisoned for acts of terrorism and discovered that Unalaq orchestrated his banishment from the North.

The betrayal ran deeper as his brother had joined the Red Lotus, who'd made the abduction attempt on Korra years ago, and now Unalaq planned to use Harmonic Convergence to merge with Vaatu. Unalaq was eventually stopped by Avatar Korra, but the experience left Tonraq's feelings deeply hurt. Made chief of the Southern Water Tribe shortly after his brother's defeat, he was determined to be a leader who truly lived up to his father's legacy and to make up for his brother's crimes.

During the subsequent attempts on Korra's life by the rest of the Red Lotus, Tonraq was at the forefront of many of the fights, trying to keep his daughter safe and defeat the dangerous Zaheer once more. He was a prime target in Zaheer's eyes, as well, seeing that he was now a world leader in his own right. Thanks to the aid of the nascent Air Nation and his own daughter's sheer willpower, Zaheer was defeated, but it left Korra wounded in more ways than one. Perhaps the hardest struggle of his life was giving his daughter all the support she needed to heal without being overbearing and making things worse.

Through all these tribulations, Tonraq remained a steadfast chief to his tribe and father to his daughter. While lesser people would let the weight of all this responsibility bury them, he uses his worries to strive to be a better, more caring version of himself.

HOW TO PLAY TONRAQ

- **Be bold and kind.** Tonraq makes an impression when he walks into a room. He has a steady voice that carries and a smile that makes people feel at home. Like his daughter, he isn't afraid to get a bit loud if it means people listen.
- **Act first and ask questions later.** Tonraq is the master of action, which sometimes seems directly in conflict with his empathy. However, perhaps because he is often so brash in his actions, it makes him all the better at righting any wrongs later.
- **Know when to let others lead.** Tonraq is a natural leader and has the urge to take charge—if no one is going to do it he will, and he's the first one to volunteer himself for a mission. However, he really hears people when they ask (or tell) him to stand down and he respects others who need to lead too.

BRING TONRAQ IN...

- ...when someone important needs to be punched and there isn't someone around to do it.
- ...when people are in danger in the Southern Water Tribe.
- ...when a leader is needed to make a hard decision.

TECHNIQUES

ICE GAUNTLET

DEFEND & MANEUVER

Cover your hand with a sheathe of ice. Become *Prepared*. When you next make an attack, inflict an additional 1-fatigue.



SLIP OVER ICE

EVADE & OBSERVE

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



GLACIAL BOXING**

ADVANCE & ATTACK

Throw a barrage of punches, each one mirrored by a chunk of ice or a stream of water hurtling at your foe. Your foe dodges the blow if they can choose to mark 2-fatigue, and then you may mark 1-fatigue to continue the barrage and inflict *Impaired* on them; otherwise, you inflict three conditions on them.



**Legendary Technique

TONRAQ AS A TEACHER

Tonraq prizes practical over spiritual matters. If someone wants to learn the deep lore of the Tribes, Tonraq isn't their teacher. However, if they're looking for a master Waterbender to teach them how to act quickly and competently under fire, Tonraq is the best teacher for them.

The Southern Water Tribe Chief is also exceedingly active and expects his students to be the same. They don't have to be the brightest person, nor the most charming, but they need to be able to keep up with their teacher and adapt to any situation he throws at them. Oddly, one might think that Tonraq prizes excellence and a winner's mentality above all else. And while these two attributes in a student do rank high for him, the chief prizes the ability to learn from one's mistakes.

Having made a number of mistakes in his past, either due to his own foolish oversight or bold character, Tonraq has learned the most from his failures. He expects his students to do the same and prefers to take a student who's failed a thousand times and kept going versus one who can't admit and learn from their mistakes.

Suggested Mastery Conditions

- Take responsibility for a grave mistake
- Truthfully swear an oath to accomplish an important, worthy endeavor
- Tell someone important to you exactly how much they mean to you and why

WHERE TO FIND TONRAQ

Tonraq is chief of the Southern Water Tribe and resides in Wolf Cove with his wife Senna. Many of his duties there keep him occupied, from continuing to work on the relationship with the North to Wolf Cove's development. As a skilled sailor, Tonraq is more mobile than most leaders (at least the ones not from the Water Tribes) and happily takes to the waters when he has a spare moment. In his natural element Tonraq can ride the waves to nearly any port in the Four Nations with ease.

Aside from working with the North, one of the biggest reasons Tonraq leaves Wolf Cove is to visit his daughter Korra and help on her mission as Avatar. Though he prizes his duties as chief, he sees his duties as father even more important and goes the extra mile when Korra, or one of her associates, calls on him.

TOPH

Korra Era

"You can't expect to deal with future enemies if you're still fighting the old ones."

DRIVE

To make the world's new heroes capable of standing on their own

HISTORY*

When Republic City was founded, Toph Beifong, the world's most renowned Earthbender right after the Avatar (and, in her opinion, before the Avatar), became its chief of police. Having invented metalbending she taught this technique to an elite squad of Earthbenders, forming the metalbending police still used in Republic City to this day. During her time as a chief of police Toph met two men and ended up having daughters with both, her elder daughter Lin and her younger daughter Suyin.

Becoming a mother was difficult for Toph, though she'll likely never admit that. There's no earthbending sense that tells you why a baby cries or what to do when a toddler is sad. Haunted by her own stifling childhood, Toph didn't coddle her daughters, because she wanted them to be independent. The liberty she fought hard for as a child, she gave to hers freely, but this meant sometimes her girls missed a caring mother when they needed her. Toph loves her daughters, but struggles to express it in a warm manner, which means she often butts heads with them.

This was no more apparent than with Suyin, who rebelled so much she was eventually detained by her own sister, Officer Lin Beifong, for theft. When this happened, rather than applying the form of tough love she had always done throughout her daughters' lives, Toph decided to destroy Suyin's police record and let her go. Toph quit the police force a year later, unable to continue her work with the knowledge of what she'd done, but equally unrepentant for protecting her daughter from harm.

Toph eventually found her way to the Foggy Swamp where she embraced the life of a swamp hermit with glee. Finally all to herself, she could do what she wanted, when she wanted, how she wanted...and she would've happily stayed there if not for the annoying reincarnation of one of her best friends Avatar Aang.

After helping Avatar Korra heal herself from mercury poisoning, Toph discovered that the world had spun into chaos since she'd been gone, not at all to her surprise. So, she headed back into the world to help the Avatar. Her first stop was Zaofu, where she broke Suyin out of prison...and then since she was out anyway, Toph decided to help Korra overthrow the Earth Kingdom menace Kuvira. She even ran for governor in Gaoling at the behest of Earth King Wu, but after discovering the election was rigged, well, Toph was just about done with the world again.

Despite her initial regret for rejoining the world in her twilight years, Toph is somewhat happy she did. It meant she could reconnect with her daughters and forge a new relationship with them. Plus, it made the swamp much sweeter when she could go home.

**For Toph's history up until the Korra Era check out her Legendary NPC write-up in Wan Shi Tong's Adventure Guide!*



PRINCIPLE

0 +1 +2 +3 +4

AUTONOMY



CONDITIONS

- ☐ AFRAID
- ☐ ANGRY
- ☐ GUILTY
- ☐ INSECURE
- ☐ TROUBLED
- ☐ HYPERCRITICAL
- ☐ STANDOFFISH
- ☐ TIRED

HOW TO PLAY TOPH

- **They keep pulling you back in!** Toph wants nothing more than to feel the mud between her toes in the swamp, but young whippersnappers keep coming to her with “good reasons.” Toph isn’t likely to listen to most of these requests, but when situations are truly dire, Toph Beifong will be there.
- **You’re old, they can do this.** Sure, Toph could probably sneeze in the general direction of a problem and deal with it... but she isn’t going to. She’s old, and she’s tired, and plenty of young kids with more energy can deal with this problem.
- **You really do know best.** When Toph decides to deal with a problem, it’s because she has a solution. However, unlike when she was young she won’t smash some sense into someone to get to them to listen to her. If they are being stupid and not listening to the greatest Earthbender of all time...that’s really on them.

BRING TOPH IN...

- ...when you need someone to balk at the rules and laugh at danger.
- ...when only the greatest Earthbender of all time can solve the situation.
- ...when another Legendary NPC needs to be taken down a peg.

TECHNIQUES

EARTH SINKING*

ADVANCE & ATTACK



Sink a foe into the earth itself. Mark 2-fatigue to trap an enemy standing on the ground in the earth; they become *Trapped*.

METAL BINDINGS*

EVADE & OBSERVE



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

EARTH TSUNAMI**

ADVANCE & ATTACK



Send a roiling wave of earth through the ground, throwing your foes to the ground. Mark 3-fatigue. Choose any number of people standing on the ground in the area; they must mark 5-fatigue and be knocked to the ground, becoming *Impaired* (or *Stunned* if already *Impaired*). The wave stops before stable structures with good foundations, but unstable structures are cast down, and anyone on them is affected in the same way. Foes not standing on or otherwise in contact with the ground cannot be affected by this technique.

*Rare Technique **Legendary Technique

TOPH AS A TEACHER

Old Toph is every bit the same hero she was in her youth. Brash, headstrong, and smart. And, if possible, her earthbending is even better than it was before. What did you expect from the legendary Toph Beifong? That said, time has tempered Toph as a teacher.

Sure, she still pretty much thinks the same. But her struggles with motherhood and time have taught her that sometimes kids need to learn to fail on their own. When in youth she’d show a student exactly what to do and how to do it, now she sits back and lets them learn how to do it themselves. Sure, she offers more than a few sassy quips along the way, but Toph knows experience is the best teacher.

Plus, she really, really doesn’t want to teach. Toph is a good person, but getting her to teach anything at this point is exceedingly difficult. Catch her on any given day and she’ll explain she’s retired through words, or through bending for the hard of hearing. What Toph responds well to is earnest need. She’s a hero after all and won’t ignore the suffering of others.


Suggested Mastery Conditions

- Deal with a complex problem without asking for help from older, wiser, and stronger people
- Spend a long time in isolation
- Face an old pain or foe and emerge with acceptance

WHERE TO FIND TOPH

Toph spends nearly all of her time now in the Foggy Swamp, but under special circumstances she makes an appearance in the world. When she does she’s doing a task for the Avatar. Oddly, though Korra is cut off from her previous incarnations, the Avatar has a habit of finding plenty for Toph to do just like old Twinkle Toes (Avatar Aang).

Another thing that sometimes draws Toph out of the swamp is her trying to forge a strong bond with her daughters or grandchildren. Rather than hiding from the entire world now, Toph’s opened a small part of her heart to the people she cares about most, they’re her family after all.



Everyone is different, but you can always recognize pieces of yourself in others. Meeting other people, getting to know them, is always such a delight. But you can learn much of your own heart if you come to know others. So sit with strangers. Share tea. Learn of the people they serve, the struggles they face, and the things they love. You will be better for it, every time.



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 playing them while allowing you freedom to follow different paths, and gives mechanics advice on their particular moves and features. 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 **Avatar Legends: The Roleplaying Game**. Every playbook gives a new set of options to aim for the character and story players are 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, combine them with the playbooks in other supplements, 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 is generally better off picking one of the original ten playbooks. Generally, however, they are perfectly suitable for someone who has played once before.

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

- **Healing Wounds:** The Architect, the Broken, the Guardian, the Idealist, the Successor
- **Tied Up By Rules:** The Authority, the Bold, the Bound, the Icon, the Rogue,
- **Paths to Excellence:** The Adamant, the Architect, the Bound, the Pillar, the Prodigy
- **Warriors, Young and Old:** The Authority, the Bold, the Broken, the Hammer, the Pillar

BRINGING TO THE TABLE

These playbooks, like the rest, 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 playbook, even those not 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 Authority's **Faction Leadership** while playing as the Successor!

THE FACTIONS OF THE AVATARVERSE

The world of the Four Nations has always included groups and organizations with their own agents and resources, from the White Lotus to the Kyoshi Warriors to Varrick Global Industries to the Earth Kingdom itself. The four playbooks included in this book are generally oriented toward larger groups beyond themselves. The Architect built a faction and tries to guide it; the Authority leads a faction; the Bound is tied to a faction and tries to serve it; and the Broken's dark history has almost certainly tangled up with at least one faction's mistakes. These playbooks all work well for players interested in playing older characters, the Broken especially, and for players interested in interacting with larger-scale factions.

NEW PLAYBOOKS



THE ARCHITECT

They created a marvel and a whole organization rose to steward that marvel in the world...but they don't have direct control over the organization and struggle to guide it. Their balance principles are Planning vs Discovery.



THE AUTHORITY

They lead a faction with power and presence throughout the setting. Sometimes, they serve the faction's desires, but sometimes they must be true to their own beliefs. Their balance principles are Service vs Self.



THE BOUND

They serve an institution in a position of importance and responsibility. The rules and obligations of their position are clear and even comforting in the strength they provide, but they don't always align with the Bound's sense of justice. Their balance principles are Duty vs Justice.



THE BROKEN

They endured a terrible tragedy that broke them as a person, but now they are rebuilding themselves. They are determining whether they should return to who they were before or become someone new altogether. Their balance principles are Restoration vs Reinvention.

THE ARCHITECT 創建人



THE ARCHITECT

The Architect built up an institution and its structures, but now those things have their own life. Play the Architect if you want to be a creator managing their creation.

Invested, imaginative, controlling, obsessive. The Architect starts play having already built an institution of importance, their creation. This institution has a life of its own now, with its own leaders and goals. But Architects can't get themselves to pull back and leave their creation alone.

The Architect is a bit like a protective parent hoping to guide their child on a particular path...but they didn't make a child, they made an organization filled with people and new leaders who can take it in entirely new directions. They still hold sway over their creation, and they're balancing how to do right by what they've made without letting it fall into the wrong hands.

STARTING STATS

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

DEMEANOR OPTIONS

Distractible, Excitable, Talkative, Perfectionist, Wide-eyed, Zealous

HISTORY

- What first inspired you to build your marvel?
- Who was instrumental in building your marvel but no longer agrees with you about its future?
- Who has the greatest direct influence over your marvel today?
- What memento do you keep that reminds you of your spark of innovation?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ seems to have great ideas worth building upon; I should partner up with them!
- _____ might be exactly the right person to help guide my marvel's steward back on track.

MOMENT OF BALANCE

You love to plan, and you love to problem solve, and you love to deal with issues on the fly...and now, in this moment, you can put it all together to create a solution perfected for this situation. You can call upon past plans you've abandoned, along with all your experience implementing new solutions on the fly, to solve an intractable, large-scale problem. Tell the GM how your old plans meld with your invention to solve the problem.

PRINCIPLES



PLANNING VS DISCOVERY



The Architect's struggle is between the principles of Planning and Discovery. Their Planning principle is all about a desire to come up with perfect solutions that account for every variable and result in the perfect outcome. The Architect is a creative thinker who loves to come up with complex solutions that can account for anything and everything...but this tends to produce a rigidity in their thinking. Their desire to plan is directly at odds with a world that throws wrenches into the works. A Planning Architect wants to solve every problem before they step out the door, and they can encounter real frustration when their plans don't work.

Their Discovery principle is all about being thrilled to discover, to improvise, to encounter the new and the unpredictable. As Discovery goes up, the Architect comes to seek things that don't act as expected, that are new and surprising. A Discovery-focused Architect wants to plant a seed and watch it grow into something new and surprising...but the Discovering Architect tends to make decisions that can have wildly unexpected and dangerous consequences. They create things that can get massively out of control, just for the thrill of creation itself.

The Architect works to balance these two principles by planning enough to avoid the worst outcomes in their actions, but leaving enough up to chance that they can be excited to see what happens next, and that anything they make can have a chance to re-invent itself. Their Moment of Balance portrays the moment when they discover that their past ideas, plans, inventions, and marvels can be used in a new way that solves a problem right this second.

⊕ YOUR MARVEL & STEWARD ⊕

One of your creations is a true marvel. A whole organization—the steward—grew to monitor and wield the marvel. That organization doesn't belong to you, but you have hopes for it. Choose the nature of your marvel and steward:

- An impressive invention → a profitable company [Growth vs Restraint]
- An ideological treatise → a philosophical movement [Complexity vs Certainty]
- A unique fighting style → a training center [Study vs Action]
- A major discovery → a research community [Knowledge vs Utility]
- A set of healing processes → an aid organization [Intervention vs Reaction]

Steward's name: _____

Steward's balance track:

_____ -2 ← -1 ← 0 → +1 → +2 _____

At character creation, underline either -1 or +1, depending on the balance you want for the steward; this is your Intention. Circle the opposite point—that's the steward's starting balance.

At the end of each session, the GM may shift the steward's balance one step if appropriate.

When your center shifts toward Discovery, you may move your Intention to the organization's balance. When your center shifts toward Planning, you may move your Intention and the organization's balance one step in the same direction of your choice.

If the organization ever loses its balance, it enters into a dangerous crisis that threatens its continued existence; the GM will tell you how internal rifts threaten to tear it apart.

If your Intent and the organization's balance are ever in-line with each other, then you and the organization are in sync. While you and the organization are in sync, you can create marvels.

MAKING MARVELS

When you try to create or work on a new marvel while in sync with the organization, choose an existing project or a new one; if it is a new project, the GM will set up a clock with 4, 6, or 8 segments depending upon the difficulty of what you hope for. Then, roll with your highest balance principle. On 10+, you make significant progress; mark 3-segments on the clock. On a 7-9, you encounter some obstacles; mark 2-segments, or exert yourself, marking a condition and 3-segments. On a miss, you make barely any progress; mark a condition and 1-segment. When all segments are filled, you create your new marvel.

When you use one of your marvels (including your original creation) to solve an immediate problem, roll to rely on your skills and training with a +2, and ignore any conditions you have marked.

THE ARCHITECT'S MARVEL & STEWARD

The Architect's creation refers both to the actual specific creation—the marvelous new technology or ideology or form of training that they invented—and the organization that now arose around it, an organization that the Architect does not specifically lead. They certainly still have a voice in the organization, but they do not have any specific authority to demand it acts as they desire. They instead watch from the sidelines, periodically interceding and adjusting the organization to match their own beliefs about what it should be and how it should use their new creation.

Your Intention is what you hope the organization should be, how you had imagined it uses and promotes your creation into the future. But you have relatively few ways of directly pushing the organization to match your intent; the best you have is to shift your center toward Planning, but even that shifts BOTH your Intention and the organization's balance, ensuring that they keep the same distance from each other. Instead, if you want to shift the organization's balance, you must speak to its members and leaders, swaying them to take different actions; based on your efforts, the GM determines at the end of each session whether or not the organization shifts its balance.

Be wary of pushing the organization too far—if it loses its balance, it falls into a catastrophic internal conflict that threatens its continued existence!

The only way you can create new marvels is by quieting your concerns, having the organization in sync with your Intention. It makes no difference if you alter your Intention to match the organization, or if the organization moves its balance to match your Intention; as long as they are in sync, you can start to create new marvels again!

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you work toward creating a new marvel?

The Architect's growth question is fairly straightforward—they earn growth if they are working toward creating a new marvel. That means they should answer yes if they took action to bring their Intention and the organization's balance principle in line; and they should answer yes if they worked on a project for a new marvel.

MOVES CHOOSE TWO

□ CREATIVE COMBAT

When you gain a positive status, you may mark 2-fatigue to take a second appropriate to the situation. When you inflict a negative status, you may mark 2-fatigue to inflict a second appropriate to the situation.

□ THINK OF THE POSSIBILITIES

When you **assess the situation**, you may always mark 1-fatigue to ask “What here can I use to ____?”, as an additional question, even on a miss.

□ SLOW DOWN AND THINK

When you **guide and comfort** someone by asking them to slow down and think, roll with **CREATIVITY** instead of **HARMONY**. If they embrace your guidance and comfort, both you and they shift your balance toward center.

□ DO YOU HAVE A PLAN?

When you watch someone to discover their goals and intent, roll with **CREATIVITY**. On a 7-9, you may learn 2 of the following; on a 10+, you may learn 3 of the following:

- Their balance principle
- Their immediate goal
- Their most pressing concern
- Their long term investment

On a miss, you inadvertently reveal your own goals to someone watching; they learn 3 of the above from you.

□ SEE IT MY WAY

When you try to alter an NPC's perspective, roll with **CREATIVITY**. On a hit, they adopt the balance principle of your choice at the same value as their current value until the situation changes. On a 10+, you may also shift their balance one step. On a miss, they hear the wrong message; the GM may change their principle to whatever they choose, permanently or temporarily as they choose.

STICK TO THE PLAN

EVASIVE & OBSERVE

Form a plan for next exchange. Become *Prepared*. Choose an approach, a primary technique, and a secondary technique. For each you use next exchange, clear 1-fatigue. If you use two, become *Favored*. If you use all three, clear a condition.

For **Stick to the Plan**, the Architect's advanced technique, you call your shot, to choose what approach and what techniques you will use in the following exchange. You don't get any kind of penalty if you don't follow through with your plan, but you do receive many bonuses if you carry through. You announce the plan to all the other players—in the fiction, it's clear you are forming a plan and your foes pick up on what you are doing, so they may respond to your plan.

MOVES ADVICE

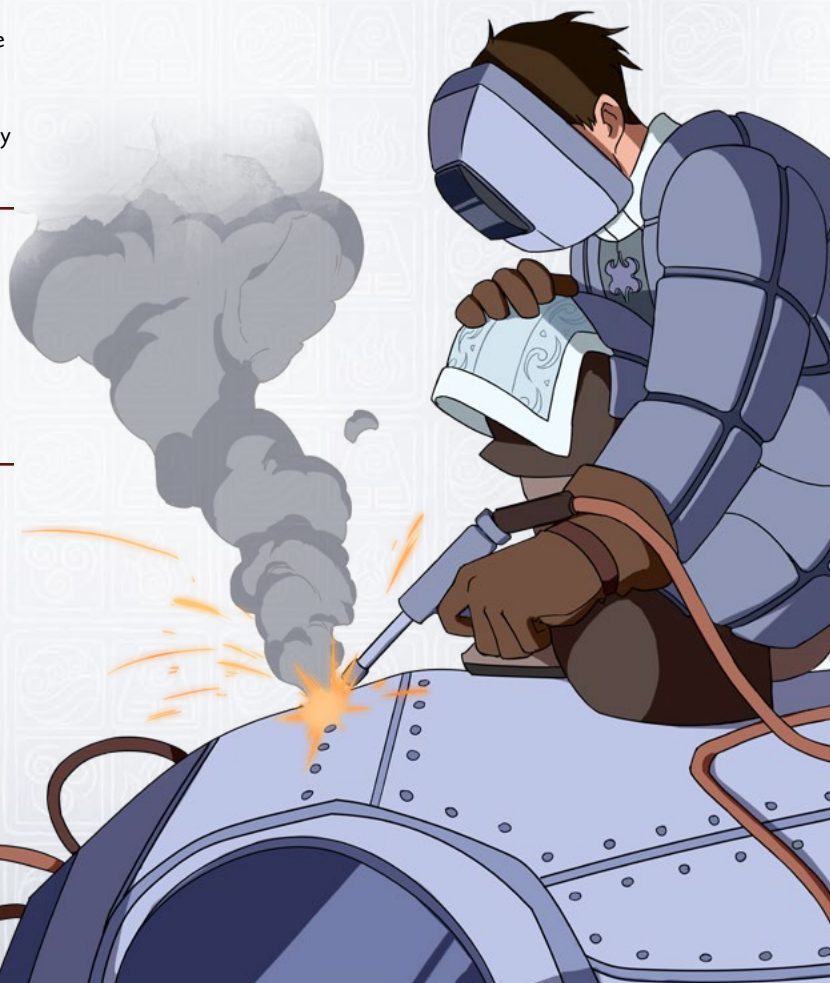
For **Creative Combat**, the second positive or negative status has to be appropriate to the situation, with the GM having final judgment on what is appropriate. For example, you can't inflict *Doomed* as a second status when you shouted harsh words to give an enemy *Impaired*. That may mean you can't trigger the move because there are no additional appropriate statuses.

For **Think of the Possibilities**, you do still receive the +1 on-going to act on the answer, even if you use this move to ask the question when you miss on assess the situation.

For **Slow Down and Think**, you have to be guiding and comforting someone to slow down, to stop acting—if you are instead encouraging them to do something active, then this move doesn't trigger.

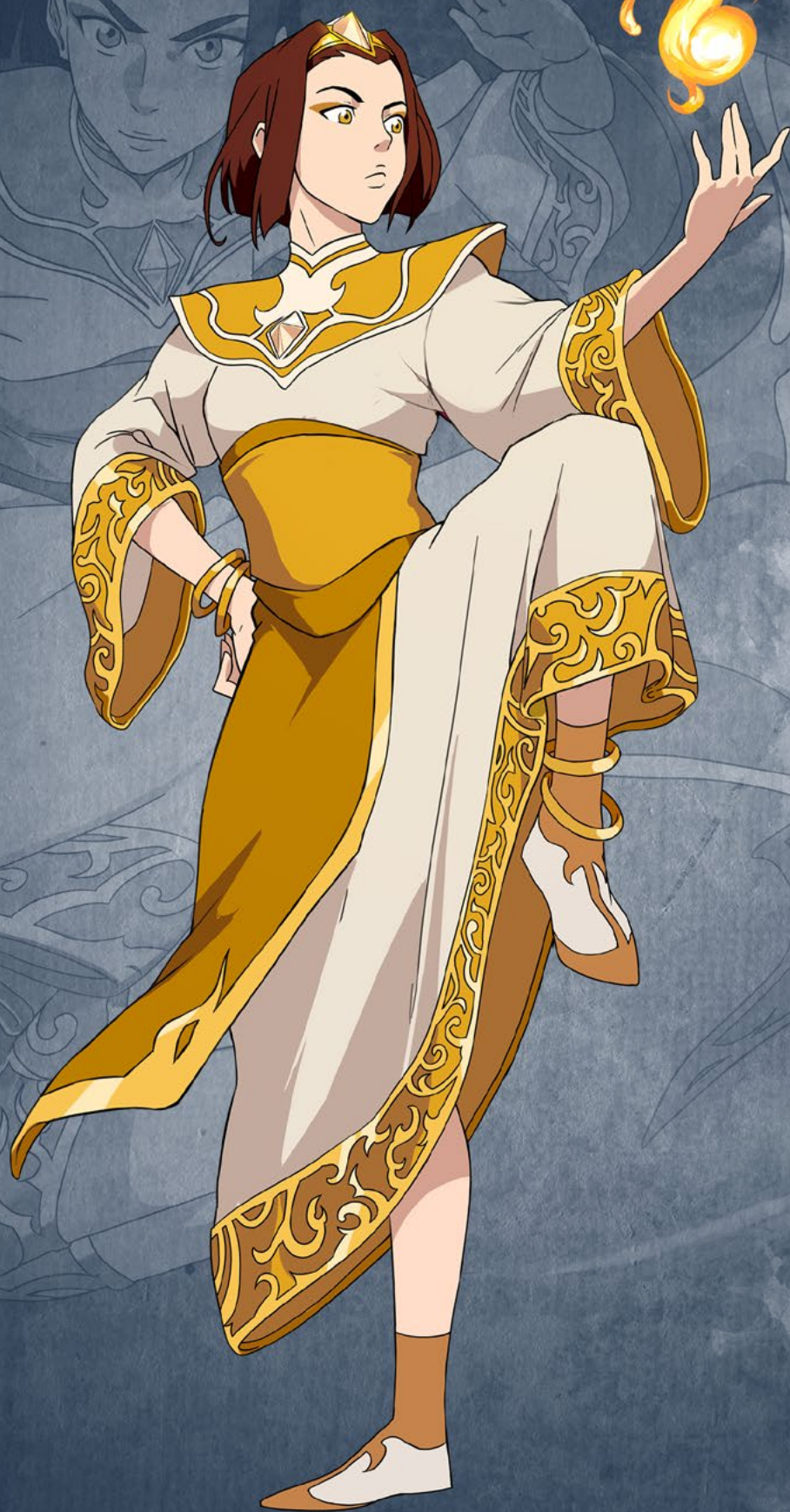
For **Do You Have a Plan?**, you need to have the opportunity to watch someone as they act, pursuing their own ends and goals, in order to trigger this move and learn what they are truly after. If you miss, it turns out you were being watched—not necessarily by the person you are watching!

For **See It My Way**, you can essentially temporarily alter an NPC's balance principle—not the rating, but the principle—to something else. You can't give them a new balance principle utterly antithetical to their character; going from “Justice” to “Law” is fine, but going from “Justice” to “Greed” is a stretch. They adopt the principle and begin to act based on that principle at that rating, which means they likely will change what they're doing or trying to do, but the PC doesn't control their actions. The NPC's actions with the new balance principle should follow on from their position and the principle—if they wind up doing what the PC wants, great! But they might do something entirely different.



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THE AUTHORITY



THE AUTHORITY

The Authority leads an important faction. Play the Authority if you want to balance the power of your leadership with the needs of your constituents.

Calm, flexible, respected, divided. The Authority is the leader of a faction, be it a company, a group of warriors, an order of scholars, or something else altogether. The faction has some real influence and ability to make change, but it's a group with many desires and goals...some of which may not be in line with the Authority's goals!

The Authority tries to balance their own beliefs, goals, and needs with what the faction asks of them. Sometimes that means pushing the faction to act in a way that its members don't agree with; sometimes that means capitulating to the goals of the organization and making sacrifices.

STARTING STATS

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

DEMEANOR OPTIONS

Dignified, Firm, Open, Steely, Thoughtful, Tired

HISTORY

- What did you do to secure leadership of your faction?
- Who represents the faction's goals and supported you on your way up?
- Who opposes your leadership and pushes for reforms in the faction?
- What trinket from before your rise do you always keep with you?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ is a friend from outside of my faction—I value the perspective they give me.
- _____ has so much potential to lead; I'll try to help them as best I can.

MOMENT OF BALANCE

You've constantly felt torn between your own needs and beliefs, and the needs and beliefs of the faction that you both serve and lead. Now, you impart some of yourself forever into the faction, leaving a mark upon it and guiding it to take action in line with your own values, of its own volition. Tell the GM how the faction comes through in a way that realizes your vision to overcome a challenge or threat that no one person could defeat.

PRINCIPLES



SERVICE VS SELF



The Authority's struggle is between the principles of Service and Self. Their Self principle is all about their own needs, desires, and beliefs—their own identity. They have a sense of themselves and who they are; that's part of what helped them take command of their faction. They know what they want and what they need, and if they were entirely on their own, they could make their own independent choices about right and wrong with confidence. Their sense of Self brings their own perspective to the faction, lending it their own judgment to make decisions.

Their Service principle is about their role as leader actually being one of service—they can't simply impose their will upon the faction, demanding it obey them. They have authority, but they don't believe they can just tell the faction what to do. They exist in a leadership role, but they still serve the faction and the people in it, and sometimes that means they put the goals and needs of the faction above their own goals and needs. Sometimes, they have to trust the faction's beliefs over their own.

The Authority tries to balance these two principles by navigating these two different masters whenever they are in conflict, keeping them in sync as much as possible. After all, if the Authority can serve their Self at the same time they serve their faction, then all the better! Their Moment of Balance reflects this, as the Authority's vision of what the faction could be or could do allows them to come through in a critical moment, allowing the Authority's self-desires and need for service to perfectly line up.

⚔ FACTION LEADERSHIP ⚔

You lead a faction of relevance and prominence in the scope of your game.

Choose what kind of faction it is: *corporation, political organization, crafter guild, scholar order, monk order, mercenaries, military group, peace-keeping group, espionage group, merchant guild*

Choose your faction's three primary assets: *wealth, rare materials, useful facilities, favors, skilled agents, advanced equipment, fervent loyalty, collected knowledge, capable fighters, public goodwill*

Choose your faction's two major weaknesses: *empty coffers, small size, shoddy equipment, flighty members, novice members, old grievances*

Choose your faction's primary principle: *Growth, Power, Change, Protection, Invention*

When you interact with a bulk of faction members, you can take the pulse of your faction. Ask the GM what the faction's current overarching desire is, and the GM will describe it, along with the leading voice speaking for that goal. You can try to **plead, trick, intimidate**, and **guide and comfort** that leader to shift your faction's goal.

FACTION DISSENT

Faction dissent: ☐☐☐☐☐

If faction dissent would ever go beyond 5, then within 1-2 sessions of play, the faction enters into a crisis of leadership in which another voice attempts to depose you as the authority.

When you act in service to your faction, in line with its principle, you may shift your balance toward Service and clear 1 faction dissent to **live up to the faction's principle** as if it were a +1.

WIELDING FACTION ASSETS

When you demand that members of your faction wield an asset on your behalf, mark faction dissent and roll with Self. On a hit, your faction comes through. On a 7-9, they're frustrated; mark faction dissent again. On a miss, they push back. If faction dissent is at 3 or more, the faction won't respond to any demands until you clear all faction dissent. If faction dissent is less than 3, mark 2 faction dissent.

When you truthfully ask members of your faction to wield an asset on the behalf of the faction, roll with Service. On a hit, they successfully wield the asset as you had requested. On a 7-9, they encounter trouble; the GM tells you how one of your faction's major weaknesses shows itself. On a miss, an enemy seizes on a faction weaknesses to put the faction into danger; the GM will tell you how.

WINS AND LOSSES

At the end of each session, answer the following:

- Did you accomplish a significant goal of your faction? If yes, clear all faction dissent.
- Is the faction's dissent 3 or higher? If yes, increase faction dissent by 1.

THE AUTHORITY'S FACTION LEADERSHIP

The faction that the Authority leads isn't a single character; it's a group, many individuals joined by their membership and overarching shared commitment to the faction's goals. They exist over the whole of your game's scope—that means if you're playing across the whole of the Earth Kingdom, for example, then they might have a presence in every major city. But if you're playing in Republic City, then they can be bound to the city, but with interests and presence crossing many districts.

Your faction's primary assets and major weaknesses show its most important aspects, but those aren't its only aspects. Your faction will inevitably be fleshed out and added to during play!

Your faction's primary principle dictates an overall sense of its philosophy. The five provided principles are all strong starts for a faction's mindset.

Taking the pulse of your faction allows you to get a sense of what the overall faction wants—the goal that the faction as a whole is pursuing. But any such push is always led by at least one named character, and if you can convince that character to change their mind, they might convince those who follow them to do the same. That said, beware a miss—someone leading a push for a particular goal could rapidly be disowned by their own followers, and those followers can then find a new, more strident or difficult person to lead their group!

You may use your faction's abilities and assets in two important ways. First, you may demand your faction **wield an asset** to do something. This has the tendency to annoy your faction members by forcing them to act without their full consent; it builds up faction dissent. If faction dissent ever goes over 5, that indicates a crisis of leadership—very soon, the GM will introduce your competitor and the real risk that you lose control of the organization. If you do, you might have to change playbooks!

Second, you may ask your faction to **wield an asset** in the faction's own service. This must be genuine; if you are just pretending to work in the faction's service, then this move doesn't trigger. You have to wield faction resources in a way that the faction itself can recognize as service. If you do, however, the faction is more likely to be happy with you and reduce dissent.

If faction dissent goes beyond 5, then that signals a real crisis of leadership within the faction—the faction's constituents are beginning to doubt that you are the right person to lead them anymore, and a new voice is rising to contend with you. The crisis comes to a head within 1-2 sessions as the GM makes harder and harder moves to push the crisis; if you cannot resolve the crisis and remain the leader of the faction, then you might need to change playbooks! Just like with fatigue, you cannot choose to mark more than there are boxes, so you cannot use moves that have you mark dissent when the track is otherwise full.

MOVES CHOOSE TWO

□ READ THE ROOM

When you **assess the situation** among a group of discontented people, roll with **FOCUS** instead of **CREATIVITY**.

□ PROMISES, PROMISES

You are adept at receiving and giving promises. When someone makes a promise to do something to you, mark 1-fatigue to know with certainty whether they truly mean it. When you make a promise to someone to get them to do what you want, roll with **HARMONY**. On a hit, they accept your promise but expect you to perform. On a 10+, they'll let you handle it but check back in later. On a 7-9, they'll try to go with you and ensure you follow through. On a miss, the promise you've made isn't enough; they want you to promise more, much more, than you are comfortable with. If you fail to fulfill a promise within a reasonable timeframe (decided by the GM at the end of a session of play), word gets out of your untrustworthiness; anyone from a relevant background won't trust you at all until you redeem yourself.

□ MOLDABLE

When an NPC **calls on you to live up to your principle** or attempts to shift your balance, if you don't **deny** or **resist**, you may clear a condition or 2-fatigue, your choice.

□ OPENING A DIALOGUE

When you **guide and comfort** someone and roll a hit, you learn their principle. If you call someone out after you learned their principle in this way, take +1 to the roll

□ MAKING THEM LISTEN

When you try to **plead** with an NPC, you may mark 2-fatigue to make them care what you think for the length of the move, even if they normally wouldn't care.

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did your actions earn or reinforce the respect of someone in your faction?

The Authority's growth question is about taking action to gain the respect of their constituents. That doesn't mean giving faction members exactly what they ask for—sometimes it means standing up to them.

MOVES ADVICE

For **Read the Room**, you can only switch Focus with Creativity when among a larger group—think “many voices speaking at once”—and when that group is discontented.

For **Promises, Promises**, the first part of the move allows you to know if someone is making a promise in good faith by marking a fatigue. The second part of the move allows you to persuade others to act by making promises to them. Getting a hit means they accept your promise and will do what you want, but they expect you to fulfill your end of the bargain. If you fail to fulfill your promise within a reasonable timeframe—even if you tried—then you have to prove you are trustworthy before you can use this move again.

For **Moldable**, you often become what others need you to be; so as long as they try to reshape you and you don't resist, you get the benefit of this move.

For **Opening a Dialogue**, you learn the other person's principle in addition to every other benefit of **guiding and comforting** them. You also gain the +1 forward to **call them out** as an additional benefit.

For **Making Them Listen**, the 2-fatigue you mark represents your effort to grab their focus. This lets you **plead** with characters whom normally you wouldn't be able to plead with because they don't care about what you have to say.

DIRECT

EVASIVE & OBSERVE

Shout out orders that help your allies position themselves effectively for the next exchange. Mark 1-fatigue and give every ally who can hear your orders *Favored*. Mark an additional 1-fatigue to give every ally who can hear your orders *Inspired*.

For **Direct**, you may give every ally who can hear your orders the positive condition of *Favored*. If you pay the cost, you can also give them *Inspired* as you make an inspirational call to action. If your allies are too far away or too distracted to hear your orders, they can't get the benefit of this technique.



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THE BOUND



THE BOUND

The Bound has sworn oaths and committed themselves wholly to their role. Play the Bound if you want to be a duty-bound servant of others wrestling with your oaths and your own sense of justice.

Loyal, responsible, questioning, fair. The Bound is committed to their role, having taken on all its duties and rules in full. They are tied to some institution that they serve, but that doesn't mean they serve blindly or thoughtlessly.

The Bound believes in the expectations and duties of their role, and they believe in the service that they offer, but they know that those very rules can mislead them. They are constantly balancing their own sense of right and wrong with the sense imparted to them by their role.

STARTING STATS

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

DEMEANOR OPTIONS

Formal, Grandiose, Honest, Proud, Stern, Straight-laced

HISTORY

- Why did you agree to fully uphold the role you now inhabit?
- Who once held a similar (or the same) role before you and acts as a guide?
- Whom do you care about who doesn't trust your role or the institution it serves?
- What is the badge or marker that you always carry to mark you as your role?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ doesn't seem to outwardly respect the rules and oaths of my duty; they need to learn discipline.
- _____ has a keen insight into right and wrong and what should be done for justice; if my oaths fail me, I should turn to them.

MOMENT OF BALANCE

Your role and your self have never been entirely the same thing, no matter how you might've wished they were, but in this moment that divide becomes a great boon. You expand and alter your understanding of yourself and your oaths to match the current situation, taking strength from your role to push yourself and perform the impossible. Tell the GM how your confidence in yourself and your role together allow you to take exactly the right action to solve the current crisis, and rewrite any one tenet of your role as you choose.

PRINCIPLES



DUTY VS JUSTICE



The Bound's struggle is between the principles of Duty and Justice. Their Duty principle is all about their commitment to their role, their obligation to follow its rules, dictates, and responsibility. As Duty rises, the Bound becomes more and more committed to the rules, tenets, and service of their role; they don't just want to obey the institution they serve, but they put more and more stock in the role itself. They believe that the obligations and traditions of the role will guide them to do good in the world better than their own judgment.

Their Justice principle is all about their commitment to their own sense of right and wrong, their own beliefs in how to do good in the world. As Justice rises, the Bound puts more stock in their own beliefs in how to act, even if their beliefs conflict with the rules of their role. A Justice-focused Bound begins to resist the constraints and expectations of their role, but that means they lose the confidence and the drive that it gives them.

The Bound tries to balance these two principles by constantly not committing too hard to one side or the other. They can't be too rigid, too devoted to the demands of their position to use their judgment; but they also can't be too invested in their own beliefs to ignore the expectations and responsibilities bestowed upon them. Their Moment of Balance represents this by showing when they change their understanding of their responsibilities to match their own belief in justice.

THE TIES THAT BIND

You inhabit a particular role tied to an institution and defined by a set of oaths, obligations, and expectations.

THE INSTITUTION'S EXPECTATIONS

Choose your institution's nature:

- A secretive order
- A military force
- A peacekeeping organization
- A monastic sect
- A political faction
- An underground network

You have three primary tenets by default. You are expected to do good in the world; to defend the institution and its interests; and to obey the institution's tenets, leaders, and will.

- Do good in the world | ☐☐☐
- Defend the institution | ☐☐☐
- Obey the institution | ☐☐☐

Choose an additional two primary tenets your institution imparts to you:

- Prevent destruction | ☐☐☐
- Protect the vulnerable | ☐☐☐
- Subdue dangers | ☐☐☐
- Discover and share the truth | ☐☐☐
- Handle problems decisively | ☐☐☐

Qualifications:

[of _____], [to _____], [with _____], [from _____],
[in favor of _____], [according to _____'s will]

FULFILLING DUTY

When you live up to your principle of Duty, you may name which tenet you are upholding to avoid marking 1-fatigue, and to instead mark that tenet once. Once you have marked all empty boxes on a tenet, move your center one step toward Duty and clear all those boxes.

Every time your center moves towards Duty, the GM will give one of your tenets a new qualification from the options presented. Upholding that tenet requires upholding all its qualifications, as well.

PURSuing JUSTICE

When you **resist** an NPC shifting your balance toward Duty, you may mark 1-fatigue to roll with Justice.

When you actively violate a tenet, suffer one condition for every mark on that tenet or for your Duty principle, whichever is highest, minimum of one condition; permanently black out one box of that tenet; shift your center toward Justice; and then hold 3, which you may spend to live up to your Justice principle without marking 1-fatigue.

When all three boxes of a tenet are blacked out, change playbooks.

THE BOUND'S TIES THAT BIND

Make sure to describe your institution when you build your character, filling in some details about what they do, what is publicly known about them, and what role you serve in the organization. The institution has to be built into the overarching scope of your game, as well; the institution should be present and active, such that you are dealing with other members of the institution and their expectations of you.

The primary tenets you choose are the expectations that the institution puts upon you to fulfill in your role, and the expectations that you have for yourself. All of the tenets are, at first, phrased relatively openly—"Do good in the world" leaves open interpretation what exactly that good looks like, or where you do it, or how. "Defend the institution" leaves open what you are defending it from, and why, and how. At the start of play, the Bound has these duties, but has a lot of leeway in interpreting them and pursuing them...but over time, as qualifications are added, they will become more and more confining.

Upholding tenets can give you some huge advantages if you have a high Duty principle—you can live up to your Duty repeatedly without a cost as long as you act within those tenets. But over time, the more you do so, those tenets shrink down and gain qualifications that make them a bit harder to wield to your advantage—you have to be more specific in what you're doing to keep drawing on them for strength.

The GM ultimately dictates how those qualifications are added and what words fill in the blanks. The qualifications represent new expectations your institution holds toward your role, as much as they represent anything intrinsic to the role itself. Sometimes, these qualifications are elements that were largely ignored by the institution, but were technically always a part of your role; other times, they are new additions from a changing institution.

Actively violating a tenet, on the other hand, means intentionally choosing to act against that tenet, including its qualifications. This becomes easier the more restrictive those tenets are. When you actively resist a tenet, you also shrink the number of boxes on that tenet, meaning that it is easier to shift your center back toward Duty by later returning to that tenet.

As a result, the Bound's arc eventually has them bouncing back and forth with high drama between living up to the tenets and actively violating them, with their center shifting accordingly. While they do start with a total of 15 boxes worth of tenets to black out during play, however, they must change character once they have completely given up one of the tenets of their position—once they have blacked out all three boxes of one single tenet. The Bound is encouraged to spread their tenet violations around between the different tenets if they want to stick around for longer; in general, a Bound who chafes primarily against one single tenet will not be a Bound for very long!

MOVES CHOOSE TWO

□ FIND YOUR CENTER

Whenever you clear your last condition, you may return your balance to your center. If you do, you may also clear your fatigue.

□ A COMMITTED WILL

When your highest balance principle is +2 or higher, you suffer 1 fewer fatigue from an incoming blow during a combat exchange, but you also must mark an additional 2-fatigue to resist anyone shifting your balance.

□ DEVOTION

Take +1 to **PASSION** (max +3).

□ COMFORT IN GUIDANCE

When you ask a trusted NPC for guidance on what you should do next, they will tell you what they think you should do. If you make a meaningful attempt to do what they told you to do, the GM will shift your balance accordingly and you may clear conditions equal to your highest balance principle.

□ STRENGTH IN PURPOSE

When you **push your luck** while following someone else's plan or orders, on a hit you may shift your balance away from center to avoid whatever cost the GM describes to you.

DRILLED FORM

EVADE & OBSERVE

Attack a foe with a series of well-trained, practiced strikes in a consistent pattern. Mark 1-fatigue to inflict 3-fatigue on your target. If you have used this technique before in this combat, it deals 1-fewer fatigue for each use that your target witnessed.

For **Drilled Form**, the Bound relies on a highly trained but ultimately somewhat static set of moves in a sequence to bring an opponent low quickly. The advantage is that Drilled Form is more effective than a simple Strike; the disadvantage is that a target who has seen the Drilled Form in action becomes more and more able to respond to it, quickly reducing its efficacy. At the GM's discretion, Master NPCs and Legendary NPCs can remember the Drilled Form between multiple combats, giving it reduced efficacy against them.

MOVES ADVICE

For **Find Your Center**, "clear your last condition" means that once you clear that condition, you no longer have any marked at all.

For **A Committed Will**, remember that both effects apply. You're tougher during combat exchanges in terms of fatigue, but an opponent can try to take you out by shifting your balance off the edge, as it requires you to mark more fatigue.

For **Comfort in Guidance**, you must seek advice from an NPC you trust—so make sure you have in mind a few NPCs whose words you trust! "A meaningful attempt to do what they told you to do" means you must have made a good faith effort to follow their advice; you don't have to have been successful. After the attempt, the GM shifts your balance and then you clear conditions; the GM shifts your balance according to the nature of the advice you received and the actions you took.

For **Strength of Purpose**, the key is that you have to be following someone else's plan, be it another PC's or an NPC's.

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you speak to at least two other characters about their beliefs on what you should do?

The Bound's question is about seeking the opinions and ideas of others to address their dilemmas. At the simplest, this means the Bound looks for orders from their institution...but they need to seek at least two other opinions and are liable to get different answers that push them to consider their own sense of justice.



復出者

THE BROKEN



THE BROKEN

The Broken suffered a tragedy that shattered them; now, they are piecing themselves back together. Play the Broken if you want to strive to heal yourself and become someone new.

Wracked, wistful, yearning, merciful. The Broken has endured something so terrible that it shattered their self-image and left them a wreck. Now, for the sake of others, they are rebuilding, returning to who they once were or becoming someone new, capable of moving forward and doing good.

The Broken knows exactly how much the world can take from them, but they aren't driven by vengeance or hatred—instead, they have come through that cycle and see no path to healing through causing more pain. They give other people the ability to make the different choices they wish they could've made.

STARTING STATS

Creativity -1, Focus -1, Harmony -1, Passion -1

DEMEANOR OPTIONS

Aloof, Benign, Generous, Melancholy, Succinct, Supportive

HISTORY

- What does the world at large know about your tragedy?
- Who was there during your tragedy and has shown you only kindness?
- Who cannot stand the sight of you after your tragedy?
- What simple keepsake reminds you of what you have lost?
- Why are you committed to this group or purpose?

CONNECTIONS

- _____ reminds me of someone I have lost; I have to keep them safe, even from themself.
- _____ is walking down a path that leads to tragedy like mine; I have to deter them, or keep them away from those I care about.

MOMENT OF BALANCE

You've been trying to heal yourself, but it's painful to simply try to be the person you once were without acknowledging what you've been through, and that pain keeps you from doing good in the world. But now, you have a flash of inspiration of who you could be, melding the best of who you once were with the person who knows more, who has seen more, and who can use that wisdom to do real good. Tell the GM how you wield a piece of your training or knowledge from your past self in a brand new way to create something truly good or change someone for the better.

PRINCIPLES



RESTORATION VS REINVENTION



The Broken's struggle is between the principles of Restoration and Reinvention. Their Restoration principle is all about returning to whom they once were before they broke. That person was impressive in some way; driven, skilled, capable, likely with a significant reputation inside of the scope of the setting. But that past person is also exactly the one who experienced their tragic moment, when they lost everything including themselves. A Restoration-focused Broken is getting back to whom they once were, repeating old patterns, potentially to their detriment.

Their Reinvention principle is all about becoming someone completely new, with their tragedy acting as a divide between who they were and who they are now. They see a way to take on a new mindset, new beliefs, and even a new set of responsibilities and ways of dealing with problems to ensure they never arrive at the doorstep of such tragedy again. A Reinvention-focused Broken is actively avoiding old patterns while experimenting with new ways of being.

The Broken tries to balance these two principles by finding a way to preserve the best pieces of themselves from before, without pretending that they haven't changed. There are aspects of whom they once were worth holding onto, but they also need to do things differently. The Broken's Moment of Balance exemplifies this, as they wield some knowledge or expertise from their past to accomplish something new they wouldn't have sought before.

WOUNDS OF THE PAST

You suffered a terrible tragedy in your past, something that broke your whole image of yourself. You felt regret for your role in the tragedy; sorrow over what you had lost; and fear over moving forward. Choose three ongoing wounds to represent the parts of the tragedy that haunt you. You believe that....

- ...you failed at a crucial moment; if only you had been more capable. (Underline Afraid.)
- ...you made the wrong decision; if only you had been wiser. (Underline Guilty.)
- ...you were betrayed by someone; if only you hadn't trusted them. (Underline Insecure.)
- ...you lost control of yourself; if only you could've kept calm. (Underline Angry.)
- ...you were absent when it mattered; if only you had paid attention. (Underline Troubled.)

RECONCILIATION

Record each of the underlined conditions here; you are feeling these emotions constantly as a result of your wounds, and you need to resolve them to move forward.

_____ □□□□

_____ □□□□

_____ □□□□

Each time you would clear one of these conditions, you may instead mark one of the boxes on its Recovery track here. Each

time you would mark growth, you may instead mark one of the boxes on a Recovery track.

Once all the Recovery track boxes are filled for a condition, you may reconcile your wound by doing one of the following:

- Encountering a similar situation and playing it through differently this time.
- Confronting someone from the time of the tragedy, telling them how you truly feel, and letting them tell you how they truly feel.
- Using a Moment of Balance.
- Losing your Balance by your own choice.

Check to see if you have reconciled a wound at the end of each session. You can only reconcile one wound per session. Each time you reconcile a wound in one manner, cross off that manner—you can't reconcile a second wound using the same method. Then, add +2 to one stat of your choice, and +1 to a second stat of your choice. You may raise a stat to +3 with this.

Once you have reconciled all of your wounds, shift your center once toward the principle it's closest to; if it's a tie, you may choose where your center shifts.

ON THE PATH

Whenever you roll a miss, you mark growth. Whenever someone **helps** you, as long as you still have at least one wound, you take a +2 instead of a +1.

THE BROKEN'S WOUNDS OF THE PAST

The Broken was once someone else, someone successful, capable, driven, loving, and beloved. Then their tragedy befell them and shattered that life. But the Broken as a playbook isn't about deciding to put themselves back together—they already made that decision. The Broken is already on that path, and this extra feature is entirely about walking it, and deciding exactly where that path will lead them—if it will lead them back to whom they once were, or if it will lead them to a new version of themselves.

The key to moving forward is reconciling with your past. To do that, you must reconcile your wounds. Each wound is tied to a condition, representing an emotion the Broken constantly feels. You don't suffer any special penalty from the underlined conditions—the pain the Broken feels is already represented by their low starting stats. (Remember—the Broken does still get to add +1 to any stat of their choice at character creation!) The Broken can also still mark the conditions that are underlined by wounds; marking such a condition means that the Broken feels that emotion acutely right now (leading to the associated penalties), without affecting the underlying ache of the wound.

To reconcile a wound, you have to fill the recovery track of five boxes. Each wound has its own track. Each time you would clear the corresponding condition, you may forego clearing the condition to mark the recovery track for that wound.

Marking recovery instead of clearing a condition represents trying to grapple with the underlying, long-term emotions the Broken feels, instead of the acute immediate emotions. Furthermore, each time you would mark growth, you may instead mark the recovery track for any wound.

Once a recovery track is full, you can then reconcile the corresponding wound. There are only four ways to reconcile a wound, and you may only use each way once. The specifics of each reconciliation always involve a discussion with the GM, and should take place at the end of a session, when you examine what happened during the session. If appropriate, you can reconcile a wound during a session, but checking at the end is a good way to ensure you don't miss one.

Each time you reconcile a wound, make sure to add +2 to one stat of your choice, and +1 to a second stat of your choice; this can raise a stat to +3. By the time you have reconciled all three wounds, you might have two +3 stats!

When you have reconciled all three wounds, you are close to the end of your character's story as the Broken; the only thing left to determine is who you will be next. That is why you shift your center toward the closest principle once all three wounds are reconciled; remember that if your center reaches +3 for either principle, then it's time to change playbooks.

MOVES CHOOSE TWO

□ DESTINY IS A FUNNY THING

When you shift someone else's balance through kindness or understanding, mark 1-fatigue to shift it an additional time.

□ TRUE HUMILITY

When you **rely on your skills and training**, if you roll a miss, you may express true humility in the face of difficulty to mark 3-fatigue and treat your roll as a 7-9.

□ LIFE HAPPENS WHERE YOU ARE

When you assess a situation, you may always ask one of the following questions, even on a miss:

- Who here could be a friend or ally?
- Who here is most in need of help?
- Does anything here belong to my past? If so, what?

□ SECOND CHANCES

When you offer a chance to stop fighting and talk to an opponent after you **advance and attack** during an exchange, you may plead with them using **PASSION** instead of **HARMONY**. After you plead, you may shift your balance one step, even on a miss.

□ GIVE YOURSELF HOPE

When you encourage someone to choose something to hope for while **guiding and comforting** them, if they name what they hope for out loud then they and you clear 1-fatigue in addition to any other effects, even on a miss.

WATCHFUL PROTECTION

DEFEND & MANEUVER

Prepare to save your comrades from dire straits. If any of your companions is taken out or loses their balance in this exchange, you may mark 2-fatigue to save them from the brink, nullifying the blow that would have taken them out or shifted their balance.

For **Watchful Protection**, the Broken can save an ally at a crucial moment. This isn't about stopping a specific blow, so much as saving someone at the moment they would be taken out of a fight. Don't expect to use this technique until you have an ally close to being taken out or losing their balance. The technique has no additional costs; so as long as you think it might be valuable to save a comrade this exchange, it's worth using.

MOVES ADVICE

For **Destiny Is a Funny Thing**, the key is that you cannot be shifting someone's balance aggressively or antagonistically. Even Testing Balance in a combat exchange is generally too aggressive, though there may be exceptions that arise.

For **True Humility**, "expressing true humility in the face of difficulty" is up to you and the GM to determine, but the key is that you cannot be expressing mastery, dominance, or power. The move allows you to push through in a moment of failure or weakness, not to exert yourself as a master or expert.

For **Life Happens Where You Are**, "Does anything here belong to my past? If so, what?" is a useful question to connect back to your history. It can help point the GM toward the recovery condition of "Confronting someone from the time of the tragedy," for example. If you ask the question, you are saying that you want something from your past to show up, so the GM's responsibility is to say "yes."

For **Second Chances**, your target still has to care what you think for you to plead with them. The thing you are pleading with them to do is to stop fighting and talk, as well—this move won't let you plead with them to do something else.

For **Give Yourself Hope**, you are encouraging the other party to choose something to hope for—you can't make the choice for them. They have to honestly and truly say what they hope for out loud for you and them to clear 1-fatigue. That also means what they say might not be something you like! You still clear 1-fatigue if they say they are hoping for something you'd rather they didn't.

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you get someone to invest in their own future?

The Broken's growth question is about fixing themselves by fixing the world around them, helping others to think about their own futures and how to make things better for themselves and the world. The Broken's experience gives them a unique perspective on how to improve the world, and they grow when they share it.





Every story needs a beginning. Jasmine Island has such a very long history, but this story at least explains how all the current trouble on the island began. It is a funny thing to look into the past for one's own entertainment. Some would argue you should never do that! Don't turn back; move forward before it is too late. But, my friend, that has never been my way.

No, I believe it is important to learn from the past so that we might progress in the future. Just as golden jasmine can grow up and out, so must we too in order to move forward. The more we bend and change—strive for a brighter future in the face of knowing the past we came from—the more we can bear in hard times yet to come. A plant is made strong by its roots.

CHAPTER 4

TEA & TROUBLES



KYOSHI ERA

ADVENTURE

CHAPTER 4

Tea & Troubles is the first in the **Uncle Iroh's Adventure Guide** series of adventures, but you can also play it as 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. **Tea & Troubles** can also be used in an ongoing Kyoshi Era campaign, with the characters using Jasmine Island as their home in between adventures.

The inhabitants of Jasmine Island have long sold their golden jasmine tea more or less exclusively to Southern Water Tribe merchants who protect the island as part of the trade. The heroes either hail from Jasmine Island or have come across the island on their travels. Either way, they are welcomed as members of the island's community and have sworn to protect it against threats. The heroes' vows to protect the island are tested when the Southern Water Tribe's defenses fail and a remaining splinter of the Fifth Nation attacks the island. Can the companions keep the tea trade safe against these pirates?

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" (page 83) provides an outline of the adventure. It also introduces several factions of Islanders, and the pirates.
- The "Prologue" (page 86) brings the PCs into the story and sets up your group to undertake the adventure.
- "Where We Start" (page 87) breaks this large and sprawling story into three acts and two interludes for the GM.
- "Important Characters & Groups" (page 91) provides the backstories and stats for several prominent NPCs and groups.
- "Important Locations" (page 93) features different areas as the heroes defend Jasmine Island against the pirates.
- "GM Advice" (page 94) contains additional guidance on running **Tea & Troubles**.
- "Pregenerated Characters" (page 94) is a set of five premade characters your players can use to hop right into the adventure. Each of them can be either a local, or a new arrival to Jasmine Island.
- "Generational Play Aspects" (page 100) provides information you need if you're playing this adventure as part of the ongoing campaign of this book.

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. **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.

Tea & Troubles is organized into three acts and two interludes. There is no prescribed order of events within those blocks. Instead, the adventure puts the heroes in a dramatic starting situation that demands immediate action from them! 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 95. Each 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, looks, 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

Beautiful Jasmine Island is not claimed by any of the Four Nations, though it does benefit from trading golden jasmine tea to visiting merchants, mostly from the Southern Water Tribe. Some merchants of the Southern Water Tribe have even relocated to Jasmine Island, offering their assistance and commitment to the island's own protectors to keep it safe. But now, a young protector named **Mirlon** has betrayed his bonds with the island and sold out to **Tagaka and her pirate crew**, who plan to take the island for themselves. The Fifth Nation has set out for the island with a powerful warship and a few smaller transport vessels. The adventure begins with the pirates fighting a Fire Nation ship, but very soon after, the pirates launch their attack and the heroes must protect Jasmine Island.

Tagaka seeks to restore the glory of the Fifth Nation, and even pirates don't work for free—she needs money, which she intends to get by seizing Jasmine Island. Conquering the island isn't her ultimate goal, but rather a stepping stone to resurrecting the Fifth Nation. Her second-in-command, **Erchte**, takes the island's conquest more personally. He's the one who found and bribed Mirlon into betraying Jasmine Island. Unlike Tagaka, Erchte can picture himself staying on Jasmine Island—preferably as governor on behalf of the Fifth Nation. That means their approaches, while both violent and destructive, come from different angles. Tagaka wants the island's wealth, and she's willing to destroy structures and cow the Islanders until they submit, while Erchte wants the island to accept his presence and authority. **Tagaka needs the tea fields, workers, and overall trade intact for her plans to succeed, but she doesn't need the Islanders to be at all happy about it; Erchte needs to come to some kind of arrangement with the people of the island, even if that arrangement is their total submission.**

Mirlon, who was expecting to take his money and run, has been reluctantly pressed into pirate service too. He makes himself scarce during the entire first act, but he peeks his head out from cover in the second act, perhaps tempting the heroes into vengeance. Mirlon is part of the group of pirates captured in Act 3, when **he finally faces justice for betraying his oath.**

HEI-RAN AND HER BOUNTY

The Fire Nation has no immediate presence on Jasmine Island in the Kyoshi Era, but two of its prominent members still find themselves embroiled in a conflict not of their making. **Tei Eesoni**, a Fire Nation scientist who is equal parts brilliant and out of touch with reality, was abducted by the pirates when they stole the Fire Nation warship she was on. The pirates didn't target her directly—they just wanted the warship—and in fact are a little at a loss what to do with her. The kidnappers classified her as an “engineer,” someone useful to keep around to keep the ship's engines running smoothly. Tagaka and Erchte might be smart enough to recognize the invaluable resource Tei truly represents, but neither of them deigned to speak with the *engineer* personally. **Tei Eesoni takes her abduction in stride, continuing to tinker with her inventions and demanding good tea.**

The Fire Nation, meanwhile, has mounted a rescue operation spearheaded by Hei-Ran, a legendary Firebender and personal friend of Tei Eesoni. **Hei-Ran's sole focus is to rescue and bring Tei home.** Her motivation is fueled by both loyalty to the Fire Nation, to which Tei is a valuable asset, and the personal concern she feels for her friend. The elderly inventor herself has different plans as she takes a shine to Jasmine Island and expresses a desire to remain when all is said and done—prompting another conundrum for the heroes to solve. **The story of Tei and her intended-rescuer Hei-Ran serves as a secondary quest in the protection of Jasmine Island.**

THE FACTIONS

The island is not without conflict, and most of this tension comes from various factions on the island vying for power. In the time of the Kyoshi Era, the Three Families make up the three greatest factions on the island. The Qi Family lead the jasmine cultivators; the Jin Family lead the tea plant growers; and the Fu Family lead the tea brewers. There are also several other factions of growing importance. The produce farmers who help feed the island grow in strength as the island's population increases, and the port workers grow in importance as well, as trade grows. During this adventure, the heroes are pulled by their loyalties to the factions and must decide who and what to protect and when.

Protectors

The protectors are an old group on Jasmine Island, but their import, size, and structure are deeply inconsistent. Times of greater strife or challenge generally leads the protectors to take a more prominent role, while times of peace and calm lead to the slow disbanding of the protectors. Lately, the protectors have been growing as the island has begun trading on a more regular basis with the rest of the world. **Chidaw**, as the current leader of the protectors, has been trying to expand their numbers.

In the conflicts of this adventure, with the coming attack of the Fifth Nation pirates, the protectors are the best and strongest line of defense for the island. The companions can influence where the protectors mount their defenses, so long as they can persuade Chidaw. If the heroes can't or don't **persuade Chidaw, they risk splitting the protectors in two.**

The companions can also opt to leave the protectors to use their own judgment, in which case they are competent and put the best interests of the island first, with one weakness: Chidaw blames himself for the current situation. He took Mirlon in and trained him in the ways of seamanship and combat, fostering the young man's desire to prove himself, especially after Mirlon had wasted his inherited fortune. Mirlon swore an oath with Chidaw to protect Jasmine Island, but Mirlon betrayed Chidaw and all of Jasmine Island when Erchte offered a big enough bribe. Once Mirlon's betrayal is discovered, it hurts Chidaw especially badly, and the protectors' leader blames himself for trusting Mirlon. If the companions leave the protectors to their own judgment, then Chidaw takes dangerous risks to assuage his guilt.

The protectors include some capable fighters, and can either strengthen the heroes' own efforts, or hold the line in a secondary area while the companions do battle elsewhere.

Three Families

The Three Families lead the whole of golden jasmine tea production. Non-Family Islanders labor on the production of tea at every level, but the Families are dominant, with the most connected laborers and leaders. Their fate is directly tied to Jasmine Island, and they're determined to protect the tea plant fields (the Jin Family led by Jin Sheka) and the jasmine plant groves (the Qi Family led by Qi Kiala). Even the Fu Family led by Fu Mela, who lead the production of tea through drying and mixing the components, admit that without the tea plants and the golden jasmine plants, they won't be able to perform their art. The Three Families object to any defense of the island that does not prioritize the tea business—which presents a problem as **each of the Three Families has a representative in one of the three seats of the council**. They will try to protect the fields and the jasmine groves on their own if they must, though they lack the combat skills to face pirates. If all efforts to protect the tea and jasmine fail, the Three Families might even acquiesce to a bargain with Tagaka to protect their livelihood.

The companions need to ensure the Three Families, and especially the council, support their actions as they defend Jasmine Island. This might mean explicitly including the tea fields and the jasmine groves in defensive efforts, persuading the council that plants are more easily regrown than lives, or cutting the council off from command of the island. The latter should be a last and desperate effort. If the companions get the Three Families on their side though, **their unshakable conviction bolsters the companions and the protectors**. Nothing boosts morale quite like an elderly tea farmer fearlessly shouting down pirates.

Port Workers

The port of Jasmine Island was more or less a simple dock for most of its remembered history...but lately, as trade has increased, bringing ships from across the Four Nations to the island, those who maintain the pier, who load or unload goods, and who otherwise manage the ships visiting the island, have come to hold greater import on the island. None of the port workers are trained fighters, but most have been in a brawl before—in fact, most have been in a couple of brawls. They're no match for the pirates in a toe-to-toe fight, but they're loud and brash, and—especially with the right guidance—can easily appear more threatening than they really are.

The port workers can create material defenses, like barricades. They are tirelessly hard workers with little tactical insight—the port workers are likely to focus all their efforts defending the docks while neglecting other areas. **The port workers can also mix with the protectors to make that group appear larger and more threatening**, though the companions might want to station them at the back, where they're less likely to engage in actual combat. **Foreperson Leela** will support the companions' efforts, rallying the port workers on their behalf, unless they treat the workers' lives callously.

Produce Workers

The fishers and produce farmers are united as a faction because they feed the island. They are easily—and often—overlooked, but Jasmine Island is their home as much as anyone else's.

Hue Li is the spokesperson for the produce workers and is increasingly at odds with a council that blatantly favors the Three Families. They work fields, fishing grounds, shallow pools for mollusks, a couple of fruit-bearing tree groves, and other food-producing parts of the island.

They believe, more with each passing day, that their voice should matter with the council. Their roles in and knowledge of these places have been passed down the generations, and few know Jasmine Island quite as well as they do. **They won't be much use in combat, but they can lead the heroes around the island quicker than anyone else.** Treating the produce workers with respect goes a long way toward securing their commitment in this conflict, despite their obvious outward fear. If unguided, they default to defending their own fields and fishing grounds.

THE THREE ACTS

Tea & Troubles is organized in three acts, along with two interludes and one opening prologue. The interludes are used as times when the different characters involved with the story can speak, recover, and come to new decisions and plans, while the acts of this adventure are the focal points of primary action. These acts might not perfectly match the structure of the story at your table, and you should absolutely shift and adjust the ideas of the adventure's flow to match your needs during play. But you can generally expect the adventure to play out in these parts:

- **Prologue:** In a flashback, the companions explore their connection to the island and the oaths they've sworn.
- **The first interlude:** The heroes have their initial pirate sighting and meeting with Hei-Ran as she stands against the pirates aboard her own ship, before they reach the island.
- **Act 1:** The heroes shore up the island's defenses in preparation for the coming pirate attack. A small initial party of pirates lands on Jasmine Island, led by Erchtei and both provoking an initial fight while providing the opportunity to actually speak to the pirates about their goals.
- **The second interlude:** Hei-Ran formally introduces herself and proposes a swap of duties: she will aid in Jasmine Island's defense if the heroes rescue Tei Eesoni from the pirates' great and powerful warship.
- **Act 2:** The pirates strike! The heroes either defend against the main attack on the island, or they set out to rescue Tei Eesoni while Hei-Ran leads the defense of the island.
- **Act 3:** The companions are left with the moral dilemma of what to do with the defeated pirates. Simultaneously, Tei Eesoni has decided she wants to stay, going directly against Hei-Ran's mission, and leading to a potential conflict and argument with the legend.



HOW IT ENDS

Tea & Troubles presents two decisions for the heroes to make: how to deal with the pirates, and how to handle Tei Eesoni. The conflicts here stem from diligence versus expedience (dealing with the pirates), and duty versus friendship (Tei and Hei-Ran). The heroes could encounter problems; any solution that appears quick and easy is likely to have far more consequences than expected.

The heroes' actions directly shape the adventure's conclusion, as the decision to arrest the pirates, banish them, or integrate them into Jasmine Island falls to them. They must also navigate between Hei-Ran's mission to bring Tei Eesoni home, and the scientist's own desire to stay on the island. While the ramifications of their decision lie beyond the bounds of this adventure, they do shape what Jasmine Island looks like in the Roku Era.

- The heroes let the pirates go, preferably after scaring them into never returning to Jasmine Island again. This decision poses the least hassle, but it's also a big gamble with no guarantee the pirates won't return. This especially represents a problem if your group plans to run more adventures in the Kyoshi Era, as the pirates could return for another confrontation.
- They turn the pirates over to other authorities. The Southern Water Tribe is a good candidate for this, as the pirates regularly encroach on their mercantile routes and the island is already in contact with them. Alternatively, both the Southern Water Tribe and the Earth Kingdom have territories nearby—in fact, contacting the Earth Kingdom can neatly foreshadow their magistrate in **Ceremonies & Secrets**. Either requires holding the pirates somewhere until the authorities reach the island, which Jasmine Island is not set up for.

- The companions negotiate a peace treaty and integrate the remaining pirates and their ships into Jasmine Island's defenses. They might still have some pirates (such as Tagaka, Erchtei, or Mirlon) arrested. This is the most troublesome solution, requiring goodwill and efforts from both Islanders and pirates, but it's also the most fruitful if successful. The pirates find a new home to stay, and Jasmine Island will be better defended with the addition of the pirate ships.
- They can persuade Tei Eesoni to return with Hei-Ran. This is the easiest option as Hei-Ran (who wants to bring Tei back) is very headstrong, while Tei herself is much more laid-back. It's also the decision that will make both of them unhappy in the long run—Tei because she can't stay, and Hei-Ran because her friend is sad.
- Alternatively, they can persuade Hei-Ran to let Tei Eesoni remain on Jasmine Island, where she will share her wondrous inventions moving forward. They could reach a compromise where Tei is still an employee of the Fire Nation, but a resident on Jasmine Island. This requires more back-and-forth, first getting Hei-Ran on board and then having her clear it with the Fire Nation, but ultimately everyone will be happier.

If you're playing this adventure inside of a larger campaign set in the Kyoshi Era, the outcomes can vary wildly as the PCs deal with the consequences of **Tea & Troubles**. If you're playing this adventure as a single session game, then you should try to wrap up with some sense of conclusion, by narrating a longer time frame to show how the heroes' actions ultimately made Jasmine Island stronger.

PROLOGUE

The companions are all part of Jasmine Island's community, though some may be established locals while others are newer **arrivals**—the players choose which when they select their characters from the pre-gens or create their character. **Tea & Troubles** begins with a flashback to fully ground the companions on Jasmine Island and simultaneously get the players invested.

WHO ARE THE PROTECTORS?

The prologue cements the heroes as Jasmine Island protectors. Leading up to this adventure, the protectors play a traditional role, but they haven't had an enormous presence, authority, or responsibility on the island until more recently with Chidaw's leadership.

Becoming a protector by the Kyoshi Era traditions is a serious commitment: they are not required to remain on the island—though most of them do for practical reasons—but they must return if the island sends out a call for aid. The oath itself, “to protect Jasmine Island,” is nebulous enough that it allows for hairsplitting. Does “Jasmine Island” mean its people, its history, or the physical island? More often than not, the group's leadership—Chidaw, at the moment—determines the practical execution of the oath. Not many other structures unite the protectors besides their oath, their interest in the island—whether altruistic or selfish—and their leaders.

TEA CEREMONY

The tea ceremony begins before dawn as the companions make their way to a rocky cove just east of the bay. The morning tide beats against slippery rocks to softly spray the heroes with salt water. The cove holds a small temple in honor of the golden deer-fox, made of cherrywood lacquered to resist the water. **Siarruk**, an elder tale keeper of Jasmine Island, notes that they are missing someone who is supposed to be at the ceremony—Mirlon—but that they must carry out the tradition before dawn. She leads the ceremony and invites the heroes to sit amid cushions strewn about the temple. The cushions are slightly damp, and the delicate scent of freshly brewed golden jasmine tea rises in the air. Siarruk passes the earthenware cups of tea around, and the companions take their first sips just as the rising sun turns the ocean spray into rainbows. **Chidaw**, leader of the protectors, stands behind Siarruk, nodding in approval as the heroes swear their oaths to defend Jasmine Island, joining the protectors.

Ask each player to build flashbacks on two of the following prompts. Each player will pick one prompt of their choice, selecting from the locals or arrivals list as appropriate, and all of them should answer the last prompt from their list.

LOCALS

- Which of the major families (Qi, Jin, Fu—see page 12) are you a direct member of or otherwise allied/affiliated with? Describe two aspects of the relationship, one wholesome and one fraught.
- Describe one Islander who is your childhood friend. How did the relationship recently deepen?
- Describe your favorite spot on the island, and who else you meet there.
- You have already sworn the oath of protection but have chosen to join the ceremony again. Why?
- You've already met (at least one of) the **arrivals**. Describe how you introduced them to the island's culture. Note: If possible, pick an arrival other locals have not yet met.

ARRIVALS

- You arrived as a guest of one of the major families (Qi, Jin, Fu). Describe two developments in the relationship since then, one wholesome and one fraught.
- Describe one Islander who has already become your friend. What is the foundation of your relationship?
- Describe your favorite spot on the island, and who else goes there.
- As you swear the oath of protection, what or whom does your mind go to specifically? This might be a person, part of the island's culture, a specific location, or something else.
- You've already met (at least one of) the **locals**. Describe how they introduced you to the island's culture. Note: If possible, build upon the locals' answers.

You can play out the scene as much or as little as you like, but don't resort to moves. Incidents occurred in the past and there is no uncertainty; the player decides how it played out. As the GM, however, be sure to keep asking questions throughout the flashback to flesh out the moment with details you can call on later. This is your opportunity to introduce some of the NPCs, and you should pick those your players are mostly likely to connect to.

The flashback is explicitly intended to establish a positive connection to Jasmine Island and its inhabitants, even if a little sharp edge is fine (and sets the stage of a touch of tension and drama later on if desired). Focus on the good, and encourage your players to do the same. Jasmine Island is a beautiful place with a unique culture and sincere, hard-working people.

Whenever a prompt asks the players to describe another person, they can choose another PC (with that player's buy-in) or make up an NPC. In the latter case, if they begin to describe an NPC try to link their answer to one of Jasmine Island's NPCs provided under **Important Characters & Groups**, suggesting an existing NPC who could fill that role. For example, if one of the players mentions an ambitious Islander, see if Mirlon could fit the bill. If they mention a skilled fighter, Chidaw is a good choice. These kinds of adaptations set up personal connections that you can use in later acts.

At the end of each flashback, invite every character to shift one of their principles accordingly.

WHERE WE START

After full character creation and the prologue, including establishing the connections between all the PCs, move on to the first interlude below!

FIRST INTERLUDE: HEI-RAN & THE PIRATES

The adventure begins with a small interlude, later the same day as the tea ceremony that inducted the heroes into the protectors. **It's mid-morning, and the heroes are out on the water on a small fishing boat.** They were given the day to celebrate and relax, and before any further celebrations with their families, they collectively took the boat out. They're taking a quiet moment to relax and hang out with friends. Ask questions about things like who came up with the idea, and who was forced to relax!

Their peace is disturbed when a large Fire Nation ship appears on the horizon. It's unusual enough and as the ship turns they recognize it as a warship—a large iron-plated vessel with impressive sails—and it's headed straight for the island!

The companions are on the only boat out here, and they're certainly **the only ones to see the ship at this point.** A smaller Fire Nation vessel suddenly emerges from behind the warship, overtaking the larger vessel but being rocked and knocked to the side when it tries to block the warship's path. The companions see only a single traveler, **Hei-Ran, on the smaller vessel, bending arcs of fire at the warship.** By now they can also see the warship's crew more clearly, and they are definitely not Fire Nation—in fact, the ship is flying the Fifth Nation flag!

Hei-Ran is famous, and the companions might recognize her and know of her exploits based on their background. Hei-Ran calls out to them: **pirates have come to attack Jasmine Island, and the heroes must go to land and shore up defenses!** A character **assessing the situation** can tell that Hei-Ran is delaying the pirates on her own, but she doesn't stand much chance of stopping the warship or defeating the pirates entirely. Even with the aid, the warship itself gives the pirates a significant advantage, and the heroes likely wouldn't be able to stop the vessel. The best course of action to protect Jasmine Island is to do as Hei-Ran says.

You can run the interlude mostly narratively, as characters describe their actions and the scene unfolds accordingly. If your group is new to **Avatar Legends: The Roleplaying Game**, the dice mechanics, or roleplaying in general, try to prompt a few moves so they can make their first rolls when the stakes are still relatively low. This allows new players to start Act 1 with a bit of system familiarity. A miss on these rolls leads to GM moves that impose costs or complications for later. For example, a hero looking to help Hei-Ran could **assess the situation**—on a miss they might be blasted by a pirate, marking a condition that they'll have to contend with or clear later.

If the heroes are hesitant to leave Hei-Ran, build the pressure on them and make clear that this fight at this moment isn't winnable. The pirates will also deploy their own skiffs toward Jasmine Island with landing parties, and if the PCs don't act fast, they'll land simultaneously—or even after!—the pirates.

ACT 1: A GOOD DEFENSE

The heroes rush back to shore to prepare for the imminent attack—and the pirate landing party is hot on their heels. Jasmine Island has three locations where the pirate skiffs can come to shore: the port, the Golden Deer-fox Temple Cove, and the golden jasmine grove shorelines. The port is the most accessible location; the grove shorelines, the least.

The companions must defend these while deciding between pulling all defenses there, or creating defensible positions further inland in case the pirates break through. They can also spend time finding and talking to the Islanders, though they have little time before the pirates arrive; generally speaking, the PCs can visit and prepare only two locations before the pirates land. You can read more about each of these locations under **Important Locations**.

Make a note about the companions' efforts to bolster each individual location, as this might aid or hinder their moves in the Act 2 attack as well. Here are some of the actions the heroes can take to shore up defenses, and to possibly coax the pirates to a location of the heroes' choice:

- **Raise a location's physical defenses**, for example, by setting traps or throwing up a barricade. In the event of combat, the PCs can inflict and gain appropriate statuses, such as *Impaired* for traps or *Favored* for stronger barricades.
- **Persuade a faction or individual NPC to guard a location** so they can help hold the line against the attack. In the event of combat, the pirates are slowed down until the PCs arrive and might start with some fatigue and conditions already marked; during combat, allies can keep groups of pirates preoccupied so the PCs can focus on smaller groups or individuals.
- **Camouflage defenses or put up faux defenses** to lure the pirates to a location of the companions' choice. The pirates' knowledge of Jasmine Island is limited, despite Mirlon's treachery, and they will absolutely judge a book by its cover if the heroes use the right trickery. They will avoid highly defended areas and seek weaker landing points.

End the first act with Erchtei leading the pirate party ashore (use the major Fifth Nation NPC group on page 92, representing the pirates of a few skiffs). Erchtei doesn't have a lot of island knowledge, and picks what seems like an easy target. By default, he'll go to the port, then the cove, then the shorelines. In the conflict, the pirates won't push too hard—they'll retreat if at all on the verge of defeat, going back to their skiff to reconvene with Tagaka. They try to leave without the companions capturing any of them for interrogation. Erchtei even tries to talk to the heroes a bit, laying the groundwork for the pirates' later capitulation.

Why Is This Happening?

After contending with the first attack, the heroes may naturally start looking for answers. This is the first time in their lifetime the island's been attacked outright like this. Why now?

If the pirates did manage to escape without leaving anyone behind to interrogate, then the PCs are left to talk to the other Islanders. Some Islanders—especially Chidaw—might reemphasize that Mirlon was supposed to be on the island, but he's missing. Most Islanders, however, are focused on saving their own lives and the parts of the island they care about most.

SECOND INTERLUDE: HEI-RAN & THE SCIENTIST

Hei-Ran arrives at almost the same time as the pirates make their first retreat—the GM should gauge the tension in the group and have Hei-Ran arrive during a brief lull in the action between acts one and two. Hei-Ran is a formidable Firebender, but unfortunately she isn't here to protect Jasmine Island—though her mission might coincide with that goal. She explains:

- Tagaka stole a Fire Nation warship with Tei Eesoni aboard. Tei is a brilliant, if eclectic, inventor, and she was on her way to high sea to test one of her inventions, which have an alarming tendency to explode.
- Hei-Ran followed the warship here and will aid in the island's defenses if the heroes help her rescue Tei. Hei-Ran is honest that this is a tit for tat: Tei is invaluable to the Fire Nation, not to mention a friend, and she is Hei-Ran's only priority.
- Hei-Ran can't infiltrate the ship herself because she has drawn too much attention—the pirates are now on the lookout specifically for her.
- Because the pirates will be focused on Hei-Ran as she is such a threat, the heroes are the perfect strike force to go in and save Tei, while the pirates are distracted by Hei-Ran.
- Without Tei, the pirates likely won't have the mechanical expertise needed to take full advantage of the warship, which is their single greatest advantage.

Hei-Ran accepts the companions' answer with good grace.

If the heroes accept the deal: Hei-Ran is a spectacular Firebender, and her presence is an immeasurable aid to the island's defenses. She's bound to win any individual fight the heroes want to put her in, with the exception of going toe to toe with Tagaka herself. In exchange, the heroes—or at least some of them—must infiltrate the ship to save Tei Eesoni in Act 2.

If the heroes do not accept the deal: Hei-Ran is admittedly disappointed, but she understands. She'll have a hard time infiltrating the ship without waging a running battle the whole way through, and she'll have an even tougher time trying to get Tei safely off the ship. But she'll do everything she can to complete her mission. Somewhere in Act 2, the GM should describe the stolen ship exploding in a fiery shower of sparks and molten metal. The heroes have no way of knowing if Hei-Ran and Tei survived until the pair make their way to land in Act 3.

ACT 2: THE OFFENSE

The pirates attack in great numbers at multiple locations, prompting a scramble among the protectors. The GM should carefully consider the companions' efforts in Act 1 before choosing the exact form of this assault. Essentially, where the pirates landed only a couple skiffs and a single major group in Act 1, they should now be landing one small group per PC. The pirates might split up across the three different landing areas or concentrate on a single one, depending on how their first attack went and what they know of the PCs' defenses. If the heroes neglected to fortify one of the landing sites, for example, the pirates might choose to break through there—although they should make a corresponding mistake if the PCs camouflaged the defenses.

VICIOUS PIRATES?

The pirates take their orders from Tagaka, as long as she is present and in command. Still, many of them aren't as ruthless as the pirate queen herself. Once the companions stand poised to defeat Tagaka, the pirates' focus shifts entirely as they try to make off with any loot they can grab. **Play them to be a clear and present threat, without making them irredeemable**—remember, one of this adventure's endings relies on integrating them into Jasmine Island's society.

If the heroes let a group of NPC allies assist in defense in Act 1, that group is now largely depleted and the pirates break through their defense efforts. Either way, where Act 1 was all about cleverly building defenses and choosing the right site for the first skirmish, Act 2 is an all-out battle.

If the PCs did not take up Hei-Ran's offer, then this turns into a running battle. They'll be trying to organize NPC groups who are most interested in their own particular goals and areas of defense, while dashing between the different landing zones and trying to shore up those battles. Make hard moves that advance the tension so that the PCs can't declare victory without overcoming steep odds. In particular, if the PCs remain on the island, then they likely wind up in direct conflict with some of the named NPCs of the pirate attack before these NPCs are worn down by the ongoing conflict.

To Save a Scientist

If the heroes accepted Hei-Ran's offer in Act 1, they have to rescue Tei Eesoni in Act 2. It can't wait, because the pirates will take the inventor with them if they're defeated and flee. The heroes have three main goals: get to the Fire Nation warship, find Tei Eesoni, and leave with Tei Eesoni.

They'll have to take their own boat (or a captured pirate skiff) to the warship and find their way aboard, whether through deception or acrobatics. If they decide to go in with a flurry of bending, they can do so, but it's asking for a big fight in hostile territory. Once on the ship, they have to make their way to the engine room where Tei is being held prisoner...and made to work as the ship's engineer. The heroes can rely on whatever expertise they have to navigate the ship, including even deceiving or interrogating the pirates aboard.

When the heroes find Tei, they realize she wasn't too put out by her kidnapping, as the pirates let her continue as she had before. One even brought her tea. She doesn't realize this benign neglect was only because neither Tagaka nor Erchtei looked closely enough to figure out her real value—if either had understood her full capabilities, they would have forced Tei to create weapons for the Fifth Nation.

As it is though, Tei was allowed to work as a “ship’s engineer” without too much coercion or supervision. She keeps the ship running and makes it possible for the pirates to use most of its more advanced features, usually without them quite realizing exactly how much she’s doing; they’re content to let her make their lives easier, yet they continue not to recognize her true expertise. The single pirate guarding her, the same one who brings her tea, can be either taken out or persuaded to let the elderly inventor go. Of course, if the heroes fail at this, the guard quickly calls for reinforcements.

The inventor herself is very happy to go with the nice heroes. She especially perks up if the companions mention Hei-Ran, launching into a fond tale of their adventures. If the heroes respond by sharing their own adventures, Tei listens with rapt attention and presses for details. The scientist is clearly a people person despite spending most of her time around her inventions.

Tei continually offers the companions inventions to use as they make their way back to Jasmine Island. She mentions that these are all just pet projects, as her actual work is currently crated in the cargo area. The heroes can opt to search for Tei’s official project, prompting another journey past pirate guards. The players get to decide what the invention is, within reason. Of course, if used in a dire situation where the heroes make a move and roll a miss, it might explode...

FIGHTING THE PIRATE LEADERS

There are three significant leaders among the Fifth Nation pirates, each of whom the PCs are likely to confront at some point during the adventure...but each of whom will react differently. Read on for some advice on how to present each leader and their own responses to the PCs’ actions.

Tagaka the Pirate Queen

Tagaka herself joins the pirate attack in Act 2. If the PCs are defending the island, they’ll quickly become aware of Tagaka’s arrival from the sounds of intense fighting and water flooding all over. They can make their way toward her and contend with her directly, but it won’t be an easy fight without help. The pirate queen is equally skilled and vicious, and the heroes have to work together with their defenses, with their NPC allies, and with everything they have to have any chance of defeating her. In particular, Tagaka isn’t alone—her pirate comrades are with her, and if the PCs are on their own, then they might have to take on both Tagaka and a group of Fifth Nation pirates at the same time! That’s likely to become an overwhelming fight very quickly, so if you need to, remind the PCs that they have the option to retreat and get help from other parts of Jasmine Island.

If the PCs do take Hei-Ran up on her offer, then by the time the PCs return with Tei from the warship, Hei-Ran and Tagaka have been fighting and Tagaka is worn down—mark off half of her fatigue and half of her conditions to indicate how much she’s been weakened. Hei-Ran will then break off from Tagaka to keep the other pirates out of the fight, leaving Tagaka to the PCs.

Tagaka is a Legendary NPC and will be a very difficult foe to face...but she’s also not foolish, and she will surrender or flee if all of her forces have been defeated and she doesn’t stand a chance.

Erchtei the Usurper

Erchtei is hugely interested in this attack going well. Tagaka sees Jasmine Island as a stepping stone to bigger things, but for Erchtei, the island itself is the prize. Both Tagaka and Erchtei want the Islanders to surrender, but Tagaka doesn’t want to damage the only thing she cares about—the golden jasmine and tea plants. Erchtei doesn’t want to ruin the source of Jasmine Island’s riches, but he only becomes more and more invested in victory and a future where he can rule over the island. As his balance shifts ever closer to Victory, Erchtei becomes less and less likely to accept any kind of compromise or capitulation. He’ll bargain with the heroes to betray Tagaka, using them to take out his competitor, but the higher his Victory, the less likely he is to make any kind of deal that might look like a defeat for him. Every time Erchtei sees or faces a major setback, raise his Victory principle one step to indicate this increasing commitment to winning the battle. If he’s about to be defeated, he’ll try to flee or lie his way into a position where he can again achieve victory, but he won’t ever truly give up on trying to take over, even after Tagaka is defeated.

Mirlon the Betrayer

Whether the PCs go to the warship to save Tei or stay on the island to defend it, they encounter Mirlon toward the end of the conflict. He left the island before Act 1 began and joined the warship. He returns as part of the pirate fleet. But as he sees his own home under attack, he comes to regret his decisions more and more. The betrayer of the protectors is there, but he has actually been trying to stem the worst of the pirates’ looting and ransacking; he betrayed the island for a healthy bribe, but he didn’t anticipate they would cause this much damage. He doesn’t want Jasmine Island to burn down!

When the PCs see him, they’ll have to decide how to deal with him, whether they pursue and capture him immediately or leave him alone. He isn’t a threat, so spending effort attacking him gives the dangerous pirates more time to cause damage. Mirlon won’t put up much of a fight, but he will try to escape if chased; he can take any of the island’s boats and flee into the sea.

Keep Mirlon in mind throughout this entire scene, especially because crueler figures like Tagaka will use the knowledge of his betrayal to poke at the PCs and upset them.

The PCs then have to escape from the ship with Tei. Any pirates left will resist them—likely the equivalent of one small group of Fifth Nation pirates. But the PCs might still have a chance to sneak off on their own, and might even work with Tei to sabotage the warship on the way out. She’ll be reluctant to harm the vessel too badly, but with her expertise, she can disable the ship without leaving it a wreck.

The PCs return to Jasmine Island in the middle of the wider pirate attack, but their preparations and allies have handled much of the threat. In particular, Hei-Ran has defeated any incoming pirates wherever she was defending, and the PCs arrive in the middle of a final battle between her and Tagaka—when they arrive, Hei-Ran turns her attention to mopping up the other pirates while the heroes handle a depleted Tagaka who has already marked off half of her fatigue and her conditions. Once Tagaka and all the other pirate groups are defeated, Jasmine Island is victorious!

ACT 3: GRACE IN VICTORY

Tagaka and the pirates are defeated, and the councilmembers must decide what to do with them. This isn't the council's usual purview—they handle tea mélanges and trade disputes!—so they ask the heroes to decide. This act is mostly about roleplaying and tying up loose ends, but keep an eye out for any moves the players might want to make to persuade people to their side. The companions have a few broad choices, and an NPC of your choice should present at least one counterargument to whichever solution the heroes gravitate to. Your goal here isn't to change their minds, but rather to fuel the discussion a bit.

- **Let the pirates go**, preferably after scaring them into never returning to Jasmine Island again.
Counterarguments: Eventually they'll sign up with another pirate leader (perhaps Mirlon; if he escaped; perhaps Erchtei; or even Tagaka, if she is released), and what's to say that person won't come for Jasmine Island again? They attacked Jasmine Island, possibly killed people, and must face justice.
- **Turn the pirates over** to other nations. The Northern Water Tribe is a good candidate for this, as the pirates regularly encroach on the Northern Water Tribe's territories. The Southern Water Tribe and Earth Kingdom would also be interested in and capable of holding these pirates.
- **Counterarguments:** Jasmine Island doesn't have the infrastructure to imprison people en masse, even temporarily. Sending a message and waiting for the either Water Tribe to pick them up is dangerous.
- **Negotiate peace**, and integrate the remaining pirates and their ships into Jasmine Island's defenses.
Counterarguments: The pirates may agree now, but they'll turn when it suits them. The Southern Water Tribe already protects Jasmine Island, so what do the pirates do as their part of the peace?

These options are not intended to be all-encompassing—it's reasonable for the PCs to choose to turn Tagaka over to another nation while allowing most of the pirates to remain on the island. They can also talk to the pirates and get a sense of what they think:

- The average individual pirate likely doesn't want to go to prison, and most could see themselves happy on Jasmine Island, even though a few would like to go back to a life of reaving. It's pretty obvious which are which.
- Tagaka won't ever want to settle down on Jasmine Island, and she's comfortable moving on from her defeat here... just so long as they don't try to send her to a prison.
- Erchtei won't ever truly give up. The PCs should have a strong sense of his commitment to victory, especially based on his balance principle. He'll say and do anything to give himself a chance, but at this point he's also likely pushed to the edge, unable to hold back his vitriol and disdain for the Islanders.
- Mirlon regrets his betrayal and asks for forgiveness. He is honest and looking to repent, acting as the face of the attackers who would like to join the island's culture.

Whatever they decide affects the great-grandchild of Erchtei in the third adventure, **Vengeance & Virtue**, so make a note and refer to page 127 for more details.

TEI'S WONDROUS INVENTIONS

Here are a few sample ideas for inventions Tei might offer the PCs:

- Spring-coiled shoes that improve your jumping distance. These work, possibly a little too well.
- Matching gloves that lend strength to your punches. These also work, but they might fly off a hero's hands in the process.
- A mechanical envoy that can carry messages and emit a screeching whistle. These carry messages well, but are incredibly loud.
- An automated digging spade. This tool vibrates wildly, bounces like a pogo stick, and smokes worryingly.

Hei-Ran & Tei

Parallel to this, Tei Eesoni has taken a liking to Jasmine Island and wants to stay. She can offer a lot of help to the island, with her inventions—the ones that don't explode—potentially reshaping the island's capacities. Hei-Ran is absolutely not happy with this, as it was her job to return the inventor to the Fire Nation—not have her take up residence on some island full of tea farmers!

If the players do not intervene between Tei and Hei-Ran, the Firebender eventually coaxes the inventor to—unhappily—return to the Fire Nation. If they do intervene, they can try to talk Hei-Ran into letting Tei stay, especially if they appeal to the affection Hei-Ran obviously holds for her friend, and the scientist is quite delighted. Generally speaking, as this is one of the last moments of the game, a PC might be able to simply **plead** with Hei-Ran if they have formed enough of a relationship that she would care what they think. If they didn't agree to her earlier deal, however, or if their own actions went awry, she might require more convincing. Deceiving Hei-Ran isn't particularly effective here—she'll just return once the deception is discovered, and she'll be much angrier this time!

If Tei gets to stay on Jasmine Island, she immediately gets to work designing an automatic tea press, which she promises will *not* explode!

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.

HEI-RAN

LEGENDARY NPC

Hei-Ran is a legend of the Fire Nation, the former Headmistress of the Royal Fire Academy for Girls, and the firebending teacher of Avatar Kyoshi. She is the personal friend of Tei Eesoni, so she assigned herself the rescue mission when the rest of the Fire Nation navy was still debating what to do. The Firebender is all push and no give, and she's confident in her abilities to eradicate any problem with fire. She has less inclination toward delicate endeavors such as quietly infiltrating a pirate ship. Hei-Ran is more than happy to "trade missions" with the companions. She'll deal with the first onslaught of pirates, and they can rescue Tei.

Hei-Ran is a Legendary NPC. If you're interested in learning more about Hei-Ran check out the write-up on page 40.

TAGAKA

LEGENDARY NPC

Tagaka is the infamous pirate queen who inherited leadership over the Fifth Nation from her father, and was defeated by Avatar Kyoshi. Clever and ruthless, she has since escaped prison. Her goal now is the resurrection of the Fifth Nation, which begins with raising money to buy ships—and as far as she's concerned, Jasmine Island is a prime target. She doesn't just want to plunder the island and make it a permanent outpost of the Fifth Nation. She has an uncanny ability to enter the fray to make the biggest impact. The companions may be able to use Tagaka's need to prove herself against her, as she was the one to lose her fleet in the first place.

Tagaka is a Legendary NPC. If you're interested in learning more about Tagaka check out the write-up on page 42.

PROTECTORS

MAJOR NPC GROUP

Anyone who chooses may swear the oath and become a protector. Lately the protectors try to patrol the waters around Jasmine Island to keep pirates from attacking the traders who visit, but traditional methods involve defending the island on land.

DRIVE: Protect Jasmine Island

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Focused Fire, Shield Wall

List of important characters & groups

- **Hei-Ran**, the legendary Firebender
- **Tagaka**, the fearsome pirate queen
- **Protectors**, the defenders of Jasmine Island
- **Chidaw**, the leader of the protectors
- **Tei Eesoni**, a brilliant inventor
- **The Fifth Nation**, Tagaka's pirates
- **Erchtei**, second-in-command of the pirate fleet
- **Mirlon**, protector turned pirate
- **Jin Sheka**, Jin Family head and councilmember
- **Qi Kiala**, Qi Family head and councilmember
- **Fu Mela**, Fu family head and councilmember
- **Produce farmers**, the non-tea farmers
- **Hue Li**, spokesperson for the produce farmers
- **Port workers**, those who work at the docks
- **Foreperson Leela**, head of the docks

CHIDAW

MAJOR NPC

Chidaw is the head of the Southern Water Tribe merchants and leader of the protectors. He fell into the former through birth and hard work, and the latter—he believes—by destiny. Protecting Jasmine Island from intruders has always been part of Southern Water Tribe's assumed duties, but Chidaw takes his oath more seriously than any merchant before him. He's contemplating letting his eldest daughter take over the family trade so he can focus wholly on protecting Jasmine Island.

DRIVE: Protect the people of Jasmine Island at all costs

PRINCIPLE: Leadership 0 +1 +2

CONDITIONS: Angry, Afraid, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Crushing Grip of Seas

TEI EESONI

MINOR NPC

Tei is an elderly and brilliant Fire Nation inventor with a penchant for making things explode. The Fire Nation sponsors her research and provides her with access to ships so she can test her inventions safely out in open water. Unfortunately for Tei, pirates hijacked her last ship and took Tei prisoner. The inventor is not too perturbed by imprisonment. The pirates treat her with a kind neglect, even fetching her tea when she explicitly asks.

DRIVE: Develop an invention that does genuine good

PRINCIPLE: Progress 0 +1

CONDITIONS: Troubled

FATIGUE: ◇◇◇

TECHNIQUES: Jury Rig

THE FIFTH NATION

MAJOR NPC GROUP

Tagaka reunited some of the Fifth Nation since her escape, including several independent pirates. Her fleet doesn't measure up to its glory days, but with the captured warship, they believe they have a chance. The pirates that Tagaka brought with her don't represent her entire fleet, but she did fill the warship with an effective crew. This statblock represents an average small group of pirates

DRIVE: Enrich themselves

PRINCIPLE: Action 0 +1 +2

CONDITIONS: Angry, Guilty, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Draw Foe, Engulf, Overwhelm

ERCHTEI

MASTER NPC

Erchtei is one of the original Fifth Nation pirates, and he took their defeat by Avatar Kyoshi as a personal humiliation. He is highly skeptical of Tagaka's leadership after the fall of the Fifth Nation under her command—who's to say she'll do better this time? Still, Erchtei lacks the charisma to lead himself, so he settles for having Tagaka's ear...for now. The Firebender is Tagaka's second-in-command, and the one who got Mirlon to betray his oath. He's deeply invested in taking control of the island—it's the path to the power he thinks Tagaka denies him with her continued presence as leader. Erchtei believes they'll clash about that sooner or later, no doubt—and he is fully prepared to finally get rid of Tagaka.

DRIVE: Carve a position of power and affluence for himself

PRINCIPLE: Victory 0 +1 +2 +3

CONDITIONS: Angry, Afraid, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Flame Knives, Lightning Blast

MIRLON

MAJOR NPC

Mirlon comes from Jasmine Island, the child of a prosperous family of Southern Water Tribe merchants who later moved there. He himself lacks the work ethos that made his family rich and his inherited wealth is depleted. His family forced him to join the protectors to set him on the right path, but he resented it. Erchtei promised to restore Mirlon's coffers for information. Mirlon took the bargain and told Erchtei much about the island's defenses and the likely schedules of visitors.

DRIVE: Prove himself through wealth and victory

PRINCIPLE: Prestige 0 +1 +2

CONDITIONS: Afraid, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Charge, Disarm

NOTE: Start Mirlon's Prestige balance principle at +2, and as he is defeated or witnesses the other pirates causing real damage to the island, lower it one point at a time—the lower Mirlon's principle is, the more likely he is to be repentant.

JIN SHEKA

MINOR NPC

Sheka, matriarch of the prominent Jin Family of tea farmers, is an exemplar of natural talent and hard work. She's always taken any challenge in her life head-on, sometimes more to prove that she could than for the actual result. Old age and an overabundance of success has whittled away any flexibility she had, and she rules both her family and the council with an implacable hand.

DRIVE: Lead Jasmine Island to prosperity and influence

PRINCIPLE: Leadership 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUES: None

QI KIALA

MAJOR NPC

Kiala hails from the Qi Family of jasmine farmers and was elected to the council because of their prestigious work cultivating golden jasmine flowers. They don't see this as a promotion, as Kiala would rather focus all their efforts on the golden jasmine. The sensitive councilmember will never sacrifice lives over land.

DRIVE: Protect and perfect the jasmine of the island

PRINCIPLE: Perfection 0 +1

CONDITIONS: Troubled

FATIGUE: ◇◇◇

TECHNIQUES: None

FU MELA

MINOR NPC

Mela of the Fu Family of tea makers was born into her council position, which goes to the youngest adult child upon the resignation of the former Fu councilmember. Mela, barely of age when her mother resigned, wishes the position went to her older sister. She's hidden her insecurities behind a refined facade.

DRIVE: Be worthy of her position on the council

PRINCIPLE: Role 0 +1

CONDITIONS: Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

PRODUCE FARMERS

MINOR NPC GROUP

Despite the name, this faction includes every food producer *not* involved in tea, including fishermen and farmers. When the pirates attack, they defend their produce.

DRIVE: Protect their produce from attackers

PRINCIPLE: Support 0 +1

CONDITIONS: Afraid

FATIGUE: ◇◇◇

TECHNIQUES: Swarm

HUE LI

MINOR NPC

Hue Li serves as spokesperson for the produce farmers, who provide the island's population with all necessities that aren't tea. Hue Li himself is a crop farmer, but his genial personality has won ties with all the food producers on the island.

He is disinclined to send any of "his people" into harm's way, especially to protect the tea plants and jasmine groves (which he somewhat resents). The most the companions might ask for is to have Hue Li play a supportive role in the attack, for example, by evacuating other people.

DRIVE: Serve the interests of the food producers

PRINCIPLE: Leadership 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUES: None

PORT WORKERS

MINOR NPC GROUP

The port workers include shipwrights and dockworkers. Most of the port workers are non-benders, and the benders among them use their skills in utilitarian ways.

DRIVE: Defend the port

PRINCIPLE: Self-reliance 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUES: Engulf

FOREPERSON LEELA

MINOR NPC

Leela helped unite the dockworkers to start acting collectively on the island, especially with the Three Families holding so much authority. She isn't a natural born leader, but her strong sense of community makes her unwavering in her beliefs and actions.

A pirate attack is not the kind of fight Leela anticipated when she became leader of the port workers, but she'll step up to the task. Her priority lies with the workers' safety, and she may fall back quickly unless the heroes are present to bolster her.

DRIVE: Ensure the port workers and the port thrive

PRINCIPLE: Community 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUES: Earth Armor

IMPORTANT LOCATIONS

The locations on Jasmine Island where pirates may come to shore number three: the port, the Golden Deer-fox Temple Cove, and the golden jasmine grove shorelines. Once the pirates have a foothold in any of these locations, they will try to press further inland toward the Council Hall or market square.

THE PORT

Jasmine Island's port is modest, but shows signs of ongoing improvements. The port's primary jetty is built with local stone, though the Islanders have since added wooden docks to facilitate the quickly growing trade.

GOLDEN DEER-FOX TEMPLE COVE

This temple was erected at the location where the great golden deer-fox spirit supposedly shared the three tenets with the new Islanders. Many a tea ceremony or other island tradition has been held here. The temple is built inside a cave near the bottom of the cliffs, with a carved stone path that leads up to the village proper. The cave floor sees water during the spring tides, so all the temple's supplies—golden jasmine incense, zafu cushions, and spirit statues—are tidied away in high alcoves.

JASMINE GROVE SHORELINES

The island's golden jasmine shorelines flow along the water of the small streams and bay of the island, creating a sea of gold and green. The growers move among the plants, spreading them out, cutting away weeds, and placing snares to capture any small rodents that might try to nibble on them. On the edge of these groves are the food producers who farm the majority of the island's produce.

COUNCIL HALL

While the port is the first thing visitors see, the Council Hall is Jasmine Island's true calling card. The building is erected from local stone; it's sturdy and rather plain to behold. However, rings of perfectly grown golden jasmine wrap around each pillar at the entrance, forming a golden canopy above. In the warmer months, the heady scent of jasmine fills the air around the Council Hall and cool breezes off the sea blow the fragrance around town. The hall may be simple in nature, but its connection to the native crop of the island puts most inhabitants at ease.

MARKET SQUARE

The market square is open at all hours to cater to people going to work or heading to bed. Tea stalls are the most plentiful, of course, followed by food stalls—fish steamed with white jasmine leaves is a local delicacy. Other stalls offer anything from cloth to soap to paint as the village is still in development, and most stores have market stalls in lieu of traditional storefronts.

GM ADVICE

JASMINE ISLAND IN MOTION

The island is in a constant state of change, and the heroes should have an active role in that change. Let the players take the lead in the first act as they improve the island's defenses or lure the pirates to a specific landing site. The companions can even choose to let Jasmine Island's protectors take the brunt of the attack, to whittle the pirates down before entering the fray themselves—though that wouldn't be very heroic of them.

Then, in the second act, the island changes on them. A location's defenses, both physical and human, might take a hit in the pirates' first onslaught. Take a critical look at the remaining locations and defending groups. Did any of them suffer attrition through losses, or possibly break and flee due to poor morale?

Your goal is to create a shifting battleground. Entice the heroes to fall back, possibly to the Council Hall or market square, allowing for a change in scenery and more dynamic action. Leave enough NPCs in play that the heroes don't have to meet every single group of pirates themselves, but not so many that the PCs can expect anyone else to handle Tagaka. Keep them right on the edge of stretched thin, but not completely overwhelmed. After all, Team Avatar frequently starts on the back foot too, only to pull out a win through bravery and determination!

TIME THE STAKES

Use timing to raise the stakes and keep tension high. Be generous, but mindful of how much the companions can get done before the pirates attack. Hei-Ran is doing what she can to delay the onslaught, but the pirates won't just twiddle their thumbs until the heroes are done. A family slips into the town hall right before Tagaka enters the fray—and Tagaka makes short work of any market square defenses. Or they just return to the island after rescuing Tei Esoni, only to see Hei-Ran go down against the pirate queen.

Don't force the companions into action, but do create pressing situations. It's ultimately their choice what to do, but this is a battle and the pirates are acting accordingly.

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to 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, each player should decide if their character is a **local** or a new **arrival** to Jasmine Island. Locals needn't be born and raised on the island, but they have lived there long enough to become members of the community.

Meanwhile, the arrivals have been on Jasmine Island long enough to be invited to the tea ceremony, where they'll swear the oath of protection, but they haven't quite settled in. 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 prologue and flashback establish the companions as protectors of Jasmine Island. They may not be the leaders of the group, but Chidaw expects everyone to fully step up—so if the companions have more experience, or a better plan, they can absolutely take the lead in the island's defense.

FULL LIST OF PREGENERATED CHARACTERS

- **Ara, the Idealist** (she/her): a young refugee from the Fifth Nation. While Ara's parents were enthusiastic members of the Fifth Nation, she herself never felt comfortable being a pirate and set out to make her own life after Tagaka's defeat. **Play Ara if you want to have a conflicted past and be stronger for it.**
- **Joh, the Successor** (they/them): the youngest scion of a prestigious merchant family. Their siblings have all set up new trade routes and emporiums, and now the family's attentions turn to Joh to make good on their own legacy. **Play Joh if you want to struggle with expectations placed upon you.**
- **Karaq, the Icon** (he/him): a young scientist working on a patented tea mélange. Karaq knows there's a formula for everything—he just has to crack it! Where others see art, Karaq believes in patterns he can use to win the day. **Play Karaq if you want to tackle an artisanal endeavor with scientific rigor.**
- **Revik, the Bold** (he/him): the perpetual seeker. There's always another horizon beckoning Revik, and he rarely stays in one place for long. He has strong ties to his family, however, and always comes home in the end. **Play Revik if you want to play the eternal roamer with a home base.**
- **Yarru, the Prodigy** (she/her): a talented young bender from the Southern Water Tribe. Unfortunately for Yarru, everyone in her family is a talented bender, and it's hard to stand out when you're just one in an entire field of golden flowers. **Play Yarru if you want to prove yourself as the greatest bender since the Avatar.**

ARA, THE IDEALIST SHE/HER

Ara grew up the neglected child of two Fifth Nation pirates, and the scars still show. She wants to trust people and make friends but isn't sure how. She knows a better world is possible, but she has trouble believing it in her heart. Ara is determined to overcome all these obstacles, however, and build a better life for herself and the people around her—she just needs to find her chosen family to do it. The protectors seem like a good place to start.

TRAINING



BACKGROUNDS: Outlaw, Wilderness

DEMEANOR: Lonely, Resolute

FIGHTING STYLE: An array of small blades from around the world

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.

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

THE STRENGTH OF YOUR HEART

When you use Seize a Position, foes must mark 2-fatigue to block your movement.

IT DOESN'T BELONG TO YOU!

When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7–9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

TECHNIQUE

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

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

JOH, THE SUCCESSOR THEY/THEM

Joh's fathers are both rich and successful members of the Jin Family, as are all seven of their siblings. Joh is the unplanned but beloved eighth child, a good decade younger than their siblings, and they're expected to excel just like the rest of them. They're free to pursue their own passions, and their parents are happy to provide "start-up money," so long as whichever enterprise Joh eventually lands on will bring prestige and fortune to the family. Joh was sent off to Ba Sing Se to study before returning to Jasmine Island; for now, Joh has chosen to become a protector while deciding on their chosen enterprise.

TRAINING



BACKGROUNDS: Privileged, Urban

DEMEANOR: Intense

FIGHTING STYLE: Controlling a string of smooth stone sphere beads

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. **Business and industry** 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.

WAY OF THE FUTURE

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

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*).

- +3** 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

KARAQ, THE ICON HE/HIM

Fu Karaq spends most of his time in his laboratory trying to discover the “five divine attributes of tea” and categorizing all teas accordingly. Once that is done, he just needs to find the perfect harmonic blend of the five attributes and...well, it’s a multi-year (if not decades) project in the works. He’s been raised his whole life to believe he will become a master tea maker, and he’s devoted himself to that role. Karaq often comes across as detached and aloof, but he has a good and warm heart—he just has trouble expressing it in ways that other people understand. At the urging of his close family, Karaq has joined the protectors to expand his horizons.

TRAINING



BACKGROUNDS: Privileged, Monastic

DEMEANOR: Haughty

FIGHTING STYLE: Heating up metal pins and rods and throwing them

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; searching for hidden histories and artifacts

You have these prohibitions of your burden and tradition:

Never refuse an earnest request for help; never express great emotion; never deny someone knowledge or truth

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

BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD

When you **trick** an NPC by assuming a silly disguise or fake identity, mark Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

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.

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.

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

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

REVIK, THE BOLD HE/HIM

Revik would live a thousand lives at once if he could. He's been everything from a soldier to a monk, and he jumps at every opportunity for a new experience—and he always makes sure to look quite dashing doing so. Beneath this “try everything once” facade lies the heart of a deeply insecure child, who wants nothing more than to prove his worth to the world and be loved for it. Jasmine Island, with its tight-knit community, might be the place he can finally become his true self.

TRAINING



BACKGROUNDS: Military, Monastic
DEMEANOR: Impatient, Enthusiastic
FIGHTING STYLE: Throwing air-wheels

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 checked="" 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 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 checked="" type="checkbox"/> pull off a ridiculous stunt |
| <input checked="" 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.

YOU MISSED SOMETHING

When you evaluate a friendly NPC's plan to get something done, roll with **FOCUS**. On a hit, the GM tells you how you can drastically improve the chances of success; get it done, and they're sure to come through on top. On a 7–9, the problems inherent in the plan are fairly serious; the NPC will be resistant to making the necessary changes. On a miss, something about the plan throws you for a loop; the GM tells you what obvious danger the NPC is ignoring...or what they're hiding about their intent.

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

YARRU, THE PRODIGY SHE/HER

Yarru is the child of a renowned Waterbender and her high-ranking warrior wife, and her parents' legacy is something Yarru's been trying to live up to her whole life. She's impossibly driven, and never backs down even when she probably should. Yarru's preferred resolution to any problem is force, and she often tries a failing tactic twice—even harder the second time. That's not because she can't conceive of a different solution, but because she takes the first failure personally, as if it's her fault for not being "good enough."

TRAINING



BACKGROUNDS: Military

DEMEANOR: Resolute, Stubborn

FIGHTING STYLE: A water-sword constantly switching between liquid and ice

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 **forcing**.

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.

CHALLENGE

When you throw a boastful challenge at an opponent before a fight, roll with **PASSION**. On a hit, the challenge lands; if you win the fight, choose 1 from below. But your challenge goads them to impressive heights; they may choose 1 extra technique in every exchange for the duration of the fight. On a 10+, clear all fatigue at the end of the fight if you are victorious.

If you win, choose 1: your opponent must...

- teach you a technique of theirs, or help you master one you already know.
- give you answers or an item of your choice.
- acknowledge your superiority; shift your balance twice towards Excellence.
- take your side in a future conflict.

On a miss, they dismiss your challenge and refuse to fight; they inflict a condition on you.

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.

-1 CREATIVITY

+2 FOCUS

0 HARMONY

+1 PASSION

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

AVATAR
LEGENDS
THE ROLEPLAYING GAME



GENERATIONAL PLAY ASPECTS

If you're playing this adventure as part of the overall ongoing generational campaign described in this book, here are a few things to keep in mind.

NECESSARY ELEMENTS FOR THE ADVENTURE

In later adventures in this ongoing campaign, you build upon the details and events of prior adventures to make sure your Jasmine Island is consistent. For this adventure, though, you don't have any prior adventures to build upon! Instead, develop the details provided by the players as you set up to play, even in game using the pre-gen characters, and the details provided both in this adventure and in Chapter 1. To make this adventure work, here are the necessary elements that you should not alter:

- Jasmine Island is only emerging on the global stage, but it doesn't yet have wealthy inhabitants, isn't well-known widely, and hasn't gotten truly involved in any international struggles.
- The only defenders of the island are the protectors, the local, traditional, and fairly informal group of defenders who belong to Jasmine Island. Through Chidaw's work on their behalf, the protectors have lately been growing to better patrol the island and its neighboring seas.
- The island's people have simmering conflicts that haven't yet exploded to the forefront. Up until now, the island has largely lived a communal existence, but imbalances are growing between the Three Families and the rest of the Islanders, in particular.

THE JASMINE ISLAND PROTECTORS

The PCs are expected to be a part of Jasmine Island's own home-grown defenders. The institution draws from the history of Jasmine Island—it has always had protectors of some sort—but at this time, the group isn't highly formalized or structured. They have a leader—Chidaw—but they don't have facilities, barracks, or rigid and expansive hierarchies...many of the protectors are functionally farmers, fishers, or dockworkers who have also sworn the oath. Chidaw can assemble them for some task if need be, but for the most part they still just perform their roles. Here are the key things to keep in mind:

- The protectors have been growing in number and strength with Chidaw's leadership; while they aren't necessarily a highly trained near-military force, they include many capable fighters and benders at this point.
- No one on the island expects the protectors to be a real military force; most on the island can't imagine any other nation invading the island in this era.
- The protectors within this adventure include many other NPC protectors, with Chidaw as their leader, but the structure is informal and communal. If the PCs take charge, other protectors will follow them...just so long as their plans aren't too wild.

Feel free to give the protectors a new name for your ongoing campaign—the “protectors” is a specifically informal title to leave things open for whatever name makes sense for your version of Jasmine Island!

THE COUNCIL

The three councilmembers included in this adventure are Jin Sheka, inflexible elder and matriarch of the tea farming Jin Family; Qi Kiala, sensitive and perfectionist golden jasmine grower of the Qi Family; and Fu Mela, the youngest councilmember and an inexperienced representative of the tea-making Fu Family. You can use those councilmembers, or you can invent new NPCs based on your version of Jasmine Island. Pay attention to the factions in power on the island. In the Kyoshi Era, by default, the primary power on the island still presumably rests with the Three Families, so the the powerful factions here include the Jin, Qi, and Fu Families. Check out page 12 for more on them.

Make sure to connect any councilmembers you create to other characters and figures in your game, especially the PCs.

Lastly, play up the growing tensions between the councilmembers and the rest of the island. While the Jasmine Island of the Kyoshi Era isn't splintering into fractious dissent, other groups are growing in size and import, and they are coming to see the Three Families' monopoly on leadership as unacceptable. When the attack comes, these different groups will default to protecting the pieces of the island they care about most; the heroes will have to work to unite and coordinate them.

END DEVELOPMENTS

After the adventure is over, check with everyone playing that you all have the same answers to the questions about the events of the session and the ensuing results of the adventure. If you don't know the answer already, ask one player to provide an answer.

Then go around the group and ask each player to individually answer the character-specific questions. Lastly, have each player pick a different option from the list of alterations.

Session Event Questions

- At the end of the adventure, were the pirates sent away from, or integrated into Jasmine Island?
- Who opposed the treatment the pirates ultimately received?
- Who supported the treatment the pirates ultimately received?
- What happened to Tagaka? Was she sent to prison? Released?
- What happened to Mirlon? Was he forgiven? Exiled? Captured?
- What happened to Erchtei? How did his obsession with enacting vengeance for this defeat show itself?
- Which faction leader is most likely to become the next, non-Three Families councilmember?
- What damage has Jasmine Island suffered?
- What generally becomes of the protectors of Jasmine Island in the aftermath of the fight?

Character-Specific Questions

- Does your character remain on the island in the long run?
- What primary role does your character come to occupy on the island or in the world, over time?
- What local change does your character enact on the island?
- What large-scale changes does your character try to enact in the world, if any?

Alterations

Cultural growth: Choose a playbook supported by the island's changes and growth; a character of that playbook starts with one additional advancement next session, if played by a different player.

Chidaw's legacy: Unlock the Bound playbook for the next session, for any player to use.

Tei Eesoni's legacy: Unlock the Architect playbook for the next session, for any player to use.

Construct: Add a new important location of your choice to the island for the next session, and describe a new faction of people tied to that location. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Settle: Describe another group or important individual who spent significant time on the island and altered its culture, creating a new faction of people tied to that perspective. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Expanded training: Choose a type of training supported by the changes and growth on the island. One character of your choice in the next session can start with an additional technique of that training type at mastered level.

Innovation: Describe a new or existing faction that has begun to explore new ideas about itself and the island. Every character tied to that faction next session starts with one additional technique at trained level.

Place of solace: Choose an existing location or add a new location on the island. Each PC may, once per session, take a moment of solace at that location and say why it is meaningful to them to immediately clear 2-fatigue.

Place of contemplation: Choose an existing location or add a new location on the island, and choose a balance principle from your PC in this adventure. Once per session, each PC who makes a move in the location can call on that balance principle as if it was theirs at a +2.

Lessons from a legend: Choose one of the legendary NPCs present in this adventure. PCs of the appropriate training can start with that technique at learned level in the next session.

Lessons from a prior generation: Choose one technique from your PC in this adventure. A PC of your choice played by another player in the next adventure inherits lessons from your PC, starting play with that technique at learned level.

Empower the dockworkers or the produce growers: Choose one of those two factions. They take a place of prominence on the island, assuming power in a significant fashion. Any Guardian, Icon, Pillar, Successor, Bound, Authority, Elder, or Aspirant tied to that faction begins play with their choice of one advancement or one additional mastered technique.

Disempower the Three Families: The Three Families lose their place of prominence or importance. Any Bold, Hammer, Idealist, Rogue, Architect, Elder, Adrift, or Outcast tied to that faction begins play with their balance center shifted one point in either direction as they choose.



Good tea can come from both the simplest and most complex of brews, so long as balance is maintained between the different ingredients. In the time of Avatar Roku, balance came under threat across the whole world, and Jasmine Island was no different. Fortunately, there will always be those who are willing to push back against the scheming of the world for peace, balance...and for good tea.

CHAPTER 5

CEREMONIES & SECRETS



ROKU ERA
ADVENTURE

CHAPTER 5

Ceremonies & Secrets is set on Jasmine Island in the Roku Era. This adventure includes all the elements you need for an exciting episode of your very own, but it's written to be a part of the era-spanning story of Jasmine Island presented here in **Uncle Iroh's Adventure Guide**. This adventure is the second in a larger chain of events that strikes the island over five eras. Your companions will help shape events on the island for years to come!

After centuries of productive tea trade, the Earth Kingdom has overstepped the boundaries set in a treaty created by Kyoshi, which had required the kingdom to protect the island. The Earth Kingdom's representative on Jasmine Island, Magistrate Emerald, seeks to claim the island for the Earth Kingdom, and he has imprisoned two Guiding Wind monks who discovered his plans. Now, Khandro and Zeisan, foremost leaders of the Guiding Wind movement, have come to Jasmine Island to free their people. In light of their arrival, Emerald plans to seize control of Jasmine Island now, by force if needed. Can the heroes stop him before he forces the last free councilmember of Jasmine Island to surrender to the Earth Kingdom?

USING THIS ADVENTURE

This adventure creates 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:

- "Historical Background" (page 105) gives relevant historical information you need to play this adventure.
- "Summary" (page 105) provides an outline of the adventure and explains the treaty, the schemes of Magistrate Emerald, and the likely problems facing the PCs.
- "Prologue" (page 108) brings the PCs into the story, gives them a connection to the island, and sets up your group to play.
- "Where We Start" (page 108) provides detailed information on all three Acts of the adventure and how to navigate them.
- "Important Characters & Groups" (page 113) provides information on NPCs the companions might meet.
- "Important Locations" (page 115) features different areas for the PCs to explore on Jasmine Island during the adventure and explains where important characters might be found.
- "GM Advice" (page 116) contains additional guidance just for the GM and gives advice on how this adventure could end.
- "Pregenerated Characters" (page 116) is a set of five premade characters your players can use to hop right into the adventure.
- "Generational Play Aspects" (page 122) provides information you need if you're playing this adventure as part of the ongoing campaign of this book.

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 companions in a dramatic starting situation that demands immediate action! 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 117. 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, looks, 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.

HISTORICAL BACKGROUND

Jasmine Island's prosperity has only grown in the years since the Kyoshi Era, as the special golden jasmine tea produced on the island is now in demand across the world. As each nation seeks to expand and defend their boundaries, they pay closer attention to the places that once could claim independence or neutrality... like Jasmine Island. Now, the Earth Kingdom—in the form of **Magistrate Emerald** and his soldiers—has set its sights on Jasmine Island.

After the Fifth Nation attack on Jasmine Island during the Kyoshi Era, Avatar Kyoshi helped negotiate a simplified treaty to protect the island from further attacks. The treaty guaranteed the island could call upon Earth Kingdom forces if needed, and even established a specific place for an Earth Kingdom outpost on Jasmine Island. The whole arrangement was meant as a deterrent more than anything else; pirates would be unlikely to come after an Earth Kingdom protectorate, even if the actual Earth Kingdom forces didn't have a strong enough presence on the island to resist a real pirate attack. The treaty seemed to work and Jasmine Island suffered no equivalent pirate raids for the remainder of the Kyoshi Era.

SUMMARY

Since the Kyoshi Era, the world has changed, and **Earth Kingdom officials see the treaty as a means to take control of the island**. Magistrate Emerald of the Earth Kingdom has assumed all duties related to maintaining the treaty's terms, and has claimed to honor the treaty when he moved more and more forces onto Jasmine Island. He stated he was defending Jasmine Island economically as he brought in new Earth Kingdom merchants and shippers to muscle in on the island's commerce, and that he was defending Jasmine Island's more unpopulated areas when he brought in Earth Kingdom citizens to build houses and live there.

Magistrate Emerald's plan to take over Jasmine Island is slow and insidious. He continues to bring Kingdom forces and cronies to the island, and he'll only stop when the local population is utterly outnumbered and outmatched. At the same time, he has been working to subvert Jasmine Island's institutions, especially the protectors and the council. Each year, there is an election for one of the three council seats, and so far he has managed to use his resources—bribes, threats, blackmail, and so on—to place one loyal ally onto the council while putting another directly under his thumb. He's working on either replacing or subverting the third—**Tsentsen**—so he can have the council unanimously ratify a new treaty making Jasmine Island a part of the Earth Kingdom. After that, he can throw off all pretense, fully dismissing and subjugating the Islanders and bringing in as many Earth Kingdom forces as he needs.

Some of the island's residents rightfully fear that it is only a matter of time before the island is fully annexed. The influence of Emerald and some of the new Earth Kingdom settlers is changing the island, to the extent that Emerald even pushed the Jasmine Island Council to cancel a traditional Jasmine Island festival, claiming that it disrupts Earth Kingdom trading too much.

In particular, Tsentsen suspects Emerald is engaged in foul play after he saw evidence of at least one of his fellow councilmembers' corruption. **He asked some friends from the Guiding Wind anti-nobility movement to help out.** These two friends, **Fengying**, a veteran Firebender, and **Sakuru**, a former captain of the Northern Water Tribe, managed to sneak into the Earth Kingdom outpost and find Emerald's plans—only to then be **captured by Emerald and imprisoned** as dangerous dissidents and criminals. Now, **Khandro** and **Princess Zeisan**, two leading figures of the Guiding Wind, have come to Jasmine Island to free Fengying and Sakuru from Earth Kingdom injustice.

With Khandro and Zeisan's arrival on the island, Emerald feels that he must accelerate his plans. He can't risk the Islanders discovering his plans to annex the island, or the extent of his corruption and control of their council. If anyone gets close, he orders the local Earth Kingdom garrison to put the island under martial law and seizes resources... while he tries to capture Tsentsen and force him to sign the treaty giving the Earth Kingdom control over Jasmine Island. Even if Tsentsen signs the treaty under duress, Emerald doesn't think it will matter to most powerful nations, and if it does, he is confident that the powers of the world will trust him and his word as Magistrate over that of some lowly island official.

Emerald has no official permission from higher powers in the Earth Kingdom to take any such action—there's some chance that other nations would react to aggression against a neutral power as an act of war, and few major Earth Kingdom diplomats and authorities would take such a risk for Jasmine Island! But Emerald figures it is easier to act first and ask for permission later. After all, if he is successful, then he can come to his superiors in the Earth Kingdom with a new province, a place with potentially lucrative trade and a useful geographic location for international conflicts; he believes the Earth Kingdom would reward him for his efforts, then, even if he acted without their permission. But the key is to be successful, fast, and decisively.

The best hope for Jasmine Island rests with the heroes. Khandro is trying to free the two Guiding Wind members through diplomacy, but Zeisan believes that the only option is to act boldly and decisively. To that end, she recruits the heroes to sneak into the barracks, free the Guiding Wind members, and find any evidence of Emerald's corruption. If they can't protect Jasmine Island from Emerald, then they risk their home becoming a subjugated colony of the Earth Kingdom!

EMERALD'S ENDEAVORS

Magistrate Emerald is an ambitious bureaucrat from the Earth Kingdom. In this time of international tension, he sees opportunity, for his kingdom and for his own advancement.

When Emerald heard about Jasmine Island, he saw his chance and petitioned to be made the Magistrate in charge of maintaining its treaty, including the Earth Kingdom's outpost on the island. There wasn't much competition for the role; Jasmine Island had been a fairly sleepy, boring place to most Earth Kingdom officials ever since the initial outpost was founded.

Emerald changed the island's relationship to the Earth Kingdom. He spent his budget to improve parts of Jasmine Island like the docks, and then instituted taxes to use those improved docks. The taxes paid for bribes to Earth Kingdom officials, getting him more military forces and more merchants and tradespeople. His growing economic engine gave him the resources to gain the goodwill of some Islanders while putting pressure on others, reshaping the island. **During the last council election, he boosted a candidate, Xi Chin, and got her elected to the council—entirely because she was loyal to him and his agenda, of course. He has also obtained ample blackmail over Fu Hong, a second councilmember.** The only councilmember now free of Emerald's influence is Tsenten, and he's planning on supporting a new candidate for Tsenten's seat in the next council election. Once he does that, he can have all three councilmembers ratify a treaty that gives the Earth Kingdom full control of Jasmine Island.

He prefers to take control of the island slowly and "legally," without ever raising enough of a stir that the Islanders could unify against him. But with the Guiding Wind's involvement and the risk of his plans being uncovered, he is preparing to order Earth Kingdom forces to put the island under martial law. In the chaos, he has soldiers take all the councilmembers captive with a focus on Tsenten, to force the recalcitrant councilmember to sign the treaty once and for all.

Captain Buo Ren, the military leader in charge of the island's Earth Kingdom forces, is possibly an obstacle. She is fiercely loyal to the Earth Kingdom's government and legal system; if she knew about Emerald's bribes, blackmail, and his plans to force Tsenten to sign the treaty, she might stop him. He has kept her busy elsewhere so she didn't have the chance to find out what he's up to, and if he needs to put his drastic plans into action, he'll order her far away from his forces taking Tsenten captive.

CALLING THE GUIDING WIND

When Emerald first came to Jasmine Island, the then-councilmembers were happy with his help in fixing up the island and improving its infrastructure. They had lived with a completely unobtrusive Earth Kingdom outpost for all their lives, so they saw the change as an improvement. By the time Emerald was significantly taxing all incoming and outgoing traffic to the island, and was bringing ever more soldiers ashore, it was too late. When they asked Emerald to lower the taxation on commerce, he proceeded to endorse Xi Chin while blackmailing Fu Hong. Tsenten was the only voice on the council demanding the Earth Kingdom to loosen its grip on the island.

Tsenten, deeply suspicious of Emerald and his overarching intentions, came to believe that he couldn't protect Jasmine Island from the Magistrate's influence without help. He contacted some friends in the Guiding Wind, a movement he had a mild association with, and asked them to help him secretly discover Emerald's plans. Fengying and Sakuru, the two Guiding Wind members, happily obliged—Emerald represented the kind of monarchical, aristocratic forces that they opposed. They came to the island and snuck into the outpost, successfully discovering the treaty that would put Jasmine Island under Earth Kingdom control. But they couldn't escape without detection, and Emerald's Earth Kingdom soldiers captured them. The Magistrate immediately demanded they be held as criminals in the outpost. Xi Chin and Fu Hong, of course, agreed with Emerald, and Tsenten couldn't say much without implicating himself.

He could, however, get word to Khandro and Zeisan, the two leading figures of the Guiding Wind, who promptly came to the island to free their people. **Both of them believe that Emerald will not give Fengying and Sakuru a real trial or real justice.**

THE THREE ACTS

This story is one of intrigue and action, playing out in a prologue and essentially three acts. These acts might not perfectly match the structure of the story at your table, and you should absolutely shift and adjust the ideas of the adventure's flow to match your needs during play. But you can generally expect the adventure to play out in these parts:

- **Flashback Prologue**—The companions describe flashbacks as part of its protectors, even while Magistrate Emerald dismantles them, in particular befriending figures like Tsenten and even Princess Zeisan on a visit to the island.
- **Act 1**—The companions are present as Khandro tries to convince the councilmembers to demand Emerald free the prisoners, when Zeisan takes the PCs aside and asks them to break into the outpost, free Sakuru and Fengying, and find evidence of Emerald's wrongdoing. Preferably, they do so as quietly as possible, alerting no one until the prisoners are long gone from the island. They set forth to do just that.
- **Act 2**—In the aftermath of the companions' raid on the outpost, it's only a matter of time until Emerald is alerted. A clock ticks down until the PCs' actions are discovered, during which they have a chance to plan, prepare, and recover.
- **Act 3**—The PCs must help stop Emerald's plans, as he sends his soldiers across the island to seize resources and places of import, all as cover so he can capture the councilmembers—specifically, Tsenten—and force him to sign the treaty. Once Emerald has the signed treaty, he tries to escape so he can return with a larger Earth Kingdom contingent, now legally authorized to take the island by any force necessary.

It's always possible that these specific acts and events will play out differently—for example, if the companions are captured during their infiltration of the Earth Kingdom outpost in Act 1, then they might have to stage an escape during Act 2. Don't feel bound to this series of events as a straitjacket—make sure to follow the actual fiction and events of your game as they happen.



HOW IT ENDS

Ultimately, the companions need to resolve the conflict with Magistrate Emerald to end the adventure. But defeating Emerald can take many different forms.

- The PCs might outright defeat the Earth Kingdom forces with the help of the other Islanders. They force Emerald and the Earth Kingdom soldiers to leave, and the epilogue has the councilmembers affirming the island's independence.
- The companions might get Tsenten off the island with Khandro and Zeisan's help, preventing Emerald from ratifying his new treaty, but failing to stop his soldiers from running roughshod over the golden jasmine tea trade. They have to find allies and return later to oust Emerald.
- The PCs might convince Captain Buo Ren, the military leader of the outpost, to countermand Emerald's unethical and illegal actions. Once Buo Ren has evidence of Emerald's illegal plans, she packs up the whole Earth Kingdom military and leaves, no matter what Emerald says.
- The companions might provide evidence of Emerald's crimes to someone who can get it to the Earth Kingdom itself. That could be Sakuru, Fengying, Khandro, or Zeisan. Doing so won't immediately stop Emerald, but it ensures he is removed from power later when the world gets wind of what he's up to.
- The PCs might not stop Emerald from getting the last signature on the treaty and then fleeing! If you're playing an ongoing Jasmine Island game, it means the situation of Jasmine Island in the next adventure is different, but the story continues. If you're playing an ongoing Roku Era game, then the PCs have a chance to chase after Emerald and stop him! If you're playing a single session GMs should avoid this outcome—it can be dissatisfying for a single session to end on such a down note.

The two best possible outcomes for the PCs are Emerald's defeat and removal from the island, and the unification of Jasmine Island around its own independence. But as the above example shows, if you're playing in an ongoing game, be it the Jasmine Island campaign or a larger campaign set in the Roku Era itself, then the outcomes can vary wildly. If you're playing this adventure as a single session game, then GMs should try to wrap up with some sense of conclusion, even if it requires zooming out to a longer time frame to show how the PCs' actions ultimately lead to the freedom of Jasmine Island.

If you're playing this adventure as part of the Jasmine Island campaign described in this book, then you should either have some sense of how the ending of the adventure leads to a different situation in the next era's adventure, or you should try to set up the island's position at the beginning of the Hundred Year War Era adventure, **Vengeance & Virtue**:

- The island is independent of any nation's direct control.
- The outpost on the island is more or less abandoned by the Earth Kingdom.

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 celebrating a new treaty in a festival with Khandro, Zeisan, Sakuru, Fengying, and the councilmembers; or the adventure could end with the heroes flying away with Khandro and Zeisan to stop the Magistrate from reaching the Earth King. Regardless, the end of the adventure should honor the actions of the PCs and ensure that they had a real impact on the future of Jasmine Island.

PROLOGUE

Before getting into the adventure proper, there are a few details to establish, especially to bind the companions to Jasmine Island, each other, and the adventure. Make sure to read through the information here before beginning the game, and then run through these prologue steps first thing during play.

THE PROTECTORS

By default, the PCs all begin play as members of the island's own protectors. The protectors of Jasmine Island have always been a part of the island's culture, but they became more prominent after the pirate attacks in the Kyoshi Era. Emerald, however, purposefully set about dismantling the protectors during his tenure, assuming their duties with Earth Kingdom soldiers and using his puppet councilmembers to divert resources away from the protectors. Now, there are barely any protectors left.

- **If you're playing an ongoing campaign set in the Roku Era**, then ask the players to help explain why they're here on Jasmine Island as part of its protectors.
- **If you're playing a single session game with this adventure**, assume that the PCs are a part of the protectors—some likely as trainees. They don't have many allies, and the companions are the most confident and capable of those protectors still remaining.
- **If you're playing the ongoing campaign across the eras of Jasmine Island**, then use the events of the prior adventure to help set up the exact position of the protectors, but keep in mind that Emerald has been dismantling them in the intervening years. Even if the protectors were bolstered after the prior adventure, Emerald has since depleted their ranks and resources.

In all cases, as PCs are being introduced, make sure to ask every one how or why they joined up with the island's protectors. Ask them if they are trainees or fully-fledged members, and emphasize that there are almost no other protectors besides them—the difference between a trainee and a fully-fledged member is largely ornamental when all of them will be expected to respond together to any kind of disaster.

THE FLASHBACK

The prologue to the adventure is a series of flashbacks connecting the companions to Jasmine Island and the important characters in the adventure. Jasmine Island is a rich, living place, and it's important that the PCs be invested in it and its people—they should want to defend it for their personal connections as much as it is the right thing to do. Each PC receives their own flashback, but the overall process can involve the PCs making appearances in each other's flashbacks, to further bind and connect them to each other and the island as a whole.

To conduct a flashback, before starting play but after every player introduces their character, go around one at a time and ask each player to pick one of the questions below.

- Why did you defend Tsenten from angry Earth Kingdom troops?
- What did Magistrate Emerald personally take from another Islander you care about?
- When did you first beat Tsenten in Pai Sho, and what did he give you to commemorate the occasion?
- How did you escape when Magistrate Emerald harshly shut down an anti-Earth Kingdom protest you participated in?
- When Princess Zeisan visited the island, she said you represented the future of Jasmine Island. How did you impress her? What gift did she give you?
- When Princess Zeisan visited the island, she spent some time working alongside the people of the island making tea. While you taught her some of the island's practices, what lesson did she teach you in line with the Guiding Wind's beliefs?

Each player selects their question so they can think about the answer before you circle back and have the first player answer. When the first player answers, describe a short scene with them including where and when the incident happened, and who else was there—try to incorporate at least one other PC into every answer, so each PC shows up in at least two flashbacks.

You can play out the scene as much or as little as you like, but don't resort to moves. The incident occurred in the past and there is no uncertainty; it played out more or less as the question implies. As the GM, however, be sure to keep asking questions throughout the flashback to flesh out details you can call on later. In particular, pay attention to any objects or other NPCs the players use in their flashback scenes—those make for perfect elements to recall during play, whether you place them under threat or you provide them as rewards or discoveries.

At the end of each flashback, shift the balance track of the PC whose player picked that question. Ask the rest of the players how they think that scene shifted the PC's balance, and then make the final decision.

WHERE WE START

Before beginning the adventure proper, be sure that the players are clear on the most basic events leading up to this moment:

- Magistrate Emerald took captive two Guiding Wind "criminals" he said had snuck into the Earth Kingdom outpost. He says he will send them back to the Earth Kingdom for justice.
- Councilmembers Xi Chin and Fu Hong have been supporting everything Emerald has wanted for some time now, and they supported his decision to hold the two Guiding Wind members.
- Khandro and Zeisan touched down on the island to negotiate the release of the two Guiding Wind members, almost immediately meeting with the council to discuss the matter.

The adventure starts with Khandro and Zeisan standing before the councilmembers in the Council Hall, while Emerald stands opposed to them, and Captain Buo Ren stands off to the side with Earth Kingdom soldiers. Khandro is arguing for the councilmembers to intervene and free Fengying and Sakuru, contending that Emerald has overstepped, but only Councilmember Tsenten seems interested; Councilmember Xi Chin looks upon Khandro with disdain, while Councilmember Fu Hong can't look Khandro in the eye. Emerald is arguing that even if the Guiding Wind as a whole is not a criminal institution, these two individuals are definitely criminals, and the Earth Kingdom has the right to enact its own justice.

Play out just a small portion of the arguments between Khandro, Emerald, and the councilmembers. Because they're all NPCs, it can feel like you, the GM, are just talking to yourself, so instead of depicting the whole argument, focus on giving the PCs some sense of these characters and how they act. Khandro is focused on debate and peaceful action; Emerald is disdainful and dismissive; Tsenten agrees with Khandro; Xi Chin is on Emerald's side; and Fu Hong is also aligned with Emerald but clearly ashamed about it. **Interrupt the discussions with the arrival of tea,** as Khandro must stop arguing in honor of the tea ceremony. During the ceremony, **Zeisan calls the companions to a quiet side room to speak to them privately:**

She explains that while Khandro wants to resolve the situation peaceably, she has no confidence that they can do so just through discussion, based on what she's seen and heard. So she wants the PCs to break into the outpost and free Fengying and Sakuru. At the same time, she wants them to find the same evidence that Fengying and Sakuru were looking for, evidence that proves Emerald is up to something. She does NOT want them to get into any kind of big conflict, and she definitely does not want them to be caught...but she sees no other way to both free Fengying and Sakuru and avoid an out-and-out conflict where she and Khandro have to storm the outpost.

She says she can help by keeping all the island's attention on herself and Khandro, keeping Emerald there to argue with them. That way, the companions should have the best chance of sneaking into the outpost undetected. She wishes she could give them more aid, but she and Khandro are both too noticeable.

She's willing to talk and answer any other questions they have to the best of her ability.

- She doesn't know exactly how the PCs should get into the outpost—they know the island better than she does.
- She and Khandro can help to intervene if Emerald decides to dangerously and violently overstep his boundaries, but they don't want that to happen—the companions should do their best to go unnoticed for as long as possible. Otherwise, she will help Khandro in keeping Emerald's attention elsewhere.
- Once they free Fengying and Sakuru, Zeisan and Khandro will get the two Guiding Wind members off the island and away from Emerald as soon as possible.
- If they get the evidence of Emerald's corruption, they could convince Captain Buo Ren of the Earth Kingdom forces to take him into custody, hopefully removing him from power on the island.

ACT 1: SNEAKING INTO THE OUTPOST

The Earth Kingdom's outpost on the island is now a small fortress, due to Emerald's improvements, and Emerald and Captain Buo Ren have increased security after Fengying and Sakuru infiltrated it. It will take care, skill, and gumption to get inside.

The companions are familiar with the island, and they can use their own expertise to find a way in, ranging from scaling a cliff and the outer wall to stealing Earth Kingdom soldier uniforms and talking their way inside. Most of their plans will have some degree of success, and as the GM, you should give PCs opportunities to enact their plans—with the risk that things go awry!

Zeisan and Khandro arrived during the afternoon, so the PCs might want to wait until nightfall to go in under cover of darkness, or they might go immediately. Either way is totally fine—there are different risks associated with climbing a wall in the dark, for example, than with sneaking in by daylight! Zeisan does everything she can to keep Emerald hung up at the meeting for as long as possible, but the longer the companions wait the more likely Emerald returns to the outpost.

Along the way, make sure the PCs face a few complications by default:

- The guards stationed around the outpost
- The sheer height of the walls
- The difficulty of navigating inside the outpost
- The lock on the Magistrate's door

These complications should make sense in the fiction, but don't overdo them—ignoring further complications caused by the companions' own actions, they should only encounter two or three major blocks in their way before they reach the office.

Suspicion Clock

As the GM, the most important guideline to keep in mind throughout this scene is that having the Earth Kingdom forces openly catch or detect the PCs is a serious move, tantamount to a failure on one part of their mission. They can still free Fengying and Sakuru from imprisonment, and they can still secure the evidence of Emerald's corruption, but Emerald immediately initiates his plans to put the island under martial law and force Tsenten to sign the treaty—thereby skipping Act 2.

While the companions slip into Emerald's office or free the two Guiding Wind prisoners, you should refrain from making a move that reveals them without plenty of warning first. And even after they call attention upon themselves, they can use their moves to get back under cover—if there's a fun way for them to push past the attention, that's great! Be judicious about increasing suspicion of the PCs without catching them outright.

In particular, you can use a public Suspicion Clock with twice as many segments as you have players. Each time the PCs significantly catch someone's notice, mark 1-segment; for example, if an Earth Kingdom officer asks them questions about their uniforms that they can't quite answer. Each time the PCs take drastic action in view of one of the Earth Kingdom guards, mark 2-segments; for example, if the PCs snap the lock off Emerald's room with a guard looking their way. When the clock is full, the Earth Kingdom soldiers find them too suspicious and act directly against them, searching and taking them into custody.

Freeing Sakuru and Fengying

Sakuru and Fengying are held in the outpost's jail, underneath the main outpost yard. To get there, the companions have to sneak downward into some tunnels the Earthbenders built in the stone and dirt for housing supplies and building cells.

Sakuru and Fengying are both capable benders, and they're in some of the toughest cells. Sakuru, a Waterbender, is in a bone-dry cell and kept mostly dehydrated. Fengying, a Firebender, is in a heavy stone cell filled with straw—if she tries to firebend, she'll likely catch it aflame and only fill her cell with fire.

The PCs have to get past the guards keeping watch on the cells, either distracting them, tricking them, or quietly knocking them out, and then find a way to open both cells. **The guards likely have keys**, but an easy complication on a miss is to put the keys out of reach in some way. Once freed, Sakuru and Fengying gladly tell the PCs everything they know:

- They were asked by their friend Tsenten to find evidence of Emerald's corrupt intentions, and they did! The Magistrate is subverting the councilmembers to get them to sign a treaty giving the Earth Kingdom full control over Jasmine Island.
- Xi Chin is accepting bribes from Emerald, and Emerald has serious blackmail over Fu Hong—a receipt of a secret trade for golden jasmine tea that Fu Hong made to secure the money he needed to become a councilmember. If the evidence was revealed, Fu Hong would be ruined, and Emerald is likely using this to manipulate Fu Hong.
- Lastly, Buo Ren has treated them with dignity. She still believes they are criminals, but they have clearly detected a schism between her and Emerald.

They are willing to keep moving with the PCs—perhaps putting on handcuffs and pretending to be prisoners—or to find their own way out. They're both weak and tired, but they can likely escape with minimal trouble; their escape involves marking 1-segment on the Suspicion Clock. They'll find a way out of the outpost and to the main town as quickly as possible.

Emerald's Office

Magistrate Emerald and Captain Buo Ren are both pulled into the meeting with Zeisan and Khandro. That gives the companions a chance to get into Emerald's office before he gets back...but they don't have forever! One of the easiest moves you can make during this sequence is to show Emerald and his escort returning to the outpost, putting pressure on the PCs!

When they get into Emerald's office, they don't have to search very hard to find what they need. Emerald has a missive with the Earth King's seal on his desk, and three things are clear from it: **The Earth King has questions about what Emerald is doing, and Emerald isn't acting with the Earth King's explicit consent. Yet if the Magistrate succeeds and gets the councilmembers to all sign a treaty annexing Jasmine Island, the Earth King will back him; otherwise, he's on his own.**

A copy of the treaty is on his desk, with its proposed terms and signatures from Xi Chin and Fu Hong. This isn't Emerald's only copy of the treaty—the companions can't really derail Emerald's plans entirely just by stealing this document—but it is proof and the space for Tsenten's signature is still blank.

Escaping the Outpost

Once the companions collect the evidence and free Fengying and Sakuru, all that is left is for them to get it back out of the outpost—a challenge all to itself! They shouldn't have to overcome any particular obstacles they've already handled, but old obstacles can become new challenges in new stressful circumstances. PCs who scaled a cliff face to get into the outpost shouldn't have to push themselves to scale it again...but if they're being chased by Earth Kingdom soldiers, then that's an entirely different kind of challenge. As they flee, they're as much at risk of losing the evidence as anything else, so be sure to use those documents as interesting targets for hard moves!

If the PCs escape with a copy of Emerald's intended treaty—or even without the treaty—then the question before them is what do they do next? The more of an alert they've caused at the outpost, the sooner Emerald puts his own plans into action—and the less time the companions have to alert anyone else or prepare. But if they escape without any alert at all, they can reach anyone they want before Emerald figures out something is wrong.

If the PCs get captured—entirely possible when they're up against a whole outpost!—that's okay! They'll get a chance to escape from imprisonment however they can, especially when **Captain Buo Ren** comes to see them in their cell. They might even be able to play on Buo's own fears about Emerald in order to get her to help them! Remember to support the PCs, and that means supporting their escape from their cells to keep acting, while keeping the pressure up—if they were thrown in a cell and then escaped, they don't get a chance to do anything at all before the Magistrate attacks, and they'll likely arrive back at the main village in the middle of the chaos Emerald wreaks to hide his kidnapping of Tsenten.

ACT 2: ALERTING THE ISLAND

This act can expand or condense as needed during actual play. In your game, the companions might leave the outpost with alarms ringing and the Earth Kingdom hot on their tail—in that case, Act 2 takes barely any time at all before moving into the frantic conflict of Act 3. But if the PCs come out of Act 1 with the evidence and without having set off too many alarms, they have time to navigate the island and make contact with any important figures they want to alert to Emerald's wrongdoing.

This act is player-driven. Where exactly do the PCs go first?

- **They can run straight to Khandro or Zeisan.** The two honored guests set up their own camp outside the main town, where they are likely to be by this point. Zeisan will be happy if the PCs freed Fengying and Sakuru or if they have evidence of Emerald's wrongdoing. Khandro will be concerned about the companions having taken extraordinary action, but he will be pleased if his friends are freed. The two of them then argue about exactly what course to take next—Khandro wants to go to the Council, while Zeisan wants to directly confront Emerald—and the PCs can break the tie or propose another course of action, including having Khandro and Zeisan get Fengying and Sakuru off the island right away.

- **They can run straight to the Council.** Even into the night, the councilmembers are at the Council Hall, debating what to do in response to Khandro. Finding them gives the PCs a chance to defend Tsenten. Xi Chin tries to slip away to alert Emerald; if she does, immediately fill in two segments on the Emerald Acts clock, see below. If the PCs speak to Tsenten on their own, that can still tip off Xi Chin to something going on, and she tries to overhear or alert the Earth Kingdom forces. Tsenten, if given evidence of Emerald's wrongdoing, wants to confront the Magistrate with the help of Khandro and Zeisan, demanding his removal from the island. That puts him on a direct collision course with Emerald, who tries to abduct the councilmember and force him to sign the treaty.
- **They can meet up with Fengying and Sakuru at the docks.** This gives them a chance to get the two Guiding Wind members off the island secretly, without requiring Khandro and Zeisan to go with them. Fengying and Sakuru are still weakened, they aren't at the top of their game and think just escaping makes sense, too. They're happy to take the evidence of Emerald's transgressions, to ensure it can't be stolen away or destroyed. As members of the Guiding Wind, they don't have much faith in the Earth King or the aristocracy, but they can get the evidence to friends in the Earth Kingdom to ensure it doesn't go unnoticed.
- **They can try to put up an island-wide alarm immediately,** drawing attention among Jasmine Island's own residents by shouting, yelling, ringing the town bell, and so on. Doing this certainly riles up the residents of the island, giving them a chance to act, get to safety, and even oppose the Earth Kingdom...but it also immediately alerts Emerald to their actions and guarantees an immediate shift to Act 3.

In every case, think about the drives, balance principles, and desires of the characters the PCs go to—that will help determine their resistance to any given goal of the companions. In turn, don't set up a situation in which these characters simply solve the whole situation and the PCs no longer need to act. In every case, these characters ask for the companions' help to either support them or cover some other piece of the situation—Zeisan and Khandro might ask the PCs to defend the councilmembers, for example, and Tsenten might ask them to act as backup when he goes to confront Emerald.

The “Emerald Acts” Clock

At some point, Emerald will discover what the PCs have done and puts Jasmine Island under Earth Kingdom martial law to enact his plan. The more quietly the companions infiltrated the outpost during Act 1, the longer they have until Emerald puts his plan into motion, thereby beginning Act 3. Essentially, all of Act 2 is defined by this intervening time between the end of Act 1 and the moment that Emerald begins to act, and care and success in Act 1 should lead directly into more time to plan, respond, and prepare in Act 2.

You can track how much time the PCs have by setting up a clock to carry on from last act's Suspicion Clock. **The “Emerald Acts” clock starts with six segments, but fill some in based on the Suspicion Clock:**

- If the Suspicion Clock is empty or has only one segment filled, the clock starts empty.
- If the Suspicion Clock has more than one segment filled and no more than half of its total segments filled, the clock starts with two segments filled.
- If the Suspicion Clock has more than half its segments filled, the clock starts with four segments filled.
- If the Suspicion Clock has all segments filled but the PCs weren't captured, the clock starts with all but one segment filled.
- If Emerald came back to the outpost and discovered the theft shortly after they left, fill one more segment on the clock.

Tick one space on the Emerald Acts clock when:

- The PCs shift to a new location on the island, after the first they escape to after the outpost.
- The PCs use up a bunch of time doing something, like arguing for some time or setting up traps and defenses.

If all the spaces on the clock are ticked, then Emerald triggers his plans and the story moves to Act 3. If the companions don't want to use up all their allotted time, you, as the GM, should feel free to escalate into Emerald's attack earlier—let the PCs clear 1-fatigue for each tick (or 1-condition for every two ticks) on the clock they don't use. But giving the players some spotlight time to organize Jasmine Island and prepare for Emerald is a great way to make them feel like their choices and successes in Act 1 really mattered, so don't push ahead unless they run out of time or they aren't interested anymore!

ACT 3: EMERALD IN ACTION

One way or another, Emerald finds out that the outpost was infiltrated. He realizes that someone has taken action against him, and he moves to get the treaty signed immediately. He tells Buo Ren that if the prisoners have escaped, it's time to impose martial law on the island, and she agrees.

The Earth Kingdom soldiers surge out from the outpost to cross over the island, taking control of the most

“Important Locations” as they go. One squad goes to the Council Hall to seize the councilmembers for their own protection, ostensibly—Emerald claims that the worst of the Guiding Wind are dangerous dissidents who target leaders, so the councilmembers are in jeopardy. In truth, the Magistrate orders this loyal squad of troops to take the councilmembers to a secret location, a cave where Emerald keeps the money he has stolen, to get the treaty signed. Emerald meet them at the cave. Meanwhile, Buo Ren is ordered to take control of the docks, while other squads of soldiers seize the paths to the jasmine and tea fields. Emerald wants Buo Ren to claim the warehouses where prepared golden jasmine shipments are stored, in particular.

The PCs, then, are caught in an island in chaos. There are many places to defend, but the conflict is centered around Emerald himself—if his plans can be defeated, and he can be removed from a position of power, then Jasmine Island will be safe for now. Depending upon where Act 2 ended, **there are a few different ways to begin Act 3:**

- **If the companions are with Tsenten and the councilmembers**, then Emerald's soldiers come to seize the councilmembers "for their own protection." Xi Chin and Fu Hong both capitulate. Tsenten doesn't want to start a fight, but he doesn't want to go with the troops. The PCs have a chance to stop the Earth Kingdom forces from taking Tsenten altogether, and then they can confront Emerald.
- **If the companions are at the docks**, then they encounter Buo Ren first, who explains that they are placing the island under martial law. The PCs have a chance to speak with Buo Ren and use evidence of Emerald's wrongdoing to convince her that this is all part of his conspiracy. Without evidence it's very difficult to convince her, and they either have to fight her or escape from her. While they speak with Buo Ren, other Earth Kingdom soldiers take the councilmembers to the cave.
- **If the companions are with Khandro and Zeisan outside the town**, they hear the commotion and see the Earth Kingdom soldiers surging across the town. Khandro and Zeisan spring into action, but they focus on helping the Islanders instead of fighting; both know the dangers and political implications of being seen in a direct fight with Earth Kingdom troops. They'll ferry people to safety, mount non-violent defenses, and tend to wounds. They recommend that the companions focus on stopping Emerald directly.
- **If Act 3 begins without any time spent in Act 2**, then the PCs are wherever they were in Act 1, likely in a bad position to take immediate action. The Earth Kingdom soldiers easily take Tsenten and the other councilmembers to the cave before the companions even have a chance to respond.

The "Emerald's Plan" Clock

The most likely way for the situation to end is for the PCs to confront Emerald before his plan comes to fruition. To do that they have to find the cave in time. Track that time pressure using the "Emerald's Plan" clock, assuming that the plan is still moving forward—that Emerald's troops have taken Tsenten. The Emerald's Plan clock has four segments, **each one directly relating to a specific event**. When you fill in a given segment, that event occurs (and vice versa). Fill in one segment every time the PCs are significantly delayed by a fight or other circumstance.

- **Segment 1:** Tsenten arrives at the cave with the other councilmembers. Emerald threatens him into signing.
- **Segment 2:** Tsenten signs the treaty in response to threats.
- **Segment 3:** Emerald leaves the cave with as many guards as possible to get to the docks and escape!
- **Segment 4:** Emerald escapes from Jasmine Island!

If 1 and 2 can't happen—for example, the PCs prevent Tsenten from going to the cave and confront Emerald themselves—skip directly to 3. Emerald immediately tries to run away!

Playing Out the Conflict

The companions are likely to wind up in a running battle across the island as the Earth Kingdom forces seize myriad points. If they're with Tsenten at the beginning of the act, then they almost immediately fight the Earth Kingdom forces for custody of the councilmembers—the Earth Kingdom forces won't retreat or give up on their mission unless defeated. Otherwise, the PCs will quickly run into squads of soldiers spread out throughout Jasmine Island, concentrated at each of the important locations. Confront the companions with conflicts against these soldiers as appropriate; they can fight their way through or sneak past many of these groups, but they won't have the freedom of movement to cross the island unfettered...at least, not without help.

If Khandro, Zeisan, Fengying, Sakuru, or any other allies are active on the island, then they can help free the PCs up to keep moving, avoiding the Emerald's Plan clock from ticking forward as they spend time getting from place to place. Make moves that honor the companions' prior actions to have these allies bail them out of trouble. The goal for you, as the GM, is not to undermine the PCs as competent individuals, but instead to reflect the help they've given out previously and the allies they've established on the island.

The PCs do have to find the cave that Emerald is hiding in, but they can do so through many different means, including interrogating soldiers or using their own special skills to find the place. If they do manage to find the cave and confront Emerald, then he flees—and the fight becomes a chase! Emerald does everything he can to escape from the companions, including throwing soldiers in their path. Those soldiers do what they can to slow down the PCs, and the PCs have to keep pushing forward to catch Emerald.

Emerald's Threats

Emerald pressures Tsenten into signing the treaty using whatever means possible. He threatens Tsenten himself, the well-being of his loved ones, the well-being of the island, and so on. Emerald has Earthbenders with him who can signal the other Earth Kingdom troops across the island with certain sequences of tremors, meaning Emerald can tell the troops at the warehouse to destroy the golden jasmine shipments, or he can order the troops at the crossroads to obliterate the paths and the ways to the fields. Tsenten eventually gives in if the companions don't get there quickly enough—he cares deeply about the island, and while he thinks it will suffer under Earth Kingdom rule, he'd rather it survive intact to fight another day than have Emerald destroy everything right now.

Convincing Buo Ren

If the PCs have evidence of Emerald forcing the annexation—like a copy of the treaty or the missive from the Earth King, or even if Fengying and Sakuru can speak to what they saw—then they have a chance to convince Buo Ren to turn against Emerald when they encounter her. They can always do so by **pleading** with her. If they don't have any evidence, however, they can't sway her that way. To convince her to turn against Emerald, they have to get her to lose her balance while making persuasive arguments—and that likely means they wind up in a fight with her.

IMPORTANT CHARACTERS & GROUPS

The following are important characters the heroes will encounter during this adventure. The following pages contain information on these NPCs along with stats you can use—a principle (when appropriate), combat techniques, conditions, and fatigue are all listed for each character. NPCs tied to a faction or group are listed after the faction itself. In combat, the gang and the leader act separately in exchanges and choosing techniques.

KHANDRO

LEGENDARY NPC

An anti-monarchist philosopher pushed to separation from the Air Nomads, Khandro is the charismatic leader of the Guiding Wind. Khandro doesn't want to occupy a position of power or authority; he advocates instead for individuals and communities to govern themselves, without a separation that comes from wealth or nobility. In that respect, he is in favor of institutions like Jasmine Island's Council—leadership of the local community by the local community. As such, he doesn't entirely object to Fengying and Sakuru seeking evidence of Emerald's wrongdoing; after all, Emerald is a representative of monarchical threats. But he doesn't condone violence or harmful action, and he hopes to resolve the situation with peaceful discussion and argument. When the fighting breaks out, he helps Jasmine Island's people against the Earth Kingdom aggression, but he still tries to avoid direct conflict or harming the Earth Kingdom—he knows that if he ends up in a straightforward fight with the Earth Kingdom, it could have international consequences to his cause.

Khandro is a Legendary NPC. If you're interested in learning more about Khandro check out the write-up on page 44.

ZEISAN

LEGENDARY NPC

The Princess of the Fire Nation, sister of Fire Lord Sozin, and betrothed of Khandro, Zeisan is a complex figure. She is a non-bender and accomplished chi-blocker, master of a discipline mostly unknown in the wider world. She is an opponent to her own heritage—she believes the aristocracy and in particular her own family are irredeemable. She is set to enter into a political marriage with Khandro for the sake of her overall cause. In the wider world, her goals include pushing back the overbearing international powers, which she sees as continually overstepping their boundaries; to that point, she sees Jasmine Island as exactly the kind of place that is wounded by the international struggles of “great powers”. She's here on Jasmine Island to help Khandro resolve the situation with Fengying and Sakuru being held captive, as a supporter of the Guiding Wind, as a partner of Khandro, as a representative of world political forces, and as a friend of Jasmine Island from prior visits.

Unlike Khandro, she is much more interested in direct action. She has visited Jasmine Island before and finds it beautiful, she doesn't want it threatened by Earth Kingdom aggression.

List of important characters & groups

- **Khandro**, leader of the Guiding Wind
- **Zeisan**, Princess of the Fire Nation, anti-monarchist follower of the Guiding Wind
- **Fengying***, former officer and Guiding Wind ally
- **Sakuru***, retired merchant and Guiding Wind ally
- **Magistrate Emerald**, the Earth Kingdom bureaucratic administrator of the outpost
- **Elite Earth Kingdom soldiers**, Emerald's chosen soldiers to abduct the councilmembers
- **Standard Earth Kingdom soldiers**, the average Earth Kingdom fighters on the island
- **Captain Buo Ren**, leader of Earth Kingdom forces
- **Tsenten**, a councilmember who made friends in the Guiding Wind
- **Fu Hong**, one of Jasmine Island's councilmembers
- **Xi Chin**, one of Jasmine Island's councilmembers

*NOTE: Fengying and Sakuru were imprisoned in harsh conditions before this adventure. Their fatigue and conditions reflect this diminished state.

She knows that she, especially, is limited in what she can do—even though she hates her own heritage, she is still a Fire Nation Princess, and getting into a direct conflict with the Earth Kingdom's soldiers could ignite international tensions. She relies upon the friends she made the last time she was here to free Fengying and Sakuru—hopefully covertly.

Zeisan is a Legendary NPC. If you're interested in learning more about Zeisan check out the write-up on page 46.

FENGYING

MINOR NPC

After serving in the Fire Nation military for some time, Fengying sought a place of solace. She found it with the nascent Guiding Wind, who took her in for her own anti-aristocratic opinions and helped her find a new balance. Since then, she works with them—few expect a former Fire Nation soldier to be associated with a movement of rogue Airbenders, so she has a certain freedom of movement on the Guiding Wind's behalf.

DRIVE: Bring down the dangerous, aristocratic powers of the world

PRINCIPLE: Righteousness 0 +1

CONDITIONS: Angry, Guilty

FATIGUE: ◇◇◇

TECHNIQUES: *Breath of Fire*

SAKURU

MINOR NPC

Once, Sakuru was a successful and well-respected Northern Water Tribe merchant captain, sailing around the ocean visiting all manner of locations, but everywhere he went, he saw signs of those with power and wealth taking advantage of those without. Even Jasmine Island had its wealthy tea-making families and its less-wealthy workers. When he heard the message of the Guiding Wind, he adopted their anti-aristocratic principles. He happily lends his ship to them to move them around the world.

DRIVE: Stop Emerald from ruining Jasmine Island

PRINCIPLE: Freedom 0 +1

CONDITIONS: Afraid, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUES: Pinpoint Flaws

MAGISTRATE EMERALD

MASTER NPC

Magistrate Emerald is a cunning, ambitious bureaucrat with few scruples. He knows how to maintain perfect propriety, knows how to play to a crowd, but disdains almost all other people and treats them as the means to his ends. He sees a path to supremacy in the Earth Kingdom bureaucracy through the massive profits of Jasmine Island, and he is determined to give it to the Earth Kingdom as a new province that he can govern and tax. He likes to defer and delay, to equivocate and quibble, keeping others distracted until he can secretly take the actions he deems necessary. He has already subverted many of Jasmine Island's institutions like the protectors and even the Council, and his plan will come to fruition once he subverts the last council-member and gets the treaty to annex Jasmine Island signed. Once he is fully in control, he won't hesitate for a moment to squash Jasmine Island culture and squeeze every single yuan he can from the place.

DRIVE: Take control of Jasmine Island

PRINCIPLE: Ambition 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Insecure, Obsessed, Troubled

FATIGUE: ◇◇◇◇◇◇◇◇◇◇

TECHNIQUES: Thick Mud, Dust Stepping

ELITE EARTH KINGDOM SOLDIERS

MASTER NPC GROUP

These soldiers are Emerald's own personal retinue, each of them a skilled earthbending warrior. They are loyal to Emerald and carry out the most important missions he assigns them—even though they ostensibly report to Buo Ren.

DRIVE: Serve and protect Emerald

PRINCIPLE: Loyalty 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇◇◇◇◇◇

TECHNIQUES: Protect Objective, Eat Dirt

STANDARD EARTH KINGDOM SOLDIERS

MAJOR NPC GROUP

The Earth Kingdom soldiers on Jasmine Island are well-trained and well-ordered soldiers. They report to Captain Buo Ren and are loyal to her—if forced to choose between Emerald and Buo Ren, they'd side with Buo Ren. This write-up represents a battle group of soldiers, the kind likely encountered in Act 3.

DRIVE: Obey the hierarchy of the Earth Kingdom

PRINCIPLE: Order 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇◇

TECHNIQUES: Earth Gauntlet, Focused Fire

CAPTAIN BUO REN

MAJOR NPC

Buo Ren is a loyal, well-trained officer in the Earth Kingdom military. As a worthy and honored captain capable of managing the force, she was assigned to Jasmine Island with Magistrate Emerald. She didn't have a real stake in the position or the conflict at all when she came. But over time, she's come to see that Jasmine Island is the home of good people and that Magistrate Emerald has ambition that might lead him into illegal action. She believes that Emerald still serves the Earth Kingdom with full legal authority, however, and won't turn against him without proof.

DRIVE: Serve the interests, order, and people of the Earth Kingdom in good faith

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇◇

TECHNIQUES: Earth Armor, Rock Column

TSENTEN

MAJOR NPC

One of the councilmembers of Jasmine Island, Tsenten is a native non-bender of Jasmine Island who studied with the Air Nomads. He became enamored with their philosophy of peace and even adopted his current name in their honor. While there, he befriended a young Khandro. Tsenten left the Air Nomads and returned to Jasmine Island where he focused on improving the island's cultural capacities. He also remained close to the Guiding Wind. When he felt Jasmine Island was under threat by Emerald, he asked those friends to help him find proof of Emerald's bad intentions, and brought Fengying and Sakuru to the island.

DRIVE: Secure the safety of Jasmine Island

PRINCIPLE: Community 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty

FATIGUE: ◇◇◇◇◇◇

TECHNIQUES: Disarm

FU HONG

MINOR NPC

Over the years, as Jasmine Island has grown and changed, new and different groups of people have added to the island's culture. That means the dominance of the tea growers, jasmine growers, and tea makers on the island's Council became complicated by new groups and powers. Fu Hong, of the Fu Family of Jasmine Island tea makers, still represents those interests on the Council with deep ties to the island's history and tea-making culture...but he only rose to the position by secretly altering the books and selling tea to the Earth Kingdom for his own gain.

Emerald has evidence of that illicit trade and is happy to use it to keep Fu Hong under his thumb. Fu Hong would give anything to keep his position, so he goes along with Emerald's every decision, as long as Emerald doesn't remove him from power.

DRIVE: Retain his position
PRINCIPLE: Authority 0 +1
CONDITIONS: Insecure
FATIGUE: ◇◇◇
TECHNIQUES: None

XI CHIN

MINOR NPC

Xi Chin is one of the Earth Kingdom's citizens who settled on the island in the first of Emerald's moves to bring more tradespeople and merchants to Jasmine Island. She's been there long enough to be known to many of the Islanders, so they could accept her candidacy for the Council.

None of the Islanders really expected her to win, but Emerald wielded his resources in her favor to essentially buy her victory and her seat on the Council. She's perfectly happy to support Emerald in every move he makes, as he continues to enrich her.

DRIVE: Grow richer
PRINCIPLE: Greed 0 +1
CONDITIONS: Afraid
FATIGUE: ◇◇◇
TECHNIQUES: None

IMPORTANT LOCATIONS

The Earth Kingdom Outpost

What once was a simple watch post overlooking the sea has become a significant fort under Magistrate Emerald. The outpost has an outer and inner wall, as well as several structures inside—an armory, a barracks, underground cells, and an administration office. Earth Kingdom soldiers stand watch on the walls and train in the yard. The outpost is a growing military stronghold constructed by skilled Earthbenders, and everyone on Jasmine Island feels anxiety every time they look at its formidable walls.

The Council Hall

The Council Hall is an important structure for the leadership, community, and culture of Jasmine Island; see page 13 for more. At the beginning of the adventure, Khandro and Zeisan are here with the councilmembers and Emerald, arguing about the situation with the two prisoners. The councilmembers continue to argue and debate into the night. When Emerald sends soldiers to capture Tsenten, he sends them to the Council Hall.

Emerald's Cave

Emerald had some of his Earthbenders construct this cave to house additional wealth and stolen merchandise he has skimmed from the Jasmine Island trade. This wealth is the source of his bribes. The cave is hidden by brush and natural features. He plans to bring Tsenten to this cave to force him to sign the treaty so others cannot interfere.

The Docks

The port of Jasmine Island used to play host to an array of visitors; now, under Magistrate Emerald, the docks are much emptier. Only a few Earth Kingdom vessels, a couple of merchant ships from captains willing to pay the intensive tariffs, and some local vessels like Sakuru's small longship are berthed here now.

Khandro and Zeisan's Camp

Away from the main settlement of Jasmine Island, on green slopes and tree-covered hills, is where Khandro and Zeisan have landed and set up their own camp. They were offered housing in town but declined, in part to remain neutral and separate from the island so the Earth Kingdom's animosity would be less likely to blow back on the Islanders. The PCs can find Khandro and Zeisan here when they are not in the Council Hall.

The Fork in the Path

There is a well-trod path between the main town and the island's agricultural areas. All the different paths to the different growing areas converge at one fork, and then lead back into the town. It's possible to reach any of the fields without the path, but it's not easy, especially in the dark. Emerald knows that controlling the tea and jasmine fields helps control the island, so in his attack, he sends a squad of soldiers to occupy the fork. If need be, they can cause landslides that destroy the paths and ruin access to the fields—a real threat that could harm Jasmine Island's golden jasmine trade if Tsenten doesn't cooperate.

GM ADVICE

At the start of play, the companions' goal is pretty clear—free Fengying and Sakuru, get evidence of Emerald's plans, and use it to stop him. That's great to start, as it gives them a strong direction and asks only exactly how they achieve their goal, leading to fun action scenes that can go in surprising directions. But as the adventure goes on, the PCs have more and more choices available to them about where they go next and how they handle the overall situation. That means much of GMing this adventure is responding to their choices and actions, making sure those actions have consequences that come back to affect later parts of the adventure while also honoring the choices they make as real, interesting decisions. Here are some tips on how you can pull that off!

ENDANGERING LIVES

Magistrate Emerald's plot isn't to annihilate Jasmine Island. He wants to take control with minimum fuss and possibility for failure. Once he has control, he wouldn't hesitate to squeeze the island and its people, but until then he has to keep up a decent façade. All of that means his initial plans don't involve any direct action, and he commands his forces to target important places on the island when he thinks he might be found out and stopped. In that attack, he still doesn't want to raze the island to the dirt—he wants to cause enough mayhem that no one can stop him from forcing Tsenten to sign the treaty in time. To that end, his threats are more about theft and reparable—but costly—damage to the island. When highlighting threats and making hard moves to start, target specific places, characters, and ideas, and seize them more often than you destroy them. For example, the warehouse with all the island's tea shipments falls into the hands of Earth Kingdom soldiers—they don't want to destroy it, it's worth a lot of yuan, but they will destroy it if need be. Or if they take hostages or arrest "dissidents"...they take a PC's mother hostage! And so on.

As the adventure goes on and you make more and more escalations, these stakes are likely to amp up; indeed, the very declaration of martial law and the attack itself is a major escalation by Emerald. The PCs should have the sense that Emerald is a real threat to the livelihood of everyone on the island and to the way of life that they know and love, but all without Emerald being apocalyptically dangerous. The longer you can keep the focus of Emerald's wrath on smaller, more personal stakes, the more you can keep the adventure tense without overwhelming a sense of scale by making Emerald a moustache-twirling supervillain. Especially if you're playing in the full multi-era Jasmine Island campaign, the players will have a hard time believing that a story like this could really end in the utter destruction of the entire island and its people...but they won't have a hard time at all believing that the island could be subjugated by the Earth Kingdom!

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 from Jasmine Island and are members of the protectors. As an institution, the protectors have been a target of Emerald's attempts to strip power from local institutions, and the companions are basically all that's left of functional, active protectors. They previously met with Zeisan when she visited the island, and when she returns and asks them for help against Emerald, the protectors feel obliged to save their way of life...

FULL LIST OF PREGENERATED CHARACTERS

- **Ukiuk, the Adamant** (he/him) - a stowaway from Agna Qel'a who has adopted Jasmine Island as his new home, and who is determined to keep it safe at all costs. **Play Ukiuk if you want to be a proactive and aggressive defender.**
- **Qi Wei, the Bold** (she/her) - a child of the Qi family and explorer of everything Jasmine Island has to offer, now worried that she has outgrown the island and seeking greater adventure. **Play Qi Wei if you want to be driven by your own curiosity toward adventure and dramatic action.**
- **Pushi, the Hammer** (they/them) - a capable Earthbender whose family tried to make them into a builder, but who would much rather jump into fights boulder-first. **Play Pushi if you want to try to punch your way to meeting your family's expectations.**
- **Sukaya, the Pillar** (she/her) - a well-trained Firebender hoping to turn the Jasmine Island protectors into a capable defensive force. **Play Sukaya if you're chomping at the bit to lead and direct your fellow protectors.**
- **Baljin, the Rogue** (he/him) - an Airbender enamored of the Guiding Wind movement and Khandro for the freedom that they espouse, looking for a chance to learn from the master. **Play Baljin if you want to try to impress Khandro of the Guiding Wind at all costs.**

UKIUK, THE ADAMANT HE/HIM

A childhood in the impoverished parts of the Northern Water Tribe's capital city gave Ukiuk a particular perspective on the world—one where the best way to get what he wanted was to skirt the rules. Rejecting his first home, Ukiuk stowed away on a vessel to Jasmine Island. The people of the island took care of him; many different families see themselves as his surrogate parents. That kindness is something he will always be grateful for, and he'll do everything he can to protect the island, but he's determined to skirt the rules to make the world a better place.

TRAINING



BACKGROUNDS: Urban, Outlaw

DEMEANOR: Rebellious, Flippant

FIGHTING STYLE: Countless small orbs and droplets of water orbiting him and firing at high speed

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

PINPOINT AIM

DEFEND & MANEUVER

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

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

AVATAR
LEGENDS
THE ROLEPLAYING GAME

QI WEI, THE BOLD SHE/HER

An explorer at heart, Qi Wei knows every single nook and cranny across the whole island. She always seeks new stories to tell, but she's now feels like the island might not have any stories left... which makes her more likely to jump in headfirst into any interesting situation. She's a child of the Qi family, who ensured that she was well-provided for... and as a result, she has only pushed farther away from her family and the way they 'fixed' her life. She joined up with the protectors in hopes that there would be more to do or see, and so far has been a bit disappointed. Although, the ongoing Earth Kingdom control of the island could be an opportunity for action!

TRAINING



BACKGROUNDS: Wilderness, Privileged

DEMEANOR: Impatient, Enthusiastic

FIGHTING STYLE: A pair of tea harvesting sickles with a chain connecting them

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

AVATAR
LEGENDS
THE ROLEPLAYING GAME

PUSHI, THE HAMMER THEY/THEM

From a young age Pushi worked with their parents, helping to build up Jasmine Island—they put up structures, improved roads, repaired damage from weather, and more. When their parents discovered that Pushi could earthbend, they made special arrangements to send them away to an isolated Earth Kingdom training facility where they could learn to really use their earthbending in constructive ways, not just for battle. But Pushi, frustrated for having been sent away, vented their frustration in fighting the other students, both in sanctioned training and in unsanctioned brawls. They were expelled from the training center and sent home to Jasmine Island, where they quickly joined up with the island's protectors to find a way to keep fighting... and to avoid the recriminations and disappointment of their parents.

TRAINING



BACKGROUNDS: Monastic, Wilderness

DEMEANOR: Blunt, Quiet

FIGHTING STYLE: Crumbling and reforming rocks and boulders at high speed

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: Magistrate Emerald

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

OVERPOWER

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



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

SUKAYA, THE PILLAR SHE/HER

A child of a Fire Nation family that moved to Jasmine Island during the Kyoshi Era, Sukaya was the first Firebender in the family for some time. Sukaya tried her best to teach herself while still helping her family, until she met the traveling Guiding Wind sympathist Fengying. Fengying offered to teach Sukaya about firebending, and Sukaya was a natural. Fengying was happy to respond to Sukaya's interest by recommending her to a Fire Nation military academy for further training. Sukaya excelled at the academy until her father passed away and she had to return home to try to support her family. Her first act was to join up with the island's protectors, in the hopes that she could reshape them into a strong, mighty force on the island.

TRAINING



BACKGROUNDS: Urban, Military

DEMEANOR: Confident, Critical

FIGHTING STYLE: Highly controlled, precise, and thin jets of flame

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?
Jasmine Island

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

EVASIVE & 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

- 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

BALJIN, THE ROGUE HE/HIM

Jasmine Island was the perfect place for Baljin to run to after he abandoned his training at the Northern Air Temple. He never fit in with the Air Nomads; he'd enjoyed sneaking off to visit whatever nearby places he could. As he grew older he decided that he wouldn't stay, and managed to find an ally in the Guiding Wind. As Baljin traveled with the Guiding Wind, he visited many places but never felt more connected to any than to Jasmine Island, where he decided to stay to pursue his own independent development. He's still a (mostly) trained Airbender with plenty of valuable skills, and he's been more than happy to use those skills for people on the island... just so long as he also gets to mess about and do what he wants. He joined up with the protectors of Jasmine Island as one of countless things he's done to make his life interesting. He's thrilled at the opportunity to directly spend time with Khandro and Zeisan—he didn't get to learn directly from them while he traveled with the Guiding Wind, and now is his chance!

TRAINING



BACKGROUNDS: Monastic, Outlaw

DEMEANOR: Acerbic, Sly

FIGHTING STYLE: Arcing, curving winds that trail after his arms as he swings them seemingly wildly

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

ROGUE 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

GENERATIONAL PLAY ASPECTS

If you're playing this adventure as part of the overall multi-era, multi-generation campaign described in this book, here are a few things to keep in mind.

NECESSARY ELEMENTS FOR THE ADVENTURE

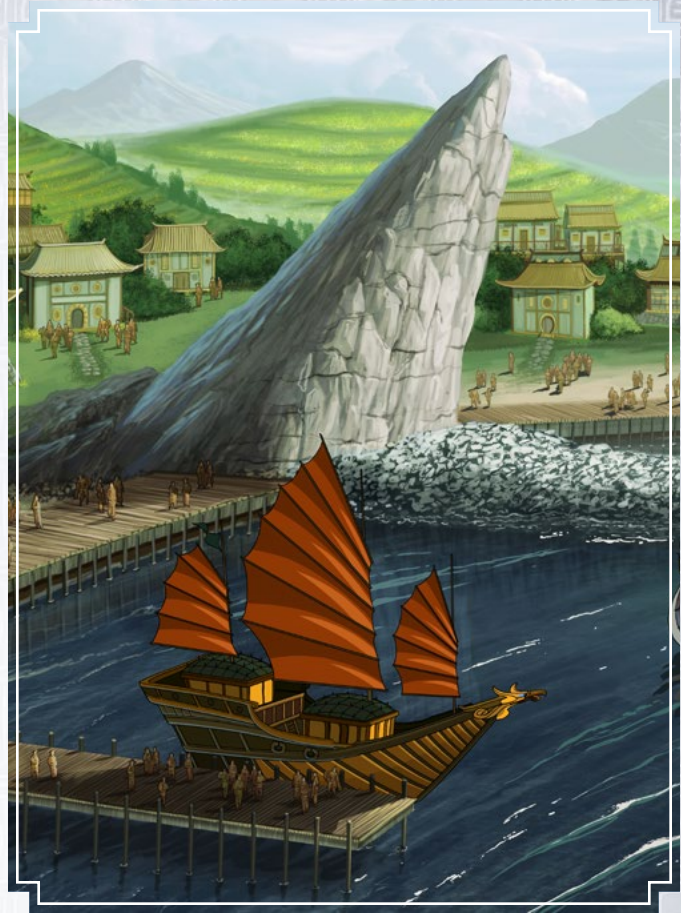
A lot of the details of Jasmine Island can and should be tailored based on what you've previously established with your own version of the island. But here are the necessary elements to make this adventure work that you should not alter:

- The Earth Kingdom has an outpost on the island, holding an ever-increasing number of soldiers.
- There is no other military force capable of clearly and easily matching the Earth Kingdom soldiers on the island.
- The island has a protectorate status with the Earth Kingdom that enables Emerald's plan; that status can be revoked.
- The Council is unable to resist Emerald due to a combination of Emerald's systemic weakening of the island's institutions, and his corruption of vulnerable leaders.
- One of the councilmembers—Tsenten as written, but any equivalent or appropriate character in your version of Jasmine Island works—asked for help against Emerald from members of the Guiding Wind, who were then captured.
- Khandro and Zeisan have come to the island to free those captured Guiding Wind members.

CHANGES TO THE ISLAND

In transitioning the island from the first adventure to the second, keep in mind that it hasn't remained the same. Here are a few ideas for how the island has changed; try to find one specific way that the locations and culture of the island has altered to reflect each idea.

- The island's prosperity has only grown. There are more signs of wealth, more buildings, more improvements to infrastructure. It's certainly still nothing like the major cities of the era, but there is more money and resources to spend both developing the island and displaying their culture.
- There are more people on the island. The central village has grown in size, as people congregate around the centers of life. Living conditions are far from tight, but areas of empty stone and grass in the prior era now have a few homes. Along with more people, there are many people of varied cultures, newcomers visit from all over. Jasmine Island's own culture changes with added elements from every other culture in the world.
- There are more factions and powers on the island. In the prior era, the major powers of the island lived in the tea trade. In this era, there is more importance in building up the island, in controlling the trade and ships that carry the tea to and from the island, in fishing or farming to feed the greater population of the island, and in creating additional tea-related items.



THE JASMINE ISLAND PROTECTORS

The PCs are expected to be a part of Jasmine Island's protectors. The institution draws from the history of Jasmine Island—it has always had protectors of some sort—but its current form can be derived directly from the last adventure's results. For example, if the Fifth Nation pirates took up a home on the island, then the modern protectors might be an outgrowth of their presence. The key things to keep in mind, however, are that the protectors:

- ...have been weakened by Emerald through his control of the Council and his assignment of Earth Kingdom troops to activities normally given to the protectors.
- ...are not considered a match for the Earth Kingdom soldiers.
- ...as an institution do not include other NPCs who can solve the problem instead of the PCs.

Feel free to give the protectors a new name—the “protectors” is an informal title to leave open whatever name makes sense for your version of Jasmine Island! Adjust the details of their status on the island to fit the prior events of your campaign.

THE COUNCIL

The three councilmembers proposed in this adventure are Tsenten, community leader and student of Air Nomad philosophies; Xi Chin, corrupt and greedy crony of Emerald; and Fu Hong, scion of the Fu Family, representative of the tea trade on the island, and victim of Emerald's blackmail. You can use those councilmembers, or you can invent new NPCs based on the makeup of the island from the prior adventure. Pay attention to the factions in power on the island; each of the three most important factions has its own representative on the Council. By default, the powerful factions on the island include:

- The tea trade, a condensed version of the Three Families
- The builders and merchants of the central town itself
- The newcomers to the island from different nations

Make sure to connect any councilmembers you create to characters and figures from the prior adventures, especially the PCs. If the new councilmembers are descended from the PCs, or represent the ideas of those characters, then it will build Jasmine Island into a unique place based upon player choices.

Lastly, keep in mind that the Council is defanged in this adventure, and Emerald can easily pressure them into doing what he wants. Think about which councilmembers are corrupted or threatened into submission by Emerald. Those who may have threatened Emerald's control have already been ousted.

END DEVELOPMENTS

After the adventure is over, first check with everyone playing that you all have the same answers to the questions about the events of the session and the ensuing results of the adventure. If you don't know the answer already, ask one player to provide an answer.

Then go around the group and ask each player to answer the character specific questions. Lastly, have each player pick a different option from the list of alterations.

Session Event Questions

- At the end of the adventure, who controls Jasmine Island?
- Was the treaty for Jasmine Island's independence signed? By whom?
- Were there any other important traits of the treaty?
- What happened to Magistrate Emerald?
- What happened to Captain Buo Ren?
- What happened to Sakuru?
- Which councilmember left the most lasting legacy?
- What becomes of the Earth Kingdom outpost on the island?
- What generally becomes of the protectors of Jasmine Island?

Character Specific Questions

- Does your character remain on the island in the long run?
- What primary role does your character come to occupy on the island or in the world, over time?
- What local change does your character enact on the island?
- What large-scale changes does your character try to enact in the world, if any?

Alterations

Cultural growth: Choose a playbook supported by the island's changes and growth; a character of that playbook starts with one additional advancement next session, if played by a different player.

Established organization: Unlock the Authority playbook for the next session, for any player to use.

Construct: Add a new important location of your choice to the island for the next session, and describe a new faction of people tied to that location. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Settle: Describe another group or important individual who spent significant time on the island and altered its culture, creating a new faction of people tied to that perspective. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Expanded training: Choose a type of training supported by the changes and growth on the island. One character of your choice in the next session can start with an additional technique of that training type at mastered level.

Innovation: Describe a new or existing faction that has begun to explore new ideas about itself and the island. Every character tied to that faction next session starts with one additional technique at trained level.

Place of solace: Choose an existing location or add a new location on the island. Each PC may, once per session, take a moment of solace at that location and say why it means something meaningful to them to immediately clear 2-fatigue.

Place of contemplation: Choose an existing location or add a new one on the island, and choose a balance principle from your PC in this adventure. Once per session, each PC who makes a move in the location can call on that balance principle as if it was theirs at a +2.

Lessons from a legend: Choose one of the legendary NPCs present in this adventure. PCs of the appropriate training can start with that technique at learned level in the next session.

Lessons from a prior generation: Choose one technique from your PC in this adventure. A PC of your choice played by another player in the next adventure inherits lessons from your PC, starting play with that technique at learned level.

Empower a faction: Choose one faction. They take a place of prominence, assuming power in a significant fashion. Any Guardian, Icon, Pillar, Successor, Bound, Authority, Elder, or Aspirant tied to that faction begins play with their choice of one advancement or one additional mastered technique.

Disempower a faction: Choose one faction. They lose their place of prominence and are on the brink of dissolution. Any Bold, Hammer, Idealist, Rogue, Architect, Elder, Adrift, or Outcast tied to that faction begins play with their balance center shifted one point.



The Hundred Year War, a time of so much destruction. Much was lost during that time, important things, important people, so much that can never be recovered. I myself have felt that loss sharply. However, I like to think that there is always a ray of hope, even in loss. My son, Lu Ten, was such a bright light in this world; in life and in his loss, he taught me much. Like a cup of well-brewed tea, some things take time to steep, but they are worth it. Though we cannot recover some parts of the past, we can always build something new, something better. There is always a new pot of tea to try.

CHAPTER 6

VENGEANCE & VIRTUE



HUNDRED YEAR WAR
ADVENTURE

CHAPTER 6

Vengeance & Virtue is an adventure set on Jasmine Island just before the Hundred Year War Era. Most elements are the same, but Fire Lord Azulon currently rules. General Iroh hasn't yet lost his son in the siege of Ba Sing Se... This adventure features Lu Ten and includes all the elements you need for an exciting episode of your very own game. It's written to be a part of the era-spanning story of Jasmine Island presented here in **Uncle Iroh's Adventure Guide**.

The great-great-grandchild of the legendary pirates defeated in **Tea & Troubles**, Admiral Yueya, has returned to burn Jasmine Island to the ground, starting with the great peace site established by the Air Nomads. Can the PCs save Jasmine Island from the horrors of war?

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:

- “Historical Background” (page 127) gives relevant information from other earlier adventures you need to play this one.
- “Summary” (page 127) provides an outline of the adventure, explains what happens to the island when the Fire Nation attacks, and talks about the complicated position Lu Ten is in.
- “Prologue” (page 129) brings the PCs into the story, gives them a connection to the island, and sets up your group to play.
- “Where We Start” (page 130) provides detailed information about all three acts of the adventure and how to navigate them.
- “Important Characters & Groups” (page 135) provides information on NPCs the companions might meet.
- “Important Locations” (page 137) features different areas for the PCs to explore on Jasmine Island during the adventure and explains where important characters might be found.
- “GM Advice” (page 138) contains additional guidance just for the GM and gives advice on how this adventure could end.
- “Pregenerated Characters” (page 138) is a set of five premade characters your players can use to hop right into the adventure.
- “Generational Play Aspects” (page 144) provides information you need if you're playing this adventure as part of the ongoing campaign of this book.

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**. The acts in this adventure are a framework for you to explain what happens in the world around the heroes as they act. The adventure puts the PCs in a dramatic starting situation that demands immediate action, and then follows them from there! 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 139. 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.

HISTORICAL BACKGROUND

During the Kyoshi Era, Jasmine Island was attacked, and the Islanders fended off a group of pirates. One of the pirates in the attacking force was a Firebender called Erchtei. He was deeply invested in the pirates' victory over the island, and their defeat caused him no small amount of humiliation. Tagaka, the real leader at the time, managed to escape with her terrifying reputation largely unharmed; instead, stories of the Fifth Nation's defeat attributed the failure to Erchtei. This humiliation followed the Firebender throughout his years, eventually coloring his family and descendants with no small amount of shame.

After the events of the adventure in the Roku Era, a monument to peace was built on the island in the center of the market square. Now it stands as a stark reminder of better times when the island was connected to the outside world and of how isolated it is now.

To survive in the Hundred Year War, Jasmine Island was forced to take extreme measures with regards to their alliances. As the Fire Nation ramped up its colonization and extermination of various cultures, the island became more and more isolated. In order to maintain its sovereignty, it has broken off alliances with the other nations under Fire Nation threat. But now a direct descendant of Erchtei—Admiral Yueya of the Fire Nation Navy—has decided to take advantage of the island's isolation and the Fire Nation's seeming dominance across the world to take her vengeance and devastate Jasmine Island.

SUMMARY

This adventure is about choosing love in the face of destruction. The heroes all play inhabitants of the island who've lived on Jasmine Island for (nearly) their entire lives. In the first act of this adventure, part of their home gets destroyed and they must scramble to preserve what they can when the Fire Nation attacks. Then, working together with **Lu Ten** (Iroh's son and Fire Nation captain), the heroes must mount an impressive defense of the island to beat back the Fire Nation for now.

There's a lot of action in this adventure, as the heroes move from one disaster to the next, so as the GM, you must bring important moments of connection to the fore. Ensure you give the players room to care, to talk to NPCs and make sure they're okay, and to share the strength they have with the other inhabitants. These moments should have a real impact on the outcomes and events of the adventure, both by reminding the heroes how their actions matter and make a real difference to people's lives, and by giving them some solace that can restore them enough to keep on struggling.

WHY JASMINE ISLAND?

Admiral Yueya is the descendant of Erchtei, the second-in-command of a Fifth Nation pirate attack on Jasmine Island during the Kyoshi Era. The Fifth Nation's attack was foiled by a group of heroes defending the island. Of all the attackers, Erchtei wound up bearing the brunt of history's disdain, considered little more than a bloodthirsty power-hungry fool. He tried to escape his failures into a quiet, hidden life in the Fire Nation, but his whole family was stained by both his piratical misdeeds and his failures. As the Fire Nation became the country of Fire Lords Sozin, Azulon, and Ozai, Erchtei's failure was viewed as a national shame. His family has always felt deeply wronged by history and kept this fire stoked with each retelling of the story, focusing on the awful, puny little island that inflicted this fate upon them.

Yueya is the culmination of this familial hatred. She believes that all her misfortune is the result of how the island dared stand against Erchtei. She feels she's had to work doubly hard compared to all her peers, but it finally paid off—she is now an Admiral in the Fire Nation Navy, with global victory imminent. It's the right time to take revenge on the island and raze it to the ground.

Since the war began, Jasmine Island has remained neutral, and it was never significant enough for Fire Nation military leaders to pay attention to it. But Yueya has formed a plan to take the island, convincing the Fire Nation War Council that the Earth Kingdom or Water Tribes might still be able to use it to launch strategic attacks. Jasmine Island must be controlled, she argued, and she could take it with a relatively minimal force: a flotilla of two destroyers, one dreadnought, and two other captains besides herself. She presented a plan to take the island quickly and decisively with her second-in-command **Captain Zhao**.

Zhao knows Yueya has some vendetta against the island, but in the grand scheme of things—he couldn't care less about her plans. Instead, Zhao is helping to attack the island to test a theory he read about in Wan Shi Tong's library: **the Fire Nation is attacking on a New Moon, when it's darkest and any Waterbenders will be at their weakest**. Zhao wants to see this for himself; past that, he only cares about what happens to his own career as a result of the attack. If Yueya wins and he's at her side, he should come through well; if Yueya fails but Zhao can point to how she didn't listen to him, he should still come through well.

Yueya's plan faces opposition from within her own forces. Captain Lu Ten is in Yueya's fleet, and while he doesn't officially have the military standing to rebut Yueya's commands, he is General Iroh's son and a prince of the Fire Nation. He is highly skeptical of Yueya's claims that the island is a danger, and he volunteered for the mission in hopes of restraining Yueya's worst impulses. His plan is to keep an eye on her himself. If the island is a threat as she claims, then he will support her efforts in full, but from everything he's read of the island, he remains in doubt. Yueya's own demeanor suggests that this is more of a grudge than a strategic endeavor. The fact that Zhao seems to support Yueya's plans does nothing to instill confidence in Lu Ten, who's had an "off" feeling about the captain since they met. Lu Ten is initially hopeful that he can restrain Yueya using subtlety and insinuation, but he knows that if he absolutely must, he can invoke his position as a prince of the nation to try to stop her.

THE COUNCIL

In the first attack of the Fire Nation, an assault team of Firebenders brings explosive barrels to level the peace monument. When detonated, the barrels destroy the monument to peace, the council chambers, and the council homes behind the chambers. Two of the three councilmembers die, and one is saved by the heroes in the first act. The council was beloved by the island, and despite the normal political bickering, they genuinely wanted what was best for the island. The loss of the councilmembers and their families is felt deeply. As the two deceased councilmembers don't play a role in the adventure, they're not outlined in Important Characters. However, you can use the following information provided in **Generational Play Aspects** to give personality to the former council when needed.

THE THREE ACTS

This story is one of action and quiet moments of connection, playing out in a prologue and three acts. These acts might not perfectly match the structure of the story at your table, and you should feel free to shift and adjust the ideas of the adventure's flow to match your needs during play. But you can generally expect the adventure to play out in these parts:

- **Prologue:** In a flashback, the heroes describe their youth on the island and locations that are important to them. You will use these locations later to push the heroes to make hard decisions in the face of the Fire Nation's destruction.
- **Act 1:** This act starts with a surprise attack by the Fire Nation at night! The heroes race around the island trying to rescue key locations and beat back the initial attack. Not everything can be saved, and the GM can use the memories the heroes described in the flashback to identify the most important parts of the island under threat. The attack is being led by Captain Zhao, and the PCs can face and fend off Zhao. At the end of this act, they encounter another squad led by Lu Ten—but this squad hasn't actually participated in the attack. Upon witnessing the devastation firsthand, Lu Ten has become convinced that he has to do all he can to stop it. He tells the PCs he is going to speak to his superiors to try to stop the attack. However, he is doubtful that he can convince Yueya to call off the attack in full, and he warns the PCs to shore up defenses. This leads into the relative "peace" in Act 2.
- **Act 2:** The heroes take a breather from combat to heal the injured and shore up defenses, fully assessing the situation. During this act, the PCs can set in motion a way to end this attack in full—by playing on Zhao's selfishness and Lu Ten's position in the Fire Nation to revoke Yueya's authority.
- **Act 3:** Admiral Yueya attacks in a dreadnought, and the heroes must put up enough of a resistance to defeat the admiral and keep the Fire Nation at bay. After the admiral is defeated, at the end of the adventure, Lu Ten participates in a Jasmine Island ceremony, tasting the first tea of the new crop—the only part that survived the conflagration. He shares tea with the PCs and the Islanders while surveying the damage to the island with sorrow. He promises he is going to do everything in his power for the island to be left alone.

It's always possible that these specific acts and events will play out differently—for example, if the heroes decide to take the fight to Yueya on her dreadnought instead of waiting for her to attack. Don't feel bound to this series of events as a straitjacket—make sure to follow the actual fiction and events of your game as they happen.

HOW IT ENDS

Ultimately, the heroes need to resolve the conflict with Admiral Yueya by defeating her and forcing her troops to retreat, proving that Jasmine Island will never be an easy conquest. How the heroes defeat the admiral can vary, and they needn't have a total victory in order to "win." The admiral could flee, she could be taken hostage, or her ship could be seized, and in each case, the heroes have won the day. Remember that the end of the adventure should be meaningful and poignant. Pay homage to the larger devastation happening in the rest of the Four Nations through what is happening on Jasmine Island and give your players a chance to interact with this important part of history.

If you're playing this adventure inside of a larger campaign set in the Hundred Year War Era, then the outcomes can vary wildly as the PCs follow the consequences of the adventure. If you're playing this adventure as a single session game, then you should try to wrap up with some sense of conclusion, even if it requires zooming out to a longer time frame to show how the PCs' actions ultimately lead to Jasmine Island being relatively safe until the end of the war.

If you're playing this adventure as part of the Jasmine Island generational campaign described in this book, then keep in mind the island's approximate position at the beginning of the Aang Era adventure, **Return & Regrowth**:

- The island was deeply affected by the attack, with much of its infrastructure having been damaged or destroyed—it is referred to afterward as the Devastation.
- The island is independent, but it has largely been focused on surviving after the damage rather than conducting business as usual; as a result, the island doesn't hold full elections for new councilmembers until the Aang Era, instead relying on surviving leaders as a "de facto" council.

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 boldly proclaiming *Jasmine Island's* endurance to a captured Admiral Yueya; or the adventure could end with the heroes looking to the sunset as Prince Lu Ten sails away from their shores. Regardless, the end of the adventure should honor the actions of the PCs and ensure that they had a real impact on the future of Jasmine Island.

PROLOGUE

Before getting into the adventure proper, there are a few details to establish, especially to bind the companions to Jasmine Island, each other, and the adventure. Make sure to run through these prologue steps first.

THE PROTECTORS

By default, the PCs all begin play as members of the island's own protectors. The protectors of Jasmine Island have always been a part of the island's culture, and after helping the island in the Roku Era, they became a prominent force on the island once again. But the century of warfare has slowly diminished them. Since the Hundred Year War began and Jasmine Island was forced to systematically cut off all ties with its allies, the protectors are the last defense the island has against invaders... but conflicts against pirates or others who would capitalize on the war, along with calls to aid other nations in their struggles for freedom in years past, have left the protectors more depleted than anyone on Jasmine Island would like.

In all cases, as PCs are being introduced, make sure to ask each of them how or why they joined up with the island's protectors. Ask if they are trainees or fully-fledged members, and emphasize that despite the Hundred Year War in the world at large, there are few other protectors active on the island right now—the others have felt obligated to leave and fight in the larger war, because of the atrocities they've heard about, or they have been lost in smaller fights against brigands and pirates.

THE FLASHBACK

The prologue to the adventure is a series of flashbacks connecting the companions to Jasmine Island. It's incredibly important to this adventure, because the heroes' bonds with the island will immediately be tested in Act 1. To conduct a flashback, before starting play but after every player introduces their character, go around one at a time and ask each player to pick one of the questions below.

- There's a remembrance statue (see page 15) to an ancestor of yours; what special significance does it hold for you?
- An important moment in your life happened at the main tea house; what was it?
- You and a best friend carved your initials into the port promising to be friends forever; how did losing them affect you?
- You got in trouble when you were young, and the council decided against punishing you; what valuable lesson did you learn from them?
- A family member of yours was detained and imprisoned by the Fire Nation; what did they do, and what small part did you have to play in their offense?
- Your crush operates a stand in the market; what do they sell and what important event stopped you from making your move?
- You're a fixture at the Fork in the Path Inn; when did Saya (the owner) help you out of a bad spot and earn your loyalty?

PLAYING A WATERBENDER

This adventure takes place during the New Moon when waterbending is weakened. In the world of the Four Nations, that means Waterbenders would be weakened compared to their normal abilities. You can represent this through description alone, or you can represent it through a mechanical shift. As an optional rule, Waterbender characters may shift their balance one time (in addition to any shift that might happen in the prologue), but they have *Impaired* as an ongoing status throughout the night unless they are literally standing in water. Speak to the other players before using this rule, in particular when they are picking and creating characters—having weakened powers should not be a surprise to the character, or to any experienced Waterbender who has tried before to waterbend during a New Moon.

Have each player select their question so they can think about the answer before you circle back and ask the first player to answer. When the first player answers, describe a short scene with them including where the incident happened, how long ago it was, and who else was there—try to incorporate at least one other PC into every player's answer so that each PC shows up in at least two flashbacks.

You can play out the scene as much or as little as you like, but don't resort to moves. The incident occurred in the past and there is no uncertainty; it played out more or less as the question implies. As the GM, however, be sure to keep asking questions throughout the flashback to flesh out the moment with details you can call on later. In particular, pay attention to any objects or other NPCs the players use in their flashback scenes—those make for perfect elements to recall during play, whether you place them under threat or you provide them as rewards or discoveries.

At the end of each flashback, shift the balance track of the PC whose player picked that question. Ask the rest of the players how they think that scene shifted the PC's balance, and then make the final decision.

Lastly, as the GM, take close note of each and every NPC and location detailed in these flashbacks—they're going to be of crucial importance during the adventure.

WHERE WE START

Before beginning the adventure proper, be sure that the players are clear on the most basic events leading up to this moment:

- It's nearly the height of the Hundred Year War. General Iroh "The Dragon of the West" hasn't breached the wall of Ba Sing Se yet, but the Air Nomads have been gone for close to a hundred years and the Southern Water Tribe numbers are dwindling. The war has not been won, but for many in the wider world, a kind of terrible dread has crept in, and the Fire Nation feels almost as if it has already won.
- Jasmine Island is truly isolated; even if individuals have not entirely sundered connections elsewhere, the island as a whole has broken off its relationships with other nations in hopes of keeping itself safe. Islanders, especially those capable of fighting, often leave to assist in the wider war, but they are sure to cut their ties with the island so that any ire fails to lead back home. Jasmine Island has largely avoided any significant fights except for periodic conflicts against brigands or pirates.
- The protectors are the last remaining defenders of the island. They answer to the council but have the power to make decisions on their own in times of need. Their numbers are depleted, however; many experienced protectors felt obliged to try to fight against the Fire Nation elsewhere, and those who remained were whittled away in number by the smaller fights that reached Jasmine Island.

ACT 1: THE FIRE NATION ATTACKS

It's deep into a warm summer night on a New Moon. Jasmine Island's populace, including its protectors, are deep asleep, unsuspecting that anything is about to happen...then the Fire Nation attacks. An amphibious assault of elite Firebenders led by Captain Zhao (see **Important Characters & Groups**, page 135) crept onto the island under cover of night, with explosive barrels designed to quickly start a conflagration and topple the Roku Era monument to peace. **The attack begins as the monument to peace in the center of the market square explodes, toppling down onto the council chambers and the council homes.** By the time the heroes exit their homes and get to the genesis of the fire, terrified it might spread to the town and tea fields, two out of three council houses are already burned to a crisp, and they must act fast if they're going to save the last councilmember, Yuming, and her young son, Caishen!

The heroes must brave the spreading fire to save Councilmember Yuming and Caishen, but their skills are up to the task. In general, throughout this section, make GM moves that emphasize long-term costs—inflicting fatigue, inflicting conditions, inflicting statuses, shifting balance—instead of making especially hard moves. Making moves that endanger more areas, the PCs, or Yuming and Caishen is okay...but Yuming and Caishen in particular shouldn't be the target of hard moves. The heroes need a win after that opening salvo from the Fire Nation, and it's important to show them that they can make a difference and save lives.

The best hard move to make around Yuming is around her functionality for the rest of the adventure; it's possible for Yuming to be unconscious or too harmed by smoke inhalation to be helpful during the rest of the story. **The rest of the information in this adventure assumes Yuming is conscious and helping the heroes**, but it's possible to alter the information as needed. The most important consequence of Yuming being unconscious is that the heroes would be in charge of leading Jasmine Island alone.

Once Yuming's rescue is resolved, the heroes need to act fast in order to protect the rest of the island! After describing their view from the center of town near the burning council homes, explain the three main issues they can see:

- Fire is quickly spreading across the island; if nothing is done, the town will burn down to a crisp.
- The people in town are panicking, trying to rescue loved ones and treasured belongings; without anyone to assist their efforts and to calm and organize the crowd, people are going to get seriously hurt.
- The Firebender assault team lead by Zhao is setting a few other fires, but moving back toward the shore. If they're not stopped or if they win a fight against the heroes, they'll escape.

The heroes have a chance to **address two out of the three issues** stated above before they encounter Lu Ten. **The third issue reaches its natural conclusion:** the town burns down entirely, people are seriously injured and scattered from the ensuing panic, or the Firebender assault team led by Zhao escapes.

Tie the two issues the heroes decide to address to the important locations mentioned in the companion's prologue.

Pick logical locations that make sense given what the players want to do. For example, a hero could **assess the situation** and see the main tea house on the edge of the market could be a great place to stop the fire before it spreads to the homes behind it. Or if they want to help organize and assist other townsfolk, they could work together at the market square as a central location, perhaps **pleading** with some of the townsfolk to listen. Or the Firebenders could be cut off from their own landing vessel and decide to escape via the docks, and the heroes could confront them there.

Stopping the Fire

The fire threatens the lives of the Islanders, but if they help each other and are organized, they can get away from the flames. But that won't protect their homes, the places they've built up over the whole of their lives. It also won't stop the fire from possibly spreading to the fields.

To stop the spreading flames, the PCs have to be inventive. The conflagration spreads rapidly, and the Firebender assault team helped it by starting a few other fires during their attack. The PCs can't simply douse a single building to stop the flames; instead, they have to halt the blaze on multiple fronts.

To represent this, think of the spreading fire as moving in four directions—the fields, homes, the market, and the docks and warehouses. PCs have to stop each front of the flame to stop it in total. **You can track their efforts by giving the fire a four-segment clock for each direction.**

WHAT IF THE PCS SPLIT UP?

Can the PCs split up to spread their efforts across multiple fronts? Sure! But the idea that they can only really deal with two out of three of the threats is emblematic of how difficult each problem is to deal with. If they split up, they'll be dividing their efforts and abilities across three fronts, and that makes it much more likely that each of those three fronts has a much less positive ending. Be sure to make this clear to the PCs in the fiction—they can tell how hard each problem will be to deal with, from the size of the fire, the panic of the people, and the apparent expertise of the Fire Nation assault team.

Start each clock with two segments filled in—that represents how far the fire has already spread. If every segment of a clock fills in, then the fire has reached and destroyed that part of the island. If the PCs can erase every segment of a clock, then they've stopped the fire from spreading in that direction.

Play this entire section as a showcase for the PCs' own skills and creativity. They can try to connect this problem with organizing entire groups of Islanders to help douse the flames, perhaps by **pleading** or by **calling on principles**. They can **rely on their skills and training** to directly address the flame or to set up barriers—for example, it's hard for a fire to spread past a thick stone wall! They can **assess the situation** to find great ways to apply their strengths. And when they try plans that are risky but might make a big difference, they can **push their luck**!

- Every time the PCs make any progress toward dousing the flames, erase at least one segment.
- Any time they have a significant success dousing or blocking the flames, erase two segments.
- Any time they've taken several actions to stop one set of flames, fill in another segment for the unaddressed directions that the flame can spread.

Keep in mind that once the clock for a particular direction has been entirely erased, the fire for that direction is out and it shouldn't ever get any segments filled in again. Once all four direction clocks are either emptied or filled up, then the fire is more or less dealt with—it has either consumed all it can in that direction and will burn itself out, or it's been put out and contained, leaving smoking ashes.

Organizing the People

The people of Jasmine Island are caught in terror and desperation, and they panic in the face of the sudden nighttime attack. Groups of people are fleeing without regard for others, some people are running into burning buildings to save their belongings, and others are frozen in fear. **Without voices to help guide and organize them, it's likely that far more people will be hurt.**

Organizing the people of Jasmine Island is a matter of growing the group of people working together. The PCs must calm people and get them working as a team to make a real difference, saving each other and avoiding further catastrophe.

Confront the PCs with individual scenes of Islanders panicking in the chaos, let them handle those scenes, and have them try to resolve the situation and talk their neighbors down. Here are a few example challenges to use:

- Someone is trying to rescue an invaluable piece of artwork from their burning home—either they need help doing so, or they need to be convinced that other things are more important.
- Someone is trying to get back into their house to reach loved ones trapped behind a fallen, burning beam—the PCs must intervene to rescue their loved ones.
- Someone screaming that the Fire Nation is everywhere is inciting more and more panic in the crowd around them—the companions must convince the doomsayer to settle down and help.
- Someone is using their bending ability to try to put out the flames, but in their anxious, panicked state, they're making things worse—the companions have to **comfort** them so they can better use their skills to assist.
- A group of fleeing Islanders is stampeding down one of the streets, trying to get to the shoreline and water and not paying attention to anyone who falls along the way—the PCs have to safely slow them down.

Each time the PCs help someone else or organize the crowd, treat it as a group grown by one size. **First they have one or two individuals; then they grow to a small group (5–10 people); then a medium group (11–20 people); then a large group (21+ people).** The heroes don't literally have to help each individual person in the group, as the people they helped then help others—the group grows exponentially! Once they have a large group, that group can continue helping others on its own, and **perhaps even switch over to helping put out the fires by completely erasing the clock for one of the four directions that the fire could spread.** Or it can help to slow down and apprehend the Firebender assault team!

Use this as an opportunity to highlight particular NPCs of importance to the PCs, as well. Give the heroes the chance to save their loved ones or to talk friends down from drastic, panicked action.

Defeating the Firebender Assault Team

The Firebender assault team is led by Captain Zhao, who mostly wanted to see if the Waterbenders would genuinely have a harder time with their bending during a New Moon. To him, setting the blaze is a kind of experiment; he wants to see how long it takes the Islanders to put it out. He doesn't actually need to be here to see it or to inflict more damage. So he has ordered his team to set the initial explosive barrels and then flee while causing a small number of additional fires along the way, to ensure that the conflagration can grow.

In the chaos, the path back to the place on the shore where the assault team landed isn't as clear as he had hoped. The heroes have a chance to encounter and subdue the assault team before they can reach either their own boat or another to escape.

Zhao doesn't want to fight to the bitter end; he will try to flee during the fight, and the heroes must make efforts to keep him in one place. He gladly orders his assault team to fight off the heroes while he slips away—and they're well-trained enough that they are likely to obey his orders.

If Zhao tries to slip away, make sure to alert the PCs unless there's some reason they absolutely cannot see him leaving. The players need a chance to react and try to capture Zhao! Otherwise, use the regular rules for combat exchanges to play out this challenge, but keep in mind that the environment can include burning buildings and a spreading conflagration.

Meeting Lu Ten

This act moves into its last segment after each of the three main challenges has reached a conclusion, whether as a result of the heroes' actions or because it reached its natural conclusion:

- Zhao and/or the assault team have escaped or been captured.
- The fire has been extinguished or has consumed everything it can and put itself out.
- The people have been rallied to safety and coherent action, or they've been caught up in panic and danger that left many wounded.

Then, the companions encounter Lu Ten, who is supposed to be leading a second assault team to supplement Zhao's, ensuring the fire spreads to the jasmine and tea fields...but he and his troops haven't done anything and have, in fact, tried to slow up the other attackers. Lu Ten already had his doubts about attacking this island—he quickly realized that it had questionable strategic, military, and even financial value. Even more, it was basically just an isolated civilian town with its own culture, not any kind of target he imagined the Fire Nation would deem worthy of assault. He was willing to withhold his concerns for long enough to receive his orders from Admiral Yueya, on the assumption that the attack on the island was going to be “by the book”—the Fire Nation would show up in force, preparing a full encirclement, and offer terms of surrender. He felt confident the Islanders would simply capitulate. He was aghast when he heard that the real plan involved a secret assault team planting explosives in the middle of a civilian residential area.

Both Lu Ten and his squad are levelheaded. He doesn't want to see the island burned to the ground, and upon witnessing the devastation firsthand, he has become convinced that he must do all that he can to stop the attack before Yueya can harm any more innocents and shame the Fire Nation further.

When he encounters the companions, he makes it abundantly clear he isn't here to attack and even offers to help. **He tells the PCs he is going to speak to his superiors and try to stop the attack.** However, he is doubtful that he can convince Yueya to stop, and he warns the PCs to shore up defenses. **If Yueya does attack, Lu Ten says she'll likely bring her dreadnought into port and launch her attack from there**—the heroes should count on this.

First, Lu Ten plans to go back to the main body of the Fire Nation attack force to try to persuade Admiral Yueya to stop the attack and depart, or at least to offer terms for diplomacy and surrender—anything that will stop the fire of war from spreading further to the island. Then, because he expects Yueya won't be receptive to his words, he'll do either of the following:

- Try to take his ship back to the Fire Nation on the premise that Yueya has far exceeded Fire Nation protocol...and on his authority as a prince. He'll go as fast as he can to get an order to stand down, and then he'll have to bring it back, all of which will take time.
- Remain on the island to help in the coming attack as best he can, with the limit that he and his soldiers won't fight their fellow Fire Nation soldiers.

If no one else can carry a message to the Fire Nation War Council, then Lu Ten will take the first action; otherwise, he'll take the second. Other than the information above, Lu Ten knows the following information he can share:

- Admiral Yueya convinced the Fire Nation to attack Jasmine Island. Before that, the island was considered a low priority target. She did not share any of the details of her plans with the Fire Nation War Council before embarking, nor did she tell Lu Ten or any of the soldiers their destination until they were well on their way, out of range of other Fire Nation vessels.
- Yueya strikes Lu Ten as off-balance compared to what he's heard about her before—she seems bloodthirsty and convinced the island needs to be destroyed.
- If the heroes ask Lu Ten why the admiral has such an axe to grind with the island, Lu Ten admits he isn't quite sure; he's heard rumors of something about her family and a shameful legacy, but he never gives much credence to them. If the heroes manage to convince him to share what he's heard, he paraphrases the information in the summary, through the lens of rumor and gossip.

If the heroes took the Firebender assault team hostage—Lu Ten asks for them to be returned to his ship. His crew won't let them return to the admiral, and he can use them later as leverage to prove how reckless Yueya is. If the heroes refuse, he doesn't push the matter but explains that keeping Fire Nation prisoners is going to make Jasmine Island even more of a target, and it's going to make it harder for him to convince Yueya's superiors to call off the attack. More information can be found in Act 2.

If the heroes took Captain Zhao hostage—Zhao participates in the discussion as well, even bound. He explains that he's happy to lend his voice in explaining Yueya's overreach, in exchange for freedom. Zhao only cares about himself, but it's an honest offer; he doesn't care what happens to Yueya, and if he can be seen siding with a prince of the Fire Nation, all the better! If the PCs ask, Lu Ten says he does not trust Zhao, but he does trust Zhao's self-interest. If the PCs refuse to free Zhao into Lu Ten's custody, Lu Ten emphasizes that Zhao will do everything he can to free himself, and he might then ally with Yueya to survive. Not to mention that the Fire Nation will react poorly if they know that Jasmine Island has a captain captive.

ACT 2: A TIME TO HEAL

The players have a moment to catch a breath and assess the destruction. At this point, Yuming speaks with the heroes. She believes the heroes and what Lu Ten has said. Now is the time to ensure the island survives the next attack that is likely coming. What the heroes want to do to prepare for the admiral's next attack is up to them. A few ideas are:

- **Heal the injured.** Healing the injured villagers will enable them to withstand another attack and minimize losses.
- **Shore up defenses.** The heroes could set up a series of defenses to guard against the admiral's next attack.
- **Make a trap.** The heroes could create a trap for the admiral and her troops in order to gain the upper hand when she attacks.
- **Protect the Islanders.** If the structures of Jasmine Island haven't entirely burned down, **Saya**, proprietor of the Fork in the Path Inn, approaches the protectors suggesting that the remaining townsfolk shelter in her inn. However, rounding up everyone and getting them into the inn could pose problems for the heroes and take a significant amount of time. That said, it would guarantee most people's safety from any fighting directly at the docks.

Time is limited and the heroes can't do everything. The time until the admiral attacks is represented by the Attack Clock.

Saving the Island's Culture

In addition, the protectors are approached by Magistrate Jin Bo. He is a direct descendant of the Jin family. While he isn't a councilmember, he's a local magistrate of arts and culture. He believes it's important to preserve the island's cultural history for coming generations. If they lose their history, he says, that's the same as losing their people—the Fire Nation will have destroyed Jasmine Island's spirit. Bo advocates for the heroes to go to various locations on the island and save the following:

- Artisan scrolls on pottery techniques used for teapots unique to the island.
- Decades of notes about golden jasmine tea production.
- The remembrance statues dotted around the island.

If the protectors don't do this, some if not all of these artifacts will likely be lost in the next attack.

Recovering from Shock

As the PCs help heal others, defend the island, and prepare for a final struggle, keep in mind all the important characters, places, and objects the PCs called out during the prologue. A PC may clear a condition or 2-fatigue every time they do one of the following:

- Receive thanks for saving someone or something in Act 1.
- Heal an NPC.
- **Guide and comfort** an NPC.

A PC may either clear a condition, clear 2-fatigue, or shift their own balance one step every time they do one of the following:

- Heal or protect an NPC important to them.
- Save an object or place important to them.
- **Guide and comfort** an NPC important to them.

The Attack Clock

Lu Ten (and any Fire Nation prisoners the PCs gave to him) has gone back to the ships to talk with the other commanders and try to find a peaceful solution. As he suspected, he is unsuccessful in persuading Yueya, and there is only so much time until the admiral decides to attack...but Lu Ten can be more or less successful in buying the island time, depending upon what advantages he has from the island. You can track how much time the PCs have by setting up a clock. **The Attack Clock starts with six segments, but you will fill in some based on the events of Act 1:**

- The town burned down and people were left homeless.
- A large number of people were injured in the night attack.
- The Islanders are still filled with fear and panic.
- The heroes were defeated when they confronted the Fire Nation troops and needed to take some time to heal.

Tick one space on the "Attack Clock" when any of the following occur:

- The PCs shift to a new location on the island.
- The PCs use up a bunch of time doing something, like tending to a large group of injured people or retrieving the artifacts Jin Bo asked for.

If all the spaces on the clock are ticked, then Admiral Yueya pulls her dreadnought into the harbor, ready to attack in Act 3.

If the companions don't want to use up all their allotted time, you, as the GM, should feel free to escalate into Yueya's attack earlier—let the PCs clear 1-fatigue for each tick (or one condition for every two ticks) on the clock they don't use. But giving the players some spotlight time to organize Jasmine Island and prepare for Yueya is a great way to emphasize the destructive power of the Fire Nation and just how meaningful the heroes' actions are, so don't push ahead unless they run out of time or aren't interested anymore!

Hostages

If the heroes defeated the Firebender assault team in Act 1 before they escaped, and then didn't hand them over to Lu Ten, then the heroes have hostages to interrogate. The team doesn't know more than this: they were ordered to attack the monument to peace first and ensure the town burned down. They're (likely) not afraid of the heroes unless they're **intimidated**, so they offer this information in a formal, neutral manner. They're well-trained troops and won't divulge any top-secret plans.

If the heroes manage to get one of the Firebenders on their side or sufficiently intimidate them, the soldier also remarks that the admiral seems incredibly bent on destroying the island and they've heard rumors that she has a personal reason to do so. The soldier summarizes the grudge Admiral Yueya has against the island explained in the summary.

If the PCs took Zhao hostage and didn't hand him over to Lu Ten, then he's happy to tell them anything he can...in exchange for freedom. Zhao won't give up anything until that guarantee, at which point he will return to his ship. If the PCs promise to free him and then don't, however, he becomes furious with them, and he will try to free himself and then attack during Act 3.

Lu Ten Returns

At the end of the act, Lu Ten arrives to update the heroes on what's happening. He's hurried, out of breath, and has little time to explain. While the heroes were dealing with issues on the island, Lu Ten, Admiral Yueya, and Captain Zhao (if released) got into a heated discussion about what to do: Lu Ten wanted the attack called off; Yueya wanted the attack to go forward; and Zhao either sided with Lu Ten if he was captured previously, or sided with the general if he escaped.

Ultimately, what Lu Ten and Zhao manage to accomplish (determined by what the PCs already accomplished) dictates the position of the Fire Nation forces in Act 3:

- If the Fire Nation soldiers were defeated but Zhao escaped, then Zhao can argue that the island's capacity for resistance is far greater than expected; he will want to get reinforcements before continuing. (If the Fire Nation soldiers were then returned with Lu Ten, Zhao won't particularly care—they already failed him.)
- If a captured Zhao is handed over to Lu Ten, then Zhao gladly supports the prince in his position that the attack is an unacceptable overreach, agreeing to sail away from the island.
- If the entire Fire Nation assault team escaped, including Zhao, and Lu Ten is on his own, then Zhao capitulates to Yueya's orders.

Finally, Lu Ten shares the most important information—**Admiral Yueya is launching her attack now.** Lu Ten explains he cannot directly attack another Fire Nation officer, and his soldiers aren't willing to take up offensive action against their brothers-in-arms. Instead, Lu Ten can either depart to immediately seek another superior officer of the Fire Nation to stop the attack, or remain on the island to defend it as best he and his soldiers can. If Zhao is already leaving with his boat, then Zhao can seek the superior officer on Lu Ten's orders, and Lu Ten will instead remain.

If they remain, Lu Ten and his squad move to protect whatever the companions ask them to. They won't throw the first punch (or bolt of fire), but they will ensure innocent people don't get hurt. If the heroes don't direct Lu Ten, he moves to the location with the most civilians to protect and sets up a competent perimeter in conjunction with Yuming.

ACT 3: STOPPING ADMIRAL YUEYA

Admiral Yueya pulls her dreadnought into the harbor and attacks the island. Having shored up defenses, healed people, and so on, the companions should feel at least somewhat ready to face her...but whatever they have done so far, they have a tough confrontation ahead of them. They have enough time to decide how they want to proceed before the action begins; they can pursue a plan that best takes advantage of their preparations, or that best protects the island and its people.

In general, Yueya is still determined to burn the island to a crisp...but she wouldn't mind watching its people grovel first or the place burn. She pulls the dreadnought into port and waves a flag of diplomacy, claiming to offer terms for surrender...but that flag is a ploy to get close enough to cause real damage. She's

not especially subtle, and her lies are easy to detect. Your players can think of whatever plan they want to stop Yueya, but here are three of the most likely options:

- **Take the fight to Yueya on the dreadnought.** The dreadnought can fire on the town with burning trebuchets, and taking the fight to the admiral on her ship could prevent this from happening. However, the dreadnought is heavily fortified; sneaking on or punching their way inside is difficult.
- **Wait for Yueya to come on land with her troops and attack from an advantageous position.** This tactic has the benefit of making the fight easier, but the dreadnought will definitely start firing on the town, adding danger for the townsfolk.
- **Spring a trap on Yueya.** The heroes might've spent Act 2 preparing a trap for Yueya and her troops; if this is the case their plan goes forward. Take the action from there. Use the above two points for guidance on where to take the action.

Once the fighting starts, her soldiers on her ship have orders to open fire on the town; if it hasn't burned down yet, you can start a new conflagration clock with as many segments remaining as were not yet filled in on the four direction clocks in Act 1. Tick one segment of the conflagration clock after every two combat exchange rounds, after any significant action, and after the dreadnought launches a flaming volley into town.

To triumph in this battle, the PCs need to defeat Yueya and disable the ship's main weapons. They don't necessarily have to defeat every single soldier of Yueya's; the soldiers will surrender or retreat, particularly if Yueya is defeated and if Lu Ten is present to seize command. Focus the conflict on Yueya, and make clear that she is commanding her people to fight to the end. Without her voice, they'll agree to withdraw if the PCs allow them to take their commander with them, but they'll be reluctant to leave their admiral in the hands of the Islanders—that would require some additional persuasion.

WRAPPING UP

After the admiral is defeated and the Fire Nation soldiers withdraw, fast-forward in time. Zhao or Lu Ten made it back to the main Fire Nation command and exposed Yueya's violation of Fire Nation order. With her defeat at the Islanders' hands, she is disgraced; Zhao is promoted in her stead, while Lu Ten works to ensure that Jasmine Island is kept off the radar.

Frame a scene with Lu Ten returning to a devastated Jasmine Island—a place looking ahead to a hard struggle, but still hopeful. The young prince participates in a tea ceremony, tasting the first golden jasmine tea of the new crop—the best part that survived the conflagration. He shares tea with the PCs and the Islanders while sorrowfully surveying the damage. He promises he is going to do everything in his power to ensure the island is left alone. He also mentions how amazing the tea is and says he will bring a tin back for his father, Iroh. Use this moment to drive home all the people, places, artifacts, and more that the PCs helped protect—the legacy they leave for the future of Jasmine Island.

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 leader act separately in exchanges and choosing techniques.

LU TEN

LEGENDARY NPC

Captain Lu Ten, Prince of the Fire Nation, was just back in Hari Bulkan when he heard about Admiral Yueya's petition to attack Jasmine Island. He had tried their tea on his travels, had heard a brief story about the island, and was surprised to hear it was being touted as a threat to Fire Nation security. Once he looked into Yueya's plans, he knew he had to join the mission because the facts of her story didn't quite add up. As heir to the throne after his father, Iroh, Lu Ten might have been able to demand the mission be quashed...but Fire Lord Azulon might have taken poorly to such a "tantrum." The best way to ensure the mission is on the up and up, maintaining the dignity of the Fire Nation, is to join it and keep an eye on Yueya. Lu Ten wants to make his father proud and live up to the great man he is, and that means not abusing his authority or allowing others to abuse theirs.

Lu Ten is a Legendary NPC. If you're interested in learning more about Lu Ten, check out the write-up on page 48.

CAPTAIN ZHAO

MASTER NPC*

Zhao is utterly pleased with the mission to Jasmine Island because now he can test the information that he gathered from Wan Shi Tong's library, which states that waterbending is affected by the moon. The added bonus to this mission is that Admiral Yueya, whom he's briefly interacted with in the past, is completely consumed with destroying the island. This could go either very well or very badly for her, and if Zhao plays his cards right, he will be able to capitalize on this. Plus, though Zhao will never outwardly admit it, he's never been opposed to a bit of wanton destruction.

Captain Zhao is normally a Legendary NPC. If you're interested in learning more about Captain Zhao check out the write-up on page 50.

**The Zhao of this adventure is younger, less established, and less dangerous than a later Zhao. As such, his fatigue and conditions are reduced so that he is a Master NPC instead of a Legendary NPC.*

DRIVE: Come out ahead

PRINCIPLE: Victory 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Fire Whip, Flame Knives

List of important characters & groups

- **Lu Ten**, Fire Nation captain and heir to the throne after his father Iroh
- **Captain Zhao**, a scheming Fire Nation naval captain
- **Admiral Yueya**, an unhinged Fire Nation admiral bent on destroying Jasmine Island
- **Elite Firebenders**, Yueya's personalized strike team
- **Fire Nation Soldiers**, a general group of Fire Nation soldiers
- **Councilmember Yuming**, the last remaining councilmember on the island
- **Magistrate Jin Bo**, a magistrate of arts and culture
- **Saya**, proprietor of the Fork in the Path Inn

ADMIRAL YUEYA

MASTER NPC

Yueya grew up on one of the outer islands of the Fire Nation. Her family was among the first settlers on the island, and when her ancestor Erchtei ran away to become a pirate, it brought great shame on her family. He burned his family's name and standing, exploiting their resources for foolish endeavors until eventually they were primarily known for their relationship to a terrible pirate. What's more, Erchtei was then assigned all the blame for the failure of the Fifth Nation in the Kyoshi Era—he wasn't just someone who did terrible things; history saw him as a *terrible* pirate, ineffectual and stupid. Subsequent generations included a few more useless ancestors, so her family legacy never fully recovered, and Yueya suffered for it. The family fueled their own self-hatred in the stories they told themselves, including a hatred of Erchtei...and a hatred of the place that had brought him low: Jasmine Island. Yueya managed to scrape her way into the Fire Nation Navy, where she ascended through sheer willpower and gumption. Now that she has power in the Navy and the Fire Nation has won in countless theaters across the world, Yueya plans to take her vengeance on behalf of her whole family, proving their power once and for all by burning the island that had laid them low. She's already risen higher than anyone expected, despite the odds against her, and once the island is a smoldering pile of ash, everyone will see what the people of her line are capable of.

DRIVE: Destroy Jasmine Island

PRINCIPLE: Wrath* 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Attack Weakness, Fire Stream

*Yueya starts with her Wrath principle at +2

FIREBENDER ASSAULT TEAM

MASTER NPC GROUP

These elite Firebenders are Admiral Yueya's prized strike force to use against Jasmine Island. She orders them to start the original fire that sets the island ablaze, and if they escape, they'll accompany her in her final assault on the island (though they will only recover 2-fatigue and 1-condition in between). These Firebenders are exceedingly well-trained and totally loyal to the admiral.

DRIVE: Follow the admiral's orders

PRINCIPLE: Loyalty 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Draw Foe, Wall of Fiery Breath

FIRE NATION SOLDIERS

MAJOR NPC GROUP

This write-up is for a basic group of Fire Nation soldiers. While the elite soldiers have trained from a young age for their role, these soldiers are competent but less skilled. They're more likely to humanize the people of Jasmine Island, and they could be swayed away from more violent actions, given the right approach by one of the heroes or, better yet, Lu Ten. This write-up represents a battle group of soldiers, the kind likely encountered in the third act of the adventure.

DRIVE: Carry out the interests of the Fire Nation

PRINCIPLE: Obedience 0 +1 +2

CONDITIONS: Angry, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Fire Whip, Focused Fire

COUNCILMEMBER YUMING

MAJOR NPC

Yuming is a young mother who begrudgingly took a spot on the Jasmine Island Council after her grandmother, a former councilmember, passed away. In her grandmother's twilight years, Yuming accompanied the old woman to meetings, cared for her, and was more than vocal during council meetings. Once her grandmother passed, most people (except Yuming, it seems) saw her as the natural successor to the spot and voted her in. Yuming deeply loves Jasmine Island but is worried about the effectiveness of the council in protecting her home since it cut off ties with the other nations. Independence is important, but now the island is truly alone, and that doesn't seem prudent either.

DRIVE: Protect Jasmine Island

PRINCIPLE: Generosity 0 +1 +2

CONDITIONS: Afraid, Angry, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Stream the Water

MAGISTRATE JIN BO

MINOR NPC

Jin Bo is a member of the Jin family of Jasmine Island. He received his official title of magistrate after years of tirelessly cataloging the cultural history of the island as a hobby. He is the only magistrate on the island, and he is incredibly well respected in the community for his love for the island.

Throughout the years, many people have pushed Jin Bo to run for a council spot, but he's wholly uninterested. Plus, he notes rather perturbed to anyone who asks, he'd be a one topic councilmember and that isn't very good for the island, is it? Jin Bo wants to save the soul of the island; buildings can be made anew, but the loss of the island's history and culture would be devastating.

DRIVE: Preserve the cultural history of Jasmine Island

PRINCIPLE: Preservation 0 +1

CONDITIONS: Angry, Guilty, Troubled

FATIGUE: ◇◇◇

TECHNIQUES: Take Cover

SAYA

MINOR NPC

Saya is the owner and proprietor of the Fork in the Path Inn. Warm, kind, and always ready with a good story, most people on Jasmine Island love Saya. That said, once you get her talking she won't stop any time soon, and most people don't ask Saya for a story unless they have time to sit and listen! That said, this tea-slinger is one of the best storytellers on the island and if you have an hour or two to spare, the Fork in the Path Inn is the place to go for a good yarn.

Saya was born and raised on Jasmine Island and can't see herself living anywhere else. When she lost both her parents to sickness, she was taken in by various families in the community, and she's been paying this kindness forward ever since. Saya's inn is located just outside of town, and it's open to anyone on the island day or night. A warm cup of tea is always free.

DRIVE: Save as many people as possible

PRINCIPLE: Kindness 0 +1

CONDITIONS: Angry

FATIGUE: ◇◇◇

TECHNIQUES: Rapid Assessment



IMPORTANT LOCATIONS

THE PORT

Jasmine Island's port has been quiet of late since the island cut all ties with its allies. Local merchants still sail their ships along open trade routes to get product out, but bringing goods to the island has proven more difficult in isolation. After the treaty was signed in the Roku Era, Jasmine Island's international profile increased, and a second warehouse was built to house tea for export to handle the increase in trade. The second warehouse now stands half-empty, thanks to the war.

THE MARKET SQUARE

Jasmine Island's market square is truly the heart of the island. Most townsfolk can be found there during the week—either selling wares, grabbing a quick lunch, or standing near a friend's stall to share some juicy gossip. In this bustling market stands the Roku Era monument to peace, the Council Hall, and the councilmember housing. Holding the market square is key to holding Jasmine Island, and it is an easy place for the protectors to spring a trap if need be.

PROTECTOR BARRACKS

Though most protectors are locals in town with their own homes, they have a barracks of sorts that they can sleep or lounge in when they're "on shift." This also serves as an easy place for people to find the protectors if there is trouble in town and they're not found on patrol. The barracks are located at the other end of the docks from the market square.

THE FORK IN THE PATH INN

The Fork in the Path Inn is an establishment opened on the path between the main town and the island's main agricultural areas. In better times, it housed any number of merchants who stopped at Jasmine Island and wanted a quiet place to sleep away from the bustle of the marketplace, but it now serves mainly as a meeting point for townsfolk and a place to enjoy a warm cup of tea. Unlike many important locations on the island that are very close to the port, the Fork in the Path Inn is deeper inland and could serve as a place for people to shelter from Yueya's attack.

GM ADVICE

This adventure plays heavily with themes of destruction and war. While most information on how to run the adventure is found in the Summary and Where We Start, it's important to pay special attention in this section to how to address these potentially harmful themes.

THEMES AND HEROICS

Avatar Legends is played with safety tools as described in the **Avatar Legends** core book, but before this adventure, it is a good idea to review themes of war people don't want to see in a game. Even when playing with close friends it can be hard to know on any given day what people may or may not want to see in a game. Checking with everyone at the table means you can avoid any misunderstandings. For example, as a GM you might think it is an interesting idea in Act 1 to put a child in danger for the heroes to save, but this could be potentially triggering for a player. Reviewing the themes before you play helps you avoid situations like this.

Also, it is important to remember the Four Nations isn't the real world. There are many fantastical elements—bending, the Avatar, and unique spirits. The heroes of the game are able to make a real difference to the world through their actions. Your players aren't powerless pawns in this adventure; they're active participants who are going to save the day! By the end of this adventure, the feeling players should have is a mix of elation over how much they saved and preserved, along with some melancholy over what they lost—but certainly not an overwhelming sense of sadness and despair. Remember, the theme here is hope in the face of awful adversity, and your heroes are the ones to foster that.

This primarily means supporting your heroes' plans and ensuring their actions are meaningful. If the heroes decide to go with Magistrate Jin Bo's plan of preserving the island's cultural history, then that is a valuable, meaningful decision. It means Jasmine Island has their history for generations to come, and people are happy about that. Sure, there were sacrifices, but it was a good plan.

Don't negate your heroes' wins; instead highlight their victories and accomplishments in the face of intense opposition.

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about why they are here and what their stakes are 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 a player to 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 Jasmine Island protectors, devoted to keeping the island safe in this time of war. Many of the other protectors and fighters wanted to keep their home safe, but because the war seemed to be steering clear of Jasmine Island, they departed to help fight the Fire Nation elsewhere. The heroes are the primary protectors left on the island, and they're the first line of defense when the Fire Nation attacks.

FULL LIST OF PREGENERATED CHARACTERS

- **Akataa, the Pillar** (they/them): the leader of the protectors and the most experienced fighter. **Play Akataa if you want to take on the triumphs and burdens of leadership.**
- **Aiko, the Guardian** (she/her): the oldest remaining sibling of a family of protectors, most of whom left to fight the Fire Nation. **Play Aiko if you want to be deeply committed to defending your family.**
- **Basalt, the Hammer** (he/him): an Earthbender returned to the island from fighting in the Earth Kingdom, with a bone to pick against one Captain Zhao. **Play Basalt if you want to wrestle with your desire for vengeance.**
- **Siku, the Prodigy** (he/him): a skillful Waterbender whose family moved to Jasmine Island to hide from the Fire Nation. **Play Siku if you want to put your skills to the test.**
- **Fu Meili, the Successor** (she/her): Descendant of the Fu Family, invested in stories of Jasmine Island at its best. **Play Fu Meili if you want to muster and connect with the resources of Jasmine Island.**

AKATAA, THE PILLAR THEY/THEM

Akataa is the leader of the protectors and one of the last fully-fledged members remaining on the island. They were trained and inducted into the protectors in the traditional ways, before being tasked with raising up the next generation of protectors while the older fighters went to protect Jasmine Island by fighting in the wider war. Akataa took on the burden very seriously but sometimes still struggles with how assertive they should be in the role—after all, even they don't really feel like much more than a trainee. Still, when push comes to shove, they're not going to give anything less than their very best to the island they call home.

TRAINING



BACKGROUNDS: Military, Rural

DEMEANOR: Critical, Warm

FIGHTING STYLE: A long staff with weighted baskets on either end

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?
Jasmine Island

Which are the most well known traits of your squad? (choose up to 3):
our weapons, our fighting style, our battle cry, our costumes, our legends, our purpose

What does your squad value?
Justice, Protection

LEADERSHIP STYLES

Earn 1-Team when...

- **INSPIRING:** ...you **live up to your Principle** and roll a hit.
- **DIPLOMATIC:** ...you **plead with an NPC** for help and roll a 10+.

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 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

EVASIVE & 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

AIKO, THE GUARDIAN SHE/HER

Aiko is an Islander born and raised. All her family members were protectors, each devoted to keeping Jasmine Island safe. . .but for the last few generations, as the war stayed away from Jasmine Island, her elders' beliefs shifted. They came to think that they needed to protect Jasmine Island not from her shores but in the wider world, by standing against the tyranny of the Fire Nation. Her older siblings, her aunts and uncles, her parents—all left to fight for Jasmine Island out into the world in the Hundred Year War. Aiko was left behind as part of the protectors with explicit orders to keep her little brother, Chiyo, safe. She resents being left behind, but that doesn't mean she won't do everything in her power to carry out her charge.

TRAINING



BACKGROUNDS: Military, Wilderness

DEMEANOR: Harsh, Cautious

FIGHTING STYLE: Brief flashes of superhot flame

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

FURROWED BROW

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

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

- **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

BASALT, THE HAMMER HE/HIM

Basalt is a capable Earthbender who followed his older friends in the protectors to the Earth Kingdom, where they saw real battles against the Fire Nation, acting as hit-and-run saboteurs and irregulars. Basalt's hands were injured during a fight—they are now covered in scar tissue—and he was sent home by his commanding officer, another former Jasmine Island protector, both to recuperate and to defend the island. He returned reluctantly, but his recovery went well, and now he's ready to fight again. He's been a member of the protectors the whole time, but he plans to leave the island very soon to return to the war in the Earth Kingdom. Basalt isn't sure who he is without something to punch, so he's very eager to get back into a real fight as fast as he can.

TRAINING



BACKGROUNDS: Military, Outlaw

DEMEANOR: Loud, Excessive

FIGHTING STYLE: Kicks and stomps to create shockwaves and eruptions of earth

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: Admiral Yueya

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 checked="" 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

OVERPOWER

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



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

SIKU, THE PRODIGY HE/HIM

Siku has lived most of his life on Jasmine Island, but his parents and family hail from the Southern Water Tribe. Close to the beginning of the war, they fled the south out of fear of what could be coming, looking for a safe, out-of-the-way place to hunker down beyond Fire Nation attention. They settled on Jasmine Island, and their plan to keep away from the fighting seemed successful; while they had to give up their arctic home and their community, they found a new community that took them in and welcomed them, back at the beginning of the war. Siku, however, is a waterbending prodigy of enormous talent, and he finds himself frustrated and feeling trapped on Jasmine Island for safety. He joined the protectors in the hopes that they would challenge him and help him hone his skills, but he truly craves to leave and seek waterbending masters in the wider world.

TRAINING



BACKGROUNDS: Monastic, Rural

DEMEANOR: Resolute, Stubborn

FIGHTING STYLE: Multiple streams of water emerging from a harness of four water satchels

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 **forcing 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

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*.

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.

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.

WATER WHIP

DEFEND & MANEUVER

Lash out with a tendril of water. Mark 1-fatigue to inflict a condition or 2-fatigue, your choice.



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

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

AVATAR
LEGENDS
THE ROLEPLAYING GAME

FU MEILI, THE SUCCESSOR SHE/HER

Fu Meili was born into the prestigious Fu family... although, when she was born, they had nowhere near the status and ascendancy that they'd once had in the Kyoshi and Roku Eras. That change defined most of her life on the island; she was filled with a sensation that she was inheriting what should be a great legacy, but it was in fact much depleted and tarnished. Throughout her youth, she learned of the past and ways that she might return her family and the whole island to its grander version of ages past. She even went so far as to develop new techniques to improve the island's own systems—even if she was stymied by the island's lack of resources when it cut off most of its relationships to other nations. She joined the protectors to get a view of that institution, not actually thinking she would ever be called on to fight—after all, the war had largely avoided Jasmine Island for a hundred years! But if she could help improve the protectors, that would bring her one step closer to a restored Jasmine Island.

TRAINING



BACKGROUNDS: Monastic, Urban, Wilderness

DEMEANOR: Perky, Oblivious

FIGHTING STYLE: An automated tea-harvesting harness with elongated wooden swinging arms

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. **Business and industry** 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
- high technology

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.

WAY OF THE FUTURE

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

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*).

- +3** 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

GENERATIONAL PLAY ASPECTS

If you're playing this adventure as part of overall ongoing generational campaign described in this book, here are a few things to keep in mind.

NECESSARY ELEMENTS FOR THE ADVENTURE

A lot of the details of Jasmine Island can and should be tailored based on what you've previously established with your own version of the island. But to make this adventure work, here are the necessary elements that you should not alter:

- Jasmine Island is isolated; no other large-scale entity capable of defending it can be called upon with any haste. Even if any of the other nations would eventually arrive to help in some capacity, they shouldn't show up for some time, well after the attack had occurred and devastated the island.
- The Hundred Year War has left Jasmine Island largely unscathed to date so far, as the fighting never really came to the island. The island is isolated, and has experienced smaller attacks, but compared to the rest of the world, it has not ensured direct assault or siege.
- The protectors are depleted at this particular moment, as many of the more experienced fighters departed to participate in the Hundred Year War and protect Jasmine Island by opposing the Fire Nation. The fact that Jasmine Island hasn't needed significant defense during the whole war lent credence to the idea that this was a reasonable move, and while the island may have mixed perspectives on those who left, few believe that they somehow betrayed the island.
- The assault on Jasmine Island by the Fifth Nation fleet in the Kyoshi Era left survivors who passed on the shame of their defeat to their descendants and family members for centuries. The Islanders might have no awareness of these descendants, seeing as they have been largely isolated and contained in the Fire Nation, but those descendants certainly remain aware of the island, even in its relative isolation.

CHANGES TO THE ISLAND

In transitioning from the second adventure to this third adventure, keep in mind that the island hasn't remained exactly the same. About a century has passed since the last adventure, during which the Hundred Year War has swept across the whole of the world. The only places that have avoided feeling the effects of the war are those that are hidden or completely and totally isolated. Jasmine Island is certainly closer to such isolation than many other places, but merchants still visit, and it still exists on the sea charts of the nations of the world. Its people lived throughout the era with dread of the moment that the effects of the Hundred Year War would finally fall upon them.

Here are a few ideas for how the island has changed; try to find one way that the locations and culture of the island have changed to reflect each idea in your version of Jasmine Island.

- The island's prosperity has stagnated or declined. While some individual traders still visit the island to trade goods for golden jasmine tea, wide-scale trading with other nations has died down as Jasmine Island grew more isolated from the world at large, and as the war made sea travel all the more fraught. Buildings look a bit shabbier, food and luxuries are less abundant, and everyone is a bit more worn. Things aren't awful, but life here is a shadow of what Jasmine Island was at its height, toward the end of the previous era and before the Hundred Year War started.
- Many people live on the island, but the largest living center is more like a small town than a city. From the setting of the last adventure, the island population continued to grow, but it has slowed in growth and stabilized over the past hundred years or so. Most importantly, however, very few newcomers are arriving from other nations to live on the island; the last real surge of new arrivals occurred toward the beginning of the war. Jasmine Island's culture has turned inward, and while there's no mistrust of outside cultural traditions, there just aren't all that many outsiders on the island to present other perspectives.
- There's not much in the way of factional conflict on the island. Slow shifts in the centers of authority are still reshaping the island, moving power ever away from the Three Families and toward other groups, but every single faction on the island has been reduced by the war. The tension of world events beyond the island and the fear that someday the war might arrive on their shores has led most of the factions to reduce their infighting; they still vie for councilmember seats and more, but it's not as vicious as before.

THE JASMINE ISLAND PROTECTORS

The PCs are expected to be part of Jasmine Island's protectors. Exactly what that institution is can be derived directly from the last adventure's results—for example, if the protectors became a vaunted part of the island after their successes against Magistrate Emerald, the modern organization carries on that tradition... ideally. However, here are the key things to keep in mind:

- The protectors that remain on Jasmine Island are few in number (largely, just the PCs) as many have left to contribute to the overall fight against the Fire Nation.
- The protectors are expected to stand up in the case of an attack or crisis, but Jasmine Island has largely avoided any significant conflicts, and no one anticipated an attack.
- The protectors within this adventure should not include other NPCs who can solve the problem instead of the PCs.

Feel free to give the protectors a new name, or use the same name as prior eras. Furthermore, feel free to adjust any details about the protectors to match what's already been established and to reflect prior adventures, so long as you don't violate the core ideas above.

THE COUNCIL

In this adventure, the councilmembers are some of the first to suffer in the attack. Two out of three of them are caught in the initial blast; only Yuming is present throughout the rest of the adventure. That said, you can adjust the councilmembers, including who is caught in the initial blast—if it's important to carry on from prior eras by having three present councilmembers, do it! The three councilmembers proposed in this adventure are:

- Councilmember Yuming, a young mother elected to occupy the seat her grandmother once held. She loves the island but is concerned by its increasing isolationism.
- Councilmember Shio-Ming, a jolly old man beloved by many, largely retired from life beyond the council.
- Councilmember Kai, the youngest councilmember who worked hard to keep Jasmine Island prosperous.

This adventure isn't concerned with factional struggle or infighting. At this stage, the dominant factions include the tea-growers and makers; the food growers; the dockworkers, whose strength has declined alongside trade; and the fishers, broken off from the food growers. However, these different groups are not at odds; all are frightened of the larger war and its potential threats.

If you do need to connect any particular characters to factions, try to use factions from prior adventures.

END DEVELOPMENTS

After the adventure is over, check with everyone playing that you all have the same answers to the questions about the events of the session and the ensuing results of the adventure. If you don't know the answer already, ask one player to provide an answer.

Then go around the group and ask each player to answer the character-specific questions. Lastly, have each player pick a different option from the list of alterations.

Session Event Questions

- At the end of the adventure, what is the state of Jasmine Island?
- How was Admiral Yueya ultimately defeated?
- What were the most important structures or treasures saved?
- What happened to Admiral Yueya after her defeat?
- What happened to Councilmember Yuming?
- What happened to the other figures of Jasmine Island (Magistrate Jin Bo, Saya, and any others)?
- What were the most significant losses from the attack?
- Who are the main leaders left on the island moving forward?
- What is the island's opinion of the protectors after the attack?

Character-Specific Questions

- Does your character remain on the island until the next era (about ten to fifteen years)?
- What primary role does your character come to occupy on the island or in the world, over time?
- What local change does your character enact on the island?
- What large-scale changes does your character try to enact in the world, if any?

Alterations

Repairs and regrowth: Choose a playbook supported by the island's future attempts to heal itself; a character of that playbook starts with one additional advancement next session, if played. You may not play that playbook.

War wounds: Unlock the Broken playbook for the next session, for any player to use.

New opportunities: Unlock the Architect playbook for the next session, for any player to use.

Construct: Add a new important location of your choice to the island for the next session, and describe a new faction tied to that location. Any player other than you who plays a character of that faction next session starts with one additional advancement.

Reconstruct: Choose a destroyed location and rebuild it for the next era. Describe a faction, either new or restored, tied to that location. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Expanded training: Choose a type of training supported by the changes and growth on the island. One character of your choice in the next session can start with an additional technique of that training type at mastered level.

Expanded training: Same as above. (Note: This alteration is listed twice, as it may be chosen twice. Each Expanded training alteration must refer to a different training.)

Innovation: Describe a new or existing faction that has begun to explore new ideas about itself and the island. Every character tied to that faction next session starts with one additional technique at trained level.

Place of solace: Choose an existing location or add a new location on the island. Each PC may, once per session, take a moment of solace at that location and say why it is meaningful to them to immediately clear 2-fatigue.

Place of contemplation: Choose an existing or add a new location on the island, and choose a balance principle from your PC in this adventure. Once per session, each PC who makes a move in the location can call on that balance principle as if it were theirs at a +2.

Lessons from a legend: Choose one of Lu Ten's techniques. PCs of the appropriate training can start with that technique at learned level in the next session.

Lessons from a prior generation: Choose one technique from your PC in this adventure. A PC of your choice played by another player in the next adventure inherits lessons from your PC, starting play with that technique at learned level.

Empower the fishers: The fishers take a place of prominence in the island, assuming power in a significant fashion. Any Guardian, Icon, Pillar, Successor, Bound, Authority, Elder, or Aspirant tied to that faction begins play with their choice of one advancement or one additional mastered technique.

Disempower the dockworkers: The dockworkers lose their place of prominence, and are on the brink of dissolution. Any Bold, Hammer, Idealist, Rogue, Architect, Elder, Adrift, or Outcast tied to that faction begins play with their balance center shifted one point in either direction as they choose.



Well, my friends, you didn't think I would miss out on visiting the island that created my favorite tea did you? Only a fool passes up an opportunity to view beauty at its source. My love for tea aside, I came to this island in a time of distress, when its people faced difficult choices. This was a time when they could redefine who they were as they rebuilt upon the scars of the past. As I enter the story alongside my White Lotus brother, Piandao, we come upon an island struggling with its vision for its own future...

CHAPTER 7

RETURN & REGROWTH



AANG ERA

ADVENTURE

CHAPTER 7

Return & Regrowth is an adventure set on Jasmine Island in the Aang Era. This adventure includes all the elements you need for an exciting episode of your very own, but it's written to be a part of the era-spanning story of Jasmine Island presented here in **Uncle Iroh's Adventure Guide**. This adventure is the fourth in a larger chain of events that strikes the island over five eras. Your companions help shape the island after it underwent the tragic Devastation.

The Air Acolytes have come to Jasmine Island with members of the White Lotus, Iroh and Piandao, to rebuild a peaceful monument in honor of the end of the Hundred Year War. However, they cannot do so until a new Jasmine Island Council is elected! Unfortunately, the various factions currently disagree about elections because each faction is accusing the other of theft! Can the heroes find the thief so the elections can go forward, or will the arguing factions cause the island to descend into chaos?

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:

- “Historical Background” (page 149) gives relevant information from other earlier adventures you need to play this one.
- “Summary” (page 149) provides an outline of the adventure and explains the problems facing the Jasmine Island Council, what they mean for the Air Acolytes’ peace monument, and how the heroes can get to the bottom of things.
- “Prologue” (page 152) brings the PCs into the story, gives them a connection to the island and sets up your group to undertake the adventure.
- “Where We Start” (page 152) provides detailed information on all three Acts of the adventure and how to navigate them based on what your players want to do.
- “Important Characters & Groups” (page 157) provides information on NPCs the companions might meet.
- “Important Locations” (page 159) features different areas for the PCs to explore on Jasmine Island during the adventure and explains where important characters might be found.
- “GM Advice” (page 160) contains additional guidance just for the GM and gives advice on how this adventure could end.
- “Pregenerated Characters” (page 160) is a set of five premade characters your players can use to hop right into the adventure.
- “Generational Play Aspects” (page 166) provides information you need if you’re playing this adventure as part of the ongoing campaign of this book.

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**. The acts in this adventure are a framework for you to explain what happens in the world around the heroes as they act. The adventure puts the PCs in a dramatic starting situation that demands immediate action, and then follows them from there! 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 161. 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, looks, 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.

HISTORICAL BACKGROUND

During the Devastation of the Hundred Year War, the Fire Nation nearly razed Jasmine Island. Now the physical rebuilding is nearly complete, though the political recovery is just beginning. The Jasmine Island Council hasn't had any elections at all since the Devastation, and now that the old councilmembers have stepped down, the Islanders have a chance to redefine the council as they choose. But the chance for change has inflamed the island's divisions.

The Fire Nation's attack united the island for a time. In the Devastation's wake, there were no factions—only Islanders working together. But as the island gets back on its feet and the people no longer have to pull together simply to survive, the old divisions threaten to rise again.

The world beyond the island is caught in its own reinvention. Months before this adventure, an Order of the White Lotus member, Xai Bau, grew disillusioned with the organization. To him, the White Lotus's partnership with Avatar Aang meant that the organization had gone from a force for global change to mere lapdogs of an undisciplined youngster. Xai Bau roamed the world seeking rebellious minds that he could mold. When he stopped by Jasmine Island, he connected with Isonash and the Autumn Leaves.

Who Is Xai Bau?

For those unfamiliar with *Legend of Korra*, Xai Bau goes on to become the founder of the Red Lotus movement featured in “Book 3: Change” of that show. The Red Lotus of the Korra Era wanted to see world governments dissolved and made an attempt on Avatar Korra's life. Read more about the Red Lotus in the *Avatar Legends: The Roleplaying Game* core book.

SUMMARY

Jasmine Island is at a crossroads. The unity after the Devastation (see page 22) fell apart when the golden jasmine tea exports resumed. As the island's trade began anew, the old councilmembers—who had held their positions for years to rally the people together—took it as a sign that their work was done, and they all stepped down, exhausted by the past decades...but the Islanders didn't immediately elect a new council. Some weren't sure they even wanted a new council.

When yuan flowed back into Jasmine Island, it did so without a council to direct the money, leading to inequity—groups of haves and have nots. Those furthest from the docks found their pockets lightest, causing protests and bitter arguments. Four factions grew from the seeds of this bureaucratic failure, united only by their shared desire to define the island's future—they've agreed to hold a new Summer Solstice Festival with elections, and it's only about a week away.

In the midst of these conflicts, a group of Air Acolytes arrive on the island with **Iroh and Piandao of the White Lotus. The Acolytes seek permission to rebuild a Roku Era monument to peace.** Iroh and Piandao seek a missing member of the White Lotus, Xai Bau. **Iroh and Piandao have heard worrying rumors about Xai Bau and want to bring him back into the fold of the White Lotus to ensure none of the chatter is true.**

The Air Acolytes don't want to move forward without the Islanders' overall consent; they had anticipated putting the plan to the council, but the council no longer exists. And plans to elect a new council are stalled because **someone stole a bag of seeds from this year's golden jasmine harvest.** The seeds are one of the island's most closely guarded treasures, as they represent the future of the entire island; Jasmine Island's income depends on its exclusive ability to grow golden jasmine tea. No one has succeeded in growing golden jasmine away from Jasmine Island, but the world is ever-changing, and if someone stole the seeds, then they must believe that they have a chance! The faction leaders have descended into a fit of bickering and finger pointing—each blaming the other for stealing the seeds, putting all plans for the festival on hold.

Once again, Jasmine Island needs heroes—heroes who can navigate the current crop of problems to restore peace and unity to the island.

THE FACTIONS

Four factions of the island bicker and argue over the future of the island. Unfortunately, there are traditionally only three council seats, meaning that by the old rules, one faction cannot win a seat. While the Climbing Vines have offered to form a coalition with any faction willing to negotiate with them, the rest of the factions have descended into brutal political in-fighting. Worse yet, **the Autumn Leaves use every unkind word to prove their point that the council has run its course and is no longer a useful political body.** This has given **Isonash, a disciple of Xai Bau,** the ability to set the election season's agenda.

The four factions' political stances on foreign policy are as follows:

- **Climbing Vines:** Led by Diu, the Vines wish to revisit the island's treaties with outside powers with an eye toward more favorable terms, focusing on collective bargaining for the island with the rest of the world.
- **Autumn Leaves:** Led by Isonash, they seek to undermine the election and free the island from outside influences, up to and including disbanding the council entirely.
- **Antiquarians:** Administered by Yan, the Society aims for an isolationist Jasmine Island, planning to end relations with the Earth Kingdom and Fire Nation, but minimally maintaining contact with the Southern Water Tribe.
- **Risen Wave:** Commanded by Hong, the Hand demands reparations from the Fire Nation.

Climbing Vines

The Climbing Vines are mostly farmers, field laborers, and their families. They believe cultivation is a matter of harmony between the vines and the earth, making golden jasmine tea a sign of balance—balance that is not reflected in the current state of treaties between the island and the nations. **The Climbing Vines are in favor of continued diplomatic and trade relations with the three nations, but they view existing treaties as outdated, unfair products of imperialism, thus overdue for renegotiation.** The Vines are also interested primarily in bargaining collectively—codifying the way the council operated in prior eras.

The Vines' commitment to harmony goes beyond the plants and the treaties; they're unique among the factions as the only ones who have outright stated that they're **willing to form an alliance with one of the other factions** in order to solve the problem of more factions than councilmember seats. So far, none of the other factions have agreed to merge with the Climbing Vines.

Autumn Leaves

The Autumn Leaves draw their members from the disaffected throughout Jasmine Island. **Their current goal is to see the council permanently disbanded in favor of a decentralized system of governance.** They reason that the people best positioned to make decisions in the fields, offices, or docks are the people in those locations. Ironically, they're running for a councilmember seat specifically to undermine the very seat they're running for!

Although their ideology is heavily influenced by Xai Bau, few of the members know who he is, and most who are aware of him know him only through his written work. Only Isonash and a few of his closest allies know Xai Bau personally. The anarchists aren't naive; they recognize that their ideas are revolutionary and unpopular for many. However, they see the decentralized government as a way to free the people from a system that has held them back.

Antiquarians

The Antiquarians take their name from an ideological look into the island's past, viewing most of the island's tragedies as the result of external powers. In their eyes, the tyranny of the Earth Kingdom during the Roku Era is sufficient cause to deem all old agreements with the Earth Kingdom invalid. Similarly, they see the Devastation caused by the Fire Nation during the Hundred Year War as cause to void the Fire Nation's treaties as well. That would keep Jasmine Island completely free of any diplomatic or economic relationships with those two nations.

The Antiquarians aims to officially nullify those treaties and trade solely with the Southern Water Tribe for a time. Such basic trading echoes the relationship Jasmine Island once had with Water Tribe traders in the time before Kyoshi. The society isn't naive about international relations; it plans to negotiate new treaties with the Earth Kingdom and Fire Nation, but such treaties would be focused on keeping those nations far from Jasmine Island's shores. The Antiquarians' plan will undoubtedly cause economically lean times, but the society believes it will return the island to the state of prosperity it once knew.

Risen Wave

The Risen Wave are fiercely protective of the island, with many having served as protectors especially after the Devastation, and nearly all with a family member who died to protect Jasmine Island. **The Risen Wave seek to break off trade relations with the Fire Islands and publicly sanction the Fire Nation, until the Fire Nation agrees to pay reparations for the physical and emotional damage inflicted during the Devastation.**

While most members recognize that not all Firebenders are dangerous, the faction still bears distrust for Fire Nation citizens, especially those with political clout or significant military service.

Beyond foreign policy, **the Risen Wave want to bolster the protectors, expanding the group's ranks to nearly twice what it is now.** Naturally, they offer their training grounds and martial arts instructors to help facilitate that move.

The Protectors

While not a true faction, the protectors of the Aang Era have become a more prominent force on the island in the wake of the Devastation. Their exact role, however, is in flux as well. Under the post-Devastation council, they were intended only to help the island keep itself safe from any further off-island attacks. Since then, however, the protectors have been called to act as peacekeepers, emergency response units, dock guards controlling what comes off and on to the island, and even investigators. Many on the island are uncomfortable with the ballooning, changing remit of the protectors.

The protectors' current leader is Wei, an experienced fighter who saw the Devastation firsthand and is determined to never have it revisited upon the island. By default, the heroes are assumed to be trusted and skilled members of the protectors.

THE THREE ACTS

Return & Regrowth begins with a flashback that serves as a prologue and continues through events in three acts. The structure of these acts is merely a guideline; the story may play out differently at your table. If the events of your story differ significantly from the following guidelines, you should feel empowered to restructure the acts to better suit your game.

- **Prologue:** In a flashback, the heroes look back to a tea ceremony with Iroh post-Devastation. Iroh, beset by grief, connected with the PCs over his own bond with Lu Ten. Any of the heroes who participated in **Vengeance & Virtue** have the opportunity to help remember Iroh's tale of tea, as well as the events that unfolded during the Devastation.
- **Act 1:** The heroes greet Iroh and Piandao and learn of the Air Acolytes' plan to rebuild the peace monument. Afterward, they learn why that plan has to wait.
- **Act 2:** The PCs look for the missing seeds and determine whom they believe the culprit to be.
- **Act 3:** The characters apprehend the culprit, either by confronting them directly or convincing a faction leader to act.
- **Epilogue:** The heroes help facilitate the elections. The future of the island is in their hands; they could create a balanced political system or skew things based on their personal biases.



HOW IT ENDS

By the end of the adventure, the heroes should discover that Xai Bau is nowhere to be found on the island. They should also have secured approval for the Air Acolytes' peace monument. Beyond those simple problems, there's also the matter of the golden jasmine seed theft and the island's political struggles, which have many possible outcomes.

- The heroes find the thief and recover the seeds, though if they reveal the thief to the council hopefulness is up to them.
- Although Xai Bau isn't on the island, his influence is. If the PCs do nothing to change Isonash's perspective on his mentor, he may transform some or all of the Coalition into a rebel force.
- The heroes might settle the electoral crisis by amending the Island's traditions to increase the number of seats.
- The PCs might campaign on behalf of three of the factions, leaving the fourth to suffer the ignoble fate of being politically irrelevant without a councilmember seat.
- The PCs might even side with the Autumn Leaves and disband the council entirely.

Additionally, there are considerations for how the adventure ends depending on how you're playing it. If you're playing this adventure as:

- **Part of a larger Aang Era campaign**, the adventure's end marks a turning point. Whatever form the government takes has lasting impact, particularly to the island's foreign policies. If the PCs helped Iroh and Piandao, the heroes might venture elsewhere to help search for Xai Bau.
- **A single game**, the adventure's end doesn't need to be as future-oriented, but should still hint at how the heroes changed the fate of Jasmine Island.
- **Part of the Jasmine Island campaign**, you should discuss how the island changes over time to become the version of Jasmine Island in the Korra Era adventure, **Discord & Drills**.

PROLOGUE

Before getting into the adventure, it's important to take time to connect the heroes to each other, Jasmine Island, and the adventure. After all, if they don't have those anchors, it's hard for the players to feel as though the adventure's problems matter.

By default, the PCs begin play as members of the island's protectors, drawn from the different political factions. Some of the heroes may have served as protectors during the Hundred Year War, and others were children at the time, but all vividly remember Fire Nation General Yueya's cruelty and Lu Ten's kindness. As the flashback begins, ask everyone what their character has been doing since the Devastation to help the island and how that led the rest of the Islanders to trust them.

THE FLASHBACK

The prologue to the adventure is a flashback to a tea ceremony the heroes shared with Iroh. This scene links the heroes to each other, as well as to Iroh. It is an opportunity to ground the PCs in this culture, showing their relationship with their homeland. After every player introduces their character, the flashback can begin.

Introduction

The Summer Solstice Festival was once one of the highlights of the year on Jasmine Island. Even though the Islanders haven't held a Summer Solstice Festival in full since the Devastation, those who remember the festivals talk wistfully about their delights. Once, on what should have been the start of the Festival, the PCs welcomed a retired Fire Army general who seemed beside himself with grief for the loss of his son Lu Ten. The general's son had interfered in his nation's attack during the Devastation, putting his career on the line to defend the island from the violence that eventually ruined it.

When they first look at Iroh, the heroes see Lu Ten in his eyes and remember that the young man took part in a ceremony like this one. As heat from the kettle warms their hands, they breathe in slowly, inhaling the floral bouquet of the tea and feeling the weight of this ceremony. It is time to wake the tea. Hot water flows through the leaves, brightening the aroma. The ceremony begins.

The Tea Ceremony

After introducing the scene, have the players take turns selecting one of the following questions:

- When did you first meet Iroh?
- What led you to join your faction?
- How did Isonash gain then lose your trust?
- What did you do during General Yueya's attack?
- How did you help Lu Ten when he was on the island?
- What made you join the protectors?

After each player has chosen a question, circle back to whichever player is ready to answer and have them do so. When they respond, describe a short scene with them that depicts their answer. Include where the scene happened, how long ago, and who else was there. Try to include at least one other PC in every player's answer so that each PC shows up in at least two flashbacks.

You can play out the scene as much or as little as you like, but don't resort to moves. The event has already happened, and there is no uncertainty. As the GM, be sure to ask questions throughout the flashback to flesh out the moment with details; you can use those details later—in other characters' flashbacks and in the adventure proper.

At the end of each flashback, shift the balance track of the PC whose player picked that question. Ask the rest of the players how they think that scene would have shifted the PC's balance, and then make your decision.

WHERE WE START

The story begins in the present in the Docks, near a Fire Nation trading vessel. Wei, the protectors' chief, told the heroes to report to the Docks to greet a pair of members of the Order of the White Lotus. When the protectors arrive, the docks are bustling with activity as passengers disembark and cargo is unloaded. The characters recognize Iroh, the father of Lu Ten, immediately. The other is unfamiliar. The two are followed by three Air Acolytes.

As the group steps onto dry land, tomatoes fly towards them, hurled by Autumn Leaves members. Neither Iroh nor Piandao use offensive actions to defend themselves, but they dodge the incoming fruit. After the visitors have moved away from the protestors, the heroes can talk to them. Iroh introduces Piandao and the Acolytes: **Akash, Devna, and Toofan.** The Air Acolytes explain that they're here to petition the island's government to allow them to rebuild a peace monument destroyed in General Yueya's attack. **They request audience with the council to plead their case. The White Lotus members then confide that they're searching for a traveling member of their order: Xai Bau.** Iroh and Piandao want to know why he left his duties, and they hope speaking with him sheds more light on the situation. Both recognized the touch of Xai Bau's ideas in the rhetoric of the protestors, and they ask to be taken to the Council Hall to see the leader of that faction, looking for a connection.

ACT 1: MEET AND GREET

At this point, the heroes escort the guests to the Council Hall for their assorted business. There, they'll learn of the seed theft.

The Council Hall

When the heroes arrive in the Council Hall, they find the four faction leaders arguing about a theft, each blaming the others for it. The council candidates greet the characters as follows:

- Yan silently nods and waves them toward open seats.
- Diu rises out of her seat and greets them warmly.
- Hong eyes them warily but gives a nod of respect.
- Isonash is visibly disappointed. He thinks the protectors will find a way to pin the theft on the Autumn Leaves.

If the heroes ask why Isonash is here despite his dim view of the council, he replies that he's here to keep the councilmember candidates from unjustly blaming the theft on his faction. Yan gruffly adds that the traditional election rules permit all major candidates to attend election meetings run by the counters, the island elders charged with actually conducting the election.

Diu explains that there has been a theft at the seed warehouse; someone has stolen a bag of golden jasmine seeds.

The seeds for next year are always stored in a central warehouse by growers who pool their resources for a higher level of protection and oversight. Wei, the protectors' leader, orders the heroes to investigate the crime. Some of the leaders protest—the protectors aren't supposed to be a police force, but a peacekeeping group defending the island from major threats—but Wei says that sending a group of protectors is the only chance they have for an impartial resolution. The faction leaders begrudgingly accept. Wei also suggests that beyond the seed warehouse itself, the PCs should search each faction's hall. The leaders refuse to hear out the Air Acolytes or the White Lotus members until the matter of the stolen seeds is resolved.

ACT 2: THE MISSING SEEDS

Act 2 includes several significant scenes, any of which could happen first. Skip forward to the appropriate section for your game.

Who is the thief? As the GM, the ultimate decision about the culprit lies with you. There are two easy ways to decide upon the thief. The simplest is to pick a character who makes dramatic sense. If the players have already convinced themselves that someone's guilty, then you can just make that character the thief.

Alternatively, the thief could be a character that the players believe is innocent. The drama of a betrayal can be exciting, but it can also be harder to make it work—don't try to force it if it's too clunky for the game you're playing. Choose the method that fits your overall game and the players' expectations. If this is a fun, short one-shot game, then the culprit doesn't have to be hidden behind bendy twists and deception. If this is part of an ongoing campaign, however, then adding interest and complication to these NPCs can help feed future storylines. Make the right move that supports the kind of drama you need in your game. The thief's motive depends on which person committed the deed, but four good choices are built into this adventure.

- Aputi, Isonash's right hand and a "true anarchist". If she stole the seeds, she did so to show the protectors' incompetence.
- Hideo, who's a member of the Climbing Vines, is riddled with anxiety, especially over the island's future. If he stole the seeds, he did so to unite the faction leaders against a threat.
- Jia, a Waterbender and prominent member of the Antiquarians who focuses on military strategy and thinking. If she stole the seeds, she did so to force the protectors to improve their security.
- Thi, the Risen Wave's lead earthbending and kickboxing instructor who sees herself as a spymaster. If she stole the seeds, she did so to create a new, secret cache of seeds hidden for her own faction to protect the island from outsiders (like the incoming Fire Nation warriors, Iroh and Piandao).

Investigating the Seed Warehouse

The seed warehouse is being guarded by other protectors who search the PCs before leading them inside. Searching the bin turns up a fine thread that doesn't match the uniform of the seed vault workers. If the thief is Jia or Hideo, the thread is red; if the thief is Thi or Aputi, it's blue. The heroes may try to ascertain additional details by **relying on their skills and training**, garnering appropriate information based on their exact abilities and how they use them:

- Characters with any expert-level investigative or detail-oriented skills might pick up on exactly what side of the bin the thread is on, connecting it to which sleeve to check on suspects, and the likely dominant hand of those suspects.
- Characters with particular training expertise (like waterbending or weapons training) can find evidence, or be confident in the lack of evidence, for usage of their discipline.
- Characters with appropriate backgrounds can pick up signs and clues about methods of entry and access to the seeds—for example, a PC with an Outlaw background could see how hard it would really be to get into the warehouse clandestinely!
- Characters can talk to their protector peers standing outside the warehouse, asking them about the initial investigation and circumstances of the warehouse.

There are two keys to conducting any of these investigatory actions: every clue the PCs find should help to reduce the number of possible culprits; and every time they seek clues, something interesting should happen. To make sure the possible number of culprits is reduced, clues should cut out some suspects—a red thread means that the culprit probably was or is wearing red, so anybody who doesn't wear red is out. This might take a little bit of suspension of disbelief—any person could wear red, whether or not they wear red on a daily basis, but for the purposes of this adventure, a red thread points only to possible culprits who wear red regularly.

As for something interesting happening every time the PCs seek clues, that comes down to the game's overarching principles and guidelines. But no move should leave the fiction in essentially the same place it was before the move was made—no matter what, something interesting happens. It's up to you as the GM to decide if the characters still learn a clue, but they should never wind up in the same situation.

Once the protectors are done investigating the warehouse, they're searched again and taken outside.

Investigating the Factions

Each faction has a faction hall. Searching the halls turns up little physical evidence—no move is needed because there is no uncertainty—but in each hall, the PCs encounter a suspicious member of each faction. They can use basic moves and conversation to investigate each suspect. Additionally, they can use the clues from the warehouse to aid their inquiry. Note that if you and the other players are enjoying the investigation segment and still have the time to play, you can always complicate the investigation—make sure that at least two suspects match each of those clues.

If the PCs talk to all four suspects, then the overlap of those clues should point them in the right direction, but unless you need to speed through the investigation for time's sake within your play session, the PCs shouldn't be able to tell who the culprit is simply by talking to one character and noticing a torn sleeve! You can read more about the faction halls in the "Important Locations" section. Here is a bit about the suspicious character the PCs are likely to encounter there.

- **Climbing Vines:** Hideo anxiously meets the PCs and accompanies them wherever they go; while he is trying to project peace, he is constantly asking them questions about how their investigation is going and what they think is going to happen with the Summer Solstice Festival and the elections. If questioned about the seeds, he deflects back to the elections—even if he isn't the culprit, he can't stop thinking about the election and how determines the future of the island. He wears a red robe and is right-handed.
- **Autumn Leaves:** Those present may not notice the PCs at first in the heat of their discussions...but eventually Aputi sees them and flippantly agrees to show them around. Aputi has a clear problem with authority and "would like to see the other factions learn a lesson about humility." She wears a blue shirt and is left-handed. If the PCs ask about Xai Bau, Aputi shows a flash of disgust but mentions that, though she knows of him, he left weeks or months ago. Other members of the Autumn Leaves will confirm this, though most will also (honestly) attest to never having met or even seen him.
- **Antiquarians:** Jia offers to give the PCs a tour of the museum, during which she emphasizes how dangerous the Earth Kingdom and Fire Nation are. If asked about the seeds, she seems paranoid that foreign nations could get their hands on golden jasmine. She wears a red jacket and is left-handed.
- **Risen Wave:** Thi meets the PCs as they walk in on a class in progress; she hands off the class to another instructor as she guides them around the hall. Thi openly suggests that the Risen Wave is training students to defend themselves against further aggression, especially from the Fire Nation and the Earth Kingdom. She believes that Iroh and Piandao may have been sent by the Fire Lord as a reminder of the Fire Nation's extended power. She wears a blue robe and is right-handed.

As the PCs visit each hall, play through each conversation as appropriate, but cut it off when things are becoming a bit stale. The key is to end this sequence with the PCs having some strong idea of at least one likely culprit whom they can then accuse!

ACT 3: APPREHENDING THE CULPRIT

After the heroes have investigated and determined their choice of culprit, they can make their accusations by taking their evidence to one of four places: to Chief Wei of the protectors, to the assembled faction leaders, to just the thief's faction leader, or to the thief directly for a confrontation. It's important to remember that the protectors do not officially have "police" powers—whether or not they can arrest anyone is a hotly contested issue. Gaining cooperation from the suspect or their faction is vital to restoring peace to the island.

- **If the heroes speak to Chief Wei first**, he suggests they confront and apprehend the thief directly while he speaks to the faction leaders himself. This allows the PCs to try to catch the thief, but depending upon how the overall adventure is going, you can have Wei's discussions go poorly or well to either create more drama and conflict or close off drama and conflict leading into a conclusion.
- **If the heroes speak to a faction leader privately or in front of all the faction leaders**, the thief's leader initially disbelieves the accusations and states that the faction should hold its own, more thorough investigation. The PCs will have to convince the faction leader to go along with the accusations to avoid the situation devolving into open conflict (see "Convincing the Faction Leaders" below). Once the faction leader is convinced, they lead their followers to apprehend the culprit; the culprit won't try to flee from their own friends and such overwhelming numbers.
- **If the heroes accuse the thief directly**, the thief denies their guilt and attempts to escape. Move on to "The Fleeing Thief" below.

After any of these possible scenes—be it the fleeing thief or convincing a faction leader—there are consequences to whether the thief was revealed to the public. If the PCs accused the thief in public or in front of the other faction leaders, then they can't hide it; however, if they spoke to the faction leader privately, then there is still a chance they can keep it to themselves.

Revealing the thief's identity or faction to the public deals a political blow to the faction, weakening their chances of winning a seat during the election. On the other hand, if the heroes keep things quiet, they earn immense respect from the thief and anyone else in the faction who knows.

Lastly, no matter how the heroes manage to solve the crime, they should recover the seeds, allowing the PCs to bring the seeds back to the vault and secure the island's financial future. Once caught, the culprit will reveal the location of the seeds; after all, they likely never wanted to see Jasmine Island hurt. If the culprit isn't caught—for example, if they escape during the chase—they will still tell the PCs where the seeds are before escaping, allowing the PCs to recover them.

Convincing the Faction Leaders

Convincing a faction leader to apprehend one of their own people is a challenge unto itself. Think of it as a battle to shift the NPC leader's balance to 0, and then to **plead with them, trick them, intimidate them**, or even **guide and comfort them** into agreeing.

For this situation, if the faction leader's balance is high, then it means they are less likely to stand down. If they lose their balance toward the positive end of the track, they do so in a dramatic, dangerous way that might cause the conflict to snowball into something even worse—and they definitely won't choose to **give in or submit to their opposition!**

If the faction leader's balance reaches 0, then the PCs have a chance to convince them, once and for all, with one of the aforementioned moves. Otherwise, most of those won't quite work:

- A faction leader won't "care what they think" if the heroes try to **plead** before the faction leader's balance reaches 0.
- If the companions try to **intimidate** the faction leader into backing down, the leader will not choose "They give in with a few stipulations" until their balance reaches 0. They might choose "They back down but keep watch," but interpret that as giving the PCs a chance to keep speaking.
- If the heroes try to **guide and comfort** the faction leader to lead them to acceptance of the truth, then they still won't act until their balance reaches zero.
- If the heroes try to **trick** a faction leader, then the leader might go along with it...but the deception will inevitably come to light, and may lead to a worse situation!

Once the faction leader's balance is 0, then the PCs should be able to drive things home and convince them to agree to apprehend the culprit.

To shift the faction leader's balance, as the GM, you should adjust whenever the PCs do something that helps the faction leader to see things their way; if they make a convincing case, for example, then they might be **relying on their skills and training**, and on a hit, they can shift the faction leader's balance. The faction leader's balance should start this scene based on what makes sense in the fiction, and based on the circumstances of the confrontation. By default, the faction leader starts with +1 on their balance principle, and they cannot start higher than +3. That +1 is then modified as follows:

- If the PCs confront the leader publicly: +1 to the leader's balance.
- If the PCs and the leader have had any significant conflict: +1 to the leader's balance.
- If the PCs caused trouble while investigating the faction's hall: +1 to the leader's balance.
- If Iroh and Piandao's mission, or the Air Acolytes' mission, have caused trouble on the island: +1 to the leader's balance.
- If the faction leader is Isonash, he starts with an additional +1 to his balance.

If the PCs fail to convince the faction leader—for example, if the leader loses their balance in the wrong direction due to missed moves—then the heroes might still have a chance to catch the thief themselves, but the conflict will significantly affect what happens in the election. Follow the fiction!

The Fleeing Thief

If the PCs go to confront the culprit directly, then the culprit will try to flee! Treat this as a conflict, but with the NPC doing everything in their power to bog down the PCs and get away. Depending upon the circumstances when the PCs face the culprit, the thief can also have allies from their own faction! Those allies might not understand what's happening, only seeing the PCs attacking a comrade, so they decide to pitch in and defend their friend, causing trouble and slowing the PCs down.

Once the thief is either defeated or meaningfully apprehended, the chase ends and the PCs can bring the culprit before the faction leaders and Chief Wei. Don't prolong this chase unnecessarily—if the culprit loses their balance, for example, they'll probably just submit to the PCs (unless some perfect move fits the fiction and the overall drama of the scene).

Closing the Investigation

With the culprit likely apprehended in some way and the seeds found, the theft investigation ends...but the conflict over what is to become of the council has now come to the forefront of everyone's minds.

EPILOGUE

After the PCs catch the culprit, a few loose ends must be resolved, and the future of Jasmine Island determined!

Wrapping Up Loose Ends

After the seed theft is handled, the heroes still have two other important tasks to wrap up: learning Xai Bau's whereabouts and getting the Air Acolytes' peace monument approved. The second issue is handled alongside the council's overall existence in the next section. As for Xai Bau, a bit of further investigation is needed—the PCs might have learned some of this during their other investigations, or they can turn their attention to it in a few final scenes.

The following sources reveal progressively more information about Xai Bau:

- **Diu, Hong, or Yan:** They've heard the name.
- **Thi:** Xai Bau is or was on the island, with the Autumn Leaves.
- **Autumn Leaves members:** Xai Bau was here for months, but only a few people—including Isonash and Aputi—met him.
- **Aputi:** Xai Bau was on the island to subvert the Coalition, attempting to transform the community-minded anarchists to anti-government extremists. He left a month ago.

Isonash has additional information, but getting it out of him requires him to be convinced that Xai Bau is dangerous, that the heroes can be trusted, or that helping the heroes is in the island's best interests.

- Xai Bau taught Isonash a great deal about community organizing and how unfair the current political system is. He also complained that the Avatar threatened the world's balance but didn't elaborate. He left the island a month ago, heading for the Earth Kingdom. Isonash admits that Xai Bau's ideals are too extreme and dangerous for the island and openly suggests Aputi had the right idea about government.

Revealing this information to the White Lotus ingratiates the heroes to the powerful organization. This information shocks Iroh and Piandao, who originally thought they were coming to Jasmine Island simply to talk to an old friend.

The Elections and the Council

What comes next likely involves a great deal of discussion, argument, and organization to successfully choose and enact a new form of government—if any!—on Jasmine Island. With the stolen seeds returned, the faction leaders will go ahead with an election during the summer solstice...but the exact results may extend over quite a bit of time. Instead of playing through this process moment-to-moment, use the process detailed here to resolve what happens next for Jasmine Island over the Summer Solstice Festival and ensuing weeks.

Award each PC a number of hold dependent upon what happened in Act 3:

- If the PCs are public heroes for apprehending the culprit and returning the seeds on their own, they each gain +3-hold.
- If the PCs publicly convinced a faction leader to apprehend the culprit from their own faction, they each gain +2-hold.
- If the PCs kept the culprit and the faction involved a secret, they each gain +1-hold.
- A PC who is playing any of the following playbooks receives +1-hold: Authority, Architect, Bound, Elder, Pillar, Icon, Successor.
- A PC who has a Balance of +2 or higher receives +1-hold.
- A PC who has a Center of +1 or higher receives +1-hold.
- A PC who fought against the Devastation firsthand receives +1-hold.

Then, outline the starting position of each issue as if it was its own balance track going from -3 to +3. Each issue starts at +0, except for “Air Acolytes Rebuild vs Air Acolytes Expelled”—that issue starts at +2 (toward Air Acolytes Expelled).

- New Government vs Restore the Council: Will the Islanders create a whole new form of government, or will they maintain continuity with the past?
- More Representatives vs Few Representatives: Will the Islanders increase the number of representatives in government, or have fewer representatives?
- Open to the World vs Protect Against the World: Will the Islanders seek a friendly, equitable relationship with the wider world, or will they view other nations with suspicion?
- Expanded Protectors vs Restricted Protectors: Will the Islanders grow the protectors with more resources and a larger remit, or will the Islanders restrict the protectors?
- Air Acolytes Rebuild vs Air Acolytes Expelled: Will the Islanders allow the Air Acolytes to rebuild the monument, or will they ask the Air Acolytes to leave?

Next, as the GM, show how each faction is skewing each issue, based on the fiction and its own beliefs. Each faction, by default, moves one issue 2-steps and a second issue 1-step; the issues that each faction focuses on are determined by their priorities; see below. Start with the Climbing Vines and work through the Autumn Leaves, Antiquarians, and Risen Wave, spending each faction’s 2-step and 1-step shifts to adjust the issues. A faction won’t spend its 2-step shift if that issue is already at +2 in its favor, and it won’t spend any shifts to skew an issue that is already at +3 in its favor; in those cases, it will spend the shift on the next highest priority.

Here are the default priorities for each faction, with the most important first and the least important (but still a priority!) last.

- **Climbing Vines:** Protect Against the World, Restricted Protectors, More Representatives, Restore the Council.
- **Autumn Leaves:** New Government, Protect Against the World, More Representatives, Restricted Protectors.
- **Antiquarians:** Restore the Council, Few Representatives, Restricted Protectors, Open to the World.
- **Risen Wave:** Expanded Protectors, Protect Against the World, Few Representatives, New Government.

If the PCs kept secret which faction the culprit belonged to, then the heroes may collectively choose how they sway that faction leader, selecting how that faction applies its 1-step shift. If the PCs don’t agree, then the hero who is closest to the faction leader or the most senior (GM’s choice) makes the final decision.

After all the factions have shifted the issues, each PC may spend their own hold, 1 for 1, to shift each issue one step. Go from the PC with the fewest hold to the PC with the greatest hold. If there is a tie, split the tie in order of the PCs’ ages, youngest going first. As each PC spends their hold, they must say exactly what they are doing to sway the island. After all hold is spent, the balance track for each issue resolves that issue:

- If the balance is positive toward either side, then the island adopts that resolution moving forward.
- If the balance is exactly on +0 between the two sides, then the issue remains unresolved, leading to future conflict and confusion on the island.



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.

IROH

LEGENDARY NPC

Once the crown prince of the Fire Nation and one of its most successful generals, Iroh is now a leading member of the Order of the White Lotus. He famously demonstrated his commitment to a free world by leading a strike team of White Lotus benders, breaking the Fire Nation's control over Ba Sing Se. Though some still have misgivings about Iroh, he has shown himself to be trustworthy and honorable. For the most part nowadays, he spends his time running the Jasmine Dragon tea shop in Ba Sing Se, but every now and then he still departs to assist with important White Lotus business.

Iroh is a Legendary NPC. If you're interested in learning more about Iroh, check out the write-up on page 54.

PIANDAO

LEGENDARY NPC

Though Piandao was once the Fire Nation's leading swordsmith, he became disgusted with his nation's war tactics and swore off providing help to the war effort. He's now a prominent member of the Order of the White Lotus, traveling the world to undo the wrongs of his nation.

Piandao is a Legendary NPC. If you're interested in learning more about Piandao check out the write-up on page 52.

CHIEF WEI

MAJOR NPC

Chief Wei is a sword wielder and commander of the Jasmine Island protectors. Wei fought in the Devastation and has sworn to protect the island from the occurrence of any such event ever again. He's not a political creature, though, instead primarily determined to preserve the protectors as an important institution on Jasmine Island while preventing its current conflicts and disputes from tearing it apart.

DRIVE: Uphold the tradition and dignity of the protectors

PRINCIPLE: Protection 0 +1 +2

CONDITIONS: Angry, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Pinpoint Thrust

List of important characters & groups

- **Iroh**, former Fire Army general turned man of peace who is the Grand Lotus
- **Piandao**, legendary Fire Nation bladesmith and accompanying Iroh on White Lotus business
- **Chief Wei**, the commander of the protectors
- **Isonash**, leader of the Autumn Leaves faction, who seeks to free Jasmine Island from outside influence
- **Aputi**, member of the Autumn Leaves
- **Diu**, peaceful head of the Climbing Vines faction, who seeks what is best for the island
- **Hong**, gruff leader of the Risen Waves faction, who has a deep distrust of all Firebenders
- **Yan**, cunning leader of the Antiquarians faction, who is zealously protective of Jasmine Island
- **Jia**, militaristic member of the Antiquarians
- **Hideo**, anxious member of the Climbing Vines
- **Thi**, well-informed member of the Risen Wave

ISONASH

MAJOR NPC

A disciple of Xai Bau, Isonash is the native non-bender of Jasmine Island leading the Autumn Leaves faction. He is steeped in the ideas of decentralized leadership, and he dreams of a truly independent Jasmine Island. Although he wants to rid the island of outside influences, he knows that rushing change may lead to catastrophe. Nevertheless, he believes that he's spent too much of his life playing things safe. His regret may lead to bold action.

DRIVE: Reduce the hold outsiders have over Jasmine Island

PRINCIPLE: Action 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Bludgeon

APUTI

MAJOR NPC

Aputi is unique among the Autumn Leaves in that she's one of the few to have met Xai Bau, and she absolutely hates him. She's recently risen in popularity after organizing an event matching repair people with neglected tasks around the island. If she stole the seeds, she did so to demonstrate the protectors' incompetence.

DRIVE: Find and address problems

PRINCIPLE: Community 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Charge

FACTION LEADERS' BALANCE

Faction leaders in this adventure all have longer balance tracks to account for the final effort to persuade them. Keep in mind that even if the balance principle sounds like a good thing, as their rating grows higher, they are becoming unbalanced, over-committed to that ideal in an unhealthy way!

DIU

MAJOR NPC

In another time, Diu would have been a fine monk in some isolated monastery. As it is, she is content to lead the Climbing Vines until someone better comes along. Unlike the other council candidates, Diu doesn't care about winning; she just believes there are multiple paths to that goal.

DRIVE: Bring peace to the island

PRINCIPLE: Community 0 +1 +2 +3

CONDITIONS: Afraid, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Stand Strong*

HONG

MAJOR NPC

The Risen Wave's gruff and suspicious leader, Hong still grapples with the events of the Devastation and the Hundred Year War in general. He distrusts all Firebenders, including Fire Lord Zuko and his uncle Iroh, despite their roles in dismantling the Fire Nation's systems of oppression. On the island, he urges a stronger commitment to technology to avoid dependence on benders.

DRIVE: Defend the island

PRINCIPLE: Justice 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Entangler*

YAN

MAJOR NPC

Leader of the Antiquarians and Waterbender, Yan is a visionary, historian, and merchant—in that order. As a teen, he made good use of his waterbending to limit the destruction caused by General Yueya's attack, making him the Antiquarians' poster boy. He seeks to protect the island through improved trading practices.

DRIVE: Improve Jasmine Island

PRINCIPLE: Knowledge 0 +1 +2 +3

CONDITIONS: Afraid, Frantic, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Creeping Ice*

JIA

MAJOR NPC

A prominent member of the Antiquarians and a Waterbender, Jia has repeatedly read all of the wartime books the Antiquarians have. As a result, she tends to see current events through the lens of martial strategy and positioning. Her language reflects this; she often refers to diplomatic missions as "incursions" or "reconnaissance" and urges Yan to bolster military defenses. If she stole the seeds, she did so to force the protectors to improve their security.

DRIVE: Prepare for war

PRINCIPLE: Action 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Water Whip*

HIDEO

MAJOR NPC

Though the Climbing Vines have a reputation for being calm and peaceful, Hideo is anything but. He puts on a serene face for those around him, but underneath his veneer, Hideo is plagued by anxiety. His nervousness becomes obvious if he's put on the spot, even if he has nothing to hide. If he stole the seeds, he did it to unite the faction leaders in concern.

DRIVE: Encourage unity

PRINCIPLE: Unity 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Take Cover*

THI

MAJOR NPC

A powerful woman, Thi is the Risen Wave's lead instructor of earthbending and kickboxing. She also fancies herself as the faction's spymaster; although, she has no spies, as the Risen Wave isn't a secretive organization. Nevertheless, she keeps her ear to the ground and is an excellent source of information. If she stole the seeds, she did so to create a secret cache for the island's safety, and to provoke the Islanders into action in the face of the arrival of Fire Nation warriors (Iroh and Piandao).

DRIVE: Keep the island safe from outsiders

PRINCIPLE: Control 0 +1 +2

CONDITIONS: Angry, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Earth Gauntlet*



IMPORTANT LOCATIONS

The action of this adventure takes place in two areas, the Docks and the Market Square neighborhoods.

Council Hall

Located in the center of the Market Square, the Council Hall is at the heart of Jasmine Island's politics, which have recently grown contentious. However, the Council Hall was once a source of pride for the island's people, serving as a community center—a place for Jasmine Island's factions to socialize and share their food, stories, and fellowship. Now, since the Hall was rebuilt post-Devastation, it has become the site of a daily argument among the faction leaders, as they try to overcome their differences to hold an election and never quite succeed.

Seed Warehouse

A facility improved after the Devastation, the seed warehouse contains harvested seeds from prior golden jasmine harvests—both an important part of the island's cycle of planting and harvesting, and a backstop against disaster, should a crop be affected by a parasite or disease, or, as in the Devastation, be destroyed by outsiders' attacks. The seed warehouse is a secure, protected building, making it all the more surprising that someone successfully stole from it. It's a single-story building, long, with thick stone walls, a bit away from the main town and closer to the golden jasmine along river shores.

Faction Halls

There are four faction halls, each relating to one of the primary factions on the island at this time. Here is a quick run-through:

- **Climbing Vines:** Located on the edge of the Market Square, this hall is full of carefully maintained native plants. It is austere, with few creature comforts. Members here spend their time meditating and caring for the plants. The building itself is a simple, one-story structure, stocky but not ornate, built shortly after the Devastation.
- **Autumn Leaves:** Found in a back alley just outside the Market Square, this hall is noisy, full of more members than should reasonably live there. The members talk and debate politics and the future of the island. The building on the whole is makeshift and haphazard, with a few open halls for discussion that allow the sounds of debate to trickle into the world outside.
- **Antiquarians:** A prominent building along the Docks, the Antiquarians' hall is a living museum, with dozens of exhibits dedicated to the political, commercial, and maritime history of the island. Members here often give guided tours of the hall, though few live in the building—it has limited living quarters on the second floor.
- **Risen Wave:** Located on the border between the Docks and the main village, the Hand's hall alternates between the carefully controlled noise of martial arts practice and the quiet of strategic studies. The building has open areas, indoor and outdoor, for classes and practice.

GM ADVICE

There's plenty in the adventure to keep the heroes busy, which can lead to challenges for the GM.

KEEPING THE MYSTERY

There are four main suspects, four factions, and several ways to solve the theft investigation. Figuring out who the thief is ahead of time can help keep the GM stay on top of things; although, experienced GMs may enjoy the flexibility of picking the guilty party during the adventure. Regardless of which method you use, it's important to make all four of the suspects suspicious. After all, it's not much of a mystery if only one of them acts oddly.

Each of the four has their own quirks and motivations. Giving the heroes a chance to speak with each suspect should leave the players with the distinct impression that one of the four is guilty, even if it's not clear from their behavior which is the real thief. Roleplaying these conversations is important to keeping the mystery alive; it helps keep the players' minds engaged in trying to suss out clues from conversation, which in turn makes the mystery feel larger to them.

React to the overarching story and the choices of the PCs when determining the final culpability of these suspects. If the PCs are absolutely certain they've picked the right culprit, but they have done relatively little investigation and you have plenty of time to play...maybe they're wrong! Perhaps, in truth, it was another person they claimed as a friend, now betraying them! But for the sake of simplicity and brevity, when the PCs settle on a culprit, even if it wasn't exactly whom you originally intended, you can switch to that individual being the true culprit.

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure, including details about their political factions. Each character has a short backstory, explaining their role within the protectors and their motivations for being an authority figure. Players should feel free to elaborate on these and make the characters 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. Thaki and Zo's playbooks, in particular, require that players make a mechanically oriented choice of connection with another PC as ward and lodestar, respectively; players of those characters should fill this information in themselves when they make connections. (Thaki's ward used to be the NPC Jia, but at the start of play a player should select his new ward.)

ADVENTURE HOOK

The companions are all from Jasmine Island and are members of the island's protectors, an organization that serves as a police force, as a fire brigade, and as conflict mediators. Protectors are generally respected, but they aren't hard-boiled detectives; they are expected to follow the island's customs of hospitality, acting as good guests—unless they encounter activity that clearly endangers the island. The five heroes are associated with three of the four factions, making the team as close to a neutral party as can be found on the island these days. Because of their balance and skill, Chief Wei ultimately dispatches the heroes to conduct the investigation into the missing seeds.

FULL LIST OF PREGENERATED CHARACTERS

- **Ganzaya, the Rogue** (she/her) - a Technologist determined to stop Fire Nation saboteurs and other foes of the island, even if her investigations are against the rules. **Play Ganzaya if you want to be a member of the Risen Wave with loose cannon tendencies.**
- **Kim Jin, the Pillar** (she/her) - an Earthbender and descendent of the famous Jin Family, interested deeply in island history. **Play Kim Jin if you want to be a member of the Climbing Vines supporting negotiation, mediation, and diplomacy.**
- **Kosui, the Idealist** (they/them) - a Firebender whose family suffered during the Devastation, but who remains steadfastly kind and optimistic. **Play Kosui if you want to be a member of the Climbing Vines putting a positive face on everything.**
- **Thaki, the Guardian** (he/him) - a Waterbender who blames himself for failures during the Devastation, even though he was just a child. **Play Thaki if you want to be a member of the Antiquarians wrestling with guilt and overprotective behavior.**
- **Zo, the Adamant** (he/him) - a Weapons-trained former tea farmer who felt drawn to the center town of Jasmine Island. **Play Zo if you want to be a member of the Risen Wave seeking new friends and connections while adhering to your sense of justice.**

GANZAYA, THE ROGUE SHE/HER

After the Fire Nation razed the island, Ganzaya retreated from her life in the port to help rebuild the farms. A year later, a rash of minor crimes led her back to the town center where she launched an illegal one-woman investigation, ultimately uncovering Fire Nation smugglers. Though she's now an official protector, she has little respect for rules and even less respect for most Firebenders. Ganzaya is a member of the **Risen Wave**.

TRAINING



BACKGROUNDS: Military, Outlaw

DEMEANOR: Cynical, Wild

FIGHTING STYLE: Setting off chain reactions of equipment in the environment

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

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?

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.

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

FRIENDSHIP



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

KIM JIN, THE PILLAR SHE/HER

A member of the **Climbing Vines** and the Jin family, Kim is a proud citizen of Jasmine Island and never misses an opportunity to tell exciting facts about the island's history and culture, encouraging others to love the island as she does. Though she wanted for nothing growing up, Kim has learned to rely on her own deeds and skills over her family name. Like her faction, she believes that negotiation is key to the island's future, making her one of the protectors' best mediators.

TRAINING



BACKGROUNDS: Military, Privileged

DEMEANOR: Lighthearted, Warm

FIGHTING STYLE: Driving foes into the earth

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?
Jasmine Island

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.

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
- +1 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

KOSUI, THE IDEALIST THEY/THEM

Raised in a small, little-known temple by one of the inland rivers on the island, Kosui is unusually calm and centered, though the Devastation incinerated their home. Even that tragedy was not enough to wipe the gentle smile off of their face. Kosui tends to see the good in people, making them a well-liked member of the protectors and the **Climbing Vines**, even among those who harbor distrust of Firebenders. Their arsenal of bad puns is strangely disarming and helps them break the tension of challenging encounters.

TRAINING



BACKGROUNDS: Military, Monastic

DEMEANOR: Compassionate, Joyful

FIGHTING STYLE: Bright, disorienting flames

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

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.

IT DOESN'T BELONG TO YOU!

When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7–9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

TECHNIQUE

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

0 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

THAKI, THE GUARDIAN HE/HIM

Though Thaki was a child during the Fire Nation's attack on the island, he remembers it keenly; his waterbending was enough to save his cousin Jia's apartment building, but not his own, let alone the rest of the island. Years later, Thaki has honed his waterbending to an impressive level, making him invaluable during the protectors' fire calls. He still looks out for Jia, though she's old enough to take care of herself. Recently, he's begun attending meetings of the **Antiquarians**.

TRAINING



BACKGROUNDS: Military, Urban

DEMEANOR: Harsh, Suspicious

FIGHTING STYLE: Buffeting waves that surge and crash like a stormy beach

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

BADGE OF AUTHORITY

You have some badge or symbol of authority from your background. When you give an NPC an order based on that authority and their recognition of it, roll with **PASSION**. On a hit, they do what you say. On a 7-9, they choose 1:

- They do it, but in lackluster fashion
- They say they need something first to be able to do it
- They do it, but they're going to talk to your superiors

On a miss, the authority of your badge doesn't sway them; they do as they please and you take -1 forward against them.

SUSPICIOUS MIND

When you are suspicious of someone, write their name here: _____

You cannot write another until you have made them admit their guilt and misdeeds in front of an audience, or until you no longer seek to uncover their secrets.

When they admit their guilt and misdeeds in front of an audience, clear their name from this move. When you no longer seek to uncover their secrets, you may mark a condition to clear their name from this move.

When you expose that person's lies or wrong-doing, clear all your fatigue and up to two conditions. When you try to **intimidate** them into admitting their real crimes by using actual evidence, you can eliminate one additional option from the list on any hit before they choose.

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

+1 FOCUS

0 HARMONY

+1 PASSION

SELF-RELIANCE



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
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THE ROLEPLAYING GAME

ZO, THE ADAMANT HE/HIM

Zo grew up helping his parents on a high-up tea plantation. When the Fire Nation razed the island, he helped his family rebuild but felt pulled towards the main town. Eventually, his desire to keep his home safe led him to join the protectors, and he was stationed in the market, the very heart of the island. Though he's proud of his work breaking up fights and detaining thieves, he's somewhat lonely. He recently joined the **Risen Wave** to make friends.

TRAINING



BACKGROUNDS: Military, Wilderness

DEMEANOR: Chilly, Perfectionist

FIGHTING STYLE: A whirling staff

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

I DON'T HATE YOU

When you **guide and comfort** someone in an awkward, understated, or idiosyncratic fashion, roll with **PASSION** instead of **HARMONY** if you mark Insecure or Insecure is already marked.

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.

TECHNIQUE

PINPOINT AIM

DEFEND & MANEUVER

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

0 CREATIVITY

+1 FOCUS

-1 HARMONY

+1 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

AVATAR
LEGENDS
THE ROLEPLAYING GAME

GENERATIONAL PLAY ASPECTS

If you're playing this adventure as part of overall multi-era, multi-generation campaign described in this book, here are a few things to keep in mind.

NECESSARY ELEMENTS FOR THE ADVENTURE

A lot of the details of Jasmine Island can and should be tailored based on what you've previously established with your own version of the island. But here are the necessary elements to make this adventure work, which you should not alter (or that you must replace in some meaningful way):

- The Devastation took place toward the end of the Hundred Year War, throwing the island into a terrible state of pure survival, but Jasmine Island has since been rebuilt enough that its people are doing fairly well and are beginning to ask questions about the island's future. They no longer have to worry on a daily, weekly, or even monthly basis about where exactly their next meals are coming from and what they will do if they are attacked again.
- Whatever government has existed on the island since the Devastation has been understood to be necessary, but temporary and not desirable; no elections have been held since the Devastation. Most people on the island obeyed that government out of necessity for leadership and organization for their survival efforts, but not because they believed in some kind of higher legitimacy.
- The Islanders are split into multiple ideological factions that have differing viewpoints on what Jasmine Island should become, especially now that there is something of a clean slate and a chance to start anew.
- The protectors still exist in a relatively prominent capacity, and in the intervening years, they have come to take on more and more duties as their numbers have grown.
- When golden jasmine seeds are stolen, the only group neutral enough to be trusted to solve the crime are the protectors (and the heroes).

CHANGES TO THE ISLAND

In transitioning the island from the third adventure (**Vengeance & Virtue**) to this fourth adventure, keep in mind that even though relatively little time has passed from the Hundred Year War Era to the Aang Era of this adventure, the island has still changed substantially. On the whole, the world is changing with the end of the Hundred Year War and the return of the Avatar, and while many of those upheavals are centered on the Earth Kingdom and Fire Nation, Jasmine Island certainly still faces its own array of changes, both in response to the pain of war and in the light of hope for a better tomorrow.

Here are a few general ideas for how the island has changed; for each idea, try to find one specific way that the locations and culture of the island have altered to reflect your own version of Jasmine Island.

- The Devastation plunged the island into a state where survival was the primary concern, but even before that, the island had been suffering from the loss of trade. Now, trade has opened back up, and the island has begun to receive much-needed goods again.
- This adventure isn't set all that far forward from the last one; many of those in this adventure lived through the Devastation firsthand and bear memories of that awful day. Even those who are now young adults were likely children during the Devastation. Those wounds have healed over, but they aren't gone, having settled on the minds of the Islanders as scars.
- There was a sundering between the past's factions and ideologies and more modern versions. Factions from the past might still exist in some form on the island, but most have either evolved into a new form or been abandoned entirely. This adventure highlights a time when the island can truly redefine itself, and that means that a lot of the possibilities for the future have drawn new factions around them.

Adapting the Monument

By default, the Roku Era monument that the Air Acolytes are trying to rebuild is devoted to the successful ouster of Magistrate Emerald and the Earth Kingdom presence at the end of the Roku Era, with the help of Khandro of the Guiding Wind and Princess Zeisan. It is a monument to Jasmine Island's independence and freedom. But if you established a monument in your own epilogue to the Roku Era adventure, use that one instead! In general, adapt the monument to fit your particular version of Jasmine Island, including featuring a prior generation of PCs.

THE JASMINE ISLAND PROTECTORS

The PCs are expected to be a part of Jasmine Island's own group of protectors. Adapt your version of the protectors based on what has already happened in your game. If you're playing a generational campaign using these adventures, then the exact role of the protectors and the position of the PCs who experienced the Devastation firsthand requires some adjustment by you and your group during setup. Take the time you need to talk with the other players and settle any details, including the following:

- Which PCs from the Hundred Year War Era are still active in this time? Which factions do they belong to?
- What is the state of the protectors on your island?
- If the protectors aren't around, then what neutral but respected position do the PCs of this adventure occupy?

Note that **Wei is default leader for the protectors, but you can choose a different leader if you have been playing generationally**. PCs from the Hundred Year War Era are great choices—simply adjust events so that instead of the PCs being ordered to investigate the seed theft by Wei, the protectors' leader is asked to investigate by the faction leaders.

THE COUNCIL

The council doesn't exist as of this adventure. It did exist after the Devastation, and the details of that council can and should be filled in by your own version of Jasmine Island. But those councilmembers largely held onto power just to make decisions and guide the island through a terrible time. They didn't hold elections because everyone agreed not to spend time organizing and voting when the island's very survival was at stake. Now things have changed, and all those councilmembers have agreed to step down. At your discretion, they might possibly still be on the island, but they are all retired—they don't want to be involved any more as much as possible.

END DEVELOPMENTS

After the adventure is over, check with everyone playing that you all have the same answers to the questions about the events of the session and the ensuing results of the adventure. If you don't know the answer already, ask one player to provide an answer.

Then go around the group and ask each player to answer the character specific questions. Lastly, have each player pick a different option from the list of alterations.

Session Event Questions

- At the end of the adventure, is the council reinstated?
- If the council was not reinstated, what form of governance is Jasmine Island headed toward?
- If the council was reinstated, how is it different from the council of past eras?
- Was the monument rebuilt by the Air Acolytes?
- What happened to the Autumn Leaves after Xai Bau's influence was revealed?
- What happened to each of the faction leaders? Did they join the council or new government?
- What is the prevailing philosophy of the island with regard to the rest of the world?
- What traditions of the past of Jasmine Island have been reinforced? What traditions have been abandoned?
- What becomes of the protectors of Jasmine Island?

Character Specific Questions

- Does your character remain on the island in the long run? Do they remain in the protectors? Do they remain in their chosen faction?
- What primary role does your character come to occupy on the island or in the world, over time?
- What local change does your character enact on the island?
- What large-scale changes does your character try to enact in the world, if any?

Alterations

Cultural growth: Choose a playbook supported by the island's changes and growth; a character of that playbook starts with one additional advancement next session, if played by a different player.

Established organization: Unlock the Authority playbook for the next session, for any player to use.

Established faction: Unlock the Authority playbook for the next session, for any player to use.

Building a new future: Unlock the Architect playbook for the next session, for any player to use.

Carrying on the tradition: Unlock the Bound playbook for the next session, for any player to use. Choose which existing faction the Bound must serve.

Construct: Add a new important location of your choice to the island for the next session, and describe a new faction of people tied to that location. Any player other than you who plays a character of that faction next session starts play with one additional advancement.

Air Acolyte settlement: If the monument is rebuilt, describe how the Air Acolytes establish a consistent presence on the island. Any player who plays an Air Acolyte-associated character next session starts play with one additional advancement and one additional technique of a related training type.

Communication with the wider world: If Jasmine Island remains open to the wider world, its own technological advancement is improved by discussion and communication. One technology-trained character of your choice in the next session can start with two additional techniques of that training type at mastered level.

Innovation: Describe a new or existing faction that has begun to explore new ideas about itself and the island. Every character tied to that faction next session starts with one additional technique at trained level.

Place of solace: Choose an existing location or add a new location on the island. Each PC may, once per session, take a moment of solace at that location and say why it is meaningful to them to immediately clear 2-fatigue.

Place of contemplation: Choose an existing location or add a new location, and choose a balance principle from your PC in this adventure. Once per session, each PC who makes a move in the location can call on that balance principle as if it was theirs at a +2.

Lessons from a legend: Choose one of the legendary NPCs present in this adventure. PCs of the appropriate training can start with their legendary technique at learned level in the next session.

Lessons from a prior generation: Choose one technique from your PC in this adventure. A PC of your choice played by another player in the next adventure inherits lessons from your PC, starting play with that technique at learned level.

Empower a faction: Choose one faction. They take a place of prominence, assuming power in a significant fashion. Any Guardian, Icon, Pillar, Successor, Bound, Authority, Elder, or Aspirant tied to that faction begins play with their choice of one advancement or one additional mastered technique.

Disempower a faction: Choose one faction. They lose their place of prominence and are on the brink of dissolution. Any Bold, Hammer, Idealist, Rogue, Architect, Elder, Adrift, or Outcast tied to that faction begins play with their balance center shifted one point.



I have not walked the world for many, many years now. From what I hear, it seems to have grown smaller—more connected and easier to traverse. But many fail to see an important truth, the last I will share with you: the world is as big and wonderful as we are. Every person has a whole world inside them—good and bad, fierce and timid, tea and warm water. Everyone seeks balance by embracing complexity. Connection to other places, like that of Jasmine Island in Avatar Korra’s time, does not have to leave us smaller. It can instead make us greater, as we share everything that makes us unique with those we meet. This is the last tale I will share of Jasmine Island—a story about maintaining their own unique balance, their own special blend in the face of others who think connection means flattening differences.

CHAPTER 8

DISCORD & DRILLS



KORRA ERA

ADVENTURE

CHAPTER 8

Discord & Drills is an adventure set on Jasmine Island in the Korra Era. If you're playing in the ongoing generational campaign from this book, this is the final adventure of your story! This adventure includes all the elements you need for an exciting episode of your very own, but it's written to be a part of the era-spanning story of Jasmine Island presented here in **Uncle Iroh's Adventure Guide**.

After a natural earthquake, an expedition set out to ensure the island was safe discovered rich veins of platinum! Now, many hope to collect the precious metal, but doing so could change Jasmine Island forever. The Islanders have not agreed to start mining yet...but a Republic City industrialist, Kunchen, has decided to start now. Kunchen's secret mining operation is actually threatening to destabilize the island with more earthquakes! Will the heroes be able to stop Kunchen's greedy grab for platinum? Will Jasmine Island give in to the forces of industry, or will they stand together for their home?

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:

- "Historical Background" (page 171) gives relevant information from other earlier adventures that you need to play this one.
- "Summary" (page 171) provides an outline of the adventure and explains why the island is experiencing so many earthquakes, Kunchen's plans, and how the adventure may conclude.
- "Prologue" (page 173) brings the PCs into the story, gives them a connection to the island, and sets up play.
- "Where We Start" (page 173) provides detailed information on all three acts of the adventure and how to navigate them.
- "Important Characters & Groups" (page 179) provides information on NPCs the companions might meet.
- "Important Locations" (page 181) features different areas for the PCs to explore on Jasmine Island during the adventure and explains where important characters might be found.
- "GM Advice" (page 182) contains additional guidance for the GM and gives advice on how this adventure could end.
- "Pregenerated Characters" (page 182) is a set of five premade characters your players can use to hop right into the adventure.
- "Generational Play Aspects" (page 188) provides information you need if you're playing this adventure as part of the ongoing campaign of this book.

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**. The acts in this adventure are a framework for you to explain what happens in the world around the heroes as they act. The adventure puts the PCs in a dramatic starting situation that demands immediate action, and then follows them from there! 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 183. 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.

STAKES

This is the last adventure in the generational play campaign focused on Jasmine Island in this book. That means this adventure intentionally has a different set of stakes than prior adventures. For the campaign to continue, the prior adventures all had to ultimately end with Jasmine Island still in existence in some form. But this adventure can genuinely end in Jasmine Island's destruction or abandonment! As the GM, make sure you signal the stakes of this adventure—this one is for the real future of Jasmine Island!

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HISTORICAL BACKGROUND

After the Aang Era the council was restored, but with five seats instead of three, along with term limits and a new voting system. With a new council in place and the island's structural recovery from the Devastation more or less complete, it began to grow. Golden jasmine tea, which had declined as a commodity during the Hundred Year War, now snapped back as a prized luxury good across the Four Nations. Jasmine Island reaped substantial profit, and the new council spent much of the community-collected yuan to improve the island further.

Now in the Korra Era, Jasmine Island has reached a level of prosperity its people have never seen before. There are still farmers and fishers, but the island sees plentiful food from other parts of the world arrive, creating a vast array of different cuisines available in the Market District (grown from the original market square). The Islanders have built an array of inns and hotels for visitors, and Jasmine Island has a growing hospitality industry—something that creates its own divide on the island, between those who see the additional income and worldly attention as beneficial, and those who believe it threatens to turn their culture into an oddity for visitor consumption.

The protectors, already strengthened during the Aang Era, fulfill ever more emergency-response roles across the island; they have a stronger presence than any in island memory. They have several stations and many more members than in the Aang Era. Their duties cover fire response, island defense, law enforcement, and health-emergency response. They've borrowed techniques from all across the Four Nations, and some protectors are advocating to reshape themselves into a copy of Republic City's police department.

SUMMARY

A naturally-occurring earthquake struck Jasmine Island a year or so ago. The island has experienced earthquakes before, but they've always been minor and intermittent; the Islanders of the past simply accepted them. Now, the post-Devastation Jasmine Island seeks security, so the council voted to investigate the island's structural stability to determine the source of the earthquakes. The investigation discovered natural caverns...along with veins of platinum! In recent years, platinum—too pure to be bent by metalbending—has become an important resource in worldwide military and peacekeeping manufacturing. Suddenly, industrialists turned their attention to Jasmine Island. **The place was valuable as the home of golden jasmine tea, but it was far more valuable as a potential source of tons of platinum.**

The council saw many plans to mine the island, but even the least invasive would change the island to accommodate the necessary equipment, processing, and excavation. There was also a risk that smoke and other chemicals would affect the tea plants and the golden jasmine. But the benefits could be substantial. While the island as a whole is prosperous now, this much yuan, shared collectively, could make each Islander *rich*. The idea of becoming wealthy and leaving the island held some appeal, especially because of the reports of the island's instability. The island itself wouldn't remain the same...but with the money, Islanders could afford to move anywhere and build new lives.

The council has debated without consensus ever since the platinum was discovered. The industrialists remain highly interested. But one in particular has grown too impatient. **Kunchen, the owner of K-N Mining from Republic City, has access to a fleet of drilling mecha and is burdened by ponderous debts. He has decided to drill first and ask for forgiveness later.**

Kunchen ordered his team to drill long tunnels from remote points on the island to ensure they would draw little attention. The drilling team is crewed by experts and outlaws with few scruples. They used submersibles to bring in mecha tanks at night and mostly drill during the day, when the din of the island drowns out most of the drilling vibrations. They export platinum at night, and no one has noticed their submersibles departing from the opposite side of the island as the main settlement.

What Kunchen didn't foresee was that his extensive mining is **destabilizing the island's structure, creating air-filled voids where once there was solid stone.** K-N Mining is trying to go fast, compromising the tunnels' structural stability as they extend out quickly. Now, the island shakes far more often—as if in an earthquake—and **a collapse is imminent.**

Since Kunchen learned the effects of his mining, he has played up the threat of more earthquakes. Corrupt K-N Mining geologists claim that the island is due for a catastrophic seismic event. With their report, he is pushing the Islanders to demand the council sell mining rights. He also prepared for the worst—if he's caught, he'll trigger a collapse that both buries the evidence of his wrongdoing and makes his warnings appear correct.

It's up to the protectors to root out Kunchen's mining and stop him before he does too much damage to the island—potentially destroying Jasmine Island as they know it, once and for all.

TONRAQ & TOPH

The father of Avatar Korra and chief of the Southern Water Tribe is here on Jasmine Island to negotiate a new official trading alliance with the island. When the first collapse occurs, however, he immediately leaps in to help. Tonraq has experience with Kunchen, which will come into play during Act 3 of this adventure. Toph is here on “vacation”—really, a tour of the world before she goes back to her swamp and the seclusion she really wants. She heard about the island from Iroh and chose to visit because she thought this would be a place with little to no conflict, but she has a hard time standing back when people are in danger.

THE THREE ACTS

Discord & Drills begins with a flashback that serves as a prologue and continues through events that form three acts. The structure of these acts are merely guidelines; the story of how the heroes help Jasmine Island may play out differently at your table. If the events of your story differ, you should feel empowered to restructure the acts to better suit your game.

- **Prologue:** A series of flashbacks link up the timeline of events leading to the present day, starting with the first earthquake, then the discovery of the platinum, and finally the arrival of industrialists, like Kunchen, hoping to capitalize on the island.
- **Act 1:** A catastrophic cave-in occurs beneath the Golden Leaf Tea-Packing Plant, and four workers are missing or trapped; the heroes work quickly to save the lives of two workers trapped in the ruins on the surface. Kunchen’s warnings that the island is unstable now seem to be proven right. Then, Toph Beifong explains that she has detected tunnels under the Tea-Packing Plant, and the other two workers are likely down there; the PCs will have to descend to search for them.
- **Act 2:** The heroes descend into the tunnels under the island with Toph’s help, looking for the remaining two workers while discovering the full extent of the tunnels drilled underneath the island. They ultimately discover one of Kunchen’s drilling mecha tanks and have to contend with it to save the two missing workers.
- **Act 3:** The heroes head back to the surface and deal with Kunchen by trying to convince the council that he is to blame for the issues. Kunchen tries to start a full collapse of the island’s surface to hide his wrongdoing. The PCs might be able to catch Kunchen without the collapse beginning, or they might have to dash around the island, evacuating people and trying to stop or slow the collapse.
- **Epilogue:** After the protectors deal with the collapse or evacuate the Islanders, they’re faced with the stark reality of their complicated situation. The island’s various leaders begin to argue about what to do. The heroes must quell the internal turmoil and either propose their own plan or side with one faction. The companions’ choice ultimately determines the future of Jasmine Island and its people.

HOW IT ENDS

Ultimately, the heroes must resolve the crisis with Kunchen and the big decision about the future of Jasmine Island. If you’re playing this adventure as part of the ongoing generational campaign, then this adventure is the capstone, and culmination of everything the heroes have done—make sure to play that up! You can read more about how to do this in the Act 3 section on page 175, and in the Generational Epilogues section on page 189.

If you’re playing this adventure inside of a larger campaign set in the Korra Era, then the outcomes can vary wildly as the PCs follow the consequences of the adventure.

Here are a few possible outcomes for any version of this adventure:

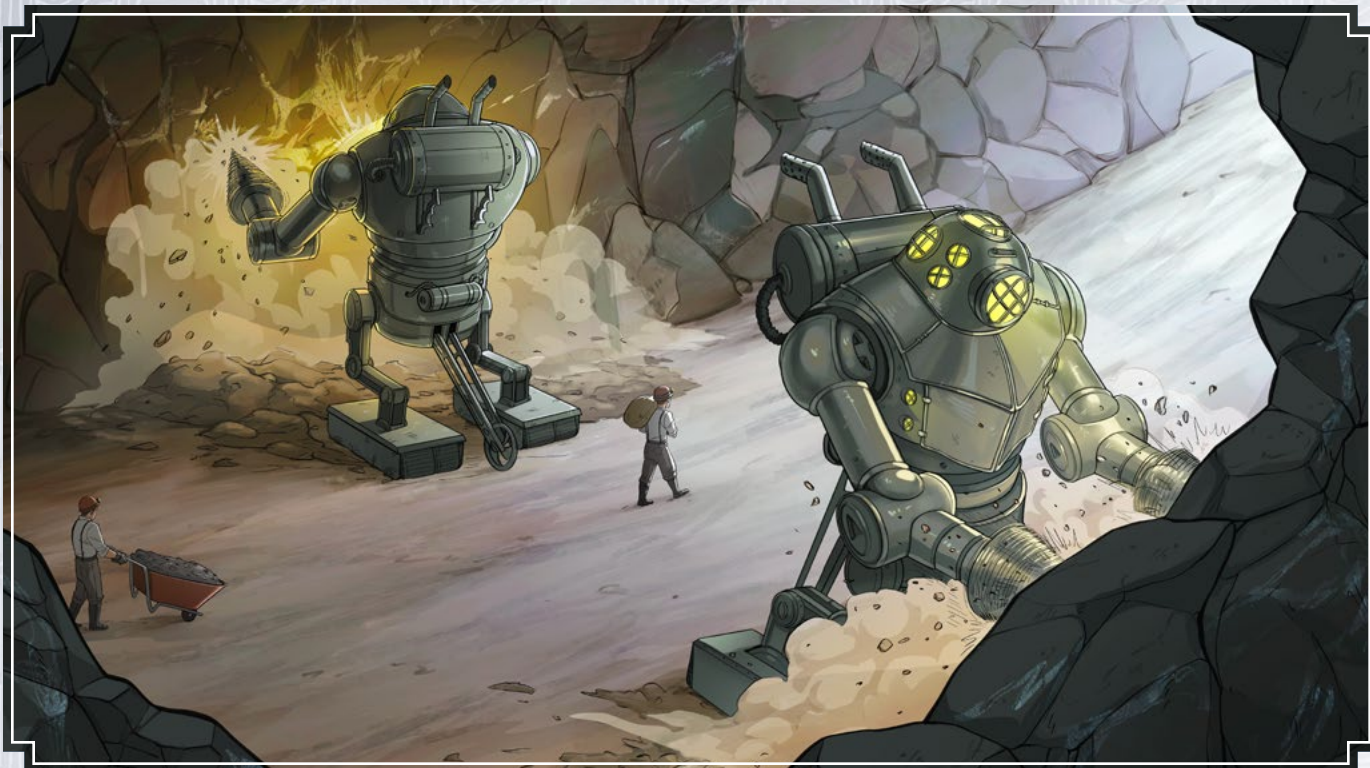
- The Islanders recommit to this island and their culture, and while they don’t ignore change entirely, they tightly hold onto the things that make them and their home unique.
- The Islanders decide to take the money from investors and leave the island after it is devastated by earthquakes. They try to find a new place to live somewhere else, using the money to build a new home.
- The Islanders decide to remain on the island after the earthquake, rebuilding in the wake of ruin and modernizing the island, creating a brand-new Jasmine Island culture.

Notably, all the outcomes of this adventure—even those that seem like losses—are best presented as choices. It is unlikely that someone is forcing the Islanders to make these choices, and while the situation they find themselves in might not be to their liking, they and the heroes get to decide how to handle it. Keep in mind that these outcomes represent choices for different futures, instead of representing “wins” and “losses.”

Try to think of this adventure like an episode of *Avatar: The Last Airbender* or *The Legend of Korra*. The adventure could end with *Kunchen being sent back to Republic City while the Islanders proudly celebrate their culture, or the adventure could end with the heroes leading recovery and rebuilding efforts in the midst of wreckage, but with a sense of hope for tomorrow*. Regardless, the end of the adventure should honor the actions of the PCs and ensure that they had a real impact on the future of Jasmine Island.

Additionally, how the adventure ends depends on how you’re playing it. Here are some considerations for different types of adventures:

- **Part of a larger Korra Era campaign:** The fate of Jasmine Island should have consequences for the rest of the campaign.
- **A single game:** Use endings and even epilogues to show that the PCs’ actions and decisions have a real impact on the island moving into the future.
- **Part of the Jasmine Island campaign:** This is the culmination of your campaign and all the work your players have put into caring for Jasmine Island! Make sure to use the ending to wrap up as many threads as you can, but also make clear that the island and its people continue to exist in some form moving forward, thanks to the heroes’ efforts. Read more on this in the Generational Play section starting on page 28.



PROLOGUE

Before getting into the adventure, it's important to take time to connect the heroes to each other, Jasmine Island, and the adventure that awaits them. Here are some details about the core setup for the adventure to help you get into it.

THE PROTECTORS

The protectors have never been more prominent than they are in the Korra Era. There are different cohorts of protectors, with stations all over the island. They report back to their leader, **Megomi**, in the main town. Megomi took up the role after the old leader, Kyong, died in the first earthquake. Megomi is at the top of a command structure of several different squad leaders and lieutenants, dealing with all manner of problem across the island. Her position is generally less hands-on than the leadership of the protectors has been in the past, but she still strives to be present at any major incident on the island.

The PCs are, by default, members of a specialized protector response group formed specifically to deal with crises like the earthquakes that have recently befallen the island; this group is known as “the crisis team.” They handle urgent disasters, thanks to their skill sets and capabilities. They're expected to be first on the scene to any major disaster or incident, using their skills to rescue anyone in immediate danger and to put a stop to the incident as quickly and effectively as possible. The PCs in this adventure are best established as a bit older—at least early twenties if not older. The crisis team is an important part of the protectors, and every PC has to believably be a contributing member of the team; usually that means not being a child!

WHERE WE START

Before beginning the adventure, be sure that the players are clear on the basic events leading up to this moment:

- Jasmine Island has suffered a few earthquakes over the past year or so, starting with one significant event that led to further exploration under the island. That exploration led to the discovery of the natural caverns and the platinum veins.
- Industrialists from other parts of the world have come to the island wishing to mine the platinum, but allowing them to do so would substantially change the nature of life on the island. On the other hand, if the council signed a contract to give mining rights to one of these industrialists, the possible profit could enrich every Islander enough to live comfortably anywhere in the world.
- Kunchen, owner and CEO of K-N Mining, who has a fleet of drilling mecha tanks around the world, is one of the loudest and strongest voices among the industrialists. Kunchen recently produced a report suggesting that the island as a whole is unstable and will likely collapse soon, destroying everything on the surface. He is still interested in the mining rights, as he believes his team could take appropriate measures to keep safe and avoid damage if they don't also have to protect the surface settlement, and the value of the platinum far outweighs the risk of damage.
- The crisis team of the protectors was formed as a result of the ongoing earthquakes; they are a group of protectors with the skills to deal with incredibly dangerous and destructive situations, with speed.

THE FLASHBACKS

The flashbacks for this adventure are a series of moments that set up the present day by showing the PCs' past events. Go through each scene and question, asking each player to pick one that features their PC (except for the last, which features every PC). Make sure every player chooses a question or scene, getting answers to the questions below. The one exception is the last scene, when the crisis team is officially named; that scene involves every PC. The scenes and questions are below, in chronological order:

- During the very first earthquake, someone you care for was put into danger. Who are they, and how were they endangered?
- When the first expedition investigated the island for explanations, you were with the team as they discovered platinum. Who brought you on the expedition, and what was your first thought?
- Soon after the platinum discovery, industrialists and company leaders came to the island with lucrative offers in exchange for access and mining rights; Kunchen of K-N Mining particularly vocal and foremost among them. When the industrialists came, someone close to you was quite vocal about their opinions of Kunchen, which were directly opposite to your own. What views did you each espouse, and why haven't you been able to resolve your dispute?
- When more earthquakes struck the island, your friends or family lost something valuable they'd built up over years. When Kunchen then said that the island as a whole was unstable and would fall into the ocean, they became interested in taking his offer of money and leaving. Why do you sympathize with their stance, even if you don't hold it yourself?
- When Kunchen came back to the island and the council, yet again, with an even more lucrative offer, one of the councilmembers confided in you that they were finding it very hard to say no. Which councilmember confided in you, and what did you say to them in response?
- When the crisis team was officially formed, you were brought together and assigned to it. How did each of you feel about being named to the team, and about each other?

You can play out each small scene as much or as little as you like, but don't resort to moves. The incident occurred in the past and there is no uncertainty; it played out more or less as the question implies. As the GM, however, be sure to keep asking questions throughout the flashback to flesh out each moment with details you can call on later. In particular, pay attention to any objects or other NPCs the players use in their flashback scenes—those make for perfect elements to recall during play, whether you place them under threat or you provide them as rewards or discoveries.

At the end of each player-chosen flashback, shift the balance track of the PC whose player picked that question. Ask the rest of the players how they think that scene shifted the PC's balance, and then make the final decision.

At the end of the crisis team's formation, give each PC a free advancement; these are members of the crisis team, skilled and capable, and the advancements reflect their experience.

ACT 1: THE COLLAPSE

It's early in the afternoon, and production at the Golden Leaf Tea-Packing Plant is in high swing. Workers are just back from lunch, and the boxing machines—a new addition to the plant—are noisily rattling hundreds of small, precious boxes of Jasmine Island's most premium tea into large crates to be shipped all over the Four Nations. Suddenly, the facility lets out a pained creak, and before anyone has a chance to react, the floor falls out beneath them. The entire plant cracks and collapses inward, falling into a sinkhole that just opened up. Everything breaks into chaos with clouds of debris billowing everywhere, the sound of crying, people running haphazardly in every direction, and calls for help echoing through the factory ruins.

When the PCs—the crisis team—arrives on the scene, most of the plant has fallen into the sinkhole, and the foreperson **Binna** has calmed her staff as best she can.

- Binna has four workers—**Akko, Rin, Mio, and Onyx**—unaccounted for; she is solely focused on getting the PCs to find them, fast.
- People have looked for them in the general vicinity, even going to their homes, and they aren't there. Binna is sure they are stuck under the rubble.

The PCs have to move quickly to save the workers, but only two are accessible right now from the surface. Use this moment to let the PCs show off their skills as a team, wielding their training and expertise to get the two workers, Akko and Rin, to safety. That should involve dealing with massive amounts of fallen debris, injuries to the workers, an overall unstable structure, and some fires and sparks from the broken machinery. Once rescued, Akko and Rin will be emphatic that Mio and Onyx are still down there, beneath the debris.

Enter Toph Beifong

Toph enters the scene after the PCs have saved Akko and Rin. There is still plenty to do, but she felt the collapse with her toes, came to see how the crisis team dealt with the situation, and ultimately felt obliged to help because she knows she can get through the debris to the remaining two workers, Mio and Onyx. She strolls right up to the heroes and informs them that she can safely earthbend down deep through the debris so the heroes can search for Mio and Onyx in the tunnels she detected under the island. At her mention of the tunnels, the PCs should be surprised—based on everything they know, there shouldn't be tunnels. They have no idea what Toph is talking about. Toph is unfazed by their disbelief; her feet know what they know. When walking through the area, she had assumed it was a sewer system of some sort, no big deal.

Toph insists they go save Mio and Onyx—she'll stay here holding the tunnel in place. They shouldn't need much more of her help, except to help them get down there.

If the heroes are reluctant to go along with Toph's plan or to act right now—for example, if they want to check back in with the other protectors—emphasize the urgency of the situation. The debris and remains of the tea-packing plant are all still shifting and unstable, and if the PCs don't work quickly, Mio and Onyx could be lost.

DARKNESS IN THE TUNNELS

The tunnels are dark! In fact, they're pitch black. That means Firebenders can be valuable for creating light easily as the PCs move through the tunnels, but it also means that, without light, the PCs are probably *Impaired*. Use the darkness as an important element that the heroes have to overcome to receive their information, and as a component of any misses they roll or hard moves they make!

ACT 2: THE TUNNELS

Toph bends the debris, the masses of metal and earth and stone, into a stable-enough tunnel, a passage that the PCs can descend through into the mined tunnels beneath the island. Once descended, the PCs arrive amid the broken and crushed material of the tea-packing plant...in a tunnel that clearly existed before the collapse, and that might even have been the cause.

They see no people in the immediate vicinity—but there are **signs, including tracks in the stone dust, that Mio and Onyx managed to extract themselves** and started moving down the tunnels. The tunnels are a huge mystery, but heroes with appropriate training can pick up on some details: Earthbenders might realize that the tunnels are man-made, technologists may notice tracks in the stone dust, and those with urban backgrounds could recognize the tunnels as similar to those under Republic City. The PCs also notice other tunnels branching off the one they are in, suggesting a massive tunnel complex beneath the island, though Mio and Onyx's tracks lead in one direction.

Let the PCs investigate as they wish, and feed them useful details as they do, but keep an eye on the tension. If the PCs aren't moving after Mio and Onyx, then at some point they hear the whirring and clanking of a mecha tank activating further down the tunnel, along with the startled screams of Mio and Onyx. Use that moment to drive them into action.

If the PCs did move after Mio and Onyx, then they stumble upon the two as they move further down the tunnels. Mio is a Firebender, but she was never particularly focused on her firebending, and she's been injured; she could call up enough of a flame that she and Onyx could see their feet and move, but not much more than that. They've largely been trudging forward in the darkness, seeking some way out.

When the PCs catch up to the two, they are so thrilled to see the crisis team...but the light that the heroes likely bring with them **immediately reveals a drilling mecha tank in the dark!**

The Driller

After the collapse, the drilling mecha pilot and other crew ceased operations and powered down, hoping to hide from trouble. The crew largely fled to find Kunchen, leaving the pilot and mecha tank behind—though it's procedure never to leave the mecha unguarded. When the pilot heard Mio and Onyx moving in their direction, they hoped that Mio and Onyx might somehow stumble past without noticing them.

Upon being detected, the pilot follows Kunchen's instructions—no one from the island can know about the drilling. The drilling mecha tank attacks, and the PCs have to deal with it! Stats for the drilling mecha tank are located in Important Characters & Groups.

The crisis team has to protect Mio and Onyx during the fight—both are battered and unable to help much, but they also can't flee particularly quickly, and the driller mecha tank pilot needs to subdue them just as much as the PCs. The heroes might choose to flee, but in that case, the mecha tank gives chase; the pilot can't afford to let them get away! That said, the driller mecha tank pilot won't continue up Toph's tunnel; doing so would immediately give away everything. If Mio, Onyx, and the companions reach the collapse, then they can escape, but the pilot immediately turns around to warn Kunchen and the other drillers.

If the heroes disable the mecha tank, the pilot attempts to flee to warn Kunchen. If the PCs manage to subdue the pilot, without knocking them unconscious, then the pilot becomes tight-lipped. The pilot is a professional mercenary and outlaw who knows that talking could spell their own doom at Kunchen's hand.

If the PCs defeated the pilot, they might try to take a piece of the mecha tank with them as evidence of what's going on. It's a bit difficult, considering how heavy those pieces can be. Plus they have to ascend the tunnel Toph created, moving through unstable debris, while also escorting two injured workers back up with them!

Regardless, the **PCs now have evidence that some foul play is afoot**. Whether they flee and escape from the tunnel, or they bring a captured pilot back to the surface, Mio and Onyx can back the PCs' stories and speak to what's happening in the tunnels!

ACT 3: THE CONFRONTATION

All the island's attention has turned toward the collapse, and even more protectors arrive to help with the fallen tea-packing plant. They can assist the heroes with ascending the tunnel alongside Mio and Onyx, but it takes some time—time enough for important figures to assemble. **At the top of Toph's tunnel, the heroes run into Binna; Toph; Tonraq; Councilmembers Tunuk, Fu Chun, Jin Lai, Qi Xiao, and Sayo; and the leader of the protectors, Megomi.**

Binna is mostly just happy that the heroes helped save Mio and Onyx, and she immediately tries to get them any help they need. Megomi and the councilmembers want a report on everything that's happened, and the PCs can explain what they discovered. Right away, Tonraq suggests that Kunchen is behind it; he has some experience with the Republic City industrialist, and everything about the situation sounds like it's tied to Kunchen and his assets. The councilmembers, depending upon their own beliefs, are more or less inclined to believe Tonraq, while Megomi is shocked at the idea that these tunnels could have been illicitly drilled under the island, right under her nose.

What happens next depends most on whether or not Kunchen has been warned!

Kunchen, Unwarned

Kunchen hears about the collapse along with the rest of the island, but he hopes that he might not be discovered. If no one survived or found the tunnels, then he could avoid consequences for long enough to come up with a further plan.

If he hasn't been warned about the PCs' discovery of the tunnels, he comes to the collapse along with every other important figure on the island, prepared to claim it is just further evidence that the surface of the island is unstable. He arrives after the PCs have explained what they saw, flanked by his bodyguards. He immediately starts in on how this proves how unstable the island is, only to hear Tonraq accuse him of secretly tunneling under the island to get to the platinum—after all, Kunchen is the only industrialist to remain constantly on Jasmine Island, and they know he has access to his own fleet of drilling mecha tanks. Kunchen is thrown off-balance, but he tries to cast doubt on the crisis team, demanding they explain what they have seen and questioning any evidence. This becomes a battle to convince the other important figures of the island, specifically the five councilmembers; Kunchen says anything to try to evade blame and to discredit the PCs, along with Toph, Mio, and Onyx.

To represent the struggle, the PCs have to convince at least four of the six important islanders present: **Tunuk, Fu Chun, Jin Lai, Qi Xao, Sayo, and Megomi**. Convincing each leader requires the PCs to use appropriate moves, whether **pleading** or even **tricking** or **calling on them to live up to their principles**. Each leader whose balance they can raise to at least +1 sides with them, but Kunchen argues the whole way, obfuscating matters and capitalizing on the PCs' missteps. Represent Kunchen's tactics by having him inflict conditions on the PCs and shift their balances. If he can make the PCs look bad, he can thwart their efforts to prove his guilt. Look at the description of the NPCs to identify the issues they care about most.

If the PCs have a piece of the drilling mecha tank or the pilot with them, then they can use that evidence to immediately shift the balance of one leader of their choice. The argument ends either once Kunchen has clouded the issue enough that the leaders won't side with the PCs right now, or when Kunchen no longer believes that he can win the argument (four of the leaders are convinced by the PCs).

- **If Kunchen successfully causes any PC to lose their balance or inflicts a total of five conditions across the PCs**, then he has clouded the issue, and the discussion must continue elsewhere before the leaders can come to any plan of action. Now the PCs must decide what to do! They can try to attack Kunchen outright, but if they do, they risk the other leaders trying to stop them! Kunchen, himself, then tries to leave so he can set off the collapse of the island to cover up his crimes—see *The Island's Collapse* below.
- **If the PCs successfully convince four of the leaders of their argument**, then they can move against Kunchen immediately. In that case, Kunchen flees while deploying his minions to try to slow down the PCs; he will attempt to reach his other crew and start the collapse as per *The Island's Collapse* below, but if the PCs can catch him before he escapes, they can stop him outright!

Kunchen, Warned

If Kunchen is warned that the crisis team discovered the tunnels and survived, he immediately moves to his other plan—he tries to trigger a full surface collapse of the island, both to prove himself correct to the wider world, and to destroy all evidence of his wrongdoing on the island. While the PCs present their evidence to the councilmembers and Megomi at the collapsed tea-packing plant, Kunchen is setting his plan into action.

In this case, there is no need to play through the extended argument. Kunchen isn't there to obfuscate and cloud the issues, so as Tonraq, Onyx, Mio, and even Toph support what the PCs say, the councilmembers are left with the belief that they at minimum must apprehend and interrogate Kunchen. Remember, Kunchen is the most likely culprit, seeing as his company, K-N Mining, is well known for its fleet of drilling mecha tanks!

But while they are talking and preparing to move against Kunchen, he sets his plan into motion, and by the time the PCs and other protectors reach Kunchen, the collapse of the island is under way.

The Island's Collapse

Kunchen has had this backup plan for some time now—if everything goes wrong, he can use the tunnels and the drilling mecha tanks throughout the island to cause the very collapse of the surface that he's warned about. Doing so should bury all the evidence of the tunnels and everything he has done on the island, while ensuring that the Islanders are far too busy to ever seek him as culprit.

As soon as Kunchen realizes that he is at risk of being caught, he gives word for his people to start the collapse. As the orders are shared along communication wires strung through his tunnels, the workers activate their drilling mecha tanks and **begin drilling out the central pillars of multiple major drill-sites**.

The first signs of the collapse are tremors that can be felt all across the island. Everyone can feel the ground shaking, and Earthbenders—especially Toph—can feel the reverberations bounding back and forth across the island. It doesn't matter that this isn't a natural earthquake, of course—the damage it's about to wreak is just as bad as any earthquake!

This is not a subtle moment—the PCs don't have to work hard to put together a sense of what is happening and what they want to do. The NPCs around them can also help them piece it together, providing their own insights and information. For example, a protector can come running, telling Megomi that they spied Kunchen fleeing to his vessel and heading out into open water just before the tremors started. In general, the goals of the PCs during the collapse are some mix of the following:

- Stop the collapse, or prevent it as much as possible.
- Capture Kunchen, and collect any evidence of his wrongdoing.
- Evacuate Islanders from areas that are still likely to collapse.

These three tasks, when laid out below, may seem overwhelming for a single group of companions, but remember they are heroes! Plus, the crisis team also has allies who are willing to help; they are outlined at the end of this section.

Stopping the Collapse

To stop the collapse, the crisis team has to stop the drilling mecha tanks from continuing to cause damage to the island's understructure. Four major locations need to be protected, each with one drilling mecha tank and a few miners; each of these locations is called a **drilling site** for this section of the adventure.

Set up a “Collapse Clock” with twelve segments. Whenever the PCs move to another significant location, start a new scene, or take some action that would eat up time, fill in as many segments as active drilling sites on the island; there are four active drilling sites to start. After eight segments are filled, then every time you fill in any number of new segments, fill in an additional segment to represent the collapse starting and speeding up. That said, if the crisis team can stop all four drilling sites before the clock is full, then the collapse will subside.

There are two primary obstacles to stopping the collapse in time. The first is that the heroes have to find the drilling sites themselves. The second is that each drilling site's team will defend themselves when the heroes arrive.

To find the drilling sites, the heroes have to either get into the tunnels and try to navigate them, likely doing their best to trace vibrations and noise, or they have to move along the surface and plunge down at the correct locations. Moving through the tunnels gives the best chance to detect the drilling sites; Earthbenders might be able to detect the vibrations as the driller mecha tanks are on at full bore, Airbenders might be able to detect air flow. Even just listening in the air, the heroes can tell where the drilling sounds get louder. But the tunnels are liable to cave in during the collapse; every time the heroes move through the tunnels, have one of them make the following move:

Navigating the Tunnels

When you navigate the tunnels to the next drilling site whose location you know, roll with **FOCUS**. On a 10+, you get there quickly and safely. On a 7–9, there are some minor cracks, falling rocks, and difficulty; either you must all mark 1-fatigue, or you are *Impaired* when you arrive at the drilling site until you next leave. On a miss, you're caught in a significant cave-in. Everyone with you marks 2-fatigue, and if you can't find a way to deal with the cave-in, you'll have to find another route, taking quite a bit of time.

If the heroes don't move through the tunnels, they will have a much harder time trying to find the drilling sites—it's never impossible, but it might take even more time to detect the vibrations or noise. As the GM, make hard moves that emphasize the time they take and how hard it is to find the drilling sites, while showing the effect of the growing tremors on the surface. The crisis team runs into lots of situations of a building coming apart in the shaking as they try to navigate the surface, and they'll be hard-pressed to help out and to reach each drilling site in time.

The locations of the specific drilling sites are for you to determine. Set them underneath and around important locations to your game: places tied to the PCs, places built and rebuilt over the different eras, and so on.

Capturing Kunchen

Kunchen gave the order to begin the collapse and then immediately fled to his own ship in the main port of Jasmine Island, to go sit out at sea, make sure the island was destroyed, and then head elsewhere to spread his “real” narrative of what happened on Jasmine Island. The closer Kunchen was to the PCs at the start of the crisis, the easier he is to catch. If he was warned about the crisis team and he ordered the collapse before fleeing, he's likely already out on the water, and diverting resources to pursue him is quite costly. (Someone like Tonraq could go after him while the heroes see to the island, but even that would cost the PCs a capable ally; see the Allies section below for more.)

Capturing Kunchen isn't difficult once they deal with whatever defenders he has with him; he won't put up much of a fight. Catching up to him is the biggest challenge and time cost.

Evacuating the Island

The heroes can divert their efforts to evacuating the island. This might seem defeatist, especially at the beginning, but it is also the best way to ensure the safety of everyone on Jasmine Island—although it won't save the island itself, if the heroes focus only on evacuation, **they can probably rescue everyone on the island.**

The island sees quite a bit of sea traffic in the Korra Era, and so even if it isn't comfortable, there are enough ships at the island to take most of the population away for long enough to avoid the effects of the collapse itself. **The real challenge is getting everyone to the dock in time, while the collapse and its tremors are beginning to affect the surface.**

Most everyone who needs evacuation is located at one of three areas: the main town, the tea or jasmine fields, or the production facilities. The people there won't need much convincing to flee—they're probably already in the process of trying to get out, but they might not be actively headed toward the docks to get on a ship and escape. The heroes must instead guide them to the docks and protect them from the collapsing structures on their way. The dockworkers themselves can help organize the evacuees onto the boats, so don't worry about that challenge for the PCs; the heroes are instead focused only on getting the people safely out to the docks.

For each main area the PCs try to evacuate, they likely encounter a few significant challenges. Use one or two of these to create exciting action scenes along the way.

- A drilling mecha tank controlled by one of Kunchen's miners attempts to escape from the collapse they started—and winds up drilling up straight toward a crowd of fleeing people!
- A power line snapped and started a fire, and a group of Islanders can't get past the area as the fire spreads closer!
- One of the warehouses storing barrels of packed golden jasmine tea breaks open, and heavy barrels start rolling down the street at some fleeing Islanders!
- The collapse creates a massive crevice down an important road, cutting off a large group of Islanders from the docks!
- A few “enterprising” individuals are trying to raid a local bank in the middle of the chaos, and they get trapped as the front of the bank collapses!

Allies

The PCs' allies can help them accomplish the necessary tasks. Everyone looks to the PCs—the crisis team—to lead in this critical moment, including Megomi, who doubts herself after the revelation of what has been going on without her knowledge.

The PCs may ask each ally to attend to a task, with greater or lesser efficacy depending on the ally's own expertise. But this is a chance for the PCs to prioritize problems.

- **Toph:** Toph can either deal with one drilling site, completely clearing it of Kunchen's men by the time six segments are filled in on the Collapse Clock, or she can try to stabilize the whole island, exerting incredible effort to ensure that each of the next three times any segments are marked on the Collapse Clock, one fewer segment is marked.
- **Tonraq:** Tonraq can clear a drilling site if the PCs can lead him to it, taking care of it by the time the PCs reach the next one; or if the PCs can convince him to do it, he can leave the island to catch Kunchen at sea.
- **Megomi:** Megomi is doubting herself as the leader of the protectors; she'll do what she can, but she needs the PCs to bolster her before she can be effective. Once bolstered, she and a squad of protectors can attack a drilling site they can find themselves, taking care of it in the same amount of time it takes the PCs to take care of one, or she and the protectors can evacuate one of the major areas of the island.
- **Binna:** Binna isn't much of a fighter, and she's of greatest use evacuating the people off the island. If she's around and the crisis team can ask her to help, she'll gladly organize people to get off the island, easily evacuating one major area and then searching the island for any stragglers. With her help, any evacuation effort is significantly easier.
- **The five councilmembers:** Tunuk, Fu Chun, Jin Lai, Qi Xao, and Sayo aren't fighters, but they can help with the evacuation of the Islanders. With the five of them working together, they can tap their factions and allies, using their influence to guide the evacuation of one major area.

EPILOGUE: THE FUTURE

At the end of the adventure, the island is likely in disarray, even if the collapse was halted and Kunchen caught. At minimum, Kunchen managed to drill tunnels beneath the island without anyone catching him—or by placing the right bribes in the right pockets to ensure others would turn a blind eye. No one can be sure that the island is stable with those hollow spaces drilled beneath it, and everyone is worried that something like this could happen again, even worse than before; after all, Kunchen may have mined some of the platinum, but there is still plenty beneath the island, and it will make them a target for greedy, unscrupulous figures for years to come.

At worst, the entire surface of the island has collapsed, destroying what the Islanders have built and rebuilt time and again. The Islanders themselves have likely evacuated, but many of them might have been caught in the damage and destruction, and now rescue and recovery efforts are slow. The Islanders are left facing the prospect of a massively changed island.

The epilogue, by necessity, is wildly different depending on what happened and depending on whether this is the culmination of a long time with Jasmine Island or the end of a single adventure. The core issue that you should present, as the GM, is an argument over exactly what happens next to Jasmine Island. The five councilmembers, plus Megomi and any other established important individuals on the island (including Tonraq, though Toph will likely try to stay out of it), will participate in arguing for different positions and ideas about what to do next. These positions largely boil down to the following:

- **Leave the island:** Collectively sell the rights to the platinum to another industrialist, hopefully someone more scrupulous than Kunchen; distribute the money to the individual Islanders, and depart to make a new life elsewhere, either together or individually. [Tunuk]
- **Remain and rebuild:** Collectively sell the rights to the platinum to another industrialist, but remain on the island, using the yuan to rebuild the island after whatever damage it suffered; find a new way to keep Jasmine Island culture even alongside the massive new mining operations that will move in. [Qi Xao]
- **Remain and control:** Retain the rights to the platinum, remain on the island, and work incredibly hard both to rebuild and to construct their own infrastructure for mining without ruining Jasmine Island culture; keep the yuan from the platinum mining and sales to further improve the community, independently. [Jin Lai, Sayo, Tonraq]
- **Remain and abstain:** Retain the rights to the platinum, remain on the island, but do not mine it. Commit to a revival of Jasmine Island culture as it was, focused on golden jasmine tea alone, and ignoring the platinum; build up defenses and protections to ensure no one can take advantage of Jasmine Island like this again. [Megomi, Fu Chun]

This is the PCs' chance to build on everything that has come before. **Jasmine Island's story has become one of rebuilding in the face of catastrophe time and again, and this is no different; they have every chance to pave a path to a new, positive future.** As the GM, make sure that the arguments between the NPCs over these positions are enunciated and clear, but then have every NPC look to the PCs, the heroes of the hour, to then help them decide.

The PCs can and should take some time to argue about what they think the right choices are, but ultimately, each gets effectively one "vote," and one chance to sway one of the NPCs. (This constraint is mostly to keep things moving—if it's right for your table, you can spend more time in this moment and let them try to persuade the NPCs even more.) Whichever option has the most supporters at the end is the one that the Islanders largely adopt moving forward.

In general, none of these options should be seen as the "right" choice—every single one has costs and benefits. You can use the guidance in the Generational Epilogue section on page 189 to help here, but make sure that any epilogues and culminations you describe focus on the possibilities of whatever choice the Islanders finally make. The story of Jasmine Island continues on, reshaped by the actions of the heroes, but not over.

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 group that comes into play in the adventure are listed prior to the group. In a combat, the group and leader would act separately in exchanges and choosing techniques.

TONRAQ

LEGENDARY NPC

Tonraq is the chief of the Southern Water Tribe and the father of Avatar Korra. He came to Jasmine Island as a sign of good faith and good will, as his people and the island would sign new terms for open trading between merchants of the two peoples. But Tonraq also bears a good deal of distrust for figures like Kunchen; his experiences with wealthy industrialists have left him more than a little wary of their motives and behaviors.

Tonraq is a Legendary NPC. If you're interested in learning more about Tonraq, check out the write-up on page 56.

TOPH

LEGENDARY NPC

Toph is the greatest Earthbender of all time, but she's also utterly, totally and fully retired—something she keeps trying to tell all the people who ask her to intervene with their problems. Before she returns to her desired seclusion, though, she figured she would take one last trip to important places around the world. Uncle Iroh told her about Jasmine Island ages ago, and she decided on a whim to venture to the island to pay respects to Iroh and Lu Ten, and to sample its delicious tea. Toph has yet to interact with Kunchen; if she did, she might discover he is lying with her seismic sense.

Toph is a Legendary NPC. If you're interested in learning more about Toph, check out the write-up on page 58.

KUNCHEN

MAJOR NPC

Kunchen is the owner of K-N Mining, and he has a fleet of drilling mecha tanks he uses around the world. His company is heavily burdened by debt and he is desperate for a windfall. The platinum on Jasmine Island is exactly what he's been looking for. He doesn't want to scam anyone out of their money—there's more than enough platinum to cover his debts and make everyone rich—but he also can't wait for the council's permission. When he realized the effects of his illegal mining, he paid geologists to create reports indicating that the whole island is unstable.

DRIVE: Pay his debts and become fabulously wealthy

PRINCIPLE: Progress 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Seek Vulnerabilities

List of Important Characters & Groups

- **Tonraq**, the chief of the Southern Water Tribe
- **Toph**, the greatest Earthbender of all time, on vacation
- **Kunchen**, industrialist determined to get platinum
- **K-N bodyguards**, Kunchen's hired bodyguards
- **Illicit drilling teams**, drillers and mercenaries
- **Drilling mecha tank**, a single piloted drilling mecha
- **Binna**, foreperson of the Golden Leaf Tea-Packing Plant
- **Megomi**, leader of the protectors
- **Tunuk**, a councilmember who wants to sell the platinum
- **Fu Chun**, a councilmember and preservationist culture
- **Jin Lai**, councilmember and forward-looking developer
- **Qi Xiao**, councilmember and voice of safety and caution
- **Sayo**, a councilmember and former protector, mistrustful of outside voices

K-N BODYGUARDS

MAJOR NPC GROUP

These are the K-N employees that Kunchen has with him at all times. They are trained fighters, absolutely capable of protecting their boss. The write-up here represents the full group of NPCs. An individual member would be a minor NPC.

DRIVE: Do their job

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Afraid, Angry, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Coordination, Jolt

ILLICIT DRILLING TEAM

MAJOR NPC GROUP

This represents a single team of drillers. These teams are outlaws comfortable with illegal work. Their loyalty is based upon money and staying out of prison. The write-up here represents a full group of NPCs. An individual member would be a minor NPC.

DRIVE: Get rich by any means

PRINCIPLE: Greed 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Coordination, Jolt

DRILLING MECHA TANK

MASTER NPC

This is a single piloted drilling mecha tank used by Kunchen's miners in the tunnels under Jasmine Island. These mecha tanks were specially rigged for mining, with drills for hands. They are upgraded and renovated from the initial mecha tanks of Amon's Republic City invasion.

If you are not using the full mecha rules from the **Republic City** setting toolkit, treat a single mecha tank as a powerful enemy NPC with the following traits. The conditions, drive, and principle reflect the pilot while in the mecha tank.

DRIVE: Subdue or defeat those who might cause trouble for the mining operation

PRINCIPLE: Power 0 +1 +2 +3

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇ ◇◇◇◇◇

TECHNIQUES: Jolt, Entangler, Full-Power Attack

BINNA

MINOR NPC

Binna is the foreperson at the Golden Leaf Tea-Packing Plant. She is an advocate for her people, pushing to help provide them with their needs and with good working conditions. In the long run, some have mentioned to Binna that she might make a good leader for the island and should run for councilmember. She's unsure about whether she wants to do that and if she will be able to affect real change on the island. In the short term, though, she'll focus on keeping her people well and safe.

DRIVE: Serve her people

PRINCIPLE: Service 0 +1

CONDITIONS: Guilty, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUES: None

MEGOMI

MAJOR NPC

Megomi is a Firebender and the leader of the protectors on Jasmine Island ever since the death of the prior leader, Kyong, in the first earthquake. She's devoted to the job and to the island, but it's a big job with a lot of moving parts and different duties; it requires a lot of attention to really have a handle on the island's needs. She's doing her best, and most everyone on the island agrees that she is a good leader for the protectors, but she herself feels overwhelmed plenty of times.

DRIVE: Protect Jasmine Island and its people

PRINCIPLE: Protection 0 +1 +2

CONDITIONS: Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Wall of Fiery Breath

REPUBLIC CITY MECHA RULES

If you have access to the *Republic City* supplement book, you can use that book's mecha rules (page 94) to represent the drilling mecha tank! Keep in mind that the mecha tank is a dangerous foe under those rules, but that could make the initial fight that much more exciting. Use the following mecha tank write-up and new mecha technique for the Drills module! If you have four PCs, add heavy/thick skin quality to the mecha; if you have five PCs, add steel alloy to the mecha as well (page 97 of *Republic City*).

DRILLING MECHA TANK

CHASSIS: Tank

CHASSIS QUALITY: Basic

SKIN: Basic, Iron

ENERGY BOXES: 7

MODULES:

- ☐ Reflex response module (Retaliate)
- ☐ Locomotion module (Seize a Position)
- ☐ High-speed servo module (Strike)
- ☐ High-power servo module (Smash)
- ☐ Drills
- ☐ Piston Punch

DRILLS

EVADE & OBSERVE

Set the drills spinning at their highest possible velocity, making every strike dangerous! Mark 1-energy. After using this technique, for the next two exchanges, the mecha may inflict an additional 1-fatigue with every attack that uses its drilling hands. Mark an additional 1-energy after any such attack to inflict an additional 1-fatigue, or to destabilize the environment with the drill, inflicting a status as appropriate.

TUNUK

MINOR NPC

Tunuk is a highly practical Earthbender councilmember. He led much of the modernization efforts. He loves the people of the island, and he has no time for traditions and practices that don't serve those people. He thinks that the Islanders should take the deal to sell the platinum; with that much money wielded collectively, they could easily find a new home for themselves to rebuild, away from the dangers of geological instability and the greedy eyes of other nations.

DRIVE: Help the people of Jasmine Island to achieve their best position possible

PRINCIPLE: Pragmatism 0 +1

CONDITIONS: Angry, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUES: Earth Armor

FU CHUN

MINOR NPC

Fu Chun is a councilmember and descendant of the Fu Family. She feels deeply connected to the history and culture of Jasmine Island, and she thinks that it is vital to preserve that history without giving in to commercial pressures to start platinum mining.

DRIVE: Protect the culture and history of Jasmine Island

PRINCIPLE: History 0 +1

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

JIN LAI

MINOR NPC

Jin Lai is a councilmember who believes that intentional change is crucial for Jasmine Island to survive. He thinks that Jasmine Island's move past dominance by the Three Families was a great thing, and he feels that they must now change again—quite possibly adopting platinum mining as their primary industry.

DRIVE: Help Jasmine Island change for the better

PRINCIPLE: Progress 0 +1

CONDITIONS: Guilty, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

QI XAO

MINOR NPC

Qi Xao's childhood was filled with stories about the Devastation. She is most concerned about the threats to the island. Kunchen's report leads her to believe it may be urgent to sell the platinum rights so that the council can protect the Islanders. She doesn't want to leave, but she doesn't want another Devastation.

DRIVE: Keep the Islanders safe

PRINCIPLE: Safety 0 +1

CONDITIONS: Afraid, Troubled

FATIGUE: ◇◇◇

TECHNIQUES: None

SAYO

MINOR NPC

Sayo is a councilmember, swordsman, and former protector. She thinks that the platinum is a windfall, and while she isn't ignoring the island instability, she thinks that the Islanders need to handle everything internally—they can't trust external voices.

DRIVE: Preserve Jasmine Island against the outside world

PRINCIPLE: Independence 0 +1

CONDITIONS: Angry, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

IMPORTANT LOCATIONS

MARKET SQUARE

The market square is more bustling and built up than ever before in Jasmine Island's history, with beautiful shops featuring candies, delicacies, and foods from all over the world. There are wheeled stalls and permanent stalls, and thanks to the electric lights, people are in the market square at all hours—even after all the shops and stalls are closed, some people are there enjoying the night. It still acts as something of a central location for the whole of Jasmine Island's central town, and when anybody needs to get a message out quickly, the market square is the perfect place to spread word from.

GOLDEN LEAF TEA-PACKING PLANT

The Golden Leaf Tea-Packing Plant is one of a small group of new plants and factories set apart from the main town, on the way to the tea plant fields and the jasmine groves. These establishments are a concession to modernity and to the world's increased demand for golden jasmine tea; the only chance Jasmine Island had to keep up was to build such facilities and treat tea production as more of an assembly line than an artisanal process. The plant is supported by some locally owned companies, but the community as a whole has a charter for the business to ensure its products enrich Jasmine Island collectively. The facility itself is a squat block of a building, designed for efficiency and simplicity, with barrels of aged tea and special tools at workstations for packing small, handheld containers.

DRILLING SITES

The drilling sites are all under the earth, acting as nexuses for Kunchen's illegal mining...but they're also the weak points in the overall tunnel network and in the surface. Each drilling site is an expanded cylindrical room, with simple phosphorescent lamps set up to illuminate the space, and geometric lines from the drills dug into the walls to obtain the platinum. The drilling sites surround a central column of stone and earth left intact to support the structure. When Kunchen gives word to collapse the island, the drilling mecha tanks target this central column (read more about this in Act 3).

THE DOCKS

The docks of Jasmine Island in the Korra Era are more built up than ever before, with a functional set of modern piers capable of handling significant steamships and oil tankers from across the world. Dockworkers move back and forth throughout the day, managing cranes and moving cargo at high speeds. These docks have nothing on the size and scale of those at Republic City, but they have adopted many of the same techniques and technologies. What's more, the council allocated yuan to try to improve the docks and make them still more friendly for the community at large, creating walking piers.

GM ADVICE

This adventure is intended to be a consequential moment of real change for Jasmine Island—even if the entire collapse is averted, how close they came to such a tragedy and the continued presence of the platinum beneath the island should underline that whatever decisions the heroes and other Islanders make will determine the course of the island in a particularly significant way.

REAL RISKS

This adventure, as with any story using **Avatar Legends: The Roleplaying Game**, is skewed toward heroics and fun action-adventure. But here, the crisis team is working to save the island without a safety net! Play to find out what happens in a real way, where you fully commit to the possibility that the heroes might not stop the collapse in time. They will almost certainly be able to evacuate the island, of course, especially with the help of their allies, but the damage of the collapse might be too much, particularly if things don't go well for them in their fights against the drilling mecha tanks or while traversing the tunnels during the collapse.

The initial fight against the drilling mecha tank is, on some level, a way for them to actually experience just how difficult fighting one of these drilling mecha tanks can be. They should be thinking about that fight when they consider what to do next; playing it safe by allocating allies and their own attention to evacuation can feel anticlimactic, but it is in many ways even more heroic, putting the needs of the people first and foremost! Make sure that PCs who decide to evacuate still get action-packed moments where they must save the people of the island.

That said, it's most likely that any given group will try to stop the collapse entirely, no matter how difficult it can be. Hold yourself to the actual risks of that attempt—if the PCs are guaranteed success in this particular adventure, then it can undermine the sense of excitement and real danger to this plan. If they achieve success, they should feel elated—they pulled it off! But if they fail, then they should still find some sense of heroism and hope in the failure. These will play out vitally in the final epilogue and argument about the future of Jasmine Island.

PREGENERATED CHARACTERS

The pregenerated characters on the following pages are tailored to this adventure. Each character has a small backstory, explaining their role within the protectors and their motivations for being an authority figure. Players should feel free to elaborate on these and make the characters 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. Jing and Hakkun's playbooks are among of the new playbooks introduced in this book and are slightly more complicated to play than others. They're intended for players who want a bit more of a challenge during the game and are more deeply tied to the plot of this adventure. The other three playbooks balance out this challenge by providing fun, dynamic play, but requiring less of a time investment in the inner workings of a playbook.

ADVENTURE HOOK

The heroes are all members of the crisis team, a special response team in the Jasmine Island protectors, intended to deal with massive crises like the earthquake. While other protectors might deal with issues like a putting out a localized fire or arresting petty criminals, this emergency squad goes wherever they're needed and has a diverse set of skills to get the job done. They're led by one of their own; Megomi, the leader of the protectors on the island, is in charge of them as well, but the crisis team is expected to take charge in the event of a catastrophic crisis.

FULL LIST OF PREGENERATED CHARACTERS

- **Jing, the Architect** (she/her) - a Technologist who designed a unique drilling mecha, now used by K-N mining. **Play Jing if you want to deal with the tensions between your home and the organization you helped build.**
- **Hakkun, the Bound** (she/her) - an Earthbender and committed servant of the protectors. **Play Hakkun if you want to be devoted to the protectors as an organization.**
- **Juni, the Bold** (she/her) - a Weapons user trying to solve problems with her brain, and not her prodigious brawn. **Play Juni if you want to try to subvert people's expectations.**
- **Danbi, the Idealist** (she/her) - a Firebender raised as an orphan in Hari Bulkan, now part of the Jasmine Island community. **Play Danbi if you want to be trying to give back to the people who took you in.**
- **Min Jun, the Rogue** (he/him) - a Waterbender with big doubts about the structure of the protectors and the trustworthiness of authorities. **Play Min Jun if you want to question the powers that be.**

JING, THE ARCHITECT SHE/HER

Jing grew up on Jasmine Island idolizing her engineer father and her protector mother. When she was old enough, she traveled to Republic City and studied new tech, eventually designing her own rescue mecha suit with an advanced drilling system. She needed backing to realize her design, however, so she entrusted her work to Kunchen, a Republic City industrialist. Then Jing's father passed away, and she returned home. While she was gone, Kunchen built K-N Mining around her designs. While Kunchen handles K-N Mining, Jing has become a member of the protectors to stay close to her mother.

TRAINING



BACKGROUNDS: Urban, Privileged

DEMEANOR: Talkative, Wide-eyed

FIGHTING STYLE: A handheld pair of drills

CONNECTIONS

- _____ seems to have great ideas worth building upon; I should partner up with them!
- _____ might be exactly the right person to help guide my marvel's steward back on track.

YOUR MARVEL & STEWARD

You made a design for a drilling mecha, and K-N Mining now stewards that invention.

Steward's name: Kunchen

Steward's balance track: Growth -2 ← **1** ← 0 → **1** → +2 Restraint

When your center shifts toward Discovery, you may move your Intention to the organization's balance. When your center shifts toward Planning, you may move your Intention and the organization's balance one step in the same direction of your choice.

If the organization ever loses its balance, it enters into a dangerous crisis that threatens its continued existence; the GM will tell you how internal rifts threaten to tear it apart.

If your Intention and the steward's balance match, then you are in sync and you can create marvels.

MAKING MARVELS

When you try to create or work on a new marvel while in sync with the organization, choose an existing project or a new one; if it is a new project, the GM will set up a clock with 4, 6, or 8 segments depending upon the difficulty of what you hope for. Then, roll with your highest balance principle. On 10+, you make significant progress; mark 3-segments on the clock. On a 7-9, you encounter some obstacles; mark 2-segments, or exert yourself, marking a condition and 3-segments. On a miss, you make barely any progress; mark a condition and 1-segment. When all segments are filled, you create your new marvel.

When you use one of your marvels (including your original creation) to solve an immediate problem, roll to rely on your skills and training with a +2, and ignore any conditions you have marked.

MOVES

SLOW DOWN AND THINK

When you **guide and comfort** someone by asking them to slow down and think, roll with **CREATIVITY** instead of **HARMONY**. If they embrace your guidance and comfort, both you and they shift your balance toward center.

SEE IT MY WAY

When you try to alter an NPC's perspective, roll with **CREATIVITY**. On a hit, they adopt the balance principle of your choice at the same value as their current value until the situation changes. On a 10+, you may also shift their balance one step. On a miss, they hear the wrong message; the GM may change their principle to whatever they choose, permanently or temporarily as they choose.

TECHNIQUE

STICK TO THE PLAN

EVADE & OBSERVE

Form a plan for next exchange. Become *Prepared*. Choose an approach, a primary technique, and a secondary technique. For each you use next exchange, clear 1-fatigue. If you use two, become *Favored*. If you use all three, clear a condition.

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

PLANNING



DISCOVERY

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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HAKKUN, THE BOUND HE/HIM

Hakkun and his best friend Kyong were both troublemakers throughout adolescence, until they were made to do community service with the protectors and wound up finding a new home for themselves. Years later, Kyong had become the leader of the protectors and Hakkun was his second-in-command...but then the first significant earthquake hit Jasmine Island and Kyong was crushed under rubble while trying to save some trapped Islanders. To honor his best friend, Hakkun doubled down on his service with the protectors, though he couldn't bring himself to lead and replace his best friend; he instead became the leader of the new crisis team. He takes his role exceedingly seriously as a way to honor Kyong's memory and make up for his own mistakes.

TRAINING



BACKGROUNDS: Military, Outlaw

DEMEANOR: Honest, Proud

FIGHTING STYLE: Prisons of rock and dirt

CONNECTIONS

- _____ doesn't seem to outwardly respect the rules and oaths of my duty; they need to learn discipline.
- _____ has a keen insight into right and wrong and what should be done for justice; if my oaths fail me, I should turn to them.

THE TIES THAT BIND

Institution: The Protectors

TENETS

- Do good in the world ☐☐☐
- Defend the institution ☐☐☐
- Obey the institution ☐☐☐
- Protect the vulnerable ☐☐☐
- Subdue dangers ☐☐☐

Qualifications:

[of _____], [to _____], [with _____], [from _____],
[in favor of _____], [according to _____'s will]

FULFILLING DUTY

When you live up to your principle of Duty, you may name which tenet you are upholding to avoid marking 1-fatigue, and to instead mark that tenet once. Once you have marked all empty boxes on a tenet, move your center one step toward Duty and clear all those boxes.

Every time your center moves towards Duty, the GM will give one of your tenets a new qualification from the options presented. Upholding that tenet requires upholding all its qualifications, as well.

PURSUING JUSTICE

When you resist an NPC shifting your balance toward Duty, you may mark 1-fatigue to roll with Justice.

When you actively violate a tenet, suffer one condition for every mark on that tenet or for your Duty principle, whichever is highest, minimum of one condition; permanently black out one box of that tenet; shift your center toward Justice; and then hold 3, which you may spend to live up to your Justice principle without marking 1-fatigue.

When all three boxes of a tenet are blacked out, change playbooks.

MOVES

A COMMITTED WILL

When your highest balance principle is +2 or higher, you suffer 1-fewer fatigue from an incoming blow during a combat exchange, but you also must mark an additional 2-fatigue to resist anyone shifting your balance.

STRENGTH IN PURPOSE

When you **push your luck** while following someone else's plan or orders, on a hit you may shift your balance away from center to avoid whatever cost the GM describes to you.

TECHNIQUE

DRILLED FORM

EVADE & OBSERVE

Attack a foe with a series of well-trained, practiced strikes in a consistent pattern. Mark 1-fatigue to inflict 3-fatigue on your target. If you have used this technique before in this combat, it deals 1-fewer fatigue for each use that your target witnessed.

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

DUTY



JUSTICE

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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JUNI, THE BOLD SHE/HER

Juni grew up on the outskirts of Jasmine Island, the child of a tea-farming family. She was the first kid to grow taller than her peers, and she remained stronger than anyone else her age for years. She was so strong that most people didn't value her for much else, and despite being first in her classes, many saw her as a big, dumb, workhorse. When she graduated, everyone expected her to work in the fields with her family—everyone except Juni. She decided to seize her own fate and join the protectors of Jasmine Island, using her intellect to help her home for the better! She's spent much of her time trying to solve problems with smarts rather than her impressive strength—all to shake the old mantle of "big dumb Juni". That interest in clever solutions—coupled with her genuine strength—led her right onto the crisis team.

TRAINING



BACKGROUNDS: Wilderness, Urban

DEMEANOR: Impatient, Enthusiastic

FIGHTING STYLE: Improvised weapons made from whatever is around

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 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 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 checked="" 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.

- 0 CREATIVITY
- 0 FOCUS
- 0 HARMONY
- +2 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

DANBI, THE IDEALIST SHE/HER

As a child, Danbi spent years in an orphanage in Hari Bulkan. She was a small kid whose parents abandoned her. She was bullied terribly by the other kids, especially when it turned out she couldn't control her firebending. Her lack of skill ended up harming Danbi most of all; she accidentally burned a large part of her body, leaving herself scarred. Eventually, she ran away from the orphanage to escape the constant abuse, and she thought she'd be alone for the rest of her life. Then, she was offered the simple kindness of a cup of tea from two traveling Jasmine Island merchants visiting the Fire Nation capital. The two merchants were charmed by Danbi, and they adopted her, bringing her back to Jasmine Island and teaching her to calm her inner fire. Now that she's grown, Danbi's goal is to give back to the community that saved and adopted her as a member of the protectors—and with the skill she can now display, she was a prime choice for the crisis team.

TRAINING



BACKGROUNDS: Monastic, Urban

DEMEANOR: Compassionate, Resolute

FIGHTING STYLE: Guarding circles of flame to control opponents

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
- Never strike the first blow
- 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.

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.

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.

TECHNIQUE

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

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

FORGIVENESS



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

MIN JUN, THE ROGUE HE/HIM

Min Jun was always a bit much for his parents to handle. He refused to learn to hone his waterbending with actual teachers, instead experimenting all he could on his own; he wound up flooding bits of his parents' tea plant fields. Eventually, Min Jun decided to try to make it on his own in the world, the same way he "taught" himself waterbending... but the Four Nations chewed him up and spat him out, and despite his best efforts he landed right back on Jasmine Island. Never one to let life knock him down, Min Jun is very good at working an angle, and he set up a small (mostly harmless) gambling racket on Jasmine Island, which he ran until he was picked up by the protectors. The former leader of the protectors, Kyong, saw potential in Min Jun, who reminded him a lot of his younger self; he recruited Min Jun to teach him waterbending and hone his skills. Min Jun finally accepted a teacher and completed his community service as a protector. After Kyong died in the earthquake, Min Jun felt he owed it to Kyong to commit to the protectors and join the new crisis team, even if in his heart he isn't totally sold on them and their structure.

TRAINING



BACKGROUNDS: Outlaw, Wilderness

DEMEANOR: Joking, Sly

FIGHTING STYLE: Ice daggers

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

ROGUSH 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

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GENERATIONAL PLAY ASPECTS

If you're playing this adventure as the end of an ongoing generational campaign described in this book, here are a few things to keep in mind.

NECESSARY ELEMENTS FOR THE ADVENTURE

A lot of the details of Jasmine Island can and should be tailored based on what you've previously established with your own version of the island. But here are the necessary elements to make this adventure work, which you should not alter:

- An earthquake of some strength damaged the island and spooked the Islanders, while leading to the discovery of the platinum beneath the island in some way.
- Jasmine Island has rebuilt both from the Devastation and from the earthquake. It is interacting with the wider world and the potential value of the discovery of platinum is life-changing for the Islanders.
- The protectors are much more prominent and powerful than in previous adventures, acting as disaster-responders.
- Jasmine Island does not instantly have access to the resources and technology necessary to mine the platinum for itself, nor can it easily mine the platinum without potentially harming the island as a whole.
- Whatever form the council takes, there are many voices with loud opinions about what Jasmine Island should do with regard to the platinum. In particular, the point of view that the Islanders should sell the rights to mine the platinum and use the money to build better lives in the wider world has more than a few proponents among the Islanders.

CHANGES TO THE ISLAND

In transitioning the island from the fourth adventure to this fifth adventure, keep in mind that it has changed alongside most of the world. As the world moved from the Aang Era to the Korra Era over approximately 70 years, industrialization swept across many nations, both assisted by and requiring greater global trade. The Four Nations became more connected than ever before, especially by the very kind of naval trade that supported Jasmine Island in the Aang Era. Jasmine Island is nowhere near as isolated as it was just a couple centuries ago, and the changes that swept through the whole world during the past few decades have all had their own reverberations for Jasmine Island.

Here are a few general ideas for how the island has changed; for each idea, try to find one specific way that the locations and culture of the island has altered to reflect your own version of Jasmine Island.

- The island's prosperity has skyrocketed. That's not to say that all the individual Islanders are wealthy, but the island as a whole has more amenities and quality-of-life improvements than at any other time in its history. It has access to food from all across the world, entertainment from Republic City itself, and even electric lights and radio! The dock is full of ships from other parts of the world, and the Islanders are struggling to keep up with the massive demand for golden jasmine tea and the other tea accessories made by hand on Jasmine Island with the traditional skills of master artisans.
- The central town of the island is now much more populated and developed. There are no especially tall buildings, but plenty of people live there; there are streets paved by earthbending, street lights, and even a Satomobile or two. The people in the central town likely work in some of the traditional roles of the island—fishers, farmers of tea plants or jasmine, tea-makers, dockworkers—but all of these roles are now significantly different from the traditional forms they once took. Fishers use more advanced fishing boats, growers use machine harvesters, dockworkers use mechanical cranes, and even the tea-makers' processes are being industrialized.
- The island is home to many factions, outgrowths of the last era and the island's current needs...but most of those factions are not in much conflict. The prosperity of the island and the overall benefits to everyone have helped soothe any complex disputes they had with each other, but those disputes have flared up again lately with the questions about the platinum and how best to deal with it. Now the factions are largely represented by leaders on the island and in the council, arguing for different ways to handle the platinum and the yuan it could bring.

THE JASMINE ISLAND PROTECTORS

The PCs are expected to be a part of Jasmine Island's own home-grown protectors. Exactly what that institution is can be derived directly from the history of your version of Jasmine Island. However, keep these key things in mind:

- The protectors have taken on more and more duties, expanding across the island and performing many emergency services.
- The PCs themselves should be some kind of crisis team that responds to the worst-case scenarios, so they are dispatched directly into the collapsed tea-packing plant.
- There can be other NPC protectors, but the overall crisis of the collapse is too much for any of them to easily handle.

Feel free to give the protectors a new name, or use the same name as prior eras. Furthermore, feel free to adjust the details of the protectors to match what's already been established and to reflect upon prior adventures, so long as you don't violate the core ideas above.

THE COUNCIL

Depending on the events of your prior adventures, the council might not exist anymore! In that case, interpret “the council” here to refer to whatever the leading group on the island is, be it formal or informal. The most important element of the council in this adventure is that they act as the forum for the final discussion about the fate of Jasmine Island, and they begin the adventure representing many of the different concerns and positions about the platinum. You can and should completely reinvent the council to match the history and factions of your own Jasmine Island, but do your best to represent the same overall plurality of perspectives as the prewritten council included here.

Here are the five prewritten councilmembers:

- **Councilmember Tunuk**, a pragmatic voice who could find his way to selling the platinum—and even the island—for enough value to change the life of everyone on the island.
- **Councilmember Fu Chun**, a historically-minded councilmember who wants to preserve everything she can about Jasmine Island culture in the face of modern changes.
- **Councilmember Jin Lai**, a progressive councilmember who sees that the island is going to have to change to match the modern era, and who recognizes that capitalizing on the platinum might be the way to do it.
- **Councilmember Qi Xao**, an older councilmember who acts as the voice of the island’s memories of the Devastation, interested in pursuing safety and caution for everyone on the island.
- **Councilmember Sayo**, a former protector who thinks the island must seize control of its own destiny in the face of external voices.

This adventure is concerned with a massive crisis that will more or less unite everyone in the moment, followed by a final discussion to decide the future of the island given the new status quo. In that final discussion, all the different factions and leaders can make their own concerns known, voicing their opinions—but the PCs have earned the right to speak and be heard, helping to guide the course of the island into the future. Make sure that all the important lasting groups of the island are represented in that final discussion, even if only by the PCs themselves.

GENERATIONAL EPILOGUES

After the adventure is over, so too is your campaign—at least, as written! First, confirm that you’re ready to end the story. It’s perfectly viable for you to keep playing in the Korra Era from this point forward, rebuilding or reshaping Jasmine Island, or perhaps leaving it to find a new home for its people...even just adventuring out into the wider world! Don’t move on to any larger-level epilogues until you know for sure that you aren’t going to keep playing in this campaign.

But if you’re running the game as written, this is the culmination, the final adventure that brings together the Islanders to defend their home, and then determines a new direction for them going forward. Use these epilogues to help bring your story to a close by underlining all the different elements, stories, factions, and beliefs that have come up during your campaign.

For each section, ask the questions and get answers from the players as you go. Once you have the answers for each section, describe the overall epilogue of the state of that element of the game and how it moves forward into the future. For this epilogue, you aren’t progressing to a later era, so don’t worry about trying to span far into the future; instead, capture the trajectory of each element by describing where things stand, who is involved, what they are doing, and where their hopes lie. Emphasize hope especially: what does the island hope for and hope to become?

Island Epilogues

- What did the Islanders decide to do in regard to the platinum?
- What did the Islanders decide to do in regard to leaving or staying on the island?
- If they are getting yuan for the platinum, what is the council (or equivalent) likely to spend it on?
- If the Islanders are trying to mine the platinum themselves, how do they plan to bring in the equipment and help to do so?
- If the Islanders refuse to touch the platinum, how do they plan to keep the rest of the world at bay?
- Is the golden jasmine tea trade preserved?

Factional Epilogues

- Which factions remain on the island as it moves forward into the future?
- What new factions arise after the incident with Kunchen?
- Which factions are in power through the council (or equivalent)?
- Is the council (or equivalent) tilted toward tradition, toward progress and industry, toward neither, or toward some other ideal?

Character Epilogues

- Which of your characters remain on the island? Which depart to see the world or to serve Jasmine Island’s needs elsewhere?
- Which of your characters remain in the protectors or on the crisis team?
- If they remained on the island, what change or cause do your characters work toward?
- If they departed the island, what do your characters seek?

Legacy Epilogues

- What are the greatest memorials, statues, and historical sites remaining on the island?
- What remnants of the heroes from prior generations remain and are honored?
- What ideal or moral do the Islanders take away from the story of the heroes in each prior generation?



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.

BURNING RIVER*

ADVANCE & ATTACK



Thrust your hands into the earth and force lava to burst forth from below. Mark 3-fatigue and choose where the lava bursts forth and how it flows in the area. Anybody in the lava's path suffers 2-fatigue and becomes *Impaired*. Until the end of the next exchange, no one can cross through the lava stream.

CACTUS JUICE*

EVADE & OBSERVE



Throw a cactus juice satchel into an opponent's face. Mark 1-fatigue to throw the satchel at any single foe within reach. They become *Impaired*, and they choose to suffer one additional effect: they become suggestible, and the first time their balance shifts each exchange, it shifts twice in that direction; they become *Stunned* until the end of the next exchange; they become *Doomed* as they struggle to keep hold of themselves, only removing *Doomed* when they have time to clear their head (and clean off the cactus juice).

CLEAR THE WAY

DEFEND & MANEUVER



Use a blast of wind to clear a path past foes and obstacles. Mark 1-fatigue and choose your destination; you blast a path clear to that place, with no foes or vulnerable obstacles in the way. Foes may mark 3-fatigue to avoid being moved by this blast. You become *Favored* if you use this path next exchange.

CLOUD OF FLAME DARTS

DEFEND & MANEUVER



Cast a swarm of small flame darts into your surroundings, lighting a dozen smaller fires all around you and potentially catching foes aflame. Mark 2-fatigue to start a fire in any nearby flammable materials of your choice that you target with a flame dart. If you try to start a fire on someone else—for example, in an opponent's clothing—they must mark 1-fatigue and become *Impaired* to quickly put out the flames, or become *Doomed* as they catch fire.

DUAL WEAPON STANCE

EVADE & OBSERVE



Adopt a stance and form appropriate for using two weapons, one in each hand, with perfect synchronization and artful style. If you have one weapon in each hand, become *Favored* at the end of this exchange and at the end of each ensuing exchange until you lose one of the two weapons, you become *Impaired*, or you are otherwise knocked from your stance. If you inflict fatigue or conditions on a single opponent twice, with two different techniques, in the same exchange while you are in this stance, inflict an additional 2-fatigue.

FIRE BOMB

ADVANCE & ATTACK



Toss a pack of flammable material that explodes on impact. Mark 1-fatigue to throw the pack. Anyone in the area of the blast suffers 1 condition or 2-fatigue, their choice. The flames continue to burn, inflicting *Doomed* upon anyone who remains; they lose *Doomed* when they move away from the flame.

FIST OF THE SEAS*

ADVANCE & ATTACK



Use a significant body of water nearby to send a towering wave into foes. You cannot use this technique without a significant body of water nearby, like a lake, ocean, or full river. Mark 3-fatigue to inflict a condition, 2-fatigue, and *Stunned* on every foe within reach of the water.

FLATTEN*

ADVANCE & ATTACK



Send a crushing gale upon a foe beneath you. Mark 2-fatigue and choose a target physically below you; the gale wind smashes them down to the earth, inflicting *Stunned* and 2-fatigue. You may mark an additional 1-fatigue this exchange—and at the beginning of each future exchange—to keep them pinned by the air, inflicting *Trapped* upon them until they pay the cost to escape.

FORM OVER FUNCTION

ADVANCE & ATTACK



Use a non-weapon tool—a farming hoe, a hand-powered drill, a wood-chopping machine, a tea-harvesting machine, a fire-suppressant hose, etc.—to strike a foe. Mark 1-fatigue to strike any foe within reach of the tool; inflict 1 condition and 1-fatigue on them. Then, either you become *Impaired* until the end of the next exchange as you struggle to keep the tool from breaking, or the tool breaks and cannot be used again until repaired.

GUST ESCAPE*

ADVANCE & ATTACK



Release a sudden twisting wind to throw yourself out of the way of an incoming attack. Mark 1-fatigue. You cast yourself backward and away from an incoming attack; cancel that attack and all its effects. You may use this technique anytime in the **Advance & Attack** approach; if you have already used all your available techniques in this exchange, you can become *Impaired* until the end of the next exchange to use this technique as well. You cannot use this technique if you are *Impaired*.

HOOK FOE

ADVANCE & ATTACK



Use your weapon to catch and hook an opponent's limb, pulling them off their feet. Mark 2-fatigue; your opponent becomes *Stunned* and falls to the ground unless they mark 3-fatigue to keep their feet.

ICE GRAB

ADVANCE & ATTACK



Grab a foe's hand or foot in ice and fling them. Mark 1-fatigue to send a ball of water at an opponent, freeze it around a limb, and then throw them away from you. They may either become *Impaired* and mark a condition to resist the movement, or allow themselves to be cast away. If you try to throw them into a wall or other people, your target suffers 1-fatigue upon striking the wall or the other people.

*Rare Technique

NET CAST

DEFEND & MANEUVER



Throw a net across an opponent to tangle them up and slow them down. Mark 1-fatigue. If your target is *Impaired* or has over half (round-up) of their fatigue already marked, they become *Trapped*. Otherwise, they become *Impaired* and must mark 2-fatigue.

PACK EARTH

DEFEND & MANEUVER



Lift stone and dirt into the air and pack it together as tightly as possible to create a super-hard ball. Mark 1-fatigue. You may use Strike next exchange with this ball no matter what approach you choose.

RAISE THE TEMPERATURE

DEFEND & MANEUVER



Put out heat into the area to make it swelteringly hot and uncomfortable for foes. Mark 1-fatigue to make any foe unprepared for the high heat *Impaired* and to make yourself *Favored*. At the end of each exchange, you may mark 1-fatigue to make the heat persist, making yourself *Favored* and making anyone unprepared for it *Impaired*. Other Firebenders in the area may remain in the uncomfortable heat, marking 1-fatigue to become *Favored* at the end of the exchange, as long as the heat persists.

REDIRECT HEAT*

DEFEND & MANEUVER



Pull heat from one area and redirect it, either into another similar-sized patch of heat-absorbing material, or into the air, dispersing it completely. Mark 1-fatigue to snuff a fire or remove the heat from another surface; if you target a Firebender, then they cannot use any firebending in this exchange unless they mark an additional 2-fatigue. Then, choose where you redirect the heat; if you disperse it into the air, it is simply gone, but if you send it into another surface, anyone in contact with that surface suffers 2-fatigue.

RISING GEYSER*

DEFEND & MANEUVER



Rise up on a pillar of water drawn from a significant water source. Mark 2-fatigue to become *Favored* and *Empowered* for as long as you remain atop the pillar. You remain atop the pillar until either the pillar is destroyed, or you choose to use the water for another technique. If you choose to use the water for another technique, reduce any fatigue costs of that technique by 1.

SCOUR

ADVANCE & ATTACK



Release a blasting wind that catches nearby dust, dirt, and sand to scour your target; if there is no sand, dust, or other detritus in the area, you cannot use this technique. Mark 1-fatigue to inflict 3-fatigue and *Impaired* on every foe caught in the blast.

SHEARING SLICE

ADVANCE & ATTACK



Swing a perfect, two-handed strike with a blade that cuts through another object or item. Choose your targeted item and the GM will tell you how much fatigue to mark—1-fatigue for a vulnerable item, 2-fatigue for a thick or sturdy item, and 3-fatigue for a strong or equivalent item (like another strong, unflawed blade). Mark that amount of fatigue and you slice that item in two.

SLICE STONE

DEFEND & MANEUVER



Cut a large stone or stone structure in two with a swipe of your hand. Mark 1-fatigue and clear the obstacle; become to lift the cut chunk of stone with your earthbending in the next exchange. If there are foes in reach, you may cut the stone so it falls atop them, inflicting 2-fatigue as they dive out of the way.

SLIME BOMB

DEFEND & MANEUVER



Throw a satchel of sticky slime at a foe. Mark 1-fatigue to throw the satchel at a foe within reach. They become *Impaired* for as long as they remain in this spot; if they were already *Impaired*, they become *Trapped*. If they pay the cost to escape being *Trapped*, they still remain *Impaired* until they move away.

SUDDEN PHASE CHANGE

EVADE & OBSERVE



Rapidly and suddenly shift a pool or small area of water between solid, liquid, and vapor. If you shift to solid, mark 1-fatigue as you turn a pool of water to ice. Anyone in the water must mark 1-fatigue to leap away quickly or become *Trapped*; anyone who passes over the water slips and becomes *Impaired* until they get past it. If you shift to liquid, you become *Favored* as you give yourself a supply of water to bend with. If you shift to vapor, mark 1-fatigue to inflict *Impaired* on everyone in the fog who depends on sight, including yourself.

TERRA TILT*

DEFEND & MANEUVER



Seize the ground itself with your bending and tilt it massively into the air, spilling foes to the ground and launching anyone on the rising side. Mark 3-fatigue. Anyone standing on the earth you tilt must either mark 2-fatigue and keep their feet, or become *Impaired* and *Stunned* as they roll down the tilted earth. Anyone standing exactly on the fastest rising edge must either mark 2-fatigue and become *Impaired* to stay where they are, or is launched into the air. Allies who know and are ready to use this launch to their advantage become *Favored*; otherwise, anyone launched into the air is lung around the scene and suffers 3-fatigue.

VIBRATION STORM*

EVADE & OBSERVE

SEISMIC SENSE



Send countless minor vibrations into the earth and stone around you, giving you a clear picture of the entire area through your seismic sense. Mark 2-fatigue and become *Favored* and *Prepared* so long as all your opponents are touching the ground.

*Rare Technique



AN EXCITING COMPILATION OF NEW ADVENTURE MATERIAL AND PLAY OPTIONS..

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Players
3-6

Time
2-4 hrs

Rating
Everyone

magpie
GAMES

nickelodeon

