



AVATAR

L E G E N D S

THE ROLEPLAYING GAME



ROKU ERA



ADVENTURE

AN URGENT REQUEST



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Avatar Legends: The Roleplaying Game is based on the Powered by the
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AN URGENT REQUEST

An Urgent Request is a standalone adventure set in the Roku Era. If you've never run a game of **Avatar Legends: The Roleplaying Game** before, this adventure is a great way to start—it includes all the elements you need for an exciting episode of your very own. **An Urgent Request** can also be used in an ongoing Roku Era campaign. The adventure is set in the Fire Nation and features a plot against Princess Zeisan and the Guiding Wind, a rogue movement of Air Nomads.

The Fire Nation princess, Zeisan, is engaged to the leader of the Guiding Wind, an Air Nomad named Khandro, and their wedding is nigh. News of the celebration is all over the nation's capital. As part of the festivities leading up to the wedding, the princess is giving a lecture on the Guiding Wind's principles for all to hear in Hari Bulkan. Fire Lord Sozin believes his sister is out to dethrone him, and in a move to discredit her, is planning to interrupt the lecture with undercover Fire Nation soldiers pretending to be radical Air Nomads. Air Nomad Sister Rioshon has discovered the plot to ruin the lecture and asks the heroes to warn Princess Zeisan before it's too late.

USING THIS ADVENTURE

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

- The "Summary" provides an outline of the adventure and explains the various issues the players face.
- The "Introduction" brings the PCs into the story and sets up your group to undertake the adventure.
- "Important Characters & Groups" provides expanded descriptions and relevant rules information for the characters and groups PCs might encounter.
- "Important Locations" features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- "GM Advice" contains additional guidance for this adventure just for the GM and gives advice on how the adventure could end.

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**. In fact, there is no singular way to resolve the situation at hand. Instead, the adventure puts the PCs in a dramatic starting situation that demands immediate action from the heroes! It's your job to use the material in this adventure to keep things moving, providing interesting events and NPCs to consistently engage your players.

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

USING THE PREGENERATED CHARACTERS

There are four pregenerated characters at the end of this adventure. Each character has a unique history, playbook, and set of stats. These characters are based on the ones used in the **Avatar Legends All-Star Actual Play**, which you can watch on YouTube. 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 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. After selecting the pregenerated characters, players will still go through the process of filling out connections with each other.

SUMMARY

The heroes discover that there is a plot to discredit **Princess Zeisan** and the Air Nomads at her pre-wedding symposium to promote Air Nomad ideals to Fire Nation nobles. The plot was concocted by **Minister Zianda** in order to get in the good graces of the princess's brother, **Fire Lord Sozin**. The Fire Lord wants his sister's plans stopped and though he has given no official orders, he has made it clear to his underlings that they must see his will done. Zianda's plot to discredit the Air Nomads is all his own invention, and involves Firebenders pretending to be Airbenders, disrupting the symposium with anti-nobility propaganda, and attacking the nobles there. Zianda hopes this might even help blow up the political marriage between Zeisan and Khandro, leader of the Guiding Wind, further casting Air Nomad influence out of the Fire Nation.

Sister Rioshon of the Air Nation uncovers what is happening and asks the PCs to warn the princess of the plot as she is unable to do so herself for personal reasons. As they make their way to the symposium, they are stopped by **Tiger-Monkey**, a spy sent to investigate the Air Nomads by nobility, who suspects the PCs of working against the Fire Nation. The heroes must escape from Tiger-Monkey or convince him to let them go. When they arrive at the symposium, they must unmask the Firebenders and prevent them from causing a chaotic incident that will undermine the Air Nomads in the eyes of the world.

BROTHER AND SISTER

Fire Lord Sozin is working to prove himself a stronger leader than his father. Unfortunately, the current Fire Lord is a petty and insecure man. Princess Zeisan is convinced that her brother's insecurities will lead him down a dark path and is attempting to disrupt his increasingly brutal actions as much as she possibly can. Zeisan follows Air Nomad teachings and is set to marry Khandro, the leader of the Guiding Wind, a disruptive faction of Air Nomads. She believes that if more of the Fire Nation followed the Air Nomad teachings, they would turn away from Fire Lord Sozin and his xenophobic fearmongering.

Fire Lord Sozin is aware that his sister is attempting to undermine him and wants to thwart her by discrediting her and her Air Nomad teachings. Their current conflict started with arguments and accusations as Sozin interrogated Zeisan's beliefs, but it has now escalated to the Fire Lord spreading propaganda around the city concerning the Guiding Wind's radical ideas. Worried Fire Nation nobles who've bought into Sozin's propaganda machine have asked an independent investigator, Tiger-Monkey, to find out what the Air Nomads in the city are up to and bring them evidence if they're working against the throne. Tiger-Monkey is a master spy and is now keeping tabs on anyone associated with the Guiding Wind.



AIR NOMAD RIOSHON AND THE MYSTERY ATTACKS

Air Nomad Sister Rioshon is in the Fire Nation Capital on the invitation of Fire Nation nobility to act as a teacher to their children, and to check in on her own people in the city. And so what if Princess Zeisan's wedding is nigh, and Rioshon might have a chance to see the princess, if only from afar? Rioshon regularly tries to convince herself that that is not why she is here.

Fire Lord Sozin doesn't trust Rioshon, and has declared her a guest of the royal family, assigning her an apartment in Hari Bulkan and attaching a retinue of Fire Nation soldiers to keep tabs on her. They are there under the guise of being guides and protectors, but **Rioshon knows she is being kept under watch**.

Sozin knows that Rioshon was one of Zeisan's most beloved teachers, but he has only learned hints of the depth of their relationship. Rioshon trained Zeisan in chi-blocking, and the two also formed a meaningful, deeply personal bond—in fact, though neither said so out loud, each was in love with the other. The two women still have feelings for one another despite the fact that Zeisan is betrothed to another. Rioshon would never do anything to disrupt the marriage though; Zeisan has sacrificed too much to free the Fire Nation from her brother's grasp, and Rioshon knows Zeisan would always choose her duty to the people over her own feelings. Rioshon is pointedly avoiding direct contact with Princess Zeisan while she's in the Capital to