



AVATAR:



Rise of the Demons

Long ago, the Four Nations lived together in perfect harmony. Then, everything changed when the Fire Nation attacked. Only the Avatar, master of all Four Elements, could stop them. But when the world needed him most, he vanished. A hundred years passed and my brother and I discovered the new Avatar, an Airbender named Aang. And although his Airbending skills are great, he has a lot to learn before he's
READY TO SAVE ANYONE. BUT I BELIEVE... AANG CAN SAVE THE WORLD.

Aang did indeed save the world. It has been twenty years since that famous battle between Aang and Fire Lord Ozai. The majority of the world has already begun to heal from the Fire Nation's attacks but the scars left by the Fire Nation are deep and will take a long time to heal completely. In attempts to help this healing, Fire Lord Zuko ordered the removal of all Fire Nation Colonies from the other nations. There is still tension between the nations but open violence is minimal and is usually dealt with harshly by law enforcement. Airbenders have also begun to return to the world, showing up within the other nations and Aang has opened the doors to the Southern Air Temple, and is teaching these young Airbenders.

Although the return of the Avatar has ushered in a new era of peace; all is not well within the world. A new threat is growing in far corners, a small group of old Fire Nation loyalists that still hold the **DETHRONED FIRE LORD OZAI'S BELIEFS. AFTER THE WAR THEY WENT INTO HIDING AND ARE NOW WORKING FROM THE** shadows to overthrow the new Fire Lord and once again gain control of the world.



A Special thanks to Mephibosheth, araveugnitsuga, Akrim.elf, Darwin, and The Randomizer over at the Giants in the Playground Forums for the wonderful art.

Game Info

This game is set in the world of Avatar: The Last Airbender. The time period will be 20 years after Avatar Aang stopped Fire Lord Ozai. With the exception of the time period mentioned above, the world is pretty much the same as it was in the cartoon. The one HUGE exception is the Fire Nation is NOT actively attacking the rest of the nations. Combat can and will be deadly if the scene calls for it and the mood I would like to see is serious with some comic relief. The system we will be using is Risus: The Anything R.P.G. created by S. John Ross. Its free to download and is a GREAT rules lite system.



the pdf then just let me know and I'll give you a rundown of what exactly they do. In addition to those listed above a few homebrew Advanced Optional rules will be used as well, and they are called Advanced Combat & Experience Points (XP).

Advanced Option: Advanced Combat

This is another way to handle a fight scene where you want a little more detail. This method uses initiative and permits the combatant with the fastest initiative to get his attacks in first and be able to react to enemy actions.

Rounds: A Round is the variable length of time in which a character performs some task (usually associated with a dice roll) and when he gets to act again. To keep things simple I would only use Rounds during combat situations or when acting first can affect something important. One round is complete when all of the participants have completed whatever action they intended to do.

Initiative: Before the first round of combat, you roll initiative. Initiative is determined by rolling against an appropriate cliché. Throughout a battle, combatants act in order, from highest initiative result to lowest. The order in which combatants take their turns is called the initiative order. The initiative order remains the same from round to round.

Attack vs. Defend: Resolving combat is determining the attacker and the defender. The attacker is the character wishing to defeat the other in combat, be it physical, mental, social, etc. The Attacker and defender roll their appropriate clichés and compare the rolls. If the defenders roll is equal to or higher than the attackers roll, the attack misses/fails and no dice are lost. If the attackers roll is higher than the defenders roll then the attack hits and the defender loses one dice to the Cliché used to defend.

Character Creation

All the rules from the 'core' Risus book will be used; however *Advanced Option IV: Funky Dice* will only be attainable through experience. So if you have gained enough XP to progress from Crazy Earthbending King [6] to Crazy Earthbending King [7], you will instead progress to Crazy Earthbending King [5d8].

Any character that is going to have an elemental Bender Cliché must purchase *Advanced Option: Double Pumped* for the Cliché with the Bending Art; Double Pumping is described in the Risus core rule book on page 5.

For each cliché you should create an "*Associated Task List*" that goes with that cliché. This is a short list of tasks that would be appropriate for that cliché. An example would be:

Peaceful Monk Air Nomad 3
Kung Fu, Wise, Mediating, Passive Aggressiveness, Zen, Healing Chi, Sand Gardening.

We will also be using The Risus Companion. Out of the Companion we will be using the Advanced Optional rules; *Lucky Shots & Questing Dice*, *Sidekicks & Shield-mates*, and *Boxcars & Breakthroughs*. If you do not have the Risus Companion, you should, its only \$10 for a great 60-page pdf! If its not possible for you to get

Advanced Option: Experience Points (XP)

When you win a conflict, you get XP equal to the opposing side's highest cliché. Defeating an Firebender (3) is worth 3 XP and a Earthbending Master (6) is worth 6. Remember to follow the Risus definition of a conflict (see page 2 of Risus book). When a player has amassed 150 XP, he may cash these in and raise one cliché up by 1 die.

The World of Avatar

The World of Avatar is based on a mix of Chinese and Japanese culture, history, and mythology and is home to humans, fantastic animals, and spirits. It is divided into four separate nations, the Air Nomads, the Water Tribes, the Earth Kingdom and the Fire Nation. Each location has unique physical geography, landmarks, climates and demography. The Air Nomads have four temples located in the north, south, east and west. There are two main Water Tribes; northern and southern. The Earth Kingdom is the biggest nation in the world and it's also the most populous nation. The Fire Nation is located in the west of the world and it's a volcanic island. Each nation is tied to one of the classical elements (Water, Earth, Air and Fire), from which it derives its name and bases its society. Within each nation exists an order of disciplined people called "Benders", who have the mystical ability to manipulate the element of their home nations. Appropriately, the Bending types are known as Waterbending, Earthbending, Firebending, and Airbending. Each nation and Bending form is associated with one of the seasons: winter/water, spring/earth, summer/fire and autumn/air. Consequently, each of the Bending forms is generally observed to be at its strongest during its season.

The Avatar

The Avatar is the spirit of the planet incarnate in human form, and the only physical being with the ability to practice all four bending disciplines. It is considered the Avatar's duty to master the four elemental disciplines, and use such power to keep balance amongst the four nations of the world. With the death of the Avatar, the spirit is reborn into the following nation, dictated by the cyclic order: Water, Earth, Fire, Air. The cycle is also the traditional order in which any one Avatar is to master the elements, beginning at which ever element they were born into. Throughout the ages, countless incarnations of the Avatar have served to maintain harmony in the world. The current Avatar is Avatar Aang, an Airbender.

Technology and Commerce

The technological level is roughly equivalent to that of pre-industrial China, with the exception of some of the Fire Nation's advanced sciences. The sword, spear and bow are the general weapons of choice for most ordinary militia. Overland travel is done by beasts of burden or pulled carts and wagons, while seafaring is available via sail or oar-driven ships. There are, however, occasional cases of the various Bending arts being employed to facilitate unusual forms of travel.

Villages are the most common form of community, with larger cities existing primarily as the capitals of the great kingdoms. As resources and industry are generally plentiful, trade is common and a middle class of merchants is fairly established. Bartering is still heavily accepted as means of exchanging goods, but the Water Tribes, Fire Nation and Earth Kingdom have each established their own form of currency which are widely used and occasionally exchanged.

Politics

There are four broad types of political systems. Each has a distinctive character that corresponds with the element of that native nation. The Air Nomads have a theocracy led by four Councils of Monks or Nuns, right now Avatar Aang is in the process of reselecting the first two, the Water Tribes are a tribal system led by Chiefs, the Earth Kingdom is a confederate monarchy led by the Earth King, and the Fire Nation an absolute monarchy led by the Fire Lord.

There are, however, exceptions. The Avatar is independent of all government systems, and acts in the interests of world balance. The Avatar acts as the international authority for peace, justice and order, often deliberately contradicting and challenging the decisions of their own nation's leader. Thus, the world is often weak and destabilized in the absence of the Avatar.



The Water Tribes

The Water Tribes are home to the order of men and women who practice Waterbending, the mystical art of hydrokinesis. Their society is divided into two nation-states, the Southern Water Tribe, which inhabits the South Pole, and the Northern Water Tribe, which inhabits the North Pole. There is also the Foggy Swamp Tribe, a tribe of waterbenders who reside in the swamps of the Earth Kingdom. Inhabiting coastal areas of the frozen poles, the Water Tribes inherently depend on the oceans for a majority of their natural resources and as well as the bounty of the frozen tundra.



Culture and Diet: Ethnically homogeneous, members of both Water Tribes typically have light or deep brown hair, blue eyes and light brown/tan skin-tone. Water Tribe clothing is typically a set of blue anorak and trousers lined and trimmed with white fur, and worn with mittens and mukluks. Men may wear their hair long and half-up or in short ponytails also known as "warrior's wolf tails". Women plait and braid their hair in various styles, sometimes with accent beads, and many sport "hair loops" in various styles. In the Northern Water Tribe, males tend to wear darker shades of blue than those of the Southern Water Tribe. Skins from seals are often used to create tents and pelts from polar bears and other animals are used as clothing and to cover barren surfaces.

In the Water Tribe diet, fish and seal meat comprise the staple protein. Sea prunes are a favorite side dish, while giant crabs are considered a delicacy to those in the Northern Sea. Squid and seaweed can be used to make a wide variety of dishes including soups, seasoning, and even bread and cookies. Naturally, hunters and fishermen of the Water Tribes are some of the best in the world in their field.

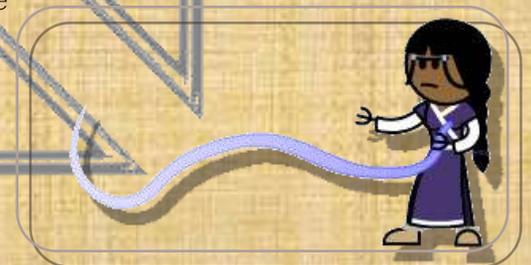


Waterbending

Originally learned from the moon, the ancestors of the Water Tribe noticed the push and pull effect the Moon has on the tides of the ocean. Eventually, these first Waterbenders learned how to manipulate water themselves. Waterbending is the only bending art without a spiritual animal teacher.

Waterbending is based on Tai Chi and features slow movements and elegant forms that evoke the feel of flowing water. Waterbending's strongest asset lies within its defensive capabilities. Unlike some other bending disciplines, Waterbending focuses on turning an opponent's own strength against themselves, rather than direct strikes. Since water can exist in different physical states, Waterbenders can freeze, melt, evaporate, sublimate or condense water. The ability to alter the physical state of water gives Waterbenders an array of defensive, evasive and offensive techniques in battle such as encasing an opponent in ice, hiding behind a wall of mist, surfing on bodies of water on a platform of ice, and battering enemies with lashing whips and waves. Waterbenders can also manipulate the molecular cohesion of water for cutting and grabbing objects or running on water. While a bender's victory in battle is usually based on skill and technique, a Waterbender gains a notable advantage or disadvantage over other bending arts depending on the amount of water in their vicinity.

Waterbenders are more powerful at night than during the day due to their spiritual connection with the moon. Waterbenders are at their most powerful during the full moon, and are powerless during a lunar eclipse or when the Moon Spirit is in danger.



The Earth Kingdom

The Earth Kingdom is the home to the Earthbenders, those who have mastered the art of geokinesis, the ability to manipulate soil, stone and earthen material. The kingdom encompasses a massive continent taking up most of the planet's eastern hemisphere and is the largest of the four nations. Architecture, farming, carpentry, hunting, and mining are among many significant Earth Kingdom industries. Its citizens have developed an advanced trade and commerce system so that almost all citizens may benefit.



Culture and Diet: Citizens of the Earth Kingdom tend to have black or brown hair, green, brown, or gray eyes and are often of richly tanned, though the complexions of the nobility are often much lighter. Fashions in the Earth Kingdom vary greatly; in the West and South, men typically wear their hair in a top-knot, ornamented with various holders and pins, and often have beards and/or mustaches or are shorn without facial hair. Women wear their hair down or done up in buns, rolls or folds atop their heads. In the city of Ba Sing Se, women usually wear their long hair wrapped around a support, ornamented with tassels or flowers; men usually don a queue or are clean shaven. Omashu citizens typically wear tunics over a long robe or pants, with their hair hidden by a small turban or hat. Farmers and other laborers typically wear conical straw hats secured to the head by string.

As a result of the generally rich and fertile soil of the Earth Kingdom, a great abundance and variety of vegetables are grown, while fruits and nut trees are equally plentiful. The wild game which thrives within the kingdom's many forests and domesticated animals raised by its farmers add meat and poultry to citizens' diets.



Earthbending

First developed their art by observing and imitating the Badgermoles, large subterranean creatures that use Earthbending to see and interact with the world.

Earthbending is generally based on the Hung Gar style of Kung Fu, which features heavily rooted stances and strong kicks and punches. The martial art is based on the movements of animals, among them the Tiger and the Crane. The Tiger represents Hard Power, while the crane embodies Soft Power. Unlike other bending disciplines, Earthbending stresses the aspect of neutral jin, which involves listening and waiting for the right moment to attack.



Earthbenders are known to stand their ground. Many skilled Earthbenders absorb and intercept attacks before overwhelming the opponent with superior force. Some can tunnel through the earth to out-manuever their foes. Earthbenders have been known to use objects to augment their bending. Earthbending is not limited to rock or soil alone. An Earthbender can additionally manipulate other earth-based substances including mud, slurry, sand, gemstones and coal. Heavily refined metals however, such as steel, are beyond most Earthbender's influence, it is very difficult to bend metal. In order to be in close connection with their element, Earthbenders tend to be barefoot.



The Fire Nation

The Fire Nation is the home of the Firebenders, the order dedicated to the study of pyrokinesis. The Fire Nation is located on an archipelago of islands in the western hemisphere of the planet near the equator. The geography of the nation consists of dozens of volcanoes, many of which are still active. It is the most industrially advanced of the four nations and since Fire Lord Zuko has taken the Throne they have become very open to trade. Their inherent knowledge of combustion and the advancements made developing weapons for the war gives them access to several Industrial-Age technologies such as advanced metallurgy, tanks, rudimentary explosives, sophisticated catapults, siege drills, and coal-powered ironclad warships.



Culture and Diet: Members of the Fire Nation tend to have black or brown hair, amber/gold, brown, or gray eyes and pale skin, though exceptions are not uncommon. Older men tend to sport large beards, mustaches, and sideburns, while younger men are usually clean-shaven, or wear small mustaches and goatees. Women usually wear their hair back, though for special occasions it may be piled or folded atop their heads, or wrapped around a support. Female members of the aristocracy also tend to have long, pointed, well-manicured finger nails. Almost all citizens wear topknots, often held by a decorative band or ribbon indicating rank. Nobles and politicians tend to ornament their hair with a two pronged, flame-styled piece; the Fire Lord wears a gold, five-pronged flame. All citizens wear clothes that are in different shades of red, orange, yellow or pink and rings with the Fire Nation sign or a small flame.

The diet of its citizens consists primarily of fish, noodles, rice, cabbage, tea and lychee nuts. The people are also known for having a taste for foods of a spicier fare, as they enjoy unique recipes such as Fire Flakes, Fire Gummies, Sizzle Crisps, Fire Cakes, and Spice Tea.

Firebending



Firebenders were first inspired by the Sun but the Dragons are credited as the first to fully teach the art of Firebending to man. The philosophy of Firebending, when it was first created, has differed radically from that of the last 100 years. It originally representing warmth, energy and life, but because of Fire Lord Sozin the Fire Nation had become fueled by greed and rage. Now Fire Lord Zuko has been striving to change this. After receiving training from the dragons Ran and Shao Zuko now understands the true art of Firebending.

Firebending in itself is not totally devoted to unleashing the power of fire on one's enemies. In actuality, the focus is placed upon balance. Firebending hinges on inner calm, discipline, and emotional and physical stability such as a firm balanced form, breath control, and general good health. Firebenders are more powerful during the day than at night due to presence of the Sun. Firebenders lose their power to Bend during a solar eclipse.

Firebending moves are based mainly on the style of Northern Shaolin. Northern Shaolin Kung Fu features quick, successive and flamboyant attacks, making firebending the most aggressive of the four bending arts. Breath control is one of the first things taught to young Firebenders as without control of breathing, they are more prone to lose control of the fire that they are creating or manipulating, leading to disastrous results.



The Air Nomads

The Air Nomads a nation of the Airbenders, masters of aerokinesis, now a relatively small and reclusive order of monks. Since the end of the war Avatar Aang, once thought to be the Last Airbender has once again opened the doors to the Southern Air Temple. There are still very few Airbenders and still fewer masters. The Mechanist and refugees are still residing in the Northern Air Temple and the Eastern and Western Air Temples are still abandoned. The Air Nomads are a tranquil and environmentally friendly people and do their best not to leave a mark on the land. The industries that they engender, such as farming and gardening, are powered naturally.



Culture and Diet: Traditionally Air Nomads wore yellow, orange, and brown clothing. Young Airbenders typically wore orange shawls over long-sleeved yellow shirts, an orange belt, yellow pants with brown on the back, and long boots that reach the knees and older monks wear long robes in shades of yellow and orange. Now most Airbenders come from a mixed background and most wear the fashions found from those areas. Young boys are trained as monks to shave their heads, older monks can grow beards and mustaches. Female Airbenders are not required to shave their heads. Airbenders who have attained a level of mastery in the art will be marked with arrow tattoos, based on the arrows of the Sky Bison, the first Airbenders. For male Airbenders, a primary arrow tattoo is placed on their shaven head that extends down their back along with four others, one on each limb that terminates in an arrowhead at the hands or feet.

Air Nomads are very fond of farming, gardening and cultivation and are known to be vegetarians. All of the food to support the citizens of an Air Temple is produced by the monks themselves, leaving little harmful impact upon the surrounding environment.



Airbenders learned their bending art from the Sky Bison who Airbend using their tail and mouth. Furthermore, they emulate the natural, arrow-shaped markings of the Flying Bison by tattooing themselves with similar markings. These light blue, full-body tattoos symbolize a person's mastery of the Airbending discipline.

Airbending is based on the Ba Gua style of martial arts. Ba Gua is known for its constantly circular movements, which makes it difficult for opponents to attack directly. The practitioner uses his own momentum as a weapon, constantly building up inertia for explosive counterattacks that evoke the unpredictable nature and explosive force of the wind. While being the most dynamic of the bending arts, the style lacks fatal finishing moves, being an almost entirely defensive art.

Airbenders have the ability to enhance their movements during battle. They can take giant leaps into the air, move at high speeds, run on water and vertical surfaces, glide on air currents to slow their descent and even spin around like a tornado to move quicker and confuse opponents. They can also create cushions of air to soften and blunt the falls of heavy objects. Airbenders can project powerful gusts of wind from their mouths.



Master Airbenders can create vortices to disorient and tornadoes to attack opponents. Airbenders are also capable of projecting solidified constructs of air to knock an opponent off balance or to provide defense from projectile weapons.

Alternate Bending Styles

These special techniques all require a master to perform and most if not all of these cannot be learned without the aid of a Master that knows the technique.

Bloodbending: Bloodbending is a very powerful technique and due to the rarity and cruelty it is hard to find a master to learn from. Bloodbending does not necessarily mean to bend blood, but the water in one's body; the human body is made up mostly of water, allowing the bloodbender to manipulate a body's muscles to move as they wish or to stop movement completely. A Bloodbender could, if they so choose, stop a victim's heart or crush his/her internal organs, pressurize, boil or cool, or even completely extract the water from one's body. Bloodbending has a major restriction and can only be performed at night and only during a full moon.

Healing: Healing is a special technique of Waterbending which involves healing wounds by redirecting energy paths (or chi) throughout the body, by using water as a catalyst. They do this by drawing on the life giving properties of water to heal many types of physical wounds, some illnesses and even pain caused by mental stress. Though powerful, the healing cannot heal every ailment. In rare cases, a Waterbender may develop this ability without any specific training from a master but it's tough.

Lightningbending: **Lightningbending, also known as "The Cold Blooded Fire", is a special technique of Firebending that allows Firebenders** to produce and direct a bolt of lightning from their fingertips. Generating the lightning involves a circular motion with the arms. Mentally, it involves a complete absence of emotion and peace of mind, and separating the energies of yin and yang. When the yin and yang collide together to become whole again, lightning is created, and the bender only guides, rather than controls, the light-

ning's direction. Lightningbending is very dangerous and only a few powerful Firebenders are capable of generating it.

Metalbending: Developed by Toph Bei Fong, Metalbending is an alternate form of Earthbending that allows an Earthbender to ferrokinetically bend processed metals much as they would bend regular earth. Metalbending seems to be restricted to close-range manipulation; in almost all cases the Earthbender must be standing close to or in direct contact with the metal he intends to bend. Levitating or freely reshaping metal is impossible from a distance. While most Earthbenders are unable to manipulate processed metals with their bending, **those who have trained under Toph or under a pupil of Toph's have** learned to recognize the trace elements of earth within the metal.

Plantbending: Skilled Waterbenders can manipulate plant life. Controlling the water within the plants the Waterbender is able to manipulate the plant to his desire. The more water within the plant the more control the Waterbender has. So a Plantbender in a swamp will have a finer control of what that plant can do than a Plantbender in a desert will with a sage brush. From the highly water-saturated vines and roots found within a swamp or seaweed from the ocean floor they can even rapidly regenerate the plant mass that they have fine control over. Plant life without destroying it requires the teachings of a master but in a pinch most Waterbenders are able to separate and completely extract the water from just as they are able to separate the water from mud, and even polluted rivers. In the case of plant life, this process will then leave behind the withered remains of all the affected plants or even making them collapse in the case of larger plants.

Sandbending: Sandbending is a specialized technique, which emphasizes the manipulation of sand. Because sand is sediment which travels in flows, their style resembles Airbending more than Earthbending. Any Earthbender is capable of bending sand, but because of the loose shifty nature of sand it is not an easy transition for the average Earthbender.



Organizations

The Dai Li

The Dai Li were the secret police of Ba Sing Se who worked to capture, interrogate and imprison political dissidents. They were created by Avatar Kyoshi hundreds of years ago with the aim of "protecting the cultural heritage of Ba Sing Se". Overtime the Dai Li became corrupt and under their last Leader Long Feng, they overthrew the Earth King making his position just a figurehead. After that during the **Fire Nation's invasion of Ba Sing Se they turned on Long Feng betraying** the Earth Kingdom to Princess Azula. She eventually dismissed them figuring they would eventually betray her as well. Ever since the Dai Li have been working from the shadows to take down the Earth King and regain control of Ba Sing Se. The Dai Li seem to be trained to work in pairs, which would give them greater strength and power than a single agent; while a group of three would be too cumbersome and unwieldy. They wear gloves and shoes, both made of stone, in order to Earthbend on the go. Their shoes also give them the ability to slide along the ground, increasing their speed. They also use their rock shoes to cling to sheer rock surfaces, such as walls or ceilings. Mastery of this wall technique has been a part of their training ever since their inception and is therefore one of their most used skills.



Kyoshi Island Warriors

The Kyoshi Island Warriors are an all-female group of fighters from the Kyoshi Island. Though their fighting style and clothing mimic those of Avatar Kyoshi, they do not implement any of the bending arts in their physical movements. Clad in ornate, armored green kimonos which are mostly painted on, metal headdresses, and white-faced makeup designed to intimidate opponents, Kyoshi Island Warriors use metal fans as their main weapons. The warrior's uniform has a gold insignia that represents the honor of the warrior's heart and the silk threads symbolizes the brave blood that

flows through their veins. They also utilize swords similar to katanas and wrist shields. Holding the fans like extensions of their own arms, they aim to turn the strength of their opponents against them, a principle also studied in Waterbending. Since the end of the war, the Kyoshi Warriors have returned to Kyoshi Island and act as local police and protection for government officials.

Order of the White Lotus

The Order of the White Lotus is an ancient secret society that transcends the boundaries of the four nations, seeking philosophy, beauty and truth. They are devoted to the sharing of ancient knowledge across national and political divides. Formed centuries ago by the wisest scholars from all over the world, the Order began as a club where these ancient masters could challenge one another on the Pai Sho table. They derived their name from the White Lotus tile used in Pai Sho, a key element in their strategy. They communicate membership through the game by placing Pai Sho tiles on the board in a specific manner that identifies themselves to other members of the society (a bloomed Lotus bud with the Lotus chip in the center). After the war the Order has quietly gone back into hiding, secretly meeting and recruiting new members.



Southern Water Tribe Warriors

Warriors of the Southern Water Tribe wield weaponry that includes clubs, scimitars, spears made of bone, bladed boomerangs, machetes with whale teeth on the dull side of the blade and shields. They typically wear black and white warpaint on their face before going into battle. All adult men of the tribe are expected to be fully trained warriors. Women are not required to train but are allowed to and are encouraged to if they so choose.



Zoology

Dragons

A dragon is a large, horned reptile with a long, scaly body that ends in a thin tail. It has four short legs and two very large wings that enable it to fly quickly over great distances. The dragon's head is large compared to the rest of its body. Its bearded face is dominated by a wide, flat nose and golden, cat-like eyes. There also seem to be several subspecies of dragon. Dragons were the first Firebenders. They are extremely powerful, both physically and as Firebenders.

Dragon Hawks

Dragon Hawks are moderately sized birds of prey with dark red or brown feathers all over their bodies and two long plumes falling from their tails. Their leg feathers are white. These birds have a calm temperament, are obedient and are able to deliver messages to almost anywhere. They are very tame and loyal to their owners.

Cat Owl

A Cat Owl has the head and tail of a cat, and the wings and body of an owl. Its head, torso and claws are covered in fur, which is dark slate gray on its dorsal parts, and creamy white on its ventral parts. The feathers of its wings and tail are also dark slate-gray. Its eyes are commonly seen as green.

Canyon Crawler

The Canyon Crawler resembles a strange mix of a crocodile, an ant and a spider. It has eight eyes on either side of its face, and a forked tongue in a sharp-toothed jaw. Much like a traditional arachnid, the crawler retains a two-segmented body made up of a cephalothorax and an abdomen, and its four skinny legs attach to this center body.

Flying Bison:

Also called "Sky Bison", lived near the Air Temples and before the war were supposedly the only way to reach them. Flying bison have five stomachs, beaver-like flat tails, brown eyes, shaggy, light grey fur, a brown stripe that runs along their back, from tail-tip to forehead, where it terminates in an arrowhead and six-legs with three toes on each foot. These creatures are the main means of transportation for Air Nomads. All Flying Bison can use airbending to fly, utilizing their broad tails to steer through air currents and also to defend themselves. They are also able to use their mouths and their noses to Airbend. A fully-grown Flying Bison can easily weigh ten tons. They are revered by the Air Nomads, whose tattoos deliberately emulate their arrow-shaped markings, for inspiring the Airbending art. Though fairly docile, these creatures can be fearsome when aroused to fight.



Komodo Rhinoceros:

The Komodo Rhino is an animal from the Fire Nation, bred both as beasts of burden and for their meat. This enormous beast is covered in thick, gray skin, which serves as natural protection for its body. Three large, curved horns dominate its face, two curving down from its forehead and one curving upward from its snout. The rhino's mouth and jaw structure look somewhat reptilian, but the small ears on either side of its head are mammalian. Its torso resembles that of a rhinoceros, but ends in a long, dinosaur-like tail. The animal's feet are short, muscular, and clawed. The Fire Nation uses these rhinos in battle for cavalry. Because of their speed and stamina, komodo rhinos are often employed by Fire Nation scout forces.

The animals are also used for their meat and made into the traditional Fire Nation dish, komodo sausages. These spicy sausages are soaked in brine for several weeks and then stuffed with rice and a variety of spices.

Ostrich Horse:

Ostrich Horses are brown, bipedal, bird-like creatures approximately seven to eight feet tall. They have three toes on each foot, two facing forward and one facing backward. They have wide flat tails and short, stubby wings that are incapable of flight. Their heads and necks are equine but their mouths are avian. Ostrich Horses can jump several feet in the air and are capable of running up vertical surfaces for short distances thanks to their powerful legs. They can even do so when carrying soldiers in full armor. Ostrich Horses have been known to buck and kick their riders and nearby bystanders when startled or agitated.

The Ostrich Horse is an extremely useful animal and very prominent in the Earth Kingdom, especially for the use by their military. Highly trained ostrich horses can even be equipped with armor and ridden in battle. Generally docile and easily domesticated, they are often used to pull wagons or carriages and to carry supplies, or employed on farms as workhorses.

Otter-Penguins

Otter-Penguins are aquatic, flightless mammal-like birds found mainly in the South Pole. They have four flippers and are approximately 3-4 feet tall. Their faces are somewhat otter-like, with small black noses and whiskers. They have short necks that are almost indistinguishable from their chests. Their feet are webbed. Their coloration is counter shaded, meaning their backs, tail, flippers and head are black and their underbellies are white.

Platypus Bear

A Platypus Bear is a large mammal found throughout the Earth Kingdom. Its fur is mostly brown with a shallow white "V" on its chest and a patch of lighter brown around its eyes. The creature has a large bill lined with jagged teeth and a platypus like tail. Its front paws are padded with claws and it has large, webbed hind feet.

Polar Bear Dog:

This creature is the size of a large dog. It has a pink or reddish nose, rounded ears and three toed paws. Its fur is white except for a black striped pattern that begins at its nose and runs over its forehead and along its back. The Polar Bear Dogs are domesticated by the Southern Tribe people and used as pets.

Purple Pentapus:

The Purple Pentapus is a five-eyed, five-tentacled, little octopus-like creature that lives in the sewers of Omashu. It is roughly the size of a human fist and though it latches onto targets, it is harmless. Its tentacles have small suction cups that is used to grip on to the side of the sewer in order to eat algae and other food.



Unagi

The Unagi giant body seems to be several hundred feet in length. It has smooth, dark brown skin, without any scales. Sharp spikes line the back of its body from head to tail. The Unagi has bright green eyes and a mouth full of sharp, interlocking teeth. A large fin protrudes from the top of its head and appears to be made of approximately seven hollow bone-like structures with connective webbing.