



NEW RULES LOST LEGACIES OF THE ELEMENT OF AIR

BY THOMAS KLEIN

SCION OF THE NORTH

You can breathe a cone of cold.

Prerequisites: Coldspawn

Aspect: Air

EFFECT

You may spend karma to breathe forth a cone of chilling cold, 60 ft. long and 15 ft. wide at its end point. Anything in its path suffers 5 cold damage and –1 fading physical and mental penalty. In addition to damage and the fading penalty, the breath may destroy mundane plants, weaken objects' tensile strength, freeze water, and cause other environmental effects at the GM's discretion. Karma may be spent to cause the following effects, as decided by the dragon:

Karma	Effect
1	Inflict an additional 5 cold damage
1	Extend or shrink the length of the cone by 30 ft. (to a minimum of 10 ft.)
1	Widen or shrink the diameter of the cone by 5 ft. (to a minimum of 5 ft.)
1	Inflict an additional –1 fading physical penalty and a –1 fading mental penalty

Targets may resist with Water (Stamina) tests. Each success lowers the damage by 5 *or* the fading penalties by 1.

WIND WYRM

Your breath is equivalent to that of gale-force winds.

Prerequisites: Heir of the Storm

Aspect: Air

EFFECT

You may spend karma to breathe a cone of powerful wind 60 ft. long and 15 ft. wide at its end point. Creatures within the cone are subject to a Toss attack and are subjected to a Toss attack with an effective number of presses following it equal to the Storm Wyrms' Air score. Tossed creatures take damage as per falling or, if striking an unyielding surface, as per falling rapid-

ly; even those who are not tossed suffer a –1 fading physical and mental penalty. Karma may be spent to cause the following effects, as decided by the dragon:

Karma	Effect
1	Extend or shrink the length of the cone by 30 ft. (to a minimum of 10 ft.)
1	Widen or shrink the diameter of the cone by 5 ft. (to a minimum of 5 ft.)
1	Inflict an additional –1 fading physical penalty and a –1 fading mental penalty
1	Add an additional effective press after the Toss attack.

Targets may resist the breath with Water (Athletics) tests. Each Water (Athletics) success cancels either an effective press or reduces the fading physical and mental penalties by 1.

ILLUSIONIST

You show what is not there. You are an artist and the world is your canvas. You can spin images that can fool about but the most observant.

Prerequisites: Shadow Spinner

Aspect: Air

EFFECT

At will: You may create an effect identical to the Catcher's Creation spell on yourself only. The Senses test TH to notice something amiss about your illusion is equal to 5 + your awakened level.

Spending karma: You gain the mental action Weave Illusion. Every illusion you create has a duration of concentration unless you pay karma to extend it. You can create illusions to cover yourself, others, or an area within a Trivial distance from you. These illusions follow the same rules as the Catcher's Creation spell, except that the illusion may be of creatures in addition to objects. The Senses test TH to notice something amiss about your stationary illusions (illusions of objects) is 5 + your awakened level. The Senses test TH to notice something amiss about your mobile illusions (including illusions that alter your appearance to make you appear to be another person or creature) is 1 + your





NEW RULES: LOST LEGACIES OF AIR

awakened level. Karma expenditure is as follows for use of this legacy:

Karma	Effect
1	Cover 1 size category worth of creatures or objects with an illusion of your choice. For each additional size category worth of creatures or objects you cover, the cost of this effect increases by 1.
1	Increase the Senses TH to notice something amiss about your illusion.
1	Cause the glamour to fool even those viewing the ephemeral, so long as their Ka score is no higher than 1. The requisite Ka score to automatically see through the glamour can be increased by 1; for each increase of 1 in the requisite Ka score, the cost of this effect doubles. Such creatures still have a chance to perceive that something is miss using a Senses test, just as a normal viewer would.
1	Extend the range at which you can maintain the illusion by one Karmic range increment. For each rank you increase your control range by, the cost of this effect doubles.
1	Extend an illusion's duration (either a static illusion or one programmed to run a certain scene) by 10 minutes beyond your concentration.