

## **Race: Half Deep Dragon**

*Cunning and manipulative half dragons, always seeking new horizons*

### **RACIAL TRAITS**

**Average Height:** 5'3" - 6'1"

**Average Weight:** 125 - 200 lb.

**Ability Scores:** +2 Charisma, +2 Dexterity or Wisdom

**Size:** Medium

**Speed:** 6

**Vision:** Darkvision

**Languages:** Common, Draconic

**Skill Bonuses:** +2 Bluff, +2 Diplomacy

**Agile Wurm:** If you selected to gain +2 Wisdom, gain a +1 racial bonus to Reflex.

**Amethyst Mind:** You have Psychic resistance equal to 5 + half your level.

**Deep Focus:** You do not grant combat advantage for being dazed or stunned.

**Deep Breath:** Choose Deep Breath or Maddening Presence for your racial power.

**Maddening Presence:** Choose Deep Breath or Maddening Presence for your racial power.

Deep Breath	Half Deep Dragon Racial Power
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*You release a cloud of psychotropic vapor that erodes mental pathways.*

**Encounter ♦ Charm**

**Minor Action**

**Close Blast 3**

**Target:** All creatures in the blast

**Attack:** Your highest ability score +3 vs Will. *Increase to +6 at 11<sup>th</sup> level and +9 at 21<sup>st</sup> level.*

**Hit:** The target is dazed until the end of your turn.

Maddening Presence	Half Deep Dragon Racial Power
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*Your mere presence causes an enemy's mind to snap.*

**Encounter ♦ Charm**

**Minor Action**

**Close Burst 10**

**Target:** One creature in the burst

**Attack:** Your highest ability score +3 vs Will. *Increase to +6 at 11<sup>th</sup> level and +9 at 21<sup>st</sup> level.*

**Hit:** The target is dazed until the end of your turn and grants combat advantage until the end of your next turn.

Whether you were conceived from an unlikely forbidden love or a strange magical fusion is not particularly important to what you are: the union of a deep dragon and human. Others like you are essentially all but nonexistent. You have no place to call home, nor any civilization to claim heritage. Despite this, or perhaps because of it, you lust for the discovery of new lands. You also have a knack for controlling others, but whether it is used for personal gain or the greater good is entirely up to you.

Play a half deep dragon if you want...

- to be partially dragon and have purple scales
- to be manipulative and scheming
- to constantly be seeking new horizons to explore
- to be a member of a lonely race that favors the ardent, bard, and sorcerer classes. (These were only based on Charisma primary and Dexterity or Wisdom secondary. Obviously, there are far more choices if you consider Dexterity or Wisdom primary and Charisma secondary.)

## **Physical Qualities**

How you look is dependent entirely on how you were created. You might look like a dragonborn that is merely purple. You might look like a human covered head to toe in violet scales. Perhaps only your limbs resemble a deep dragon while the remainder of your body is human or perhaps it is the other way around. You may or may not have horns, but if you do they are sleek and smooth, without ridges. Wings may or may not sprout from your back but they would be small and not actually strong enough to support your weight for flight. Your eyes have lavender irises with slitted black pupils and you have a long, slender tail coated in amethyst scales.

A half deep dragon's body tends to be lithe and agile, able to move quickly and silently through narrow corridors that would impede most other creatures. On average, they grow to about the same height as humans but are lighter in weight. They will live anywhere from a normal human life span to 1000 years; not enough half deep dragons have existed (or have survived long enough) to get a good estimate. They either do not exhibit signs of old age or none have lived long enough to start showing the signs. Some have claimed to become more powerful as they age, much like dragons.

## **Playing a Half Deep Dragon**

A half deep dragon hails from a species of dragon that is probably the least well known of all the chromatic dragons. It is highly unlikely that two or more of these creatures will ever come into contact. Deep dragons, themselves, are already extremely rare and even considered by some to be mere myths. The purple dragons tend to live far underground, hence the name "deep dragon." They are harmed by sunlight, and so stay in areas where light is scarce. Under these conditions, it is not hard to imagine why one might mistake a deep dragon for a black instead, thus helping the myth idea propagate. Half deep dragons are fortunate in that their human side offers them immunity to sunlight, but they are still more comfortable with, and possibly stronger in, the darkness.

Like their draconic parents, half deep dragons are celebrated for their ability to manipulate and control other creatures. A half deep dragon might merely be looking for companionship, it may be seeking followers or slaves, or perhaps it simply wants to flaunt its power for the sheer fun of it. They will employ anything from simple friendliness to calculated lies to outright domination of another's mind, depending on the individual and his or her objective.

Aside from influencing the actions of others, half deep dragons revel in exploration, a trait shared by both their human and deep dragon ancestry. However, perhaps due to their familiarity with the darkness, most will be drawn toward their draconic calling and seek discoveries beneath the surface or within dark realms, such as the Shadowfell. There is rarely a greater joy for a half deep dragon than when he or she is the first to tread upon lands unsullied by sentient creatures, or merely ancient civilizations that have been untouched for millennia.

Ancient deep dragon lore speaks of a mythical cave known as Azarakka. It is said that the great dragon god, Io, had hidden this realm deep beneath the world before he was slain by Erekh-Hus in the war between the primordials and the gods. Legend has it that the knowledge left here by Io is so great that one might be able to shed mortality and transcend into godhood. Though it is unclear whether half deep dragons instinctively know this myth, it would explain their thirst for exploration.

### **Half Deep Dragon Characteristics**

Manipulative, cunning, adventuresome, lonely, pragmatic, resourceful, cautious, wary, driven, patient, observant

[Insert Picture?]

# **Racial Feats**

## **Heroic Tier Feats**

### **Billowing Breath**

**Prerequisite:** Deep Breath racial power

**Benefit:** When you use Deep Breath, you can make it blast 5 instead of blast 3.

### **Can of Wyrms**

**Prerequisite:** Half Deep Dragon

**Benefit:** You take none of the penalties normally associated with squeezing.

### **Darkness Comes**

**Prerequisite:** Half Deep Dragon

**Benefit:** While you are in darkness, gain a +1 bonus to all defenses.

### **Depth Charge**

**Prerequisite:** Half Deep Dragon

**Benefit:** You gain the Phasing property while charging or running.

### **Euphoric Breath**

**Prerequisite:** Deep Breath racial power

**Benefit:** Your Deep Breath power targets enemies in the area instead of all creatures.

In addition, allies in the area of your Deep Breath gain a +2 bonus to Will defense until the end of your next turn.

### **Madness Unleashed**

**Prerequisite:** Maddening Presence racial power

**Benefit:** When you use your Maddening Presence, your next attack deals extra Psychic damage equal to your highest ability score modifier.

### **Mental Disruptor**

**Prerequisite:** Maddening Presence racial power

**Benefit:** Enemies currently under the effects of your Maddening Presence take a –2 penalty to attacks against you.

### **Psychic Breath**

**Prerequisite:** Deep Breath racial power

**Benefit:** Your Deep Breath power also deals Psychic damage equal to your highest ability score modifier.

### **Nobody's Slave**

**Prerequisite:** Half Deep Dragon, 15 Wisdom or 15 Charisma

**Benefit:** Gain a +2 bonus to all defenses against Charm and Fear. Increase to +4 if the attacker is a dragon, mind flayer, or aboleth.

### **Temporary Insanity**

**Prerequisite:** Maddening Presence racial power

**Benefit:** Enemies hit by your Maddening Presence cannot use encounter, rechargeable, or daily attacks until the end of your next turn.

## **Paragon Tier Feats**

### **Brink of Insanity**

**Prerequisite:** 11<sup>th</sup> level, Temporary Insanity feat

**Benefit:** If an enemy is currently under the effects of your Maddening Presence and starts its turn stunned, instead of taking no action during its turn, it makes a basic attack against the closest enemy. It gains a bonus to attack equal to your highest ability score modifier during this action. If more than one enemy is closest, the target is chosen randomly. If no enemies are within its reach, it takes no action.

### **Critical Breath**

**Prerequisite:** 11<sup>th</sup> level, Deep Breath racial power

**Benefit:** When you score a critical hit with your Deep Breath, the target takes ongoing 10 Psychic damage (save ends).

### **Delirium**

**Prerequisite:** 11<sup>th</sup> level, Madness Unleashed or Psychic Breath

**Benefit:** You may add the Psychic damage type to your Ranged and Area attacks.

### **Dementia**

**Prerequisite:** 11<sup>th</sup> level, Madness Unleashed or Psychic Breath

**Benefit:** You may add the Psychic damage type to your Melee and Close attacks.

### **Mind Corrosion**

**Prerequisite:** 11<sup>th</sup> level, Euphoric Breath feat

**Benefit:** Each creature hit by your Deep Breath takes a –2 penalty to Will defense until the end of your next turn.

### **Pandemonium**

**Prerequisite:** 11<sup>th</sup> level, Maddening Presence racial power

**Benefit:** You may add one extra target to your Maddening Presence racial power.

### **Targeted Delusions**

**Prerequisite:** 11<sup>th</sup> level, Maddening Presence or Deep Breath

**Benefit:** When you deal damage to an enemy, you can expend your Maddening Presence or Deep Breath as a free action to daze the enemy until the end of your next turn.

# Epic Tier Feats

## Derangement

**Prerequisite:** 21<sup>st</sup> level, Pandemonium or Critical Breath

**Benefit:** Each creature hit by your Deep Breath or Maddening Presence takes a –5 penalty to Will defense until the end of your next turn.

## Narcosis

**Prerequisite:** 21<sup>st</sup> level, Mind Corrosion

**Benefit:** Each creature hit by your Deep Breath is dazed until the end of your next turn and you slide the target 3 squares.

## Psychosis

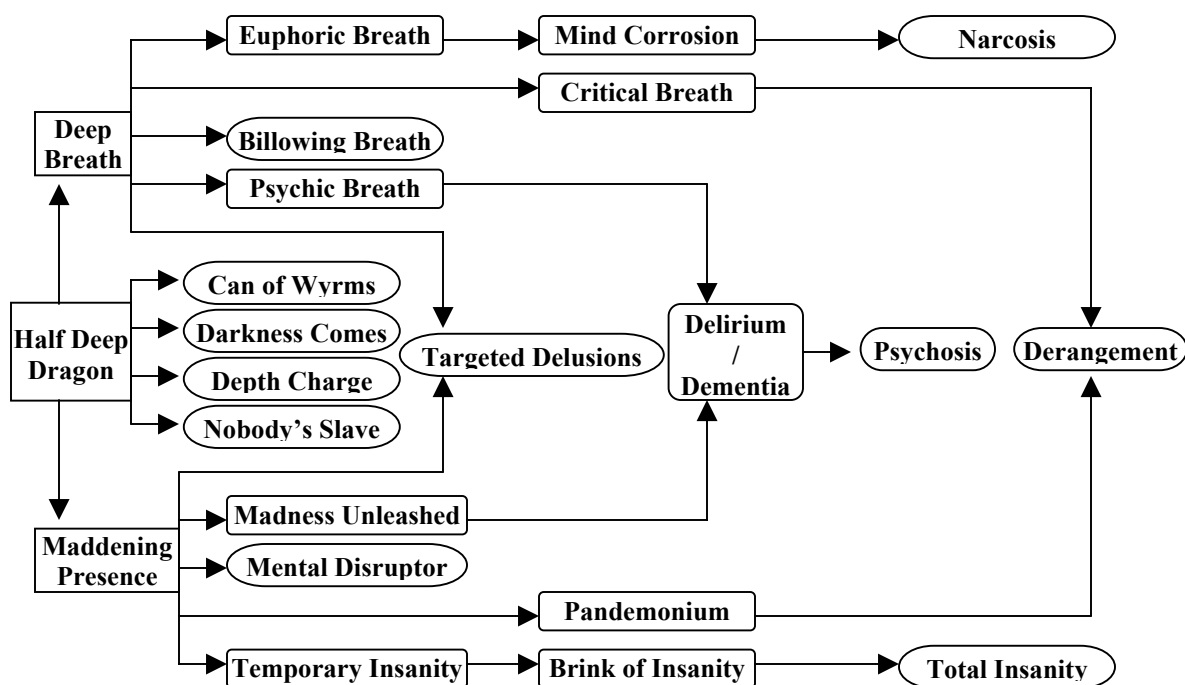
**Prerequisite:** 21<sup>st</sup> level, Dementia feat or Delirium feat

**Benefit:** When you hit an enemy with a Psychic attack, they gain vulnerable 5 Psychic until the end of your next turn. If they already have a vulnerability to Psychic that is not caused by Psychosis, they gain an additional 5 to their Psychic vulnerability until the end of your next turn.

## Total Insanity

**Prerequisite:** 21<sup>st</sup> level, Brink of Insanity feat

**Benefit:** If an enemy is currently under the effects of your Maddening Presence and starts its turn dazed, it uses its standard action to make a basic attack against the closest enemy. It gains a bonus to attack equal to your highest ability score modifier during this action. If more than one enemy is closest, the target is chosen randomly. If no enemies are within its reach, it takes no action.



## Paragon Path: Wyrms of the Depths

*“Yes, that’s right, come closer. There’s a good boy.”*

**Prerequisite:** 11<sup>th</sup> level, Half Deep Dragon

Wyrms of the depths are those who have embraced the manipulative nature of their draconic parent and have further developed their abilities to influence the psyche. Their steely gaze alone is usually more than enough to discourage all but the most resolute of people from crossing their path.

You have accepted your parentage and have learned to unlock the powers of your draconic blood. As you grow in mental strength, you must eventually come to a decision: how will you deal with those who have or will harass and hunt you in ignorant fear of what you are? Will you seek revenge, forcing them into submission? Will you fight for acceptance, proving to them that their intolerance is unfounded? Or will you simply ignore them, pursuing your personal path toward new lands?

It is entirely plausible, with your abilities, to accomplish your goals without excessive violence. But one thing is for certain should you choose to fight: from the feeble minded to the strong willed, any who seek to harm you will be subject to your wrath.

### Wyrms of the Depths Path Features

**Dominating Action (11<sup>th</sup> level):** When you spend an action point to make an attack, if you hit an enemy that is dazed or stunned, it is dazed until the end of your next turn.

**Nightmare Gaze (11<sup>th</sup> level):** When you subject an enemy to a charm, fear, or psychic effect that a save can end, that enemy takes a -2 penalty to saving throws against that effect.

**Lucidity (16<sup>th</sup> level):** If you chose Deep Breath, when you use your Deep Breath power, roll a d6+4. Your Deep Breath recharges after that many rounds at the start of your turn.

If you chose Maddening Presence, when you reduce a non-minion enemy to 0 hit points or fewer, regain the use of your Maddening Presence.

### Wyrms of the Depths Powers

#### Mind Hammer

#### Wyrms of the Depths Attack 11

*Your enemies flee in terror as you assault their minds with images of what you'll do to them with your hammer... .. The hammer is your...*

**Encounter ♦ Fear, Psychic**

**Standard Action**

**Close Blast 5**

**Target:** Each enemy in blast

**Attack:** Your highest ability score+6 vs Will. *Increase to +9 at 21st level.*

**Hit:** 3d8+Your highest ability score modifier Psychic damage, you push the target 3 squares, and the target is dazed until the end of your next turn.

**Wrathful Feedback****Wyrms of the Depths Utility 12**

*The enemy's attacks annoy you to no end. You'll show them. Oh yes. You'll show them all!*

**Daily ♦ Psychic**

**Immediate Reaction**

**Personal**

**Trigger:** An enemy damages you with an attack

**Effect:** The next time you damage the triggering enemy, it is also pushed an amount of squares equal to your highest ability score modifier, knocked prone, and takes ongoing 10 Psychic damage (save ends).

**Phasing Strike****Wyrms of the Depths Attack 20**

*You slap a creature. Hard. Your attack sends it flying right through the floor to an underground chamber. It won't be bothering you again anytime soon.*

**At-Will ♦ Psychic**

**Immediate Reaction**

**Melee 1**

**Trigger:** A creature ends its turn adjacent to you

**Target:** The triggering creature

**Attack:** Your highest ability score+6 vs Will. *Increase to +9 at 21st level.*

**Hit:** 3d6+Your highest ability score modifier Psychic damage, and you slide the target 5 squares. The target gains the Phasing property during this forced movement and is dazed (save ends).

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## **Epic Destiny: Io's Sunken Blood**

*"My dreams torment me, pulling Azarakka away from my grasp each day that I wake!"*

**Prerequisite:** 21<sup>st</sup> level, Half Deep Dragon

The blood of the dead dragon god has been calling to you, haunting you with dreams in which you have found the mystical realm of Azarakka. Always, you find yourself so near, so close to your destination before you are rudely awakened by cruel reality.

It is said that a dragon who finds Azarakka might capture the spark of godhood from the legacy that Io has left there. Many a deep dragon has searched for the fabled cavern. None have found it. What strange twist of fate has landed you, only a half deep dragon, to be the destined inheritor of Io's buried gift? You may never be able to solve that puzzling question. The greatest prophets in the land may never provide a suitable answer. You only know that, for whatever reason, you have been chosen to find Azarakka. Now the only question that remains is: will you?

### **Immortality**

Finding Azarakka is not merely a process of searching for an underground cave. You must *discover* it. Whether this calls for razing the world or sacrificing yourself for your loved ones or simply personal enlightenment is unknown, but you will know in your heart, without a shadow of a doubt, when you have discovered it.

**Draconic Ascension:** When you have discovered that which Io has left for you, you realize that your mortal life is complete. The essence of divinity threatens to burst forth from your physical body to take its rightful place within the Astral Sea. With deep force of will, you subdue the spark long enough to tie up any loose ends or to say goodbye to your trusted friends in the mortal realm. Once free of worldly constraints, you ascend to the heavens. A new god(ess) is born.

### **Io's Sunken Blood Features**

**Io's Blessing (21<sup>st</sup> level):** You gain a +2 bonus to Charisma and Dexterity.

**Dark Phase (21<sup>st</sup> level):** You gain the phasing property and +2 to speed.

**Recurring Nightmare (24<sup>th</sup> level):** When an enemy fails a saving throw against an effect you caused, you can slide that enemy 5 squares.

**Manipulative Tail (30<sup>th</sup> level):** Your tail can act as a free hand. Attacks using the tail are limited to unarmed attacks or throwing items. The tail cannot be equipped with weapons that do not have the Light Thrown property and cannot attack with those weapons unless it is being thrown.

Your tail can equip an extra non-shield arm slot item. If this item affects attacks, it can only affect those made by the tail. Likewise, items equipped to the arms that affect attacks will not affect attacks made by the tail.

As a free action once per turn, you can use your tail to draw an item from your person, take an unattended item from your square, stow the item currently held by your tail, or transfer the item currently held by your tail to a free hand.

## Io's Sunken Blood Power

Nightmare Prison	Io's Sunken Blood Utility 26
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*As death begins to creep over your fallen body, a lifetime of events flashes before your eyes; none of them are pleasant. You find yourself alone, with only the nightmares to keep you company.*

### Daily ♦ Healing, Psychic

#### Immediate Reaction

Personal

**Trigger:** You are reduced to 0 hit points or fewer

**Effect:** You spend all your remaining healing surges and you regain full hit points and the use of all expended encounter and daily powers except for Nightmare Prison. You instantly disappear from your square into a nightmare prison within your mind. You are dazed until the end of the turn in which you leave the prison. At the end of each turn within the prison, you take 40 Psychic damage.

As a standard action each round, you may attempt to escape by attacking the prison's denizen; treated as a single target with the same hit points, defenses, and resistances as you, and immunity to all status conditions.

When either you escape or are defeated, you reappear in the same square you left, or in the nearest unoccupied square. If you successfully escaped the prison, you have the higher of your current hit points or an amount equal to half your maximum hit points. If you were defeated, you reappear with 0 hit points.

[Insert Picture?]

## **Homebrew Created by...**

Ryan Fong

## **Images provided by...**

No images yet.

## **Many Thanks to...**

Information on Deep Dragons and Dragon Breath Comparisons:

Wizards of the Coast

Draconomicon: Chromatic Dragons

Player's Handbook Races: Dragonborn

Feedback and Suggestions:

Various Online Forums

Crimson\_Concerto

rampant

Ferghis

Other

Aidou

Webwolf

spinny

And all the rest who didn't want their names listed.