

The Blue Dragon

Racial Ability Requirements

Strength	7 / 23
Dexterity	3 / 15
Constitution	4 / 19
Intelligence	3 / 18
Wisdom	3 / 18
Charisma	6 / 20

Racial Ability Adjustments

+5 Strength, -3 Dexterity, +1 Constitution, +1 Charisma

Dragon Information by Age (General)

Level	Age Category	Age (in years)	Hit Die Modifier	Combat Modifier	Fear Radius	Fear Save Modifier*
1	Hatchling	0 – 5	-6	+1	Nil	Nil
2	Very Young	6 – 15	-4	+2	Nil	Nil
3	Young	16 – 25	-2	+3	Nil	Nil
4	Juvenile	26 – 50	Nil	+4	Nil	Nil
5	Young Adult	51 – 100	+1	+5	15 yards	+3 (+7)
6	Adult	101 – 200	+2	+6	20 yards	+2 (+6)
7	Mature Adult	201 – 400	+3	+7	25 yards	+1 (+5)
8	Old	401 – 600	+4	+8	30 yards	0 (+4)
9	Very Old	601 – 800	+5	+9	35 yards	-1 (+3)
10	Venerable	801 – 1000	+6	+10	40 yards	-2 (+2)
11	Wyrm	1001 – 1200	+7	+11	45 yards	-3 (+1)
12	Great Wyrm	1200+	+8	+12	50 yards	-4 (0)

* Parenthetical values in the Fear Save Modifier column apply to gem dragons only.

Dragon Information by Age (Type Specific)

Blue Dragon, Lawful Evil

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	3 – 9	2 – 7	3	2d8+1	Nil	Nil
2	9 – 20	7 – 16	2	4d8+2	Nil	Nil
3	20 – 31	16 – 25	1	6d8+3	Nil	Nil
4	31 – 50	25 – 34	0	8d8+4	1	Nil
5	50 – 69	34 – 43	-1	10d8+5	2	20%
6	69 – 88	43 – 52	-2	12d8+6	3	25%
7	88 – 97	52 – 61	-3	14d8+7	3 1	30%
8	97 – 106	61 – 70	-4	16d8+8	3 2	35%
9	106 – 115	70 – 79	-5	18d8+9	3 3	40%
10	115 – 124	79 – 88	-6	20d8+10	3 3 1 / 1	45%
11	124 – 133	88 – 97	-7	22d8+11	3 3 2 / 2	50%
12	133 – 142	97 – 106	-8	24d8+12	3 3 3 / 3	55%

General Information

The arid deserts of Io's Blood's central islands are home to the blue dragon clans. These voracious and possessive creatures are consummate thinkers and planners. They spend long periods of time contemplating and preparing ambushes for prey, intruders, and other unwary travellers entering their territory. When not engaged in such activity, blue dragons reflect upon their prosperity

and achievements. They can sit for days at a time watching their domains and admiring all they have accomplished.

A blue dragon's scales change very little throughout its long life. The only noticeable alteration is that the scales thicken and harden. The color, which range from an iridescent azure to a deep indigo, retains its glossy finish from hatchling to death.

Everything within a blue dragon's domain is considered the creature's property. From the castlelike lair that rises above the windswept plains to the vassals to the burning land itself, all that the dragon sees belongs to it. These gigantic creatures are extremely territorial and very vigilant. They watch for the trespassers, spies and thieves, eager to test their latest ambushes and strategies on those who dare invade their domains.

Most combat tactics devised by blue dragons involve surprise and distance. They love to fly and use their powerful breath weapon, dropping out of the hot sky just far away enough to instil fear in their opponents before they strike. Talk and retreat is for cowards, and blue dragons will resort to these options only in extreme situations. They see themselves as cavaliers, ready to issue and accept challenges without hesitation. Though they are great thinkers, they recognise the moment when action is called for - and they leap to any such challenge.

Blue dragons store their treasures underground, usually in protected caverns beneath their castles. Most of the items in a hoard will be gems, especially sapphires, which blue dragons have a particular fondness for. They will eat anything, but prefer herd animals (which they cook to perfection with their breath weapons before dining). They are usually in conflict with the neighboring brass dragon clans.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (12% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; immune to electricity.

Innate Abilities: Young: create or destroy water three times per day; Juvenile: sound imitation at will; Adult: dust devil once per day; Old: ventriloquism once per day; Venerable: control winds once per day; Great Wyrms: hallucinatory terrain once per day.

Dragon Tactics and Attacks

Typical Tactics: Blue dragons like to attack from a distance, making full use of their breath weapon and reducing their own risk to harm. They prefer to attack from directly above, and employ their special abilities as needed.

Physical Attacks: A blue dragon's claws cause 1d8 damage, plus its combat modifier. Its bite causes 3d8 damage, plus combat modifier.

Breath Weapon: A blue dragon's breath weapon is a 5 feet wide bolt of lightning that streaks 100 feet in a straight line from the dragon's mouth. Creatures in the path of the bolt can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Br 4.

Mating

Chromatic dragons tend to be greedy and selfish when choosing their mates, sometimes regardless of consequences. Red dragons enjoy the company of strong-willed, lusty dragon partners, though because of their greedy natures they rarely share lairs. They tend to have frequent love affairs of short duration.

Blue dragons, being territorial in nature, do join with a single mate for a time - sometimes for as long as three or four age levels - before moving on to new conquests. Green dragons tend to build intricate living arrangements with multiple partners, whom they move among as desire directs. Their societies tend to be either polygamous or polyandrous, and there is no prevalence of one over the other. Black dragons and white dragons have the least formal of all arrangements, mating whenever the mood strikes, almost on the level of animals. They have no regard for love, nor do they care (or even understand) the problems inherent with inbreeding.

Dragons of all types tend to mate with members of their own type. Gold dragons mate with golds, red dragons mate with reds, and so on. Sometimes they will go against their natural tendencies and mate with dragons of other types.

The mixed-appearance crossbreeds, however, are considered abominations. The chromatic dragons tend to kill these hatchlings immediately. Metallic dragons simply banish them from their domains (rumors abound that these crossbreeds are sent to other worlds, but this has yet to be proven). The gem dragons, however, believe that something as majestic as a dragon can never be an abomination. In the rare instances when a gem dragon produces a mixed hatchling, the newborn is allowed to remain a member of the clan.

Dragon Experience Levels

Blue Dragon

Level	XP	Hit Dice
H	0	8
1	125,000	8
2	500,000	10
3	1,000,000	12
4	1,500,000	14
5	1,750,000	15
6	2,000,000	16
7	2,250,000	17
8	2,500,000	18
9	2,750,000	19
10	3,000,000	20
11	3,250,000	21
12	3,500,000	22

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Blue	4	2 / 3	-3	2	1

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Blue	Tracking

Preferred Kindred

	Elf	Dwarf	Gnome
Blue	R	P	N

P: Preferred as a kindred; **R:** Rarely selected as a kindred; **N:** Never selected as kindred. However, even demihuman marked N can sometimes be found as kindred to PC dragons, with the DM's permission.