

# Blue Dragon

## All Blue Dragons

|    |   |    |  |
|----|---|----|--|
| 1  | Absolutely detest Manticores, and have been known to hunt them          | 16 | Migrate to a strange, enormous Crater once in their lifetimes        |
| 2  | Are generally suspicious of the overly sanctimonious Roc                | 17 | Never pass up an opportunity to fly during a Thunderstorm            |
| 3  | Bones are prized as Lightning Rods to redirect bolts/prevent fires      | 18 | Occasionally take on Apprentice Magic-Users to teach them Spells     |
| 4  | Can be surprisingly inattentive Parents, entrusting Eggs to Nomad Clans | 19 | Periodically taste the air with bright ultramarine forked tongues    |
| 5  | Change their eye color depending on the mood                            | 20 | Possess remarkable singing voices, even if incapable of Speech       |
| 6  | Delight in music, with a particular penchant for Wind Instruments       | 21 | Reek of ozone and tend to stand fine hairs on end                    |
| 7  | Dislike the smell of flowers and most manufactured perfumes             | 22 | Render Lodestones utterly useless for miles around                   |
| 8  | Display an inordinate fondness for Obelisks and Pyramids                | 23 | Rumored to be comically incapable of Swimming                        |
| 9  | Endlessly stare, seldom blinking, thanks to nictating membranes         | 24 | Said to be venerated by certain Dervish Families, grant them boons   |
| 10 | Enjoy the occasional deliciously crunchy Giant Scorpion                 | 25 | Seem to be able to alter the shade of their scales to mirror the Sky |
| 11 | Frequently visit Elephant Graveyards to pilfer prized Ivory             | 26 | Seldom have only a single entrance to their Lairs                    |
| 12 | Fuss over their Ear Crests when they think no one is watching           | 27 | Tend to corrode Copper, covering it in flaky seafoam-colored Powder  |
| 13 | Have difficulty abandoning any quarry they've chosen to hunt            | 28 | Treasure finely faceted Sapphires above all other Gems               |
| 14 | Hone their claws on bedrock formations, producing strange Yardangs      | 29 | Understand, but do not speak, the language of Air Elementals         |
| 15 | Instinctively know the weather for the upcoming week                    | 30 | Usually take a cut from any Caravans/Merchants crossing their lands  |

## Some Blue Dragons

|    |   |    |   |
|----|---|----|---|
| 1  | Are fond of having their Claws engraved in ornate knotting patterns           | 16 | Known to take a specific family line under their protection/stewardship       |
| 2  | Assemble vast collections of Blue items, enough to make a Bower Bird blush    | 17 | Love to frolic and gambol in sandstorms and haboobs                           |
| 3  | Become utterly plagued by large, fist sized Scale Mites                       | 18 | Make strange treaties with Driver Ants to help excavate their lairs           |
| 4  | Believe they are chosen by the Gods to mete out arbitrary punishment          | 19 | Never grow much larger than Wyverns, regardless of their Age                  |
| 5  | Bleed Quicksilver, that coagulates into jagged Runes when spilt               | 20 | Observe peculiar taboos against Violence on the day they hatched              |
| 6  | Can rub their scales together to produce a low, deep, rumbling sound          | 21 | Patiently admire the natural processes of Erosion and Weathering              |
| 7  | Collect various Crickets with Magical Songs in gilt cages for amusement       | 22 | Pay almost exorbitant prices for finely woven Rugs                            |
| 8  | Constantly crackle with racing tendrils of white hot electricity              | 23 | Possess Breath Weapons that are accompanied by a deafening thunderclap        |
| 9  | Contain valuable Bezoars, if split like Geodes contain Blue Gems              | 24 | Practice Alchemy as a hobby, using their Breath to excite substances          |
| 10 | Decorate Dens with eerily beautiful yet fragile fulgurite sculptures          | 25 | Preside as judges over disputes between rival Humanoid Civilizations          |
| 11 | Drink gallons and gallons of fermented Milk                                   | 26 | Serve as Kings and Generals for Mercenary Hobgoblin Clans                     |
| 12 | Emit a low frequency Hum, almost like a Cat's Purr, when they Sleep           | 27 | Sleep with one eye open, glaring at any potential ingress                     |
| 13 | Foster an innate curiosity about Clerics and Religion but are usually impious | 28 | Stop at nothing to free any Djinn they discover bound to a Master             |
| 14 | Grow excessively lethargic in Fog and Mists                                   | 29 | Subtly shape and shift Sand Dunes into massive patterns, visible from the air |
| 15 | Have mastered the conductive properties of metal for Traps                    | 30 | Will occasionally shed translucent Scales that ends up in Shrine Windows      |

## This Blue Dragon

|    |   |    |   |
|----|---|----|---|
| 1  | Accomplished Mirage Artist, their Illusory Oases are breathtaking       | 16 | Nursing a lovesick heart, broken by a fickle Saguaro Dryad              |
| 2  | Allies with a nearby termite mound full of Dune Sprites                 | 17 | Obsessively hoards exotic Spices and Magical Incense from far off lands |
| 3  | Bathes luxuriously in fine, blindingly white sand each evening          | 18 | Often overestimates their Magical Capabilities                          |
| 4  | Cannot appreciate fine art, paintings/sculptures lie dirty in a pile    | 19 | Overly protective of a herd of Golden Fleeced Goats                     |
| 5  | Cultivates a reputation as a Herald of Rain for local Orcs              | 20 | Prizes ornately carved Scrimshaw and Ivory                              |
| 6  | Currently Geased to be incapable of telling the Truth                   | 21 | Protected by several gold-veined Marble Gargoyles                       |
| 7  | Displays an inordinate amount of contempt and disdain for Elfs          | 22 | Reacts very poorly to any attempts of flattery                          |
| 8  | Engages in excruciatingly long-term bets with a nearby Giant            | 23 | Recently awoke from a century long Slumber: Dunes formed around them    |
| 9  | Enjoys challenging intruders to a Chess-like game, very sore loser      | 24 | Renowned throughout the lands as the sole Sage on three Esoteric Topics |
| 10 | Expertly electroplates worthless junk in thin layers of precious metals | 25 | Requires the assistance of Adventurers to deal with a pesky Efreeti     |
| 11 | Festoons her hide with a multitude of electrum Rings                    | 26 | Shares their Den with a group of Electrified Serpents                   |
| 12 | Guards the tomb of a powerful and ancient Mummy                         | 27 | Sleeps with one eye opened, always                                      |
| 13 | Has styled herself as a minor Lightning Goddess to her followers        | 28 | Was born completely wingless, yet is somehow still able to fly          |
| 14 | Inscribes a great number of Scrolls on large, tanned Camel Hides        | 29 | Wears an ornate Nose Ring of forged Moonlight, with a large Diamond     |
| 15 | Marks the boundaries of their territory with huge Lichtenberg figures   | 30 | Will pay handsomely for someone to file down an overgrown Horn          |