

The Sapphire Dragon

Racial Ability Requirements

Strength	6 / 22
Dexterity	3 / 15
Constitution	4 / 18
Intelligence	6 / 21
Wisdom	3 / 19
Charisma	4 / 19

Racial Ability Adjustments

+4 Strength, -3 Dexterity, +3 Intelligence, +1 Wisdom, +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)

Sapphire Dragon, Lawful Neutral

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	4 – 10	2 – 5	0	2d6+1	Nil	Nil
2	10 – 20	5 – 10	-1	4d6+2	Nil	Nil
3	20 – 30	10 – 15	-2	6d6+3	Nil	Nil
4	30 – 40	15 – 20	-3	8d6+4	Nil / 1	Nil
5	40 – 50	20 – 25	-4	10d6+5	1 / 1	20%
6	50 – 60	25 – 30	-5	12d6+6	1 / 1 1	25%
7	60 – 70	30 – 35	-6	14d6+7	1 1 / 1 1	30%
8	70 – 80	35 – 40	-7	16d6+8	2 1 / 2 1	35%
9	80 – 90	40 – 45	-8	18d6+9	2 1 1 / 2 1 1	40%
10	90 – 100	45 – 50	-9	20d6+10	2 2 1 / 2 2 1 1	45%
11	100 – 110	50 – 55	-10	22d6+11	2 2 1 1 / 2 2 2 1 1	50%
12	110 – 130	55 – 65	-11	24d6+12	2 2 2 1 / 2 2 2 2 2	55%

General Information

The sapphire dragons of the Io's Blood Isles control subterranean domains beneath two of the larger southern islands. While most of the territory above their realms belongs to the emerald dragons, they keep a small portion of the surface area as their own as well as the extensive caverns beneath the tropical jungles.

From birth, sapphire dragons are beautiful, with scales ranging from light to dark blue in color, which sparkle in the light. Because of their coloration, they are sometimes mistaken for blue dragons.

Of all dragonkind, perhaps the sapphire dragon clans are the most militaristic. They fervently protect their territory from outsiders, going so far as to distrust anyone who even gets close to their borders. They work to keep their vassals in peak fighting condition, maintaining some of the best-trained armies in the isles. As most of the territory that interests the sapphire clans is below ground, they rarely come into conflict with other dragon clans unless they attempt to take caverns currently in use. Only the black dragons compete with them for the tropical underground, and even they are wary of going into direct conflict with the armies of the sapphire clans.

Most of the demihuman vassals serving the sapphire dragons are either dwarves or gnomes, as these races have no problems living and working beneath the ground. Also, elves are too much like drow, whom these dragons consider to be one of their natural enemies. Dwarven vassals are treated little better than slaves, as the two species were once at war, and they are almost never granted the kindred bond. This honor is usually reserved for gnomes only.

Giant spiders make up most of a sapphire dragon's diet, and great hunts are conducted through the subterranean tunnels to find these delicacies. When a dragon lord feeling particularly lazy, it will send its dwarven vassals into the tunnels in search of the spiders. Of course, they must capture the spiders alive.

While militaristic and warlike, the sapphire dragons are not quick to attack. They prefer to observe intruders (all visitors are intruders) so that they can plan how to deal with them. If drow or dwarves from another clan approach, they are immediately attacked. Others can often at least make some gesture of friendship or parlay before being told to leave.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (16% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; immune to all form of fear; immune to *web*, *hold*, *slow*, and *paralysis* spells.

Innate Abilities: Young: continual light three times per day; Juvenile: stone shape three times per day; Adult: antimagic shell once per day; Mature Adult: passwall six times per day; Venerable: wall of stone three time per day; Great Wyrm: sunray three times per day.

Psionic Abilities: Sapphire dragons have psionic powers. These begin to manifest at juvenile age (4th level) and increase from that point on as detailed below. The total number of disciplines, sciences, devotions, and defense modes never rises above the listed limits, though the psionic strength points continue to increase until the maximum limit is reached. For sapphire dragons, PSPs cannot exceed 200. Dragons using the psionist kit gain psionic powers as psionist PCs of the same level.

Age Cat.	Total Dis.	Total Sci.	Total Dev.	Def. Modes	Total PSPs
4	1	1	1	1	50
5	2	1	2	1	100
6	2	2	4	2	200

Available Powers: *Clairsentience* – *Sciences:* clairaudience, clairvoyance; *Devotions:* know direction, radial navigation; *Psychokinesis* – *Sciences:* disintegrate, molecular rearrangement, telekinesis; *Devotions:* animate shadow, control light, molecular manipulation, soften; *Psychoportation* – *Sciences:* any; *Devotions:* any.

Dragon Tactics and Attacks

Typical Tactics: Sapphire dragons like to observe possible enemies before attacking, unless drow or dwarves from another dragon's domain are present. Those who are not overtly hostile are treated to conversation and spells while the dragon attempts to determine their intentions. If a sapphire dragon or its treasure is ever threatened, it attacks immediately with its breath weapon, spells, and physical attacks. It uses psionics and special abilities to escape if faced with a more powerful foe.

Physical Attacks: A sapphire dragon's claws cause 1d8 points of damage, plus its combat modifier. Its bite causes 3d6+2 damage, plus combat modifier.

Breath Weapon: A sapphire dragon's breath weapon is a cone of high-pitched, almost inaudible sound. The cone is 75 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the end. Opponents caught in the blast can save vs. breath weapon for half damage. A second saving throw vs. breath weapon is needed to keep from fleeing in fear for 2 rounds per age category of the dragon, plus 1d6 rounds. This fear is a metabolic effect, and even those immune to magical fear suffer the results if they fail the saving throw. Deafness prevents the fear effect, but does not lessen the damage caused by the cone of sound.

Base Movement: 9, Fl 30 (C), Br 6.

Mating

Gem dragons, meanwhile, fall somewhere between the other two families. Amethyst dragons approach mating in a very logical manner, seeking the optimum partner to produce the best offspring. Love and pleasure rarely, if ever, enter the equation. Emerald and sapphire dragons take a single mate for long periods of time, though each for a different reason. Emeralds like the security and protection offered by a trusted partner, while sapphires seek to possess a mate to enhance their prestige and status. Topaz and crystal dragons are irresponsible and chaotic, and their societies reflect this. They mate with willing partners whenever they want, as desire and need move them. Fortunately, however, they are more selective than the black and white dragons.

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

Sapphire Dragon

Level	XP	Hit Dice
H	0	7
1	64,000	7
2	250,000	9
3	750,000	11
4	1,250,000	13
5	1,500,000	14
6	1,750,000	15
7	2,000,000	16
8	2,250,000	17
9	2,500,000	18
10	2,750,000	19
11	3,000,000	20
12	3,250,000	21

Dragon Proficiency Slots

Dragon Race	Combat Proficiencies			Noncombat Proficiencies	
	Initial	# / Level	Penalty	Initial	# / Level
Sapphire	5	2 / 3	-3	3	3 / 2

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Sapphire	Appraising

Preferred Kindred

	Elf	Dwarf	Gnome
Sapphire	N	R	P

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.