



1d10 Adventure Hooks: BLUE DRAGONS



**10 blue dragon-themed adventure hooks
to help you unlock adventure and tell
unforgettable stories**

ADVENTURE HOOKS: BLUE DRAGONS

The following 1d10 list of blue dragon-themed adventure hooks can be used to set up an exciting one shot, lead into a multi-session adventure, or inspire an entire campaign. Whatever the reason is you find yourself rolling on this table, we hope that the ideas listed below help you unlock adventure and tell unforgettable stories!

d10 ADVENTURE HOOK

1. The sultan wants to use the sandstone tunnels, which run for miles in all directions beneath the desert's surface, to safely move his troops. To do so, they need the blue dragon living within them dealt with first.
2. A psychotic gnome artificer is building their own iron golem suit. All they need is the horn of a blue dragon to conduct enough electricity to power the suit with, and they'll pay the party a lot of gold to get it for them.
3. A swarm of blue dragon wyrmlings is leaving a trail of charred livestock and buildings in their wake after a desert mining expedition uncovered their nesting caves, resulting in all the eggs to hatch prematurely.
4. Many believe that living inside the broken and shattered halls of Sawwar Nadar the Air Sultan's floating palace is an ancient blue dragon named Doom Crack whose lightning strikes can obliterate entire cities.
5. A young blue dragon is constantly being electrocuted after they accidentally cracked their horn. They think they can repair their horn with some *sovereign glue*, and they want the party to get it for them.
6. Desperate to win their child's affection following their recent divorce, a sultan has promised their child a blue dragon wyrmling for their birthday. They'll reward the party immensely if they can capture said beast.
7. A captain is preparing to cross the Siltburn Channel, an enormous valley of sand so fine ships sail across it like water. Prowling this dry sea is a young blue dragon who longs for more treasure to add to its hoard.
8. Enormous clouds have encircled a nearby mountain range, and lightning has struck the highest peak for three consecutive nights. The cause is a fanatic cult attempting to release a trapped ancient blue dragon.
9. A prideful blue dragon has prevented any rain from falling for nearly six months after the nearby sultans refused to bring it offerings of gold and magic. If something isn't done soon, innocent citizens will perish.
10. An ancient blue dragon and a legendary storm giant are arguing about which of them can create the most powerful storms. This argument has escalated into a heated competition which is devastating the region.

UNLOCK ADVENTURE

We're constantly releasing new 1d10 tables for you to use in your upcoming sessions, so don't miss out! Click [here](#) to access even more random tables themed around different and specific monsters.