

The Copper Dragon

Racial Ability Requirements

Strength	6 / 22
Dexterity	3 / 17
Constitution	3 / 18
Intelligence	4 / 19
Wisdom	3 / 18
Charisma	4 / 18

Racial Ability Adjustments

+4 Strength, -1 Dexterity, +1 Intelligence

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)

Copper Dragon, Chaotic Good

Age	Body Length (ft)	Tail Length (ft)	AC	Breath Wpn.	Spell (W/P)	MR
1	3 – 8	2 – 6	2	2d6+1	Nil	Nil
2	8 – 16	6 – 12	1	4d6+2	Nil	Nil
3	16 – 27	12 – 20	0	6d6+3	Nil	Nil
4	27 – 38	20 – 30	-1	8d6+4	1	Nil
5	38 – 50	30 – 40	-2	10d6+5	2	10%
6	50 – 59	40 – 50	-3	12d6+6	3	15%
7	59 – 73	50 – 60	-4	14d6+7	3 1	20%
8	73 – 86	60 – 70	-5	16d6+8	3 2 / 1	25%
9	86 – 100	70 – 80	-6	18d6+9	3 3 / 2	30%
10	100 – 114	80 – 90	-7	20d6+10	3 3 1 / 3	35%
11	114 – 130	90 – 100	-8	22d6+11	3 3 2 / 3 2	40%
12	130 – 147	100 – 110	-9	24d6+12	3 3 2 1 / 3 3	45%

General Information

The copper dragons of the Io's Blood Isles control the rocky hills and badlands of the southern islands. These incorrigible pranksters love to tell jokes and riddles. Proud and selfish to the point of being greedy, copper dragons hate to lose - no matter what contest they may be playing.

Hatchlings have ruddy brown scales with copper tints, which become more coppery as they get older. By young adulthood, the scales have developed a soft, warm, coppery gloss.

Copper dragons thoroughly enjoy a good hunt. To them, the sport is at least as important as the food it yields, and usually more so. The most influential and powerful copper clans can often be seen engaging in massive, organized hunts that range across the hills and into the rocky uplands. When hunting, they prefer large, poisonous prey such as giant scorpions, which they can eat without fear of harmful effects. Injected venoms, however, affect them as they do other creatures.

Copper dragons construct twisting mazes within their lairs. These serve partially as defenses against intruders, though the aesthetic value of particularly puzzling mazes fits their personalities and tastes well. The mazes are open on the top, allowing the dragons to fly into or out of them at will.

They appreciate wit, welcoming visitors who can tell them new jokes, humorous stories, or clever riddles. In contrast, they do not appreciate those who fail to laugh at their own jokes. They have no patience for creatures who do not have the good humor to accept their tricks and pranks with smiles (red dragons usually fall into this category). If they must engage in combat, copper dragons enjoy taunting and annoying their opponents. They keep at it until their foes give up or become so angry as to act recklessly.

Special and Innate Abilities

Special Abilities: Can communicate with any intelligent creature (14% chance at hatchling, 5% increase at each new age category); spells and magical abilities at 7th level plus combat modifier; jump 30 yards forward or sideways, reaching height of 20 feet at mid leap; jump 30 feet straight up; immune to acid.

Innate Abilities: Hatchling: spider climb (stone surfaces only); Young: neutralize poison three times per day; Juvenile: stone shape twice per day; Adult: forget once per day; Mature Adult: rock to mud once per day; Old: move earth once per day; Great Wyrn: wall of stone once per day.

Dragon Tactics and Attacks

Typical Tactics: Copper dragons enjoy teasing and annoying their opponents. Their techniques are often good enough to cause a foe to give up or become so angry as to act foolishly. They like to jump from side to side, even landing on rock surfaces that are inaccessible to other creatures. An angry copper dragon will attempt to mire an opponent with *rock to mud*, kicking those who escape back into the mired area. Foes trapped in the mud can expect to be crushed with a wall of stone or snatched up into the air. Against flying opponents, a copper dragon attempts to draw its foes into narrow gorges where it can use *spider climb* to out-manuever them and force them into colliding with the rock walls.

Physical Attacks: A copper dragon's claws cause 1d6 damage, plus its combat modifier. Its bite causes 5d4 damage, plus combat modifier.

Breath Weapon: A copper dragon has two breath weapons. The first is a cloud of slow gas 30 feet long, 20 feet wide, and 20 feet high. Creatures attacked by the gas must make a save vs. breath weapon or be slowed for three rounds per age category of the dragon. The second is a spurt of acid 70 feet long and 5 feet high. Opponents can save vs. breath weapon for half damage.

Base Movement: 9, Fl 30 (C), Jp 3.

Mating

The metallic dragons, of all the dragon families, mate most often for love. They frown upon inbreeding among even distant kin and forbid siblings from mating (a sensible genetic rule some of the wilder chromatics often disregard). Gold, silver, and bronze dragons are nearly always monogamous, often not even taking a new mate after the death of a beloved partner. Some of these metallics will take on an appropriate humanoid form and seek out a mate among their demihuman vassals, with whom they live while they are in polymorphed state. (Interestingly, the strong fidelity inherent to these dragons is ascribed to both dragon and demihuman mates.) When this occurs, male dragons can impregnate female demihumans, thus creating half-dragons. Female dragons, however, can never be impregnated by male demihumans, despite being in humanoid form.

Even among those dragons who willingly engage in a relationship with a demihuman mate, producing half-dragon young is considered socially unacceptable. Although a dragon may truly love his or her demihuman mate, dragon society as a whole finds the idea of creating half-dragons repugnant. Thus, half-dragons are rare, though they do exist. They take physical form of their demihuman parent, but some half-dragons do show unmistakable signs of draconic blood. Half-dragon offspring are considered, at best, outsiders in the societies of both dragons and demihumans in the Io's Blood isles.

Brass dragons, the last metallic type, also make dedicated spouses. They remain partnered to the same mate through most of their lives, though if a loved one dies they often seek out a new partner. Copper dragons, on the other hand, follow a more chaotic path. They spend a portion of their lives switching mates frequently, seeking variety and new experiences every time the wind shifts or the seasons change. Upon reaching the mature adult stage, however, they finally settle on a mate for their remaining years.

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

Copper 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
Copper	5	2 / 3	-3	3	1

Bonus Proficiencies

Dragon Type	Bonus Proficiency
Copper	Tease

Preferred Kindred

	Elf	Dwarf	Gnome
Copper	R	P	R

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.