

SOUND DRAGON

Gargantuan • Dragon • Chaotic Neutral

Armor Class 20

Initiative +13 (23)

Hit Points 330 (20d20 + 120)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	15 (+2)	18 (+4)	20 (+5)

Skills Insight +10, Perception +16, Performance +11, Stealth +13

Damage Immunities thunder

Senses blindsight 150 ft., passive Perception 26

Languages Common, Draconic; understands all languages it hears

CR 20 (XP 25,000 or 33,000 in lair; PB +6)



Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 30-foot emanation originating from the dragon, no sound can be created within or pass through. Any creature or object entirely inside the area has immunity to thunder damage, and creatures have the deafened condition while entirely inside it. Casting a spell that includes a verbal component is impossible there. The dragon has full control over which sounds, creatures, or objects are excluded from these effects. Additionally, the dragon is unaffected by magical silence created by other creatures.

Perfect Hearing. The dragon can pinpoint the location of any non-hidden creature within 500 feet of it.

Silent Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. While the dragon has no remaining uses of this trait, its Aura of Silence doesn't function until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *shatter*.

Rend. *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) thunder damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Crescendo Breath. *Constitution Saving Throw:* DC 20, each creature in a 150-foot cone. *Failure:* 7 (2d6) thunder damage. *Success:* Half damage. *Failure or Success:* Saving throws made to maintain concentration because of this damage are made with disadvantage. The breath reverberates three times more times after keeping the same area affected: at the next initiative count of 20, 10, and 0. Each creature and object in the area must repeat the saving throw. Each subsequent reverberation deals an additional cumulative 1d6 thunder damage compared to the previous one.

Blast Breath. *Constitution Saving Throw:* DC 20, each creature in a 60-foot cone. *Failure:* 52 (8d12) thunder damage, and the target is knocked prone and pushed back 10 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *command*, *shatter*, *thaumaturgy*

2/day: *confusion*, *hypnotic pattern*, *mass suggestion*, *slow*

REACTIONS

Counterspell (2/Day). *Trigger:* A creature within 120 feet of the dragon that it can see and that can hear it casts a spell. *Response – Constitution Saving Throw:* DC 20, the caster. *Failure:* The spell dissipates with no effect, and the action, bonus action, or reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 11 (2d10). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 11 (2d10) thunder damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Irresistible Tune. *Wisdom Saving Throw:* DC 20, each creature in a 5-foot sphere originating from a point within 60 feet of the dragon. *Failure:* The target becomes affected by the effects of the *irresistible dance* spell until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its speed, and it makes one Rend attack.

Subsonic Hum. *Wisdom Saving Throw:* DC 20, one creature within 90 feet of the dragon. *Failure:* 14 (4d6) thunder damage and the target becomes poisoned until the end of its next turn, provided it is not deafened or immune to being deafened. *Success:* Half damage.

SOUND DRAGON — WEAKER

Armor Class 19

Initiative +13 (23)

Hit Points 263 (17d20 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	13 (+1)	16 (+3)	18 (+4)

Skills Insight +9, Perception +15, Performance +10, Stealth +13

Damage Immunities thunder

Senses blindsight 150 ft., passive Perception 25

Languages Common, Draconic; understands all languages it hears

CR 17 (XP 18,000 or 20,000 in lair; PB +6)



Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 30-foot emanation originating from the dragon, no sound can be created within or pass through. Any creature or object entirely inside the area has immunity to thunder damage, and creatures have the deafened condition while entirely inside it. Casting a spell that includes a verbal component is impossible there. The dragon has full control over which sounds, creatures, or objects are excluded from these effects. Additionally, the dragon is unaffected by magical silence created by other creatures.

Perfect Hearing. The dragon can pinpoint the location of any non-hidden creature within 500 feet of it.

Silent Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. While the dragon has no remaining uses of this trait, its Aura of Silence doesn't function until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *shatter*.

Rend. *Melee Weapon Attack:* +12, reach 15 ft. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) thunder damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Crescendo Breath. *Constitution Saving Throw:* DC 19, each creature in a 120-foot cone. *Failure:* 5 (2d4) thunder damage. *Success:* Half damage. *Failure or Success:* Saving throws made to maintain concentration because of this damage are made with disadvantage. The breath reverberates three times more times after keeping the same area affected: at the next initiative count of 20, 10, and 0. Each creature and object in the area must repeat the saving throw. Each subsequent reverberation deals an additional cumulative 1d4 thunder damage compared to the previous one.

Blast Breath. *Constitution Saving Throw:* DC 19, each creature in a 60-foot cone. *Failure:* 39 (6d12) thunder damage, and the target is knocked prone and pushed back 10 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *command*, *shatter*, *thaumaturgy*

1/day: *confusion*, *hypnotic pattern*, *mass suggestion*, *slow*

REACTIONS

Counterspell (2/Day). *Trigger:* A creature within 120 feet of the dragon that it can see and that can hear it casts a spell. *Response - Constitution Saving Throw:* DC 20, the caster. *Failure:* The spell dissipates with no effect, and the action, bonus action, or reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 9 (2d8). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 9 (2d8) thunder damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Irresistible Tune. *Wisdom Saving Throw:* DC 19, each creature in a 5-foot sphere originating from a point within 60 feet of the dragon. *Failure:* The target becomes affected by the effects of the *irresistible dance* spell until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its speed, and it makes one Rend attack.

Subsonic Hum. *Wisdom Saving Throw:* DC 19, one creature within 90 feet of the dragon. *Failure:* 10 (3d6) thunder damage and the target becomes poisoned until the end of its next turn, provided it is not deafened or immune to being deafened. *Success:* Half damage.

SOUND DRAGON — STRONGER

Armor Class 21

Initiative +15 (25)

Hit Points 402 (23d20 + 161)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	17 (+3)	20 (+5)	22 (+6)

Skills Insight +12, Perception +19, Performance +13, Stealth +15

Damage Immunities thunder

Senses blindsight 150 ft., passive Perception 29

Languages Common, Draconic; understands all languages it hears

CR 23 (XP 50,000 or 62,000 in lair; PB +7)



Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 30-foot emanation originating from the dragon, no sound can be created within or pass through. Any creature or object entirely inside the area has immunity to thunder damage, and creatures have the deafened condition while entirely inside it. Casting a spell that includes a verbal component is impossible there. The dragon has full control over which sounds, creatures, or objects are excluded from these effects. Additionally, the dragon is unaffected by magical silence created by other creatures.

Perfect Hearing. The dragon can pinpoint the location of any non-hidden creature within 500 feet of it.

Silent Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. While the dragon has no remaining uses of this trait, its Aura of Silence doesn't function until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *shatter* (level 3).

Rend. *Melee Weapon Attack:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) slashing damage plus 10 (3d6) thunder damage.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Crescendo Breath. *Constitution Saving Throw:* DC 22, each creature in a 150-foot cone. *Failure:* 9 (2d8) thunder damage. *Success:* Half damage. *Failure or Success:* Saving throws made to maintain concentration because of this damage are made with disadvantage. The breath reverberates three times more times after keeping the same area affected: at the next initiative count of 20, 10, and 0. Each creature and object in the area must repeat the saving throw. Each subsequent reverberation deals an additional cumulative 1d8 thunder damage compared to the previous one.

Blast Breath. *Constitution Saving Throw:* DC 22, each creature in a 60-foot cone. *Failure:* 65 (10d12) thunder damage, and the target is knocked prone and pushed back 10 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *command*, *shatter* (level 3), *thaumaturgy*

3/day: *confusion*, *hypnotic pattern*, *mass suggestion*, *slow*

REACTIONS

Counterspell (2/Day). *Trigger:* A creature within 120 feet of the dragon that it can see and that can hear it casts a spell. *Response - Constitution Saving Throw:* DC 20, the caster. *Failure:* The spell dissipates with no effect, and the action, bonus action, or reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 13 (2d12). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 13 (2d12) thunder damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Irresistible Tune. *Wisdom Saving Throw:* DC 22, each creature in a 5-foot sphere originating from a point within 60 feet of the dragon. *Failure:* The target becomes affected by the effects of the *irresistible dance* spell until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its speed, and it makes one Rend attack.

Subsonic Hum. *Wisdom Saving Throw:* DC 22, one creature within 90 feet of the dragon. *Failure:* 17 (5d6) thunder damage and the target becomes poisoned until the end of its next turn, provided it is not deafened or immune to being deafened. *Success:* Half damage.