

SOUND DRAGON WYRMLING

Medium • Dragon • Chaotic Neutral

Armor Class 17

Initiative +4 (14)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	11 (+0)	13 (+1)	14 (+2)

Skills Perception +5, Performance +4, Stealth +4

Damage Immunities thunder

Senses blindsight 30 ft., passive Perception 15

Languages Common, Draconic; understands all languages it hears

CR 3 (XP 700; PB +2)



Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 5-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 100 feet of it.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) 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 13, each creature in a 60-foot cone. *Failure:* 3 (1d6) 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 two times more times after keeping the same area affected: at the next initiative count of 20, 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 13, each creature in a 30-foot cone. *Failure:* 19 (3d12) thunder damage, and the target is knocked prone and pushed back 5 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

REACTIONS

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 3 (1d6). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 3 (1d6) thunder damage.

SOUND DRAGON WYRMLING — WEAKER

Armor Class 16

Initiative +4 (14)

Hit Points 27 (5d8 + 5)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	12 (+1)

Skills Perception +4, Performance +3, Stealth +4

Damage Immunities thunder

Senses blindsight 30 ft., passive Perception 14

Languages Common, Draconic; understands all languages it hears

CR 1/2 (XP 100; PB +2)



Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 5-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 60 feet of it.

ACTIONS

Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) thunder damage.

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

SOUND DRAGON WYRMLING — STRONGER

Armor Class 18

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 60 ft., swim 30 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	13 (+1)	15 (+2)	16 (+3)

Skills Perception +8, Performance +6, Stealth +6

Damage Immunities thunder

Senses blindsight 30 ft., passive Perception 18

Languages Common, Draconic; understands all languages it hears

CR 6 (XP 2,300; PB +3)

Amphibious. The dragon can breathe air and water.

Aura of Silence. In the area in a 10-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 150 feet of it.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) 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 12, each creature in a 60-foot cone. *Failure:* 2 (1d4) 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 two times more times after keeping the same area affected: at the next initiative count of 20, 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 12, each creature in a 30-foot cone. *Failure:* 6 (1d12) thunder damage, and the target is knocked prone and pushed back 5 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

REACTIONS

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 2 (1d4). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 2 (1d4) thunder damage.



Crescendo Breath. *Constitution Saving Throw:* DC 15, each creature in a 60-foot cone. *Failure:* 4 (1d8) 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 two times more times after keeping the same area affected: at the next initiative count of 20, 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 15, each creature in a 30-foot cone. *Failure:* 26 (4d12) thunder damage, and the target is knocked prone and pushed back 5 feet. *Success:* Half damage. *Failure or Success:* Objects and Structures take double damage from this effect.

REACTIONS

Sonic Shield. *Trigger:* A creature within 10 feet of the dragon damages the dragon with an attack. *Response:* The dragon reduces the damage by 4 (1d8). Optionally, the attacker can choose that the dragon doesn't reduce the damage. In that case, the attacker takes 4 (1d8) thunder damage.