## BAROMETER HORROR

*Huge • Aberration • Neutral Evil*



**Armor Class** 14
**Initiative** +2 (12)
**Hit Points** 114 (12d12 + 36)
**Speed** 10 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 14 (+2) | 16 (+3) | 11 (+0) | 16 (+3) | 12 (+1) |

**Skills** Perception +6
**Damage Resistances** thunder
**Senses** darkvision 60 ft., passive Perception 16
**Languages** -
**CR** 6 (XP 2,300; PB +3)

***Vertigo Aura.*** While in a 15-foot emanation originating from the horror, hostile creatures have disadvantage on attack rolls and can't take reactions.

***Unusual Nature.*** The horror doesn't require air, food, drink, or sleep.

### ACTIONS

***Multiattack.*** The horror uses its Pressure Spike twice. It can also use its Rapid Decompression if available.

***Pressure Spike.*** *Constitution Saving Throw:* DC 14, one creature the horror within 30 feet that the horror can see. *Failure:* 22 (4d10) thunder damage. *Success:* Half damage. *Failure or Success:* The target has disadvantage on saving throws to maintain concentration against this damage.

***Rapid Decompression (Recharge 4-6).*** *Constitution Saving Throw:* DC 14, each creature in a 10-foot-radius sphere centered on a point the horror can see within 60 feet. *Failure:* The target becomes deafened and poisoned until the end of its next turn. Further, when a poisoned creature starts its turn, it immediately moves 10 feet in a random direction.

### REACTIONS

***Barotrauma.*** *Trigger:* A creature that failed its saving throw against one of the horror's abilities moves. *Response* - *Constitution Saving Throw:* DC 14. *Failure:* The target becomes incapacitated until the end of its current turn.

## BAROMETER HORROR — WEAKER



**Armor Class** 13
**Initiative** +1 (11)
**Hit Points** 59 (7d12 + 14)
**Speed** 10 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 12 (+1) | 14 (+2) | 10 (+0) | 16 (+3) | 10 (+0) |

**Skills** Perception +5
**Damage Resistances** thunder
**Senses** darkvision 60 ft., passive Perception 15
**Languages** -
**CR** 3 (XP 700; PB +2)

***Vertigo Aura.*** While in a 10-foot emanation originating from the horror, hostile creatures have disadvantage on attack rolls and can't take reactions.

***Unusual Nature.*** The horror doesn't require air, food, drink, or sleep.

### ACTIONS

***Multiattack.*** The horror uses its Pressure Spike once. It can also use its Rapid Decompression if available.

***Pressure Spike.*** *Constitution Saving Throw:* DC 13, one creature the horror within 30 feet that the horror can see. *Failure:* 22 (4d10) thunder damage. *Success:* Half damage. *Failure or Success:* The target has disadvantage on saving throws to maintain concentration against this damage.

***Rapid Decompression (Recharge 4-6).*** *Constitution Saving Throw:* DC 13, each creature in a 10-foot-radius sphere centered on a point the horror can see within 60 feet. *Failure:* The target becomes deafened and poisoned until the end of its next turn. Further, when a poisoned creature starts its turn, it immediately moves 10 feet in a random direction.

### REACTIONS

***Barotrauma.*** *Trigger:* A creature that failed its saving throw against one of the horror's abilities moves. *Response* - *Constitution Saving Throw:* DC 13. *Failure:* The target becomes incapacitated until the end of its current turn.

# BAROMETER HORROR — STRONGER



**Armor Class** 16
**Initiative** +3 (13)
**Hit Points** 168 (16d12 + 64)
**Speed** 10 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 16 (+3) | 18 (+4) | 13 (+1) | 18 (+4) | 14 (+2) |

**Skills** Perception +8
**Damage Resistances** thunder
**Senses** darkvision 60 ft., passive Perception 18
**Languages** -
**CR** 9 (XP 5,000; PB +4)

***Vertigo Aura.*** While in a 15-foot emanation originating from the horror, hostile creatures have disadvantage on attack rolls and can't take reactions.

***Unusual Nature.*** The horror doesn't require air, food, drink, or sleep.

## ACTIONS

***Multiattack.*** The horror uses its Pressure Spike twice. It can also use its Rapid Decompression if available.

***Pressure Spike.*** *Constitution Saving Throw:* DC 14, one creature the horror within 30 feet that the horror can see. *Failure:* 32 (5d12) thunder damage. *Success:* Half damage. *Failure or Success:* The target has disadvantage on saving throws to maintain concentration against this damage.

***Rapid Decompression (Recharge 4-6).*** *Constitution Saving Throw:* DC 14, each creature in a 10-foot-radius sphere centered on a point the horror can see within 60 feet. *Failure:* The target becomes deafened and poisoned until the end of its next turn. Further, when a poisoned creature starts its turn, it immediately moves 10 feet in a random direction.

## REACTIONS

***Barotrauma.*** *Trigger:* A creature that failed its saving throw against one of the horror's abilities moves. *Response* - *Constitution Saving Throw:* DC 14. *Failure:* The target becomes incapacitated until the end of its current turn.