

DAO

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Large elemental, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 187 (15d10 + 105)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

Saving Throws INT +5, WIS +5, CHA +6

Condition Immunities Petrified

Senses Darkvision 120 ft., Passive Perception 11

Languages Terran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Earth Mastery. Earth and unworked stone in a 15 ft. radius around the Dao moves at its whim. A creature that starts its turn on the ground in the area must succeed on a DC 18 Strength saving throw or take 9 (2d8) bludgeoning damage and be pushed 10 ft. in a direction of the dao's choice.

Rooted Stance. If the dao does not use its multiattack on its turn, it has resistance to Bludgeoning, Piercing, and Slashing damage until the beginning of its next turn.

Actions

Multiattack. The dao makes three maul attacks.

Maul. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Boulder Charge. The Dao charges 30 ft. in a straight line. Each creature in the path of its charge must succeed on a DC 18 Strength saving throw or take 28 (8d6) bludgeoning damage and be pushed ahead of the dao, or take half as much damage and stop the dao's charge on a success.

Shockwave Stomp (Recharge 5-6). Melee Weapon Attack: +10 to hit, reach 5 ft., one prone target. Hit: 55 (9d10 + 6) bludgeoning damage and the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the Dao's next turn. Each other creature within 15 feet of the dao is pushed 10 ft. away.

Reactions

Earthen Grasp. As a reaction to a creature falling prone within 15 ft. of it, the dao forces the creature to succeed on a DC 18 Dexterity saving throw or be restrained until the end of the Dao's next turn.

Fissures. As a reaction to being reduced below 99 hit points, the dao opens up to four fissures in the earth, each 5 ft. wide, 20 ft. long, and 15 ft. deep. A creature in one or more of the areas when they open must succeed on a DC 18 Dexterity saving throw or fall in, moving to an adjacent space on a success.

DAO OVERSEER

Large elemental, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 250 (20d10 + 140)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	24 (+7)	16 (+3)	14 (+2)	17 (+3)

Saving Throws INT +8, WIS +7, CHA +8

Condition Immunities Petrified

Senses Darkvision 120 ft., Passive Perception 12

Languages Terran

Challenge 13 (10,000 XP)

Elemental Demise. If the djinni dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Earth Mastery. Earth and unworked stone in a 15 ft. radius around the Dao moves at its whim. A creature that starts its turn on the ground in the area must succeed on a DC 19 Strength saving throw or take 9 (2d8) bludgeoning damage and be pushed 10 ft. in a direction of the dao's choice.

Rooted Stance. If the dao does not use its multiattack on its turn, it has resistance to Bludgeoning, Piercing, and Slashing damage until the beginning of its next turn.

Actions

Multiattack. The dao makes three stone lash attacks.

Stone Lash. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 27 (6d6 + 6) slashing damage and the target is pulled up to 10 feet toward the dao.

Shockwave Stomp (Recharge 5-6). Melee Weapon Attack: +11 to hit, reach 5 ft., one prone target. Hit: 83 (14d10 + 6) bludgeoning damage and the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of the Dao's next turn. The ground in a 15 ft. radius around the dao becomes difficult terrain, and each other creature within that radius is pushed 10 ft. away.

Reactions

Dismaying Whip. As a reaction to a creature in range standing from prone, the dao makes a stone lash attack against it.

Mountain Strength Slam. As a reaction to a creature involuntarily moving within 5 ft. of it, the dao forces the creature to succeed on a DC 19 Strength saving throw or be knocked prone and unable to stand on its following turn.

Fissures. As a reaction to being reduced below 126 hit points, the dao opens up to four fissures in the earth, each 5 ft. wide, 20 ft. long, and 15 ft. deep. A creature in one or more of the areas when they open must succeed on a DC 19 Dexterity saving throw or fall in, moving to an adjacent space on a success.

DAO GEOMASTER

Large elemental, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 300 (24d10 + 140)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+6)	15 (+2)	25 (+7)	17 (+3)	14 (+2)	19 (+4)

Saving Throws INT +8, WIS +7, CHA +9

Condition Immunities Petrified

Senses Darkvision 120 ft., Passive Perception 12

Languages Terran

Challenge 16 (15,000 XP)

Elemental Demise. If the djinni dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Earth Glide. The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Earth Mastery. Earth and unworked stone in a 15 ft. radius around the Dao moves at its whim. A creature that starts its turn on the ground in the area must succeed on a DC 19 Strength saving throw or take 13 (3d8) bludgeoning damage and be pushed 10 ft. in a direction of the dao's choice.

Rooted Stance. If the dao does not use its multiattack on its turn, it has resistance to Bludgeoning, Piercing, and Slashing damage until the beginning of its next turn.

Magic Resistance. The dao has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The dao makes three stone fist attacks.

Stone Fist. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage, the target is knocked prone, and must succeed on a DC 19 Constitution saving throw or be unable to stand for the next minute. An affected creature repeats this save at the end of its turn, ending the effect on a success.

Stonewall Eruption. The dao raises a wall of stone on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 10 feet long and 10 feet high. When the wall appears, creatures in its space are pushed to a side of their choice and must succeed on a DC 19 Dexterity saving throw or take 28 (8d6) bludgeoning damage, or half as much on a success.

The wall can be damaged and breached; each 10-foot section has AC 20, 30 hit points, vulnerability to thunder damage, and immunity to necrotic, poison, and psychic damage.

Shockwave Stomp (Recharge 5-6). Melee Weapon Attack: +11 to hit, reach 5 ft., one prone target. Hit: 83 (14d10 + 6) bludgeoning damage and the target must succeed on a DC 19 Constitution saving throw or be stunned until the end of the Dao's next turn. The ground in a 15 ft. radius around the dao becomes difficult terrain, and each other creature within that radius is pushed 10 ft. away.

Reactions

Fissures. As a reaction to being reduced below 151 hit points, the dao opens up to four fissures in the earth, each 5 ft. wide, 20 ft. long, and 15 ft. deep. A creature in one or more of the areas when they open must succeed on a DC 19 Dexterity saving throw or fall in, moving to an adjacent space on a success.