

## GENIE, Dao

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### Large Outsider (Earth, Evil, Genie)

**Hit Dice:** 8d8+24 (60 hp)

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 20 ft, fly 60 ft (perfect), burrow 20 ft

**AC:** 17 (-1 size, +3 Dex, +4 natural)

**Attacks:** Slam +12/+7 melee

**Damage:** Slam 1d8+7

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, earth mastery

**Special Qualities:** Plane shift, telepathy, darkvision 60 ft

**Saves:** Fort +9, Ref +8, Will +8

**Abilities:** Str 20, Dex 14, Con 16, Int 12, Wis 15, Cha 15

**Skills:** Appraise +9, Concentration +11, Craft (any one) +9, Escape Artist +10, Listen +11, Move Silently +10, Sense Motive +7, Spellcraft +9, Spot +11

**Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative

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**Climate/Terrain:** Any land

**Organization:** Solitary, company (2-4), or band (6-15)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Always neutral evil

**Advancement:** 9-11 HD (Large); 12-24 HD (Huge)

A dao is a genie from the Elemental Plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Material Plane to work evil.

Dao speak Common, Auran and Terran.

## COMBAT

Dao prefer to use their spell-like abilities in lieu of physical attacks in combat. A dao that is overmatched will turn invisible and/or plane shift away.

**Spell-Like Abilities:** 3/day—*transmute rock to mud*; 1/day—grant 1 *wish* (to nongenies only), *change self*, *detect good*, *detect magic*, *invisibility (self only)*, *passwall*, and *wall of stone*. Once per day, a dao can assume *gaseous form* (as the spell) for up to 1 hour.

**Earth Mastery (Ex):** A dao gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the dao suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

**Plane Shift (Sp):** A dao can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the dao and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

**Telepathy (Su):** A dao can communicate telepathically with any creature within 100 feet that has a language.

The Dao first appeared in S4 *The Lost Caverns of Tsojcanth* (Gary Gygax, 1982).