DAO

Dao are elemental creatures of earth. Constant rivals of the efreeti and djinni, dao are as egotistical as their fiery adversaries and extraordinarily powerful. The only thing preventing them from prosecuting a successful war against the efreeti is the daos' lack of numbers.

Masters of All They Survey: Similar to efreeti, dao see themselves as lords and masters of other creatures and the environment they are in. Wherever a dao finds itself, it considers itself to be the natural leader of all other creatures in the area. More than one tale of the dao depicts them being defeated by their own ambitions and their inability to contain their desire to master both the creatures and the territory around it.

Manipulators and Deceivers: Dao are infamous for complicated, long-term plans that involve manipulating other creatures into doing their bidding. Many dao use illusions to fool "lesser" beings, and they take great pleasure in trickery and deception. A creature that unravels a dao plot earns its enmity unto death.

The Measure of Arrogance: Most dao are so arrogant that they cannot conceive of natural creatures having the will and intellect to successfully oppose them. Because of this, dao tend to underestimate mortal adversaries. This is one of the few weaknesses that the daos' enemies can exploit, making them susceptible to flattery and to tricks that rely on the daos' inflated sense of their own abilities or their disdain for others. Only other powerful elemental creatures are worthy of concern to the dao mind.

Dao Slaver · Level 24 Controller

Large elemental humanoid (earth) · XP 6,050

HP 220; **Bloodied** 110 · **Initiative** +18
AC 28; **Fortitude** 26; **Reflex** 28; **Will** 26 · **Perception** +14
Speed 6 · Darkvision

STANDARD ACTIONS

(mbasic) Scimitar (weapon) *** At Will**
Attack: Melee 2 (one creature); +29 vs. AC.
Hit: 4d6+18 damage (2d6+42 on a critical hit).

(melee) Petrifying Touch * At Will
Attack: Melee 2 (one restrained creature); +27 vs. Will.
Hit: The target is petrified (save ends).
Second Failed Save: The target is instead petrified for 24 hours. This effect can also ends if the stone heart of the dao slaver is crumbled over the petrified creature.

(close) Net (weapon) *** At Will**
Requirement: The dao slaver must be wielding a net.
Attack: Close blast 4 (each creature in blast); +25 vs. Reflex.
Hit: The target is restrained until it escapes (DC 27) or cuts it way free by spending a standard action and inflicting a total of at least 30 points of damage to the net with an edged weapon (no attack roll required).
Miss: The target is slowed until the end of its next turn.

Skills Intimidate +24
Str 25 **Dex** 22 **Wis** 14
Con 20 **Int** 28 **Cha** 24
Alignment evil **Languages** Primordial
Equipment chainmail, scimitar, 4 nets

Dao Illusionist · Level 24 Lurker

Large elemental humanoid (earth) · XP 6,050

HP 170; **Bloodied** 85 · **Initiative** +18
AC 38; **Fortitude** 36; **Reflex** 36; **Will** 38 · **Perception** +14
Speed 6 · Darkvision

STANDARD ACTIONS

(mbasic) Dagger (weapon) *** At Will**

Attack: Melee 2 (one creature); +29 vs. AC.

Hit: 4d6+18 damage.

(ranged) Sudden Appearance (fear, illusion, psychic) *** At Will**

Requirement: The dao illusionist must be invisible.

Effect: An illusion of an elemental monster appears adjacent to an enemy within 10 squares of the illusionist and makes the following attack against it, then vanishes. (It may appear in an occupied square).

Attack: Ranged 10 (one creature); +27 vs. Will.

Hit: 4d10+26 psychic damage and the illusionist slides the target 3 squares.

Vanish (illusion, teleportation) *** At Will**

Effect: The dao illusionist becomes invisible until it uses a standard action, then teleports 10 squares.

MINOR ACTIONS

(Type) Advanced Illusion (illusion, zone) *** Recharge 5 6**

Effect: The dao illusionist creates an illusion in a zone in an area burst 3 within 10 squares. It can create or hide up to 4 squares of terrain within the burst. It may create difficult, blocking or challenging terrain or make any terrain appear as clear terrain. Cloaked terrain still functions normally. Terrain created by the illusionist does not effect it, but does effect other creatures normally. If the dao creates challenging creation, it chooses Acrobatics, Athletics, Dungeoneering, Nature or Perception; a creature entering the terrain must make a check on the chosen skill, DC 22, to overcome the terrain or fall prone. A creature about to enter terrain created or cloaked by this power may make an Insight check, DC 27, as an immediate interrupt to penetrate the illusion. A creature may also spend a minor action to attempt an Insight check to attempt to penetrate the illusion on a square of terrain. Each square of terrain remains until the end of the encounter or until penetrated.

Skills Bluff +24, Stealth +23

Str 25	**Dex** 22	**Wis** 14
Con 20	**Int** 28	**Cha** 24

Alignment evil   **Languages** Primordial

Equipment dagger

Dao Granite Guard   Level 25 Brute
Large elemental humanoid (earth)   XP 7,000

HP 285; **Bloodied** 142   **Initiative** +15

AC 37; **Fortitude** 41; **Reflex** 35; **Will** 38   **Perception** +21

Speed 6   Darkvision

TRAITS

Aura Name (keywords) *** Aura** x

Effect.

Trait Name (keywords)

Effect.

STANDARD ACTIONS

(mbasic) Stonebreaking Smash (weapon) *** At Will**

Attack: Melee 2 (one creature); +30 vs. AC.

Hit: 4d10+20 damage.

Effect: Unless the target is flying, each square adjacent to it becomes difficult terrain.

(area) Wall of Stone * Encounter

Effect: The dao granite guard creates a wall of stone in an area wall 6 within 20 squares. This wall is up to 6 squares high and is blocking terrain. Each square of the wall can be destroyed with 100 points of damage, but is immune to cold, fire, lightning, necrotic, poison, psychic and radiant damage. A destroyed square becomes difficult terrain. The wall and difficult terrain created by destroyed sections of it last until the end of the encounter.

Str 29   **Dex** 16   **Wis** 19
Con 25   **Int** 24   **Cha** 21
Alignment evil   **Languages** Primordial
Equipment plate armor, maul