

## Owb CR 6

*This thing looks like a skeletal human torso coated in liquid shadow, obscuring its bones but clearly revealing its shape.*

NE Medium outsider (extraplanar)

**Init** +10; **Senses** darkvision 60 ft., see in darkness; Perception +13

### Defense

**AC** 17, touch 17, flat-footed 10 (+6 Dex, +1 dodge)

**hp** 76 (8d10+32); fast healing 2

**Fort** +10, **Ref** +8, **Will** +8

**Immune** cold

**Weaknesses** light sensitivity: Owbs are dazzled in areas of bright sunlight or within the radius of a [daylight](#) spell.

### Offense

**Speed** 5 ft., fly 60 ft. (perfect)

**Melee** 2 claws +12 (1d8+4 plus 1d6 cold)

**Ranged** burning cold +14 touch (3d6 cold)

**Special Attacks** burning cold, curse of darkness

**Spell-Like Abilities** (CL 8th; concentration +11)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts*, *dust of twilight*<sup>APG</sup> (DC 15)

5/day—*shadow step*<sup>UM</sup>

1/day—*plane shift* (self only, to or from the Shadow Plane only)

### Statistics

**Str** 18, **Dex** 22, **Con** 19, **Int** 11, **Wis** 15, **Cha** 16

**Base Atk** +8; **CMB** +12; **CMD** 29

**Feats** Dodge, Flyby Attack, Improved Initiative, Point-Blank Shot

**Skills** Bluff +12, Diplomacy +11, Fly +18, Knowledge (planes) +11, Perception +13, Sense Motive +13, Spellcraft +7, Stealth +17

**Languages** Dark Folk (can't speak); telepathy 100 ft.

### Special Abilities

**Burning Cold (Su)** As a standard action, an owb can conjure a ball of flickering flames and hurl it at an opponent. The flames can be thrown as a ranged touch attack at a range of 120 feet with no range increment, and deal 3d6 points of cold damage.

**Curse of Darkness (Su)** With a touch, an owb can make bright light unbearable to the victim. Any creature touched must succeed at a DC 17 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment in washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark folk subtype, in which case the effect can only be removed by *wish* or similar magic. The save DC is Charisma-based.

**Blur:** The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A [see invisibility](#) spell does not counteract the blur effect, but a [true seeing](#) spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own)

**Deeper Darkness** School evocation [darkness]; Level cleric 3 Duration 10 min./level (D)  
This spell functions as [darkness](#), except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with [darkvision](#) cannot see within the spell's confines. This spell does not stack with itself. *Deeper darkness* can be used to counter or dispel any light spell of equal or lower spell level.

**Detect Thoughts** School divination [mind-affecting]; Level bard 2, sorcerer/wizard 2 Casting Time 1 standard action Range 60 ft. Area cone-shaped emanation Duration concentration, up to 1 min./level (D)

**Saving Throw** Will negates; see text; **Spell Resistance** no

*1st Round:* Presence or absence of thoughts (from conscious creatures with [Intelligence](#) scores of 1 or higher).

*2nd Round:* Number of thinking minds and the [Intelligence](#) score of each. If the highest [Intelligence](#) is 26 or higher (and at least 10 points higher than your own [Intelligence](#) score), you are [stunned](#) for 1 round and the spell ends.

This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

*3rd Round:* Surface thoughts of any mind in the area. A target's [Will](#) save prevents you from reading its thoughts, and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence ([Int](#) 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Dust of Twilight:** School conjuration [darkness]; Level bard 2, sorcerer/wizard 2 Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level) Target creatures and objects in a 10-ft. spread Duration instantaneous

**Saving Throw** Fortitude negates (fatigue only); **Spell Resistance** no

A shower of iridescent black particles clings to and extinguishes torches, lanterns, sunrods, and similar mundane light sources and dispels any spell of 2nd level or lower with the light descriptor (as [dispel magic](#)). Creatures in the area must make a Fortitude save or become fatigued.

**Shadow Step:** School illusion (shadow) [shadow]; Level bard 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action **Range** medium (100 ft. + 10 ft./level) **Target** You **Duration** instantaneous

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

**Suggestion:** School enchantment (compulsion) [language-dependent, mind-affecting];

Level bard 2, sorcerer/wizard 3 **Casting Time** 1 standard action **Range** close **Target** one living creature

**Duration** 1 hour/level or until completed **Saving Throw** Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable *suggestion* causes the save to be made with a penalty (such as -1 or -2).