



THE SHINING SHRINE

**AN ADVENTURE FOR
2ND, 7TH, 12TH LEVEL**

"HOPE YOU BROUGHT SUNSCREEN."

HELIANA



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USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *The Shining Shrine*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 2, 7, or 12. Characters who complete this adventure should earn enough experience to progress all the way to 3rd level, one-third of the way to 8th level, or two-fifths of the way to 13th level. The adventurers must rid a holy hot spring of a territorial and radiant fey owlbear.

After gathering information about this creature, the hunt culminates in a three-wave boss battle against a variety of fey. This battle is **deadly** and uses the party's entire daily XP budget. Equipment for an extended fight and a means of creating magical darkness will prove great boons in this endeavour.

BACKGROUND

The barrier between the Plane of Fey and the Material Plane has always been loose around Springarden, a bountiful, blossom-filled estate in the heart of the Springwood. Tiny sprites and pixies freely travel between the Plane of Fey's eternal sunset and the garden's perpetual spring. Each year, a confluence of stars weakens the barrier to the Plane of Fey and marks the annual Feyfest, a fey-themed festival. Drawn by the radiant energy that seeped through the weakened barrier between planes is the target of this monster hunt: the sun eater owlbear.

Coming from the Plane of Fey, the sun eater owlbear is accustomed to the paltry solar offerings of the eternal sunset. The midday sun of the Material Plane, on the other hand, is practically a feast. What the owlbear didn't account for was being stuck on the Material Plane throughout its day-night cycle, nor the hunger that arose from spending half a day in darkness.

Now, it has settled into Springarden, home of the Blossom Union, a sect of druid-monks that care for the holy wood. The owlbear has made a lair of the Union's most holy shrine and spends its nights satiating its hunger on the numerous giant, flying koi that swim in its waters. The innate, soothing magic of the garden has been twisted by the owlbear's psyche; travellers to the garden have experienced alarmingly aggressive mood swings. Naturally, this situation is quite an inconvenience for the Blossom Union, who rely on the garden to attract pilgrims, visitors, and coin, especially during Feyfest, which is currently in full swing.



SUMMARY

Here's the main info to digest:

- ♦ **Which Monster?** The suneater owlbear and its following of sunsprites and faerie-o'-fires.
- ♦ **Monster's Motivation.** The suneater owlbear's main drive is its hunger. It can't feed on sunlight at night and instead catches the garden's koi, which it doesn't find as satisfying as bright daylight. It has made the garden its lair for now.
- ♦ **Monster's Previous Actions.** The owlbear has desecrated the sacred pools of Springarden, toasted a few monks with its Solar Beam, and has driven away the pilgrims on which the monks rely.
- ♦ **Where's the Monster?** Springarden is a sprawling garden complex within the Springwood. The owlbear has taken up residence in front of its main shrine, the destination of pilgrims.

ADVENTURE HOOKS

It shouldn't be hard to get your players to enjoy a jaunt into a forest of eternal spring and hot baths! However, if the image of beautiful blossoms shrouded by hot steam isn't enough, check out the following hooks. Feel free to use as many of the following hooks as necessary to get the party to bite! Three-flower (LG male gnome **druid**) acts as the main quest-giving NPC for this hunt.

- ♦ **Curiosity: The Healing Forest.** The Springwood is said to be home to all sorts of fantastical beasts and fey. Not only that, but travellers tell of the calming and healing properties of its waters, and glimpses of a world lit by an eternal sunset. If ever an explorer could discover new delights, it's sure to be in the Springwood. L'Arsène Upin* approaches the party, explaining designs he's made for magical items using fey components.



- ♦ **Morality: Eternal Springtime of the Spotless Garden.** The monks and druids of the Blossom Union care tirelessly for Springarden, nurturing both its plants and the people that pass through it. However, a malign force has corrupted the calming effects of its waters, causing people to become hyper-aggressive. Whoever can return tranquillity to Springarden would find its druid-monks in their debt.
- ♦ **Compensation: Tithes to be Taken.** The party comes across a wanted poster on a noticeboard in an adventurer's guildhall, town square, or on Heliana's job board in the Loot Tavern itself. In addition to monetary rewards (see the Hunt Rewards table), it is said the shrine where the owlbear makes its lair is filled with all sorts of magical treasures.

*Not playing in the Loot Tavern? No problem, replace this with another educated, crafting-oriented patron.

Threeflower acts as the party's primary contact for this quest and can give directions or guide the party to Springarden. He has heard the news from his sibling druid-monks and can provide some insights into the creature (see Know Thy Enemy, page 7). In return for the creature's head, the gnome offers a reward collected from the pilgrims to Springarden.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
2nd	225 gp	600
7th	1,400 gp	3,600
12th	4,250 gp	8,500

*Includes all monsters and puzzles, averaged for 4 player characters.

THREEFLOWER

A druid by training, Threeflower is a timid gnome of delicate sensibilities. Threeflower is dressed in roughspun clothing with elements of moulted feathers and fur harvested from creatures that died of natural causes. He carries with him a partially charred feather from the suneater owlbear (see Clue 1 in Know Thy Enemy, page 7), and a pet blink squirrel named Moo.

Though intimidated by the hustle and bustle of a tavern, he can be coaxed into trying a drink, after which he quickly loses his inhibitions as he becomes flushed, drunk, and loquacious about the trials and tribulations Springarden has endured. He quickly relaxes when in nature.

THREEFLOWER

Humanoid (gnome), druid, he/him

Personality. Nervous in new company, relaxed in nature, kind, grateful.

Appearance. Stocky, moss-green hair, roughspun clothing, accompanied by Moo.

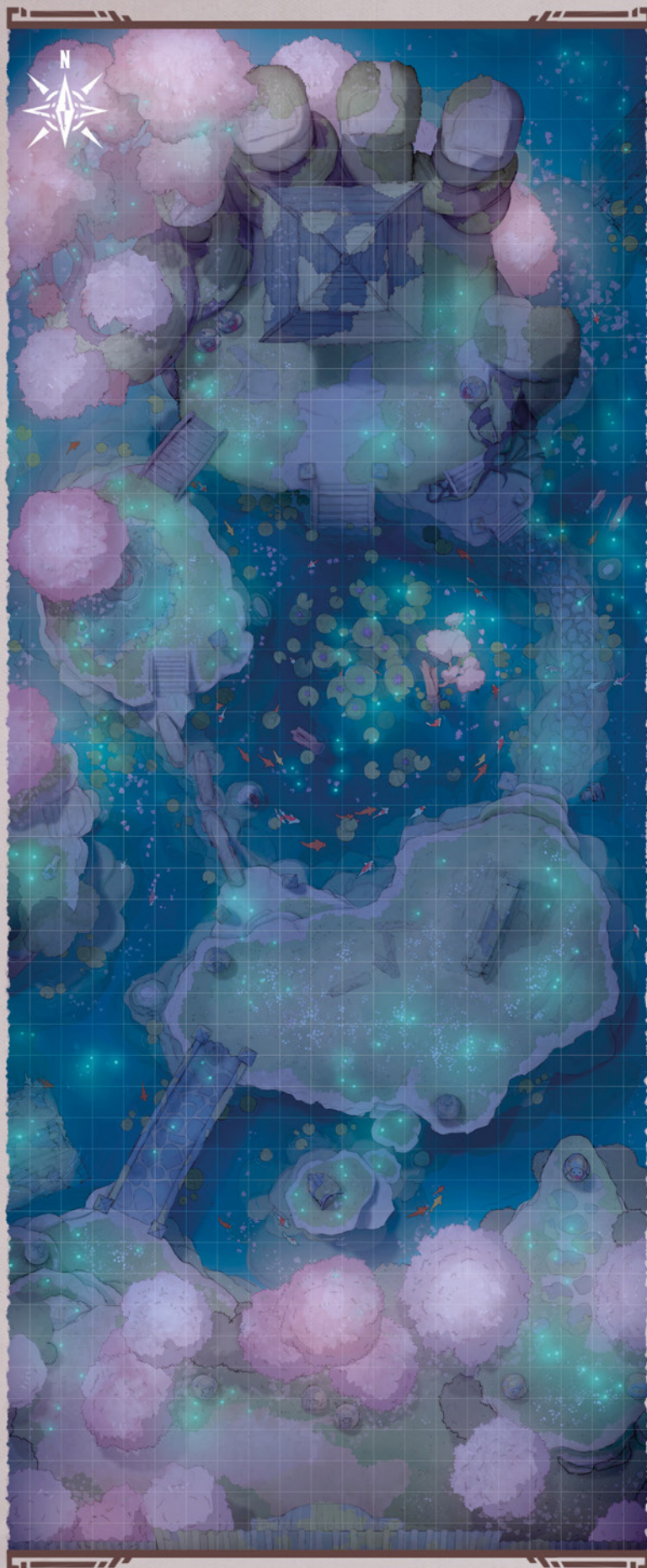
Desire. Find a quiet, sunlit corner and spend his evenings smoking half-leaf.

Fear. Offending people, confrontation, forest fires.

Yawns "Oh, h- h- hello. Am I in your way? No? Sorry. Moo would like to know if you have any candy."

THREEFLOWER





MAP 1. THE SHINING SHRINE

1 SQUARE = 5 FEET

SPRINGGARDEN

Springgarden is a sprawling, forested garden in the heart of the Springwood (a forest located somewhere on the Material Plane) and home to the Blossom Union, a group of druid-monks. It is a sacred, peaceful place which, through its entanglement with the Plane of Fey, exists in a perpetual spring-time bloom. The air is sweet with the scent of new blossoms; a soft breeze rustles the leaves and creates pleasing, delicate ripples on the water's surface. In its remote, forested domain, Springgarden is typically a destination for pilgrims of nature deities, those who seek sanctuary, and travellers seeking a hot spring in which to dip their toes.

Typically, the nature spirits that pervade the grounds have a calming effect on its inhabitants. However, of late, an aggressive creature has upset this perpetual tranquillity, turning the area into a ghost town.

The Journey There. Travelling along the forested road to Springgarden, the party is likely to see examples of the magical influences permeating the woods. This journey is a good time to introduce the 'exploration' clues on pages 8 - 9. The environment is unique; you can use the following examples to illustrate this:

- The further the party journeys into the woods, the less heed the plants seem to pay to the season in the rest of the world. The leaves shift from a dry autumn gold, to a deep, rich, summer green, before receding into buds and giving way to thick, pink blossoms.
- Tiny, winged creatures leave trails of sparkling dust as they flit from toadstool to dewdrop, disappearing into tree trunks in a shower of sparkles.
- A scurry of squirrels plays in the low-hanging bough of a tree. They have more eyes than one might expect and teleport from branch to branch as they chase one another. These are blink squirrels.
- The deeper the player characters travel into the forest, the calmer they feel, and the more brilliant the sunsets become.

CARTOGRAPHER: CZE & PEKU

Tracking. Springarden is remote, but the road is fairly well travelled and can take as long as you want. The forest random encounters available in *Heliana's Guide to Monster Hunting* can provide small adventures during this journey, with each check taking a day of travel. Try to avoid having the party enter the owlbear's lair while fatigued or low on resources.

KNOW THY ENEMY

Threeflower has stories collected from his sibling druid-monks to impart to the party. Whether in the Loot Tavern, or encountered as the party passes through the Springwood, Threeflower is more than willing to share these insights. Alternatively, you can divulge the clues through encounters with the strange environment en-route to Springarden. Each of the following clues lists ways in which you can hint at the owlbear's traits. The clues are:

- The owlbear is **immune** to radiant damage, deals radiant damage, and is healed by bright daylight; fighting it at night avoids this regeneration.
- The owlbear protects itself within a bright cocoon of radiant energy when damaged.
- Despite looking like one, the owlbear is not a beast and doesn't respond to magics that target them.

CLUE 1: SUNLIGHT METABOLISM

This clue can be imparted by Threeflower directly, or gathered by the party examining Pyrax the fire druid. The key info is:

- The owlbear deals radiant damage and can blind.
- The owlbear is **immune** to radiant damage and **resistant** to fire damage.
- In bright, direct sunlight, the owlbear can heal itself.

THREEFLOWER

Threeflower imparts the following information to the party:

- One of his siblings, Pyrax, a nonbinary lizard-folk druid specialising in the rejuvenation of forests through wildfire, unsuccessfully tried to oust the creature using their magic.
- Despite landing a hefty blow, the creature seemed only mildly scorched.

- When the creature moved into the daylight, its singed feathers grew back.
- Pyrax had a feather belonging to the creature clutched in their hands when they were brought to the healer's hut. Threeflower can give the feather to the party.

Read or paraphrase the following:

"Right, well. My sibling Pyrax, a fire druid, sent one of their flaming balls towards the beast as it snoozed, so they told me. And, well, they say they hit it right on—it wasn't very agile, see—but it barely scorched it. Just a few blackened feathers. Anyway, once it stepped into the light, the feathers fell out and new ones sprouted to take their place. Pyrax is still in a bad shape after the beast blasted them with that sun ray..." Threeflower sighs, pulling out a featherfrond. "They had this feather clutched in their hand when they brought them to the infirmary."



HANDOUT 1.
UNBURNT FEATHER

EXPLORATION

In Springarden, the fire druid, Pyrax, is in critical condition in the healer's hut. Threeflower persuades the resident healer to let the players investigate Pyrax, who is unconscious. Their eyes are milky white, their skin is red and blistered, and they clutch a purple feather in their hand. A successful **VDC Wisdom (Medicine)** reveals the following:

- Their eyes are milky white; they've been blinded.
- Their skin is covered in horrific sunburn; they have suffered severe radiant damage.
- The inside of Pyrax's hand, which grasped the feather, is entirely unburnt, indicating that the feather was plucked before they suffered the sunburn. However, the feather seems to have been completely unaffected by whatever caused radiant damage to Pyrax.

Experimentation. If the party tries to damage the feather, you can reveal:

- The feather is resistant to being burned and isn't damaged by radiant damage.
- Any damage to the feather is healed when it is exposed to bright sunlight.

CLUE 2: CONSTELLATION

Depictions of the constellation that is the focus of the festival can be found everywhere: flyers, posters, tattoos, and face paint. Knowing the constellation is the key to releasing the suneater owlbear from its protective cocoon in wave 2.

Constellation. It is comprised of five different coloured stars: white, black, red, blue, and yellow, arranged in a cross. The largest star—the gold one—sits at the centre of the constellation. The black one is always above it (to the north), the red below it (to the south), white is on the left (to the west), and the blue to the right (east).

THREEFLOWER

Threeflower imparts the following information to the party:

- Each year, there is a festival in Springarden that the younger folks call Feyfest.
- A constellation of five stars forms overhead, the central star forms a cross with a constellation of four others.
- The barrier between the two planes is weakened while this constellation is formed.



HANDOUT 2. FEYFEST FLYER

You can read the following:

“Every year we celebrate the coming of the fey. When the stars align, the barrier is weakened and we celebrate with them in joyous mischief. You can see the constellation even now,” he indicates to a cross of five stars in the sky, directly overhead.

“Yorith, the big yellow one in the middle moves west to east. Nagar is the black barely visible one above to the north. Sagin is the fierce red one to its south, Wiyfa—the shimmering white one—is on the west, and Bolubos is the pulsing blue one on the right there. I even have them tattooed,” he says, showing the nape of his neck. His face takes a downcast, melancholy turn. “This year the mischief has turned violent; the beast at the shrine is corrupting the festival.”

EXPLORATION

Narrating that there is an image repeated over and over is a sure-fire way to catch your players attention and help them remember it when the coloured orbs appear in wave 2. Here are some examples of how you can narrate this repetitive image:

- A flyer advertises the annual Feyfest, depicting a cross-like constellation of different coloured stars (this is a good time to give the handout to your players).
- Children with painted faces provide a joyous counterpoint to the ambience of fear that is prevalent amongst the adults. They all have their faces painted: a gold nose, black forehead, red chin, white right cheek, and blue left cheek.
- Threeflower has a small tattoo on the nape of his neck; five coloured orbs connected by thin black lines.

CLUE 3: FEY NATURE

The owlbear is a fey, not a beast. Preparing certain spells, like *protection from evil and good* or *magic circle*, will be very useful in the upcoming battle. The key info to impart is that:

- Fey break through to the material plane in Springarden on a day-to-day basis, though they are all very small.
- The owlbear isn't a beast, and can't be affected by any beast-targeting magic like *dominate beast*.



HANDOUT 3.
BLINK SQUIRRELS

THREEFLOWER

Threeflower explains how Tiny fey creatures pass into the Material Plane at Springarden all the time. His blink squirrel friend, Moo, is one such creature. Unlike the normal animals of the forest, these fey creatures can't be so easily swayed with druidic magic.

“Oh, this is my friend, Moo. Moo, people; people, Moo. Don't try to talk beast to him, it doesn't work—he's a fey creature. Little fellows like him pop over from the Plane of Fey all the time in Springarden. 'The more fey you see, the closer to Springarden you be'.”

EXPLORATION

The closer to Springarden the party gets, the fewer beasts and the more fey are encountered. This can be revealed when a character tries to communicate with what they think is a beast (such as the fey blink squirrel). Asking around Springarden, you can reveal that Archdruid Xyxl (pronounced ZIX-ul), attempted to talk to and then charm the creature, but was sent running and suffered severe sunburn.

THE BATTLE AHEAD

The upcoming encounter consists of three phases. In the first, the players simply contend with the owlbear. In the second, the players must arrange glowing orbs to solve the puzzle that unlocks the owlbear's radiant cocoon. The third phase starts when the owlbear enters its mythic state and summons a star that empowers it.

Timing. There is no downtime between the waves; they happen consecutively. The first wave ends when the owlbear is defeated and conjures its cocoon. The second wave ends when the cocoon is deactivated, releasing the owlbear, which enters its mythic state. The third wave ends when the owlbear in its mythic state is finally vanquished.

Helping Hand. If the party is getting the worst of it, Threeflower (a **druid** with *cure wounds* and *healing word* prepared instead of *speak with animals* and *animal messenger*) morphs out of a flying form and casts a few crucial healing spells, before using Wild Shape and running away again. If running the hunt at 12th level, double his hit points so that he doesn't quickly die.

Absent Caretakers. While the party deals with the owlbear, Threeflower and the Blossom Union are busy containing the spread of the owlbear's rage to the other creatures of the Springwood.

Forceful Personality. In the 7th and 12th level versions of this hunt, give the **faerie-o'-fires** and **sunsprites** a bonus to attack and damage rolls equal to the owlbear's Charisma modifier (+3 and +4, respectively).



SUNEATER OWLBEAR'S LAIR

Upon approaching the entrance to the garden-turned-lair, you can show the party Map 1. The Shining Shrine and read the following:

The foreboding emptiness of the garden ahead is juxtaposed with the melodious birdsong, sweet blossoms, and soft breeze that decorates the air. Grass-covered islands connected by bridges and stepping stones spring from the clear, turquoise waters, through which swim hundreds of orange and gold koi fish.

If the party approach the shrine at night, you can read:

In the distance, in front of a small, moss-covered shrine, a mound of purple feathers lies, seemingly asleep. This gently snoring mass lies in the midst of a smorgasbord of half eaten carcasses and fish heads.

If the party approach during the day, you can instead read:

In the distance, in front of a small, moss-covered shrine, a mound of purple feathers basks, maw agape, in the day's warm light. This unmoving mass sits in the midst of a smorgasbord of half eaten carcasses and fish heads.

This area (Map 1, page 6) is the location for the following three-wave boss-battle. All locations on this map are part of the owlbear's lair.

GENERAL FEATURES

The lair has the following features:

Ceilings, Walls, & Floors. The garden is open to the sky above. There are no walls and the floor is made of earth, occasionally paved with rock.

Light. The light depends on the time of day, but always has a pleasing golden quality to it, reminiscent of a sunset. It is dark at night.

Atmosphere. The air is warm, and a calm breeze wafts the perfume of the blossoms.

Hazard: Emotive Waters. A creature other than the owlbear that enters the waters of the garden or starts its turn in them must make a **VDC Charisma saving throw**. On a failure, if a creature rolled an even number, it is affected by the *calm emotions* spell, suppressing the frightened condition and causing the creature to become indifferent towards all creatures until the end of its next turn. On a failure, if the creature rolled an odd number, the creature is affected by the *enrage* spell (see page 23) until the end of its next turn, and uses its reaction to attack a randomly determined creature within range immediately after it fails the saving throw.

The shrine at the northern end of the garden contains many offerings, including some magic items (see Treasure, page 15).

LAIR ACTIONS

So long as the owlbear is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
2nd	11	+3	3 (1d6)
7th	14	+6	10 (3d6)
12th	16	+8	17 (5d6)

Lair Actions. On initiative count 20 (losing initiative ties), the owlbear takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ♦ **Rage.** The owlbear's territorial rage affects all other creatures within the lair. Each creature must succeed on a **Wisdom saving throw** or immediately use its reaction to make one weapon attack against a random creature within reach/range.
- ♦ **Disorienting Lights.** Flares and sparkles erupt in a deluge, confusing and disorienting creatures in a **20-foot cube** in the owlbear's lair. Each creature in the area other than the owlbear must succeed on a **Constitution saving throw** or be affected by a disorienting madness per the *confusion* spell until the end of its next turn.

- ♦ **Summon Sunsprites.** A sunsprite (see page 29) appears next to each creature of the owlbear's choice that it can see and disappears on initiative count 20 of the following round. The sunsprites act on initiative count 10 of this round. They have an attack modifier equal to **Vmod**, the saving throw of their Death Burst is **VDC**, and both its attacks and Death Burst deal **Vdam** radiant damage, instead of their normal statistics.

WAVE 1: SUNBEAR

This wave is on the easier side, and lulls the players into a false sense of security.

Eye Monster. If the owlbear is in dim light or darkness, it looks like floating eye tyrant, even to players with darkvision. If the owlbear is in bright light, or if a creature uses the Search action and succeeds on a **DC 12 Wisdom (Perception)** or **Intelligence (Arcana or Nature)** check, the owlbear's true form is revealed.

ENEMIES

The main enemy in this wave is the base form of the suneater owlbear.

Level 2. At 2nd level, the wave 1 combatant is:

- ♦ 1 **young suneater owlbear*** (CR 3)

Level 7. At 7th level, the wave 1 combatants are:

- ♦ 1 **adult suneater owlbear*** (CR 8)
- ♦ 1 **faerie-o'-fires*** (CR 2)
- ♦ 1 **sunsprite*** (CR 1/8)

Level 12. At 12th level, the wave 1 combatants are:

- ♦ 1 **ancient suneater owlbear*** (CR 13)
- ♦ 2 **faerie-o'-fires*** (CR 2)

*See Appendix C

TACTICS

The owlbear is wise, but not intelligent. It can't intuit who might be a good, low-Dexterity target for its Solar Beam, but it likes to avoid being outnumbered. The owlbear's pride, aggression, and territoriality counteract its well-developed hunting and survival instincts; it won't run, as it knows its mythic state (wave 3, page 13) scares most enemies off. This results in subpar tactics:

- ♦ It dashes rather than disengages.

- It uses its Solar Beam action to affect the most targets, rather than the most vulnerable ones.
- It tends to use its action to attack a target within easy reach, rather than move towards a more vulnerable target.
- If it is cornered or outnumbered, it uses the bright light shed by the **faerie-o'-fires** to teleport towards isolated targets.
- If the **faerie-o'-fires** are dead, it uses its Blinding Flash legendary action, before utilising its superior speed to escape and attack an isolated target.

WAVE 2: CONSTELLATION

Wave 2 is a puzzle. When the owlbear reaches 0 hit points, a bubble of protective energy—a golden forcefield—blossoms out from it before its mythic state triggers. As if in response, four orbs coalesce out of the air: one white, one black, one red, and one blue. These colours correspond to the constellation in Clue 2 (page 8). You can read the following:

A bright golden forcefield of energy blooms out from the owlbear, its motionless form a faint silhouette floating within the sphere. The air tingles with the scent of ozone as four glowing orbs coalesce around the now-calm garden. These smaller 1-foot-diameter orbs are each a different colour: one sparkles with a bright white light, a second swirls with fiery reds, a blue one pulses rhythmically, and the last is a dark black that drinks in the light of the others. They bob slowly, levitating in the air and swaying in the garden's calm gusts.

Solution. These orbs can be physically pushed around by the player characters. When arranged around the owlbear in the same pattern as the constellation (black, north; blue, east; red, south; white, west), the owlbear's protective cocoon disappears and wave 2 ends.

Consequences. If the players take more than 1 hour to open the forcefield (for example, if they choose to short rest), the owlbear gains the benefits of a short rest, spending Hit Dice to regain hit points, and then emerges from its cocoon. Its mythic trait does not trigger. This means the player characters must fight the wave 1 owlbear again. If the owlbear is reduced to 0 hit points for a second time in this wave 1, its mythic trait triggers and wave 3 begins immediately.

VISCERAL FEEDBACK

Your players need to know what they're doing is right, and that dilly-dallying for too long will have consequences. If they don't bring the orbs closer, you can narrate the sphere growing brighter, and the owlbear within looking stronger and more robust. If the orbs are brought into the right place, you can narrate the sphere visibly dimming with each new orb.

You can also meta-game a little by telling the players that they are acting in real time. This helps maintain tension in the encounter, as your players know that there is some sort of time limit in play.

The Forcefield & The Owlbear. The forcefield lasts for 1 hour, during which the owlbear takes a short rest inside it. Nothing—not creatures, physical objects, energy, or spell effects—can pass through the barrier. While in the cocoon, the owlbear is incapacitated, can't take lair actions, and has a speed of **0 feet**.

Optional Solution: Brute Force. If the party is struggling to figure out the puzzle, you can allow them to destroy the forcefield. The forcefield has AC 10, hit points equal to fifty times the average party level, and **immunity** to fire, poison, psychic, and radiant damage. If it reaches 0 hit points, wave 2 ends.

Reflective Forcefield. The forcefield retaliates whenever it is damaged. When the forcefield is hit by an attack or is damaged by a spell, the attacker or spellcaster takes **Vdam** radiant damage as a crackling arc of radiant energy strikes the source of the attack.

WAVE 3: SUPERNOVA

When wave 2 ends, read or paraphrase the following:

With a ripping sound, the tang of ozone fills the air. The owlbear rears back on its hind legs, its face top-lit in terrifying shadows cast by the 5-foot-radius star that floats above its head. Its featherfronds erupt in a retina-searing burst of light that settles into twinkling crackles of radiant energy.

Blinding Flash. At the start of wave 3 (i.e. when the last orb is placed around the sphere in wave 2), the owlbear's mythic trait activates and it immediately uses its Blinding Flash legendary action.

ENEMIES

The owlbear emerges in its mythic form to defend its lair. The same stat block is used here as in wave 1, except now the owlbear's Supernova trait has been activated.

Shambling Mound. In the 7th- and 12th-level versions of this hunt, the owlbear's radiant energy also animates **shambling mounds** in locations of the GM's choice. These mounds are luminescent, shedding bright light in a **20-foot radius** and dim light for an additional **20 feet**.

Level 2. At 2nd level, the wave 3 combatant is:

- 1 **young suneater owlbear*** (CR 3 mythic form)

Level 7. At 7th level, the wave 3 combatants are:

- 1 **adult suneater owlbear*** (CR 9 mythic form)
- 1 **shambling mound** (CR 5)

Level 12. At 12th level, the wave 3 combatants are:

- 1 **ancient suneater owlbear*** (CR 14 mythic form)
- 2 **shambling mounds** (CR 5)

*See Appendix C

TACTICS

In this rage-filled state, any sense of self-preservation the owlbear might have had is gone. It seeks to blind and burn as many party members as possible. It uses the shambling mound's bright light to teleport into advantageous positions (if applicable) before using its Reflash and Refract mythic actions. Because of the sun that follows it, it can teleport to the shambling mound using its Sunstep legendary action from wherever it is.

OPTIONAL ENDING: BLACK HOLE

When the owlbear in its mythic state is finally defeated, it implodes into a 5-foot-diameter black hole. Each creature within **30 feet** of the owlbear must make a **VDC Strength saving throw**. On a failure, a creature takes **Vdam** force damage and is pulled up to **15 feet** towards the black hole's centre. A creature that is pulled into the black hole's space is teleported to a random location on the Plane of Fey.



AFTERMATH

- The rage-inducing properties of the water recede over the next 24 hours.
- The party are deemed heroes of Springarden. A feast is held by the Blossom Union in the party's honour and they offer any one of the two magic items from within the shrine to the players.
- While the party are considered heroes of Springarden, Xyxl grants the party free access to the spring and shows them the garden's teleportation circle.
- If anything is taken from the shrine, Archdruid Xyxl casts *locate object* to find the items. If a party member is caught red-handed, they are banished from Springarden unless they work as gardeners for a month as penance. They are no longer considered heroes of Springarden.
- While the party are considered heroes of Springarden, they can request one casting of *greater restoration* per day, if they provide the requisite diamonds, from Archdruid Xyxl.
- **Quest Hook:** A baby suneater owlbear comes to the garden. It needs to be returned to its mother in the Plane of Fey.
- **Quest Hook:** A corner of Springarden has turned to autumn and is attacking people. The cause needs to be found and healed.

CACOPHONICS

At the Loot Tavern (or wherever else you should choose), Cacophonics the bard immediately questions the party for the story of their victory. Some time later he plays a song with the following lyrics:

The story begins at the festival
Where stars are all symmetrical
But a monster is its mimicked face
And anger it does bring.

Its nature is to steal the sun
And wish the night time not to come
Oh the wicked beast would fire its beam
And burn the skin of those who'd seen.

Some brave adventurers would cross its path
And hold their swords aloft
And once defeated they would find
The monster rose a final time
Defiant till its end.

Our travellers overcame the night
And brought the sunlight back to life
Our friends, we owe our world to you
You're heroes through and through.



YOU CAN PLAY THE SONG BY
SCANNING OR CLICKING ON THE
QR CODE, OR BY TYPING IN THE
URL BELOW.

[HELIANA.LT/SUNEATER](https://heliana.lt/suneater)



TREASURE

Within the shrine are multiple art and religious objects, as well as the *bonze's bokken* and *ring of birdseye maple* magic items (see Appendix A). The rarity of the *bonze's bokken* depends on the hunt's level. Taking any of these is considered stealing. Threeflower and his fellow siblings of the Blossom Union notice the lessening aggression of the Springwood's creatures and approach the shrine after approximately 30 minutes.

SHRINE VALUABLES

Hunt Level	Art objects	<i>Bonze's bokken</i> rarity
2nd	4d6 objects (25 gp each)	Uncommon
7th	6d6 objects (50 gp each)	Rare
12th	8d6 objects (100 gp each)	Very rare

CRAFTING

The following unique items can be crafted from the suneater owlbear's unique monster components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

SUNEATER OWLBEAR CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value*
<i>Suncatcher</i>	Rod, staff, or wand	Uncommon	Required (Spellcaster)	<i>Fey (suneater) beak</i>	<i>Frail</i>	600 gp
		Rare			<i>Robust</i>	2,300 gp
		Very rare			<i>Potent</i>	9,800 gp
<i>Sunfeather Shroud</i>	Wondrous item	Uncommon	Required	<i>Pouch of fey (suneater) feathers</i>	<i>Frail</i>	500 gp
		Rare			<i>Robust</i>	2,100 gp
		Very rare			<i>Potent</i>	9,400 gp
<i>Sunwing Bow</i>	Weapon (any bow)	Uncommon	Optional	<i>Fey (suneater) sinew</i>	<i>Frail</i>	900 gp
		Rare			<i>Robust</i>	2,300 gp
		Very rare			<i>Potent</i>	12,000 gp

*This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.

HARVESTING

You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting* to harvest suneater owlbears. They have the following unique components, in addition to the normal components for a fey. One of the owlbear's *suneater featherfronds* has come perfectly loose and can be harvested with a DC of 0. The food component for the unique recipe is *fey (suneater) flesh*.

SUNEATER OWLBEAR'S HARVEST TABLE

Component DC	Components
5	<i>Flesh^E</i> (∞)
10	<i>Pouch of feathers</i> (20)
15	<i>Beak</i> (1), <i>featherfrond</i> (10)
20	<i>Sinew</i> (10)

^E Indicates component is edible.

SUNEATER FEATHERFROND



APPENDIX A — MAGIC ITEMS

BONZE'S BOKKEN, WIND RIPPER

Weapon (any sword), rare (requires attunement)

Hermits of the Springwood, the bonze have as much in common with a druid's love of nature as with the discipline and ritual of the monk. They do not deign to shed the blood of other creatures and thus imbue their training swords, known as bokken, with the power to propel them out of harm's way. The thunderous wind rip is really just a tool for releasing hard-to-reach fruit.

This magic weapon has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. It deals bludgeoning damage instead of a sword's normal slashing or piercing damage.

Gale. As an action, you can cause a cube of air up to **15 feet** on a side to blow with a strong wind until the end of your next turn, dispersing any gasses.

Wind Rip. With a swish, you can send a concussive wave of sound streaking towards a target. When you take the Attack action while holding this blade, you can make ranged spell attacks known as 'wind rips' with the bokken. Wind rips have a range of 30/60 ft., +7 to hit, deal **1d10** thunder damage on a hit, and can be heard up to 100 feet away. On a critical hit, a creature is **deafened** until the end of its next turn. You can make as many wind rips as you have attacks.

Liftoff. As a bonus action, you can expend **1 charge**, causing a sustained gust to lift you. Until the end of your current turn, you gain a flying speed of **40 feet**. If you are not in contact with the ground or otherwise held aloft at the end of your turn, you fall.

Uncommon variant: Decrease Wind Rip's attack modifier to +5 and its damage to **1d8**. Remove the Liftoff property.

Very rare variant: You gain a **+1 bonus** to attack and damage rolls you make with melee attacks using this weapon. Increase Wind Rip's attack modifier to +8 and its damage to **1d12**. Increase the flying speed of Liftoff to **50 feet**.

Legendary variant: You gain a **+2 bonus** to attack and damage rolls you make with melee attacks using this weapon. You can speak Auran fluently. Increase Wind Rip's attack modifier to +9 and its damage to **2d8**. When you use the Liftoff property, you gain a flying speed of **60 feet** for **1 minute**.



BONZE'S BOKKEN,
WIND RIPPER

RING OF BIRDSEYE MAPLE

Ring, uncommon (optional attunement)

Pale green, eye-like tourmalines have been encapsulated in maple roots sung by seelie fey into pleasing knots and braids.

This ring has **5 charges** and regains **1d4 + 1** expended charges daily at dawn. While wearing the ring, whenever you touch a plant or wooden surface, you can expend **1 charge** to cause an eye to grow anywhere on that plant/surface within **60 feet** of you. The eye lasts for **1 hour** or until you cease touching the plant/surface, whichever comes first. You can see out of the eye, which has darkvision out to **60 feet**, for as long as you remain touching the plant/surface. While you look out of the eye, you are **blinded** with regards to your own senses.

The eye has a **Dexterity (Stealth)** modifier of **+8**. It has AC 10 and 5 hit points. Any damage dealt to the eye you also take as psychic damage. When the eye is reduce to 0 hit points, it disappears and the effect ends.

Optional Attunement. While you are attuned to the ring, if you stop touching the plant/surface in which you have grown an eye, the eye persists for **1 hour** or until you create a new eye. In addition, it gains the Eyesoar property.

OA: Eyesoar. So long as the eye is within **300 feet** of you, you can use an action to look through the eye. While looking through the eye, you can use your action to move the eye up to **30 feet** along the plant/surface.

SUNCATCHER

Rod, staff, or wand; uncommon (requires attunement by a spellcaster)

From the beak of the suneater owlbear is extracted its ability to absorb and redirect sunlight. The suneater's bones imbue this item with the hard-headed arrogance unique to fey that prevents them from succumbing to others' charms.

RING OF
BIRDSEYE MAPLE



SUNCATCHER



While attuned to the *suncatcher*, you have **advantage** on ability checks and saving throws made to resist being charmed.

This weapon has **7 charges**. It regains **1** expended charge for each hour it spends in direct sunlight and **1d6 + 1** expended charges daily at dawn.

Radiant Absorption. When a creature within **30 feet** of you takes radiant damage, you can use your reaction to expend **1 charge** and absorb some of the energy. The damage the creature takes is reduced by **1d8** plus your **spellcasting ability modifier** (minimum reduction of 1).

Radiant Deliverance. When you hit a target with a spell attack while holding the *suncatcher*, you can spend up to **3 charges** to imbue the attack with radiant energy. On a hit, the attack deals an additional **1d6** radiant damage per charge expended.

Dreamcatcher. While attuned to the *suncatcher*, you are aware when a creature is using the *dream* spell to contact you and can choose to end the spell early.

Rare variant: You know the *flare** and *light* cantrips. Increase Radiant Absorption's damage reduction to **2d8**. You can expend **1 charge** to cast the *daydream** spell from the *suncatcher*.

Very rare variant: You know the *flare** and *light* cantrips. When you cast the *flare* cantrip, you have a **+2 bonus** to your attack and damage rolls for the spell. Increase Radiant Absorption's damage reduction to **3d8**. You can expend **1 charge** to cast the *daydream* spell or **4 charges** to cast the *blinding radiance** spell from the *suncatcher*.

*See Appendix B



SUNCATCHER

SUNEATER FEATHERFROND

Wondrous item, common (socketable, requires attunement)

When this *featherfrond* is socketed on a holdable or wearable item, the item becomes augmented and attuneable. The item gains the Sun Torch property for as long as a creature is attuned to it.

Sun Torch. As a bonus action, you can light or snuff out the *featherfrond*. While lit, it sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

SUNFEATHER SHROUD

Wondrous item, uncommon (requires attunement)

The feathers of a suneater owlbear possess a brilliant dichromatic effect causing it to sparkle in the sunlight, conferring the ability to dance between patches of sunlight. Particularly well-crafted specimens can augment the magic of the featherfronds, allowing them to generate blinding flashes of light.

Sunstep. When you are in bright light, you can use a bonus action to teleport up to **60 feet** to an unoccupied space you can see that is also in bright light. When you do so, roll a **d6**. On a **1**, you can't use the Sunstep property again until the next dawn.



SUNEATER
FEATHERFROND



SUNFEATHER
SHROUD

Rare variant: While you wear this shroud, you have **advantage** on Intimidation checks. The shroud has the Blinding Flash property.

Blinding Flash. As an action, you can cause the featherfronds to erupt in a dazzling display of bright light. Each creature within **15 feet** of you must succeed on a **DC 15 Constitution saving throw** or be **blinded for 1 minute**. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you activate this property, you can't do so again until the shroud spends at least 1 hour absorbing bright, direct daylight.

Very rare variant: While you wear this shroud, you have **advantage** on Intimidation checks and **resistance** to radiant damage. The shroud gains the Blinding Flash property and you no longer need to roll a **d6** when you use the Sunstep property; the property never ceases to function as a result of using it.



SUNFEATHER
SHROUD

SUNWING BOW

Weapon (any bow), rare (optional attunement)

Sinew harvested from a suneater owlbear's spine can imbue arrows with low-level radiation, which is passed onto a target when struck by the ammunition. The magic of suneater respiration lies in their photo-metabolism; they can convert sunlight into pure, concentrated radiant energy, unleashing unholy beams of destructive force.

You gain a **+2 bonus** to attack and damage rolls made with this magic weapon.

Sunshot. While in sunlight, this bow doesn't need ammunition. If you draw this weapon's bowstring without nocking an arrow, it produces its own ammunition, automatically creating a radiant arrow when you make a ranged attack with it. The attack deals radiant damage instead of the weapon's normal damage. The arrow created by this weapon vanishes the instant after it hits or misses a target.

Irradiation. A creature that takes radiant damage from this bow becomes magically marked for **1 hour**. During this time, it leaves an invisible trail that can be seen by creatures with truesight or creatures using the *detect magic* spell. The trail fades after 1 hour.



SUNWING BOW

Optional Attunement. If you choose to attune to this weapon, it gains the Solar Beam property and has **3 charges**. The *sunwing bow* regains **1** expended charge daily at dawn. If it is exposed to dawn's light, it regains **all** expended charges instead.

OA: Solar Beam. As an action, you can expend **1 charge** to fire a beam of solar energy in a **5-foot-wide, 60-foot-long line** originating from you. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **3d8** radiant damage on a failed save, or half as much damage on a successful one.

Uncommon variant: Decrease the attack and damage bonus to **+1** and remove all Optional Attunement properties.

Very rare variant: Increase the attack and damage bonus to **+3**, and increase Solar Beam's **DC** to **16** and damage to **6d8**. The item gains the Daylight optional attunement property.

OA: Daylight. When you take the Attack action, you can use one attack to fire a radiant arrow from this bow at a surface within the bow's range and expend **1 charge**. A magical effect identical to the *daylight* spell manifests for **1 hour**, centred wherever the arrow strikes the surface.

SUNWING BOW



MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

SUNEATER STEAK AND EGGS

Fey (suneater) flesh, plus blood and eggs; DC 20

You regain a number of hit points at the end of each hour you spend in sunlight. The number of hit points increases with rarity, determined by the party's level.

Level	Rarity	Hit Points Regained
1-4	Uncommon	1d6
5-10	Rare	2d6
11-16	Very rare	3d6
17-20	Legendary	4d6



SUNEATER STEAK AND EGGS

APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically. The tamer class mentioned in some spell lists is available in *Heliana's Guide to Monster Hunting*.

BLINDING RADIANCE

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a strip of magnesium)

Duration: Concentration, up to 1 minute

Class: Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional **50 feet**. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**.

On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

DAYDREAM

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny, four-panelled window)

Duration: Concentration, up to 1 minute

Class: Bard, Druid, Warlock

You float some mildly distracting thoughts into the mind of a humanoid you can see within range. The target must succeed on a **Wisdom saving throw** or have **disadvantage** on Wisdom (Perception) checks (taking a **-5 penalty** to its passive Perception as a result of this disadvantage) until the spell ends. A creature **immune** to being charmed is unaffected by this spell.

A creature that succeeds on the saving throw by 5 or more is aware that an attempt was made to influence it with magic. Otherwise, the creature remains unaware of the magic that affected it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st, or you can extend the range of the spell by **30 feet** for each slot level above 1st.

ENRAGE

3rd-level enchantment

Casting Time: 1 action

Range: 120 feet (20-foot-radius sphere)

Components: V, S, M (a red handkerchief)

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock

You attempt to create violent emotions in a group of people. Each humanoid in a **20-foot-radius sphere** centred on a point you choose within range must make a **Charisma saving throw**; a creature can choose to fail this saving throw if it wishes. A creature that fails this saving throw becomes enraged for the duration.

While enraged, a target becomes hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 Constitution saving throw** at the start of each of its turns or lose concentration on the spell.

As an action, you can force an enraged creature to use its reaction to make one melee weapon attack against one randomly determined creature within the enraged creature's reach. If the enraged creature was friendly towards the target of its attack before this spell was cast, the enraged creature can repeat the saving throw immediately after making the attack, ending the effect on itself on a success.

An enraged creature can repeat the saving throw whenever it takes damage, ending the effect on itself on a success. When the spell ends, the creature reverts to its previous disposition again, unless the GM rules otherwise.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher and use an action to force an enraged creature to make a melee weapon attack, you can force one additional enraged creature to make a melee weapon attack for each slot level above 3rd.

FLARE

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a strip of magnesium)

Duration: Instantaneous

Class: Cleric, Sorcerer, Wizard

You launch a pulse of radiant energy at a target within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** radiant damage. On a critical hit, the target is covered in glittering mystical light, granting **advantage** on attack rolls against the target until the end of your next turn.

Alternatively, you can launch the pulse at a point in the air within range where it slowly falls towards the ground. Until the end of your next turn, the flare sheds bright light in a **20-foot radius** and dim light for an additional **20 feet**.

This spell's damage increases by 1d8 and the radius of the bright and dim light both increase by 10 feet when you reach 5th level (**2d8, 30 feet**), 11th level (**3d8, 40 feet**), and 17th level (**4d8, 50 feet**).

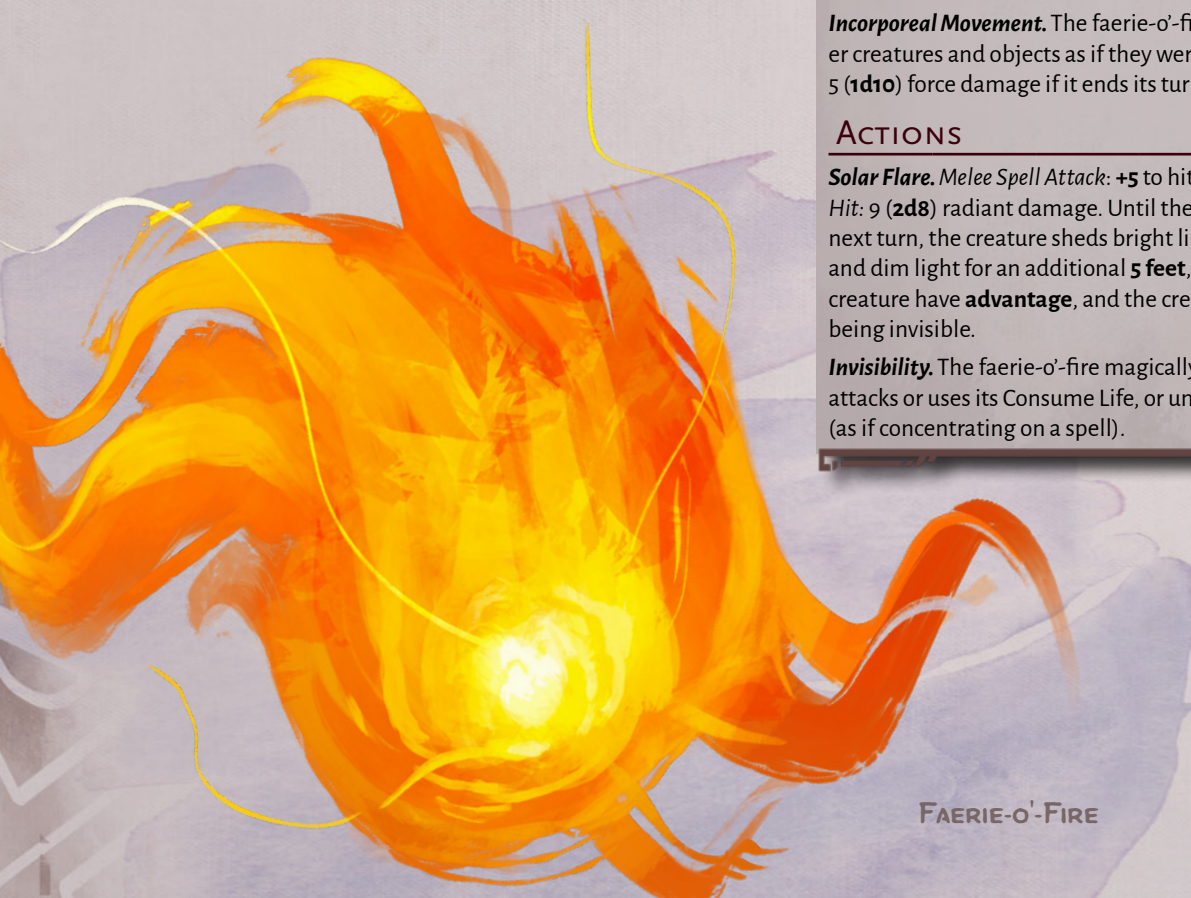
APPENDIX C — CREATURES

FAERIE-O'-FIRES

When a will-o'-wisp basks in the eternal sunset of the Plane of Fey, a change overcomes the malevolent spirit that lies at its heart. In place of a wisps' despair, a faerie develops a guileful and mischievous cunning.

These faeries often pair themselves with more powerful creatures, such as a fey queen with a penchant for collecting waifs and strays, or a territorial suneater owlbear. They act as a lure for such a creatures, coaxing unwary wanderers to follow their cheerful nimbus. If all goes according to the faerie's plan, both faerie and host will gain a meal from this symbiotic mutualism.

Etymology. What came first, *faerie fire* or the faerie-o'-fire? Though the great and prolific wizard Plagiaritrix claimed to have invented the *faerie fire* spell, this origin story is now shrouded in doubt. The faerie-o'-fire's solar flare attack was discovered to have surprisingly similar characteristics to the spell, leading scholars to believe that Plagiaritrix might simply have 'borrowed' it while on one of their many trips to the Plane of Fey.



FAERIE-O'-FIRE

Tiny fey, chaotic neutral

Armour Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	17 (+3)

Damage Resistances acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities radiant, poison

Condition Immunities blinded, charmed, exhaustion, grappled, paralysed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Bright. When the faerie-o'-fire isn't invisible, it sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

Consume Life. As a bonus action, the faerie-o'-fire can target one creature it can see within **5 feet** of it that has 0 hit points and is still alive. The target must succeed on a **DC 10 Constitution saving throw** against this magic or die. If the target dies, the faerie-o'-fire regains 10 (**3d6**) hit points.

Ephemeral. The faerie-o'-fire can't wear or carry anything.

Incorporeal Movement. The faerie-o'-fire can move through other creatures and objects as if they were difficult terrain. It takes 5 (**1d10**) force damage if it ends its turn inside an object.

ACTIONS

Solar Flare. *Melee Spell Attack:* **+5** to hit, reach 5 ft., one creature. *Hit:* 9 (**2d8**) radiant damage. Until the end of the creature's next turn, the creature sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**, attack rolls against the creature have **advantage**, and the creature can't benefit from being invisible.

Invisibility. The faerie-o'-fire magically turns invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

FAERIE-O'-FIRE



SUNEATER OWLBears

It is widely believed that the owlbear is the product of a biomancer's attempt at a chimeric fusion. An owlbear, a creature that combines the aggression of a bear with the irascibility of an owl, is already anything but docile. The influence of the Plane of Fey,

home of the suneater owlbear, has done nothing to bridle these extreme emotions. In fact, these owlbears are more territorial, more grouchy, and more ravenous than their Material Plane counterparts.

YOUNG SUNEATER OWLBEAR

Medium fey, unaligned

Armour Class 13 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	14 (+2)

Skills Perception +3

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 13

Languages –

Challenge 3 (700 XP)

Proficiency Bonus +2

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains 5 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to 52 hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius. Additionally, the owlbear can use the options in the “Mythic Actions” section for 1 hour. Award a party an additional 700 XP (1,400 XP total) for defeating the owlbear after its Supernova activates.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, 60-foot-long line. Each creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (3d6) radiant damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

The owlbear can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The owlbear regains spent legendary actions at the start of its turn.

Claws. The owlbear makes a Claws attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within 60 feet of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear’s featherfronds release a blinding burst of light. Each creature within 30 feet of the owlbear that can see the owlbear must succeed on a **DC 13 Constitution saving throw** or be **blinded** until the end of the creature’s next turn.

MYTHIC ACTIONS

If the owlbear’s Supernova trait has activated in the last hour, it can use the options below as legendary actions.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

Catch the Sun. The suneater owlbear can feed on sunlight. It dislocates its huge maw to reveal the photosynthetic pigments specially-adapted to catching the hues of light shed by the Plane of Fey’s eternal sunset. One should avoid exposed outcroppings of rock in the Plane of Fey; these vantage points are often a suneater owlbear’s dinner table, and suneaters are extremely territorial.

By comparison, the bright daylight of the Material Plane is a feast, albeit an ephemeral one. The suneater owlbear is used to a constant food supply and the diurnal cycle to which so many Material Plane beasts are adapted leaves a suneater feeling particularly hangry and irritable.

Indolent and Iridescent. The term Batesian mimicry comes from the dungeoneer Bates Buttonchop who would disguise himself as a black pudding in order to loot monster-filled crypts. The dungeon natives would avoid Bates’s disguise, having been stung by puddings before, leaving him free to purloin all manner of precious treasures. Suneater owlbears, who’re vulnerable in their darkened caves, use this Batesian mimicry to appear like observers, dangerous eye-tyrants from The Low. This combination of above-ground ferocity and below-ground intimidation has proved quite the survival strategy.

ADULT SUNEATER OWLBEAR

Large fey, unaligned

Armour Class 15 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	3 (-4)	14 (+2)	16 (+3)

Saves Wis +5, Cha +6

Skills Perception +5

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Legendary Resistance (3/Day). If the owlbear fails a saving throw, it can choose to succeed instead.

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains 10 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to 95 hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 2nd level or lower in the area. Additionally, the owlbear can use the options in the “Mythic Actions” section for 1 hour. Award a party an additional 5,000 XP (8,900 XP total) for defeating the owlbear after its Supernova activates.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, 60-foot-long line. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking 24 (7d6) radiant damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

The owlbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature’s turn. The owlbear regains spent legendary actions at the start of its turn.

Claws. The owlbear makes a Claws attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within 60 feet of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear’s featherfronds release a blinding burst of light. Each creature within 30 feet of the owlbear that can see the owlbear must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the end of the creature’s next turn.

MYTHIC ACTIONS

If the owlbear’s Supernova trait has activated in the last hour, it can use the options below as legendary actions.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

LAIR ACTIONS

So long as the owlbear is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
2nd	11	+3	3 (1d6)
7th	14	+6	10 (3d6)
12th	16	+8	17 (5d6)

Lair Actions. On initiative count 20 (losing initiative ties), the owlbear takes one of the following lair actions; the owlbear can’t take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ♦ **Rage.** The owlbear’s territorial rage affects all other creatures within the lair. Each creature must succeed on a **VDC Wisdom saving throw** or immediately use its reaction to make one weapon attack against a random creature within reach/range.

- ♦ **Disorienting Lights.** Flares and sparkles erupt in a deluge, confusing and disorienting creatures. Each creature in the lair other than the owlbear must succeed on a **VDC Constitution saving throw** or be affected by the *confusion* spell until the end of its next turn.
- ♦ **Summon Sunsprites.** A sunsprite appears next to each creature of the owlbear's choice that it can see and disappears on initiative count 20 of the following round. The sunsprites act on initiative count 10 of this round. They have an attack modifier equal to **Vmod**, the saving throw of their Death Burst is **VDC**, and both its attacks and Death Burst deal **Vdam** radiant damage, instead of their normal statistics.



ANCIENT SUNEATER OWLBEAR

Huge fey, unaligned

Armour Class 17 (natural armour)

Hit Points 138 (12d12 + 60)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	3 (-4)	16 (+3)	19 (+4)

Saves Wis +8, Cha +9

Skills Perception +8

Damage Resistances fire

Damage Immunities radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the owlbear fails a saving throw, it can choose to succeed instead.

Observer Mimic. If the owlbear is in dim light or darkness, it appears to be an observer, a type of powerful, floating eye tyrant.

Photometabolise. If the owlbear is in direct sunlight, it regains 15 hit points at the start of its turn.

Radiant Absorption. Whenever the owlbear is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Supernova (Recharges after a Short or Long Rest). If the owlbear would be reduced to 0 hit points, its current hit point total instead resets to 138 hit points, it recharges its Solar Beam, it immediately uses its Blinding Flash legendary action option (without expending any actions), and a small sun coalesces 10 feet above the owlbear and follows it for the next hour, shedding bright sunlight in a 30-foot radius and dispelling magical darkness created by spells of 3rd level or lower in the area. Additionally, the owlbear can use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 11,500 XP (21,500 XP total) for defeating the owlbear after its Supernova activates.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage.

Solar Beam (Recharge 5–6). The owlbear exhales a beam of irradiating energy in a 5-foot-wide, 60-foot-long line. Each creature in the area must make a **DC 18 Dexterity saving throw**, taking 35 (10d6) radiant damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

The owlbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The owlbear regains spent legendary actions at the start of its turn.

Claws. The owlbear makes a Claws attack.

Sunstep. The owlbear teleports from one area of bright light to an unoccupied space of bright light within 60 feet of it that it can see.

Blinding Flash (Costs 2 Actions). The owlbear's featherfronds release a blinding burst of light. Each creature within 30 feet of the owlbear that can see the owlbear must succeed on a **DC 18 Constitution saving throw** or be **blinded** until the end of the creature's next turn.

MYTHIC ACTIONS

If the owlbear's Supernova trait has activated in the last hour, it can use the options below as legendary actions.

Reflash. The owlbear uses its Blinding Flash legendary action.

Refract (Costs 2 Actions). The owlbear recharges and uses its Solar Beam.

SUNSPRITES

Tumbling and frolicking in one of the innumerable sunbeams of the Plane of Fey's unending sunset, sunsprites are playful, inquisitive, and capricious creatures. Much like giving a cat a belly rub, playing with a sunsprite is fraught with danger. Though the sunsprite (or cat) may appear to be enjoying themselves, their mood can change in an instant, leaving you with naught but a patch of sunburn (or some cat claw scratches).

Sunfriends. Given their mutual love of sunlight, it is no surprise that suneater owlbears and sunsprites are found in close proximity to one another. When threatened, a suneater owlbear will make use of the bright light shed by these sprites, which position themselves tactically on the owlbear's behalf.

SUNSPRITE

Tiny fey, chaotic neutral

Armour Class 13

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +7, Perception +3

Damage Immunities radiant

Condition Immunities blinded, charmed

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Bright. When the sunsprite isn't invisible, it sheds bright light in a **5-foot radius** and dim light for an additional **5 feet**.

Death Burst. When the sunsprite dies, it explodes in a burst of light. Each creature within **5 feet** of the sunsprite must make a **DC 10 Dexterity saving throw**, taking **7 (2d6)** radiant damage on a failed save, or half as much damage on a successful one.

Evasion. When the sunsprite is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Dagger. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* **1** piercing damage.

Sunbow. *Ranged Weapon Attack:* **+5** to hit, range 40/160 ft., one target. *Hit:* **1** piercing damage plus **4 (1d8)** radiant damage.

Invisibility. The sunsprite magically turns **invisible** until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sunsprite wears or carries is invisible with it.

SUNSPRITE

APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of “tamer” with “character”.

SUNSNACKER

Type: Fey

Creature Component: Suneater owlbear

Bonus Tamer Improvement: Growth I and +2 Hit Dice

A ferocious beast when roused, this cutie also likes belly rubs, sunbathing, and sweet treats. Be sure not to leave your dust of deliciousness unattended, or you'll have an extremely easy-to-beguile owlbear. Such is the sunsnacker's wont.

If any of the sunsnacker's traits or actions require a saving throw, it is always against the sunsnacker's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the sunsnacker's Constitution modifier



TAMER LEVEL

		TAMER LEVEL
	GROWTH I PREREQUISITE: BECOME COMPANION <i>"My, don't they grow so fast?..."</i>	1
	FLAME RETARDANT PREREQUISITE: — <i>"Not flammable, not inflammable."</i>	3
MULTIATTACK PREREQUISITE: — <i>"Hell hath no wrath like a hungry owlcub."</i>	SOLAR BEAM I PREREQUISITE: — <i>"Good for seasonal affective disorder..."</i>	5
	GROWTH II PREREQUISITE: GROWTH I <i>"...They were only a cub yesterday..."</i>	5
SUNSTEP PREREQUISITE: — <i>"That's cheating! We're playing tig!"</i>	SUNEATER PREREQUISITE: — <i>"At least feeding them is cheaper."</i>	9
EYE TYRANT PREREQUISITE: — <i>"Oh, it's just their little joke..."</i>	SOLAR BEAM II PREREQUISITE: SOLAR BEAM I <i>"...just remember your sunglasses..."</i>	13
	GROWTH III PREREQUISITE: GROWTH II <i>"...now they take up the whole bed!..."</i>	13
	GROWTH IV PREREQUISITE: GROWTH III <i>"...If they fit through the door."</i>	17

MONSTER TRAINER

If you are a tamer, you can grant the sunsnacker the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

The sunsnacker's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its beak attack increases to a **d8**. The sunsnacker gains this improvement when it becomes a companion; it doesn't cost an improvement.

FLAME RETARDANT

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The sunsnacker has **resistance** to fire damage.

SOLAR BEAM I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the sunsnacker can unleash a beam of radiant energy from its distended maw. Each creature in a **5-foot-wide, 30-foot-long line** must make a **Dexterity saving throw**, taking 17 (5d6) radiant damage on a failed save, or half as much damage on a successful one.

After the sunsnacker uses this action, it can't do so again until its tamer finishes a short or long rest.

When the sunsnacker's tamer reaches 9th level in the tamer class, the damage of this action increases to 24 (7d6).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the sunsnacker can make two beak attacks.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The sunsnacker's size increases to Medium, its Hit Die size increases to a **d8** (its hit point maximum

consequently increases by **1** for each of its Hit Dice), and the damage die of its beak attack increases from a d8 to **d10**.

SUNSTEP

Prerequisite: 9th-level tamer

Type: Active (bonus action)

As a bonus action when the sunsnacker is in bright sunlight, it can teleport up to **30 feet** to an unoccupied space it can see that is also in bright sunlight.

SUNSNACKER

Tiny fey, chaotic neutral

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	7 (-2)	11 (+0)	14 (+2)

Skills Intimidation +4

Damage Resistances radiant

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Hungry. Whenever the sunsnacker first detects the presence of sweet food that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to the food and eat it. A distracted sunsnacker repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **immune** to the allure of that source of food for the next **24 hours**.

Keen Smell. The sunsnacker has **advantage** on Wisdom (Perception) checks that rely on smell.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Light. The sunsnacker creates a glowing orb that hovers in the air within **5 feet** of it for the next **minute**, moving with it. The orb sheds bright light in a **10-foot radius** and dim light for an additional **10 feet**.

SUNEATER

Prerequisite: 9th-level tamer

Type: Active (reaction)

Whenever the sunsnacker would take radiant damage, it can use its reaction to instead take no damage, metabolising the energy and regaining a number of hit points equal to the damage it would have taken after taking into account its resistance to radiant damage. It can use this reaction a number of times equal to its Constitution modifier (minimum of once) and regains all expended uses when its tamer finishes a long rest.

EYE TYRANT

Prerequisite: 13th-level tamer

Type: Active (action)

As an action while in dim light or darkness, the sunsnacker can cause its featherfronds to grow luminous and dance, appearing like a floating eye monster. Each creature within **150 feet** of the sunsnacker that can see the sunsnacker but that doesn't know that it isn't an eye monster must succeed on a **Wisdom saving throw** or become **frightened** of the sunsnacker for **1 hour**. A creature frightened in this way must use all its movement to move away from the sunsnacker. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is **immune** to this sunsnacker's Eye Tyrant action for the next **24 hours**. The sunsnacker can lower its featherfronds as a bonus action, causing it to cease being luminous and no longer appear like a floating eye monster.

The effect ends early on a creature if the owlbear ceases appearing like a floating eye monster, or if the creature perceives the sunsnacker's true form (for example, if the sunsnacker becomes brightly lit).

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The sunsnacker's size increases to Large, its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its beak attack increases from 1d10 to **2d6**.

SOLAR BEAM II

Prerequisite: 13th-level tamer, Solar Beam I

Type: Passive (companion)

The damage of the sunsnacker's Solar Beam action increases to 31 (**9d6**), and the length of the line increases to **60 feet**. The sunsnacker gains a **+1 bonus** to the **save DC** of this action.

When the sunsnacker's tamer reaches 17th level in the tamer class, the damage of this action increases to 42 (**12d6**).

GROWTH IV

Prerequisite: 17th-level tamer, Growth III

Type: Passive (companion)

The sunsnacker's size increases to Huge, its Hit Die size increases to a **d12** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage dice of its beak attack increases from 2d6 to **2d8**.

APPENDIX E — SOUNDS

Did you hear that twig break? I swear I just heard a kobold chittering. Was that a vat of boiling Mut-x or are you hungry?

Fresh from the College of Ambience is the bard, Michaël Ghelfi, who's created a wonderful catalogue of ambiences for each monster hunt. Immerse your senses in these vibrant, layered soundscapes as you track, hunt, and harvest!



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