

A 5E SUPPLEMENT

OWLFOLK

ANCESTRY CODEX



KELFECIL'S
TALES

ANCESTRY CODEX
OWLFOLK
BY



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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our content, so that you and your players can later leave the table with something that will you find difficult to forget.

THE STARLIGHT CHRONICLES

In the Starlight Chronicles, magic and science coexist, and people use both to create marvelous items.

As the world thrives after recent calamities, the people of Latakar look to the stars, where magic and new discoveries await.

CODEx INFORMATION

Unlike our free [Of Starlight and Void supplement](#) these supplements offer a more in-depth look at various things that are part of the Starlight Chronicles setting.

Codices are basically supplements that give you information about the Starlight Chronicles setting. We have separated the Codex supplements into three categories so that you can explore specific options.

- Ancestry
- Artifact
- Monster

Through these, you will be able to learn more about the setting's lore and have more options both as a GM and as a player.

SPECIAL THANKS

Kelfecil's Tales would like to extend their gratitude to a few people that really helped this module come to life

- **My good friend and co-writer, Constantine**, who is always there to give feedback and help me out with anything.
- **All of our Patreon supporters** who continue to give us feedback and all their love and support.

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Patreon supporters get **TONS of weekly exclusives**, such as adventures, side quests, dungeon tales, gamebooks, mini-setting supplements and so much more!.

FEATURED ARTIST

This supplement was made in collaboration with the amazing [Sliph](#).

Make sure you check out their work as they have some fantastic stuff.

THIS CODEX IS ABOUT...

Latakar is a vast continent, and there is nobody alive save the Gods themselves that knows everything about it.

For most folk, there are only a couple of races in Latakar: Humans, halflings and perhaps half-elves, if their little village is near an elven domain.

More worldly types know that Latakar has dozens of races, from tieflings to orcs, to angelborn.

Yet even some among the most traveled people of Latakar do not know of the existence of the Owlfolk.



DIVINE BEGINNINGS

Back before the Astral Conflict, when history and even the passage of time itself was ill-defined, the deities Uko, Za'strasz and Umi took stock of the world.

The deities were happy to see Latakar prospering, with its people creating civilizations and making magical and scientific discoveries. However, they were also pained by the fact that some of the knowledge Latakar's people were discovering died with them.

And so, the three siblings decided to create their very own custodians of knowledge, responsible for maintaining pieces of lore, magic and technology that might otherwise be lost.

So it was that the three deities created the Owlfolk, and a giant library for them to live in and maintain.

At first, the Owlfolk were not hidden creatures; far from it. Instead, they went on a long journey throughout the world, bearing the signs of the three deities. Using those, they convinced the people of Latakar to share their knowledge with them, thus building the foundations for the first books of the library.

For years, the Owlfolk continued their existence as custodians of knowledge, gathering more and more of the world's lore. The Owlfolk were content, fulfilling the purpose for which they had been created.

Then came the Astral Conflict. In that world-shattering war, Za'strasz attempted to destroy all that he and his siblings had created, fearful of the mortals' power. Although he failed, the world was changed forever, with empires being grinded away into dust and entire regions being altered.

The Owlfolk did not escape the Astral Conflict unscathed. They had been partially created by Za'strasz himself, and, as such, some of them made war against their own kin in his name.

Nobody apart from the Owlfolk themselves know quite what happened in that war and how long it lasted. What is known for certain is that after the war had concluded, the Owlfolk had become what they are today: Insular,

hidden keepers of knowledge, who rarely leave their library in the western dunes of Latakar.

OWLFOLK TODAY

Today, the Owlfolk still live inside their enormous library and some villages around it, continuing the task given to them by Uko and Umi. However, they are much more secretive than they once were.

The Owlfolk have grown to distrust most other people. After all, they have been around long enough to see many atrocities committed, and their memory of the Astral Conflict especially has done much to poison their goodwill towards other races.

Despite this distrust though, the Owlfolk are still committed to their ancient task. However, they now go about gathering knowledge in a different way than how they used to do it in the past.

The Owlfolk rarely leave their library in pursuit of knowledge, unless the piece of it they are seeking is precious indeed. In all other circumstances, they send adventurers or their few trusted allies.

The adventurers do not know they have been hired by the Owlfolk, and neither does the person that gives them the job. The Owlfolk acquire knowledge through a network of intermediaries, which only the top-most ones know about them.

As for their trusted allies, there are still a select few folk who know of the Owlfolk. Those people are usually archmages or famed historians, who have made the journey to the Owlfolk's hidden library and have befriended them to the point where they are trusted by them.



OWLFOLK IN YOUR CAMPAIGN

Unless your campaign has an Owlfolk as a player, it is highly unlikely that the players will even know the Owlfolk exist. If you are intent on involving them from the beginning of the campaign, you can have your players pick up quests to find lost books and items, while dropping hints that there is some larger network behind the seemingly different quest-givers.

The easiest way to slot the Owlfolk into your campaign is in a situation where your players need to find some lost piece of lore (like perhaps a book on magic from before the Astral Conflict).

In this case, the players must first learn of the existence of the Owlfolk and their library before traveling there. To learn about them, the players could either find a lead into the Owlfolk network of knowledge seekers and get to the top of it, or through some powerful mage or historian who agrees to tell them of the great hidden library in exchange for something.

Traveling to the library is hard in and of itself. It is situated near the northern coast of the western dunes, in an area where no desert tribes roam, only wild beasts.

If the players do make it to the library, they must gain entry. The Owlfolk are not a particularly warlike race, but they have the ancient knowledge required to dispatch most enemies with ease.

If the players have been sent by someone the Owlfolk trust and they can prove this fact, they will easily gain entrance. Otherwise, if they stumbled to the library themselves, they will need to do something to prove that they can be trusted. Such quests might include retrieving a lost book, or killing one of the monsters that has come to lurk in the oldest and least visited sections of the library.

Another way to include Owlfolk in your campaign is by following a more sinister path. As mentioned above, some of the Owlfolk decided to serve Za'strasz during the Astral Conflict. If some of them survived, they would have kept their primary function as seekers of knowledge, but the specific knowledge they would pursue would be much changed.

Those corrupted Owlfolk would seek out only ways to kill Uko and Umi, and ways to strengthen the Void and assist their deity Za'strasz.



OWLFOLK PLAYER RACE

Ability Score Increase: The suggested ability score increase is increasing your Intelligence by 2 and your Wisdom by 1, but you can choose any two stats that fit your characters.

Age: Owlfolk live about 400 years.

Size: You are medium, but your weight and height can vary greatly within those bounds.

Speed: Owlfolk have a 30 ft. movement speed. Although they are used to walk, they can also fly, having a flying speed of 25 ft.

Darkvision: You have 60 ft. of darkvision.

Languages: Owlfolk know Common as well as 2 other languages.

Studious Background: Having grown up in the hidden library, you have studied your chosen field well. You have proficiency in Religion, History, Arcana or Nature.

Beak: You can make an unarmed attack with your beak, dealing 1d6 piercing damage.

Field of Study: Choose one of Latakar's main areas (the civilizations of the sea, the western dunes, the north, the south, the forests of the east, the central swamplands). You have advantage on checks that have to do with that land's history.



OWLFOLK HAVEN ENCOUNTER

You can use this encounter to introduce the Owlfolk to your players, or as a way to spice up their travels through the mountains. Some quick information about it:

- **Recommended Average Party Level (APL):** 4
- **Experience from Completion:** ~1,100 XP

The adventurers have stumbled upon what seems to be a village on their mountain path. They could have also found the village that was well hidden behind a secret path because of a harpy song that was heard in the air.

The village is an outpost of some Owlfolk who use this settlement as a resting place for all of their kin who make the long travel from the west to the east or to the north of Latakar.

The village is under attack by some vicious harpies who managed to find the village of the Owlfolk. The Owlfolk were caught by surprise and are all slowly getting lured by the harpies' Luring Song.

➤ **"Encounter!"** At **3. on the map** are x2 **Harpies** and x1 **Harpy Matron** all singing the same Luring Song. For every Harpy that sings the Luring Song together with the rest, the DC save threshold is increased by 3. The harpies are pulling some of the Owlfolk towards the bonfire at **2. on the map**.

There are x3 Owlfolk (using the Commoner stat block with 10 HP each) that are being pulled towards the fire, each one positioned at **1. on the map**. Each owlfolk slowly walks 15 feet distance during their turn.

The players will have to defeat the harpies and try to save as many owlfolk as they can in the process.

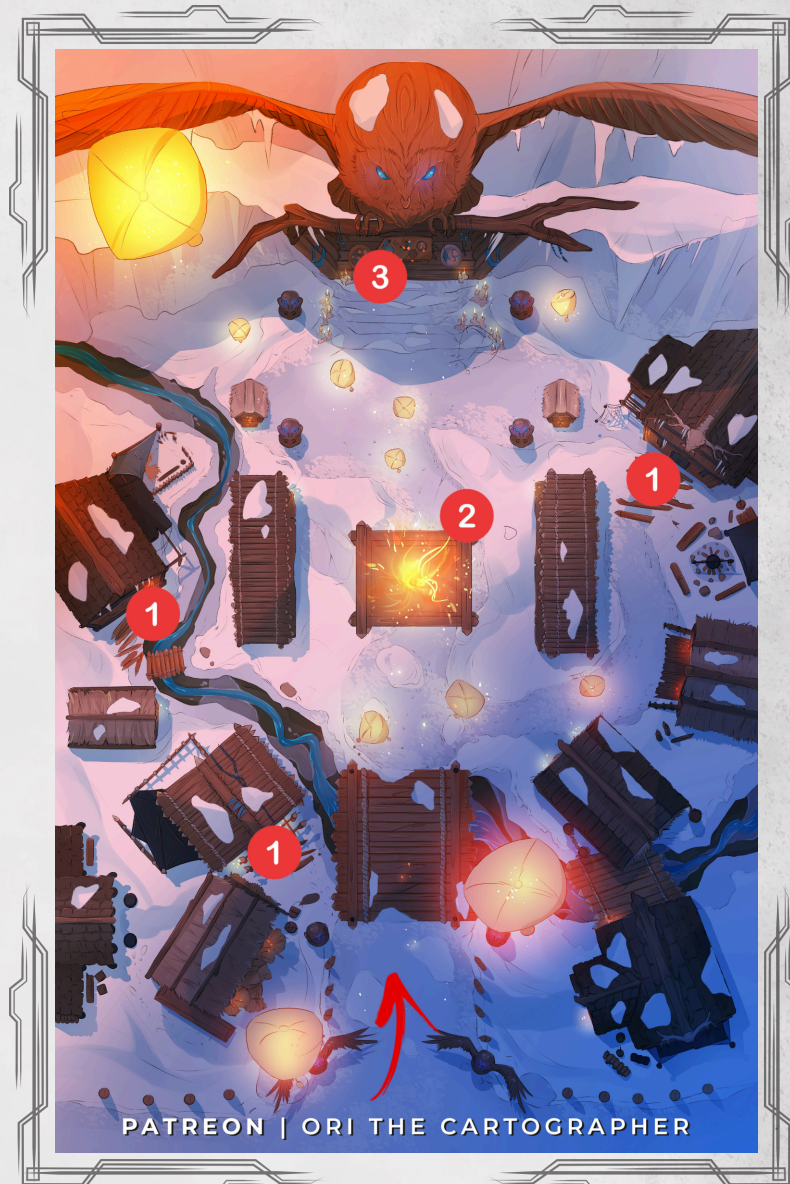
If the players manage to defeat the harpies they will be rewarded depending on how many owlfolk they saved.

- X1 Owlfolk saved:** x100 gold and one piece of uncommon information about one of Latakar's regions.
- X2 Owlfolk saved:** x150 gold and two pieces of uncommon information about one of Latakar's regions.
- X3 Owlfolk saved:** x250 gold, two pieces of uncommon information about one of Latakar's regions and information on where to find a rare magical item.

MAPS USED

You can find the map used in this encounter without the GM notes at the following link - [Village of the Wise Owl](#).

For more variants and gridless versions of the maps go to [Ori the Cartographer's Patreon](#).



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HARPY MATRON

Medium monstrosity, chaotic evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Steadfast. The Harpy Matron can't be frightened while it can see an allied creature within 30 feet of it.

Savage Attacks. When the Harpy Matron scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. The Harpy Matron makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the Harpy Matron can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Harpy Matron. A creature can benefit from only one Leadership die at a time. This effect ends if the Harpy Matron is incapacitated.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 13 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

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AFTERWORD

Thank you for taking the time to download, read and maybe even play this module. Every story we write, every character we create, every comment you leave on our posts, every piece of feedback we receive, everything is motivating us to write more. We are loving every moment we put into this and we have all of you to thank for this. Thank you for your support.

We would like to thank all of the creators involved in this work for allowing us to use their work to bring this adventure to life.

