

THE GELFLING

The innocent, naive, and forgetful people of Thra. Gelfling have a deep connection to their planet and its energy as well as to their fellow people. They seek peace and harmony above all else, but are not averse to adventure or fighting for justice.



GELFLING NAMES

Here are some sample names from the Dark Crystal universe.

Female Names: Argot, Brea, Deet, Fara, Juni, Kira, Laesid, Mayrin, Mira, Naia, Onica, Seethi, Seladon, Tavra

Male Names: Bobb'N, Cadia, Daudran, Gurjin, Jen, Jul, Ordon, Rek'yr, Rian, Toly

GELFLING TRAITS

Your Thra heritage manifests in a variety of traits you share with other Gelfling.

Ability Score Increase. Your Wisdom score increases by 1

Age. Gelfling mature much like humans, and most live less than a hundred trine. Members of the Grotten clan, however, are rumored to have life spans of up to three to four times the length of their Gelfling brethren.

Alignment. Gelfling are most often good. Those preparing to become Maudra, paladins, or castle guards might lean towards lawful, while carefree Gelfling are more often chaotic.

Female. If you choose to be a biologically female Gelfling, then you gain a pair of diaphanous wings that can act like gliders. When *descending elevation*, you have a fly speed of 30 feet.

Male. If you choose to be a biologically male Gelfling, your lack of wings will make you a faster runner, and your base walking speed increases by 10 feet.

Size. Gelfling are between 2½ and 3½ feet tall and average about 35 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Dreamfast. As an action, you can touch hands with another Gelfling and share your memories with them. They, however, cannot share your memories with another Gelfling they dreamfast with, only their own.

You also can use an action to attempt to share memories with a willing non-Gelfling creature via touching their hand. To do so, you must make a Wisdom check, where the DC is 25 minus your Gelfling's level. On a success, you can dreamfast with them. On a failure, you cannot dreamfast with them, both you and the creature takes 1d4 psychic damage, and you cannot dreamfast with any creature until you finish a long rest.

Singers of Thra. All Gelflings are capable of beautiful song, and as such you are proficient with your voice as a musical instrument.

Essence of Thra. Your deep-seated connection with the energy of Thra allows you to have advantage on saving throws against being charmed, and magic can't put you to sleep.

Languages. You can speak, read, and write Common, Gelfling, and one additional language of your choice.

Subrace. There are 7 different clans of Gelfling, choose one of these clans that your character is from.

THE GROTTRAN CLAN

The green Gelfling of the Grottran Clan live deep underground in the caves of Grot. Generations in the dark have left them with a sensitivity to light, black eyes that can see in the dark, and large ears that can make out even the faintest of echoes.

Ability Score Increase. Your Wisdom and Charisma scores both increase by 1.

Voices of Thra. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Keen Hearing. Your large ears give you advantage on perception checks that rely on sound.

Superior Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were light, and in darkness as if it were dim light. You can discern color in darkness as well.

Sunlight Sensitivity. Due to the generations in the dark, your eyes are not adjusted for the bright sunlight. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.



THE VAPRA CLAN

Considered the oldest of the Gelfling clans, the Vapra reside in cliffside villages along the northern coasts, making their capital in Ha'rar. They are beautiful with white hair, fair skin, and gossamer-winged women.

Ability Score Increases. Your Intelligence score increases by 2.

Loremasters of Thra. With access to a sprawling library, members of the Vapra clan are well learned. You gain proficiency in the *Arcana* and *History* skills.

Vapran Camouflage. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

THE STONEWOOD CLAN

Sometimes known as the Woodland Folk, this clan is a proud and ancient people who dwell in Dark Wood, at a place called Stone-in-the-Wood. Stonewood Gelfling are valuable guards, farmers, cobblers and makers of tools. They are inventive, pastoral, and peaceful, but fierce when threatened.

Ability Score Increases. Your Strength and Dexterity scores both increase by 1.

Craftspeople of Thra. You gain proficiency with Smith's tools and Cobbler's tools.

Stonewood Combat Training. You gain proficiency with the longsword, shortsword, handaxe, and battleaxe.

Swords to the Crucible. At the beginning of a long rest, you can spend 10 minutes to conduct a traditional Stonewood 'Swords to the Crucible' ceremony. If you do, you gain a d6 to use on one attack roll or saving throw that lasts until your next long rest or until you use the die.

The die increases to a d8 at level 5, a d10 at level 11, and a d12 at level 17.

THE SPRITON CLAN

Rivals of the Stonewood clan, the Spriton are a warrior and farming clan that inhabit the rolling fields south of Dark Wood. Counted among the fiercest fighters and farmers of the Gelfling race, they also possess a secretive skill passed on from generation to generation known as Dreamstitching.

Ability Score Increases. Your Strength and Wisdom scores both increase by 1.

Cultivators of Thra. You gain proficiency with the *Nature* and *Animal Handling* skills.

Spriton Combat Training. You gain proficiency with the longsword, shortsword, handaxe, and battleaxe.

Dreamstitching. You can spend ten minutes to stitch a specific memory into a *Dream Etching*. This *Dream Etching* must be placed upon the surface of any non-living object. The memory itself can only be ten minutes in length, and once you create the *Dream Etching*, you cannot create another one until you finish a long rest.

When you create the *Dream Etching*, you can decide if you want to attempt to allow non-Gelflings to interact with it. If so, then make a Wisdom check with a DC of 25 minus your Gelfling level. If you succeed, you can designate up to five, specific, non-Gelfling individuals; they will be able to interact with the etching. On a failed check, you take 1d4 psychic damage, the dreamstitching fails, and you cannot dreamfast or dreamstitch until you finish a long rest.

Any Gelfling who touches the etching is able to dreamfast with it and instantaneously experience the memory that was stitched there. A non-Gelfling creature can only interact with the *Dream Etching* if they have been designated by the stitcher of the etch at the moment of stitching. If they have been, then they can also instantaneously experience the memory by touching the etch.

The *Dream Etching* lasts until you dreamstitch again or until you use an action to mentally dispel the etch.



THE DRENCHEN CLAN

The Drenchen clan is a clan of amphibious Gelfling who live in the overgrown Swamps of Sog. Larger and stronger than other Gelfling, the proud Drenchen are powerful in combat, though they generally prefer to keep to themselves.

Ability Score Increases. Your Strength and Constitution scores both increase by 1.

Aquans of Thra. You can breathe air and water, and you also gain a swim speed that is equal to your walking speed.

Drenchen Combat Training. You gain proficiency with the longsword, shortsword, handaxe, and battleaxe.

Drenchen Armor Training. You gain proficiency with light and medium armor.

THE SIFA CLAN

Found in coastal villages along the Silver Sea, the Sifa are skilled fishermen and sailors, but very superstitious. They excel at survival, which they attribute to the magic charms they always carry with them. Rumor has it that one could drop a lone Sifa on a deserted rock in the middle of the ocean, and return a trine later to find that they had not only survived, but built a home and started a family.

Ability Score Increases. Your Dexterity and Wisdom scores both increase by 1.

Explorers of Thra. You gain proficiency with the *Survival* skill and with Navigator's tools.

Magic Charms. You can craft a magic charm by taking 1 hour and spending 10 gold worth of material. When you complete the charm, choose one of the following effects for it to have:

Light. This charm sheds bright light in a 20ft radius and dim light for an additional 20 feet, lasting for 1 hour or until you use an action to dispel the charm, at which point the charm's magic fades entirely.

Guidance. When you make an ability check, you can roll an extra 1d4 and add the number rolled to said check.

Protection. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Only three different charms can be active at a time and each one has to be of a different effect.

When a creature is holding a charm, they can use a reaction to activate its chosen effect. After the charm is used, its magic fades and it becomes a normal pebble.

THE DOUSAN CLAN

This clan makes their settlements on sandships constructed of bone and crystal that navigate the Crystal Sea like ocean vessels. Their culture is shrouded and unsettlingly quiet, more focused on the afterlife than their living life, immaterial and simplistic in their habits and lifestyles. Their musicality is unequaled, it is said that it invokes the very Song of Thra which knits the realms of the living and the dead together.

Ability Score Increases. Your Charisma and Wisdom scores both increase by 1.

Shamans of Thra. You gain proficiency with the *Performance* and *Medicine* skills.

The Song of Thra. You know the *Spare the Dying* cantrip. When you reach 3rd level, you can cast the *Protection from Evil and Good* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Augury* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells, and you can cast them using a musical instrument that you are proficient with as their spellcasting focus.

NOTES

This is version 1.1 of my 5e homebrew Gelfling race, and I hope everyone enjoys this race as much as I do.

I appreciate any and all constructive feedback, as I am always looking to improve!

Special thanks to users /u/grimtendo, /u/Jervis_TheOddOne, /u/Kielhaul, and /u/scoobydoom2 for giving useful critiques!

-/u/anIRISHpotato

Image Sources:

<http://www.giantitp.com/forums/showthread.php?342859-Dark-Crystal-Adaptation> (image 1), <https://www.tvguide.com/news/the-dark-crystal-age-of-resistance-netflix-cast/?rss=breakingnews> (image 2), and <https://www.highdefdigest.com/blog/dark-crystal-age-of-resistance-netflix/> (image 3).

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