

## LUMINAE

**"THE WORLD IS BIG AND EXCITING!"**

— Gleam Whisperwill.

### HISTORY

No one knows how the Luminae came to exist but every race seems to have their own legends concerning their existence.

The dwarves, for instance, believe that Luminae are fey in origin, a representation of centuries worth of dwarven mining songs and hopes of riches come to life. Rumour has it that when a miner encounters a Luminae while digging, they should mark the spot on their maps, for riches are bound to be nearby.

Humans on the other hand believe the playful beings to have originated from the dreams of children as they seem to embody their innocence as well as their childish curiosity and excitement for all things new.

Whatever the truth may be, Luminae can be found all over the material plane, building little communities wherever they see fit.

Luminae society is communal, and they value cooperation and friendship above all else. They celebrate their connection with the natural world through joyful festivals filled with music, dance, and enchanting displays of their glowing abilities.

Most Luminae choose to spend their lives within or very close to those very communities, never traveling far. A few however decide to use their innate magic to increase their size and become adventurers. :

### APPEARANCE

The Luminae are glowing beings who resemble miniature humanoids such as humans, dwarves or elves. Standing no taller than 1-2 inches, their petite frames are adorned with vibrant, bioluminescent patterns all over their skin which emanate a soft, soothing glow. Their skin colors (as well as the color of their luminescence) can vary widely, encompassing pastel shades such as shimmering pink, iridescent blue, radiant green, and ethereal violet.

Luminae are considered adult when they start glowing at around 14 years of age. At this time they also gain the ability to change their size

## LUMINAE NAMES

Examples: Lumis, Aurelius, Thistedown, Flickerwick, Stardance, Petalwise, Glimmerhue, Whisperwill, Emberglow, Dewdrop, Breezeflutter, Sunspark, Glitterfrost, Dreamweave.

### LUMINAE TRAITS

Your Luminae character has the following racial traits.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Age.** Luminae reach adulthood at about 14 years of age and can live to be 200 years old.
- **Alignment.** Luminae in their playful and innocent nature tend towards good and chaotic alignments.
- **Size.** Your natural size is tiny/small (see *Look At Me Grow*).
- **Speed.** Your base walking speed is 25 ft while small or 5 ft while tiny.
- **Languages.** You can speak read and write Common. Additionally you can also communicate with other Luminae through light signals.
- **Look At Me Glow.** Your bioluminescent skin not only sheds dim light within 20 ft., but also enhances your presence. You emit a soft, glowing light that can change in intensity and color depending on your emotions. The corresponding color for each emotional state is unique for each Luminae. You can suppress this glow by holding your breath.
- **Look At Me Grow.** As an adult Luminae you gain the ability to change your size from tiny (about as large as a bee) to small (about as large as a gnome). As an action you may change your size from small to tiny or from tiny to small. All carried items and equipment adjust to your new size if you use this ability. You can perform this action a number of times equal to your proficiency bonus. All expended uses refresh after a long rest.
- **Subraces.** Luminae differ greatly by the surroundings they grew up in. The most common sub-races are Fungal-Luminae, Stone-Luminae, Sea-Luminae, Flower Luminae and Primal-Luminae.

### FUNGAL-LUMINAE

Fungal Luminae are most often found in a pieces of rotting driftwood, old termite nests or dank dark caverns, tending to the mushroom forests growing there. They are part of the natural decomposition process, helping nature regain the nutrients trapped within the dead plant matter. They are recognizable by their slightly darker skin and the mushroom caps many of them wear on their heads.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Rapport Spores.** A 10-foot radius of spores extends from your mushroom cap. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour. You can use this ability a number of times equal to your proficiency bonus and regain all uses after a long rest.
- **Psychic Protection.** Your proximity and exposure to mind altering spores has gradually made you resistant to their effects. You have resistance to psychic damage.

### STONE-LUMINAE

Stone Luminae frequent mines and caves, seeding geodes and crystal caves to shed light in the darkness. They are also known for decorating patches of walls with decorative carvings and paintings. Stone Luminae typically have more subdued skin colors, but make up this lack of color with clothing decorated with glittering crystal shards.

- **Ability Score Increase.** Your Wisdom score and your Constitution score each increase by 1.
- **Piercing the Dark.** You can see in dim light within 60 ft. of you as if it were bright light, and in darkness as if it were dim light. The coloration of your darkvision matches your current glow-color.
- **Mind Of The Mines.** Your experience with tunnels and mines grants you advantage on survival checks to navigate them successfully.
- **Rocks On The Brain** You know the Mold Earth cantrip. Once you reach 3rd level you can cast the Earth Tremor spell once with this trait as a 1st level spell and you regain the ability to cast it when you finish a long rest. Wisdom is your spellcasting ability for this spell.

### SEA-LUMINAE

Sea Luminae, as the name suggests, live in oceans, lakes and rivers, building their homes among coral reefs, near waterfalls and in the thickets of sea weed. Some keep the company of mussels and other chelled creatures, helping them in the production of pearls while others are known for protecting the eggs of countless species of fish. Their skin colour tends to reflect their environment so teal and blueish-green colorations are common. The natural webbing between their fingers recedes when they leave the water but their longer-than-normal feet keep their size.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Home At Sea.** You have a swimming speed equal to 30 ft. while small and equal to 10 ft. while tiny and can breath both air and water.
- **Coral Living.** You have resistance to poison damage.
- **Naturally Squirmy.** Your underwater adaptations make you a hard person to pin down. You have advantage on checks made to end the *Grappled* condition on yourself and can attempt checks of this kind both as an action, as well as a bonus action.

### FLOWER-LUMINAE

Flower-Luminae live their lives close to butterflies, hummingbirds and bees, protecting their nests or repairing old ones so new generations may move into them. They are also the tribe of Luminae humans encounter the most, though they often mistake them for sprites or faries. Their insect wings range in color and shape, usually reflecting their home and their skin colors tend to be bright and light colorations, glittering in the sun.

- **Ability Score Increase.** Your Charisma score increases by 2.
- **Fluttering Flight.** You have a flying speed equal to 25 ft. while small and equal to 10 ft. while tiny. You can fly for a number of minutes equal to 5 times your proficiency bonus before needing to take a break. Otherwise you risk gaining levels of exhaustion. This flight time replenishes after 2 hours of not flying or by taking a short rest to eat something sweet like honey or nectar.
- **Empathic Embrace.** As an action you can touch a creature to determine its current emotional state. Starting at 3rd level, if you feel that the creature is in distress, you may also attempt to calm their emotions similarly to the Calm Emotions spell. The creature must make a charisma saving throw. (Save DC: 8 + Wisdom Mod. + Prof. Mod.) On a failed save, it is considered to be under the effects of a Calm Emotions spell for one minute. You may use this ability a number of times equal to your proficiency bonus, regaining all uses during a long rest.

### PRIMAL-LUMINAE

Primal Luminae choose the company of ants and bugs, attempting to keep the balance in seemingly neverending ant-conflicts. Their homes are usually spread out over multiple nests in an attempt to keep up communications and diplomatic ties between multiple colonies at once. They have been known to use ants as mounts and are generally considered one of the more adventurous Luminae tribes. Their skin usually takes on reddish, brown or black tones but they are also known for more flamboyant colors.

- **Ability Score Increase.** Your strength score increases by 2
- **Ant Strength.** You count two sizes larger when determining your carrying capacity and the weight you can push drag or lift.
- **Murmuring Myrm.** You have the ability to speak to ants, but can't understand their responses. Ants regard you as an ally unless you attack them, giving you advantage on Charisma and Animal Handling checks with them.
- **Following the Trails.** If you are in an area with ants, you can use an action to apply your knowledge of their pheromone trails to determine the location of food, water, predators or ant colonies within 2 miles of your current location. You can use this ability a number of times equal to your proficiency bonus, regaining all expended uses after a long rest.