

Transportation in Luminaria

In Luminaria, transportation reflects the realm's vibrant cultures, diverse geography, and ingenious innovations, blending tradition and creativity.

Land Travel



(Pictured is a Gnomish Hopper)

- **Carts and Wagons:** Drawn by horses, oxen, or sturdy beasts, these are staples for traversing well-worn roads and trade routes.
 - **Caravans:** Guarded by skilled mercenaries, caravans transport valuable goods across vast distances.
 - **Gnomish Hoppers:** Ingenious metal vehicles powered by aether quartz and rare etherium oil. These resemble giant grasshoppers and easily navigate rugged terrain.
 - **Pedestrians and Mounts:** Adventurers and travelers on foot or horseback often rely on sturdy footwear and sure-footed mounts for lesser-known paths.
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Waterways



- **Boats and Barges:** Essential for trade and commerce, they traverse rivers, lakes, and coastal waters.
 - **Ships:** Manned by skilled sailors and boatmen, these larger vessels depend on wind, currents, and muscle to navigate the waterways.
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Airborne Travel



- **Personal Gliders:** Lightweight and crafted for adventurers, these gliders allow descents from lofty elevations.
 - **Sky Ships:** Hot air balloons that transport passengers and cargo across vast distances, offering a bird's-eye view of the world.
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Regional Specialties



(Pictured is an orc riding a skystrider)

- **Dorgesh-Kaan:** The dwarves employ mine carts and subterranean tunnels for efficient underground travel.
- **Hillsburrow:** Halflings utilize hidden tunnels and narrow, winding paths to traverse their homeland.
- **Mount Uruk-Hai (Realm of Everautumn):** Majestic skystriders, giant flying creatures, serve as trusted mounts.
- **Gorvothkur Dominion:** Goliath dragonflies, powerful and swift, provide transport across the dense jungle terrain.
- **Queendom of Hillsburrow:** Halflings and gnomes tame and ride giant honeybees, making personal flight a reality.
- **Red Rock Canyon:** The Echostone Railway, the world's only train system, invented by a rock gnome family, revolutionizes travel and trade across the region.

Rare Innovations

- **Steam-Powered Contraptions:** Pioneered by eccentric inventors, these experimental vehicles are beginning to appear in select cities.
 - **Clockwork Devices:** Powered by intricate mechanisms, these creations hint at a future of mechanized transportation in Luminaria.
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The Evolution of Transportation

As cultures intersect and trade flourishes, Luminaria's transportation networks continue to evolve. These advancements connect diverse regions, fostering exchange, discovery, and boundless adventure.

Travel Speed

Land Travel (30-hour day)

- **Fast Pace:** 37.5 miles per day (1.25 miles per hour). This pace imposes a -5 penalty to passive Wisdom (Perception) checks.
 - **Normal Pace:** 30 miles per day (1 mile per hour). No additional effects.
 - **Slow Pace:** 22.5 miles per day (0.75 miles per hour). Allows for stealthy movement.
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Water Travel (30-hour day)

- **Rowboat:** 30 miles per day (1 mile per hour). Requires rowers.
 - **Keelboat (small sail):** 90 miles per day (3 miles per hour). Wind direction affects speed.
 - **Sailing Ship:** 120 miles per day (4 miles per hour). Requires favorable wind.
 - **Galley:** 90-120 miles per day (3-4 miles per hour), depending on whether powered by rowers or wind.
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Air Travel (30-hour day)

- **Flying Mounts (e.g., Pegasus):** 70-80 miles per day (~2.5-3 miles per hour). Flying creatures require rest.
- **Airships:** 150-300 miles per day (5-10 miles per hour), depending on magical or technological means.

