

Public Serpent System between continents. There is a “serpent stop” at every port. People line up, like a normal bus stop. There are signs with the picture of a snake that says STOP underneath. There are always people waiting in a line. Families, teenagers, elderly people, people that look very tired of waiting, people with luggage. You have to buy a single ticket or a pass. The cabin is a wooden contraption strapped to the back of a large sea snake. It is not fancy; rather, it all looks a little unsafe. You are greeted by the Serpent Driver, who asks where you are headed and takes your money. You sit inside and wait for the snake to come to your destination. It is very speedy, and drops you off at the destination port. Serpents may be capable of skipping /hopping over very small stretches of land to expedite the process.

The Serpent from Frostfjord to the Air Temple is equipped for both water and air travel, as he has a large set of wings (he's basically a really skinny dragon). He swims for a while, and then takes off into the air.

Zip Lines within continents. If you want to travel within the same continent quickly, you can also utilize the Zippidy Zip Line Transit System. They are located in every city, and are always dressed in their orange and blue uniform and talk with a peppy “how can I help you today, sir? ... Swell!” Really, they just want your money. Once you tell him your destination, they flip a few levers and bring you to the correct zip line. He clips you in and you fly off. You arrive at the Zippidy Zip Line location at the destination town.

Spire-city Spire System. First accessible only from within Spire-City, you must be given permission by the Head Sage to use it. It is used both by the sages and important people around the world. It is always the same: a hatch in the ground. It looks like an emergency bunker hatch. They are located just outside of every important city and location. Once inside, there is a beam of light. When you step into the light, you are prompted to decide where you would like to travel. It can be anywhere that you have traveled before. Rolan is given access to the system because of his connection to the rebel cause. The sages put their faith in the rebels to protect the world (after the 4 Trials). They will give Rolan a crystal that can communicate with the locks on the doors and open them. However, if you try to use it for negative purposes, the crystal will feel your energy and be unable to activate the door.

-must use the spire system to get to the Monolith? It is on the opposite side of a cliff in Sunshine Wood.