City of Heroes and City of Villains Zone Transit Guide

This document is a guide to the City of Heroes / Villains MMORPG Zone-to-Zone travel methods for the Homecoming and Homecoming-like servers.

Methods

- Long Range Teleporter
  - Obtaining the Power
- In-Zone "Physical" Connections
- Looking for Group (LFG)
- Tunnel System

Notes:

- Characters with Vigilante or Rogue alignments have access to both Paragon City (Hero/Blue) and Rogue Isles (Villain/Red) Zones. Non-storyline changes to alignments are available via the Null the Gull NPC located in Pocket D. Characters with Hero or Villian alignments will be restricted to their specific zones, co-op, and PvP zones (listed later).
- Access to the Midnighter's Club (and thus Cimerora along with additional Zones detailed below) is available via two methods. The first is a storyline-based and is completed through the Montague Castanella story arc which is available to characters after level 10. The alternate method is to travel to the Night Ward Zone and enter the mansion at map location [1800, 110, -2420], no other actions required.
- Permanent access to the Ouroboros Zone is granted the first time a character enters the Ouroborous Zone. Frequently this initial entrance is made by clicking on a portal created by another character. Player-initated portals are semi-frequent in Atlas Park near the Ms. Liberty NPC. Helpful players will often respond to Ouroborous portal requests when they are made in the Broadcast channel.
- Studio 55 is a lesser known Praetoria equivalent to Pocket D and the two share a direct link. The Pocket D to Studio 55 portal is located behind large ramp leading to the "stargate" on the blue side of Pocket D. Outside of the TUNNEL system this can be the easiest way to travel to Praetoria.

Long Range Teleporter

The Long Range Teleporter (LRT) is a standard travel feature of the City of Heroes environment with a large range of instant travel to Zones with a 10 minute cooltown (time until available after use). The power allows access to the default areas of Echo Plaza, the Character's Supergroup Base, and any Supergroup Base using a known Passcode. Once this power is obtained new

Zones can be added to the available destination list by collecting at least one Exploration Badge in the desired Zone.

Any of the following methods will award the LRT power:

Obtaining the Power

- Collect 8 exploration badges in a single Zone. King's Row is prefered by the author but a jetpack or flight power is stronly suggested to deal with multiple badges being in elevated locations.
    - Installing the Vidiotmaps add-on will overlay exploration badge locations in the character's Map (the add-on will also add other information to Maps such as level ranges within Zones and MOB type locations).
    - The Reveal power available from a P2W Vendor improves the Vidiotmaps add-on readability by removing the "Fog of War."
- Spending 1 hour in Pocket D obtaining the Pocket D VIP Gold Club Member badge.
- The base LRT power can be directly purchased a P2W Vendor. However, using this method still requires gaining exploration badges in each Zone to add those destinations to the power.

TUNNEL Connections

The TUNNEL System provides portal-based transport between Zones including 'less common' destinations. Visually, the entrance portals appear as vertically aligned Supergroup portals with alternate color schemes and effects. Available destinations depend on the character's current Zone.

Zone	Paragon Zones	Rogue Zones
Atlas Park	X	
Cap Au Diable		X
Dark Astoria	X	X
Echo Plaza	X	X
Firebase Zulu	X	
First Ward	X	X
Founders' Falls	X	
Grandville		X
Imperial City	X	X
Mercy Island		X
Night Ward	X	X
Nerva Archipelago		X
Peregrine Island	X	
Talos Island	X	
Underground Imperial	X	X

In-Zone "Physical" Connections

These are the standard connections between Zones where a character clicks a doorway, passes through a security gate, enters a boat or submarine, etc.

Notes:

- Two entries, (The) Crucible and Ft. Trident, have two entry points (LRT and a Zone) but multiple exit points to Task / Strike Force NPC. This is the same effect as using the LFG system detailed below.
    - The Cruicble exits to Cap Au Diable, Grandville, Sharkhead Isle, and St. Martial.
    - Ft. Trident exits to Brickstown, Founders Falls, Independence Port, Skyway City, Steel Canyon, and Talos Island.

Key:

- Items without **Red** or **H/V** default to Paragon City (Hero/Blue).
- Items labeled **Red** are Zones specific to Rogue Isles (Villain/Red).
- Items labeled **H/V** are Zones accessible by characters of any alignment.
- Items labeled **NC** are non-combat Zones.
- Items labeled with **PvP** are Player vs. Player Zones accessible by characters of any alignment.
- Items labeled with **SE** are seasonal event Zones and are available on limited basis.
- Items labeled **TO** are themed overlays of existing Zones with no regular features (e.g., trainers, missions, and tranit lines).
- Non-PvP Rogue Isles Zones have direct interconnects to all other Rogue Isles destinations and are labeled as **RIZ**.

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Abandoned Sewer Network	Sewer Network	36 - 40
Abyss	GrandvilleIndependence PortMonster IslandPeregrine IslandSharkhead Isleand Kallisti Wharf	45 - 50 [**Red**]
Atlas Park	HollowsPerez ParkRecluse's VictoryRikti War ZoneSkyway CitySteel Canyon	1 - 6

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Bloody Bay	Cap Au DiableSkyway City(via Free Fire Zone Transports)	15 - 25 [**PvP**]
Boomtown	Sewer NetworkSteel Canyon	11 - 19
Brickstown	Crey's FollyIndependence Port	30 - 38
Cap Au Diable	Bloody BayUnderground Imperial	8 - 20 [**Red**]
Cascade Archipelago	ChantryFirebase Zulu	40 - 44
Chantry	Cascade ArchipelagoFirebase ZuluStorm Palace	44 - 47
Cimerora	Midnighter club(Zone transfer to Croatoa spawnscharacters near a Midnighter Club)	35 - 50 [**H/V**]
Crey's Folly	BrickstownRikti War Zone	31-39
Croatoa	BrickstownFounders' FallsIndependence PortSkyway CitySteel CanyonTalos Island	25 - 34
Crucible	Mercy Island	NC
Dark Astoria	Talos Island	50 - 54
Echo Plaza	Pocket D (blue-side truck)	NC [**H/V**]
Echo: Atlas Park	Ouroboros	1 - 6
Echo: Dark Astoria	Ouroboros	21 - 29
Echo: Faultline	Ouroboros	15 - 25
Echo: Galaxy City	Ouroboros	1 - 6
Echo: Rikti Crash Site	Ouroboros	40-50
Eden	Founders' FallsHive	33 - 39
Faultline	Pocket DSkyway City	15 - 25
Firebase Zulu	Cascade ArchipelagoChantryPeregrine IslandStorm Palace	40 - 44
First Ward	Night WardUnderground Imperial	20 - 30
Fort Trident	Atlas Park	NC

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Founders' Falls	EdenMidnighter ClubPocket DRikti War ZoneTalos Island	31 - 40
Grandville	AbyssIndependence PortKallisti WharfMonster IslandPeregrine IslandRecluse's VictoryRikti War Zone	40 - 50 [**Red**]
Harvest Festival (Themed Atlas Park)	Pocket D (via Null the Gull)	NC [**TO**]
Hollows	Atlas ParkSkyway City	5 - 15
Hive	Eden	45 - 50
Imperial City	NeutropolisNight Ward [Tunnel]Nova PraetoriaPocket DUnderground Imperial	9 - 15
Independence Port	BrickstownCroatoaFounders' FallsKings RowSkyway CitySteel CanyonStriga IsleTalos IslandTerra Volta	20 - 30
Kings Row	Independence PortPocket DSewer NetworkSkyway CityWarburg	5 - 10
Luau (Themed Talos Island)	Pocket D (via Null the Gull)	NC [**TO**]
Mercy Island		1 - 8 [**Red**]
Midnighter Club	Cap au DiableCimeroraCroatoaFounders' FallsSteel Canyon	NC
Monster Island	AbyssGrandvilleIndependence PortKallisti WharfPeregrine IslandSharkhead Isle	45 - 50 [**Red**]
Nerva Archipelago	GrandvilleSt. Martial	25 - 40 [**Red**]
Neutropolis	Imperial CityNova PraetoriaUnderground Neutropolis	15 - 20
Night Ward	First Ward	30 - 35

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Nova Praetoria	Imperial CityUnderground Nova	1 - 9
Ouroboros	Atlas ParkCap au DiableFounders' FallsGrandvilleIndependence PortNerva ArchipelagoPeregrine IslandSharkhead IsleSt. MartialTalos IslandEcho: Atlas ParkEcho: Dark AstoriaEcho: FaultlineEcho: Galaxy CityEcho: Rikti Crash Site	NC [**H/V**]
Peregrine Island	Firebase ZuluRikti War ZoneTalos Island	41 - 50
Perez Park	Atlas ParkSkyway CitySteel Canyon	7 - 14
Pocket D	Kings RowFaultlineFounders' FallsHarvest FestivalImperial CityLuau (Talos)Port OakesSharkhead IsleSki ChaletSpooky HalloweenSt. MartialTalos IslandWinter Forest	NC [**H/V**]
Port Oakes	Cap Au DiableMercy IslandPocket D	7 - 12 [**Red**]
Recluse's Victory	Atlas ParkGrandville	40 - 50 [**PvP**]
Rikti War Zone	Atlas ParkCap Au DiableCrey's FollyFounders' Falls-GrandvillePeregrine IslandSt. Martial	35 - 50 [**H/V**]
Sewer Network	Abandoned Sewer NetworkAtlas ParkBoomtownKings RowSkyway CitySteel Canyon	3 - 10
Sharkhead Isle	Pocket DSiren's Call	20 - 30 [**Red**]

Zone	Connecting Zones	Level Range [H/V, PvP, Red, SE, TO]
Siren's Call	Sharkhead IsleSteel Canyon	20 - 30 [**PvP**]
Ski Chalet	Pocket D	NC [**H/V**]
Skyway City	Atlas ParkBloody Bay-FaultlineHollowsKings RowPerez ParkSewer NetworkTalos Island	10 - 19
Spooky Halloween (Themed Atlas Park)	Pocket D (via Null the Gull)	NC [**TO**]
Steel Canyon	Atlas ParkBoomtownIndependence PortPerez ParkSiren's Call	10 - 19
St. Martial	GrandvilleNerva ArchipelagoPocket DRikti War Zone	30 - 40 [**Red**]
Storm Palace	ChantryFirebase Zulu	48 - 53
Striga Isle	Independence PortTalos Island	20 - 29
Talos Island	Dark AstoriaFounders' FallsPeregrine IslandPocket DSkyway CityStriga IsleUnderground Imperial	20 - 27
Terra Volta	Independence Port	20 - 29
Tunnels of the Trolls	Hollows	12 - 15
Underground Imperial	Cap au DiableFirst WardImperial CityTalos IslandUnderground NeutropolisUnderground Nova	9 - 15
Underground Nova	Nova PraetoriaUnderground Imperial	1 - 10
Warburg	King's RowSt. Martial	30 - 38 [**PvP**]
Winter Forest	Ski Chalet area (via Pocket D)	NC [**H/VSE**]

Looking for Group (LFG)

LFG Transport is a zero second cooldown method to travel to a handfull of Zones by ~~abusing~~ employing the LFG system. Normally, when a Task / Strike Force is joined the character's group will be transported across Zones to the

Force's initial mission contact. In this case, locking the group size to only 1 member (your character) prompts the player for immediate transport. Once the character is in the desired Zone no other actions are necessary.

LFG Transport the best method to directly transport to Cimerora from any location outside of a Midnighter Club as Cimerora is not a destination Zone available via the Long Range Teleporter (LRT) power.

To utilize LFG Teleport: * Select the LFG tab in the Chat window. * Select the Force with the NPC contact in the destination Zone. * Select "Lock the event for your group" (a group size of 1). * Select to Queue and Join Event with the option appears. * No other actions are necessary after you arrive at the destination Zone.

Zone	Task / Strike Force [Initial Contact]
Brickstown	Following Countess Crey [Manticore]
Cap Au Diable	The Beast Beneath the Mountain [Virgil Tarikoss] [**Red**]
Cap Au Diable	Chasing Fool's Gold [Dr. Aeon]
Cascade Archipelago	The Legend of Ruladak [Sara Moore]
Chantry	The Saga of Faathim [Justin Augustine]
Chantry	The Saga of Lanaru [Faathim the Kind]
Cimerora	Time's Arrow [Imperious]
Croatoa	A Tangled Plot [Katie Hannon]
Firebase Zulu	Explorers & Exploiters [Dr. Quarterfield]
Founders' Falls	The Return of the Reichsman [Dr. Kahn]
Founders' Falls	Soul of the Woodsman [Numia]
Grandville	Lord Recluse's Strike Force [Lord Recluse] [**Red**]
Grandville	Thus Spoke the Reichsman [Barracuda]
Independece Port	A Clamor for the People [Penelope Yin]
Independece Port	Ms. Liberty Task Force
Independece Port	The Sky if Falling [Admiral Sutter]
Rikti War Zone	Alpha Strike [**H/V**]
Rikti War Zone	The Lady Grey Task / Strike Force [**H/V**]
Rikti War Zone	The Praetorian Offensive [Tin Mage Mk. II] [**H/V**]
Sharkhead Isle	The Fire and the Flames [Mortimer Kal] [**Red**]
Sharkhead Isle	Pirates of the Sky [Silver Mantis] [**Red**]
Sharkhead Isle	The Temple of the Waters [SF Op. Renault] [**Red**]
Skyway City	The Fall of the Clockwork King [Synapse]
Steel Canyon	Dam Hero [Positron Pt. 2]
Steel Canyon	The Rule of Three [Positron Pt. 1]
St. Martial	The Crystal of Serafina [Ice Mistral] [**Red**]
Striga Isle	The Kheldian War [Moonfire] **Blue**
Striga Isle	The MegaMech Cometh [Ernesto Hess]
Talos Island	Citadel's Children [Citadel]