

# Blitzen's Guide to Alyrian Maritime Navigation



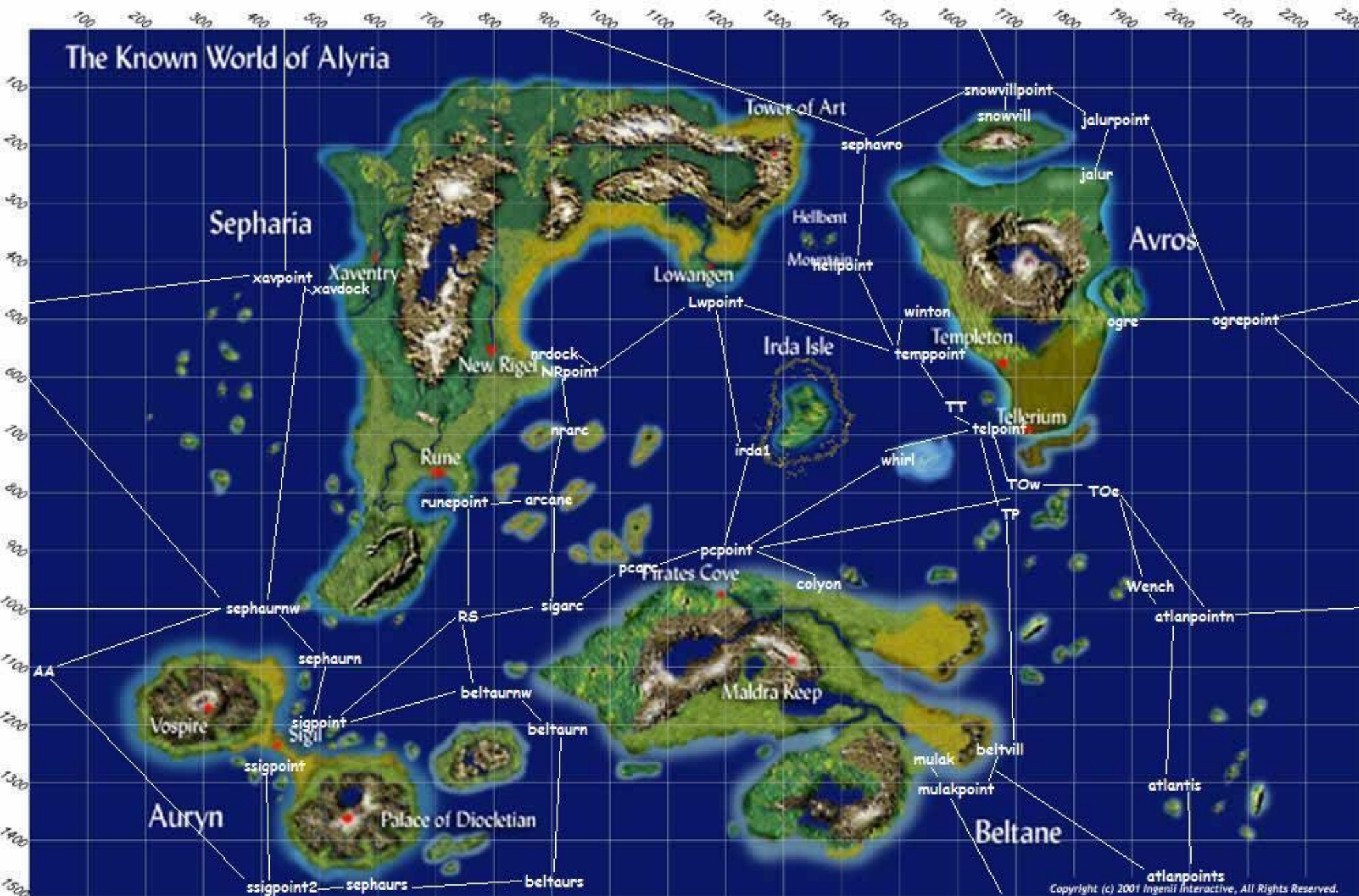
Within the following pages is the key to navigating every corner of the Oceanus Ingenii and Oceanus Decarus. Ship marks don't give practices or experience points like the marks you're probably familiar with, they help with sailing ships. With the maximum number of ship marks at one hundred, you need to get the most out of each mark you plot. This short pamphlet lists in detail a multitude of ship marks and courses that can guide your ship from the quiet waters of Rune's Cove through the dangerous passage of the Irda Isle Reef and back again!

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## Table of Contents

- I. Alyria
  - a. Map Explanation
  - b. Ship Marks & Name Explanation
  - c. Irda Isle Reef
- II. The Underground
  - a. Map Explanation
  - b. Ship Marks & Name Explanation
- III. Closing
  - a. Blitzen's Navigation Service
  - b. Final Statement





Written by Blitzen, Captain in the Mercenaries of War Fleet

The above map shows a general explanation of where I have documented ship marks to work well getting to anywhere I need to be, while avoiding land collisions. Be advised that a few of these marks are in SPK waters. Alyria is a world that is round in 2 respects, one to east-west travel, and also to north-south travel. So if I was to sail north from the mark “jalurpoint” that you see on the map, I would end up crossing the 2nd sextant coordinate reading of 0, ending up southeast of Mulakanathos. Also, I can sail east from “atlanpointn”, crossing the 1<sup>st</sup> sextant coordinate reading of 0, ending up northwest of Vospire.

## Mark Name Explanations

If you looked at the map and wondered what kind of names I gave those marks here is the explanation. The basic types of marks I named were \_\_\_dock, \_\_\_point, transit marks, and village marks.

### Dock Marks

Dock Marks are used at town piers, or a point on a coast closest to a town. This group of marks is not a necessity, as the piers are close to the Point Marks, and a dock slip that you set may not always be open for your use. It is advised to use these marks in conjunction with the Point Marks, to minimize land collision risk.

They include:

- Runedock      693, 790      Rune’s Dock
- Sigdock        475, 1220      Sigil’s Northern Dock
- Pcdock        1186, 940      Pirate Cove’s Dock
- Ssigdock      423, 1272      Sigil’s Southern Dock
- Teldock        1692, 700      Tellerium’s Dock
- Tempdock     1585, 545      Templeton’s Dock
- NRdock        869, 565      Due east of New Rigel’s southern gate
- Xavdock       530, 447      Due west of Xaventry’s western gate
- Lwdock        1115, 433      Lowangen’s Dock

### Point Marks

Point Marks are used as an access point from Dock Marks to Trans-oceanic Transit Marks. Often these marks are aligned between open ocean waters and the shallow coastal waters.

They include:

- Runepoint 745, 816
- Sigpoint 535, 1170 For access from Ssigdock to Ssigpoint2
- Ssigpoint2 420, 1480 For access from Ssigpoint to Transit Marks
- Ssigpoint 413, 1350
- PCpoint 1200, 900
- Telpoint 1670, 696
- Temppoint 1582, 540
- NRpoint 916, 600
- Lwpoint 1142, 454
- Xavpoint 450, 430

### Transit Marks

Transit Marks are marks that are used for long distance traveling. They link Point Marks for voyages to distant locales. I have named this group of marks with names that are related to where they are located. Transit marks near the Arcane Archipelago have the suffix “-arc”, because they are near Arcane.

They include:

- RS 754, 1011 For passage between Rune and Sigil
- TT 1583, 645 For use between Templeton and Tellerium
- TP 1668, 820 For use between Tellerium and Pirate’s Cove. Has access to “Beltvillpoint.”
- AA 8, 1108 Sole purpose is for quicker route between the two Sigil docks.
- PCarc 1070, 915 For passage past Arcane to the south
- Sigarc 911, 989 For passage past Arcane to the south
- NRarc 919, 705 For passage past Arcane to the north
- Sephaurn 500, 1060 For passage between other marks and “Sephaurnw”
- Sephaurnw 400, 1000 For passage between the waters south of Sepharia to the waters west of it.
- Sephaur 680, 1480 For passage east from the South

- Sephavro 1430, 190 For passage past the waters near Hellbent
- Hellpoint 1400, 400 For passage past the waters near Hellbent
- Beltaurnw 800, 1145 For passage from Sigil east to the waters southwest of Beltane.
- Beltaurn 900, 1200 For passage from Sigil to the waters SW of Beltane
- Beltaurs 900, 1480 For passage from Sigil to the waters SW of Beltane
- TOw 1676, 770 For passage east of Tellerium to the south
- TOe 1884, 770 For passage east of Tellerium to the south
- OGREpoint 2100, 500 For passage through the waters east of Avros.
- AtlanPointS 1987, 1498 For passage south of Atlantis
- AtlanPointN 2000, 1000 For passage north of Atlantis

### Village Marks

In Alyria there are many villages hidden in the wilderness. Some of these villages are nestled on the coast with docks, like Jalur and Mulakanathos, while others are farther inland. While 4 of the villages are currently open, others are still closed to adventurers; the marks for these villages are named for their closest open areas. Here is listed all currently known villages in Alyria.

They include:

- Wintonpoint 1518, 390
- Winton 1536, 389 A mark on the coast directly west of Winton
- Jalurpoint 1850, 150
- Jalur 1815, 238
- Mulakpoint 1600, 1320
- Mulak 1535, 1239
- Colyon 1375, 963 A mark on the coast directly north of Colyon
- Beltvillpoint 1671, 1231
- Beltvill 1663, 1231 East of Mulak
- Sigvillpoint 819, 1193
- Sigvill 830, 1199 On the large Island east of Auryn
- Snowvillpoint 1658, 100
- Snowvill 1657, 150 A mark on the coast directly north of a village

## Other Marks

There are many locations that are also important to get to.

They include:

- OgreVillage 1880, 498 A point on the coast south of the village.
- Arcane 912, 816 The jungle area east of Rune
- Atlantis 1989, 1303 The underwater city of the Mermen
- CTF 994, 921 Capture The Flag
- Whirlpool 1530, 744 A few rooms to the west of the center
- Lighthouse 720, 839 The Lighthouse southeast of Rune
- Magencia 863, 833 The once great ship shoaled east of Rune
- Wench 1889, 950 The Wreck of the Feisty Wench



## The Irda Isle Reef

The treacherous passage of the Irda Reef is often just walked over by adventurers with levitation and haste spells to better facilitate “ocean-walking.” Yet this guide would not be complete without giving the proper passage through the reef. With Irda Isle being a popular destination for 3<sup>rd</sup> class leveling and adventurers seeking the proving grounds, I have used this passage greatly.

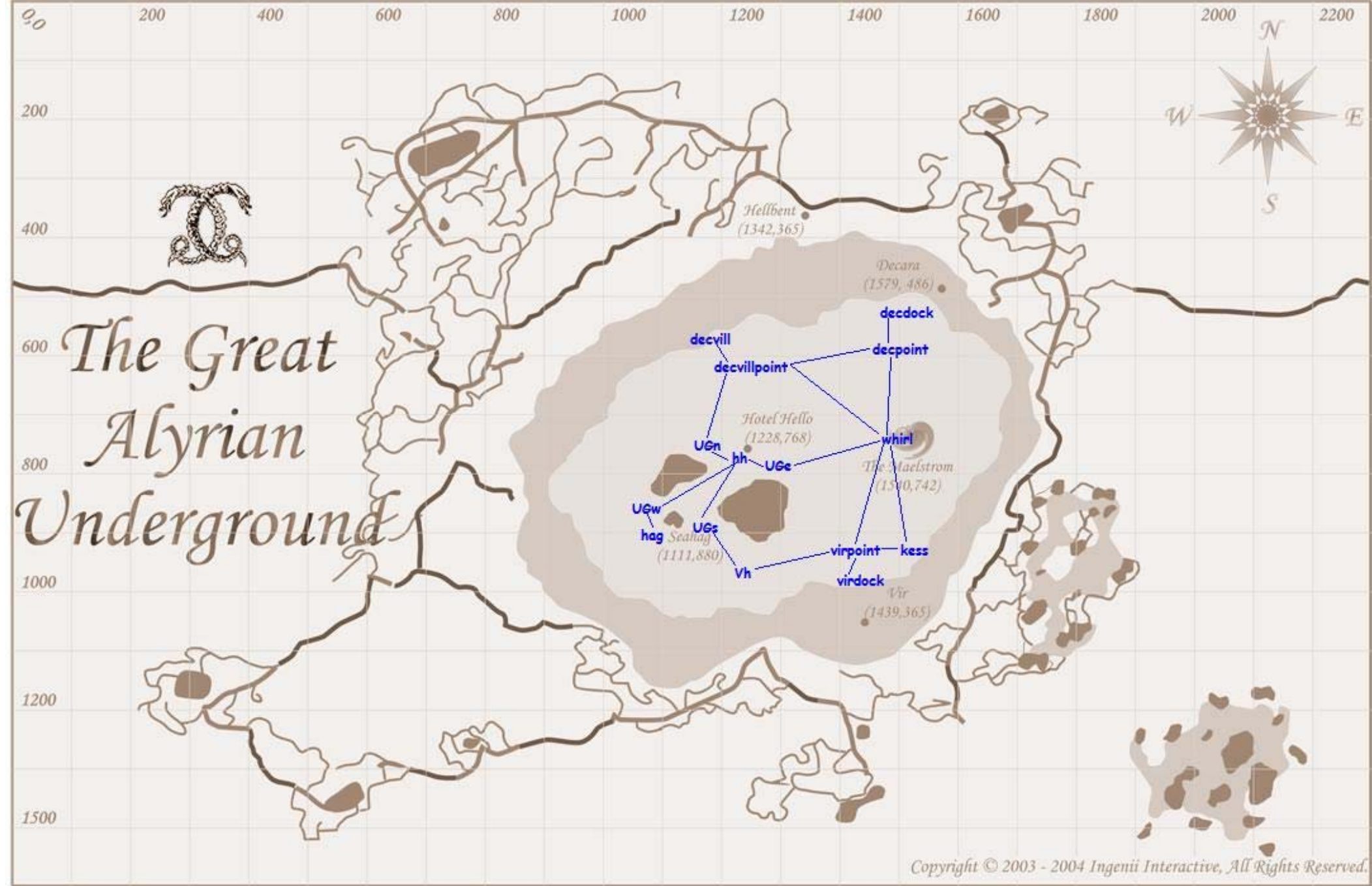
There are 2 courses listed here; one is the course to go through the reef, and since courses can't be reversed, there is a mirror list reversed. You will note that the route numbers for the following marks are all the same; this is done for automation so you can set a course for the first mark, “Irda1”, and it will sail point to point until you come to a halt just south of the Irda Isle docks. There is no shipwright here, so be sure to mind the morale of your ships' crew.

### **Passage to Irda Isle**

[Route 45] 1269, 748: [Irda1 ]  
[Route 45] 1270, 747: [Irda2 ]  
[Route 45] 1271, 747: [Irda3 ]  
[Route 45] 1272, 748: [Irda4 ]  
[Route 45] 1274, 748: [Irda5 ]  
[Route 45] 1281, 741: [Irda6 ]  
[Route 45] 1280, 740: [Irda7 ]  
[Route 45] 1280, 739: [Irda8 ]  
[Route 45] 1281, 738: [Irda9 ]  
[Route 45] 1273, 730: [Irda10 ]  
[Route 45] 1273, 728: [Irda11 ]  
[Route 45] 1271, 726: [Irda12 ]  
[Route 45] 1277, 720: [Irda13 ]  
[Route 45] 1280, 718: [Irda14 ]  
[Route 45] 1280, 712: [Irda15 ]  
[Route 45] 1281, 711: [Irda16 ]  
[Route 45] 1281, 710: [Irda17 ]  
[Route 45] 1280, 709: [Irda18 ]  
[Route 45] 1280, 704: [Irda19 ]  
[Route 45] 1283, 701: [Irda20 ]

### **Passage from Irda Isle**

[Route 61] 1283, 701: [RIrda1 ]  
[Route 61] 1280, 704: [RIrda2 ]  
[Route 61] 1280, 709: [RIrda3 ]  
[Route 61] 1281, 710: [RIrda4 ]  
[Route 61] 1281, 711: [RIrda5 ]  
[Route 61] 1280, 712: [RIrda6 ]  
[Route 61] 1280, 718: [RIrda7 ]  
[Route 61] 1277, 720: [RIrda8 ]  
[Route 61] 1271, 726: [RIrda9 ]  
[Route 61] 1273, 728: [RIrda10 ]  
[Route 61] 1273, 730: [RIrda11 ]  
[Route 61] 1281, 738: [RIrda12 ]  
[Route 61] 1280, 739: [RIrda13 ]  
[Route 61] 1280, 740: [RIrda14 ]  
[Route 61] 1281, 741: [RIrda15 ]  
[Route 61] 1274, 748: [RIrda16 ]  
[Route 61] 1272, 748: [RIrda17 ]  
[Route 61] 1271, 747: [RIrda18 ]  
[Route 61] 1270, 747: [RIrda19 ]  
[Route 61] 1269, 748: [RIrda20 ]



## Underground Marks

Ahh, sailing the dangerous purple waters of Oceanus Decarus is a task best left for those skilled sailors. The above map again illustrates the marks listed below. The only mark usable for both Alyrian and Underground sailing is the mark for the whirlpool. The entire ocean here is SPK. Best not to leave your ship while setting these marks. The marks labeled “UG\_”, are used for routes around the Islands near Hotel Hello and Seahag. They include:

- Decpoint 1514, 570
- Decdock 1510, 520 Decara
- Virpoint 1412, 965
- Virdock 1410, 990 On the coast north of Vir
- Vh 1228, 961 For passage south of the islands
- UGe 1258, 790
- UGw 985, 822
- UGn 1194, 766
- UGs 1164, 878
- Decvillpoint 1225, 575
- Decvill 1192, 556 On the coast south of the village.
- HHpoint 1221, 806
- HHdock 1230, 788 Hotel Hello’s Dock
- Hagpoint 1077, 849
- Hagdock 1099, 870 Seahag Isle’s Dock
- Kessarinn 1516, 962 Kessarinn’s Dungeon

## Closing

### Blitzen's Navigation Service

If you want to have the great convenience of Ship Marks but are unsure you would plot them correctly, or can't find the time to, I offer a service where I would input the ship marks for you. This means you would have to use the "ship transfer" command and lend me your ship for a short period. Naturally just giving over such a large investment such as a ship would be hard to do on a whim, so with that issue of trust and contract in mind I offer up my own skiff as collateral. My skiff already has the Alyrian Ship Marks plotted for it, so you are free to use it during the time when I plot marks for you. I charge 7,000 gold pieces for every Ship Mark I place. The price on each Irda Reef course is 100,000 for the 20 marks included. Whichever you wish for me to plot I will do. Keep in mind that there is a Ship Mark maximum of 100. I will plot any combination of marks. Remember using these marks is free, but having me plot them is not.

\*NOTE: If any permanent damage to your ship, or if it is sunk, I will pay for the recovery fees, and the marks you wanted for your ship will be plotted free of charge.

\*NOTE: If any permanent damage to my skiff or if it is sunk, I charge 100,000 gold pieces for damages.

### Closing Statement

I hope you find this guide useful and valuable. At the least, it gave me a chance to compile a guide on ship courses and marks. Hopefully the marks listed here will be a great tool once ship trading is implemented. Any questions that you may have, or any feedback at all may be sent to me in game; I may be contacted at the email on my profile on [www.materiamagica.com](http://www.materiamagica.com). Until the next tide.



Written by,

*Blitzen*

Captain in the MoW Fleet

Thank you!  
Calm Winds and Following Seas to you all!