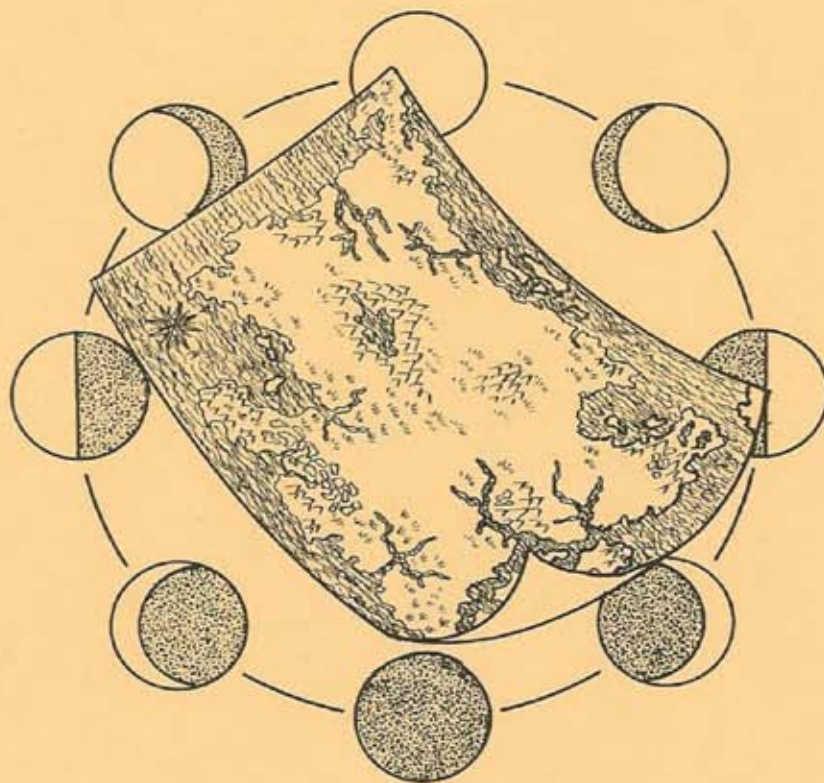


I, Lord British, wouldst extend  
my thanks to all those subjects of  
the Realm for their invaluable  
assistance in bringing this  
Work unto thee.

A special thanks to the Scribe  
Fenton, for its editing;  
Master Robert, Lord of the  
Guild of Scribes, which brings  
this Work unto thee, and to  
Ilona, for her assistance in  
arranging it in its final form.

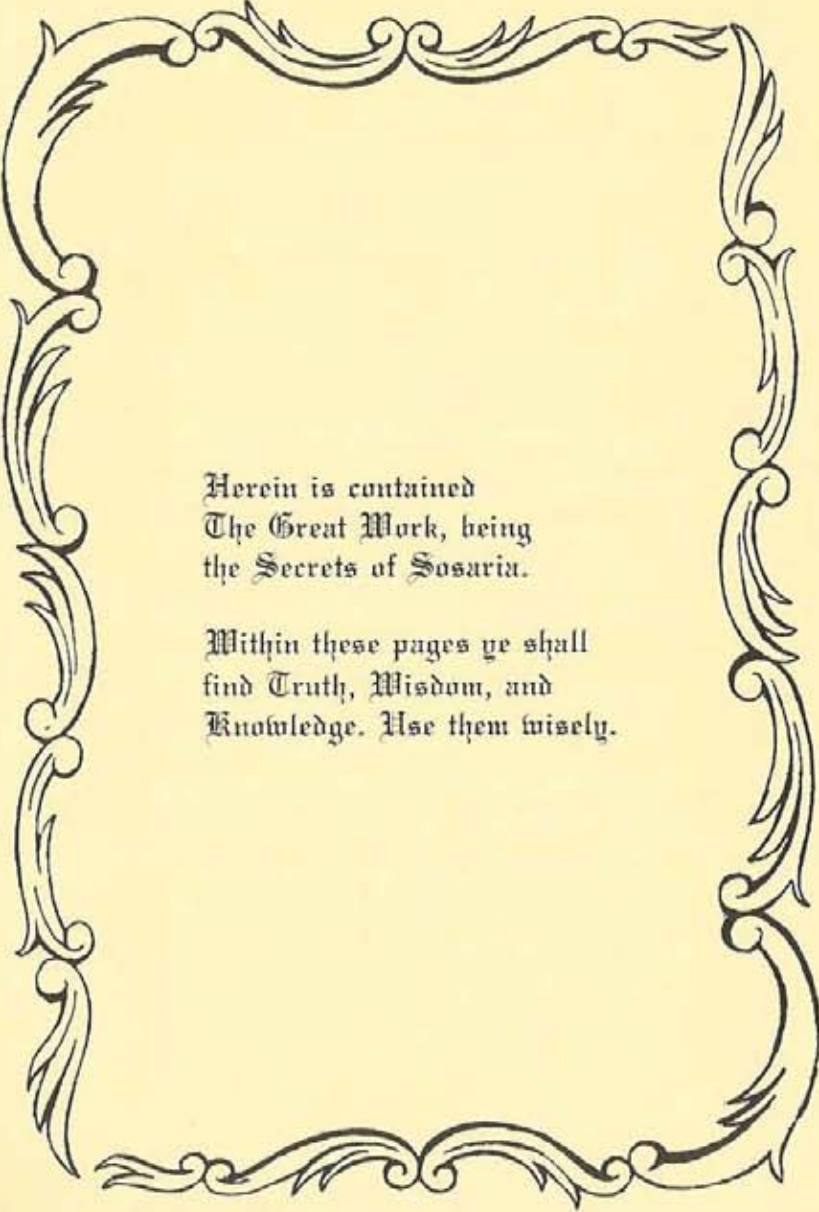
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136 Harvey Road  
Londonderry, New Hampshire 03053

# SECRETS OF SOSARIA



## A GUIDE TO THE REALM EXODUS: ULTIMA III





Herein is contained  
The Great Work, being  
the Secrets of Sosaria.

Within these pages ye shall  
find Truth, Wisdom, and  
Knowledge. Use them wisely.



## The Great Work

Never before hath all the knowledge of the realm been gathered together in one assembled Work.

The most fleet of foot and nimble of mind were sent in search of that which thou hast sought. As with all great feats, the price, indeed, hath been high. We weep for those lost, and the healers tend those who lie fallen.

As the messengers returned, each from a far point of the land, they brought this precious — yea, priceless — gift: the Gift of Knowledge.

Each gift was added with care to those brought before, until the last courier was welcomed to His Lordship's presence.

With grieving hearts, The Court beheld the pitiful figure that had once been the most powerful Ranger of the realm. Though his mind no longer controls his voice, the terror that lives in his eyes warns thee, oh brave ones, of that which he has seen.

Take care to study carefully this Great Work. Some of the couriers could bring only oft-told rumours and rhyme from wanderers and minstrels. Some, like Shamino, clutched tattered letters and scratched notes — and minds too damaged to decipher them. The maps, though, were carefully prepared by the most gifted cartographers of each region and are as accurate as can be found.

The quest, now, is thine. These powerful Secrets are entrusted to thy care and safekeeping. Use them wisely, that the sacrifice of those who suffered would not be in vain.

We hereby pay homage to those who created, through their Gifts of Knowledge, the Great Work. We do not give them honor — for honor is not ours to give. By their own acts of courage, will, and strength of body and spirit, they bring honor upon themselves, and upon the realm.



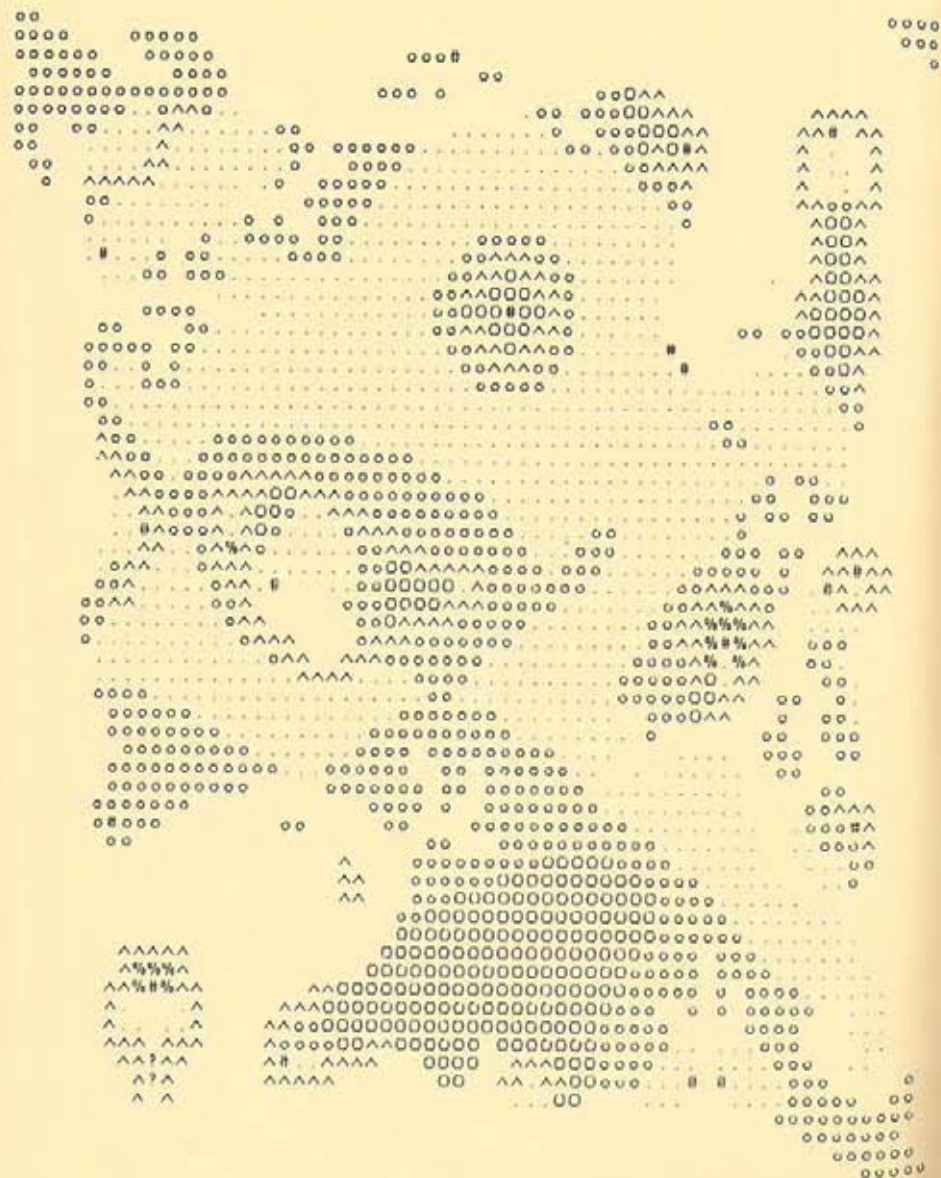
## Legend to Surface Maps

- — Grass
- o — Brush
- O — Trees, forests
- Water
- ^ — Mountains
- # — Towns, dungeons, etc.
- ' — Paths
- \$ — Treasure chests
- % — Lava, forcefields
- \* — Walls
- ? — Monsters, townfolk
- = — Store counters, signs

## Legend to Dungeon Maps

- \* — Walls
- X — Doors
- S — Secret doors
- U — Up ladder
- D — Down ladder
- I — Up & Down ladder
- B — Brand
- F — Fountain
- W — Misty writing
- M — Magic wind
- ! — Gremlins!
- G — Chests
- T — Traps





## Sosaria

Behold ye, these great and sovereign lands of Sosaria. Know ye that, as a unified People, we cannot fail in routing the scourge we know as Exodus. Since the times of Mondain and Minax, we have never given in, so strong and steady we shall stand as one.

Note ye well the evil isle which riseth from the sea in the extreme southwest, for it is here that thy quest shall take thee.

Heed thee well the cautions of the wise ones, and victory shall be thine, and ours as well.

Lord British



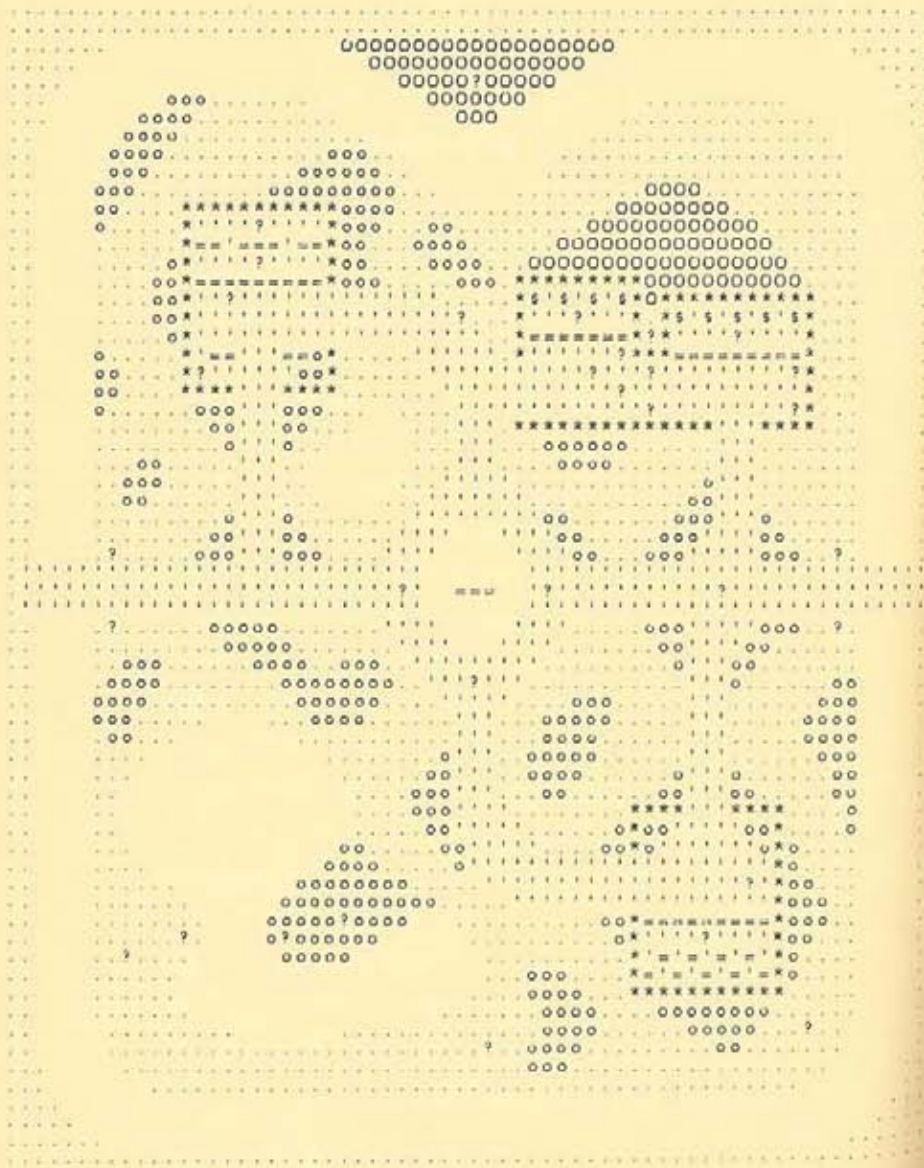
## The Castle of Lord British

"Welcome All!" The Royal jester Chuckles issues his greeting inside the entrance to the castle of Lord British. Passing through the main hall, past the fountain and guards, thou dost come upon the Royal Throne Room, and there thee and those with thee are accepted into the presence of His Majesty, Lord British.

Only by gaining audience with His Lordship can those adventurers, who wouldst fight for the glory of Sosaria, raise their stature. Within the mighty fortress walls, if ye search well and come prepared, ye may succeed in finding the mystic oracle, who will reveal to thee thy true quest. Ye will find, too, the Royal Store Rooms, well-guarded, of course, by a field of force. Though prisoners are oft evil and corrupt, ye may find them a useful source. Into the prison, then, ye should fare, and speak to all within. And if thou searcheth out of doors, perchance to find a special clue.

Lord Robert the Learned



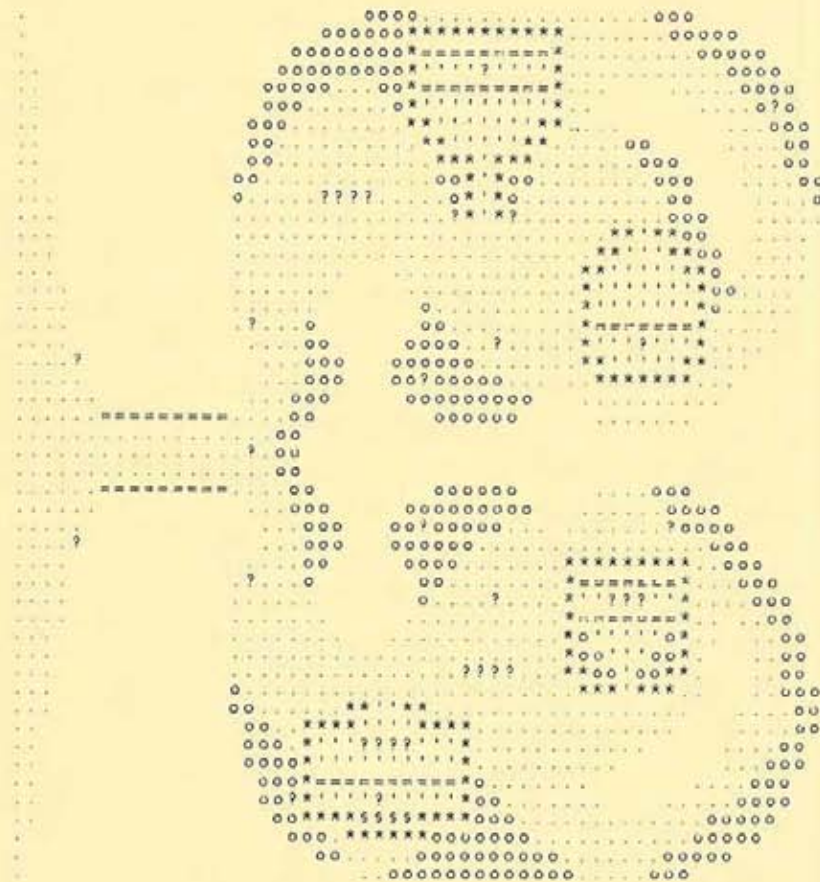


## The Royal City of Britain

Centre of commerce in these fair lands!  
 Has much to offer, bold and grand.  
 A pub and grocer are found here,  
 To keep thy party in good cheer.  
 A well-armed party reaps the gold,  
 So trade herein what's bought and sold.  
 To aid thee in thy quest for right,  
 Arms and Armour for each knight.  
 But if it's help that thou dost need,  
 Seek the Barkeep with all speed.  
 Clues to start thee on thy way  
 May be found if ye not stray.  
 Have a look behind the shops  
 And round the moat before ye stop.  
 Look round the lake and in the pub,  
 But never here to push or shove.  
 Here the jesters sing HoHo,  
 But why they do,  
 I'll never know.

To the Bard





## Fatun

Fatun, oh, yea verily, Fatun — The City of the Sea. The people of this town are a fair people indeed, from the healers three to the keeper at the Canteen. Most will greet thee with a wish of "Good Day" as ye pass. There is knowledge here, though, of the Silver Snake. 'Tis said to be a most difficult obstacle; one which can bar the way to thy quest. So seek ye those who wouldst impart knowledge of the Silver Snake.

For those occasional vessels requiring provisions and guild tools, resupply is available in Fatun.

Lord Galyn Mendoric



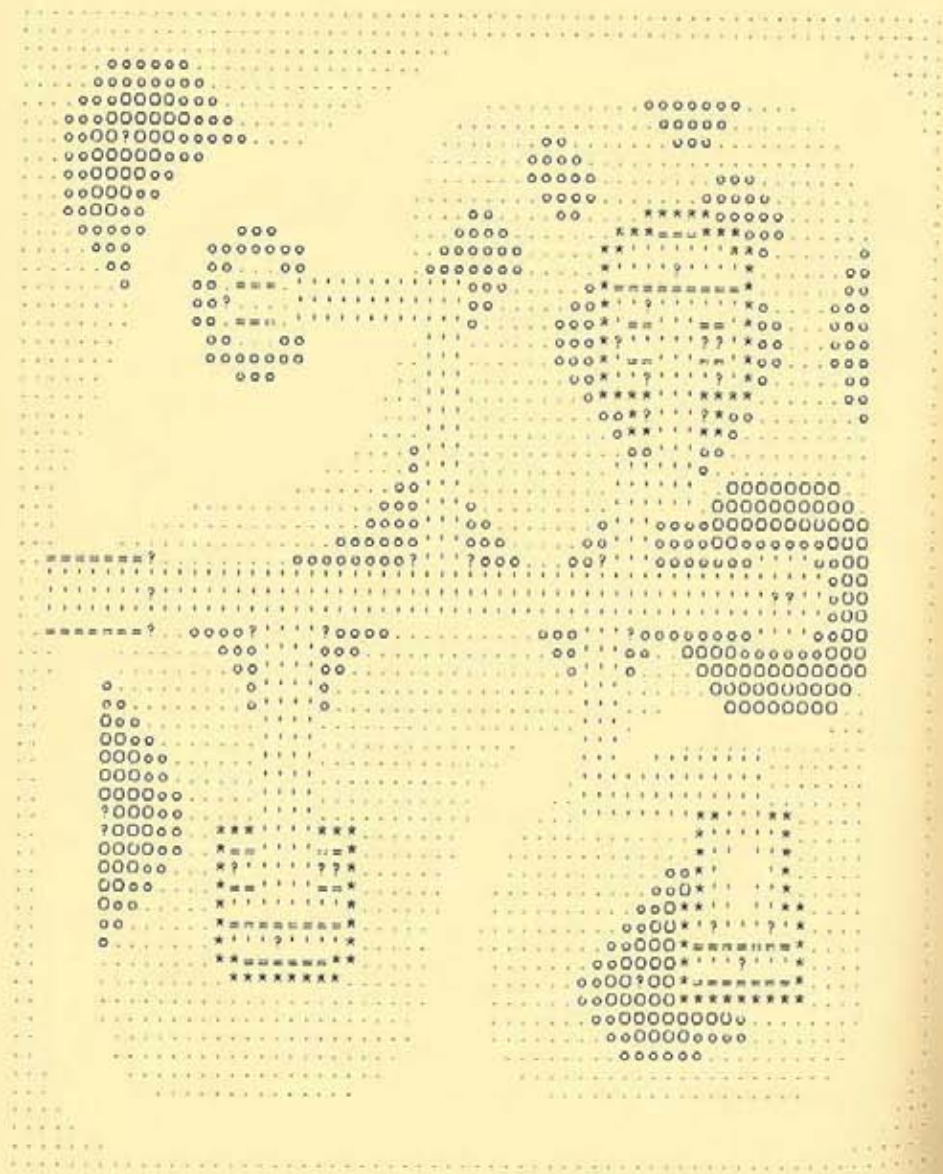
## The City of Yew

Not much is known of this woodsy dell. The druids do not tell. The dwellers live within the woods; just where 'tis hard to say. But shops have they, and 'tis not all. I've been told of a magical place where good and truth are strong. 'Tis known to them as the circle of light — a vision to behold. I'm told that those who seek to pray within are granted knowledge of great worth.

If there be more to tell, it cannot be with words. So fare thee well, my friend; seek and ye shall find.

Ilona the Faithful





## The Holy City of Moon

Offering a haven to all who fight for right, the citizens of Moon are honored by thy presence. A Holy place of healing resideth here to cure thee of thy wounds. The food and draught is also grand, the best within a week's ride. Take pleasure in the good townfolk, but 'ware ye of the daemons. If clues ye seek, then searcheth well. Thy reward will be in the revelations of truth, for there are those here who have been to lands that lie beyond, and will share with thee a word of wisdom. If thine ears are open and minds sharp, thou mayst also learn some useful clue to aid thee in passing guards.

Now, 'tis said, does come and go; but where, thou must discover for thyself. There is a wizard who doth know, but hidden well is he. Remember, though, time spent in search of truth is time spent well, indeed.

Lady Margaret



## Montor East Twin Brothers of Strength

If to the Montors thou dost roam,  
then come ye well prepared; for in this  
den of men who fight, ye may encounter  
deadly plight. If a guard those dost  
upset, a score of eight may hinder thy  
flight.

Bide well thy time, and seek dili-  
gently. Some clues of value are here to  
find. Now, shouldst thou meet Baby  
Bob, heed not his mournful wail, and  
follow not the Jolly Joe, but to all others,  
save the guards, quickly ye shouldst go.  
'Tis said that the thickest woods hide  
the most useful knowledge.

Lord Asa

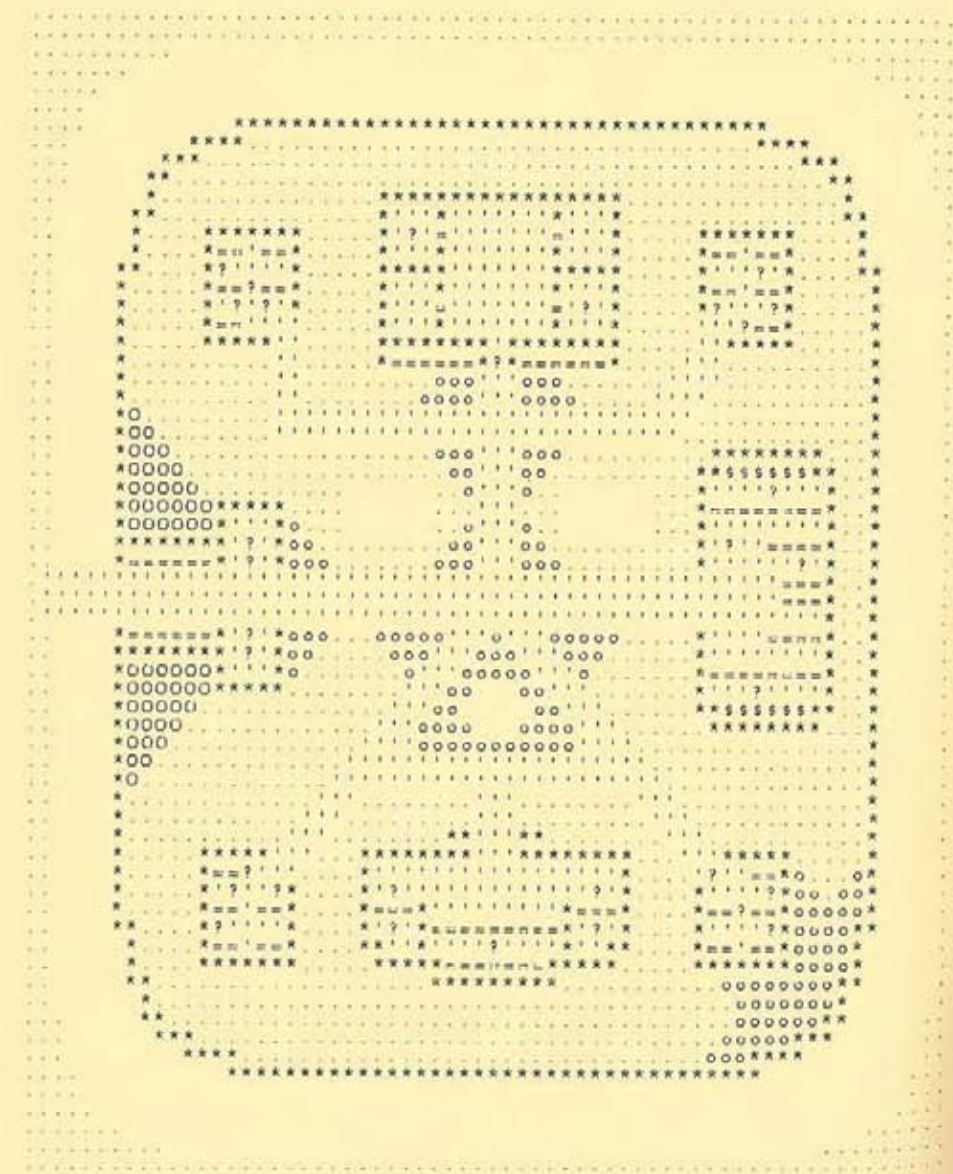


# Montor West Twin Brothers of Strength

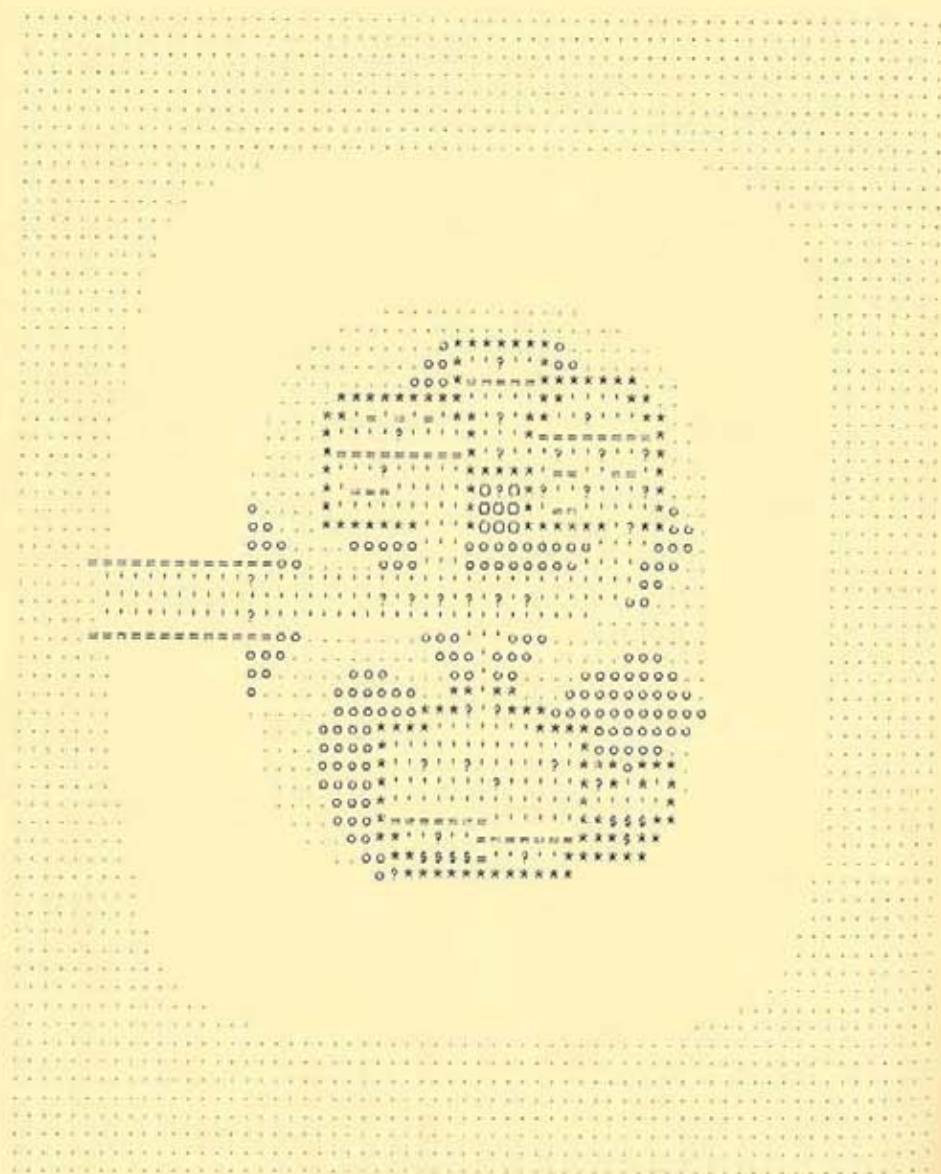
If, in thy travels, ye should happen upon the Western Montor, then come ye with a key; for I am told that the prison holds, well inside, whatever it should wish to hide.

A guard at the entrance didst block it well, so in I could not go; I know not how to pass, for the guards are all but few. Seek ye elsewhere for a clue. Commence thy search in Moon or at the Gulch of Death.

Lord Asa







## The City of Grey

The townsfolk of Grey are hospitable to the wayfarer, with amusing jesters and free-flowing rum. But if special items thou dost seek, the Taproom may yield them unto thee. There are those who say that gold here is free for the taking, but let not easy riches tempt thee. Rare and exotic clues, I'm told, are here to be found, threefold plus. To find them, though, is not a task for timid souls who fear the dark.

Sir Michael the Magnificent







## The Hidden City of Devil Guard

The island city of Devil Guard is a strange place, indeed. The usual shops for food and health may be found, as well as a stable and a groggy pub. Though I am not a thief, and had no reason to investigate, I was told that there is a guild here where thieves may purchase tools of trade. I took special care here, as the secluded position of Devil Guard, hidden well within the Great Mountains, makes it a popular spot indeed for those in hiding. The populace is loose-tongued, though, and willing to speak of the things they have seen and heard. Some speak of the legendary Marks, which many claim have magical powers.

Sigmund the Wingfooted







## The Mines of Morinia

Surely these mines are the most extraordinary feat of excavation known to sentient beings. Bizarre formations arise as near the surface as the second level, where seemingly endless corridors exist. I noted with great care the formation on the map.

Many of the lower levels contain similar illusions. Beware the deathly dark zones found on many of the levels. Rumour is that a careful search of these ruins, abandoned at the invasion of Evil soon after Exodus began his reign of terror, will lead to great reward.

Sir Hrothgar



[illegible][illegible]

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LVL-3 + + + + + * * * * * + + + + +  
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      + + + + + * * * * * + + + + +  
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      + + + + + * * * * * + + + + +  
      + + + + + * * * * * + + + + +
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[illegible][illegible]

LVL-6

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+ + + + +
MMMM**MMMMM+
**MM**MM**S**M+
**MM**MM**DSM+
**X**X**MM+
**W**W**MM+
**U**U**MM+
XWU**UW**XNM+
**I**X**X**+
XWU**UW**XNM+
**U**U**MM+
**W**W**MM+
**X**X**MM+
**MM**MM**DSM+
**MM**MM**S**M+
**MM**MM**MM+
+ + + + +

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LVL-7

[illegible][illegible]

Many are the rewards to the adventurer who dares this dungeon. The King is an easy Mark on the first level, but danger lurks below. The access to lower depths can be achieved only by magic, save by the use of a ladder reaching the lowest level, then climbing up. The vast quantities of golden treasure will lure the experienced party; but take care that thou art prepared for the traps, winds, gremlins, and other great dangers within.

33



LVL-2

L.VI.-3

LVL-4

LVL - 3

LVL - 6

I VI - 7

171

35



[illegible][illegible]

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LVL-3
+++++
+++T+++S++G+S++T+++
+++X+++S+++G++X+++
+++I+++S++G+++
+++T+++G+++
+++S+++
+++S+++W+++
+++S+++S+++
+++S+++
+++++
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[illegible][illegible][illegible][illegible]

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LVL-8  
+ + + + +  
+ GCGGMS SMC GG+  
+ *GGGC**FFFGCC+  
+ GGGGT***GGC*+  
+ *GGT TGG+  
+ *GT TC+  
+ *T T+  
+ * *  
+ *SBS *!  
+ *SBS W  
+ * !WUW IT+  
+ * !W TG+  
+ * * TGC+  
+ * *!TGCG+  
+ *!*TCGCC+
```

## The Dungeon Of Doom

The Dungeon of Doom is a strange place indeed, with danger lurking round every corner. Be especially watchful, my friends, of the traps of level five.

For those brave and strong enough to reach the eighth level, the gold is bountiful.

Herein also, a traveler may find magical fountains, one of each kind. The prize most sought, though, is the Mark of Force, hidden well on the dungeon's floor.

Lord Charles



[illegible][illegible]

LVL-4

LVL-6

LVL-2

LVL-8  
+ + + + M \* N \*  
+ + + + G \*  
+ + + + G \*  
+ + + + M \* N \*  
+ + + + C \*  
+ + + + U \*  
+ + + + VM  
+ + + + MM  
+ + + + C \*  
+ + + + M \*  
+ + + + MM  
+ + + + G \*

## 39



[illegible][illegible]

```

LVL-3  + + + + + * + + + + * + + + + +
+ + + + + * + + + + * + + + + +
+ + + + + * + + + + * + + + + +
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+ + + + + * + + + + * + + + + +
+ + + + + * + + + + * + + + + +

```

[illegible]

LVF-4

LVL-6

LVL - 6

LVL-7  
+ + + +  
+ + + X  
+ + + W  
+ + + W  
+ + + T  
+ + + W  
+ + + W  
+ + + X  
+ + + G  
+ + + G  
+ + + G

[illegible][illegible]

## 6

To find this most majestic place, all the powers of the Moon Gates must be called to aid thee.

I cannot guide thee to the dungeon by precise location, for no reference point could I find.

Gold was most abundant there, and if we should venture unto the lowermost depths, the Mark of Kings may be thine.

৯











## Death

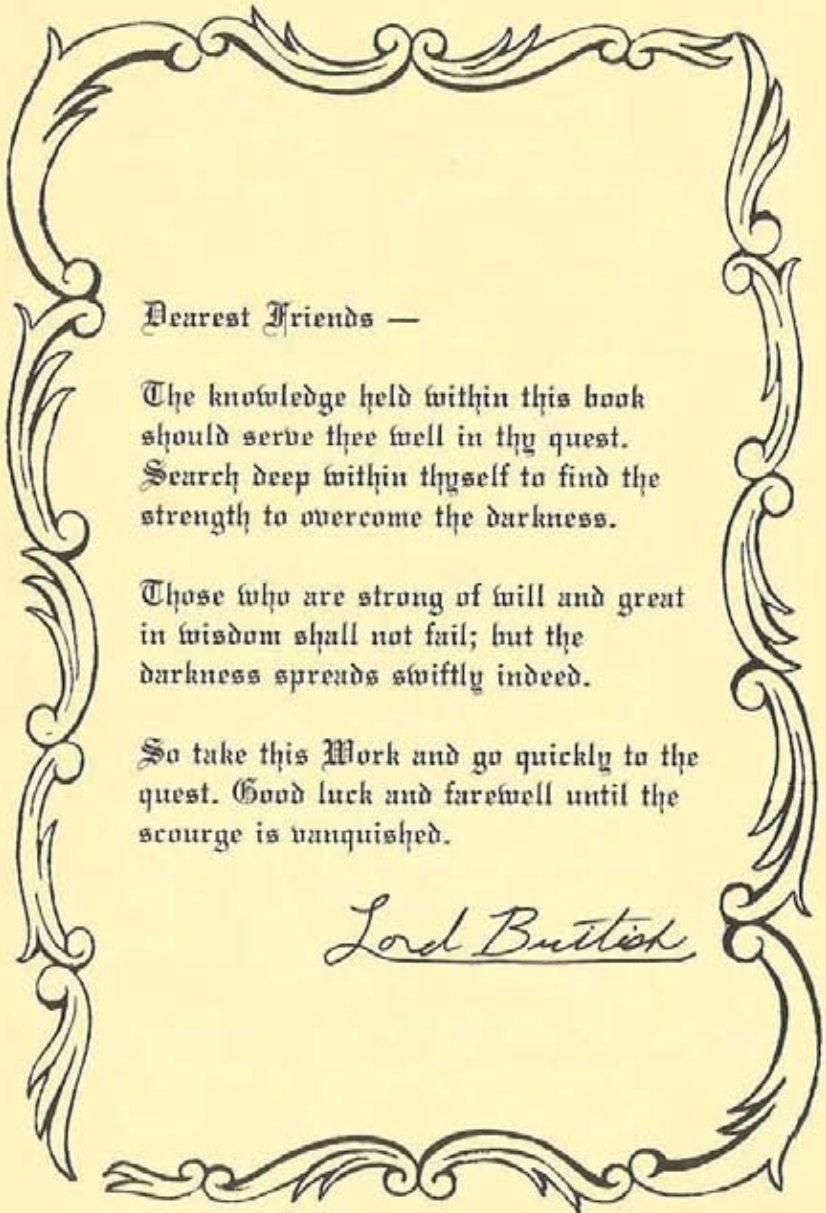
My heart is grieved that the task of writing this portion of the Great Work has fallen unto me. The most revered Ranger in all the realm, our beloved Shamingo, was sent in search of knowledge regarding the castle known only as "Death". By sheer strength of will, he returned to us, broken in body and spirit, with terror-stricken eyes and a mindless, babbling tongue.

I was the first to reach him as he approached the castle. As I embraced him in joyful reunion, I heard his last intelligible words: "The stronghold of Exodus. All may enter, none shall leave." Before I couldst fully understand his condition, he collapsed in total submission to his suffering. In his scratched and bloodied hand, he clutched his Gift: this priceless map of the Castle Death.

Wouldst there be another way to rid our land of the Evil One! I fear we send thee to a horrible end. Prepare thyself well.

Scribe Fenton



A decorative rectangular border with ornate, symmetrical scrollwork and floral motifs framing the text.

Dearest Friends —

The knowledge held within this book  
should serve thee well in thy quest.  
Search deep within thyself to find the  
strength to overcome the darkness.

Those who are strong of will and great  
in wisdom shall not fail; but the  
darkness spreads swiftly indeed.

So take this Work and go quickly to the  
quest. Good luck and farewell until the  
scourge is vanquished.

*Lord British*