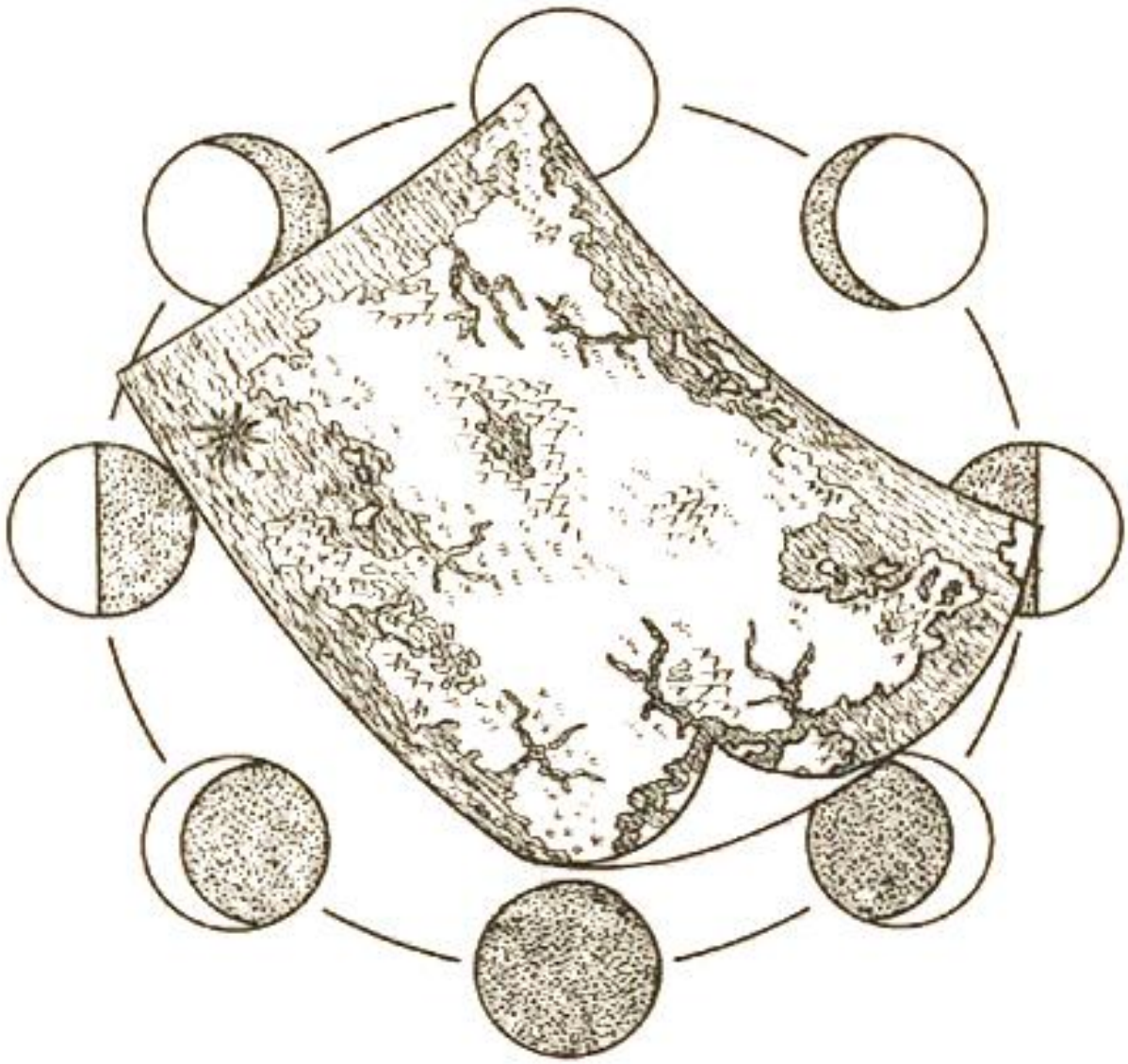
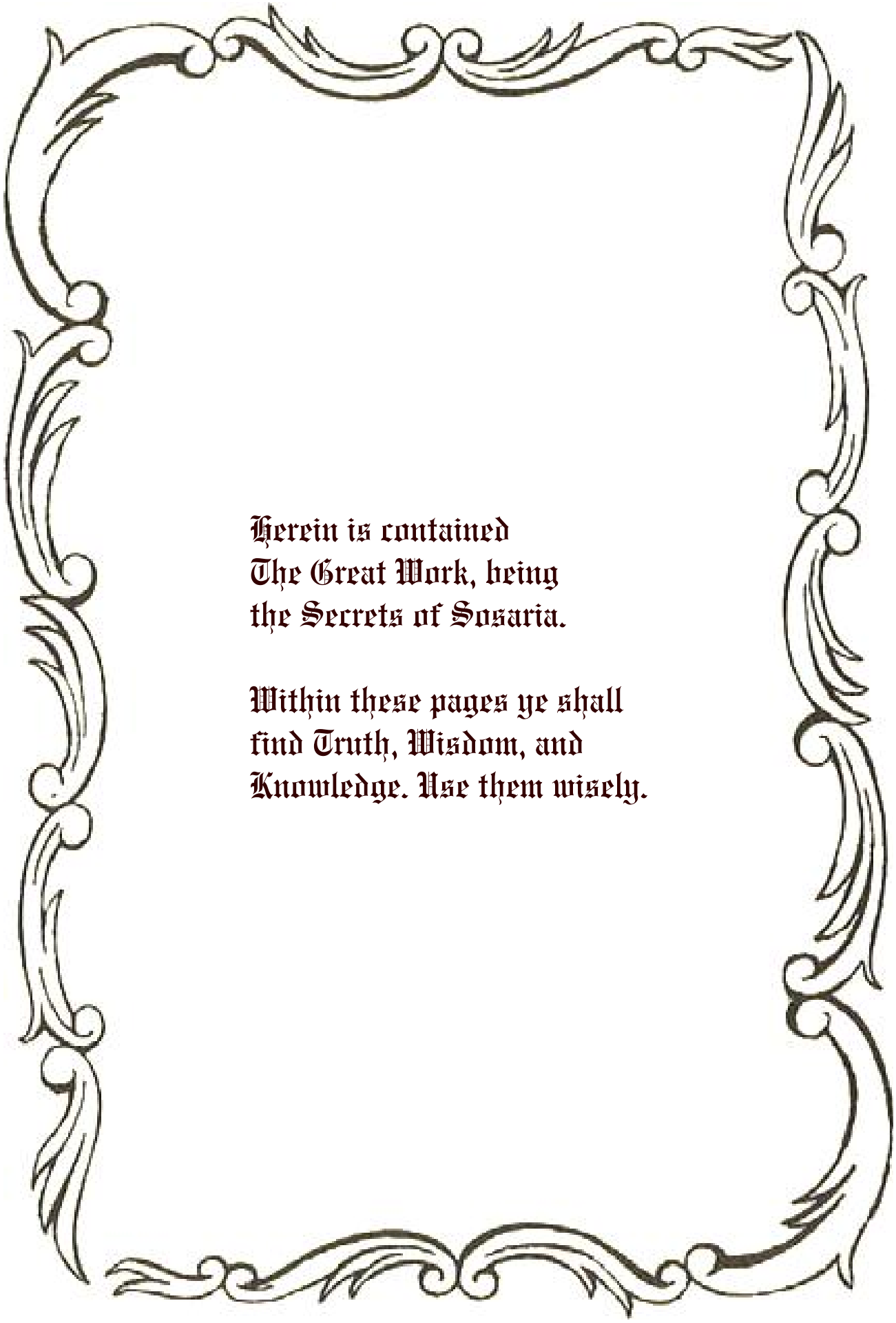
SECRETS OF SOSARIA



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 minstels. Some, like Shamino, clutched tattered letters and scrawled 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 these 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



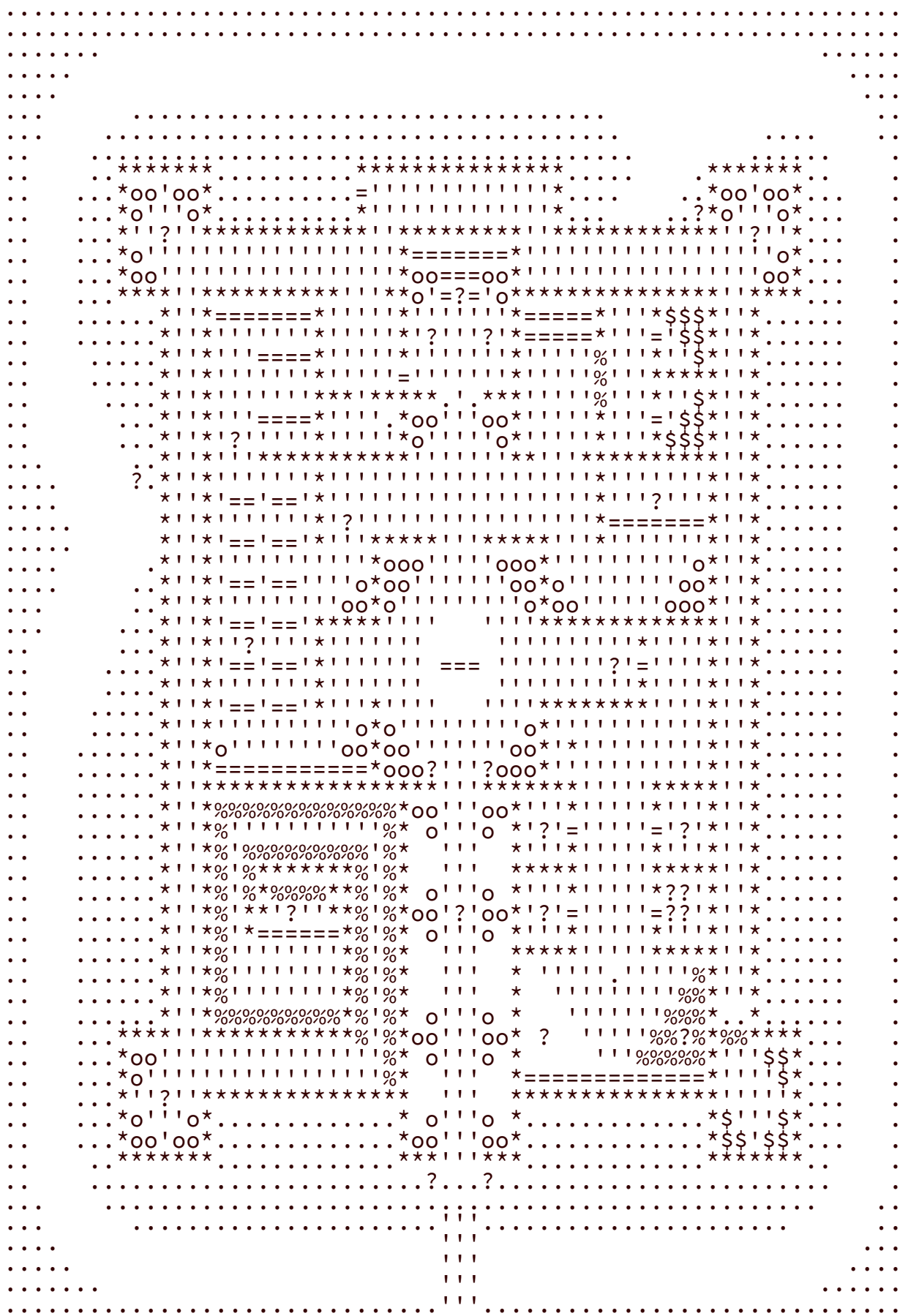
Sosaria

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

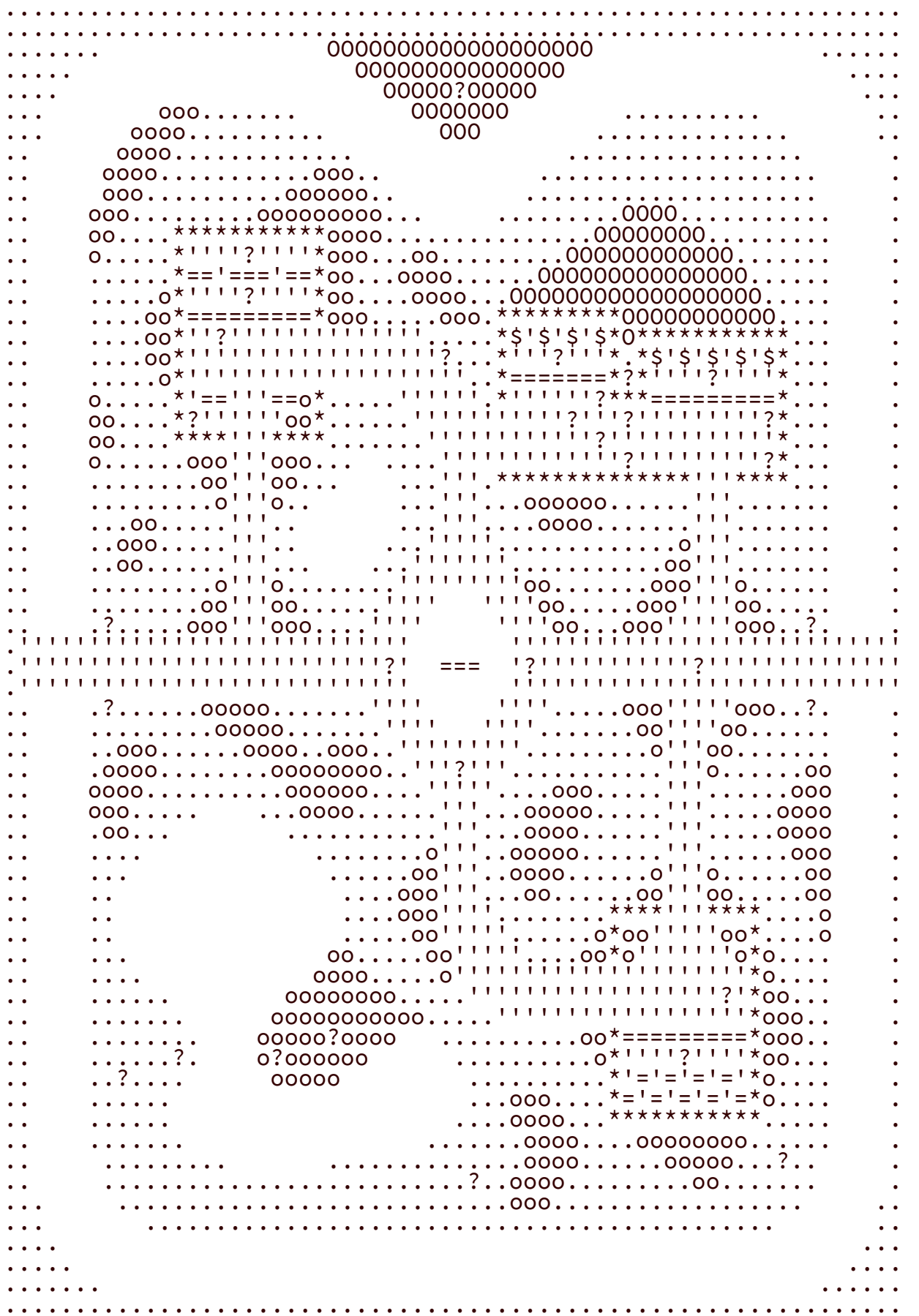


The Castle of Lord British

"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 they 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.

Jolo the Bard

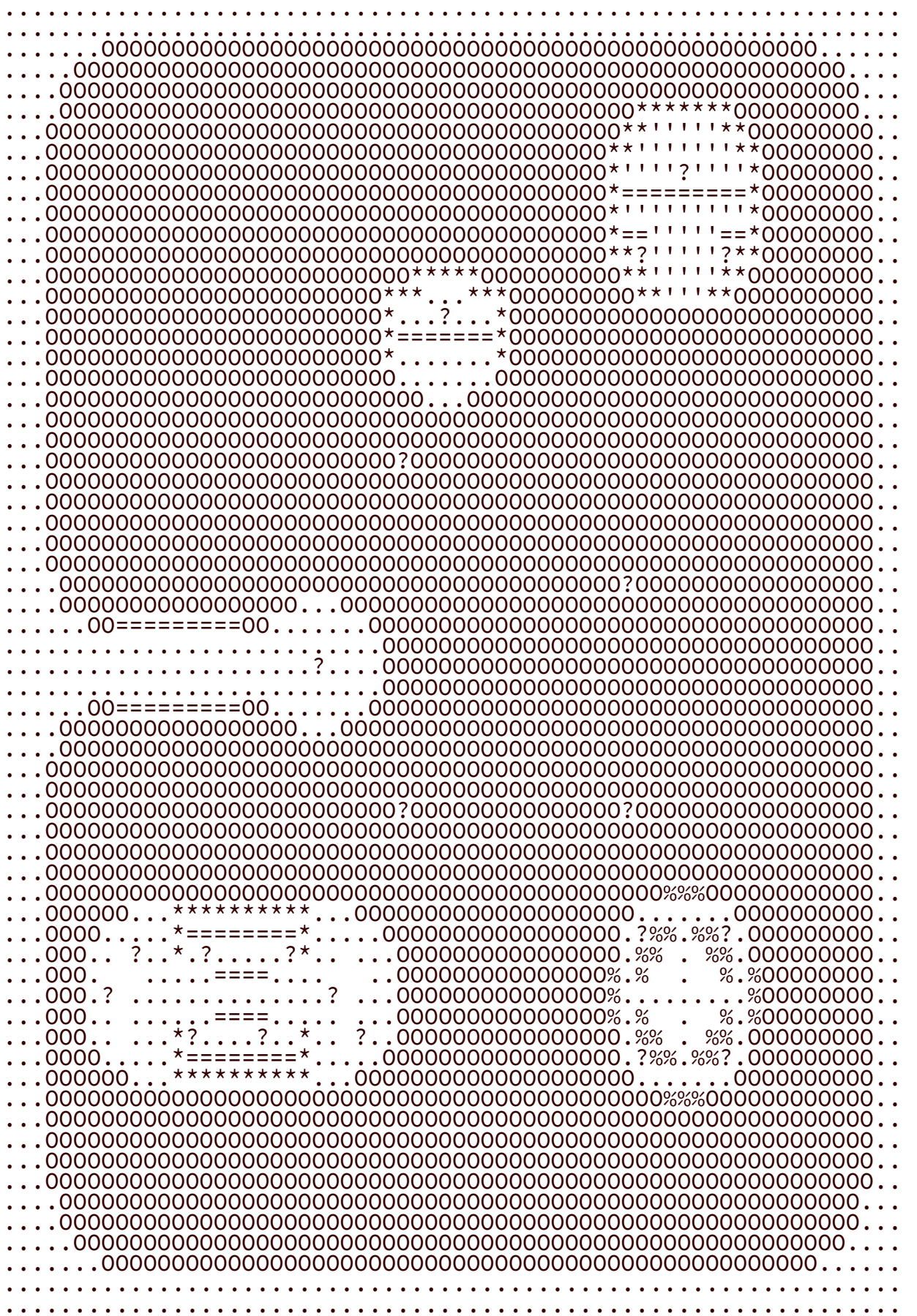


Fawn

Fawn, oh, yea verily, Fawn – 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 Fawn.

Lord Galyn Pendoric

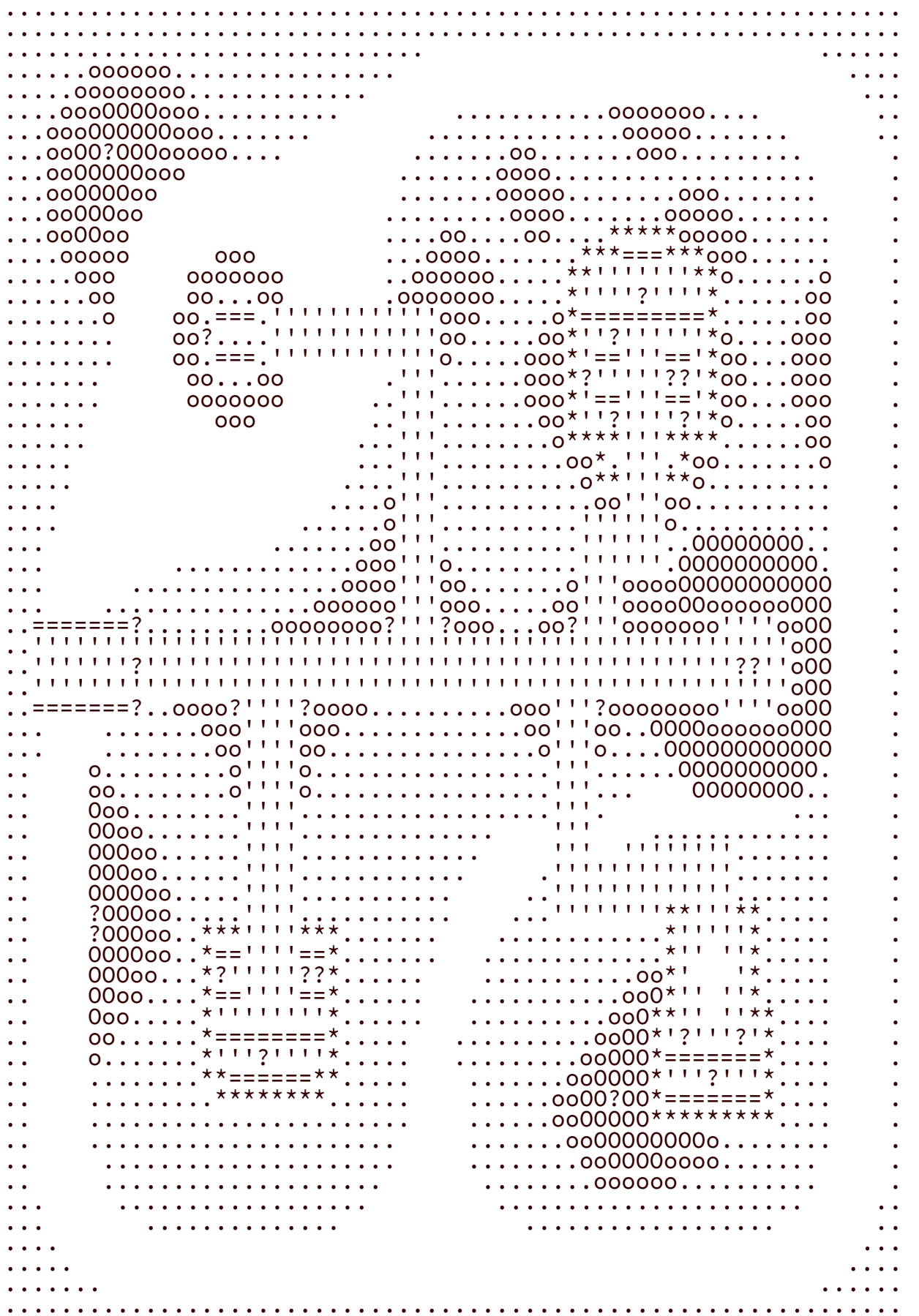


The City of Yew

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 mayest also learn some useful clue to aid thee in passing guards.

Dawn, '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

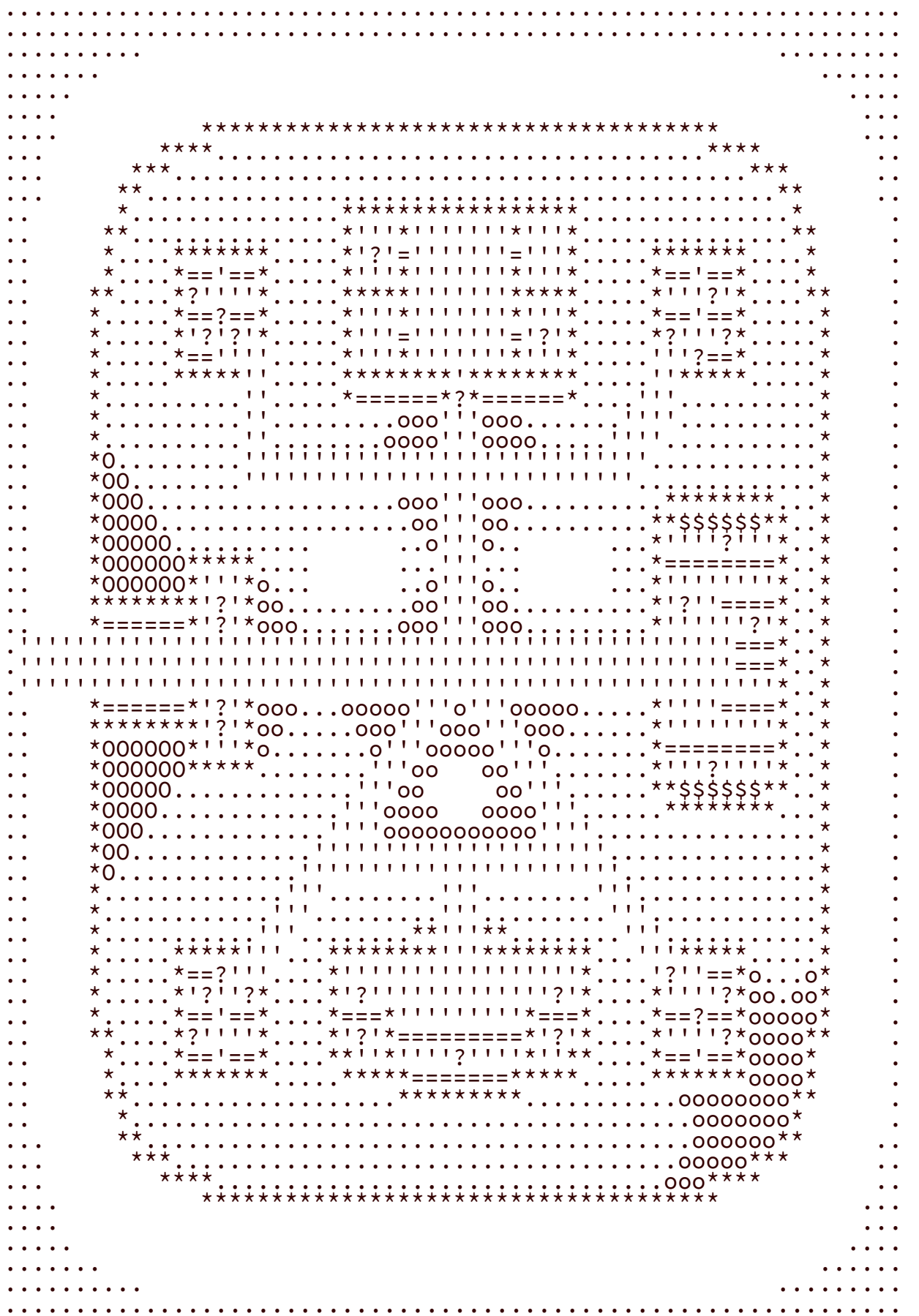


Montor East
Twin Brothers of Strength

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 diligently. 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

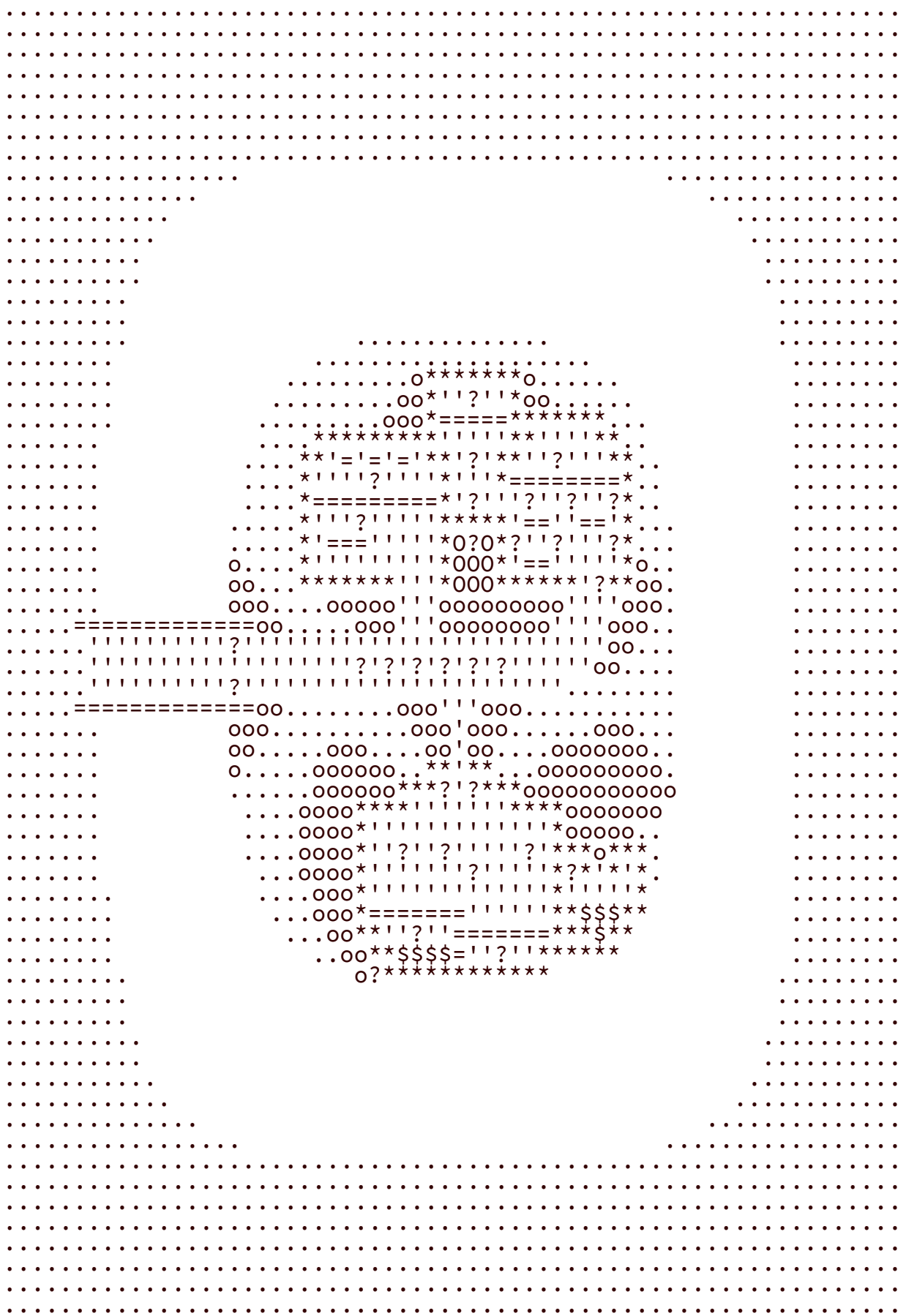


Montor West
Twin Brothers of Strength

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



Death Gulch

Few travelers venture to this hole of death, but those who pass its gates find much to see. I did visit the pub, of course, as well as the armoury and the weapons shop. All were well-stocked with merchandise available for those who could pay the price.

Rumours abound here, of hidden paths that lead to great stores of valuable treasure. I did not tarry, though, nor care to investigate the tales. Should thy party choose to enter this heathen pit, select thy party with care, for it will lead either to great fortune or to thy death.

Sir Simon the Slayer

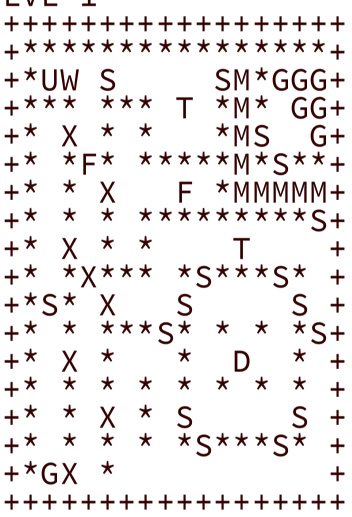


The Hidden City of Devil Guard

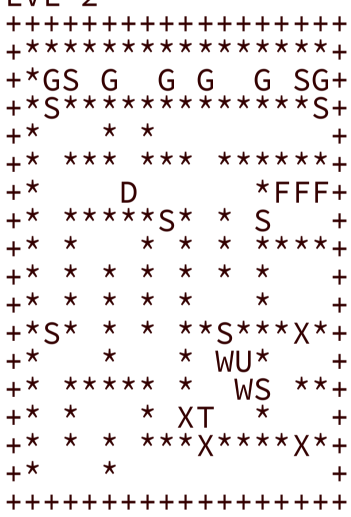
The island city of Devil Guard is a strange place, indeed. The usual shops for food and health may be found, as well as a stable and a groggy pub. Though I am not a thief, and had no reason to investigate, I was told that there is a guild here where thieves may purchase tools of trade. I took special 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

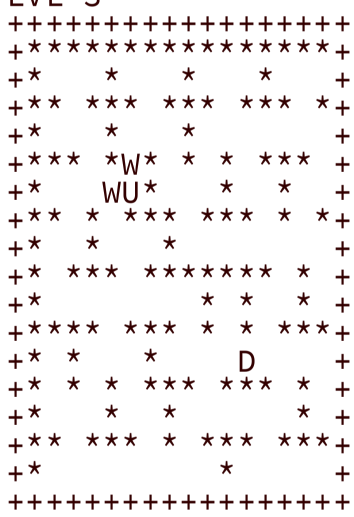
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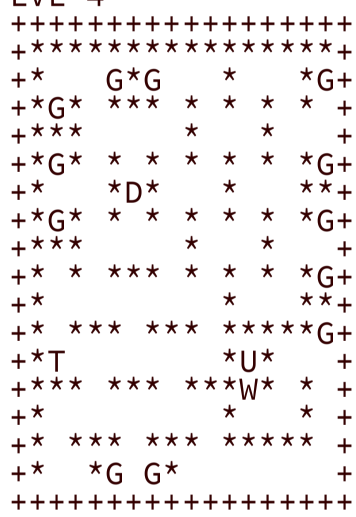
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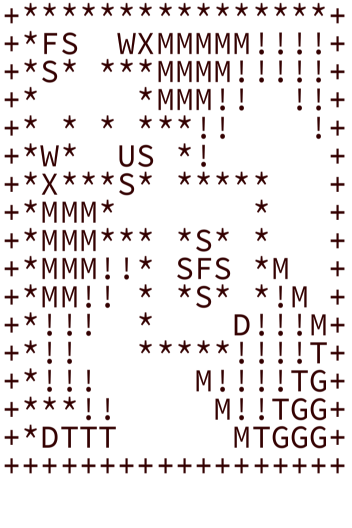
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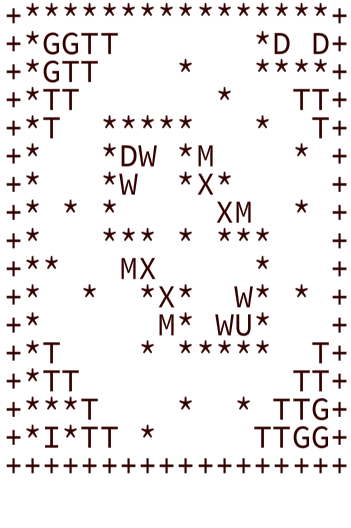
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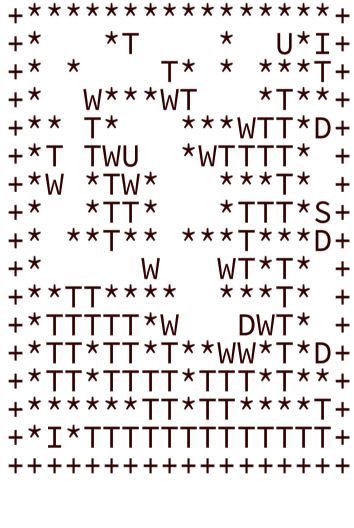
LVL-5



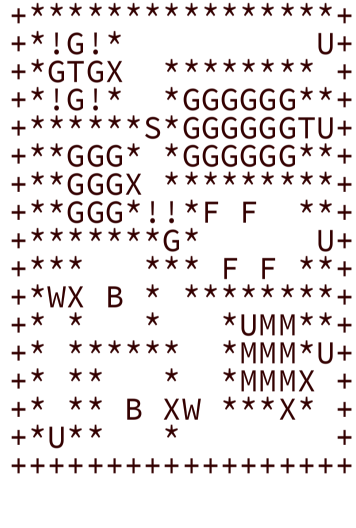
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LVL-7



LVL-8



The Dungeon of Fire

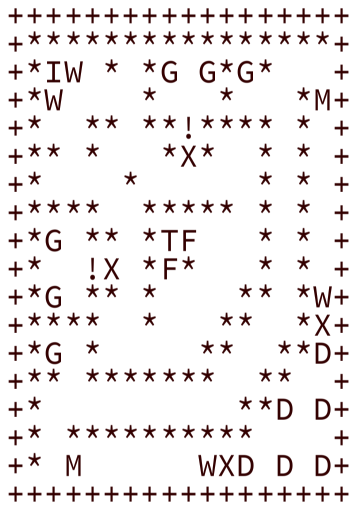
This dungeon is known well for the magical properties of volcanic ash found near its entrance. Regretfully, though, it is also deserving of its reputation as one of the most deadly in the realm.

Gold is an easy find on the first four levels, but to reach the lower depths, one must face many dangers.

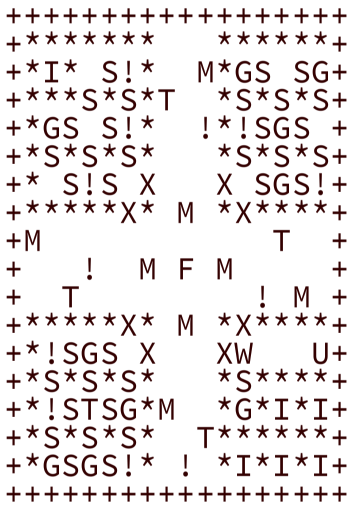
Beware the Gremlin City on the fifth level, or starvation will waste thy party. Take heed when on the sixth level, for traps surround the gold. I found the seventh level impossible to pass, but 'tis said that gold and the marks of Force and Fire will reward thee.

Dargskull Halfblood

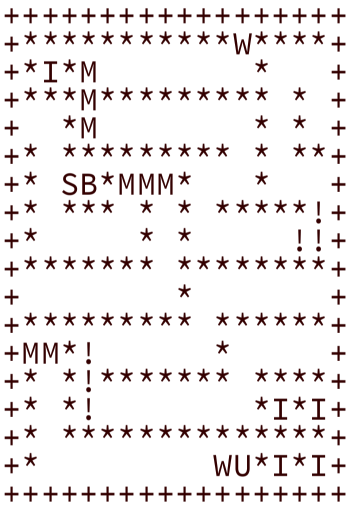
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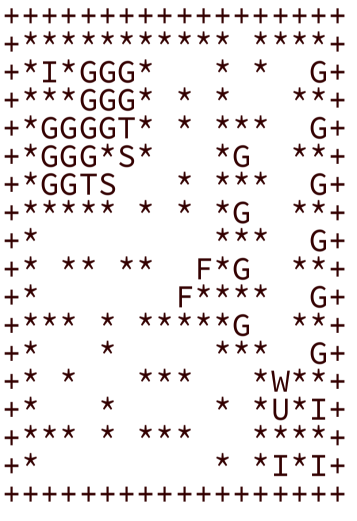
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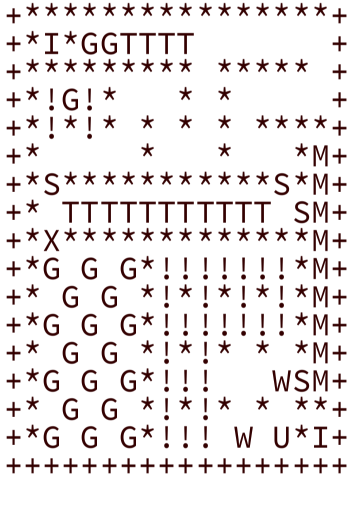
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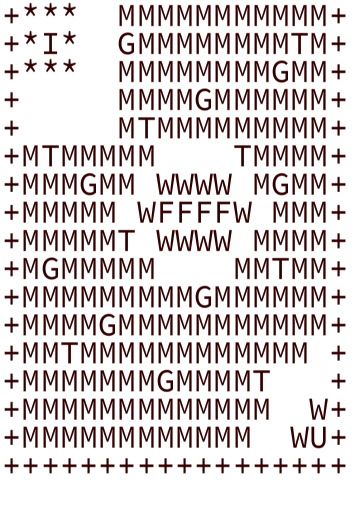
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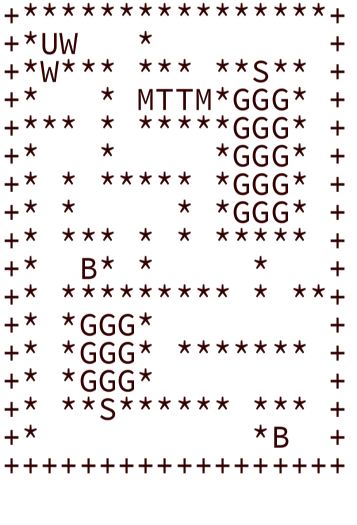
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LVL-7



LVL-8



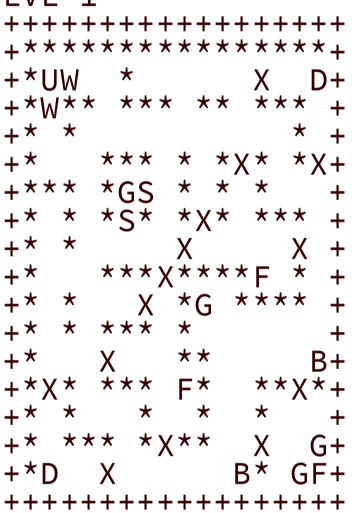
The Mines of Morinia

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 thy map.

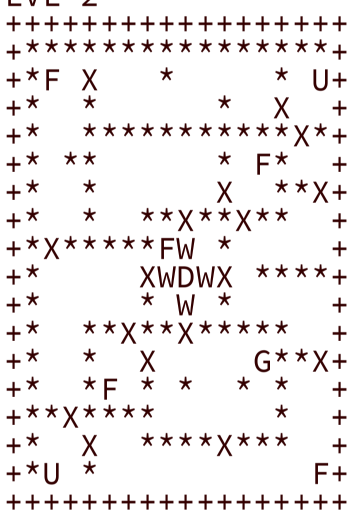
Many of the lower levels contain similar illusions. Beware the deathly dark zones found on many of the levels. Rumour is that a careful search of these ruins, abandoned at the invasion of Evil soon after Exodus began his reign of terror, will lead to great reward.

Sir Krothgar

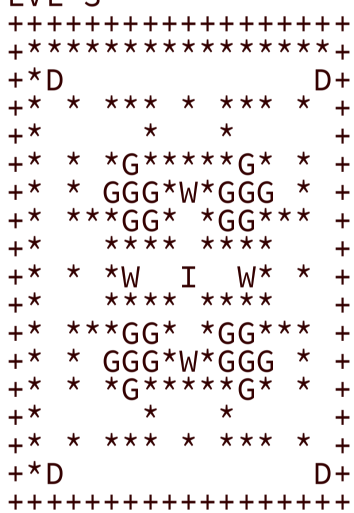
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LVL-2



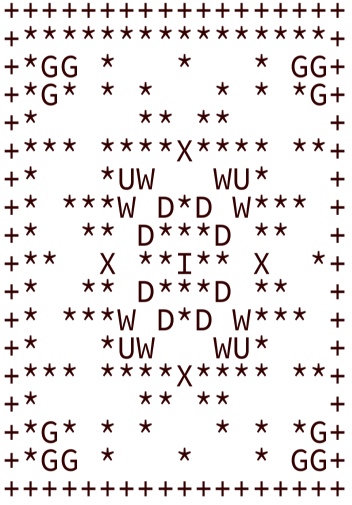
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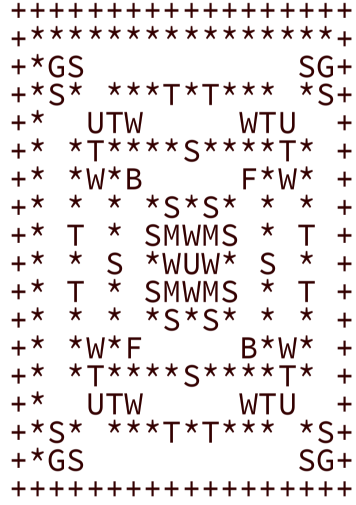
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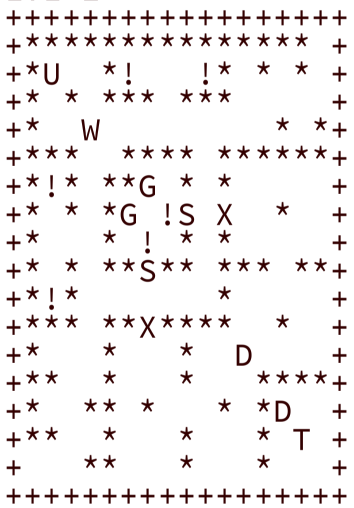


The Perinian Depths

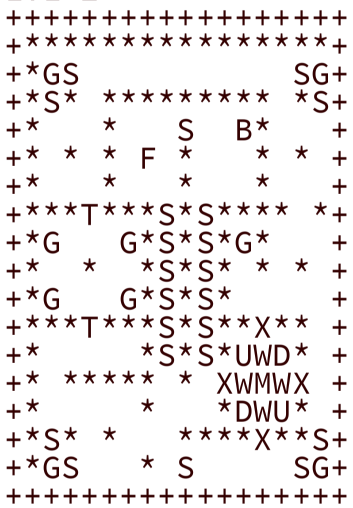
Many are the rewards to the adventurer who dares this dungeon. The King is an easy Mark on the first level, but danger lurks below. The access to lower depths can be achieved only by magic, save by the use of a ladder reaching the lowest level, then climbing up. The vast quantities of golden treasure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

Sir Geoffrey the Giant

LVL-1



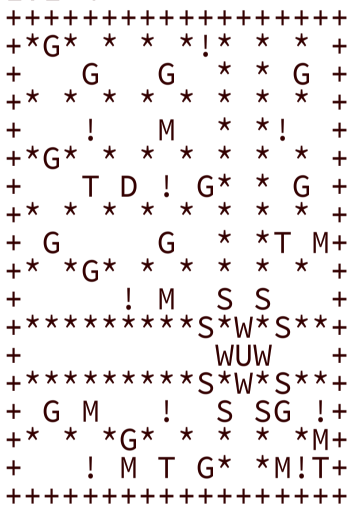
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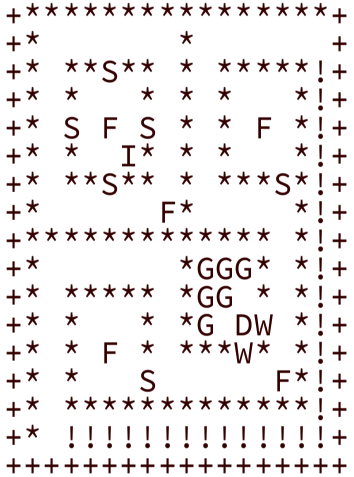
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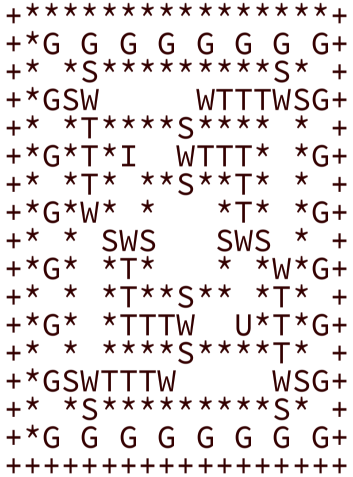
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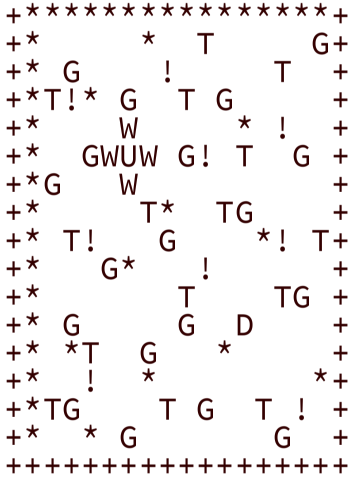
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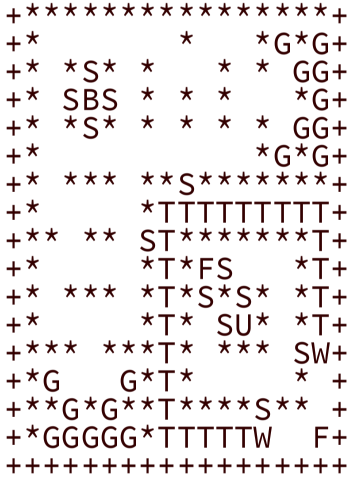
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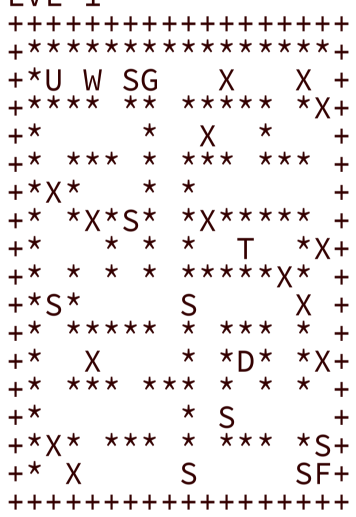
Dardins Pit

'Ware ye be, for the uncautious traveler is doomed for certain in this forsaken hell-hole. Gremlins, traps, and magical winds will hinder thy progress on the upper levels, but intelligent and careful use of secret doors will lead to thy rewards.

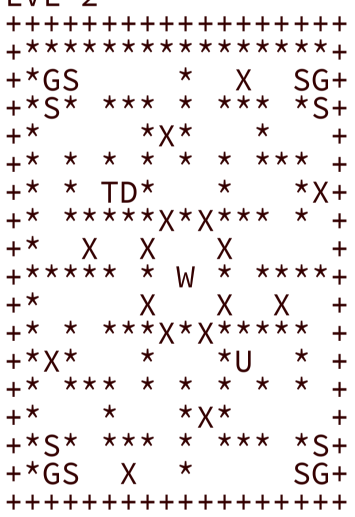
Fountains may be found to cure thy sick, but beware the poisonous waters which may flow within. Gold here, though, is plentiful on the lower levels, but it must be earned at some cost. Marks, too, can be found by those who seek diligently.

Ragnar the Rugged

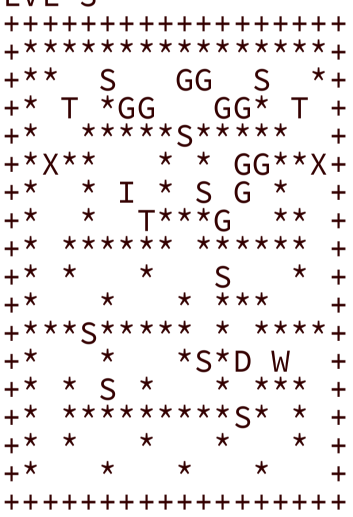
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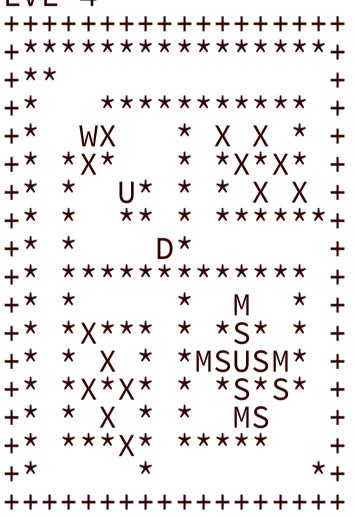
LVL-2



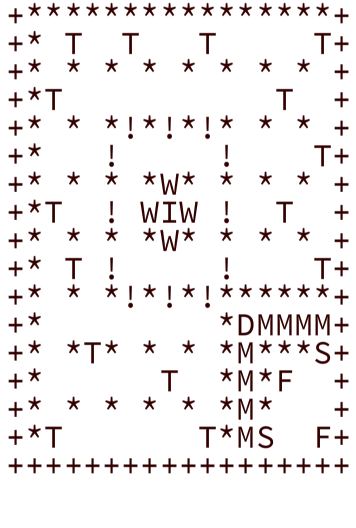
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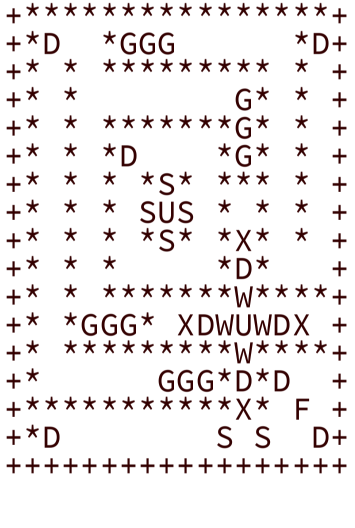
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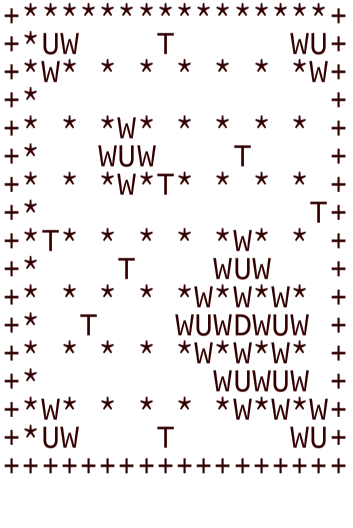
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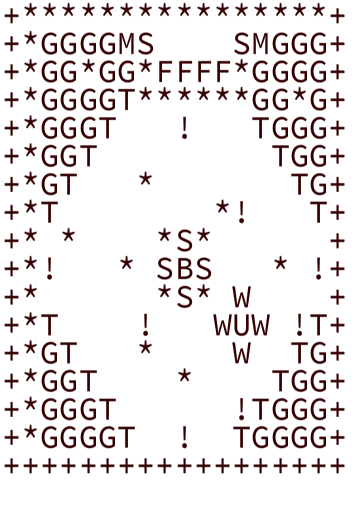
LVL-6



LVL-7



LVL-8



The Dungeon Of Doom

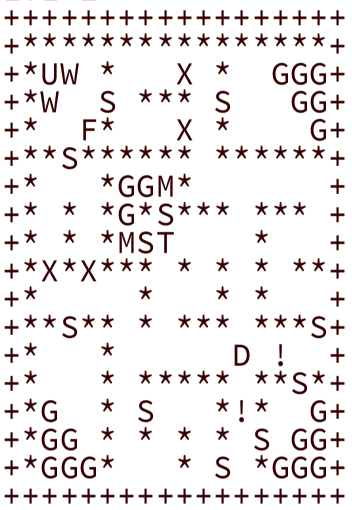
The Dungeon of Doom is a strange place indeed, with danger lurking round every corner. Be especially watchful, my friends, of the traps of level five.

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

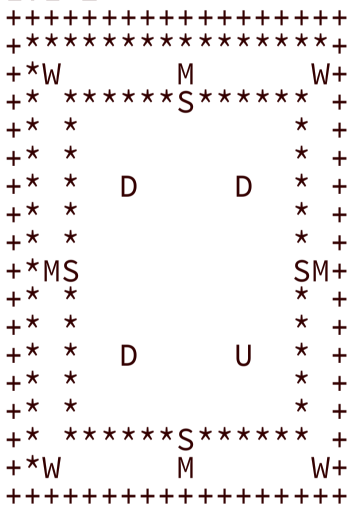
Herein also, a traveler may find magical fountains, one of each kind. The prize most sought, though, is the Mark of Force, hidden well on the dungeon's floor.

Lord Charles

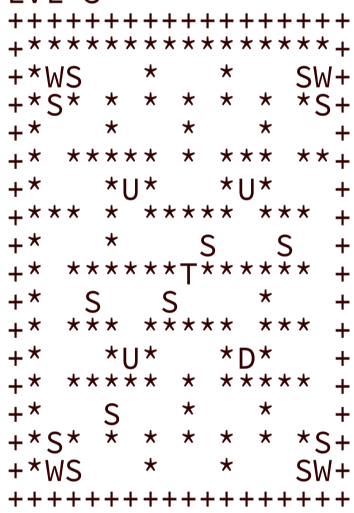
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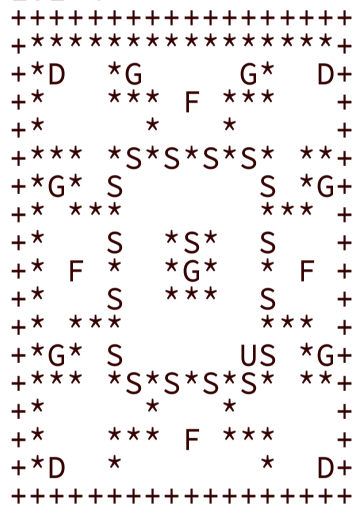
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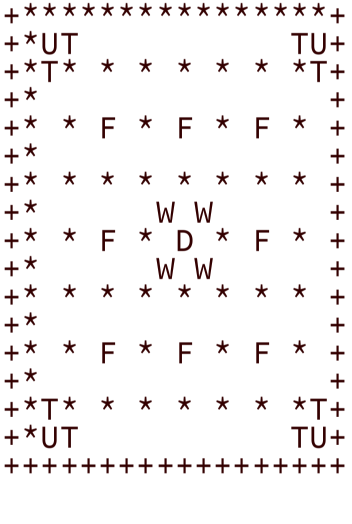
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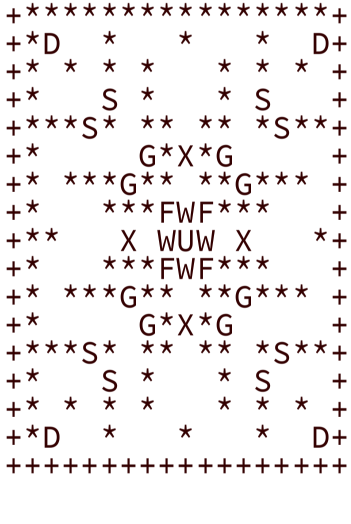
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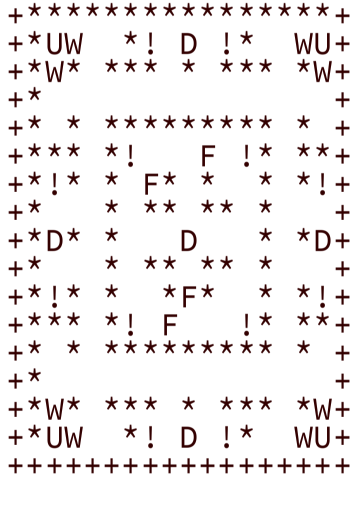
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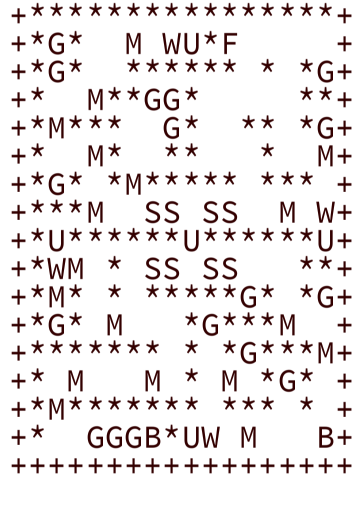
LVL-6



LVL-7



LVL-8



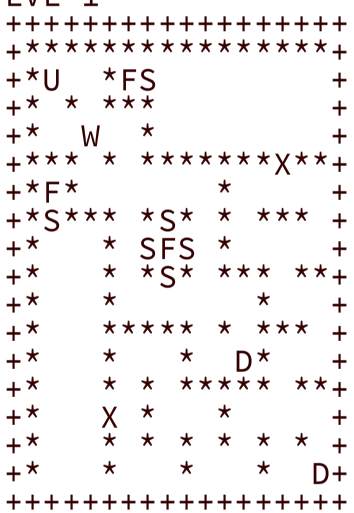
The Dungeon of the Snake

A wise search party in this most illusive dungeon will allow a clever Thief or Ranger to lead the way, for all might be lost in its vast chambers. Secret doors, as well, prove a hindrance.

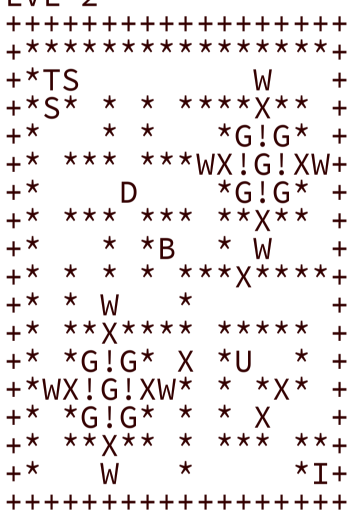
Those who succeed in eluding the lurking gremlins will be disappointed with the gold, but if the mark of the Snake or the King is what thou seeketh, come thou well prepared.

Sir Richard

LVL-1



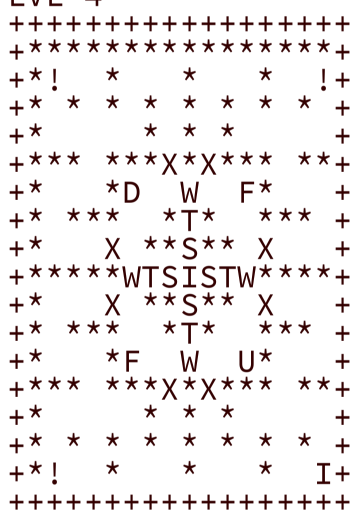
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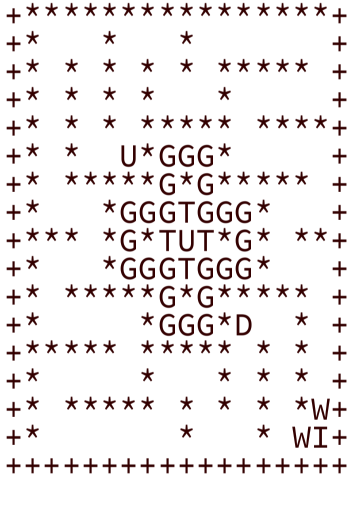
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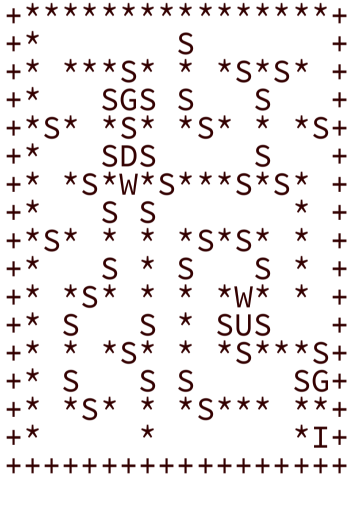
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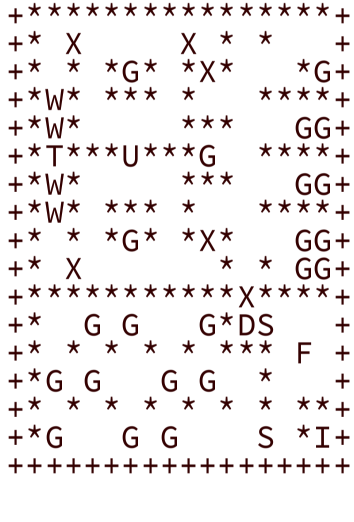
LVL-5



LVL-6



LVL-7



LVL-8



The Dungeon of Time

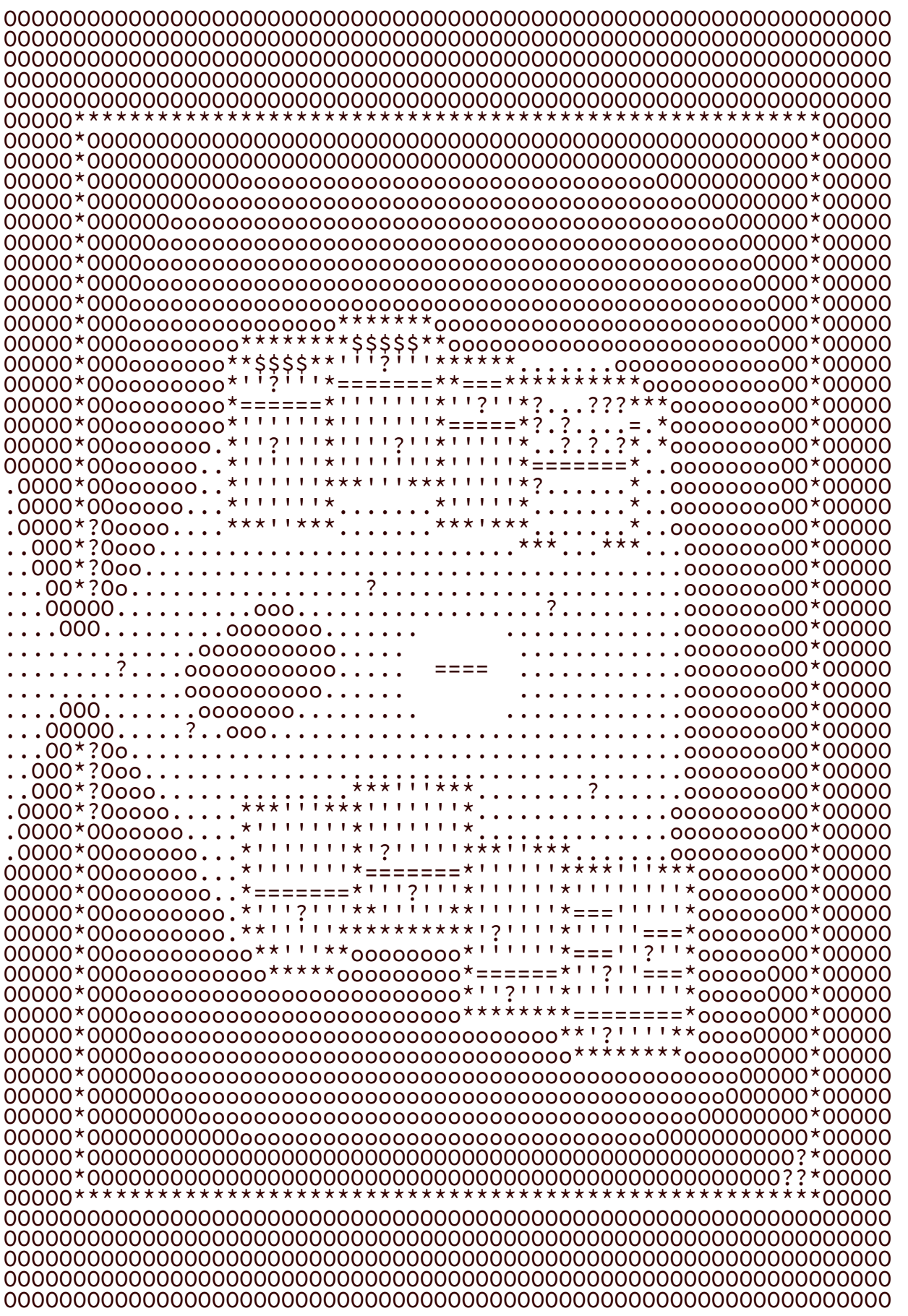
Just to find this mystic dungeon is quite a feat, indeed. 'Tis rumoured that the apparitions of the Time Lord can be seen within, hence the name.

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 ye should venture unto the lowermost depths, the Mark of Kings may be thine.

Mistress Tessa



Dawn

Through the deep mists of time, I searched for this – the most beautiful and sacred of cities in all the realm. Though the secrets of its location I am pledged not to reveal, I can guide thee in these ways: Carefully search the cities of Britain and Moon, and through the fair castle of Lord British. Thy reward will be the knowledge required to learn the secret to her mysterious reappearances.

Within the mighty walls of this great city are shops of all types where artisans, craftsmen, and traders sell their goods. 'Tis said, though I cannot attest to it myself, that magical weapons and armour are for sale here, and that the oracle here speaks true. Hidden well in a wooded corner are three wizards who can aid thee, for they know much of things exotic, and how best to find them.

Lord Dupre´



Ambrosia
The Lost Continent

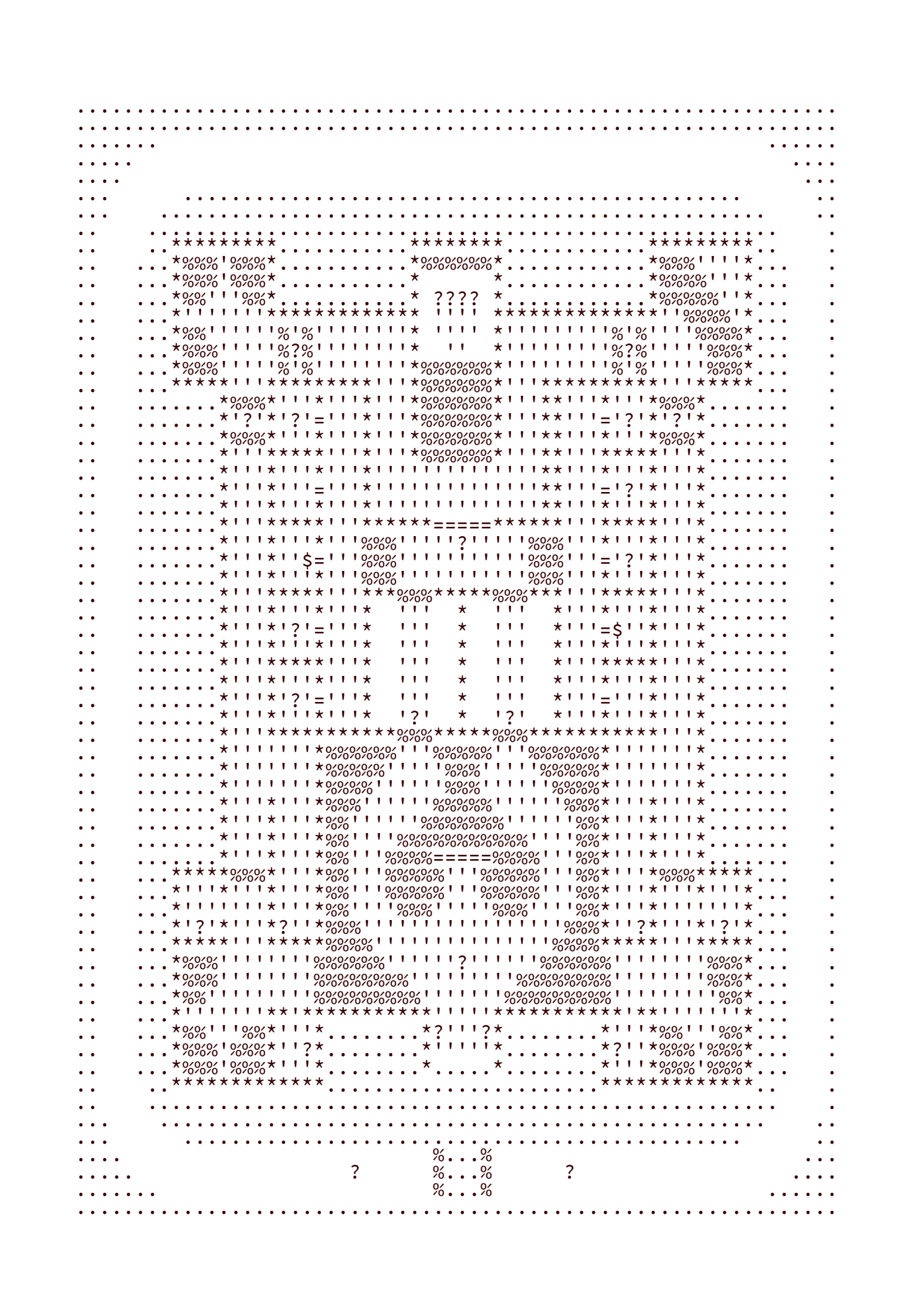
Although I, myself, failed in my search for the Lost Continent, I bring the story oft told by the minstrels who roam the land, in hope that it will aid in thy quest.

"Many, many years ago, there lived a strong and sensitive people who in habited the island-continent of Ambrosia. These people developed great powers over the forces of nature, and 'tis rumoured that even the power to change one's physical being rested within the realms of their knowledge. From these stories grew the legends of the Magic Shrines of Ambrosia.

"The Island prospered as the years passed, and the strange power grew in strength.

"Then, without warning, there was a great and violent upheaval, and the Earth sank suddenly into the oceans. A great whirlpool pulled the Island beneath the depths of the sea. The whirlpool exists yet, and many claim it to be the path to lost Ambrosia."

Sentri the Seeker



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 Shamino, 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

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.



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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