

Maps for Ultima III: Exodus

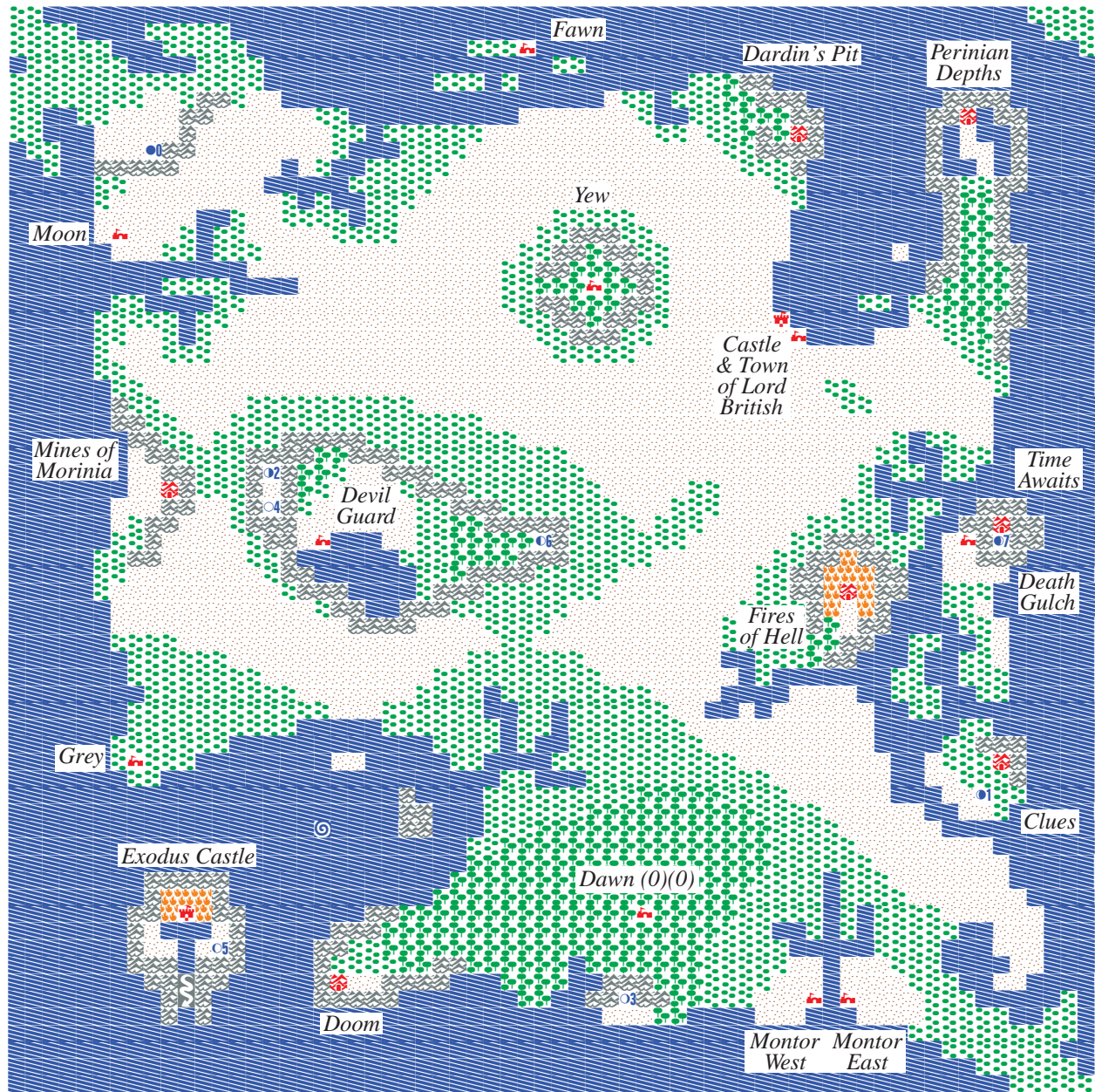
Warning: some secrets are revealed in these maps.

Corrections to these maps are welcome; email me at TrigonMan3@aol.com.

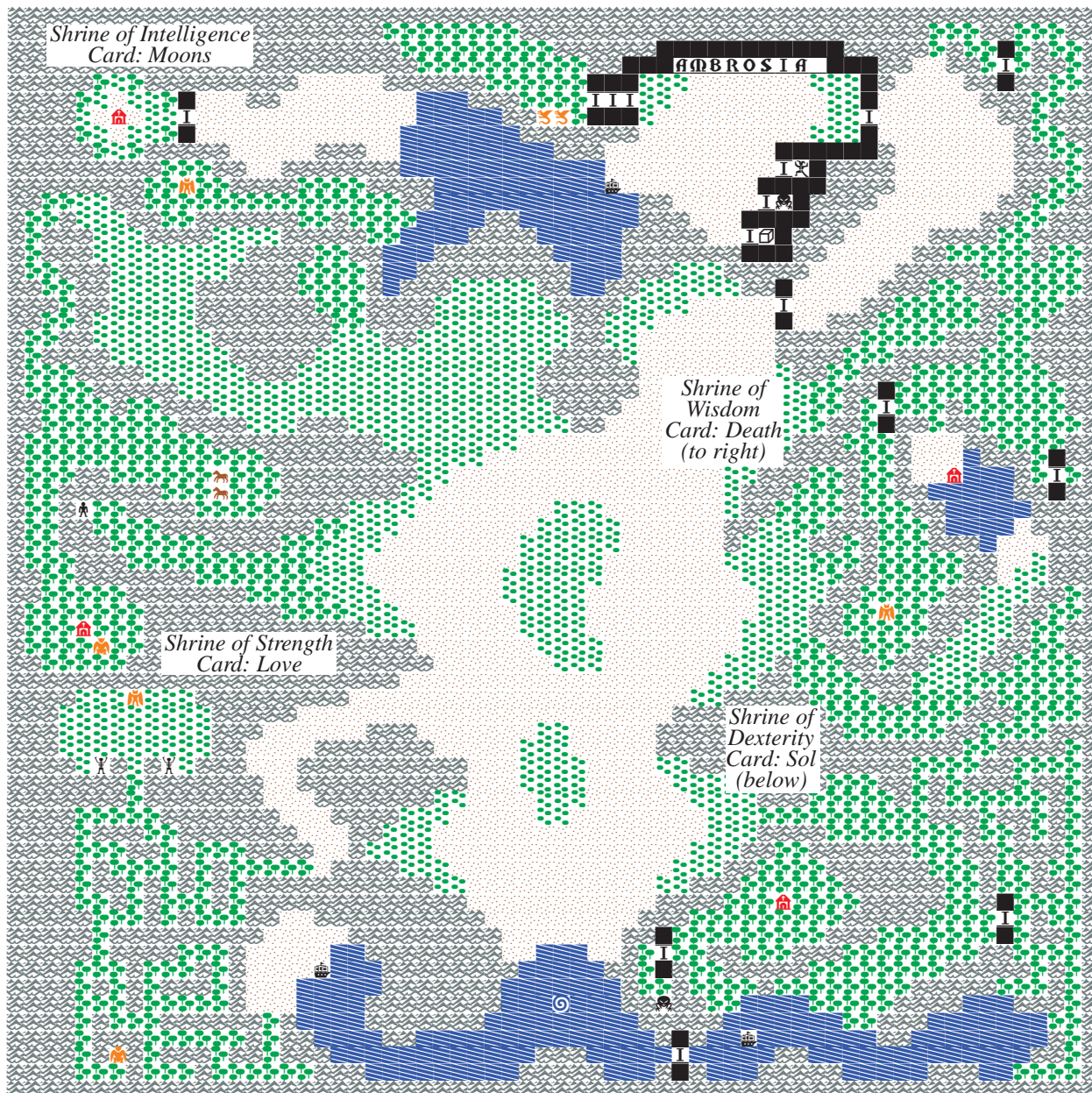
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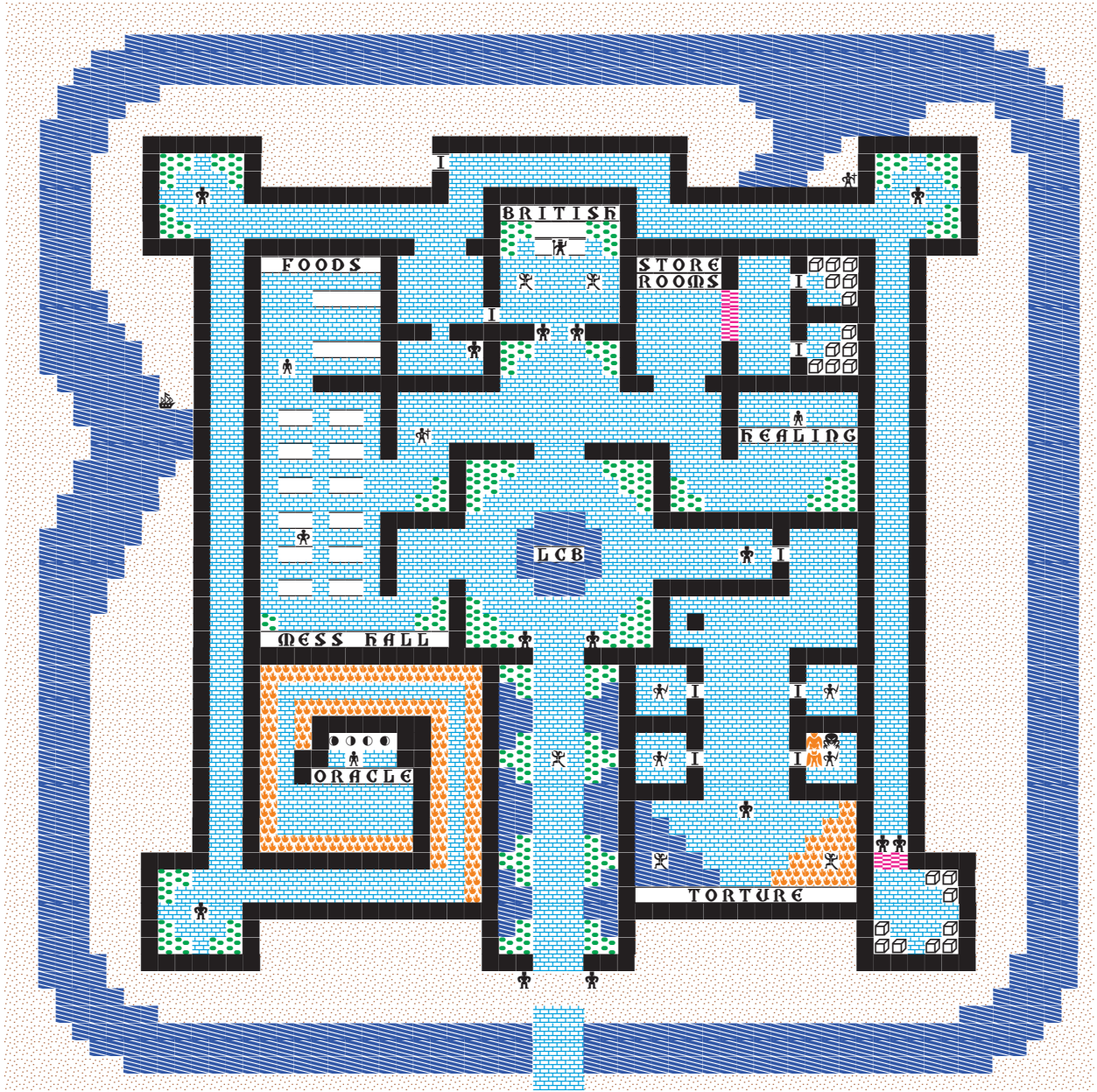
Last updated September 29, 1996.



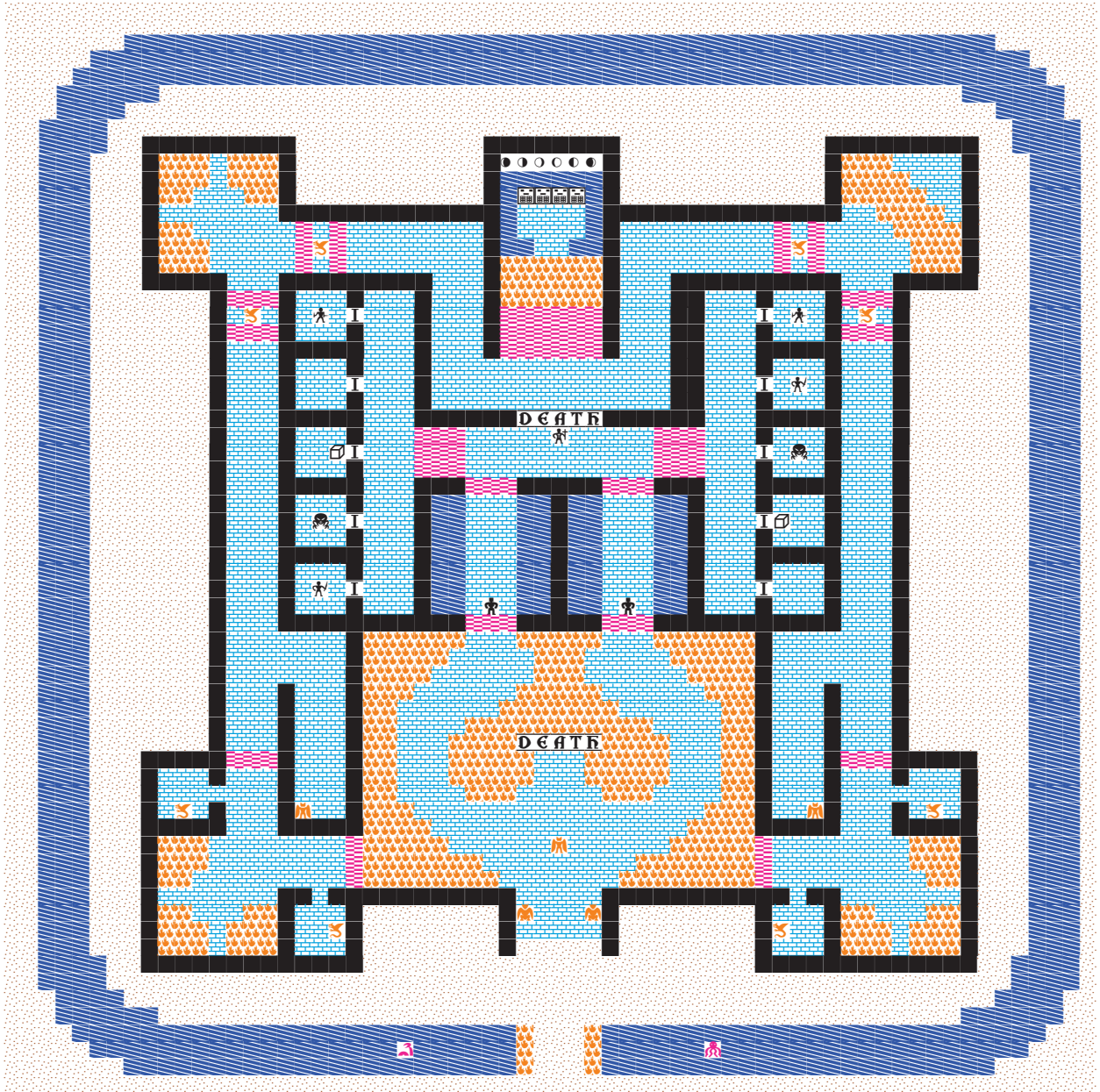
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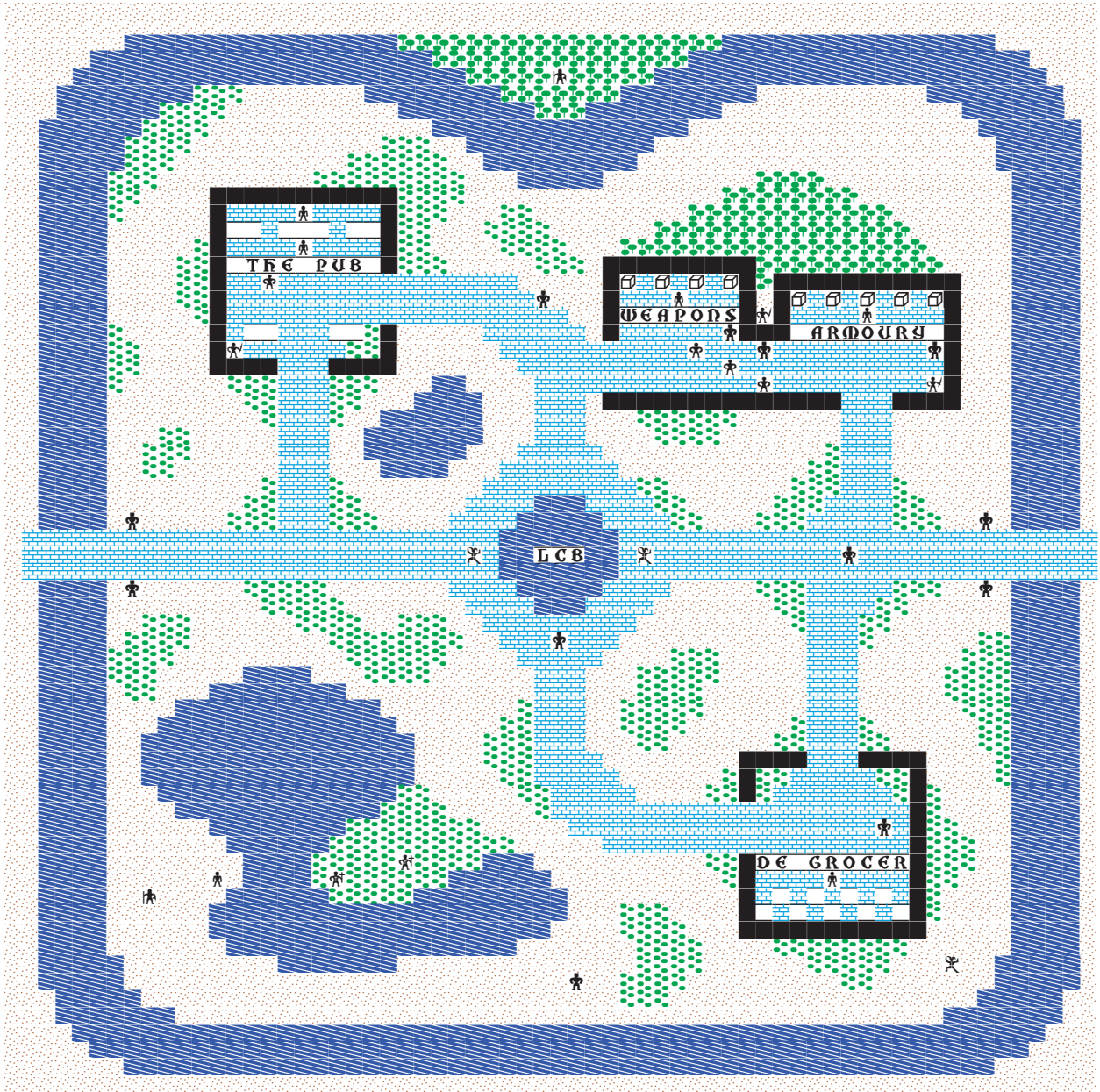
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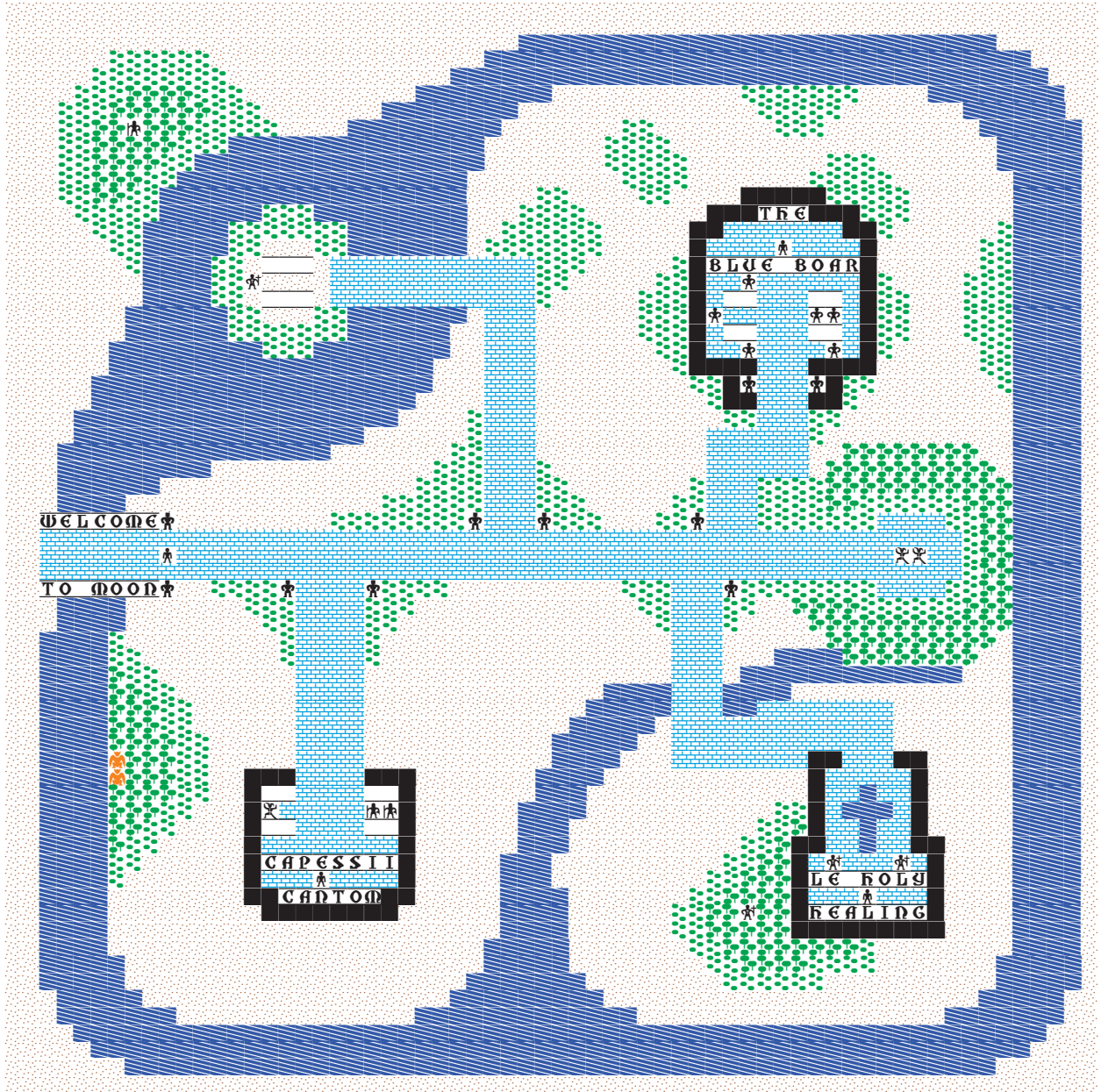
Castle of Lord British



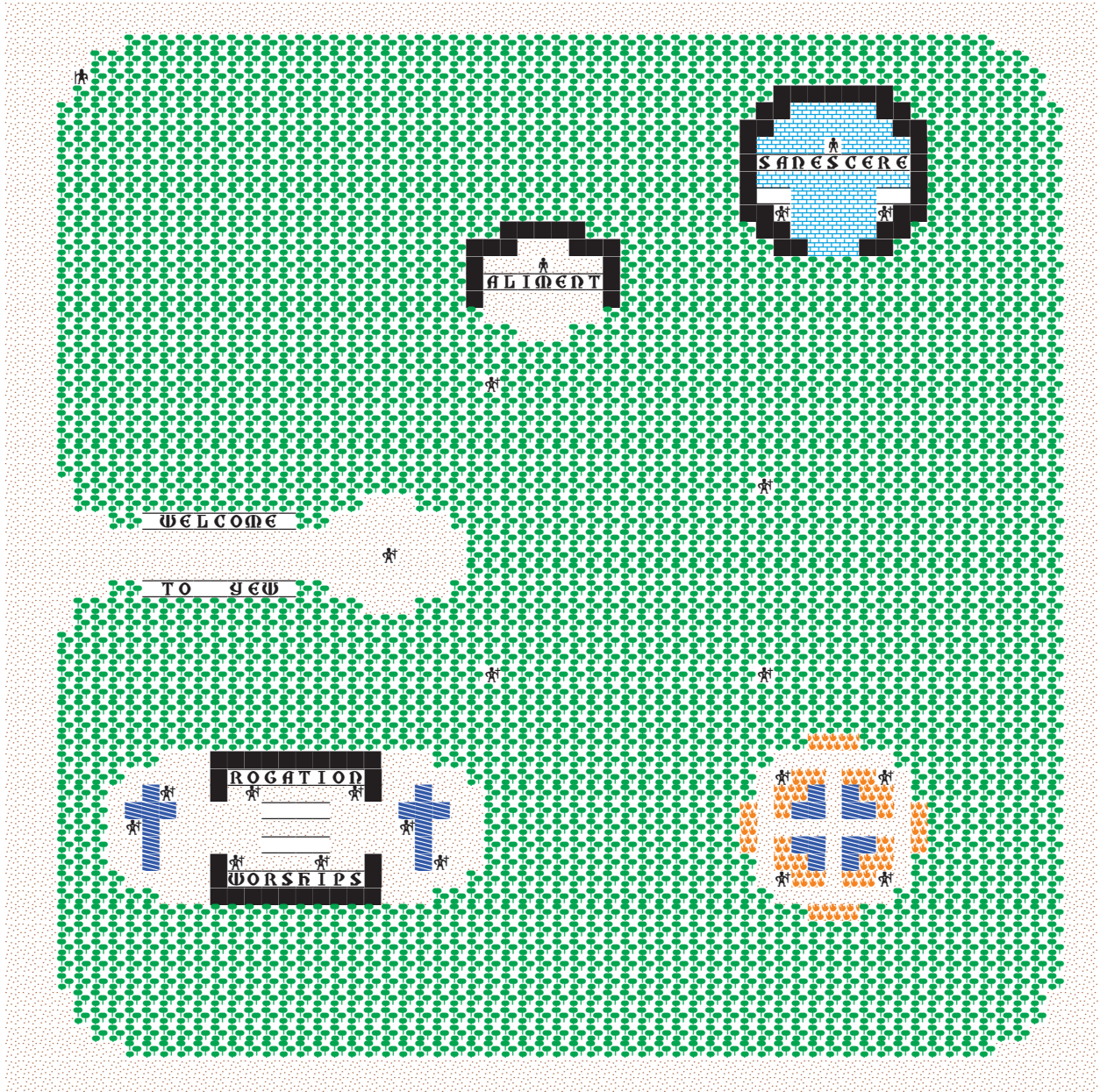
Castle of Exodus



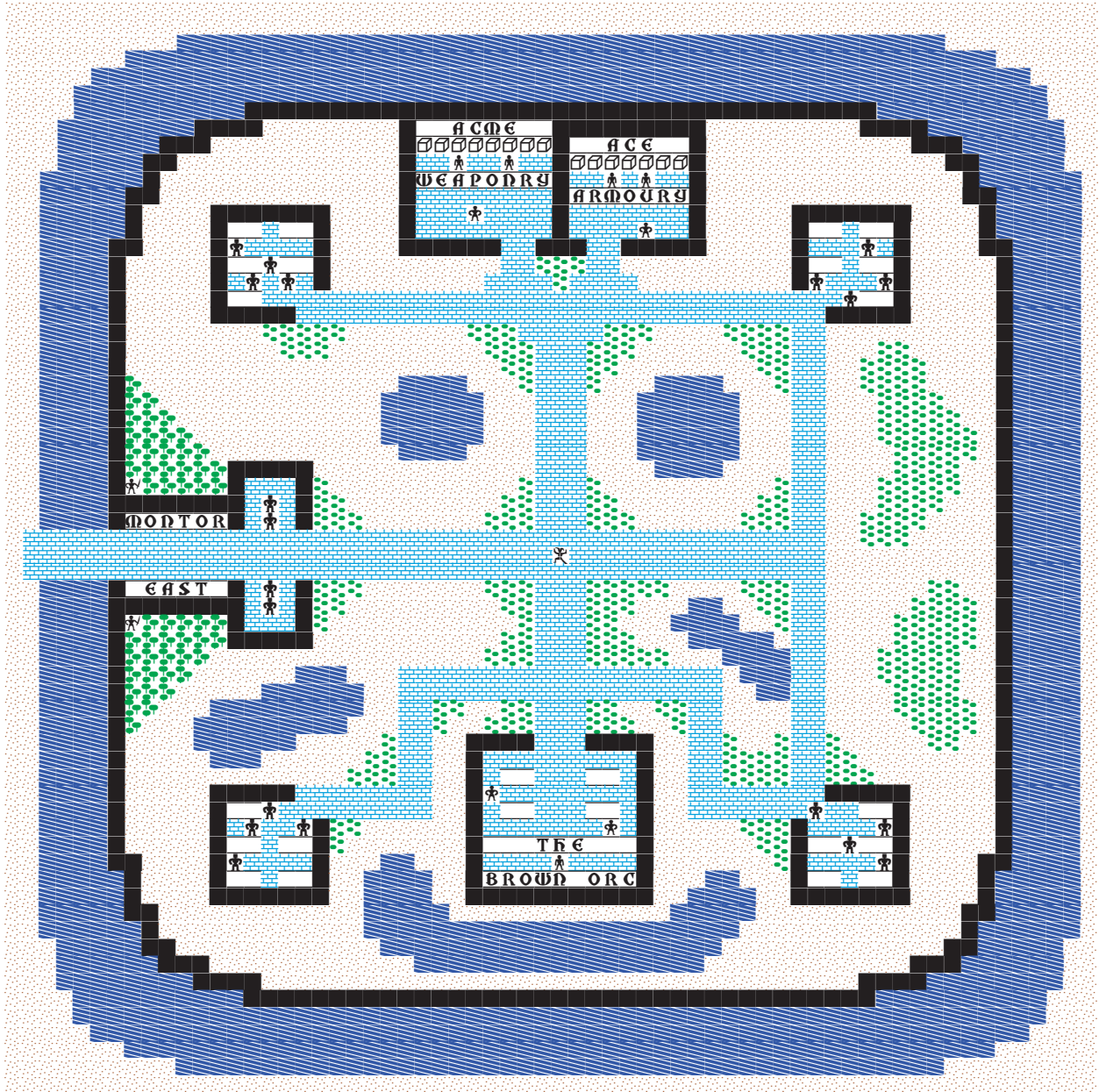
Town of Lord British



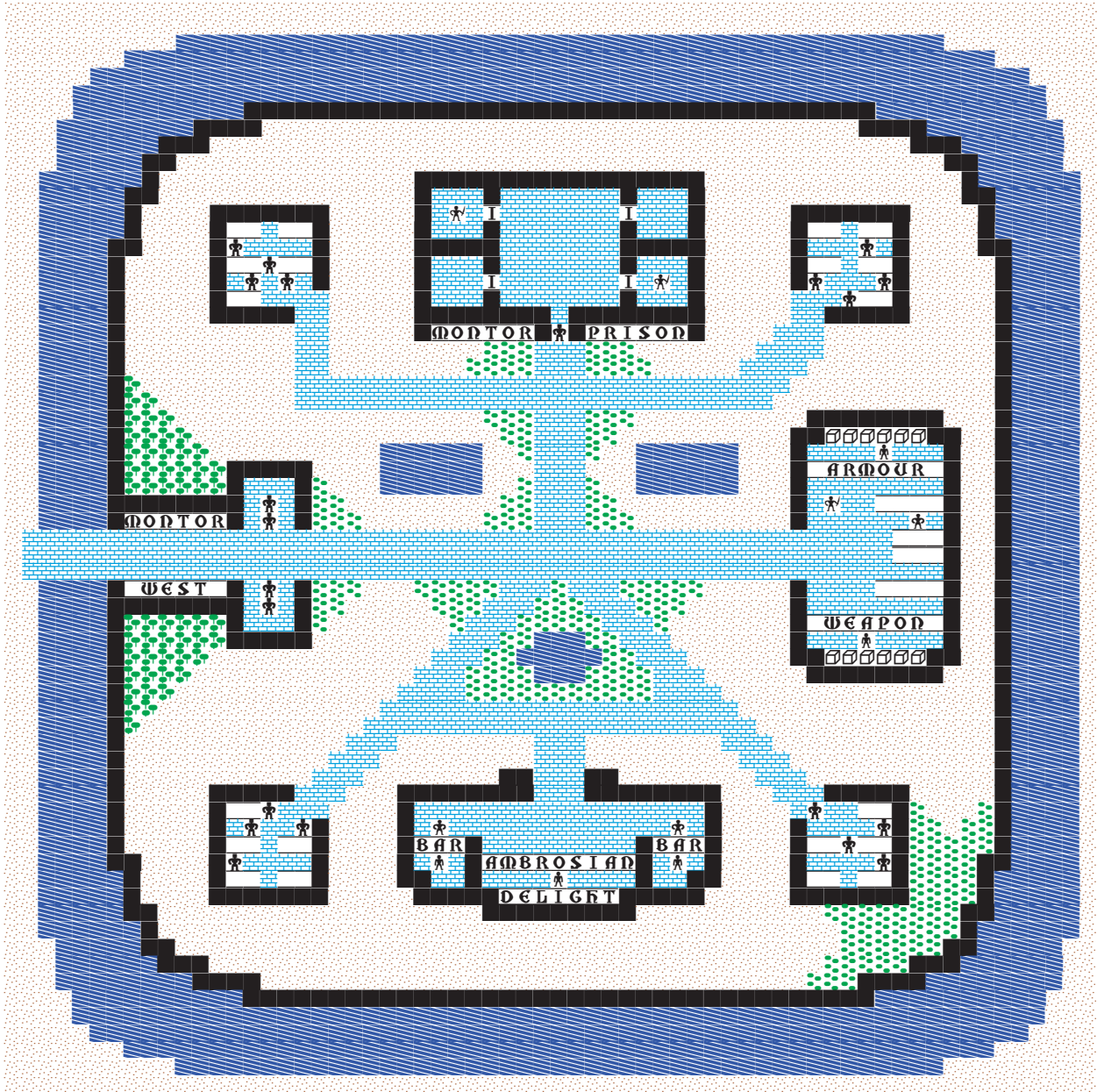
Moon



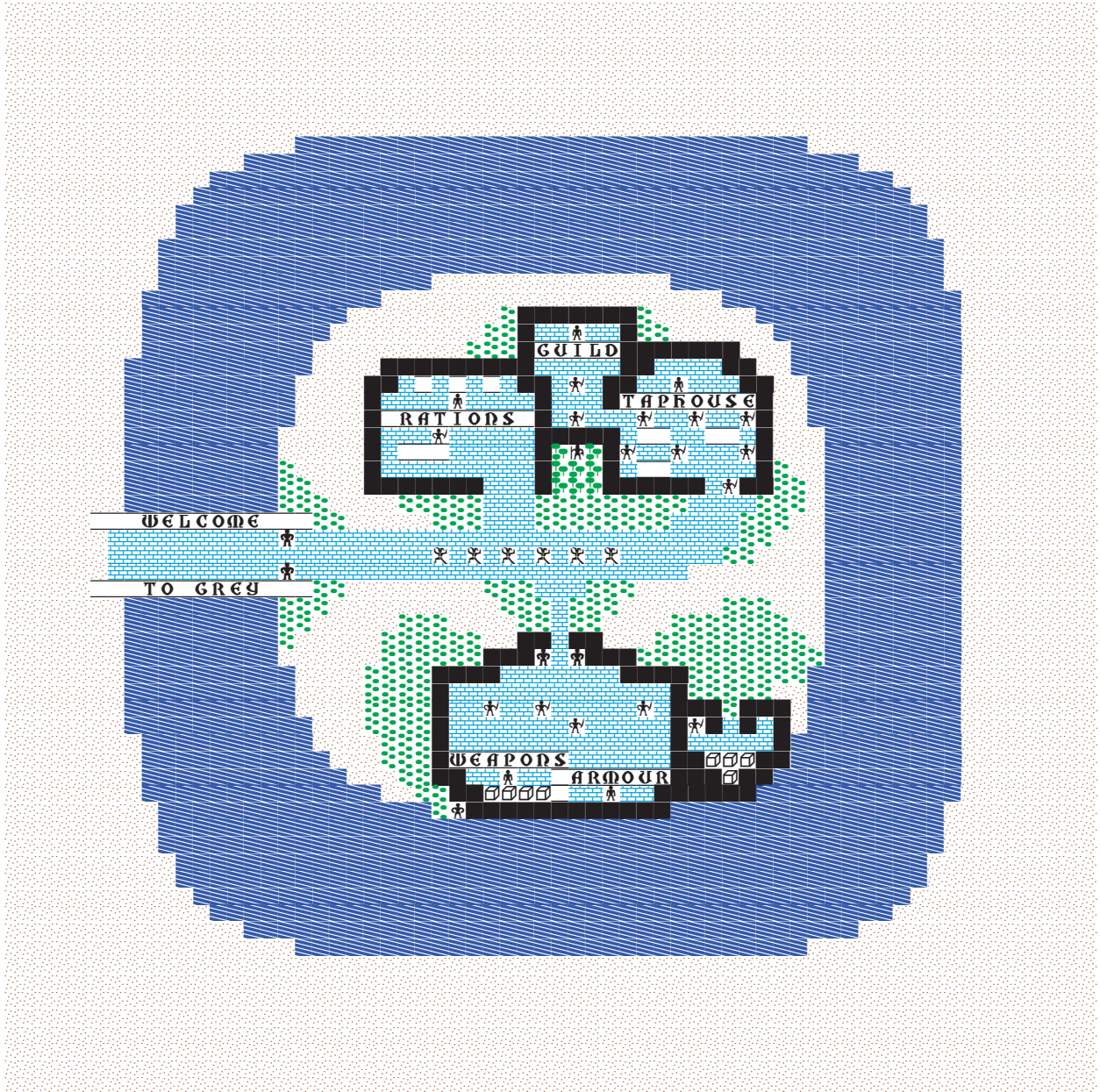
Yew



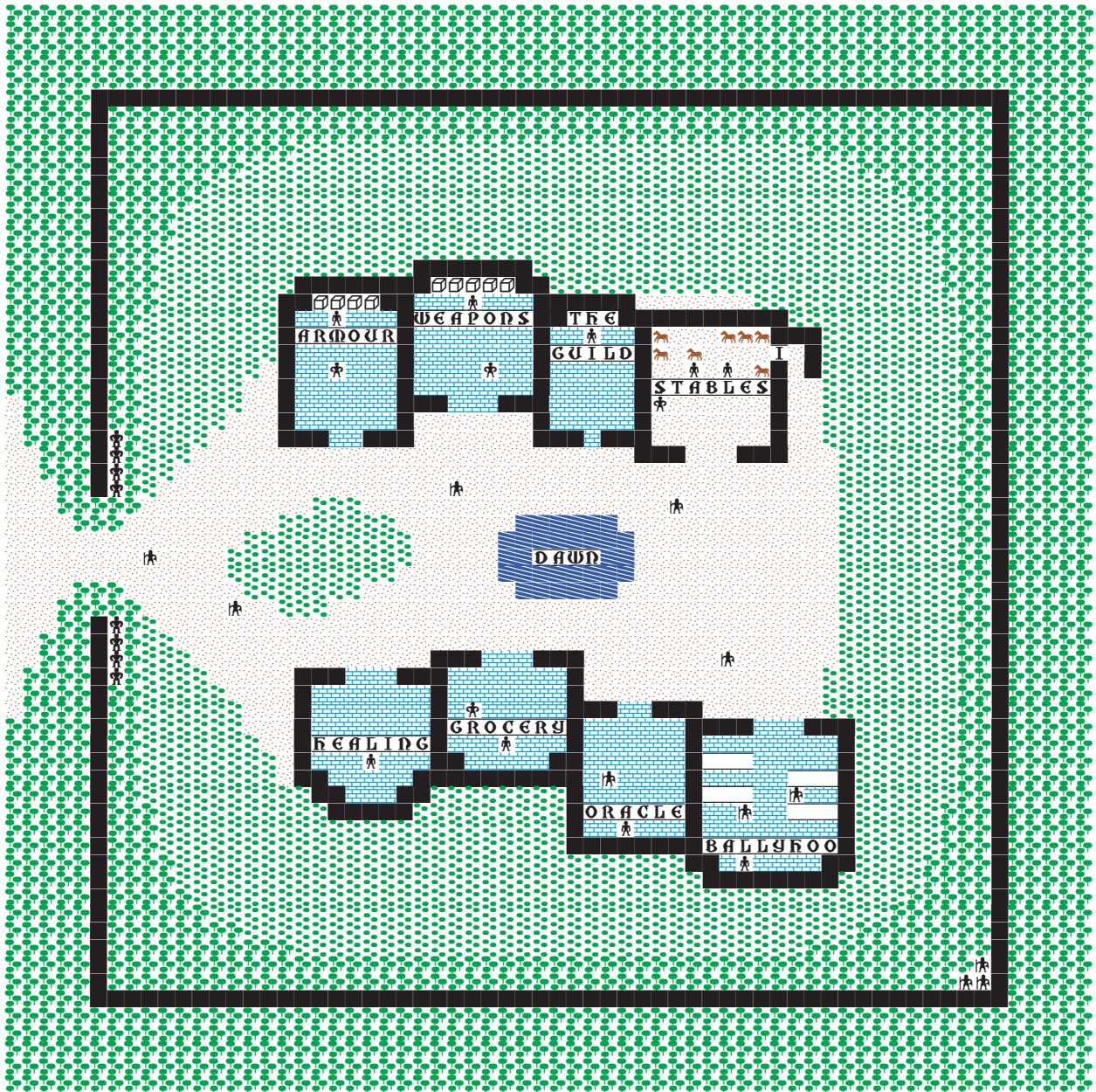
Montor East



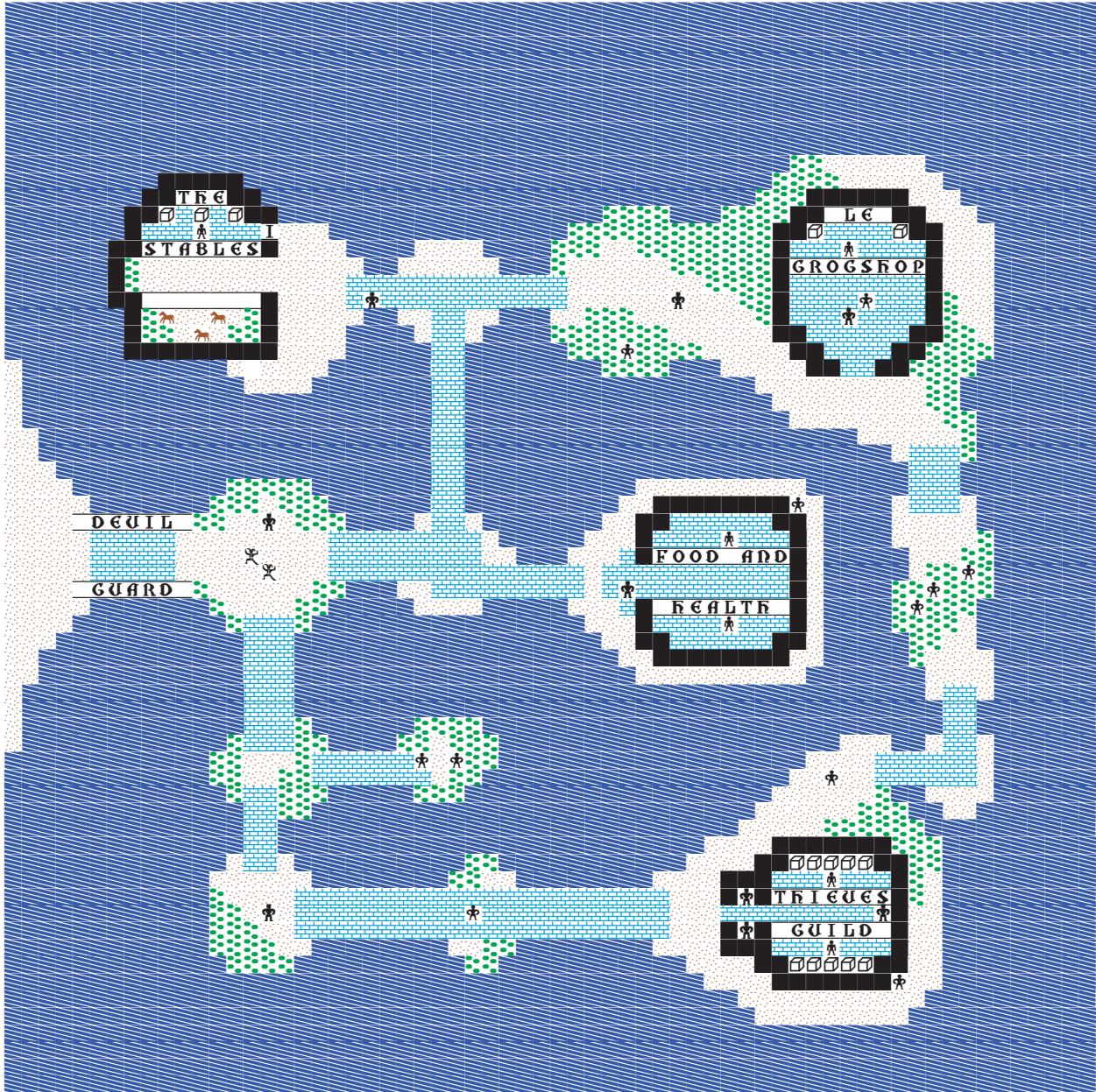
Montor West



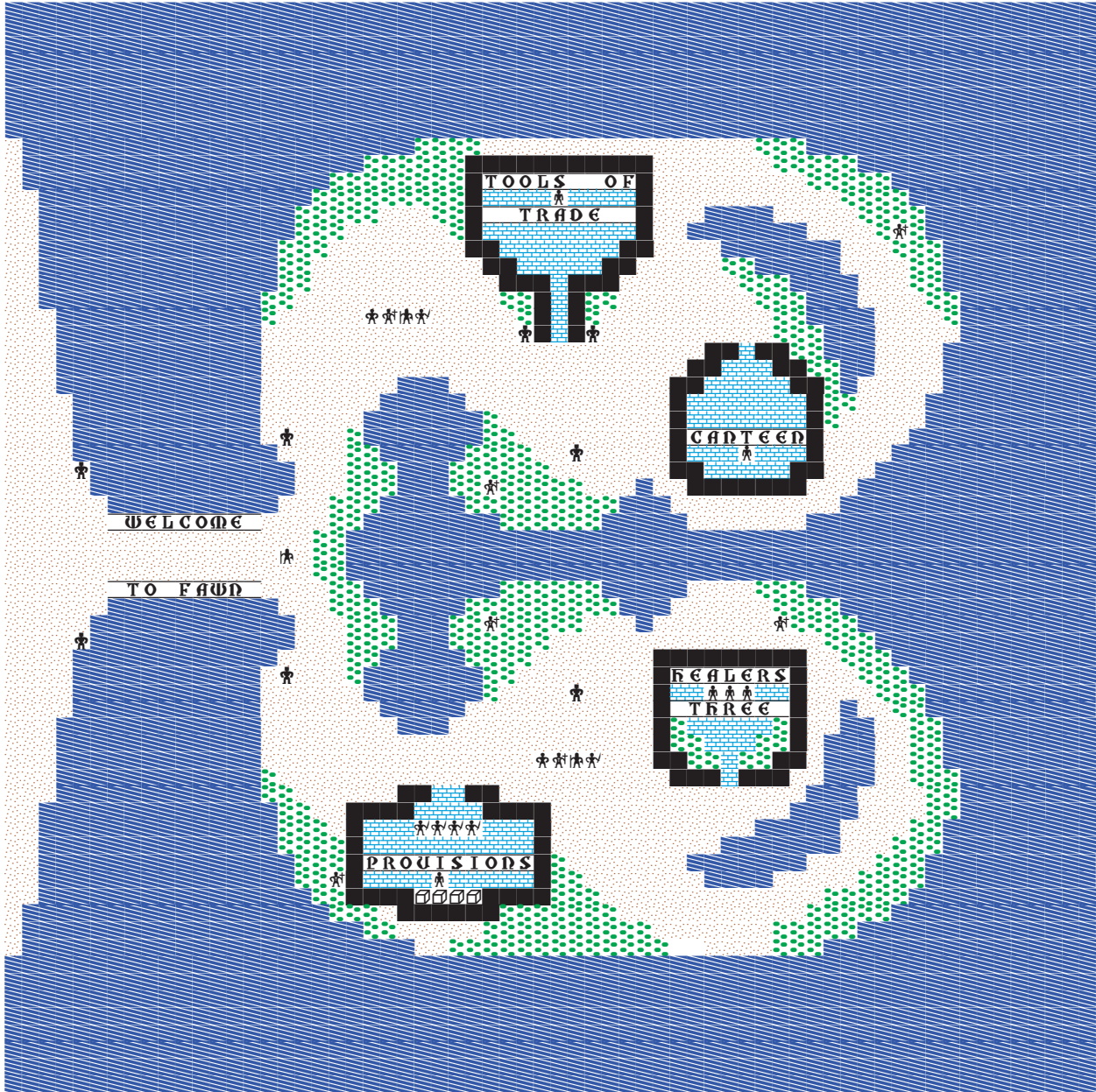
Grey



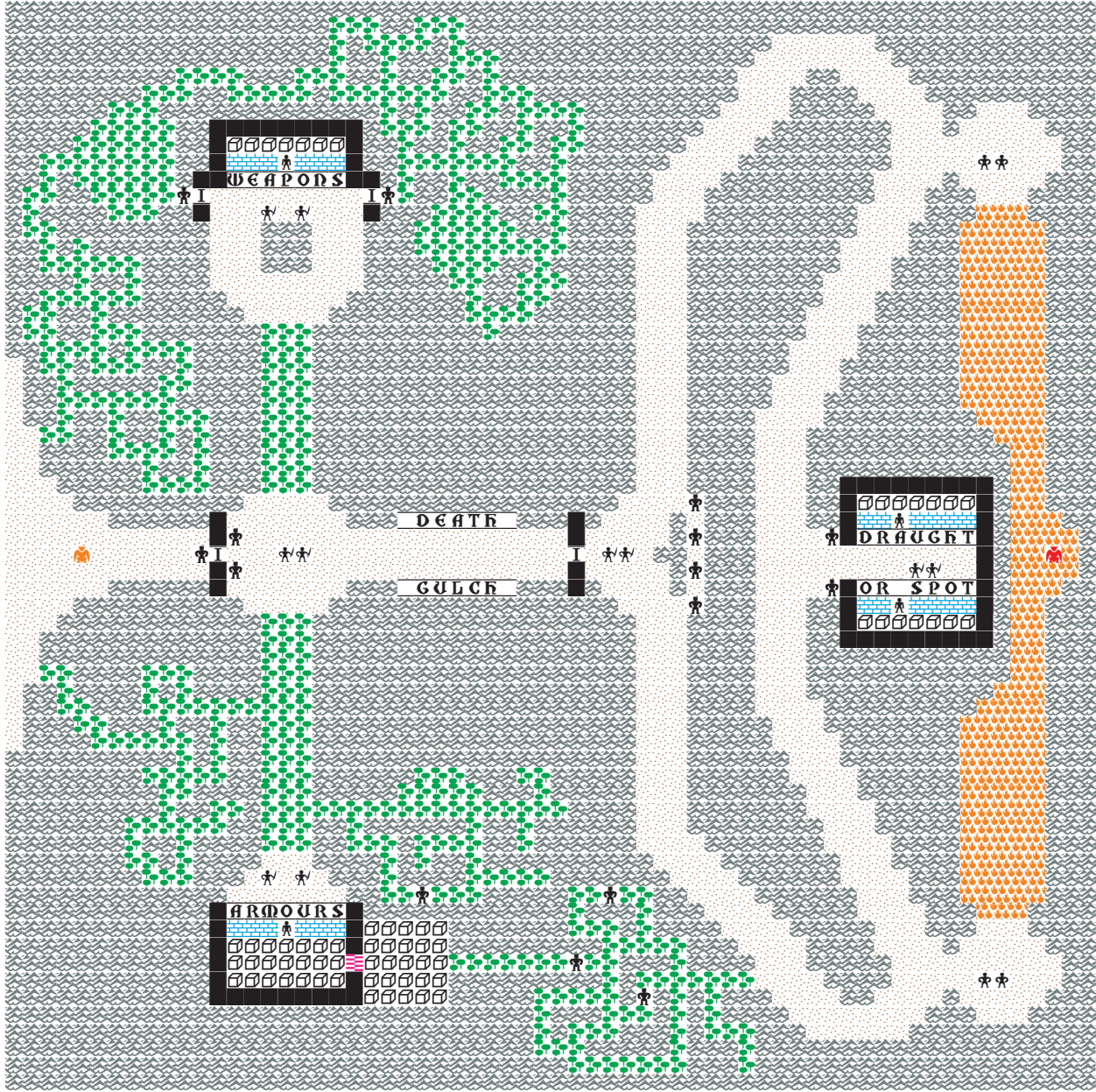
Dawn



Devil Guard



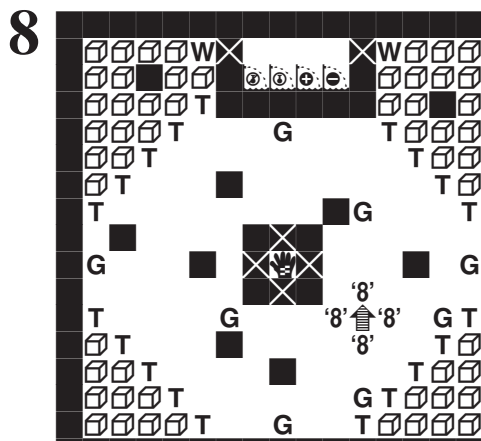
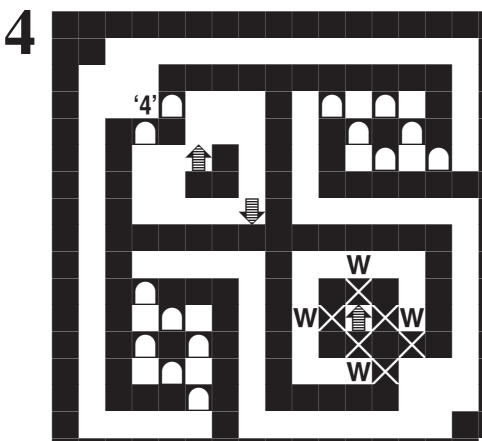
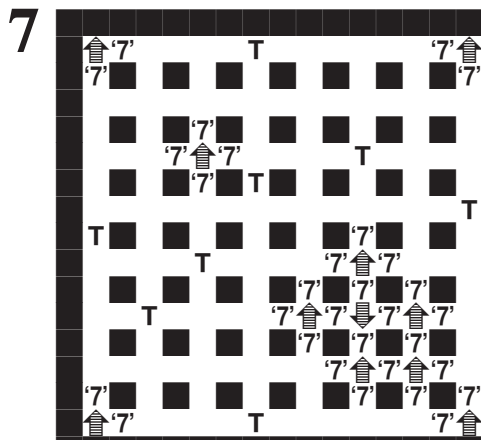
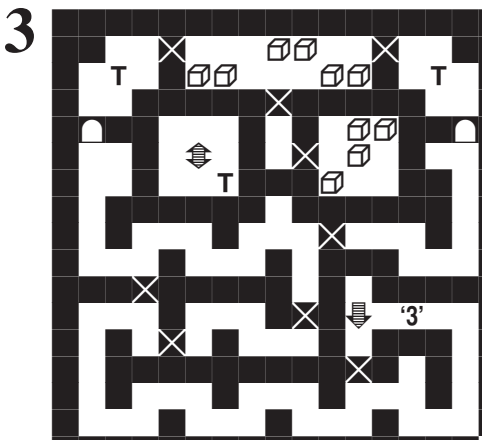
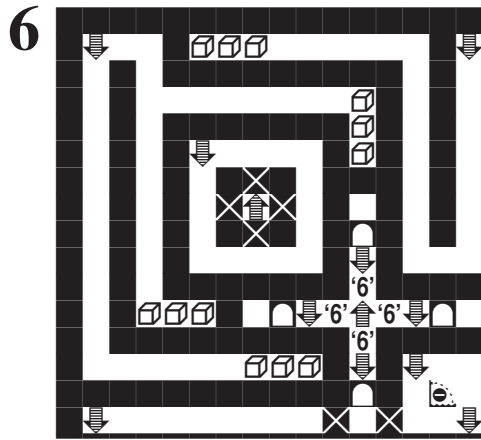
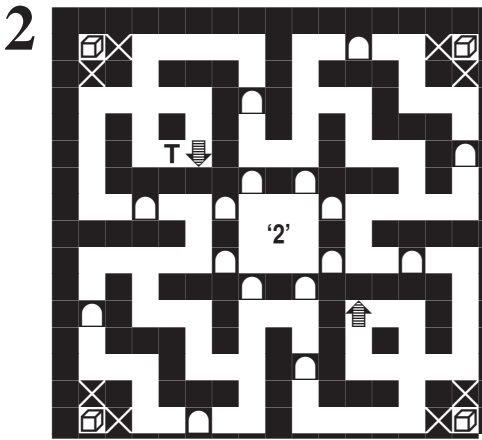
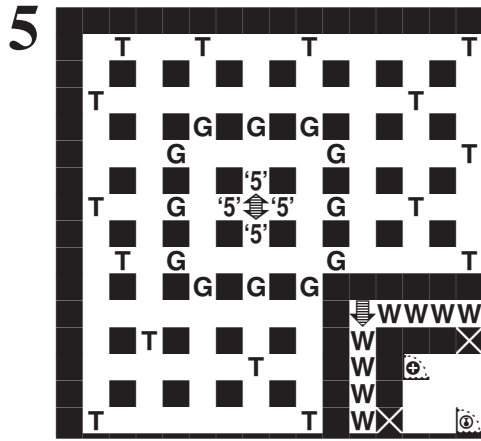
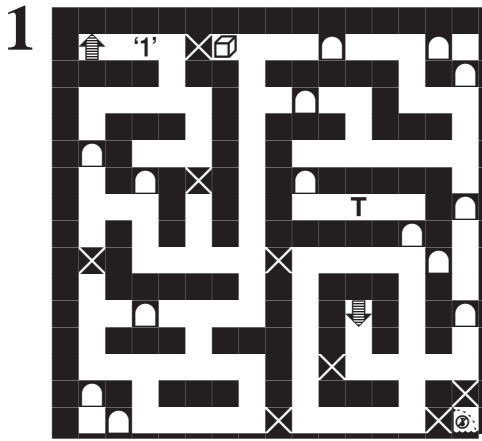
Fawn



Death Gulch

Dungeon: Doom

west of Dawn

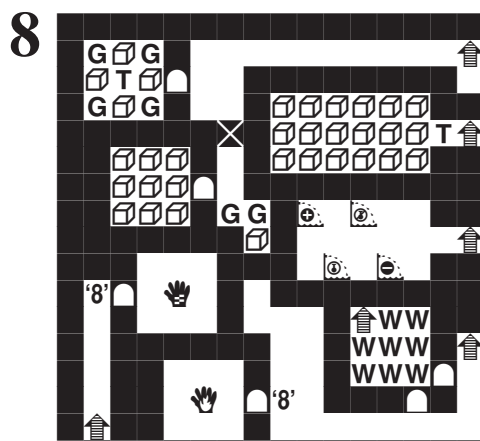
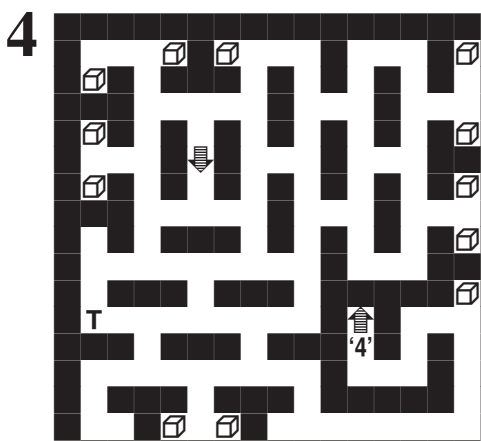
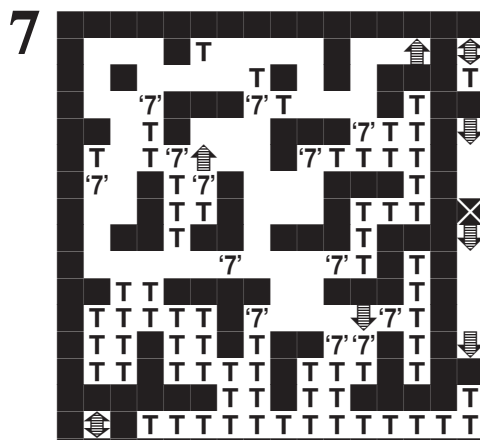
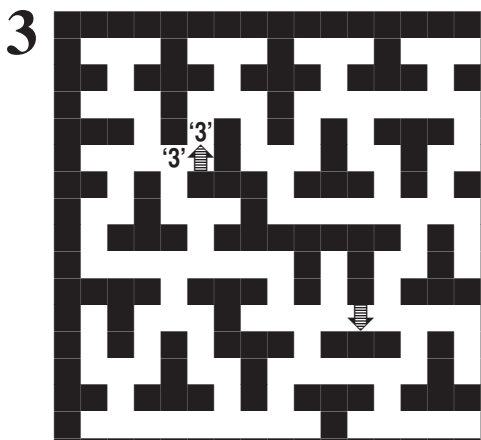
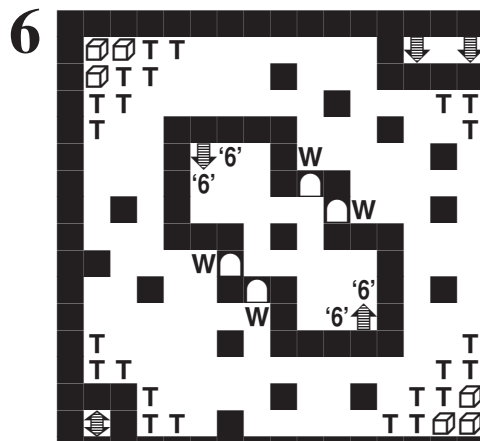
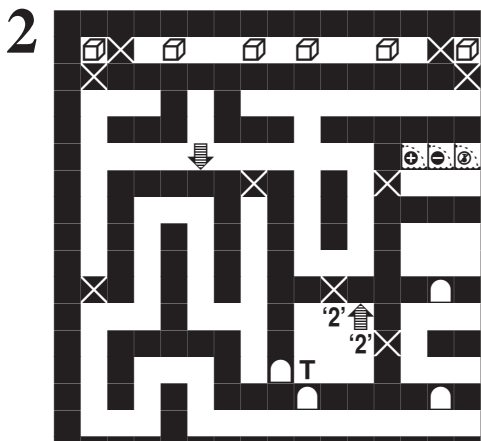
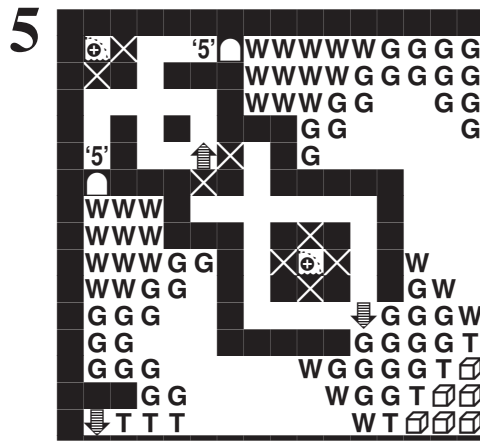
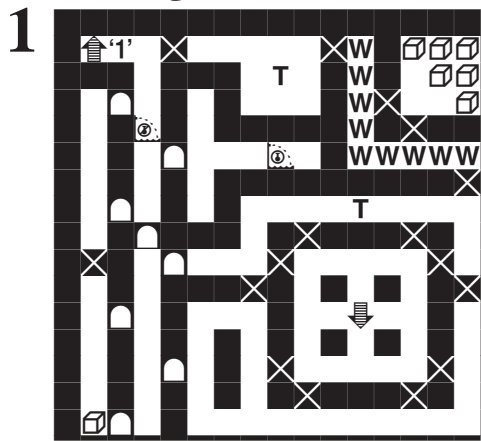


- G** gremlins
- T** trap
- W** strange wind
- treasure chest
- doorway
- ladder up
- ladder up & down
- ladder down
- fountain: heal HP (Levels 5, 8)
- fountain: -25 HP (Levels 6, 8)
- fountain: cure poison (Levels 1, 5, 8)
- fountain: poison (Level 8)
- mark of force (Level 8)

- '1' Welcome Fools, to your doom!!
- '2' Secret Corners!
- '3' Traps & Treasure
- '4' Beware the Winds
- '5' Danger!
- '6' Map well!!!
- '7' Reach up!
- '8' Windy secret

Dungeon: Fires of Hell

south of LB's castle



- G** gremlins
- T** trap
- W** strange wind
- treasure chest
- doorway
- ladder up
- ladder up & down
- ladder down

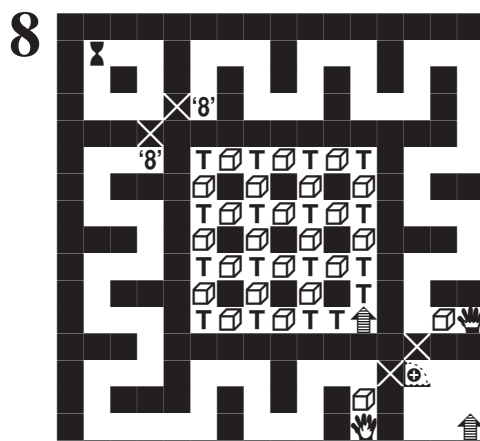
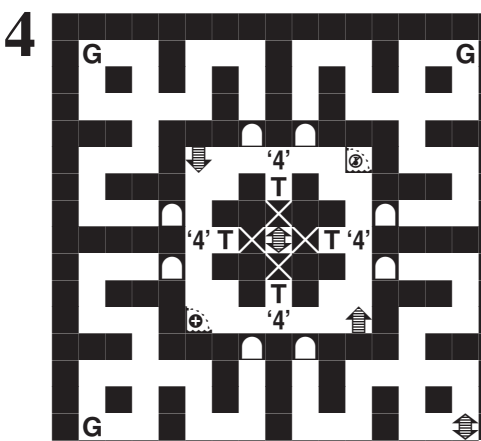
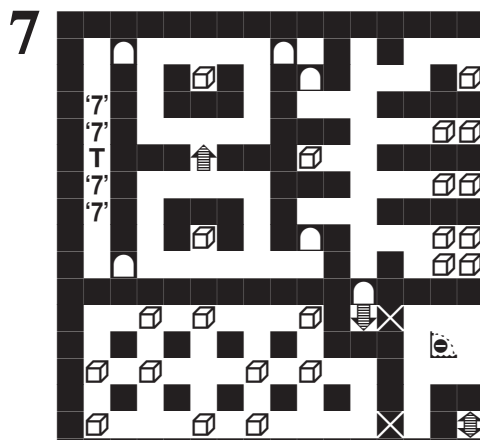
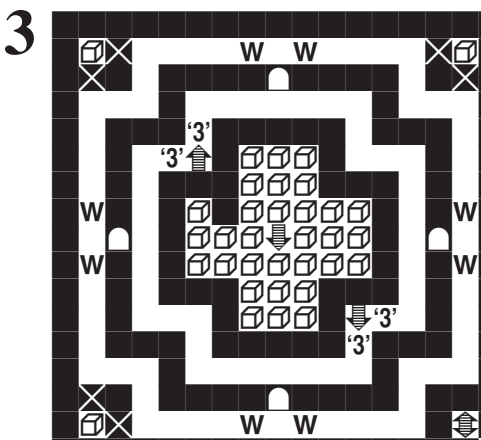
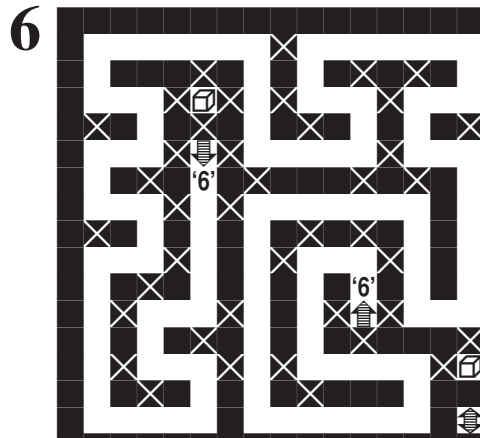
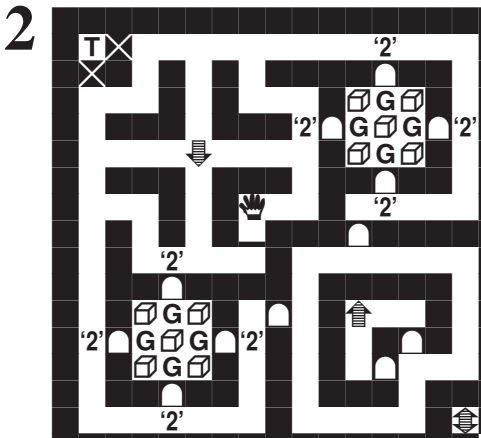
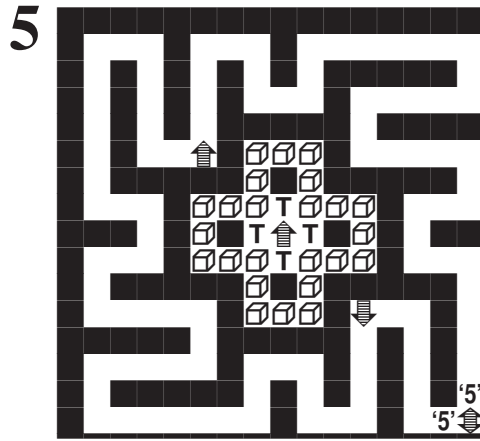
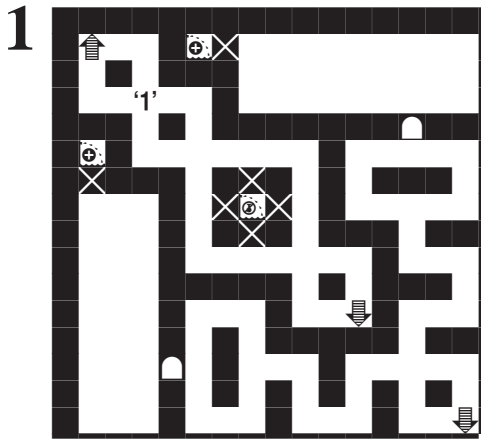
- fountain: heal HP (Levels 2, 5, 8)
- fountain: -25 HP (Levels 2, 8)
- fountain: cure poison (Levels 1, 2, 8)
- fountain: poison (Levels 1, 8)

- mark of fire (Level 8)
- mark of force (Level 8)

- '1' Beware, the Fires of Hell!
- '2' Trapped door!
- '3' Twisty Maze!
- '4' Windy Walk!
- '5' Gremlin City!
- '6' Devil's Den!
- '7' Go back! Pits!
- '8' Chamber of Fire!

Dungeon: Time Awaits

at moongate 7



G gremlins
T trap
W strange wind

treasure chest
doorway
ladder up
ladder up & down
ladder down
Lord of Time

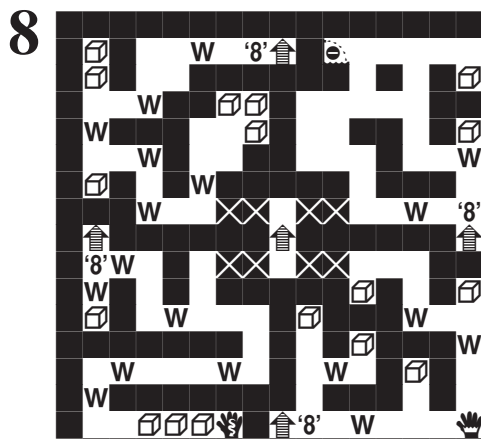
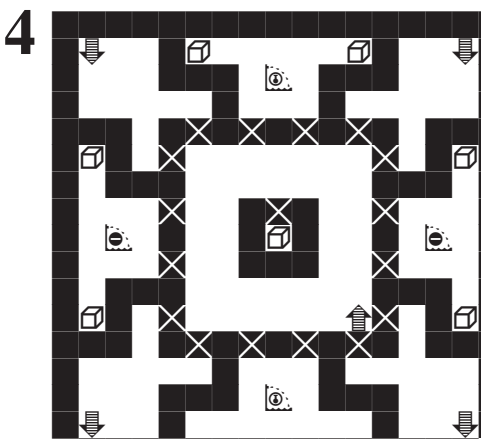
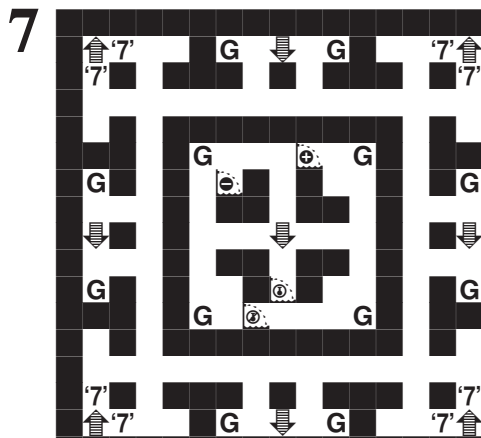
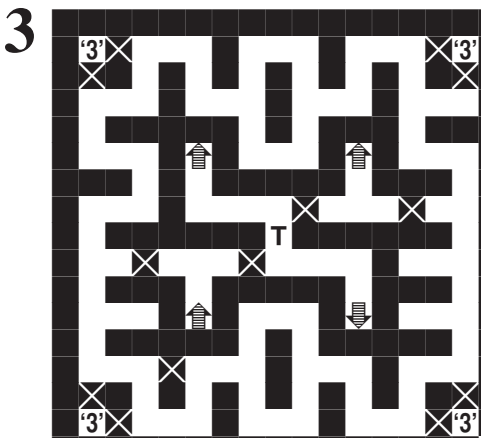
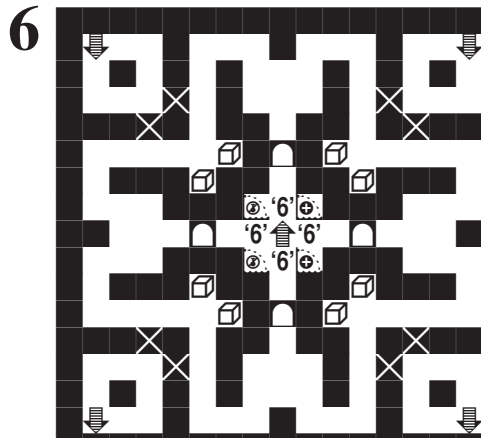
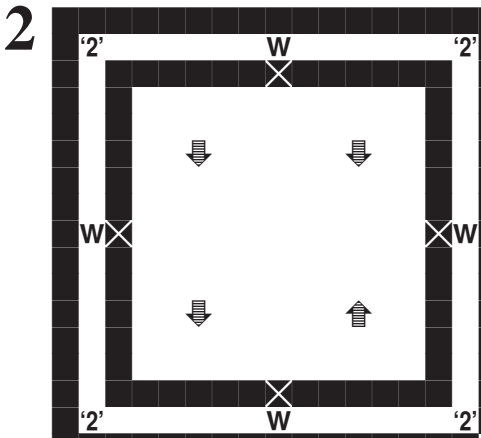
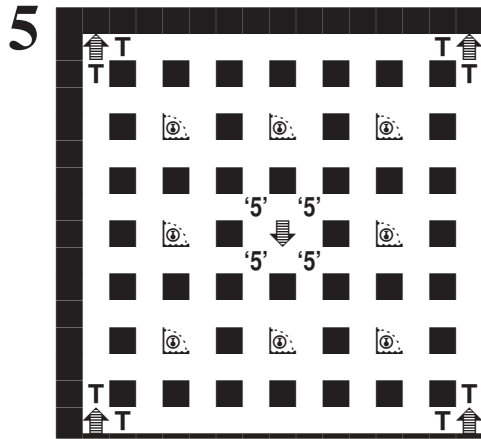
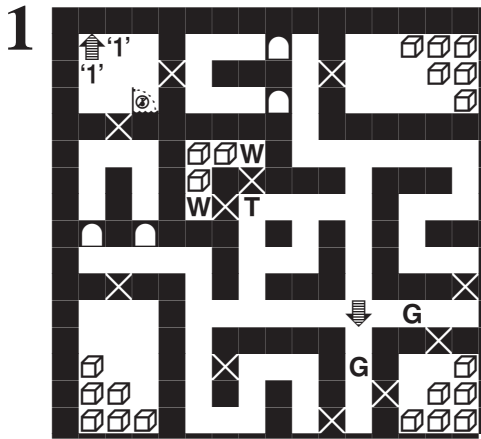
fountain: heal HP (Levels 1, 4, 8)
fountain: -25 HP (Level 7)
fountain: cure poison (Levels 1, 4)

mark of kings (Levels 2, 8)
mark of fire (Level 8)

'1' Time awaits!
'2' Gremlin gold!
'3' Golden center!
'4' Stair to heaven!
'5' Time runs short!
'6' Long march!
'7' Trap!
'8' Very near now!

Dungeon: Clues

south of Death Gulch



G gremlins
T trap
W strange wind

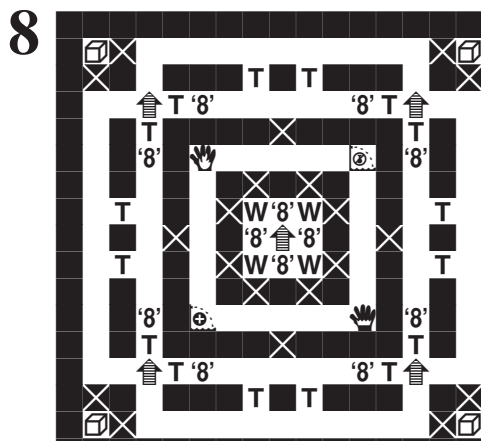
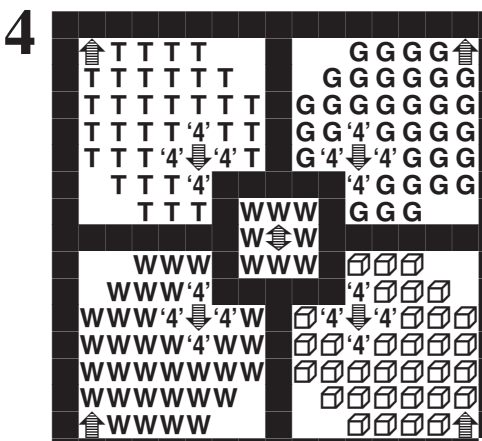
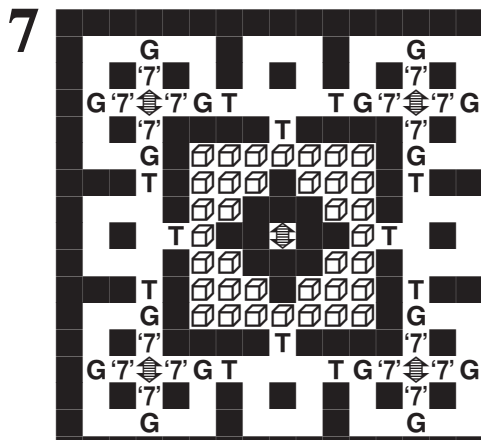
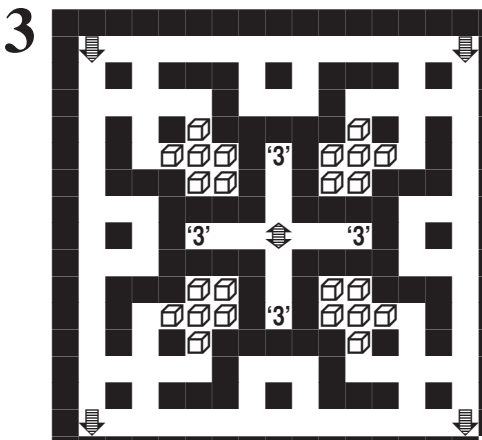
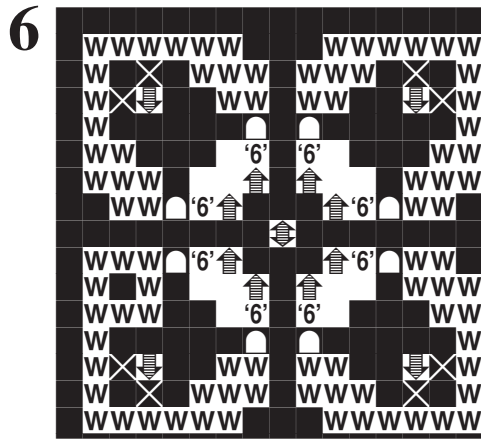
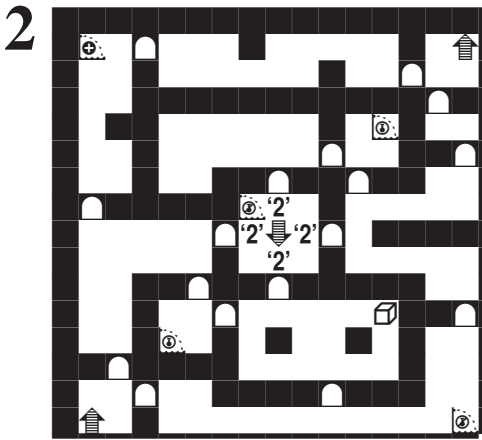
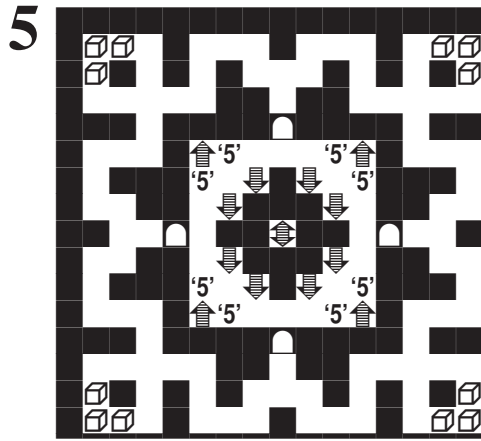
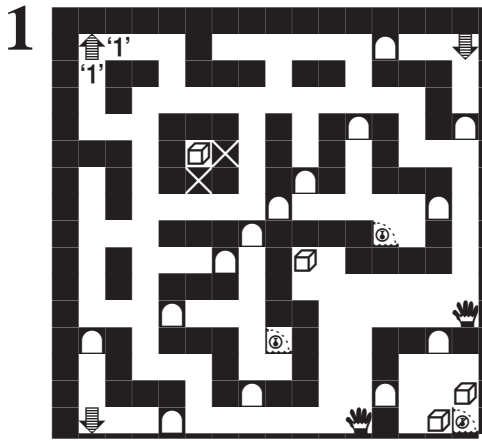
treasure chest
 doorway
 ladder up
 ladder down

fountain: heal HP (Levels 6, 7)
 fountain: -25 HP (Levels 4, 7, 8)
 fountain: cure poison (Levels 1, 6, 7)
 fountain: poison (Levels 4, 5, 7)
 mark of kings (Level 8)
 mark of snake (Level 8)

'1' Clues to Follow!
 '2' <INSERT> cards into Exodus!
 '3' <SEARCH> the shrines!
 '5' Don't drink!
 '6' Don't drink!
 '7' Gremlins!
 '8' Windy gold!

Dungeon: Perinian Depths

northeast peninsula

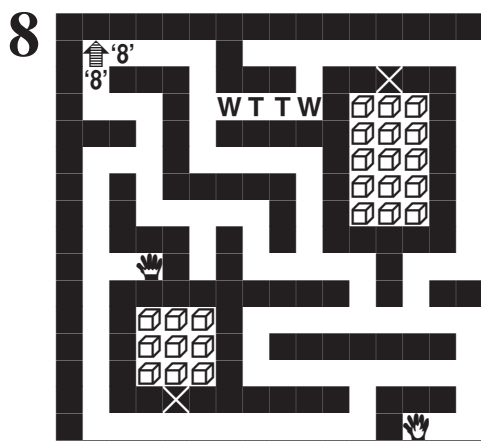
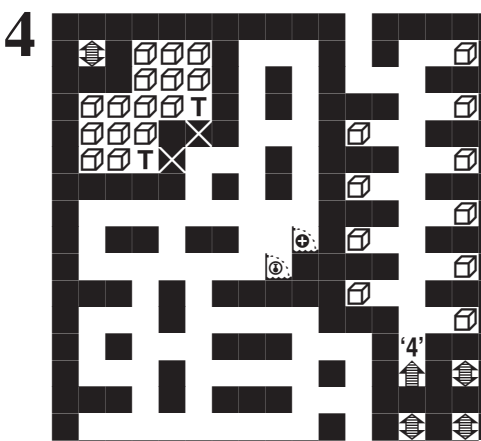
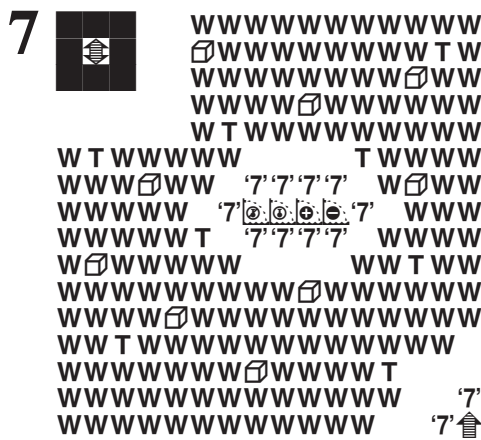
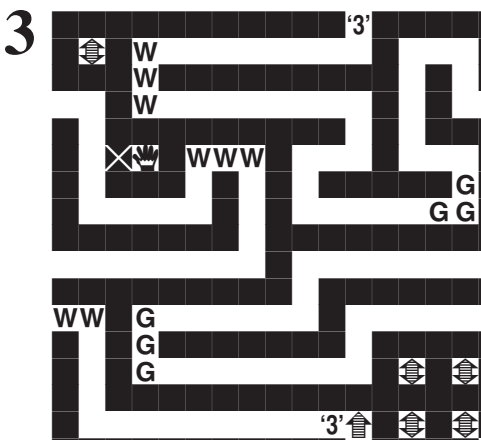
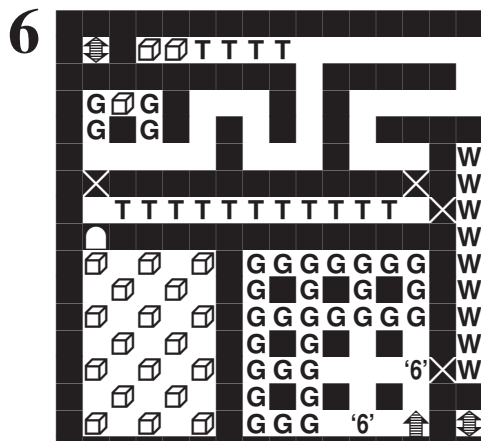
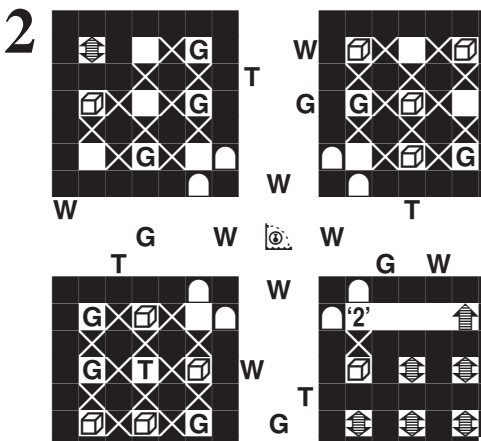
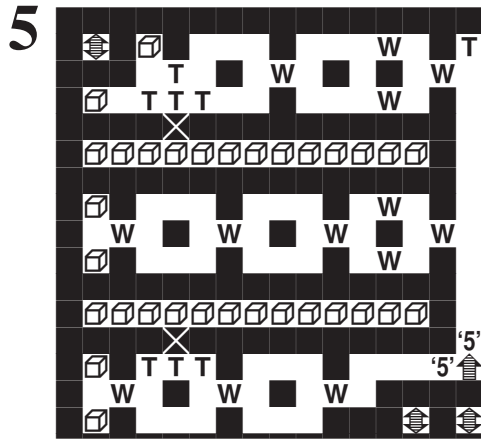
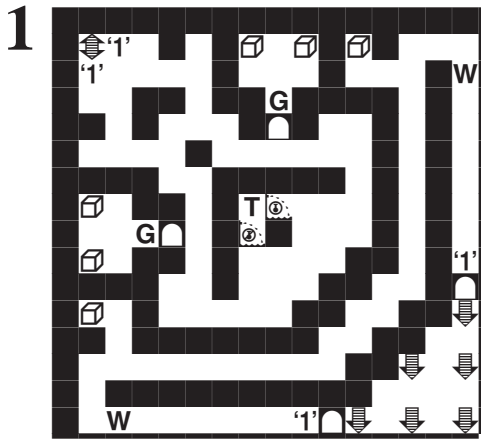


- G** gremlins
- T** trap
- W** strange wind
- treasure chest
- doorway
- ladder up
- ladder up & down
- ladder down
- fountain: heal HP (Levels 2, 8)
- fountain: cure poison (Levels 1, 2, 8)
- fountain: poison (Levels 1, 2)
- mark of kings (Levels 1, 8)
- mark of fire (Level 8)

- '1' Perinian Depths
- '2' Go back!
- '3' Not here!
- '4' Quarter each!
- '5' Death awaits!
- '6' Map well!
- '7' Gremlins!
- '8' Go back!

Dungeon: Mines of Morinia

north of Grey



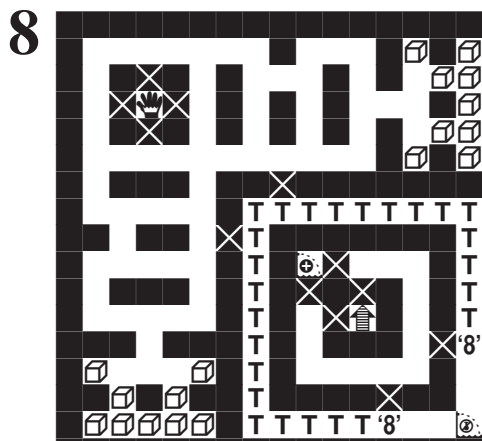
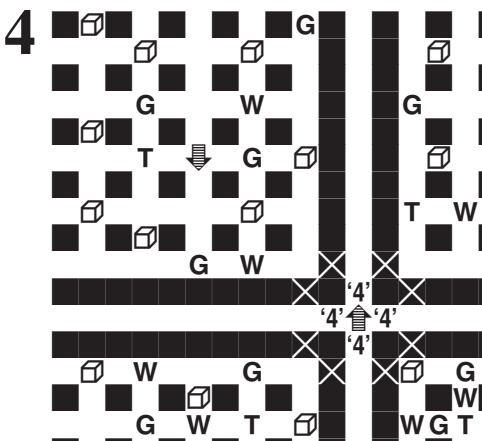
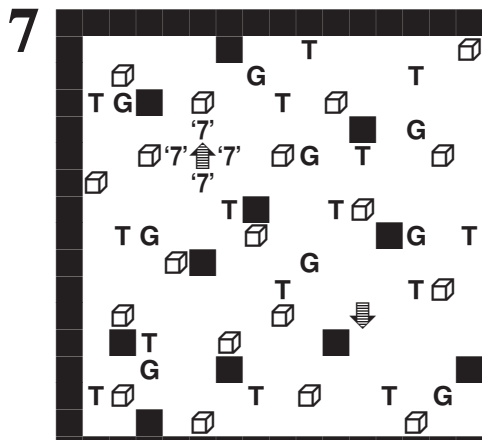
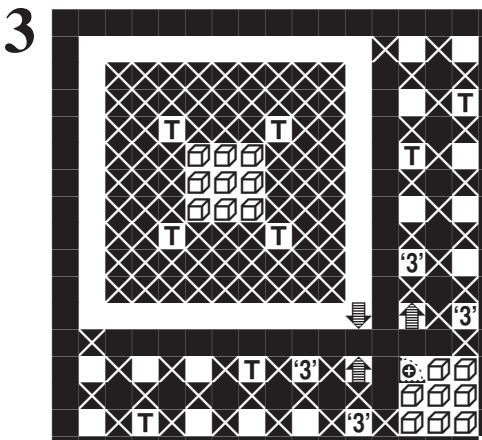
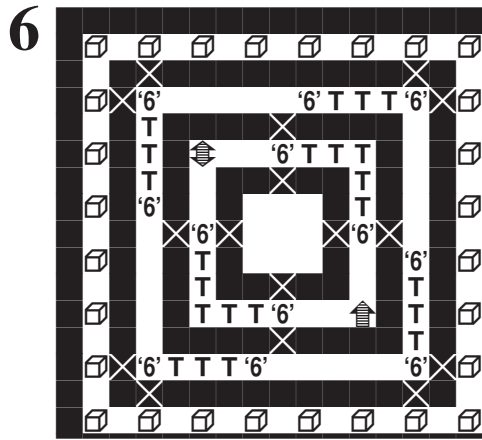
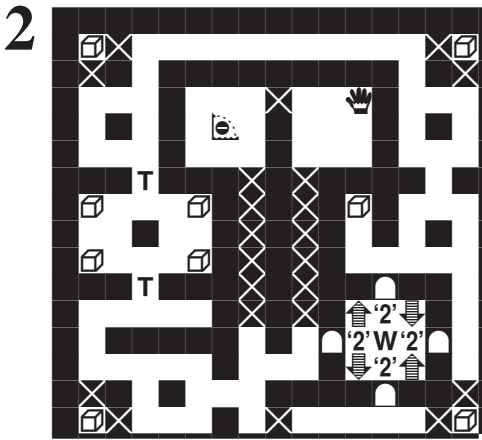
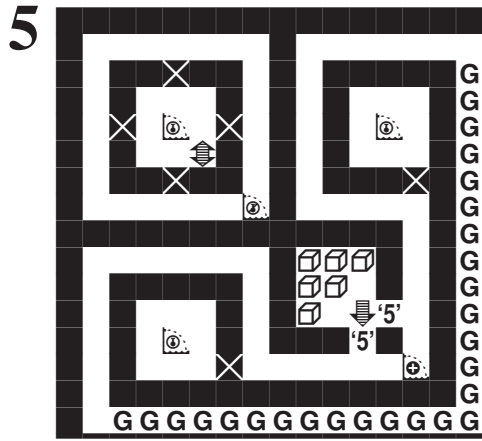
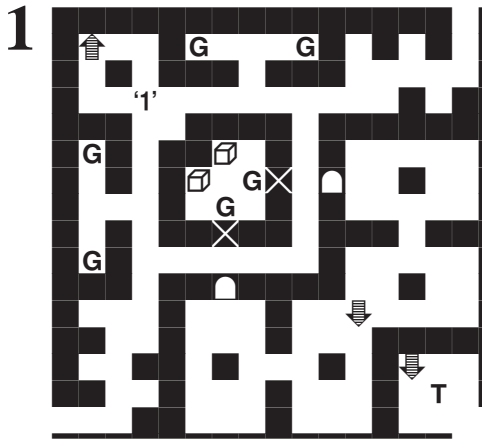
You *must* have a magic-user in your party to access Levels 2-7 and part of Level 1.

- G** gremlins
- T** trap
- W** strange wind
- treasure chest
- doorway
- ladder up
- ladder up & down
- ladder down
- fountain: heal HP (Levels 4, 7)
- fountain: -25 HP (Level 7)
- fountain: cure poison (Levels 1, 7)
- fountain: poison (Levels 1, 2, 4, 7)
- mark of kings (Levels 3, 8)
- mark of fire (Level 8)

- '1' Mines of Morinia
- '2' Terror tunnels!
- '3' Long march!
- '4' Misty mines!
- '5' Mines of madness
- '6' G, T & G!
- '7' Dark prevails
- '8' Dry hole

Dungeon: Dardin's Pit

north of LB's castle



- G** gremlins
- T** trap
- W** strange wind
- treasure chest
- doorway
- ladder up
- ladder up & down
- ladder down
- fountain: heal HP (Levels 3, 5, 8)
- fountain: -25 HP (Level 2)
- fountain: cure poison (Levels 5, 8)
- fountain: poison (Level 5)
- mark of kings (Levels 2, 8)
- '1' Dardin's Pit!
- '2' Secret slides!
- '3' Beware traps!
- '4' Ever adventure!
- '5' Gremlins!
- '6' Circle death!
- '7' Collasal [sic] cavern!
- '8' Traps to gold!