Maps for Ultima III: Exodus

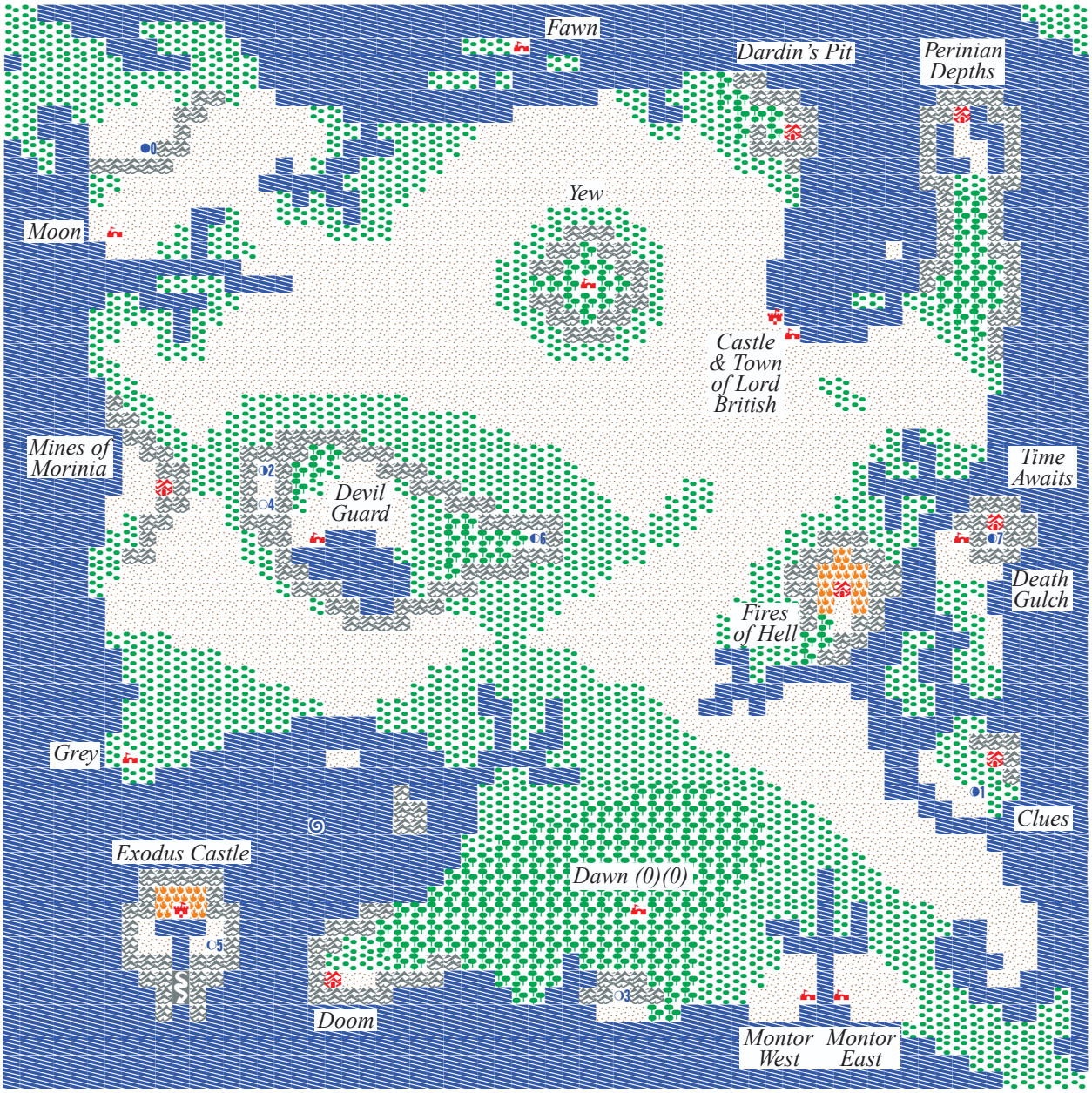
Warning: some secrets are revealed in these maps.

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

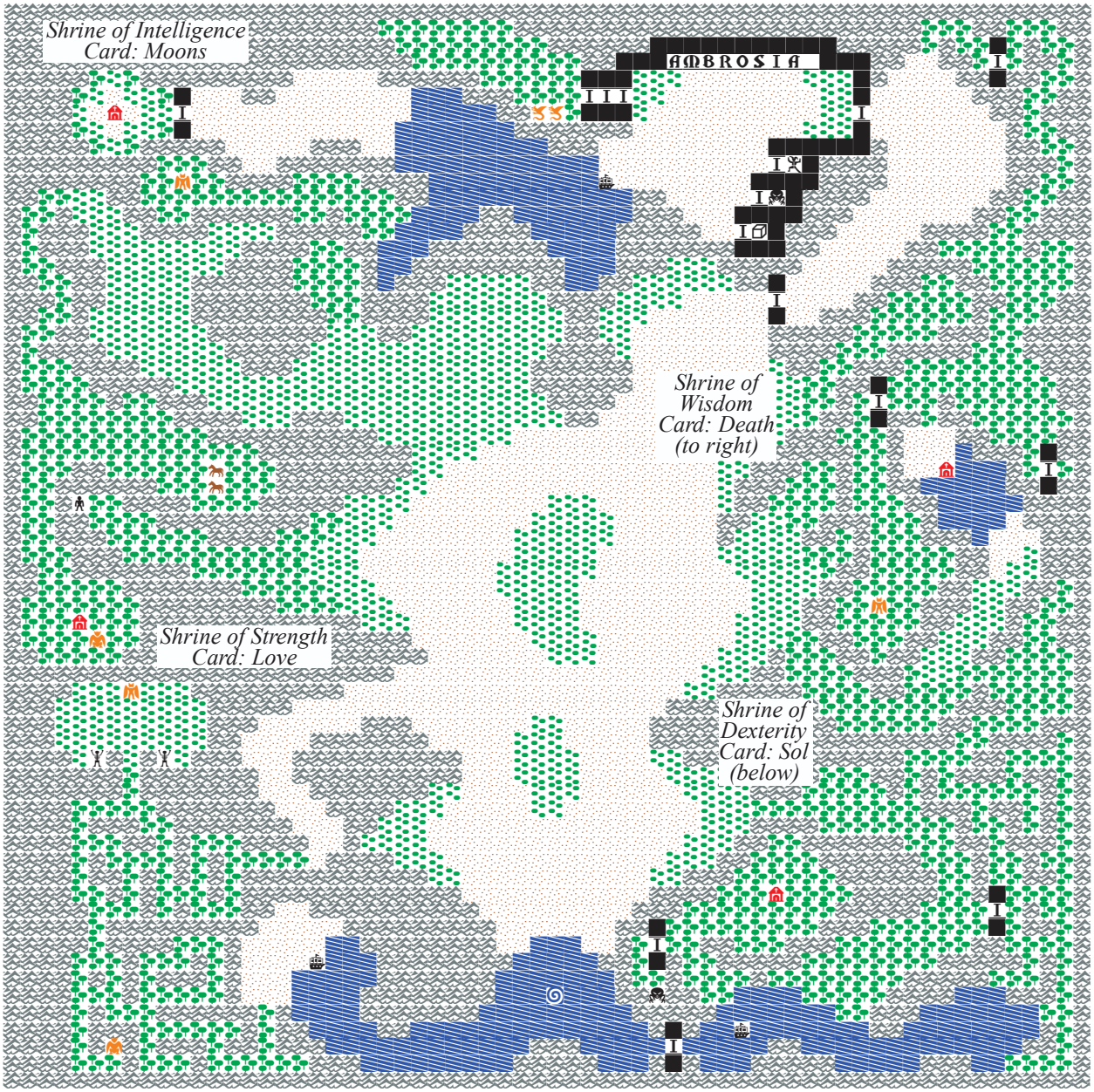
Email me for other free maps & free info about the Ultima series of games. The mapping fonts used in these maps are available free from me, their creator.

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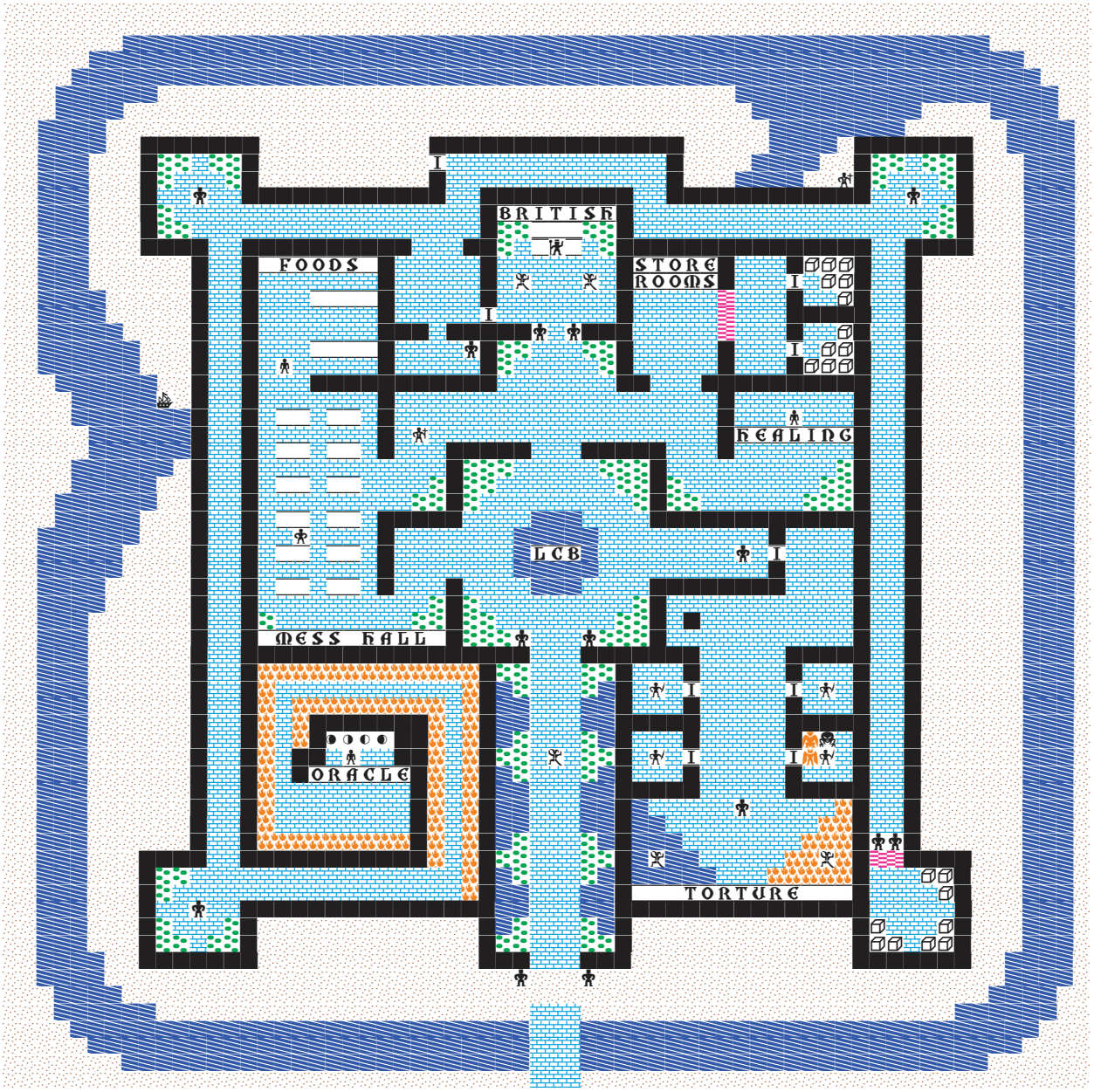
Last updated September 29, 1996.


Fawn
Dardin's Pit
Perinian Depths
Yew
Moon
Castle & Town of Lord British
Mines of Morinia
Devil Guard
Time Awaits
Death Gulch
Fires of Hell
Grey
Clues
Exodus Castle
Dawn (0)(0)
Doom
Montor West
Montor East

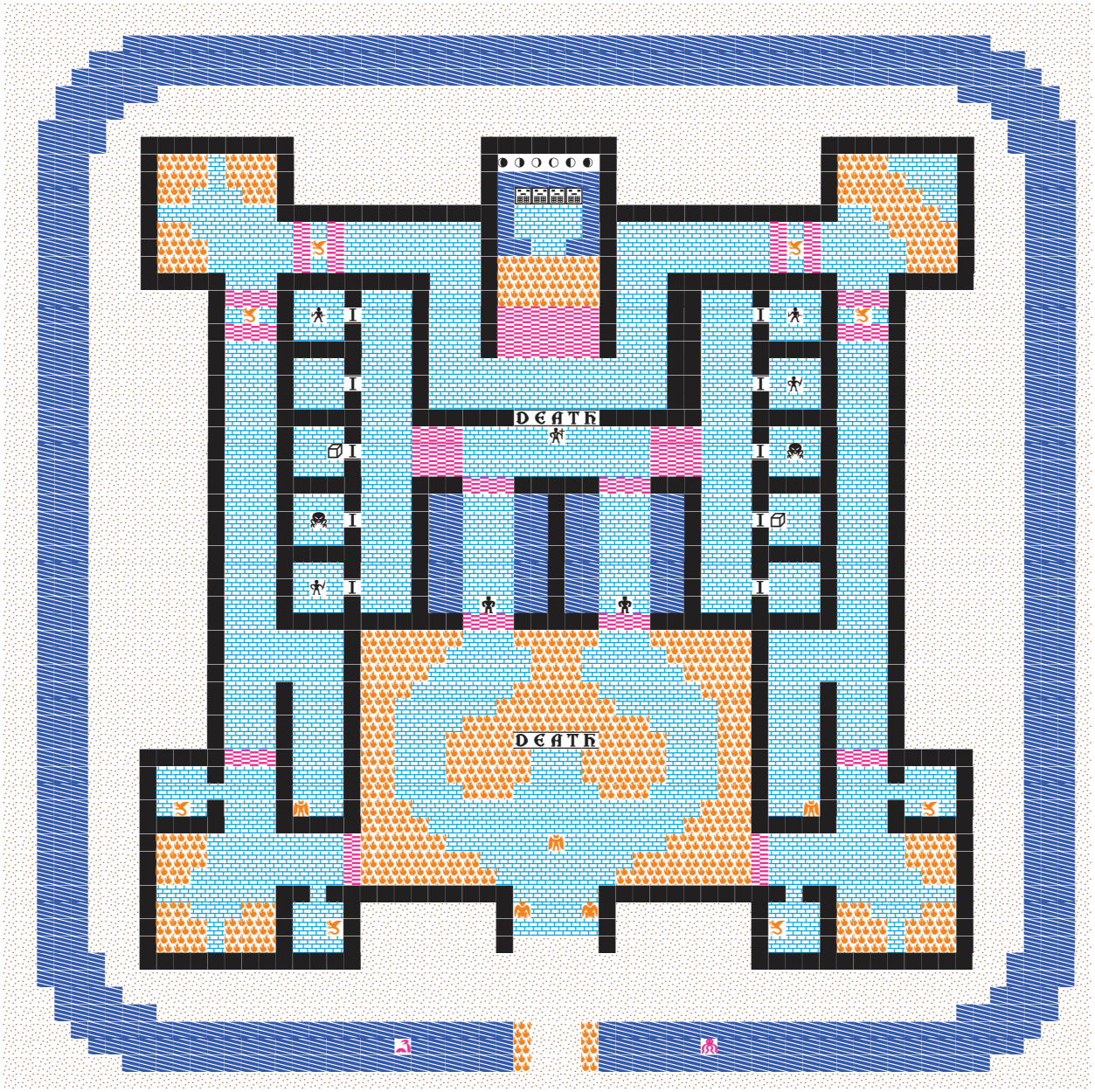
Sosaria



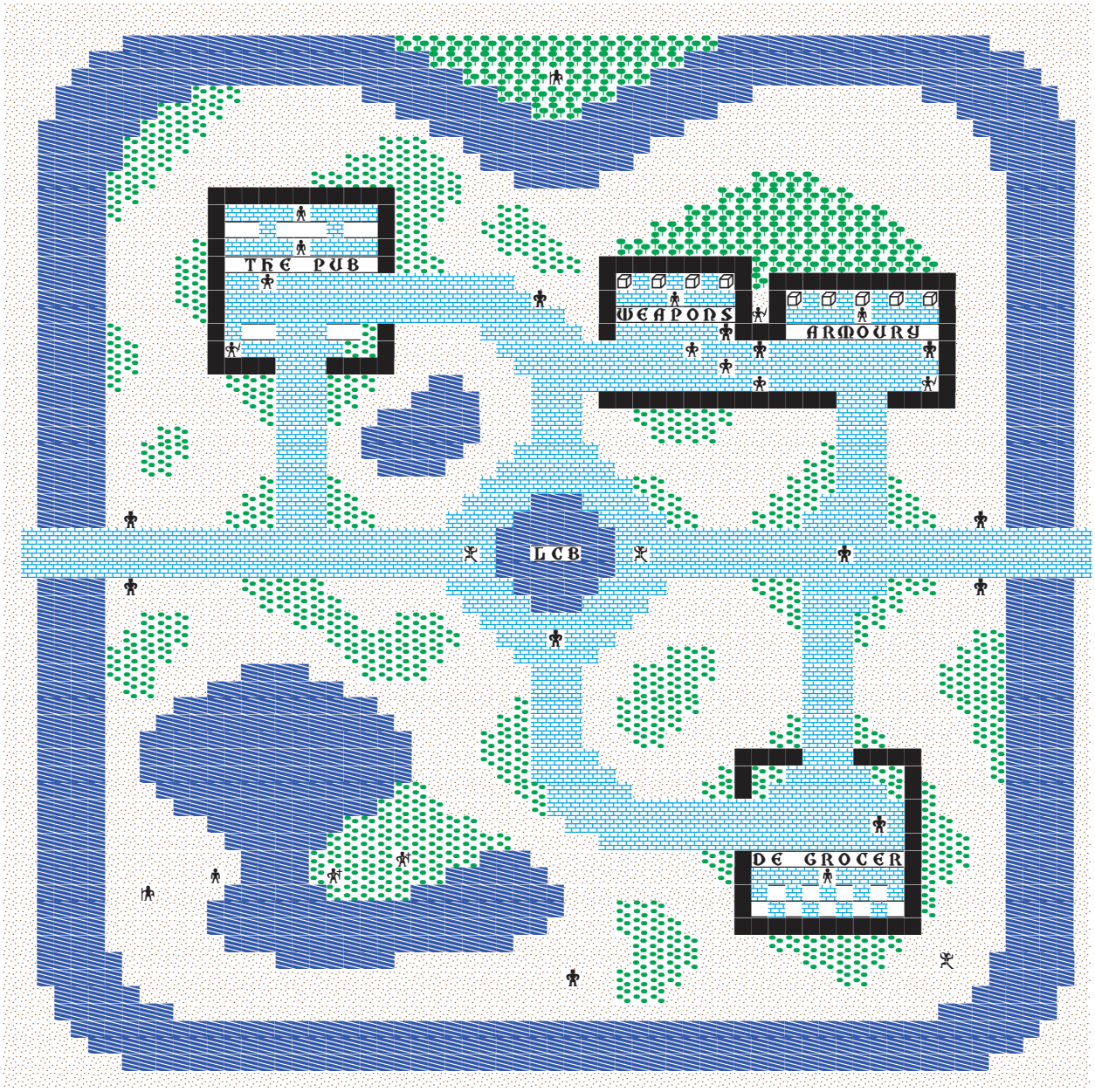
Lost Continent of Ambrosia



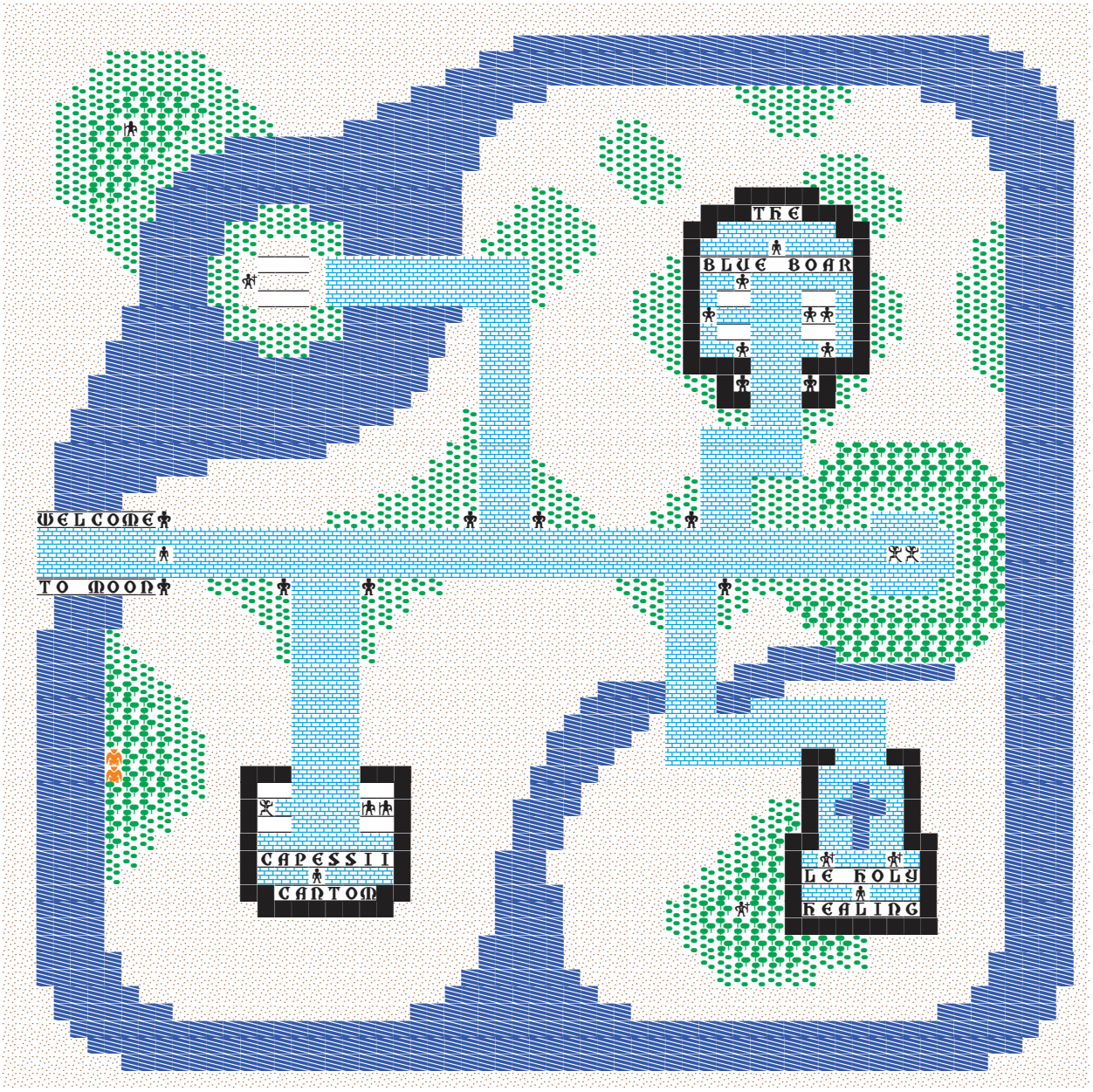
Castle of Lord British



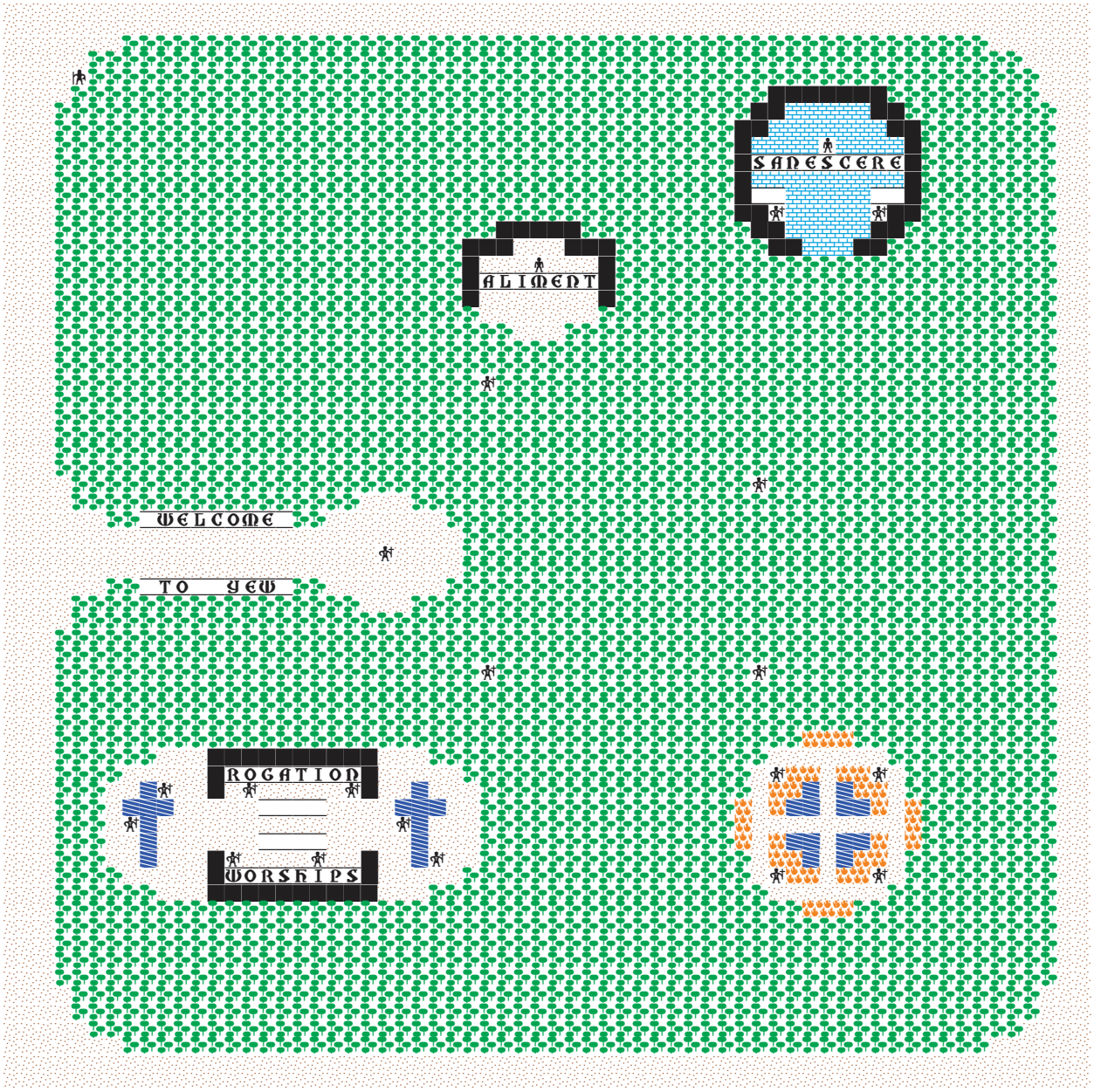
Castle of Exodus



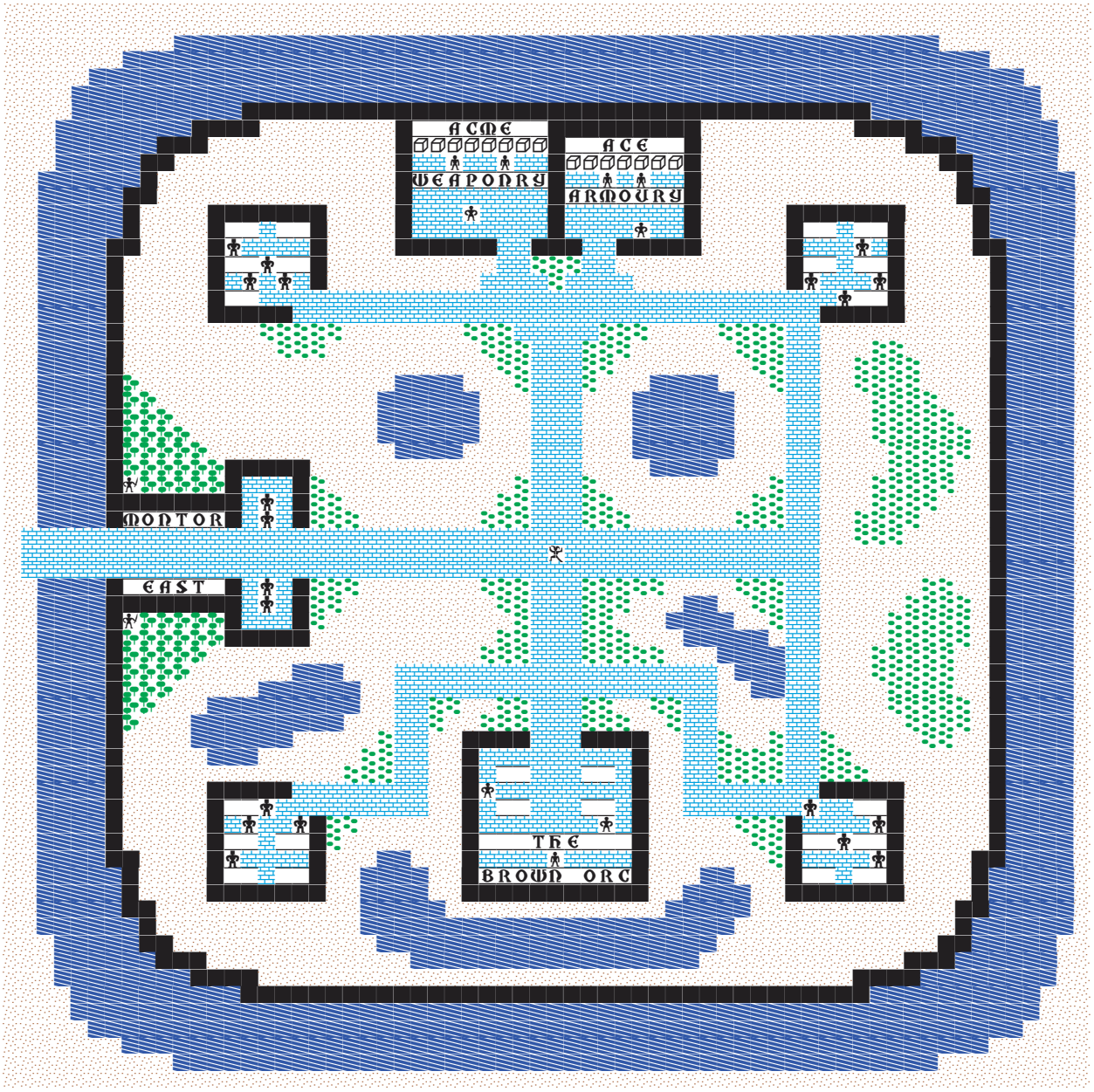
Town of Lord British


THE
BLUE BOAR
WELCOME
TO MOON
CAPESSII
CANTOM
LE HOLY
HEALING

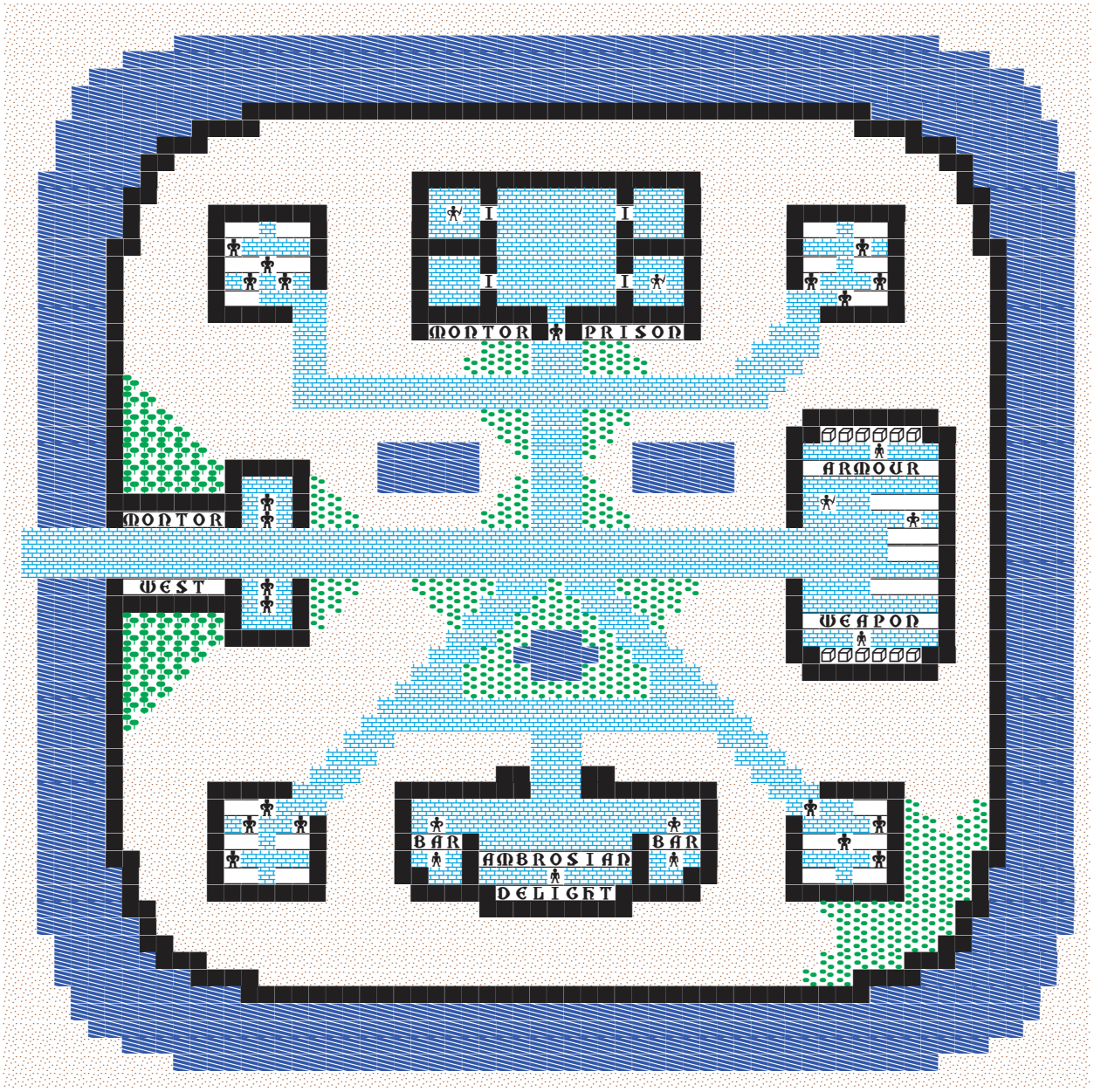
Moon



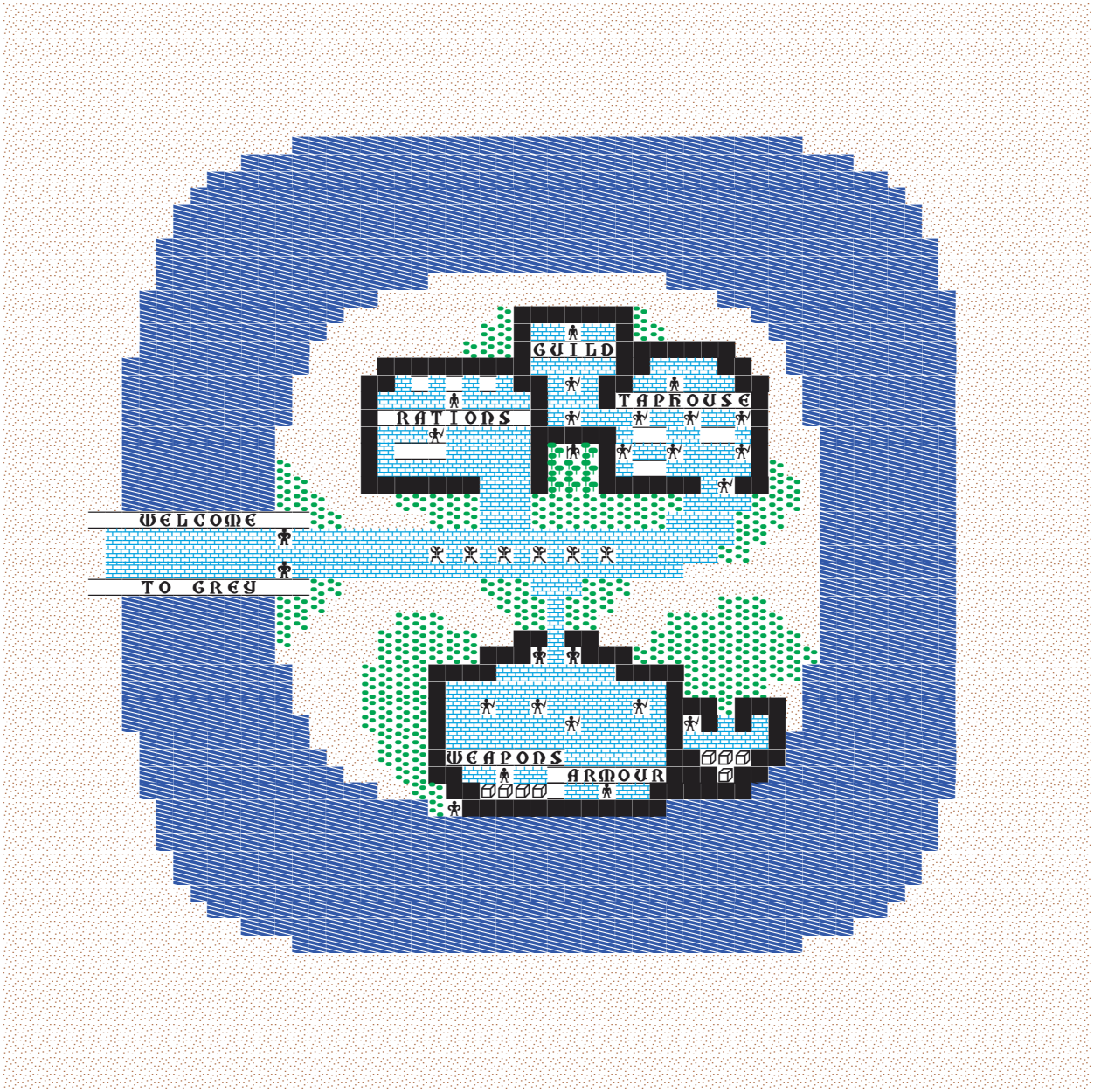
Yew



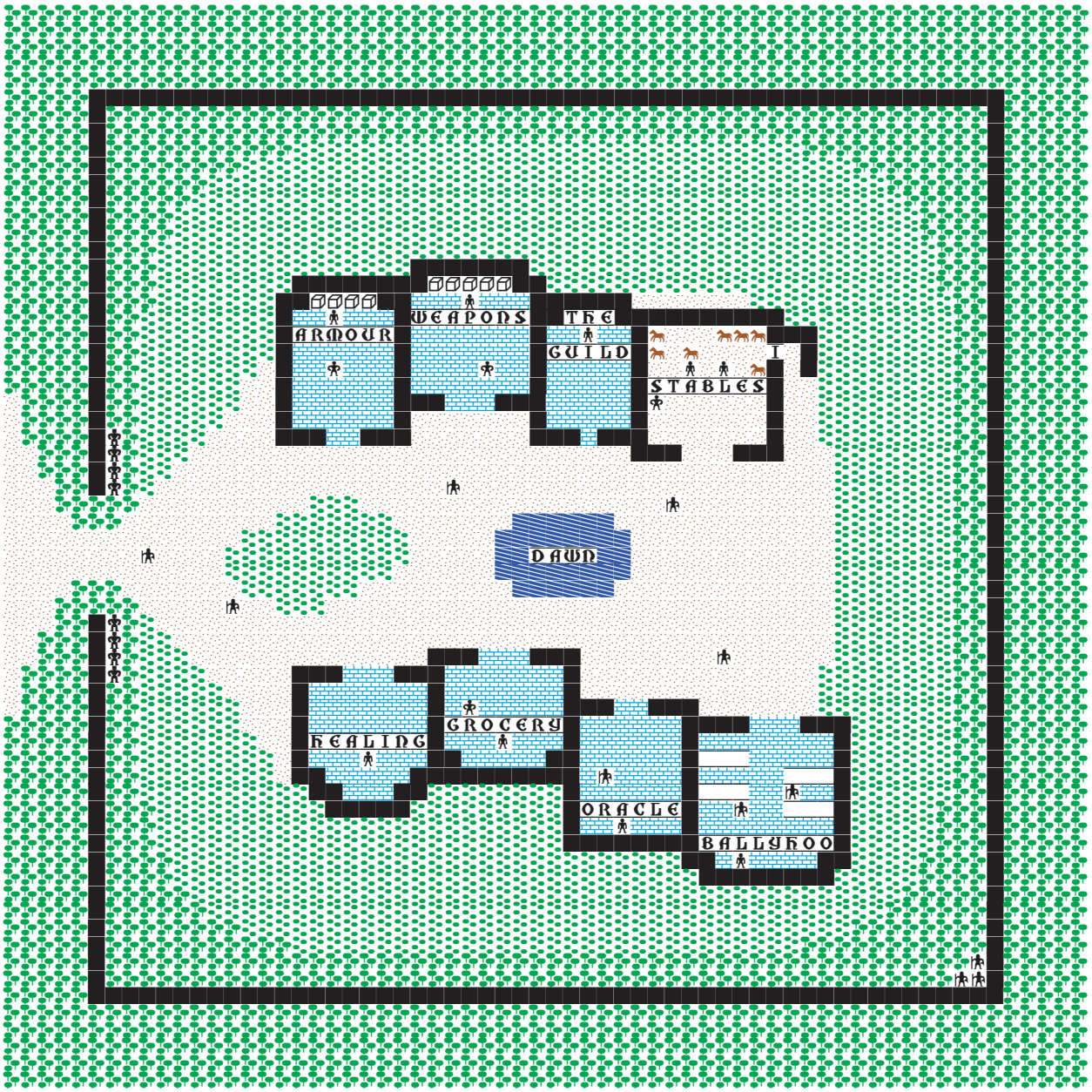
Montor East


MONTOR
PRISON
MONTOR
ARMOUR
WEST
WEAPON
BAR
AMBROSIAN
BAR
DELIGHT

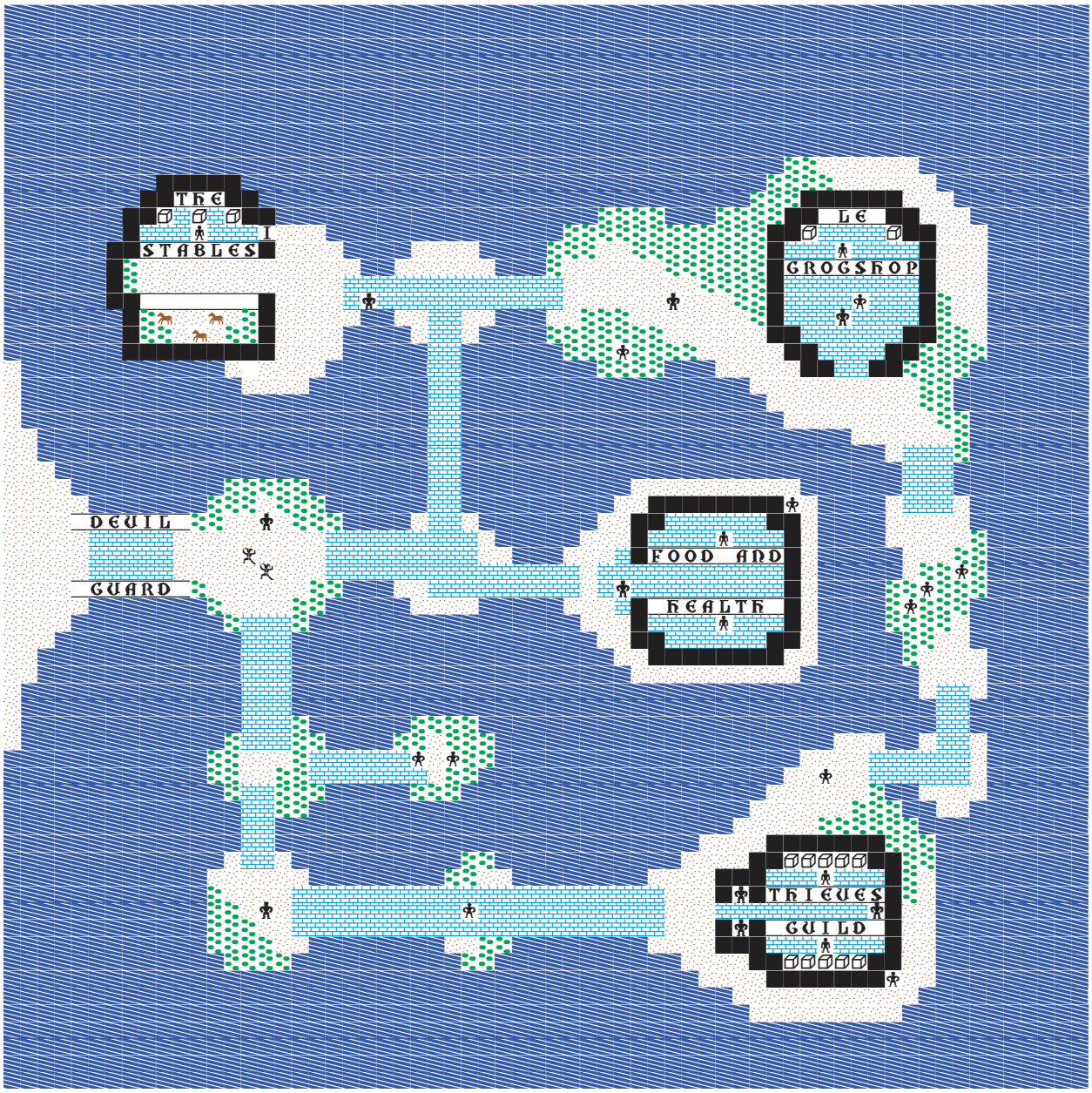
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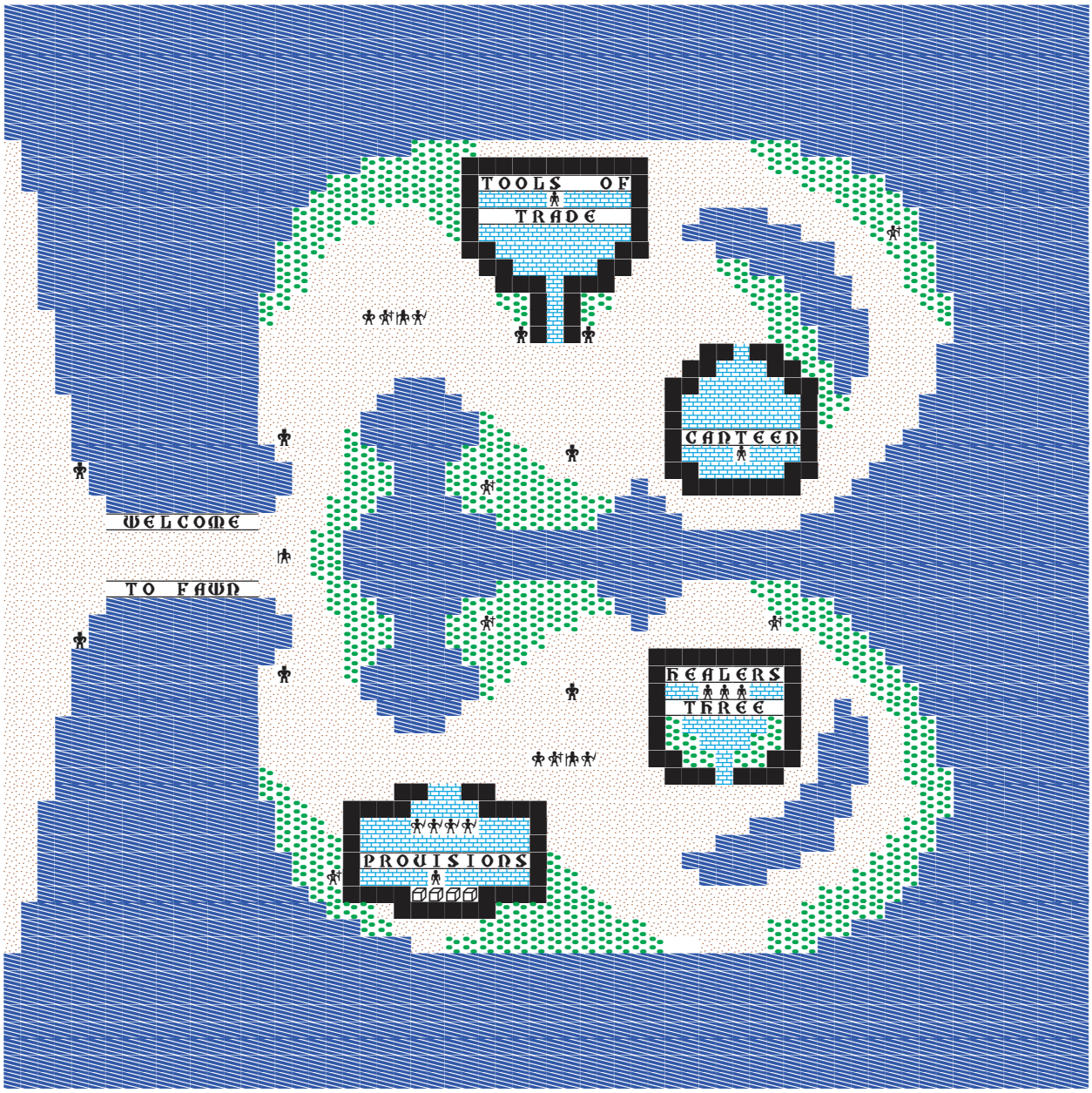
Grey


WEAPONS
ARMOUR
THE
GUILD
STABLES
DAWN
HEALING
GROCERY
ORACLE
BALLYHOO

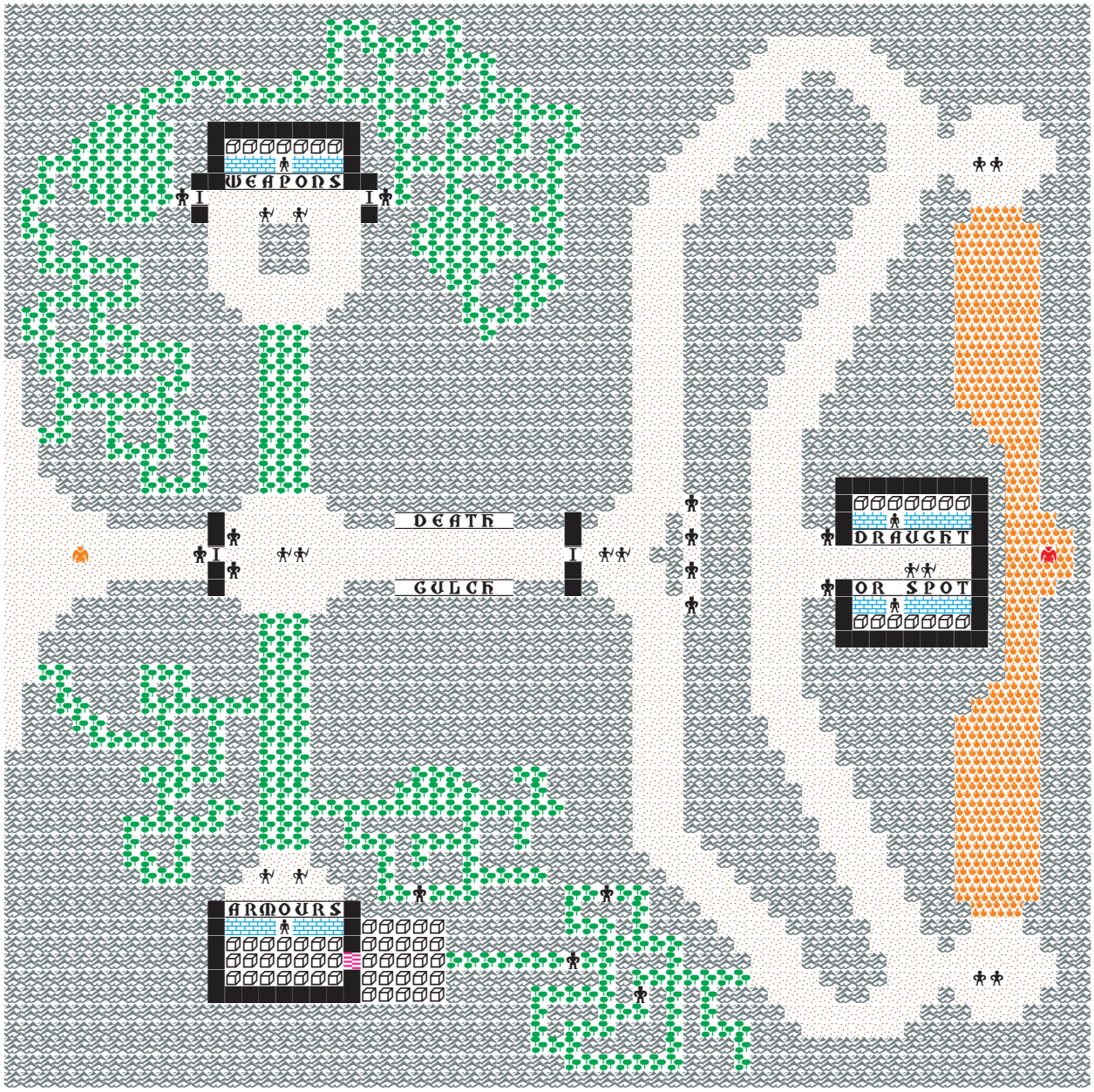
Dawn


THE
STABLES
LE
GROGSHOP
DEVIL
GUARD
FOOD AND
HEALTH
THIEVES
GUILD

Devil Guard


TOOLS OF TRADE
CANTEEN
WELCOME
TO FAWN
HEALERS THREE
PROVISIONS

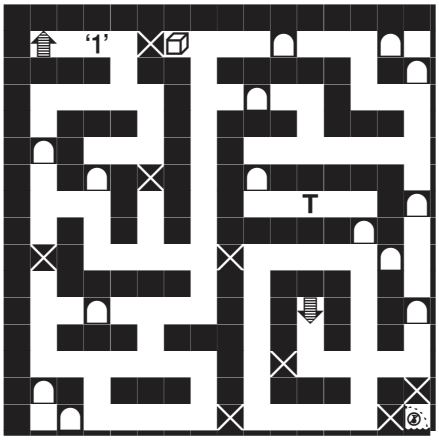
Fawn



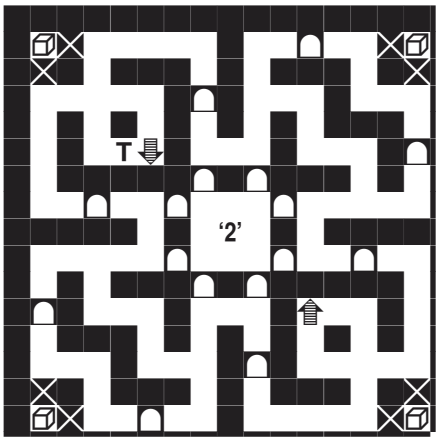
Death Gulch

Dungeon: Doom *west of Dawn*

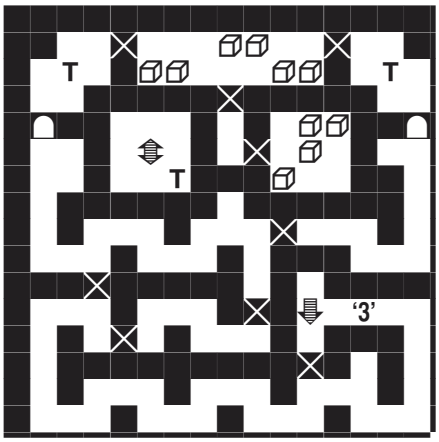
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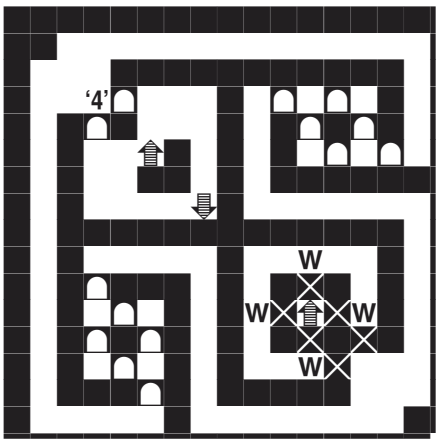
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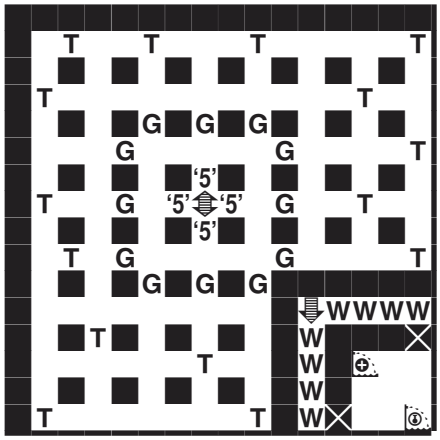
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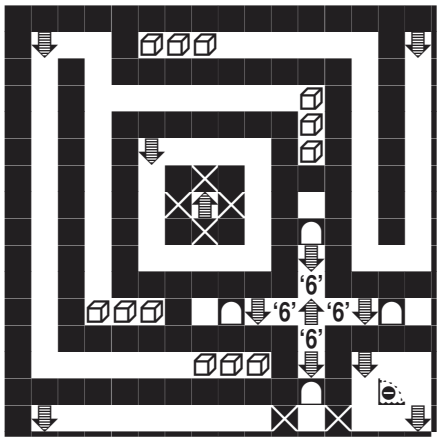
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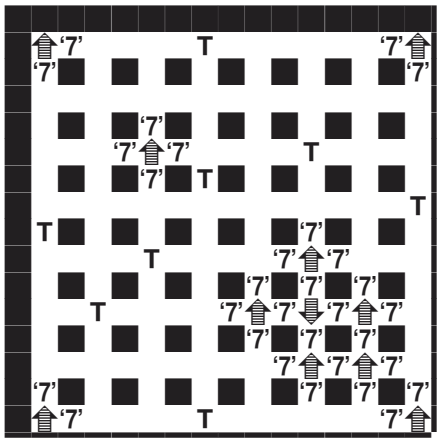
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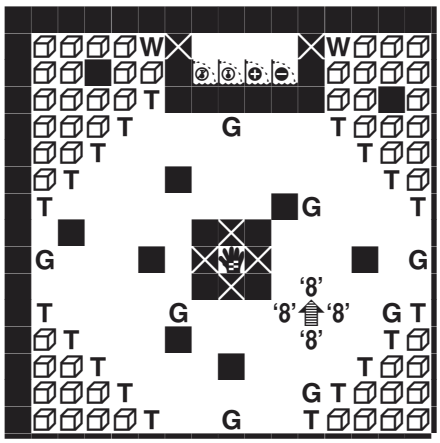
6



7



8



G gremlins
T trap
W strange wind

treasure chest
doorway
ladder up
ladder up & down
ladder down

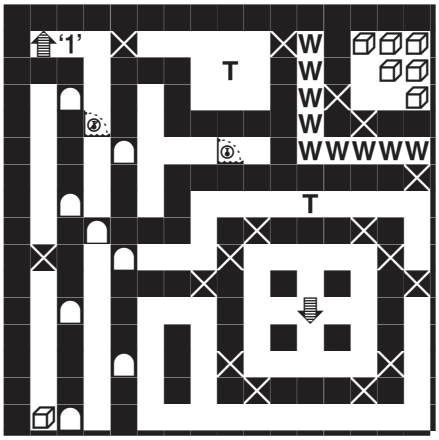
fountain: heal HP (Levels 5, 8)
fountain: –25 HP (Levels 6, 8)
fountain: cure poison (Levels 1, 5, 8)
fountain: poison (Level 8)

mark of force (Level 8)

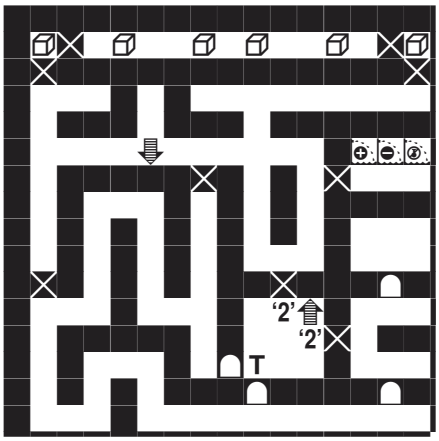
'1' Welcome Fools, to your doom!!
'2' Secret Corners!
'3' Traps & Treasure
'4' Beware the Winds
'5' Danger!
'6' Map well!!!
'7' Reach up!
'8' Windy secret

Dungeon: Fires of Hell *south of LB's castle*

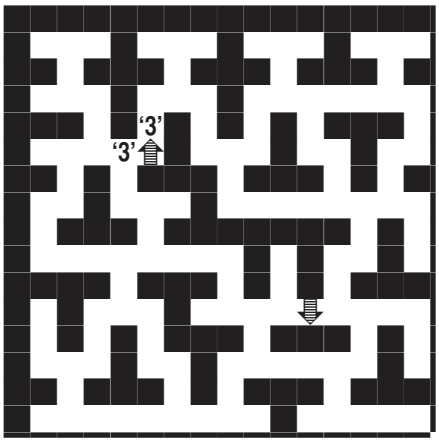
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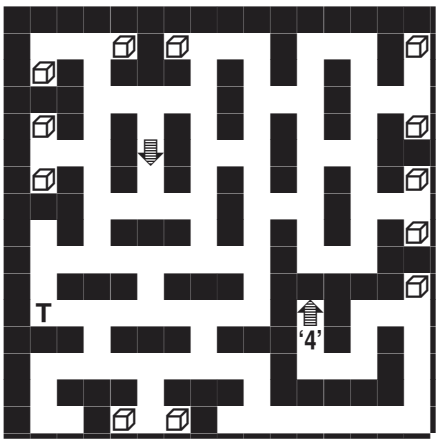
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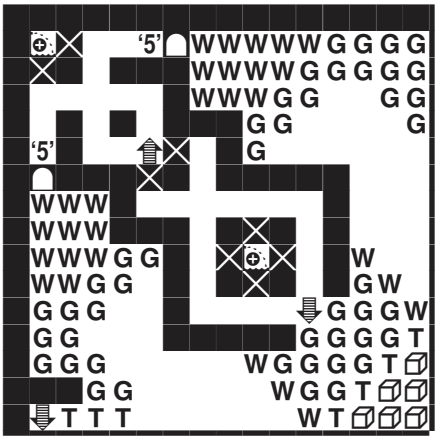
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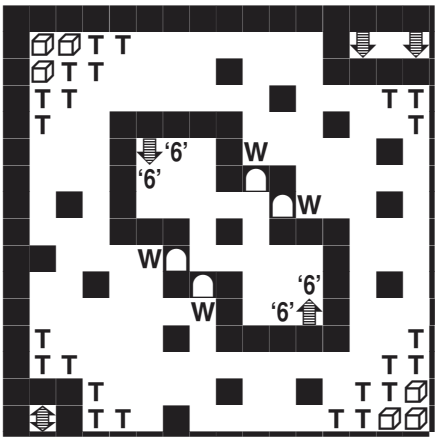
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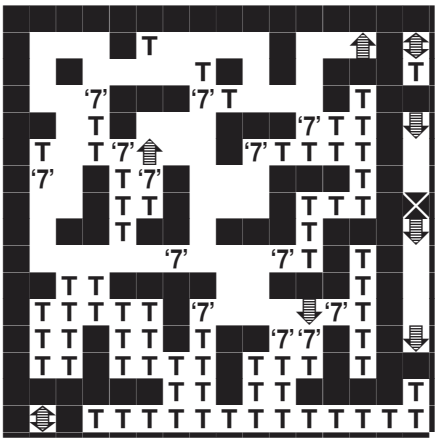
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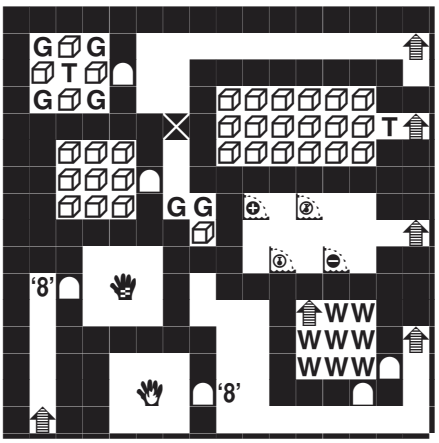
6



7



8



G gremlins
T trap
W strange wind

treasure chest
doorway
ladder up
ladder up & down
ladder down

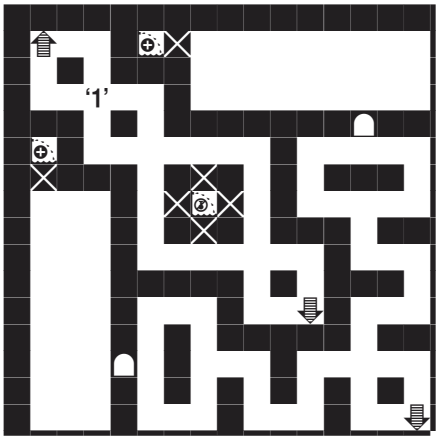
fountain: heal HP (Levels 2, 5, 8)
fountain: –25 HP (Levels 2, 8)
fountain: cure poison (Levels 1, 2, 8)
fountain: poison (Levels 1, 8)

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

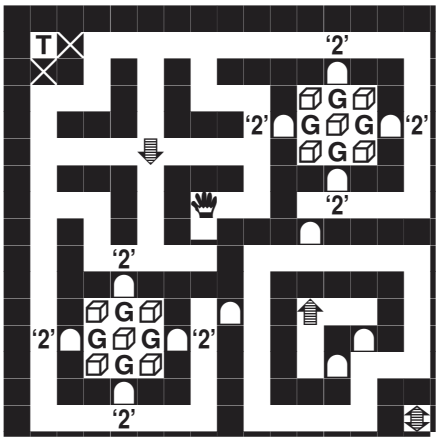
'1' Beware, the Fires of Hell!
'2' Trapped door!
'3' Twisty Maze!
'4' Windy Walk!
'5' Gremlin City!
'6' Devil's Den!
'7' Go back! Pits!
'8' Chamber of Fire!

Dungeon: Time Awaits *at moongate 7*

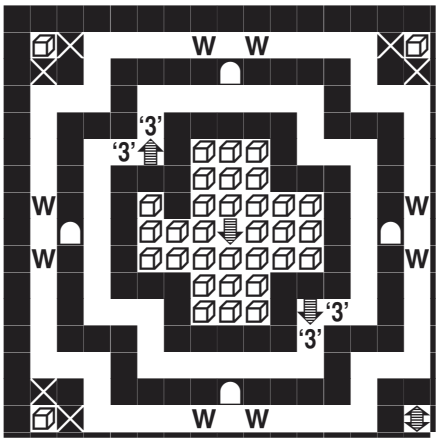
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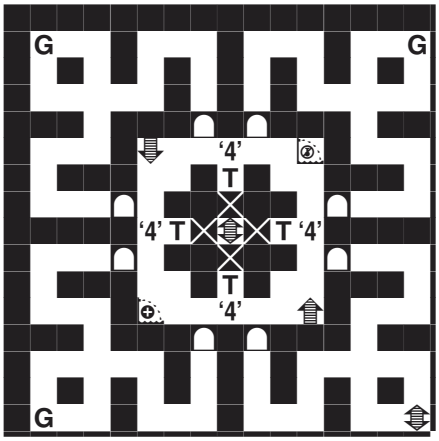
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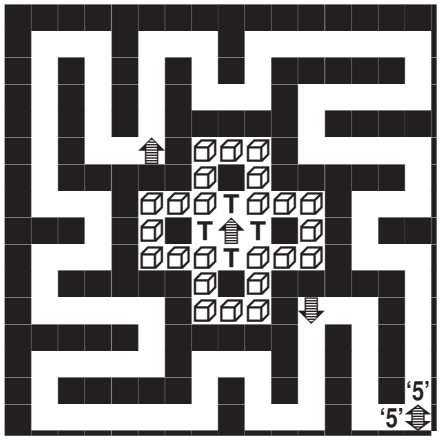
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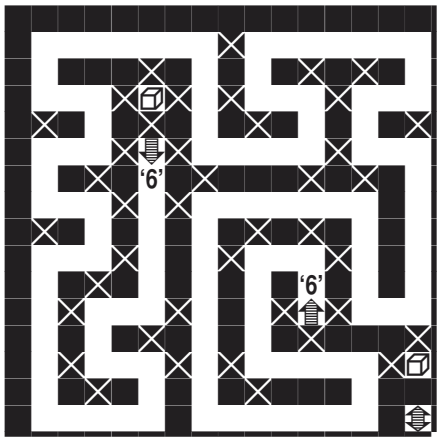
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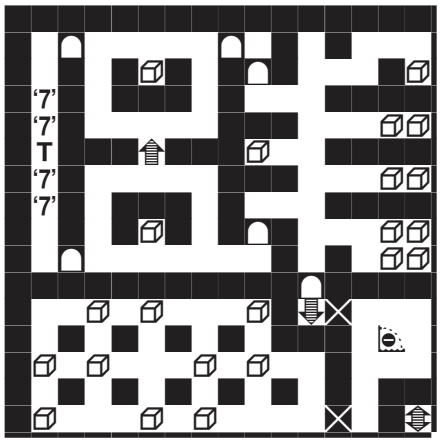
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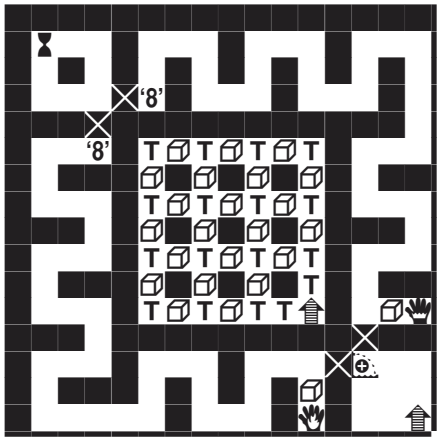
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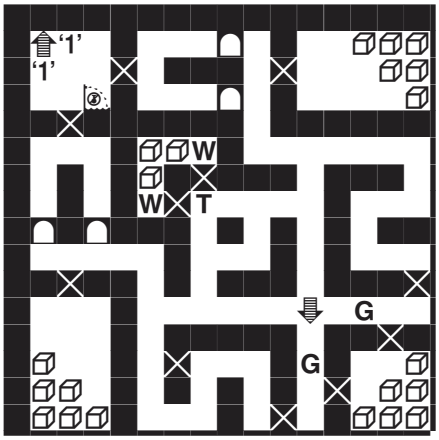


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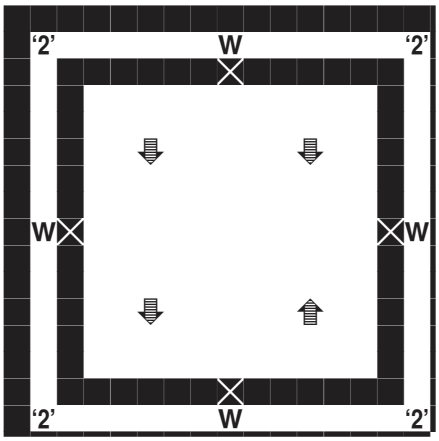

'8'
'8'
T
T
T

Dungeon: Clues *south of Death Gulch*

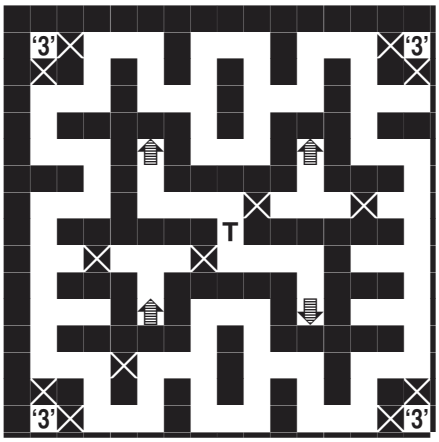
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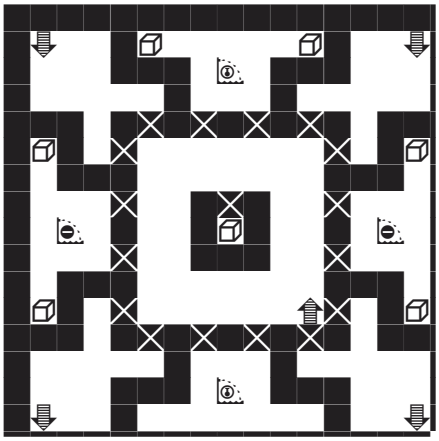
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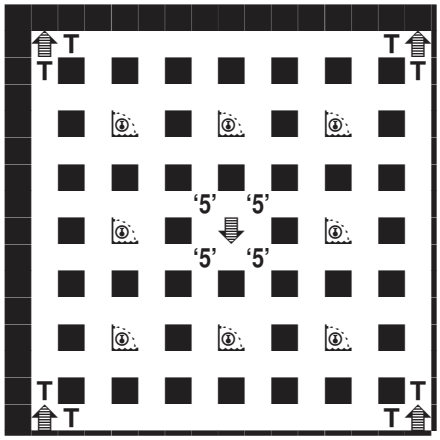
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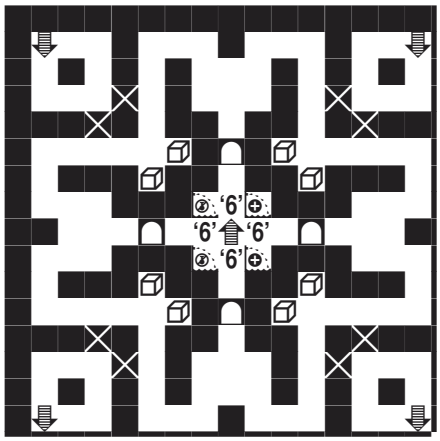
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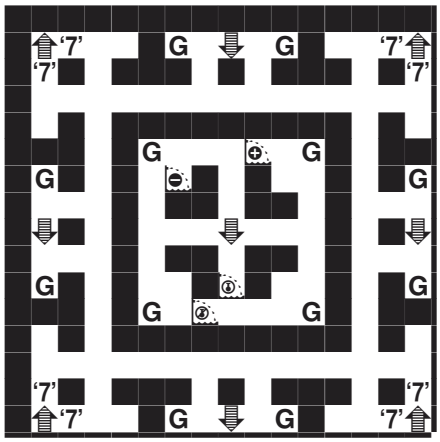
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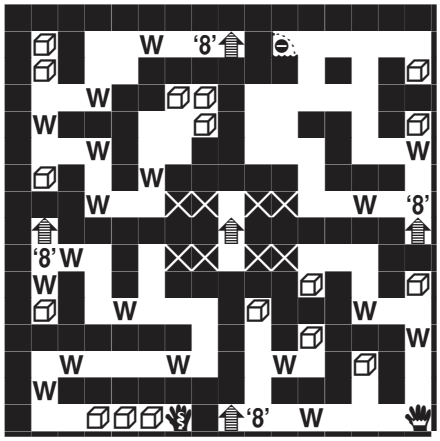
6



7



8



G gremlins
T trap
W strange wind

treasure chest
doorway
ladder up
ladder down

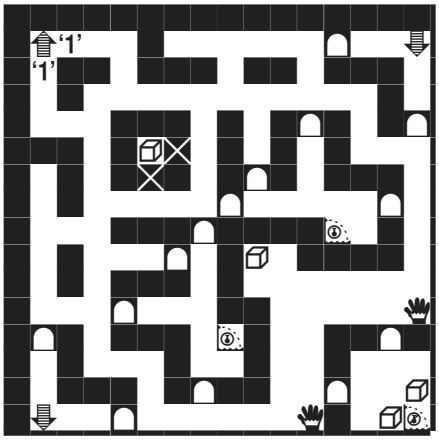
fountain: heal HP (Levels 6, 7)
fountain: –25 HP (Levels 4, 7, 8)
fountain: cure poison (Levels 1, 6, 7)
fountain: poison (Levels 4, 5, 7)

mark of kings (Level 8)
mark of snake (Level 8)

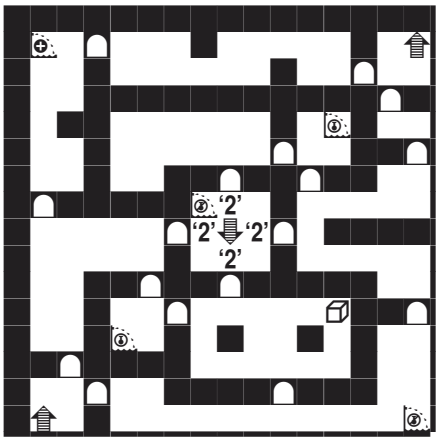
'1' Clues to Follow!
'2' <INSERT> cards into Exodus!
'3' <SEARCH> the shrines!
'5' Don't drink!
'6' Don't drink!
'7' Gremlins!
'8' Windy gold!

Dungeon: Perinian Depths *northeast penisula*

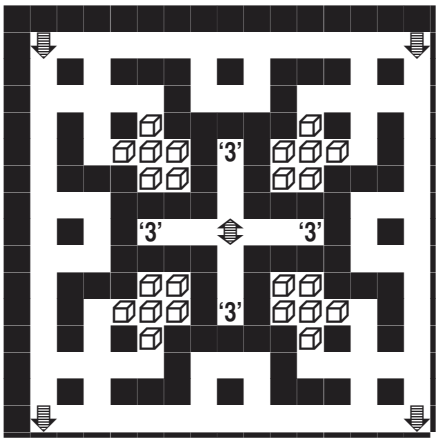
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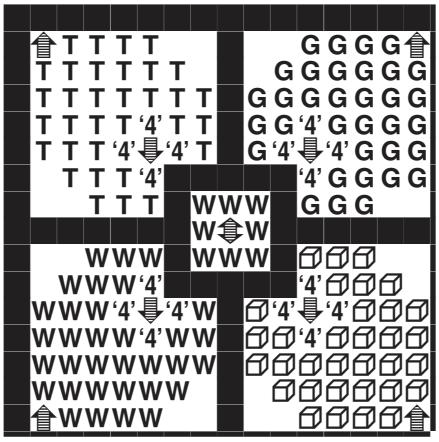
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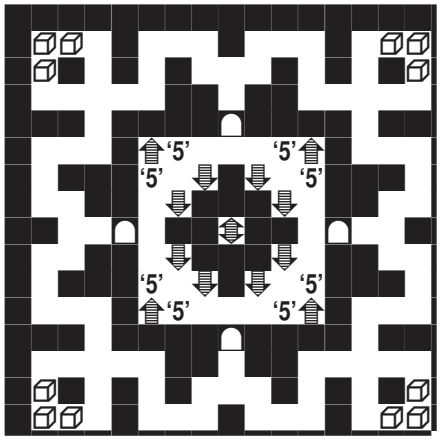
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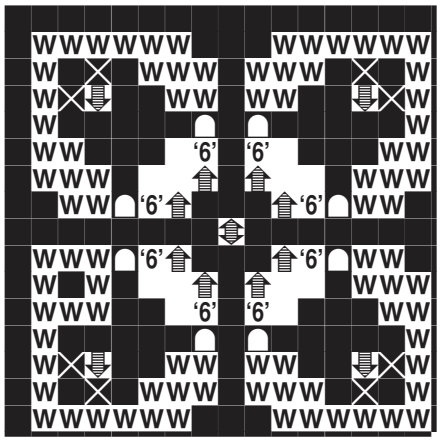
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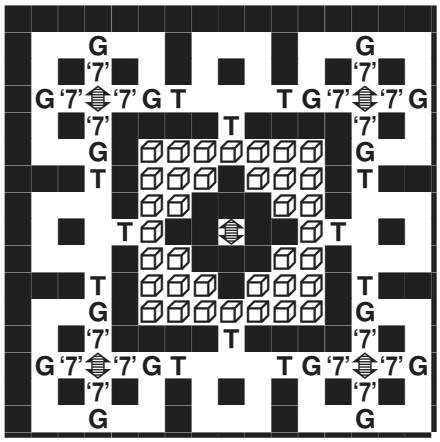
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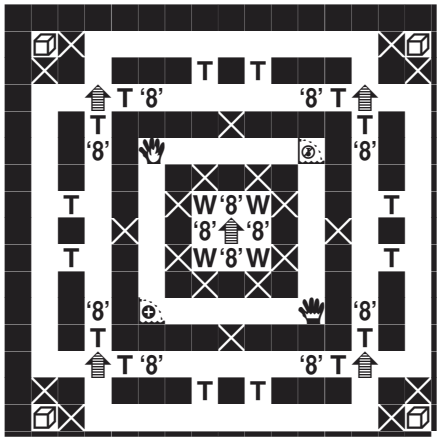
6



7



8



G gremlins
T trap
W strange wind

treasure chest
doorway
ladder up
ladder up & down
ladder down

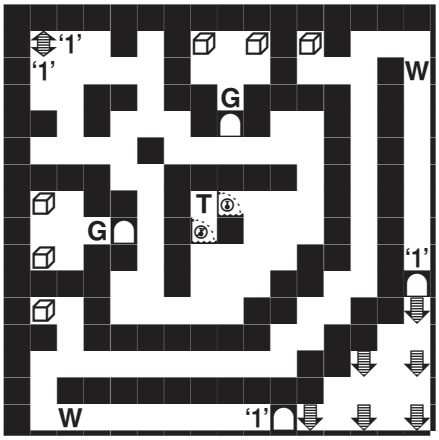
fountain: heal HP (Levels 2, 8)
fountain: cure poison (Levels 1, 2, 8)
fountain: poison (Levels 1, 2)

mark of kings (Levels 1, 8)
mark of fire (Level 8)

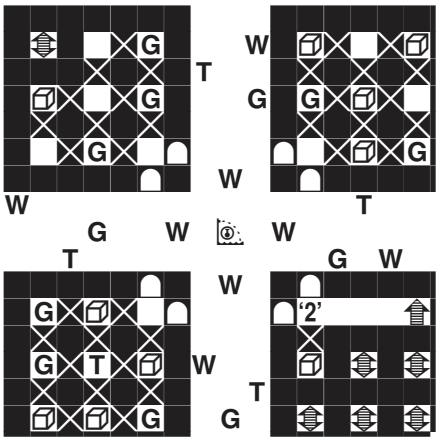
'1' Perinian Depths
'2' Go back!
'3' Not here!
'4' Quarter each!
'5' Death awaits!
'6' Map well!
'7' Gremlins!
'8' Go back!

Dungeon: Mines of Morinia *north of Grey*

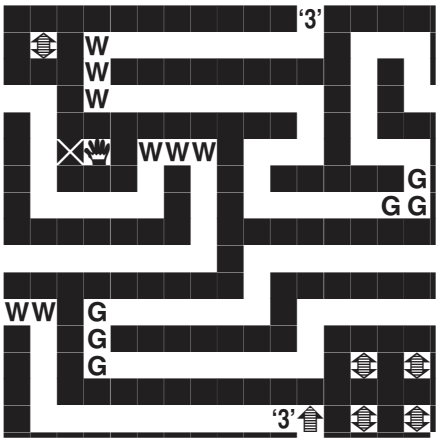
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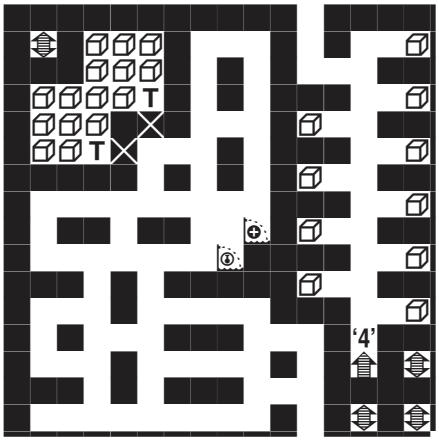
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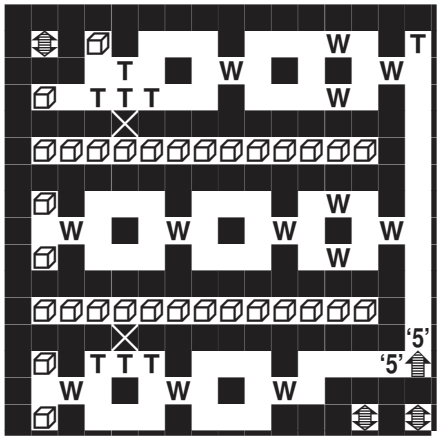
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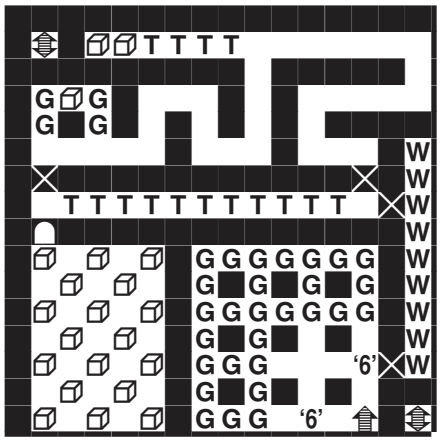
4



5



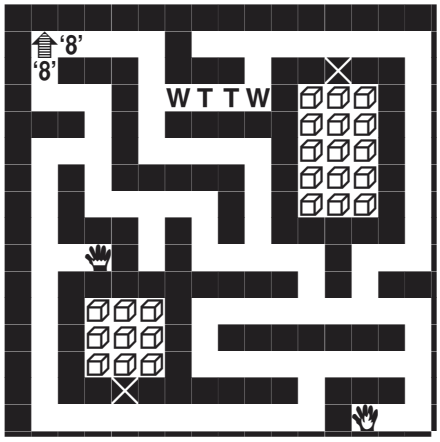
6



7



8



You *must* have a magic-uesr 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

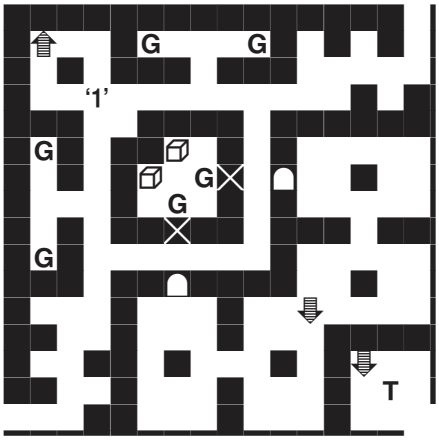
fountain: heal HP (Levels 4, 7)
fountain: –25 HP (Level 7)
fountain: cure poison (Levels 1, 7)
fountain: poison (Levels 1, 2, 4, 7)

mark of kings (Levels 3, 8)
mark of fire (Level 8)

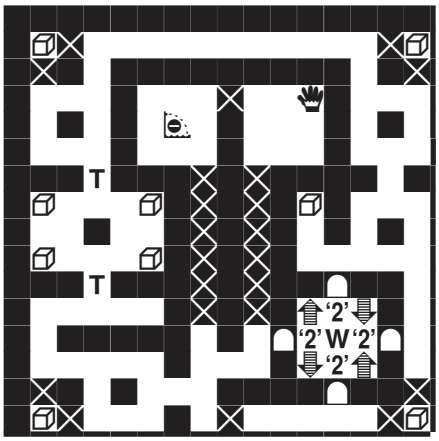
'1' Mines of Morinia
'2' Terror tunnels!
'3' Long march!
'4' Misty mines!
'5' Mines of madness
'6' G, T & G!
'7' Dark prevailes
'8' Dry hole

Dungeon: Dardin's Pit *north of LB's castle*

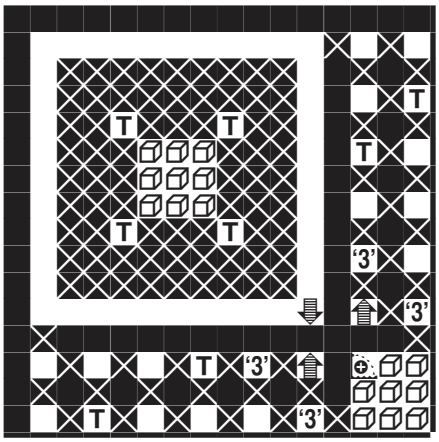
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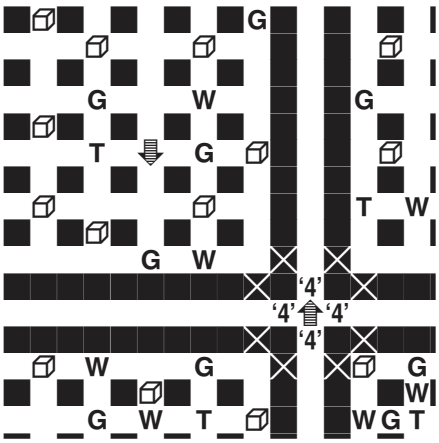
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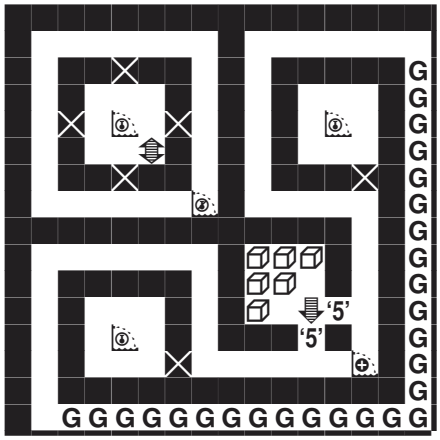
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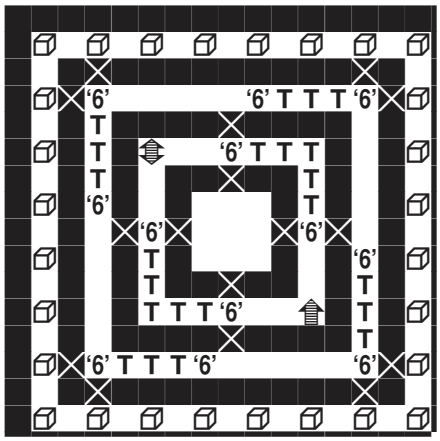
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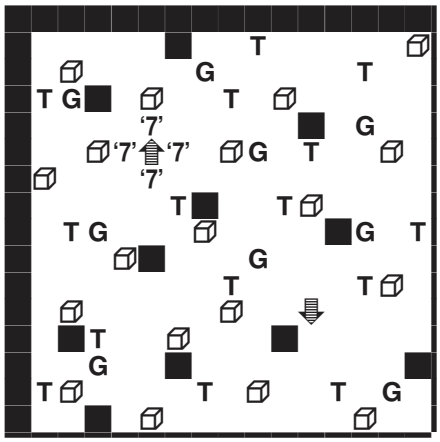
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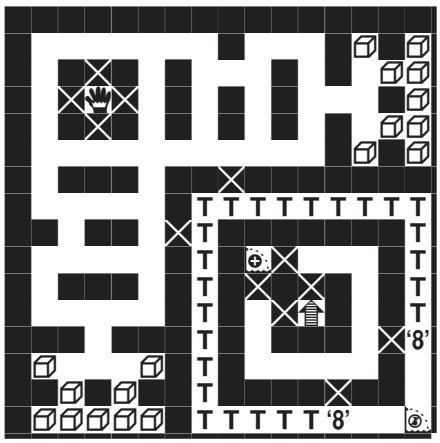
6



7



8



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!