

# **Might & Magic III – Cartes et plans**

## **Les Iles de Terra**

*La découpe du monde est faite en tranches verticales  
Ce document est incomplet il manque certaines zones*





### Zone A 1

- 1- Fountain Head
- 2- The Temple of Moo
- 3- Goblin Lair
- 4 - Orc Outpost

### Zone A 2

- 1- Baywatch.
- 2 - Castle Whiteshield.
- 3 - Pyramid of Storage.
- 4 - Goblin Lair.
- 5 - Orc Outpost.
- 6 - Orcish Shrine.
- 7 - Shrine of Icarus.
- 8 - This house is unstable.

### Zone A3

- 1 - Halls of Insanity.
- 2 - Screamer Lair.
- 3 - The Bat Cave.

### Zone A4

- 1 - Giant Spider Lair.
- 2 - Magic Mantis Lair.
- 3 - Mount Keystone.
- 4 - This well teleports you to area E4.





### Zone B1

- 1 - Cyclops Cavern.
- 2 - Slithercult Stronghold.
- 3 - Wild Fungus Lair.
- 4 - Oh No Bug Lair.

### Zone B2

- 1 - Fortress of Fear.
- 2 - Sprite Lair.
- 3 - Ogre Lair.
- 4 - Insect Shrine.
- 5 - Fountain of Nayah.

### Zone B3

- 1 - Dark Warrior Keep.
- 2 - Cathedral of Carnage.
- 3 - Captain Squib's hut.
- 4 - Bugaboo Lair.
- 5 - The Lamprey.

### Zone B4

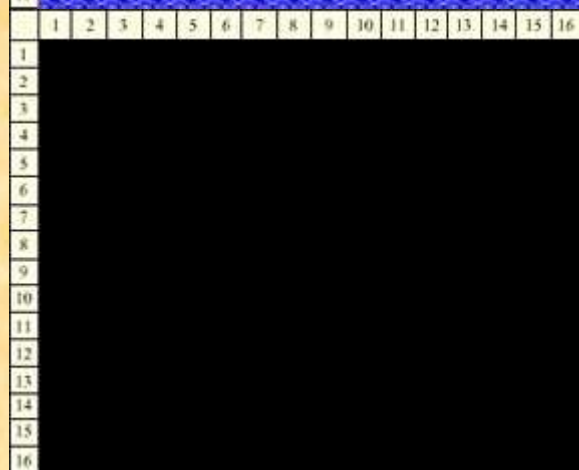
- 1 - Wildabar.
- 2 - Castle Blood Reign.
- 3 - Arachnoid Cavern.



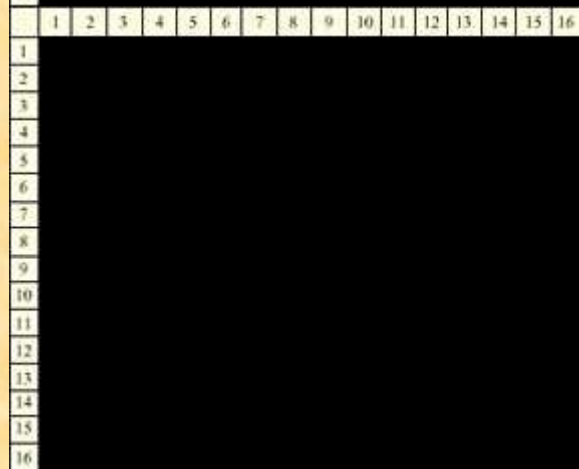


### Zone C1

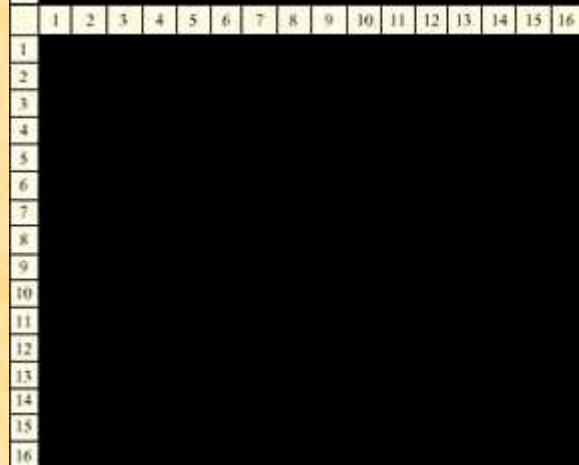
- 1 - Sprite Lair.
- 2 - Cyclops Lair.
- 3 - Full Moon Shrine.



### Zone C2



### Zone C3

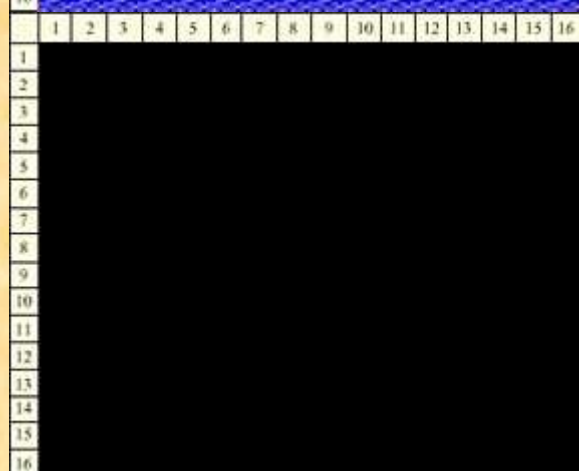


### Zone C4

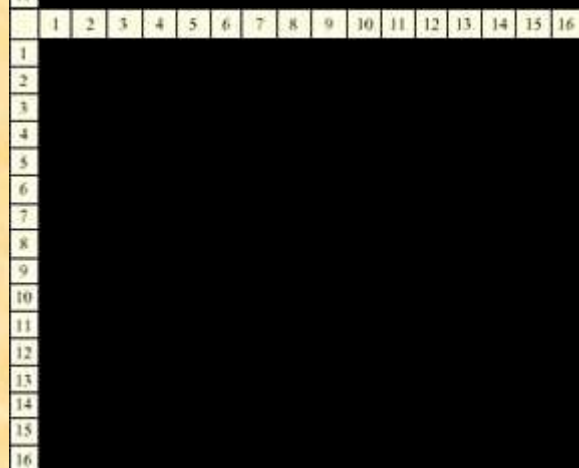


### Zone D1

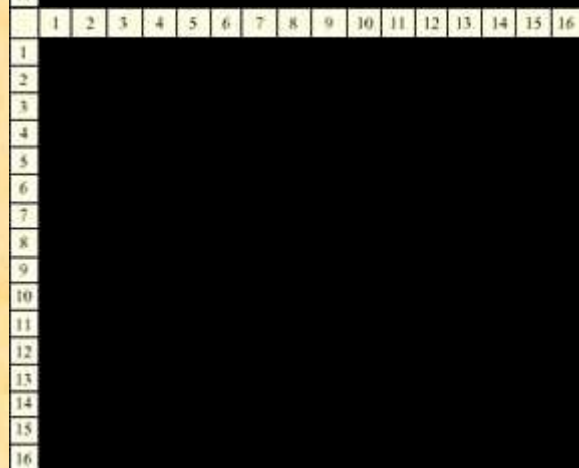
- 1 - Cursed Cold Cavern.
- 2 - Avalanche area.



### Zone D2



### Zone D3



### Zone D4





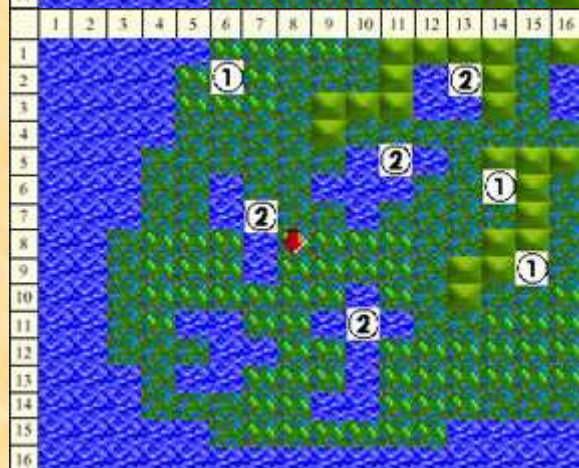
### Zone E1

- 1 - Castle Dragontooth.
- 2 - Ultimate Warrior of Endurance.
- 3 - Ultimate Warrior of Might.
- 4 - Ultimate Warrior of Speed.
- 5 - Ultimate Warrior of Accuracy.



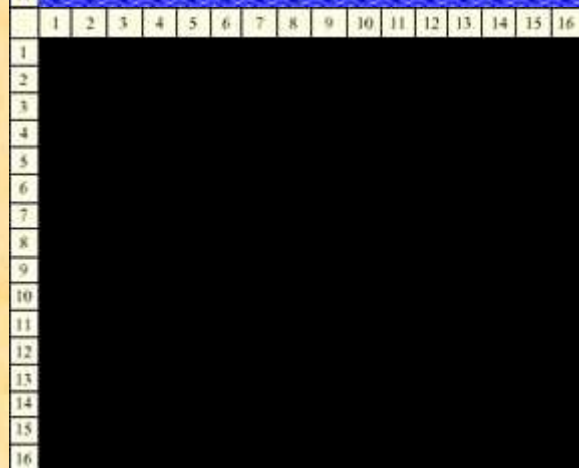
### Zone E2

- 1 - Swamp Town.
- 2 - Shadow Rogue Lair.
- 3 - Death Locust Lair.
- 4 - Princess' Trueberry's humble abode.
- 5 - Ziltar the Wise.



### Zone E3

- 1 - Quicksand!
- 2 - Treasure!



### Zone E4





### Zone F1

- 1 - Dragon Cavern.
- 2 - Pyramid of Air.
- 3 - Ultimate Warrior of Life.
- 4 - Avalanche area.



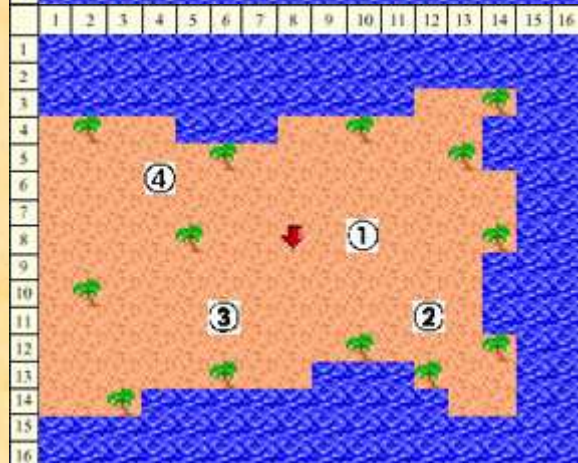
### Zone F2

- 1 - Tomb of Terror.
- 2 - Pyramid of Water.
- 3 - Quicksand!



### Zone F3

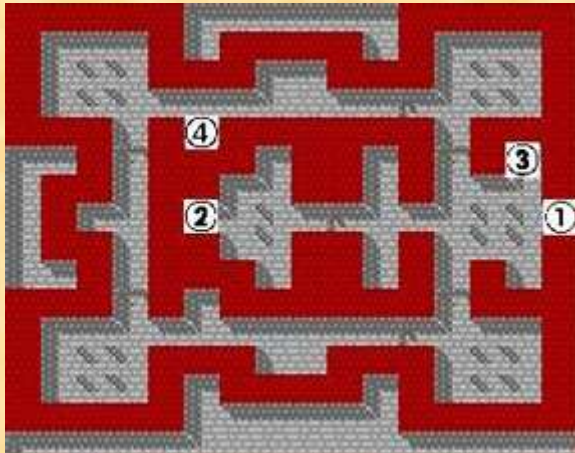
- 1 - Maze From Hell.
- 2 - Obeyer.
- 3 - Slayer.
- 4 - Soothsayer.
- 5 - Purveyor.
- 6 - Betrayal.



### Zone F4

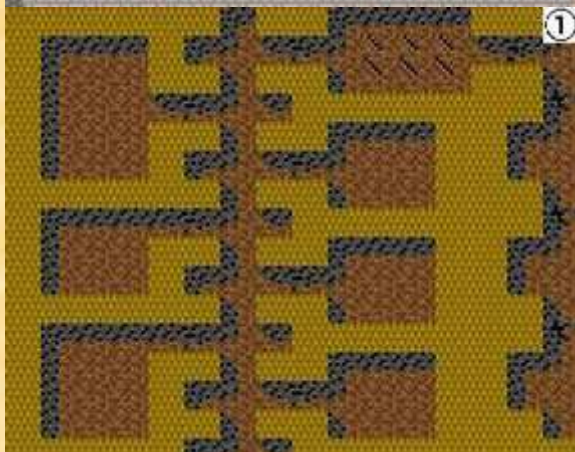
- 1 - Pyramid of Earth.
- 2 - Well of Remembrance.
- 3 - Well of Experience.
- 4 - Well of Magic.





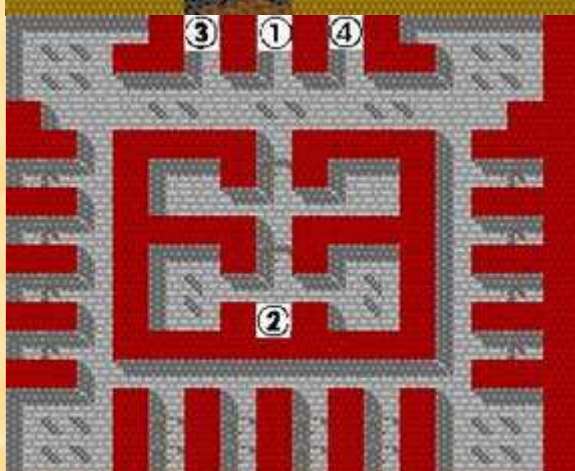
### Castle Whiteshield

- 1 - Entrance/Exit.
- 2 - King Zealot.
- 3 - Praythos.
- 4 - Entrance to the Whiteshield Dungeon. You'll need the password to get in.



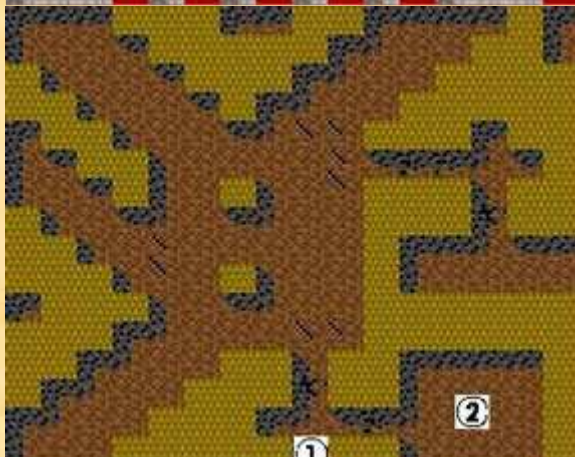
### Whiteshield Dungeon

- 1 - Entrance/Exit



### Castle Blood Reign

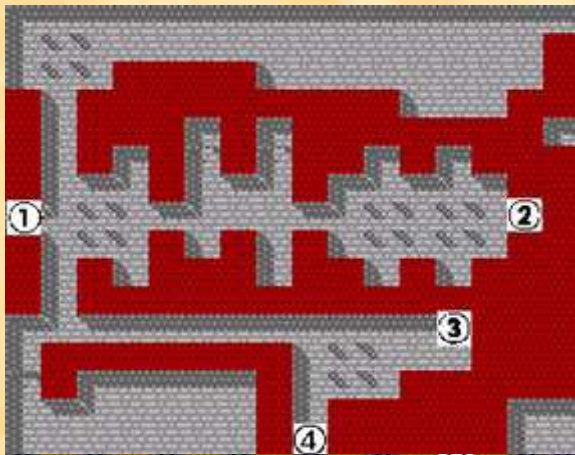
- 1 - Entrance/Exit.
- 2 - King Tumult.
- 3 - Chathos.
- 4 - Entrance to the Blood Reign Dungeon. You'll need the password to get in.



### Blood Reign Dungeon

- 1 - Entrance/Exit.
- 2 - The Prison.





### Castle Dragontooth

- 1 - Entrance/Exit.
- 2 - King Malefactor.
- 3 - Pathos.
- 4 - Entrance to the Dragontooth Dungeon. You'll need the password to get in.



### Dragontooth Dungeon

- 1 - Entrance/Exit.
- 2 - The Brewery.



### Fountain Head Town

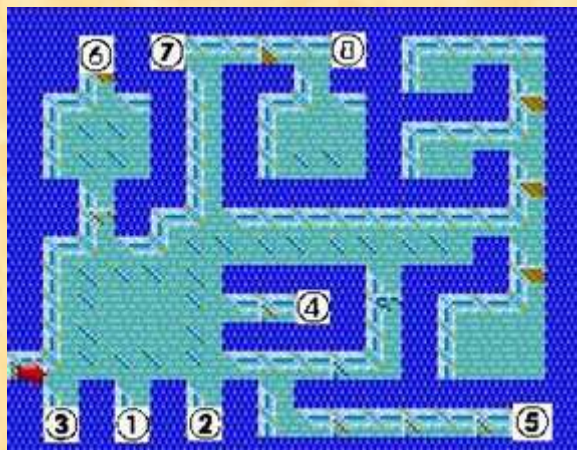
- 1 - The Inn.
- 2 - The Blacksmith's Shop.
- 3 - The Training Center.
- 4 - The Tavern.
- 5 - Raven's Guild.
- 6 - The Temple.
- 7 - The Bank.
- 8 - The Magic Mirror.



### Fountain Head Cavern

- 1 - Entrance.
- 2 - Here's another exit.





### Baywatch

- 1 - The Inn.
- 2 - The Blacksmith's Shop.
- 3 - The Training Center.
- 4 - The Tavern.
- 5 - Albatross' Guild.
- 6 - The Temple.
- 7 - The Magic Mirror.
- 8 - Entrance to the Baywatch Cavern.



### Baywatch Cavern

- 1 - Entrance/Exit to the Cavern.
- 2 - The Prison.
- 3 - Brother Alpha.
- 4 - The Phantom's Lair.



### Wildabar

- 1 - The Inn.
- 2 - The Blacksmith's Shop.
- 3 - The Training Center.
- 4 - The Tavern.
- 5 - Falcon's Guild.
- 6 - The Temple.
- 7 - The Magic Mirror.
- 8 - Entrance to the Wildabar Cavern.



### Wildabar Cavern

- 1 - Entrance/Exit to the Cavern.
- 2- Wartowsan's cell.
- 3 - Lone Wolf's cell.
- 4 - Brother Delta's hideout.
- 5 - The Wicked Witch's location.





## Swamp Town

- 1 - The Inn.
- 2 - The Blacksmith's Shop.
- 3 - The Training Center.
- 4 - The Tavern.
- 5 - Buzzard's Guild.
- 6 - The Temple.
- 7 - The Magic Mirror.
- 8 - Entrance to the Swamp Town Cavern.



## Swamp Town Cavern

- 1 - Entrance/Exit to the Cavern.
- 2 - Gagish the Conjurer.



## Blistering Heights

- 1 - The Inn.
- 2 - The Blacksmith's Shop.
- 3 - The Training Center.
- 4 - The Tavern.
- 5 - Eagle's Guild.
- 6 - The Temple.
- 7 - The Magic Mirror.
- 8 - Entrance to the Blistering Heights Cavern.



## Blistering Heights Cavern

- 1 - Entrance/Exit to the Cavern.



## Cyclops Cavern



- 1 - Entrance/Exit.
- 2 - Green Eyeball Key.
- 3 - Red Warrior Key.
- 4 - Cyclops King.



## Arachnoid Cavern



- 1 - Entrance/Exit.
- 2 - Yellow Fortress Key.
- 3 - Blue Unholy Key.
- 4 - Brother Zeta.
- 5 - Lord Might.



## Ancient Temple of Moo



- 1 - Entrance/Exit.
- 2 - Statue of Fire Mane.
- 3 - The Cleric of Moo.



## Slithercult Stronghold



- 1 - Entrance/Exit.
- 2 - The Slithercult Saloon.
- 3 - The Cult Leader.



## Fortress of Fear



- 1 - Entrance/Exit.
- 2 - Pull these levers and no other ones to solve the Stone Head puzzle.
- 3 - The hidden tomb of the Mummy King.



## Dark Warrior Keep



- 1 - Entrance/Exit.
- 2 - Chest containing Hologram Sequencing Card 003.
- 3 - Trapped chest.
- 4 - Statue of Ivory Billows.
- 5 - Secret Ultimate Power Orb storage room.



## Maze from Hell



- 1 - Entrance/Exit.
- 2 - Statue of Water Mane.
- 3 - Box containing Hologram Sequencing Card 006.
- 4 - Box containing treasure.
- 5 - King's Ultimate Power Orb.