

Floor -10

This floor has been hard to map for me due to a small graphic bug. In each room when you get close to the TP, not only you can see the room you're in but also some elements of the next room, which is confusing. But it's well designed in my opinion with a group of monsters to fight in each room, a TP to go further if everything is ok and a TP to get back if you're in trouble. Got my "chevron" on 15/05/2026, which is 42 years after the game release 😊

■ TP that takes you back to the start of the floor at E0, N0

■ TP to the Castle

T1 = Teleport 1

A1 = Arrival from TP1

■ Werdna

1 – One group of guardians have been defeated, but there are many more. Turn back while you can, fools!

2 – A discreet sign on the wall reads: Lair of the evil wizard Werdna! Office hours 9AM to 3PM by appointment only The wizard is *in*!

After defeating Werdna nothing happens until you get back to the Castle. Then this message:

**** Congratulations ****

You have recovered the amulet and passed the Overlord's test

As a reward, the mad Overlord has granted you 50 000 GP and EP!

He has also inducted you into his elite guard. Wear the chevron of rank (>) with honor.

Press return to receive your reward !!!

(Now all the characters in your party have got a chevron on their character's sheet)