

Floor -1

X is a pit, don't go there ...

T1 is Teleport 1

A1 is Arrival from T1

..... is a no visibility area

1 – As you enter, an eerie glow fills the room. With a bright flash, a towering apparition appears before you! “Hear these, the words of GNILDA. The city of Llylgamyn, having shown its unworthiness, I chose to reclaim the symbols of my favor. Only here, in my temple, may one worthy enough regain those symbols and return. But woe to those undeserving who might try. To obtain my staff, one must acquire the five. These are the tests, and shall be the proof, before me presented.” “This is the will of GNILDA.”

The apparition slowly fades ...

2 – “The armor you seek, to bring to the pray lies four steps ahead, but three steps away.”

(You have to use your MALOR spell here. But use it carefully, 3 East then Teleport.)

3 – You fight a Magic Armor

Spells don't work against it, so my advice is for your Priest to cast MAPORFIC and BAMATU and heal your front fighters from time to time until you kill it. It will give you a KOD's armor, very powerful protection. Later on, coming back from Floor -2, I was surprised to fight it again and got another KOD's armor ...

Some new stuff:

Mind Stone

When you equip it and use its power, it gives you IQ+1, can be used multiple times and on several characters if you're lucky, until it breaks down.

Blarney stone

Same as above but for Luck instead of IQ

Metamorph Ring

Changes your Fighter into a Lord, even if he's Neutral, and keeping all the stats, which is very nice.