

The Book of Shadows Strategy Guide

Greetings! This is a small preview of the final strategy guide for The Book of Shadows. This version of the guide includes all of the information on 5 of the characters in the demo, as well as the full walkthrough for the demo of The Book of Shadows.

In addition, details on the side quests you can start in the demo are included in this guide, as well as how to find the 4 Secret Rooms in the Demo.

Alex Conner



Age	Gender	Class	Magic	Lvl
25	M	Strategist	Water	7

Stat Progression Table

Lvl	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
7	720	91	24	26	24	25	24	24
10	863	107	26	28	26	27	26	26
20	1342	160	33	35	32	34	33	33
30	1821	214	40	42	38	40	40	39
40	2300	267	47	49	44	48	46	46
50	2779	321	54	55	50	54	53	52
60	3258	375	61	62	57	61	60	58
70	3737	428	68	69	63	69	66	65
80	4216	482	76	76	69	75	73	71
90	4695	535	82	83	75	82	80	78
99	5125	583	88	89	80	88	85	83

Alex is always in the party for the entire game.

Strengths: Alex is a jack-of-all-trades character who has average stats in all areas.

Weaknesses: Alex is a jack-of-all-trades character, which means he doesn't excel in any one area either.

Sarah Twilight



Age	Gender	Class	Magic	Lvl
20	F	Thief	Air	3

Stat Progression Table

Lvl	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
3	463	75	19	21	21	21	26	24
10	749	117	23	25	25	25	32	29
20	1159	176	30	31	32	30	40	37
30	1568	235	36	38	38	36	49	45
40	1976	295	42	44	44	42	57	52
50	2386	354	48	50	50	47	66	60
60	2795	413	54	56	56	53	74	68
70	3204	473	60	62	62	59	82	75
80	3613	532	66	69	68	65	91	83
90	4023	591	73	75	75	70	99	91
99	4390	644	77	80	79	75	107	97

Sarah joins the party at the very beginning of Chapter 1.

Strengths: Sarah is fast, and very likely to go first in a battle. This makes her ideal when you need someone to act immediately.

Weaknesses: Low ATK and MAT means she will not do as much damage in battle as other party members.

Liana Stardew



Age	Gender	Class	Magic	Lvl
20	F	Chemist	Life	3

Stat Progression Table

Lvl	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
3	566	88	18	21	27	23	23	20
10	952	135	22	25	33	27	27	25
20	1504	203	27	30	41	34	34	30
30	2057	271	33	36	49	40	40	36
40	2609	338	38	42	58	47	47	43
50	3160	406	44	47	66	53	53	49
60	3713	474	51	53	75	59	60	55
70	4265	541	56	59	83	66	67	62
80	4818	609	62	65	91	72	73	68
90	5370	677	67	70	99	79	80	73
99	5867	737	72	75	107	84	85	79

Liana joins the party during your first night in Elmwood, early Chapter 1.

Strengths: Very high MAT stat makes her an ideal choice for blasting enemies with magic. Good HP combined with Life Magic makes her a good battle healer too, and her high MP pool means she will not run out of MP as easily as some other characters.

Weaknesses: Poor ATK stat, which makes her a poor choice in battle against magic resistant enemies. Low DEF stat means she can fall fast to a strong physical attacker.

Cedric Wildfist



Age	Gender	Class	Magic	Lvl
24	M	Protector	Earth	6

Stat Progression Table

Lvl	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
6	822	81	25	31	26	22	19	24
10	1076	102	28	34	29	24	20	26
20	1767	153	35	44	36	30	26	32
30	2537	204	42	53	43	36	31	38
40	3385	255	49	61	50	42	36	44
50	4313	306	56	71	57	48	40	50
60	5319	357	63	80	64	55	46	56
70	6405	408	70	89	71	61	51	62
80	7569	459	77	98	78	67	56	68
90	8813	510	84	108	85	73	61	74
99	9999	556	90	115	91	78	65	79

Cedric joins the party the same time Liana does, early in Chapter 1.

Strengths: Highest max HP of any character in The Book of Shadows. That combined with his high DEF means he will not fall easily to physical attackers.

Weaknesses: Cedric is slower than the Mistdew turtle, which means he will often go last in any battle round.

Josie Mistmore



Age	Gender	Class	Magic	Lvl
19	F	Cheerleader	Energy	5

Stat Progression Table

Lvl	HP	MP	ATK	DEF	MAT	MDF	AGI	LUK
5	491	124	19	19	27	23	26	27
10	672	170	21	20	31	26	30	31
20	1034	264	27	26	39	33	37	39
30	1396	357	32	31	48	40	45	47
40	1758	450	38	37	56	47	52	55
50	2119	543	42	41	65	54	59	63
60	2481	636	48	46	73	61	67	71
70	2843	729	54	52	81	68	74	79
80	3205	822	58	57	90	75	82	87
90	3567	916	64	62	98	82	89	95
99	3892	999	68	66	106	88	95	102

Josie joins the party midway in Chapter 1.

Strengths: High MAT stat combined with high max MP makes Josie ideal for blasting enemies with powerful magic. Energy Magic means her spells ignore enemy MDF. Also, she is pretty quick in battle, though not quite as quick as Sarah.

Weaknesses: Very low max HP combined with very low DEF makes her extremely vulnerable to physical attacks. Very low ATK stat means she is a poor physical attacker in battle.

Chapter Guide

Notes: The Chapter guide is set up in the order you will see the maps as you progress through the plot. All optional towns and dungeons are listed in the first Chapter you can make significant progress in them. So if the dungeon is there but the first door is always locked, the guide will list the dungeon in the first Chapter where you can get past that door.

All maps will have listed the following at the top:

Old Bunker – Floor One	Fear Level: None
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The first entry is the name of the map. The second entry is the Fear Level for that map. Fear Level is the level that if your party's average level is at or above, some monsters will start to run away from you on the map. However, note that some monsters will still not run, these are monsters that either are really aggressive by default (undead for example), monsters who only follow their programming (robots for example) and territorial monsters which always attack if you invade their territory (snakes and crabs for example).

Also note that due to the way the screenshot program works, none of the maps will show the lighting used in the actual game. This is because the screenshot program does not capture tints. Also you may see some things on the map that are not there when you first get there. This is because the program captures every event, whether or not it is active at that time. This will mainly affect things like where random NPC's are. And remember, NPC's move around so the map location is only where they start on the map, not where you will see them when you get there.

All maps will have some hyperlinks you can click to move from map to map at the bottom. However, not everything at the bottom will have a hyperlink. If the words are in red, you cannot go that way yet in the game. If the words are in blue italics, you can go that way, but it is either a completely optional area, or it is a map that is listed elsewhere in the guide when we go there for the story. And finally, some zones will not have a hyperlink. Sometimes this is because it is such a small zone a map didn't seem warranted, but sometimes this is also because we already mentioned the zone earlier and didn't want to create a hyperlink loop.

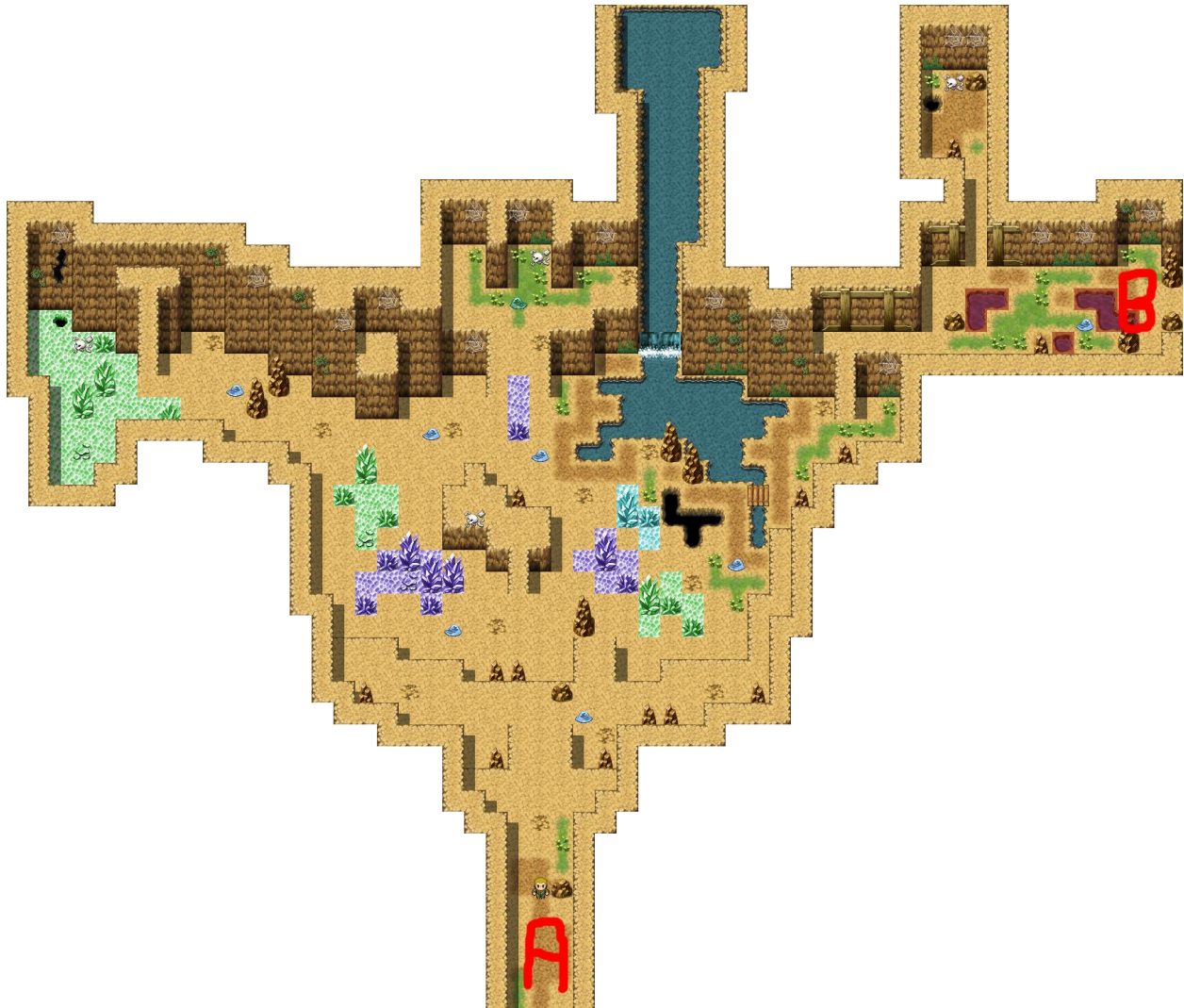
On some maps you will see the symbol EX below it. This is because the explanation of that map is on another page than the map is on. Click that to go to the explanation.

And finally, in order to keep this guide from being unwieldy we decided to not list the loot on every skeleton, treasure chest, or searchable item in the guide. Listing them would have resulted in some maps going to XX in the lettering system in the end, and some maps would have been nothing but letters and impossible to read. Instead we will note the rooms where very powerful items are with the letter L, but no others will be listed out to keep the maps still readable while still allowing them to fit on a page in the end.

Chapter 0: Introduction

Forgotten Cave	Fear Level: None
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Objective: Explore the cave with your girlfriend Talia.



[Old Bunker \(B\).](#)

It's your one year anniversary with your girlfriend Talia, and you have decided to take her cave exploring! You will start around A on the map. Make your way to B, though be sure to explore and search any skeletons you see on the map as they will often have treasure.

Old Bunker – Floor One	Fear Level: None
------------------------	------------------



[Forgotten Cave \(A\).](#) [Old Bunker Floor Two \(B\) \(C\).](#)

You will arrive at the Old Bunker at A. Head through the door, and make your way to B. On the way be sure to grab the coin pouch at E, and search the bookcase at F.

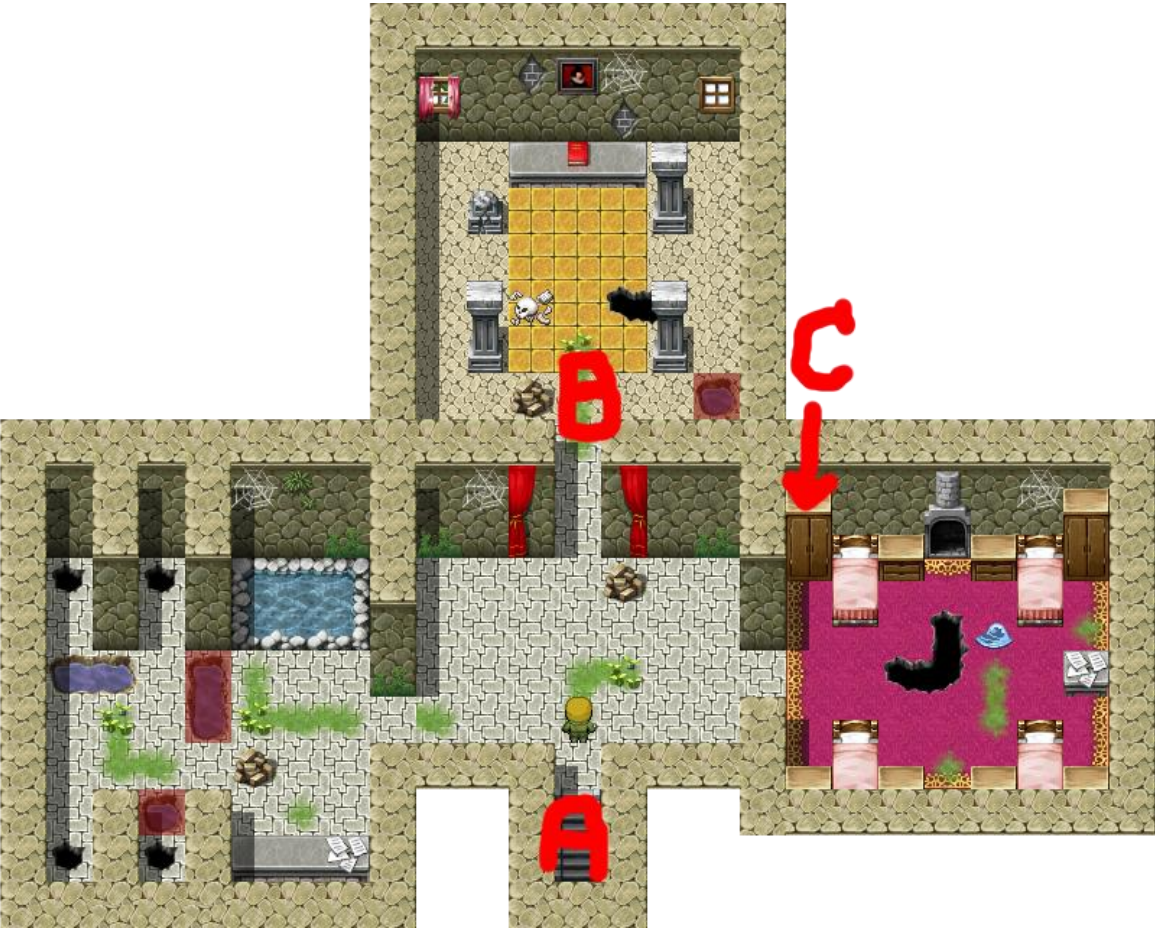
Note that until you go to floor two you cannot reach the sword at D. However, once you arrive on floor two, if you head down the other down staircase it will take you to C, and you can then go to D and grab the sword. Be sure to do that, as it is better than Alex’s current weapon.

Old Bunker – Floor Two	Fear Level: None
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[First Floor \(A\) \(C\).](#) [Top Floor \(B\).](#)

You will arrive on the second floor at A. Make your way to B, though if you want the sword on floor one make a detour to it via C first.



[Second Floor \(A\).](#)

You will start out this floor at A. Search the floor, and be sure to search the cabinet at C for the Cute Cloak before going to B. When you get to B, you will see a few scenes, and will end up at the KC Hospital in the end.

At the hospital you will for a few hours, then you hear an explosion. In an attempt to run you try to take the elevator only to encounter:

Boss 0-1: Skeleton Horde

Beta Skeleton * 2					
	HP	MP	ATK	DEF	MAT
	1768	98	99	70	69
	MDF	AGI	LUK	EXP	G
	74	57	36		
	Special	None			
	Drops	None			

Poison Skeleton * 2					
	HP	MP	ATK	DEF	MAT
	1630	188	113	78	90
	MDF	AGI	LUK	EXP	G
	76	55	42		0
	Special	100% chance to inflict Paralysis Poison with Physical Attack.			
	Drops	None			

Specter					
	HP	MP	ATK	DEF	MAT
	3027	214	73	136	75
	MDF	AGI	LUK	EXP	G
	34	57	48		
	Special	50% chance to evade physical attacks.			
	Drops	None			

Recommended Level: 24

Recommended Starting Party: Alex, Liana, Savina, Sarah.

You honestly have no chance against these monsters, as you are stuck fighting this with a party of one, and are level 7, not 24. In fact you will probably not even get a turn off. Do the best you can, and wait for the skeleton horde to KO you.

Once the fight is over, you will resist their attempts to finish you off. Watch the remaining scenes, and that will conclude the introduction Chapter.

Chapter 1: Into Another World

Elmwood – East Side

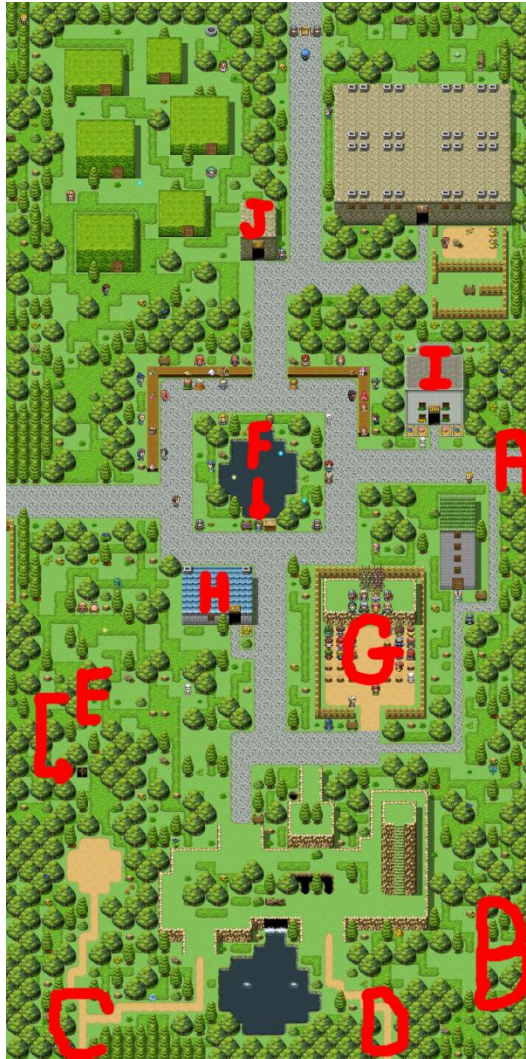
Fear Level: NA

Objective: Talk to the Magi Representative.



Central Elmwood (B) (C). Stardew Household (D). Church of the Holy Garden (F).

You will start out at A, where you will be found by Sarah. After a discussion, it is decided you should talk to the Magi about what happened to you. The Magi Representative is in Central Elmwood, head to either B or C to head there.



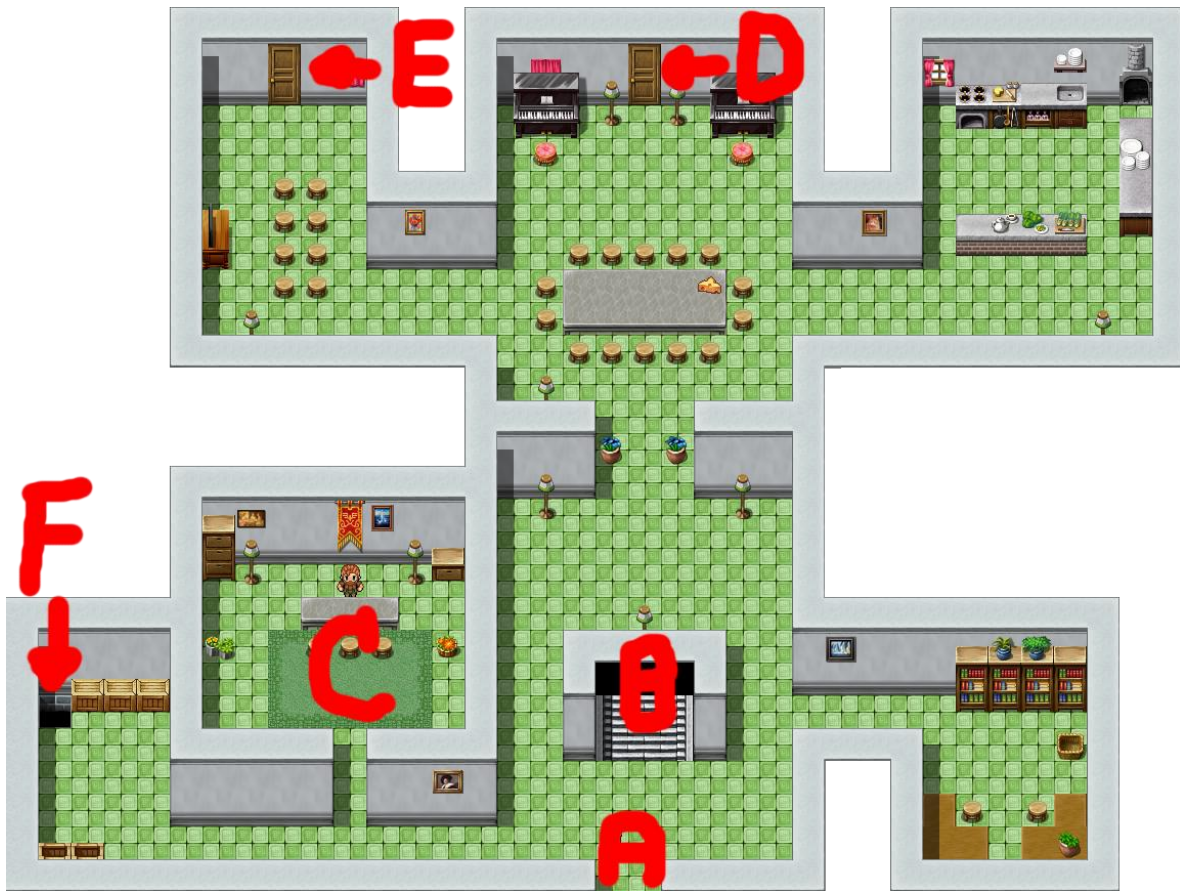
[East Elmwood \(A\) \(B\)](#), [Elmwood South Forest \(C\) \(D\)](#), [Central Earth Caves \(E\)](#).

Once you are in Central Elmwood, head to F to talk to Josie, the Magi Representative. Watch the scene that occurs, and it will become night as well at the end of the scene.

Objective: Stay at the Stardew Residence for the Night.

Return to East Elmwood and head to D to enter the Stardew household. Note that you cannot enter E or F in Eastern Elmwood at this point, nor can you go to C, D, E, or I in Central Elmwood yet. G in Central Elmwood is the marketplace, where people go to watch performances, you can sometimes run into interesting people there if you wish to make a side stop.

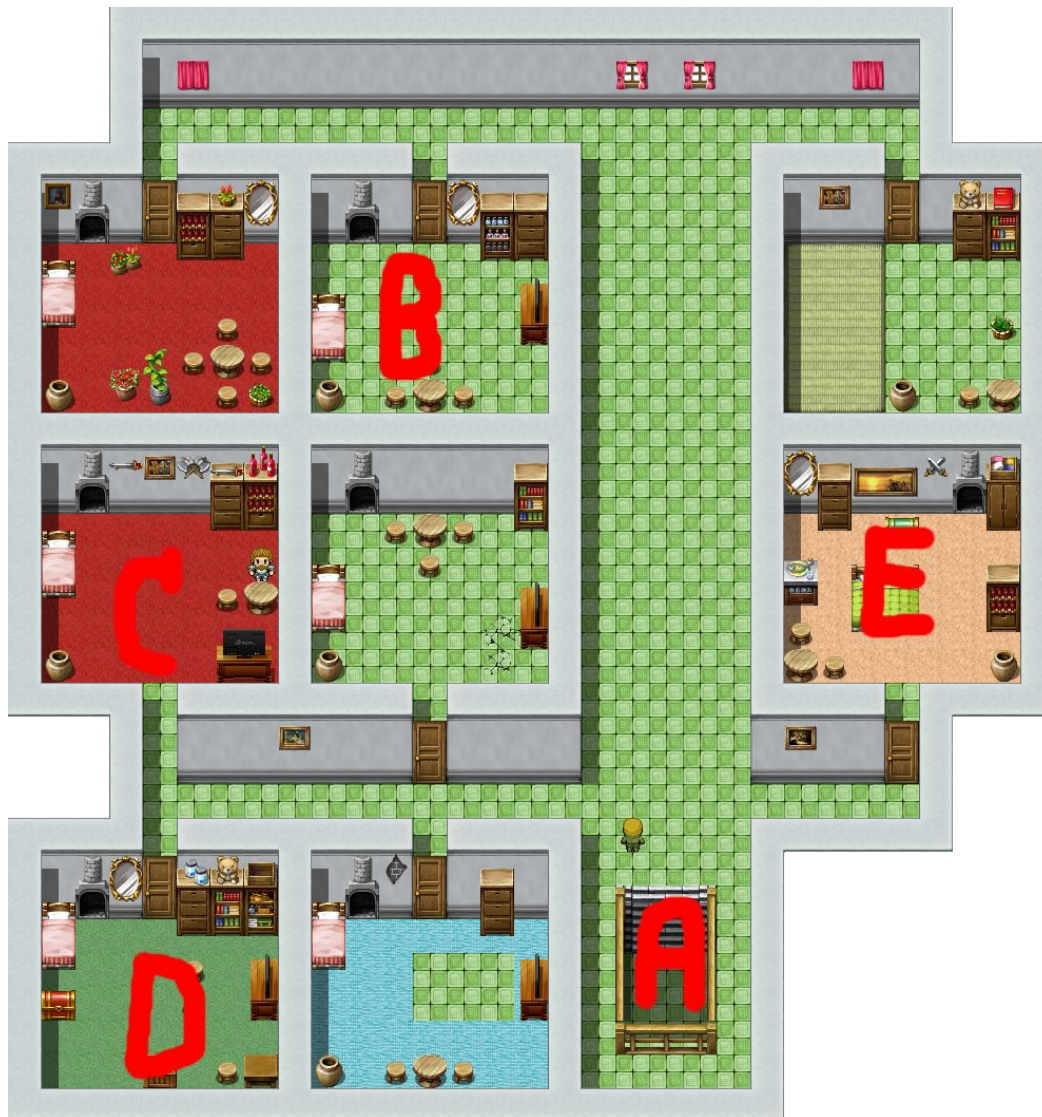
Objective: Talk to Halamar.



[East Elmwood \(A\)](#). [Second Floor \(B\)](#). Garden (D) (E). [East Elmwood Earth Caves \(F\)](#).

When you arrive at the Stardew Household, Sarah will tell you to go to talk to Halamar to get permission to stay overnight. Halamar can be found at C. Once that is done, make your way towards B, and on the way Liana and Cedric will find you, watch the scene that occurs. From there, head to B to go to the second floor to rest for the night, or head to the gardens at D or E if you wish to explore them.

Objective: Rest for the night.



First Floor (A) (D).

Once you are on the second floor, head to your room at B, or make a side trip to C to talk to Cedric for a while. Once you are ready to rest, go to B, and you will automatically fall asleep.

You will be awoken by the dog barking like mad. Head out of the room and towards A, and you will talk to Sarah. Watch the scenes that occur.

Objective: Flee the Stardew Residence.

You are now under attack, and need to get out of here! Head towards A, and [Liana](#) and [Cedric](#) will find you as you get close. Seems skeletons are inside the house now, and the route at A is blocked. Head instead to her room at D, and be sure to grab the stuff in the Chest! Once you are ready, head to the crate in her room (the one marked D), and interact with it, and you will find a shaft below it. Jump down the shaft when ready.

Once you jump you will be back on the first floor, and a skeleton will attack you. Skeletons are weak to blunt weapons and Life Magic, so have Liana blast it with Holy Touch or Cedric attack it with his Axe. Once you defeat it, head to the shaft and jump down it to head to the Eastern Elmwood Earth Caves.

Objective: Find a safe place to rest and recover.



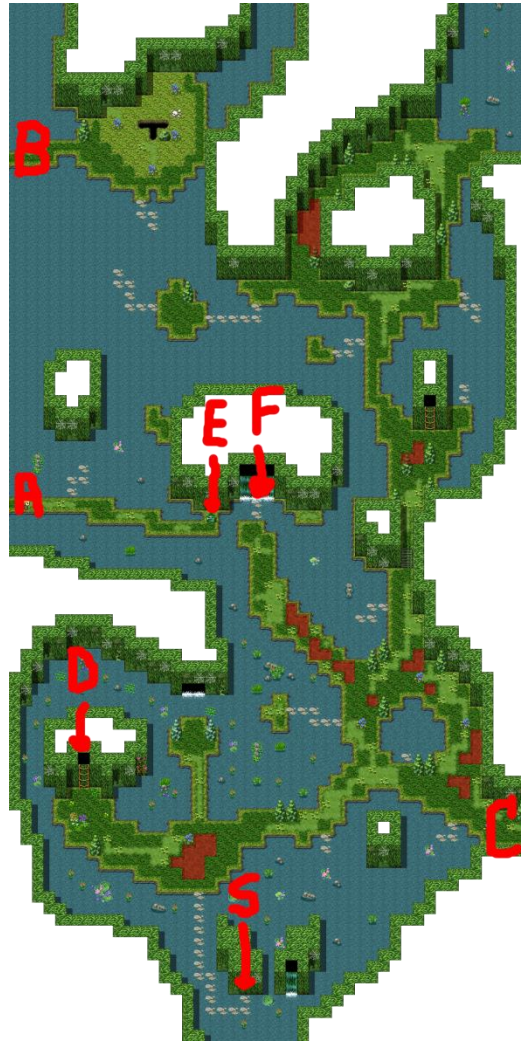
[Central Earth Caves \(A\)](#). [Stardew Household \(B\)](#).

Watch the scenes which occur, then head to C. You will rest for the night there.

Objective: Return to Elmwood to meet with the Magi representative.

Watch the scenes which occur, then make your way back to Elmwood. Liana forgot her wardstone though so the teleporter at B will not work for you. Instead you have to circle around and go to the Central Earth Caves, and climb the ladder there. Start by heading to A to head to the Central Earth caves. Watch out for the rats and slimes which attack you, and be sure to search the skeletons you find, as they often have valuable equipment or potions.

Also be sure to stop at S for Secret Room 1. Sarah will point it out to you so you don't miss it, but future Secret Rooms are not going to be found as easily.



West Earth Caves (A) (B). [Central Elmwood \(D\)](#). [East Earth Caves \(C\)](#). Magi Tower (F).

You will start out at C, and need to get to D. You cannot get to A or B yet as the bridge there is out, and the party will stop you from going to F at this point in time. Start by fighting the Mage Suckle which attacks you as soon as you arrive here, then make your way to D. Be sure to follow the rocks into the wall at S for Secret Room 2 while you are here.

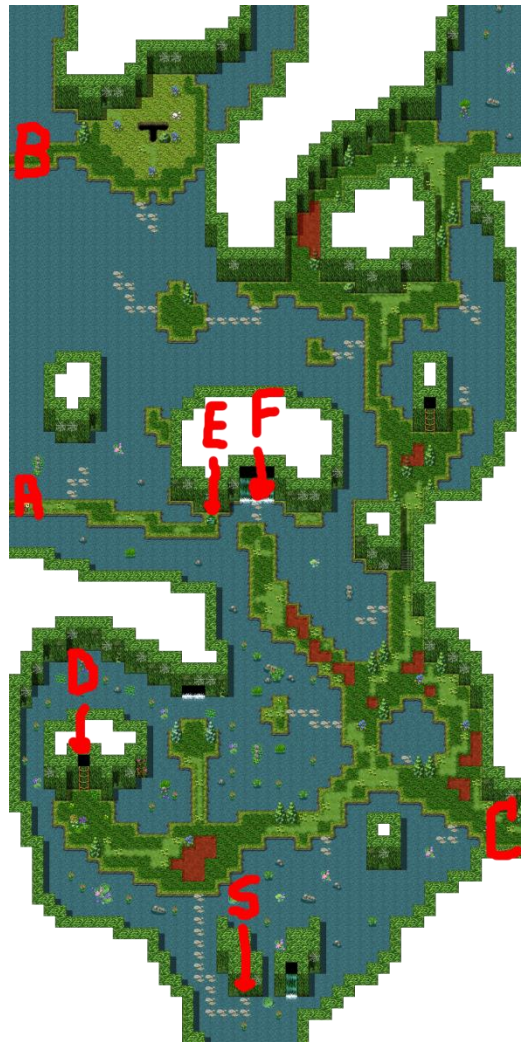


East Elmwood (A) (B). **South Elmwood Forest (C) (D)**. [Elmwood Earth Caves \(E\)](#).

Once you climb up the ladder you will be at E. Make your way back to F to talk to the representative. Most of the roads going elsewhere will be blocked this time, so follow the route until you get there.

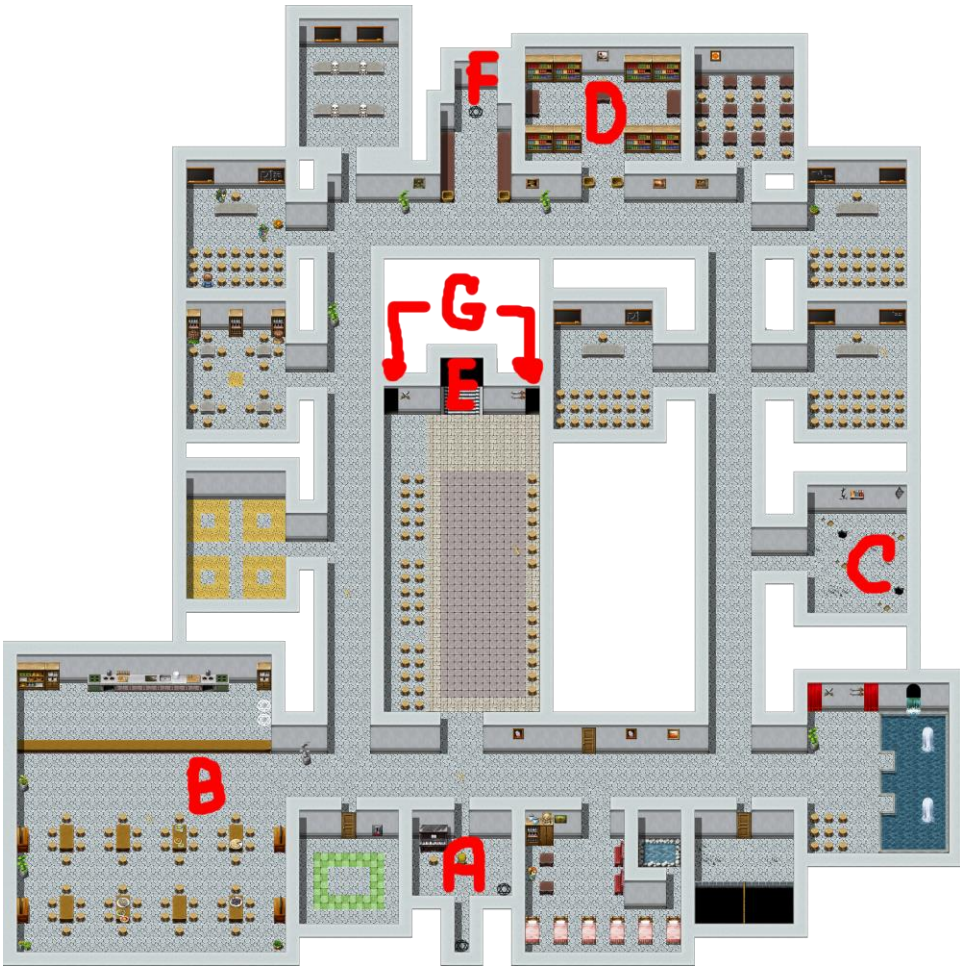
Objective: Head to the Magi Tower to figure out what is going on.

Seems Josie didn't show for some reason. Sarah will suggest we return to the Elmwood Earth Caves (E), make your way there. Though feel free to explore Elmwood some before you leave if you wish, as there are some interesting scenes if you talk to certain residents in the area while you are here.

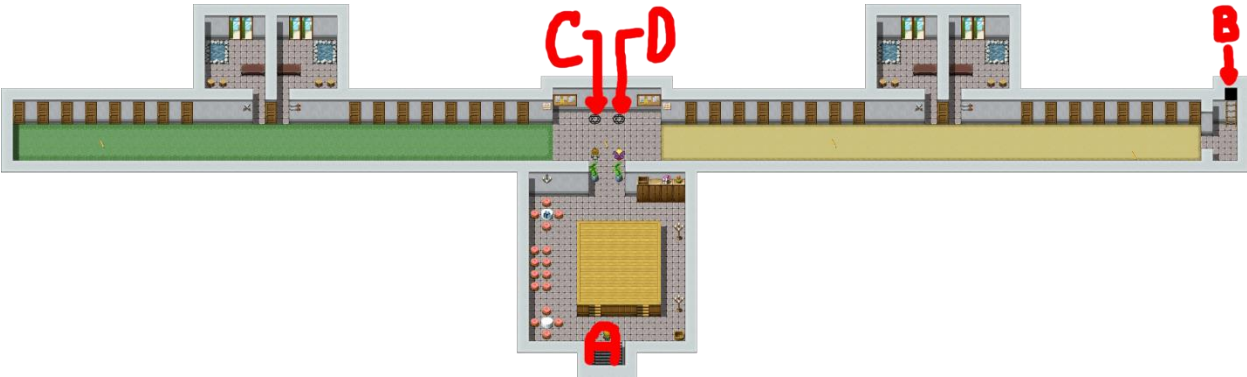


West Earth Caves (A) (B). [Central Elmwood \(D\)](#). East Earth Caves (C). [Magi Tower \(F\)](#).

You will end up back in the Earth Caves at D. Make your way to F this time, and you will find a hidden cave under the waterfall. Enter the teleporter there and you will be in the Magi tower.



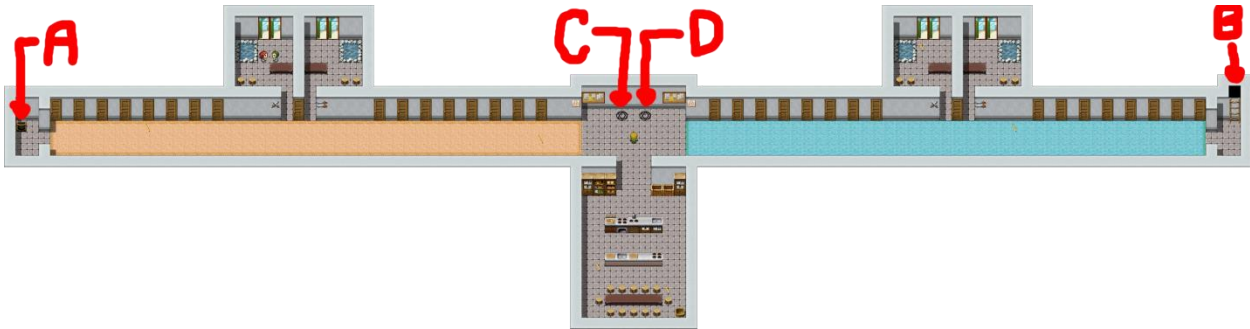
First Floor (E) (F). EX.



Ground Floor (A) (C). Second Floor (D) (B). EX.

Elmwood Magi Tower – Floor 2

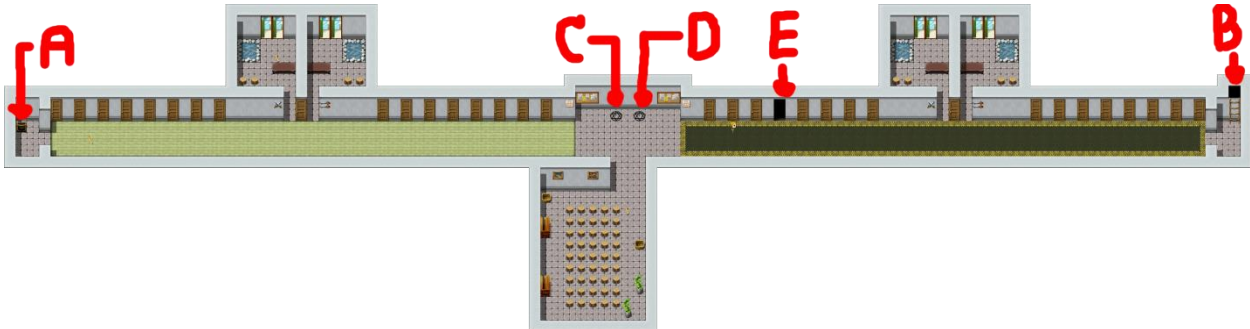
Fear Level: None



[Floor One \(A\) \(C\). Floor Three \(B\) \(D\). EX.](#)

Elmwood Magi Tower – Floor 3

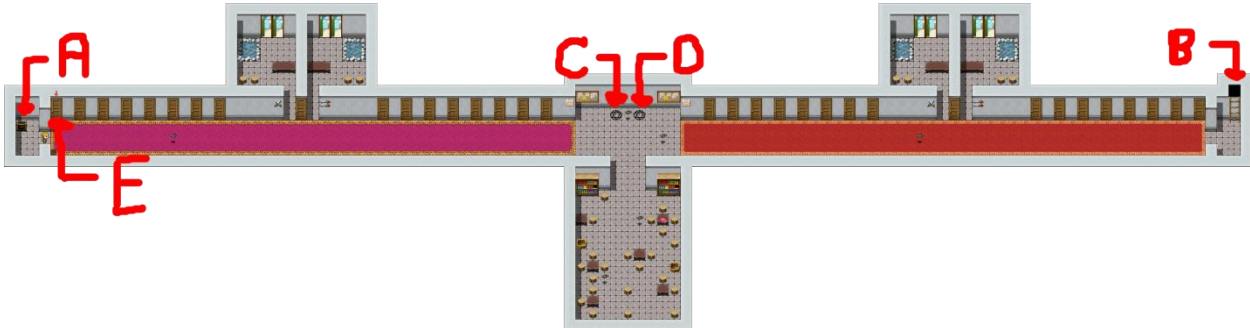
Fear Level: None



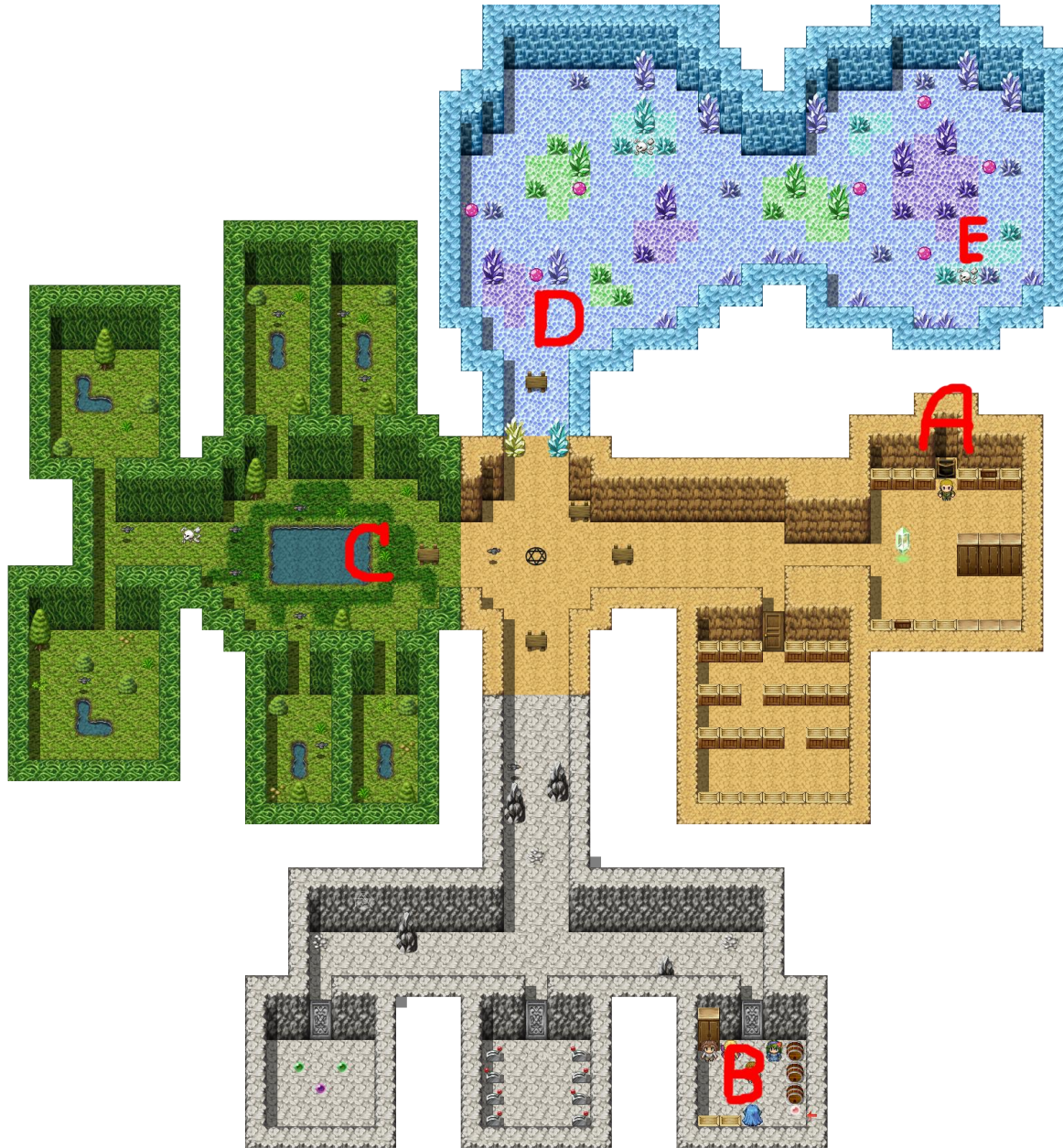
[Floor Two \(A\) \(C\). Floor Four \(B\) \(D\). EX.](#)

Elmwood Magi Tower – Floor Four

Fear Level: None



[Floor Three \(A\) \(C\). Floor Five \(B\) \(D\). EX.](#)



[Floor Four \(A\). EX.](#)

Elmwood Magi Tower Maps: [Ground Floor](#). [Floor One](#). [Floor Two](#). [Floor Three](#). [Floor Four](#). [Floor Five](#).

You will start out on the Ground Floor at A, in the teleporter room, and will be immediately attacked by pencils. Fight them off, and start to head to E, and you will be confronted by Meira, and through her you will learn that Josie is in room 604, waiting for us to take care of these wild animated pencils that are flying around. She will suggest you head somewhere safe, and will then cast a spell which will restore all your HP and MP, then will tell you to go to the medical ward.

After she leaves, you will debate your next move, then a message will go out that the wards are down in room 604, anyone in the vicinity assist. Cedric will run off as that is also his sister Phoenix's room, and Liana will be in hot pursuit.

Objective: Make your way to room 604 and help Josie.

Make your way to E on the map, and run up the stairs to the first floor. Note that all teleporters are down at the moment, so the one at F is not an option due to the animations on the loose. You'll arrive on the first floor at A. Make your way to B, and you will encounter Cedric and Liana on the way. After you help them out, they will rejoin you, make your way to B to go to Floor Two of the tower. Just like on the last floor, the teleporters at C and D are down as well.

Once on Floor Two, cross the floor all the way to the ladder at B. That will take you to Floor Three. Once there, make your way towards room 604, which is E on the map, and as you get close, the party will hear a noise and will charge into the room.

Boss 1-1: Blender

Blender					
	HP	MP	ATK	DEF	MAT
	1250	66	49	32	34
	MDF	AGI	LUK	EXP	G
	24	29	30	200	0
Special	Double Attack, 40% chance to inflict blind with a physical attack.				
Drops	None				

Recommended Level: Any

Recommended Party: Alex, Sarah, Cedric, Liana.

This is it, your first true boss battle. You need to defeat an animated blender and three animated pencils in order to save Josie and Phoenix. Focus your attacks first on taking down the pencils, and be sure to use physical attacks for that as the pencils do not take much damage from magic. If you do that, you should be able to defeat one pencil per round on average.

Once the pencils are defeated, focus all attacks on the Rogue Blender. It is weak to Earth Magic, so have Cedric keep hitting it with Hurl Rock while the rest of the party hits it with anything they can and/or heals as needed, and it should fall in 3 – 4 rounds.

Once the blender is defeated, watch the scenes which unfold. You will end up on the Ground Floor at C.

Objective: Rejoin the others in the cafeteria.

The cafeteria is marked B on the Ground Floor Map. Head there and you will rejoin Liana and Cedric.

Objective: Rest for the night in Room 717.

Room 717 is on the fourth floor. With the animation spell lifted, you can use the teleporters now. Head to the teleporter at F to go to the first floor, and then follow the teleporters to get to Floor Four. Room 717 is the last door on the left, marked E on the map. Head inside and you will rest for the night. Watch the scenes that occur after you all wake up in the morning.

Objective: Head to Floor Five to fix the teleport system.

To make it to Floor Five from where you are on the Ground Floor (the room marked A), first go to C on the Ground Floor and up the stairs. Then go up the ladder on the far right side of the floor. You will crawl through the shafts, and will then pop up on the left side of the next floor. Cross the floor and head to the ladder going up on the far right side, and repeat that for every floor until you are on Floor five. Once you are on Floor Five, make your way to the room marked B. The areas marked C and D are pretty deadly, but if you can pull it off the skeleton marked E has a scroll which is pretty nice.

Once you open the door to the room marked B you will encounter...

Boss 1-2: Mana Flayer

Mana Flayer					
	HP	MP	ATK	DEF	MAT
	1550	162	47	32	56
	MDF	AGI	LUK	EXP	G
	27	24	50	350	0
Special	Drains 3 MP at the end of every combat round from everyone in the party. 100% chance to inflict Mage's Curse with physical attacks.				
Drops	Concentrated Mana, Traveler's Cloak, Dwarfen Hairpin, Scroll of Energy Wrack, Skill Book Charged Energy.				

Recommended Level: 7

Recommended Party: Alex, Sarah, Josie, 1 other.

When you enter the room, you will be attacked by a Mana Flayer, 2 Mage Suckles, and 2 Living Plants. The Living Plants are weak to Air Magic, the rest are weak to Mind Magic. However, you do not yet have a Mind Mage, so you will not be able to exploit their weakness easily this time.

To win this battle, start off with Josie using Medical Salsa on turn 1. Now, Alex's Healing Showers should be able to handle the healing needed for this battle, though Liana or

Cedric might need to assist with a Heal spell every now and then. As for Sarah, have her use Air spells to take out the Living Plants as quickly as possible.

Once the Living Plants are gone, focus on the Mage Suckles. Liana has high MAT, and her Holy Touch will do decent damage to them despite it not being their weakness. Once you take care of the Mage Suckles, focus attacks on the Mana Flayer. You might have to resort to physical attacks before it is over as the 3 MP it drains every turn really adds up fast, and odds are high you will be out of MP before the battle is over.

Also, if you do run out of MP, remember that Sarah and Josie are both really fast, so if you have them use a potion, it will usually be used before any of the enemies get their turn.

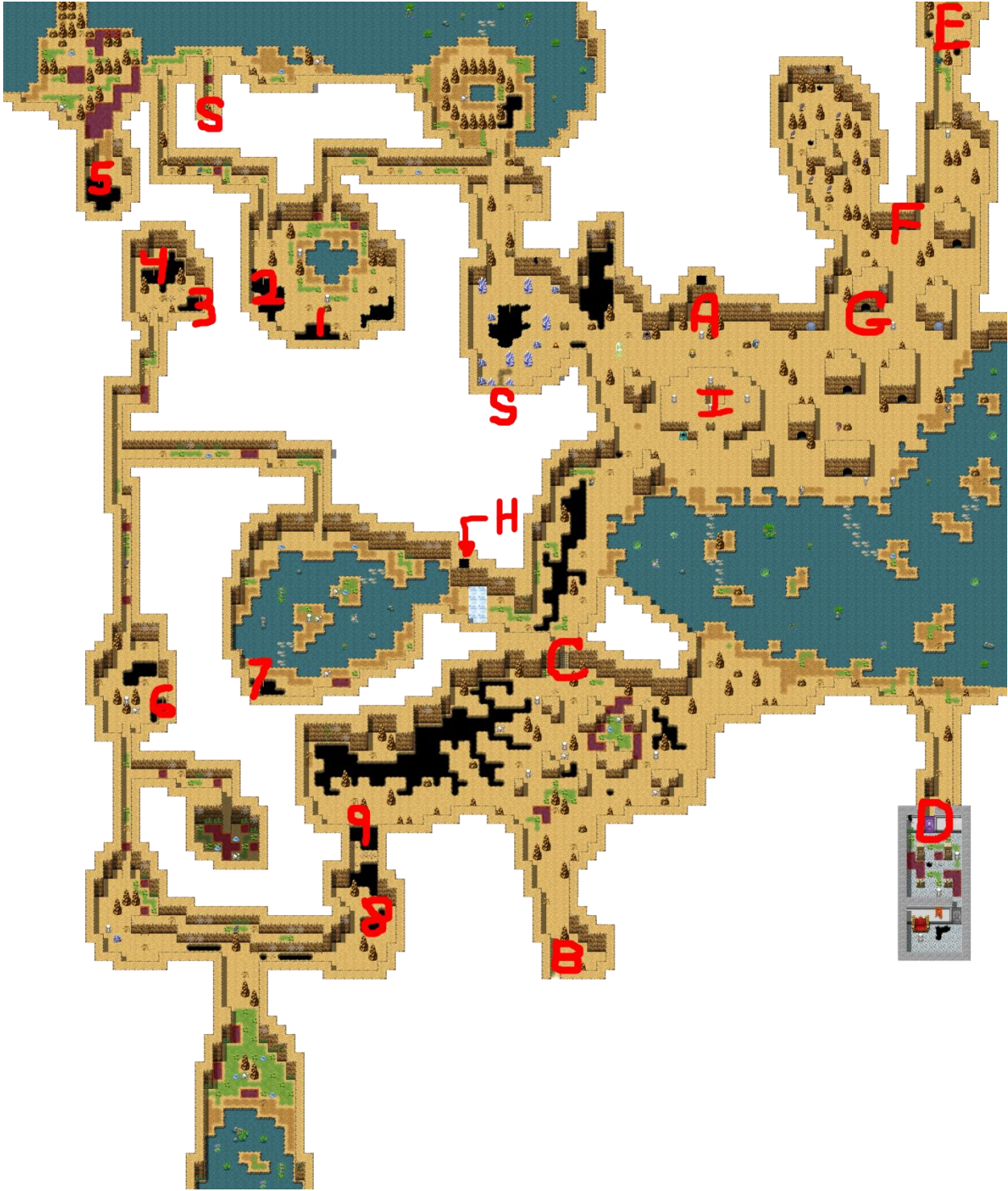
One last note: If Mana Flayer uses Magical Phase, you will have to hit it with a physical attack in order to damage it again, as Magical Phase makes Mana Flayer dodge all magical attacks until it takes damage again.

Once the Mana Flayer is defeated, the Crystal in the room will power back up, and the grid will go back online. Now you just need to return to the ground floor.

Objective: Return to the ground floor so you can teleport to Blackmire.

Thankfully, you do not have to walk that entire way, as once you return to the ladder at A you will automatically go back to the ground floor. From there, head back to the teleport room at A. Watch the scenes that unfold.

Objective: Find a way out of the Pit.



[Elmwood South Forest \(B\)](#). [Old Elmwood \(E\)](#). [West Earth Caves \(H\)](#).

After those scenes, you will find yourself in The Pit at A, and need to get to B to escape from here and get on your way to Blackmire. However, someone locked the grate at C so you cannot take a straight line path there. Instead, you will need to go through the caves and work your way there. Before you do that though, you may wish to buy new stuff from the skeleton merchants at I. Also be sure to go to the caves at F and G, as the skeleton in F has a quest for you, and the skeleton in G will train you for 1500 DB. Pay for the training if you can afford it, as it will grant everyone a free level up.

Also be sure to talk to everyone in The Pit before you leave, as you will get two more side quests here. One of them though you'll have to come back to complete, as the required item cannot be found until Chapter 4.

When you are ready to leave The Pit, head to the West. Be sure to stop at S for Secret Room #3 of 50. From there, you will need to explore the caves, which has two levels. The ropes to lower levels of the caves are numbered, and work as follows:

- 1 -> Dead End
- 2 -> 3
- 4 -> 5 Head this way to get to Secret Room #4 of 50
- 6 -> 7 Worth a stop as there's a decent Axe here.
- 8 -> 9

The way out is 2 -> 3 -> 8 -> 9. Once you appear at 9, go to C to unlock the grate in case you wish to return here, then head to B. You'll be stopped by four people who appear to know about the book and will not just let you walk out of here with it.

Boss 1-3: Jilnoa and Friends

Jilnoa					
	HP	MP	ATK	DEF	MAT
	771	166	19	21	33
	MDF	AGI	LUK	EXP	G
	23	36	32	100	1033
Special	NA				
Drops	Standard Megaphone, Sunglasses, Speed Necklace				

???					
	HP	MP	ATK	DEF	MAT
	1211	73	41	39	36
	MDF	AGI	LUK	EXP	G
	34	26	25	100	0
Special	NA				
Drops	Halbred				

???					
	HP	MP	ATK	DEF	MAT
	1002	101	55	26	36
	MDF	AGI	LUK	EXP	G
	22	30	30	100	0
Special	NA				
Drops	Wooden Knuckles				

???					
	HP	MP	ATK	DEF	MAT
	804	122	46	19	41
	MDF	AGI	LUK	EXP	G
	20	33	31	100	0
Special	NA				
Drops	Old Bow				

Recommended Level: 8

Recommended Party: Alex, Liana, Josie, one other.

For this fight, it is best to use turn 1 to take out Jilnoa. She is weak to Josie's Energy Magic, and with her low DEF she should fall if everyone in the party attacks her on turn 1. From there, focus attacks on the Archer, as she will hit you with Snowstorm on turn 4 if she is still around then, which will hurt. Also, she can heal, and her Glass Shatter skill can do a lot of damage to the entire party in one turn.

Once those two are down, focus all attacks on the remaining two. It may take a while, but they will fall.

Once Jilnoa and her friends are defeated, they will beat a hasty retreat. Appears Josie also has some history with them? Anyways, it is decided to get out of here, and talk about it later. Head to the exit, where you will find a place to camp in the forest, and that will end Chapter 1.

Side Quests

There are many side quests you can complete in The Book of Shadows, the next few pages will detail how to obtain the quest, how to complete the quest, and the reward for completing the quest.

All side quests are in the same order they are in the Quest Menu in the game.

Quest: ELM1: Noisy Bats

How to Start: Enter the library in the Pit in Elmwood.

How to Complete: Defeat all 6 groups of bats, then go talk to the librarian.

Reward: A copy of the Skill Book Defender of Maidens.

Quest: ELM2: Skeleton Search

How to Start: Talk to the Necromancer located in the Pit, they can be found not far from where Chuck is.

How to Complete: The three skeletons can all be found in the Pit. One of them is located down the rope right by where you get the quest. Another is found on the NW side of the Pit, and the third is located ???

Reward: Pixie in a Bottle.

Quest: ELM3: The Rare Magazine

How to Start: Talk to the Mage located near the Pit Marketplace.

How to Complete: A copy of Undead Me #3 is located in Minneapolis on the third floor. It's on the left hand side of the floor, sitting on a counter.

Reward: A copy of the Skill Book Unknown Mixtures.

Secret Room Locations

Here you will find screenshots detailing where all of the Secret Rooms are located. The screenshots are at the game resolution size, and are what the map looks like after you have found the secret room. This means the blue sparkle used for marking them after you found them will show up on the map, except in cases where it is a hidden teleporter or ladder.

In most screens Alex will be shown facing the secret room, if possible. There are some screenshots where he will be facing the wrong way as turning would require him to enter the Secret Room.

Note that there are no Secret Rooms in dungeons or locations that it is impossible to ever return to, so if you miss one you can always return to the dungeon in Chapter 9 and find it.

For the curious player, here is what Secret Rooms you can find for the first time in each Chapter.

Chapter 1: Secret Rooms 1 – 4

Secret Room 1 Location: East Earth Caves



Secret Room 2 Location: Central Earth Caves



Secret Room 3 Location: The Pit



Secret Room 4 Location: The Pit



Credits:

Graphics in this Guide are courtesy of the following:

- Allusion
- Archeia
- Ayene
- Busted Ed
- Candacis
- Degica
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- Haydeos
- Hiddenone
- Indrah
- Kadokawa
- Kaijira (Aaron Jim)
- Kes
- Ksi
- Mantobo
- Marquise*
- Michael Rookard
- Mlogan
- The Mighty Palm
- Pandamaru