Getting Started

To start The Book of Shadows, run the file Game.Exe, located in the directory where The Book of Shadows is installed. Or, you can launch the game through your desktop icon. Once you launch the game you will see the following title screen:

New Game: Select this to begin The Book of Shadows.

Load Game: Select this to resume your adventure where you left off.

Quit: Select this to exit The Book of Shadows. Alternatively, you can just close the window.

Basic Commands

Arrow keys: Move around the game world.

Space or Z: Action button. Use to select items or commands in the game.

X or Esc: Cancel button. Use to cancel commands, go back a menu, or to bring up the menu when on a map.

Q and W: These work as the LB and RB buttons do on a gamepad. Use to move between characters quickly when in various menus.

F1: Change these commands on your keyboard. Note the Action button is called C and the cancel button is called B.

Alt+Enter: Change the game between full screen and windowed mode.

F12: Soft reset.

Also note that The Book of Shadows will launch in windowed mode by default. To change that, hit F1 and check launch in Full Screen. The resolution for The Book of Shadows is 640 x 480, so to get the best graphical quality it is recommended to run this game on a desktop set to a 4:3 setting, though it will upscale to a 16:9 setting with some empty space on the side.

The Worlds

The Book of Shadows takes place on two worlds, Esteron and Earth. Details of the two worlds are below.

Earth: The game is set in Earth in the year 2041 AD. About 30 years ago, Earth was devastated by a war initiated by Monatgor. To this day, traces of that war and his dark experiments still linger in the world. Parts of the known world are uninhabitable now, and no one lives there but the truly desperate. The war also fractured the United States, such that it is now broken into an East and West US, as the states of Montana, Wyoming, Colorado, New Mexico and Texas were wiped out in the war, and they are total wastelands. No one goes there unless they have to. Also, the western parts of the Dakotas, Nebraska, Kansas and Oklahoma were devastated as well. Transportation between the two sides is still possible by plane, but it is now impossible to drive from one side of the US to the other.

Esteron: The world of Esteron is a typical fantasy world, however, they are currently undergoing a technology revolution due to the discovery of a failed shuttle launch from Earth that found its way here to Esteron somehow about 50 years ago. The Mages of Esteron attempted to open portals to find and communicate with the residents of this strange world, but all attempts failed, until one day, in the town of Dragonblast, portals opened during the New Year's Eve celebration of 408 ADO, and an army came out and slaughtered the residents with their powerful technology. Eventually the army was defeated, and the portals closed, but the citizens of Esteron are now fearful of this other world and what they might do to them, if the portals open again.

Other Notes: The residents of Earth use the AD calendar. At the time the game starts, it is the year 2041. The residents of Esteron use the ADO calendar, and at the time the game starts, it is the year 441 ADO. No one knows if the fact that 0 ADO is the same as 1600 AD means anything or not.

In addition, the seasons are different on the two worlds. It is winter on Earth when the game begins, in the month of November. However, it is spring on Easteron, in the month of May. Why the calendar is almost 6 months apart to the date is one of the mysteries no one has figured out yet.

The Characters

In The Book of Shadows, you will guide the character Alex. Along the way, you will interact with and even join forces with many others who will aid you in this journey. Some of the characters you will meet, as well as their class, are as follows:

Alex Conner, Age 25, Strategist

A solider in the East US army, currently on leave. Due to his ability to give orders quickly, he is soon voted the leader of the group.

Talia Moore, Age 23, Scientist

Alex's girlfriend. Constantly loves to do science experiments, even if they tend to blow up from time to time.

Elliot Newman, Age 24, Merchant

Close friend of Alex's. He has recently made a lot of money selling mysterious potions to the locals. Where did he get those potions from anyways?

Sarah Twilight, Age 20, Thief

The first resident of Esteron you will meet. Tends to say what is on her mind, whether you want to hear it or not. Also does love to play pranks, so best to not take her too seriously.

Liana Stardew, Age 20, Chemist

Youngest child of the Stardew household, she is currently studying potion making with the Magi. She is really nice and loves to help others.

Cedric Wildfist, Age 24, Protector

Liana's bodyguard. Loves to eat. Be sure to not grab the last piece of bread when he is looking, else he might fight you for it!

Josie Mistmore, Age 19, Cheerleader

A fellow student of the Magi, she is currently working as the Magi representative in Elwmood for the summer. She is very energetic and cheerful, and loves to make up cheers for occasions.

Kira Starwillow, Age 22, Reporter

Childhood friend of Liana's who moved away to live in Tir Koraz when she was 14. She now writes for the Dwarfen Herald.

Padrin Elfbow, Age 23, Archer

Bodyguard from the city of Gnoa, he is assigned to protect Kira at all costs.

Savina Deathwhisper, Age 19, Scientist

Youngest child of the ruling family of Blackmire, and close friend of Josie. She tends to be quite direct when dealing with others.

Renee Leafwind, Age 23, Elementalist

Recent graduate from the Elementalist towers, she is now working for them on some sort of project. Also she is dating Liana's brother Jarvis.

Jarvis Stardew, Age 23, Gladiator

Second child of the Stardew family, he tends to want to punch his way through every obstacle in his path. Currently he is at the Elementalist tower, working with his girlfriend Renee on some sort of project.

In addition to the characters listed above, you will interact with others who will not be playable in this game. Some of the key characters you will interact are below.

Halamar Stardew

Led the attack that took down the invading army in 415 ADO, and is now the ruler of Elmwood. Father of Liana, Jarvis, and Marie.

Marie Stardew

Oldest child of the Stardew's, and Gaelin's finance. Their wedding is planned for this upcoming July.

Meira Twilight

Sarah's older sister, she is currently the ruler of the town of Silverdale. She also teaches at the Elmwood Magi tower during the school year.

Gaelin Starwillow

Head of The Church of the Holy Garden, and Marie's finance. For some odd reason, Sarah doesn't like him.

Phoenix Wildfist

Cedric's younger sister, currently studying with the Magi. Cedric is very protective of her, much to her dismay.

Gemini Newman

Elliot's younger sister, who is now working in Las Vegas on a government project. Loves to read, and is always seen carrying a book of some sort.

Eric Deathwhisper

Ruler of the town of Blackmire, and Savina's older brother. Tries to act all big and scary but in reality he's a nice guy.

Character Classes

Thief: Typical Rogues, Thieves specialize in relieving others of their possessions, or in just sneaking by that Ogre you would just rather not talk to right now. A Thief specializes in weakening enemies, or in increasing your odds of striking that vital organ. In addition, Thieves tend to be really fast, making them ideal characters to use when speed really matters.

Protector: A Protector specializes in shielding wounded party members, reducing the damage the party takes in battle, and in reducing the odds a status ailment sticks to a party member. And if that isn't enough, they can also whack an enemy with their Shield as well. Protectors tend to be very hard to take down, and are usually the last to fall in battle as a result.

Reporter: A Reporter focuses on telling the world what is really going on, even if others would rather they didn't. As a result, a Reporter tends to be a Jack-of-all-trades, due to them never knowing what skills they will have to use to uncover the truth this time.

Cheerleader: A Cheerleader specializes in cheering the party on in various ways. From boosting the party's stats, to healing them in a pinch, a Cheerleader is a valuable member of any party!

Chemist: Chemists focus on the art of mixing various chemicals, then using those mixtures in battle. These mixtures can do just about anything, from reviving KO'd party members, to creating a nasty explosion which seriously hurts the opponents. Just keep an eye on them to make sure they don't get too creative when making dinner.

Archer: Archers focus on bow and arrow skills, which come in handy when you wish to strike an enemy from a distance, or if you just wish to needle them many times. In addition, they make great hunters.

Merchant: Merchants are able to buy things in the strangest of places. This allows them to suddenly produce potions in battle which aid the party or hurt the enemy, though it does reduce your money a little too, as those emergency purchases in the middle of the Grand Desert aren't cheap.

Gladiator: Gladiators are trained fighters, able to strike enemies with a variety of punches designed to send them to the Afterlife quickly. In addition, Gladiators can use some buffs on themselves once per battle.

Scientist: Scientists use the power of Science to strike enemies or aid the party. From invoking powerful Gravity spells to their mysterious potions which can heal injuries, they make a valuable member to any battle party.

Strategist: A strategist is able to use various strategies to change how the party fights. Want them to defend more, at the cost of some ATK? State the order and the party will follow through. However, all strategies do have a disadvantage, which has to be weighed against the situation.

Elementalist: Elementalists are those who decided to forgo training in a class, and instead decided to focus more on magic. As a result, Elementalists are able to call from 4 different elements of magic. This comes at a price though, as Elementalists have to study longer to reach the same level as everyone else, and they also have the weakness of all 4 of those elements as well. Still, if you are unsure what you are going to face, an Elementalist can be a good addition to a battle party.

Character Attributes

Every character in The Book of Shadows has 6 basic attributes, which will range from 1 (Pathetic) to 999 (God like). The 6 main attributes are as follows, with the common abbreviation in parenthesis:

Attack (ATK): Denotes how powerful the character is with physical attacks. Damage from any attack with a weapon is calculated based on this stat.

Defense (DEF): Denotes how well the character defends against physical attacks. Higher levels of this stat will result in the character taking less damage from physical attacks.

Magical Attack (MAT): Denotes how powerful the character is at casting spells. All magical spells use this stat for calculating damage unless denoted otherwise.

Magical Defense (MDF): Denotes how well the character can shrug off incoming spells. A character with a really high Magical Defense can just laugh off being Fireballed by that wizard.

Agility (AGI): Denotes how fast the character is. Characters with high Agility can run laps around those with low Agility.

Luck (LUK): Denotes how lucky the character is. Luck is used to determine whether or not a character manages to resist a status ailment, with each point of Luck you are above the caster's Luck decreasing the chance the status ailment sticks by 1.4%, multiplicatively. This means if you have a LUK of 30 and the caster has a LUK of 25, and the status ailment initially had a 50% chance to be inflicted, the chance is now $0.50 * 0.986^5$.

Other Character Attributes

The six attributes listed above are not the only ones associated with characters. Other attributes that you will see associated with a character are the following:

Hit Points (HP): Hit points measure how much life force the character can spend before they pass out. When HP reaches 0, the character is knocked out, and will need to be revived by a revival spell or item. Note that all characters are automatically revived at the end of all battles.

Mana Points (MP): Mana Points measure how much mana the character can still channel before they need to take a break. MP can be restored by drinking potions, or by resting.

Level (LVL): Abstract measurement of how powerful the character is, and is used to give an idea of what kind of monsters the character should be able to defeat in battle, or what zones they can probably handle.

Experience (EXP): Measures how much the character has learned. EXP goes up by winning battles or completing quests.

Hit Rate (HIT): Measures the odds the character could hit a standing still target with a weapon. Hit rate is usually 95% unless inflicted with a status ailment or wearing something that improves the hit rate.

Evade (EVA): Measures the odds the character could dodge a physical attack. By default, this value is 0% for most characters.

Critical Hit (CRT): Measures the odds the character scores a critical hit and does double damage.

Critical Evade (CEV): Measures the odds the character can deflect a critical hit and reduce the damage back to normal.

Magic Evasion (MEVA): Measures the odds the character can dodge an incoming magical attack. By default, this value is 0% for most characters.

Experience Rate (EXR): Measures the rate at which the character learns. This is always 100% unless one is using a special accessory to speed up learning.

HP Regeneration (HRG): Measures how much HP will regenerate per combat round. By default this is 0% for most characters.

MP Regeneration (MRG): Measures how much MP will regenerate per combat round. By default this is 0% for most characters.

MP Cost Rate (MCR): Measures how much more or less spells and skills cost for this character to use. By default this is 100%.

Recovery Rate (REC): Measures how much more or less healing this character will receive when a healing spell is applied to them. By default this is 100% for most characters.

Target Rate (TGR): Measures how often the character is targeted in battle by single target attacks. Note that the probability the character is targeted in battle is character's target rate / the sum of all battle member's target rate.

Floor Damage (FDR): Measures how much damage the character will take by walking through poison. By default this is 100% for most characters.

Guard Damage (GRD): Measures the percentage of damage the character will take if they guard in battle that turn. For example, if the Guard Damage is 20% for a character, and an attack hits the character that would have done 500 damage normally, then they will take 20% of 500 damage if they guarded, which is 100 damage.

The Elements of Magic

All beings in the worlds of Esteron and Earth are made up of 9 elements of magic. The 9 elements are as follows:

Fire: Fire Magic is known as the magic of destruction. Characters that are of the Fire Element tend to make good combat mages. If you want an enemy Fireballed, call a Fire Mage.

Water: Water Magic is known as the hybrid element, as Water Mages make decent combat mages, as well as decent healers, which can make them a valuable asset in any party.

Air: Air Mages focus on being able to fling electricity around, as well as control space and time. They can make it so that your backpack can have enough space to hold the next Parandor Fair in, or they can focus on squeezing into tight spaces that no one else would be able to fit into. If there is a crack in the wall, odds are an Air Mage can slip in through it.

Earth: Earth Mages focus on protective barrier spells, which will both heal the target and block some damage from being applied to the target in the future. In addition, they can control the very Earth you stand on, so watch out for sudden quicksand!

Energy: Energy Mages focus on boosting the elemental resistance of the party, or on throwing raw damage at opponents. Incidentally, all Energy Mage spells ignore the target's MDF, as there is no resisting raw damage.

Mind: Mind Mages focus on confusing opponents, or on inflicting them with conditions that make them unable to act for a short while. In addition, Mind Mages can boost the Critical Hit Rate of characters in the party as well.

Life: Life Mages focus on healing the party so they can continue to fight. And, if no one needs to be healed, they can throw Holy spells at the opponents, or they can boost the party's HP Regeneration Rate or even their max HP!

Death: Death Mages focus on draining opponents HP to heal themselves, or on weakening them so they cannot fight as well. In addition, Death Mages can curse opponents so that they cannot buff themselves, or even so that all healing cast on them will also heal the Death Mage!

Null: Rumor has it that there are creatures of the Null element, or no element. However, no one who has encountered them has lived to report back, so no one knows if these creatures really exist or not.

The Field Screen

You will move around The Book of Shadows on a screen that is called the field screen. The lead character in your party will be represented on the map, as will other characters and monsters. To interact with anything on the field screen, press the action button (default Spacebar). To call up the menu, press the cancel button (default X).

Note that some characters and monsters will interact with you first! This is especially true with monsters, who will not hesitate to chase you down as to them, you look like a nice, delicious lunch. When you interact with a monster, battle will commence.

Battle Screen

When the party interacts with a monster, a screen like the following will appear. The party members that are participating in the battle will be shown on the bottom, and the monsters that you are facing will be shown above. Your current health is represented by the green bar, and your current mana is represented by the blue bar. If your health hits 0 you are knocked out (KO'd), so pay careful attention to that bar!

All battles in The Book of Shadows are in turn based format, which means you will select the commands the party will execute, the monsters will do the same, then everything will execute in order, with faster monsters or characters going first. Some skills can allow you to execute out of order though, so pay special attention to those skills.

Battles will proceed in such fashion until either all the monsters are KO'd, the entire battle party is KO'd, or the party runs away. If all monsters are KO'd then the party will continue on, and if everyone in the battle party is KO'd, it is Game Over, so fight well.

Battle Commands

Attack: Hits an enemy with a basic physical attack. Uses no Mana, but as a result tends to be weaker than using a skill or spell most times.

Guard: Defend for the current round. Damage that this party member will receive is heavily reduced, and the party member will heal a little HP at the end of the round.

Equip: Change equipment. Note that you cannot change armor in the middle of battle (hold on, just give me 30 minutes to get out of this plate mail), but you can change everything else. Note this command has a 2 turn cooldown once used.

Item: Use an item in your inventory.

Party: To access this command hit cancel on the first character in battle. The Party command can be used to change who is in the active battle party. Since doing so does mess up the ranks for a while, this command has a 2 turn cooldown while the party gets reorganized in their new positions.

Flee: To access this command, hit cancel on the first character in battle. Sometimes, you would rather be anywhere else but here. Use this command to run away and live to fight another day. Note that flee will always work when it is a valid option, so don't hesitate to use it. However, sometimes the party is too determined to fight or the monster has cornered you, and in which case running away is not an option.

Other Commands: Every character will have access to at least two other commands, their class skill and their magic skill. These commands are located below Attack on the menu. As such, the typical order of commands in battle for each character is Attack/Magic Skill/Class Skill/Guard/Equip/Item.

Once all commands have been entered for each character, you will have one last chance to change your mind. If you decide to change your mind, hit cancel. If you decide you like the commands you selected, select Execute, and the battle round will commence.

Status Ailments and Buffs

While in battle, you might be afflicted with many conditions. We call these conditions Status Ailments, Buffs, or Debuffs, depending on what they do. A description of the three is listed below.

Buff: A state which increases your stats or causes some positive benefit to occur. Skills which add a buff have an up arrow by the skill name in the battle menu.

Debuff: A state which cannot be dodged or avoided, and it decreases your stats or causes some other negative benefit to occur. Skills which add a debuff have a down arrow by the skill name in the battle menu.

Status Ailment: A state which can be resisted or avoided, and might or might not stick when the appropriate skill is used. Skills which have a chance to add a status ailment have an X by the skill name in the battle menu. By default the chance of the status ailment being applied is 50%, though some exceptions do exist.

Most buffs, debuffs, and status ailments are removed when the battle ends, but a few exceptions do exist. For example, the status ailment Disease must be removed by a Disease Cure or an appropriate spell, or the ailment will never be removed.

The following is a list of some of the common status ailments, buffs, and debuffs in The Book of Shadows. This is not every single one of them that you can encounter, but instead is a list of some of the more common ones you will encounter in your adventure.

KO: The character is knocked out, and unable to act.

Blind: The character is unable to see, and To Hit is reduced.

Stun: The character cannot act this turn.

Shield: The character is immune to the ailment or debuff on the shield. In this Example, the character would be immune to Sleep.

Doom: The character will be knocked out when the timer expires.

Disease: The character is diseased. All stats are reduced until the Disease is cured.

Clone: The character gets an extra action per round of combat.

Element Down: The character has reduced elemental resistance.

Boost: The character has increased stats. How much depends on which version of Boost is used.

Silence: The character is unable to cast spells or use skills.

Bubble: The character will ignore all damage over a certain percentage of their Max HP.

Regeneration: The character will regenerate HP every turn.

Mage's Curse: All spells and skills cost 200% of normal cost.

Armor Block: Blocks some of the damage taken every time you are attacked.

Armor Weaken: All damage is increased by a flat amount.

Reversal: Healing spells will damage you instead of heal you.

Medical Salve: Healing spells heal 33% more HP.

Menu Screen

Items	Alex	Strategist	M/25
Skills	LV 32	HP 2,474/2,474	
Equipment		MP 237/237	
Status			7,050SP
Formation	Padrin	Archer	M/23
Quests	LV 28	HP 1,358/1,469	
Save		MP 225/243	
System			13,750SP

Items
Skills
Equipment
Status
Formation
Quests
Save
System

Alex   Strategist   M/25
LV 32   HP ▬▬▬▬▬▬ 2,474/2,474
         MP ▬▬▬▬▬▬▬ 237/237
                         7,050SP

Padrin   Archer   M/23
LV 28   HP ▬▬▬▬▬ 1,358/1,469
         MP ▬▬▬▬▬▬ 225/243
                        13,750SP

Josie   Cheerleader   F/19
LV 27   HP ▬▬▬▬▬▬ 1,524/1,524
         MP ▬▬▬▬▬▬ 378/378
                         3,450SP

Savina   Scientist   F/19
LV 28   HP ▬▬▬▬▬▬ 1,619/1,619
         MP ▬▬▬▬▬▬ 355/355
                         8,200SP

89,002DB

When on the field map, if you hit the cancel button, you will call up the Menu screen, which looks like this. To the right will be the four party members in your active battle party, with their name, class, gender, age, level (LV), Hit Points (HP), Mana Points (MP), and Skill Points (SP) listed.

To the left you will see a list of options, as well as the total money (Dragon Bronze, or DB) that the party has in their possession.

Menu Commands

Items: Calls up the list of items the party has in their possession. From here you can use potions to restore HP and MP if needed.

Skills: Calls up the list of skills. Here you can use a skill or you can learn new skills if you have enough SP. You can use the Q and W buttons to quickly change between characters while in the skills menu.

Equipment: Calls up the list of equipment for a character. After all, that nice Krotrium Sword does you no good just sitting in your backpack during battle. In addition, you can use the Q and W buttons to quickly change between characters while in the equip menu.

Status: Shows the status of a party member. Use this to see attributes like to hit, evasion, critical hit, HP Regeneration, and so on.

Formation: Change the active battle party. Note this command cannot be selected until you have 5 or more people in your party.

Quests: Shows the list of quests you have discovered so far. The main quest will be listed here, broken down by Chapter, then any side quests you have started will be listed here in alphabetical order by originating town. In other words, quests that start in Aurora will always be at the top of the side quest list, as Aurora is the first town in alphabetical order.

Save: Brings up the save menu. You can save your game at any time, so please do so!

System: Brings up the system menu. Here you can change settings like the menu color, how fast text is displayed, how powerful the monsters are, or you can exit the game.

Item Menu

Items			
Key Items			

HP Potion	×2	Improved Potion	×16
Fairy HP Potion	×6	Elixir of Life	×3
Healing Mist	×1	Improved Mist	×2
Strange Mist	×4	Mana Potion	×7
Mushroom Mana	×10	Fairy MP Potion	×3
Concentrated Mana	×2	Mana Mist	×1
Mushroom Mist	×3	Fairy MP Mist	×2
Phoenix Dust	×9	Phoenix Touch	×4
Phoenix Barrier	×4	Phoenix Feather	×9
Phoenix Call	×5	Pixie in a Bottle	×1
Poison Cure	×1	Angel Drink	×3

When you select the Item Menu Command you will see the following Menu. From here you can see what Items and Key Items you have in your possession. To use one of them, select the appropriate menu.

If you select the Item Menu, a new sub-menu will pop up, organizing the items by type. To make it easier though we have all Field Items, or items you can use out of battle first in the list. However, you may find it easier to use the sub-menus if you are looking for a very specific type of item.

To use an item in the Item Menu, select Item, then select the Item Type, then the Item you wish to use. You will then see a list of characters unless no target is needed for the item. Select the character to apply the item to, hit the action button, and you will have used the item.

Note you can use multiples of the same item by hitting the action button again. In order to end item usage, hit the cancel button.

Skills Menu

When you select the Skills Menu Command, you will see the following Menu. From here you can use an already learned skill, or you can learn new skills.

To use an already learned skill, go to the menu of the skill type, hit the action button, then select the skill. If you cannot use the skill at the moment, it will be greyed out. Note most battle skills will be greyed out when you come here from the field menu. After all, who are you going to cast Zap on if there is no enemy?

To learn a skill, select the Learn Skills menu. There you will see a list of skills you can learn, broken down by Skill type. Remember that Magic Skills will always be the first menu and Class Skills will always be the second menu. To learn a skill, select the type of skill you wish to learn first, then select the skill. If you have enough SP to learn the skill, a confirmation window will appear, hit the action button and the new skill is yours.

If you do not have enough SP to learn a skill, it will be greyed out in the menu.

Equipment Menu

When you select the Equip Menu Command, you will see the following Menu. From here you can change your equipment, have the system optimize your equipment, or remove all equipment.
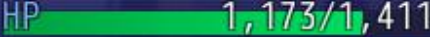
The Change Command is used if you wish to change your equipment. Select it, then the equipment slot you wish to change the equipment of. Select the new equipment, and you are done.

The Optimize Command is used if you wish to let the system select what is the optimal choice of equipment. Note that the system only looks at raw ATK and MAT when deciding this so you might want to still manually select some things.

The Clear Command is used if you wish to remove all equipment and start over.

Status Menu

Sixth year Magi student, and all around cheerful girl.

General		Josie	Cheerleader	F/19
Properties		LV 24	HP	1,173/1,411
			MP	369/381
				2,650SP

Hit Rate	95.00%	HP Regen	0.00%	Fire Damage	100.00%
Critical Hit	0.00%	MP Regen	0.00%	Earth Damage	100.00%
Critical Evade	100.00%	MP Cost Rate	100.00%	Air Damage	100.00%
Evasion	3.00%	Recovery Rate	150.00%	Water Damage	100.00%
Magic Evasion	0.00%	Target Rate	100.00%	Energy Damage	50.00%
Counter Rate	16.50%	Floor Damage	100.00%	Mind Damage	200.00%
EXP Rate	100.00%	Guard Damage	35.55%	Life Damage	100.00%
				Death Damage	100.00%

When you select the Status Menu Command, you will see the following Menu. From here you can see the various attributes for each character.

The General Command shows you the 6 main attributes for the character, how much EXP they have earned total, as well as how much is needed for the next Level. In addition a short summary of the character is viewable at the top of the screen.

The Properties Command shows you the other attributes of the character. Here you can check what their To Hit, Evasion, HP Regeneration, and other attributes are.

Formation Menu

When you select the Formation Menu Command, you will see the following Menu. From here you can change who is in your battle party. The current battle party is shown at the top, and is also in Yellow in the list on the left.

To change the battle party, select the Change Command, select the character you wish to remove, then select the person you wish to replace them with.

If you would rather just remove someone and fight with less party members, select the Remove Command.

Select the Revert Command to return to your old party before you made any changes.

Select the Finish Command to exit this menu and keep your changes.

Quest Menu

When you select the Quest Menu Command, you will see the following Menu. From here you can see which quests you have still active, which you have already completed, and which you have failed. Active quests are in White, completed quests are in green, and failed quests are in red. Quests are ordered with plot critical quests at the very top, then all side quests are below that, in alphabetical order by originating town.

If you wish to see more details about a quest, select the quest, then you can scroll the screen up or down to read more, if there are more details to show. If there are no more details to show, you will hear a buzzer sound when you select the quest instead.

Save Menu

When you select the Save Menu Command, you will see the following Menu. From here you can save your game, load another save game, or delete a save file.

To save your game, select a save slot, then select Save. Note that by default when you select a save slot, it will highlight the Save option.

To load a different save game, select the save slot, then select Load.

To delete a save game, select the save slot, then select Delete.

There are 36 total save slots in The Book of Shadows, as well as one Autosave slot from when the game automatically saves the game for you. The Autosave slot is at the very top of the list.

System Menu
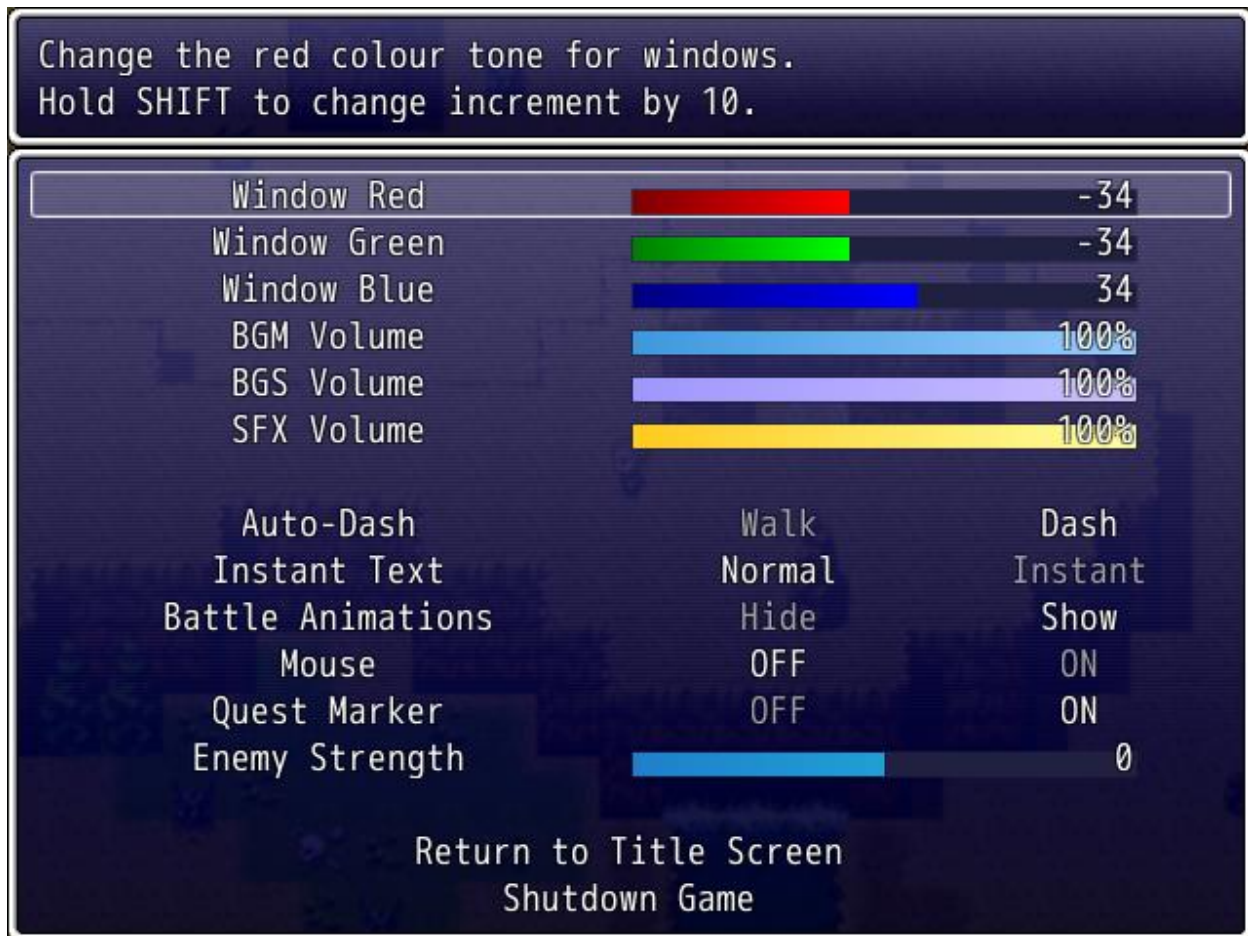
When you select the System Menu, you will see the following Menu. From here you can change various things in the internal system of The Book of Shadows.

The screenshot here shows the default settings used. To change any of them, move the cursor over the setting you would like to change, and move the arrow keys. If you hold down the SHIFT key as well you can move the numbers by 10's instead of 1's.

Notice here is also where you can turn on or off the mouse for the game, as well as whether or not a quest marker will show up for the main quest.

Enemy Power is a slider that determines how much bonus or penalty you want applied to all enemies in the game. To make enemies more powerful, increase the slider, and to make them weaker, decrease the slider. Enemy stats will be adjusted by 5% * the setting on the slider. So, if you set it to 3, then all enemies will gain 15% in all stats, and if you set it to -2, all enemies will lose 10% to all stats.

Warning: Setting the slider too high might make the game impossible, and setting the slider too low might make the game too easy. Use with caution.

Quick Reference Charts

On the next few pages are quick reference tables for all the spells and skills, except for Strategist[1], organized by type. The tables are listed as follows:

Level: The skill or spell level. All skills and spells have a level from 1 – 6.

Name: The name of the skill or spell.

MP: Cost to use the skill or spell.

CD: Cooldown. How long you will have to wait to use that skill again, measured in combat rounds.

WA: Warmup. How long you have to wait to use that skill once battle starts, measured in combat rounds.

Targets: Who does the skill or spell effect? Possible target lists are:
    1: Hits one.
    Party: Hits the entire battle party.
    Enemy: Hits all enemies
    Self: Hits the caster only.
    All: Hits everyone, enemy and party alike.
    X R: Hits x random enemies.

Str: Strength of the skill or spell. Used in the damage formula to determine damage dealt.

Heal: How much the skill or spell heals in HP/MP. If only one number is shown it only heals HP.

Special?: Lists any special abilities that the skill or spell might have. Some possible options are:
    Buff: Applies a Buff
    Debuff: Applies a Debuff
    SA: Has at least a 33% chance to apply a status ailment.
    R SA: Removes a status ailment
    Cloud: Applies a cloud effect
    X Use: Skill or spell can only be used x times per battle.
    Revive: Skill or spell revives KO'd party members.
    Crit.: Skill or spell can land a critical hit, doing double damage.
    UR: Nothing can resist damage from this.
    IE: Ignores Evade.

SP: Cost to learn the skill, in skill points (SP).

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[1] Unfortunately Strategist skills do not summarize well, so no quick reference table was made for them.

Fire Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Blast of Heat	3	--	--	1	40			50
1	Fire Flash	5	--	--	Enemies	20			250
1	Improved Attack	6	--	--	1			Buff	500
1	Attack Weaken	6	--	--	1			Debuff	500
1	Fire Blade	7	--	--	Self			Buff	750
1	Heal	7	--	--	1		400		1000
2	Hurl Fire	9	--	--	1	150			1250
2	Bright Light	10	--	--	1	80		SA	1400
2	Fire Barrier	10	--	--	1			Buff	1750
2	Tropical Air	10	--	--	Party		103	Buff	1750
2	Fire Slash	11	--	--	1	180		Crit.	1800
2	Protective Flame	12	--	--	Party			Buff	2000
3	Party Boost	14	--	--	Party			Buff	2250
3	Mass Heal	17	--	--	Party		400		2600
3	Fireball	19	--	--	Enemies	150			2900
3	Blind	20	--	--	1	175		SA	3250
3	Darkfire	22	--	--	1	F		Debuff	3600
3	Sluggish	24	--	--	1			Debuff	4000
4	Fire Cloud	27	--	--	Enemies	130		Cloud	4500
4	Fire Blast	29	--	--	1	425			5000
4	Null Fire	30	5	--	1			Buff	5500
4	Fire Armor	32	3	--	1			Buff	6000
4	Blinding Flash	34	--	--	Enemies	215		SA	6500
4	Phoenix Rising	36	--	--	Party		50%	Revive	7000
5	Plasma Blade	38	--	--	Self			Buff	7500
5	Searing Light	41	--	--	1	350		SA	9000
5	Fire Rain	45	2	--	Enemies	150		Hits 2x	10000
5	Fire Shards	50	---	--	Enemies	275		Crit.	12500
6	Armageddon	55	--	--	All	1000		KO Self	15000
6	Absorb Fire	60	5	--	1			Buff	17500
6	Plasma Ball	64	--	--	1	750		SA	20000
6	Explosion	70	--	--	Enemies	400			25000

Special:

All Fire Magic Spells have 50% Variance except Tropical Air and Phoenix Rising.

Water Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Cold Strike	3	--	--	1	40			50
1	Healing Showers	5	--	--	Party		115		250
1	Heal	5	--	--	1		288		500
1	Magical Defense	6	--	--	1			Buff	750
1	Icy Blade	7	--	--	Self			Buff	750
1	Frigid Air	8	--	--	Enemies	20		Debuff	1000
2	Cure Blind	8	--	--	1		288	R SA	1250
2	Hurl Ice	9	--	--	1	110			1400
2	Water Barrier	10	--	--	1			Buff	1500
2	Snowstorm	11	--	--	Enemies	74			1750
2	Cure Paralysis	11	--	--	1			R SA	1800
2	Mass Heal	12	--	--	Party		288		2000
3	Blindsight	13	3	--	1			Buff	2250
3	Heal II	15	--	--	1		995		2500
3	Cold Strike	18	--	--	1	225			3000
3	Clear Vision	19	--	--	Party		288	R SA	3250
3	Icy Cloud	21	--	--	Enemies			Cloud	3500
3	Null Water	24	5	--	1			Buff	4000
4	Revive	27	--	--	1		50%	Revive	4500
4	Liquid Self	28	--	--	Self			Buff	5000
4	Soothing River	30	--	--	Enemies			SA, 1 Use	5500
4	Water Mist	32	--	--	Self			Buff	6000
4	Mass Heal II	33	--	--	Party		995		6500
4	Iceball	35	--	--	Enemies	200			7000
5	Ice Fling	36	--	2	4 R	83			7500
5	Heal III	40	--	--	1		1880		9000
5	Absorb Water	46	5	--	1			Buff	10000
5	Icicle Drop	50	---	--	1	500			12500
6	Refreshing Rain	55	--	--	Party		995	Buff	15000
6	Ice Storm	58	--	--	Enemies	232		Cloud	17500
6	Evaporate	65	--	--	1	650			20000
6	River of Life	70	--	--	Party		100%	1 Use	25000

Air Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Shocking Touch	3	--	--	1	40			50
1	Static Wave	5	--	--	Enemies	16			250
1	Delay	6	--	--	1			Debuff	500
1	Air Sword	7	--	--	Self			Buff	750
1	Shifty Wind	7	--	--	1	40		Absorb	900
1	Air Pocket	8	--	--	1			Buff	1000
2	Zap	9	--	--	1	125			1400
2	Haste	10	--	--	1			Buff	1500
2	Slow	10	--	--	1			Debuff	1500
2	Air Barrier	10	--	--	1			Buff	1750
2	Sparks	11	--	--	3 R	9			1750
2	Rapid Strike	12	--	--	1			Buff	2000
3	Electric Cloud	14	--	--	Enemies	40		Cloud	2250
3	Lightning Bolt	15	--	--	1	245			2750
3	Blur	16	--	--	Party			Buff	3000
3	Refraction	18	--	--	Party			Buff	3250
3	Calming Wind	20	--	--	Party			R SA, Instant	3500
3	Shockwave	23	--	--	Enemies	140			4000
4	Mass Haste	25	--	--	Party			Buff	4500
4	Mass Slow	25	--	--	Enemies			Debuff	5000
4	Altered Time	27	--	--	Enemies			-Durations	5500
4	Null Air	30	5	--	1			Buff	6000
4	Cloud Banish	32	4	--	Party			R Cloud	6500
4	Air Blessing	35	--	--	1			Buff	7000
5	Invisible	40	--	--	1			Buff	7500
5	Electrocute	42	--	--	1	450			9000
5	Clone	46	--	--	1			Buff	10000
5	Quick Strike	50	---	--	1			Buff	12500
6	Thunderstorm	55	--	--	Enemies	275		Cloud	15000
6	Draining Vortex	62	--	--	Enemies	175		Absorb	17500
6	Tranquil Wind	66	3	--	Party		977	R SA, Instant	20000
6	Electric Flare	70	--	--	1	777			25000

Earth Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Rock Punch	3	--	--	1	40			50
1	Improved Defense	5	--	--	1			Buff	250
1	Weaken Defense	5	--	--	1			Debuff	250
1	Heal	6	--	--	1		275		500
1	Earth Blade	7	--	--	1			Buff	750
1	Earthblast	8	--	--	Enemies	40			1000
2	Hurl Rock	8	--	--	1	125			1250
2	Mud Screen	9	5	--	1		275	Barrier	1400
2	Vine Toss	10	--	--	1	98		Debuff	1500
2	Earth Barrier	10	--	--	1			Buff	1600
2	Magical Mud	12	--	--	Party			Buff	1800
2	Mass Heal	13	--	--	Party		275		2000
3	Mass Defense	15	--	--	Party			Buff	2250
3	Mass Weaken	15	--	--	Enemies			Debuff	2500
3	Earth Screen	15	5	--	1		600	Barrier	2800
3	Heal II	16	--	--	1		979		3250
3	Revive	20	--	--	1		50%	Revive	3600
3	Entangle	24	--	--	Enemies	98		Debuff	4000
4	Protective Mud	26	--	--	Party		600	Buff	4500
4	Earthslicer	29	--	--	1	375		Crit.	5000
4	Rockfall	31	2	2	Enemies	14		Hits 3x	5500
4	Party Protect	32	5	--	Party		600	Barrier	6000
4	Tremors	34	--	--	Enemies	175		DoT	6500
4	Duststorm	36	8	--	Enemies	112		SA, Cloud	7000
5	Null Earth	40	5	--	1			Buff	7500
5	Earth Wall	44	5	--	1		1400	Barrier	9000
5	Cocoon	46	--	--	Self			Buff, 1 Use	10000
5	Meteor	48	---	--	1	475			12500
6	Return from Dust	54	--	--	Party		50%	Revive	15000
6	Grounded	60	5	--	1			Buff	17500
6	Body of Stone	66	5	--	1			Buff	20000
6	Quicksand	70	8	--	Enemies			DOT, Debuff	25000

Energy Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Wave	3	--	--	Enemies	NA			50
1	Bless	4	--	--	1			Buff	250
1	Energy Ball	5	--	--	1	NA			500
1	Resistance I	7	--	--	Party			Buff	500
1	Mana Drain	0	--	--	1	NA		Absorb	750
1	Critical Block	10	--	--	Party			Buff	1000
2	Mass Bless	10	--	--	Party			Buff	1250
2	Magical Springs	11	--	--	Party			Buff	1500
2	Clear	11	--	--	1			R Debuff	1500
2	Mana Shield	12	--	--	Self			Buff	1750
2	Purple Ball	13	--	--	1	NA			2000
2	Energy Shield	14	--	--	Party			Buff	2000
3	Charge	15	--	--	Party			Buff	2250
3	Energy Cloud	17	--	--	Enemies			Cloud	2750
3	Mana Protect	18	--	--	1			Buff	3000
3	Mana Siphon	0	--	2	Enemies	NA		Absorb	3250
3	Resistance II	22	--	--	Party			Buff	3750
3	Debuff Reset	24	--	--	Party			R Debuff	4000
4	Energy Weapon	25	--	--	Self			Buff	4500
4	Energy Absorb	27	5	--	1			Buff	5000
4	Purple Wave	30	--	--	Enemies	NA			5500
4	Dissipate	32	5	--	Party			Buff	6000
4	Half Cost	34	--	--	Party			Buff	6500
4	Energy Blessing	36	--	--	Party			Buff	7000
5	Mana Surge	36	--	--	1			Buff, 1 Use	7500
5	Critical Block	38	--	--	Party			Buff	9000
5	Pure Energy	41	--	--	1	NA			10000
5	Resistance III	45	---	--	Party				12500
6	Mana Swipe	0	3	--	1	NA		Absorb	15000
6	Energy Bomb	55	--	--	Enemies	NA			17500
6	Absorb Magic	60	5	--	1			Buff	20000
6	Free Mana	66	3	--	Party			Buff	25000

Special:

Energy Mage Spells ignore the target's MDF.

Energy Mage spells do not have a spell STR, but instead rely solely on the caster's MAT stat. All damage spells in the above table have a STR of NA for that reason.

Mind Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Mind Tap	3	--	--	1	40			50
1	Curse	5	--	--	1			Debuff	250
1	Healing Link	5	--	--	1			Buff	500
1	Lucky	6	--	--	1			Buff	750
1	Unlucky	6	--	--	1			Debuff	750
1	Mind Blade	7	--	--	Self			Buff	1000
2	Internal Demons	9	--	--	1	90		SA	1250
2	Recover	10	--	--	1		475		1500
2	Critical Boost	10	--	--	Party			Buff	1750
2	Krotrium Stab	11	--	--	1	20		UR, IE, Crit.	1750
2	Mass Curse	12	--	--	Enemies			Debuff	1800
2	Aura	12	--	--	1			Buff	2000
3	Weird Mist	14	--	--	Enemies	65		SA	2250
3	Group Luck	15	--	--	Party			Buff	2500
3	Mental Power	18	--	--	Self			Buff	3000
3	Maze	21	10	--	1			Debuff	3500
3	Healing Block	22	--	--	1	180		SA	3750
3	Krotrium Shards	24	--	--	Enemies	20		UR, IE, Crit.	4000
4	Mind Barrier	25	--	--	1			Buff	4500
4	Lucky Duck	27	--	--	1			Buff	5000
4	Delayed Recovery	29	--	--	1		100%	Goes Last	5500
4	Psionic Torment	31	--	--	1	366		SA	6000
4	Magic Psych	34	--	--	1			Buff	6500
4	Silencing Fog	36	6	--	Enemies	155		SA, Goes Last	7000
5	Reversal	39	--	--	1	300		SA	7500
5	Mana Wrack	42	--	--	1	NA			9000
5	Null Mind	44	5	--	1			Buff	10000
5	Mental Dance	48	4	--	5 R	100		SA	12500
6	Nethersbane Slash	52	--	--	1	600		Crit.	15000
6	Magic Reflect	56	6	--	1			Buff	17500
6	Psionic Blast	64	--	--	Enemies	450		SA	20000
6	Final Blast	68	--	--	1	*		SA	25000

Special:

Most Mind Mage spells have a low chance to Confuse the target as well.

Mana Wrack's damage is based entirely on how much MP the enemy has left.

*: The Strength is the difference between your max HP and current HP, divided by 2. In other words, as your HP goes down, the STR of this spell goes up.

Life Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Holy Touch	3	--	--	1	40			50
1	Heal	5	--	--	1		300		250
1	Emergency Revive	6	--	--	Party		*	Revive	500
1	Pray	0	--	--	Party		5%	R Debuff	750
1	Health Restorer	8	--	--	1			R Debuff	750
1	Holy Blade	8	--	--	Self			Buff	1000
2	Regenerate	9	--	--	1		465	Buff	1250
2	Mass Heal	10	--	--	Party		300		1400
2	Holy Guardian	10	--	--	Self			Buff	1500
2	Restore	11	--	--	1			R SA	1500
2	Life Blessing	12	--	--	Party			Buff	1750
2	Dispel	12	--	--	All			R SA, R Buff	2000
3	Heal II	13	--	--	1		1050		2250
3	Angel Touch	15	--	--	1	230			2500
3	Remove Curse	17	--	--	1			R Debuff	3000
3	Revive	18	--	--	1		50%	Revive	3250
3	Divine Shield	21	3	--	Self			Buff	3600
3	Holy Shards	24	--	--	Enemies	107		Crit.	4000
4	Cleanse	25	--	--	1			R SA	4500
4	Auto-Life	27	--	--	1			Buff	5000
4	Mass Heal II	28	--	--	Party		1050		5500
4	Lifeline	31	6	--	Party			Buff	6000
4	Angel Light	34	--	--	Enemies	230			6500
4	Heal III	36	--	--	1		1975		7000
5	Guardian Angel	39	--	--	1		50%	Revive, Buff	7500
5	Divine Shield	42	8	--	Party			Buff	9000
5	Divine Health	45	5	--	1			Buff	10000
5	God's Touch	50	---	--	1	575			12500
6	Null Holy	54	5	--	1			Buff	15000
6	Invincibility	60	10	--	1			Buff	17500
6	Starlight	66	10	3	11 R	15			20000
6	Mass Heal III	70	--	--	Party		1975		25000

Special:

*: Revives the character for 2 * the caster's MAT.

Death Magic Spells

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Dark Touch	4	--	--	1	40			50
1	Dark Link	5	--	--	Enemies			Debuff	250
1	Draining Touch	5	--	--	1	20		Absorb	500
1	Death Blade	7	--	--	Self			Buff	750
1	Regen Curse	7	--	--	1			Debuff	750
1	Haunt	9	--	--	Enemies	13		Debuff	1000
2	Void Ball	9	--	--	1	110			1250
2	Elemental Curse	10	--	--	Enemies			Debuff	1500
2	Weaken	11	5	--	1			Debuff	1500
2	Sleepy Mist	12	--	2	Enemies			SA, 1 Use	1750
2	Buff Curse	12	--	--	1			Debuff	1900
2	Draining Fog	13	--	--	Enemies	20		Absorb	2000
3	Healing Curse	15	--	--	1			Debuff	2250
3	Vampire Blade	17	--	--	Party			Buff	2750
3	Health Sacrifice	*	4	--	Self		--/10%		3000
3	Disease Touch	20	--	--	1	125		SA	3250
3	Mage's Curse	21	--	--	Enemies			Debuff	3750
3	Haunting Cloud	24	--	--	Enemies	70		Cloud	4000
4	Drain Health	26	--	--	1	175		Absorb	4500
4	Dark Sacrifice	*	--	--	Self			Buff	5000
4	Null Death	29	5	--	1			Buff	5500
4	Dark Bolt	31	--	--	1	60		IE, R Buff	6000
4	Curses	33	--	--	1			Debuff	6500
4	Dark Wave	36	--	--	Enemies	150		R Buff	7000
5	Pain Link	38	--	--	1			Debuff	7500
5	Dark Aura	42	--	--	Self			Buff	9000
5	Doom	45	--	--	1	300		SA	10000
5	Disease Cloud	50	---	--	Enemies	125		Cloud	12500
6	Vampric Touch	55	--	--	1	400		Absorb	15000
6	Absorb Death	62	5	--	1			Buff	17500
6	Power of Darkness	66	8	3	Self			Buff	20000
6	Dark Miasma	70	--	--	Enemies	100		SA	25000

Special

*: The Cost for Health Sacrifice is 25% of your HP. The cost for Dark Sacrifice is 50% of your HP.

Thief Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Stun Strike	4	--	--	1	20		SA, Crit., 1 Use	50
1	Speed Strike	5	--	--	1	20		Crit.	250
1	Sharpen	6	--	--	Self			Buff	500
1	Health Thief	7	--	--	1	20		Absorb, Crit.	750
1	Antidote Provision	8	--	--	1			R SA	1000
2	Triple Strike	9	--	--	1	20		Hits 3x, Crit.	1250
2	Sand Toss	10	3	--	Enemies	44		SA	1500
2	Status Extend	12	--	--	1	20		+Duration	1750
2	Mana Thief	0	--	--	1				2000
3	Focus	13	--	--	Self			Buff	2500
3	Poison Dagger	16	--	--	1	20		SA, Crit.	3000
3	Dagger Flurry	20	--	--	Enemies	20		Hits 2x. Crit.	3500
3	Armor Eater	24	--	--	1			Debuff	4000
4	Barbed	25	--	--	Self			Buff	4500
4	Dangerous Strike	26	--	--	1	NA			5000
4	Remove Resistance	30	--	--	1	20		R Buff. Crit.	6000
4	Magic Mirror	34	5	--	Self			Buff	7000
5	Vital Strike	36	--	--	1	20		SA, Crit.	8500
5	Thief's Secret	45	--	--	Self			Buff	10000
5	Strong Poison	50	--	--	1	20		SA, Crit.	12500
6	Flash	56	15	3	Enemies			SA	15000
6	Last Word	60	--	--	1	NA			20000
6	Armor Destroyed	70	--	--	1			Debuff	25000

Special:

Dangerous Strike and Last Word's damage depends on how much HP you have lost.

Protector Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Cover	0	--	--	Self			Substitute	50
1	Taunt	4	--	--	Self			Buff	250
1	Hunker Down	5	--	--	Self		420	Guard	500
1	Shield Bash	6	--	--	1	20		Crit.	750
1	Pounce	7	--	--	Self			Buff	1000
2	Ailment Protect	8	--	--	1			Buff	1250
2	Damage Block I	9	--	--	Party			Buff	1500
2	Prepare	10	--	--	Self			Buff	1750
2	Stun Block	12	--	--	1			Buff	2000
3	Defense Tips	--	--	--	Party			Buff, Auto	2500
3	Get Behind Me!	0	--	--	Party			Guard	3000
3	Ram	20	--	--	1	225		Crit.	3500
3	Eye for an Eye	24	--	--	Self			Buff	4000
4	Damage Block II	26	--	--	Party			Buff	4500
4	Ailment Immunity	29	5	--	1			Buff	5000
4	Party Shield	31	5	--	Party			Buff	6000
4	Physical Block	34	--	--	1			Buff	7000
5	Combo Shield	36	--	--	1			Buff	8500
5	Smash	44	--	--	1	440		Crit.	10000
5	Buff Block	50	5	--	1			Buff	12500
6	Shield Pummel	56	8	--	10 R	20		Crit.	15000
6	Damage Block III	64	--	--	Party			Buff	20000
6	Doctor's Shield	70	10	--	Party			Buff	25000

Reporter Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	The Truth	3	--	--	1			Scan	50
1	News Study	5	--	--	Self			Buff	250
1	Loud Report	6	--	--	Enemies			Debuff	500
1	Fire Report	7	--	--	1	121		SA	750
1	Snow Report	8	--	--	2 R	38			1000
2	Armor Defects	9	--	--	Enemies			Debuff	1250
2	Lightning Strike	11	--	--	1 R	188			1500
2	Doctor Report	12	--	--	1		50%		1750
2	Traitor Report	13	--	--	Enemies			Debuff	2000
3	Energy Report	16	--	--	1	200			2500
3	Revival Report	18	--	--	1		50%	Revive	3000
3	It was a Lie!	21	--	--	All			R All	3500
3	News Filter	0	--	--	Party			Buff, Auto	4000
4	Armor Recall	25	--	--	Enemies			Debuff	4500
4	Judgment Report	28	--	--	1	314			5000
4	News Flurry	32	--	--	4 R	30			6000
4	Hurtful Report	35	--	--	Enemies	175			7000
5	News at 10	39	4	--	Party			Buff	8500
5	Absorbing Report	45	--	--	1	250		Absorb	10000
5	Healing Report	48	--	--	1		100%		12500
6	Armor Eater	55	--	--	Enemies			Debuff	15000
6	Asteroid Report	65	--	--	Enemies	466		SA	20000
6	Cloning Report	70	--	--	Self			Buff	25000

Cheerleading Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Cheer	3	--	--	Party			Buff	50
1	Quick Step	5	--	--	Self			Buff	250
1	Medical Salsa	6	--	--	Party			Buff	500
1	Lifesaver Dance	7	--	--	Party			Buff	750
1	Regenerating Waltz	8	--	--	Party			Buff	1000
2	Twirl!	9	--	--	Enemies	45		Crit.	1250
2	Inspiring Dance	11	--	--	Party			Buff	1500
2	Extending Dance	12	--	--	Party			+Duration	1750
2	Reviving Dance	13	--	--	1		50%	Revive	2000
3	Healing Tango	15	--	--	Party		280	Quick Invoke	2500
3	Medical Can-Can	19	--	--	Party			Buff	3000
3	Dancing Strike	0	--	--	1	15		+20% To Hit	3500
3	Dance of the Fans	24	--	--	Enemies	65		Hits 2x, Crit.	4000
4	Bubble Dance	26	--	--	Party			Buff	4500
4	Boosting Dance	29	--	--	Party			Buff	5000
4	Quick Waltz	32	--	--	Party			Buff	6000
4	Shout!	36	--	--	Party	240		Crit.	7000
5	Healing Song	40	--	--	Party		975	Quick Invoke	8500
5	Shake it Off	46	--	--	1			R Debuff, R SA	10000
5	Fired Up!	0	--	--	Party			Buff, Auto	12500
6	My Hero!	58	--	--	Party			Buff	15000
6	Mana Tap	0	--	--	Party		--/5%	MP R, 2 Uses	20000
6	Cannot Defeat Us!	70	--	--	Party			Buff, 1 Use	25000

Chemist Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Revival Liquid	3	--	--	1		1	Revive	50
1	Acid Toss	4	--	--	1	30		SA	250
1	Eye Drops	6	--	--	1			R SA	500
1	Health Restorative	7	--	--	1			R SA	750
1	Unsealing Liquid	8	--	--	1			R SA	1000
2	Chemical Toss	9	--	--	1			SA	1250
2	Acid Spray	10	--	--	Enemies	30		SA	1500
2	Antidote	12	--	--	1			R SA	1750
2	Mind Restorer	13	--	--	1			R SA	2000
3	Eye Spray	15	--	--	Party			R SA	2500
3	Healing Mist	17	--	--	Party			Buff	3000
3	Intelligence Drink	19	--	--	1			Buff	3500
3	Chemical Energy	23	--	--	1	266			4000
4	Concentration	26	--	--	Party			Buff	4500
4	Life Surge	0	--	--	Party			Buff, Auto Skill	5000
4	Fire Powder	31	5	--	1			Debuff	6000
4	Cleanse	34	--	--	1			R SA	7000
5	Disease Block	37	--	--	Party			Buff	8500
5	Strange Mixture	42	--	--	1		1200	Buff	10000
5	Rainbow Potion	48	3	--	1			Buff	12500
6	Super Bubble	56	12	4	1			Buff	15000
6	Explosion	60	--	--	Enemies	300		SA	20000
6	Phoenix Mixture	70	--	--	1		100%	Revive	25000

Archer Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Hide	0	--	--	Self			Buff, Auto	50
1	Last Shot	4	--	--	1	20		Crit.	250
1	Distracting Draw	5	2	--	Enemies			Debuff	500
1	Stand Down	6	--	--	Self		292	Guard	750
1	Glass Shatter	8	--	--	Enemies	44		Debuff, Crit.	1000
2	Power Shot	9	--	--	1	150		Crit.	1250
2	Double Shot	10	--	--	1	20		Hits 2x, Crit.	1500
2	Leg Shot	11	5	--	1	20		Debuff	1750
2	Fog	12	--	--	Party			Buff	2000
3	Poison Arrow	15	--	--	1	20		SA, Crit.	2500
3	25 Needles	16	--	--	1	NA		Hits 25x	3000
3	Arm Shot	19	3	--	1	20		Debuff, SA	3500
3	Iceshard Arrow	23	--	--	Enemies	177		Crit.	4000
4	Camouflage	25	5	--	Self			Buff	4500
4	Quad Shot	28	--	--	1	20		Hits 4x, Crit.	5000
4	Arrow Shield	30	--	--	1			Buff	6000
4	Arrow Drop	35	3	--	Enemies	110		Hits 2x, Crit.	7000
5	Disease Arrow	38	--	--	1	20		SA, Crit.	8500
5	Homing Arrow	42	--	--	1	315		IE, Crit.	10000
5	Static Rocket	50	--	--	Enemies	220		*	12500
6	Cannon Shot	56	--	--	1	550		Crit.	15000
6	Head Shot	62	5	--	1	100		Debuff, Crit.	20000
6	Arrow Blockade	70	--	--	Party			Buff	25000

Special:

*: Static Rocket does high damage at the end of the turn as well to all afflicted.

Merchant Skills

Level	Name	DB	CD	WU	Targets	Str	Heal	Special?	SP
1	Call Shop	0	--	--	Self			Map Only	50
1	Muddy Coin	25	--	--	1	55			250
1	Cheese	50	--	--	1		25%		500
1	Mushrooms	65	--	--	1		--/10%		750
1	Coin Toss	90	--	--	1	126		Crit.	1000
2	Flaming Coin	125	--	--	1	130			1250
2	Skip	160	--	--	1			SA, 1 Use	1500
2	Aura Drop	200	--	--	1			R Buff	1750
2	Coin Scatter	250	--	--	Enemies	126		Crit.	2000
3	Mealtime!	300	--	--	Party		25%/10%		2500
3	Element Weaken	350	--	--	1			Debuff, 1 Use	3000
3	Doctor on Call	425	--	--	1			Buff	3500
3	Strange Bread	500	--	--	1		50%/15%	Buff	4000
4	Golden Bounty	0	--	--	Self			Buff, Auto	4500
4	Shady Doctor	650	--	--	1			Debuff	5000
4	Trixie Shroom	750	--	--	1		--/25%		6000
4	Dark Ritual	875	--	--	Enemies	210			7000
5	Element Shift	1000	--	--	1			Debuff, 1 Use	8500
5	Elvantia	1150	--	--	1		100%		10000
5	Bribe	1350	--	--	1			Debuff, 1 Use	12500
6	Piercing Coin	1550	--	--	1	NA			15000
6	Angel Mix	1750	3	--	Party		--/15%	R SA, Buff	20000
6	Buff Drop	2000	--	--	1			R Buff, 1 Use	25000

Special:

Merchant skills cost DB instead of MP.

Gladiator Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Tend Wounds	4	--	--	Self		330		50
1	Berserker	5	--	--	Self			Buff, Debuff	250
1	Bubble	6	--	--	Self			Buff	750
1	Regenerate	7	--	--	Self		330	Buff	750
1	Strike	8	--	--	1	120		Crit.	1000
2	Whirlwind	9	--	--	Enemies	20		Crit.	1250
2	The One-Two	10	--	--	1	38		Hits 2x, Crit.	1500
2	Shrug	11	--	--	Self			R SA	1750
2	Flaming Fist	13	--	--	1	165		Crit.	2000
3	Shatter Guard	15	--	--	1	20		R Guard	2500
3	Second Chance	18	--	--	Self			Buff, 1 Use	3000
3	Dazing Strike	20	--	--	1	290		Crit.	3500
3	Encouraging Yell	23	--	--	Party		330	Buff	4000
4	Lifesurge	26	--	--	Self		100%	1 Use	4500
4	Charge Up	28	--	--	Self			Buff	5000
4	Battle Hunger	0	--	--	Self			Buff, Auto Skill	6000
4	Bubble Bust	34	3	--	1	97		R Buff	7000
5	Perfect Focus	37	--	--	Self			Buff	8500
5	Inspiring Yell	44	--	--	Party		1088	Buff	10000
5	Dream Punch	50	--	--	1	441		Crit.	12500
6	Return to Battle	55	--	--	Party		50%	Revive	15000
6	Adamantium Skin	60	--	--	1			Buff, 1 Use	20000
6	Kinetic Power	70	--	--	1	550		Crit.	25000

Scientist Skills

Level	Name	MP	CD	WU	Targets	Str	Heal	Special?	SP
1	Phase	0	--	--	Self			Buff	50
1	Disassemble	5	--	--	1 Robotic	*			250
1	Biology Knowledge	6	--	--	1		240		500
1	Rocket	7	--	--	1	76		Crit.	750
1	Laser	8	--	--	Enemies	NA		Pierce	1000
2	Foul Air	9	--	--	All			Debuff	1250
2	Doink	10	--	--	2 R	20		Crit.	1500
2	What is This?	11	--	--	1	65			1750
2	Mass Phase	14	--	--	Party			Buff	2000
3	Strange Fungus	14	--	--	1	133			2500
3	Advanced Biology	17	--	--	1		845		3000
3	Buff Drop	20	3	--	1			R Buff	3500
3	Noxious Fumes	24	--	--	Enemies	140		Debuff	4000
4	EMP	26	--	--	Enemies			R Screens	4500
4	Cleanse	30	--	--	1			R SA	5000
4	Small Star	32	3	--	Enemies	**			6000
4	Superball	35	4	2	8 R	40		Crit.	7000
5	Draining Ray	38	--	--	1	240		Absorb	8500
5	Superior Biology	44	--	--	1		100%		10000
5	Mirror Image	0	--	--	Self			Buff, Auto	12500
6	Duplication	56	4	4	Self			Buff	15000
6	Force Field	60	--	--	Party			Buff, 1 Use	20000
6	Elemental Shield	70	10	2	1			Buff	25000

Special:

*: Disassemble destroys any robotic enemies, and does no damage to anything else.
**: Small Star hits for 25% of the target's current HP.

Mathematical Details

This section is for those who wish to dive into the mathematical formulas and numbers in use in The Book of Shadows.

To Hit Formula (Physical): The To Hit formula for physical attacks used in The Book of Shadows is The attacker's To Hit – The defender's Evasion. Most characters have a To Hit of 95% and most monsters have an Evasion of 0%, which means the default chance to hit for most attacks is:

$$0.95 - 0.00 = 0.95, or\ 95\%$$

Negative Evasion is possible. Some monsters are really slow and hard to miss.

To Hit Formula (Magical): The To Hit formula for magical attacks used in The Book of Shadows is 100% - the defender's Magical Evasion. Most monsters have a 0% Magical Evasion, so this means most magical attacks will hit by default.

Damage Formula: The damage formula used in The Book of Shadows is the following, with a.atk meaning attacker's attack stat, a.level meaning attacker's level, str meaning the strength of the skill, and b.def meaning defender's defense stat.

$$\frac{(a.atk + str + a.level) * (a.atk)}{(b.def + 20)} * 2 + a.level$$

For magical attacks, a.atk is replaced with a.mat, and b.def is replaced with b.mdf, with a.mat standing for attacker's Magical Attack and b.mdf standing for defender's Magical Defense.

Status Ailment Application Chance: The chance of a Status Ailment being applied is the following, with a.luk meaning the attacker's Luck and b.luk meaning the defender's Luck:

$$Base\ Chance * (1.014)^{(a.luk - b.luk)}$$

Most Status Ailments have a base chance of 50%.

Experience Table: All professions but the Elementalist require the following total EXP to reach the following levels.

L 1:	0	L21:	55321	L41:	373670	L61:	1061947	L81:	2083943
L 2:	55	L22:	63394	L42:	399139	L62:	1105819	L82:	2142137
L 3:	182	L23:	72183	L43:	425567	L63:	1150525	L83:	2200912
L 4:	417	L24:	81713	L44:	452954	L64:	1196054	L84:	2260255
L 5:	798	L25:	92004	L45:	481299	L65:	1242394	L85:	2320153
L 6:	1361	L26:	103078	L46:	510603	L66:	1289533	L86:	2380594
L 7:	2142	L27:	114955	L47:	540862	L67:	1337460	L87:	2441565
L 8:	3178	L28:	127653	L48:	572073	L68:	1386161	L88:	2503055
L 9:	4505	L29:	141189	L49:	604234	L69:	1435625	L89:	2565050
L10:	6158	L30:	155579	L50:	637340	L70:	1485838	L90:	2627539
L11:	8171	L31:	170839	L51:	671385	L71:	1536787	L91:	2690510
L12:	10580	L32:	186981	L52:	706365	L72:	1588461	L92:	2753951
L13:	13417	L33:	204019	L53:	742271	L73:	1640845	L93:	2817851
L14:	16716	L34:	221963	L54:	779098	L74:	1693928	L94:	2882198
L15:	20509	L35:	240824	L55:	816838	L75:	1747694	L95:	2946982
L16:	24827	L36:	260611	L56:	855482	L76:	1802133	L96:	3012190
L17:	29700	L37:	281332	L57:	895021	L77:	1857230	L97:	3077812
L18:	35158	L38:	302993	L58:	935448	L78:	1912973	L98:	3143838
L19:	41229	L39:	325600	L59:	976751	L79:	1969348	L99:	3210256
L20:	47942	L40:	349158	L60:	1018921	L80:	2026342		

The Elementalist requires the following total EXP to reach the following levels:

L 1:	0	L21: 76151	L41: 533439	L61: 1573076	L81: 3197618
L 2:	70	L22: 87425	L42: 570848	L62: 1641061	L82: 3292392
L 3:	235	L23: 99731	L43: 609767	L63: 1710522	L83: 3388330
L 4:	545	L24: 113104	L44: 650206	L64: 1781446	L84: 3485415
L 5:	1050	L25: 127581	L45: 692174	L65: 1853823	L85: 3583628
L 6:	1800	L26: 143198	L46: 735676	L66: 1927639	L86: 3682951
L 7:	2847	L27: 159986	L47: 780718	L67: 2002882	L87: 3783365
L 8:	4242	L28: 177979	L48: 827303	L68: 2079537	L88: 3884854
L 9:	6033	L29: 197208	L49: 875434	L69: 2157591	L89: 3987397
L10:	8273	L30: 217700	L50: 925113	L70: 2237029	L90: 4090977
L11:	11009	L31: 239484	L51: 976340	L71: 2317836	L91: 4195576
L12:	14291	L32: 262587	L52: 1029114	L72: 2399996	L92: 4301176
L13:	18168	L33: 287032	L53: 1083433	L73: 2483494	L93: 4407758
L14:	22688	L34: 312844	L54: 1139296	L74: 2568312	L94: 4515304
L15:	27897	L35: 340044	L55: 1196696	L75: 2654436	L95: 4623798
L16:	33841	L36: 368653	L56: 1255631	L76: 2741847	L96: 4733220
L17:	40567	L37: 398689	L57: 1316094	L77: 2830529	L97: 4843553
L18:	48118	L38: 430171	L58: 1378077	L78: 2920465	L98: 4954780
L19:	56538	L39: 463114	L59: 1441575	L79: 3011637	L99: 5066882
L20:	65868	L40: 497532	L60: 1506578	L80: 3104027	