

Vagrant Story Magic FAQ

by ceebs

Updated to v1.1 on Sep 8, 2001

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-- Vagrant Story Magic Compendium --  
-- by CB! (Christine Bomke, cb@positronrecords.com) --  
-- Version 1.1, 9/8/01 --
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Avast ye matey, thar be spoilers ahead.

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-- I. Version History --
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v1.1 9/8/01: Updated guide to include locations of all Grimoires, even the blatantly obvious ones that bosses always drop. Frequently asked questions and contact information sections added.

v1.0 5/25/01: Indefatigably hunted down grimoires until the wee hours of the morning, and finished guide. I'll correct any errors when I have a chance to play it again in English.

v0.5 5/21/01: Began guide. Contemplated the pronunciation of "grimoire" and searched high and low for Solid Shock. Not released to the public yet.

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-- II. Contact Information --
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You may email me at cb@positronrecords.com or circe@san.rr.com, or contact me via AOL Instant Messenger as "Ceebsie". But before you do, make sure your question hasn't already been answered in the FAQ, and please try to use a modicum of grammar and proper spelling. If you don't, I can pretty much

guarantee your message will go ignored. My contribution to the Vagrant Story community has been this FAQ, and I have neither the time nor desire to regurgitate material from it, unless there are large amounts of money being waved in my face to sweeten the deal. (Which is a trifle difficult in text.) Okay? Okay. Sorted.

-- III. Magic List --

Magic in Vagrant Story is divided into four types - Warlock (attack), Shaman (restorative), Sorcerer (support/status), and Enchanter (elemental affinity).

ALL spells require MP - ie: Magic or Mana Points, depending on your school of thought - to cast, strangely enough even Drain Mind. Spells are listed in the order in which they appear in the menu, and rare/dropped Grimoires are noted beneath the corresponding magic.

- Warlock (ATT) spells -

Spell name: Solid Shock

MP to cast: 25

Targetting: Singular

Affinity: Physical

Effect: Strikes enemies with an explosive shockwave.

Grimoire: Zephyr (rare)

Dropped by: Dark Eye in Corner of Prayers (Undercity West), Ghost in The Lamenting Mother (Catacombs, post-quake), and Wraith in Starvation (Iron Maiden B1).

Spell name: Lightning Bolt

MP to cast: 25

Targetting: Singular

Affinity: Air

Effect: Shoots out arrows of lightning.

Grimoire: Teslae (rare)

Dropped by: Zombie Mage in Underdark Fishmarket (Undercity West), Dark Eye in Fear of the Fall (Undercity West), and Ghost in Rodent-Ridden Chamber (Catacombs).

Spell name: Fireball

MP to cast: 25

Targetting: Singular

Affinity: Fire

Effect: Pummels enemies with balls of fire.

Grimoire: Incendie (rare)

Dropped by: Ghost in Bandits' Hideout (Catacombs), Zombie Mage in Sewer of Ravenous Rats (Undercity West), and Dark Eye in Nameless Dark Oblivion (Undercity West).

Spell name: Vulcan Lance

MP to cast: 25

Targetting: Singular

Affinity: Earth

Effect: Showers enemies with volcanic debris.

Grimoire: Terre (rare)

Dropped by: Ghost in The Withered Spring (Catacombs), Zombie Mage in The Washing-Woman's Way (Undercity West), and Dark Eye in The Children's Hideout (Undercity West).

Spell name: Aqua Blast

MP to cast: 25

Targetting: Singular
Affinity: Water
Effect: Engulfs enemies with freezing water blast.
Grimoire: Glace (rare)
Dropped by: Ghost in Theology Classroom (Sanctum), Zombie Mage in Remembering Days of Yore (Undercity West), and Dark Eye in Corner of Prayers (Undercity West).

Spell name: Spirit Surge
MP to cast: 28
Targetting: Singular
Affinity: Light
Effect: Summons a spirit of light to attack enemies.
Grimoire: Lux
Dropped by: Dullahan in The Hero's Winehall (Wine Cellar) ALWAYS after your first battle with it, and rarely by Wraith in The Cauldron (Iron Maiden B1).

Spell name: Dark Chant
MP to cast: 28
Targetting: Singular
Affinity: Dark
Effect: Afflicts enemies with crippling pain.
Grimoire: Patir (rare; Mistranslation of "partir"?)
Dropped by: Dark Eye in Sinner's Corner (Undercity West), and Wraith in The Cauldron (Iron Maiden B1).

Spell name: Banish
MP to cast: 25
Targetting: Singular
Affinity: Dark
Effect: The token cheap instant death spell every game seems to have, used by enemies you'd never suspect. Avoid being hit by it.
Grimoire: Banish (rare)
Dropped by: Harpy in Arms Against Invaders (Undercity East).

Spell name: Exorcism
MP to cast: 22
Targetting: Multiple, cyllindrical
Affinity: Light
Effect: Exorcise undead foes.
Grimoire: Exsorcer
Dropped by: Wraith in The Cauldron (Iron Maiden B1), the first time you kill it.

Spell name: Explosion
MP to cast: 36, +8 for each additional
Targetting: Multiple, spherical
Affinity: Physical
Effect: A highly focused, devastating blast.
Grimoire: Demolir
Dropped by: Father Duane in Tircolas Flow (Town Center West) and Lich in Monk's Leap (Great Cathedral L1) ALWAYS, rarely by Lich in Where Black Waters Ran (Undercity East).

Spell name: Thunderburst
MP to cast: 36, +8 for each additional level
Targetting: Multiple, spherical
Affinity: Air
Effect: Calls down a great bolt from the heavens.
Grimoire: Foudre
Dropped by: Air Elemental in The Miner's End and Djinn in The Flayed Confessional

(Great Cathedral L1) ALWAYS, rarely by Shadow in The Branks (Iron Maiden B1), and various Air Elementals.

Spell name: Flame Sphere

MP to cast: 36, +8 for each additional level

Targetting: Multiple, spherical

Affinity: Fire

Effect: Wreaths target in flames.

Grimoire: Flamme

Dropped by: Fire Elemental in The Smeltry (Abandoned Mines B1), Ifrit in Fear and Loathing (Escapeway), and Ifrit in Truth and Lies (Great Cathedral B1) ALWAYS, rarely by Shadow in The Judas Cradle (Iron Maiden B1), and various Fire Elementals. Found in a chest in Excavated Hollow (Limestone Quarry).

Spell name: Gaea Strike

MP to cast: 36, +8 for each additional level

Targetting: Multiple, cylindrical

Affinity: Earth

Effect: Creates crushing gravity warp around target.

Grimoire: Gaea

Dropped by: Earth Elemental in Tomb of the Reborn (Abandoned Mines B2) and Dao in Hopes of the Idealist (Great Cathedral L3) ALWAYS, rarely by Shadow in The Wheel (Iron Maiden B1), and various Earth Elementals.

Spell name: Avalanche

MP to cast: 36, +8 for each additional level

Targetting: Multiple, spherical

Affinity: Water

Effect: Super-freezes air around target.

Grimoire: Avalanche

Dropped by: Water Elemental in Dream of The Holy Land. Marid in Order and Chaos (Great Cathedral B1), and Marid in Fear and Loathing (Escapeway) ALWAYS, rarely by Shadow in The Ducking Stool (Iron Maiden B1), and various Water Elementals.

Spell name: Radial Surge

MP to cast: 36, +8 for each additional level

Targetting: Multiple, spherical

Affinity: Light

Effect: Pierces enemies with focused rays of light.

Grimoire: Radius

Dropped by: Lich in Sale of the Sword (Undercity East), Lich in Weapons Not Allowed (Undercity East), and Lich Lord in Maelstrom of Malice (Great Cathedral L2) **. Found in a treasure chest in Buried Alive (Escapeway).

** The Lich Lord does not drop this spell in the Japanese version. Ever. Period.

Spell name: Meteor

MP to cast: 36, +8 for each additional level

Targetting: Multiple, spherical

Affinity: Dark

Effect: Rains meteors down on the target.

Grimoire: Meteore

Dropped by: Dark Elemental in Fear of the Fall (Undercity West) and Nightmare in What Ails You Kills You (Great Cathedral L2) ALWAYS, rarely by Lich in Catspaw Blackmarket (Undercity East), and various Dark Elementals. Found in a treasure chest in Buried Alive (Escapeway).

Spell name: Drain Heart

MP to cast: 12

Targetting: Singular
Affinity: Dark
Effect: Steals HP from enemies.
Grimoire: Egout
Dropped by: Found in a treasure chest in Stone and Sulphurous Fire (Limestone Quarry).

Spell name: Drain Mind
MP to cast: 2
Targetting: Singular
Affinity: Dark
Effect: Steals MP from enemies.
Grimoire: Demance
Dropped by: Sky Dragon in Dining in Darkness (Abandoned Mines B2) ALWAYS.

- Shaman (REC) spells -

Spell name: Heal
MP to cast: 5
Targetting: Singular
Affinity: Light
Effect: Restores target's HP
Grimoire: Guerir
Dropped by: Minotaur in The Gallows (Wine Cellar).

Spell name: Restoration
MP to cast: 3
Targetting: Singular
Affinity: Light
Effect: Cures "Paralysis".
Grimoire: Mollesse
Dropped by: Found in a treasure chest in Hidden Resources (Abandoned Mines B2).

Spell name: Antidote
MP to cast: 3
Targetting: Singular
Affinity: Light
Effect: Cures "Poison".
Grimoire: Antidote
Dropped by: Lizardman in The Beast's Domain (Catacombs).

Spell name: Blessing
MP to cast: 17
Targetting: Singular
Affinity: Light
Effect: Cures "Curse".
Grimoire: Benir
Dropped by: Found in a treasure chest in Bonds of Friendship (Limestone Quarry).

Spell name: Clearance
MP to cast: 15
Targetting: Singular
Affinity: Light
Effect: Cures all status abnormalities.
Grimoire: Purifier
Dropped by: Last Crusader in Hall of Prayer (Temple of Kiltia).

Spell name: Surging Balm
MP to cast: 20
Targetting: Singular
Affinity: Light

Effect: Recharges HP over a short period of time. Any stat or affinity-altering spell will cancel this.

Grimoire: Vie

Dropped by: Found in a treasure chest in The Acolyte's Burial Vault (Abandoned Mines B2).

- Sorcerer (AID) spells -

Spell name: Herakles

MP to cast: 12

Targetting: Singular

Affinity: none

Effect: Temporarily increases target's strength.

Grimoire: Intensite

Dropped by: Harpy in Place of Free Words (Undercity East).

Spell name: Degenerate

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Temporarily decreases target's strength.

Grimoire: Debile

Dropped by: Minotaur in The Gallows (Wine Cellar).

Spell name: Enlighten

MP to cast: 12

Targetting: Singular

Affinity: none

Effect: Temporarily increases target's intelligence.

Grimoire: Eclairer

Dropped by: Nightstalker in Gemsword Blackmarket (Undercity East).

Spell name: Psychodrain

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Temporarily decreases target's intelligence.

Grimoire: Naugeux

Dropped by: Found in a treasure chest in Weapons Not Allowed (Undercity West).

Spell name: Invigorate

MP to cast: 12

Targetting: Singular

Affinity: none

Effect: Temporarily increases target's agility.

Grimoire: Agilite

Dropped by: Found in a treasure chest in The Forest River (Snowfly Forest).

Spell name: Leadbones

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Temporarily decreases target's agility.

Grimoire: Tardif

Dropped by: Found in a treasure chest in Sale of the Sword (Undercity East).

Spell name: Prostasia

MP to cast: 15

Targetting: Singular

Affinity: none

Effect: Temporarily strengthens target's equipment. Changing Ashley's equipment will cancel this.

Grimoire: Ameliorer

Dropped by: Golem in Hall of Sacrilege (Sanctum).

Spell name: Tarnish

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Temporarily weakens target's equipment. Changing Ashley's equipment will NOT cancel this.

Grimoire: Deteriorer

Dropped by: Dark Crusader in Hewn From Nature (Snowfly Forest).

Spell name: Silence

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Temporarily prevents target from casting spells. Leaving the room, using a Snowfly Draught, or being on the receiving end of a magic spell will cancel this.

Grimoire: Muet

Dropped by: Found in a treasure chest in The House Khazabas (Town Center South).

Spell name: Magic Ward

MP to cast: 21

Targetting: Singular

Affinity: none

Effect: Nullifies the next spell cast on target.

Grimoire: Annuler

Dropped by: Father Grissom in Hewn From Nature (Snowfly Forest).

Spell name: Stun Cloud

MP to cast: 7

Targetting: Singular

Affinity: none

Effect: Paralyzes target. Yggdrasil Tears, a Panacea, or Restoration spell will cancel this.

Grimoire: Paralysie

Dropped by: Found in a treasure chest in Catspaw Blackmarket (Undercity East).

Spell name: Poison Mist

MP to cast: 11

Targetting: Singular

Affinity: none

Effect: Poisons target. A Faerie Chortle, Panacea, or Antidote spell will cancel this.

Grimoire: Venin

Dropped by: Wraith in Starvation (Iron Maiden B1).

Spell name: Curse

MP to cast: 17

Targetting: Singular

Affinity: none

Effect: Curses target, effectively lowering their stats. An Angelic Paeon or Blessing spell will cancel this.

Grimoire: Fleau

Dropped by: Found in a treasure chest in Companions in Arms (Limestone Quarry).

Spell name: Fixate

MP to cast: 3
Targetting: Singular/multiple cloudstones
Affinity: none
Effect: Freezes the room's cloudstones in place.
Grimoire: Halte
Dropped by: Found in a treasure chest in The Alchemist's Laboratory (Sanctum).

Spell name: Dispel
MP to cast: 10
Targetting: Singular
Affinity: none
Effect: Nullifies any spell currently affecting target.
Grimoire: Dissiper
Dropped by: Found in a treasure chest in The Children's Hideout (Undercity West).

Spell name: Unlock
MP to cast: 3
Targetting: Treasure chest
Affinity: none
Effect: Opens treasure chests bound with magic.
Grimoire: Clef
Dropped by: Father Duane in Tircolas Flow (Town Center West).

Spell name: Eureka
MP to cast: 6
Targetting: Multiple traps
Affinity: none
Effect: Marks all traps in the room.
Grimoire: Visible
Dropped by: Found in a treasure chest in The Miner's Resting Hall (Abandoned Mines B1).

Spell name: Analyze
MP to cast: 5
Targetting: Singular
Affinity: none
Effect: Analyzes enemies' parameters and stats.
Grimoire: Analyse
Dropped by: Dragon in The Cleansing Chantry (Sanctum).

- Enchanter (AFF) spells -

Spell name: Luft Fusion
MP to cast: 10
Targetting: Singular
Affinity: Air
Effect: Temporarily strengthens weapon's air affinity.
Grimoire: Sylphe
Dropped by: Giant Crab in Underdark Fishmarket (Undercity West).

Spell name: Spark Fusion
MP to cast: 10
Targetting: Singular
Affinity: Fire
Effect: Temporarily strengthens weapon's fire affinity.
Grimoire: Salamandre
Dropped by: Found in a treasure chest in Delusions of Happiness (Abandoned Mines B2).

Spell name: Soil Fusion
MP to cast: 10
Targetting: Singular

Affinity: Earth
Effect: Temporarily strengthens weapon's earth affinity.
Grimoire: Gnome
Dropped by: Father Grissom in Hewn From Nature (Snowfly Forest).

Spell name: Frost Fusion
MP to cast: 10
Targetting: Singular
Affinity: Water
Effect: Temporarily strengthens weapon's water affinity.
Grimoire: Undine
Dropped by: Found in a treasure chest in Rust in Peace (Abandoned Mines B1).

Spell name: Aero Guard
MP to cast: 9
Targetting: Singular
Affinity: Air
Effect: Temporarily strengthens armor's air affinity.
Grimoire: Parebrise
Dropped by: Earth Dragon in Return to the Land (Snowfly Forest).

Spell name: Pyro Guard
MP to cast: 9
Targetting: Singular
Affinity: Fire
Effect: Temporarily strengthens armor's fire affinity.
Grimoire: Ignifuge
Dropped by: Wyvern in The Battle's Beginning (Abandoned Mines B1).

Spell name: Terra Guard
MP to cast: 9
Targetting: Singular
Affinity: Earth
Effect: Temporarily strengthens armor's earth affinity.
Grimoire: Rempart
Dropped by: Ogre in Traitor's Parting (Abandoned Mines B1).

Spell name: Aqua Guard
MP to cast: 9
Targetting: Singular
Affinity: Water
Effect: Temporarily strengthens armor's water affinity.
Grimoire: Barrer
Dropped by: Snow Dragon in Hall of the Wage Paying (Limestone Quarry).

- Teleportation -

Teleportation is granted automatically after defeating the Lich in the Undercity East on first play, and can only be preformed when standing on a Magic Circle. The number of MP consumed depends on how far one teleports. The base cost is 15 MP, plus 4 for every Magic Circle. (Ie, teleporting from Valdiman Gates to The Warrior's Rest is 19 MP, to Keane's / WS is 23 MP, to Sinner's Corner is 27 MP, and so on and so forth.)

Worker's Breakroom
Wine Guild Hall
Blackmarket
Hall of Revenge
The Withered Spring
Work of Art / WS

Advent Ground
Rue Vermillion
Magic Hammer / WS
The Crossing
The Dark Tunnel
Rue Bouquet
The Sunless Way
The Faerie Circle
Forest River
The Wood Gate
Valdiman Gates
The Warrior's Rest
Keane's / WS
Sinner's Corner
Crumbling Market
Treaty Room
Bandits' Hollow
The Ore Road
The Auction Block
Way Down
Rue Lejour
Kesch Bridge
Metal Works / WS
Junction Pt. / WS
The Dark Coast
Plateia Lumitar
Sin and Punishment
The Atrium
Godhands / WS

-- IV. Frequently Asked Questions --

1. How does Analyze work?

For those from the Final Fantasy school of thought, Vagrant Story's method of scanning an enemy's statistics is a little strange. Instead of having stats quickly scroll across the screen after Analyzing an enemy, the battle continues, and one needs to open the Status menu and tap the R1/L1 buttons to cycle between Ashley and all the enemies in the room. You can view any given enemy's equipment without having scanned them first, using this trick, however, you won't be able to see the stats or components of their weapons and armor without using Analyze.

2. How can I improve the success rate of Analyze/Unlock?

The higher your RISK, the higher the success rate of these spells - the formula seems to be +1% success for every 2 points of RISK. Conversely, higher RISK will increase the damage Warlock spells inflict, but decrease the chances of said spells hitting.

3. Why won't [name of enemy] drop their grimoire?

First of all, the drop rate for really valuable items (ie, grimoires, Holy Wins, Marlene's Ring, etc) is in the neighborhood of 1-3%, so don't think you can march into the Undercity West and come out with every rare spell under your belt in half an hour flat. If you can't get an enemy to drop an item, try different types of attacks - if you've been doing mostly physical damage, try killing it with magic, or Break Arts, and vice versa. Switching weapons also improves the drop rate, in my experience.

4. Which enemies drop Elixirs of Mages?

The Deaths and Lich Lords around Godhands routinely drop Elixirs of Mages, and I've personally found they do so more often if you deal the killing blow to their legs, but your mileage may vary. Also, every Mimic Box is carrying a rare wine, so feel free to slaughter them with impunity, too.

-- V. Thanks, Acknowledgements, Shameless Plugs --

Zy Nicholson (spangenhelm@hotmail.com), for penning the most comprehensive - not to mention entertaining - Vagrant Story walkthrough ever. Mere words cannot accurately describe the coolness of his walkthrough, however, mere words are all we mortals have. Bow and scrape, bow and scrape.

Jay Tilton (tiltonj@erols.com), ditto for his stupendous equipment combination guide. Two words: thank you.

GameFAQs (<http://www.gamefaqs.com/>), for hosting FAQs on every game imaginable, respecting authors' rights, and being an all-around swell site. Mad props and appreciation. You can always find the most recent version of this FAQ at GameFAQs.

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