

Vagrant Story First Play Speed Walkthrough

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VAGRANT STORY - FIRST PLAY SPEED WALKTHROUGH - VERSION 3.0

"Is that a sigil in your pocket or are you just happy to see me?"

REVISION HISTORY

12-27-00:

First version completed. First play speed walkthrough made to finish the game comfortably between 6:00 - 8:00.

4-04-01:

Second version completed. After extensive fine-tuning, game can now be completed between 3:15 - 3:45 on first play.

4-14-01

Third version completed. After several emails asking for more detailed description, I've written a more in depth walkthrough. Discovered way to finish game without having to use any curative items/spells until the final boss. Decided to do away with phantom pain/instill/raging ache chain in favor of raging ache/heavy shot. Not much improvement in time with new strategy. Game can now be completed 3:05 - 3:35 on first play.

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01 INTRO

It's been nearly four months since I originally posted my speed walkthrough. I've received nearly fifty exuberant emails all with a similar message, "hey babo, I've beaten the game in...". I was happy to see that so many people had actually taken the time to read the walkthrough and even happier to see that so many were able to apply it into their gameplay. After finishing the game in just under 4:30 (4:28), I had resigned myself to the fact that the game couldn't be finished on first play any faster. So there, right on top of my penthouse collection, for the past three months sat my vagrant story cd. I was happy and as far I could tell, so was the cd. But then I received this cryptic email about a month ago telling me that the game could be and actually was finished in a faster time... much faster (okay, the message wasn't

cryptic. I'm just saying it was to add some suspense). The gap between my fastest time and the mystery man's fastest time (don't worry, I reveal his identity under the FASTEST TIME section) was so large that my ego wouldn't allow me to rest until I'd at least made the gap respectable. So I decided to play through VS again and do everything in my power to shave off as much time as I could. With the following walkthrough, a time of under 3:30 on first play should be well within your grasp.

02 REQUIREMENTS/STRATEGIES

A) "IF YOU CAN PICK YOUR NOSE..."

The clock doesn't stop for the cut-scenes. Therefore, the ability to tap the start button comes in pretty handy.

B) "YOU'RE ALLERGIC TO WORKSHOPS"

You should make NO trips to the workshops. The implications of this should be clear.

C) "YOU'VE DEVELOPED AN UNUSUAL CLOSENESS TO FANDANGO"

You'll be using nothing but Fandango. Furthermore, you should have on your ORIGINAL armor at the end of the game.

D) "I CAN'T COUNT"

You'll only need 2 spells the entire game: teleportation and enlighten (won't be using it until the final boss!). If you're lucky, you'll only be using one (teleportation).

E) "KEEP IT SIMPLE?"

The chain of choice throughout the entire game should be heavy shot/raging ache. The only defense abilities you'll need throughout the entire game are: ward, reflect magic (only for final boss), impact guard or absorb damage (invaluable throughout the game. Use this right and you'll NEVER have to heal), and magic guard (like impact guard/absorb damage, ability to perform this effectively can spare you from ever using a curative item/spell).

F) "YOU CAN STICK THAT VERA ROOT WHERE THE SUN DON'T SHINE"

You must not be afraid to travel or chain while your risk is at 100. In fact, after you receive raging ache having a risk of 100 has little to no effect on your ability to chain.

G) "RUSSIAN ROULETTE"

After every boss fight, you're given a random bonus. Immediately jam the "O" button as soon as you can to maximize time efficiency.

H) "SAVE THE DOLPHINS! SAVE THE SEALS!"

It's all right to save, just don't over do it. I've made mention of points where I feel it's in your best interest to save (but feel free to save at your own comfort level). NOTE: right after you save, load the game back up. This will keep you from losing only ~15 seconds/save.

J) "HEY!? IS THAT DAVID LEE ROTH?!"

Jump... Jump... Jump when progressing through the game. This tactic tends to minimize unwanted confrontations with the enemy. I've yet to perfect this technique, but even a novice will save some time using this.

K) "20-34-18-23"

After your fight with the Minotaur you will be able to earn battle points and, thus, chain abilities. Several people I've spoken to seem to be a bit confused as to how this works. The following formula can be used to calculate the number of battle points earned per fight:

(# of successful combos in chain) - 1 = battle points

Note: even if the combo misses, it still counts to your battle points. For example, let's say it takes you an 8 hit chain to off a skeleton. Using the above formula, you'll receive 7 battle points. Kill three skeletons (7x3) will earn you 21 battle points and you're first battle ability. Please remember that you can't earn more than one ability per fight. For example, if you were to connect on a 55 hit chain, according to our formula (55-1=54) you'd gain enough battle points to fulfill the first two chain abilities (20,34). Unfortunately, however, you'd only be able to obtain one ability. Which would mean that the other 34 battle points would just go to waste. So why am I telling you this? Simply put, you should fight just enough enemies to fulfill the "20-34-18-23" quota (which will earn you raging ache). After acquiring raging ache, go after absorb magic.

L) "HEY BABO, I SMELL SMOKE...MAYBE THAT'S BECAUSE YOU'RE PANTS ARE ON FIRE! HOW CAN YOU GO THROUGH THE ENTIRE GAME WITHOUT USING ANY CURATIVE ITEMS/SPELLS?"

I stumbled upon this gem by mistake. Apparently, when you use impact guard/absorb damage or absorb magic, you can actually GAIN hp. Consider the following two example:

-Let's say you've got 100 hp. You get hit with a physical attack that does 50hp damage. You successfully use impact guard to halve that to 25. Simple math tells us that that leaves you with 75hp.

-Now let's say you've got 25hp. You get hit with a physical attack that does 100hp damage. You successfully use impact guard to halve that to 50. Simple math tells us you're dead, right? WRONG. You'll actually HAVE 50hp. If the damage you receive after using impact guard/absorb damage (or absorb magic) is greater than your current hp total, you will receive that amount of hp.

NOTE: Enemies that carry SILVER weapons cannot have their physical attacks defended with impact guard (ie. impact guard will ALWAYS fail against the crimson guard who casts either vulcan lance or lightening in Rue Crimnade and several of the quicksilvers in Undercity East). I'll point out occasions when you'll run into an enemy equipped with such a weapon. I don't know if this also holds for true for absorb damage.

M) "I'VE GOT THE REFLEXES OF...THOSE THINGS WITH REALLY GOOD REFLEXES"

If you can't at least connect on 13-15 hit chains with fandango or use defensive abilities effectively (~90% success rate with impact guard/absorb damage and ~80% with the absorb magic), work on those things before attempting this walkthrough.

03 WALKTHROUGH

After learning raging ache, you should do your best to AVOID any and all enemy confrontations. I'll specifically list items you should take after boss fights. If I list the enemy that means you should consider killing them. Because you won't be using any healing items throughout the game (until guildenstern II), your HP for the most part will be in the two digit range. Now, let's begin the insanity..

WINE CELLAR

-Entrance to Darkness

-Worker's Breakroom

CHEST: Buckler

As far as you're concerned, the Buckler is the ONLY piece of armor in Lea Monde.

-Hall of Struggle

Bat

-Smoke Barrel Stair

-Wine Guild Hall

-Wine Magnate's Chambers

Bat

There's a trap near the exit so stick to the wall.

-Fine Vintage Vault

-Chamber of Fear

Go north.

-A Laborer's Thirst

Bat; Silver Wolf

-The Rich Drown in Wine

Bat; Silver Wolf

You'll have two seconds to get to the door once you pull the lever.

-Room of Rotten Grapes

Bat

-Black Market of Wines

-The Gallows

BOSS: Minotaur

SPOILS: Chamomile Sigil

Go after it's head for the quickest results. After the fight, assign buttons for HEAVY SHOT and GAIN LIFE. Do the same for WARD and IMPACT GUARD. You should be able to make your way back to Smokebarrel Stair without confronting any of the enemies along the way (and you should take this time to work on your IMPACT GUARD timing). When you get to Smoke Barrel Stair, use the Chamomile Sigil.

-Room of Cheap Red Wine

-Room of Cheap White Wine

Zombie*

Time to earn your first battle ability. Chain the zombie (remember the formula?). If you find that you haven't gained an ability after killing the zombie, off the ghouls (if you do it right, however, you should only need to kill the zombie).

-The Greedy One's Den

-The Hero's Wine Hall

BOSS: Dullahan

SPOILS: Elixir of Queens

Before proceeding forward, replace GAIN LIFE with TEMPER. You should be able to (or come awfully close to) earning your second battle ability here. The Dullahan has ~180-190 hp. Assuming your initial hit misses or does zero damage and assuming every hit after that is successful, a 16-hit chain will do anywhere from 100 - 120 worth of damage. Using our formula, two 16-hit chains will earn you 30 battle points and be enough to kill the Dullahan. It's likely, however, that not all 16 hits will connect. Chances are therefore pretty good that you'll earn enough battle points (34) to earn your second battle ability. Remember to use impact guard to minimize any of the Dullahan's physical attacks.

CATACOMBS

-Hall of Sworn Revenge

-The Last Blessing

-The Weeping Corridor

Watch out for the trap in front of the door. Approach it from the side.

-Persecution Hall

Go north.

-Shrine to the Martyrs

Head east.

-The Lamenting Mother

BOSS: Ghost

If you weren't able to earn your second battle ability before, you should have it after this fight. If you still haven't earned it after this battle, fight just enough enemies along the way until you receive your second battle ability. Head back to Shrine to the Martyrs and head north.

-Hall of Dying Hope

Head east.

-The Bloody Hallway

Puzzle here.

-Faith Overcame Fear

-The Withered Spring

Head south.

-Repent, O Ye Sinners

Continue south.

-The Last Stab of Hope

Go south.

-Hallway of Heroes

-The Beasts' Domain

Lizard

SPOILS: Elixir of Queens, Lily Sigil

Time for battle ability number three. The lizards have ~250 hp. You should be able to knock off each one with 8-11 hit chains. On your way back, you'll encounter a skeleton and hellhound in The Last Stab of Hope. Kill the hellhound FIRST (you should have your third battle ability here if you didn't get it before), then the skeleton. When you return to The Withered Spring use the Lily Sigil and head east.

SANCTUM

-Prisoner's Niche

Bat

-Corridor of the Clerics

Head south.

-The Academia Corridor

Continue south.

-Shrine of the Martyrs

Exit south.

-Hallowed Hope

Bat; Poison Slime

After killing the poison slime, you will have raging ache. WooHoo! Note: The next ability you should try to earn is absorb magic.

-Hall of Sacrilege

BOSS: Golem

Before proceeding towards the golem, replace TEMPER with RAGING ACHE. He shouldn't even touch you. Chain him on his chest or legs for best results. Back track to Corridor of the Clerics and head north.

-Advent Ground

-Passage of the Refugees

Bat

-Advent Ground

Head north.

-The Cleansing Chantry

BOSS: Dragon

SPOILS: Elixir of Sages

Run under the dragon's head. Chain his head for a quick victory. Use impact guard if you have to. Afterwards, head north. You should earn enough points for an ability after this fight. Choose fireproof.

-Stairway to the Light

TOWN CENTRE WEST

-Rue Vermillion

SAVE POINT*

Head south. Time check: 31:00 - 33:00 (best time 27:30)

-Tircolas Flow

BOSS: Duane

SPOILS: Crimson Key

Crimson Blades

SPOILS: Mana Root x3

Attack Duane first (chain his chest). Chain the blades in their legs.

You'll probably need to use impact guard at least once here. Choose terra ward if you've earned enough battle points. Return to Rue Vermillion and head west.

CITY WALLS WEST

-Students of Death

-The Gabled Hall

Skeleton; Zombie

Time trial. Continue east.

-Where the Master Fell

ABANDONED MINES B1

-Dreamers' Entrance

The stirge's "bloodsuck" is a physical attack.

-The Crossing

Head south. With impact guard and fireproof you don't need to kill the cute little doggy here.

-The Suicide King

Unless you're lucky, you'll have to impact guard at least one attack here.

-The Battle's Beginning

BOSS: Wyvern

SPOILS: Hyacinth Sigil, Cure Tonic

No problem. Same tactic as previous dragon.

-What Lies Ahead

You should have no problem avoiding the goblins here.

-The Fruits of Friendship

-The Earthquake's Mark

Stirges

There are 3 stirges here. Kill as many as you see fit (I usually kill two)
Head east. Watch out for the trap in front of the door

-Coal Mine Storage

CHEST: Fern Sigil

On the ledge behind the chest is a trap removal panel. Head back to The Earthquake's Mark and head south.

-The Passion of Lovers

A 15 second time challenge.

-The Hall of Hope

The hellhound here can be avoided by jumping.

-The Dark Tunnel
Head south.

-The Smeltry
BOSS: Fire Elemental
SPOILS: Elixir of Queens, Mana Tonic
Chain his body. You'll be able to get two chains in before he attacks, more than enough time to eliminate this flamer (sorry...).

-Clash of Hyaenas

-Greed Knows No Bounds

-Live Long and Prosper
Use the Fern Sigil.

-Pray to the Mineral Gods
Stirge
Kill or simply use impact guard.

-Traitor's Parting
BOSS: Ogre
Another easy fight. Chain his body. Impact guard if you need to.

-Escapeway

TOWN CENTRE WEST

-Rue Bouquet
SAVE POINT*
Head west. Time check: 51:00 - 55:00 (best time 44:00)

-Glacialdra Kirk Ruins
Head south.

-Rue Sant D'alsa
Back track to..

-Villeport Way
Climb onto the ledge. Use impact guard if you need to.

-Dinas Walk
Impact guarding here is a bit tricky, since you won't be able to see Mr. Riot very clearly.

UNDERCITY WEST

-The Bread Peddler's Way

-Way of the Mother Lode
Head south.

-Underdark Fishmarket
BOSS: Crab
SPOILS: Elixir of Queens
Chain his body. You should be able to get the first shot in. The crab should get, at most, one attack against you. Impact guard accordingly. (He seldom uses his water attack to start the battle). Head south.

-The Sunless Way

Head west.

-Remembering Days of Yore

Head south.

-Where the Hunter Climbed

Head south. Snowfly Forest here we come.

SNOWFLY FOREST

-The Faerie Circle

SAVE POINT*

Assign terra ward and aqua guard to defense. It's vital here you "jump" your way through the level. If done right, you'll only have to worry about defending fire attacks from the fire elemental. Head south afterwards. Time check 57:00 - 1:02:00 (best time 48:00).

-The Hunt Begins

Continue south.

-Which Way Home

Guess what? Were going south.

-The Birds and the Bees

Wanna hear an interesting story? It's called 'go south'.

-Traces of the Beast

Head west.

-Fluttering Hope

Head south.

-Return to the Land

BOSS: Earth Dragon

SPOILS: Bronze Key, Vera Potion

If you're unlucky, the earth dragon will get a free shot with his acid breath. Just use terra ward. From here, just follow the usual dragon routine. You should be able to kill him before he gets a chance to attack you again. Leave Return to the Land in either direction and end up at...

-The Spirit Trees

Head north.

-They Also Feed

Head west. The spiral shell attack used by the ichthious is a water based attack, so set your defensive abilities accordingly.

-The Yellow Wood

Go south.

-Where Soft Rains Fell

Watch out for the fire elemental. Head south...again.

-The Forest River

Take the north exit on the other side of the river.

-Lamenting to the Moon

Head north.

-Running with the Wolves

Another fire elemental. Head east.

-You are the Prey
Head north.

-The Secret Path
Head north.

-Hewn from Nature
BOSS: Dark Crusader
BOSS: Grissom
Go after Grissom first (chain his legs). He'll sometimes cast his thunder spell. Just defend accordingly. Chain the Dark Crusader on his chest for best results. After the battle, exit north.

-The Wood Gate
SAVE POINT*
Time check: 1:06 - 1:14 (best time: 55:00). Map completion 25%.

CITY WALLS SOUTH

-The Weeping Boy

-Swords for the Land
Lizard
A 30 second time challenge.

-In Wait of the Foe
Head east.

-Where Weary Riders Rest
Continue east.

-The Boy's Training Room
I once read this fascinating book called 'go east'.

THE KEEP

-The Soldier's Bedding
Head south to Iron Maiden B1.

IRON MAIDEN B1

-The Cage
Head south.

-The Cauldron
Wraith, Gargoyle
SPOILS: Mandrake Sigil
Head back to The Soldier's Bedding and keep heading east until...

THE KEEP

-The Warrior's Rest
As you try to exit from Warrior's Rest...

BOSS: Rosencrantz
A lot of your chains will miss so Rosencrantz can be a pain in the ass.
He'll usually get in the first hit with a Vile Scar or Rending Gale and do

anywhere from 80-140 in damage, depending on your risk. Don't forget to impact guard. Chain his body best results. You should have absorb magic after this battle. Assign it to a button.

TOWN CENTRE SOUTH

-Forcas Rise
Head east.

-Rue Aliano
Exit using the Mandrake Sigil.

-The House Khazabas
Exit north.

-Zebel's Walk

-Rue Volnac
Head east into...

CITY WALL EAST

-Train and Grow Strong
Keep heading north here until you reach Undercity West.

UNDERCITY WEST

-Fear of the Fall
BOSS: Dark Elemental
SPOILS: Cattleya Sigil
Chain his chest. After the battle, head north.

-Sinner's Corner
SAVE POINT*
Head east. Time check 1:18 - 1:30 (1:06)

-Corner of Prayers
Head north.

-Hope Obstructed
Head north.

ABANDONED MINES B2

-Work Then Die
Head north.

-Bandits' Hollow
Head north.

-Dining in Darkness
BOSS: Sky Dragon
SPOILS: Tearose Sigil, Elixir of Queens
Chain his head.

-Subtellurian Horrors
Wait until the cloudstone is descending before you jump.

UNDERCITY WEST

-The Crumbling Market
Head east.

-Tears from Empty Sockets
Head east.

TOWN CENTRE EAST

-Rue Lejour
SAVE POINT*
Head north. Time check: 1:27 - 1:41 (best time 1:11). Map completion (35%)

-Kesch Bridge
Head west.

-Rue Crimnade
Head north. *NOTE: Impact guard will not work against the magic user's physical attacks.

-Rue Fisserano
Head west. There's a heal panel on the upper level.

-Shasras Hill Park
At the end of the path, use the Bronze Key.

UNDERCITY EAST

-Hall to a New World

-Place of Free Words
BOSS: Harpy
SPOILS: Angelic Paeon x5, Cure Tonic

-Bazaar of the Bizarre
BOSS: Lich
SPOILS: Mana Tonic, Eulelia Sigil
You'll be given the teleportation ability after this fight. NOTE: Be careful and do your best to avoid the quicksilver's physical attacks here. Impact guard will ALWAYS fail (I'm not sure why).

-Noble Gold and Silk

-Weapons Not Allowed
Lich
CHEST: Iron Key
Head back to Noble Gold and Silk and use the Iron key.

-A Knight Sells His Sword

-Gemsword Blackmarket
BOSS: Nightstalker
SPOILS: Melissa Sigil, Angelic Paeon, Grimoire Eclairer
Piece of cake. Chain him in his abdomen. Don't forget to grab this grimoire (you'll need it for the final boss). Head back to A Knight Sells His Sword and go north.

CITY WALLS NORTH

-Traces of Invasion Past
Dark Elemental

Sometimes I don't kill this guy. But I haven't perfected my timing for meteor and after coming all this way..

-From Squire to Knight

Take the west door to Rue Lejour and head for the save point. Teleport to The Sunless Way in Undercity West. (SAVE*) (Time check: 1:40 -1:57, best time 1:21). Head west to Remembering Days of Yore. Use the Iron Key to enter..

-Larder for a Lean Winter

CHEST: Clematis Sigil

Return to Kesch Bridge. Head east.

-From Boy To Hero

Go north. Use the Clematis Sigil here.

-A Welcome Invasion

I hope you've worked on your timing for meteor.

UNDERCITY EAST

-The Greengrocer's Stair

-Where Black Waters Ran

Lich

-Arms Against Invaders

-Catspaw Blackmarket

Lich

CHEST: Aster Sigil

The clear trap panel is in the upper right hand corner. Return to Where Black Waters Ran. As you enter The Greengrocer's Stair..

BOSS: Neesa & Tieger

This one is very easy. Chain Neesa on her chest for a quick victory. Return to From Boy to Hero and exit via the western door. Use the save point to teleport to The Sunless Way (SAVE*). There you'll find a door locked with the Iron Key. Time check: 1:52:00 - 2:10 (best time: 1:30). Map completion 40%.

LIMESTONE QUARRY

-Dark Abhors Light

-Dream of the Holy Land

BOSS: Water Elemental

SPOILS: Elixir of Sages, Acolyte's Nostrum

Chain his body. Use the Aster Sigil here.

-The Ore Road

Head east.

-The Air Stirs

Head north.

-Bacchus is Cheap

Head north.

-Screams of the Wounded

Dullahan

A time challenge here. Chain their abdomens.

-The Ore-Bearers

There's a trap in this room on the right side near the western exit.

-The Dreamer's Climb

Just stack the two blue cubes. If you want, throw the red cube off to find a heal panel.

-Sinner's Sustenance

-The Timely Dew of Sleep

-The Auction Block

SAVE POINT*

Time check: 2:00 - 2:20 (best time: 1:36)

-The Laborer's Bonfire

Stack the blue cubes on the edge to jump to the island. Destroy three of the cubes. Head south.

-Torture Without End

BOSS: Ogre Lord

SPOILS: Cure Potion, Mana Tonic x3

He'll usually get in one tornado before you get a chance to hit him. Chain his body.

-Way Down

Head south.

-Parting Regrets

-Corridor of Tales

-Dust Shall Eat The Days

Jump when the cloudstone is descending.

-Hall of the Wage Paying

BOSS: Snow Dragon

SPOILS: Panacea, Elixir of Queens

Chain his head.

-Tunnel of the Heartless

If you have a Faerie Wing, just take it and jump from the gap. Otherwise, slide the lower frictionless cube north. Push the frictionless cube above it south. Push the western most rolling cube east. Push the other rolling cube two paces south. You should now be able to get the push crate to the gap.

TEMPLE OF KILTIA

-The Dark Coast

SAVE POINT*

Time check: 2:09 - 2:31 (best time: 1:42)

-Hall of Prayer

BOSS: Last Crusader

This idiot will waste his time casting sorcerer spells. Chain it's chest for a quick victory. Afterwards, head east.

-Those Who Drink the Dark

Go to the stack of two crates and push the top crate west. See those two wedged crates up against the wall? Destroy the northern most crate. Stand in place of the destroyed crate and move the remaining crate 5 paces to the south. Go back and destroy the first crate you used to fill the gap (the one you pushed to the west). Move the lone floor crate east. Now move the crate right above you one pace east and eight paces north (you have to move the floor crate one pace west to do this). Push the floor crate back one pace east and head back to the crate you moved 5 paces to the south and move it two paces to the east and nine paces north. Now, push the crate on the upper tier one pace north. Then push it one pace east onto the crate on the floor. Push it north one pace, then west one pace. Push it all the way north until you hit the wall.

-The Chapel of Meschaunce

BOSS: Minotaur

Chest: Silver Key, Mana Potion x2

Ugh. This guy is the hardest boss up till now because he'll block a lot of your chains. His left arm/leg seem to be the most susceptible. Afterwards, head back to the Hall of Prayer (avoid the water elemental and a nightstalker) and head west.

-The Resentful Ones

Part One: move the northern most rolling cube two paces north, then one pace to the west. Push the other rolling cube one pace north, one pace east, one pace south. Now simply push the frictionless cube east, north, then east again. Push the crate onto the frictionless cube to make the jump.

Part Two: push the rolling cube one pace north and three paces to the west. Push the southern most frictionless cube west so that it stops against the rolling cube. Proceed and push the rolling cube two paces north and push the other frictionless cube west. Fill the gap by pushing the northern frictionless cube south. Move the crate onto the northern most frictionless cube to make the jump.

-Those Who Fear the Light

Gremlin

-Chamber of Reason

Boss: Kali

Yawn...If she somehow manages to get an attack in, she'll cast some crap sorcerer spell. Chain her legs. After the battle head north.

-Exit to City Center

Get on that cloudstone.

TOWN CENTRE EAST

-Plateia Lumitar

SAVE POINT*

Head west. Time check: 2:22 - 2:46 (best time: 1:52). Map completion 48%.

THE GREAT CATHEDRAL

-Into Holy Battle, L1

Head down the steps.

-Struggle for the Soul, B1

Head towards the exit on the other side of the waterway.

-Order & Chaos, B1

BOSS: Marid

SPOILS: Elixir of Queens

The next three boss fights just may be the hardest of the game (consider yourself lucky if half your chains connect). His head seems to be the most susceptible to chains. After this battle, go back to Struggle for the Soul and head towards the other exit.

-Truth and Lies, B1

BOSS: Ifrit

SPOILS: Elixir of Queens

Chain his head for best results. From this room head east.

-The Victor's Laurels, B1

Ride the cloudstone.

-Cracked Pleasures, L1

Go west.

-Hieratic Recollections, L1

-The Flayed Confessional, L1

BOSS: Djinn

SPOILS: Elixir of Queens

Another tough battle. Like the others he's nearly impossible to chain, but the best place to chain him is his head. Afterwards, head back to Cracked Pleasures and take the cloudstone.

-Free from Base Desire, L2

Ignore the cloudstone and head south.

-Abasement from Above, L2

Go west.

-The Hall of Broken Vows, L2

BOSS: Flame Dragon

SPOILS: Sorcerer's Reagent, Calla Sigil

Chain his head. Afterwards, go north.

-Light and Dark Wage War, L2

Take either path that runs along the walls to reach the lever to the left of the door. Now return to the Hall of Broken Vows L2 and head west.

-He Screams for Mercy, L2

Watch out for traps. Head south.

-The Acolyte's Weakness, L2

Go down the stairs.

-Monk's Leap, L1

Lich

SPOILS: Laurel Sigil

All you need to do is kill the Lich. Afterwards, head back to He Screams for Mercy and head north.

-Maelstrom of Malice, L2

Lich Lord; Skeletons

Take out the Lich Lord first. After this battle, back track to Order and Chaos (Where you fought Madrid).

-An Offering of Souls

-Sin and Punishment, L1

SAVE POINT*

Head north. Time check: 2:40 - 3:08 (best time 2:07)

-The Poisoned Chapel, L1

Ride the cloudstone.

-A Light In The Dark, L1

BOSS: Arch Dragon

SPOILS: Acacia Sigil, Acolyte's Nostrum

Chain his head. Return to Free From Base Desires, L2 and take the Cloudstone.

-The Wine-Lecher's Fall, L3

Go west.

-The Heretic's Story, L3

-Hopes of the Idealist, L3

BOSS: Dao

SPOILS: Palm Sigil, Elixir of Queens

Chain his head. Now return to the Hall of Broken Vows L2 and head south.

-The Melodics of Madness, L2

Push the lowest frictionless cube south, then west. Move the crate one pace east. Now push the higher frictionless cube south three paces, and one pace east. Prepare yourself for a boss fight.

-What Ails You Kills You, L2

BOSS: Nightmare

Chain his chest. Take the activated cloudstone.

-Despair of the Fallen, L3

Take the cloudstone and go through the door.

-Where the Soul Rots

Take your final cloudstone.

THE ATRIUM

SAVE POINT*

Make final preparations for the final boss fight. Use your elixir of sages (you should have 3) so that you get your int. to 116. If you can't reach this mark after using the elixir's, then you'll have to use enlighten when you fight guildenstern II. Make sure your hp is at least 305. If not, take some Elixir of Queens. Time check 2:52 - 3:22 (best time 2:16)

Boss: Guildernstern I

This battle is easy. Chain him on his chest until...

Boss: Guildenstern II

Cast enlighten if you have to. This will keep damage done by Apocalypse to 280-290. Stay in the middle of the circle. From here, he can only hit you with Apocalypse. Use reflect magic to do anywhere from 50-100 hp damage. After you do ~180+ worth of damage, he'll go to bloody sin. During the animation sequence of bloody sin when the camera is looking down on you hold the L2 button. Tap the L2 repeatedly until you see a portion of Guildenstern's body on the screen. At this point, simultaneously jam the "O" button and release the L2 button. Chain him on his chest. If you're timing

is good enough, you'll kill him right here! If he manages to survive, he'll immediately abandon bloody sin and go back to using Apocalypse. Just repeat the process. If you fail to hit him during this sequence, don't worry. Just impact guard/absorb damage against his bloody sin.

CONGRATULATIONS! Your time should read anywhere from 3:05 - 3:35! Go and spend some quality alone time with your favorite farm animal, you've earned it.

04 FASTEST TIMES

AFAIK, The fastest time on FIRST play belongs to Mr. VMerken (a paltry 1:17).

The stats for my fastest first play game are:

TIME - 2:23

MAP COMPLETION - 56%

CHEST COUNT - 11%

KILLS - 80

OF TIME SAVES - 13

LV.4 BERSERKER

LONGEST CHAIN - 35 (FANDANGO VS. MADRID)

After exhaustive change in gameplay, I was very disappointed to only improve 16 minutes upon my fastest time. I usually get anywhere from 2:35 - 2:45 on first play. I've never made it through an entire game without dying (went through an entire game only dying once a couple times. For the most part though, have to restart from a save point 5-10 per game). I've completed the game several times without having to use any spells (when I'm lucky enough to get plenty of int+ bonuses). I have yet to perfect the "jump" technique to avoid enemies. The only thing that bothers me is that map completion percentage. It seems too high. I think there may be a faster way to get to the Great Cathedral, but I won't know for sure until a certain someone comes out with his speed walkthrough :))...

05 DISCLAIMER

Vagrant Story is the © of Squaresoft. This walkthrough is for public consumption. I am a quasi-professional writer and will pursue any scoundrel who attempts to use any part of this walkthrough for financial gain. In fact... oh who am I kidding. I'm a lazy sob and I'll eat rodent dung before pursuing any legal action. But I'm asking you politely to play nice, okay? If you wish to post this walkthrough on your site, or have any questions regarding this walkthrough, or would just like to send me an email about your fastest time just email me at babo07052@hotmail.com. I've never played a new game+ in VS so if you want to email me on how to get Damascus items or anything else outside the scope of the walkthrough you'll just be wasting your time.

