

# Griggs of Vinheim

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## Description

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A sorcerer from Vinheim Dragon School. He came to Lordran in search of his master, Big Hat Logan, who has departed from Vinheim in his search for knowledge.

## Location

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- **Lower Undead Burg**

In a locked room at the bottom of the Undead Burg. To reach the bottom the player can unlock the door (using the Residence Key) next to the dragon bridge, after the Taurus Demon boss battle. After climbing down the long ladder, keep going forward, descending the staircase where you might be attacked by two Undead Attack Dogs. After the staircase, make a U-turn to the right, then hug the left wall. You'll hear Griggs shouting for help when you're near the correct door. The door to Griggs is opened with the Residence Key. It cannot be unlocked with the Master Key, despite it unlocking several other doors that the Residence Key also unlocks. Unlock the door to rescue Griggs (talking to him here is optional).

- **Firelink Shrine**

Near the well just before the cliff path leading up to the Undead Burg.

- **Sen's Fortress**

Upon buying all spells and rings from Griggs<sup>1</sup>, when you return to the room where you find the Black Sorcerer Set, a hollowed Griggs will be there. This way you can get Griggs' drop without sinning.

## Use

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- Sells basic Sorceries and Sorcery-related items **only** when your INT stat is at least 10 points.
- After Logan leaves for the the Duke's Archives, he'll sell some of Logan's sorceries (Soul Spear and Homing Soulmass), effectively enabling you to get two copies of these two spells in one playthrough.

# Sells

| Sorceries              | Cost   | Uses | INT | slots | Description   |
|------------------------|--------|------|-----|-------|---|
| Soul Arrow             | 1,000  | 30   | 10  | 1     | Shoots a fast projectile at target that does Magic damage   |
| Great Soul Arrow       | 6,000  | 20   | 14  | 1     | Stronger Soul Arrow   |
| Heavy Soul Arrow       | 2,000  | 12   | 12  | 1     | Slower Soul Arrow, but higher damage than Great   |
| Great Heavy Soul Arrow | 8,000  | 8    | 16  | 1     | Stronger Heavy Soul Arrow   |
| Magic Weapon           | 3,000  | 5    | 10  | 1     | Must be used with catalyst in left hand, adds Magic damage to your right hand weapon              |
| Magic Shield           | 3,000  | 5    | 10  | 1     | Must be used with catalyst in right hand, temporarily increases the stability of your shield      |
| Aural Decoy            | 1,000  | 20   | 10  | 1     | Throws a decoy that lures enemies away by creating a sound  |
| Fall Control           | 1,500  | 10   | 15  | 1     | Reduce damage and noise from fall   |
| Soul Spear             | 40,000 | 4    | 36  | 1     | Fires large Soul Arrow that pierces its targets. Only after Big Hat Logan leaves Firelink Shrine. |

|                 |        |    |    |   |   |
|-----------------|--------|----|----|---|---|
| Homing Soulmass | 20,000 | 10 | 18 | 1 | Summons up to five soulmasses that fire automatically when an enemy is near. Only after Big Hat Logan leaves Firelink Shrine. |
| Total           | 85,500 |    |    |   |   |

| Equipments                    | Cost   | Description  |
|-------------------------------|--------|--|
| Sorcerer's Catalyst           | 500    | Basic catalyst needed to cast sorceries. Starting equipment of Sorcerer class. |
| Bellowing Dragoncrest Ring x1 | 20,000 | Increases Sorcery and Pyromancy spell damage by 20%                            |
| Lingering Dragoncrest Ring x1 | 20,000 | Increases the duration of Sorcery and Pyromancy spell effects by 50%           |

# Stats

## Human

| Playthrough | HP    | Souls |
|-------------|-------|-------|
| New Game    | 659   | 1,000 |
| NG+         | 1,205 | 3,000 |
| NG+6        | 1,507 | 3,750 |

## Hollowed

| Playthrough | HP    | Souls |
|-------------|-------|-------|
| New Game    | 742   | -     |
| NG+         | 1,357 | 3,000 |
| NG+6        | -     | -     |

# Equipments

- Sorcerer's Catalyst

- Small Leather Shield
- Black Sorcerer Set

## Drops

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- Humanity (x1)
- Hush
- Slumbering Dragoncrest Ring
- 3 additional Humanities using Dark Hand (NG/NG+)

## Notes

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- In the initial room where Griggs is trapped, is a body in a barrel on the right hand side with a Sorcerer Armor Set and Sorcerer's Catalyst. Be careful breaking the barrels in the room because you can hit Griggs and turn him hostile. Rolling (dodging) can be used to break scenery without hurting NPCs.
- The trigger for Griggs to sell Soul Spear and Homing Soulmass seems to be Big Hat Logan's departure from Firelink Shrine. So if you rescue Griggs after Logan left Firelink Shrine, or even after clearing Logan's quest in The Duke's Archives, Griggs will still sell the two sorceries.

## Bugs

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- If Griggs' storyline is finished and he is killed in Sen's fortress, there is a possibility that he will appear in the first room where you initially meet him but, you will not be able to speak with him. Humanity can still be drained from him, however.
- There is also a possibility of Griggs appearing in the first room you find him in, with the same restrictions as mentioned above, if killed prematurely.

## Dialogue

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***All dialogue text is © From Software Inc.***

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+ show Dialogue - hide Dialogue

**Video:** Griggs of Vinheim's Dialogues

## Lower Undead Burg

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- **In front of the door in Lower Undead Burg**

Somebody! Please, let me out of here!

Somebody, anybody!

Help me! Unlock the door!

...Damn...

...I'm finished...

How did this ever happen...

- **Speak to him after you open the door**

1. Brilliant! You opened the door for me!

Thank you; I'm saved. I thought I might never escape.

I am Griggs of Vinheim. A sorcerer of the school.

I am much obliged for your assistance.

Thanks to you, I may now resume my travels.

2. Oh, hello.

I am fine. I will rest a while, then return to Firelink Shrine.

I have my sorcery. And I will be more cautious next time.

Besides, I have an important task at hand.

## Firelink Shrine

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- **Speak to him if you have at least 10 points in Intelligence**

Oh, hello.

I regret meeting you under such compromising circumstances.

At least we both made it back unscathed.

Incidentally, would you care to learn any sorceries?

You're clearly talented, and besides, I owe you.

Of course, we will require some materials, but I am happy to teach you some elementary spells. Are you interested?

- **Answer "yes"**

Splendid! Very well!

I am pleased to have a chance to give something back.

Well, then let's get started straight away.

- **Answer "no"**

Yes, I see... It is regrettable, but to each his own. If you change your mind, do not be bashful.

- **Speak to him if your Intelligence is below 10 points**

Oh, hello.

Terrific to see us both in one piece.

And pray that you never go hollow.

- **Greeting**

Oh, hello.

Well you certainly are keeping at it.

Myself? I'm fine.

Lets get started straight away.

- **Using "Talk" option**

It's not that I am concerned for Master Logan's welfare.

Even in this treacherous land, Logan's skills are unmatched. He is a true hero.

...No, the reason I seek Logan is...

...Well, it's really my own conceit, now isn't it?

- **Leaving**

Good-bye, then.

Do stay safe.

- **Leaving after you buy something from him**

All right. That'll do it.

That should help you on your journey.

May we meet again.

- **After Reah arrives at Firelink Shrine**

Did you see them?

The three young clerics...

headed for the Catacombs, to seek Kindling.

Kindling is the art of feeding bonfires.

The poor young girl, sent down into a tomb.

What a terrible mission she is burdened with.

## Logan arrives at Firelink Shrine

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- **Speak to him**

1. Oh, hello again! I was waiting to tell you... Master Logan has returned!

And he tells me that he has you to thank! Well, we are both in your debt, now.

Thank you, sincerely. He's just over there. Go along and have a chat.

2. Oh, hello.

I appreciate the attention, but you really should speak to Master Logan.

That will certainly do you more good.

- **Using "Talk" option**

1. Have you spoken to Master Logan?

He is an accomplished scholar. The arts of sorcery would never have come this far without his contributions.

And he has the nerve to go risking life and limb! What a stubborn old fellow.

Hah hah hah hah!

2. Have you tried using one of Logan's sorceries yet?

Exhilarating, is it not?

As he sees it, there are no gods, no transcendence, only truth, and Logan wishes to elucidate it.

It is this heretical methodology that has allowed Logan to advance sorcery to the point that he has.

In a word, he is a hero. Despite the awful rumors.

Time will tell, the annals of history will prove dispassionate.

## Logan leaves Firelink Shrine

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- **Speak to him**

Oh, there you are! Just so you know...

Master Logan has left on his own again.

It seems that he is still determined to find the famed Regal Archives in Anor Londo.

I intend to search for him. Only, before I leave, there is one thing I wish to do.

You see, Master Logan has left most of his books.

With them, I could teach you Logan's sorcery.

... You have done much to assist me.

Before I leave on this journey, I will teach you all that Logan has to share.

- **Greeting**

Oh, hello, you made it!

Then, let us begin.

As promised, I shall bequeath Master Logan's sorcery to you.

## Combat

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- **When attacked without made hostile in Burg**

- Ooph!

- Eeg!

- What on Earth are you...!

- Cease! I implore you!

- **When attacked without made hostile in Firelink**

- Uwwah!

- Heavens!

- In the name of sanity!

- Cease! Have you gone mad?

- **When attacked and made hostile**

Curses, you leave me no choice!

You aren't yourself any more.

Forgive me!

- **When killed**

Rrrg...

How could this...

**Voiced by:** Blake Ritson

Footnotes 1. This requires advancing Logan's questline, to make Grigg's final two spells available.

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