

NINER



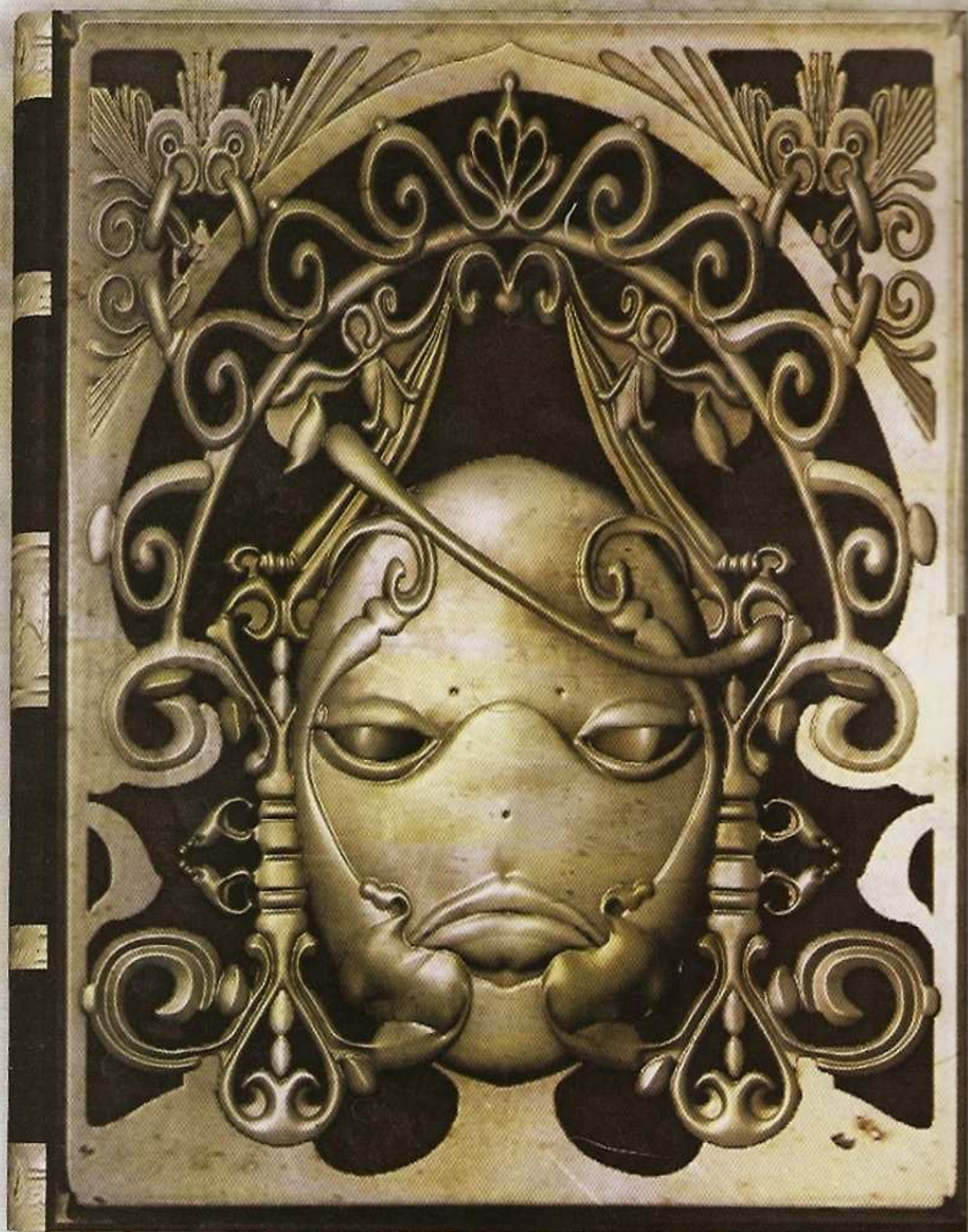
COVERS PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM & XBOX 360[®]

SQUARE ENIX

By Doug Walsh and Joe Ep

NIER

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INTRO

When destiny took his wife some years ago, Nier accepted the life of a widower and dedicated himself to the care and protection of Yonah, his only daughter. He spent his days doing odd jobs for friends and helping the merchants in his village in any way possible. Though he is a proud man with the strength and skill for greater challenges, he graciously accepted every job offered him. No task, no matter how trivial, was beneath him. He did whatever he could to keep a roof over Yonah's head and provide food for her to eat. This, he felt, was his true duty.

Life was tough, but it was peaceful. Then one day, Yonah started to cough. It didn't seem serious at first, but the cough persisted for days. An intense pain followed, and soon it became obvious that Yonah had somehow contracted the Black Scawl. For most people, the Black Scawl was a death sentence. There was no known cure for the disease, and its association with the shadowy creatures often encountered beyond the safety of the village gates left many to speak of it in hushed tones.

However, Nier does not relent or give up hope. Instead, he becomes ever more resolute in his desire to find a cure, even if it means slaughtering every Shade the world over. As Nier's quest leads him through many different travels, his path crosses those of helpful allies, friends, and dozens more who need his assistance. As his strength and skills improve, so does the power of those bent on stopping him. The journey won't only test him physically, but it will challenge all he believes concerning life, souls, and the human body.

ABOUT THIS GUIDE

Nier is an action-adventure game unlike any other. Wrapped around the premise of one man's quest to cure his daughter's illness is a game containing myriad styles of play. The detailed walkthrough and quest guide in this book provide proven strategies and tips for defeating every boss, solving every riddle, and for completing all seventy of the side quests. The comprehensive fishing and farming chapter explains all there is to know about cultivating uncommon plants and hooking the rarest of fish. Additional chapters include full details on every item, weapon, and enemy in the game, as well as a comprehensive listing of the location and effects of every stats-boosting Word that Nier can acquire. Nier is a genre-spanning game that is sure to challenge all of your skills as a gamer. This book will help you level the playing field.

POPOLA & DEVOLA

AGE: 24

HEIGHT: 5' 3"

Devola and Popola are twin sisters who, despite their young age, are the leaders in the village where Nier and Yonah live. Popola works in the library and is a voracious reader with a high intellect. She is polite and kind, and helps watch over Yonah whenever Nier is out of town. In contrast, Devola spends her days playing music near the fountain or in the tavern. She keeps abreast of the goings-on around the village and beyond, and is an excellent source of work for Nier.



GRIMOIRE WEISS

AGE: UNKNOWN

HEIGHT: N/A

Grimoire Weiss is a mysterious book of immeasurable wisdom and age that becomes a powerful ally in Nier's journey to cure Yonah. Grimoire Weiss possesses a sharp tongue and an inflated ego, but often feigns ignorance. Whether he does this to test Nier or because he simply loses interest is unknown. What is certain, however, is that he can't stand to have his name abbreviated. He must be addressed by his full name at all times! Aside from being a talking, floating, all-knowing book, Grimoire Weiss uses the Sealed Verses that Nier uncovers to cast powerful magic spells that assist Nier in combat.

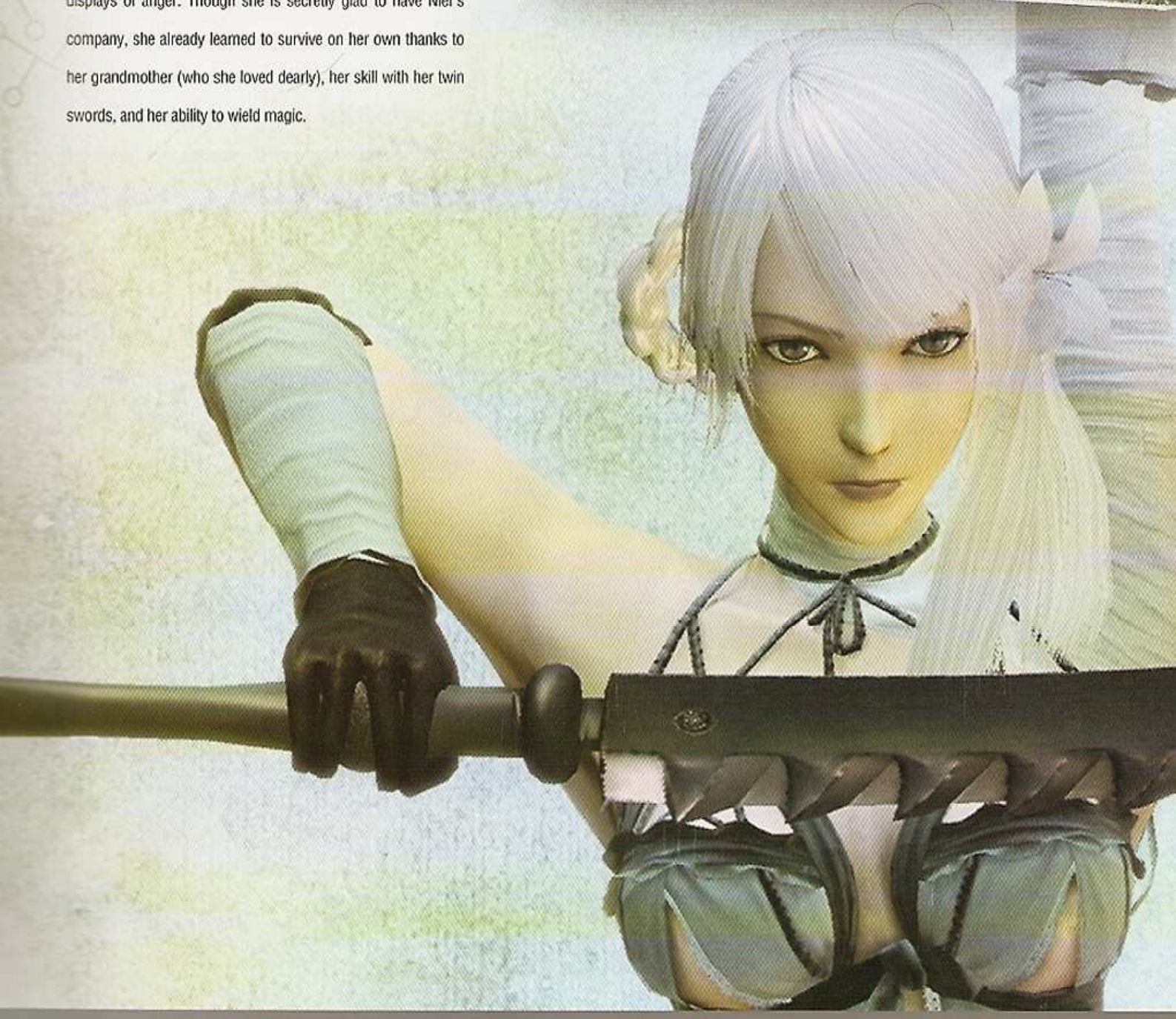


KAINÉ

AGE: 20

HEIGHT: 5' 7"

Kainé is a coarse individual who suffers from being only half human. The left side of her body, which she keeps under wraps, is that of a Shade. This hybrid form has left her to live the life of an outcast, unwelcome in villages and befriended by few. She has grown accustomed to being alone, and her veneer of shyness is easily shattered by sudden outbursts and irrational displays of anger. Though she is secretly glad to have Nier's company, she already learned to survive on her own thanks to her grandmother (who she loved dearly), her skill with her twin swords, and her ability to wield magic.





EMIL

AGE: UNKNOWN

HEIGHT: 4' 9"

Emil is a young, kindhearted boy who lives in the manor near the southern plains, tended to by his loyal servants. Despite his gentle demeanor, Emil possesses unimaginable power—everyone he looks at is turned to stone! Rather than abuse this power, Emil is burdened by a terrible guilt and keeps his eyes covered with bandages to avoid transforming anyone else to stone. He brings a sense of youthful exuberance and takes to Nier and Kainé as if they were the older brother and sister he's wanted his entire life.

FYRA

AGE: 10

HEIGHT: 5' 4"

Fyra is a young girl who knows what it's like to be an outsider in Facade. Sent to the strange town as an apprentice at an early age, she was forced to learn to communicate through gestures due to an inability to speak. She is one of the kindest and most selfless of the Masked People, and for this she is deeply adored.

KING OF FACADE

AGE: 10

HEIGHT: 4' 3"

The king of Facade is just a boy who has come to occupy the throne left vacant by the sudden death of his father. Though he loves the Masked People of Facade deeply and wants to be the best king possible, his inexperience and impulsive behavior often lands him in trouble. He has learned to trust his Advisor completely, yet he struggles with the oppressive structure of rules that govern Facade's society. The king of Facade is an intelligent boy who usually wields his intellect as well as he wields his spear.

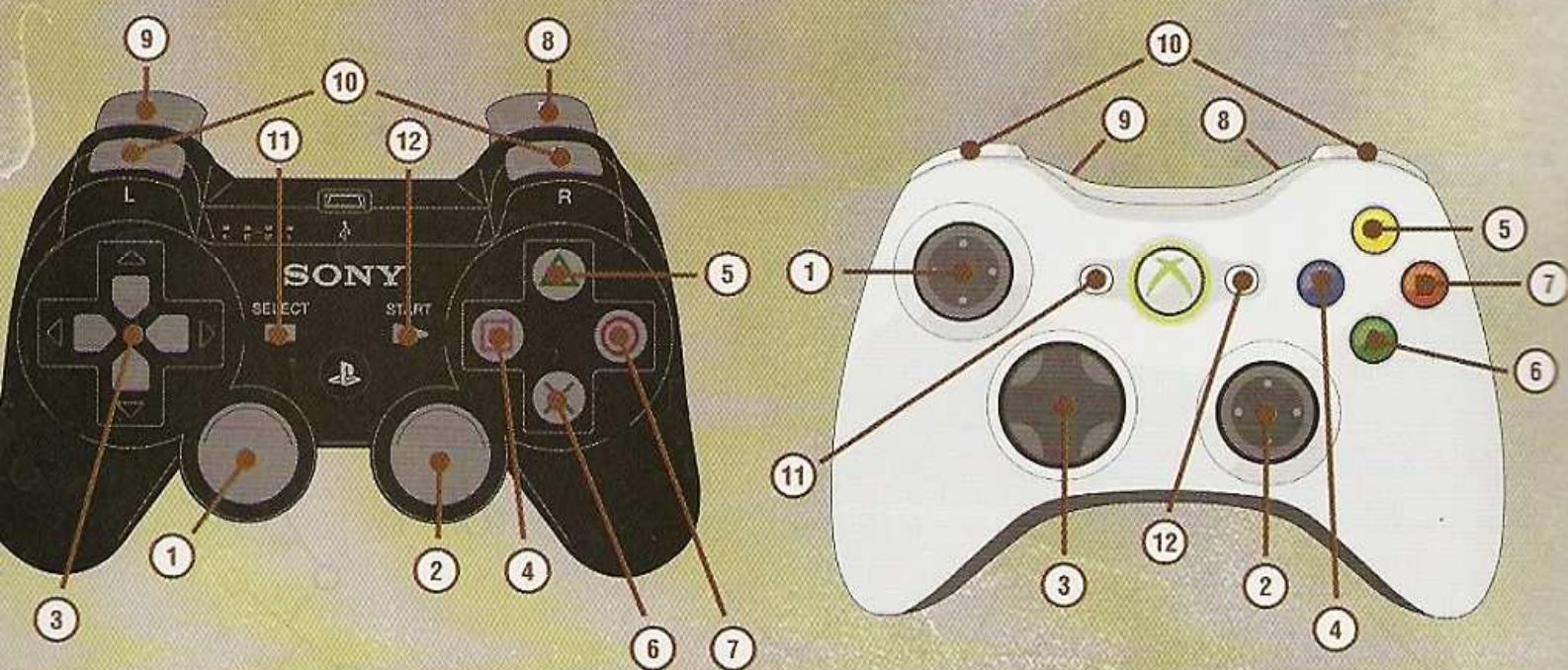


GAME BASICS



Nier is both the game's title and the name of its main character, but you can choose a different name for purposes of in-game text if you like. The game opens with a brief prologue set in 2049. Besides setting up the story, this prologue acquaints you with the basic controls. After the prologue, as the game properly begins 1,312 years later, you'll receive occasional tutorial updates to deepen your understanding of the game's mechanics. Tutorials are spread across the entire game, however, so this chapter exists to compile and elaborate on these concepts.

CONTROLS AND DISPLAY



- 1 Movement.** The left analog stick controls the movement of the main character, Nier.
- 2 Camera Control.** The right analog stick controls the movement of the camera. The behavior of the camera (how closely and quickly the camera follows Nier; whether the X and Y axes are inverted; whether the camera automatically “snaps” behind Nier when he turns) can be adjusted to your liking in the Options menu. Regardless of how you set your camera preferences, the camera can be centered behind Nier by pressing in the right analog stick.
- 3 Item and Equipment Shortcuts.** By pressing directions on the d-pad, you can instantly access important, frequently used menus without pressing Start and manually toggling to the appropriate menu. This is the most useful way to quickly access recovery items to replenish health in the heat of battle.

D-pad Direction	Item/Equipment Menu
Up	Items (Recovery items like medicinal herbs and performance-enhancing items like strength capsules)
Down	One-handed swords
Left	Two-handed swords (part two)
Right	Spears (part two)



- 4 Normal Attack.** Nier strikes with his equipped weapon. Fluid strings of attacks can be performed by tapping the Attack button repeatedly. Individual strikes can be charged to increase force by holding down the Attack button before releasing it.
- 5 Special Attack.** Nier performs a unique attack, with different results depending on the weapon Nier is wielding and whether he's airborne or grounded.

SPECIAL ATTACKS

Weapon Type	Standing	Jumping
One-handed Sword	Guard Break	Skull Cracker
Two-handed Sword	Spinning Attack	Skull Cracker
Spear	Dash Charge	Air-dash Charge

- 6 Jump.** A double-jump can be performed by tapping the button again in mid-air. If you step off a ledge without jumping, you can use both the initial jump and the double-jump while falling.

- 7 Interact.** Pressing this button causes Nier to engage in context-sensitive activities where available, such as talking to a shopkeeper, opening a door, stripping a felled animal, or gathering an item out in the field.
- 8 Evade.** Press the right trigger (or R2) along with any direction on the left analog stick to make Nier perform an evasive roll in that direction. Can be performed either standing or in mid-air.
- 9 Defend.** Hold the left trigger (or L2) to have Nier assume a defensive posture, which blocks most (although not all) enemy attacks. This button has another purpose, too—when Nier is tossed backward from a fierce enemy blow, tap the Defend button to make him to regain his feet more quickly. However, this doesn't work against every type of enemy attack.
- 10 Magic.** Initially, Nier is unschooled in arcane arts for the first hour or two of the game. Once allied with Grimoire Weiss, he adds magic to his arsenal. There are eventually eight types of magic. With the default control scheme, the forward bumpers (or R1 and L1) are reserved for magic, while the triggers (or R2 and L2) are used for evasive rolls and defending. This means you normally have ready access to two types of magic simultaneously. The triggers and bumpers can be reassigned as desired in the Start menu, though it's not recommended to omit the ability to evade or defend!
- 11 Map.** If you possess a map for the current area, this button will display it.
- 12 Menu.** From here, you can alter game options, use items, and select abilities, magic, and weapons. With sufficient story progress you can also access Grimoire Weiss, who stores extensive information in his pages, along with Party Orders for other allies as they join. Useful information is also displayed: current level, money, and objectives.



DISPLAY



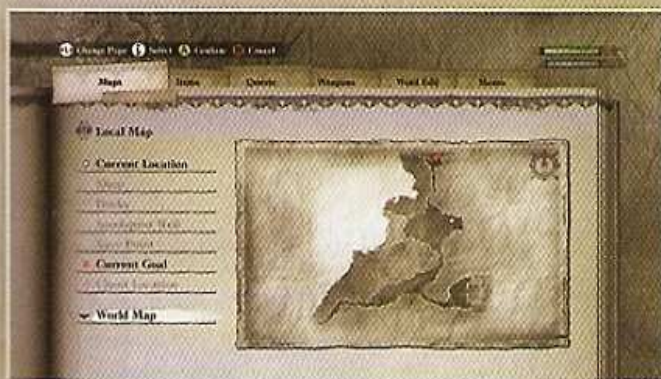
- 1 Nier, the main character.** Most of the game is played from a third-person perspective over Nier's shoulder, though occasionally the camera shifts to emulate other game genres.
- 2 Nier's health pool.** If this green gauge is depleted, Nier is defeated and the game ends. If this is falling fast, tap Up on the D-pad to pause the action and access the menu for recovery items!
- 3 Nier's magic pool.** Using magic naturally depletes this gauge. The gauge refills slowly over time, but can also be refilled by drawing blood from enemies with a physical weapon, or by striking enemy projectiles.
- 4 The mini-map.** Indicates nearby creatures, and also points in the general direction of the current objective with a red "X" marker.
- 5 Enemies.** Vile creatures of shadow called Shades make up the brunt of the adversaries in Nier. Liberal application of bladed weapons and magic attacks can make these ethereal creatures go away, leaving EXP and items in their wake.
- 6 Animals.** Natural creatures, most of which are docile and non-threatening, also populate the landscape. They won't usually attack unless you provoke them (though more aggressive wildlife, such as wolf packs, provides an exception). These meek don't inherit the earth, however, and you can snag worthwhile spoils by clubbing them into submission. Upon defeat, they can be stripped for their hides and meat with the Interact button. Smaller animals like lizards and mice can simply be picked up.
- 7 Allies.** A colorful cast of combatants joins Nier in his quest. When they are present, they'll fight automatically, though you can alter their general approach through the Orders option in the Start menu.

GAME STRUCTURE

A TALE OF TWO HALVES

Nier is essentially split into two distinct halves—**part one** and **part two**. Without spoiling anything, we'll refer to one half or the other frequently throughout this guide.

Nier's quest to cure his daughter takes many twists and turns, but you can always check your current objective simply by pausing the game. The most pressing goal is always displayed in the bottom left of the screen. Red markers indicate the way on both the mini-map that appears on the bottom right of the screen during gameplay, and on the larger map that can be brought up when available (press the Back button on Xbox 360, Select on PS3). You can also find your way with the world map accessible in the Start menu once Grimoire Weiss joins *Nier* shortly into the adventure.



DIFFICULTY SETTINGS

Nier can be played on Easy, Normal, or Hard difficulty. On harder difficulties *Nier* will do less damage to his foes while taking more damage from their blows. There are no other differences between difficulty settings. Regardless of the difficulty you select, past a certain point in the game *Nier* will be fiendishly powerful, especially on successive playthroughs.

LOOPING THE LOOP: NEW GAME+ IN *NIER*

What's that we said about successive playthroughs, you ask? Upon completing the game you'll receive the first of four endings (Ending A), then be prompted to create a new save file. Loading this save will allow you to read *Kaine's* backstory. After learning more about *Nier's* most colorful friend the game will pick back up again shortly into part two, retaining all previous items, weapons, money, quest completion, and EXP. From here you can experience the second half of the story again with added dialog and cutscenes, while building toward Endings B, C, and D.

Getting from place to place usually involves hoofing it. While running across the land, *Nier* often encounters sparkling gather spots and boxes. By interacting with sparkling gather spots or smashing open boxes, *Nier* can acquire many valuable items. *Nier* also finds many enemies, which he can engage in ferocious combat. Villagers from various towns also task *Nier* with quests that don't necessarily advance the main story, but often result in spoils that make participation worthwhile regardless.



INTERACTIVE AREAS AND ITEMS



Save your game at mailboxes.



If ever you should find a mailbox right next to a door, it's definitely time to save—a boss fight is brewing!



Should Nier fall in combat with his health pool utterly depleted, you'll be presented with the option to continue. This restarts the game with Nier on the fringe of the zone in which he was just killed, as though he just entered. You can also opt to return to the title screen.



A tell-tale sparkle signals either an item or something conspicuous that requires Nier's attention.



Boxes contain all sorts of items to aid Nier in his quest.



Move sturdier boxes by pushing them while holding the Interact button. This is useful for reaching areas that are otherwise out of reach and for completing certain puzzles.



Nier can talk to any villager, but important conversations and quest offers are indicated with this glyph-filled word bubble. Don't miss these conversations! Consult the Quest Guide for a full breakdown of the game's quests.

BOARS GONE WILD

The term “hoofing it” is both figurative and literal. Completing the early quest “Boar Hunt!” grants the ability to ride wild boars, so that Nier can cross the countryside much faster. Consult the Quest Guide for full info regarding this quest, among others. Slamming into a wall or being hit by a foe while riding a boar knocks Nier off his mount.

BOAR CONTROLS

Button	Action
Interact	Mount or dismount
Jump	Hold to accelerate
Left or right on left analog stick	Turn
Back on left analog stick	Slowly turn 180 degrees while stationary
Either trigger button (or R2/L2) while turning	Drift



DEPARTURES FROM THE NORM

Nier is primarily an action-adventure RPG played from a third-person perspective. This game, however, is a self-aware romp, fully conscious that it isn't the first video game ever made. Throughout the course of the game, *Nier* frequently pays homage to various game genres that have preceded it. While *Nier*'s combat abilities are mostly the same as normal during these sequences, certain aspects of gameplay do change. For example, during side-scrolling sequences that emulate platforming games, *Nier* can move left and right and jump, but he cannot move laterally into the background or foreground.



Some sequences pay tribute to side-scrolling platformers...



...or side-scrolling action games



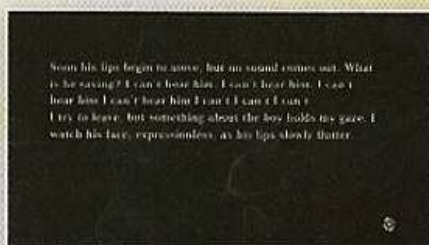
...or top-down brawlers...



...or on-rails shooting games...



...or survival horror bits...

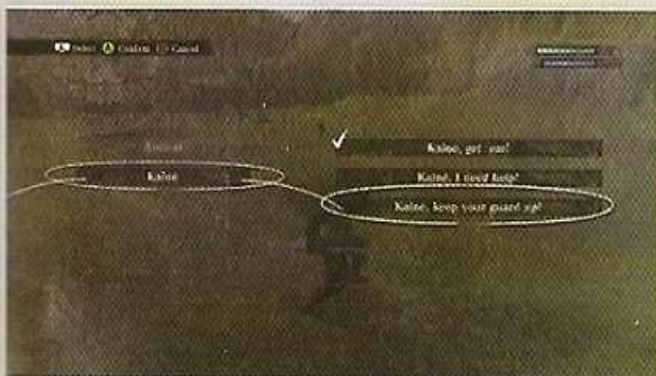


...or even old-school text adventures!

EXPERIENCE AND LEVELING

Naturally, *Nier* begins the game at level 1. He'll gain EXP by landing the killing blow on foes. If *Nier* uses Grimoire Weiss to cast magic and kill an enemy, that counts as well. It is important to note that *Nier* must kill an enemy with his blade or the aid of Grimoire Weiss to gain EXP—once *Nier* has other allies, he does *not* gain EXP (or items!) if his friends take enemies down! Also, it is important to note that while it's possible in places to kill enemies by tossing them off ledges, this approach will *also* foregoes EXP or items.

It's not necessary to be aware of these stats to enjoy the game, but just a glance can show that *Nier*'s magic defense is severely deficient compared to his other attributes. This gap isn't meaningless—strong enemy magic tends to inflict far more damage to *Nier* than mere physical attacks. Beware of foes with strong magical attacks, and do everything you can to avoid their arcane assaults.



If you are concerned about your kills being stolen by other members in the party, consider using the Orders menu to tell them to back off and defend themselves.



**Nier*'s health and magic refill instantly when he levels up. If more enemies remain, take advantage of this with a violent magic outburst.*

LEVEL PROGRESSION

Lv.	Total EXP	Health Pool	Magic Pool	Attack	Defense	Magic Attack	Magic Defense
1	0	100	50	9	1	10	0
2	30	150	50	11	1	15	0
3	240	200	51	14	2	20	0
4	850	250	52	16	2	25	1
5	2060	300	54	18	2	30	1
6	4070	420	55	22	3	36	1
7	7080	540	57	25	4	42	1
8	11290	660	60	29	5	48	1
9	16900	780	63	32	6	54	2
10	24110	900	66	36	7	60	2
11	33120	1260	69	43	10	72	3
12	44130	1620	73	50	13	84	3
13	57340	1980	77	58	16	96	4
14	72950	2340	82	65	19	108	5
15	91160	2700	87	72	22	120	5
16	112170	3780	92	86	30	144	8
17	136180	4860	98	101	39	168	10
18	163390	5940	104	115	48	192	12
19	194000	7020	110	130	56	216	14
20	228210	8100	117	144	65	240	16
21	266220	11340	124	173	91	278	23
22	308230	14580	131	202	117	317	29
23	354440	17820	139	230	143	355	36
24	405050	21060	147	259	168	394	42
25	460260	24300	155	288	194	432	49
26	520270	34020	164	346	272	475	68
27	585280	43740	173	403	350	518	87
28	655490	53460	182	461	428	562	107
29	731100	63180	192	518	505	605	126
30	812310	72900	200	576	583	648	146
31	899320	87480	206	611	700	713	175
32	987380	102060	212	645	816	778	204
33	1076525	116640	218	680	933	842	233
34	1166790	131220	224	714	1050	907	262
35	1258210	145800	230	749	1166	972	292
36	1350820	160380	236	779	1283	1011	321
37	1444655	174960	242	809	1400	1050	350
38	1539750	189540	247	839	1516	1089	379
39	1636140	204120	253	869	1633	1128	408
40	1733860	218700	258	899	1750	1166	437
41	1832945	231822	263	917	1855	1178	464
42	1933430	244944	269	935	1960	1190	490
43	2035350	258066	274	952	2065	1201	516
44	2138740	271188	279	970	2170	1213	542
45	2243635	284310	284	988	2274	1225	569
46	2350070	295682	289	1008	2365	1227	591
47	2458080	307055	293	1028	2456	1230	614
48	2567700	318427	298	1048	2547	1232	637
49	2678965	329800	303	1067	2638	1235	660
50	2791910	341172	307	1087	2729	1237	682

Lv.	Total EXP	Health Pool	Magic Pool	Attack	Defense	Magic Attack	Magic Defense
51	2906570	347995	312	1105	2784	1239	696
52	3022980	354819	316	1122	2839	1242	710
53	3141175	361642	320	1139	2893	1244	723
54	3261190	368466	324	1157	2948	1247	737
55	3383060	375289	328	1174	3002	1249	751
56	3506820	379042	332	1186	3032	1252	758
57	3632505	382795	336	1198	3062	1254	766
58	3760150	386548	340	1209	3092	1257	773
59	3889790	390301	344	1221	3122	1259	781
60	4021460	394054	347	1233	3152	1262	788
61	4155195	395630	351	1238	3165	1264	791
62	4289596	397206	354	1243	3178	1267	794
63	4424674	398782	357	1248	3190	1269	798
64	4560440	400359	361	1253	3203	1272	801
65	4696906	401935	364	1258	3215	1274	804
66	4834082	402739	367	1260	3222	1277	805
67	4971979	403542	370	1263	3228	1280	807
68	5110609	404346	373	1265	3235	1282	809
69	5249983	405150	376	1268	3241	1285	810
70	5390112	405954	378	1270	3248	1287	812
71	5531006	406766	381	1273	3254	1290	814
72	5672677	407578	383	1275	3261	1292	815
73	5815137	408390	386	1278	3267	1295	817
74	5958395	409202	388	1280	3274	1297	818
75	6102464	410014	390	1283	3280	1300	820
76	6247355	410834	393	1285	3287	1303	822
77	6393078	411654	395	1288	3293	1305	823
78	6539644	412474	397	1291	3300	1308	825
79	6687065	413294	398	1293	3306	1310	827
80	6835352	414114	400	1296	3313	1313	828
81	6984516	414942	402	1298	3320	1316	830
82	7134568	415770	404	1301	3326	1318	832
83	7285518	416598	405	1303	3333	1321	833
84	7437380	417427	407	1306	3339	1324	835
85	7590162	418255	408	1309	3346	1326	837
86	7743877	419091	409	1311	3353	1329	838
87	7898535	419928	410	1314	3359	1332	840
88	8054148	420764	411	1317	3366	1334	842
89	8210726	421601	412	1319	3373	1337	843
90	8368281	422437	413	1322	3379	1339	845
91	8526824	423282	414	1324	3386	1342	847
92	8686367	424127	415	1327	3393	1345	848
93	8846919	424972	415	1330	3400	1347	850
94	9008492	425817	416	1332	3407	1350	852
95	9171098	426662	416	1335	3413	1353	853
96	9334747	427515	417	1338	3420	1356	855
97	9499451	428368	417	1340	3427	1358	857
98	9665220	429222	417	1343	3434	1361	858
99	9832066	430075	417	1346	3441	1364	860

FISHING

Fishing isn't available initially, but soon enough in the story you'll be tasked with obtaining a shaman fish. Snagging this fish requires catching it, and to this end you'll obtain a fishing rod and lure from an old man in the coastal town of Seafront. With fishing rod in hand, you can fish over any body of water, and even in some environments that aren't exactly aquatic—over fast-moving desert sand, for example. To fish, approach a fishable body of water (or sand...) and press the Interact button. You'll then have to select your desired bait (the old man's lure, or other bait that you've either purchased or caught) before casting. Once the line is cast, watch the fishing rod very carefully for movement. You're not looking for a little tug—you want to see a solid downward jerk. When you see a fish tugging the rod, press the Jump button (or press down on the analog stick) to begin reeling it in. If the initial snare is successful, the fish's health meter appears, and it soon starts struggling to escape. Watch for the splashes on the surface of the water that indicate which direction the fish is trying to go, and pull the rod in the opposite direction with the left analog stick. If you are sufficiently skilled to reel in the fish, and if you correctly move the rod opposite to where the fish is going, the health meter will deplete. Once the health meter is depleted (or close to it), press the Jump button again to attempt to reel the fish in. For more on fishing, visit the Quest Guide and consult the quest series "The Fisherman's Gambit," along with this book's Fishing and Cultivation reference chapter.



"The worst day fishing is better than the best day working."
—author unknown

CULTIVATION

The field adjacent to Nier's house is initially barren. There are two ways to ready the field for farming. During part one, complete a few quests for the florist in Player's Village. You need to finish the "Shopping List" quest (bring her three tulip bulbs), then "A Return to Shopping" (bring her three bounty fertilizers). The first quest opens up one row of the field for use, and the second expands your total farming land to three rows. Each row has five spots in which you can plant seeds. If you forego these quests during part one, you can still access the farming field during part two by simply purchasing the cultivation handbook from that same florist for 5000 gold. Either way, the field is ready to use. If you like, you can choose to use fertilizer on a given spot before planting a seed. After planting a seed, you can then water the fledgling plant while waiting for the harvest. For more on Cultivation, refer to the Fishing and Cultivation chapter.



Tending Nier's field can pay great dividends in time.



COMBAT

Combat in *Nier* is a fluid mix of defense, swordplay, and magic. Nier himself begins the game able to use one-handed swords. Nier can also command the use of various types of magic after allying with Grimoire Weiss. Weapons can eventually be upgraded at Two Brothers Weaponry; weapons and weapon upgrades are explored in detail in the Weapon Forge chapter. Nier can also equip a class of items called Words to increase the power of weapons, magic, and defense. During the second half of the game, Nier adds two-handed swords and spears to his arsenal.



By default, enemy health bars do not appear. It's best to make enemy health bars visible in the Options menu. This way, you'll know if an enemy is low on health, so you can avoid wasting big attacks or excess magic dealing that last little bit of damage.



In addition to finding items at gather spots and in breakable boxes, Nier also finds items on downed foes. Common drops are indicated with a robotish tinge, while rare drops have a yellow glow.



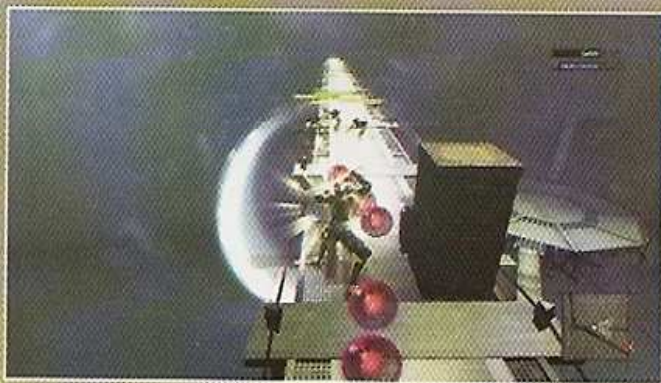
Some enemies, particularly bosses, have attack gauges that show up on their weak points. These attack gauges usually don't appear until you've dealt sufficient normal damage. Once an attack gauge is present, hurry to destroy it before the timer runs out, or the foe regains some health and you must coax the attack gauge out again.

THE BEST OFFENSE IS A GOOD DEFENSE...

The first key to successful combat is staying alive. To this end, Nier knows a few martial arts maneuvers that serve to block, deflect, or avoid incoming enemy attacks.

GUARDING

The simplest defensive maneuver is guarding. Guarding is accomplished by holding down the left trigger (or L2) by default, but it can be reassigned to any shoulder button. Guarding can block most attacks, preventing Nier from taking any damage. Guarding doesn't work against everything, however—very heavy attacks, like the shockwaves or sonic-boom type effects created by tougher enemies, cannot be guarded. And guarding doesn't work against anything if Nier isn't facing his enemy! Note that Nier isn't the only one who can guard—enemies armed with swords and shields can also guard against Nier's strikes.



After successfully guarding against an incoming attack, take advantage by striking back at enemies while they recover from their swing.

GUARD BREAKS

Guarding isn't infallible. As mentioned, some attacks bypass guarding entirely. You can probably pick these out visually—if something seems too forceful to guard, it probably is. Additionally, even against guardable attacks, a defensive posture can be overwhelmed. If you're successfully guarding attacks but there are just too many of them at once, Nier's guard can be broken and he'll reel, unable to do anything for a moment and completely open to further attacks. The same is true of enemies, though—against a guarding opponent, keep attacking quickly and your foe's guard may be knocked aside. Note also that one-handed swords have a guard breaking attack built in, accomplished by pressing the Special Attack button while standing.



Although many physical and magical attacks can be guarded, beware of guarding against many strikes or magic bolts at once, since Nier may be overwhelmed.

DEFLECTIONS

By tapping the Guard button just before an enemy's physical strike hits Nier, you can perform a deflection. While this technique is obviously riskier than simply blocking, the payoff is potent. A successfully deflected enemy attack creates a green flash, forcing the enemy to stumble. If you press the normal Attack button during the green flash, Nier can pull off a twirling counterattack that hits the ground like a hammer from the sky, tossing aside even huge foes and leaving them helpless on the ground for a moment. Deflections even work against some tremendous enemy attacks that cannot be guarded, like the fierce ground pounding attack employed by huge Shades!



The deflection counterattack is Nier's most powerful physical weapon. In addition to brutally punishing whichever enemy tried to attack Nier, other nearby foes also get blown away!

EVASIVE ROLLS

Apart from guarding, evasive rolls are Nier's other defensive staple. By default, rolling is assigned to the right trigger (or R2). Hold a direction on the left analog stick, then press the right trigger to roll in that direction. Evasive rolls can even be accomplished in midair, during a fall or jump (when falling from a great height, use an evasive roll just before Nier hits the ground to avoid a bad landing). Nier is essentially invincible during an evasive roll—with good timing, he can roll directly through enemy attacks and magic. Evasive rolls are also a decent way to get around—simply rolling forward over and over is slightly faster than running.



Evasive rolling is vital to survival.

SIDESTEPPING AND SIDESTEP ATTACKS

When an enemy is near, aiming an evasive roll directly at it makes Nier roll in a rough circle around the foe in an attempt to flank. Press the normal Attack button during such a roll to execute a sidestep attack, which is a unique strike that can knock down most enemies (with one-handed swords, this attack is a double-hit strike that is otherwise unavailable).



Sidestep attacks can also be performed during a normal evasive roll by pressing the Attack button as the roll ends.

BLOW BACK, KNOCKDOWNS, AND CANCELS

Just as many of Nier's attacks can floor his foes, so too can many enemy attacks knock Nier off his feet. If you do nothing, Nier will lie on the ground vulnerable for a moment. To avoid this situation, tap the Guard button as Nier is tossed through the air. Depending on how Nier was blown back, he'll dig his heels in and skid to a stop, or he'll backflip in midair and fall to earth as if he jumped. In either situation, he's ready to get right back into the fight instead of having to haul himself groggily from the ground and back to his feet.



Tap the Guard button when struck to recover more quickly

ONE-HANDED SWORDS

ONE-HANDED SWORD QUICK MENU: TAP DOWN ON D-PAD.

One-handed swords are the speediest and most versatile weapon class. One-handed swords are also the only weapons available to Nier during the first half of the game, referred to throughout this guide as part one.



Tap the Attack button for the first swing.



Two Attack button taps.



Three Attack button taps.



Four Attack button taps.



Tap and then hold the Attack button to turn one regular swing into a charged follow-up that strikes all around Nier. This is the most versatile charged attack in the game, since it doesn't require a big time commitment and generally clears out anything approaching Nier, short of a huge Shade or boss.



Tap the Attack button twice, then hold it for a charged upward slash that strikes just ahead of Nier. Not as versatile as the previous attack, as it doesn't hit anything approaching from the back or sides, but still good against single targets.



Tap Attack three times, then hold it for a charged downward slash that strikes directly in front of Nier.



Tap Attack four times, then hold it for a charged circular slash that strikes all around Nier.



Five Attack button taps.



Tap Attack button five times, then hold it to charge Nier's most powerful one-handed sword strike. He leaps into the air with an upward slash, then descends with a crushing stab. Both the upward and downward motions of this attack successfully strike enemies in front of Nier. If you have the time to commit to a full string of five hits followed by this final charged blow, this is the way to go!

ONE-HANDED SWORD SPECIAL ATTACKS



Guard Break: Shades wielding ethereal swords and shields can block Nier's physical attacks. Use this special attack to knock aside their guard, leaving them vulnerable. It's possible to fluidly string the guard break into one-handed sword combos.



Skull Cracker: From midair, Nier falls with a downward slash that strikes the ground with extreme force. Most enemies hit by this get knocked down, just like after a charged attack. Remember, enemies carrying swords or shields can block this attack. After landing, Nier must endure a brief period where he recovers and most actions cannot be performed, but you can avoid this recovery period by using an evasive roll.

TWO-HANDED SWORDS

TWO-HANDED SWORD QUICK MENU: TAP LEFT ON D-PAD.

Two-handed swords become available during part two. There are a few heavy axes mixed in with this robust collection of heavy blades, but the axes behave the same as the swords and only differ in appearance. Two-handed swords (and axes) are the slowest weapons, but they are unmatched for sheer force—even normal, uncharged swings from these weapons are able to toss minor Shades and Young aside like so many pebbles. Every two-handed sword attack cuts a wide swath around Nier, so the only deficiency here is simply that a speedy foe might knock Nier out of his attacks during startup.



Tap the Attack button for the first swing.



Two Attack button taps.



Three Attack button taps. This attack hits twice, as Nier first sweeps the two-handed sword horizontally before bringing it back around for an overhead blow. Two charged variations are possible, depending on whether you hold the Attack button during the first or second portion of the attack.



Tap the Attack button three times, then press and hold it before Nier finishes his third strike by bringing the two-handed sword down in an overhead smash. He'll charge this overhead smash, unleashing it whenever you release the button.

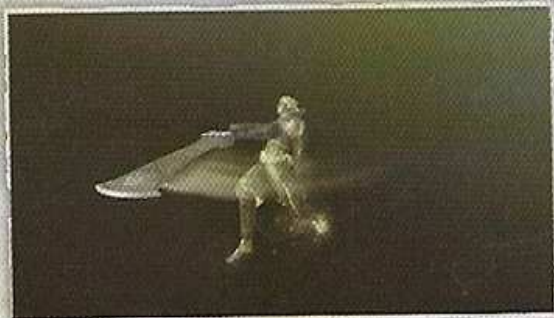


Tap and then hold the Attack button for one regular swing into a charged follow-up that strikes all around Nier. Just as with one-handed swords, this is a versatile maneuver that clears the area in all directions.



Tap Attack twice, then hold it for an amplified version of Nier's third two-handed sword swing, a circular slash leading into an overhead blow.

TWO-HANDED SWORD SPECIAL ATTACKS



Spinning attack: Nier spins twice, whirling his two-handed sword in all directions. While this attack is slow to begin, it can clear out just about anything once in progress. If you want to interrupt this attack before it's over, use an evasive roll.



Skull Cracker: Similar to the aerial special attack for one-handed swords, except with the extra force provided by a much larger weapon.

SPEARS

SPEAR QUICK MENU: TAP RIGHT ON D-PAD.

Spears, like two-handed swords, are available during part two of *Nier*. Spear attacks are faster than those of two-handed swords, but not quite as fast as those of one-handed swords. Spear strikes have greater forward range than other weapons, but this comes at the cost of having virtually no lateral coverage—while both one- and two-handed swords frequently hit all around Nier, spears can only nail enemies directly in front of him. This makes spears extremely good against smaller groups and tougher single enemies, but somewhat deficient against large packs of foes.



Tap the Attack button for the first thrust.



Two Attack button taps.



Three Attack button taps.



Tap the Attack button three times, then press and hold it to charge a final forward thrust, wreathed in electricity.

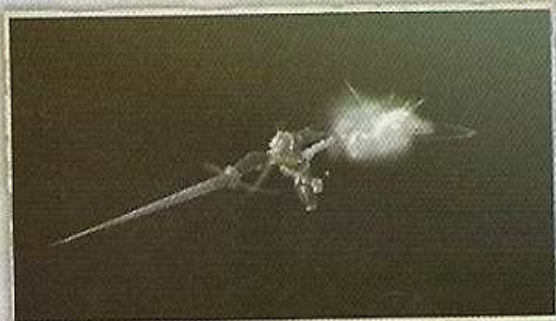


Tap and then hold the Attack button for one regular stab into a charged follow-up that crackles with lightning.

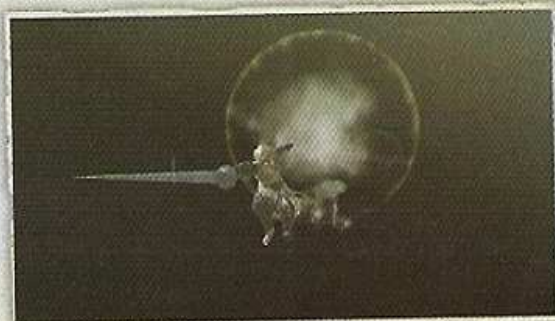


Tap Attack twice, then hold it for a charged electrical stab.

SPEAR SPECIAL ATTACKS



Dash charge: Nier hurtles forward, spear held rigid in front of him. Not only is this an excellent attack, but this move also provides a great means of locomotion; harrng a boar ride, the fastest way to travel is through repetitions of dash charge, evasive roll forward, evasive roll forward, dash charge, and so on!



Air-dash charge: Just like a dash charge, except beginning from an aerial position.

FINISHING ATTACKS

Charged attacks, some special attacks, and many magical attacks are capable of knocking enemies off their feet onto the turf. This is great for getting enemies off of Nier's back, but it's also handy since it allows Nier to use his powerful finishing move. Apart from a jumping normal slash, which is not particularly useful, this is the only attack common to every weapon type. By default, a finishing attack is performed by holding the Defend button, then pressing the normal Attack button, though this can be changed to Defend plus Special Attack in Options. (This is a strongly recommended change. One of the most powerful attacks in the game is the deflection counterattack, which is performed by tapping Defend to deflect an incoming strike at the last possible moment, then pressing normal Attack while the enemy reels. If you miss-time your block late, you'll simply get hit. If you miss-time your block early, however, you'll guard the attack normally, without a deflection. But since the timing is so tight, you might still press normal Attack, expecting a deflection. In this situation, you'll block the enemy's attack, then perform a finishing attack on nothing at all, with an angry enemy right in front of you. Changing the default control so that finishing attacks require Defend plus Special Attack prevents this from happening.)



Finishing attacks aren't just good for their heavy damage—this downward stab also produces a veritable shower of blood, which Grimoire Weiss then hungrily consumes to refill MP.

ARMORED ENEMIES

Even though they don't show up until part two, many enemies come outfitted with heavy armor. This plate metal enhances their resistance to damage. The armor doesn't make the enemies invincible, however, and neither is the armor itself indestructible. Heavy blows may shatter armor, leaving soft Shade tissue exposed.



Bash in armor to get to the chewy center.

MAGIC

Nier has no magical acumen on his own, but this changes when he allies himself with the ancient and learned tome Grimoire Weiss. Through this partnership, Nier can command powerful magical forces. The goal for most of the first half of the game is to regain Grimoire Weiss's forgotten magical ability by acquiring all the Sealed Verses. Each Sealed Verse confers a new magic spell. Every type of magic has several uses, and generally grows more powerful as Nier's magic reservoir and magic attack power increase with level ups. Most magic spells can be charged to enhance their effects in some way. If Nier is hit while he is charging magic, his casting is interrupted.



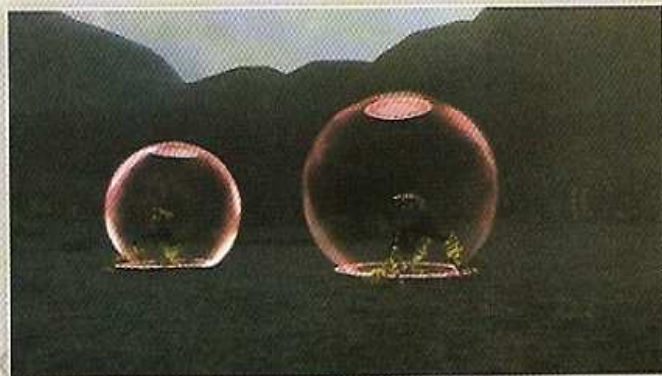
Nier's magic meter is located on the top right of the screen, in blue. His magic depletes as it is used. The meter refills slowly over time, but you can accelerate this process by drawing blood from foes, which Grimoire Weiss somewhat gruesomely absorbs. Magic can also be absorbed by physically striking the enemy's own magical attacks.

MAGIC-RESISTANT ENEMIES

Foes surrounded by a red aura are immune to magical attacks. To damage these foes, you'll have to use physical attacks. If you try to use magic on these adversaries, your spells simply become reflected as black orbs.



Use Nier's sword to bat aside incoming magical orbs, in turn replenishing your own magic.



If you manage to knock magic-resistant foes down with physical attacks, their magic resistance briefly dissipates. Strike with a strong magic attack like Dark Hand to finish them off while they're floored!

DARK BLAST

FIRE TINY BURSTS OF MAGIC ENERGY.

Dark Blast is learned very early in the game, just after encountering Grimoire Weiss in the Lost Shrine. By default, it's assigned to the right bumper (or R1), but (like all magic) you can reassign it to any shoulder button you like in the Start menu. Hold the chosen button down to fire a steady stream of magic bolts. If you hold the button down long enough to fire at least seven magic bolts (roughly one full second), five homing magical orbs will also be fired when the button is released.



The first magic bolt fired by Dark Blast is more powerful than the ones that follow. This can be exploited by pressing the button repeatedly instead of holding it, but this approach forgoes using the charged homing orbs.



A faint red aura appears around Grimoire Weiss when Dark Blast has been charged long enough to fire homing orbs. Nier can still move while firing Dark Blast bolts, though his speed is slightly reduced.

DARK LANCE

LAUNCH A DEVASTATING MAGICAL SPEAR. CHARGE TO AIM WITH THE RIGHT ANALOG STICK.

Dark Lance is learned just after Dark Blast, during the battle with Hansel and Gretel in the Lost Shrine. This versatile, long-ranged magical spear is likely to become a staple in your arsenal. Although assigned initially to the left bumper (or L1), it can be reassigned as desired. Holding the button begins charging Dark Lance, while also bringing up the target cursor. Aim by moving the right analog stick, then release the button to fire. The longer you hold the button, the more Dark Lance charges, resulting in more spears fired—by level 23, as Nier's pool of magic increases, he'll be able to fire up to eight spears at once!

Spears Possible with Dark Lance

1 Spear	Lv.1
2 Spears	Lv.1
3 Spears	Lv.8
4 Spears	Lv.13
5 Spears	Lv.16
6 Spears	Lv.19
7 Spears	Lv.21
8 Spears	Lv.23



Dark Lance is practically required against certain enemies and bosses who have weak points that are too far away to strike with shorter-ranged attacks.



By default, Dark Lance's can be aimed using the right analog stick and it still contours somewhat to the terrain around Nier and the position of his foes. If the default aim doesn't grant the angle you want, click in the right analog stick to move the cursor freely while aiming.

DARK HAND

PUMMEL FOES WITH A POWERFUL MAGICAL ARM. CHARGE TO INCREASE ATTACK POWER.

Dark Hand is learned after the first encounter with Kainé and Hook in The Aerie. For brute magical force, Dark Hand is unsurpassed—a giant ethereal fist emerges from Grimoire Weiss and slams the ground near Nier in the general direction the camera is pointing. No other magic attack deals the direct damage of Dark Hand, though it has the caveat of only striking nearby foes. If foes are nearby but not dead center in the middle of the screen where the camera is facing, Dark Hand tracks slightly to strike off-center enemies.

But, be aware that in large scrums Dark Hand may not always select the foe you had in mind! Holding the button to charge Dark Hand amplifies its power by adding extra heft to the huge red hand; by level 19 Nier can charge Dark Hand to amplify its power up to five times.

Fully Charged Dark Hand

Single Fist (tap)	Lv.1
Double Fist	Lv.1
Triple Fist	Lv.12
Quadruple Fist	Lv.16
Quintuple Fist	Lv.19



Charging Dark Hand fully results in a much more powerful strike.



If speed rather than heft is needed, you can tap the button repeatedly to unleash left-right, left-right combinations of Dark Hand, magic permitting. This approach can be just as strong as charging up more powerful baymakers, especially against groups of minor foes. It also obviates the risk of being interrupted while charging a more powerful punch.

DARK PHANTASM

DISPATCH A MAGICAL DOPPELGANGER TO ATTACK NEARBY ENEMIES. CHARGE TO INCREASE ATTACK RANGE.

Dark Phantasm is learned after the second encounter with Kainé and Hook in The Aerie. Holding the button to charge Dark Phantasm causes Nier to hold his weapon aloft as a glowing ring spreads outward from him. When the button is released, an otherworldly crimson facsimile of Nier springs forth and strikes every enemy within the ring. Dark Phantasm hits each target with great force and tosses lesser enemies aside like ragdolls, making it perfect for large groups of Shades. Although magic slowly depletes while the glowing ring grows in size, the magic expended is recovered instantly if no enemy is present when Dark Phantasm is released. While this charged ring attack is Dark Phantasm's primary advertised function, it also has an undocumented use—simply tap the button to instantly fire the doppelganger straight ahead in the direction Nier is facing (NOT the direction the camera faces, as is the case with Dark Blast, Dark Lance, and Dark Hand).



Charged Dark Phantasm makes short work of enemy packs while giving Nier a breather—any enemy that survives is likely to be flat on its back, totally vulnerable. Fully charged Dark Phantasm's area of effect grows larger as Nier levels up, eventually topping out at level 26.



Tap the button to send a single doppelganger straight ahead. This attack has huge range and is very cheap in terms of magic, making it extremely useful against single foes and even some bosses.

DARK GLUTTONY

ABSORB ENEMY MAGIC ATTACKS. CHARGE TO INCREASE ABSORPTION TIME.

Dark Gluttony is learned after defeating the Automated Defense System in Junk Heap. The purpose of Dark Gluttony is to turn the tables on enemy magic users. Dark Gluttony can be used in two unique ways. To reflect the enemy's magic orbs back at it, simply tap the button for Dark Gluttony just as the foe's magic attack is about to strike Nier. Alternatively, hold down the button for Dark Gluttony to begin charging. Charging Dark Gluttony slowly depletes the magic meter, and you can charge as long as there is magic left to spare. While charging, any magical attacks that approach Nier become absorbed. This absorbed magic energy later gets released and fired as a huge orb in the direction Nier is facing once you either run out of magic or release the button.



Tapping the button to use Dark Gluttony as a reflector uses almost no magic while safely redirecting incoming magic back at your foes.



Many foes are very orb-happy, spewing huge fusillades of magic. Charge Dark Gluttony and you can return the favor with an enormously powerful orb of your own.

DARK WALL

ERECT A MAGICAL DEFENSIVE BARRIER. CHARGE TO INCREASE THE SIZE OF THE WALL.

Dark Wall is learned in Facade after defeating Shahriyar in the Barren Temple. Dark Wall, like Dark Gluttony, grants Nier a direct countermeasure against enemy magic—this spell erects a static wall in front of Nier's position that negates enemy magic. The length of time you spend charging the wall affects its size and duration. Take care positioning Dark Wall—it appears next to Nier in the direction the camera is facing, and cannot be re-cast until it disappears. Finally, Dark Wall with a maximum charge no longer simply places a static wall near Nier. Instead, it coats Nier in a protective shell that moves with him! This maximally charged Dark Wall trades half the duration of the biggest standard wall for a shield that isn't tethered to one spot. Remember that although this shell surrounds Nier, it is still only a magic barrier and does nothing to block the enemy's physical attacks.

CHARGED DARK WALL

Charge Level	EXP Level Capable	Duration (in seconds)
Tap (no charge; smallest static wall)	Lv.1	5
1	Lv.1	10
2	Lv.2	15
3 (largest static wall)	Lv.12	30
4 (personal shell)	Lv.16	15



Enemies routinely hurl dozens of red, magical orbs your way. Dark Wall makes sure they don't harm Nier.



Fully charged Dark Wall creates a shell that moves with Nier, blocking magic for 15 seconds.

DARK EXECUTION

SUMMON MAGICAL SPIKES FROM THE GROUND TO IMPALE ENEMIES. CHARGE TO INCREASE THE NUMBER OF SPIKES.

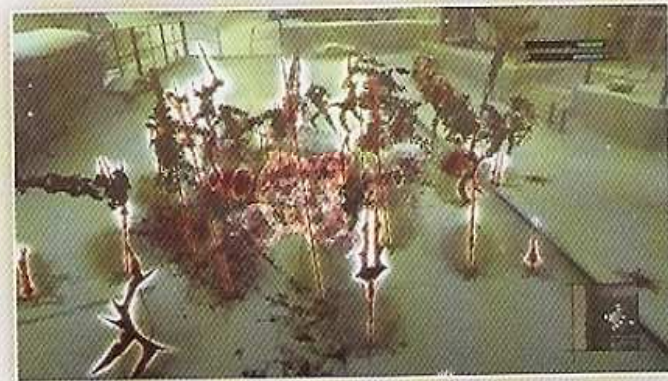
Dark Execution is learned from the mayor of the Forest of Myth after rescuing him from the Deathdream. Simply tap the button and Dark Execution summons a wall of pikes that rise from the ground in the direction Nier is facing. These pikes skewer any enemies in the way, dealing heavy damage while immobilizing them. By charging Dark Execution, you can also summon walls of pikes in other directions. When fully charged, Dark Execution surrounds Nier with pikes spreading out to all points of the compass, spearing anything nearby!



Lesser foes speared by Dark Execution hang helplessly for a few seconds, giving you time to strike with impunity.

DARK EXECUTION'S COVERAGE (IMAGINE NIER AS A COMPASS, SO THE DIRECTION HE FACES REPRESENTS NORTH)

Charge Level	EXP Level Capable	Pike Directions
Tap (no charge)	Lv.1	North (ahead of Nier)
1	Lv.1	North, South (ahead of and behind Nier)
2	Lv.9	North, East, South, West
3	Lv.15	North, East, Southeast, South, West, Northwest
4	Lv.20	All directions: N, NE, E, SE, S, SW, W, SW



When fully charged, Dark Execution fulfills a similar goal as Dark Phantasm—disrupting absolutely everything around Nier.

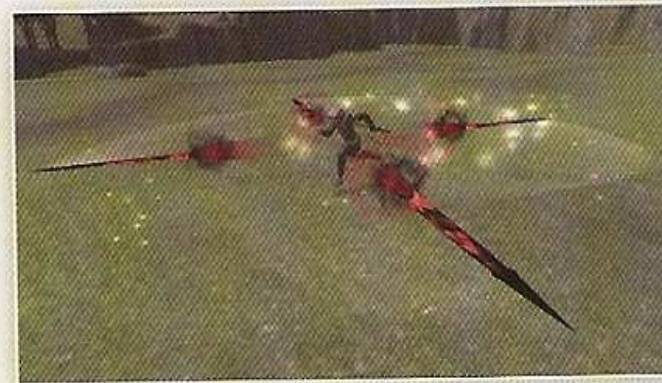
DARK WHIRLWIND

ATTACK WITH MAGICAL ROTATING BLADES. CHARGE TO INCREASE THE NUMBER OF BLADES.

Dark Whirlwind is learned after defeating Grimoire Rubrum in the manor. As Dark Wall is to enemy magic, so Dark Whirlwind is to the enemy's physical strikes. Dark Whirlwind surrounds Nier with rotating magical blades, which push back nearby foes while dicing them up, dealing mild damage in the process. The longer Dark Whirlwind is charged, the more blades it produces. Dark Whirlwind lasts for a set duration of 15 seconds, but if you use any other magic, Dark Whirlwind ends prematurely, and the blades hurtle away as projectiles. Tapping the button summons a small rotating magical orb. Tapping the button again summons more orbs, maxing out at four. Even though the orbs are weaker and their duration is shorter, the speed of this summon makes them useful in emergency situations.

DARK WHIRLWIND CHARGE LEVELS

Charge Level	EXP Level Capable	Duration (in seconds)
Tap (no charge; produces small sphere rather than a red blade)	Lv.1	5
1 blade	Lv.1	15
2 blades	Lv.2	15
4 blades	Lv.16	15



Dark Whirlwind surrounds Nier with magical spinning blades.



While Dark Whirlwind is active, magic does not slowly refill automatically as normal. If you attempt to use any other magic, the spinning blades fly away, even if you lack sufficient magic to actually cast anything else.

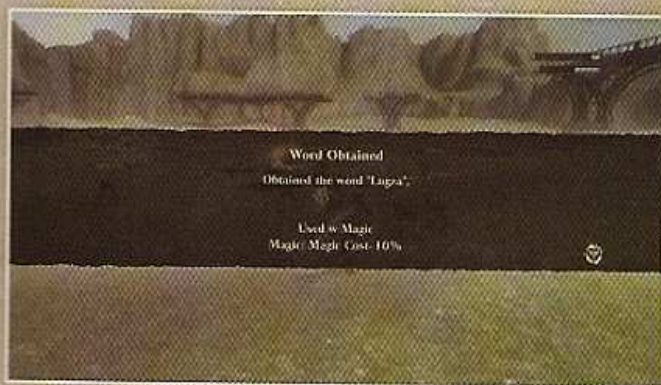
COMBOS

Physical strikes, magic attacks, and defensive maneuvers can be strung together seamlessly for a varied, powerful offense. Nier can interrupt many of his actions without executing other moves. For example, you might begin a normal one-handed sword attack string on a shield-bearing opponent, who then blocks Nier's assault. During the blocked string, you can chain into the one-handed sword guard break, brushing aside the foe's defense. From here, you can immediately transition back to normal swings, then a charged sword attack. As the charged sword attack strikes, you can immediately use a magic attack, which then pulverizes the enemy as it reels or falls from the charged swing. Many such combinations are possible, incorporating normal strikes, special attacks, evasive rolls, and magic.

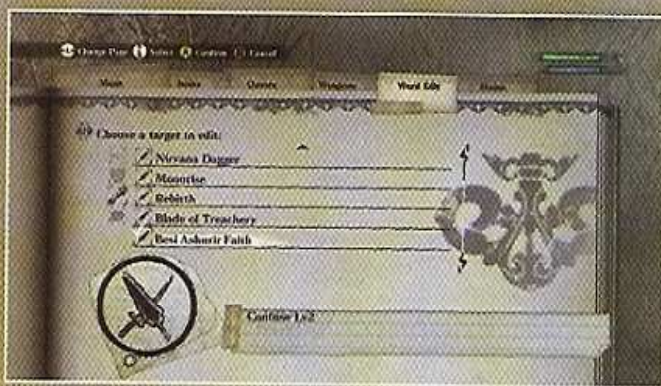
The versatility in *Nier* is such that you can choose how you want to play to a degree—do you want to keep your distance and play hit-and-run, relying primarily on Dark Blast and Dark Lance? Or do you want to mix it up in close with weapon attacks, ending strings with charged attacks into Dark Hand or Dark Execution? Should you use Dark Phantasm to wipe out large packs of foes, or utilize Dark Whirlwind to provide an extra physical shield while you scrap in close? For defense, do you want to play it safe and simply guard, or do you want to use evasive rolls to sidestep enemy attacks? Or should you go for a riskier flourish, timing your guard at the last second to score deadly deflections? The intricate combat system of *Nier* grants you ample latitude to form your own approach.

WORDS

As Grimoire Weiss is eager to point out repeatedly, language is power. Nier acquires many Words by defeating certain enemies or completing particular quests. Words can be equipped inside the Start menu under the Grimoire Weiss heading (once available). Each weapon, magic type, and defensive maneuver (called martial arts in the menu) can be assigned up to two different Words to enhance the effects of that particular weapon, magic, or maneuver. There are many different "series" of Words, each of which gains power as its suffix becomes more robust (for example, Ashurir is a more potent Word than Ashur). Refer to the Appendices chapter for a full list of *Nier* Words. (For a full list of non-*Nier* words, refer to a dictionary, not included.)



There are three Word series that have the effect of adding certain status ailments to Nier's weapons or magic. These Word series are Ashur, Kon, and Sol. Variations of the Hod and Bes Word families then serve to enhance the effects of the status ailments, either making the effects more powerful or more likely to work.



In this image, the Words Best and Ashurir are augmenting the sword Faith. Ashurir adds a Confuse effect to the weapon, while Best then bumps that effect up a notch. These effects can be added to magic attacks as well as weapons.

Word Series	Category	Primary Effect	Secondary Effect
Pah	Weapons	Increases attack power	n/a
Var	Weapons	Increases likelihood of guard break	n/a
Geb	Magic	Increases magic power	n/a
Lug	Magic	Lowers magic meter expenditure	n/a
Uli	Weapons & Magic	Increases likelihood of armor break	n/a
Ot	Weapons & Magic	Increase EXP gained	n/a
Mah	Weapons & Magic	Increases item drop rate	n/a
Hod	Martial Arts (defense)	Increases knockback resistance	Enhance status ailment
Bes	Martial Arts	Increases physical strength	Enhance status ailment
Ashur	Martial Arts	Increases physical defense	Add status ailment
Kon	Martial Arts	Increases magic defense	Add status ailment
Sol	Martial Arts	Increases MP recovery rate	Add status ailment

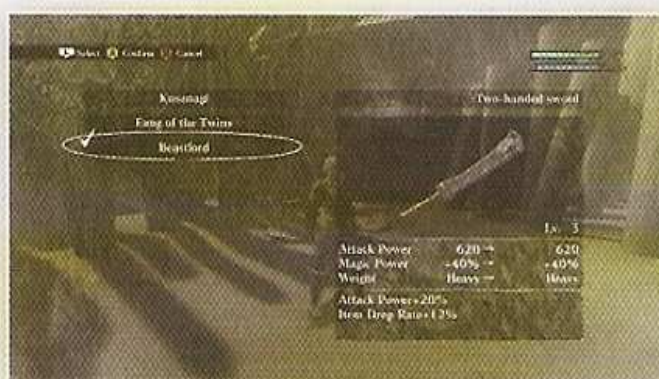
Status Ailment	Effect
Paralyze	May immobilize foe
Confuse	May cause foe to betray peers
Poison	May cause slow damage over time
Weaken	May lower attributes of foe
Drain MP	Converts damage dealt into MP for Nier
Drain HP	Converts damage dealt into HP for Nier

A character with short, straight white hair and a serious expression. She is wearing a light green, long-sleeved dress with a dark green sash. She is holding a large, dark sword with both hands, positioned horizontally across the frame. The background is a light, textured surface with faint floral patterns.

WEAPON FORGE

Nier is definitely not lacking for an arsenal. Throughout his adventure he'll find over 30 different weapons, each of which can be upgraded three times. Weapons can be found in breakable boxes, purchased from vendors, or obtained as quest rewards. A few weapons are acquired through the natural course of the story as well. During the first half of the game—part one, Nier can only equip one-handed swords. During part two, he gains the ability to wield two-handed swords and spears.

Each weapon features a unique appearance and performance. The most obvious attribute is attack power—the higher, the better. Magic power shows whether holding the weapon also confers any boost in strength to magic attacks—a seemingly inferior weapon may increase in value simply because of sizable boosts to magic. Finally, weight determines how quickly a weapon can be swung. A very heavy weapon is obviously slower and more unwieldy to use compared to a lighter, more nimble blade. This is mostly a non-issue against normal foes, but faster weapons provide a big bonus if you're using them to bat away incoming enemy magic bolts. Any special effects granted by certain Word combinations equipped to a weapon are also displayed in this section.



Apart from their aesthetics and stats, weapons also differ in the elemental effect created during a charged attack. This effect is just for visual flavor, as Shades are non-elemental; it doesn't matter what you hit them with, it just matters that you hit them.



Flame effect



Wind effect



Light effect



Dark effect



Electric effect

THE FORGE

Shortly into the story, Nier stumbles upon Two Brothers Weaponry, a humble store staffed by two young brothers. This unassuming establishment is where weapons become legends. The brothers, Gideon and Jakob, are skilled smiths, and following a certain part in the story, the brothers can upgrade any weapon you like provided you've brought the right raw materials. The brothers also ask for a very modest sum of 1000G per upgrade.

It is no accident that the brothers have set up shop just outside Junk Heap—this long-abandoned military installation houses all sorts of ancient materials the brothers need for their trade and upgrades. Junk Heap also happens to be one of the best spots to farm particular raw materials that are part of many upgrades, like pieces of titanium alloy, memory alloy, and fluorite.



One-handed Swords

As discussed further in the Game Basics chapter, one-handed swords are faster than other weapons, but less forceful. The swift speed and good coverage these blades possess make them ideal for clearing out swarms of Young or batting aside waves of magic bolts. Charged attacks from one-handed swords can also knock foes down, along with sidestep attacks and Skull Crackers.

NAMELESS BLADE



Acquisition

Nier already owns this sword when the game begins in earnest, after the prologue.

A simple sword forged by a village smith. More suited to fending off small animals than actual combat.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	100	0%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	112	10%	Light	Titanium Alloy	3	n/a	n/a	n/a	n/a
3	152	20%	Light	Titanium Alloy	2	Stripped Bolt	10	Broken Arm	3
4	204	30%	Light	Titanium Alloy	2	Dented Metal Bat	1	Simple Machine	1

Raw materials for the Nameless Blade come primarily from Junk Heap. For the final upgrade you'll also need a dented metal bat from a small Shade, and a simple machine from a huge Shade.

LILY-LEAF SWORD



Acquisition

2400G (Blacksmith in Player's Village; Seafront; The Aeris during part two)

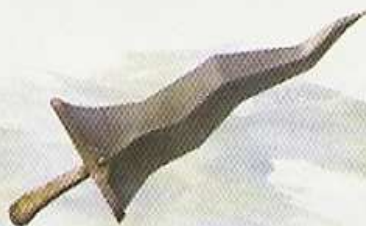
A narrow sword once owned by a woman of such impossible beauty that men begged her to take their lives.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	123	20%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	146	30%	Moderate	Titanium Alloy	3	n/a	n/a	n/a	n/a
3	187	40%	Moderate	Titanium Alloy	2	Broken Antenna	7	Large Gear	1
4	250	60%	Heavy	Titanium Alloy	2	Forlorn Necklace	2	Pyrite	1

Titanium alloys are found as rare drops from the drones in Junk Heap. The forlorn necklace is a rare drop from magic-casting Shade shamans, while pyrite can be gathered in Barren Temple or Junk Heap.

NIRVANA DAGGER



Acquisition

Box in the Last Shrine

A group of girls used this sword to consecrate a newly built temple with their own blood.

CHARGED ATTACK ▶ Light Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	106	0	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	125	10%	Moderate	Titanium Alloy	1	Rusty Kitchen Knife	2	n/a	n/a
3	160	20%	Moderate	Titanium Alloy	1	Broken Arm	3	Gold Ore	2
4	213	40%	Moderate	Titanium Alloy	1	Mysterious Switch	3	Pyrite	1

As with most weapons, the brunt of the raw materials to upgrade the Nirvana Dagger come from beating up robots in Junk Heap. Rusty kitchen knives are found on small Shades that use weapons. Gold ore is found at sparkling gather points out in the field, while pyrite is a rare find in the indoor dungeons of Barren Temple and Junk Heap.

MOONRISE



Acquisition

Obtained in southern plains by saving guard from Shades en route to Seafront.

A weapon owned by a blind swordsman. The blade shines in darkness, making the owner easy to spot.

CHARGED ATTACK ▶ Light Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	109	10%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	128	10%	Moderate	Titanium Alloy	1	Broken Saw	1	n/a	n/a
3	165	20%	Moderate	Titanium Alloy	1	Broken Lens	1	Broken Saw	1
4	217	40%	Moderate	Titanium Alloy	1	Rusty Kitchen Knife	2	Pyrite	1

Broken saws are sometimes left behind by weapon-wielding small Shades. The broken lens, like most other items used to forge weapon upgrades, is left behind by Junk Heap drones.

REBIRTH



Acquisition

Obtained from the prince of Facade after Barren Temple.

A unique sword with a round blade. Legend holds that it robs the wielder of his life force.

CHARGED ATTACK ▶ Light Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	115	10%	Very Light	n/a	n/a	n/a	n/a	n/a	n/a
2	132	10%	Very Light	Iron Ore	4	Twisted Ring	1	n/a	n/a
3	169	30%	Very Light	Iron Ore	10	Large Gear	1	Broken Battery	1
4	221	40%	Very Light	Iron Ore	20	Broken Wristwatch	3	Amber	1

Iron ore is found occasionally at gather points outside. It's also for sale at Two Brothers Weaponry, but the price isn't cheap. Twisted rings are rarely dropped from defeated armored Shades and sword-wielding Shades, while broken wristwatches occasionally fall from felled shielded Shades, and heavily-armored Shades late in the game. Amber is sold in Facade for a steep price, or can be rarely found inside Junk Heap crates.

EARTH WYRM'S CLAW



Acquisition

8400G (Blacksmith in Facade)

Made from the fossil of an ancient beast. It's more unwieldy than most swords—but further forging can help.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	142	30%	Very Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	163	40%	Very Heavy	Iron Ore	8	Scorpion Claw	10	n/a	n/a
3	200	50%	Heavy	Iron Ore	8	Clay	3	Broken Pottery	2
4	271	60%	Moderate	Iron Ore	10	Clay	15	Amber	1

Scorpion claws are found where you'd probably expect—on scorpions. Bait them out and take their arms by force in the Desert. Clay is found from many gather points, or can be purchased in Facade. Broken pottery is only found at gather points inside The Aerie.

BLADE OF TREACHERY



Acquisition

Box in the manor

When a man who has lost his way wields this sword, the blade becomes blunt as wood.

CHARGED ATTACK ▶ Dark Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	139	20%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	179	30%	Heavy	Copper Ore	10	Simple Machine	1	n/a	n/a
3	231	40%	Heavy	Copper Ore	15	Machine Oil	2	Rusted Clump	1
4	255	50%	Heavy	Copper Ore	20	Pyrite	1	Rusted Clump	1

Copper ore can be purchased from the same brothers that upgrade your weapons. It's also found at many sparkling gather points. Rusted clumps can be fished up in the northern plains, but only once your fishing level has been upgraded through the "Fisherman's Gambit" quest series. Machine oil is sometimes found after destroying the floating drones that populate Junk Heap.

BEASTBAIN



Acquisition

16800G (Blacksmith in Player's Village; Seafont; Facade; The Aerie during part two)

A sword that bears a beastly motif. Its short, thin blade seems eager to vanish from sight.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	172	40%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	221	50%	Heavy	Iron Ore	12	Complex Machine	1	n/a	n/a
3	282	60%	Heavy	Iron Ore	20	Complex Machine	1	Machine Oil	1
4	313	70%	Heavy	Iron Ore	15	Pyrite	2	Crystal	1

Complex machines, like several other "machine" items, are found after killing the biggest Shades. Machine oil, an exception, is found on floating drones in Junk Heap. Crystal can be bought in Facade, and rarely found at gather spots in Barren Temple.

FAITH

**Acquisition**

Acquired from the mayor of Forest of Myth.

A sword carried by the world's most loyal servant. Like that loyalty, the sword's blade is straight and true.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	147	20%	Very Light	n/a	n/a	n/a	n/a	n/a	n/a
2	189	30%	Light	Silver Ore	3	Broken Antenna	30	n/a	n/a
3	240	40%	Light	Silver Ore	5	Elaborate Machine	1	Natural Rubber	1
4	266	50%	Moderate	Silver Ore	4	Moldavite	1	Titanium Alloy	4

Silver ore, like other ore types, is found occasionally at outdoor gather spots in the field. Natural rubber is found occasionally in the southern plains, or can be purchased in Seafront. Moldavite can also be bought in Seafront, or found in the desert. Elaborate machines are sometimes found on huge Shades.

ANCIENT OVERLORD

**Acquisition**

Acquired from king of Facade during part two.

An ancient warlord used this sword to slay his loyal subjects in hopes of gaining eternal life.

CHARGED ATTACK ▶ Dark Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	194	30%	Very Light	n/a	n/a	n/a	n/a	n/a	n/a
2	245	50%	Very Light	Silver Ore	4	Broken Motor	10	n/a	n/a
3	271	50%	Very Light	Silver Ore	6	Broken Wristwatch	3	Crystal	2
4	283	50%	Very Light	Silver Ore	5	Moldavite	1	Memory Alloy	2

While broken motors are found on destroyed drones inside Junk Heap, broken wristwatches are found on defeated shielded Shades or heavily-armored Shades. Memory alloy is found only on the huge Junk Heap drones.

PHOENIX DAGGER

**Acquisition**

31200G (Blacksmith in Seafront during part two)

A ceremonial blade crafted from feathers of a legendary firebird. It is untested as a weapon.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	240	50%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	300	70%	Moderate	Silver Ore	6	Giant Egg	2	n/a	n/a
3	332	70%	Moderate	Silver Ore	6	Eagle Egg	1	Broken Earring	2
4	346	80%	Moderate	Silver Ore	6	Black Pearl	5	Amber	2

The Phoenix Dagger requires a few rarely-scrapped, bird-related items. Giant eggs are found scattered on the ground in Player's Village, while Eagle Eggs can be found only in The Aerie. The black pearl occasionally washes up onshore in Seafront. Broken earrings are sometimes found after taking down a Shade shaman. Amber is available for sale for a high price in Facade, but can also rarely be found inside crates inside Junk Heap.

LABYRINTH'S WHISPER

**Acquisition**

Quest: "A Bridge in Peril"

Forged from steel and liquefied beast fangs, the blade is red with the blood of countless sacrificial offerings.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	112	10%	Very Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	128	10%	Very Heavy	Fluorite	1	n/a	n/a	n/a	n/a
3	147	20%	Very Heavy	Fluorite	2	n/a	n/a	n/a	n/a
4	313	60%	Very Heavy	Fluorite	3	n/a	n/a	n/a	n/a

Fluorite, like amber, is rarely found inside crates inside Junk Heap. The best place to look is inside the long corridors of the "steam room," accessible during part two. This room closes itself off and forces you to navigate a twisting series of corridors filled with crates, pits, and Junk Heap projectile drones. Amber can be found in this same room.

IRON PIPE



Acquisition

Quest: "The Magical Stone"

A relic of the civilized age. Its rusty scent comes from the blood of all who dared oppose the wielder.

CHARGED ATTACK ▶ Light Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	179	30%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	179	30%	Light	Dented Metal Bat	5	Broken Arm	8	n/a	n/a
3	217	40%	Light	Dented Metal Bat	8	Broken Arm	15	Rusty Bucket	10
4	266	50%	Light	Dented Metal Bat	6	Broken Arm	20	Rusted Clump	5

Dented metal bats are sometimes found after killing small Shades, which means they're not too hard to come by despite being a rare drop. Rusty buckets and clumps must be fished up.

Two-handed Swords

Two-handed swords are heavy and slow to swing, but hit with tremendous force. Even normal two-handed sword attacks can obliterate armor and heave foes into the air. The only deficiency here is speed.

KUSANAGI



Acquisition

Obtained automatically at the beginning of part two

A man whose fiancée was spirited away by an eight-headed beast used this sword to smite his foe.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	295	20%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	339	30%	Light	Iron Ore	10	n/a	n/a	n/a	n/a
3	571	30%	Light	Iron Ore	18	Broken Battery	4	Forlorn Necklace	1
4	659	40%	Light	Iron Ore	20	Broken Earring	1	Moldavite	1

By now you should know that ore is found at gather points outside, while broken batteries are found by destroying floating drones in Junk Heap. Moldavite can be purchased in Scafront or scavenged in the desert. The forlorn necklace, meanwhile, is an extremely rare drop from defeated Shade shamans.

AXE OF BEHEADING



Acquisition

19200G (Blacksmith in Player's Village during part two; The Aerie during part two)

A man's dementia drove him to attack his daughter's fiancé with this axe. Sadly, he hit his daughter instead.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	364	40%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	418	30%	Heavy	Copper Ore	10	n/a	n/a	n/a	n/a
3	700	40%	Heavy	Copper Ore	15	Rusty Kitchen Knife	3	Subdued Bracelet	1
4	807	40%	Heavy	Copper Ore	18	Stopped Clock	2	Meteorite	1

The Axe of Beheading, one of a few weapons that aren't actually two-handed swords but act like them anyway, requires a few rare items to fully upgrade. The rusty kitchen knife is sometimes found after downing small Shades that use weapons. The subdued bracelet is a rare drop from flying Shades, which are only encountered very late in the game. The stopped clock is also rare, but available comparatively early, from sword-wielding Shades. Finally, a meteorite must be found at a sparkle point in either The Aerie or Barren Temple.

FANG OF THE TWINS

*Acquisition*

Box in the underground facility (part two)

A giant, accursed axe that was bathed in the blood of young twins before being presented to the gods themselves.

CHARGED ATTACK ▶ Light Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	312	20%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	358	30%	Moderate	Silver Ore	3	Elaborate Machine	1	n/a	n/a
3	595	40%	Heavy	Silver Ore	5	Broken Wristwatch	2	Stopped Clock	1
4	686	40%	Heavy	Silver Ore	10	Mysterious Switch	3	Meteorite	1

The Fang of the Twins, like the Axe of Beheading, also requires a meteorite to fully upgrade. A few mysterious switches, found on Junk Heap projectile drones, are also needed.

VILE AXE

*Acquisition*

21600G (Blacksmith in Seafront during part two)

A mage with a putrid soul imbued the essence of a fire lizard into this axe.

CHARGED ATTACK ▶ Dark Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	394	40%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	442	30%	Heavy	Silver Ore	4	Simple Machine	1	n/a	n/a
3	729	40%	Very Heavy	Silver Ore	8	Broken Lens	2	Twisted Ring	1
4	841	50%	Very Heavy	Silver Ore	12	Broken Saw	2	Amber	1

This axe also requires a few rare items—Amber, either purchased for exorbitant cost in Facade or found in Junk Heap, and a rare twisted ring from sword-wielding or armored Shades.

BEASTLORD

*Acquisition*

Box in Lost Shrine (part two)

A beastly sword whose keen edge stands ready to mow down all who question the divine right of the wielder.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	329	20%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	378	30%	Heavy	Gold Ore	1	Complex Machine	1	n/a	n/a
3	620	40%	Heavy	Gold Ore	1	Complex Machine	1	Machine Oil	1
4	715	40%	Heavy	Gold Ore	3	Amber	1	Simple Machine	2

Upgrading the Beastlord will require going after huge Shades, as each upgrade requires a machine item that drops only from the most massive of your foes.

IRON WILL

*Acquisition*

Obtained from Gideon at Two Brothers Weaponry (part two)

An enormous sword that grows heavier with every kill as blood and flesh cling to the blade.

CHARGED ATTACK ▶ Flame Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	200	0%	Very Light	n/a	n/a	n/a	n/a	n/a	n/a
2	389	30%	Extra Heavy	Memory Alloy	1	n/a	n/a	n/a	n/a
3	633	40%	Extra Heavy	Memory Alloy	2	Rusted Clump	2	Dented Metal Bat	1
4	730	50%	Extra Heavy	Memory Alloy	3	Pyrite	1	Elaborate Machine	2

The Iron Will, a gift from Gideon, grows larger and more powerful with each upgrade. Memory alloy is required at every stage, which means searching through Junk Heap for the biggest robots. Rusted clumps are also required, and must be fished out of the water in the northern plains. The final stage also requires two elaborate machines, which sometimes drop from huge Shades.

PHOENIX SWORD



Acquisition

Box in Shadowland's castle

A large sword used by temple guardsmen, and supposedly made from feathers of the legendary firebird.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	400	30%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	646	40%	Moderate	Gold Ore	2	Giant Egg	2	n/a	n/a
3	715	50%	Moderate	Gold Ore	3	Eagle Egg	2	Complex Machine	1
4	760	50%	Moderate	Gold Ore	4	Black Pearl	5	Moldavite	1

Like the Phoenix Dagger, the Phoenix Sword also requires some items from our fine feathered friends.

LABYRINTH'S SONG



Acquisition

Quest: "Disturbing the Sleep of Kings"

A sword forged from metal and liquefied beast horns. Its dull glow lures people deep into the labyrinth.

CHARGED ATTACK ▶ Wind Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	223	10%	Very Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	257	10%	Very Heavy	Fluorite	1	n/a	n/a	n/a	n/a
3	295	20%	Very Heavy	Fluorite	2	n/a	n/a	n/a	n/a
4	860	60%	Very Heavy	Fluorite	3	n/a	n/a	n/a	n/a

Fluorite is rarely found inside crates in Junk Heap. This rare material appears with greatest frequency inside the long, twisted "steam room," almost never in crates outside of this room.



Spears

Spears are fast and powerful. They can be used to inflict charged attacks that strike multiple times and they can also be employed in a dash charge attack that may be the most useful physical attack in the game. The only reason they don't usurp one-handed swords for overall utility is because spears grant no coverage to the sides or back. While both species of sword can strike enemies all around Nier, spears only stab whatever is directly in his way. Thus, Spears require greater precision and are far less useful when surrounded. However, the dash charge special attack is so useful that Nier can usually dash charge his way out of danger (and through the chest of an enemy or two).

TRANSCIENCE



Acquisition

Obtained automatically at the beginning of part two

A knight was so moved by the suffering of a beggar that he removed all ornamentations from this spear.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	221	20%	Light	n/a	n/a	n/a	n/a	n/a	n/a
2	254	30%	Light	Iron Ore	2	n/a	n/a	n/a	n/a
3	312	40%	Light	Iron Ore	2	Twisted Ring	3	Metal Piercing	1
4	368	50%	Light	Iron Ore	4	Crystal	2	Pyrite	1

The first spear requires some items that don't come until the end of the game to upgrade. A metal piercing can only be found on defeated flying Shades, while pyrite can only be found rarely within Barren Temple or Junk Heap.

SPEAR OF THE USURPER



Acquisition

21600G (Blacksmith in Player's Village or Seafront during part two)

A spear used by a prince's body double to slay his employer. The traitor was later killed with the same spear.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	364	40%	Very Light	n/a	n/a	n/a	n/a	n/a	n/a
2	418	50%	Light	Iron Ore	1	n/a	n/a	n/a	n/a
3	510	60%	Moderate	Iron Ore	2	Large Gear	2	Subdued Bracket	1
4	600	70%	Moderate	Iron Ore	5	Broken Lens	2	Pyrite	1

Large gears and broken lenses come only as very rare drops in Junk Heap, where you'll doubtlessly be spending a lot of time "farming" upgrade items from ancient robots regardless. The subdued bracelet is a similarly rare drop from flying Shades in the Shadowlord's Castle.

THE DEVIL QUEEN



Acquisition

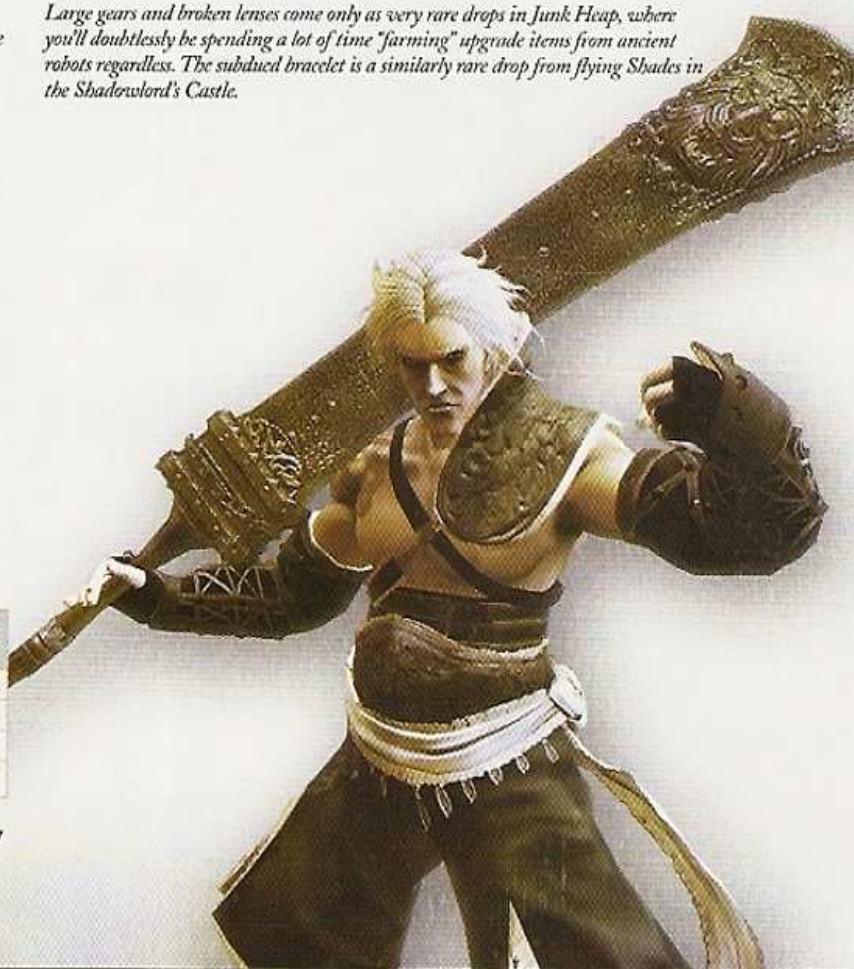
Box at the foot of the Lost Shrine (part two)

The favorite spear of a mad queen whose lust for power led her to kill all of her sons' wives.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	234	20%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	268	30%	Heavy	Iron Ore	5	Crystal	3	n/a	n/a
3	325	40%	Heavy	Iron Ore	10	Metal Piercing	2	Broken Motor	1
4	383	50%	Very Heavy	Iron Ore	13	Metal Piercing	1	Moldavite	1

By now, you should be familiar with most of the items needed to upgrade the Devil Queen. Metal piercing drop only off of flying Shades late in the game.



SUNRISE



Acquisition

21600G (Blacksmith in *The Aerie* during part two; *Player's Village* after boss battle with Wendy)

This spear's point is so finely honed that all who are grazed by it experience an instant, painless death.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	384	40%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	442	50%	Heavy	Silver Ore	1	Large Gear	2	n/a	n/a
3	531	60%	Heavy	Silver Ore	2	Rusty Kitchen Knife	2	Forked Necklace	1
4	625	70%	Very Heavy	Silver Ore	3	Subdued Bracelet	1	Pyrite	1

*Sunrise requires a few very rare items to shine. Large gears are rarely found in *Junk Heap*, while the forked necklace is an extremely rare spoil from defeated Shade shamans. Similarly, the subdued bracelet infrequently falls from downed flying Shades.*

BEASTCURSE



Acquisition

Box inside *Junk Heap* (part two)

A noble lord commissioned this beastly weapon that the world might stand in awe of its power.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	247	20%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	284	30%	Heavy	Silver Ore	1	Complex Machine	1	n/a	n/a
3	339	40%	Heavy	Silver Ore	2	Complex Machine	1	Machine Oil	1
4	399	50%	Heavy	Silver Ore	3	Moldavite	1	Elaborate Machine	1

*Upgrading Beastcurse requires hunting huge Shades, as every stage requires either a complex or elaborate machine. Machine oil, a rare drop from floating drones in *Junk Heap*, is also needed.*

CAPTAIN'S HOLY SPEAR



Acquisition

30000G (Blacksmith in *Fucade* during part two)

A spear brandished by a warrior monk chief who sacrificed his own life to protect his comrades.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	467	50%	Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	553	60%	Heavy	Silver Ore	2	Broken Wristwatch	2	n/a	n/a
3	652	70%	Very Heavy	Silver Ore	4	Mysterious Switch	3	Broken Earring	1
4	693	80%	Very Heavy	Silver Ore	4	Moldavite	1	Complex Machine	1

*The broken earring needed to upgrade the Captain's Holy Spear is one of those items, like the subdued bracelet, that one could go an entire game without acquiring. Seek it from felled Shade shamans. Mysterious switches fall from *Junk Heap* projectile drones, if you're lucky.*

DRAGOON LANCE



Acquisition

Box in *Shadowlord's* castle

A spear that symbolizes a pact between a great warlord and an ancient dragon.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	300	30%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	353	40%	Heavy	Silver Ore	3	Pyrite	1	n/a	n/a
3	416	50%	Heavy	Silver Ore	4	Pyrite	3	Pearl	1
4	442	60%	Very Heavy	Silver Ore	5	Moldavite	3	Simple Machine	1

*The Dragoon Lance is found so late in the game that you won't have a chance to upgrade it at all until you beat the game, then start another playthrough after reloading your new save file and reading Kain's story. The pearl it requires sometimes washes up on the *Seafront* beach, but can also be purchased in that same town.*

PHOENIX SPEAR

**Acquisition**

32400G (Blacksmith in Facade during part two)

Forged by monks from feathers of the legendary firebird, this spear was designed as a tool of self-defense.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	490	50%	Moderate	n/a	n/a	n/a	n/a	n/a	n/a
2	576	60%	Moderate	Gold Ore	1	Giant Egg	2	n/a	n/a
3	679	70%	Moderate	Gold Ore	2	Eagle Egg	1	Broken Wristwatch	1
4	721	80%	Moderate	Gold Ore	3	Black Pearl	5	Moldavite	1

Like the other Phoenix-themed weapons before it, this spear requires a few eggs to upgrade.

LABYRINTH'S SHOUT

**Acquisition**

Quest: "The Damaged Map"

Forged from metal and liquefied beast claws, this destructive spear is filled with a deep hatred for the world.

CHARGED ATTACK ▶ Electric Effect

Lv	Attack Power	Magic Power	Weight	Forge Mat 1	Qty	Forge Mat 2	Qty	Forge Mat 3	Qty
1	168	10%	Very Heavy	n/a	n/a	n/a	n/a	n/a	n/a
2	192	10%	Very Heavy	Fluorite	1	n/a	n/a	n/a	n/a
3	221	20%	Very Heavy	Fluorite	2	n/a	n/a	n/a	n/a
4	460	60%	Very Heavy	Fluorite	3	n/a	n/a	n/a	n/a

Like the other weapons with a Labyrinth namesake, this spear requires several pieces of fluorite to strengthen it. Find them in Junk Heap crates.



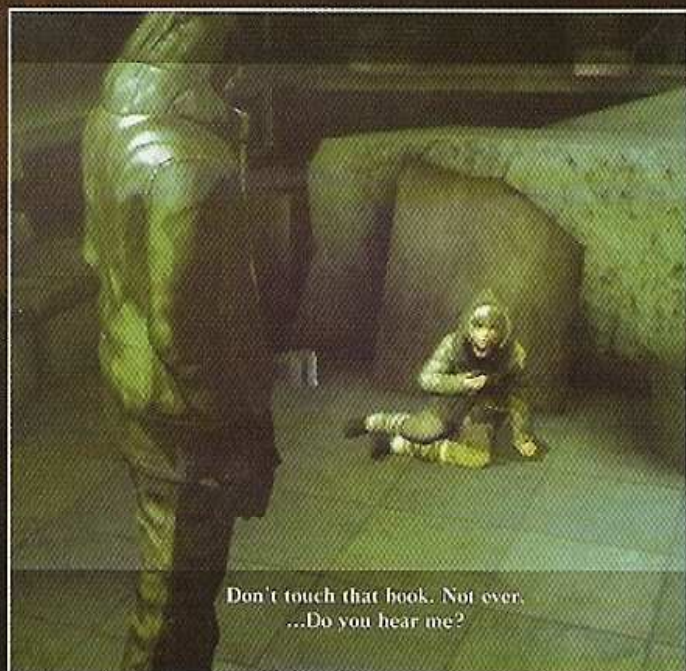
PROLOGUE

The story of Nier begins in the summer of 2049 in the ruins of an unidentified city. A prolonged snowstorm envelops the region, trapping the few survivors in a gripping cold with little shelter and minimal food. Two who have made it through the onslaught of climate change lie hunkered down in the remains of a grocery store—a father and his daughter. The girl suffers from an uncontrollable cough, while her weary father weighs a fateful decision. The mysterious book lying on the ground between them taunts the father with its power to help. He only needs to hand over his soul to receive the tome's power.

THE SHADES HAVE COME

A number of enemies known as Shades suddenly appear in the store with the father and his daughter. They've come for her, and it's up to you, as the father, to protect the sickened child. Use the metal pipe to fend off the Shades by rapidly tapping the Attack button. Knowing that he must prepare for the onslaught of more Shades, the father tells the girl not to touch the book lying beside her and heads out to fend off the next wave.

Run into the street and test this new ability on the Shades that appear. Hold the Left Shoulder button to summon the Dark Hand and release the button to attack the Shades. Continue to use the metal pipe and Dark Hand to beat back wave after wave of enemies. Practice building the hit counter as high as you can by moving quickly from one foe to the next with evasive rolls and jumps. The Shades are numerous, but they are incapable of inflicting any significant damage.



The man's attempt to protect his daughter from this second wave of enemies proves fruitless, and left with no other choice, he reaches for the book lying nearby. A magical hand known as the Dark Hand extends from the book, knocking the nearby Shades back. The man needed more power and that is precisely what he received.



The Shades are fodder for the man's new powers, and he'll begin to level up quickly and often. The Dark Blast ability becomes unlocked at level 4. Rapidly tap or hold down the Right Shoulder button to emit a rapid-fire series of magical blasts at the enemies. Dark Execution is unlocked at level 10 and replaces Dark Hand. Hold the Left Shoulder button to charge a multi-directional attack that creates numerous spears that rise from the ground and impale the Shades. Lastly, the man unlocks the Dark Lance attack at level 15. This ranged magic attack replaces Dark Execution and can be charged by holding the Left Shoulder button to fire a number of magical projectiles with great accuracy.



The Boss Shade

Just when it looks as if the stream of Shades is finally coming to an end, a much larger Shade appears on the steps leading back into the store. Keep a safe distance and dodge the ranged blade attacks the Shade strikes with. Charge the Dark Lance until several magical projectiles are ready to fire and aim the crosshair on an enemy to ensure a direct hit—an extra projectile activates with each section of the magic meter that is absorbed into the attack.



Use the pipe to beat back the low-level Shades that appear, then move your focus back to the boss. Watch for it to swing its sword forward and either dodge to the side or jump over the incoming projectile. Do this twice, then attack with a fully charged Dark Lance attack.

Repeat this process while staying several steps away from the larger Shade at all times.



Once its health meter has been all but depleted, a circular attack gauge appears over the Shade's weak point. An arrow similar to a hand on a clock sweeps around the face of the attack gauge, and you have until the hand reaches the 12 o'clock position to inflict a fatal blow. Continue to attack with Dark Lance and pepper the beast with Dark Blast attacks to finish it off. The sigils on the circular gauge disappear as the enemy takes damage during this final volley. Inflict enough damage to erase all of the sigils in the amount of time allotted by the arrow, or you will see the Shade recover roughly 30% of its health as it rises to its feet.



The man ultimately levels up all the way to level 30 at the conclusion of this battle, but that is of no concern to him. Return to the store and check on the girl to see how she is doing.

The story continues some 1,312 years in the future...



THE SEALED VERSES

Thirteen hundred years have passed since the unidentified man used the power of the book to protect his daughter from the Shades. Now, in another age and place, a father named Nier endures a similar struggle. His only daughter has succumbed to a violent cough and must remain bedridden while he searches for a cure. Though much time has passed, the world in which this father and daughter reside is, in many ways, one of a simpler time. Villagers live in modest homes and work together to ensure a better way for their community. The entire village knows of young Yonah's illness, and lends their support by hiring Nier for numerous odd jobs and errands. Some would say the work is beneath a man of his caliber, but he holds his head high and does whatever he can to provide for his ill daughter, all the while hoping that the village's wisest member, Popola, can discover a cure.

SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Eastern Road Map	500
The Aerie Map	500
Forest of Myth Map	500
Earthworm	10

Material Shop

Item Name	Price (G)
Berries	200
Log	500
Ivy	300
Sap	600
Wool	800

Flower Shop

Item Name	Price (G)
Tomato Seed	30
Pumpkin Seed	50
Eggplant Seed	40
Wheat Seedling	50
Bell Pepper Seed	50
Dahlia Bulb	40

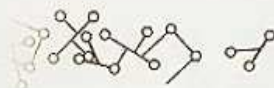
Grocery Store

Item Name	Price (G)
Pumpkin	500
Beans	360
Tomato	300
Eggplant	400
Wheat	500

Blacksmith

Item Name	Price (G)
Lily-Leaf Sword	2,400
Beastbain	16,800

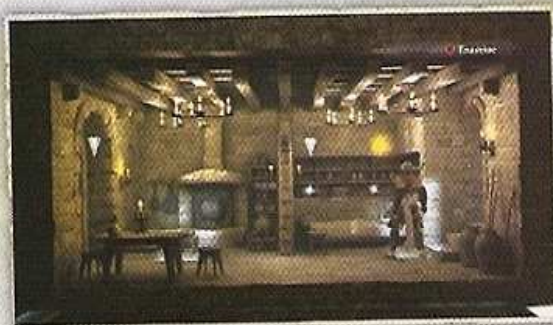
FINDING WORK AT THE LIBRARY



Nier has to go to the library and see if his friend Popola has any work for him. Say goodbye to little Yonah and head downstairs to exit the house. Save your progress at the mailbox (marked by a blue circle on the in-game map), then head up the stairs to the northeast and enter the library atop the hill. Go up the stairs to the second floor of the library and enter the office in the southeast corner to meet with Popola.

SPARKLING GATHERS

Keep your eyes peeled for these shimmering sparkles of light—they mark the location of collectible items and materials. Approach the sparkling light and press the Examine button to pick up the item. The location and contents of these sparkles are randomly generated (to an extent), and they repopulate each time you exit and return to an area. The ones in Nier's house often yield gold! While many of the items contained within the sparkles are restricted to a specific region, they can still prove very difficult to find.



Popola has spread the word around the village that Nier is in need of extra work, and the item merchant in the shopping district needs three pieces of mutton from the northern plains. Additionally, Popola would like Nier to purchase three medicinal herbs for her, and gives him 1000 gold and the **northern plains map**. Yonah is in the library, just to the right of the door leading outside. Speak with her to quickly reprimand her for leaving her bed, then exit the library.



MUTTON AND MEDICINAL HERBS

Just because Popola gave you 1000 gold to pick up some medicinal herbs, doesn't mean you have to buy them from the client who wants the mutton. Medicinal herbs are the single most common item found within crates and sparkles throughout the world, particularly in the village and northern plains. Pocket the gold and take a quick lap around the village looking for both brown crates to smash and sparkles to gather from. Chances are good that you'll sooner reach the maximum capacity of 10 medicinal herbs than have to buy any to complete this portion of the task.





The client at the item shop needs Nier to obtain three pieces of mutton. Exit the village through the northern gate to enter the northern plains. You won't be able to go very far—the bridge over the canyon is out—but there are plenty of sheep nearby. Walk up alongside one of the sheep and slash at it. It takes three or four slashes of the sword to kill the sheep. Try to pin them in against the cliffs to the east so they can't run away. Once a sheep has been slain, examine its corpse to obtain either the much-needed mutton or wool. These items are distributed randomly, so continue killing the sheep until you have at least three pieces of mutton. Press the Start button and select Orders, Animal, then Call to perform a whistle. This will call all the animals in the area to Nier, making the task easier.

Avoid the Hooves!

Sheep may look like big fluffy piles of fodder, but they pack a mean kick! Don't approach the sheep (or any other animal for that matter) from the rear, since they typically deliver a kick to the chest. Likewise, avoid approaching them head on as well, since many of the animals have horns or antlers that are similarly hazardous.

Nier encounters three tiny Shades on his way back to the village. Lay into them with his sword and don't let up until they've been killed. Return to the village's shopping district and speak with the item merchant to give him his mutton. The item merchant is the second man on the left, after you cross the bridge over the creek. He'll give Nier 600 gold for his effort. Use this money to purchase the **eastern road map** from the merchant (which soon comes in handy), then return to Popola in the library to give her the medicinal herbs. Save your progress at the mailbox and head home to check on Yonah.



SHADES AT THE BRIDGE SITE

Return to Popola in the morning to get a new task: construction workers have hired Nier to defeat a group of Shades near the site of the bridge they're building in the northern plains. Check the village for fresh sparkles yielding medicinal herbs—Nier should have at least three in his possession—and head to the northern plains.

Follow the path west towards the narrow canyon beyond the sheep and goats to find the construction site (the spot is marked on the mini-map). As you make your way to this location, several Shades roughly Nier's size appear. Slash at them quickly, then roll away to dodge their counterattack. These Shades are a bit more dangerous than the ones faced earlier, but they are quite slow and very susceptible to damage from the rear. Slip around behind them and hack away! Once the last of the Shades has been defeated, return to Popola and collect the 1000 gold reward.



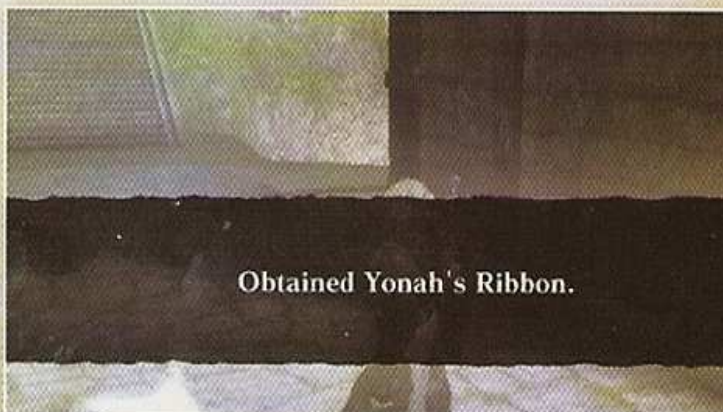
RAW MATERIALS RARITY

Many of the enemies you defeat throughout the adventure drop items that appear as orbs of light in the game environment. These orbs come in two colors depending on the rarity of the item being dropped: blue = common item and orange = rare item. These orbs do disappear after several seconds, so make every effort to collect them when they appear.

SEARCHING FOR A LUNAR TEAR



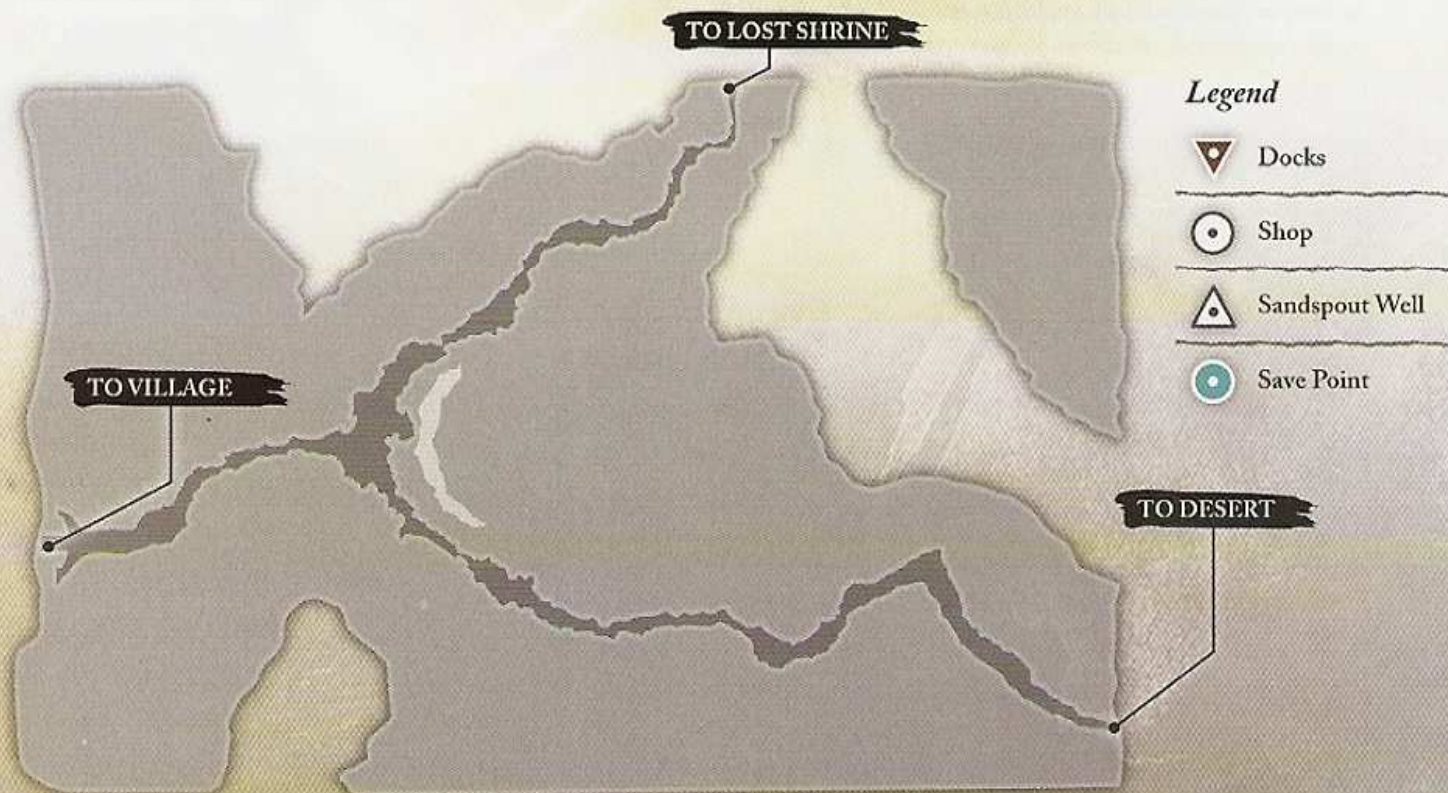
Nier's return home after the library visit leads to an unexpected sight: Yonah's bed is empty! Yonah should know better than to leave the house in her current condition. Rush back to the library and talk to Popola to see if she knows where Yonah may have gone. Nier then slowly pieces together what likely happened—Yonah wanted to seek out the Lunar Tear he had told her about, and may have gone off in search of the Lost Shrine where Popola told her they grow. Exit the library and head up the hill between the library and Nier's home to the gate leading to the eastern road. **Yonah's ribbon** confirms Nier's worst fear. Yonah has gone exploring beyond the village's walls!



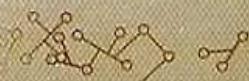
EASTERN ROAD

AREA TYPE: FIELD

The eastern road is the smallest of the field areas that connect the village with the towns and dungeons that dot the world map. This narrow road forks near the village gate. The northern path leads to the Lost Shrine, while the southern path leads to the mysterious desert far in the distance. The eastern road leaves little room for exploration, but is home to numerous goats along with many sparkles that can be pillaged for a wealth of items.



THE NORTHERLY PATH



Continue east from the gate and turn left at the fork to proceed north towards the Lost Shrine. Take your time harvesting as much goat hide and goat meat as you can from the animals foraging along the road, and collect the items from the sparkles. Domesticated animals don't yield much in the way of XP when Nier kills them, but their skins and meat can be sold for enough gold to make it worth his while.



Commonly Found Items & Raw Materials

Item Name	Item Type	Source	Item Name	Item Type	Source
Medicinal Herb	Consumable Item	Sparkle	Copper Ore	Material	Sparkle
Silver Ore	Material	Sparkle	Mushroom	Material	Sparkle
Clay	Material	Sparkle	Iron Ore	Material	Sparkle
Berries	Material	Sparkle	Lizard Tail	Material	Animal
Lichen	Material	Sparkle	Goat Hide	Material	Animal
Tree Branch	Material	Sparkle	Goat Meat	Material	Animal

LOST SHRINE

AREA TYPE: DUNGEON

The Lost Shrine is a three-story tall tower that is roughly circular in shape (a dodecagon to be exact) and features a spiraling staircase in the center and a series of small rooms around the perimeter. A massive tree rises up from the middle of the ground floor. Over time, its branches have pushed and pulled against the spiraling stairs, wreaking havoc on the structure. The top of the Lost Shrine features a narrow wooden walkway wrapping around the exterior. A sacred room known as the Altar is located on the roof.



Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Medicinal Herb	Consumable Item	Crate
Lost Shrine Map	Map	Crate
Bronze Key	Key Item	Crate
Nirvana Dagger	Weapon	Crate
Antidotal Weed	Consumable Item	Crate
Defense Drop	Consumable Item	Enemy Drop
Thick Dictionary	Material	Enemy Drop

SEARCHING FOR YONAH



LOST SHRINE: EXTERIOR

The path from the eastern road terminates at a large rockslide that Yonah could have never have scaled, even when healthy. Climb the ladder to the right and follow the path along the cliffs and down the hill to the rope bridge leading to the Lost Shrine beyond the giant chasm. Cross the bridge and enter the Lost Shrine.



LOST SHRINE: 1F

Nier enters the Lost Shrine on the ground floor, in an area devoid of enemies. Take a moment to seek out the crates on the first floor and smash them to collect as many medicinal herbs as possible. Climb the spiraling stairs to the landing halfway up to the second floor and smash the crate to find the **Lost Shrine map**. Continue up the stairs to the second floor.



LOST SHRINE: 2F

The stairs end on the east side of the second floor, just steps away from a massive gap in the main walkway. The only way to continue is to move through the outer circle of rooms in a counter-clockwise direction to the stairs on the west side of the floor.

Speedy Recovery

All you need to do to access your supply of consumable/recovery items is to tap up on your controller's directional pad to bring up a list of items. Medicinal herbs and health salves are always listed at the top of the screen, but the most recently used item is selected by default.

Enter the room near the landing and note the locked door. Continue south through the many small rooms to the last one before the gap in the floor and locate the bronze key in the crate. Return the way you came and unlock the door to continue north.



Many of the rooms to the north contain Shades of various sizes. The camera shifts to an overhead position so you'll still be able to get a clean view of the area. Double-jump and roll out of the way of the Shades' attacks, and take a position behind them for an easy attack at their defenseless backside. Another excellent tactic to use is to leap high into the air and press the Special Attack button, which performs an incredibly forceful Skull Cracker attack that rumbles the floor and knocks enemies to the ground. Move over the fallen foe and perform a ground execution to finish it off in record time.



The series of polygonal rooms terminate at the north side of the tower. Explore the inner walkway for crates and items and note the impassable condition of the main stairway. Return to the north side of the Lost Shrine and continue the counter-clockwise lap through the outer rooms. Battle past the waves of Shades in each of these rooms until you reach the ladder leading up to the makeshift walkway. Collect and equip the **Nirvana Dagger** from the crate and continue to the third floor.



LOST SHRINE: 3F

Put the Nirvana Dagger to use against the swarming Shades on the third floor. Use the Skull Cracker to knock the big ones over, and use Nier's new weapon and his elbow strike to combo the lesser ones. There aren't any special items or other weapons to procure on the third floor, only additional medicinal herbs. Fight your way through the numerous exterior chambers in a counter-clockwise direction until you reach the door leading outside to the roof. This door is in the very northwest corner of the tower.



LOST SHRINE: ROOF

Follow the wooden walkway around the perimeter of the Lost Shrine to the landing on the south side of the tower. The main area of the roof is in shambles, and many of the former rooms and structures have long since collapsed because of the tree's growth. Rubble blocks many of the paths, but you can advance to the save point near the entrance to the Altar (see path outlined on the map).



Head north through the center of the roof, then turn to the west and locate the large blue block. Push and pull the block into position beneath the broken ladder and leap from the block to the ladder to climb up. Smash the crates to collect additional medicinal herbs, then drop down to the mailbox and save your progress.

LOST SHRINE: ALTAR

When you arrive at the Altar area, Nier spots Yonah at the far end, but a massive force field of some type blocks his path to her. Dozens of tiny Shades materialize and try to impede his progress, but they are no match for his blade. Slash through the Shades and advance on the book held within the red orb between the two giant statues. Slash at the book repeatedly to shatter the barrier and free the book. Unfortunately for Nier, a second barrier forms in front of Yonah—he has no choice but to ask the book for assistance, just as that unidentified man had to do so many centuries ago.

THE BOOK OF LEGEND

Ask the mysterious book for assistance in the Lost Shrine's altar room to have Grimoire Weiss join your party. Grimoire Weiss is capable of wielding magic nearly as sharp as his tongue, and can definitely prove an invaluable ally.

Wave after wave of pint-sized Shades appear in the Altar, and although there appears to be no end to them in sight, their presence offers an excellent opportunity to practice chaining multiple hits. Repeatedly tap the Attack button to slash at nearby enemies, then quickly tap the Special Attack button to make Nier elbow strike another enemy with a guard break attack to keep the combo alive. Keep this up to build a combo over 50 hits, which unlocks the "Combo Fanatic" bonus.



The slaughter of these hapless Shades helps Grimoire Weiss unlock the first Sealed Verse, the **Dark Blast** magic, just as the two statues near Yonah come to life. Dark Blast can be charged up for a homing attack, but the most effective way to use it is to cast it rapidly by tapping the Right Shoulder button as quickly as you can.

Hansel & Gretel

Hansel and Gretel are two massive stone statues that come to life, and they wield enormous shields and lengthy lances. Take advantage of their close proximity to one another and quickly slash at both of them at the start of the battle, then dodge their attacks. Many of Nier's early strikes will connect with both statues, making this a good opportunity to take a little extra risk. Consume a defense drop if you have one to lessen the damage absorbed from physical attacks, then back away and begin pummeling the enemies with Dark Blast.

Gretel soon takes cover behind an impenetrable defensive barrier, thus leaving Nier to fight Hansel one-on-one. Slash away at close range with three quick strikes from the Nirvana Dagger, then sidestep Hansel's counterattack and repeat. Mix in some Dark Blast attacks along with a leaping Skull Cracker strike to inflict extra damage.



Hansel eventually crumbles to the floor, and an attack gauge then appears over its weak point. Slash at it and hit it with Dark Blast, but don't despair as Nier struggles to deplete the meter before time runs out—Grimoire Weiss is about to grant Nier the power of the Dark Lance magic. Dark Lance is far more

powerful than Dark Blast but requires a full magic meter, so don't drain the magic supply with Dark Blast.



Continue to employ hit-and-run tactics on Hansel while the magic meter charges, then back away and hit it with Dark Lance. Use the camera control to aim the trajectory of Dark Lance for a direct hit, then leap into battle and continue slashing to finish it off. Make quick work of the Shades that appear while the magic meter refills, then ready for battle against Gretel.



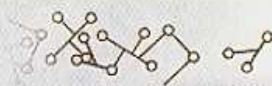
Whereas Hansel attacks primarily with physical attacks, Gretel emits a barrage of magic projectiles as well as a ground-rumbling shockwave attack. Hold the Defend button to block against the incoming balls of magic, then roll or jump out of the way of its arrow-like shockwave attack. Retaliate with high-powered Dark Lance magic to defeat the beast.



PLAYER'S VILLAGE

(RETURN)

DOING SOMETHING FOR YONAH



Back in the village, Nier knows he must do something for his daughter before her condition gets any worse. Exit the house and head down the hill to the fountain to speak to Devola. She recognizes the book that Nier has befriended and recommends heading to the library to speak with Popola about it. As expected, Popola knows about Grimoire Weiss and the Song of the Ancients, and has much to share on the topic. Popola has heard that the Shades are gathering near a village called The Aerie, located on the far side of the northern plains.



NEW QUESTS AVAILABLE!

Nier can now accept quests directly from the villagers without having to go through Popola. Look for individuals with speech bubbles over their heads—this is your clue that they either have a quest to give or that they have information concerning an active quest. Quests are covered in detail in the "Quest Guide" chapter of this book, but look for these alerts throughout the walkthrough so you know when new quests become available.



The following quests are now available in the village:

- Boar Hunt
- The Lost Eggs
- Shopping List
- Old-Fashioned Home Cooking
- The Gatekeeper's Errand
- Fragile Delivery
- Book Smarts
- Tavern Keeper's Grandmother
- Herbal Remedies

UPGRADE YOUR EQUIPMENT

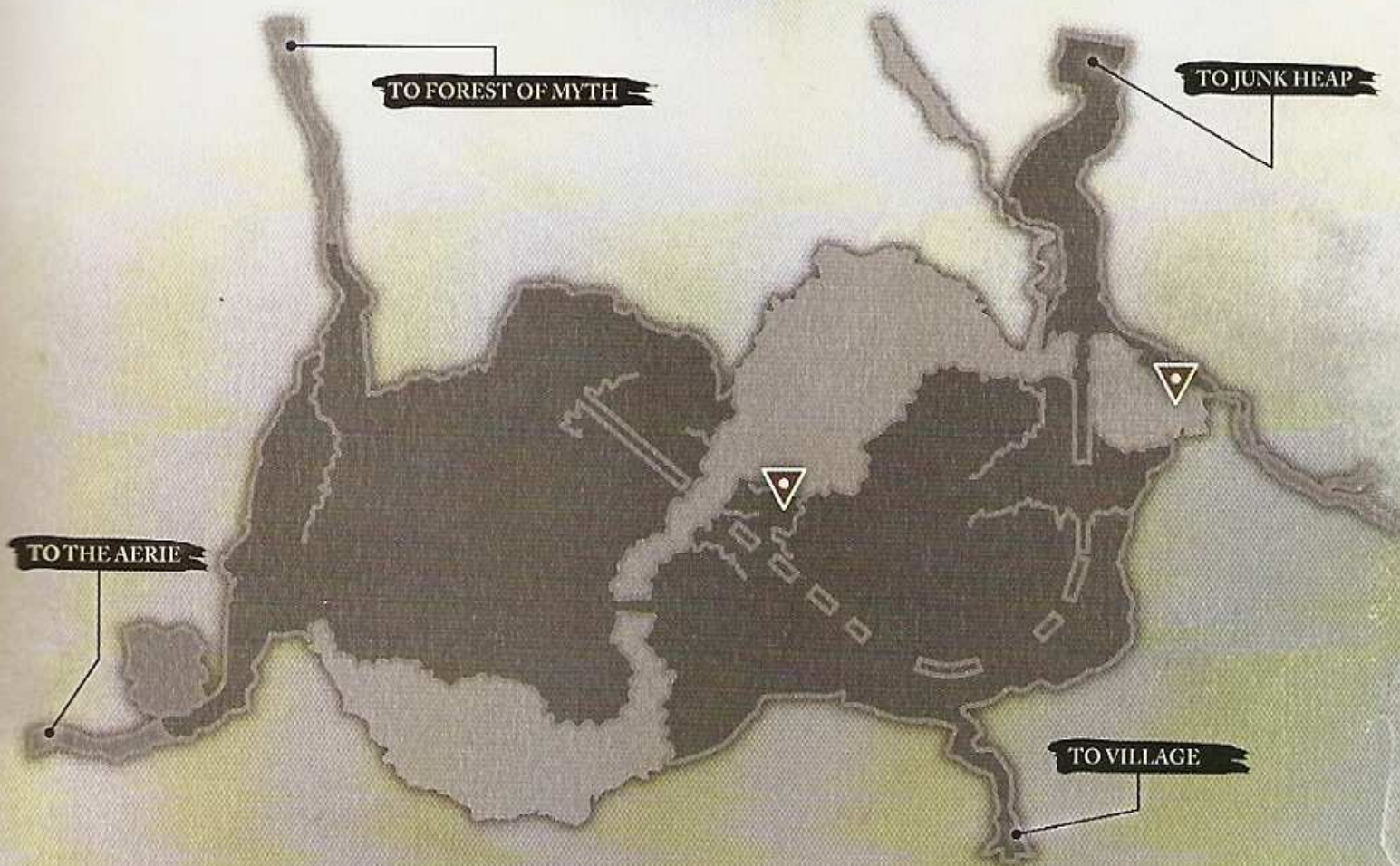
This is a good time to complete a couple of the quests you've received and use the gold you'll earn to purchase the **Lily-Leaf Sword**. This one-handed sword offers a considerable increase in attack power over that of the Nirvana Dagger. Visit the item shop and purchase **The Aerie map** as well. If you need additional money, head to the northern plains and collect ten pieces of mutton and sell them to the lady near the fountain—she'll keep buying mutton in blocks of ten for 1,500 gold for as long as you feel like harvesting it.

NORTHERN PLAINS

AREA TYPE: FIELD

The northern plains is one of the largest of the field areas, one that Nier visits frequently as he travels between his home village and the villages known as The Aerie and the Forest of Myth. The northern plains also connects to a place known affectionately as the Junk Heap.

This area is home to countless sheep, goats, and wild boars, as well as Shades of various sizes. The wide-open space of the northern plains and seemingly endless supply of animals and Shades make it a great place to power-level and collect materials. Furthermore, its proximity to the safe confines of the village makes it an ideal place to conduct hunting expeditions or fishing trips.



Commonly Found Items & Raw Materials

Item Name	Type	Source
Wool	Material	Animal
Mutton	Material	Animal
Goat Meat	Material	Animal
Goat Hide	Material	Animal
Lizard Tail	Material	Animal
Old Schoolbook	Material	Enemy Drop
Thick Dictionary	Material	Enemy Drop
Tree Branch	Material	Sparkle

Item Name	Type	Source
Berries	Material	Sparkle
Clay	Material	Sparkle
Royal Fern	Material	Sparkle
Strength Drop	Consumable Item	Sparkle
Silver Ore	Material	Sparkle
Boar Hide	Material	Animal
Medicinal Herb	Consumable Item	Crate
Dented Metal Bat	Material	Animal

Legend

-  Docks (2nd time)
-  Shop
-  Sandspout Well
-  Save Point

HEADING TO THE AERIE

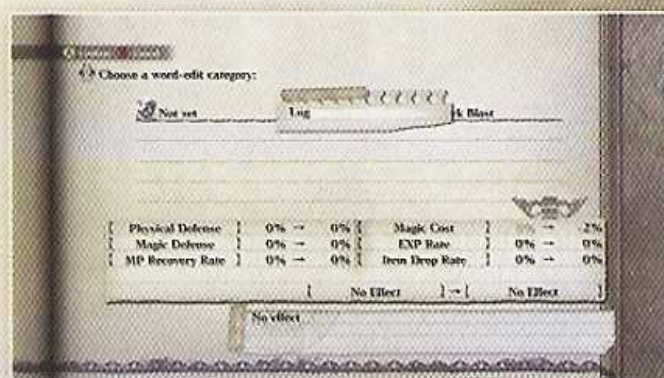


Travel into the northern plains and spend a few minutes killing the sheep, goats, and lesser Shades you encounter in the area on the east side of the small wooden bridge. This tactic not only helps you gain levels faster, but should also provide the first Tutorial Orb and Word. Tutorials Orbs can be found inside crates, dropped by enemies, or provided by villagers you talk to. Access Grimoire Weiss and toggle to the Memo pane to view the Tutorials as you discover them for tips on playing the game (optional).



Though the Tutorial Orbs can be helpful, the Words are significantly more vital to your progress in the game. These Words can be assigned to magic, weapons, and martial arts to improve the selected item's attributes or to impart special effects such as paralysis or poison. The same Word can be assigned to multiple weapons and magic attacks simultaneously, but not every Word can be assigned to all categories. The first Word you find is "Lug," which is a Type B modifier for magic attacks. Assign it to both Dark Blast and Dark Lance to lower their magic cost by 2%. Many of the Words can only be assigned to magic attacks, whereas other Words can only be assigned to weapons or martial arts moves. Learn more about the Word-Edit system in the "Game Basics" portion of this book. Additionally, a complete listing of every Word and its effects can be found in the appropriate appendix in this guide.

Cross the bridge to the west and fight past the Shades there to the southwest corner of the northern plains. The tunnel with the tracks on the ground leads past a small clearing, then to a mailbox near the entrance to the strange town known as The Aerie.



THE AERIE

AREA TYPE: TOWN

The Aerie is unlike any other place Nier will visit. It's a small village constructed on the sides of the cliffs high above a narrow canyon. The confined space funnels the wind through the area's famous windmills. The village consists of several levels on each side of the canyon, forcing residents and visitors alike to make frequent use of ladders and bridges.

Accessed through a tunnel in the southwest corner of the northern plains, The Aerie is an isolated and remote location. It's also home to numerous Shades, which has forced the villagers to take shelter indoors and caused them to fear strangers. A towering multi-level storage rack housing numerous crates containing all manner of agricultural supplies occupies the northeast corner of The Aerie.



Commonly Found Items & Raw Materials

Item Name	Type	Source
Meteorite	Material	Sparkle
Pumpkin Seed	Material	Crate
Antidotal Weed	Material	Crate
Speed Fertilizer	Material	Crate
Wheat Seedling	Material	Crate
Watermelon Seed	Material	Crate

Item Name	Type	Source
Bell Pepper Seed	Material	Crate
Melon Seed	Material	Crate
Medicinal Herb	Consumable Item	Crate, Enemy Drop
Old Schoolbook	Material	Enemy Drop
Broken Pottery	Material	Sparkle
Leather Gloves	Material	Enemy Drop

Item Name	Type	Source
Dirty Bag	Material	Enemy Drop
Bat Fang	Material	Animal
Bat Wing	Material	Animal
Copper Ore	Material	Sparkle
Iron Ore	Material	Sparkle

MEET THE VILLAGE CHIEF



Unlike Nier's hometown, The Aerie's residents like to stay inside, and are anything but welcoming to visitors. This goes double for the village chief. Nevertheless, Nier has to make an effort to meet him and see if there are any Sealed Verses in the area.

Cross the bridge to the platform in the center of the canyon and defeat the Shades that appear. Continue west to the far cliff and ascend the ladder to the right. This ladder leads up to a higher bridge that doubles back to the east, where the village chief's house is located. The Shades that appear on this upper bridge are capable of attacking with a spread-formation of magic charges. Luckily, Nier can cut through these magic attacks with his sword. He can also block against them with a defensive stance, but this technique knocks him backwards a bit with each deflection.



Once across the upper bridge, climb the ladder to the right and knock on the door to speak to the village chief. He's in no mood to talk, and has nothing nice to say or advice to offer, so it's obvious that Nier came all this way for nothing. Make the most of the trip to The Aerie by taking a few minutes to explore the many walkways and bridges in the area to load up on materials and earn some more experience killing Shades.

Save your progress on the way out of The Aerie and perform any necessary Word Edits to make sure Nier's available magic attacks and the Lily-Leaf Sword are taking advantage of discovered Words.



Farming Supplies in Abundance

Make your way to the massive crate storage area in the northeast corner of The Aerie to smash the dozens of large wooden crates located there. Shades inhabit this area, but so do a wealth of plant and vegetable seeds, as well as some speed fertilizer. You can't use these items just yet, but the time is coming soon.



INSPECTING THE NEARBY HOUSE



Nier soon notices an item of note sparkling in the house that is set up in the clearing on the way out of The Aerie. Head up the steps beside the house to get a closer look at the necklace of flowers—and to lure its owner out of hiding.



Kainé

The scantily clad occupant of this strange dwelling is named Kainé, a mysterious yet hostile individual who wields dual serrated swords, moves with considerable speed, and has a surprising amount of magical power. Kainé wastes no time charging at Nier when the fight begins. Guard against her initial attacks and counterattack with sword strikes of your own while allowing the Dark Lance magic to charge. Hit her with Dark Lance as soon as you can to knock her backwards, then let it charge again.



Kainé won't wait long to reveal her magical ability, but fortunately for Nier, her attacks take awhile to charge. Watch for her to charge her blue lightning spell and quickly circle around her for an incredible attack opportunity. Charge up your melee attack, then continue slashing at her back while she tries to unleash her magic spell.





Hook

The battle with Kainé is interrupted by a massive Shade that resembles a giant lizard. This creature is known as Hook, and it clambers down over the cliffs to attack at close range. Though it seems more interested in Kainé, Nier is not without risk of being hit.

The key to defeating Hook quickly is to focus your attacks on a single foot. Stand to the right of it and rapidly hit its left front foot with Dark Blast until the damage meter appears. Attack it with melee strikes while the magic meter refills, then hit it with Dark Lance to score a major hit. Kainé starts yelling at Nier to back away and leave the beast to her, but pay her no mind and let Nier continue the assault.



After being hit with a critical attack, Hook spews a number of spherical Shade orbs out onto the clearing. Slash through these Shade balls quickly, before they get the chance to spew magical projectiles at Nier and Kainé. Once these balls have been destroyed, Hook slowly descends back within attack range. Return to the right-hand side and resume the assault on its left foot.



The giant lizard Shade begins using its feet to pound the ground and create a fast-spreading shockwave that can knock Nier to the ground if he's not careful. Double-jump over the shockwave to avoid it and resume the Dark Blast barrage. Hook can also attack with large magical spheres of its own. Guard against these massive orbs by holding the Defend button to deflect them as they approach. Continue using Dark Lance to score critical hits on the beast, with the final one aimed at its head once it is all but depleted of health.



DARK HAND OBTAINED

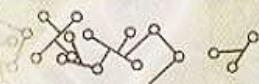
Nier obtains the Sealed Verse **Dark Hand** after the battle with Hook. This magic attack can be charged to attack enemies with a massive magical fist. It's extremely effective against boss enemies and other large adversaries, and it can be useful against numerous smaller foes when fully charged.

Let Kainé rest at her house in the clearing and return to the village to pay Yonah a visit. It's time to see how she's feeling.

THE VILLAGE

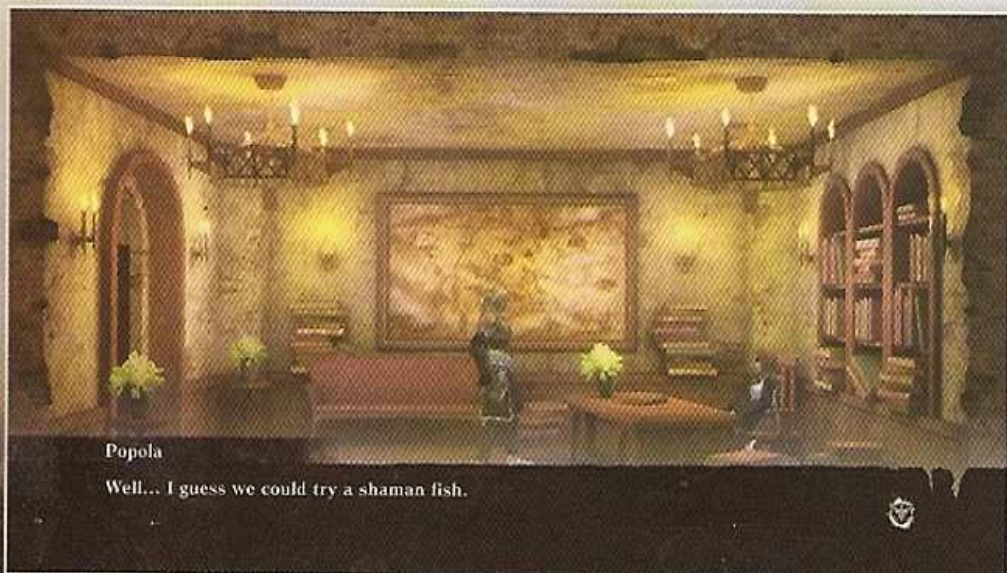
(RETURN)

CHECKING ON YONAH



Save your progress at the mailbox and head inside to check on Yonah. She's in a lot of pain, and Nier decides he must head to the library to see if Popola has any medicine for her.

Visit Popola in the library to learn about the shaman fish, a special fish that is believed to ease the suffering of those in pain. It can be found in Seafrent, a town across the southern plains, but Nier must catch it himself since the fishmonger in Seafrent sells out quickly. To reach Seafrent, Nier must head through the shopping district to the gate leading to the southern plains. From there, he must continue south past an unusual manor to reach the town of Seafrent.



Popola

Well... I guess we could try a shaman fish.




SOUTHERN PLAINS


AREA TYPE: FIELD


The southern plains are much smaller than their northern cousin, and connect the village with the city of Seafrost to the south. The southern plains contain two clearings, one to the north near a large cliff and one to the south closer to Seafrost. The area is home to a large herd of deer as well as a number of giant spiders that roam the path leading up to a ghostly manor. The southern plains are an excellent place to gather raw materials—just watch out for the massive Shade that appears in the clearing on cloudy days!

Legend

 Docks

 Shop

 Sandspout Well

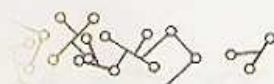
 Save Point



Commonly Found Items & Raw Materials

Item Name	Type	Source
Iron Ore	Material	Sparkle
Sap	Material	Sparkle
Clay	Material	Sparkle
Copper Ore	Material	Sparkle
Medicinal Herb	Consumable Item	Sparkle, Enemy Drop
Ivy	Material	Sparkle
Silver Ore	Material	Sparkle
Magic Drop	Consumable Item	Sparkle
Berries	Material	Sparkle
Gold Ore	Material	Sparkle
Venison	Material	Animal
Deer Antler	Material	Animal
Giant Spider Silk	Material	Animal
Used Coloring Book	Material	Enemy Drop
Royal Fern	Material	Sparkle
Natural Rubber	Material	Sparkle
Rusty Kitchen Knife	Material	Enemy Drop
Defense Drop	Consumable Item	Enemy Drop

HELP ON THE WAY



You won't have a map for the southern plains, but that shouldn't stop you from finding the way. Search the grassland where the deer are grazing for sparkles and meat, then continue due south towards the narrow path. As you cross the clearing, a guard from Seafront calls out for assistance—a number of Shades have him surrounded! Use the sword and the newly acquired Dark Hand magic to beat them back and rescue the man. As a token of his appreciation, the man gives Nier *Moonrise*, a one-handed sword.



Ignore the trail leading up to the manor on the left and proceed through the clearing in a southerly direction towards Seafront. Consult the accompanying map to ensure you're going in the proper direction.

RIDE THE BOAR

If you defeated the wild boar in the northern plains as part of the "Boar Hunt!" quest, then you have the boar tusk and will find a docile wild boar near the entrance to the southern plains. Hop aboard and ride it across the plains to get a feel for how the boar handles. Hold the Jump button for a speed burst and use the Trigger buttons (or R2 and L2) to make it drift through turns. Press the Examine button to mount or dismount the boar.




SEAFRONT


AREA TYPE: TOWN


Seafront is a bustling seaside city filled with shops, pedestrians, and dozens of houses built upon a terraced landscape connected by many staircases and bridges. It has everything a budding fisherman could need for a career at sea.


Even though the narrow passages on the north side of Seafront contain several crates bearing various Fishing Tutorial Orbs, the majority of the action in this seaside town is situated near the water and by the town square to the east. While the men spend their day fishing and hauling cargo near the docks, many of the women in Seafront spend their day near the town's fountain or with their kids on the lengthy beach.

Legend

 Docks (2nd time)

 Shop

 Sandspout Well

 Save Point

TO SOUTHERN PLAINS

POST OFFICE

TAVERN

LIGHTHOUSE



Commonly Found Items & Raw Materials

Item Name	Type	Source
Wheat Seedling	Material	Crate
Medicinal Herb	Consumable Item	Crate
Bounty Fertilizer	Material	Crate
Defense Drop	Consumable Item	Crate
Dahlia Bulb	Material	Crate
Tulip Bulb	Material	Crate
Flowering Fertilizer	Material	Crate
Crab	Material	Sparkle
Empty Bottle	Material	Sparkle

Item Name	Type	Source
Shell	Material	Sparkle
Recovery Potion	Consumable Item	Sparkle
Pearl	Material	Sparkle
Gastropod	Material	Sparkle
Seaweed	Material	Sparkle
Sea Turtle Egg	Material	Sparkle
Driftwood	Material	Sparkle
Black Pearl	Material	Sparkle

SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Strength Drop	500
Magic Drop	500
Defense Drop	500
Spirit Drop	500
Seafront Map	500
Southern Plains Map	500
Speed Fertilizer	300
Bounty Fertilizer	300

Material Shop

Item Name	Price (G)
Shell	100
Gastropod	500
Bivalve	300
Pearl	3,000
Moldavite	5,000
Natural Rubber	700

Fish Shop

Item Name	Price (G)
Shaman Fish	300
Blowfish	350
Rainbow Trout	1,200
Shaman Fish	300
Sardine	250
Bream	1,500
Black Bass	2,000

Grocery Store

Item Name	Price (G)
Melon	1,200
Gourd	600
Beans	360
Rice	600
Royal Fern	150
Mushroom	800
Bean Seed	35
Rice Plant Seedling	60
Dahlia Bulb	40
Tulip Bulb	50
Freesia Bulb	80
Red Moonflower Seed	120
Gold Moonflower Seed	120
Blue Moonflower Seed	120

Tackle Shop

Item Name	Price (G)
Lugworm	10
Earthworm	10
Lure	100
Sardine	250
Carp	200

Weapon Shop

Item Name	Price (G)
Lily-leaf Sword	2400
Beastbain	16800

FISHING FOR A SHAMAN FISH



Take a few minutes to explore the city, search the shops for items that you need for active quests, and smash the many crates tucked away in the corners of this place. Purchase the **Seafront map** and **southern plains map** from the item shop, then cross the main bridge to the mailbox near the post office and save your progress.

Venture over to the docks in the southeastern corner of the map and talk to the man near the large ship. He doesn't know much about shaman fish, but he believes the old man near the beach might be able to help.



Cross back over to the west side of town and continue down the slope past the shops to the small beach. Speak with the man on the concrete pier to receive a fishing rod and lure.

Resist the urge to start fishing on the beach next to the old man—there's a much better spot to fish for the shaman fish. Take the tackle and head back up the main road, past the shops, and turn left at the tunnel leading to the much larger beach to the west. Run out into the water and press the Examine button to begin fishing. Follow the old man's advice and watch for the rod tip to bend significantly, then pull on the controls in the opposite direction the fish takes the line. Pull down first to set the hook then pull either left or right depending on which way the fish goes. Press the Jump button to reel in the fish once the fish's energy meter is nearly empty. Alternately, deplete the health meter fully and watch Nier reel in the fish automatically. Continue fishing until Nier catches a shaman fish, then proceed back towards town.



NEW QUESTS AVAILABLE!

Talk to the old man on the pier in Seafront after catching the shaman fish to learn some of his secret fishing techniques and to begin "The Fisherman's Gambit" string of quests. These quests are, as their name suggests, based on the fishing mechanic. Consider working through the first few in the series right now:

- The Fisherman's Gambit
- The Fisherman's Gambit, Part 2
- The Fisherman's Gambit, Part 3

ASSISTING THE ELDERLY

Nier won't get to make it off the beach in Seafront without being cornered by the lighthouse lady near the tunnel. This cantankerous old lady needs the help of an able-bodied "youngster" like Nier—she needs him to visit the post office and tell the postman to deliver her mail. Accept her request and head into town. The door to the post office is directly above the mailbox where you can save your progress.

As it turns out, the postman has a badly injured leg and can't make the trip out to the lighthouse, so he hands Nier a letter for the old woman and asks him to deliver it. He also has a letter for Popola, and asks Nier to deliver that as well. You can read both *Love Letter 2/12/3340* and *Letter to Popola* by accessing the documents panel in the memo screen of Grimoire Weiss. Head west to the beach and proceed through the arch in the rock to reach the lighthouse. The old lady is on the third floor of the lighthouse, awaiting her mail. She'll give Nier 1,000 gold as a reward.



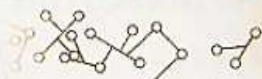
ABOUT FISHING

The fishing mechanic plays a large role in many of the optional quests that Nier can participate in. There are a number of species of fish available to catch, but each of them is limited to either freshwater or saltwater, requires specific bait, and can only be reeled in once Nier has achieved the requisite fishing level. Completing the various "Fisherman's Gambit" quests increase Nier's fishing acumen, making it possible to catch larger, more valuable fish. Read more about the fishing system in the "Fishing and Cultivation" chapter in this book.



HEADING HOME

Now that Nier has done his good deed for the day, it's time to head back to the village. After all, he's got both the shaman fish and Letter to Popola to deliver. Also, if you're working on the "Shopping List" quest, be sure to stop by the grocery store in Seafront and pick up the requisite tulip bulbs for the florist in the village. While you're at it, pick up three bounty fertilizers from the item shop for the next quest the florist gives you.

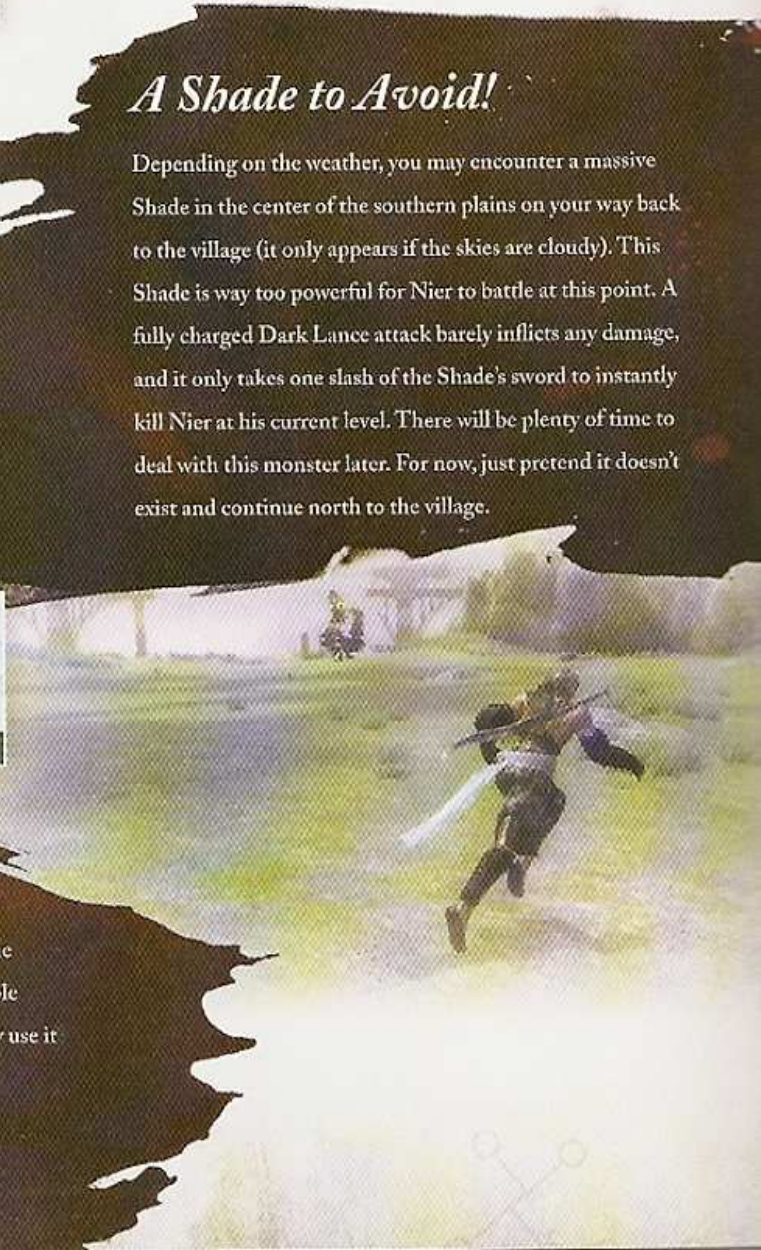


A Shade to Avoid!

Depending on the weather, you may encounter a massive Shade in the center of the southern plains on your way back to the village (it only appears if the skies are cloudy). This Shade is way too powerful for Nier to battle at this point. A fully charged Dark Lance attack barely inflicts any damage, and it only takes one slash of the Shade's sword to instantly kill Nier at his current level. There will be plenty of time to deal with this monster later. For now, just pretend it doesn't exist and continue north to the village.

A Valuable Potion

Even though the old lady blocks the path to the ladder leading to the lamp atop the lighthouse, Nier can reach it by leaping over her. Climb the ladder to find a valuable recovery potion. This item can fully restore Nier's health when consumed, so only use it when absolutely necessary.



YONAH

AGE: 7

HEIGHT: 4' 4"

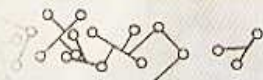
Yonah is Nier's only daughter and loves her father deeply, but she is young and doesn't always do what she's told. Despite her illness, she struggles against Nier's rules and tries to sneak out of the house whenever she can. She knows her father works hard to provide for her and attempts to find a cure for her illness, but there are times when she just wishes he were home to keep her company. Despite being gravely ill, Yonah is a courageous and exuberant little girl who tries hard to lessen her father's worrying.



THE VILLAGE

(RETURN)

DELIVERING THE GOODS



Bring the shaman fish to Yonah straightaway. She'll wake up the next morning feeling so well that she'll want to cook her dad a thank you dinner. Exit the house and venture up the stairs to the library to deliver the Letter to Popola. The mayor of Seafront has sent word that The Aerie is under attack by Shades and that the village needs to strengthen its defenses. Popola advises Nier to head to the Junk Heap and see if the proprietors can strengthen his weapon.

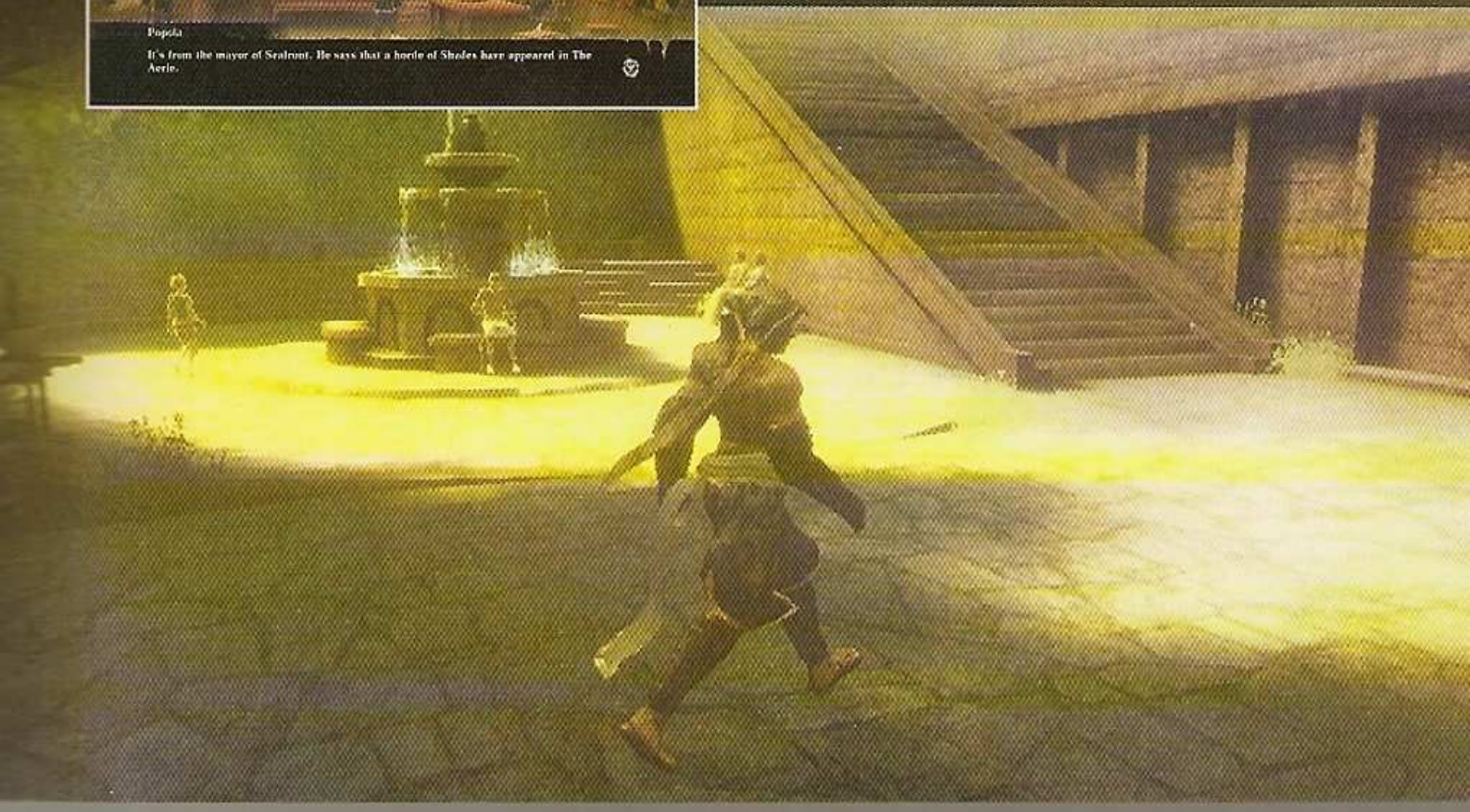


Upgrading weapons at the Junk Heap requires some raw materials as well as a forging fee of at least 1000 gold. Popola suggests that Nier speak to the folks in the tavern if he's short on money, as that's where people who need to hire people often look for help.

NEW QUESTS AVAILABLE!

Helping the old lady of the lighthouse in Seafront unlocks a few new quests for Nier as he makes his way back through the shopping district. Talk to the man near the southern end of the shopping district about his dog, then head inside the tavern and speak to the man on the barstool. Other quests do become available during Nier's time back in the village, so make sure Nier stays alert and talks to everyone.

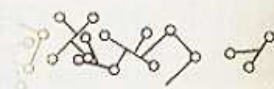
- A Dog Astray
- The Ballad of the Twins
- Yonah's Home Cooking
- On the Wing of Eagles



NORTHERN PLAINS

(RETURN)

FINDING THE JUNK HEAP



The northern plains are crawling with dozens of smaller Shades that, at 20 XP apiece, offer Nier plenty of opportunity to gain a wealth of experience and potentially level up again. Look for swarms of white enemy indicators on the in-game mini-map and rush towards them. Not only will you get a chance to practice chaining together lengthy combos, but you'll likely unlock several Words, including "Hoda," which increases Nier's knockback resistance by 4%.

Cross the northern plains to the north and descend the rocky path to the scaffolding erected alongside the broken bridge. Climb the ladders and smash the crates to accumulate a full complement of medicinal herbs. Continue across the bridge to the entrance to the Junk Heap high above the river on the other side.



JUNK HEAP

AREA TYPE: DUNGEON

The mountain of scrap metal across the river in the northern plains contains much more than meets the eye. Known affectionately as the Junk Heap, this area is actually a former military base, and although there aren't any Shades in this area, the Junk Heap is crawling with deadly robots. Comprised of many levels, visitors to the Junk Heap must procure multiple passcodes in order to utilize the elevators and fully explore the base. This may sound rather inconvenient, but this system keeps unprepared adventurers from delving too deep into the Junk Heap, where the far deadlier defense robots continue to patrol.

Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Mouse Tail	Material	Animal
Medicinal Herb	Consumable Item	Crate
Dented Metal Board	Material	Crate, Enemy Drop
Broken Antenna	Material	Enemy Drop
Broken Arm	Material	Enemy Drop
Titanium Alloy	Material	Enemy Drop
Broken Motor	Material	Enemy Drop
Stripped Bolt	Material	Enemy Drop
Broken Lens	Material	Enemy Drop
Pyrite	Material	Crate
Amber	Material	Crate


SHOP DIRECTORY

Two Brothers Weaponry


Item Name	Price (G)
Silver Ore	1,500
Copper Ore	480
Iron Ore	1,000
Dented Metal Board	750
Stripped Bolt	900
Broken Lens	1,100

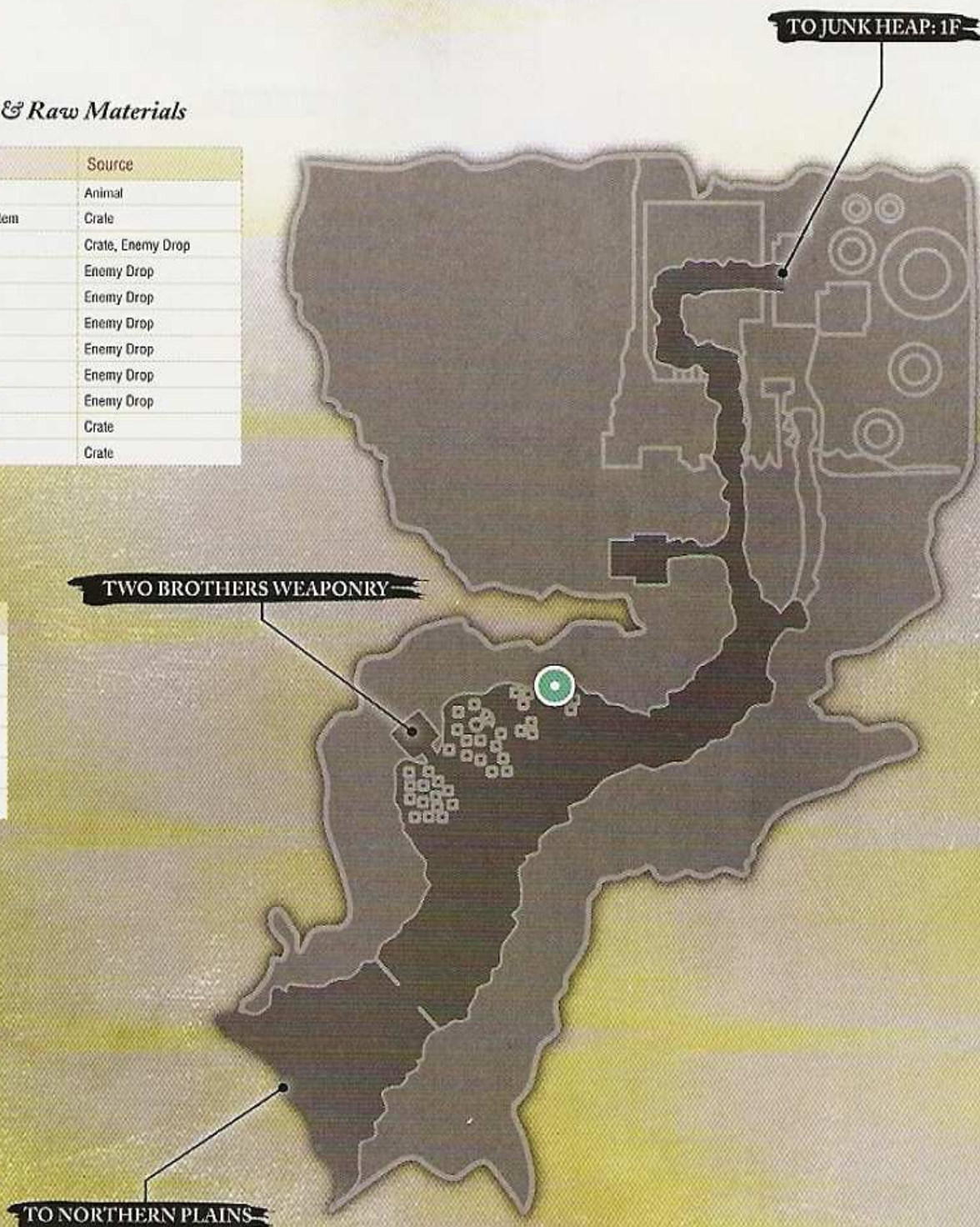
Legend

 Docks

 Shop

 Sandspout Well

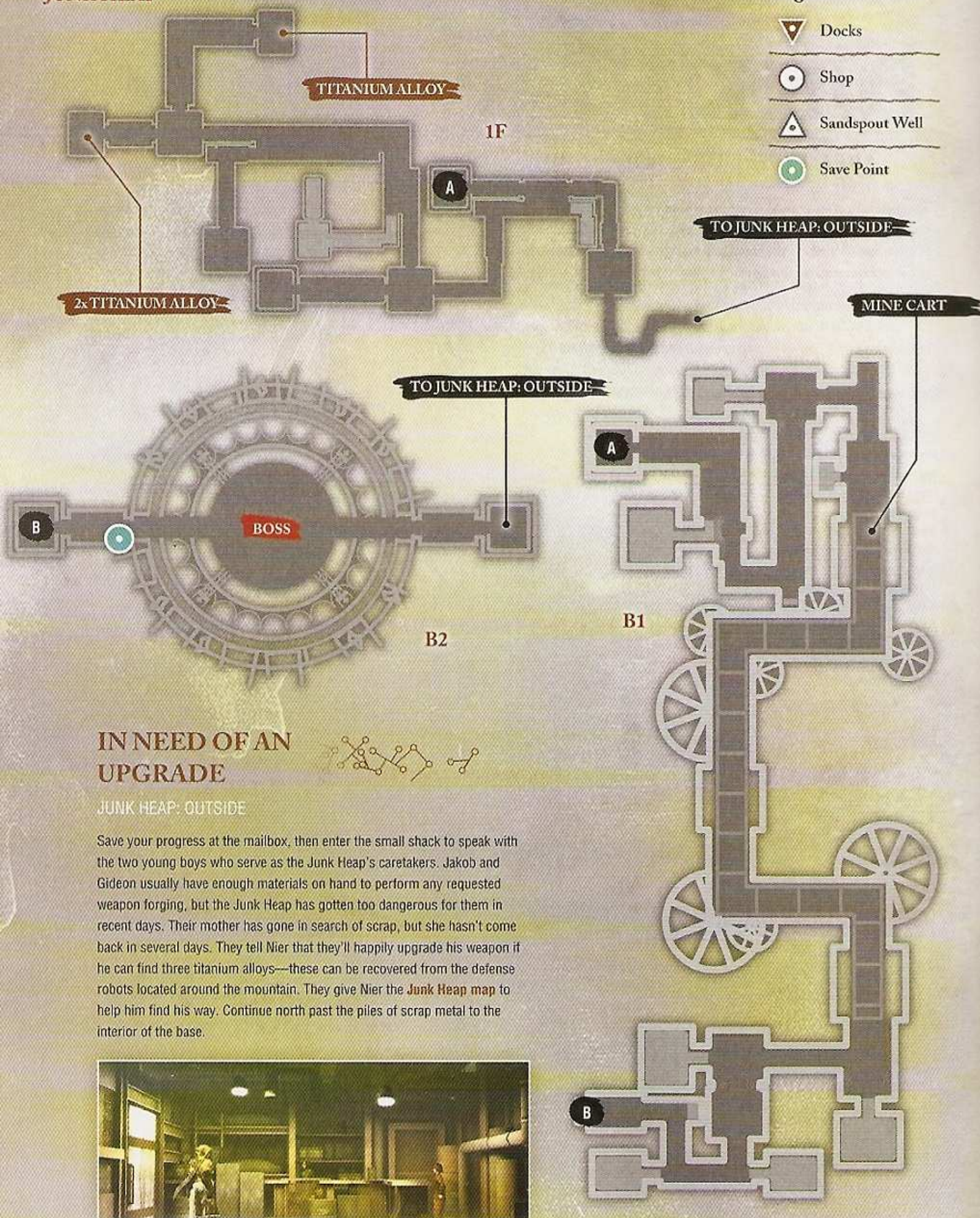
 Save Point



JUNK HEAP

Legend

-  Docks
-  Shop
-  Sandspout Well
-  Save Point



IN NEED OF AN UPGRADE

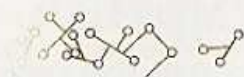


JUNK HEAP: OUTSIDE

Save your progress at the mailbox, then enter the small shack to speak with the two young boys who serve as the Junk Heap's caretakers. Jakob and Gideon usually have enough materials on hand to perform any requested weapon forging, but the Junk Heap has gotten too dangerous for them in recent days. Their mother has gone in search of scrap, but she hasn't come back in several days. They tell Nier that they'll happily upgrade his weapon if he can find three titanium alloys—these can be recovered from the defense robots located around the mountain. They give Nier the Junk Heap map to help him find his way. Continue north past the piles of scrap metal to the interior of the base.



SCROUNGING FOR TITANIUM ALLOYS



JUNK HEAP: 1F

Nier's quest to find three titanium alloys does not extend beyond the first floor of the Junk Heap, which is fortunate because each of the elevators in the area are currently locked down. There aren't any Shades in this area, but the halls of the Junk Heap are filled with defense robots that come in various types. The most common type of robot attacks with an electric current that extends outwards several feet from its outstretched arms. Use Dark Blast to knock it backwards and damage it in order to keep Nier safe from its attack. Melee strikes work well too, especially if Nier can attack from the robot's rear or finish it off before it emits its high-voltage current. Make your way west, then head south through the corridor—push the large block into position under the ledge to jump up and continue on.



Forge ahead directly west from this room to the dead-end. In this area, Nier encounters a number of enemies, including two magic-spewing robots that ultimately yield two of the titanium alloys he seeks. The view then shifts to overhead. Watch for defense robots to enter on lifts installed in the floor—stick to the far side of the room and rapidly attack with Dark Blast to beat them back as they emerge. The robots with the orange lights are the ones you must watch for—they yield orange-colored orbs containing titanium alloy when they are destroyed.



Return to the previous room and continue north. Battle your way around the corner in the hallway with the crates to the room at the far end of the hall. This room contains a third magic-wielding robot with orange lights. Destroy this robot to obtain the third titanium alloy, then proceed back through the Junk Heap to Two Brothers Weaponry.



MATERIAL HOARDING

Explore the entirety of the first floor of the Junk Heap to collect as many raw materials as possible. The Junk Heap is the single best source of materials used for weapon forging, and you'll need a lot of them over time to unlock some of the harder Achievements/Trophies.

Continue fighting past the dozens of defense robots until you come to a room on the west side where the doors shut close behind Nier. More robots begin entering the room on lifts built into the floor. They are immune to damage for the first three seconds after appearing in the room, so don't crowd them when they first emerge. Give them some space, then use melee strikes and Dark Blast to destroy them.

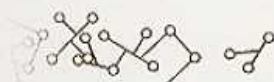


JUNK HEAP: OUTSIDE

Jakob takes the three titanium alloys and uses them to upgrade the Nameless Blade free of charge. This is certainly a nice gesture on his part, but the upgraded weapon is still less powerful than the Lily-Leaf Sword you have probably already purchased, not to mention that its creation used up your valuable supply of titanium alloys. Nier needs more materials for Jakob to upgrade the Nameless Blade to level 3.



SEARCHING FOR THE BROTHERS' MOTHER



Despite their willingness to help Nier with his weaponry, Jakob and Gideon have a rather severe problem on their hands—their missing mother. They believe she went deeper into the Junk Heap, and before they can even ask for help, Nier volunteers to search for her. They give him the elevator activation code needed to descend to level B1 and thank him in advance for the effort.

Return to the Junk Heap and head due west around the very first corner to the elevator straight ahead. Use the password to descend to B1.

JUNK HEAP: B1

The elevator deposits Nier in the northwest corner of B1, just around the corner from a number of defense robots. Many of the robots on this level are of the magic-spewing variety, and will yield titanium alloy and other valuable materials when defeated. Therefore, you should be sure to dispatch every last one of them.

Follow the path south, around the corner, and then north again to where a metal gate blocks the way. Destroy the magic-shooting turrets that rise from the floor in the large northern room, then inspect the gate blocking Nier's progress to the east. Pick up the bomb that appears in the center of the previous room and quickly carry it towards the gate. Press the Examine button to toss the bomb at the gate. The bomb's beeping intensifies right before it explodes, so make sure to get away from it when you notice this.



Hop aboard the mine cart around the next bend and ready your trigger finger to fire a barrage of Dark Blast magic. Moving forward in the cart speeds it up, whereas moving to the rear of the cart slows it down. For best results, use a relatively slow speed so you have time to aim at the many hovering robots and turrets that appear alongside the tracks.

Gepetto

The old military base's intruder detection system is still functioning after all this time, and a massive floating robot with two laser-equipped hands rises up from the void to attack Nier. The bridge leading from the central platform back to the mailbox is retracted, stranding Nier on a pedestal with no place to run and no choice but to fight!

Like many battles, this fight with Gepetto consists of multiple phases. Gepetto's hands do all the attacking in the first phase of the battle, and therefore should be the center of Nier's focus. Wait for the palms to face Nier in a neutral position, then attack with Dark Lance to land a hit. This makes Gepetto go on the offensive and use his hands to fire continuous laser beams at Nier. Double-jump and roll to avoid the lasers and wait for the hands to return to a neutral position, then attack again with Dark Lance.

Gepetto mixes up its attack style after its hands have been reduced to half of its health. Run and roll away from the hand as it hovers around the arena shooting lasers down. The hand may slam down onto Nier, so quickly roll away and then turn and hit it with a charged Dark Hand attack. If not, watch for the hand to return to its neutral position, then finish it off with another Dark Lance attack.

Having lost its hands, Gepetto summons a dozen defense robots into the arena. Some of them fire projectiles, but most simply try to crowd Nier and attack with close range electricity. Unleash the Dark Hand attack to buy yourself some breathing room, then reconfigure your magic attacks and assign Dark Blast to either slot. Use melee attacks and Dark Blast to finish off the remaining defense robots, and use a medicinal herb whenever there is a lull in the action.



Increase the speed once the number of enemies and incoming magic projectiles gets to be too much. Spin Nier around in place to aim Grimoire Weiss in the direction of the turrets and robots and continue firing Dark Blast over and over—this magic attack not only destroys the turrets with just two or three hits, but effectively knocks the flying robots backwards.

Destroy the turrets that rise out of the floor in the room to the west of the mine cart terminus, then use a bomb to blast through the gate. Pick up a second bomb, run towards the edge of the floor, and throw it across the gap to the second gap. Carefully run and double-jump across the missing walkway to continue south. Don't worry if Nier falls; he'll reappear in the previous room having suffered only a minor amount of damage. Continue on to the next area.



JUNK HEAP: WEAPON TESTING AREA

Save your progress at the mailbox and perform any necessary Word-Edits to boost the effectiveness of Dark Lance and Dark Hand. Increasing the item drop rate won't help you in the coming battle, so use Words that boost magic power and lower magic cost.

Defeating Gepetto results in gaining the Sealed Verse known as **Dark Gluttony**, a powerful magic spell that lets Nier absorb enemy magic attacks. Cross the bridge that extends to the east side of the platform and locate the mark in the hallway on the other side. Take the perfume bottle and return to the boys. Nier can either tell them he couldn't find her (and have them feel abandoned) or he could reveal the truth. Gideon might not understand, but Jakob appreciates the truth.



Leave the boys and head back across the bridge to the northern plains. It's time to return to The Aerie to see what has the mayor in Seafront so concerned.

As soon as the defense robots are defeated, Nier goes on to face eight magic-spewing turrets. Get close to the one at the top of the screen and slash at it with the sword as soon as it appears. Turn and slash through any projectiles getting close, then run towards the right side of the screen while firing Dark Blast at the nearby turrets. Try to destroy the turrets on one side of the screen as quickly as possible to limit the incoming projectiles to a single direction. Continue around the perimeter in a clockwise direction, destroying the turrets as you go.

Now that the turrets have been destroyed, it's time to finally deal with Gepetto's giant head. Keep your distance and watch as the head fires a number of homing missiles at Nier. Though it's possible to use Dark Blast to shoot them out of the sky, it's far easier to simply run back and forth towards and away from Gepetto to avoid them.

Let the missiles home in at the end of the platform further from Gepetto, then roll and sprint forward to avoid them. Running in a zigzag also works well.

Watch for a lull in the missile attack and quickly move towards the front of the platform. Gepetto opens its massive metal mouth and attacks with a sweeping laser beam that is much more powerful than the ones on its hands. The beam always sweeps from the right side to the left. Stay on the left and quickly pick up a bomb (they appear everywhere a turret was) and toss it into Gepetto's mouth to score a hit. Gepetto then closes up its mouth and resumes missile firing. Dodge the missiles and grab a bomb to throw inside its mouth the next time it opens. Repeat these steps until it has been destroyed.



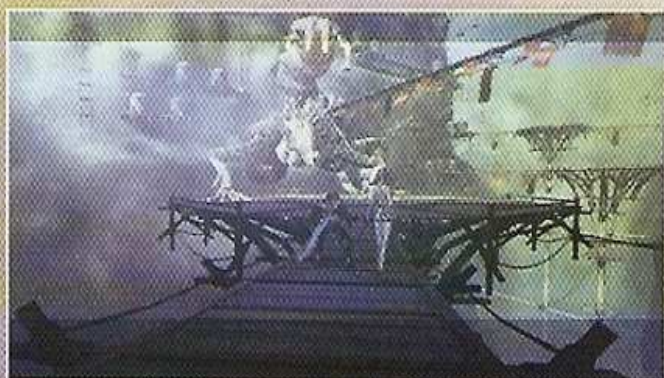
THE AERIE

(RETURN)

CHECKING ON THE AERIE



Enter the clearing just beyond the entrance and help Kainé beat back the Shades attacking her. These Shades have magic-resistant barriers around them that deflect any of Nier's magic attacks, so he'll have to use his sword against them. Lead Kainé through the tunnel towards the cliff-side village—Hook has returned, and it's looking for a fight!



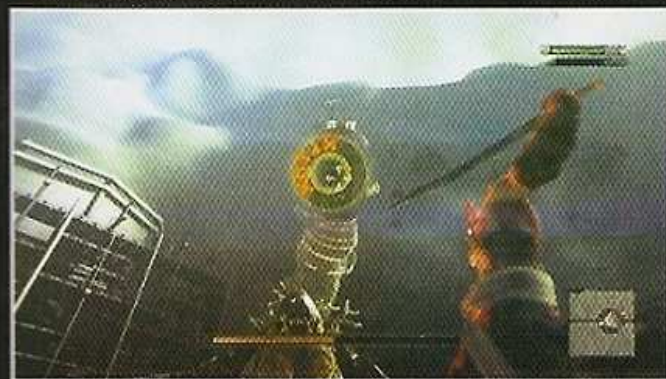
Hook (Second Encounter)

The battle against Hook takes place on each of the three center platforms in The Aerie, beginning with the one nearest the entrance. Attack Hook just as you had done during the first encounter. Use Dark Lance and focus your attacks on one of its feet. He'll rise up and stomp the floor in hopes of knocking you back with a shockwave, but this is an easy attack to leap over and avoid. Slash at its foot repeatedly while the magic meter recharges. Then, once the attack gauge appears, stand back and hit it with Dark Hand or Dark Lance.



Hook flees deeper into The Aerie after receiving its first critical hit. Chase after it by crossing the bridge to the west, then descend the ladder on the left and climb back up via the one further to the right. This positions Nier right by the second bridge. Nier must fight some enemies en route to the middle platform, but one likely yields the word "Solir," which increases MP Recovery Rate by 4% and adds the poison effect. Perform the necessary Word-Edit to Nier's sword at once!

Hook has grabbed one of the houses with its tail and is shaking it high above Nier and Kainé while scattering Shades across the platform. Target the attack gauge that appears on the house with Dark Lance to destroy the house. Destroy the smaller Shades with melee attacks, and continue targeting the suspended house with Dark Lance. If Hook slams the house to the ground, step back and hit it with Dark Hand.



Kainé chases after Hook as it moves to the third platform, leaving Nier to make his way through the massive storage racks in the corner of The Aerie. Numerous Shades have infiltrated the crates and racks, and Nier must destroy each one that has an attack gauge as he makes his way from right to left across the racks. Use Dark Blast to make quick work of the Shades in this area and to smash through the crates that would otherwise get in the way. Stay on the move and continue tapping the button assigned to the Dark Blast as rapidly as you can. This isn't a bad time to use Dark Gluttony if you're having trouble avoiding the incoming magic projectiles or struggling to keep the magic meter filled.

Rush towards Hook to help Kainé and resume the assault on either of its feet. Hit it with Dark Hand or Dark Lance as soon as the magic meter is filled. Hook interrupts the fight to speak directly to Kainé, but this does not resolve anything. Wait for the battle to resume and rush Hook's left foot. Attack the foot with sword strikes and Dark Hand, and stay clear of the massive protective energy sphere that surrounds its body.



Watch for Hook to collapse forward, then move towards its head. Briefly ignore the attack gauge that appears near its head and instead focus your attacks on the Shade spheres that appear. Slice through these orbs quickly, then hit the attack gauge with a fully charged Dark Hand attack. Dark Hand is powerful enough to fell Hook quickly, but it likely targets the spherical Shades if they're not dispatched first.



THE WILD COMPANION

This bonus unlocks following the second battle with Hook in The Aerie. Impale Hook on the support for the third platform, then rush to Kainé's aid. The death of Hook helps her realize that having friends might not be so bad after all.

Make your way back through The Aerie to the platform nearest the exit to the northern plains to find Kainé's body and to earn the **Dark Phantasm Sealed Verse**, a magical ability that creates a doppelganger to attack nearby enemies. Kainé knows someone who has the same disease as Yonah and thinks the people of the desert city Facade might have a cure. First, head back to the village. Facade is located on the far side of the desert, beyond the eastern road.

SPECIAL DELIVERY FOR THE VILLAGE CHIEF

This is a great time to take a break from following the main story to complete some of the quests that have been available, particularly the "Fragile Delivery" quest. Return to the village and collect the fragile item from the guard near the northern gate and ride the wild boar to The Aerie. Nier can now safely deliver the item without risk of encountering any Shades in The Aerie. It's also worth noting that Nier can't find the eagle egg needed to complete the "On the Wings of Eagles" quest until first leaving and later returning to The Aerie.

NEW QUESTS AVAILABLE!

Popola has spread the word that Nier can use some more work, and Devola has collected a number of leads for him. Head to the tavern and speak to Devola to take on one of three new jobs. Nier can only accept one of these at a time, and she'll mark the client's location on his maps (two of them are in Seafrost). Visit the client and accept the quest, then return to Devola for the next lead. Nier can have multiple active quests at a time but he can't take a second lead from Devola without speaking to the first client. "The New Merchant in Town" likely takes some time to complete, so accept that one first before going back for the others.

The following quests are now available in the village and in Seafrost:

- The New Merchant in Town
- The Belated Letter
- The Postman's Request
- A Signature Dish
- Yonah's Gift




DESERT


AREA TYPE: FIELD


The desert is the most deadly of the field areas to explore on foot. Not only is it patrolled by packs of marauding wolves, but poisonous scorpions lie in wait beneath the sand as well—only an antidotal weed can stop the spread of the venom. Visitors to the desert likely enter from the west, via the eastern road. A massive chasm splits the desert in two. The mysterious city of Facade lies to the southeast, across the desert from the eastern road. A vicious sandstorm prevents the ill-equipped from venturing to the north, and a wolf den and the Barren Temple can be found further to the north.

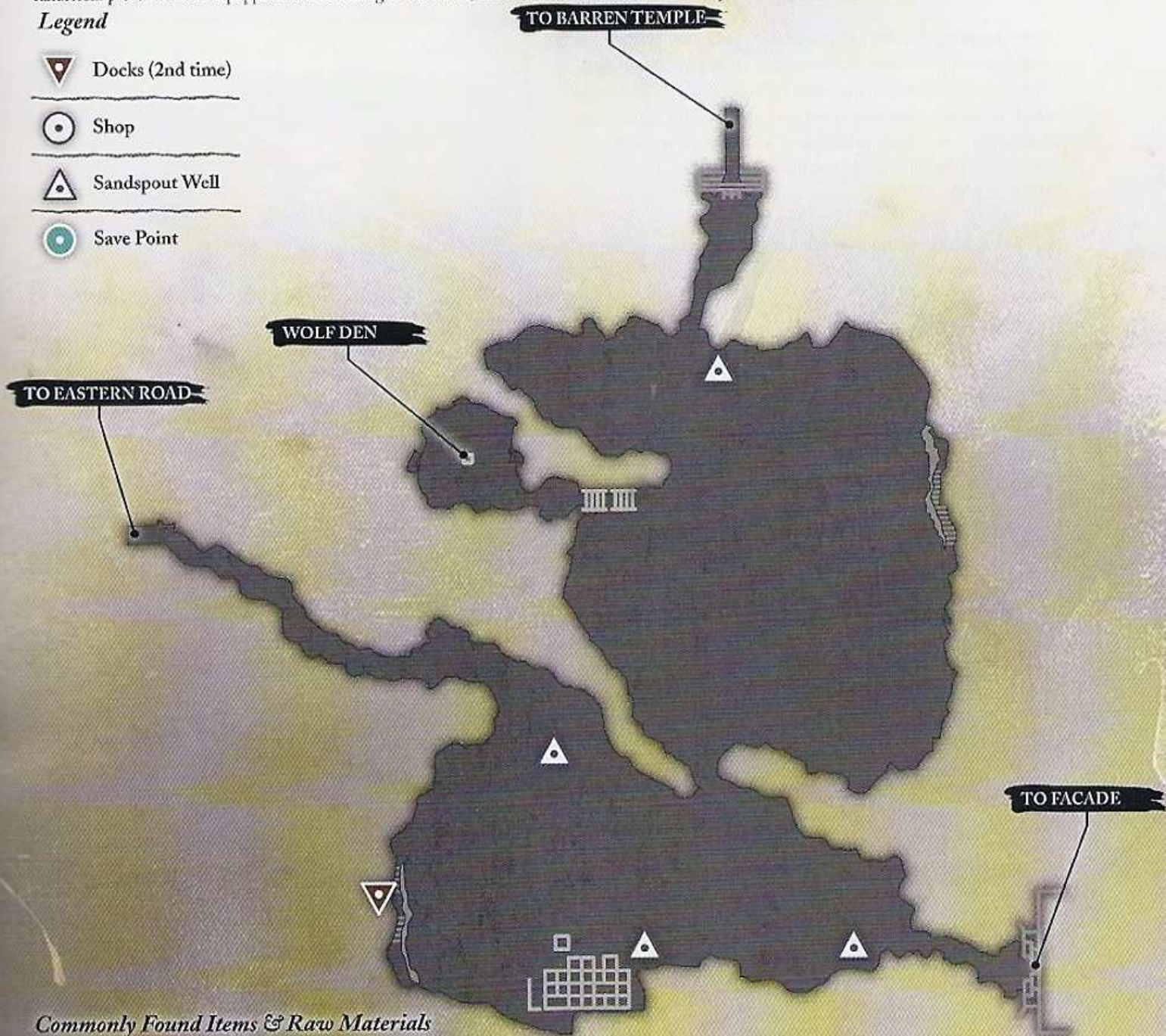
Legend

 Docks (2nd time)

 Shop

 Sandspout Well

 Save Point



Commonly Found Items & Raw Materials

Item Name	Type	Source
Gold Ore	Material	Sparkle
Desert Rose	Material	Sparkle
Copper Ore	Material	Sparkle
Moldavite	Material	Sparkle
Silver Ore	Material	Sparkle

Item Name	Type	Source
Wolf Fang	Material	Animal
Wolf Hide	Material	Animal
Scorpion Claw	Material	Animal
Scorpion Tail	Material	Animal
Dirty Bag	Material	Enemy Drop

CROSSING THE DESERT



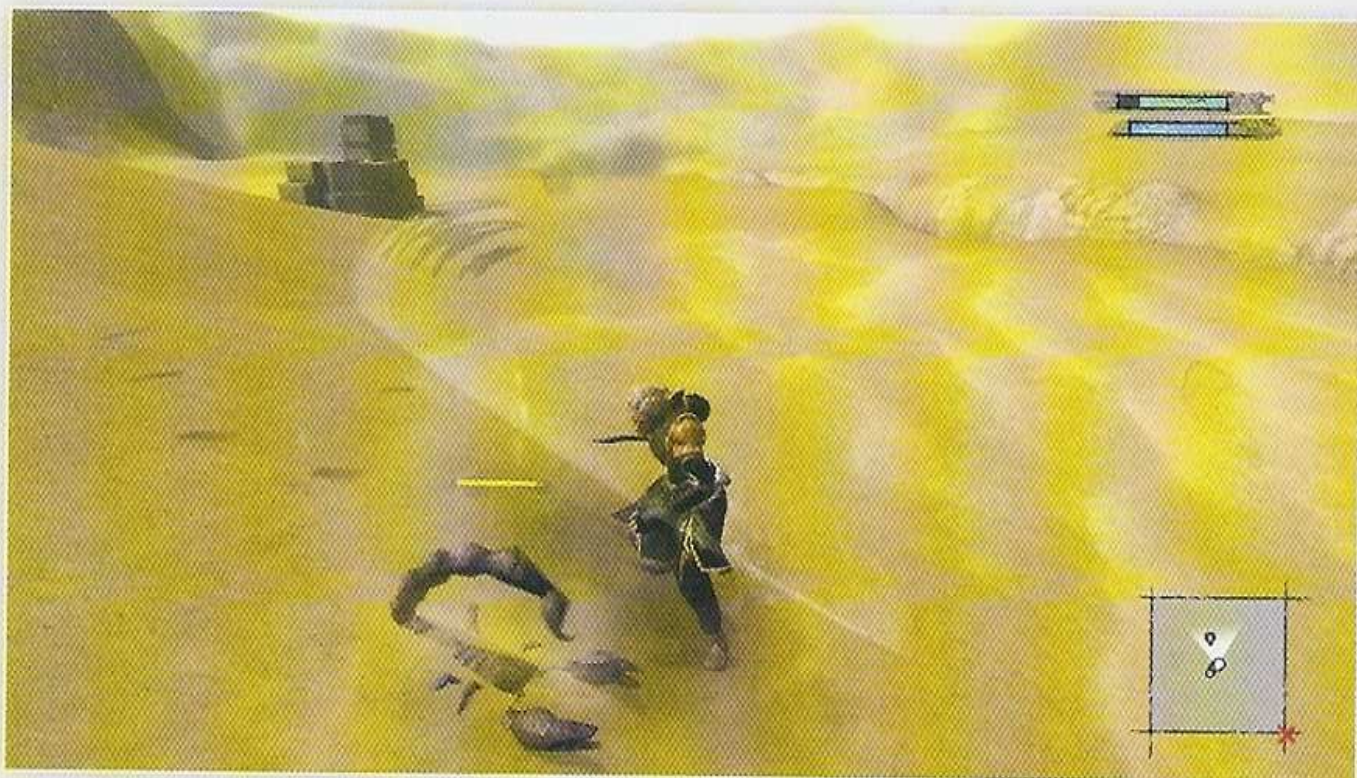
Crossing the desert without a map can be quite disorienting thanks to the relative lack of recognizable landmarks. Follow the chasm near the entrance from the eastern road and angle towards the red "X" on the mini-map. Keep your eyes and ears open for wolves—watch the mini-map to see if they are sneaking up from behind—use Dark Blast to knock them back. Wolf hides are very valuable (and do come in handy later), so strip as many from the wolves as possible. Wolf fangs, on the other hand, are far more common and not nearly as valuable.

Unlike the wolves that attack with aggression and appear as white indicators on the mini-map, scorpions show up as gray blips on the mini-map and only attack if Nier walks right over them. Kill the scorpion swiftly or risk being poisoned by the spike on its tail. The poison takes quite awhile to work through Nier's body and drains his health slowly. Consuming an antidotal weed cures the poison and stops the slow drain of Nier's health.

Continue to the southeast, towards the red "X" on the map and through the narrow canyon to the entrance to Facade. Though the gates to this strange place are currently sealed tight, the people of Facade are friendly to Kainé and invite the trio in.

SANDSPOUT WELLS: OUT OF ORDER

The small, pyramid-like tombs you see throughout the desert are actually entrances to an underground network of tunnels that the Masked People of Facade have constructed to make it easier to cross the desert. Nier needs special permission to access these sandspout wells, so ignore them for now.



FACADE

AREA TYPE: TOWN

Facade is home to the rule-obsessed Masked People. This peculiar tribe revels in its seclusion from the rest of the world and lives according to a dizzying array of rules that governs every aspect of life. The inhabitants all wear masks, speak an unintelligible language, and are quite suspicious of outsiders like Nier. Facade is ruled by a royal family who lives on the east side of the town, in the king's manor.

The city itself is a labyrinth consisting of countless staircases, corridors, and bridges. Perhaps the city's most noteworthy feature is the river of quicksand that flows throughout the city and serves as a means of conveyance. The town has many shops just like Seafront and Player's Village, but no one can purchase from them without first taking a tour of the city by sand-skiff.

Legend

-  Docks

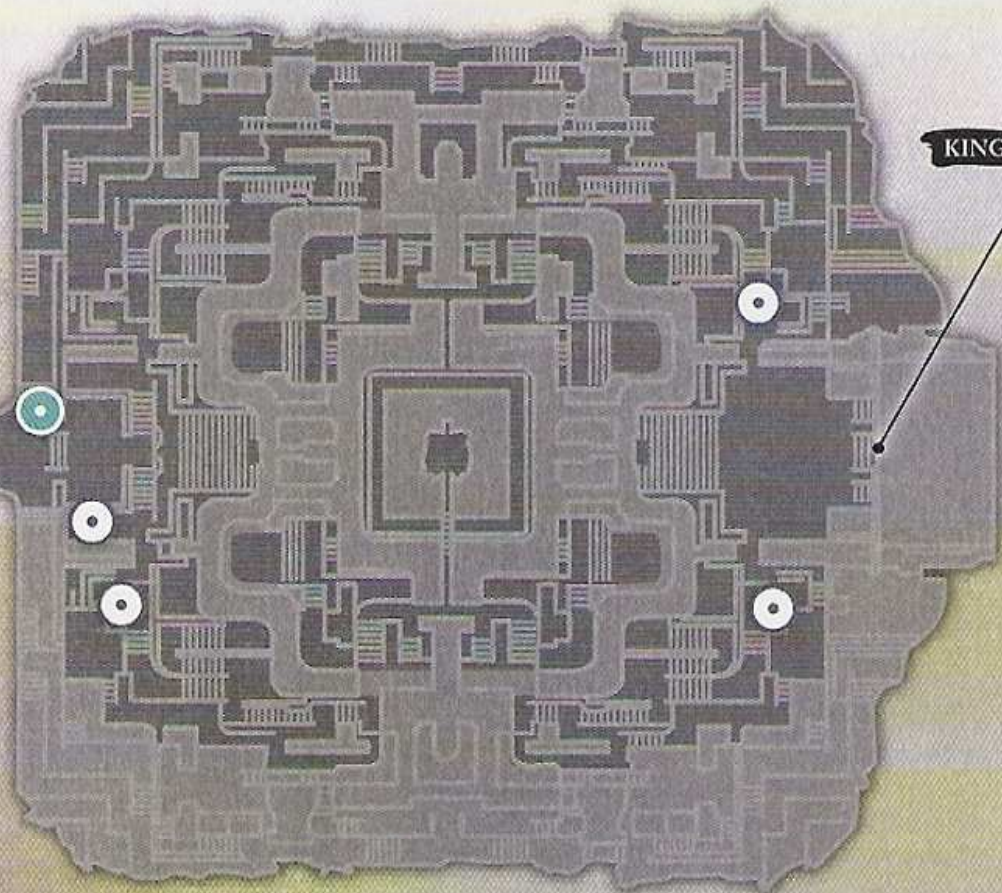
-  Shop

-  Sandspout Well

-  Save Point

TO DESERT

KING'S MANOR



SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Desert Map	500
Facade Map	500
Watermelon Seed	80
Melon Seed	120
Gourd Seed	60
Rice Plant Seedling	60
Freesia Bulb	80
Flowering Fertilizer	300
Bounty Fertilizer	300

Material Shop

Item Name	Price (G)
Crystal	2,400
Clay	800
Amber	6,000
Wool	800
Wolf Hide	5,000

Grocery Store

Item Name	Price (G)
Watermelon	800
Melon	1,200
Gourd	600
Berries	200
Pumpkin	500

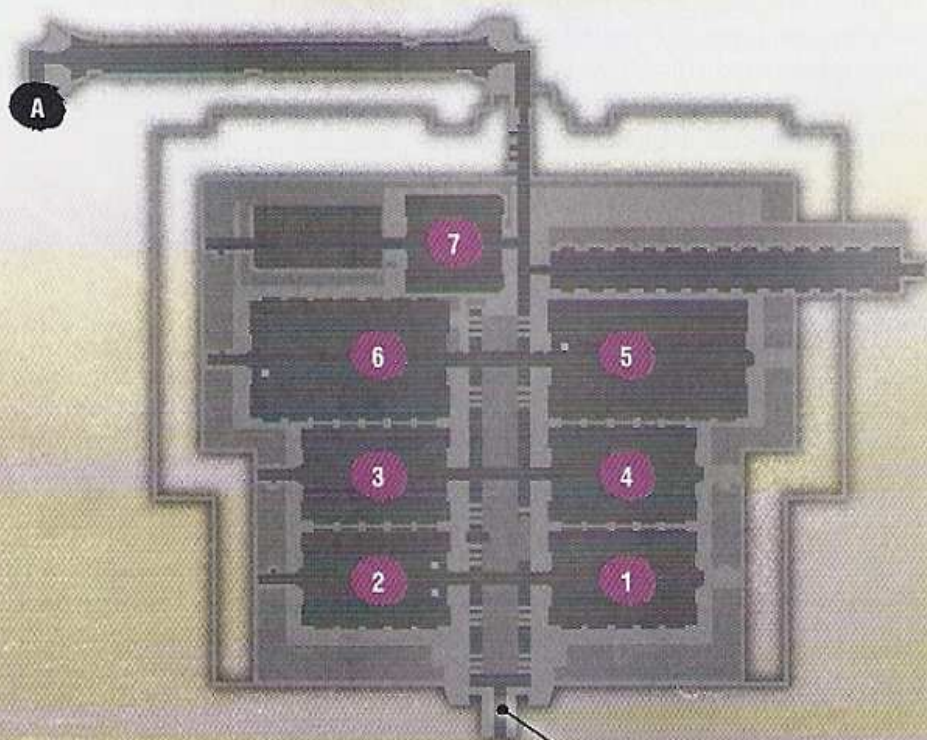
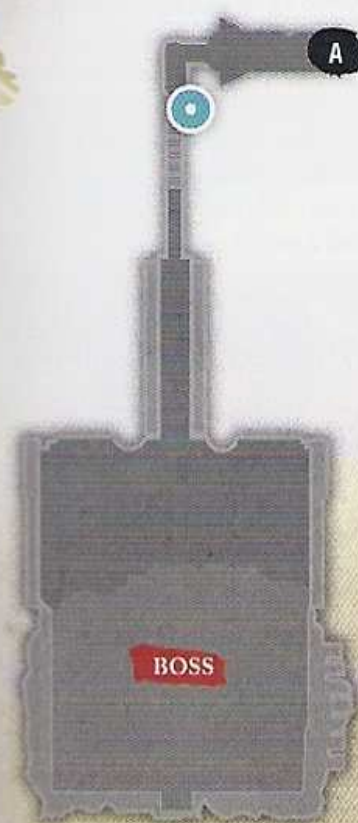
Blacksmith Shop

Item Name	Price (G)
Earth Wyrn's Claw	8,400
Beastbain	16,800

BARREN TEMPLE

AREA TYPE: DUNGEON

The Barren Temple is a sacred place to the Masked People of Facade, and is traditionally off-limits to anyone who isn't a member of the royal family. The area serves as a testing facility for the Facade leadership, with each of the main chambers containing a trial designed to test the candidate's combat ability as well as his or her puzzle-solving ability. Though the area is small and the enemies few, the Barren Temple can be a challenging location for those who don't use the full breadth of the skills given to them.



Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Iron Ore	Material	Sparkle
Clay	Material	Sparkle
Giant Spider Silk	Material	Animal
Rainbow Spider Silk	Material	Animal
Technical Guide	Material	Enemy Drop
Complex Machine	Material	Enemy Drop
Pyrite	Material	Sparkle

Legend

-  Docks
-  Shop
-  Sandspout Well
-  Save Point

SEARCHING FOR THE PRINCE

The Barren Temple consists of a main hallway flanked on either side by a series of locked rooms. A magical seal blocks entrance to all but one of the doors, the one closest to the entrance on the right. Nier must complete the trials in each of the rooms in order to dispel the barrier blocking the next room.



ABOUT THE TRIALS

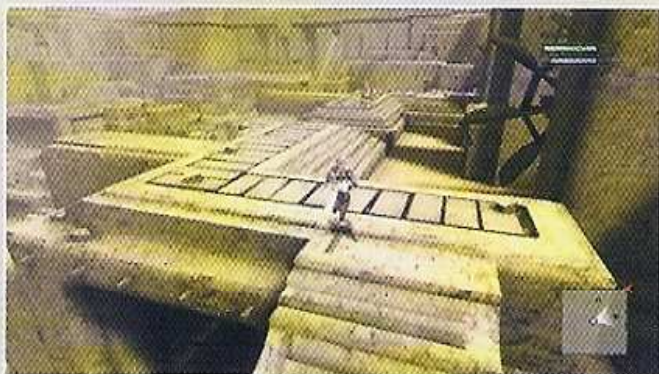
The numbers on the accompanying map correspond to the trials described here and illustrate the order in which Nier must proceed through these rooms. Each of the trials has a rule-set that bans at least one type of movement or attack. Failure to abide by the rule of the room forces Nier to start over. The object of each room is to destroy the pink crate(s) without being hit by magic or defeated.



MEET WITH THE KING OF FACADE



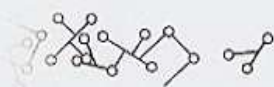
Save your progress at the mailbox on the left and set out on foot around the perimeter of the town. The villagers speak a language so complex that even the all-knowing Grimoire Weiss can't understand a word of it. The king's manor is on the far eastern side of the city, opposite the entrance Nier and Kainé came through. Double-jump up and over the terraced landings and across the gaps in the walkways to make your way around the city in a counter-clockwise direction.



The gates to the king's manor are currently locked, and there's no way for Nier to get the meeting he desired. Select "Yes" when asked to return to the town entrance. Nier automatically rides the sand-skiff back to the stairs leading up to the entrance. Head up the steps just in time to watch a young villager trip and fall. Pick up the four pieces of fruit and her bowl, then speak to her to see if she's okay.



FYRA'S SAND-SKIFF TOUR



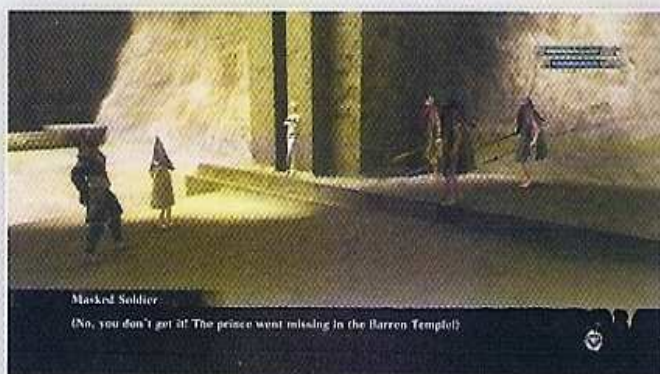
Fyra doesn't speak a language Nier or Grimoire Weiss can understand, but she can effectively communicate with gestures, and she manages to convey the point that visitors must see the entire town by sand-skiff before the merchants can sell them any items. Follow Fyra to the nearby item shop, then down to the dock to board the sand-skiff. Fyra leads the way to the grocery store before heading to the strange-thing store, which (as you might surmise from the title) sells various strange things. Agree to continue the tour to the materials shop and blacksmith shop in order to see the entire city of Facade.



Don't Impede Progress

Nier must stay out of Fyra's way whenever she is leading him somewhere. Grimoire Weiss announces that Nier is "impeding progress" if Nier gets in Fyra's way. This is your cue to step aside!

Once the tour is finished, Fyra leads Nier to the king's manor. Unfortunately for Nier, the king has passed away from the Black Scrawl, so no meeting can take place. Return to Kainé with Fyra and listen as the news comes in from the Masked Soldiers that the prince of Facade has gone missing in the Barren Temple. Head towards the doors to leave the city, then return to Kainé and speak with Fyra. Kainé invokes one of the rules of Facade and convinces Fyra and the soldiers to allow her and Nier to rescue the prince.



FOLLOW FYRA TO THE BARREN TEMPLE



Fyra knows the way to the Barren Temple, and although she can't go inside, she agrees to lead the party north through the sandstorm. Stick close to Fyra and fend off the wolves that attack. Use Dark Blast and charged-up melee attacks to slay the packs of wolves. Try collecting any Wolf Hides as you go, but not at the cost of becoming separated from Fyra. Fyra bids the party farewell at the entrance to the temple, but not before giving them the Barren Temple map.



THE TRIALS

TRIAL 1: LEAPING RABBIT

Jumping is forbidden.

Nier must move the dark brown crates into position to block the stream of magic projectiles being shot from the white and red crates. The rules of the trial forbid him from leaping over the light brown crates. It's possible to destroy some of the shooting crates, but not necessary. Push the first crate straight ahead to block the projectiles from the left. Push the crate in the middle out of the way and wait for the projectiles on the left to stop, then run ahead. Use the next crate to block the projectiles in the center and push the nearby crate ahead towards the south side of the room where the two streams of projectiles are emerging. Use this crate to block the nearer of the two streams, then run through the gap to avoid the second. There are two movable crates on the left. Use the further of the two to block the magic projectiles, then slip behind the other one and push it ahead to create a path towards the goal block.

Completing the trial opens the room across the hall. Head towards the voice in time to see one of the crates carting off the prince. Nier must explore deeper into the temple.



TRIAL 2: STATIONARY OWL

Standing still is forbidden.

Nier can perform any action he wants to while crossing the room, provided he doesn't stop moving. Begin by somersaulting forward, then run behind the crates on the left of the room to circle around behind them. Run and double-jump over the projectiles to reach the pink crate in the rear of the room. It's tucked inside a number of solid crates that can't be moved or destroyed, so Nier has to act quickly to avoid being hit by the crate nearby.

Exit this room through the door on the west side and double-jump across the crates floating in the sand to reach the back entrance to the next room. Don't let Nier stand on any one crate for more than a second, or else it sinks into the sand under his weight and he'll have to start over.



TRIAL 3: RACING WOLF AND MAGIC-SPEWING BAT

Sprinting is forbidden.

Using magic is forbidden.

This is one of the trickier trials since it can be difficult to only walk and not run, but the inability to use magic shouldn't factor too heavily into your success. Start by walking slowly to the left side of the room and slip behind the first crate there. Destroy the next crate with a melee attack, then move in behind the crate adjacent to it. Though it's possible to jump onto one of these crates, doing so causes it to self-destruct. Also, crates that are destroyed reappear after several seconds. Wait for a break in the stream of magic projectiles, then step through the gap and advance on the pink crate on the east side of the room. Don't forget that Nier can block these projectiles with his sword if deemed necessary.



TRIAL 4: PROTECTED TURTLE

Blocking incoming attacks is forbidden.

This trial tests your ability to problem-solve using five movable crates in the center of the room. A number of magical projectiles are being fired from the right-hand side of the room nearby, and another batch are being fired from the left further away. Start by pushing the blocks in the second and fourth positions beyond the ones on the end. Then, push the third block all the way beyond the two you just moved. Now, push the blocks on the end forward and repeat this process, moving the blocks forward one at a time to block the projectiles and create a safe place for Nier to move. Once each block has been pushed forward twice, Nier can jump atop the third block and double-jump over the crates and reach the goal.

It's also possible to simply sprint to either side of the room, leap onto the crates, and run across them towards the pink goal box in the distance. This is a bit risky since the crates explode, but has the potential to be a much faster solution.



TRIAL 5: MAGIC-SPEWING BAT

Using magic is forbidden.

This is arguably the easiest of all the trials. Even though the room is littered with crates rotating in place and firing a never-ending stream of magic attacks at Nier, he need only run to the left side of the room to stay ahead of the attacks and reach the goal. Sprint behind the spinning crates towards the rear of the room, then cut to the right to avoid the last block in the back of the room. Loop around the crate nearest the goal.



TRIAL 6: BLADE-WIELDING TIGER

Using melee attacks is forbidden.

This trial features 13 pink crates that must be destroyed. Use Dark Blast to rapidly destroy the crates at ground level and take aim on the higher ones with Dark Lance. Nier has to avoid the magic projectiles from the enemy crates, but these are not hard to dodge. Though the rules of this trial forbid the swinging of Nier's weapon, he is allowed to use it to block incoming attacks.

Head through the back door of this room and hop across the top of the sinking blocks to reach the next area. Cross the empty room to the final trial.



TRIAL 7: EVASIVE MOUSE

Evasive rolling is forbidden.

The time has come for Nier to battle the Shades that inhabit Barren Temple. First, he'll have to fight several medium-sized Shades. Use Dark Blast and Dark Hand to keep them at bay, and rely more on defensive blocking and double-jumping than normal, since Nier cannot use his standard evasive roll. Word-Edit Nier's weapon to increase the guard break percentage—this comes in handy against the larger Shades that attack in the following waves. Nier likely obtains the word "Mahir" during this fight.

The final enemy is a much larger Shade that attacks by slamming the ground with twin hammers that cause a minor volcano-like eruption to spew forth across the floor. Pelt this massive Shade with Dark Blast as fast as possible while keeping a safe distance. Watch for the enemy to slam the ground and quickly double-jump to safety to avoid the fissures that form underfoot. Allow the magic meter to recharge and finish off the monstrosity with Dark Hand. Nier may obtain the word "Ot" from this battle.



Exit the room and note the door to the right that remains sealed—Nier explores this area in a return trip at another time. Turn left and continue down the hallway and across the lengthy bridge in the distance to the room with the mailbox. Save your progress and configure your magic to make the most of Dark Lance and Dark Hand.



Shahriyar

This battle, like many others, features multiple phases and tests Nier's endurance as much as his offensive capability. Fortunately for Nier, this battle does not place any limitations on his movements and attack styles—he can fight without restraint!

Shahriyar takes many forms, the first of which is a set of four spinning rings of blocks. Only the pink blocks are vulnerable—the blue ones are completely impervious to attacks—but the many other crates do fire magic projectiles at Nier. Slashing the red magic projectiles as they approach helps to refill the magic meter, which allows Nier to regain use of Dark Lance that much faster. Watch for a pink block to make its way around the rotation, then charge the Dark Lance attack. Charging Dark Lance not only increases the power of the attack, but it slows down time and makes it easier for Nier to line up an accurate shot. The blue crates fire black magic projectiles that cannot be destroyed. Likewise, many of the pink crates Nier targets for destruction fire one or two of these black projectiles just as he destroys them. Quickly hold the Defend button immediately after casting the Dark Lance attack just in case!



Destroying the four rings is only the start of this battle. Now Shahriyar takes on the form of a massive humanoid. Its hands are initially comprised of indestructible blue blocks, so Nier must wait for Kainé to arrive on the scene before he can harm the beast. Watch for Shahriyar to rear back and slam its hands down on either side of the floor where Nier is located, and double-jump over the resulting shockwave. The hands soon split apart and slide across the floor in attempt to slam into Nier. Continue dodging the sliding blocks while waiting for Kainé, as there's nothing else Nier can do at this point.



Kainé provokes Shahriyar and provides the distraction Nier needs to cause the giant block-based creature to let down its guard. Shahriyar rears back with a single hand and slams the ground again, but this time the blue crates turn pink. Use a magic drop to increase Nier's magic damage, then rush over to the hand with the pink blocks and strike with a fully charged Dark Hand attack. Try to finish off any remaining blocks with melee attacks while the magic meter recharges, then cross the room to anticipate the other hand's attack. Leap over the shockwave and hit this hand with the Dark Hand spell as well.



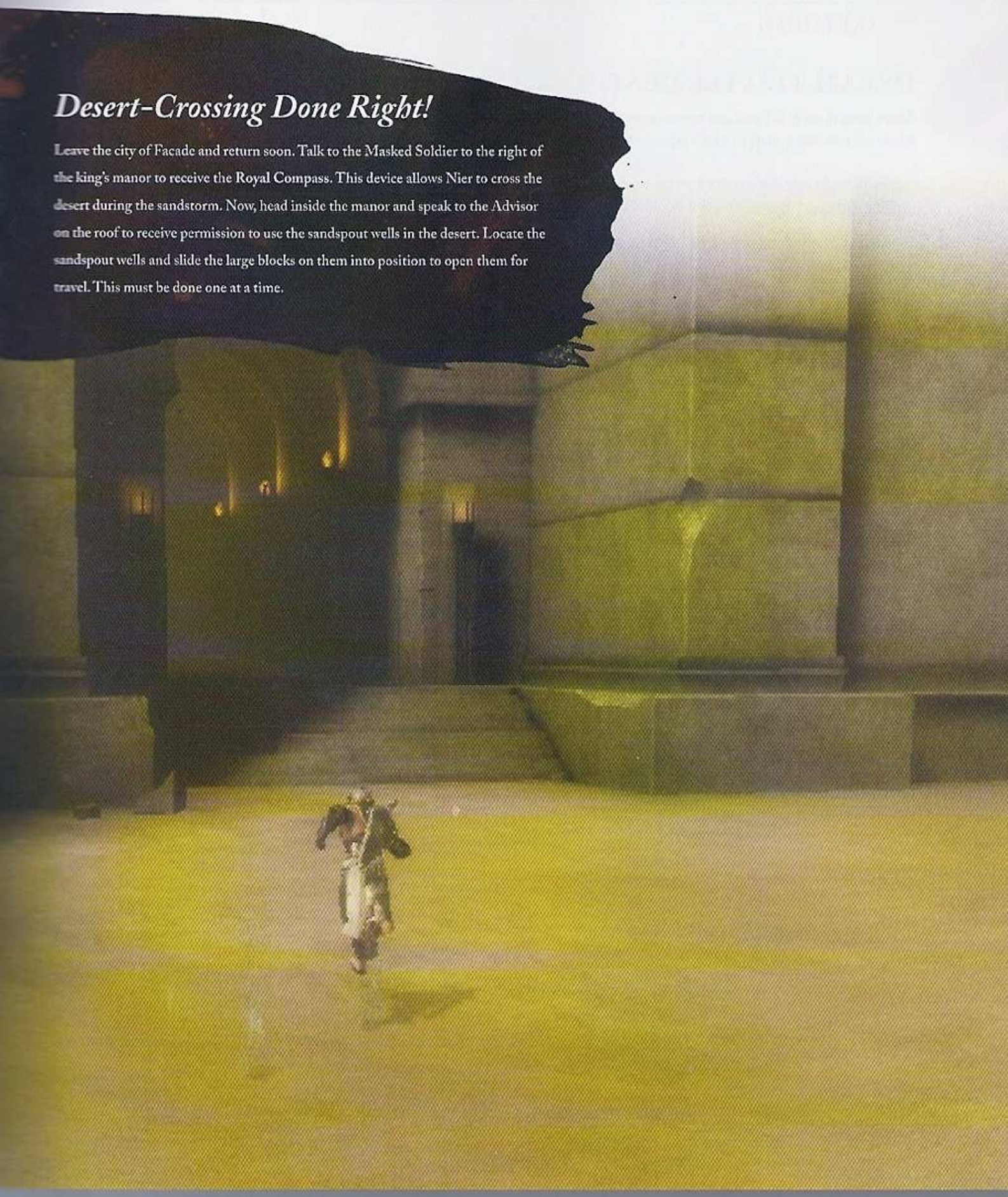
As soon as both of its hands have been destroyed, Shahriyar takes its third and final form. This time, it becomes four squares floating vertically in mid-air. The corner of each square consists of a pink and blue block that Nier must destroy (using Dark Lance) while simultaneously dodging the lasers emitted from the other crates. Lucky for Nier, the lasers are not very accurate, so he can effectively stand near the edge of the floor (even with the right-hand side of the boss) and just about go the entire battle without getting hit. Charge the Dark Lance attack and hit the pink crates one by one as they come into view.



Defeating Shahriyar was all it takes to not only free the prince of Facade, but also to help him find his sought-after Royal Mask. The party returns to Facade on their own, where the prince's advisors are happy to see him make the transition to king of Facade. Speak to the king of Facade to receive the one-handed sword **Rebirth**. Continue speaking to the king to obtain the **Dark Wall** Sealed Verse. This magic spell creates a protective barrier that Nier can use to defend against incoming attacks.

Desert-Crossing Done Right!

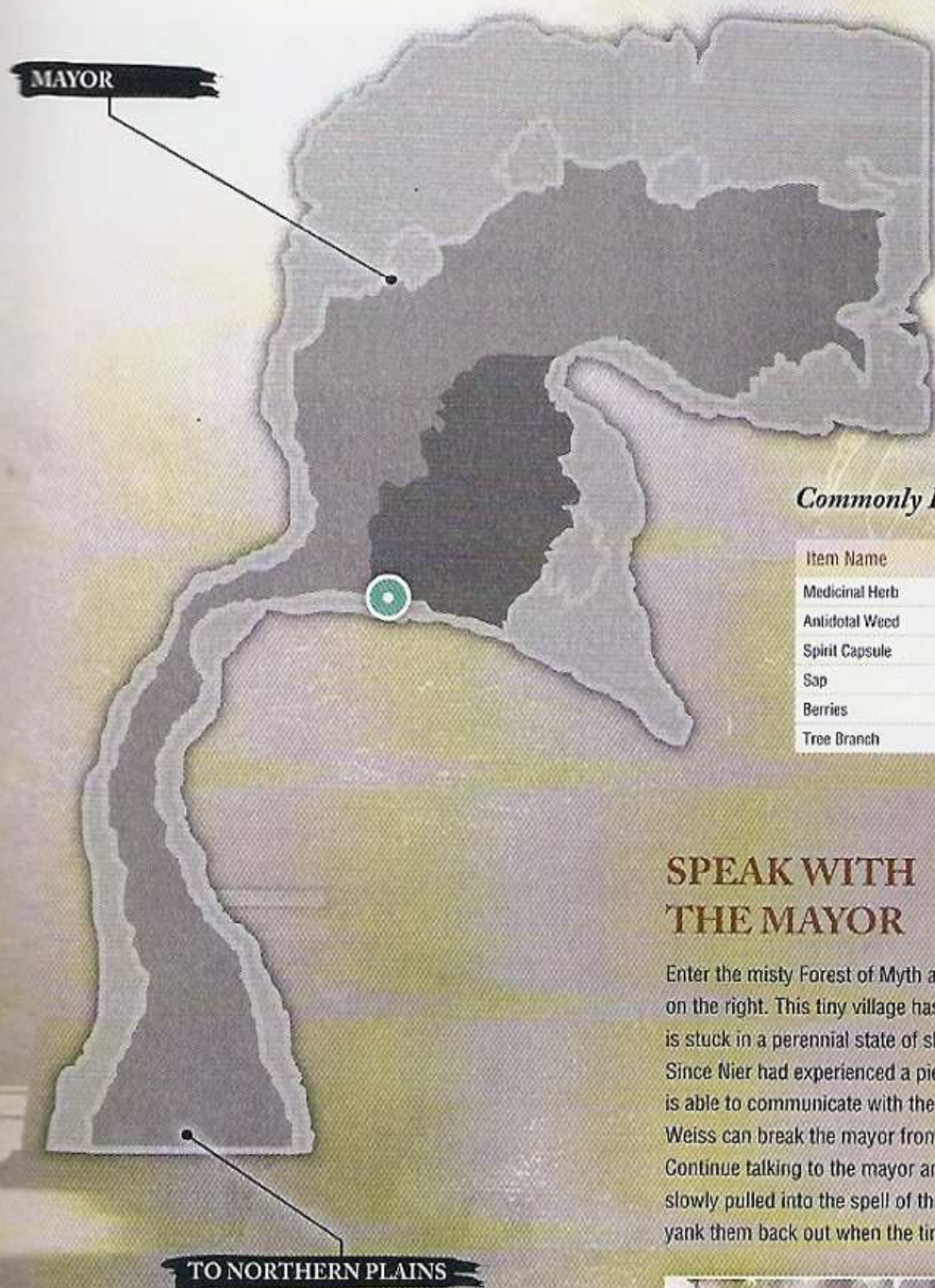
Leave the city of Facade and return soon. Talk to the Masked Soldier to the right of the king's manor to receive the Royal Compass. This device allows Nier to cross the desert during the sandstorm. Now, head inside the manor and speak to the Advisor on the roof to receive permission to use the sandspout wells in the desert. Locate the sandspout wells and slide the large blocks on them into position to open them for travel. This must be done one at a time.



FOREST OF MYTH

AREA TYPE: TOWN

The Forest of Myth is the smallest and most peculiar of the areas Nier visits in his journey. This secluded pocket northwest of the northern plains is home to just three villagers who reside in hollowed-out trees. The town contains no shops, only a Divine Tree that the residents worship. They don't see many visitors.



Legend



Docks



Shop



Sandspout Well

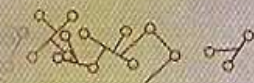


Save Point

Commonly Found Items & Raw Materials

Item Name	Type	Source
Medicinal Herb	Consumable Item	Crate
Antidotal Weed	Consumable Item	Crate
Spirit Capsule	Consumable Item	Sparkle
Sap	Material	Sparkle
Berries	Material	Sparkle
Tree Branch	Material	Sparkle

SPEAK WITH THE MAYOR



Enter the misty Forest of Myth and save your progress at the mailbox on the right. This tiny village has but three residents, and each of them is stuck in a perennial state of slumber, held victim to the Deathdream. Since Nier had experienced a piece of the dream recently at home, he is able to communicate with the mayor. Together, Nier and Grimoire Weiss can break the mayor from this spell, but it isn't going to be easy. Continue talking to the mayor and watch as Nier and Grimoire Weiss are slowly pulled into the spell of the Deathdream—they'll need your help to yank them back out when the time is right.



A TEXT ADVENTURE

THE RIDDLES

*One with it suffers. Two with it is ideal.
Three with it is dangerous. What is it?*

"The answer is... a secret."

"The answer is... a woman."

"...How the hell should I know!?"

Read along with the conversation between Nier, Grimoire Weiss, and the mayor, and listen for the sounds of the insects to change from a screech—white noise as Nier described it—to the sound of a question. The insects pose three riddles to the party. Answer all three to break the spell of the Deathdream. The answers to the riddles are as follows:

- 1 The answer is... a secret.
- 2 Sunlight!
- 3 A man.

Answering the three riddles correctly helps the mayor break free from the Deathdream's grasp. In his efforts to help the other two villagers, the mayor prays before the Divine Tree and discovers a Sealed Verse. The mayor gives the Sealed Verse **Dark Execution** to Nier. This magic spell summons massive spikes from the floor in an effort to impale enemies.

THE LABYRINTH

I squint down the dim corridors...

...and proceed east.

...and proceed south.

...and proceed west.

...and proceed north.

Nier must now help the other villagers break free from their respective Deathdreams. Save your progress at the mailbox, then visit the resident near the tree on the left. This particular villager's dream has her caught inside a labyrinth, and she needs help picking which direction to go. There is no contextual clues as to which direction to head, only blind luck. Failure to pick the correct direction leads to the party's demise and forces you to load your last game save and start anew. There are three sequences in which you'll need to make a selection. The correct way through the labyrinth is as follows:

- 1 *North* to the room with the beds.
- 2 *East, north*, then *east* again to the dining room.
- 3 *North* to the exit.

THE STATUES

The other villager's Deathdream involves a lengthy walk towards a colony of massive sculptures in the distance. Three of these statues speak to the party, and it is up to Nier to determine which of the statues is the real form, based on the dialogue rules set by the bird that visits the scene. The rules dictate: Only one form is real, the others are false; the real form always speaks the truth; and the false ones only speak lies. Based on your deductive reasoning and the statements given by the statues, there can only be one correct option. The real one is *Beta*. Grimoire Noir elaborates on why this is the case if you fail to see the solution on your own.

"Only one form is real. The others are false."

"The real form will always speak the truth."

"The false ones will only speak lies."

"The real one is Alpha."

"The real one is Beta."

"The real one is Gamma."

"I don't have a clue..."

NIER'S NEXT LEAD...

The mayor is quite thrilled that Nier was able to wake the others from their Deathdreams. Speak with him on the way out of the village to receive **Faith**, the one-handed sword. Return to Popola to give her word of your success in the Forest of Myth, then speak to Yonah about the letter she received. It appears that little Yonah has a pen pal who lives in the manor in the southern plains, and he needs some help. Yonah pleads with her father to go help the boy—and daddy's little girl always gets what she wants. Agree to visit the boy.



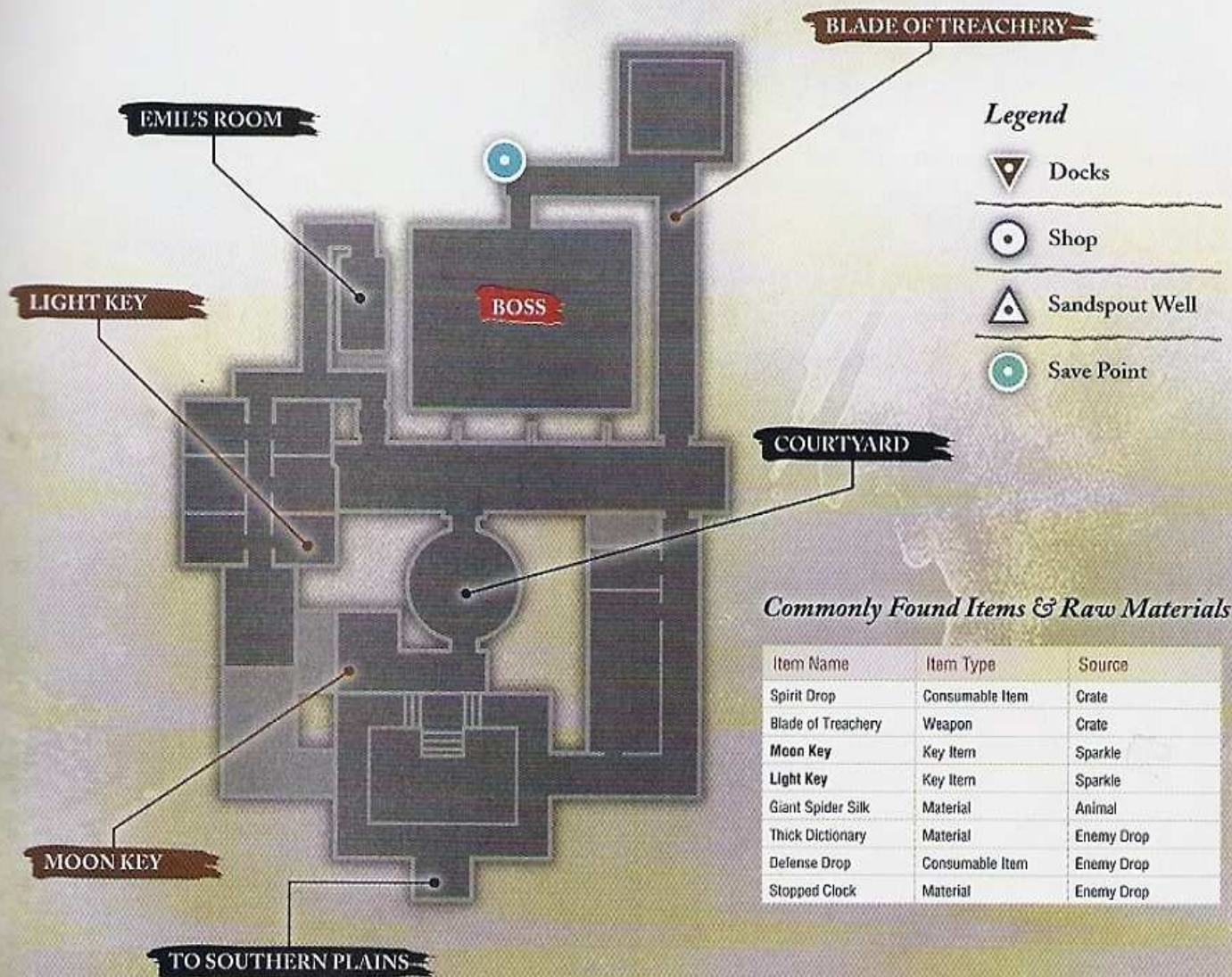
"I'll do it. I can't say no to her."

"No way! She's too young for a boyfriend!"

MANOR

AREA TYPE: DUNGEON

The manor atop the hill in the southern plains is a mysterious place that not only lacks color, but also contains numerous doors that all require their own uniquely shaped key. The manor is home to a young boy named Emil and his butler and staff. The gate to the manor does not open for Nier until his assistance is needed.



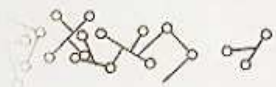
MEET THE PERSON WHO SENT THE LETTER

Cross the southern plains to the path leading up the slope past the giant spiders to the manor, and go through the gate to speak with the butler. The butler leads Nier and Kainé to the dining hall, where he then instructs them to wait. Kainé makes herself at home and takes a nap, leaving Nier to entertain himself.

Exit the dining hall through the door at the far end of the room and proceed down the hallway to the door at the far end. This leads to a lengthy corridor with several locked doors requiring keys of various shapes. Having seen all there is to see of the manor at this point, it's time for Nier to return to the dining hall.



SEARCHING THE MANOR



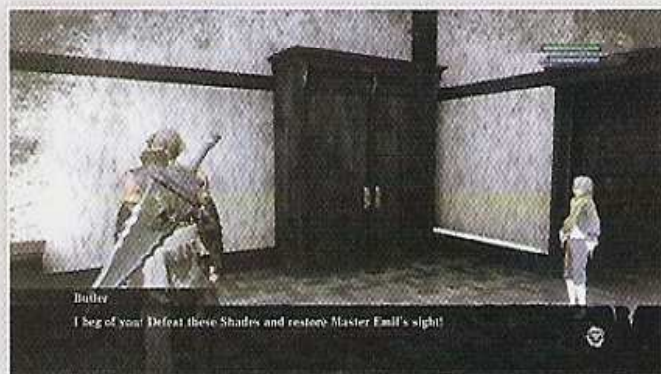
Kainé is nowhere to be seen. Exit the dining hall just as you did moments ago and start down the hall to the corridor with the paintings. Proceed down this hallway to the lone door on the south side of the hall, opposite the portrait. Cross the courtyard to the room on the other side and locate the moon key.



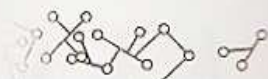
Return to the hallway with the portraits and defeat the Shades that appear. Use the key to unlock the door to the left. Explore this next corridor and turn right at the first opportunity. Enter the room around the corner to meet Emil, the young master of the manor. Emil explains his peculiar condition and hands Nier the manor map and the star key to aid in his search for Kainé and the butler.



Leave Emil to his piano and use the star key to unlock the door to the west and enter the butler's quarters. Several of the small rooms that flank this hallway contain Shades, but the last room on the east side of the hall contains the item Nier needs—the light key. Use this third key to unlock the door at the south end of the hall to meet Emil's butler. The butler provides Nier with the darkness key and implores the party to help find the cure for Emil's condition.



FOLLOWING EMIL



Leave the butler behind and return to the main hallway with the portraits. Numerous large Shades have invaded the hallway, so be on guard. The Shades won't attack Emil, so Nier does not need worry about protecting the boy, but Emil can use his petrification ability to turn the Shades to stone. This makes battling them much easier! Use the darkness key to unlock the door in the northeast corner of the hall and proceed north. Blast the Shades in this narrow corridor with a charged Dark Lance attack.



Collect the Sword of Treachery from the crate on the left, then enter the room at the end of the hallway. The doors lock behind Nier, and a flood of Shades soon emerges. Use the recently acquired Dark Execution magic to impale many of them with a single attack, then follow Emil's lead and strike the Shades as he petrifies them one by one. Continue down the hallway to the mailbox and save your progress before entering the library.



Grimoire Rubrum

Grimoire Rubrum is the book that Nier and Emil were searching for, only it's not about to let anyone dog-ear its pages without a fight! Grimoire Rubrum spends the first portion of the battle attacking Nier with what amounts to flying, physical attacks. The book opens up, and a half-dozen of its pages take flight. The pages orbit Grimoire Rubrum in an ever-widening radius in hopes of not only protecting the book, but also attempting to cut into Nier. Back away from the book while firing Dark Blast at the pages to destroy each and every one of them. This leaves Grimoire Rubrum defenseless and susceptible to attack.



Consume a strength drop to increase Nier's physical attack damage, then rush forward and slash at Grimoire Rubrum before it regroups and attacks with another burst of flying pages. Back away as the pages begin to fly. Use Dark Blast to destroy the pages, then move in for a melee attack once it is stunned.

Kainé finds her way to the library just as Grimoire Rubrum decides to alter its attack plan. It now forms a protective sphere around itself and begins attacking with a dashing charge attack. Dodge the speedy orb until it comes to a halt, then attack it with melee strikes until the protective orb is destroyed.



The fastest way to destroy its sphere is to leap into the air and perform a Skull Cracker attack. This leaves Grimoire Rubrum vulnerable to all manner of attacks, not only from Nier, but also from Emil and Kainé. Charge up a Dark Hand magic attack and deliver the knockout blow.



Defeating Grimoire Rubrum not only serves to find Emil a potential cure for his ailment, but also reveals the final Sealed Verse, **Dark Whirlwind**. Dark Whirlwind creates a series of rotating blades that extend from Grimoire Weiss and cut through enemies that get too close.

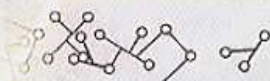
THE MAGIC MAN

Collect each of the Sealed Verses to unlock this bonus. Unlike many of the other Achievements/Trophies, this one doesn't require any special effort beyond following the main storyline and defeating each of the boss enemies up to this point in the game.

PLAYER'S VILLAGE

(RETURN)

MEDICINE FOR YONAH



Return to the village and check on Yonah to see how her cough is doing. Not content to see his daughter in such discomfort, Nier decides to see if Popola has any extra medicine. Leave Yonah to her rest and pay Popola a visit in the library. She doesn't have any on hand but thinks she can make some with the vapor moss near the southern gate, and asks Nier to collect some for her.

LAST CHANCE FOR QUESTS!

A series of events are about to unfold that make it impossible to go back and complete the majority of the quests that have so far become available. Save your progress to a new save file before continuing with the main story if you have yet to complete all of the available quests, or believe that you might not have accepted all of them. You will receive a message about quests becoming impossible to complete once the upcoming sequence is over. Completing all of the quests is purely optional, but it unlocks many Achievements/Trophies and helps Nier earn a wealth of gold that can be used to purchase valuable weapons and upgrades. Consult the "Quest Guide" chapter in this book for additional information.

The vapor moss Popola needs can be found at the base of the hill near the southern gate, right near the chickens. Nier won't have it in his possession for more than a moment before Emil comes stumbling through the gate. Nier brings him to Popola's office to have him explain what is going on—the news isn't good!

Stock up on Medicinal Herbs!

Take advantage of this trip through the shopping district to stop at the item shop and load up on medicinal herbs and health salves. There's a whole army of evil headed towards the village, and Nier needs all the replenishment items he can get!



Jack

A massive Shade known as Jack is storming across the southern plains and heading straight to the village. Use the newly acquired Dark Whirlwind attack to slice through the horde of Shades that form the advance squad. Finish them off quickly and swap Dark Whirlwind for Dark Lance, then make sure Nier's health is topped off.



Jack attacks by punching the floor of the shopping district with one of its massive claws. Nier needs to not only avoid being squashed under the massive hand, but he must also dodge the resulting shockwave. The best way to do this is to double-jump out of the way of the hand so that Nier maintains enough air time to avoid the shockwave. Consume a strength drop and hack away at the hand before Jack lifts it back up out of reach. Beat back the lesser Shades that attack and keep hammering away at Jack's hand until the attack gauge appears, then target it with Dark Lance to destroy it.



Much to Nier's dismay, Jack grows a new hand and swiftly moves to the upper wall above the shopping district. Chase after it and head up the stairs near the fountain to attack Jack's hands at close range. Use charged melee attacks and slash or guard against the magic projectiles that Jack shoots from its mouth.

Destroy the other Shades that appear, and continue hammering away at Jack's left hand with melee attacks and charged Dark Hand attacks. It's also possible to battle Jack from the grassy field across the bridge with Dark Lance and Dark Blast, but this puts Nier at risk of being surrounded by many smaller Shades.

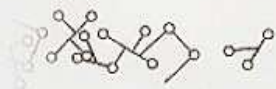


Jack moves to the field where the farmer previously tended to his pigs, and it's become clear that Jack is slowly advancing towards the library—and Yonah! Jack soon deploys a number of spherical Shade cocoons just as Hook had done in The Aerie. Stay behind Jack's feet to avoid the magical projectiles and maintain Nier's focus on attacking Jack's feet. Strike with charged melee attacks and powerful Dark Hand magical attacks. Jack slowly walks towards the library, and each of its steps creates a shockwave that can knock Nier over. Be ready to double-jump into the air each time the brute takes another step.

Continue assaulting its feet with Dark Hand and melee attacks until Jack's health meter is all but depleted. Climb the steps to the library and wait for an attack gauge to appear over Jack's mouth. Charge up a Dark Lance attack and let it fly right into the beast's maw!



HEAD FOR THE LIBRARY



Shades have invaded the library while Nier was battling with Jack. Swap Dark Hand for Dark Whirlwind and let loose with four rotating blades to beat the Shades back. Watch for new words, particularly "Beso," and Word-Edit Nier's martial arts abilities as soon as it has been acquired.



Jack (Second Encounter)

Despite Nier's efforts outside, Jack has not been defeated. The towering beast has certainly been cut down to size, but it still poses a considerable threat, and has entered the library for another battle. Quickly assign Dark Hand to the Left Magic button and begin attacking each of the five attack gauges one at a time with a charged Dark Hand attack. Circle around Jack to get a clear line-of-sight on each of the tentacles before attacking with the spell, as Nier must land the attack directly on the tip of the tentacle.

Nier's magic meter fully replenishes after the destruction of each tentacle, so don't hesitate to use a charged attack. Continue with the destruction of the tentacles until an attack gauge appears on Jack's body, then destroy that one too.

Jack drops to the floor and curls its tentacles around its body, then goes zipping across the floor while spinning around. Dodge the sliding squid-like beast as it ricochets across the library floor, then attack the final attack gauge that appears on its head. Soften it up with Dark Blast or melee attacks before finishing it off with Dark Hand.



Grimoire Noir



Nier has lost all his magical powers and must regain them one-by-one, just as the man on the snowy streets of the prologue had to do. Consume a strength drop and launch into battle against the Shades that appear. Here, Shades appear in small groups on alternating sides of the room, so don't let down your guard until Grimoire Weiss proclaims that Noir is the last one left.

Grimoire Noir floats across the room from Nier and deploys a number of pages alongside it, each of which fires a barrage of projectiles at Nier. Slash through these magic attacks and rush towards Grimoire Noir to attack with melee strikes. The pages explode in flames as Nier fights through the stream of projectiles, so keep a safe distance from them. Continue slashing at the book until Nier regains the Dark Blast attack.



Grimoire Noir relocates in the room and attacks again. Though you may want to slash through the magical projectiles as they approach, it's possible to use Dark Blast to destroy the pages as they revolve around Grimoire Noir before they launch their magical attacks. Either way you do it, the goal is to survive the magical attack from the pages and rush Grimoire Noir with physical attacks in order to regain each of the magical powers.



Keep this up until Grimoire Noir is reduced to a sliver of health, then dash across the floor to where Kainé is located and take cover on the steps leading to the basement door. Grimoire Noir then forms a yellow protective sphere around itself—much like Grimoire Rubrum's—and begins dashing back and forth across the floor. Nier is safe from being hit by this attack as long as he stands beside Kainé. Grimoire Noir's slamming into the bookshelves eventually leads to the crumbling of the library roof. Remain near Kainé to avoid the falling debris and wait for Grimoire Noir to stop moving, then attack it as soon as it is still. Hitting it with physical attacks and rapid-fire Dark Blast works well.





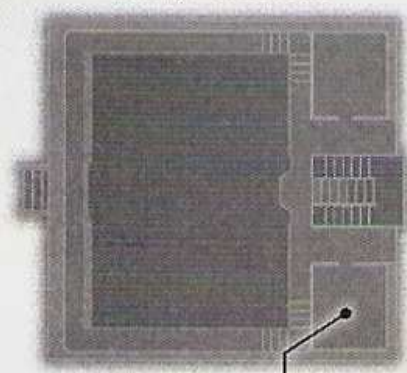
FIVE YEARS LATER

Much time has passed since Yonah was carried away, and Nier has neither given up hope that she's alive nor doubts for one moment that he can find her again. Times have gotten hard for the villagers during these intervening years. The gates to the village remain shut at all times, and food is scarce. News from the outside world seldom makes it to the village because of the increased presence of the Shades in the neighboring plains—even many of the animals that used to graze in the southern and northern plains have fled the area. The other big difference is that the Shades have become far tougher to defeat, even for Nier. They are outfitted with plate armor and helms, and wield much better swords than ever before. The world is in turmoil, and the Shadowlord is behind it all.

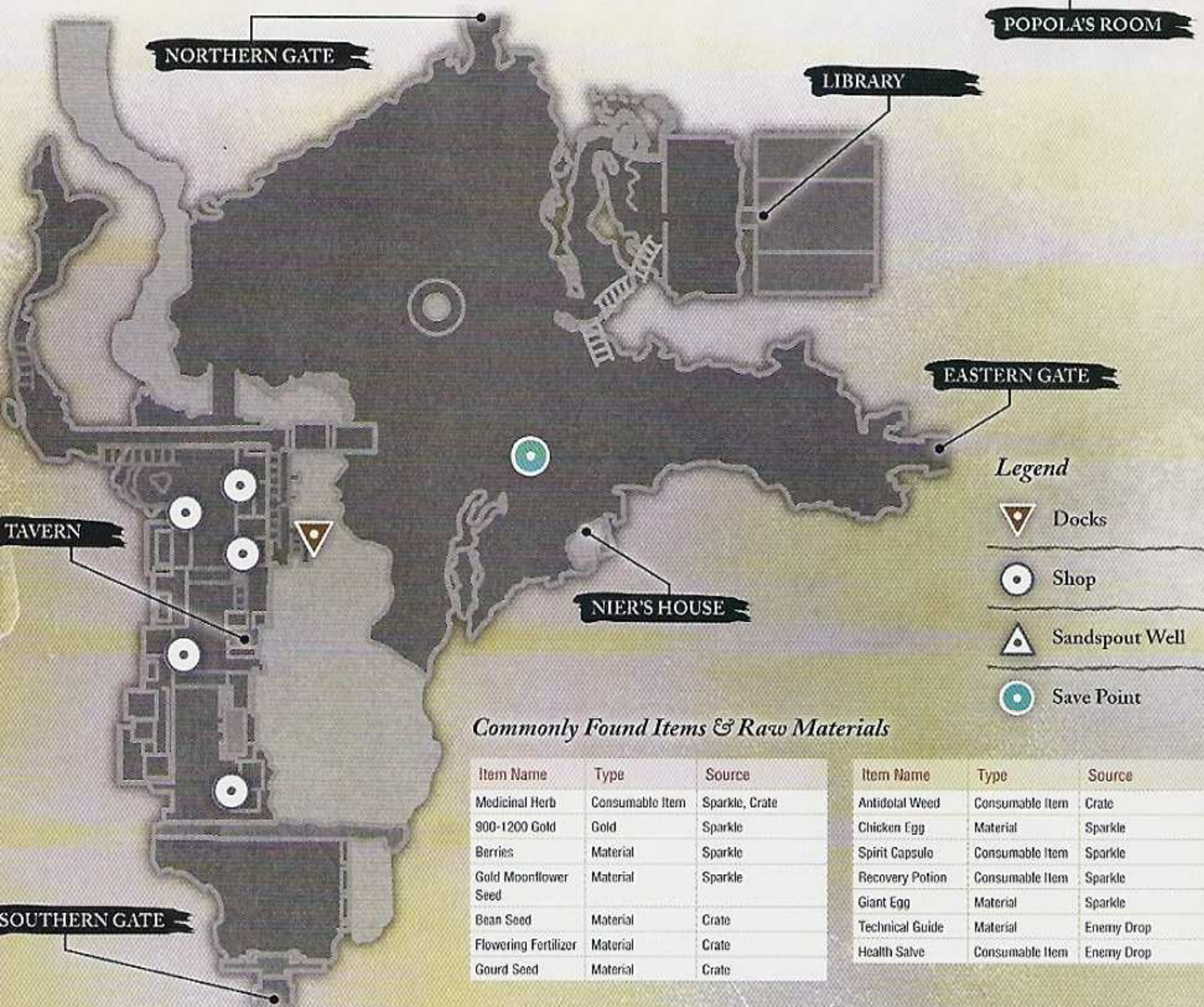
PLAYER'S VILLAGE

AREA TYPE: TOWN

Library 2nd Floor



POPOLA'S ROOM



Legend

-  Docks
-  Shop
-  Sandspout Well
-  Save Point

Commonly Found Items & Raw Materials

Item Name	Type	Source
Medicinal Herb	Consumable Item	Sparkle, Crate
900-1200 Gold	Gold	Sparkle
Berries	Material	Sparkle
Gold Moonflower Seed	Material	Sparkle
Bean Seed	Material	Crate
Flowering Fertilizer	Material	Crate
Gourd Seed	Material	Crate

Item Name	Type	Source
Antidotal Weed	Consumable Item	Crate
Chicken Egg	Material	Sparkle
Spirit Capsule	Consumable Item	Sparkle
Recovery Potion	Consumable Item	Sparkle
Giant Egg	Material	Sparkle
Technical Guide	Material	Enemy Drop
Health Salve	Consumable Item	Enemy Drop

SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Earthworm	10

Material Shop

Item Name	Price (G)
Berries	200
Log	500
Ivy	300
Sap	600
Wool	800

Flower Shop

Item Name	Price (G)
Tomato Seed	30
Pumpkin Seed	50
Eggplant Seed	40
Wheat Seedling	50
Bell Pepper Seed	50
Dahlia Bulb	40

Grocery Store

Item Name	Price (G)
Pumpkin	500
Beans	360
Tomato	300
Eggplant	400
Wheat	500

Blacksmith

Item Name	Price (G)
Axe of Beheading	19,200
Sunrise	21,600

DISPATCH THE SHADES

Four heavily armored Shades have entered the village and have descended upon a couple just across the bridge from the shopping district. Nier has become the village's only source of protection since the siege, and soon he leaps into battle. This time, however, he's in your control. Use this battle to get used to the capabilities of the two-handed sword Kusanagi. It's much slower, but its reach and power are unsurpassed. Attack with standard melee strikes, then perform a spinning attack to Guard Break the enemies and knock them to the ground. Stand above their fallen bodies and perform a finisher execution. Nier earns the Word "Hodo" during this fight, which increases knockback resistance by 8%.

Speak to the villager as she mourns the loss of the fallen guard, then head to the library and converse with Popola. She has received a letter for Nier from Emil. It seems that Emil may have found some records that could help them cure Kaine's problem, and he wants Nier to come help him take a look.



NEW WEAPON STYLES

Nier has improved his combat skills immensely over the years, and he is now able to wield two-handed swords and spears in addition to the trusty one-handed sword. Two-handed swords can effectively Guard Break most any enemy, and are capable of knocking all but the biggest Shades to the mat. However, two-handed swords are very heavy and are slower to swing. Spears are the very opposite of two-handed swords, allowing for high-speed dash attacks. They lack the overwhelming power of the larger swords, but enable Nier to move swiftly and knock enemies far and wide after driving the tip of the spear into their chests. Nier's leaping spear attack is incredibly useful—as is the slow, twirling attack with the two-handed sword.

NEW QUESTS AVAILABLE!

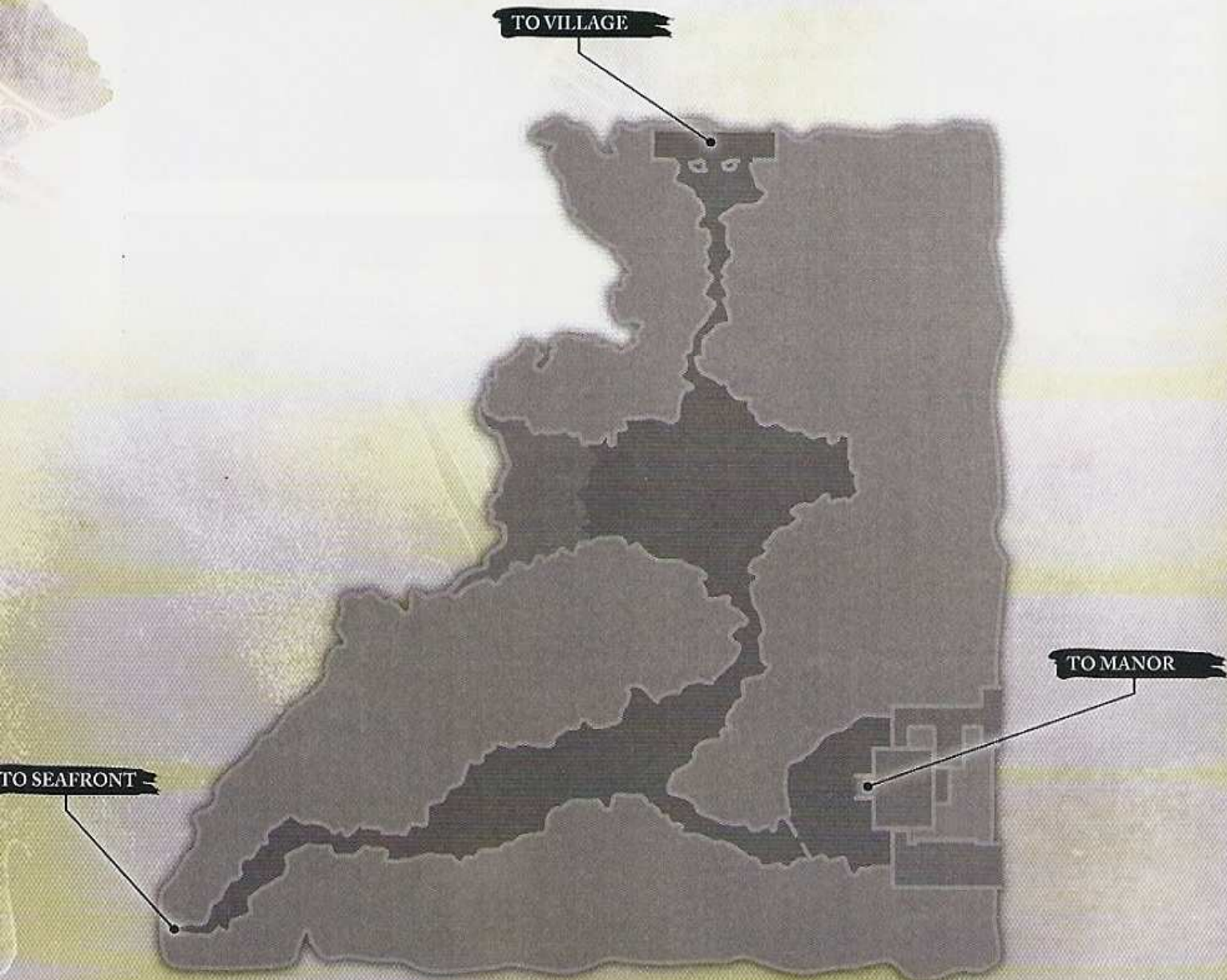
The villagers have been struggling more than usual lately, and they really need Nier's help. This is true for the people in Nier's home village as well as in Seafont and Facade! Take some time before visiting Emil to get started on the wealth of new quests that are available. Many of these quests require a large quantity of rare materials, so it's best to get started on them sooner rather than later. It's worth noting that you can also resume quests in "The Fisherman's Gambit" series at this point.

The following quests are now available:

- Contract for a Contractor
- Thieves in Training
- The Creaky Waterwheel
- The Masterless Lighthouse
- The Scattered Cargo
- Staying Afloat
- Learning a Trade
- The Strange Fate of the Jewel
- The Fisherman's Gambit, Part 6
- Life in the Sands
- The King's Mask

SOUTHERN PLAINS

AREA TYPE: FIELD



Commonly Found Items & Raw Materials

Item Name	Type	Source
Sap	Material	Sparkle
Clay	Material	Sparkle
Copper Ore	Material	Sparkle
Ivy	Material	Sparkle
Mushroom	Material	Sparkle
Gold Ore	Material	Sparkle
Silver Ore	Material	Sparkle
Tree Branch	Material	Sparkle
Royal Fern	Material	Sparkle

Item Name	Type	Source
Magic Drop	Material	Sparkle
Medicinal Herb	Consumable Item	Enemy Drop
Strength Drop	Consumable Item	Enemy Drop
Used Coloring Book	Material	Enemy Drop
Rusty Kitchen Knife	Material	Enemy Drop
Closed Book	Material	Enemy Drop
Broken Saw	Material	Enemy Drop
Leather Boots	Material	Enemy Drop

TO THE MANOR



The southern plains are crawling with dozens of pint-sized Shades that attack in packs from the very moment Nier enters the area, all the way to Seafrost. Nier can still hop onto the wild boar and charge straight through the marauding Shades, but spending a few moments to slaughter these relatively weak Shades can yield thousands of XP, as well as numerous materials to be used in weapon forging and completing side quests.

Continue up the path towards the manor and speak with the butler. He'll bring Nier directly to Emil, who wastes no time in sharing the documents he has found. It seems that there is a secret planning room lurking beneath the manor, accessible through a hidden entrance in the courtyard. Emil then joins Nier and Grimoire Weiss. Return to the courtyard in the manor and inspect the sparkling switch near the fountain in the center. Enter the underground facility via the passage that is revealed.



THE MELLOW COMPANION

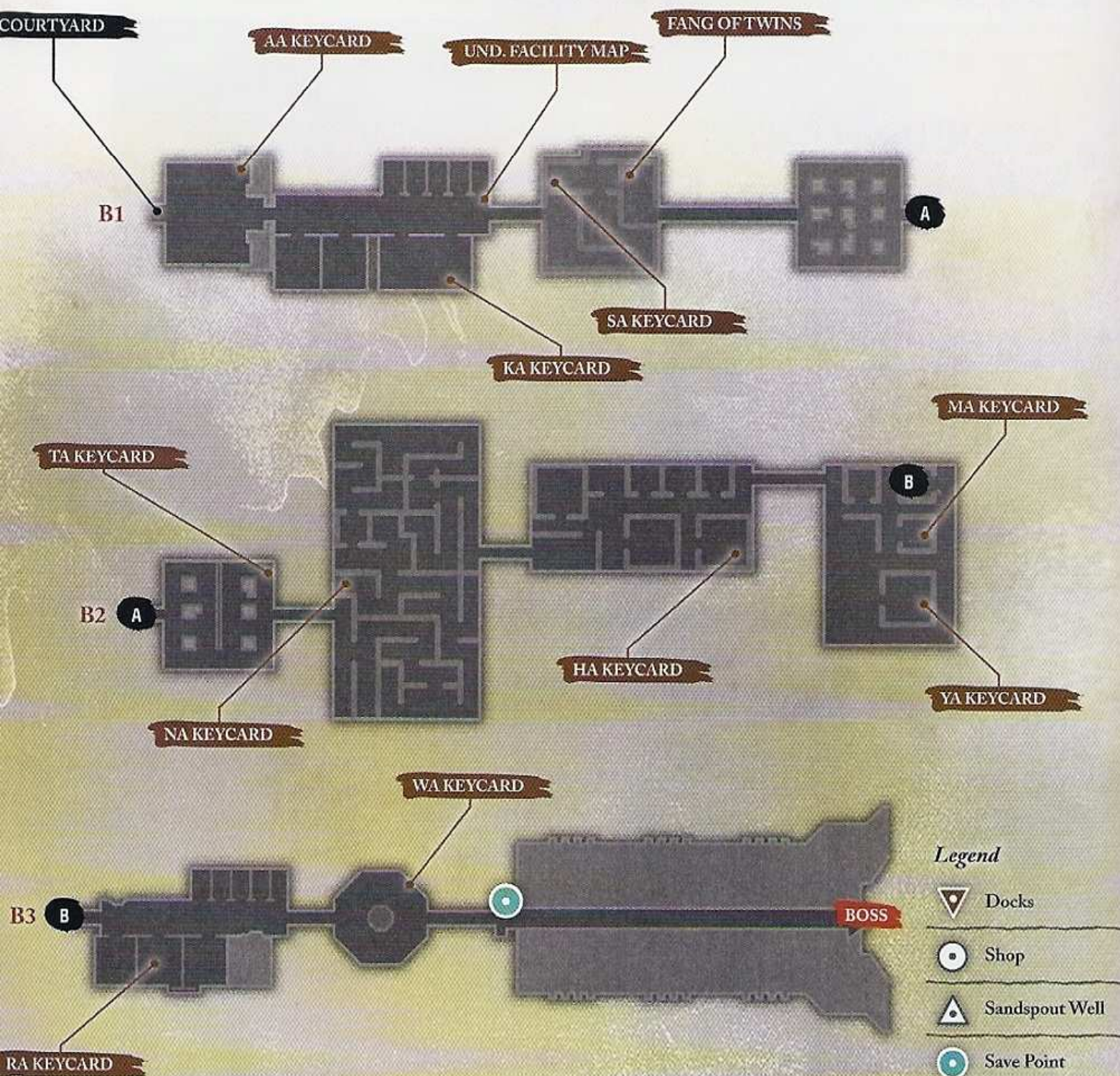
This bonus unlocks early in the second half of the story, immediately after Nier visits Emil in the manor. Visit Popola to obtain the letter from Emil summoning Nier to the manor, then go and visit him so he can join Nier's party.



UNDERGROUND FACILITY

AREA TYPE: DUNGEON

Unbeknownst to Emil and his butler, they have been living above a secret underground weapons facility. This three-story construction is swarming with Shades of various sizes, as well as a sophisticated security system that requires nearly a dozen distinct keycards in order to explore its depths.



Commonly Found Items & Raw Materials

Item Name	Item Type	Source
AA Keycard	Key Item	Sparkle
KA Keycard	Key Item	Sparkle
SA Keycard	Key Item	Sparkle
TA Keycard	Key Item	Sparkle
NA Keycard	Key Item	Sparkle
HA Keycard	Key Item	Sparkle
MA Keycard	Key Item	Sparkle
YA Keycard	Key Item	Sparkle
RA Keycard	Key Item	Sparkle
WA Keycard	Key Item	Sparkle
Underground Facility Map	Map	Crate
Fang of the Twins	Weapon	Crate
Medicinal Herb	Consumable Item	Crate, Enemy Drop
Defense Drop	Consumable Item	Enemy Drop
Dented Metal Bat	Material	Enemy Drop
Old Schoolbook	Material	Enemy Drop
Magic Drop	Consumable Item	Enemy Drop
Thick Dictionary	Material	Enemy Drop

OVERHEAD ACTION

The camera switches to an overhead isometric view, thus giving the on-screen action the feel of an old-school dungeon crawler games. Use the normal camera controls to rotate the camera around Nier to effectively rotate the map and aim Grimoire Weiss at enemies while attacking with ranged magic. Be sure to spin the camera to look behind taller objects and walls, since many of the keycards that Nier needs can be easily obscured depending on the view.

SEARCH THE PLANNING ROOM

UNDERGROUND FACILITY: B1

The steps leading from the courtyard feed directly to level B1 of the underground facility. Pick up the **AA Keycard** from the corner of the first room and use it to open the heavy gates to the east. Proceed down the corridor to the east and enter the large room on the south side of the hall to find the **KA Keycard**. Charge Dark Phantasm as soon as the Shades begin to attack, then watch the magical doppelgangers slice through the Shades one by one. Smash the crate beside the locked gate to find the **underground facility map**.



Snake your way around the walls and stacks of crates in the storage room up ahead in a counter-clockwise direction to retrieve the **SA Keycard** in the northwest corner. Even though it looks as if there is no way to continue, there is in fact a secret tunnel on the north side of the room, leading

around the wall near the SA Keycard. Lead the way for Emil and wait for him to catch up before continuing on. Smash the crates near the locked gate to find the two-handed sword **Fang of the Twins**.



Unlock the gate using the SA Keycard and immediately attack with a powerful Dark Lance or Dark Hand spell. Numerous Shades are set to attack in this narrow hallway—switch to a spear and dash back and forth to finish off the foes that survive the magic attack. Fight your way east through the final room on this floor and pick up the scrap of paper on the stairs leading down to B2. Little by little, these scraps begin restoring Emil's memory of the events that transpired here so long ago.



UNDERGROUND FACILITY: B2

Switch to a one-handed sword for speed and fight through the horde of Shades in this first room to reach the **TA Keycard** in the northeast corner. Unlock the gate and enter the gauntlet that follows. This area has a dizzying number of walls, corridors, and dead-ends to navigate. From the entrance, head due east, then loop around to the southeast, then back north in a counter-clockwise direction. Watch for Shades to spawn around the corner and start charging Dark Phantasm. Let the spell go as soon as the Shades come into view!

Pick up the **NA Keycard** on the ground beyond the wall directly north of the entrance and use it to open the gated mini-room around the corner. Slay the two larger Shades inside this small room and continue north to the second half of the larger maze.



MAGIC-RESISTANT SHADES

Dark Phantasm is an incredibly useful tool against large numbers of Shades, but the Shades in the second half of this large maze-like room are equipped with magic-resistant shields. The reddish spheres that wrap around the Shades are your cue to switch to physical attacks, at least until the shields are destroyed.



Continue past the gate leading out of this area and explore the dead end to the west before moving on. Kill each of the magic-shielded Shades in this area to obtain the Word "Mahira," which increases item drop rate by 12%.

The third room on this floor has a number of Shades cloaked in magic shields. Use a two-handed weapon and hit them with deadly spinning attacks to slash through their magical barriers and send them reeling. Explore the garage-like rooms within this area for extra medicinal herbs. The **HA Keycard** is located in the lab in the southeast corner of this area. Use it to unlock the gate barring the path to the fourth area on this floor.



The fourth room on this floor differs from the previous ones because Nier must find **two** different keycards in order to progress beyond this level. Find the first one, the **MA Keycard**, in the small storage area in the center of this room. Use this keycard to unlock the larger garage room on the south side of the room and obtain the **YA Keycard**. Defeat the large Shade that appears to collect the Word "Varu," and descend the stairs to B3.



Attack of the Large Shade!

As soon as Nier picks up the **YA Keycard**, a much larger Shade appears. Consume a strength capsule and switch to a two-handed sword. Exit the room to confront the beast, then leap up and hit it with a few Skull Cracker attacks to defeat it. Strength capsules double Nier's attack rating and make the Skull Cracker an incredibly potent attack.

UNDERGROUND FACILITY: B3

The third level of the underground facility is much smaller than the others. Go through the third door on the south side of the corridor and locate the hidden passage on the far side of this small room. Follow the hall to the middle room that was barred from the main hallway and locate the **RA Keycard**. Immediately begin charging Dark Phantasm and wait for the nearly two-dozen Shades to funnel through the passage before letting this magic attack go.

Unlock the gate to the east and continue to the children's playroom in the center of the floor. Another massive army of Shades is about to attack, but these enemies do not have the magic-resistant barriers. Use Dark Phantasm to slice through the majority, then use either the one-handed sword or spear to finish off the others. Another larger Shade attacks here as well, but a couple shots of Dark Blast and a Skull Cracker is all it takes to destroy it as well, especially if Nier uses a strength capsule.



Nier and Emil find another document along with the **WA Keycard**. Use the keycard to exit the playroom, and save your progress at the mailbox on the left. It's time to pay Emil's sister a visit...

Battle Preparedness!

Nier is about to fight a creature that is immune to physical damage.

Take care to perform the necessary Word-Edits to

ensure the maximum effectiveness for Dark Lance and Dark Hand in a boss battle situation. Don't worry about trying to improve item drop rates or experience earned. Instead, focus on magic power and magic costs.

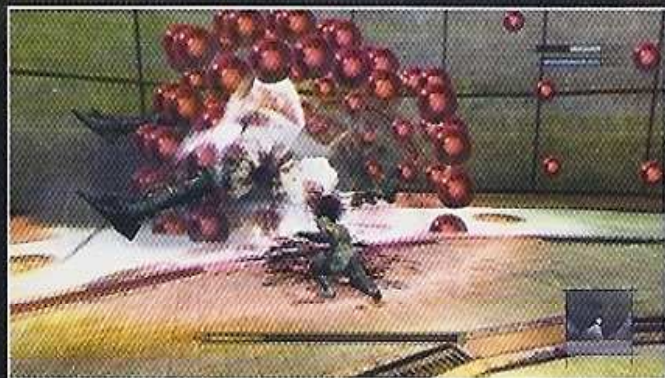


Halua

Halua drops to the floor at the start of the battle and crawls around on all fours while trying to swipe at Nier. Consume a defense drop to reduce the damage she can inflict, and hit her with a high-powered Dark Hand attack. It should only take one massive hit with Dark Hand to chase her off the floor and onto the walls.



Equip a one-handed sword and slice at the myriad projectiles Halua fires at Nier from her perch on the wall. Slashing at the projectiles refills Nier's magic meter more quickly. Wait for it to recharge, then use Dark Lance to knock her off the wall. Halua often emits a barrage of magic projectiles when she falls to the ground, so be ready to either defend against the attacks or roll out of the way. Hit her with Dark Hand again as soon as the magic meter is charged.



Even though it's entirely possible to defeat Halua with a few quick, high-powered attacks, she will probably have enough health left to mount at least one extra attack. Watch for her to squat down on all fours and arch her back while facing Nier. This means she is about to perform her dash attack. Quickly dash or roll out of the way and hit her with Dark Hand when she stops. Though it's not nearly as powerful as Dark Lance or Dark Hand, Dark Blast doesn't require much magic to cast, and can be fired repeatedly for heavy damage. Consider using a bevy of Dark Blasts to finish off Halua once the attack gauge appears.



Jack (Third Encounter)

Nier and Emil waste no time in returning to the library in hopes of being able to reverse Kainé's petrification. The spell works, but Kainé's return to flesh and blood (and Shade) brings with it the release of Jack, the monstrous squid-like Shade that brought about the collapse of the library's roof five years earlier.

This battle is exactly the same as the one that led to Jack's imprisonment in the library basement. The only difference is that this time, Nier can't settle for locking the beast away. Quickly charge up a Dark Hand attack and take aim on the nearest attack gauges on the tentacles to destroy them. Using Dark Hand on individual tentacles can be a bit difficult to aim, so consider switching to Dark Blast. Get near the attack gauge and rapidly hit it with Dark Blast to destroy it.



Once Nier has destroyed the attack gauges on each of its five tentacles, a sixth attack gauge forms on Jack's body. Move in front of Jack and charge up a massive four-fist Dark Hand attack, then let it fly straight into Jack's gut! This destroys the gauge and Jack crumples to the ground. Next, one final gauge appears on its head. Use one last Dark Hand attack to finish off the cretin, once and for all.



RELEASE

Travel through the underground facility with Emil and defeat Halua to gain the ability to reverse the petrification curse. Return to the library so Emil can free Kainé from the spell and defeat Jack. This Achievement/Trophy unlocks with standard progress through the main story.

PLAYER'S VILLAGE

(RETURN)

VISIT DEVOLA AND POPOLA

Nier couldn't have anticipated the reaction from the village towards Kainé and Emil, and needs to talk with Devola and Popola. Devola is sitting near the fountain in the center of the village. Speak with her first, then head up the hill to the library to chat with Popola. The two briefly discuss yesterday's argument, but more importantly, Popola tells Nier that she believes the Shadowlord's lair is connected to the Lost Shrine—and he can reach it through the repaired trade waterway.



NEW QUESTS AVAILABLE!

You're probably not going to want to spend much time exploring before heading for the Lost Shrine, but the blacksmith in the village has a quest to offer. Pay a visit to the man and accept the quest. You may want to consider performing the first half of this quest right away, so you know which items to look for in your travels.

The following quest is now available:

- The Damaged Map

TRAVEL BY WATER

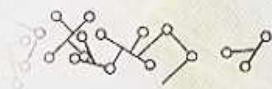
Many of the field and town areas that Nier has previously visited can be accessed by boat via the trade waterway. Simply look for a ferryman standing near a small boat in a town or field and talk to him to bring up the list of places where Nier can fast-travel. Use the trade waterway to travel between the village, northern plains, Lost Shrine, Seafont, or the desert.



LOST SHRINE

AREA TYPE: DUNGEON

PROCEED TO THE SHRINE'S INNER DEPTHS



LOST SHRINE: EXTERIOR

Use the trade waterway to access the rear entrance to the Lost Shrine and cross the lengthy bridge over the water to the base of the stone island. Scale the cliffs using the ladders and pick up **The Devil Queen** spear. Follow the walkways and ladders back as high up the tower as possible, then head through the small hole in the rocks. Nier and the party soon enter the Lost Shrine on the first floor.



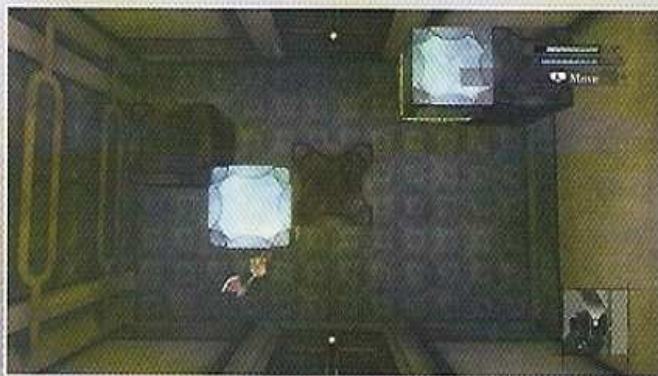
LOST SHRINE: 1F

Traveling with a full complement of allies makes the following battles that much easier. The Lost Shrine has received an influx of Shades since Nier's earlier visit, so it is helpful to have Kainé and Emil by his side. Use **Dark Phantasm** and a powerful two-handed sword to destroy the armor-clad Shades that appear on the first floor. You then obtain the Word "Konesra," which increases magic defense by 15%. Perform a quick sweep of the ground floor to collect medicinal herbs from the crates, then head up the steps to the second floor.



LOST SHRINE: 2F

Nier must once again make his way through the perimeter rooms on the second floor, but this time there are a number of blue cubes blocking his path. You must push and pull these blocks out of the way so the doors leading to the next room can be swung open. Though this looks rather challenging at first, Nier's ability to leap over both brown immobile blocks and the blue movable ones makes it possible for him to slip into tight spaces.



Continue around the perimeter of the second floor in a counter-clockwise direction, battling past the Shades that appear and into the more complex rooms on the west side of the shrine. The room at the 9 o'clock position is arguably the trickiest of the bunch. Begin by pushing the upper right-hand block all the way towards the wall on the right. Slip behind it to pull it to the right, then jump over it into the gap you created between the two blocks and push it against the wall. Now you can pull the middle block out of the way to the south and push the left-hand block all the way to the right. Kill the Shades near the ladder and walkways in the southwest corner, and ascend to the third floor.



Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Medicinal Herb	Consumable Item	Crate, Enemy Drop
The Devil Queen	Weapon	Crate
Beastlord	Weapon	Crate
Antidotal Weed	Consumable Item	Crate
Strength Capsule	Consumable Item	Enemy Drop
Health Salve	Consumable Item	Enemy Drop
Leather Gloves	Material	Enemy Drop
Elaborate Machine	Material	Enemy Drop

Item Name	Item Type	Source
Simple Machine	Material	Enemy Drop
Recovery Potion	Material	Enemy Drop
Flashty Hat	Material	Enemy Drop
Twisted Ring	Material	Enemy Drop
Technical Guide	Material	Enemy Drop
Complex Machine	Material	Enemy Drop
Spirit Capsule	Consumable Item	Enemy Drop

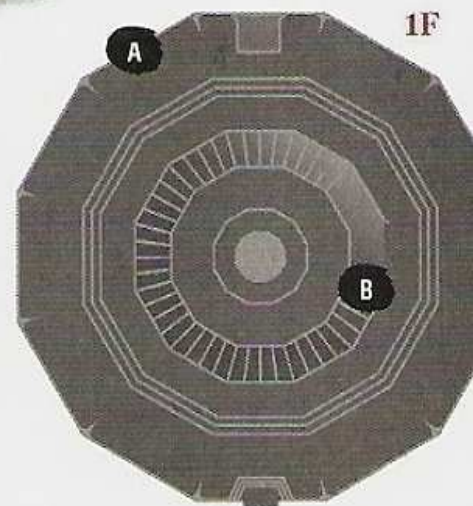
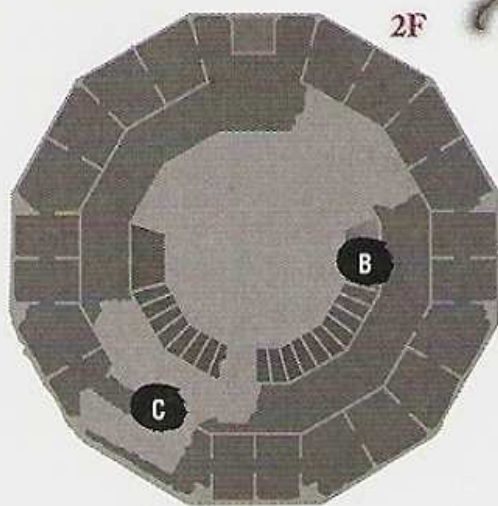
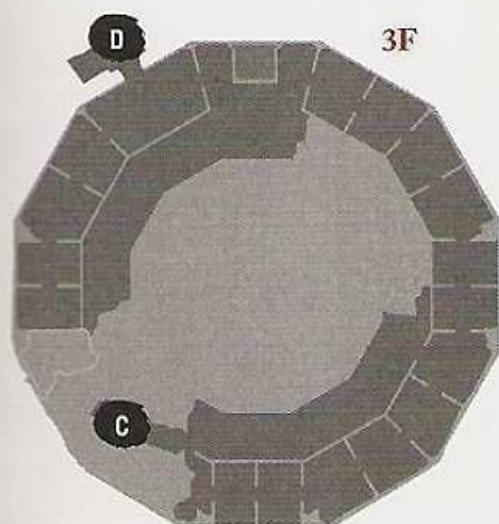
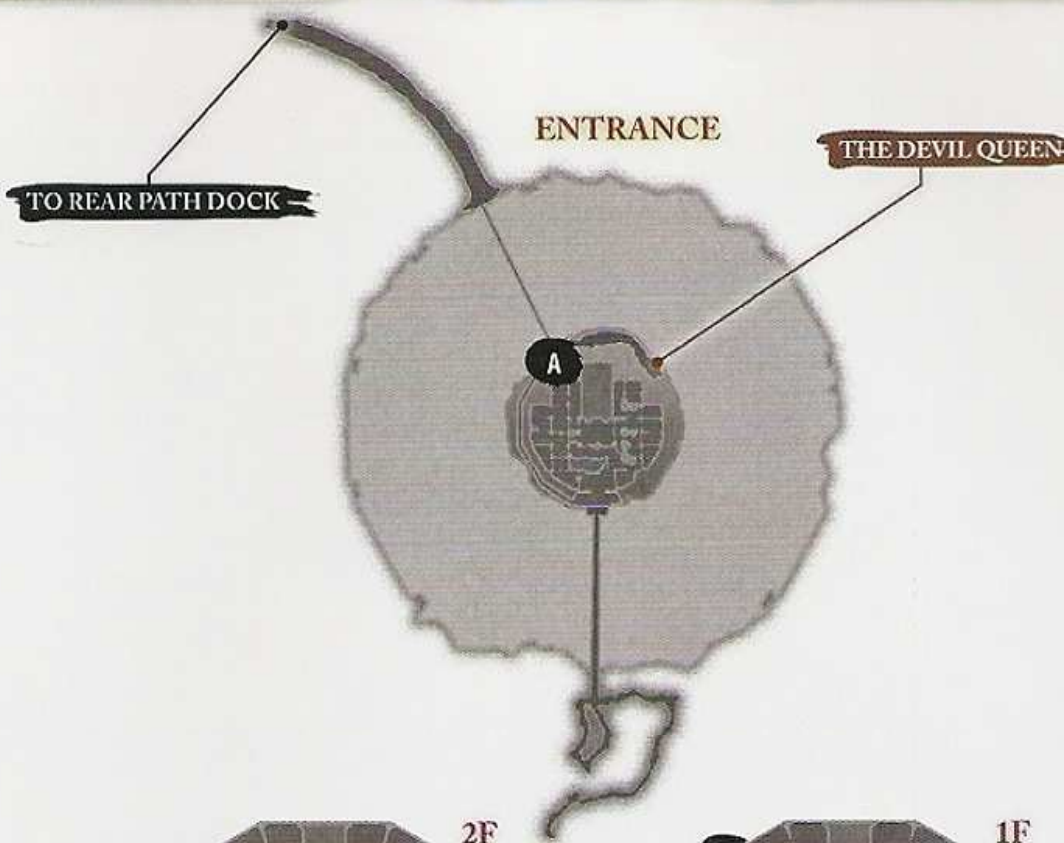
Legend

-  Docks

-  Shop

-  Sandspout Well

-  Save Point



LOST SHRINE: 3F

The third floor is similar to the second, but with many more enemies. Several of the Shades drop strength capsules, one of the most valuable consumable items Nier can possess, so make sure to not run from too many battles. Continue to use a combination of Dark Phantasm and a two-handed weapon to demolish the hordes of Shades that lurk on this upper floor. Knock them to the ground with a spinning attack, then vanquish them with a finisher attack. A very large Shade soon appears near the door leading outside to the roof.

Use one of the strength capsules, then leap into action and hit it with a couple of Skull Crackers to send it packing.



LOST SHRINE: ROOF

Follow the wooden walkway around to the south end of the roof just as you proceeded during the initial visit years ago, and snake your way through the ruins to the ladder in the northwest corner. Drop from the upper level to the area near the mailbox and immediately take a defensive stance. The area is crawling with magic-spewing Shades, and Nier won't have time to charge a Dark Phantasm spell without being hit. Instead, equip a spear and begin dashing back and forth to impale the Shades and send them flying. Smash the crate near the stairs to uncover the **Beastlord** two-handed sword. Save your progress and head inside.

Gretel

The stone statue Gretel has returned to protect the Altar yet again, but this battle is nothing like the first. Rush forward and hit Gretel as soon as the battle begins, striking it with a powerful Dark Hand attack. With any luck, you'll land the attack before it can summon many smaller Shades that swarm the area as a distraction. These Shades are weak enough to be instantly killed by the sunlight, so back away from Gretel and lure the lesser creatures towards the light. Keep in mind that Nier's magic recovery speeds up if he kills them instead, so you may need to take matters into your own hands.



Gretel primarily attacks with its massive lance, but also spews the occasional flaming projectile.

Maintain your distance when Gretel has its protective barrier up and allow the magic to recharge, then rush forward and use a combination of Dark Hand and massive swings of the two-handed sword. Gretel crumples to the floor once Nier has reduced roughly two-thirds of its health. Strike the attack gauge with the help of a strength capsule while the magic meter recharges, then deliver a dose of Dark Lance.



Destroying the attack gauge doesn't end the battle, but it does send Gretel on a balled-up rampage! Dodge its bouncing dash attack with well-timed somersaults and leaps perpendicular to the beast's direction and stay on the move until Gretel finally comes to a rest, then hit it with everything you have!

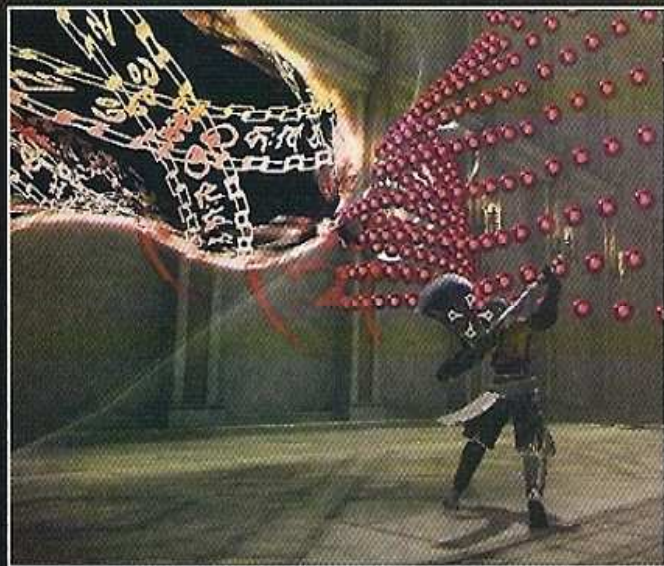


Berserk Kainé

Berserk Kainé wastes no time in showing off her impressive speed and dangerous blades, but it's actually her magic that Nier should fear most. Dodge her initial dash attack and wait for her to flee to the walls. Hit her with a medium-powered Dark Lance attack to knock her from the wall, then rush towards her and follow it up with a Dark Hand attack.



Nier won't be able to reach her with physical attacks while she's on the wall, but he must rely on his two-handed sword to slash through the numerous magical projectiles with which she attacks. The spinning attack takes just enough time to destroy the wave of projectiles and help recharge the magic meter. She won't stay in one place on the wall for long, so fire the Dark Lance attack quickly. Rush towards her where she lays and either hit her with a Dark Hand attack or use a strength capsule and hit her with a Skull Cracker.



Berserk Kainé leaps around the room from wall to wall faster and faster as she takes on damage. Quickly slash through her projectiles and quick-fire a Dark Lance attack to score a hit before she moves again. It's worth hitting her attack gauge with Dark Blast as Nier moves in for the kill.

Approach the seal blocking the Altar door and pick up the **stone fragment**. Nier takes the item directly to Popola at the library, where he soon learns that the fragment may well be a piece of the key that unlocks the Shadowlord's castle. There are four other fragments as well, one of which is likely at the Junk Heap. Another is located in the Forest of Myth. Unfortunately, Popola has no idea where the other two might be.



NEW QUESTS AVAILABLE!

Devola shifts from the fountain to her normal place inside the tavern while Nier is up on the hill talking with Popola. Regardless of which stone fragment you decide to hunt next, pay a visit to Devola to learn about the quests that have become available in the village and in Seafrost.

The following quests are now available:

- A Bridge in Peril
- A Tale of the Study
- Master of the Southern Plains
- The Great Tree
- A Child's Final Chance

HEAPS OF JUNK BEFORE TREES WITH TRUNKS

Nier has a choice regarding which fragment he wishes to seek out first. He can either search for the fragment at the Junk Heap or seek out the one at the Forest of Myth. It's best that you head to the Junk Heap first, since there are many quests that require items from there—not to mention this is a good time to pay a visit to Two Brothers Weaponry and see about upgrading some weapons.

JUNK HEAP

AREA TYPE: DUNGEON

Legend

-  Docks

-  Shop

-  Sandspout Well

-  Save Point

TO JUNK HEAP: IF

TWO BROTHERS WEAPONRY

TO NORTHERN PLAINS



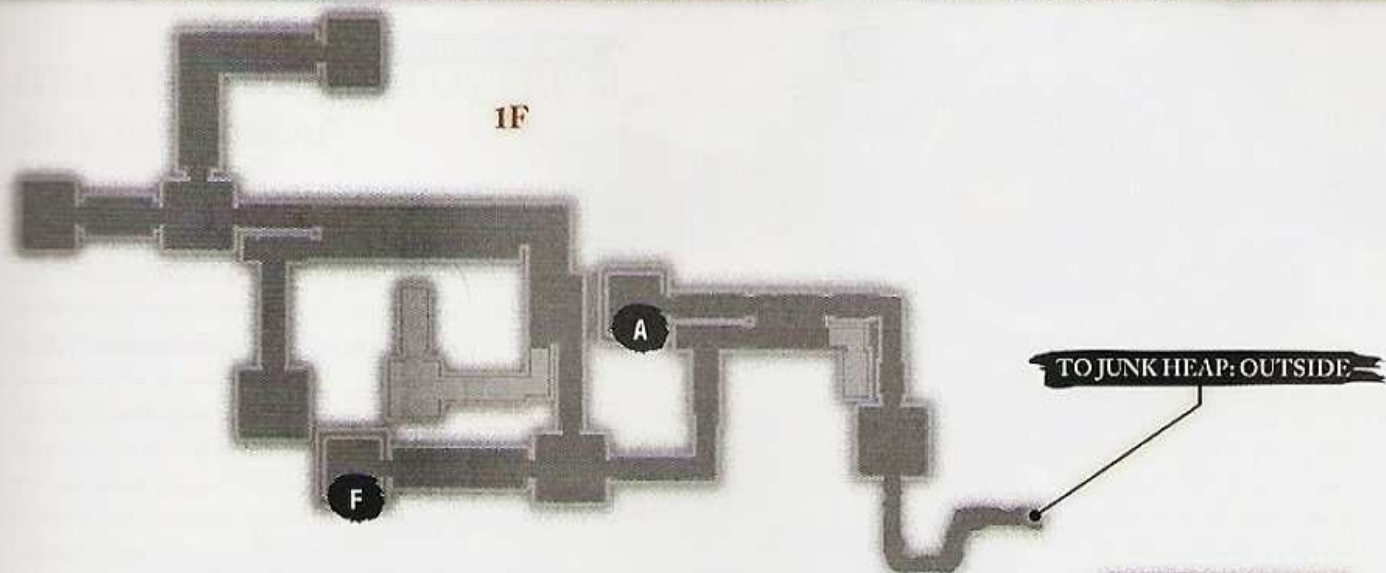
Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Mouse Tail	Material	Animal
Medicinal Herb	Consumable Item	Crate
Dented Metal Board	Material	Crate, Enemy Drop
Broken Antenna	Material	Enemy Drop
Broken Arm	Material	Enemy Drop
Titanium Alloy	Material	Enemy Drop
Broken Motor	Material	Enemy Drop
Stripped Bolt	Material	Enemy Drop
Broken Battery	Material	Enemy Drop
Mysterious Switch	Material	Enemy Drop
Severed Cable	Material	Enemy Drop
Broken Lens	Material	Enemy Drop
Memory Alloy	Material	Enemy Drop
Machine Oil	Material	Enemy Drop
Large Gear	Material	Enemy Drop
Amber	Material	Crate
Damascus Steel	Material	Crate
Fluorite	Material	Crate
Pyrite	Material	Crate

Two Brothers Weaponry

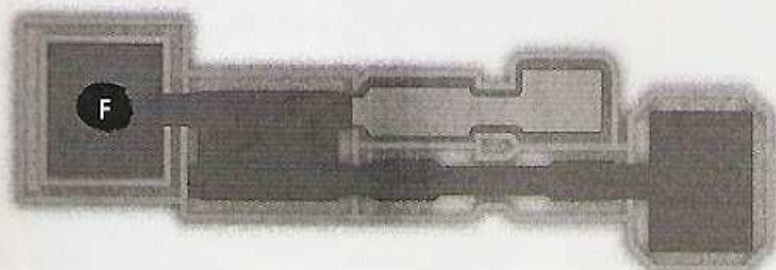
Item Name	Price (G)
Silver Ore	1,500
Copper Ore	480
Iron Ore	1,000
Dented Metal Board	750
Stripped Bolt	900
Broken Lens	1,100

1F

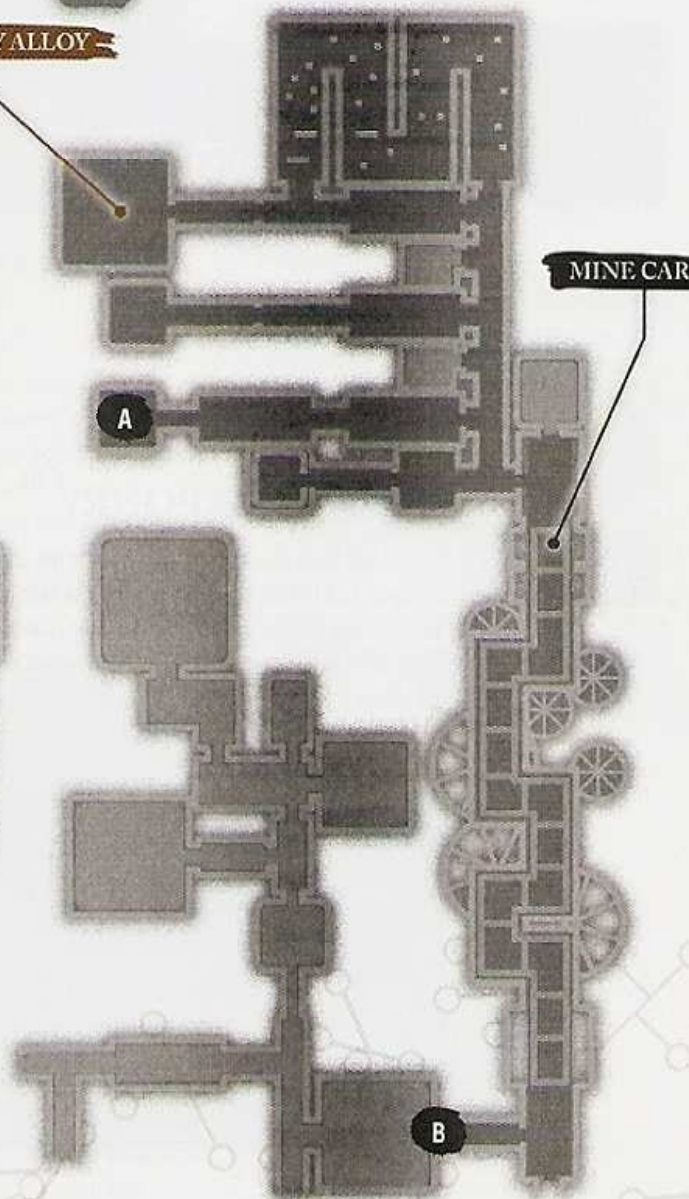


TO JUNK HEAP: OUTSIDE

MEMORY ALLOY

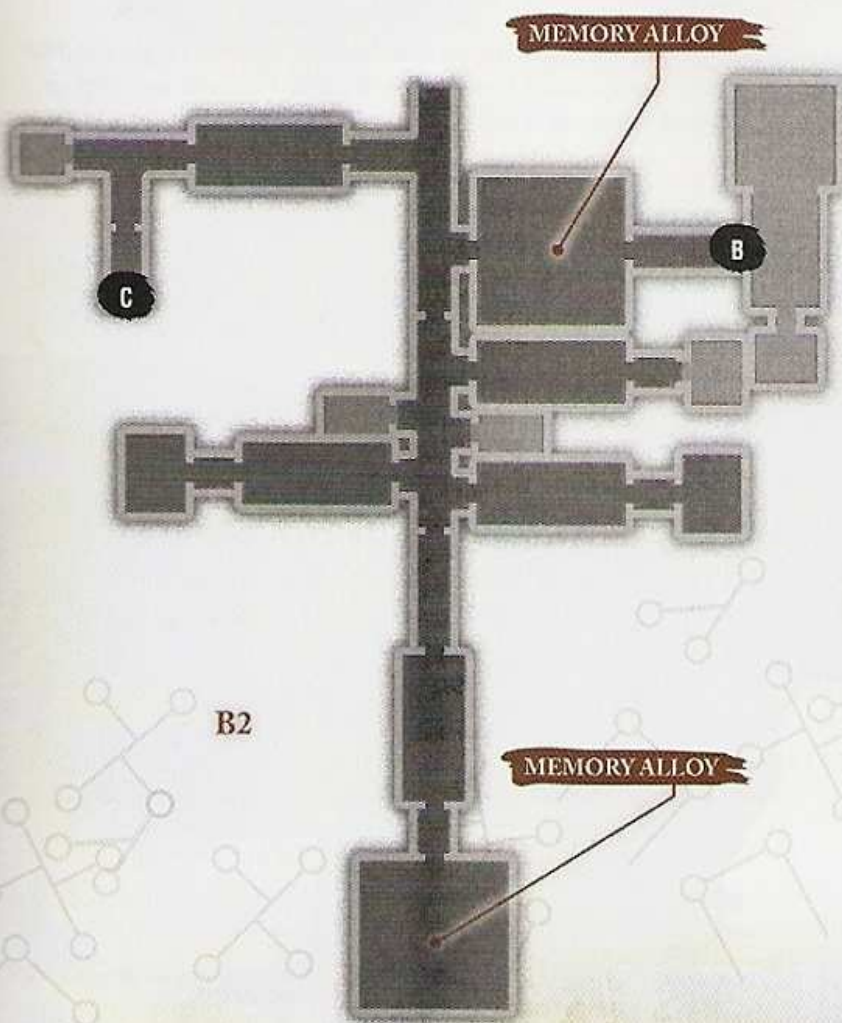


F



MINE CAR

A



MEMORY ALLOY

C

B

B2

MEMORY ALLOY



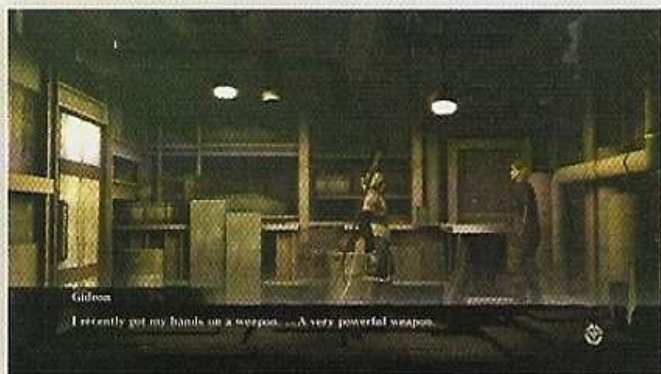
B

B1



VISIT TWO BROTHERS WEAPONRY

Five years has passed since Nier last saw the boys at the Junk Heap, and much has changed. Talk to Gideon to receive the two-handed sword **Iron Will** along with the task of locating memory alloy, so Gideon can upgrade it. The boy gives Nier the B2 passcode needed to descend deeper into the Junk Heap where the larger robots lurk—they are the only ones that possess the memory alloy he needs.



Time for Forging

Spears, especially the Phoenix Spear, are incredibly useful against the robots lurking inside the Junk Heap. Giant eggs are pretty rare, but if you have two of them in your possession and own the Phoenix Spear (for sale in Facade), you may want to strongly consider upgrading the Phoenix Spear to level 2. A simple dash charge with this weapon can destroy all but the largest robots in the Junk Heap.

Item Name	Level	Attack	Defense	Weight	Drop Rate
Phoenix Spear	1	10	10	10	100%
Phoenix Spear	2	20	20	10	100%
Phoenix Spear	3	30	30	10	100%
Phoenix Spear	4	40	40	10	100%
Phoenix Spear	5	50	50	10	100%
Phoenix Spear	6	60	60	10	100%
Phoenix Spear	7	70	70	10	100%
Phoenix Spear	8	80	80	10	100%
Phoenix Spear	9	90	90	10	100%
Phoenix Spear	10	100	100	10	100%

GET A MEMORY ALLOY FROM THE JUNK HEAP

JUNK HEAP: 1F

The elevator that Nier used during his earlier visit leads down to B2, but do consider taking a few minutes to clear the entire floor of enemies first. The Junk Heap is the single best source of valuable materials in the game, and even if you aren't interested in completing many of the side quests, these materials can be used for weapon forging and also be sold to purchase other weapons.

The first floor contains two elevators, of course, and the one further to the west can be used to ascend to level 2F where you'll encounter additional enemies. Regardless of how much extra combat you seek, the dash charge and air-dash charge (for hovering robots) are the only attacks Nier needs. Equip your most powerful spear and use it to dash straight through the armies of robots that defend these corridors. Double-jump into the air and perform an air-dash charge to knock the hovering robots out of the air before they can attack.



JUNK HEAP: B2

The elevator deposits the party in the center of B2. Travel east through the first room with the rotating turrets to the hallway beyond and turn to the left. Players who are hunting for materials should explore each of the dead-end corridors leading to the west, but if all you're after is the memory alloy that Gideon requires, push on to the north.

Work your way around the serpentine room at the north end of the floor, being careful to avoid falling into the holes in the floor. Smash each of the crates in hopes of finding some extra items, and continue along the path until it joins the narrow hallway to the south. Head west to the room at the end of the hall and take a moment to destroy the turrets and robots located within.



As soon as the last of the hovering robots has been destroyed, a much larger robot rises up from a secret lift in the floor. This is the source of the **memory alloy**. Charge up the Dark Hand attack while the robot appears and let it go as soon as he begins to move. Finish this tall bipedal robot off with an air-dash charge while carefully avoiding the electrified shockwave it emits across the floor.



TO RETURN OR GO ON?

Now that Nier has the item Gideon needs, there's no need to continue exploring the rest of B2 if you don't want to. Return to the elevator and exit the Junk Heap the way you came in if you're so inclined (there will be opportunity to explore the rest of the facility soon enough). You may want to explore the rest of B2 in search of more materials and additional memory alloys. If you want to continue on, you can ride the mine cart to the south and search the second half of B2. You can find several more large bipedal robots containing memory alloy beyond the mine cart. Exit B2 by climbing the spiral walkway in the depths back up to 1F, then drop through the hole in the floor to reach the weapon testing area where the elevator to the surface is located.

The area of the Junk Heap beyond this first piece of memory alloy will be described in greater detail during a subsequent visit.

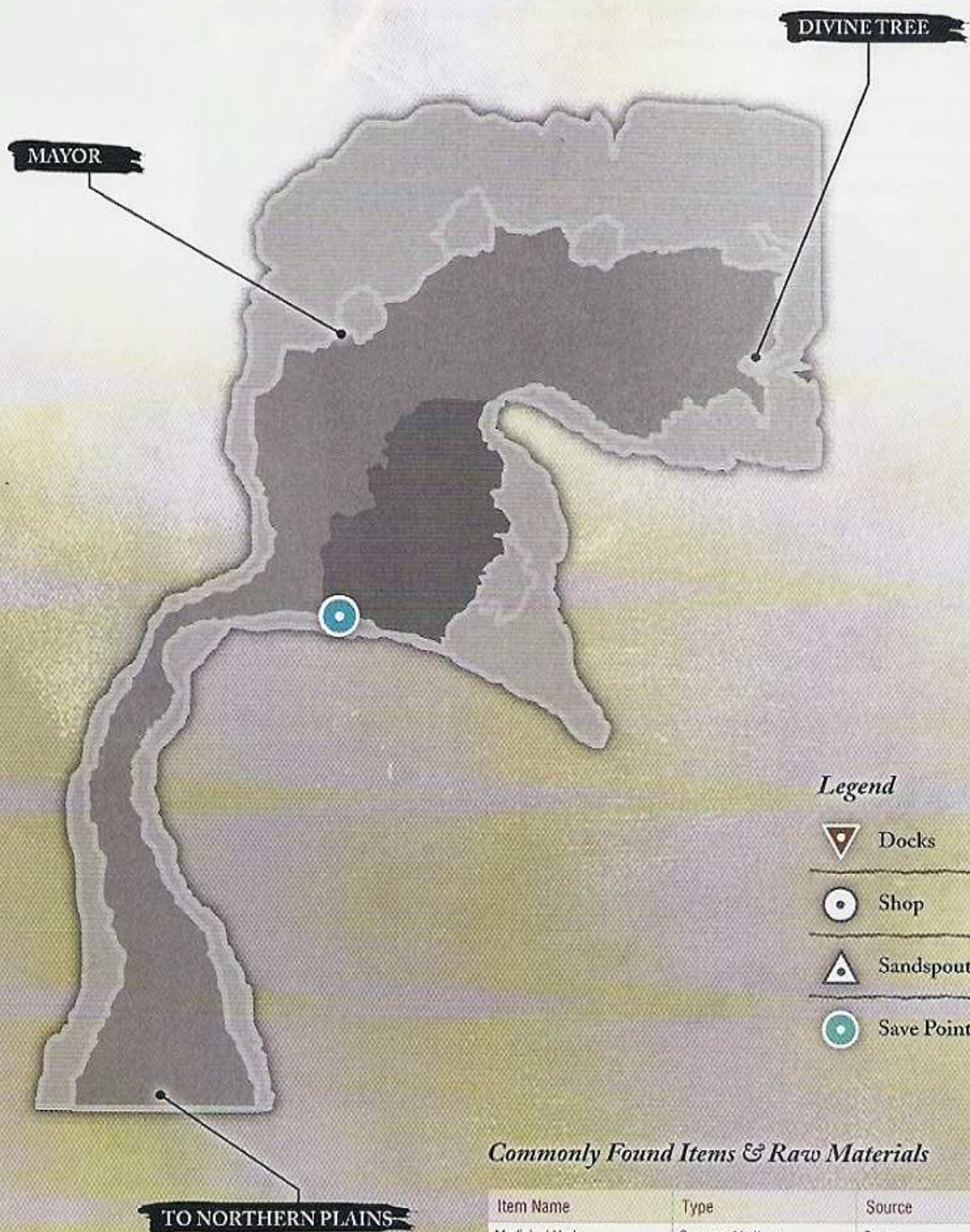


Return to Gideon at Two Brothers Weaponry and hand over the weapon and memory alloy. The upgrade is going to take longer than he expected, so Nier must come back later to pick it up. Gideon sends Nier a letter when the weapon is ready. Save your progress at the mailbox and leave the Junk Heap. It's time to seek the stone fragment at the Forest of Myth.



FOREST OF MYTH

AREA TYPE: TOWN




Legend

 Docks

 Shop

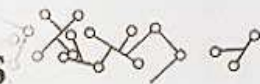
 Sandspout Well

 Save Point

Commonly Found Items & Raw Materials

Item Name	Type	Source
Medicinal Herb	Consumable Item	Crate
Antidotal Weed	Consumable Item	Crate
Magic Capsule	Consumable Item	Sparkle
Sap	Material	Sparkle
Spirit Capsule	Consumable Item	Sparkle
Borries	Material	Sparkle

SEARCH THE FOREST FOR CLUES



Talk to the mayor of the Forest of Myth to learn about the strange presence he feels whenever he's near the Divine Tree, then cross the village to the tree at the north end. Approach the sparkle in the grass and watch as a story unfolds before you. The tree contains the memories of those who have despaired—the stone fragment will be released to you only if you answer the questions that follow the story correctly.



RANDOM WORDS!

The details of the story change ever so slightly with each telling, so it's imperative that you pay close attention while it is told, specifically to the color of the girl's eyes and the number of companions that the warrior has.

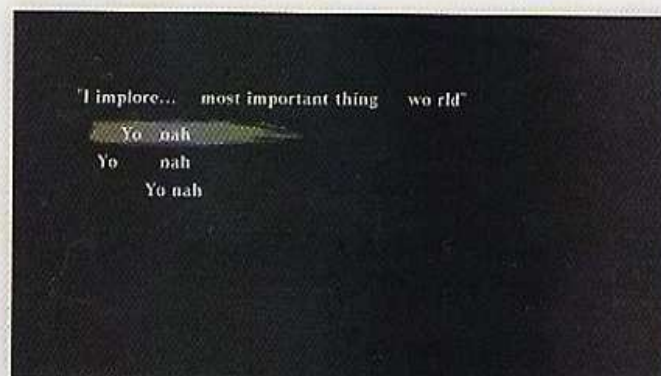


The story recounts three distinct memories, and many colors and details are included to distract your attention. You need only remember the answers to the following two questions:

- 1 What was the color of the lost envy? The answer to this question is the eye color of the girl who came to visit the sickly boy in the hospital.
- 2 How many were lost by the warrior who fought the red-eyed beasts? The answer to this question is the only numerical detail you encounter in the story, which is the number of companions she had.

She is a beacon of brightness and light in the boy's world; her very presence is a comfort to him. But he is unable to look upon her face. Whenever they meet, the boy is filled with loathing for his own state. Soon, this loathing eats away at what joy he receives from the girl's visits. The girl will stop coming. He knows this. His every waking moment is spent in fear of this day.

Answering either of these questions incorrectly forces Nier to listen to the entire story again. Answer them correctly to be queried a third and final time. There is no wrong answer to this final question, since each of the answers spell out "Yonah." Pass the test to receive the **Memory Tree key**.



WHERE TO?

Now that Nier has the second stone fragment, it's time to head back to the village and see if Gideon has sent his letter yet. This is also a good time to plant some new seeds and complete some of the quests that are now available, especially since you may have many of the items necessary to finish them.



JUNK HEAP

(RETURN)

GO TO THE BROTHERS' STORE



Gideon has completed the work on the two-handed sword, but also has a favor to ask of Nier. Return to the shop outside the Junk Heap and collect the upgraded weapon, then accept Gideon's request to get revenge on the robots. There is a robot deep within the Junk Heap that is controlled by a little Shade. With a Shade involved, there is simply no chance of Nier turning the request down.



Take It to Level 3!

Depending on how much exploration you did in the previous visit to the Junk Heap—not to mention how much junk you've hooked while fishing—you might have the materials needed to upgrade the Iron Will to level 3. This upgrade requires two memory alloys, two rusted clumps, and one dented metal bat. Though you'll be hard-pressed to do better than an upgraded Phoenix Spear in the Junk Heap, a level 3 Iron Will two-handed sword can be positively deadly in battles to come.

Item	Cost	Level	Attack Power	Magic Power	Weight	Forging Cost	Money
Fish	1,000G	Lv. 1	500	611	Extra Heavy - Extra Heavy	1,000G	9,390G
Wounded Dragon	1,000G	Lv. 1					
Kunzang	1,000G	Lv. 1					
Ass of Badass	1,000G	Lv. 2					
Fang of the Twine	1,000G	Lv. 1					
W. Hat	1,000G	Lv. 1					
Beantoad	1,000G	Lv. 1					
Iron Will	1,000G	Lv. 2					

An inscription found that says: "header with every kill as blood and Geds cling to the blade."

Material	Needed	Inventory
Memory Alloy	2	2
Rusted Clump	2	4
Dented Metal Bat	1	7

Leave the store and head straight for B2 in the Junk Heap. Enter on 1F and continue around the first turn to the west and straight ahead to the first elevator, taking it down as far as the passcode allows.

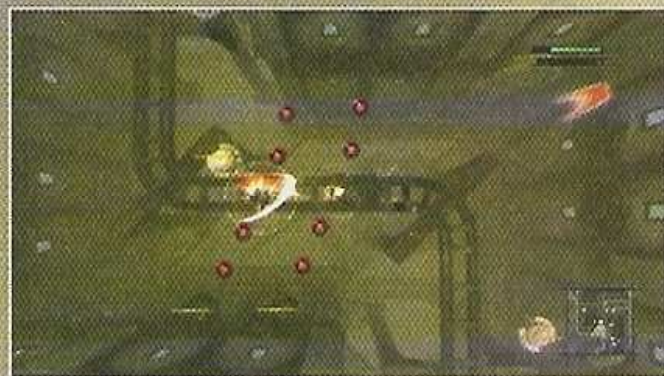
DEFEAT THE ROBOT



JUNK HEAP: B2

Nier enters B2 in the middle of the floor, just like before. Material gatherers are encouraged to head north and explore each of the hallways that dead-end off to the west, as well as the serpentine hole-filled room that leads to the robot in the northwest corner. Once ready to continue in the pursuit of revenge, head due east from the elevator to the mine cart.

The mine cart on B2 drives the same way as the one that was encountered on B1 all those years ago. Push towards the front of the cart to gain some speed, then stand in the middle and rapidly tap whichever shoulder button is assigned to Dark Blast. Use the Right Stick to aim the Dark Blasts at the wall-mounted cannons and hovering robots that attack. The number of enemies and magic projectiles to deal with continues to grow as Nier reaches the end of the track. Speed up the cart to escape, and activate a Dark Whirlwind attack if you're having trouble keeping the hovering robots at bay.



Exit the mine cart and prepare for battle with another large robot in the next room. Hit it with a fully charged Dark Hand attack as soon as it steps off its lift, then finish it with an air-dash charge or Skull Cracker.



You now have a choice about which way to go. If you're interested in gathering materials for side quests and weapon upgrades, you're encouraged to head south and explore each of the rooms on either side of the main corridor. As you pass back through towards the main north-south corridor, pop-up turrets rise in the narrow hallways. Destroy the turret to access a bomb used for destroying the barricades sealing off the southernmost room. Two large robots attack in the room far to the south, making it a great place to collect memory alloy and titanium alloy. Destroy the robots quickly, or else they'll attack with magic-resistant dark projectiles.



The real goal, of course, lies to the north. Follow the main path north to where it turns west, and battle past the swarms of hovering robots en route to the Junk Heap area known as "the depths." The air-dash charge is a potent way to eliminate the hovering robots, but Dark Blast can also be effective. Tilt the camera down behind Nier so Grimoire Noir is pointed at an upward angle towards the flying enemies.



JUNK HEAP: DEPTHS

Advance slowly up the spiraling walkway so the hovering robots are lured over solid ground before you attack them. This ensures that you don't lose any valuable item drops to the abyss. It also helps reduce accidentally air-dash charging over the railing into a freefall. Nevertheless, it's best to use Dark Blast to take out any robots near the railing, and use dash charge attacks against those directly over the stairs. Make your way up the stairs to the elevator and ascend to 1F.

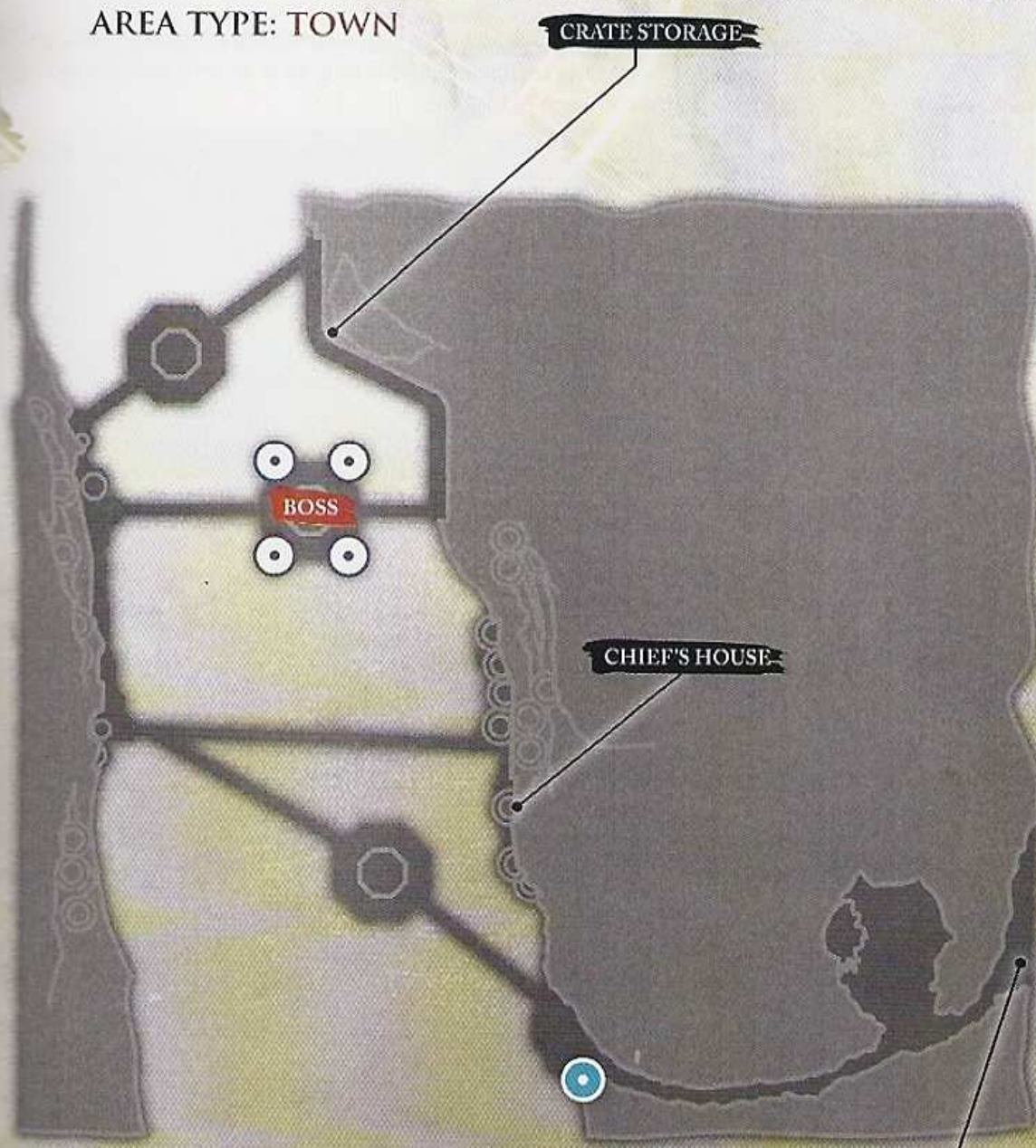
JUNK HEAP: 1F

This small, isolated section of 1F contains no enemies, but it does house a mailbox as well as the crate containing the **Beastcurse** two-handed sword. As soon as he drops through the hole in the floor, Nier comes face-to-face with the boss of the Junk Heap. Make any necessary Word-Edit adjustments now and check that both Dark Hand and Dark Blast are equipped. Drop through the hole to the weapon testing area where P-33 and Kalil await.



THE AERIE

AREA TYPE: TOWN



Legend

-  Docks
-  Shop
-  Sandspout Well
-  Save Point

SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Strength Drop	500
Magic Drop	500
Defense Drop	500
Spirit Drop	500

Grocery Shop

Item Name	Price (G)
Pumpkin	500
Tomato	300
Eggplant	400

Flower Shop

Item Name	Price (G)
Red Moonflower Seed	120
Gold Moonflower Seed	120
Blue Moonflower Seed	120
Bounty Fertilizer	300

Weapon Shop

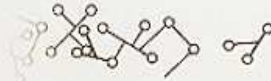
Item Name	Price (G)
Lily-leaf Sword	2400
Beastbain	16800
Axe of Beheading	19200
Sunrise	21600

Commonly Found Items & Raw Materials

Item Name	Type	Source
Copper Ore	Material	Sparkle
Pumpkin Seed	Material	Crate
Antidotal Weed	Material	Crate
Speed Fertilizer	Material	Crate
Wheat Seedling	Material	Crate
Watermelon Seed	Material	Crate
Bell Pepper Seed	Material	Crate

Item Name	Type	Source
Melon Seed	Material	Crate
Medicinal Herb	Consumable Item	Crate
Technical Guide	Material	Enemy Drop
Twisted Ring	Material	Enemy Drop
Strength Capsule	Material	Enemy Drop
Health Salve	Material	Enemy Drop

VISIT THE CHIEF



Despite the chief's letter to Popola about the sudden change of mindset at The Aerie, the villagers mostly remain locked up inside their huts. Nier merely must approach any of the huts to realize how scared the villagers are of future Shade attacks. But there seems to be something else going on as well. Cross the upper bridge to the chief's house and see what he has to say about the letter.

The village chief claims no knowledge about the letter Popola received, so Nier must ask around. Cross back to the west side and descend the ladders to the lowest walkway so that Nier can ascend to the path leading to where the shops have opened. Speak to the guard on the left to see if he knows anything. It turns out he does—not only is he a Shade, but so is every other person on the platform!

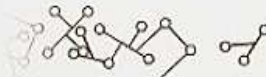


NEW SHOPS AVAILABLE

Their wares are rather limited, but several shops have recently opened on the northern platform in The Aerie. Load up on medicinal herbs or health salves if you don't have any, and consider adding a magic drop and spirit drop to your inventory as well.



DEFEAT THE SHADES



Switch to a two-handed sword and battle your way back across the bridge to the walkways on the west. The entire village is possessed and set to attack as Shades, and most of them are fully armored and well-armed! Use a defense drop and set about destroying the Shades with spin attacks and Skull Crackers. Fight your way back to the middle walkway where the bridge leading back to the entrance is located. Kainé faces off against a Shade that has possessed a young boy's sister, and it's up to Nier to fend off the Shades while Emil tries to protect Kainé.



The Shades attack from multiple directions, but the narrow walkways and bridges force them to queue up in a line making them easy targets. Watch the mini-map to see the direction of the next wave of emerging Shades relative to where Nier is facing, and continue alternating between spinning and Skull Cracker attacks. Gather up the numerous health salves and strength capsules that the deceased Shades drop, and continue massacring the Shades until the Word "Mahzarr" is obtained and the last of the Shades has been defeated.



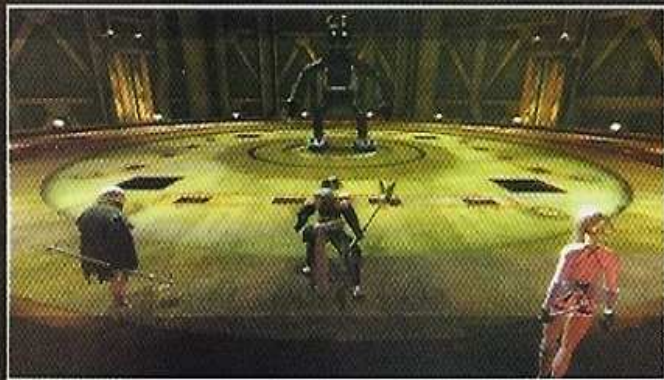
Upping the Drop Rate

Players who are trying to complete the many available side quests in the game should apply the Word "Mahzarr" to their weaponry and/or magic at once. Enemies defeated with a spell or weapon equipped with this Word have a 25% higher chance of dropping an item. Bearing in mind the quantity of rare materials many of the later quests require, it's worth considering applying "Mahzarr" to every weapon and spell in Nier's arsenal.

Check on Kainé to see how she's doing, then return to the platform where the shops were located. A small batch of Shades has appeared while Nier was on the other side of The Aerie. Cast a Dark Whirlwind or Dark Phantasm spell to soften up the smaller Shades, then use a strength drop and launch into battle against the larger Shade. Continue using your most powerful two-handed sword, and strike the big Shade down with leaping Skull Cracker attacks.



P-33 & Kalil



You now face the robot known as P-33, and it's under the control of a wicked little Shade called Kalil. Though P-33 resembles the robots Nier battles on the far corners of B2, P-33 has some added powers and is a bit more resilient. That said, it's not unreasonable to defeat this menacing duo in under two minutes with just a few attacks.

Begin charging a four- or five-fist Dark Hand attack as soon as the battle begins. Hitting P-33 with this much force—depending on your Word-Edits and total magic power—has the potential to instantly deplete as much as three-fourths of the robot's health. P-33 attacks by emitting a far-reaching shockwave of electricity that spreads rapidly across the floor. Stand far back and pepper the smoldering robot with Dark Blast to force it into the second phase of the battle. If given the time, P-33 eventually attacks with dark magic projectiles that cannot be destroyed with magic attacks, so use physical strikes to deflect these magical bullets if they appear.



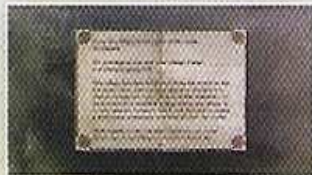
Though it may look like Nier has P-33 right where he wants it, the robot quickly builds a pair of wings out of the nearby scrap metal and takes to the skies. Continue hitting P-33 with Dark Blast while it is on the ground, then allow the magic meter to recharge once P-33 is out of reach. The camera view automatically shifts to a top-down view just in time to see large chunks of the facility come crashing down atop Nier. Stay on the move and avoid the shadows that appear on the floor, since they indicate where the next chunk of debris is going to land.



Consume a magic drop as soon as P-33 swoops in at close range. Dodge its fly-by attempt at charging into you, then hit it with Dark Blast. Continue to attack with ranged magic until P-33 is downed and Kalil and its clones leap out of the robot. Use your most potent melee weapon to defeat Kalil and the clones and win the fight. It should only take a few jabs of a spear or swings of a two-handed sword to kill the whole lot of them.



Defeating P-33 and Kalil provides **Laws of Robotics key**, which brings Nier one step closer to entering the Shadowlord's castle. Head back to the village to speak with Popola. As luck would have it, she has a potential lead concerning the whereabouts of the fourth stone fragment—The Aerie!



NEW QUESTS AVAILABLE!

Even more quests have become available while Nier was tending to the robots in the Junk Heap. Speak with Devola at the tavern in the village to get the client details concerning new quests. The clients are located in the village, Seafrent, and at the Junk Heap, so be prepared to travel.

The following quests are now available:

- The Despicable Man
- The Shade Army
- A Memorable Knife

Wendy



The ominous black swirl of gas and light was actually none other than the giant Shade Wendy absorbing the souls of the villagers. And now it has its enormous eye set on Nier! This floating sphere has but one weakness—its eye—and it's up to Nier's mastery of ranged magical attacks to keep it from destroying the entire village. Wendy tries to shield the eye behind its flared appendages, but its need to continuously spin in place creates an opening for Nier to attack. Charge up Dark Lance and aim it at the center of the sphere—in anticipation of a clean shot at the eye.

Wendy attacks by spewing hundreds of magical projectiles into the air, but this only makes it that much easier for you. Stand your ground against the onslaught of magical bullets and strike them down with a one-handed sword or spear to absorb the magic, and ready another Dark Lance attack.



Wendy soon summons normal Shades that appear behind Nier on the platform and attack. Use the spear's dash charge attack to knock them off the platform, then turn and focus on Wendy, as this is a sign it's getting weak. Continue to use a high-charge Dark Lance attack, and while the magic meter replenishes, keep firing jolts of Dark Blast at the eye.

Delivering a critical hit to the attack gauge sends a signal to Wendy that it's time to increase its ferocity. Wendy starts chasing Nier around the platform with a powerful laser. Move quickly and somersault away from the laser long enough for Emil to finally get involved in the battle. Emil uses his magic to distract Wendy so Nier can flank around behind it. Quickly make your way back over the bridge to the west side of the village and climb the ladders to the bridge leading to the chief's hut. Dash charge through the strings of magic bullets being shot out of Wendy, then return fire with a fully charged Dark Lance attack.

Wendy relocates to the area near the mailbox, forcing Nier to do the same. Return to the ladder on the west side and quickly leap down to the main bridge leading to the southernmost platform. Attack quickly with a Dark Lance attack as soon as you can get a clean shot at the eye, then switch to Dark Blast and continue to fire shot after shot at the eye to finish it off as soon as the attack gauge appears. Wendy summons additional Shades to the fray, but Nier can safely ignore them and focus on the eye.

Defeating Wendy brings about the utter destruction of The Aerie, but it also nets Nier the **Sacrifice key**. This leaves only one stone fragment left to find! Head back to the village and check with Popola to see if she has a lead on the final stone. It might not be what Nier was expecting, but she lets him know that there is some mail waiting for him in his mailbox. Better check on it!



NEW QUESTS AVAILABLE!

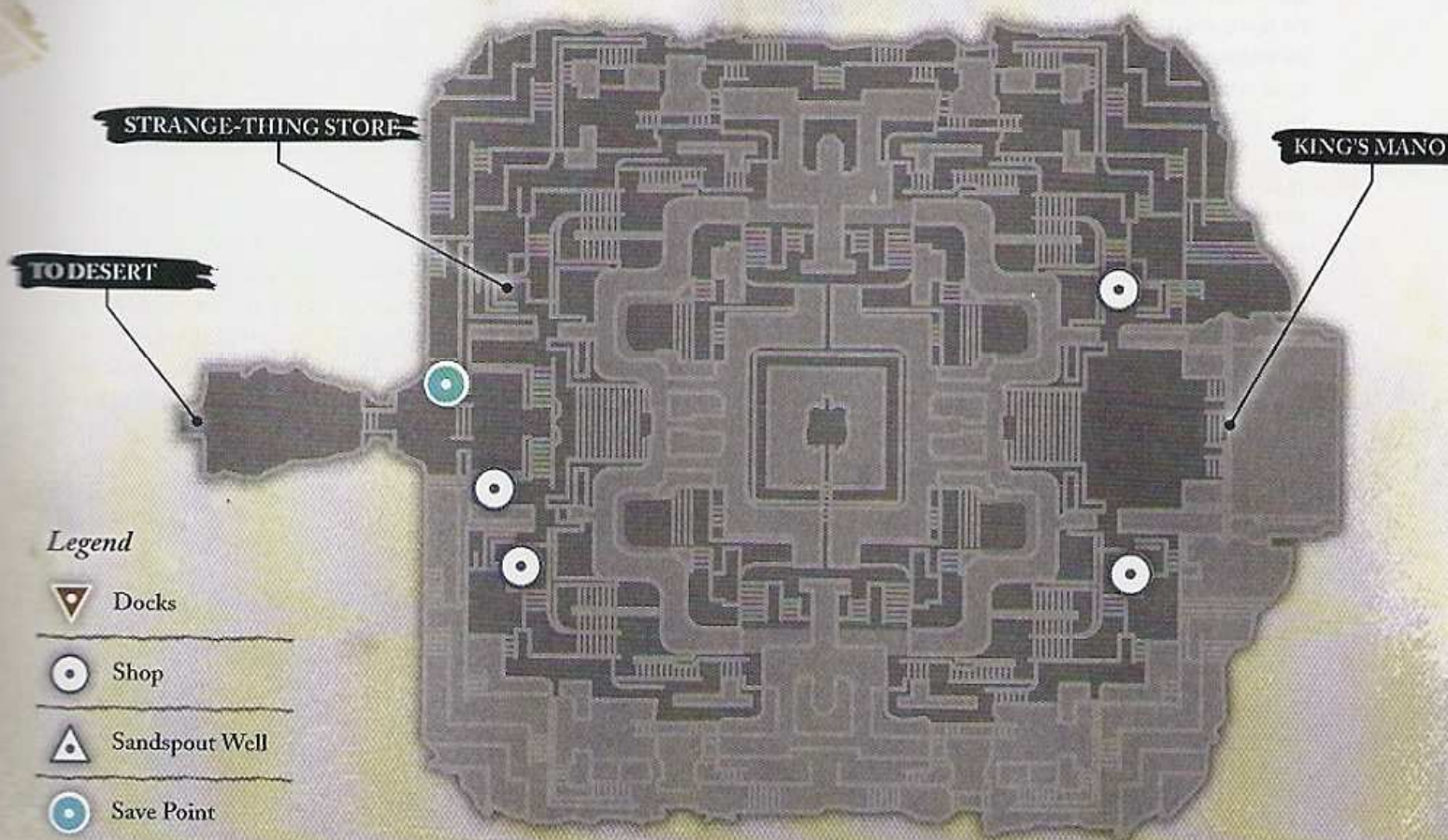
Nier is one step closer to being able to unlock the entrance to the Shadowlord's castle, but there are still plenty of quests to undertake back in the village and in Seafront. Many of the quests that have become available have follow-up quests that only become available once Nier has completed the previous quest. As always, be sure to speak to Devola in the village's tavern if you're uncertain about any new potential quests.

The following quests are now available:

- Search for the Shade
- Freesia

FACADE

TOWN



Legend

-  Docks
-  Shop
-  Sandspout Well
-  Save Point

SHOP DIRECTORY

Item Shop

Item Name	Price (G)
Medicinal Herb	100
Health Salve	1,000
Antidotal Weed	600
Watermelon Seed	80
Melon Seed	120
Gourd Seed	60
Rice Plant Seedling	60
Freessia Bulb	80
Flowering Fertilizer	300
Bounty Fertilizer	300

Material Shop

Item Name	Price (G)
Crystal	2,400
Clay	800
Amber	6,000
Wool	800
Wolf Hide	5,000

Grocery Store

Item Name	Price (G)
Watermelon	800
Melon	1,200
Gourd	600
Berries	200
Pumpkin	500

Blacksmith Shop

Item Name	Price (G)
Captain's Holy Spear	30,000
Phoenix Spear	32,400

ATTEND THE KING'S WEDDING



Make your way back across the desert to Facade and enter the king's mansion. Head up the stairs to congratulate the king on his impending wedding day and meet the new queen. The night before the wedding soon arrives, leaving Nier free to roam the mansion. Talk to Kainé in the lower hallway, then head up the stairs to speak with Emil. Step out onto the balcony to meet with the king to conclude the night.



The entire town of Facade shows up for the event the following morning, and it is truly a jubilant experience. Speak to the Advisor during the event to urge the ceremony forward and watch the king and Fyra become husband and wife.



DISPATCH THE WOLVES



The wedding is tragically interrupted by a pack of wolves led by a much larger black wolf that is actually a Shade. Grab your spear and begin dash charging the wolves nearest Nier to gain some space, then unleash a Dark Phantasm attack to soften up the pack. The black wolf is the primary threat, but Nier can avoid his homing magical blade attack by staying on the move and somersaulting away from the blades as they approach. Rapidly fire Dark Blast at the wolves while circling around and look for an opening to dash charge the leader. Nier only needs to land one or two solid hits with the spear in order to chase the wolves off, especially if under the effects of a strength drop.



A great deal of discussion follows concerning whether or not the people of Facade should hunt the wolves down. Nier will assuredly be a part of any such hunting party—head up to the balcony outside the king's bedroom when ready to advance on the wolf den. The king gives Nier the one-handed sword **Ancient Overlord** before setting out for the fight.



Roc

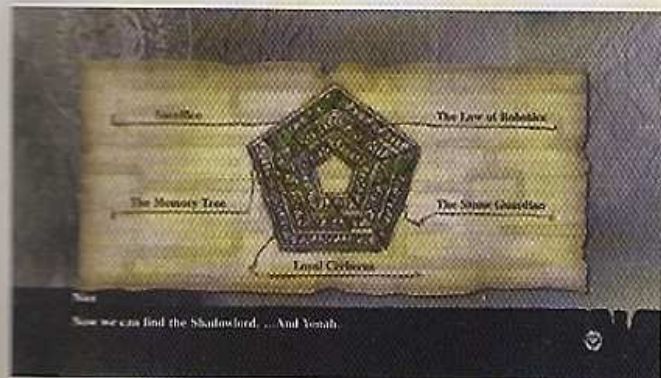
Nier won't be fighting this battle alone—the king, his Advisor, and several Masked Soldiers have come along for the skirmish. The battle takes place in the wolf den, but Roc leaps to an out-of-the-way ledge while dozens of regular wolves attack the party. Don't waste any magic or time trying to target Roc at this point—the lead wolf is untouchable until every last regular wolf has been slaughtered.



The wolves focus on targeting the king, and though he can handle himself fairly well (and has an abundance of health), the game ends if the king dies, so keep close to him. The fastest way to eliminate the marauding wolves is to hit them with a high-powered Dark Phantasm attack. Follow this with a series of dash charge strikes with the spear to soak up their blood and help the magic meter replenish. If you find yourself struggling to protect the king, get close to him and charge up a four-blade Dark Whirlwind attack. This tactic scatters the wolves and makes it easier for the rest of the hunting party to finish them off.



Defeating Roc and its massive pack of wolves not only helps exact the revenge the king was seeking, but it also gives Nier the **Loyal Cerberus key**, the final piece of the puzzle believed to unlock access to the Shadowlord's castle. Return to the village and speak with Popola about what comes next. Save your progress.



KEY COLLECTOR

You assemble the key to the Shadowlord's castle by locating the five stone fragments scattered across the land. Collect the keys from the Lost Shrine, Forest of Myth, Junk Heap, The Aerie, and the desert to complete the final key.

NEW QUESTS AVAILABLE!

This is it, your final quest alert before heading off to the Shadowlord's castle! Many of the new quests can be accepted by returning to Facade (and speaking with a certain person encountered in the desert). An additional quest becomes available once "A Shade Entombed" has been completed. Make a special trip up to the Forest of Myth to learn about "The Magical Stone" quest—it's worth the effort!

The following quests are now available:

- The Magical Stone
- A City Reborn
- A Shade Entombed
- Nightmares and Dust
- Shadows of the Desert

POPOLA'S FIGURE COLLECTION

Enter the room across from Popola's in the library to see a complete collection of model figures of every boss creature Nier has had to defeat in his journey.



Once the last of the regular wolves has been slain, Roc descends from its perch. Roc possesses a variety of attack styles, including a ground pound that creates a shockwave, a lunging bite attack, the homing magical blades that Nier likely experienced earlier in Facade, and a howl attack that causes knockback. Roc leaps onto the stone fountain in the center of the den before performing its spinning ground pound attack, so get ready to double-jump to avoid the shockwave if you see it vault up there.

Roc is going to focus on attacking the king, so Nier needn't worry too much about receiving a lot of damage. Instead, stand back and fire Dark Blast at the wolf. Roc moves around a lot; use Dark Blast's homing attack if Roc proves too difficult to hit.

Though magical attacks are useful, the best way to really harm Roc is by consuming a strength capsule and hitting it with air-dash charge attacks. Stay on the move and dash charge straight through the beast, then turn and air-dash charge on the return.

This helps keep Roc off the king and inflicts massive damage, especially with an upgraded Phoenix Spear!



LOST SHRINE

(RETURN)

HEAD FOR THE SHADOWLORD'S CASTLE



Ride the trade waterway to the Lost Shrine's rear entrance and prepare for a battle unlike any of Nier's previous encounters. Every remaining Shade has come to the Lost Shrine in an effort to keep Nier from reaching the castle. Equip a spear or two-handed sword and cast Dark Whirlwind. Dodge-roll forward towards the armored Shades and use spinning attacks to chop through their armor and knock them down—the Dark Whirlwind's blades can finish them off! Several Shades wait for Nier atop each of the ladders leading up the side of the mountain, but Nier also encounters a couple of flying Shades. Use Dark Blast or Dark Lance to knock the flying Shades out of the air and continue to the interior.



Numerous Shades lie in wait inside the Lost Shrine, and many activate magic-resistant shields after being hit by a magic attack. Since Nier only has one chance to strike with magic before the shields come up, he should make it count! Unleash a potent blast of Dark Phantasm to knock the Shades askew, then rush over and finish them with an execution attack.



NEW WORDS

Killing every enemy that spawns in a particular area is a great way to gain some powerful new Words. Defeat all of the Shades in the rear entrance area to acquire "Lugzarken," which reduces magic cost by -30%. Slay all of the Shades on the ground floor inside the Lost Shrine to gain the Word "Ashurzarr," which improves physical defense by +25%.

Work your way around the second and third floors in a counter-clockwise direction just as you had done previously. Many of the small rooms along the perimeter host a number of Shades. Get in a quick magical attack when they first appear, then finish them off with melee attacks. The occasional large Shade appears outside of these rooms, typically near the stairs, but they should pose little threat to Nier at this point. Consume a strength drop and leap into the air for a Skull Cracker. Continue to the door leading outside to the roof and follow the familiar route up and over the walls and ladders to the Altar entrance.



Save It Twice!

This is a good time to sing the benefits of saving to multiple save slots. If you haven't already been doing so (why not?), then you should really save your progress at this point to two or three save file slots. There is no going back from this point, but there is an opportunity to overwrite your progress at the end of the game with a clear-game data file. Saving to two slots here ensures you don't accidentally overwrite your only near-end save file with the clear-game data.

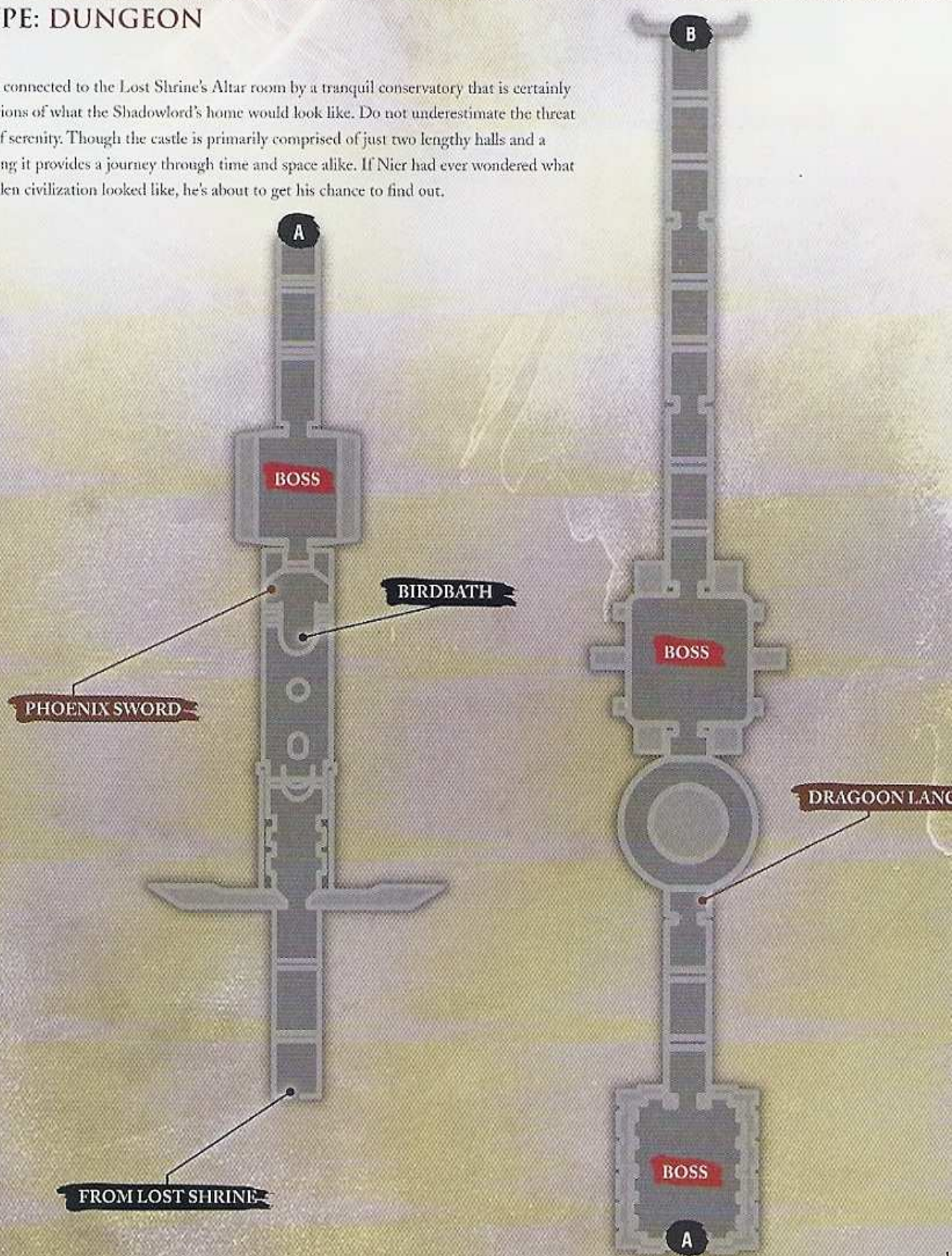
Cross the empty halls of the Altar to the gate leading to the Shadowlord's castle. There is no turning back: use the key to unlock the gate and step forward.

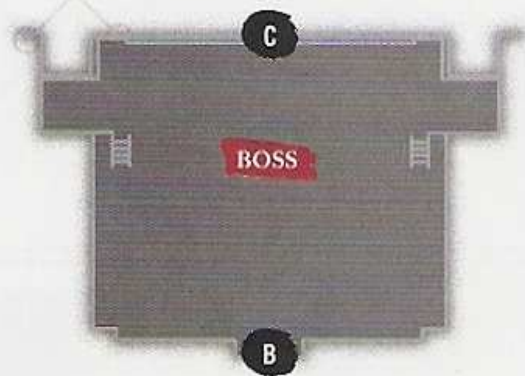


SHADOWLORD'S CASTLE

AREA TYPE: DUNGEON

The Shadowlord's castle is connected to the Lost Shrine's Altar room by a tranquil conservatory that is certainly at odds with one's expectations of what the Shadowlord's home would look like. Do not underestimate the threat lying beyond this garden of serenity. Though the castle is primarily comprised of just two lengthy halls and a spiraling staircase, navigating it provides a journey through time and space alike. If Nier had ever wondered what the construction from a fallen civilization looked like, he's about to get his chance to find out.





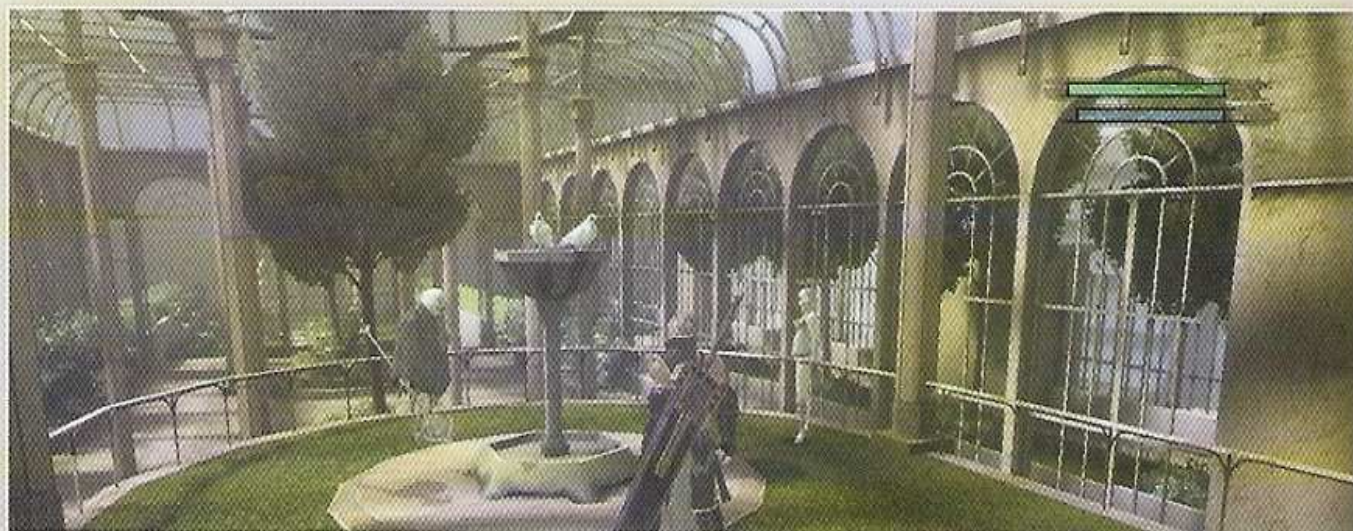
Commonly Found Items & Raw Materials

Item Name	Item Type	Source
Phoenix Sword	Weapon	Crate
Dragoon Lance	Weapon	Crate
Medicinal Herb	Consumable Item	Crate
Health Salve	Consumable Item	Crate
Recovery Potion	Consumable Item	Crate, Enemy Drop
Strength Capsule	Consumable Item	Crate
Closed Book	Material	Enemy Drop
Strength Drop	Consumable Item	Enemy Drop
Used Coloring Book	Material	Enemy Drop
Rusty Kitchen Knife	Material	Enemy Drop
Leather Boots	Material	Enemy Drop

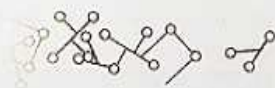
SATISFY THE BIRDS

Cross the garden and ascend the stairs at the far end. Smash the crates on the left to find the **Phoenix Sword**, then turn and approach the bird-bath. The two birds sitting on the lip of the bath not only talk, but they are also the arbiters that decide who may enter the Shadowlord's castle. Their test consists of three questions about souls, and it's up to Nier and Grimoire Weiss to answer these not as someone true of spirit and light, but as someone who serves the Shadowlord. The correct answers are as follows:

- 1 Because of a black disease.
- 2 By separating body from soul.
- 3 They are placed in their corresponding shells.



SEARCH INSIDE FOR YONAH



There's a surprise awaiting Nier inside the castle: Devola and Popola! Listen to their explanation of how they came to be in the Shadowlord's castle, then promptly ignore their plea for Nier to turn around and go back to the village. Tell them you're here to rescue Yonah, and prepare for battle!



The Twins

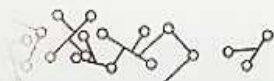
The twins from the village share a single health bar, so it's up to you to decide which one to attack—it's best to use the two-handed sword Iron Will and strike them both! Sprint forward and use Dark Hand to hit the twins simultaneously as soon as the battle begins. They'll attack with short-range melee strikes that are easy to dodge. Stand out of their reach and rely on the length of the Iron Will to slash at them from afar. They'll teleport around the room after being struck, so look for the pink glow and be ready to strike when they reemerge.



Once they have lost roughly one-fourth of their health, the battle shifts. They'll use their powers to learn the Sealed Verses from Grimoire Weiss, and start attacking with Dark Blast, Dark Hand, and Dark Lance. Dodge-roll to avoid their Dark Blast and Dark Lance attacks and try to slip in behind them if they attempt charging a Dark Hand attack. Continue using the Iron Will and spinning attacks to strike both of them as they rise from the ground after teleporting. They may eventually split up, but they'll be stuck together for much of the battle. Look for opportunities to hit them with a Dark Hand attack. The twins pull back just as their health is about to run out, thus ending the battle prematurely.



THE ROYAL BALL



Continue north to the ballroom where the illuminated spirits of a dozen couples can be seen dancing in unison. That is, until they turn out to be Shades! These merry couples gradually transform into Shades, providing a lengthy supply of enemies for Nier to contend with. Many of the Shades that attack in this room are quite large and very heavily armored; some even possess massive blast shields! Nier can clear the lot of them using the tried-and-true combination of Dark Phantasm and spinning attacks, but it's important to not take this fight lightly. Many of the larger Shades roll up and charge into Nier from across the room like a spiked wrecking ball! Dodge these roll attacks by double-jumping over them, then turn in mid-air and land a Skull Cracker! Nier eventually must face one or two flying Shades as well. Use either Dark Lance or Dark Blast to knock them out of the air, then eliminate them with a finisher attack.

Nier can gain multiple new Words during this battle. "Ululoth" provides an increase to armor break of +30%, and "Hoduloth" increases knockback resistance by +30%. Both of these Words should be immediately applied, as the next major enemy is heavily armored and has a penchant for ramming in Nier.

Kainé eventually succeeds in kicking the door open, only to find dozens of magic-spewing Shade spheres piled against it on the other side. The spheres overwhelm Kainé, knocking her down. Cast a Dark Whirlwind spell and take off running inside of the red tiles on the floor in a counter-clockwise direction. The spinning blades of the Dark Whirlwind spell inflict heavy damage to the spheres and also knock them into the center of the room. Tighten the circle to destroy even more of them once they've been sufficiently corralled. Check on Kainé as soon as it's safe to do so.



Goose and Armored Goose

A massive Shade in the form of a wild boar enters the ballroom and wastes no time in trying to ram Nier with its massive horns. If Nier thought getting tusked by the wild boar in the northern plains hurt, then wait until he gets a load of Goose! Kainé and Emil immediately begin attacking Goose, thus softening the giant Shade up for Nier to deliver the fatal blow. Switch to a spear and charge up for an explosive multi-hit thrust! A charged spear thrust hits multiple times and can knock Goose onto its side. Though it may get up and perform a powerful ground-pound attack, it most likely won't get up at all. This is especially true if Nier is already at level 28 or higher, or if he has upgraded the Phoenix Spear and used a strength drop.

If it seems like Goose was a very easy kill, that's because Armored Goose is the one you really have to worry about. Armored Goose is a much tougher version of Goose, and though the fight is very similar, Armored Goose never truly dies. Time and again, Armored Goose gets up and charges Nier in effort to knock him high into the air with its massive tusks. Tap the Defend button if thrown into the air so Nier can straighten out and land on his feet.

Continue to use the spear and attack Armored Goose with charged thrust attacks. Keep jabbing at the Shade until it gets up and charges again—then hit it with a charged thrust to stop it



Continue north through the lengthy hallway and smash the crates to load up on extra health salves and a strength capsule. Make sure Dark Hand and Dark Blast are active and that Nier's health is full. Open the door at the far end of the hall only when you're ready for another battle.



dead in its tracks. Armored Goose eventually regains much of its health, but starts emitting a poisonous green cloud. The poison eats away at Nier's health, but it does so very slowly. Continue attacking the beast with spear attacks while Kainé works to open the door. Armored Goose keeps replenishing its lost health, so listen for Kainé's cue and exit the room as soon as possible.

Sprint down the hall towards the spiraling stairway and smash the crate on the right to gain the Dragoon Lance, the final weapon pick-up in the game. Armored Goose is going to be hot on Nier's tail at any moment, so it's essential that Nier ascends the spiraling staircase as quickly as possible. Dodge-roll forward, leap into the air, and perform an air-dash charge

to smash through the crates blocking the path. Collect as many medicinal herbs and health salves as possible on the way up the stairs, but don't slow down! One hit from Armored Goose on the stairs is all it takes to kill Nier, so run for your life!

Enter the room at the top of the stairs and brace yourself for another showdown with Armored Goose. Use a defense drop and ready the spear for combat. Continue using the same charged thrust attacks and dash charges done previously to keep the beast at bay. It won't take long before the king of Facade and his Masked Men join the fray. Work with the king to keep Armored Goose on the defensive while the others unseal the door.



The Twins

(Second Encounter)



The time has come to finish what the twins started back on the lower level. This time, however, they are content to fight Nier one-on-one—sort of. Devola teleports down from her seat on the stage to battle Nier, while Popola lends magic support from a safe distance.

Watch for Devola to teleport near Nier and be ready to hit her with a charged spear thrust as soon as she emerges. Kainé and Emil do lend a hand in attacking her, but Nier must inflict most of the damage himself. Use a strength drop to increase the damage he delivers and continue the assault until Devola begins to attack with Dark Hand or Dark Lance. Popola summons a string of magical Dark Whirlwind spheres that spin around Devola, offering her some protection. Use Dark Blast to destroy these spheres, then hit her with Dark Hand to knock her back and force her to teleport. An air-dash charge with a powerful spear is a great way to finish her off. Just don't expect Popola to enjoy this outcome...



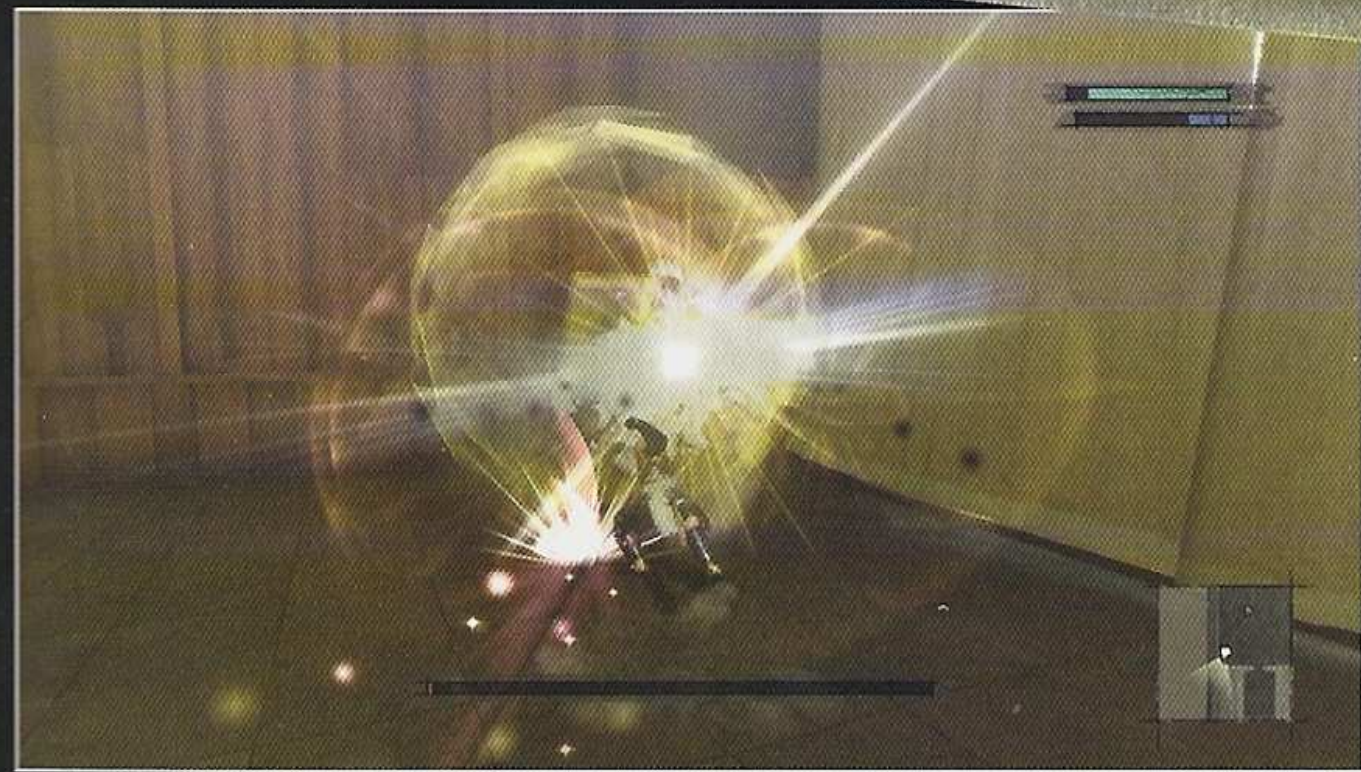
Popola enters the fight to avenge the death of her sister and attacks by hurling massive waves of magical spheres at Nier. Strike her with Dark Hand or Dark Blast as soon as she becomes an active target. Switch to Dark Gluttony and try to time its use to absorb the brunt of the spheres headed Nier's way. Dark Gluttony is the only attack that can deal with the dark spheres that are intermingled amongst the normal pink ones. Use a spirit capsule to reduce the damage taken from the spheres and advance on Popola. If Dark Gluttony proves too difficult to time, rest assured that Nier can run and air-dash charge his way to Popola.

A massive army of tiny armor-clad Shades attacks in the final hallway leading to the Shadowlord. Grab the Iron Will and spin and slash through them with ease. A small batch of tougher enemies lies beyond the little ones, but the real fun doesn't begin until Nier passes through the next door. Dozens of Shades of various sizes surround him as soon as he reaches the middle of the third section of this great hallway. Consume a strength drop and perform spinning attack after spinning attack—there is simply no time once the enemies appear to charge a Dark Phantasm or Dark Whirlwind attack, so don't even try. Just cut them down with Iron Will and gather up the items they drop.



Grimoire Noir (Second Encounter)

Grimoire Noir has fought—and lost—to Nier once before, and one gets the feeling that it is fighting this battle against its wishes. It is slow to attack Nier at the beginning of the fight, a delay that gives Nier an incredible opportunity to all but end the fight with a single attack. Consume a magic drop and charge a full-power multi-fist Dark Hand attack. Grimoire Noir then takes off to a corner of the room where it surrounds itself with its pages, just like it did in the library some time ago. Use Dark Blast to destroy the pages, then leap into the air and deliver a fatal air-dash charge to Grimoire Noir.



Shadowlord



The time has finally come to battle the Shadowlord, and when dealing with a speedy opponent such as this, it's best to not waste a single second. Equip a spear and dash charge towards the Shadowlord while avoiding its ranged attacks. The Shadowlord is quite agile—and can fly as well—but it cannot withstand Nier's charged spear thrusts and is knocked to the ground easily. Move in close and use the spear to knock the cretin on its back. Follow this up with subsequent jabs of the spear or with a Dark Hand attack to keep the Shadowlord on the ground and on the defensive.

Once it has lost half of its health, the Shadowlord teleports away from Nier, interrupting the battle. Expect a much different style of combat from Shadowlord when the battle resumes. It takes to the air and attacks with large doses of magic-resistant spheres and indestructible columns of lightning-like energy.



Evade these attacks as best you can using dash charges and dodge-rolls, and try to knock the Shadowlord out of the air with a Dark Hand attack.

Unfortunately for Nier, the battle takes a dire turn as soon as the Shadowlord has lost most of its health. At this point in the battle Nier loses his ability to use magical attacks. Nier is pushed to the south end of the hall, and the Shadowlord moves to the far northern end and begins emitting continuous waves of magical spheres. Since Nier has no magical abilities of his own anymore, the only way to reach the Shadowlord is to carefully run, leap, and dash charge through the plethora of projectiles. Nier must make his way to the stationary Shadowlord and dash charge it three times to win the battle. After each successive hit, Nier gets propelled back to the south end of the hall and is forced to advance once again.

Don't give up. Stay on the move, thrust the spear through the projectiles, and bury the blade in the Shadowlord once and for all.



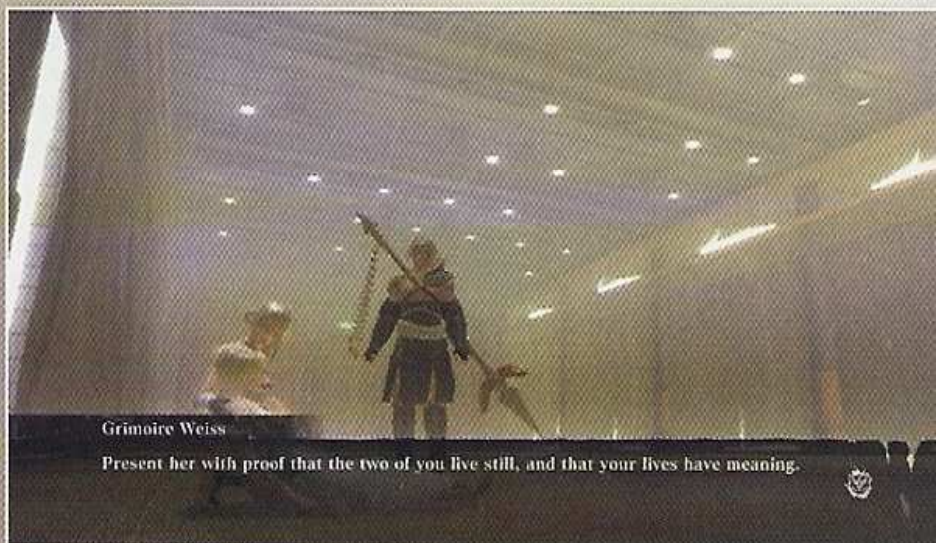


Who Does She Love More than Anyone?

Follow Grimoire Weiss's advice and present Yonah with the evidence that your lives have meaning and that she and Nier belong together. Yonah answers a series of questions, then asks you who she loves the most. Enter the name you assigned Nier's character at the start of the game to help her revive.

A WORLD IN FLUX

Congratulations! You said goodbye to the relative safety of the village and entered the Shadowlord's castle unsure of what would happen. The battles were numerous and challenging, but you persevered. And, with Yonah looking on, you cut down the very thing that took her from you.



Grimoire Weiss

Present her with proof that the two of you live still, and that your lives have meaning.

MULTIPLE ENDINGS

The game features four different endings: A, B, C, and D. The ending that you acquire has to do with how many times you've beaten the game. At the first play through ending A is automatically played, however if you continue on and play again, then it is possible to view the other three endings. Ending B requires you to complete the second half of the game again, starting from the moment Kainé is available again. For the C and D endings, you must acquire all weapons, then a choice is presented to you. Choosing the first option will play Ending C, and the second option will play ending D. Regardless of which ending you experience, be sure to let the credits roll and save your clear-game data to one of the three available slots. Load this clear data to experience Kainé's story.

ENDINGS C & D:

BERSERK KAINÉ BATTLE

Those who meet the criteria that triggers Ending C or D must once again face off against Berserk Kainé. Berserk Kainé has a magical point on either side of her that she uses to attack with high-speed, deadly magical ranged attacks. Immediately attack Kainé at the start of the battle, then back away and focus on avoiding her attacks with dash charges and dodge-rolls. These magical points eventually disappear, at which point she'll focus on attacking with dash attacks and some other less-threatening magic. Give her a wide berth whenever she backflips, as that's a surefire indication she is about to dash attack or perform a spinning magic attack. Land spear thrust attacks and air-dash charges to knock her down, then follow it up with charged spear thrusts or quickly switch to Iron Will and land a Skull Cracker.

When presented with the choice at the end of the battle, be sure to select the first choice the first time you're asked, since not doing so causes all of your save files to be deleted (if you do not quit the game during the credits). Don't say that you were not warned!

QUEST GUIDE

Nier's fellow villagers know how hard it is for a single father to try to balance caring for a sick child with work. Many of the people Nier encounters offer him side quests that he may accept in order to earn extra gold and items. While many of these quests can be completed rather quickly, some are far more involved and can prove to be somewhat dangerous.

PART ONE

Without spoiling any story elements for you, bear in mind that the game is essentially split into two separate halves. The first half of the game is spent collecting the Sealed Verses, at which time an event occurs that makes completing nearly all of the quests contained in this "Part One" section impossible to finish. The only quests that can be accepted in the first half of the game and carried over to what equates to "Part Two" are the following:

- The Fisherman's Gambit series
- Boar Hunt!

Look out for "Quest Alerts" included throughout the walkthrough to alert you to new batches of quests that become available during the story, usually after Nier obtains a new Sealed Verse or accomplishes a major task. Several of the quests listed here represent a series that must be completed in a particular order. The quests in this chapter are divided by area, in roughly the order that they become available.

THE VILLAGE

BOAR HUNT!



An old man sitting next to the item shop in the shopping district says that a wild boar has been injuring people in the northern plains. It's time to end its rampage.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses.

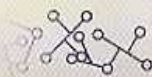
Reward: 1000 gold, Boar Tusk



STRATEGY

The northern plains area is home to multiple wild boars, each of which is quite large, surprisingly fast, and extremely dangerous. Once hit, they charge over and over at their prey in an attempt to gore it with their giant tusks. Taking on a wild boar in the wide open central area of the northern plains is suicide. Fortunately, there is a way that Nier can defeat a wild boar with minimal risk. Proceed to the northwest corner of the map and locate the tree near the entrance to the narrow canyon. Use Dark Blast to get a wild boar's attention, then run behind this tree. The wild boar then charges headfirst into the tree, knocking itself out. Run up to it, slash at it four times with the sword, then back away behind the tree. The boar regains consciousness and charges again—right into the tree! Step out from hiding and slash at it while it lies on the ground, then take cover again. As long as you keep the tree directly between Nier and the wild boar, he'll be safe. Once you defeat the beast, you'll gain the boar tusk that lets you ride these massive creatures in the future. Return to the old man for your reward.

THE LOST EGGS



The item shopkeeper says the village chickens are laying eggs in hidden spots of their own choosing. Find an egg and bring it to the client.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses.

Reward: Health Salve

REQUIRED ITEMS

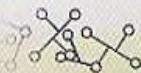
Item Name	Quantity
Chicken egg	1



STRATEGY

Talk to the boy running around the fountain in the shopping district to learn about the chicken egg he saw hidden in the shadows. No one else in the shopping district has any information, so head north towards the field with the pigs and speak to the man nearby. He'll point you to the fountain at the base of the hill near the library. Walk along the east side of the arches behind the fountain until you get to the final column and spot the missing item. Take the chicken egg back to the item shopkeeper for your reward.

SHOPPING LIST



The florist in the shopping district has asked you to travel to Seafrost and buy three tulip bulbs.

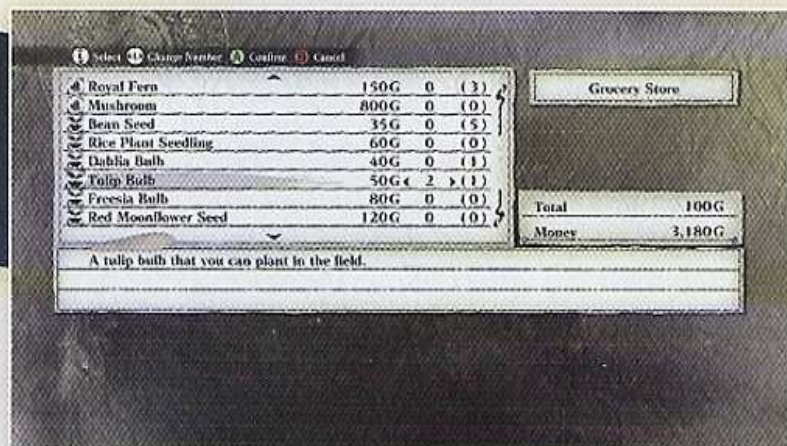
Difficulty: ★★★★★

Availability: After learning about Sealed Verses.

Reward: 500 gold, Planting Field Level 1

REQUIRED ITEMS

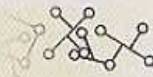
Item Name	Quantity
Tulip bulb	3



STRATEGY

Even though one of the crates in Seafrost contains a tulip bulb, the easiest way to complete this quest is to purchase the requisite items from the grocer in Seafrost. Tulip bulbs only cost 50 gold each. The grocer is located on the main road leading down to the beach; the grocery shop is on the right-hand side and is staffed by a lady in a red dress. Bring these items back to the florist in the village shopping district to gain the ability to use the first row in your planting field.

OLD-FASHIONED HOME COOKING



A woman in green near the fountain in the shopping district has asked you to collect ten pieces of mutton.

Difficulty: ★★☆☆☆

Availability: *After learning about Sealed Verses.*

Reward: 1500 gold (repeatable)

REQUIRED ITEMS

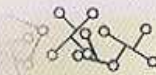
Item Name	Quantity
Mutton	10



STRATEGY

The lady near the fountain needs you to collect ten mutton from the sheep in the northern plains, and now that you have the Dark Blast magic, this couldn't be easier. Simply head out into the field and rapidly fire the Dark Blast at the sheep to drop them. Some may yield wool instead of mutton, but most of these beasts give up the meat you seek. Collect ten pieces and return them to her for 1500 gold. Continue harvesting mutton as you travel back and forth through the northern plains, even after completing this quest. The woman will continue to purchase mutton from you (in quantities of ten only) whenever you have it.

THE GATEKEEPER'S ERRAND



A guard at the northern gate asked you to deliver a message to the blacksmith's wife.

Difficulty: ★☆☆☆☆

Availability: *After learning about Sealed Verses.*

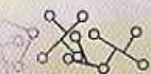
Reward: 500 gold



STRATEGY

This is arguably the easiest and shortest quest that you will encounter in the game; all you need to do is return to the shopping district and speak to the lady sitting to the left of the blacksmith. Relay the message about his order of equipment, listen as the woman fantasizes briefly about the guard, then collect your reward. It's so easy, you'll almost feel guilty for taking her money.

FRAGILE DELIVERY



A guard at the northern gate has asked you to deliver a parcel to the gold house at the highest point of The Aerie. The parcel is fragile, so take extra care when carrying it.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses.

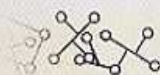
Reward: 500-1500 gold



STRATEGY

This quest is available very early in the game, but should not be attempted until Hook has been defeated and Kainé has joined your party. It also helps tremendously to have first completed the "Boar Hunt!" quest and gained the ability to ride wild boars. This is because of the presence of Shades throughout the northern plains and The Aerie, and it only takes one somersault or hit to break the fragile parcel. Nier loses 50 gold from his pay (starting at a maximum of 1500) each time the item breaks and he must get a new one from the guard. Wait until The Aerie is free of Shades, then ride the wild boar straight across the northern plains to The Aerie. Use Dark Blast to beat back the bats in the cave, then carefully climb the ladder to the upper walkway and cross the bridge to the village chief. Make sure you are not knocked off the wild boar (or crash it into a rock or the side of the bridge), and don't fall or somersault. Deliver the item, then return to the guard in the village to collect your reward.

BOOK SMARTS



A woman in the village library needs help organizing some books.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses.

Reward: 500 gold

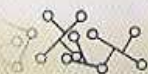


STRATEGY

The woman working in the library needs help re-shelving some of the books. Take the red book from her and circle around the upstairs of the library in a clockwise direction towards the stairs. Place the book on the second bookshelf from the left to the east side of the room. This is the shelf near the ladder. Return to the woman to collect the blue book. Head down the stairs and place this book on the third shelf from the right on the south side of the library. This is the shelf to the right of the ladder on the south side of the room.



A DOG ASTRAY

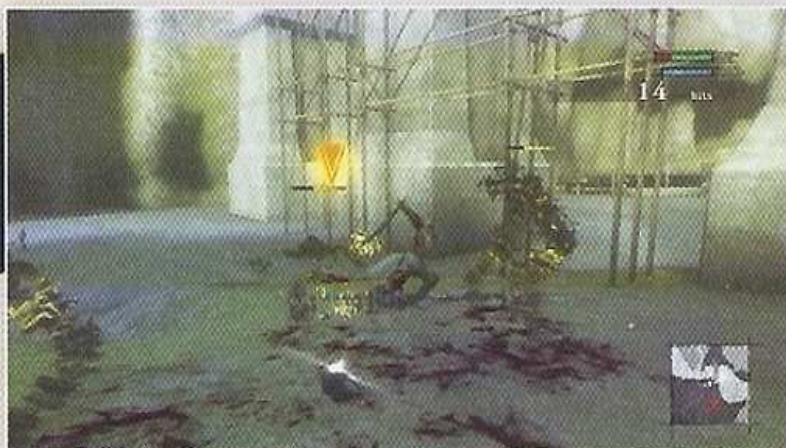


An old man near the shopping district's southern entrance needs help finding his dog. The animal likes to roam the northern plains.

Difficulty: ★★☆☆☆

Availability: After helping the old lady in Seafront.

Reward: 1000 gold



STRATEGY

The man's lost dog can be found in the northern plains, near the scaffolding leading across to the Junk Heap. The dog found its way to a very dangerous area and died at the hands of the multiple large Shades that attack when you get close. Beat back the Shades using Dark Hand and repeated sword strikes to guard break these foes. You can also use the leaping overhead attack to knock the enemies back, then move in for a finishing move. Inspect the dog's body after defeating the Shades to find **Max's Herbs**. Return to the southern end of the shopping district and speak to the man near the blacksmith—he's the old man's grandson.

A RETURN TO SHOPPING



The florist needs three bounty fertilizers for her seeds. They're apparently available for sale at Seafront.

Difficulty: ★☆☆☆☆

Availability: After completing the "Shopping List" quest.

Reward: 2000 gold, tulip bulb, bounty fertilizer, Planting Fields #2 and #3

REQUIRED ITEMS

Item Name	Quantity
Bounty fertilizer	3



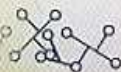
Florist

Oh, thanks. Sorry to make you go all that way. Here's money for the materials, and a little extra for your trouble.

STRATEGY

As with the tulip bulbs the florist wanted in her first quest, the bounty fertilizer can be found in a crate in Seafront, but it is much easier to simply purchase them from the item shop in Seafront for 300 gold each. Don't worry about the cost, since the florist will more than reimburse you for them. Best of all, once you return the items to her, she'll not only pay you for your troubles, but you'll also be able to access the final two planting rows in your field. Use the bounty fertilizer and tulip bulb she gives you and get started planting, but don't stop there. Definitely plant some seeds for wheat, melon, watermelon, and pumpkin right away—the reasoning behind this will be unveiled in due time.

YONAH'S HOME COOKING



Yonah needs venison and wheat for her cooking.

Difficulty: ★★★★★

Availability: After healing Yonah with the shaman fish.

Reward: N/A

REQUIRED ITEMS

Item Name	Quantity
Venison	1

Item Name	Quantity
Wheat	1



STRATEGY

Yonah's stew may not sound terribly appetizing, but at least the ingredients are easy to procure. You can find all the venison (and deer antlers, for that matter) in the southern plains, and wheat can be purchased from the grocery store in the village for 500 gold. Though you may be tempted to plant a wheat seedling in an effort to grow the wheat needed to complete this quest, it takes quite a while for the wheat to grow. Bring the ingredients to Yonah, then either remind her not to burn the stew or to make sure she cuts the meat into small enough pieces. Your choice only affects Nier's comments, and doesn't have any real impact on your success in the game.

THE BALLAD OF THE TWINS



Have Devola and Popola sing a song for you. Discuss the matter with both of them.

Difficulty: ★★★★★

Availability: After helping the old lady in Seafront.

Reward: N/A

REQUIRED ITEMS

Item Name	Quantity
Lizard tail	5
Mouse tail	5



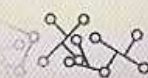
STRATEGY

This is a multi-step quest that requires a bit of traveling in order to complete it. First, speak to Devola in the bar in the village. She's more than happy to sing with Popola, so you needn't worry about her. Now, go to the library and talk to Popola. As it turns out, Popola suffers from stage fright and can only get up the courage to sing if she has a special drink that is only served at the tavern in Seafront. Talk to the tavern keeper in Seafront to learn the requirements for the drink: 5 lizard tails and 5 mouse tails.

Lizard tails are found in the northern plains, near the rocky steps leading down to the ladders close to the bridge to the Junk Heap. Look for lizards running around and examine one to obtain a lizard tail. Collect the mouse tails from the mice outside the Junk Heap. You'll need to exit and enter each of these areas a few times to obtain the necessary quantities.

Bring the required items back to the tavern keeper in Seafront to get the special drink that Popola likes. Carry this drink back to the village and deliver it to Popola in the library. Listen to Devola and Popola play in the tavern. Then, talk to Devola whenever you want them to stop.

ON THE WINGS OF EAGLES



The tavern keeper needs more ingredients for her medicine. This time she needs an eagle egg, found in high places where the wind blows.

Difficulty: ★ ★ ★ ★ ★

Availability: After delivering the letter from Seafront to Popola.

Reward: 2000 gold

REQUIRED ITEMS

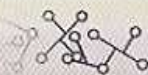
Item Name	Quantity
Eagle egg	1



STRATEGY

You can accept this quest well before Nier and Kainé team up to defeat Hook inside The Aerie, but you won't be able to complete it until you leave the area following the fight. Return to The Aerie once the dust settles and continue on to the walkway near the village chief's house. Descend the ladder to the left of the bridge to reach the level beneath and locate the sparkle to the right. Take the **eagle egg** back to the tavern keeper in the village, who subsequently uses it to make old lady's elixir+. Take the potion to the old lady near the fountain by the library to complete the quest and receive your payment.

FRAGILE DELIVERY 2



An old man near the fountain in the shopping district has asked you to deliver a parcel to the tavern in Seafront. The parcel is fragile, so take extra care when carrying it.

Difficulty: ★ ★ ★ ★ ★

Availability: After completing the first "Fragile Delivery" quest.

Reward: 500-1500 gold



STRATEGY

This second "Fragile Delivery" quest is similar to the first, but much easier to complete provided you've gained some skill in riding the wild boar—and that you remember not to fall or somersault! Exit the village through the southern gate and quickly climb aboard the wild boar in the southern plains. Ride the wild boar due south while sprinting to avoid the Shades in the area. Drift around the turns and avoid the rocks, and continue galloping directly to the Seafront entrance. Once in Seafront, head straight down the main road to the last door on the left and enter the tavern to deliver the tray. Return to the old man by the fountain for your reward. The reward system for this quest works just like the prior one of its type: he'll deduct 50 gold for each failed attempt, starting at a maximum of 1500 gold.

YONAH'S GIFT



Yonah asked you for a melon.

Difficulty: ★★☆☆☆

Availability: After defeating Hook in *The Aerie* and completing the "Yonah's Home Cooking" quest.

Reward: N/A

REQUIRED ITEMS

Item Name	Quantity
Melon	1
Watermelon	1
Pumpkin	1



STRATEGY

Little does he know, but Nier's daughter Yonah wants to cook him something again. She'll first ask for a melon, then a watermelon, then a pumpkin. If you planted the seeds for these crops earlier, there is a good chance they are ready for harvest. Even though you can purchase a melon from the grocery store in Seafront for 1200 gold, and buy a pumpkin from the grocery store in the village for 500 gold, the watermelon can only be purchased at the grocery in Facade, which you may not have visited yet. An alternative is to find the watermelon seed in a crate on the storage racks in *The Aerie* and plant it with speed fertilizer (and water) to grow a watermelon. The crates in *The Aerie* also contain a melon seed if you wish to go that route. You may also purchase pumpkin seeds from the flower shop in the village for 50 gold each. Give Yonah each of the items, then sit down and enjoy the dessert. Yum!

THE RUNAWAY SON



A man across the way from the weapon shop near the southern gate needs help finding his runaway son. The young man apparently wears an unusual-looking hat.

Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade.

Reward: N/A

REQUIRED ITEMS

Item Name	Quantity
Mutton	5
Goat meat	3



STRATEGY

This is one of the lengthier quests that you can take on in the first half of the game, and it's worth highlighting the fact that there is no reward for completing it (aside from making progress towards unlocking Achievements/Trophies). With that said, the first step is to locate the man's runaway son. The man's description is helpful, and you can find your target standing near the fountain in the plaza at Seafront. The kid agrees to go home if Nier helps him prepare a feast for the tavern keeper in Seafront, with whom he's been staying. Collect five mutton from the northern plains and three goat meat, and bring the meat to the tavern keeper.



Much to Nier's chagrin, it turns out that the boy was lying—he wasn't cooking a meal for the tavern keeper! Return to the boy's father in the village to learn that the boy is a habitual liar. Then, under Grimoire Weiss' urging, return to Seafront to look for clues. Enter the town of Seafront and immediately turn around and speak to the man standing near the gate. The man recalls a strange kid trying to figure out how to get into Facade.

Make your way back to Facade and talk to the people up the steps to the south of the weapon shop. They'll report that someone had just moved into the adjacent house. Examine the door to locate the boy. He'll agree to pack his belongings, but then takes off running. Chase after him across the desert and speak to him every time he pauses. Defend him from the wolf attack, then return to his father's house in the village to learn a valuable lesson.

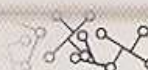


SEAFRONT

FRAGILE DELIVERY 3



THE FISHERMAN'S GAMBIT



The guard at the eastern gate has asked you to deliver a parcel to Facade's weapon shop. The parcel is fragile, so take extra care when carrying it.

The old fisherman will teach you some techniques if you can catch ten sardines.

Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade and after completing the "Fragile Delivery 2" quest.

Reward: 1,000 to 3,000 gold

Difficulty: ★★☆☆☆

Availability: After catching the shaman fish.

Reward: Fishing Level 2

STRATEGY

This is by far the most difficult of the "Fragile Delivery" quests due to the sheer volume of wolves, scorpions, and Shades that Nier must contend with as he crosses the desert. There are two ways to make this trek much easier, and both rely on the sandspout wells that exist in the desert. The easiest way to cross the desert is to initially return to Facade and speak to the king of Facade on the roof of his manor to gain access to the sandspout network of underground passages. Head out into the desert and unlock the sandspout wells near the eastern road and near the city of Facade. With this completed, Nier can use these wells to traverse the desert underground and avoid any enemy encounters.



If you haven't gained access to the sandspout wells yet, your other option is to quickly run and jump onto the well near the desert entrance from the eastern road and attack the wolves from the safety of this perch. The wolves can't climb onto the sandspout well to knock Nier off. Use Dark Lance and Dark Blast to slaughter the packs of wolves that attack. Check the mini-map for additional wolves and when the coast is clear, make a dash for the city gates.

Bring the item to the blacksmith, then return to the guard at the eastern gate in the village to collect your reward. This guard is willing to pay as much as 3000 gold if you complete the quest on your first attempt, but he'll deduct 100 gold for each parcel you break.



REQUIRED ITEMS

Item Name	Quantity
Sardines	10

STRATEGY

Purchase at least 12 lugworms from the tackle shop in Seafront and travel to the beach near the lighthouse to go fishing. Sardines are salt-water fish that can be caught on lugworm bait by any fisherman at least level 1 in skill. Catch the ten sardines, then bring them to the old man on the pier to learn his special techniques that increase Nier's fishing level and unlock the next quest in this string.



THE FISHERMAN'S GAMBIT, PART 2



The old fisherman will teach you some techniques if you can catch seven blowfish.

Difficulty: ★★☆☆☆

Availability: After completing "The Fisherman's Gambit" quest.

Reward: Fishing Level 3

REQUIRED ITEMS

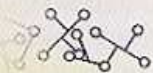
Item Name	Quantity
Blowfish	7



STRATEGY

Visit the tackle shop and purchase another dozen or so lugworms and return to the beach near the old fisherman in Seafont to go fishing. Nier's increased fishing level lets him catch blowfish. This isn't to say that sardines won't take the bait from time to time, but you may reel in two blowfish for every sardine he hooks. Continue fishing until you have landed seven blowfish, then return to the old man on the pier to level up Nier's fishing ability again and unlock the next quest.

THE FISHERMAN'S GAMBIT, PART 3



The old fisherman will teach you some techniques if you can catch seven rainbow trout.

Difficulty: ★★☆☆☆

Availability: After completing "The Fisherman's Gambit, Part 2" quest.

Reward: Fishing Level 4

REQUIRED ITEMS

Item Name	Quantity
Rainbow Trout	7



STRATEGY

Now that Nier has reached level 3 in fishing ability, you are ready to catch freshwater fish. Buy a few extra lures from the tackle shop in Seafont (just in case you lose one or two) and head to the northern plains. Cast your lure into the water beneath the scaffolding and bridge leading to the Junk Heap and wait for a bite. It won't take long for you to catch the requisite seven rainbow trout, but you may also catch a rusty bucket or two. Take the fish to the old man in Seafont. He'll once again agree to teach Nier some tricks to help him increase his fishing ability, but this time a month passes before Nier is back in your control.

CHARACTERS

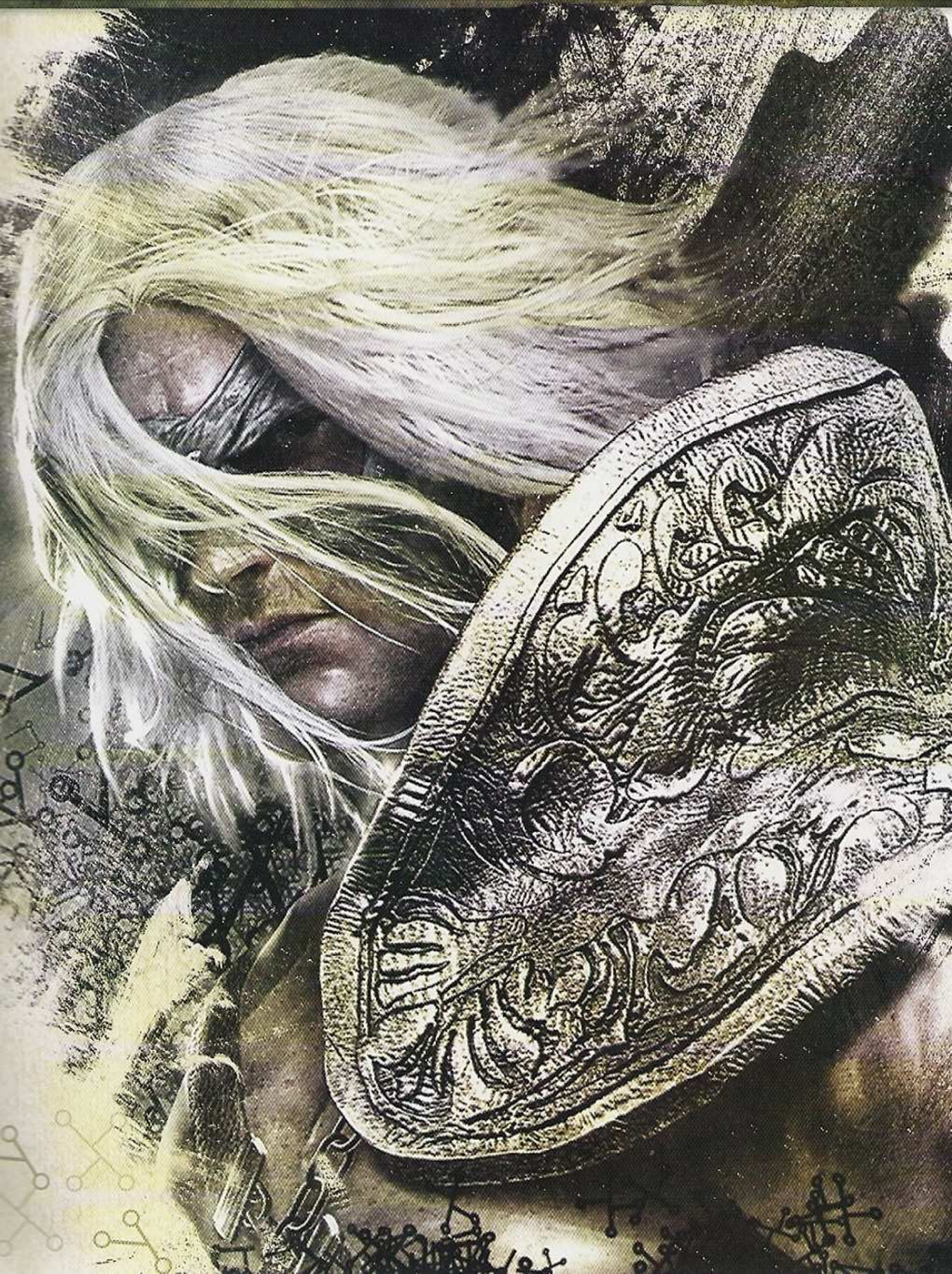
A detailed illustration of the character Nier from the game Nier: Automata. He is shown from the waist up, wearing his signature dark, intricately detailed armor. He has long, white hair and a serious, determined expression. His right arm is raised, showing a dark gauntlet. The background is a light, textured surface with faint, stylized circuit-like patterns.

NIER

AGE: 39

HEIGHT: 6' 1"

Nier is a middle-aged widower left to watch over his only daughter—following his wife's untimely demise some years ago. He loves his daughter deeply and strives each day to provide for her as best he can. Though his appearance seems intimidating, those close to him know Nier as a kind-hearted man with a strong sense of honor and incredible work ethic. Nier is also a skilled fighter trained in the ways of the one-handed sword. Over time, he comes to possess a mastery of the spear and two-handed sword as well. These skills, and many more, come in handy as Nier dedicates himself to finding a cure for his daughter's illness.



MAGIC DEFENSE

Red orbs (the most common magical attack) can be destroyed and absorbed by weapon swings, defended against by guarding, blocked with Dark Wall, sucked in and fired back with Dark Gluttony, or simply destroyed with other magic attacks (though this is the least efficient solution and black orbs, which enemies begin using later in the game, cannot be destroyed with magic). Other enemy magical attacks, like those resembling sonic booms or shockwaves, must be avoided. You can jump over them, evasive roll through them, or simply run out of the way.



There are many ways to deal with incoming magic projectiles. If you opt to snuff them out with weapon swings to boost your own magic pool, use a one-handed sword. One-handed swords swing more quickly than two-handed versions, and cover more lateral area than spears.

...OR IS THE BEST DEFENSE A GOOD OFFENSE?

Press the Attack button to make Nier strike with his equipped weapon. Tapping this button repeatedly lets Nier perform a string of attacks. One-handed swords are capable of a five-hit string of attacks, while two-handed swords and spears are capable of three-hit strings. At any point in the string, holding down the Attack button causes the next attack to be a more powerful charged version. In addition to dealing more damage, charged attacks also strike enemies with far greater force, potentially knocking them down or interrupting their attacks. While these strings of attacks are very powerful, note that enemies can knock Nier out of his string if they hit him while he's attacking. Keep this in mind when going for long combos against groups of enemies.



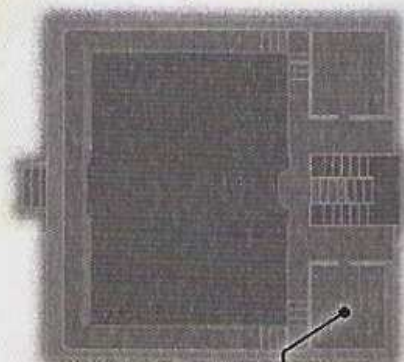
PLAYER'S VILLAGE

AREA TYPE: TOWN

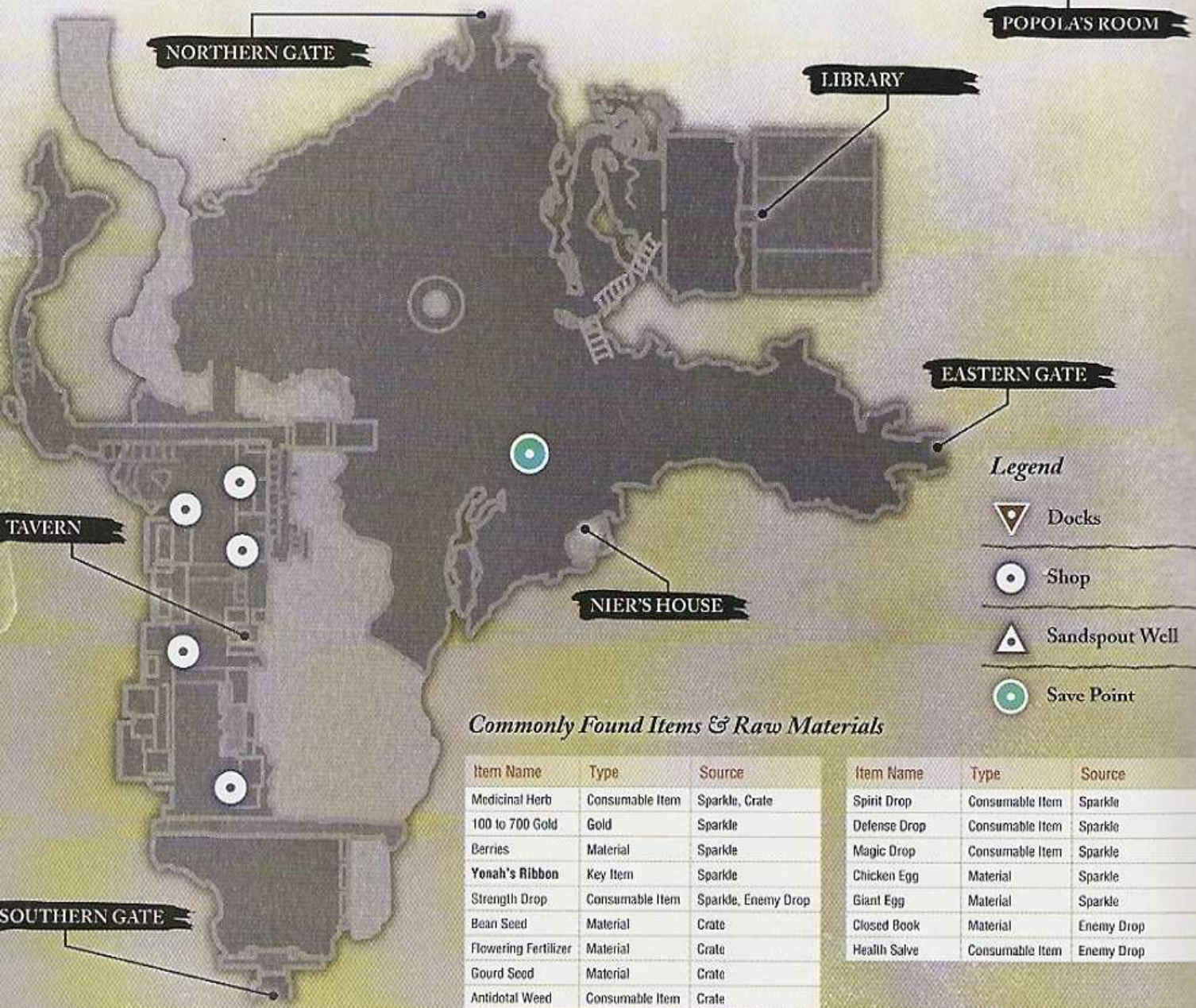
The village serves as the hub of the game world. It's a sprawling area consisting of a library, a fountain, and a bustling shopping district home to many vendors, a tavern, and countless villagers. Nier lives alone with his daughter Yonah in a house on a hill with a small flock of chickens and a tidy field for farming. The village connects directly to the northern plains, eastern road, and southern plains.

Nier's best friend in the village is Popola, the librarian. She's a font of information and helps watch over Yonah when Nier isn't around. Her office is on the second floor of the library, across from a storage room that will eventually house model statues of the more noteworthy of Nier's fallen foes.

Library 2nd Floor



POPOLA'S ROOM



Legend

- Docks
- Shop
- Sandspout Well
- Save Point

Commonly Found Items & Raw Materials

Item Name	Type	Source
Medicinal Herb	Consumable Item	Sparkle, Crate
100 to 700 Gold	Gold	Sparkle
Berries	Material	Sparkle
Yonah's Ribbon	Key Item	Sparkle
Strength Drop	Consumable Item	Sparkle, Enemy Drop
Bean Seed	Material	Crate
Flowering Fertilizer	Material	Crate
Gourd Seed	Material	Crate
Antidotal Weed	Consumable Item	Crate

Item Name	Type	Source
Spirit Drop	Consumable Item	Sparkle
Defense Drop	Consumable Item	Sparkle
Magic Drop	Consumable Item	Sparkle
Chicken Egg	Material	Sparkle
Giant Egg	Material	Sparkle
Closed Book	Material	Enemy Drop
Health Salve	Consumable Item	Enemy Drop

HERBAL REMEDIES



Popola has sent you on an herb-gathering mission. Search the northern plains for two medicinal herbs and bring them back to her.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses

Reward: 500 gold

REQUIRED ITEMS

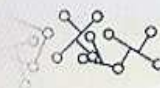
Item Name	Quantity
Medicinal herb	2

STRATEGY

You will probably have at least two medicinal herbs in Nier's inventory when you take on this quest, thus making it quite likely that you can complete the task within seconds. If for some reason you do not have the requisite number of medicinal herbs, they can be acquired in multiple ways. For starters, many of the sparkles in the village yield medicinal herbs, as do those in the northern plains. Another option is to simply purchase them for 100 gold each at the item shop in the village. However, this latter option is not nearly as lucrative.



THE TAVERN KEEPER'S GRANDMOTHER



The tavern keeper needs three medicinal herbs, three berries, and three royal ferns in order to make medicine.

Difficulty: ★★★★★

Availability: After learning about Sealed Verses

Reward: 2000 gold

REQUIRED ITEMS

Item Name	Quantity
Medicinal herb	3
Berries	3
Royal fern	3

STRATEGY

If you've been actively investigating the sparkles that you see in the field and have managed to stay fairly healthy, you should already have many of the necessary items to concoct the medicine. Of the three items, the royal fern is definitely the rarest, but all three ingredients can be found in the northern plains. The royal ferns can be purchased for 150 gold each at the grocery shop in Seafront. Similarly, the berries can be acquired for 200 gold each at the material shop in the village. Bring the items to the tavern keeper in the village, then take the *Old Lady's Elixir* to the old lady sitting near the fountain by the hill leading up to the library.



THE FISHERMAN'S GAMBIT, PART 4



The old fisherman will teach you some techniques if you can catch five bream.

Difficulty: ★★☆☆☆

Availability: After completing "The Fisherman's Gambit, Part 3" quest.

Reward: Fishing Level 5

REQUIRED ITEMS

Item Name	Quantity
Bream	5



STRATEGY

Though the term "bream" is used to describe a host of different fish, including both freshwater and saltwater varieties, the species you're searching for can be found in the ocean. Take your rod and the lure to the small beach beside the pier in Seafront. You'll likely hook a fish that is too big to land just yet, but you'll catch plenty of bream as well. The bream are pink and quite large in size—you'll know you've got one the second Nier yanks it from the water. Catch five of them and bring them to the old man on the pier.

THE FISHERMAN'S GAMBIT, PART 5



The old fisherman will teach you some techniques if you can catch five black bass.

Difficulty: ★★☆☆☆

Availability: After completing "The Fisherman's Gambit, Part 4" quest.

Reward: Fishing Level 6

REQUIRED ITEMS

Item Name	Quantity
Black Bass	5



STRATEGY

It's time to take your fishing gear to the village and cast for black bass near the waterwheel in town. Even though it's possible to land a black bass while using carp as bait, you're more likely to hook a giant catfish which, although very valuable, puts up a tremendous fight for a level 5 fisherman and isn't what the old man wants. So, instead of using carp as bait, use the lure. Fish on the beach in the village using the lure and catch five black bass, then return to the old man. This is the last of the Fisherman's Gambit quests available during the first half of the main storyline, but gaining fishing level 6 lets you catch sharks near the pier in Seafront, making it possible to complete the "Bon Appetit!" quest later on.

A SIGNATURE DISH

You've been asked to gather ingredients for the Scafront tavern keeper's signature dish. Collect ten medicinal herbs, ten bags of wheat, and ten sardines.

Difficulty: ★★★★★

Availability: After defeating Hook in *The Aerie*.

Reward: 5000 gold

REQUIRED ITEMS

Item Name	Quantity
Medicinal herbs	10

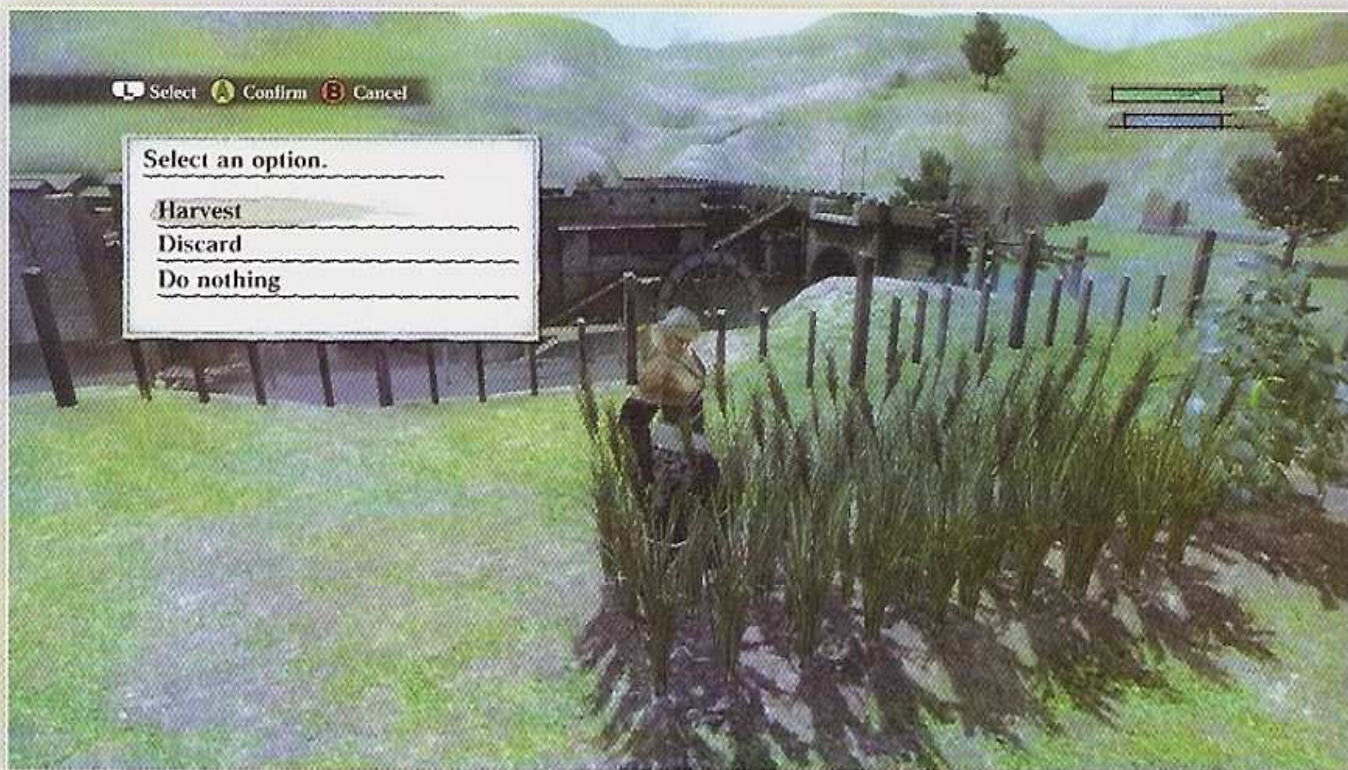
Item Name	Quantity
Wheat	10

Item Name	Quantity
Sardines	10

STRATEGY

Medicinal herbs are extremely easy to come by and can be found both in the sparkles in the village and (in even greater abundance) inside the crates on the scaffolding in the northern plains leading up to the Junk Heap. Provided you've completed "The Fisherman's Gambit" quest, you'll be able to purchase the sardines for 250 gold each at the tackle shop in Scafront. If you haven't yet caught a sardine, buy some lugworms for 10 gold each and head to the beach in Scafront and catch them yourself.

The costliest item to obtain is the wheat. You can either purchase the necessary bundles of wheat for 500 gold each at the grocery store in the village, or if you've planned ahead, you may have it growing in your field. Planting a single wheat seedling can yield ten bundles of wheat (more if you used bounty fertilizer), but it takes time to grow. Consult the Fishing and Cultivation chapter of this guide for tips on how to speed up farming.



THE BELATED LETTER

A man near the fountain in Seafront's plaza has given you a love letter he wants delivered to his lover in The Aerie. The recipient lives near the village's chief.

Difficulty: ★★☆☆☆

Availability: After defeating Hook in The Aerie.

Reward: 300 gold

STRATEGY

Speak to the man near the fountain and receive the **letter to a faraway lover** and **potted freesia**. Head to The Aerie and cross the upper bridge towards the village chief's house. Turn left at the walkway and check the house at the very end of the walkway to see if the lady of the house is home.



While it may look like Nier has traveled all this way for nothing, a massive Shade attacks just as he's leaving The Aerie. Quickly hit the Shade with one or two Dark Hand attacks to weaken it, then move in for a series of melee strikes while the magic meter refills. The Shade rears back and swings its massive club arm to attack, but this can be easily dodged with a somersault. Continue slashing at the Shade (try to get behind it) to deplete its health gauge. Wait for the damage meter to appear on its head, then hit it with a fully charged Dark Lance attack. Defeat the Shade to obtain the **pressed freesia** (the Shade may also drop the rare material elaborate machine), then return to the man near the fountain in Seafront to give it to him.



THE NEW MERCHANT IN TOWN

A man aboard a ship docked in Seafront needs to build his inventory so he can begin trading. Collect ten bundles of wool, five lumps of natural rubber, and ten goat hides.

Difficulty: ★★☆☆☆

Availability: After defeating Hook in The Aerie.

Reward: 10,000 gold

REQUIRED ITEMS

Item Name	Quantity
Wool	10
Natural rubber	5
Goat hide	10

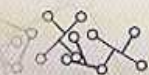
STRATEGY



It should be pretty clear by now that the best way to collect wool is to go on a hunting trip to the northern plains. Two or three goats typically congregate near the cliffs on the east side of the northern plains, but there are more of them located along the eastern road. Both goat hides and wool are less common than their corresponding meats, so be patient and keep trying. Gathering up five lumps of natural rubber can be quite difficult, as it is a very rare material to simply find in the environment (though it sometimes appears in the southern plains). The quickest way to procure it is to head to the material shop in Seafront and purchase it for 700 gold apiece. The 3500 gold expenditure cuts into your profits, but luckily the merchant pays out a handsome reward for completing this quest.

Bring the goods to the merchant on the ship. Nier then helps him load the cargo in hopes of speeding up payment. Unfortunately, the trader won't have the gold to pay until he gets back from his trading mission. Leave the man to his work and remember to return to the dock in Seafront at some point in the near future, preferably after you help the king of Facade or visit Forest of Myth for the first time.

BON APPETIT!



The Seafront tavern keeper needs inspiration for new meals. Head to the library and see what you can find.

Difficulty: ★★★★★

Availability: After completing the "A Signature Dish" quest.

Reward: 5000 gold



REQUIRED ITEMS

Item Name	Quantity
Shark	5
Rice	5
Mushroom	5

STRATEGY

Nier is smart enough to know that when it comes to knowledge, there's no better place to look than a library. Return to the village and enter the library on the hill. Turn immediately to the left upon entering and examine the shelf nearest the door for a **cookbook**. Take this cookbook to the tavern keeper in Seafront. The tavern keeper really likes the sounds of the recipe for the shark fin fried rice and asks you to collect the ingredients for her.

There's no denying that the items required to complete this quest are hard to come by. Get started on their procurement by planting a rice plant seedling (with speedy fertilizer) in Nier's planting field. The rice plant seedling (60 gold) can be purchased in Seafront. Mushrooms can also be purchased in Seafront for 800 gold each, but there is a better way to get them. Search the sparkles in the eastern road area for mushrooms. Run back and forth from the entrance to the Lost Shrine to the entrance to the desert and gather the items contained in the sparkles as you go. This is a great way to load up on items and save thousands in gold by finding mushrooms in the wild.

The most difficult item to get your hands on is the shark. Sharks can be caught at the beach near the Seafront pier with sardines as bait, but they are not easy to land. Even though it is possible to catch one at level 5, you should really complete "Fisherman's Gambit, Part 5" and reach fishing level 6 to make it easier. By the time you catch the sharks and collect the mushrooms (and complete a few other quests), your rice should be ready for harvesting.



THE POSTMAN'S REQUEST

The Seafront Postman wants you to bring a letter to the old lady.

Difficulty: ★★☆☆☆

Availability: After defeating Hook in *The Aerie*.

Reward: 1000 gold



STRATEGY

Take the letter for the old lady from the Postman in Seafront and deliver it to the lighthouse. The old lady is on the upper level of the lighthouse, waiting impatiently for her mail. This quest initiates a string of quests that flesh out the story behind the old lady and her long-lost lover. Return to Devola in the village tavern to get the subsequent job.

THE LIGHTHOUSE LADY'S WRATH

The lady wants to leave town, and the Postman has asked you to convince her otherwise. Go pay her a visit.

Difficulty: ★★☆☆☆

Availability: After completing "The Postman's Request" quest.

Reward: 1000 gold



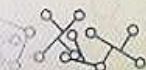
STRATEGY

Accept the job from Devola and head to the post office in Seafront. Nier arrives in time to witness a heated argument between the Postman and the old lady from the lighthouse. Accept the quest and pay a visit to the old lady. Although Nier arrives while she's sleeping, the trip is informative nonetheless. Return to the Postman and try to convince him to let the lady leave.

Nier leaves the Postman's office disappointed in his conversation with the man. Turn around and head right back in to uncover the secret of Seafront. Enter the back room of the post office and push and pull the crates out of the way to reach the opening leading to the Postman's living quarters in the rear of the room (see image). Inspect the **Postman's parcel** and speak to the Postman once more.

You now have a big decision on your hands—to tell the elderly woman the truth, or deliver the letter and continue lying. Neither option changes your reward or leads to a different eventual outcome, so you might as well tell her the truth about the charade. Wouldn't you want to know? Complete the quest how you see fit, then return to Devola when you get a moment—this string of quests has one more component.

CLOSURE



You received word from the Seafront Postman. Apparently, he has something to tell you.

Difficulty: ★★☆☆☆

Availability: After completing "The Lighthouse Lady's Wrath" quest.

Reward: N/A



STRATEGY

Speak to Devola to get the third and final quest in this sequence, then return to the Postman in Seafront to hear what he has to tell you. Let him know whether you told the lady the truth or lied to her. You could technically lie to him about your choice, but there's no need to. You might as well tell him the truth, especially in a time like this...

THE PRIDE OF A LOVER



A man in the open area near the lighthouse wants you to procure fluorite so he can make a fashion accessory for his lover. You can find it in Facade's strange-thing store.

Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade.

Reward: 30,000 gold



REQUIRED ITEMS

Item Name	Quantity
Fluorite	1

STRATEGY

This quest doesn't present itself right away, even after rescuing the king of Facade. Nier must talk to the man on the landing below the lighthouse several times before he'll finally ask for Nier's help. Listen to him speak about his materialistic girlfriend, then exit the town. Return to speak to him again to learn more about his relationship troubles, then leave and return a third time. Only then does the man finally request Nier's help in obtaining the fluorite.

Head to Facade and speak to the proprietor of the strange-thing store to learn that there might be some fluorite inside the Barren Temple.

Enter the temple and fight your way through the spider-filled room on the left to make it across the gap in the main hallway. You will undoubtedly encounter numerous giant spiders on the floor, but you must specifically watch out for the ones swinging from webbing, since they are not only poisonous—they also spawn numerous tiny spiders! Head north through the main hallway to the last room on the left. Walk slowly across the rubble to find the sparkle signifying the location of the fluorite. Return the fluorite to the man near the lighthouse in Seafront to collect a massive reward.



FACADE

THE LITTLEST HERO



The child of Facade's weapon shopkeeper has left home and is headed for the desert. His parents want you to bring him back.

Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade.

Reward: 10,000 gold



STRATEGY

Head out into the desert and make your way eastward from Facade. Scan the mini-map for a small white dot and rush towards it to find the missing boy. The boy refuses to return home until he can prove himself as a Man of the Mask—and he plans to do this by slaughtering every last wolf in the wolf den!

The boy then runs off to the north, through the sandstorm, towards the wolf den in the northwest corner of the desert. Nier must have the **Royal Compass** in order to continue after the boy (receive it from the guard outside the king's manor). It isn't necessary to keep the boy in sight, or to even chase after him right away.

Instead, take your time crossing the desert and kill as many wolves as it takes to collect 10 wolf hides—wolves yield 100 XP per kill, which helps Nier complete the "Apology from a Fool" quest.

Enter the wolf den to find the boy about to take on an entire den of wolves. Use a Strength Drop and rush into battle to save the boy from his foolhardy aggression. Slash at the wolves and use charged melee attacks to send multiple wolves to the mat. Hop onto the sandspout well in the center of the area and finish off the remaining wolves with Dark Lance and Dark Blast. As soon as the last wolf has been defeated, the party returns automatically to the blacksmith shop in Facade.

ITEM UNKNOWN



A woman in front of the king of Facade's palace needs you to run an errand. The rules state that she can't expressly mention the name of the item she wants, so you must search for ten "round, striped food objects."

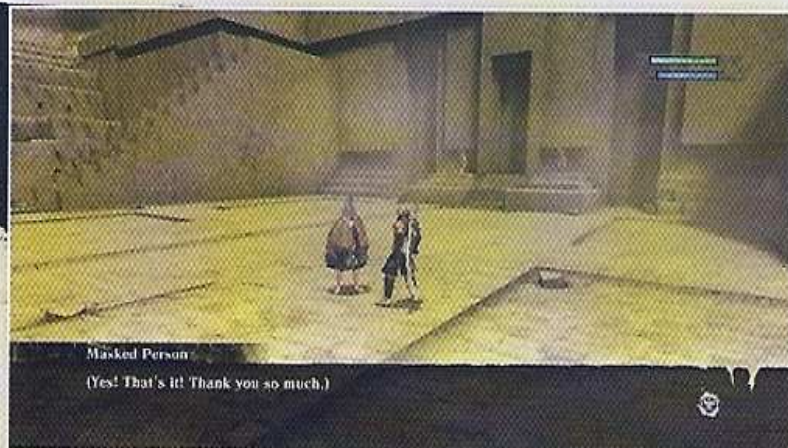
Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade.

Reward: 3,000 gold

REQUIRED ITEMS

Item Name	Quantity
Watermelon	10



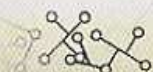
STRATEGY

Watermelons are sold at the grocery in Facade for 800 gold each, but spending all that gold to earn a 3,000 gold reward isn't very practical. Consider purchasing ten watermelon seeds instead for one-tenth the price and planting them in your fields. If you use speed fertilizer and

don't wait too long to plant them, you should be able to harvest the crops in time to complete this quest before the story advances and this quest becomes impossible to complete. On the other hand, if you have a wealth of crops already harvested—such as beans, wheat, or

other high volume producers—then you should have more than enough to sell and purchase the necessary watermelons. Either way, return to the lady near the king's manor with the ten watermelons whenever you get them.

THE MISSING GIRL



A family near Facade's strange-thing store cannot find their daughter. Ask around Facade and see what you can learn.

Difficulty: ★★★★★

Availability: After rescuing the king of Facade.

Reward: 10,000 gold



STRATEGY

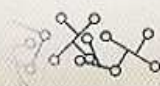
The case of the missing girl is quite the mystery in Facade, and Nier must uncover several leads before he tracks down the solution. Start by talking to the person down the steps from the strange-thing store. This person mentions that the girl was hanging around with her boyfriend. Two people near the king's manor reveal that they had seen her shopping with someone in the strange-thing store. Your first true lead comes from the people in the upper area of the northeast corner of Facade. They report having seen the girl at the lowest level of the city on the previous day.



Descend to the lowest level of the city and locate the blood on the floor in the northeast corner of the city. Speak to the nearby guard to find out if he saw anything; he'll direct Nier to the girl's boyfriend who stands watch at the town entrance. Climb the stairs to the main gate and speak to the boyfriend, standing beside the door. The boyfriend confesses to putting the girl's body in the sandspout well just outside the city.

Head out into the desert and inspect the nearby sandspout well for signs of the body. With nothing to show for his efforts, Nier must return to the fam surprise as well!e strange-thing store. They are thankful for Nier's efforts, and offer not only a handsome reward for him, but also quite a shocking surprise as well!

APOLOGY FROM A FOOL



The shopkeeper at the strange-thing store in Facade has asked you to collect ten wolf hides as a gift for his wife. It seems they recently had an argument...

Difficulty: ★★★★★

Availability: After rescuing the king of Facade.

Reward: 20,000 gold



REQUIRED ITEMS

Item Name	Quantity
Wolf hide	10

STRATEGY

Wolf hides can be purchased at the material shop in Facade for 5,000 gold each, but it is far better to head out into the desert and hunt them yourself. Not only do the wolves yield 100 XP each, but the many wolf fangs you'll undoubtedly collect can be sold for a small fortune. Use the Royal Compass to head north into the sandstorm to find the largest number of wolves. Continue to fight the many packs of wolves until you have at least ten wolf hides, then return to the man at the strange-thing store. He'll request that Nier deliver the gift to his furious wife. Head up the stairs and talk to the woman located directly above the shop. It takes some effort, but Nier is able to help the couple patch things up.

THE TANGLED MESSAGE

You've been invited to join a game where you pass messages from one person to the next. If you make a mistake, you must start over from the beginning.

Difficulty: ★★☆☆☆

Availability: After rescuing the king of Facade.

Reward: 10,000 gold



STRATEGY

Initiate this quest by speaking to the person in the very center of Facade. He'll give you the message, "**The Masked People respect their rules**" and tell you to share it with the guard on the left side of the exit. Approach the exit leading out into the desert and speak to the guard on the left. Relay this initial message to receive the next message.



The guard near the exit tells Nier to deliver the message, "**The Men of the Mask work for the king**" to the king's right-hand man. Use the sand-skiff to travel across the town to the king's manor and climb the steps to the manor entrance. Speak to the resident standing on the left side of the door (though he is on the left, he would be standing to the king's right-hand side as the king exits the manor).



The recipient of the fourth message is the guardian standing watch on the lower level in the southeast corner. Descend the stairs in the corner of the city to find this Masked Soldier and relay the message that "**Only nobility may enter the treasury.**"

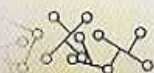


The clue concerning the identification of the next recipient is a lot less specific than the others, as this person is simply identified as being a long-winded person. This person has cornered another village in the northwest section of the city, near the cascading sand. Relay the message "**Quicksand**" to this talkative person, then report back to the villager in the center of town to collect your reward.



The Masked Soldier near the king's manor tells Nier the third message is "**Child care can be difficult**" and instructs him to relay the message to the person taking care of the children. Nier finds this person standing with a group of three children near the large paddlewheels just to the southeast of the map's center.

THIEVES IN TRAINING



The item shopkeeper needs your help finding the culprits that robbed his store. Begin by asking around for clues.

Difficulty: ★★★★★

Availability: After receiving Emil's letter.

Reward: 3000 gold



Nier
Hey! You're the little jerks behind all these robberies? ...Er, right?

STRATEGY

Determining the identities of the thieves requires some detective work. It's best to start by asking around the shopping district to see who might know something. Start by talking to the guards patrolling the area near the fountain and by the tavern to learn that the thieves are young. Now, speak to the man near the barrel shop to learn that two villains working as a team are committing the thefts. Head up the stairs to the top of the wall and descend the stairs towards the waterwheel to find two boys who match the description. Listen to the boys' story, then head to the tavern to confront their drunkard of a father. Report to the item shopkeeper for your reward.

THE CREAKY WATERWHEEL



The young woman with the dog in the shopping district needs help repairing the village waterwheel. Travel to Facade's "strange-thing store" and obtain some parts to repair it.

Difficulty: ★★★★★

Availability: After receiving Emil's letter.

Reward: 10000 gold

REQUIRED ITEMS

Item Name	Quantity
Iron Ore	10
Log	10



Nier
I need an axle and some paddle boards. You got anything like that?

STRATEGY

Visit the strange-thing store in Facade in hopes of obtaining an axle and some paddle boards. The proprietor of the shop doesn't have those items on hand, but he can make them for Nier if he brings back ten logs and ten pieces of iron ore. Iron ore is a bit easier to come by—Nier can find it at the sparkles in the northern plains or purchase it at Two Brothers Weaponry for 1000 gold each—but logs are much harder to acquire. In fact, logs are one of the rarest materials in the game. The fastest way to gather up the logs you need is to buy them from the material shop in the village for 500 gold apiece. Drop the items off at the strange-thing store in Facade, then return to the lady in the village to let her know the shopkeeper from Facade will deliver the goods later.

THE DAMAGED MAP

The blacksmith has asked you to find a treasure map. Where would you look for such a thing...?

Difficulty: ★★☆☆☆

Availability: After freeing Kainé from the library.

Reward: *Labyrinth's Shout* (weapon)

REQUIRED ITEMS

Item Name	Quantity
Machine Oil	3
Eggplant	3
Goat Hides	3



STRATEGY

The best place to look for old documents is in the library, so that's where you should go. Climb the stairs to the second floor and search the stacks on



the south side of the library to find a map fitting the description given. Unfortunately, the map is quite damaged and needs to be repaired.

Take the **dirty treasure map** to the strange-thing store in Facade to see if the shopkeeper has the items required to repair it. The shopkeeper agrees to repair the map, but only if Nier can bring him three eggplants, three goat hides, and three drops of machine oil. The eggplants can be purchased at the grocery in the village, and the goat hides can be obtained by killing the goats along the eastern road, but the machine oil is trickier to acquire. Head to the Junk Heap and scour floors 1F and B2 for hovering robots—the only ones that drop the machine oil. Bring the materials back to the strange-thing store in order to receive the **restored treasure map**.

Bring the restored treasure map back to the blacksmith's shop in the village and speak to the man's wife. She's worried that her husband is going to get himself hurt while hunting for treasure, and wants Nier to seek the treasure marked on the map. Take the map to Popola to have her interpret it: she'll report that the map is of the Lost Shrine, and that the treasure is located inside a hidden room "where light doesn't reach."

Use the trade waterway to enter the Lost Shrine through the rear passage. Climb the stairs to the second floor and work your way around the perimeter of the floor in a counter-clockwise direction to the north end.

The hidden room the map describes is the room in the very northwest corner of the Lost Shrine's second floor. Pick up the **pile of junk** and bring it back to the lady in the village.

Undeterred by the ruse, the lady now wants Nier to sell her jade hair ornament and use the money to purchase something valuable to give



her husband. Though you can keep the hair ornament and end the quest without the proper reward, but it's best to sell the hair ornament. Travel to the strange-thing store in Facade and exchange the item for a **gold coin**. Return to the village and give the gold coin to the blacksmith to satisfy his curiosity in old treasure maps.

Since his days of treasure hunting are now behind him, the blacksmith decides to give Nier the first map he ever found. Take the **marked map** to Popola so she can interpret the markings. According to Popola, the map points to a place on the northern plains "where the iron bridge starts."

Enter the northern plains and follow the remnants of the old iron trestle bridge northward towards the Forest of Myth. You can soon find the **Labyrinth's Shout** spear under the very end of the bridge, near the cliff.



A BRIDGE IN PERIL



Dispatch the Shade that has taken up residence near the bridge in the northern plains. However, it seems the Shade isn't always there...

Difficulty: ★★☆☆☆

Availability: After finding the stone fragment at the Lost Shrine

Reward: 30000 gold, Labyrinth's Whisper (weapon), and the Word "Asburka"

STRATEGY

The massive Shade terrorizing the villagers near the bridge in the northern plains appears randomly, so you must periodically check to see if it's there. You're likely to encounter it either while searching for the stone fragment in the Forest of Myth or while going to meet the village chief in The Aerie.

The battle with the large Shade is not an isolated fight, since numerous other Shades are present as well.

Consume a magic capsule at the start of the fight and strike first with a high-powered Dark Hand attack to weaken the massive Shade. Let Emil and Kainé handle the lesser Shades while you focus on the big one. Leap into the air and hit the



Shade with an air-dash charge to blast straight through it. This technique helps refill Nier's magic meter, especially if the attack happens to hit some of the magic projectiles being fired by the other Shades. Finish off the target Shade with additional melee attacks or with a knockout punch from Dark Hand.

As soon as the Shade is defeated, Nier receives two-thirds of his reward right there near the bridge. Return to the village and speak to the guard near the northern gate to collect the gold.

A CHILD'S FINAL CHANCE



The grocer's child has been stricken by a mysterious illness after playing with his friends. Maybe the other children would know the cause.

Difficulty: ★★☆☆☆

Availability: After finding the stone fragment at the Lost Shrine.

Reward: 10000 gold

STRATEGY



Begin searching for clues amongst the other children in the village because they may have seen where the boy got sick. Start by talking to the two children near the fountain and item shop in the shopping district, then head up onto the wall above the waterwheel to find a third child with even more information. If their stories are to be believed, the boy may have gotten sick at the Forest of Myth.

Cross the northern plains to the Forest of Myth and proceed through the tiny village to the Divine Tree at the north end of the clearing. Inspect the sparkling gather point to acquire some berries of



questionable edibility. Speak to Kainé at the forest's exit to have Nier taste the berries. Luckily, one of the villagers from the Forest of Myth provides Nier with the antidote for the poisonous berries. Bring this antidote back to the grocer so she can heal her sick child.

THE DESPICABLE MAN

The woman sitting diagonally across from the weapon shop asked you to find a young man wearing a golden necklace.

Ask around to see if anyone in the vicinity saw him.

Difficulty: ★★☆☆☆

Availability: After defeating P-33 and Kalil.

Reward: 15000 gold

STRATEGY

Nier doesn't know much about the cheating boyfriend, but the guards at the village gates monitor who comes and goes and may have some clues. Talk to the guard at the northern gate to learn that the man with the gold necklace was headed to the Forest of Myth. Travel to the Forest of Myth and speak to the male villager at the north end of the clearing. He's very angry with the guy Nier is looking for, and believes the man went to Seafront.



Head to Seafront and speak to the woman with the orange sash atop the steps, near the fountain. She knows the man you're searching for—she loves him quite dearly—but she hasn't seen him in five years. Leave the woman and speak

to the Apprentice Postman near the mailbox to gain more insight into where he may have gone. There's one more person in Seafront who can shed some light on the man's whereabouts. Speak to the man sitting on the crate above the fishmonger's shop along the main road. He'll tell Nier the man took off for the Junk Heap.

Journey across the northern plains to the Junk Heap and speak to Gideon at Two Brothers Weaponry to see if he has seen the guy. He had... The man with the necklace was the guy Gideon's mother ran off with. Return to the woman in the shopping district and give her the news that her missing lover is dead.



SEARCH FOR THE SHADE

The guard by the shopping district's southern entrance claims there's a Shade in the village.

Difficulty: ★★☆☆☆

Availability: After defeating Wendy at The Aerie.

Reward: 5000 gold

STRATEGY

Talk to the guard near the southern entrance to the shopping district to learn about the rumors of a Shade lurking in the village. A young girl soon comes running over to tell Nier that she saw a Shade near the river. Exit the shopping district on the north side and follow the river's edge towards the cave on the left. Nier won't find any Shades there, so return to the girl to see if she saw the Shade anywhere else. She'll point you to the area in front of the library—head up the hill to the library, only to discover there isn't a Shade there, either.



It's obvious the girl doesn't quite know where she saw the Shade—or she's purposely misleading Nier—so talk to the villagers in the shopping district to see if they have seen anything. Particularly, make sure to speak to the guard near the

item shop, the woman near the fountain, and the woman across from the blacksmith.

Return to the girl so Grimoire Weiss can employ a little "reverse psychology" on her. She'll let the party know that she never saw the Shade on the hill above the river. Go there at once to find a pint-sized Shade that can be killed with a single slash of Nier's weapon. Return to the guard to collect the reward.



SEAFRONT

THE FADED FOUNTAIN

The fountain in the shopping district is starting to break down, according to the man nearby. Travel to the strange-thing store in Facade and obtain parts to repair it.

Difficulty: ★★☆☆☆

Availability: After completing "The Creaky Waterwheel" quest.

Reward: 20000 gold

REQUIRED ITEMS

Item Name	Quantity
Broken Motor	10
Severed Cable	10



STRATEGY

Travel to Facade and speak to the man at the strange-thing store about getting a replacement pump for the water fountain. As you probably expected, he can build one for Nier, but he'll need ten broken motors and ten severed cables. Both of these items can be salvaged from the defense robots in the Junk Heap. In fact, Nier probably has far more of each of these items already in his possession. If not, head to the Junk Heap and continue clearing floor 1F over and over of enemies until Nier has accumulated the necessary totals. Give the items to the shopkeeper and return to the man near the fountain to tell him the parts are arriving soon.

THE FISHERMAN'S GAMBIT, PART 6

The old fisherman will teach you some techniques if you can catch three sandfish over in Facade's desert ocean. Fish... in the desert?

Difficulty: ★★☆☆☆

Availability: After completing "The Fisherman's Gambit, Part 5" and after receiving Emil's letter.

Reward: Fishing Level 7

REQUIRED ITEMS

Item Name	Quantity
Sandfish	3



STRATEGY

Enter the desert from the eastern road and head north to the stairs leading down the small dock by the sea of sand. Cast a lure into the sand and watch for Nier to hook a sandfish. Though he might catch some garbage—or even a mysterious fish too difficult to reel in—he'll likely catch the sandfish he seeks. Catch three of them and return to the old man to receive the next quest.

THE FISHERMAN'S FINAL GAMBIT

The old fisherman has told you of a legendary fish. Catch a hyneria and show it to him.

Difficulty: ★★★★★

Availability: After completing "The Fisherman's Gambit, Part 8" quest.

Reward: Fishing Level 10

REQUIRED ITEMS

Item Name	Quantity
Hyneria	1



STRATEGY

There are only two legendary fish that are more rare than the hyneria. This fish can only be caught while fishing in the desert, near the trade waterway dock. Though it can be caught using a lure, carp, or sardine as bait, the odds of doing so with the lure is negligible. Nier has a 15% probability of hooking the hyneria with a carp as bait and a 20% chance while casting with a sardine.

THE SCATTERED CARGO

An old lady standing under a tree in Seafront needs you to recover cargo from a ship that was lost at sea. Search the shorelines and find her three pieces of cargo.

Difficulty: ★★☆☆☆

Availability: After receiving Emil's letter.

Reward: 20000 gold and 20% item shop discount (or 50000 gold)



STRATEGY

The three pieces of cargo are quite easy to find, provided you know where to look. One crate washed up on the large beach near the lighthouse in Seafront. Another rests near the small freshwater beach in Player's Village. The third has made its way to the riverbank in the northern plains, beneath the bridge to the Junk Heap.



Finding the cargo is the easy part; the challenge is in deciding whether or not to peek inside. The lady who requested Nier perform this task will reward him with 20000 gold and a discount at the item shop in Seafront if he returns the cargo without looking inside. On the other hand, the contents of the cargo are, shall we say, a bit *suspicious*. Opening the crates leads Nier to report the discovery to the appropriate authorities. This goes against his desire to simply carry out the client's wish, but it ultimately leads to a much larger reward. The choice is yours...

STAYING AFLOAT

The man with the red sash by the dock needs materials to fix a boat. Collect five logs, twenty dented metal boards, and ten stripped bolts.

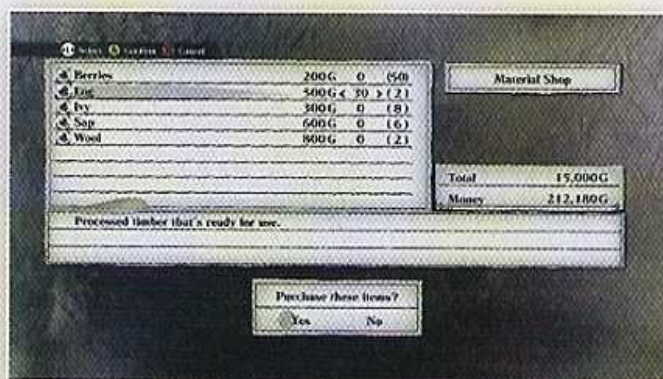
Difficulty: ★★☆☆☆

Availability: After receiving Emil's letter.

Reward: 20000 gold

REQUIRED ITEMS

Item Name	Quantity
Log	5
Dented Metal Board	20
Stripped Bolt	10



STRATEGY

You can find two of the three items needed here in great supply at the Junk Heap. In fact, the main story arc has you explore the Junk Heap so fully that you will probably have an excess of dented metal boards and stripped bolts. These are two of the more common items dropped by the defense robots at the Junk Heap. But if not, dented metal boards and stripped bolts can be purchased at the Two Brothers Weaponry store for 750 and 900 gold, respectively. Logs are another matter altogether. Logs can be found in the southern plains, but they are exceptionally rare and should just be purchased outright. Head to the material shop in the village and buy them for 500 gold apiece. Bring the lot of materials to the man near the dock in Seafront to complete the quest.

LEARNING A TRADE

A man traveling on a ship in Seafront wants to make a medication that can prevent seasickness. Buy him a mandrake leaf from the strange-thing store in Facade.

Difficulty: ★★☆☆☆

Availability: After receiving the letter from Emil, and only if you've completed the "A New Merchant in Town" quest.

Reward: 10000 gold (twice)



STRATEGY

Journey across the desert to Facade and speak to the proprietor of the strange-thing shop to obtain the mandrake leaf. Return to the ship in Seafront and give the man the mandrake leaf in exchange for your reward.

Talk to the merchant after collecting your reward to receive a second errand to run. This time, he wants Nier to head to Two Brothers Weaponry at the Junk Heap to retrieve some toad oil for him. Nier won't be able to enter the shop until he finds the first stone fragment at the Lost Shrine, so don't bother heading there until the main story takes you there. That said, Gideon hands over the toad oil free of charge. Take it back to the trader to complete the quest.



THE STRANGE FATE OF THE JEWEL

A woman in orange at the port in Seafront wants you to locate a treasure known as the Mermaid Tear. Search Seafront for leads.

Difficulty: ★★☆☆☆

Availability: After completing the "A Signature Dish," "The Postman's Request," "The Lighthouse Lady's Wrath," and the "Closure" quests.

Reward: 10000 gold



STRATEGY

The lady near the port is seeking a family jewel that had reportedly gone missing fifty years ago. Begin your search for leads by speaking to the women near the fountain in the plaza; the one with the purple sash points Nier in the direction of the lighthouse, since the lighthouse lady was very knowledgeable about precious stones. Travel to the lighthouse and inspect the two letters inside on the ground floor.

One of the letters reported that the man was sending the Mermaid Tear in a following letter, but the letter never arrived. Make your way to the post office and talk to the Postmaster. He'll let Nier in the back room. Push the crates out of the way to clear a path to the door on the north side of the room and check the letters on the table for the jewel. Nier can do any of three things with the Mermaid Tear: he can bury the jewel in the memory of the woman, sell it, or give it to the client. The choice is up to you, but you probably should give it to the client, as the jeweler is the granddaughter of the man who sent it to the lighthouse lady.

THE MASTERLESS LIGHTHOUSE

A man near the lighthouse in Seafront needs replacement parts for the lighthouse. Collect ten broken lenses, ten broken batteries, and ten mysterious switches.

Difficulty: ★★★★★

Availability: After receiving the letter from Emil.

Reward: 30000 gold



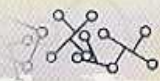
REQUIRED ITEMS

Item Name	Quantity
Broken Lens	10
Broken Battery	10
Mysterious Switch	10

STRATEGY

Each of the three types of materials needed to complete this quest can be found in relatively high abundance inside the Junk Heap. Equip a powerful spear and set about cleansing 1F and B2 of every defense robot you can find to gather up as many of these items as possible. Use dash charges to thrust straight through the robots, simultaneously collecting their wares. Be sure to Word-Edit the weapon you choose to maximize the item drop frequency, which reduces the chance of having to perform a second sweep of the area on a return trip.

THE GREAT TREE



The botanist next to the item shop in Seafront asked for a piece of root from the Lost Shrine's great tree.

Difficulty: ★★★★★

Availability: After finding the first stone fragment at the Lost Shrine.

Reward: 20000 gold and the Word "Ula!"



STRATEGY

Use the trade waterway to reach the rear entrance to the Lost Shrine and make your way back inside to the ground floor. Locate the piece of root from the great tree in the center of the room, but don't try to pick it up until you are ready for combat. Make sure Nier's health meter is full and that his magic and weaponry are suited for combat—both to increase magical attack proficiency and to decrease damage absorbed by magic.



The moment Nier picks up the tree root specimen, a large number of Shades appears. Quickly charge up a medium-strength Dark Phantasm attack to soften up the lesser Shades, then consume a magic drop and charge the massive Shade with the enormous ground-pounding hands. This Shade makes molten spikes rise up whenever it slams the ground with its hands, so Nier must stay on the move to avoid these devastating attacks. Use Skull Cracker to inflict heavy damage, then back away and hit the beast with Dark Hand to deliver some ranged damage. Continue with these attacks (or pepper the Shade with Dark Blast from afar if low on health) until it is destroyed.



Take the **great tree root** from the base of the tree and kill off the remaining Shades to collect some valuable materials, such as an elaborate machine and leather gloves. Once you are ready to leave, hop onto the large stone block in the northwest corner of the ground floor and leap into the hole in the wall to slip out the way you entered. Descend the ladders, cross the bridge, and return to the botanist in Seafront to collect the reward.

PART TWO

Each and every one of the quests described in the following pages must be completed before a key battle that takes place roughly halfway through Nier's visit to the Shadowlord's castle. It's best to play it safe and do everything you can to complete all of the quests before unlocking the gate to the castle. Not only does this guarantee that you don't accidentally miss out on completing some of the quests, but the act of finishing these quests ensures that Nier has acquired the necessary money and materials to outfit himself with the very best weaponry. It also determines that he has proven himself in battle sufficiently and has reached a high enough level to make the final series of fights less difficult than they would be otherwise.

PLAYER'S VILLAGE

CONTRACT FOR A CONTRACTOR

A man milling about near some pigs needs some materials to repair a fire-ravaged kitchen. Find one memory alloy, ten titanium alloys, and ten broken motors.

Difficulty: ★★☆☆☆

Availability: After receiving Emil's letter.

Reward: 30,000 gold

REQUIRED ITEMS

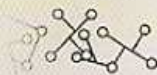
Item Name	Quantity
Memory Alloy	1
Titanium Alloy	10
Broken Motor	10



STRATEGY

Each of the items needed to help the man repair his house can be found in the Junk Heap, but it's going to require multiple trips. The broken motors can be acquired throughout 1F and B2, and Nier is all but guaranteed to collect several of each during each trip through the Junk Heap. Obtaining memory alloy is a bit tougher because only the very large robots on B2 drop it. Ride the elevator down to B2 and make your way to the large square room in the northwest corner before riding the mine cart. There are two rooms containing these larger robots on the half of B2 beyond the mine cart. One is located just beyond the exit from the mine cart, whereas the second room is at the south end of the hallway. This latter room contains two of the robots that yield memory alloy, but they're not guaranteed to drop it. Be patient and gather as many resources as you can while completing the main story objectives. The items will come eventually.

THE FISHERMAN'S GAMBIT, PART 7



The old fisherman will teach you some techniques if you can catch three royal fish.

Difficulty: ★★★★★

Availability: After completing "The Fisherman's Gambit, Part 6" quest.

Reward: Fishing Level 8

REQUIRED ITEMS

Item Name	Quantity
Royal Fish	3



STRATEGY

The royal fish is the first truly rare fish that Nier must catch to complete one of these quests. This particular fish can only be caught using the earthworm as bait while fishing at the pond on the eastern road. Continue casting the earthworm at this location to catch the royal fish. There is a 70% probability of hooking the elusive fish at this location with the earthworm.

THE FISHERMAN'S GAMBIT, PART 8



The old fisherman will teach you some techniques if you can catch three blue marlins.

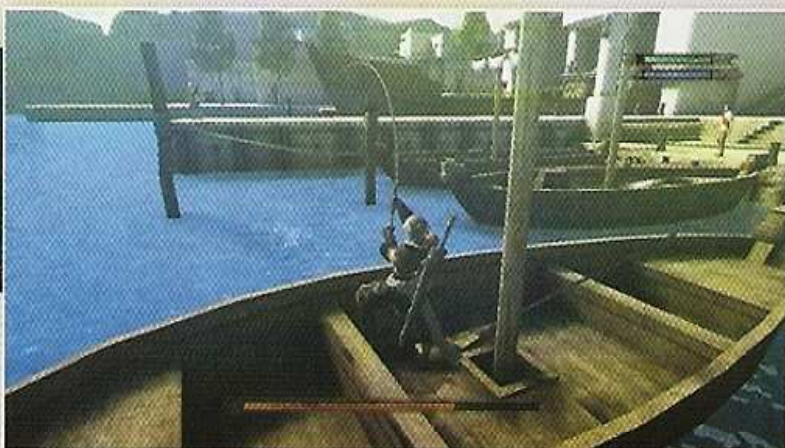
Difficulty: ★★★★★

Availability: After completing "The Fisherman's Gambit, Part 7" quest.

Reward: Fishing Level 9

REQUIRED ITEMS

Item Name	Quantity
Blue Marlin	3



STRATEGY

The blue marlin is one of the toughest fishes to reel in, especially if you happened to hook one while searching for royal fish. Blue marlins can be caught using a lure or a sardine as bait anywhere along the main Seafront wharf area. It's also possible to catch them on the tiny beach next to the pier or while standing on one of the smaller boats near the docks. Focus on the fish's energy meter carefully to make sure it's being worn down, and expect multiple shifts in direction.

MASTER OF THE SOUTHERN PLAINS

A large Shade has been sighted in the southern plains. The Seafront Postman has asked you to eliminate it for him.

Difficulty: ★★★★★

Availability: After finding the first stone fragment at the Lost Shrine.

Reward: 30000 gold and the Word "Solira"



STRATEGY

There is no telling when the large Shade may appear in the southern plains, but Nier is bound to run into it in his travels between the village, manor, and Seafront—provided he doesn't take the trade waterway everywhere he goes. The Shade attempts to slam the ground with its massive bell-shaped hammers and causes molten rock spires to rise up from the ground around Nier. Consume a magic drop to increase the potency of Nier's spells, then hit the monster with a powerful Dark Hand attack. Follow this with a series of quick dash charges with a powerful spear, or a Skull Cracker with a two-handed weapon. Defeat the Shade to obtain a very valuable Word as well as a complex machine. Report back to the Postman in Seafront to claim the reward.

A MEMORABLE KNIFE

The tavern keeper in Seafront wants you to purchase a kitchen knife from the Junk Heap. He's willing to pay handsomely.

Difficulty: ★★★★★

Availability: After defeating P-33 and Kalil.

Reward: 20000 gold

REQUIRED ITEMS

Item Name	Quantity
Titanium Alloy	10



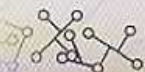
STRATEGY

Travel to the Junk Heap and speak to Gideon about the kitchen knife. Gideon can make one for the client, but it requires ten titanium alloys. Titanium alloys can be recovered from most of the types of robots in the Junk Heap, but it's a relatively rare item drop. The best bet, depending on how many you need to fill the request, is to perform a full sweep of 1F then descend to B2 and hunt down the much larger robots in the three rooms where they have appeared previously. Though they sometimes drop the highly valuable memory alloy, they are likely to drop titanium alloy during subsequent battles.

Return to the surface through the weapons testing area and bring the items to Gideon, or if you are still short, return to 1F and clear the place of robots once again. Continue fighting robots throughout the Junk Heap until Nier has at least 10 titanium alloys in his possession.

Take the **elite kitchen knife** from Gideon once he's done crafting it and deliver it to the tavern keeper in Seafront. Provided you've completed the "Bon Appétit!" quest before the attack on the village and subsequent abduction of Yonah, you may now accept the "Bon Appétit 2!" quest. Leave and return to Seafront to receive the quest.

FREESIA



A man who lives above the weapon shop in Seafront asked you to deliver a freesia flower to the person running the material shop in Facade.

Difficulty: ★ ★ ★ ★ ★

Availability: After defeating Wendy at *The Aerie* and completing the "Letter to a Missing Lover" quest.

Reward: 10000 gold

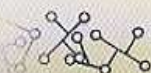


STRATEGY

The florist in Seafront who was waiting to hear from his missing girlfriend has decided to marry and start a family. They now live above the blacksmith's shop in Seafront, and he's got another quest for you. Take the **freesia bouquet** that he gives to Nier and deliver it to the owner of the material shop in Facade. Use the trade waterway to reach the desert swiftly and run across the desert to the city. Give the freesia bouquet to the material shopkeeper, who reveals that she used to live in The Aerie.

Return to the man in Seafront to collect the reward. Nier has the chance to tell the man about The Aerie and his lover's fate, or he can let it be. The choice is yours, but realize that telling him about his lover causes him to head out in search of a revenge that florists aren't well suited for exacting.

BON APPÉTIT! 2



The tavern keeper in Seafront needs ingredients for a new recipe. Collect ten giant catfish and ten bags of rice.

Difficulty: ★ ★ ★ ★ ★

Availability: After completing the "Bon Appétit!" and "A Memorable Knife" quests.

Reward: 20000 gold

REQUIRED ITEMS

Item Name	Quantity
Giant Catfish	10
Rice	10



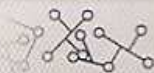
STRATEGY

Nier can purchase the needed rice in Seafront for 600 gold per bag, or he can purchase rice plant seedlings for 60 gold and harvest as much as 14 bags of rice from a single plant. Considering how many other quests there are to occupy time with while the rice grows, this is not a bad option, and can save a lot of gold.

The giant catfish, however, cannot be purchased. Catching a giant catfish requires a fishing level of at least 5 (6 or 7 is recommended), so Nier must have at least completed "The Fisherman's Gambit, Part 4" in order to catch the fish. Giant catfish can be caught in the village using carp as bait, or obtained in the small pond at the fork in the eastern road using a lure. Bring the items to the tavern keeper to collect your reward.

FACADE

LIFE IN THE SANDS



A person near the mailbox in Facade wants some seeds to grow in the desert. Bring the client ten pink moonflower seeds.

Difficulty: ★★★★★

Availability: After receiving Emil's letter.

Reward: 10000 gold

REQUIRED ITEMS

Item Name	Quantity
Pink Moonflower Seed	10

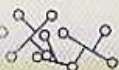


STRATEGY

Though it might seem to be a rather trivial request upon first glance, this is actually the most time-consuming and difficult quest in the entire game. Pink moonflower seeds can only be obtained through careful cross-breeding of moonflowers. The "Cultivation and Fishing" chapter provides in-depth instruction for how this works—be sure to read the cultivation portion of that chapter prior to beginning this quest.

In order to harvest ten pink moonflower seeds, you're going to first need to plant alternating rows of red and gold moonflower seeds across all three rows in the field. Allow the flowers to droop and harvest the seeds. With some luck, you'll obtain at least nine or more peach moonflower seeds. Now plant alternating rows of gold and blue moonflower seeds with the goal being to harvest at least six indigo moonflower seeds from the drooping flowers. The final step in order to obtain the delightfully rare pink moonflower seed is to plant three rows of alternating indigo and red moonflower seeds. Allow the flowers to droop then harvest the seeds—there is a 10% chance that each indigo moonflower will yield pink moonflower seeds. Repeat this process as many times as necessary to obtain the ten seeds.

THE KING'S MASK



A Facade royal guard needs titanium alloy and a crystal so he can make a mask.

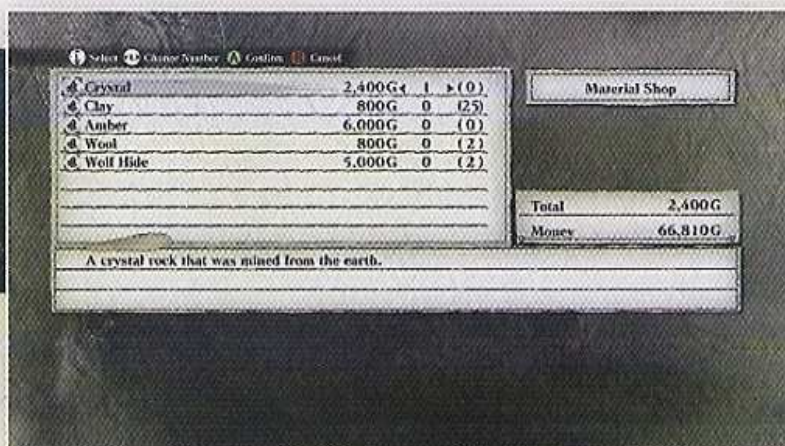
Difficulty: ★★★★★

Availability: After receiving the letter from Emil.

Reward: 10000 gold

REQUIRED ITEMS

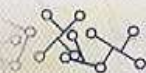
Item Name	Quantity
Titanium Alloy	1
Crystal	1



STRATEGY

The royal mask requires just two materials, but they are both quite rare. With any luck, you may already have a titanium alloy from previous trips to the Junk Heap. If not, proceed to explore the Junk Heap and hope to obtain at least one from the defense robots lurking there. Though rare, finding a crystal is actually much easier. Simply head to the material shop in Facade and purchase one for 2400 gold. The reward more than makes up for the expense.

SHADOWS OF THE DESERT



Defeat the woman who is disguised as one of the Masked People. Has she been a Shade this whole time?

Difficulty: ★★☆☆☆

Availability: After completing the key to the Shadowlord's castle and completing "The Missing Girl" quest.

Reward: 30000 gold



STRATEGY



This quest becomes available little by little as Nier travels across the desert to and from Facade. Be on the lookout for a person resembling a Facade resident out in the desert when Nier returns after telling Popola that he has found the Loyal Cerberus key. Talk to this person each time you see her, since there is something very peculiar about a lone villager walking in the desert. Nier is likely to have two uneventful encounters with this person: once on the way to Facade to inquire about the "A Shade Entombed" quest, then again as he exits the city on the way to Barren Temple to complete that quest. Return to Facade, then exit the city gate right away to have a third encounter with her.

Nier finally realizes that the person is actually a Shade in Facade clothing! Just as Nier figures it out, a whole army of Shades attacks. Many of the approaching Shades are small, armored magic-wielders. Use the dash charge to nail them to the ground, then quickly unleash a medium-power Dark Phantasm attack. Though the little Shades are numerous, the real threat comes from the swooping flying Shades.

Although your air-dash charge likely fails because of their distance, you can knock them out of the air with Dark Lance. The king and his men do lend a hand in the battle, but Nier has to do most of the heavy lifting on his own. The enemies are numerous and certainly pose a threat, but keep your eyes peeled for item drops, particularly the rare metal piercing.



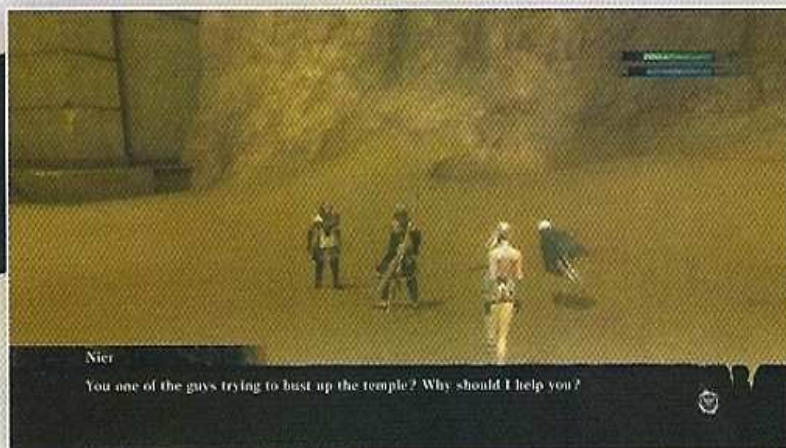
A SHADE ENTOMBED

A guard at Facade's gate asks you to eliminate the bandits desecrating the Barren Temple.

Difficulty: ★★☆☆☆

Availability: After completing the key to the Shadowlord's castle.

Reward: 20000 gold and the Word "Pabo"



STRATEGY

One of the bandits who broke into the Barren Temple made it outside, and soon starts pleading with Nier to save his fellow tomb raiders from the giant Shade that they've managed to release. Each of the rooms in the Barren Temple is unlocked, and while Nier needn't explore each of them, he does have to abide by the rules of each room he enters. This time, however, the rooms don't have magical pink boxes that must be destroyed. Instead, they are crawling with Shades of various sizes, thus forcing Nier to adapt his battle tactics to fit the rules of the room. Of all the rules, "Stationary Owl" can prove the most challenging, since it prohibits Nier from standing still even for a moment. Stay on the move and fire Dark Blast at the Shades while circling the perimeter of the room.



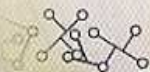
Use the passage connecting the two rooms in the southwest side of the temple to make your way around the collapsed floor, then head straight for the previously sealed room on the east side of the hall. This room's rule is called "Time-Forgetting Monkey." Nier can use all of his available actions and attacks, but he must work reasonably fast to eliminate the Shades. He has approximately three minutes to clear the room or be in violation of the rule.



The large Shade that was sealed away inside this room is located at the far end of the hall; Nier must fight through several groups of regular Shades in order to reach it. Use the two-handed sword and strike with spinning attacks to knock the Shades across the room as Nier advances down the hall. Watch for the giant Shade to come into view and try to hit it with Dark Lance before it can begin firing its magic bullets. The large Shade prefers to attack by spewing a series of alternating light and dark magic bullets. Dodge or slash through these giant projectiles to move in close, then hit it with a Skull Cracker and Dark Hand attacks. Dodge its melee strikes and counter with more Skull Cracker strikes.

Collect whatever item the Shade drops and head back outside to the bandit who managed to escape the temple. You can inspect one of the fallen bandits to be automatically transported outside of the Barren Temple. The foolish bandit outside actually tries to fight off Nier. Strike him once to let him know you mean business, then hit him again to bring him into custody.

NIGHTMARES AND DUST



A gate guard in Facade says a great number of people have gone missing in sandstorms recently. Perhaps you'd better investigate.

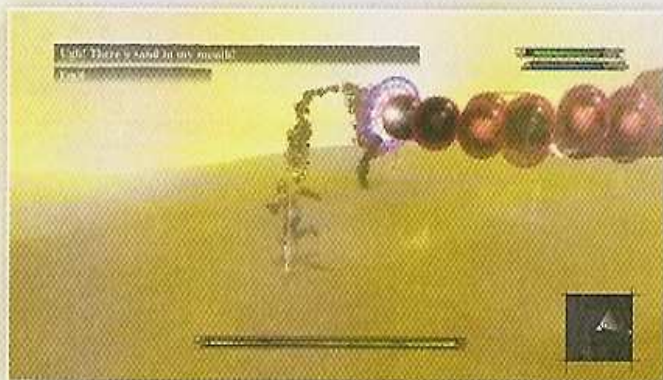
Difficulty: ★★☆☆☆

Availability: After completing the key to the Shadowlord's castle.

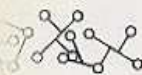
Reward: 30000 gold

STRATEGY

Leave the safety of Facade's walls and strike out north into the heart of the sandstorm. Watch the mini-map for signs of enemies and continue towards any white blips you see on the map. The source of the disappearing people soon comes into view—a massive magic-spewing Shade! The magic projectiles this Shade emits are quite large and many of them are magic-resistant, so don't waste magic trying to fire Dark Blast or Dark Lance through its projectiles at it. Instead, circle around behind it and attack with your preferred spear or two-handed sword. Use a strength drop for added damage. Employ hit-and-run techniques to avoid its lengthy arm swipes, then rush in for another attack!



A CITY REBORN



A Facade royal guard asks you for twenty pieces of iron ore, twenty pieces of clay, and twenty logs to help revive the town's fortunes.

Difficulty: ★★☆☆☆

Availability: After completing the key to the Shadowlord's castle.

Reward: 50000 gold

REQUIRED ITEMS

Item Name	Quantity
Iron Ore	20
Clay	20
Log	20

STRATEGY

The difficulty you experience in completing this quest is going to be a factor of how diligent you were in gathering materials during your travels. Clay can be purchased at the material shop in Facade for 800 gold, but it also can be found in each of the field areas, as well as inside the Barren Temple. So long as you haven't been selling it, it's likely that you already have more than the twenty necessary. Iron ore is another commonly found item that you may already have in abundance. If not, search the northern plains and eastern road on your way to the Junk Heap to buy some for 1000 gold each. Last but not least are the logs. Though you may have found a couple in the southern plains, logs tend to be one of the rarest materials. It's far easier to visit the material shop in the village and purchase them for 500 gold each than it is to spend your time searching the field for them, especially since it's possible to play through the entire game without encountering a single log outside of the shop.



DISTURBING THE SLEEP OF KINGS

The king of Facade asked you to clear all of the Shades from the Barren Temple.

Difficulty: ★ ★ ★ ★ ★

Availability: After completing the "A Shade Entombed" quest.

Reward: Labyrinth's Song (weapon) and the Word "Konkarr"



STRATEGY

Enter the king's manor and meet with him on the balcony outside his bedroom to receive his request. Cross the desert to the Barren Temple and set about performing a methodical sweep of each and every room to make sure there is not a single Shade left standing (or flying) in the area. Nier has already cleared at least three of the rooms during the "A Shade Entombed" quest, but many of the rooms may still have Shades in them. These rooms are each governed by the rules that Nier had to abide by during his earlier visit, only this time the action in the rooms revolves around combat.



Many of the rooms contain small and mid-sized Shades, but Nier often encounters larger Shades as well. One such creature is in the room governed by the rule "Magic-Spewing Bat."



Resist the urge to attack with Dark Hand and opt for a strength capsule and a couple of air-dash charges or Skull Crackers instead. Fending off the Shades in the "Blade-Wielding Tiger" room

may seem difficult at first, but it's not as hard as you might think. Charge a powerful dose of Dark Phantasm as the Shades march towards Nier, then follow it with rapid jolts of Dark Blast.



The toughest battle comes last, ungoverned by any rules. Work your way out onto the bridge at the north end of Barren Temple and use a two-handed sword to knock the magic-resistant Shades aside.

Use a strength capsule to make the cutting go faster, and advance across the bridge towards the massive Shade in the distance. This monster's magic projectiles are resistant to Nier's magical attacks, so dodge or slash at them, then look for an opening to retaliate with Dark Lance or Dark Hammer.



Enter the room where Nier had fought the giant Shade composed of boxes to find one more large Shade. Grab your deadliest weapon, pop a strength drop, and have at it! Dash charges (or Skull

Crackers) can rip the Shade to bits in no time. Focus on the big Shade first and leave the lesser ones to Emil and Kainé. The party automatically returns to the king of Facade as soon as the last Shade has been killed.

MANOR

A TALE OF THE STUDY

Investigate a Shade that has appeared in the study.

Difficulty: ★ ★ ★ ★ ★

Availability: After finding the first stone fragment at the Lost Shrine.

Reward: 15000 gold and the Word "Varil"



STRATEGY

Enter the manor and speak to the butler in the foyer. He has encountered a Shade in the study (the room where Nier fought Grimoire Rubrum), and he would like it eliminated. Proceed through the manor to the room beside the mailbox to find the Shade. This particular Shade is cloaked in a magic-resistant barrier, so Nier must rely on physical attacks to damage the creature. Use a strength capsule and switch to your deadliest weapon to inflict as much damage per attack as possible. Repeatedly leap into the air and hit the Shade with a Skull Cracker attack over and over until it has been slain. Report back to the butler for the reward.

RESEARCH PROJECT

The butler wants you to explore the manor's underground facility in search of a way to restore Emil's body to normal. A clue apparently awaits in the second basement floor.

Difficulty: ★ ★ ★ ★ ★

Availability: After completing the "A Tale of the Study" quest.

Reward: N/A

STRATEGY

Return to the manor's courtyard and use the secret switch near the fountain to reveal the hidden entrance to the underground facility. Fight your way back through B1 to the stairs leading down to



B2. The facility is crawling with Shades just as it was during the party's earlier visit, but all of the doors are unlocked, and Nier's more powerful weaponry and Dark Phantasm spell should be all it takes to clear a path through the enemy horde. Locate the **employee list** on the table in the third area of B2, in a lab room on the south side of the floor.



The document leads the party to Seafront, where a former employee of the weapons lab is believed to have once lived. Enter Seafront and head up the stairs to the left, then continue climbing all

the way to the gate directly above the entrance from the southern plains. Knock on the gate and talk to the man who now lives in the house to obtain the encoded message that he's been holding. Return to the butler in the manor to have the message decoded.

JUNK HEAP

THE SHADE ARMY

Collect five broken batteries and five broken motors to repair the elevator in the Junk Heap, then defeat all the Shades on the second floor of the Junk Heap.

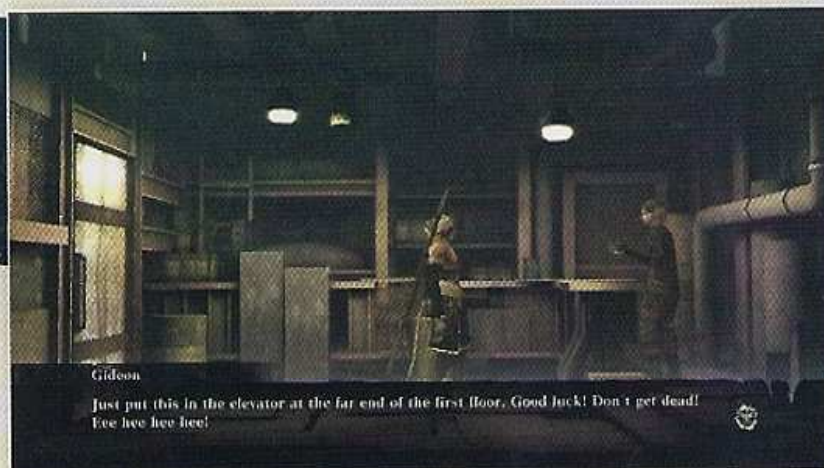
Difficulty: ★★☆☆☆

Availability: After defeating P-33 and Kalil.

Reward: 30000 gold

REQUIRED ITEMS

Item Name	Quantity
Broken Battery	5
Broken Motor	5



STRATEGY

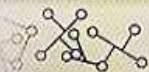
Gideon is having trouble gathering the resources he needs in the Junk Heap thanks to a number of Shades that has taken over the second floor. Nier wants to help rid the world of Shades, but first he'll have to find the materials needed to repair the elevator machinery on the first floor. Unless you've already sold off Nier's inventory of materials or used them up by forging weapons, the previous visits to the Junk Heap have probably provided an abundance of broken batteries and broken motors. Hand them over to the Gideon in exchange for the elevator parts, and head into the mountain.



Head west across the first floor of the Junk Heap to the elevator in the south-central section of the floor and install the elevator parts. Ride the elevator to 2F and prepare for battle. The Shades that attack in the first room of this small floor are all quite small, and Nier can make quick work of them with dash charge attacks and Dark Phantasm. The later battle at the far end of the hall proves to be much tougher. Consume a defense drop and switch to your most powerful two-handed sword. Shades of varying sizes start swarming around Nier's party—use Dark Phantasm or a high-powered Dark Whirlwind attack to soften them up and buy a little breathing room. The larger Shades require some special attention. Hit them with spinning attacks or Skull Crackers, then gather up the items they drop and report back to Gideon.

FOREST OF MYTH

THE MAGICAL STONE



A woman near the entrance to the Forest of Myth asked you to find a “magical stone” used in fortune-telling. Talk to Popola to get more details.

Difficulty: ★★★★★

Availability: After completing the key to the Shadowlord's castle.

Reward: 10000 gold and Iron Pipe (weapon)



STRATEGY

Visit the lady living in the tree on the right-hand side of the Forest of Myth to learn about her plans to open a fortune-telling business. The only problem is that she needs a special stone to be able to work as a fortune-teller. Head to the library and talk to Popola so Nier can learn that the stone is called the Eye of Power, and it used to be found on the roof of the Lost Shrine.

Take the trade waterway to the Lost Shrine's rear entrance and prepare for a fight! Armored Shades of all varieties and types have descended on the Lost Shrine in an effort to keep Nier from unlocking the gate to the Shadowlord's castle. The ascent to the roof parallels that described in the

walkthrough portion of this book, under the header “Head for the Shadowlord's Castle.”



Kill any Shades you encounter on the south end of the roof and locate the large blue block on the right. Inspect the floor to identify the faint scratch marks, and pull/push the block back along that path around the corner. Leap from the crate over the wall to where a second block is located and slide that one to the east so that Nier can leap up onto a higher level of the roof.



Activate a four-blade Dark Whirlwind and advance northward along the eastern edge of the roof. The Dark Whirlwind protects Nier from any

Shades he encounters while hurdling the tree branches and short walls. Double-jump from the black stone block up onto the highest point on the roof, where a very large Shade is located.

The combination of Dark Whirlwind with a strength capsule and a couple of Skull Crackers is all it takes to defeat this beast and lay claim to the **Eye of Power**.

Retrace your steps back through the lower levels of the Lost Shrine, cross the bridge to the trade waterway at the rear entrance, and ride a boar back to the Forest of Myth. Give the Eye of Power to the woman and agree to have your fortune told.



Nier and the rest of the party soon are magically whisked away to another time and place, and a strange sense of déjà vu washes over Nier, though he doesn't know why. Enter the shop where that man and his daughter lay huddled together out of the cold all those centuries ago. Smash the crate to obtain the **Iron Pipe**, a one-handed sword.



Head out into the snow-covered street and set about massacring the dozens of Shades that swarm the area. Use your best two-handed sword and perform repeat spinning attacks to knock them to and fro while building up a massive combination. Keep your eyes open for rare item drops, since the incredibly rare broken wristwatch can be obtained during this fight if you're lucky.

The battle ends once Nier defeats the large Shade that tormented the unidentified man 1300 years earlier.



FISHING AND CULTIVATION



FISHING

Nier isn't capable of fishing at the start of the game, but early in his journey he will visit the coastal town of Seafont, in search of a shaman fish. An old man by the wharf provides Nier with a fishing rod and lure, and from then on fishing is available along bodies of water, and even fast-moving sand. Fish that are caught can be used to complete quests or can be sold for gold. Lastly, records are automatically kept regarding the size of the fish you catch—compare the fish lengths and weights with friends to see who really caught the biggest fish and who was just telling “fish tales.”



The act of fishing is quite straightforward. Once you have the rod and lure (or purchased bait from the tackle shop in Seafont) just head to one of the half-dozen fishing holes and press the Interact button when the on-screen prompt appears. Nier automatically casts whatever bait you select. Now you must watch the tip of the rod. Ignore the slight bends of the rod tip, since this is just a sign of a fish nibbling on the bait. Instead, wait for the rod to really bend downwards towards the water. Immediately pull down on the Control Stick to yank the rod upwards and set the hook (there is no need to press the Jump button to set the hook). This action (or pressing the Jump button) must be done within 1 second of the rod being tugged sharply downward. Continue pulling down on the Control Stick to battle the fish, but watch where the fish swims. Pull down when the fish is swimming directly in front of Nier, otherwise pull down/right or down/left to continue to pull in the direction opposite of the way the fish is swimming. The fish's stamina gauge will gradually empty as the fish runs out of energy. Nier automatically reels the fish in when the stamina gauge is emptied completely, but it is possible to reel tired fish in while they still have 10 to 20% of their health, provided Nier has a much higher fishing level than the fish requires. It's often best to wait until the health gauge is empty and allow Nier to land the fish on his own.

FISH PARAMETERS AND BEHAVIOR

TYPES OF FISH

Size	Saltwater	Freshwater
Small	Sardine, Shaman Fish, Bloxfish	Carp, Rainbow Trout
Medium	Bream	Black Bass, Sandfish
Large	Shark, Blue Marlin	Giant Catfish, Royal Fish, Hymeria
Super Large	Durkboasteus	Rhizodont

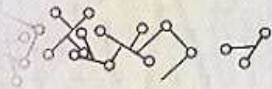
Nier can fish wherever there is adequate footing close to the water's edge (or flowing sand). There are six main fishing holes to explore. Most of the fishing areas contain freshwater fish, but the two locations in Seafront are home to a number of saltwater species. Of course, each of these fishing holes also has their fair share of junk.

- Village pond (fresh)
- Eastern road pond (fresh)
- Northern plains river (fresh)
- Seafront wharf (salt)
- Seafront beach (salt)
- Desert pier (fresh)

FISH FACTS

Fish/Junk Name	Basic HP	Minimum Length (cm)	Maximum Length (cm)	Weight per 1cm (g)	Fat Factor	Receiving Angle	Best Angle	Adequate Fishing Level	Rod Tip Behavior (pull on TUG)
Shaman fish	100	10	15	12	5	90	60	1	Nib/nib/TUG
Sardine	200	10	15	12	5	90	60	1	Nib/nib/TUG
Blowfish	500	25	40	30	7	60	45	2	Nib/nib/TUG
Bream	3000	40	95	100	10	60	30	4	Nib/nib/nib/TUG
Shark	10000	250	450	300	8	60	30	5	Nib/TUG
Blue marlin	120000	300	550	600	10	45	30	8	TUG
Dunkleosteus	600000	520	980	8000	20	30	20	10	Nib/nib/nib/TUG
Carp	300	10	30	20	8	90	60	1	Nib/nib/TUG
Rainbow trout	1200	40	80	40	10	60	45	3	Nib/nib/TUG
Black bass	8000	27	70	15	30	60	30	5	Nib/TUG
Giant catfish	18000	180	480	1000	50	45	30	6	TUG/TUG
Royal fish	55000	220	400	1500	10	45	30	7	Nib/nib/nib/TUG
Hyneria	270000	260	520	4000	20	45	30	9	Nib/nib/TUG
Sand fish	15000	25	35	55	30	45	30	6	TUG
Rhizodont	800000	480	760	2500	50	30	20	10	Nib/nib/nib/nib/TUG
Aquatic plant	100	-	-	-	-	90	60	1	Nib/TUG
Deadwood	500	-	-	-	-	60	45	2	Nib/TUG
Rusty bucket	300	-	-	-	-	60	45	1	Nib/TUG
Empty can	200	-	-	-	-	90	60	1	Nib/TUG
Rusted clump	10000	-	-	-	-	45	20	5	Nib/TUG

FISH SIZE



The fish are never the same size and the sizes are determined randomly. Fish length is randomized within a given range for each species. The probability of catching a certain length of fish is based on a bell curve with fish near the absolute minimum and maximum size being the hardest to catch.

The weight of a fish grows proportionately per centimeter of length, but the specie's specific fat factor and certain random variants also contribute to the weight of the fish. Generally speaking, lengthier fish are heavier.

The fish's HP is based on the fish's average weight. Since the weight of the fish is determined in part by the length of the fish, which varies randomly, each fish has a slightly different HP.



FISHING EQUATION

Example: Blue Marlin HP Calculation

Basic HP = 8000

Average Length = 470cm

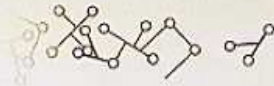
Weight per cm = 600g

We can calculate the weight per cm by the average length to determine that the average weight per blue marlin (not counting the fat factor) is 282,000 grams. We can then calculate the average HP per gram of weight.

$$8000 \div 282,000 = 0.028 \text{ HP/gram}$$

Knowing this, we can use the minimum and maximum lengths of blue marlin to calculate the range of HP for this species to be between 6,468 HP and 9,531 HP. Including the fat factor for this species would raise these values roughly 10-20%.

FISHING BATTLE



Nier increases his fishing level by completing quests in the "The Fisherman's Gambit" string. This fishing level is used behind the scenes to calculate the amount of damage Nier can inflict on a fish during the reeling in process. This is calculated continuously, every 0.1 seconds during the battle with the fish.

Nier inflicts significantly more damage when fighting at the best angle versus an acceptable angle. Though it may sound confusing, the fishing line on Nier's rod for calculation purposes has an effective HP rating. It is possible for the fishing line to break over time if this HP rating gets too low (behind the scenes calculations). The fishing line recovers HP whenever Nier is fighting the fish at the best angle, but the line also receives damage based on the fish's HP and Nier's fishing level if Nier isn't pulling properly. What this means is that it's possible to gradually reel in a fish at a higher level if you are patient and always fighting at the best angle, but the line will likely snap if you don't pull the Control Stick opposite the fish. The damage ratings to fish and line are being done every 0.1 seconds. Though there is more of a margin for error against weaker fish, a fish with a lot of HP can snap the fishing line very quickly if Nier is not at a proper fishing level or if you are sloppy with your control movements.



FISH HABITAT AND PREFERRED BAIT

Each of the species of fish in *Nier* are restricted to one or two locations and an equally limited selection of bait. If the right kind of bait is not being used, the fish will either not even nibble or Nier will hook trash. The following chart reveals the locations of each type of fish (and junk) and the types of bait that they will respond to.

FISH HABITAT AND BAIT

Fish Type	TYPE OF BAIT					FISHING POINTS					
	Sardine	Carp	Lure	Earthworm	Lugworm	Player's Village	Eastern Road	Northern plains	Seafront Wharf	Desert	Seafront Beach
Shaman fish			X		X						X
Sardine					X				X		
Blow fish					X				X		
Bream			X		X				X		
Shark	X								X		
Blue marlin	X		X						X		
Dunkleosteus	X		X						X		
Carp				X		X		X			
Rainbow trout			X	X				X			
Black bass		X	X			X	X				
Giant catfish		X	X	X		X	X				
Royal fish				X			X				
Hyneria		X	X							X	
Sandfish			X	X	X					X	
Rhizodont		X	X							X	
Aquatic plant	X	X	X	X	X	X	X		X		X
Deadwood	X	X	X	X	X	X	X				
Rusty bucket	X	X	X	X	X			X	X	X	X
Empty can	X	X	X	X	X	X	X	X	X	X	X
Rusted clump	X	X	X	X	X			X		X	

Even though it is technically possible to catch some fish on different types of bait or at different locations, the probability favors one specific location and a single preferred bait. Consult the table on the next page (and the tips in the "Quest Guide") to maximize your effectiveness. The higher level fish are extremely rare and the only way to have a chance of catching them is to use the right bait in the right spot—and you'll still need plenty of patience and determination!



PROBABILITY OF CATCHING FISH WITH SPECIFIC BAIT

		Shaman fish	Sardine	Blowfish	Bream	Shark	Blue Marlin	Dunkleosteus	Carp	Rainbow trout	Black bass	Giant catfish	Royal fish	Hyneria	Sand fish	Rhizodont	Aquatic plant	Deadwood	Rusty bucket	Empty can	Rusted clump
Lugworm	Player's Village	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	20	0	40	0
	Eastern road	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	30	0	30	0
	Northern plains	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	40	20
	Seafront	0	50	30	10	0	0	0	0	0	0	0	0	0	0	0	3	0	5	2	0
	Desert	0	0	0	0	0	0	0	0	0	0	0	0	0	20	0	0	0	40	35	5
	Seafront, sandy shore	10	80	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	5	2	0
Earthworm	Player's Village	0	0	0	0	0	0	0	70	0	0	20	0	0	0	0	5	2	0	3	0
	Eastern road	0	0	0	0	0	0	0	0	0	0	20	70	0	0	0	5	3	0	2	0
	Northern plains	0	0	0	0	0	0	0	60	30	0	0	0	0	0	0	0	0	3	5	2
	Seafront	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	30	0	50	20	0
	Desert	0	0	0	0	0	0	0	0	0	0	0	0	0	30	0	0	0	40	20	10
	Seafront, sandy shore	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70	0	20	10	0
Lure	Player's Village	0	0	0	0	0	0	0	0	0	80	10	0	0	0	0	2	5	0	3	0
	Eastern road	0	0	0	0	0	0	0	0	0	50	30	0	0	0	0	5	5	0	10	0
	Northern plains	0	0	0	0	0	0	0	0	80	0	0	0	0	0	0	0	0	5	10	0
	Seafront	0	0	0	60	0	20	5	0	0	0	0	0	0	0	0	5	0	5	5	0
	Desert	0	0	0	0	0	0	0	0	0	0	0	0	5	60	1	0	0	14	10	10
	Seafront, sandy shore	90	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	0	3	2	0
Carp	Player's Village	0	0	0	0	0	0	0	0	0	50	30	0	0	0	0	5	10	0	5	0
	Eastern road	0	0	0	0	0	0	0	0	0	10	80	0	0	0	0	3	5	0	2	0
	Northern plains	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	40	20
	Seafront	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	20	0	50	30	0
	Desert	0	0	0	0	0	0	0	0	0	0	0	0	15	0	5	0	0	20	50	10
	Seafront, sandy shore	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70	0	20	10	0
Sardine	Player's Village	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	30	40	0	30	0
	Eastern road	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	30	0	30	0
	Northern plains	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40	40	20
	Seafront	0	0	0	0	50	30	10	0	0	0	0	0	0	0	0	2	0	5	3	0
	Desert	0	0	0	0	0	0	0	0	0	0	0	0	20	0	10	0	0	30	30	10
	Seafront, sandy shore	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	70	0	20	10	0

FISH AND BAIT RESALE VALUE

Fishing Items	Description	Resale Value
Black Bass	A freshwater fish found almost everywhere.	1500
Blowfish	A toxic saltwater fish. The non-lethal parts are delicious.	175
Blue Marlin	A sharp-billed saltwater fish of impressive size.	1900
Bream	A valuable saltwater fish eaten during auspicious occasions.	750
Carp	A popular freshwater fish that can also be used as bait.	100
Dunkleosteus	A legendary saltwater fish often referred to as a living fossil.	12500
Earthworm	Bait loved by freshwater fish. Use it at the right spot to fish.	2
Giant Catfish	A freshwater fish known for its catlike whiskers.	2250
Hyneria	A legendary freshwater fish that has existed for millennia.	6000
Lugworm	Bait loved by saltwater fish. Use it at the right spot to fish.	2
Lure	Fishing tackle. Use it at the right spot to fish.	20
Rainbow Trout	A freshwater fish that sports vibrant colors.	600
Rhizodont	A rare fish that can survive on land for short periods of time.	15000
Royal Fish	A freshwater fish with eggs valued in gourmet cuisine.	4000
Sandfish	A unique crustacean that enjoys burrowing into the sand.	2500
Sardine	A common saltwater fish that can also be used as bait.	125
Shaman Fish	A saltwater fish often used for medicinal purposes.	60
Shark	A saltwater fish known for its ferociousness.	1250



CULTIVATION



Among many other pursuits, Nier can also try his hand at farming. His home is conveniently adjacent to a fertile, undeveloped field. This field can be prepped for plant life in one of two ways. During the first half of the game, complete the quests “Shopping List” and “A Return to Shopping” for the florist in Player’s Village. The first quest requires that you provide her with three tulip bulbs, and opens up one row of Nier’s field for potential fertilization, planting, and harvesting. The second quest requires that you give her three bounty fertilizers, and opens up two more rows, fully developing the field. Each row has five plots for plants, so you can work on up to fifteen harvests at a time. If you manage to complete part one without completing these quests, you can unlock the whole field for use simply by purchasing the **cultivation handbook** item from that same florist during part two, for 5000G.

CULTIVATION STAGES AT A GLANCE

- Fertilization** Optional step. Apply fertilizer pre-planting.
- Planting** Plant a seed or seedling. Watering is possible immediately post-planting, and will increase the final yield by 20%.
- Growth** The plant is growing, but is not yet ready to be harvested. Watering is possible a second time during this phase, and will again increase the final yield by 20%. The growth period differs between various seeds and bulbs, with the quickest flowers reaching maturity in about an hour, and the slowest plants taking almost a full, real-life day to grow.
- Flowering** The plant is maturing. Flowers can be plucked at this stage. Food-bearing plants require a little more time. Flowers stay in this stage for about a day or two, before losing their blooms.
- Harvesting** Plants that bear fruits and vegetables can now be reaped. Flowers that were not picked during their flowering period can now be harvested for their seeds or bulbs. This period lasts around one to two days, depending on the plant variety.
- Withering** Plants that are neglected past their flowering and harvesting periods are totally withered, and can only be discarded. This phase lasts until you clear the dead plant from the plot.

STEP ONE: FERTILIZATION

The first step toward reaping a bountiful harvest is fertilizing each plot. While this step isn't required, it's certainly recommended. Each type of fertilizer has a certain effect on either the duration of a plant's growth, the duration of its harvesting period, or its ultimate yield. Which matters most is up to you; there isn't a wrong approach. If you plan to play *Nier* frequently, use either speed or bounty fertilizer. If your playtime tends to be more sporadic, try out flowering fertilizer instead so you're less likely to miss out on a harvest altogether.



FERTILIZERS

Name	Description	Effect	Acquisition
Bounty Fertilizer	Increases the output of a harvest.	Bounty fertilizer increases the final yield of a harvest by 50%.	300G (Item shopkeeper in Seafront, Facade)
Flowering Fertilizer	Increases the length of the flowering and harvesting periods.	Flowering fertilizer doubles the flowering and harvesting periods of a plant.	300G (Item shopkeeper in Facade)
Speed Fertilizer	Increases growth speed, allowing you to harvest earlier.	Fertilizing a plot with speed fertilizer halves the amount of time it will take a seed to flower or bear fruit, thus becoming ready for harvest.	300G (Item Shopkeeper in Seafront)

ALL'S FAIR IN LOVE, WAR, AND VIDEO GAME FARMING

The game uses your video game system's internal clock to determine how much time has elapsed with regards to plant care. As an inevitable consequence, you can intentionally circumvent the intentions of the game's designers by manually adjusting your system's clock to meet your agricultural needs. If you use this unscrupulous approach, there is no need to ever use any fertilizer except bounty fertilizer. For example: you fertilize your field, plant the desired bulbs or seeds, water them all, then save the game. Now, after making sure your video game console is not online (preventing automatic and non-fictional time updates), head to the system's dashboard and dial forward the time a few hours. Start *Nier* back up, reload your game, water the plants a second time, save, and return to the dashboard. This time, move the time forward half a day or so. Now reload again and your fields should be ready to harvest! You'll need to make slight alterations in how far forward you jump the system's clock, depending on the particular yields you're after (for example, going for flower seeds rather than flowers themselves requires a longer jump into the future, roughly two days). This guide assumes that you're playing it straight, but being that this is a guide you should be aware that there's another, faster way! The choice is yours.



STEP TWO: PLANTING

After fertilization (or without it, if you like), it's time to plant. Select the desired seed for Nier to bury in the earth, where it immediately sprouts. The plant sprout can now be watered for the first time, and unless trying for a flower there is absolutely no reason not to do this; watering the fledgling plant will increase the yield come harvest time by 20%. However, if you're trying to simply pluck a flower during the flowering phase, don't bother watering. They don't need it, and it won't increase your yield for flowers. But, if you're going to wait past the flowering phase for a flower and harvest its seeds, water away.



SEEDS

Seeds and Seedlings	Description	Acquisition	Resale Value	Crop Type	Growth Period (roughly in hours; can be halved with speed fertilizer)	Flowering Period (roughly in hours; can be doubled with flowering fertilizer)	Harvesting Period (roughly in hours; can be doubled with flowering fertilizer)	Harvest Result	Expected Yield (rough; can be increased by using bounty fertilizer and watering at both opportunities)
Bean Seed	A bean seed that you can plant in the field.	35G (Grocer in Seafront)	7	Fruit	3	3	30	Bean	2
Bell Pepper Seed	A bell pepper seed that you can plant in the field.	50G (Florist in Player's Village)	10	Fruit	3	3	30	Bell pepper	4
Blue Moonflower Seed	A moonflower seed that you can plant in the field.	120G (Grocer in Seafront)	60	Flower	3	30	50	Flowering: Blue Moonflower; Harvest: Blue Moonflower Seed*	1 flower or 4 seeds
Dahlia Bulb	A dahlia bulb that you can plant in the field.	40G (Florist in Player's Village, Grocer in Seafront)	8	Flower	1	40	50	Flowering: Dahlia flower; Harvest: Dahlia Bulb	1 flower or 4 seeds
Eggplant Seed	An eggplant seed that you can plant in the field.	40G (Florist in Player's Village)	8	Fruit	6	6	30	Eggplant	6
Freesia Bulb	A freesia bulb that you can plant in the field.	80G (Grocer in Seafront, Item shopkeeper in Facade)	16	Flower	1	50	50	Flowering: Freesia Flower; Harvest: Freesia Bulb	1 flower or 8 seeds
Gold Moonflower Seed	A moonflower seed that you can plant in the field.	120G (Grocer in Seafront)	60	Flower	3	30	50	Flowering: Gold Moonflower; Harvest: Gold Moonflower Seed*	1 flower or 4 seeds
Gourd Seed	A gourd seed that you can plant in the field.	60G (Item Shopkeeper in Facade)	12	Fruit	6	6	28	Gourd	3
Indigo Moonflower Seed	A moonflower seed that you can plant in the field.	Flower Cultivation	180	Flower	4	30	50	Flowering: Indigo Moonflower; Harvest: Indigo Moonflower Seed*	1 flower or 2 seeds
Melon Seed	A melon seed that you can plant in the field.	120G (Item Shopkeeper in Facade)	24	Fruit	8	8	20	Melon	1
Peach Moonflower Seed	A moonflower seed that you can plant in the field.	Flower Cultivation	180	Flower	4	30	50	Flowering: Peach Moonflower; Harvest: Peach Moonflower Seed*	1 flower or 2 seeds
Pink Moonflower Seed	A moonflower seed that you can plant in the field.	Flower Cultivation	180	Flower	4	30	50	Flowering: Pink Moonflower; Harvest: Pink Moonflower Seed*	1 flower or 2 seeds
Pumpkin Seed	A pumpkin seed that you can plant in the field.	50G (Florist in Player's Village)	10	Fruit	4	4	30	Pumpkin	1
Red Moonflower Seed	A moonflower seed that you can plant in the field.	120G (Grocer in Seafront)	60	Flower	3	30	50	Flowering: Red Moonflower; Harvest: Red Moonflower Seed*	1 flower or 2 seeds
Rice Plant Seedling	A rice plant seedling that you can plant in the field.	60G (Grocer in Seafront, Item shopkeeper in Facade)	12	Fruit	5	5	25	Rice	10
Tomato Seed	A tomato seed that you can plant in the field.	30G (Florist in Player's Village)	6	Fruit	4	4	25	Tomato	5
Tulip Bulb	A tulip bulb that you can plant in the field.	50G (Grocer in Seafront)	10	Flower	2	50	50	Flowering: Tulip; Harvest: Tulip Bulb	1 flower or 6 seeds
Watermelon Seed	A watermelon seed that you can plant in the field.	80G (Item shopkeeper in Facade)	16	Fruit	5	5	30	Watermelon	1
Wheat Seedling	A wheat seedling that you can plant in the field.	50G (Florist in Player's Village)	10	Fruit	5	5	25	Wheat	2
White Moonflower Seed	A moonflower seed that you can plant in the field.	Flower Cultivation	500	Flower	5	30	50	Flowering: White Moonflower; Harvest: White Moonflower Seed	1 flower or 2 seeds

STEP THREE: GROWTH

Some time after fertilizing, planting, and watering a plot, the plant displays visible growth, but is not yet ready to be harvested. If you return to check on a plant during this stage you can water it again. Like before, there's no reason not to—the final yield will again be increased by 20% for watering the plant. The growth period varies between plants from about one to eight hours. Using speed fertilizer on a plot before planting will halve the length of this growth period. At this point, all you can do is wait. Continue the story, complete some active quests, and go exploring. Check on your plants to see if they'll take additional whatever if you happen to be passing through Player's Village, but otherwise don't worry about them. In time, they'll be ready.



STEP FOUR: FLOWERING

After a plant is fully grown, it will blossom. Flowers can be picked during this period. This period lasts three to eight hours for fruit-bearing plants as they further mature, and are not yet ready to be harvested. For flowers, however, this period lasts over a real-life day. The duration of the flowering phase can be doubled by using flowering fertilizer pre-planting. The flower yield will be increased by 50% if you used bounty fertilizer, along with any increases as a result of plant watering. Flowers that are not gathered during this time will have their blossoms wilt, and will offer seeds rather than flowers as a reward during the next phase.



STEP FIVE: HARVESTING

During this period, fruits are ready to be picked. Flower blossoms have withered by now, but flowers aren't yet a lost cause—in fact, this phase is actually more important for flowers, because now you can reap their seeds instead of the flower itself. This is important, because certain seeds are only available through careful cross-breeding of flowers by planting them on adjacent plots in a particular way. The harvesting phase lasts slightly over one day for food-bearing plants, and over two full days for flower seeds, but as with the flowering phase this period is doubled through the use of flowering fertilizer. The yield of seeds or fruit goes up 50% if you used bounty fertilizer, and also increases up to 40% through watering.



HARVEST RESULTS

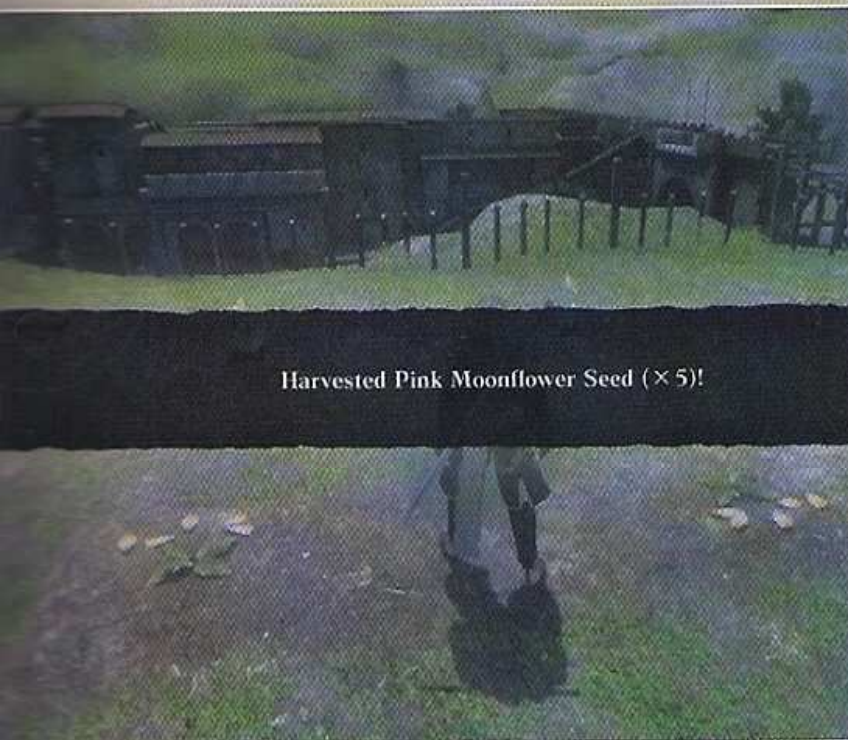
Cultivation Result	Description	Shop Acquisition	Resale Value
Beans	Ancient lore claims this fruit is musical.	300G (Grocer in Player's Village, Grocer in Seafront)	180
Bell Pepper	A vegetable with a bitter taste. Most children run from these in terror.	-	250
Blue Moonflower	A blue moonflower. Use it to restore 30% of your HP.	n/a	600
Dahlia Flower	A beautiful flower with a long, rich history.	-	120
Eggplant	A smooth, dark-colored fruit beloved by vegetarians.	400G (Grocer in Player's Village)	200
Freesia Flower	Flowers that are popular among ladies. Don't go on a date without one!	-	240
Gold Moonflower	A golden moonflower. Use it to restore 30% of your HP.	n/a	600
Gourd	Many people use these empty shells as water containers.	600G (Grocer in Seafront, Facade)	300
Indigo Moonflower	An indigo moonflower. Use it to restore 60% of your HP.	n/a	1800
Melon	A sweet-smelling fruit that's quite popular among older women.	1200G (Grocer in Seafront, Facade)	600
Peach Moonflower	A peach-colored moonflower. Use it to restore 60% of your HP.	n/a	1800
Pink Moonflower	A pink moonflower. Use it to restore 60% of your HP.	n/a	1800
Pumpkin	An orange-colored fruit often used as a decoration during the winter months.	500G (Grocer in Player's Village, Facade)	250
Red Moonflower	A red moonflower. Use it to restore 30% of your HP.	n/a	600
Rice	Some folks cook and eat this, while others use it to brew their own wine.	600G (Grocer in Seafront)	300
Tomato	A vegetable suitable for both eating and throwing at stage performers.	300G (Grocer in Player's Village)	150
Tulip	A flower that withstands the cold. Once used as a unit of currency.	-	150
Watermelon	Children often hold spitting contests with the seeds of this fruit.	800G (Grocer in Facade)	400
Wheat	Used to make bread, but also eaten during tough times.	500G (Grocer in Player's Village)	250
White Moonflower	An extremely rare white moonflower. Also known as a Lunar Tear. Use it to restore all your HP.	n/a	5000

STEP SIX: DEATH

If you manage to neglect your plants through both the flowering and harvesting periods, they will become utterly withered and useless. The only recourse here is to dig up the plot and start all over again.



THE LUNAR TEAR: MOONFLOWER CULTIVATION

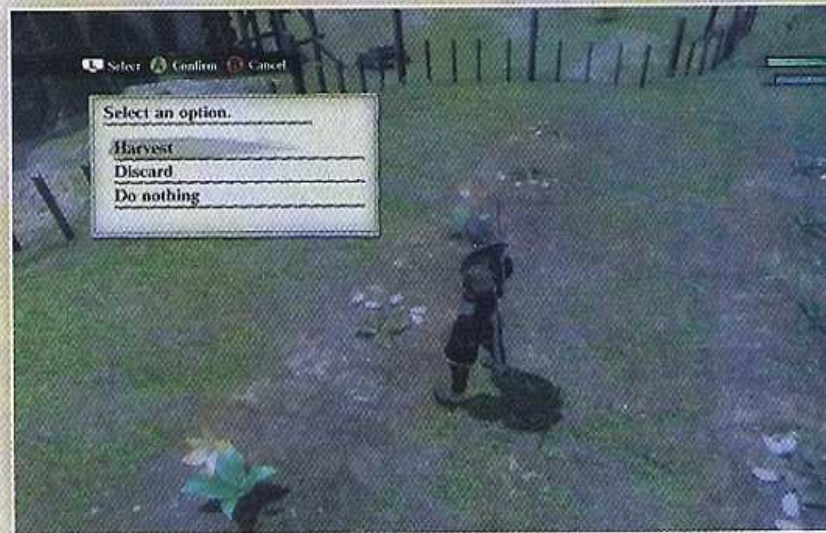


The only moonflower seeds readily available are red, gold, and blue. These seeds can be bought from the grocer in Seafront. There are, however, several rare moonflowers, including the rarest—the legendary white moonflower, or Lunar Tear, said to cure all ills. The white moonflower is the most potent recovery item in the game, as well as the subject of a trophy and achievement. To get this seed, you'll need to focus on moonflower cultivation.

Flowers are social organisms. They like to be planted next to each other, as this gives them a small chance of producing a different seed than normal come harvest time. Flowers have different probabilities for changing their seed harvest result depending

on the color of moonflower seed they're planted next to, as well as whether moonflowers are planted only on one side, or both. Waiting until harvest time to extract seeds from a drooping flower forgoes plucking the flower itself, but it's worth it—only through breeding different and rarer seeds can you eventually build to a white moonflower seed.

To have a shot at harvesting rare moonflower seeds, grow different color moonflowers right next to each other and skip the flowering phase before harvesting. Increasingly rare combinations of adjacent moonflowers eventually grant small chances of acquiring a white moonflower seed, from which a rare, dazzling white moonflower can be grown.



SEED YIELD PROBABILITY FROM ONE MOONFLOWER SEED WHEN PLANTED NEXT TO ANOTHER MOONFLOWER SEED

Seed Planted	...next to Red Moonflower Seed	...next to Gold Moonflower Seed	...next to Blue Moonflower Seed	...next to Peach Moonflower Seed	...next to Pink Moonflower Seed	...next to Indigo Moonflower Seed	...next to White Moonflower Seed
Planted Red Moonflower Seed...	Harvest: Red Moonflower Seed (100%)	Harvest: Red Moonflower Seed (80%); Peach Moonflower Seed (20%)	Harvest: Red Moonflower Seed (100%)	Harvest: Red Moonflower Seed (100%)	Harvest: Red Moonflower Seed (100%)	Harvest: Red Moonflower Seed (96%); Pink Moonflower Seed (5%)	Harvest: Red Moonflower Seed (70%); White Moonflower Seed (30%)
Planted Gold Moonflower Seed...	Harvest: Gold Moonflower Seed (80%); Peach Moonflower Seed (20%)	Harvest: Gold Moonflower Seed (100%)	Harvest: Gold Moonflower Seed (80%); Indigo Moonflower Seed (20%)	Harvest: Gold Moonflower Seed (100%)	Harvest: Gold Moonflower Seed (100%)	Harvest: Gold Moonflower Seed (100%)	Harvest: Gold Moonflower Seed (70%); White Moonflower Seed (30%)
Planted Blue Moonflower Seed...	Harvest: Blue Moonflower Seed (100%)	Harvest: Blue Moonflower Seed (80%); Indigo Moonflower Seed (20%)	Harvest: Blue Moonflower Seed (100%)	Harvest: Blue Moonflower Seed (100%)	Harvest: Blue Moonflower Seed (80%); Indigo Moonflower Seed (20%)	Harvest: Blue Moonflower Seed (100%)	Harvest: Blue Moonflower Seed (70%); White Moonflower Seed (30%)
Planted Peach Moonflower Seed...	Harvest: Peach Moonflower Seed (100%)	Harvest: Peach Moonflower Seed (100%)	Harvest: Peach Moonflower Seed (100%)	Harvest: Peach Moonflower Seed (100%)	Harvest: Peach Moonflower Seed (99%); White Moonflower Seed (1%)	Harvest: Peach Moonflower Seed (90%); Pink Moonflower Seed (10%)	Harvest: Peach Moonflower Seed (70%); White Moonflower Seed (30%)
Planted Pink Moonflower Seed...	Harvest: Pink Moonflower Seed (100%)	Harvest: Pink Moonflower Seed (100%)	Harvest: Pink Moonflower Seed (80%); Indigo Moonflower Seed (20%)	Harvest: Pink Moonflower Seed (99%); White Moonflower Seed (1%)	Harvest: Pink Moonflower Seed (100%)	Harvest: Pink Moonflower Seed (100%)	Harvest: Pink Moonflower Seed (70%); White Moonflower Seed (30%)
Planted Indigo Moonflower Seed...	Harvest: Indigo Moonflower Seed (95%); Pink Moonflower Seed (5%)	Harvest: Indigo Moonflower Seed (100%)	Harvest: Indigo Moonflower Seed (100%)	Harvest: Indigo Moonflower Seed (90%); Pink Moonflower Seed (10%)	Harvest: Indigo Moonflower Seed (100%)	Harvest: Indigo Moonflower Seed (100%)	Harvest: Indigo Moonflower Seed (70%); White Moonflower Seed (30%)
Planted White Moonflower Seed...	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)	Harvest: White Moonflower Seed (100%)



Your best odds of growing a white moonflower seed come from planting two peach moonflower seeds on either side of a pink moonflower seed (or vice versa, but peach moonflower seeds are easier to come by). There are other combinations of two or three moonflower seeds planted in a row which can also yield a white moonflower seed come harvest time, but the odds are far lower. Ideally, build up a stock of peach and pink moonflower seeds, then seed all three rows alternating peach-pink-peach-pink-peach, for a total of six pink moonflower seeds that each have a 10% chance to produce white moonflower seeds when harvested post-flowering.

When you finally plant your first white moonflower seed, be sure to plant lesser moonflower seeds on either side of it. This gives those less rare moonflower seeds a 30% chance each of yielding yet more white moonflower seeds. This way you're not forced to start from scratch on getting more white seeds once you pluck your first white moonflower. Once you have more than one white moonflower seed, simply start planting the white seeds right next to each other, guaranteeing yet more white seeds. Eventually you'll stock enough white moonflower seeds so you can safely start plucking some of them for their flowers while continuing to let some groups of white moonflowers last until harvest for their seeds. White moonflowers refill health completely, and are also fantastic to sell, they are worth 5000G each!

POSSIBLE ALTERED SEED YIELD FROM ONE COLOR OF MOONFLOWER SEED WHEN PLANTED BETWEEN TWO OF A SINGLE DIFFERENT COLOR

Three Moonflower Seed Distribution	Possible Altered Harvest Result of Middle Seed, With Probability
Gold - Red - Gold	Peach Moonflower Seed (30%)
Indigo - Red - Indigo	Pink Moonflower Seed (10%)
Red - Gold - Red	Peach Moonflower Seed (30%)
Blue - Gold - Blue	Indigo Moonflower Seed (30%)
Gold - Blue - Gold	Indigo Moonflower Seed (30%)
Pink - Blue - Pink	Indigo Moonflower Seed (30%)
Pink - Peach - Pink	White Moonflower Seed (10%)
Blue - Pink - Blue	Indigo Moonflower Seed (30%)
Peach - Pink - Peach	White Moonflower Seed (10%)
Red - Indigo - Red	Pink Moonflower Seed (10%)
Pink - Indigo - Pink	Pink Moonflower Seed (20%)

EXAMPLE PATH TOWARD RARE MOONFLOWER SEEDS, INCLUDING THE LEGENDARY WHITE MOONFLOWER SEED:

Step	Task	Result
1	Purchase or find 18 red moonflower seeds, 12 gold moonflower seeds, and 6 blue moonflower seeds.	Ready to plant!
2	Plant alternating red and gold moonflower seeds across all three rows.	Hopeful post-flowering harvest results: 9 or more peach moonflower seeds
3	Fill all three rows with alternating gold and blue seeds.	Hopeful post-flowering harvest results: 6 or more indigo moonflower seeds.
4	Fill the rows each with red-indigo-red-indigo-red.	Hopeful post-flowering harvest results: 6 or more pink moonflower seeds.*
5	Fill the rows each with peach-pink-peach-pink-peach.	Hopeful post-flowering harvest results: White moonflower seeds.

* Note that 10 pink moonflower seeds are required for the quest "Life in the Sands;" whether this is more important than using the pink seeds to go after white moonflower seeds is up to you.





BESTIARY

Adversaries are never far away in this world gone to rot. Black, glowing beings called Shades roam the land, preying on placid animals and the few humans that remain. Shades come in a few sizes and many varieties; they sometimes wield ghostly weapons and shields, use arcane powers, and don heavy armor. Other unfriendly creatures are found throughout the adventure, from old, rusting robots to towering, unspeakable bosses.

SHADES



The smallest Shades are also called Young. They are nimble and often attack in large packs.



Mature Shades are taller, broader, and stronger than a grown man.



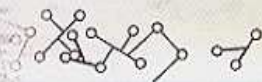
A few fearsome Shades grow to oversized dimensions, dwarfing other creatures.



ANIMALS

Animals are not normally antagonistic, but can run or fight back if you attack first. Animals are worth hunting for their hides and meat, which have good resale value, and are required to complete certain quests. Approach an animal after defeat and press the Interact button to strip it. You can simply pick up the smallest animals.

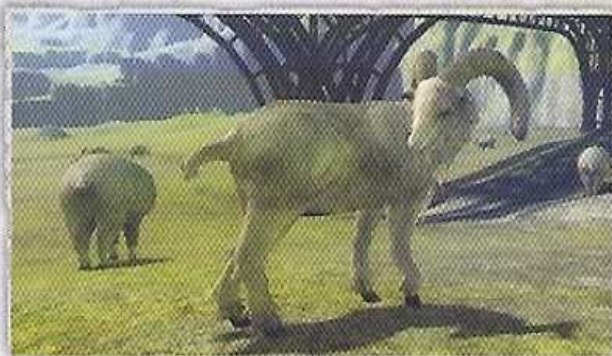
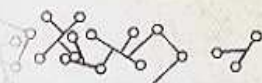
SHEEP



If you feel inhumane preying upon these peaceful creatures, reflect that if you don't get to it, Shades will do it first. Sheep flee if they are attacked but not killed outright or knocked off their feet, so knock them down and end it with a finishing strike. Beware their powerful kick if you approach from behind. Unlock an achievement or trophy by felling 100 sheep.

Location	EXP	Drop 1	Drop 2
Northern Plains, Southern Plains	1	Mutton	Wool

GOAT



Goats are just about as peaceful as sheep, but are better equipped to defend themselves if attacked. Avoid their headbutt as you finish them off.

Location	EXP	Drop 1	Drop 2
Northern Plains, Southern Plains, Eastern Road	3	Goat Hide	Goat Meat

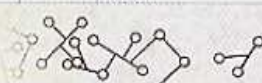
WILD BOAR



Boars are just as initially benign as sheep or goats, but become far more formidable once enraged. Avoid their powerful charging attack by rolling sideways at the last moment. Otherwise, you can simply attack up close with charged strikes that stagger the boar, preventing any chance of them charging in the first place.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
Northern Plains, Eastern Road (part two)	60-100	Boar Tusk (for quest "Boar Hunt!")	Boar Liver	Boar Meat	Boar Hide

DEER



The post-apocalyptic far future has removed the scourge of cars from the worries of a deer, but replaced it with Shades. They were probably better off with cars.

Location	EXP	Drop 1	Drop 2
Southern Plains	20	Venison	Deer Antler

LIZARD 

Small lizards can simply be picked up. Their tails are needed to make a drink for Popola for a particular quest, but can be sold otherwise.

Location	EXP	Drop 1
Northern Plains, Eastern Road	n/a	Lizard Tail

MOUSE 

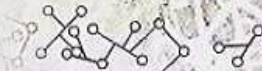
Mice, like lizards, need not be defeated. They can simply be caught by hand. Like lizards, mice tails are useful in making Popola a drink. Strange tastes for that woman...

Location	EXP	Drop 1
Outside Junk Heap	n/a	Mouse Tail

GIANT SPIDER 

The elimination of most humans from the planet has allowed the resurgence of mega-fauna like these huge spiders. Beware the toxic gas they spew, which can poison Nier and his friends. An occasional giant spider is also capable of sloughing off dozens of tiny, squirming offspring. The hordes of baby spiders are no more Nier's friend than their parents.

Location	EXP	Drop 1	Drop 2
Southern Plains, Manar, Barren Temple	60	Giant Spider Silk	Rainbow Spider Silk

BAT 

These cave dwellers fly just out of reach of many weapons, so use magic like Dark Blast and Dark Lance to shoot them from the sky.

Location	EXP	Drop 1	Drop 2
The Aerie (after second Hook encounter)	5	Bat Fang	Bat Wing

WOLF 

Wolves frequently strike in packs using a hit-and-run approach. Hit them hard with attacks that knock them off their feet, so you can finish them off quickly without the headache of them simply running away.

Location	EXP	Drop 1	Drop 2
Desert	50-100	Wolf Hide	Wolf Fang
Desert, Façade (part two)	200	Wolf Hide	Wolf Fang

SCORPION 

Where there seems to be a tiny, local cloud above the sand in the desert, a huge scorpion lurks underneath. Roll or run past these spots quickly to bait out the scorpion, then defeat it before it retreats back underground. Beware their poisonous sting if they get the jump on you.

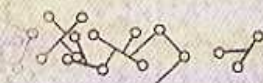
Location	EXP	Drop 1	Drop 2
Desert	5	Scorpion Tail	Scorpion Claw

ENEMIES

YOUNG SMALL SHADE



These infant Shades are nimble, pesky, and skittish. They'll run nearby to strike before retreating quickly. Charged attacks that hit in a large arc, along with area-effect magic like Dark Phantasm and Dark Execution, make short work of large groups of Young Shades.

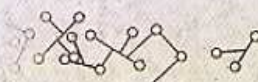


Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
Lost Shrine (first visit)	10	-	-	-	-	-
Northern Plains	20	Old School-book	Dented Metal Bat (rare)	Word: Lug	Word: Ashur (after shaman fish)	Word: Hoda (after shaman fish)
The Aerie	20	Medicinal Herb	Old School-book	Dented Metal Bat (rare)	Word: Pah	-
Underground Facility (part two)	50	Old School-book	Dented Metal Bat (rare)	Word: Pahil	Word: Ula	-
Northern Plains (part two)	120	Old School-book	Dented Metal Bat (rare)	Word: Lugza	Word: Besal	-

SWORD-WIELDING SHADE



Fully-grown Shades almost always wield some sort of otherworldly weapon. Their sword-like projections allow them to strike at Nier or parry his attacks. These Shades even try baiting deflection attempts by holding their swords high overhead, then hesitating before they strike. Don't take the bait; simply charge up an attack or use a strong magic attack to knock them down, making the feint a moot point.

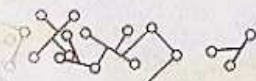


Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5	Drop 6
Lost Shrine	20	Defense Drop	Stopped Clock	Thick Dictionary (rare)	-	-	-
Barren Temple	100	Health Salve	Strength Capsule	Technical Guide	Word: Mahir	Word: Besa	-
Manor	60	Defense Drop	Stopped Clock	Defense Drop	Thick Dictionary (rare)	Word: Mahes	Word: Otr
Player's Village	60	Technical Guide	Strength Capsule	Technical Guide	Twisted Ring (rare)	Word: Lugza	Word: Geba
Library	60	Word: Besa	Word: Kones	-	-	-	-
Underground Facility (part two)	250	Defense Drop	Stopped Clock (rare)	Thick Dictionary (rare)	-	-	-
The Aerie (part two)	250	Word: Solzarr	Word: Ulol	-	-	-	-
Barren Temple (part two)	500	Health Salve	Strength Capsule	Technical Guide	Twisted Ring (rare)	Word: Besu	Word: Gebal

ORB-THROWING YOUNG



These Young Shades try to keep a distance so they can hurl magic at Nier and friends. Simply brush aside their orbs with sword swings, an action that simultaneously replenishes Nier's own magic pool.



Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
The Aerie	30	Medicinal Herb	Magic Drop	Word: Geb	-	-
The Aerie (after Junk Heap)	60	Medicinal Herb	Word: Solfr	-	-	-
Northern Plains (after Barren Temple)	40	Magic Drop	Dirty Bag	Leather Gloves (rare)	Word: Kon	Word: Geba
Northern Plains (part two)	220	Magic Drop	Dirty Bag	-	-	-

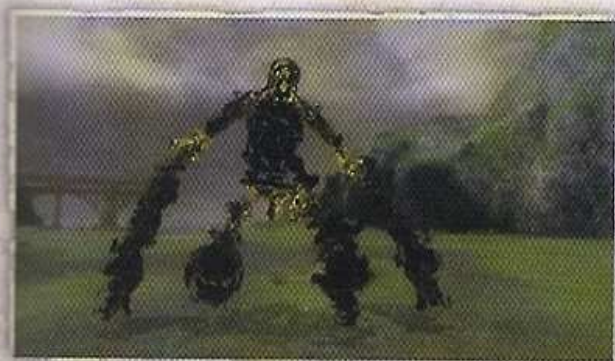
SHIELDED SHADE



These Shades have even more defense than sword-wielding Shades. Their shields can repel any of Nier's physical attacks, but are powerless against charged strikes, magical attacks, or blows from behind. Charge up an attack or use magic like Dark Hand to knock them down, then end them with a finishing attack or Skull Cracker.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
The Aerie	50	Closed Book	Word: Bes	Word: Var	--	--
Southern Plains	30-50	--	--	--	--	--
Northern Plains (quest: "A Dog Astray")	40	--	--	--	--	--
Southern Plains (after Forest of Myth)	100	Strength Drop	Closed Book	Word: Vari	Word: Hodi	--
Player's Village	60	Strength Drop	Closed Book	Broken Wristwatch (rare)	Word: Ashures	Word: Voro
Southern Plains (part two)	50	Closed Book	Broken Wristwatch (rare)	--	--	--

HUGE SHADE



Be extremely wary of this foe—when you first encounter this towering Shade, it's probably capable of one-shotting Nier! Move laterally around it, cautiously avoiding its powerful shockwave magic, and strike from the fringe with Dark Hand or Dark Lance. Up close, it's possible to deflect this foe's heavy blows, but it's probably not worth trying when an error of a fraction of a second may lead to a Game Over screen.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
Southern Plains (after acquiring shaman fish); The Aerie (Quest: "The Belated Letter")	400	Elaborate Machine (rare)	Word: Soles	Word: Besi	--	--

JUNK HEAP DRONE



The ancient, robotic caretakers of Junk Heap charge with electric arms. However, they are no match for Dark Hand. They overload and explode when defeated, so give their sparking husks a wide berth before picking up the scraps they always drop.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
Junk Heap	50	Dented Metal Board	Broken Arm	Broken Antenna	--	--
Junk Heap (part two)	250	Broken Arm	Broken Antenna	Broken Lens	--	--

JUNK HEAP PROJECTILE DRONE



Unlike their lightning-pronged friends, these drones hang back and open fire with huge fusillades of red magic bolts. Alone they're no problem, but when you're also dealing with their more aggressive companions, the barrage may become problematic. Cut a swath through their fire with Nier's sword, then use the absorbed magic to shoot them with Dark Lance.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
Junk Heap	50	Stripped Bolt	Broken Motor	Broken Antenna	Titanium Alloy (rare)	--
Junk Heap (part two)	250	Stripped Bolt	Broken Arm	Mysterious Switch	--	--

FLOOR CANNON



These stationary turrets blanket the air around them with magic bolts. Strike them quickly with Dark Lance or Dark Hand, depending on range. If you run low on magic against lots of turrets, simply strike down their projectiles to instantly build magic back up. Once the turret is destroyed, the floor underneath spawns bombs for Nier to use against other obstacles.

Location	EXP	Drop 1
Junk Heap	60	Bomb Spawn
Junk Heap (part two)	250	Bomb Spawn

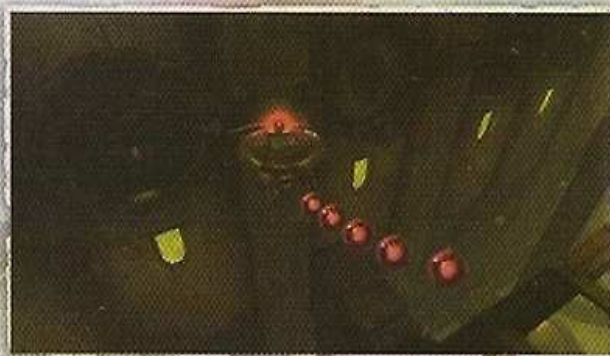
WALL CANNON



Nier fights these cannons during several mine cart sequences, which resemble classic old-school shooting games. Dark Blast is the most effective weapon here, both for a constant hail of bullets and the homing orbs that can be fired after charging Dark Blast for one second.

Location	EXP
Junk Heap	40
Junk Heap (part two)	250

FLOATING DRONE



During mine cart sequences, these motorized drones are easily dispatched with Dark Blast. When they attack during normal combat, they'll frequently hover above Nier's normal reach. Use jumping strikes or Dark Lance to dispatch them.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
Junk Heap	50	Severed Cable	—	—	—
Junk Heap (part two)	200	Broken Battery	Broken Motor	Severed Cable	Machine Oil (rare)

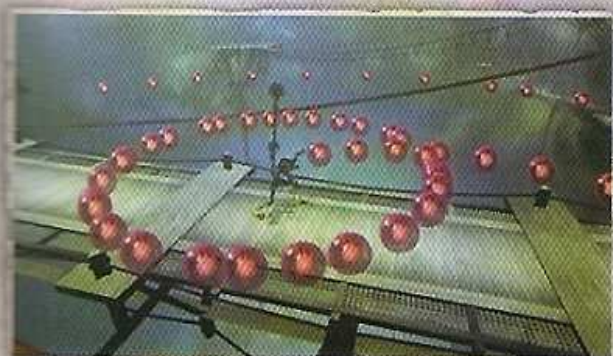
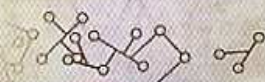
MAGIC-RESISTANT YOUNG SHADES



Enemies wreathed in a red aura are immune to magic. Attempting to strike them with magic attacks only results in the magical power being reflected back in the form of black bolts that cannot be absorbed with sword strikes. Take the fight to them physically, and note that if you knock them off their feet, their magic protection dissipates. Forceful magic attacks like Dark Hand can strike down these foes even though no damage is dealt.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
The Aerie (after Junk Heap)	60	—	—	—	—
Underground Facility (part two)	150	Old School-book	Magic Drop	Word: Besal	Word: Mahira

YOUNG SHADE SHAMAN



These particularly astute Young Shades differ from orb-throwing Young Shades only in the volume of magical bolts they fire. They can practically cover an entire area in dangerous projectiles. Dark Wall provides a solid reprieve from their attacks, and Dark Gluttony can turn the tables directly against them.

Location	EXP	Drop 1
The Aerie (after Junk Heap)	60	Word: Asluair

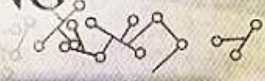
HUGE HAMMER SHADE



This intimidating foe bashes the ground with thunderous force, causing molten shards of earth to spring up at Nier's feet. Jump and roll away to avoid the attack, striking at the huge Shade between its hammering.

Location	EXP	Drop 1	Drop 2	Drop 3
Barren Temple	600	Simple Machine (rare)	Elaborate Machine (rare)	Word: Ot
Lost Shrine (part two; quest: "The Great Tree")	1000	Complex Machine (rare)	Word: Ulal	-

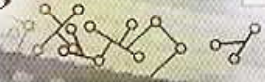
SWORD-WIELDING YOUNG SHADE



These Young Shades differ from their unarmed brethren in aggressiveness. With sword-like projections of their own, they're more eager to attack. However, the same strategies apply, and attacks like Dark Phantasm and Dark Execution still make short work of their numbers.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5
Northern Plains (after Barren Temple)	60	Rusty Kitchen Knife	Used Coloring Book	Broken Saw (rare)	Word: Vara	Word: Luges
Southern Plains (after Forest of Myth)	60	Rusty Kitchen Knife	Used Coloring Book	Broken Saw (rare)	Word: Gebi	Word: Pahi
Southern Plains (part two)	20	Rusty Kitchen Knife	Used Coloring Book	Word: Huchl	Word: Pahu	-

ORB-THROWING SHADE



These are mature versions of the orb-throwing Young Shades. They are a little sturdier and capable of larger volleys of magic bolts, but can be dealt with in the same manner.

Location	EXP	Drop 1
Player's Village	60	Word: Otes

ARMORED SHADE



These sword-wielding Shades wear heavy plated armor. Their swordplay is also improved over their unarmored counterparts. In addition to the normal lateral and overhead slashes, they can also execute a twirling, forward-flipping sword combo. They'll hop a few times before unleashing this string, telegraphing their intent. Strong physical and magic attacks have a chance of breaking their armor, negating their defensive advantage.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5	Drop 6	Drop 7	Drop 8
Player's Village (part two)	100	Health Salve	Strength Capsule	Word: Hodo	Word: Gebu	-	-	-	-
Lost Shrine (part two)	400	Strength Capsule	Technical Guide	Twisted Ring (rare)	Word: Ulo	Word: Ashurzarr	Word: Ashurkarr	Word: Konesra	Word: Lugseba
The Aerie (part two)	250	Word: Maharr	-	-	-	-	-	-	-

HUGE BLADED SHADE



This titanic monster can create a shockwave around it when Nier is nearby, or charge after him at midrange. From afar, it creates a shockwave of molten earth that tracks toward Nier. Avoid this with a leaping roll.

Location	EXP	Drop 1	Drop 2	Drop 3
Underground Facility (part two)	500	Word: Varu	Word: Lugseba	-
Barren Temple (part two)	800	Simple Machine (rare)	Complex Machine (rare)	Word: Sola



HUGE ORB-SPITTING SHADE



This huge Shade's stature applies to its projectiles as well, which are far larger than those of smaller Shades. The same anti-magic strategies apply, though.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
Lost Shrine (part two)	600	Word: Hodo	-	-	-
Lost Shrine (part two)	1500	Simple Machine	Complex Machine (rare)	Elaborate Machine (rare)	Word: Mshza
Lost Shrine (part two; quest "The Magical Stone")	1500	Complex Machine (rare)	Elaborate Machine (rare)	Eye of Power	-
Desert (part two; quest: "Nightmares and Dust")	1200	Complex Machine (rare)	-	-	-
Barren Temple (part two; quest: "A Shade Entombed")	1500	Complex Machine (rare)	Word: Paho	-	-
Barren Temple (part two; quest: "Disturbing the Sleep of Kings")	1500	Complex Machine (rare)	Complex Machine (rare)	Word: Otza	Word: Konkarr

ARMORED YOUNG SHADE



These Young Shades are unarmed but not unarmored, and leap at Nier aggressively. Their armor can be easily bashed apart with spear dash charges or two-handed sword blows.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5	Drop 6	Drop 7	Drop 8
Lost Shrine (part two)	40	-	-	-	-	-	-	-	-
Northern Plains (part two)	200	Old Schoolbook	Dented Metal Bat (rare)	Word: Best	Word: Pahol	Word: Ulu	Word: Pahal	Word: Konka	Word: Hodo



AXE-WIELDING YOUNG SHADE



These Young Shades are also emboldened by their upgraded weaponry. Luckily, they are just as susceptible to powerful attacks as any other Young Shades.

Location	EXP	Drop 1	Drop 2	Drop 3
Lost Shrine (part two)	40	Word: Otesra	—	—
Shadowlord's Castle (part two)	180	Used Coloring Book	Rusty Kitchen Knife	Broken Saw (rare)

ARMORED ORB-THROWING YOUNG SHADES

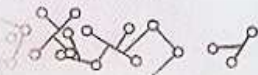


By the time these Young Shades show up, Nier has access to spears and the lightning-quick dash charge special attack. This attack just so happens to traverse the distance from which these Young Shades like to throw magic bolts, while simultaneously cutting through any magic bolts they might have thrown previously.



Location	EXP	Drop 1	Drop 2	Drop 3
Lost Shrine (part two)	40	Word: Lugzarr	—	—
Northern Plains (part two)	150	—	—	—
Desert (part two)	150	Magic Drop	Word: Otkarr	Word: Hodul

SHADE SHAMAN



Like the Young Shade shaman before it, this orb-throwing Shade is a much more powerful practitioner of magic than its allies. It's capable of throwing dozens and dozens of magical bolts at once. Of course, this makes it all the more vulnerable to Dark Gluttony.



Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
Northern Plains (part two)	250	Techni- cal Guide	Broken Earring	Magic Capsule	Word: Mahka
Barren Temple (part two; quest: "Disturbing the Sleep of Kings")	350	Forlorn Neck- lace	—	—	—

HUGE JUNK HEAP DRONE



This ancient hunk of tin continues carrying out the defensive mandates of its creators, humans dead for more than a millennia. Its primary attack is a huge electric shockwave, which Nier can avoid by leaping and rolling forward. Dark Lance spears make this foe slagger, so it's possible to simply fire a steady stream of measured Dark Lance spears from afar, never giving this robot chance to actually attack.



Location	EXP	Drop 1	Drop 2	Drop 3
Junk Heap (part two)	800	Large Gear	Titanium Alloy (rare)	Memory Alloy (rare)

HUGE ARMORED SHADE

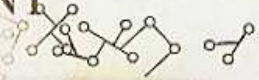


This armored titan tosses magic shockwaves from afar, and uses strong physical blows up close. Circle around it laterally while looking for openings to attack, bashing off its armor while dealing damage. When it roars, vacate whichever direction it's facing, as it's about to unleash an enormous barrage of shockwaves.

Location	EXP	Drop 1	Drop 2	Drop 3
Northern Plains (part two, quest: "A Bride in Peril")	1000	Labyrinth's Whisper	Complex Machine (rare)	Word: Asturka
The Aerie (part two)	1000	-	-	-



MAGIC-RESISTANT SHADE



As mentioned before, Shades sheathed in a red glow are immune to magic damage. They are not, however, immune to the tremendous force created by certain magic spells, and once these magic-shielded foes are knocked off their feet, their protection wanes. Attack them directly with physical blows or fell them with Dark Hand before finishing them off.

Location	EXP
The Aerie (part two)	250

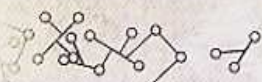
POSSESSED VILLAGER



The people of The Aerie simply cannot catch a break, can they? There's naught Nier can do for these unfortunate men besides put them out of their misery.

Location	EXP
The Aerie (part two)	250

SHADE WIZARD



A more creative caster than the Shade shamans, these wizards are ringed in magical protection and possess a more varied selection of spells. They can call forth bolts from the sky in addition to the usual assortment of magic bolt patterns. While magic doesn't hurt them directly, you can still use attacks like Dark Lance to knock them off their feet from afar, so they at least stop pestering Nier while he deals with other Shades before closing the distance and finishing the caster off.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4
Northern Plains (part two)	300	Spirit Capsule	Recovery Potion (rare)	Pretty Choker (rare)	Word: Varol
Lost Shrine (part two)	400	Spirit Capsule	Recovery Potion (rare)	Pretty Choker (rare)	-

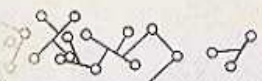
ARMORED SHADE WIZARD



These magic Shades come dressed for the occasion. With their armor intact they're more resistant to physical blows, but once the armor is stripped away they'll have a layer of magic protection as well. However, like most magic wielders, they're fragile regardless, so the only issue is getting close enough to put them down, one way or another.

Location	EXP	Drop 1
Lost Shrine (part two)	400	Pretty Choker (rare)
Shadowlord's Castle (part two)	600	Spirit Capsule

ARMORED FLYING SHADE



These floating, armored apparitions look as unsettling as the Grim Reaper. From their airy perch they harass Nier with magic bolts. Use Dark Lance to knock them out of the sky, then strike while they're floored, before they rise again. Note that if you happen to shoot them out of the air and off a cliff, you won't get EXP for the kill!

Location	EXP	Drop 1
Lost Shrine (part two)	300	Flashy Hat
Desert (part two)	300	Metal Piercing (rare)

HEAVILY ARMORED SHADE



Late in the game, the Shadowlord rolls out the heavy artillery. These hulking brutes replace the ethereal swords of their earlier counterparts with huge, certainly-not-ethereal maces. In addition to striking with said mace, they can also roll forward, in an attempted tackle. The forceful arc of two-handed sword swings and the heavy pounding of Dark Hand are both up to the task of crunching through the thick shell of these heavy foes.

Location	EXP	Drop 1	Drop 2	Drop 3	Drop 4	Drop 5	Drop 6	Drop 7
Shadowlord's Castle (part two)	600	Strength Drop	Broken Wristwatch	Closed Book	Leather Boots (rare)	Word: Ululoth	Word: Otzarkon	Word: Hoduloth

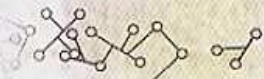
ARMORED SHADE SHAMAN



These Shades are just like the armored Shade wizards, though they're less varied in their magical assault. They'll simply throw barrages of magic bolts towards Nier. Both Dark Lance and spear dash charges are effective at cutting through their firepower and striking a blow at the same time.

Location	EXP
Lost Shrine (part two)	400

FLYING SHADE



These ghostly fliers hover in the air above and rain down magical bolts. Dark Lance and Dark Blast are both effective at knocking them out of the sky, where they can be finished off on the ground.

Location	EXP	Drop 1	Drop 2
Shadowlord's Castle (part two)	600	Flashy Hat	Subdued Bracelet (rare)

BOSSSES

HANSEL & GRETEL



These knight Shade twins attack in tandem, but frequently trade off, with one using an impenetrable shield to allow the other a chance to fight solo. The best way to attack them is to get close, baiting out a lance swing that can be deflected. From here, the deflection counterattack can momentarily knock these armored foes on their backs. After that, string several sword swings into a charged attack, then a finishing strike, then a Dark Lance shot, all before they rise back to their feet.

Location	EXP	Drop 1	Drop 2
Lost Shrine	700	Dark Blast	Dark Lance

HOOK



This indescribable monstrosity killed Kainé's grandmother. It can be damaged by striking it anywhere, but is most vulnerable on its front claws. Beware, though—these same claws can generate tremendous shockwaves when they slap the ground. Hook also spews clouds of magic bolts, along with bulbous, mindless creatures that serve to fire even more bolts. Instead of dispatching these gross bulbs, you might let them live so you can slash their incoming barrages to instantly refill magic, which can then be converted into Dark Lance shots at Hook's face, or Dark Hand blows at Hook's claws.

Location	EXP	Drop 1
The Aerie	4000	Dark Hand
The Aerie (after Junk Heap)	10000	Dark Phantasm

KAINÉ



This mysterious girl has an arsenal strikingly similar to Nier's...she can perform sword combos, roll evasively, guard incoming strikes, use magical attacks, and jump. But also like Nier, she can be knocked off her feet. Floor her with Dark Lance, then strike while she's down, but keep your distance when she's on the offensive.

Location	EXP
The Aerie	0

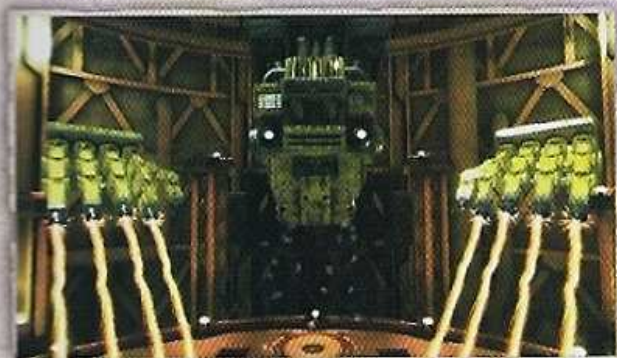
YOUNG



These gibbering orbs are produced by many bosses, and eject a continual stream of red magic bolts. However, these Young represent a double-edged sword for the enemies that produce them—instead of destroying them, use their magic bolt streams to your advantage by slashing the magic bolts, refilling your magic pool. Turn this surplus magic into more assaults on the main boss, as the Young themselves aren't particularly threatening, and grant no drops or EXP.

Location	EXP
Numerous	0

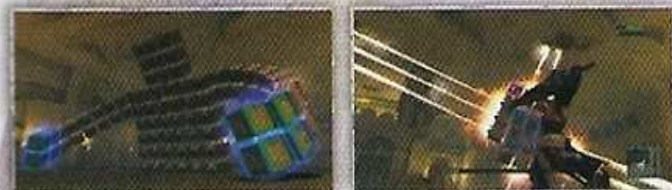
AUTOMATED DEFENSE SYSTEM



One of the primary defensive mechanisms in Junk Heap is this aged, anthropomorphic machine. Initially, its hands are vulnerable to Dark Lance spears. Once this automaton opens its "mouth" to spew jets of flame, throw a bomb in to briefly incapacitate it, then pound on the gaped maw with Dark Lance or Dark Hand before it regains motion. The robotic helpers summoned by the Automated Defense System are the same as the normal Junk Heap enemies, down to the items they drop.

Location	EXP	Drop 1
Junk Heap	6000	Dark Gluttony

SHAHRIYAR



This animated collection of blocks takes several forms, but in any form, the only vulnerable blocks glow purple. Strike these blocks with Dark Lance.

Location	EXP	Drop 1	Drop 2
Barren Temple	21000	Rebirth Sword	Dark Wall

GRIMOIRE RUBRUM



Grimoire Weiss isn't the only sentient, sapient book in town. This caretaker of the manor's library is magic-immune, and must be dispatched with physical blows.

Location	EXP	Drop 1
Manor	19000	Dark Whirlwind

JACK



Think you've seen the largest a Shade can grow? Think again, and be thankful that there aren't other specimens as mature as Jack, or no one would survive in the future to base a game around. Jack's entire body is vulnerable to attack, but its weak points are its hands and mouth. The Shade minions that Jack summons do not offer EXP, but they do drop items.

Location	EXP
Player's Village	15000

JACK'S HEAD



This Shade doesn't take death for an answer. Cut down each of its tentacles before turning your attention to its face.

Location	EXP
Library (part one)	0
Library (part two)	0

GRIMOIRE NOIR



Grimoire Weiss's dark counterpart can leave Weiss uncharacteristically speechless and Nier unable to cast magic. Avoid Noir's spinning pages and its magical bolt barrage, and strike it physically to reclaim lost abilities.

Location	EXP
Library	40000

HALUA



With the discovery of Halua, the larger picture of the vast story begins to come into focus. Halua is immune to physical attacks and must be struck with magic. Use Dark Hand while she's on the ground, and employ Dark Lance while she crawls spider-like on the walls. Her magical bolts have homing properties, so dodging isn't sufficient; use a light one-handed sword for quick swings that can bat aside the incoming magic while replenishing Nier's own.

Location	EXP
Underground Facility (part two)	15000

GRETEL



Gretel remains from a much earlier battle, none too happy about losing both an arm and a friend to Nier's blade. Gretel has compensated for the loss of its shield arm with the addition of a ferocious spinning attack that is extremely difficult to avoid.

Location	EXP
Lost Shrine (part two)	0

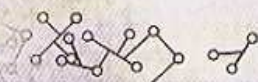
BERSERK KAINÉ



Possessed by a force her friends do not understand, Kainé becomes Shade-like and attacks. In this state, she is mostly immune to physical blows, and only magic effectively damages her. Like Halua, her magic bolt salvos are homing and difficult to avoid. Attack with Dark Lance while she's bouncing off the walls, but switch to Dark Hand when she's on her feet. Once she's knocked to the ground, use Dark Hand over and over to pound her into submission.

Location	EXP
Lost Shrine (part two)	20000

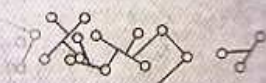
P-33 AND KALIL



At first, P-33 attacks just like the huge drones he resembles in appearance. However, once he's sustained enough damage, he'll take flight and assault from the air with diving attacks, falling debris, and magic bolt barrages.

Location	EXP	Drop 1
Junk Heap (part two)	50000	Law of Robotics Key

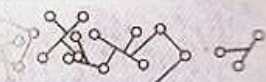
WENDY



The eye-like core of this atrocious mass is the weak point. Target it with Dark Lance to wear the foe down. When the core closes itself off, Emil distracts the hovering being long enough for Nier to climb around The Aerie, circling to the back of the creature to strike where the core has re-situated.

Location	EXP	Drop 1
The Aerie (part two)	50000	Sacrifice Key

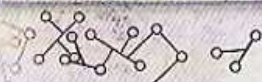
ROC



This king of the wolves is actually a Shade itself. Quite a speedy one, at that—Roc can charge and knock you down in an instant, or pound the ground hard enough to create a shockwave. Spear dash charges and the homing attack from a charged Dark Blast are effective for countering this foe's quick onslaught.

Location	EXP	Drop 1
Facade (first encounter; part two)	0	—
Wolves' Den (second encounter; part two)	50000	Loyal Cerberus Key

THE TWINS



This powerful twosome teleports around the arena, eventually turning Grimoire Weiss's own power against our protagonists by unleashing the same magic attacks that Nier utilizes. They aren't too sturdy, however, and are easy to knock down with Dark Hand. Watch carefully for where they will reappear after teleporting, and greet them with a flurry of magical haymakers and spear dash charges, literally beating them to the punch.

Location	EXP	Drop 1
Shadowlord's Castle (part two; first encounter)	0	Shadowlord's Castle Map
Shadowlord's Castle (part two; second encounter)	40000	-

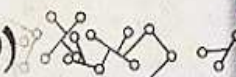
GOOSE



This wild boar-gone-Shade is very intimidating, but still not ready for a prepared Nier. Get some distance from Goose, causing it to charge. Greet it head-on with a spear dash charge, which knocks it onto its back. From here, charged spear attacks can strike multiple times and deal massive damage. Lather, rinse, repeat.

Location	EXP
Shadowlord's Castle (part two; unarmored)	25000

GOOSE (ARMORED)



Goose in its second encounter has gained a hefty suit of boar armor, but the strategy for this fight remains the same.

Location	EXP
Shadowlord's Castle (part two; armored)	0

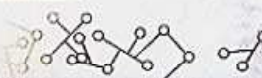
GRIMOIRE NOIR



The dark counterpart of Grimoire Weiss is actually at a severe disadvantage during this repeat encounter. Nier and Weiss have grown in power, while Grimoire Noir has not. By striking quickly with forceful attacks such as Dark Hand, this rematch can be ended in seconds.

Location	EXP
Shadowlord's Castle (part two)	20000

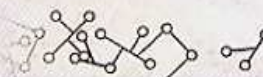
SHADOWLORD



At long last, the showdown with the Shadowlord. This king of the Shades has three forms. For the first, he'll combat Nier *mano-a-mano* on the ground. After this stage, the Shadowlord springs wings of black ectoplasm and takes to the sky. Finally, he'll situate himself at one end of the room, buffeting the entire space with magic bolts and, forcing Nier to repeatedly cross to his position to strike.

Location	EXP
Shadowlord's Castle (part two)	50000

BERSERK KAINÉ



Consumed by Tyrann, Kainé loses her sense of self and attacks Nier. At the outset, Kainé is flanked by two magical points that spew forth hundreds of magic orbs. Luckily, these points evaporate after a minute, leaving only Kainé, who behaves as she did in previous encounters. During this battle, the Shade Tyrann offers an impossible choice—Nier can either save Kainé by ending her life and, ceasing her demonic existence, or by returning her to human form.

Location	EXP
Shadowlord's Castle (part two)	0

APPENDICES



WORDS

Words are incantations of ancient knowledge that augment Nier's weapons, magic, and abilities. You'll obtain the first, "Lug," when initially heading from Player's Village to The Aerie. At this point, many small Shades are now roaming the northern plains, and killing some of them unlocks your first Word. Well, okay, not *your* first word, but your first Word in the context of *Nier*. You'll compile more and more Words throughout the adventure. Nier acquires many simply as a matter of course through battle, when fighting new foes, or by completely clearing an area of enemies. Up to two Words can be equipped on each of your weapons, magic attacks, and defensive martial arts abilities.

USED WITH WEAPONS

Word	Effect	Acquisition
Pah	Weapons: Attack Power+2%	Small Shade in The Aerie
Paha	Weapons: Attack Power+4%	-
Pahi	Weapons: Attack Power+6%	Sword-wielding small Shade in southern plains
Paho	Weapons: Attack Power+8%	Quest: "A Shade Entombed"
Pahu	Weapons: Attack Power+10%	Sword-wielding small Shade in southern plains (part two)
Pahal	Weapons: Attack Power+12%	Armored small Shade in northern plains (part two)
Pahil	Weapons: Attack Power+15%	Small Shade in underground facility (part two)
Pahal	Weapons: Attack Power+20%	Armored small Shade in northern plains (part two)
Pahil	Weapons: Attack Power+25%	-
Pahikoh	Weapons: Attack Power+30%	-

Word	Effect	Acquisition
Var	Weapons: Guard Break+2%	Shielded Shade in The Aerie
Vara	Weapons: Guard Break+4%	Sword-wielding small Shade in northern plains
Vari	Weapons: Guard Break+6%	-
Varo	Weapons: Guard Break+8%	Shielded Shade in Player's Village
Varu	Weapons: Guard Break+10%	Huge bladed Shade in underground facility (part two)
Varal	Weapons: Guard Break+12%	-
Varil	Weapons: Guard Break+15%	Quest: "A Tale of the Study"
Varil	Weapons: Guard Break+20%	Shade wizard in northern plains (part two)
Varil	Weapons: Guard Break+25%	-
Varuloh	Weapons: Guard Break+30%	-

USED WITH MAGIC

Word	Effect	Acquisition
Geh	Magic: Magic Power+2%	Orb-throwing small Shade in The Aerie
Geba	Magic: Magic Power+4%	Orb-throwing small Shade in northern plains
Gebi	Magic: Magic Power+6%	Sword-wielding small Shade in southern plains
Gebu	Magic: Magic Power+8%	Sword-wielding Shade in Player's Village
Gebul	Magic: Magic Power+10%	Armored Shade in Player's Village (part two)
Gebul	Magic: Magic Power+12%	Sword-wielding Shade in Barren Temple (part two)
Gebil	Magic: Magic Power+15%	-
Gebol	Magic: Magic Power+20%	-
Gebul	Magic: Magic Power+25%	-
Gebuloth	Magic: Magic Power+30%	-
Lug	Magic: Magic Cost-2%	Small Shade in northern plains
Lugr	Magic: Magic Cost-4%	-
Lugas	Magic: Magic Cost-6%	Sword-wielding small Shade in northern plains
Lugka	Magic: Magic Cost-8%	Sword-wielding Shade in Player's Village
Lugza	Magic: Magic Cost-10%	Small Shade in northern plains (part two)
Lugra	Magic: Magic Cost-12%	-
Lugasra	Magic: Magic Cost-15%	Huge bladed Shade in underground facility (part two)
Lugkarr	Magic: Magic Cost-20%	-
Lugzarr	Magic: Magic Cost-25%	Armored orb-throwing small Shade in Lost Shrine (part two)
Lugzarken	Magic: Magic Cost-30%	Armored Shade in Lost Shrine (part two)

USED WITH MARTIAL ARTS

Word	Effect	Acquisition
Hod	Martial Arts: Knockback Resistance+2%	-
Hoda	Martial Arts: Knockback Resistance+4%	Small Shade in northern plains
Bes	Martial Arts: Physical Strength+2%	-
Besa	Martial Arts: Physical Strength+4%	Shade in Barren Temple
Ashuresra	Martial Arts: Physical Defense+15%	-
Ashurkarr	Martial Arts: Physical Defense+20%	Armored Shade in Lost Shrine (part two)
Ashurzarr	Martial Arts: Physical Defense+25%	Armored Shade in Lost Shrine (part two)
Ashurzarken	Martial Arts: Physical Defense+30%	-
Ashuresra	Martial Arts: Physical Defense+15%	-
Ashukarr	Martial Arts: Physical Defense+20%	Armored Shade in Lost Shrine (part two)
Ashurzarr	Martial Arts: Physical Defense+25%	Armored Shade in Lost Shrine (part two)
Ashurzarken	Martial Arts: Physical Defense+30%	-
Konesra	Martial Arts: Magic Defense+15%	Armored Shade in Lost Shrine (part two)
Kankarr	Martial Arts: Magic Defense+20%	Quest: "Disturbing the Sleep of Kings"
Korzarr	Martial Arts: Magic Defense+25%	-
Korzarken	Martial Arts: Magic Defense+30%	-
Solesra	Martial Arts: MP Recovery Rate+15%	-
Solkarr	Martial Arts: MP Recovery Rate+20%	-
Solzarr	Martial Arts: MP Recovery Rate+25%	Sword-wielding Shade in The Aerie (part two)
Solzarken	Martial Arts: MP Recovery Rate+30%	-

USED WITH MAGIC & WEAPONS

Word	Effect	Acquisition
Uli	Weapons/Magic: Armor Break+2%	-
Ula	Weapons/Magic: Armor Break+4%	Small Shade in underground facility (part two)
Uli	Weapons/Magic: Armor Break+6%	-
Ulo	Weapons/Magic: Armor Break+8%	Armored Shade in Lost Shrine (part two)
Ulu	Weapons/Magic: Armor Break+10%	Armored small Shade in northern plains (part two)
Utal	Weapons/Magic: Armor Break+12%	Quest: "The Great Tree"
Ulit	Weapons/Magic: Armor Break+15%	-
Ulol	Weapons/Magic: Armor Break+20%	Sword-wielding Shade in The Aerie (part two)
Ulu	Weapons/Magic: Armor Break+25%	-
Uluioth	Weapons/Magic: Armor Break+30%	Heavily armored Shade in Shadowford's castle (part two)
Oli	Weapons/Magic: EXP Rate+2%	-
Oli	Weapons/Magic: EXP Rate+4%	Sword-wielding Shade in the manor
Oles	Weapons/Magic: EXP Rate+6%	Orb-throwing Shade in Player's Village
Oika	Weapons/Magic: EXP Rate+8%	-
Otza	Weapons/Magic: EXP Rate+10%	Quest: "Disturbing the Sleep of Kings"
Otira	Weapons/Magic: EXP Rate+12%	-
Otesra	Weapons/Magic: EXP Rate+15%	Axe-wielding small Shade in Lost Shrine (part two)
Oikarr	Weapons/Magic: EXP Rate+20%	Armored orb-throwing small Shade in desert (part two)
Otzarr	Weapons/Magic: EXP Rate+25%	-
Otzarken	Weapons/Magic: EXP Rate+30%	Heavily armored Shade in Shadowford's castle (part two)
Mah	Weapons/Magic: Item Drop Rate+2%	-
Mahir	Weapons/Magic: Item Drop Rate+4%	Sword-wielding Shade in Barren Temple
Mahes	Weapons/Magic: Item Drop Rate+6%	Sword-wielding Shade in the manor
Mahka	Weapons/Magic: Item Drop Rate+8%	Shaman Shade in northern plains (part two)
Mahva	Weapons/Magic: Item Drop Rate+10%	Huge orb-splitting Shade in Lost Shrine (part two)
Mahira	Weapons/Magic: Item Drop Rate+12%	Magic-resistant small Shade in underground facility (part two)
Mahesra	Weapons/Magic: Item Drop Rate+15%	-
Mahkarr	Weapons/Magic: Item Drop Rate+20%	-
Mahzarr	Weapons/Magic: Item Drop Rate+25%	Armored Shade in The Aerie (part two)
Mahzarken	Weapons/Magic: Item Drop Rate+30%	-

USED WITH ALL CATEGORIES

Word	First Effect	Second Effect	Acquisition
Hodi	Martial Arts: Knockback Resistance+6%	Weapons/Magic: Level2	-
Hodo	Martial Arts: Knockback Resistance+8%	Weapons/Magic: Level3	Armored Shade in Player's Village (part two)
Hodu	Martial Arts: Knockback Resistance+10%	Weapons/Magic: Level4	Huge orb-splitting Shade in Lost Shrine (part two)
Hodal	Martial Arts: Knockback Resistance+12%	Weapons/Magic: Level5	Sword-wielding small Shade in southern plains (part two)
Hodil	Martial Arts: Knockback Resistance+15%	Weapons/Magic: Level6	-
Hodol	Martial Arts: Knockback Resistance+20%	Weapons/Magic: Level7	Armored small Shade in northern plains (part two)
Hodul	Martial Arts: Knockback Resistance+25%	Weapons/Magic: Level8	Armored orb-throwing small Shade in desert (part two)
Hoduloth	Martial Arts: Knockback Resistance+30%	Weapons/Magic: Level9	Heavily armored Shade in Shadowford's castle (part two)
Besi	Martial Arts: Physical Strength+6%	Weapons/Magic: Level2	Huge Shade in southern plains
Beso	Martial Arts: Physical Strength+8%	Weapons/Magic: Level3	Sword-wielding Shade in library
Besu	Martial Arts: Physical Strength+10%	Weapons/Magic: Level4	Sword-wielding Shade in Barren Temple (part two)
Besal	Martial Arts: Physical Strength+12%	Weapons/Magic: Level5	Magic-resistant small Shade in underground facility (part two)
Besil	Martial Arts: Physical Strength+15%	Weapons/Magic: Level6	Armored small Shade in northern plains (part two)
Besol	Martial Arts: Physical Strength+20%	Weapons/Magic: Level7	Small Shade in northern plains (part two)
Besul	Martial Arts: Physical Strength+25%	Weapons/Magic: Level8	-
Besuloth	Martial Arts: Physical Strength+30%	Weapons/Magic: Level9	-

USED WITH ALL CATEGORIES CONT.

Word	First Effect	Second Effect	Acquisition
Ashur	Marital Arts: Physical Defense+2%	Weapons/Magic: Paralyze	Small Shade in northern plains
Ashuir	Marital Arts: Physical Defense+4%	Weapons/Magic: Confuse	Small Shade shaman in The Aerie
Ashures	Marital Arts: Physical Defense+6%	Weapons/Magic: Poison	Shielded Shade in Player's Village
Ashurka	Marital Arts: Physical Defense+8%	Weapons/Magic: Weaken	Quest: "A Bridge in Peril"
Ashura	Marital Arts: Physical Defense+10%	Weapons/Magic: Drain MP	-
Ashurira	Marital Arts: Physical Defense+12%	Weapons/Magic: Drain HP	-
Kon	Marital Arts: Magic Defense+2%	Weapons/Magic: Poison	Orb-throwing small Shade in northern plains
Konir	Marital Arts: Magic Defense+4%	Weapons/Magic: Paralyze	-
Kones	Marital Arts: Magic Defense+6%	Weapons/Magic: Confuse	Sword-wielding Shade in library

Word	First Effect	Second Effect	Acquisition
Konka	Marital Arts: Magic Defense+8%	Weapons/Magic: Weaken	Armored small Shade in northern plains (part two)
Konza	Marital Arts: Magic Defense+10%	Weapons/Magic: Drain MP	-
Konira	Marital Arts: Magic Defense+12%	Weapons/Magic: Drain HP	-
Sol	Marital Arts: MP Recovery Rate+2%	Weapons/Magic: Confuse	-
Solir	Marital Arts: MP Recovery Rate+4%	Weapons/Magic: Poison	Orb-throwing small Shade in The Aerie
Soles	Marital Arts: MP Recovery Rate+6%	Weapons/Magic: Paralyze	Huge Shade in southern plains
Solka	Marital Arts: MP Recovery Rate+8%	Weapons/Magic: Weaken	-
Solza	Marital Arts: MP Recovery Rate+10%	Weapons/Magic: Drain MP	Huge bladed Shade in Barren Temple (part two)
Solira	Marital Arts: MP Recovery Rate+12%	Weapons/Magic: Drain HP	Quest: "Master of the Southern Plains"

ITEMS

There are many kinds of items to find throughout the adventure. You'll obtain them by searching sparkling gather spots, busting open wooden boxes and crates, visiting vendors, eliminating enemies, and completing quests. Items in the field, whether dropped by foes or found in boxes, are represented by a swirling icon. For common drops, this icon glows white, while rare drops glow yellow.

RECOVERY ITEMS



Recovery items are used to heal Nier and enhance his abilities. To access the recovery item quick menu in the heat of battle, tap up on the D-pad. The rarest recovery items are obtained by cultivating moonflowers.

Item	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Antidotal Weed	Cures poison.	600G (Item shopkeeper in Player's Village; Seafront; Facade)	-	Player's Village, Lost Shrine exterior, The Aerie, Forest of Myth	-	-	60
Blue Moonflower	A blue moonflower. Use it to restore 30% of your HP.	-	Must be cultivated.	-	-	-	600
Defense Capsule	Halves damage from physical attacks for 60 seconds.	-	Forest of Myth	Shadowlord's castle	-	-	400
Defense Drop	Halves damage from physical attacks for 30 seconds.	500G (Item shopkeeper in Seafront; The Aerie during part two)	Nier's house, northern plains	Seafront	Sword-wielding Shade	-	100
Gold Moonflower	A golden moonflower. Use it to restore 30% of your HP.	-	Must be cultivated.	-	-	-	600
Health Salve	Restores up to 60% of the user's HP.	1000G (Item shopkeeper in Player's Village; Seafront; Facade; The Aerie during part two)	-	Lost Shrine exterior, Shadowlord's castle	Sword-wielding Shade, armored Shade	"The Lost Eggs"	100
Indigo Moonflower	An indigo moonflower. Use it to restore 60% of your HP.	-	Must be cultivated.	-	-	-	1800
Magic Capsule	Doubles magic damage for 60 seconds.	-	Forest of Myth	Shadowlord's castle	Shade shaman	-	400
Magic Drop	Doubles magic damage for 30 seconds.	500G (Item shopkeeper in Seafront; The Aerie during part two)	Nier's house, southern plains	-	Orb-throwing small Shades, magic-resistant small Shades	-	100
Medicinal Herb	Restores up to 30% of the user's HP.	100G (Item shopkeeper in Player's Village; Seafront; Facade; The Aerie during part two)	Player's Village, northern plains, manor	Player's Village, Lost Shrine, The Aerie, Seafront, outside Junk Heap, Forest of Myth	Numerous	"Herbal Remedies;" "A Signature Dish"	10

RECOVERY ITEMS CONT.

Item	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Peach Moonflower	A peach-colored moonflower. Use it to restore 60% of your HP.	-	Must be cultivated.	-	-	-	1800
Pink Moonflower	A pink moonflower. Use it to restore 60% of your HP.	-	Must be cultivated.	-	-	-	1800
Recovery Potion	Restores all of the user's HP.	-	Seafront, outside Junk Heap, Nier's house	Shadowlord's castle	Shade wizard	-	1000
Red Moonflower	A red moonflower. Use it to restore 30% of your HP.	-	Must be cultivated.	-	-	-	600
Spirit Capsule	Halves damage from magical attacks for 60 seconds.	-	Forest of Myth, Nier's house	Shadowlord's castle	Shade wizard, armored Shade wizard	-	400
Spirit Drop	Halves damage from magical attacks for 30 seconds.	500G (Item shopkeeper in Seafront; The Aerie during part two)	Nier's house, southern plains	Manor	-	-	100
Strength Capsule	Doubles physical damage for 60 seconds.	-	Forest of Myth	Shadowlord's castle	Sword-wielding Shade, armored Shade	-	400
Strength Drop	Doubles physical damage for 30 seconds.	500G (Item shopkeeper in Seafront; The Aerie during part two)	Nier's house, northern plains	-	Shielded Shade, heavily armored Shade	-	100
White Moonflower	An extremely rare white moonflower. Also known as a Lunar Tear. Use it to restore all your HP.	-	Must be cultivated.	-	-	-	5000

RAW MATERIALS



Raw materials are used to fulfill many quests, and to upgrade Nier's weapons. If you have raw materials that you don't need for quests or weapon forging, sell them for profit. Check out the Weapon Forge and Quest Guide chapters to determine whether you can safely offload a particular item.

Material	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Amber	A translucent jewel made of fossilized tree sap.	6000G (Material shopkeeper in Facade)	-	Junk Heap (rare)	-	-	3000
Aquatic Plant	A plant species that makes its home in the water.	-	Acquired through fishing.	-	-	-	10
Bat Fang	The tiny fang of a bat.	-	-	-	Bat	-	240
Bat Wing	The wing of a bat.	-	-	-	Bat	-	700
Berries	Berries that have fallen from a tree.	200G (Material shopkeeper in Player's Village, grocer in Facade)	Player's Village, northern plains, eastern road, southern plains, Forest of Myth	-	-	"The Tavern Keeper's Grandmother"	40
Bivalve	A bivalve from the ocean. Often used in simple recipes.	300G (Material shopkeeper in Seafront)	Seafront	-	-	-	60
Black Pearl	A large, valuable pearl with a black veneer.	-	Seafront	-	-	-	1600
Boar Hide	The hide of a boar.	-	-	-	Wild boar	-	700
Boar Liver	A common folk remedy for stomach troubles and hangovers.	-	-	-	Wild boar	-	2500
Boar Meat	The tasty haunch of a boar.	-	-	-	Wild boar	-	300
Broken Antenna	A machine part.	-	-	-	Junk Heap drone, Junk heap projectile drone	-	150
Broken Arm	A machine part.	-	-	-	Junk Heap drone, Junk heap projectile drone	-	120
Broken Battery	A machine part.	-	-	-	Floating drone	"The Masterless Lighthouse," "The Shade Army"	350
Broken Earring	An earring dropped by a Shade.	-	-	-	Shade shaman	-	300
Broken Lens	A machine part.	1100G (Two Brothers Weaponry)	-	-	Junk Heap drone	"The Masterless Lighthouse"	220
Broken Motor	A machine part.	-	-	-	Junk Heap projectile drone, floating drone	"Contract for a Contractor," "The Faded Fountain," "The Shade Army"	400
Broken Earthware	A rare item dug up while mining for ore.	-	The Aerie	-	-	-	1600
Broken Saw	A saw missing too many teeth to be of any use.	-	-	-	Sword-wielding small Shade	-	800

RAW MATERIALS CONT.

Material	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Broken Wristwatch	A watch that no longer tells time.	-	-	-	Shielded Shade, heavily armored Shade	-	280
Chicken Egg	A simple chicken egg found only in certain areas.	-	Player's Village	-	-	"The Lost Eggs"	76
Clay	Versatile soil used in pottery and construction.	800G (Material shopkeeper in Facade)	Northern plains, eastern road, southern plains, desert, Barren Temple	-	-	"A City Reborn"	400
Closed Book	A photo album with the pages stuck together.	-	-	-	Shielded Shade, heavily armored Shade	-	250
Complex Machine	A complex machine. Its purpose is a mystery.	-	-	-	Huge Shade varieties	-	860
Copper Ore	Copper that was mined from the earth.	480G (Two Brothers Weaponry)	Northern plains, eastern road, The Aerie, southern plains, desert	-	-	-	240
Crab	An animal that lives by the ocean. Watch out for its pinces.	-	Seafront, outside Junk Heap	-	-	-	80
Crystal	A crystal rock that was mined from the earth.	2400G (Material shopkeeper in Facade)	Barren Temple	-	-	"The King's Mask"	1200
Damascus Steel	A rare item found in the Junk Heap.	-	-	Junk Heap (rare)	-	-	6400
Deer Antler	A deer's antler, shorn in mid-growth. Used in various medicines.	-	-	-	Deer	-	600
Dented Metal Bat	A noticeably dented metal bat.	-	-	-	Small Shade	-	900
Dented Metal Board	A machine part.	750G (Two Brothers Weaponry)	-	Junk Heap	Junk Heap drone	"Staying Afloat"	150
Desert Rose	A rare item found in the desert.	-	Desert	-	-	-	1280
Dirty Bag	A worn and dirty bag.	-	-	-	Orb-throwing small Shade	-	240
Driftwood	Old wood that washed ashore.	-	Seafront	-	-	-	240
Eagle Egg	An egg laid by eagles that live in the valley.	-	-	-	-	"On the Wings of Eagles"	4800
Elaborate Machine	An elaborate machine. Its purpose is a mystery.	-	-	-	Huge Shade varieties	-	1040
Empty Bottle	An empty bottle that washed ashore.	-	Seafront	-	-	-	50
Fancy Hat	A fancy hat.	-	-	-	Flying Shade	-	300
Fluorite	A mined stone that holds a glow when exposed to the light.	-	-	Junk Heap (rare)	-	"Pride of a Lover"	6000
Forlorn Necklace	A necklace dropped by a Shade.	-	-	-	Shade shaman	-	200
Gastropod	A gastropod from the ocean. Tasty when used in a stew.	500G (Material shopkeeper in Seafront)	Seafront	-	-	-	100
Giant Egg	A rare egg that's a bit too large to be from a chicken.	-	Player's Village	-	-	-	600
Giant Spider Silk	Thread taken from a giant spider.	-	-	-	Giant spider	-	400
Goat Hide	The hide of a goat.	-	-	-	Goat	"The New Merchant in Town," "The Damaged Map"	120
Goat Meat	The not-so-tasty haunch of a goat.	-	-	-	Goat	"The Runaway Son"	160
Gold Ore	Gold that was mined from the earth.	-	Eastern road, northern plains, southern plains, desert	-	-	-	1800
Iron Ore	Iron that was mined from the earth.	1000G (Two Brothers Weaponry)	Northern plains, eastern road, The Aerie, southern plains, Barren Temple	-	-	"The Creaky Waterwheel," "A City Reborn"	500
Ivy	A plant that grows in thin vines. It's frequently used in rope.	300G (Material shopkeeper in Player's Village)	Southern plains	-	-	-	60
Large Gear	A machine part.	-	-	-	Huge Junk Heap drone	-	320
Leather Boots	Thick-soled leather boots of excellent construction.	-	-	-	Heavily armored Shade	-	620
Leather Gloves	Leather gloves that are cracked and stiff.	-	-	-	Orb-throwing small Shades	-	500
Lichen	A water-retaining plant used for fertilizer and as a decoration.	-	Eastern road, southern plains	-	-	-	30
Lizard Tail	A reptile tail that is still twitching.	-	-	-	Lizard in northern plains, eastern road	"The Ballad of the Twins"	56
Log	Processed timber that's ready to use.	500G (Material shopkeeper in Player's Village)	southern plains	-	-	"The Creaky Waterwheel," "Staying Afloat," "A City Reborn"	100
Machine Oil	Oil that leaked from a machine.	-	-	-	Floating drone	"The Damaged Map"	600

RAW MATERIALS CONT.

Material	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Memory Alloy	A machine part made from an extremely rare metal.	-	-	-	Huge Junk Heap drone	"Contract for a Contractor"	4800
Metal Piercing	An earring dropped by a Shade.	-	-	-	Flying Shade, armored flying Shade	-	720
Meteorite	A meteorite that was dug up from the earth.	-	The Aerie, Barren Temple	-	-	-	5000
Moldavite	A mined stone that can be cut into a beautiful green jewel.	5000G (Material shopkeeper in Seafront)	Desert	-	-	-	2500
Mouse Tail	A curly mouse tail.	-	-	-	Mouse outside Junk Heap	"The Ballad of the Twins"	48
Mushroom	A multi-fungus found at the base of trees.	800G (Grocer in Seafront)	Eastern road, southern plains	-	-	"Bon Appetit!"	160
Mutton	The tasty haunch of a sheep.	-	-	-	Sheep in northern and southern plains	"Old-Fashioned Home Cooking;" "The Runaway Son"	60
Mysterious Switch	A machine part.	-	-	-	Junk Heap projectile drone	"The Masterless Lighthouse"	380
Natural Rubber	An elastic substance obtained from trees.	700G (Material shopkeeper in Seafront)	Southern plains	-	-	"The New Merchant in Town"	140
Old Schoolbook	An old, tattered schoolbook.	-	-	-	Small Shade, magic-resistant small Shade	-	160
Pearl	A pearl that shines brightly.	3000G (Material shopkeeper in Seafront)	Seafront	-	-	-	600
Pretty Choker	A short necklace dropped by a Shade.	-	-	-	Shade wizard, armored Shade wizard	-	480
Pyrite	A mined stone that creates sparks when struck.	-	Barren Temple	Junk Heap	-	-	1500
Rainbow Spider Silk	Multicolored thread taken from a giant spider.	-	-	-	Giant spider	-	1960
Royal Fern	A type of fern with edible leaf buds.	150G (Grocer in Seafront)	Northern plains, southern plains	-	-	"The Tavern Keeper's Grandmother"	30
Rusted Clump	A thoroughly rusted machine part.	-	Acquired through fishing.	-	-	-	1040
Rusty Bucket	A rusty bucket made from rare and valuable metal alloys.	-	Acquired through fishing.	-	-	-	60
Rusty Kitchen Knife	A rusty kitchen knife. Its serrated edge is breaking apart.	-	-	-	Sword-wielding small Shade, axe-wielding small Shade	-	300
Sap	A sticky liquid secreted from tree trunks.	600G (Material shopkeeper in Player's Village)	Southern plains, Forest of Myth	-	-	-	120
Scorpion Claw	A tough claw from a scorpion.	-	-	-	Scorpion	-	500
Scorpion Tail	The poisonous tail of a scorpion.	-	-	-	Scorpion	-	960
Sea Turtle Egg	A rare item found by the ocean.	-	Seafront, outside Junk Heap	-	-	-	2400
Seaweed	Seaweed found by the ocean. A kitchen staple.	-	Seafront	-	-	-	30
Severed Cable	A machine part.	-	-	-	Floating drone	"The Faded Fountain"	200
Shell	A shell that washed ashore.	100G (Material shopkeeper in Seafront)	Seafront	-	-	-	20
Silver Ore	Silver that was mined from the earth.	1500G (Two Brothers Weaponry)	The Aerie, northern plains, southern plains, desert, eastern road	-	-	-	750
Simple Machine	A machine so simple, you can't determine its purpose.	-	-	-	Huge Shade varieties	-	900
Starfish	An ocean creature with multiple arms.	-	Seafront	-	-	-	100
Stopped Clock	An inoperable clock.	-	-	-	Sword-wielding Shade	-	700
Stripped Bolt	A machine part.	900G (Two Brothers Weaponry)	-	-	Junk Heap projectile drone	"Staying Afloat"	180
Subdued Bracelet	A bracelet dropped by a Shade.	-	-	-	Flying Shade	-	840
Technical Guide	A technical book written in an indecipherable language.	-	-	-	Sword-wielding Shade, armored Shade	-	300
Thick Dictionary	A thick book full of big words.	-	-	-	Sword-wielding Shade	-	360
Titanium Alloy	A machine part made from an extremely rare metal.	-	-	-	Junk Heap projectile drone, huge Junk Heap drone	"Contract for a Contractor;" "A Memorable Knife;" "The King's Mask"	800

RAW MATERIALS CONT.

Material	Description	Shop Acquisition	Gather Acquisition	Box Acquisition	Enemy Acquisition	Quest Relevance	Resale Value
Tree Branch	A perfectly sized tree branch.	-	Northern plains, southern plains, eastern road, Forest of Myth	-	-	-	24
Twisted Ring	A ring dropped by a Shade.	-	-	-	Armored Shade, sword-wielding Shade	-	360
Used Coloring Book	A picture book that's been scrawled on with crayon.	-	-	-	Sword-wielding small Shade, axe-wielding small Shade	-	100
Venison	The tasty haunch of a deer.	-	-	-	Deer in southern plains	"Yonah's Home Cooking"	240
Wolf Fang	A sharp fang taken from a wolf.	-	-	-	Wolf in desert, Facade	-	320
Wolf Hide	The hide of a wolf.	5000G (Material shopkeeper in Facade)	-	-	Wolf in desert, Facade	"Apology From a Fool"	1000
Wool	Fuzzy wool from a sheep.	800G (Material shopkeeper in Player's Village, Facade)	-	-	Sheep in northern and southern plains	"The New Merchant in Town"	160



KEY ITEMS



Key items are obtained through quests or story progression, and are used automatically when needed.

Item	Description	Acquisition
AA Keycard	A keycard, marked "AA," discovered in the manor basement.	Obtained in the underground facility.
Antidote	An antidote for a poison fruit found in the Forest of Myth.	Quest: "A Child's Final Chance"
Barren Temple Map	A map of the Barren Temple.	Acquired from Fyra after leading her through the sandstorm.
Blue Book	Part of the library's collection.	Quest: "Book Smarts"
Boar Tusk	A tusk from an old, cunning boar. Fighters in possession of one of these gain the respect of other boars.	Quest: "Boar Hunt!"
Bronze Key	A bronze key found in the Lost Shrine.	Crate in Lost Shrine.
Cookbook	A book crammed full of recipes.	Quest: "Bon Appetit!"
Cultivator's Handbook	A guidebook for the cultivating elite. Read it, and watch your desire to cultivate soar!	500G (Florist in Player's Village during part two)
Darkness Key	A key found in the manor. The word "Darkness" is written on it.	Obtained from Emil's butler.
Desert Map	A map of the desert.	500G (Item shopkeeper in Facade)
Dirty Treasure Map	A treasure map too old and worn to read.	Quest: "The Damaged Map"
Drifting Cargo	Cargo that was found in the water. What could be inside...?	Quest: "The Scattered Cargo"
Drifting Cargo 2	Cargo that was found in the water. What could be inside...?	Quest: "The Scattered Cargo"
Drifting Cargo 3	Cargo that was found in the water. What could be inside...?	Quest: "The Scattered Cargo"
Drifting Cargo 4	Cargo that was found in the water. What could be inside...?	Quest: "The Scattered Cargo"
Eastern Road Map	A map of the eastern road.	500G (Item shopkeeper in Player's Village)
Elevator Parts	A replacement part for the Junk Heap elevator.	Quest: "The Shade Army"
Elite Kitchen Knife	A razor-sharp kitchen knife from Two Brothers Weaponry.	Quest: "A Memorable Knife"
Employee List	A list of personnel employed at the laboratory.	Quest: "Research Project"
Eye of Power	A stone that shows the owner whatever he wants to see.	Quest: "The Magical Stone"
Facade Map	A map of Facade.	500G (Item shopkeeper in Facade)
Forest of Myth Map	A map of the Forest of Myth.	500G (Item shopkeeper in Player's Village)
Freesia Bouquet	A bouquet of freesia flowers, ready for delivery to Facade.	Quest: "Freesia"
Gold Coin	A coin made of pure gold. Used for trade with foreign nations.	Quest: "The Damaged Map"
Great Tree Root	A piece of root from the great tree at the Lost Shrine.	Quest: "The Great Tree"
HA Keycard	A keycard, marked "HA," discovered in the manor basement.	Obtained in manor basement.
Jade Hair Ornament	A jade hair accessory worn by a worried wife.	Quest: "The Damaged Map"
Junk Heap Map	A map of Junk Heap.	Acquired at Two Brothers Weaponry.
KA Keycard	A keycard, marked "KA," discovered in the manor basement.	Obtained in the underground facility.
Light Key	A key found in the manor. The word "Light" is written on it.	Found in a gather spot in the manor.
Lost Shrine Map	A map of the Lost Shrine.	Crate in Lost Shrine.
MA Keycard	A keycard, marked "MA," discovered in the manor basement.	Obtained in the underground facility.
Mandrake Leaf	A powerful herb long used as a staple of magic and alchemy.	Quest: "Learning a Trade"
Manor Map	A map of the manor.	Acquired from Emil.
Marked Map	A map written in ancient lettering. It's too worn to make out.	Quest: "The Damaged Map"
Max's Herbs	Even in death, Max kept these in his mouth.	Quest "A Dog Astray"

Item	Description	Acquisition
Mermaid Tear	Legend says this gem is from the eye of a lonely mermaid.	Quest: "The Strange Fate of the Jewel"
Moon Key	A key found in the manor. The word "Moon" is written on it.	Found in a gather spot in the manor.
NA Keycard	A keycard, marked "NA," discovered in the manor basement.	Obtained in the underground facility.
Northern Plains Map	A map of the northern plains.	Obtained in Player's Village through story progression.
Old Lady's Elixir	Medicine that must be delivered to the old woman.	Quest: "The Tavern Keeper's Grandmother"
Old Lady's Elixir+	Powerful medicine that must be delivered to the old woman.	Quest: "On the Wings of Eagles"
Parcel for Facade	A package bound for Facade. It's very fragile!	Quest: "Fragile Delivery 3"
Parcel for Seafront	A package bound for Seafront. It's very fragile!	Quest: "Fragile Delivery 2"
Parcel for The Aerie	A package bound for The Aerie. It's very fragile!	Quest: "Fragile Delivery"
Perfume Bottle	A perfume bottle that once held a somewhat tacky fragrance.	Acquired in Junk Heap.
Pile of Junk	A pile of junk. This is the "treasure" pointed out by the map.	Quest: "The Damaged Map"
Postman's Parcel	A box that the Postman asked you to deliver in his sleed.	Quest: "The Lighthouse Lady's Wrath"
Potted Freesia	A potted freesia, ready for delivery to The Aerie.	Quest: "The Belated Letter"
Pressed Freesia	A pressed freesia flower that was dropped by a Shade.	Quest: "The Belated Letter"
RA Keycard	A keycard, marked "RA," discovered in the manor basement.	Obtained in the underground facility.
Red Book	Part of the library's collection.	Quest: "Book Smarts"
Restored Treasure Map	A restored treasure map that is now perfectly legible.	Quest: "The Damaged Map"
Royal Compass	A royal compass that helps the user navigate sandstorms.	Acquired from mansion guard in Facade.
SA Keycard	A keycard, marked "SA," discovered in the manor basement.	Obtained in the underground facility.
Seafront Map	A map of Seafront.	500G (Item shopkeeper in Seafront)
Shadowlord's Castle Map	A map of the Shadowlord's castle.	Obtained after boss battle at entrance to castle.
Southern Plains Map	A map of the southern plains.	500G (Item shopkeeper in Seafront)
Star Key	A key found in the manor. The word "Star" is written on it.	Acquired from Emil.
TA Keycard	A keycard, marked "TA," discovered in the manor basement.	Obtained in the underground facility.
The Aerie Map	A map of The Aerie.	500G (Item shopkeeper in Player's Village)
Toad Oil	An item from the Junk Heap. It's quite useful as a medicine.	Quest: "Learning a Trade"
Underground Facility Map	A map of the underground facility.	Found in a crate in the underground facility, under the manor.
Vapor Moss	A medicine used to help Yonah's cough.	Found in Player's Village near the southern gate. Signals the end of part one.
Village Map	A map of Player's Village.	Obtained in Player's Village through story progression.
WA Keycard	A keycard, marked "WA," discovered in the manor basement.	Obtained in the underground facility.
World Map	A map of the entire region.	Obtained in Player's Village through story progression.
YA Keycard	A keycard, marked "YA," discovered in the manor basement.	Obtained in the underground facility.
Yonah's Ribbon	A charming ribbon that Yonah wore in her hair.	Obtained in Player's Village through story progression.

ACHIEVEMENT AND TROPHY GUIDE




This chapter breaks down how to unlock all the trophies and achievements in the game. As is usually the case with this sort of section, tread very carefully here if you want to forego possible spoilers. While any unnecessary details have been avoided here out of courtesy to the player, a simple name or term in various entries could reveal certain story elements prematurely. Garnering all the achievements in *Nier* requires multiple playthroughs anyway, and the second half of the game (part two) is repeated upon completion, so you might try an untarnished run-through first before going for total completion.






STORYLINE PROGRESSION

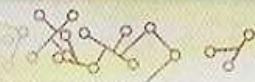
You'll acquire these trophies and achievements simply by playing the game to its conclusion.



Title	Description	Gamerscore (Xbox 360 only)	Trophy (PS3)
 The Book of Legend	Grimoire Weiss joined your party.	20	Bronze
 The Wild Companion	Kainé joined your party.	20	Bronze
 The Mellow Companion	Emil joined your party.	10	Bronze

Title	Description	Gamerscore (Xbox 360 only)	Trophy (PS3)
 Release	You freed Kainé from her petrification.	20	Bronze
 Key Collector	You unlocked the key to the Shadowlord's castle.	20	Bronze
 A World in Flux	You defeated the Shadowlord.	10	Bronze



COMBO KING



These two accomplishments are easier than they sound. In fact, you can unlock both in the prologue. The combo meter in the top-right of the screen is focused only on one thing—how long you take between successful strikes against foes. Whiffing an attempted attack—or even getting hit—doesn't stop the combo meter. Only a delay between hits of greater than a couple seconds will do it. With this in mind, you just need to keep up a steady, turtle-wins-the-race stream of strikes against foes. In the prologue, this can be accomplished simply by taking your time killing everything. Turn enemy health bars on so you know whether foes will die soon, and don't rush to slaughter everything as quickly as possible. Focus on keeping the combo meter going, avoid being hit, and reposition to keep yourself from being surrounded and overwhelmed.

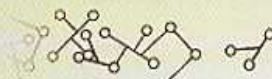


If you miss a 100-hit combo during the prologue, there's an even easier way to get it. Early in the game you'll accept the quest "Boar Hunt!" from a villager in Player's Village. This requires that you take down a wild boar in the northern plains. Nier is only level 3 or 4 at this time, and the boar is pretty tough with a lot of HP, but this is perfect. Accept the quest, find the boar, make sure no Shades are nearby to interrupt you, equip your weakest possible sword, and begin attacking the boar with this sequence: normal slash, charged slash, repeat. To accomplish this, simply press and then hold normal attack. Once your sword is wreathed in flame, release the button. The charged sword attack causes the boar to stagger. Immediately perform another normal sword slash into another charged sword attack, and so on. The boar will never have time to use his rushing attack, because the stagger forces him to restart his rushing preparation. Fifty or sixty repetitions later, the boar falls, Nier probably gains a level, and you'll be done with both combo trophies!

	Title	Description	Gamerscore (Xbox 360 only)	Trophy (PS3)
	Combo Fatalic	You pulled off a 50-hit combo.	15	Bronze
	Combo Master	You pulled off a 100-hit combo.	30	Silver









LEAVING NO STONE UNTURNED



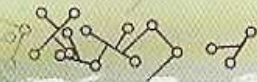
These accomplishments are focused on exploring everything the game has to offer. Some of them are inevitable as you progress through the adventure, while others are more in-depth and out of the way

	Title	Description	Notes	Gamerscore (Xbox 360 only)	Trophy (PS3)
	The Magic Man	You learned every type of magic.	This is achieved through natural story progression before the end of part one.	15	Bronze
	Wordsmith	You collected 50 percent of all Words.	Shortly into the game you'll begin earning Words from certain enemies. These can be equipped to provide certain benefits. You can check what percentage of Words you've acquired in the Grimoire Weiss menu. If you tend to attack every enemy you see, especially in any new area, you'll probably unlock this naturally during part two.	10	Bronze
	Weapons Collector	You found every weapon.	For locations of all the weapons, consult the Weapon Forge chapter. Some are found in boxes in dungeons, others are purchased in towns, while others still are obtained through quests.	30	Silver
	Village Handyman	You completed 10 quests.	The Quest Guide in this book breaks down all the game's errands, chores, and diversions. Complete any ten for this achievement.	10	Bronze
	Jack of All Trades	You completed 20 quests.	Continue with further quests for this achievement.	10	Bronze
	Go-To Guy	You completed 30 quests.	Like the previous two achievements, this requires a lot of quest completion.	10	Silver
	Man of Means	You accumulated 1,000,000 pieces of Gold.	This accomplishment is mostly a matter of frugality and time. Avoid purchasing weapons you don't need—many weapons are 30000G or more, and it's feasible to play through the entire game successfully without buying a single weapon (this flies in the face of the "Weapons Collector" achievement, but you can simply buy every weapon you please after you've accrued a million Gold and snagged this achievement first). Complete a lot of quests, as many have significant cash rewards: 30000G or more for some. Sell raw materials that you don't need for weapon upgrades or quest fulfillment. Finally, brush up on your trade skills in the Fishing & Cultivation chapter, since many fish and moonflowers can be sold for solid amounts of money.	10	Bronze
	Educated Warrior	You read the final novel segment.	Read Kainé's story after completing the game.	10	Bronze
	Call Her Back	You viewed the first ending (Ending A).	This unlocks the first time you complete the game. After viewing the ending, you'll be prompted to save the game. This new save file will be stamped with an "A" indicating ending completion. Upon loading this save, you'll finally learn Kainé's backstory. You'll regain control of the party just after the point in which Emil rescues Kainé during part two. Your weapons, items, and EXP will carry forward from the previous playthrough, and you'll be able to experience the latter sections of the game with new dialog and cutscenes, while shooting for more achievements and different endings.	100	Silver
	Lingering Memories	You viewed the second ending (Ending B).	Load the save file you're prompted to create after Ending A and play through to the end of the game again. Through successive playthroughs of the second half of <i>Nier</i> , gradually more dialog and cutscenes are added to flesh out the characters and the mythology of the world. After completing Ending B, you'll be prompted to create a new save file yet again.	100	Silver
	Thank You	You viewed the third ending (Ending C).	To shoot for Ending C or D, reload the save you created after receiving Ending B, then play through to the end of the game again, making sure to collect all the weapons (if you have the Weapon Collector achievement, all is well). This will enable an additional boss battle at the end that isn't present during Endings A or B. After this fight, you'll be faced with an agonizing choice. Pick the first option to experience Ending C. As with other endings, you'll then be prompted to create a new save that allows another loop of part two of the game, with continued progression. Don't overwrite whichever save you have just before the final sequence when going for Ending C—after viewing the ending, you can reload, play the ending sequence again, then choose the second option for Ending D as well.	100	Gold
	Something Very Special	You viewed the fourth ending (Ending D).	The procedure for getting Ending D matches that for Ending C. The only difference is that you have to select the second option rather than the first at the very end. If you select the second option during the agonizing choice mentioned earlier for Ending C, you'll instead receive Ending D. Getting this ending is basically the last thing you'll do in <i>Nier</i>, as all your saves are deleted afterward! Because of this, it's not recommended that you attempt this ending until you've explored the rest of the game, along with any other trophies and achievements, to your satisfaction.	100	Gold
	Legendary Gardener	You successfully cultivated the legendary flower.	The white moonflower is the rare plant to which the description refers. Consult the Fishing and Cultivation chapter for white moonflower cultivation information.	10	Bronze
	Fish of Legend	You caught a rhizodont.	Consult the Fishing and Cultivation chapter for more on catching rare fish.	30	Bronze
	A Round by the Pond	You caught one of every type of fish.	Consult the Fishing and Cultivation chapter for more on catching rare fish.	100	Silver
	Material Hunter	You collected 50 types of raw materials.	You'll likely earn this simply as a matter of course playing the game. For a list of items and their locations, consult our Appendices chapter.	10	Bronze

	Title	Description	Notes	Gamerscore (Xbox 360 only)	Trophy (PS3)
	Upgrade Apprentice	You upgraded 5 weapons to their maximum level.	Upgrading is done at Two Brothers Weaponry, just outside Junk Heap. Each weapon has three possible upgrades, each is 1000G and requires various raw materials. Consult the Weapon Forge chapter for the requirements for each weapon.	10	Bronze
	Reform Specialist	You upgraded 15 weapons to their maximum level.	Continue forging weapons for this achievement.	10	Bronze
	Forging Master	You upgraded 30 weapons to their maximum level.	Fully upgrade nearly every weapon in the game for this achievement.	20	Silver
	All Aboard!	You rode a boar for at least five minutes.	This is pretty straightforward. Get out there, ram into some Shades and animals, and practice your boar drifting (are these things rear-wheel-drive?)	10	Bronze
	The Sheep Whisperer	You killed 100 sheep.	Only the fiercest of warriors can hope to take down a hundred of these nightmarish creatures. Let perseverance see you through, and don't give up if it seems hopeless.	10	Bronze
	Lightspeed Fighter	You completed the game within fifteen hours.	This task is doable, but requires that you skip virtually every detour, quest, and meandering farming run. You'll almost certainly want to wait on this achievement until you've played the game normally first. Ignore fishing, ignore cultivation, ignore other achievements, ignore essentially anything that isn't the current story objective. For a little extra boost, cross areas riding a boar whenever possible. When a boar isn't available, use forward evasive rolls over and over (or a spear dash charge, then two evasive rolls, then a spear dash charge, and so on). This is faster than simply running. Most importantly, note that there is no such thing as pausing in Nier. If the game is on and a save is loaded then the clock is ticking, even if you're on the Start menu, even if you're watching a cutscene, even if you press the Guide button on either console to bring up the system dashboard overlay! Skip cutscenes, and if you'll be away from the game for even five minutes to make a cup of tea, save and exit to the title screen or turn off the system. Go, go, go!	10	Silver



BOSS RUSH



During the second half of the game, referred to as part two throughout this book, you can snag achievements for defeating each boss under a certain time limit. Two things help with getting all these achievements. The first is that there's a pretty obvious save point just before the first five of these bosses—if ever you find a door right next to a save mailbox, a boss is just around the corner. If you defeat a boss but don't earn an achievement, you can reload and try again immediately. You probably want to use this approach regardless, as the small cutscenes that are interspersed through most boss encounters *do count against the time*. So you may want to save, play the boss encounter once to familiarize yourself with the battle and enjoy the cutscenes normally, then reload and play again, skipping cutscenes by pressing Start twice.

The second thing that helps is that Nier grows incredibly strong as he progresses further into the adventure. By the time Nier runs into bosses in part two, he's added spears and two-handed swords to his arsenal, as well as every type of magic. By then, he's also a high enough level to allow him to use magic pretty liberally, including fully-charged and repeated spells. Additionally, you can use items like strength and magic drops to briefly boost attack power during boss fights. There's little reason to use these items elsewhere, so feel free to cut loose. By using Nier's formidable arsenal to its fullest and stacking the deck even more in your favor with power-boosting items, these achievements should come rather easily.



	Title	Description	Gamerscore (Xbox 360 only)	Trophy (PS3)
	King of the Lost Shrine	You defeated Gretel within two and a half minutes.	10	Silver
	A True Friend	You stopped the berserk Kainé within one minute.	10	Silver
	Boss of the Junk Heap	You defeated P-33 within four and a half minutes.	10	Silver
	Scourge of The Aerie	You defeated Wendy within eight and a half minutes.	10	Silver
	Protector of Facade	You defeated Roc within three and a half minutes.	10	Silver
	Permission Granted	You drove off the twins within two and a half minutes. *	10	Silver
	A Dirge for the Hero	You defeated Goose within two minutes. *	10	Silver
	Soul Crusher	You defeated the twins within three and a half minutes. *	10	Silver
	Book Burner	You defeated Grimoire Noir within one and a half minutes. *	10	Silver
	The Once and Final King	You defeated the Shadowlord within three and a half minutes. *	20	Silver
	The Strongest Band	Ending C or D: You defeated the berserk Kainé within three and a half minutes. *	30	Silver

* While the first five trophies for quick boss kills come right after a save point, the last stretch of the game is essentially five boss battles in a row (or six, depending on the ending), with no opportunity to save the game between fights. Employ a larger version of the previous strategy: First, play through the end run once to familiarize yourself with the fights and enjoy the culmination of the story. Upon beating the game you'll be prompted to create a new save file, but do not overwrite the save you have closest to the end! Then, reload whichever save you have right before the last stretch and play through again, this time using strength and magic drops and skipping cutscenes.

