

The Pleasuremancer - Guide v0.3.x -English

Mirrodin



Write in L^AT_EX by Azadrim

Translate in L^AT_EX by L34ND43

Summary

1	Preface	4
2	Introduction	5
3	Village	9
3.1	Places	9
3.1.1	Bakery	9
3.1.2	Shop.....	10
3.1.3	Forest.....	10
3.1.4	Town hall.....	11
3.1.5	Ruin	11
3.1.6	Tavern.....	12
3.1.7	Tower.....	14
3.2	Main quest	15
3.2.1	The return of the lord.....	15
3.2.2	Camilla's project	16
3.2.3	Amour & Pain	16
3.2.4	Botanical Expertise.....	17
3.2.5	The runaway Princess.....	17
3.2.6	Iron and glory	17
3.2.7	The fun of the game.....	18
3.2.8	The somber secrets of Autumn.....	18
3.2.9	The secret of Vlad	19
3.3	Secondary Quest	19
3.3.1	Drink with Yerhan.....	19
3.3.2	Borthel & Camilla training.....	19
3.3.3	The old wooden box	20
3.3.4	Order.....	20
3.4	Walkthrough	20
3.4.1	11 May 702 – Arrived at the village.....	20
3.4.2	12 May 702.....	20
3.4.3	13 & 14 May 702.....	20
3.4.4	15 May 702 – Head to the tavern	20
3.4.5	16 May 702.....	21
3.4.6	17 May 702.....	21
3.4.7	18 May 702 – The game continue	21
3.4.8	19 May 702.....	21
3.4.9	20 May 702.....	21
3.4.10	21 May 702.....	21
3.4.11	22 May 702.....	22
3.4.12	23 May 702 - So it begins.....	22
4	Character	23
4.1	Addie	23
4.2	Autumn.....	23
4.3	Camilla	23
4.4	Ezmella.....	23
4.5	Feeva	23
4.6	Godelins.....	24

4.6.1	Etienne.....	24
4.6.2	Diego.....	24
4.7	Ishaahry.....	24
4.8	Laetitia.....	24
4.9	Vlad.....	24
4.10	Yerhan.....	24
4.11	Willie.....	25
5	Objets	26
5.1	Armes/Armures.....	26
5.2	Autre.....	27
5.3	Consommables.....	27
5.4	Magies.....	27
5.5	Secrets.....	27
6	Compétences	28
7	Statistiques	30

1 Preface

Hi, a quick word before helping you in your progress. The guide spoil a little bit (a lot) so I strongly advise to play normally before using it, or to seek a solution only if you are blocked ... It would be a pity to discover the intrigues and incredible adventure of the game through the guide rather than through the game.

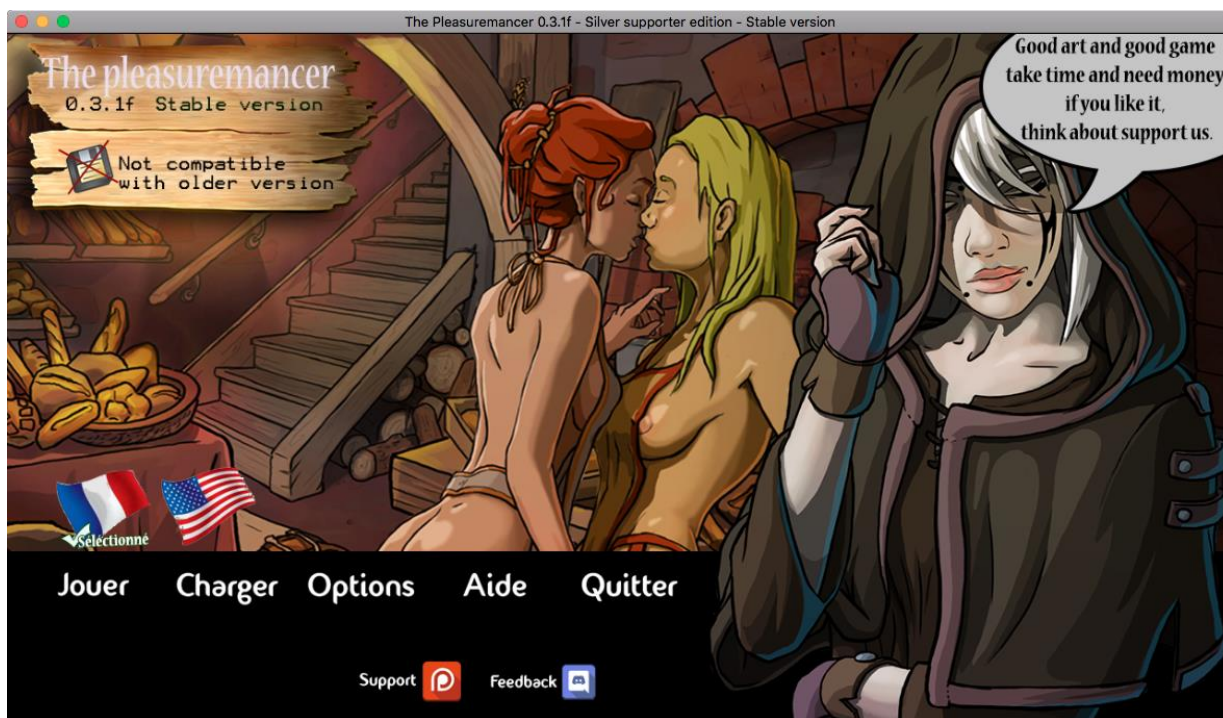
If there is any problem with an element of the guide or missing information, do not hesitate to pass on the Discord of the game, it is there for that. 😊

I leave you with this beautiful guide. 🐉

Translator's note: Sorry if there are any mistakes, English isn't my native language

Update of the guide :

- v0.1 – Resumption of the English introduction, addition of images & colors, village walkthrough preparation, addition of places, characters, objects...
- v0.2 – Begin Walkthrough, add quests
- v0.3 - Walkthrough, Main quest & secondary for the v0.3.1f Completed



2 Introduction

1. Kill [Etienne](#) and go to the other room
2. After finishing the dialogue with [Diego](#), click on :
 - the stack of scrolls at the top right next to the windows [[Book of observation](#)]



3. Return to the previous room and learn the [Observation](#) spell (through the inventory)
4. In the first room, click on:
 - the library x2 [[18 credits](#), [Blonde beer from Andor](#)]
 - the frog in the upper left corner [[8 credits](#)]
 - the altar [[Cider of the free cities](#)]
 - the crack, in the upper right corner (near the torch) [[132 credits](#), [Élixir of intelligence](#)]

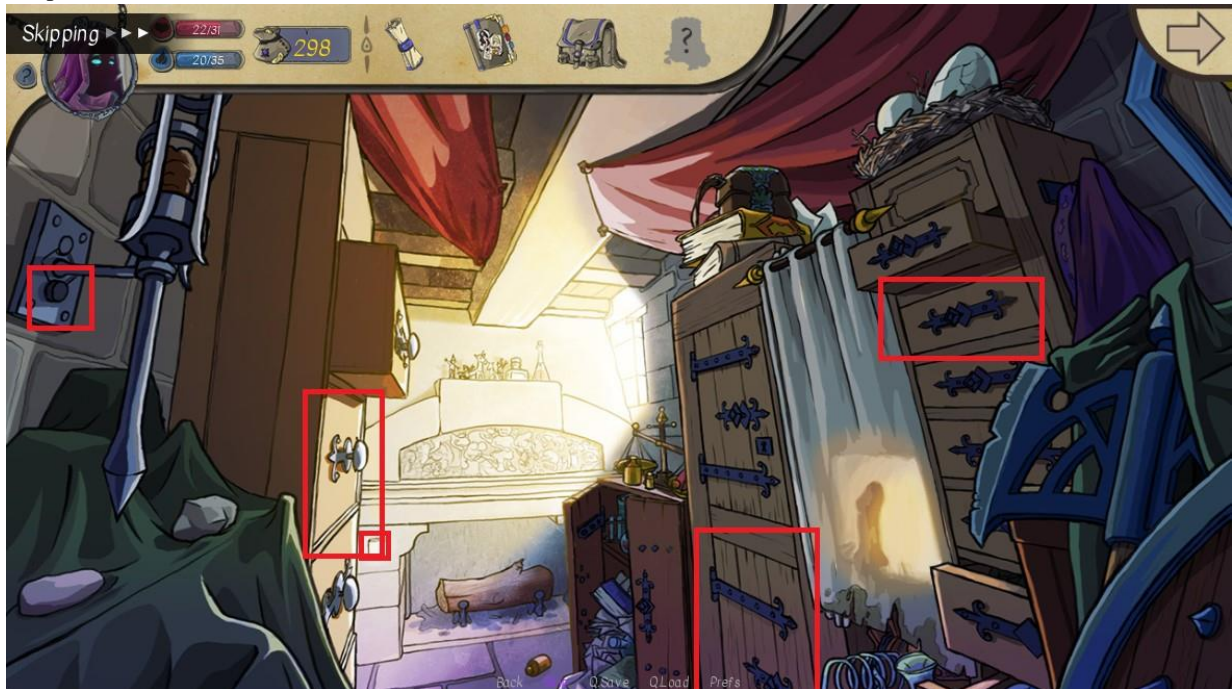


5. Undress [Ishaahry](#) and don't cancel the spell (Allow you to keep the [Life drain](#))
6. Go back to the 2nd room with [Diego](#), click on :
 - the red book, at the top left of the windows in the library [[Fire spellbook 1](#)] (and learn the the [Fire bolt](#))
 - the wooden box x2 [[Vine - Côte de Sierra - 698](#), [Blonde beer of Angnar](#)]
 - the drawer at the bottom left x3 [[52 credits](#)]
 - the drawer at the bottom right [[34 credits](#)]
 - the furniture in the lower left corner [[54 credits](#), [Secret scroll #01](#)]



7. You can talk with [Diego](#) to learn more about the story. Click on the door and wait
8. During the meeting with [Feeva](#) the good choice are :
 - "Woah"
 - "Hit him"

- "Be serious"
 - "I am an inquisitor of the Eternal Dawn"
 - "Insist on the questioning"
9. Remove the cape (click on the character, then on the cape and remove (Déséquiper in French)) and go out the door.
 10. Go back into the tower and go to the secret room, click on :
 - the button at the bottom on the chimney then the button under the torch, wich reveals a chest that must be recovered [385 credits, Elixir of Gaia, Vial of old dead blood, Secret scroll 02]
 - drawer on the right [43 credits]
 - cupboard on the right [Elixir of intelligence]
 - cupboard from the left [12 credits]



11. *Open the last closet sign your death stop.* Leave the tower and go to the eternal dawn camp.
12. Go to the Stewardship tent and "Drill the barrels"
13. Go to the stable and "Empty **Old Dead Blood Vial in the trough**" then "Scare a horse".
14. Go into the command tent and search the tent [24 credits, **Poorly crafted dagger, a thesis on godelins**]
15. Return to the stables care a horse and return to the the command tent to read the orders
16. Quit the camp and go to the village at the left.

Normally all optional task should be validated and the difficulty should by 5%



Summary of the choice made :

- The order doesn't know your identity
- You kept [Ishaahry](#)
- You poisoned the mounts of the Order
- You destroyed the alcohol reserves of the Order
- You found the secret room
- You made [Feeva](#) blush
- You have raised the maximum amount of gold possible (762)

3 Village

3.1 Places



3.1.1 Bakery



Common places in small village. It's also possible to buy:

- Breakfast : 9 credits, +8 HP
- Small bread : 15 credits

It's possible to meet :

- Adie
- Laetitia

3.1.2 Shop



The owner of shop is quite a character. It's possible to buy:

— Candies : 40 credits

To this is added later in the story

— Glass jar : 40 credits

— Powerful brew : 80 credits

— Minor Elixir of wit : 100 credits

It's possible to meet :

— Vlad

3.1.3 Forest



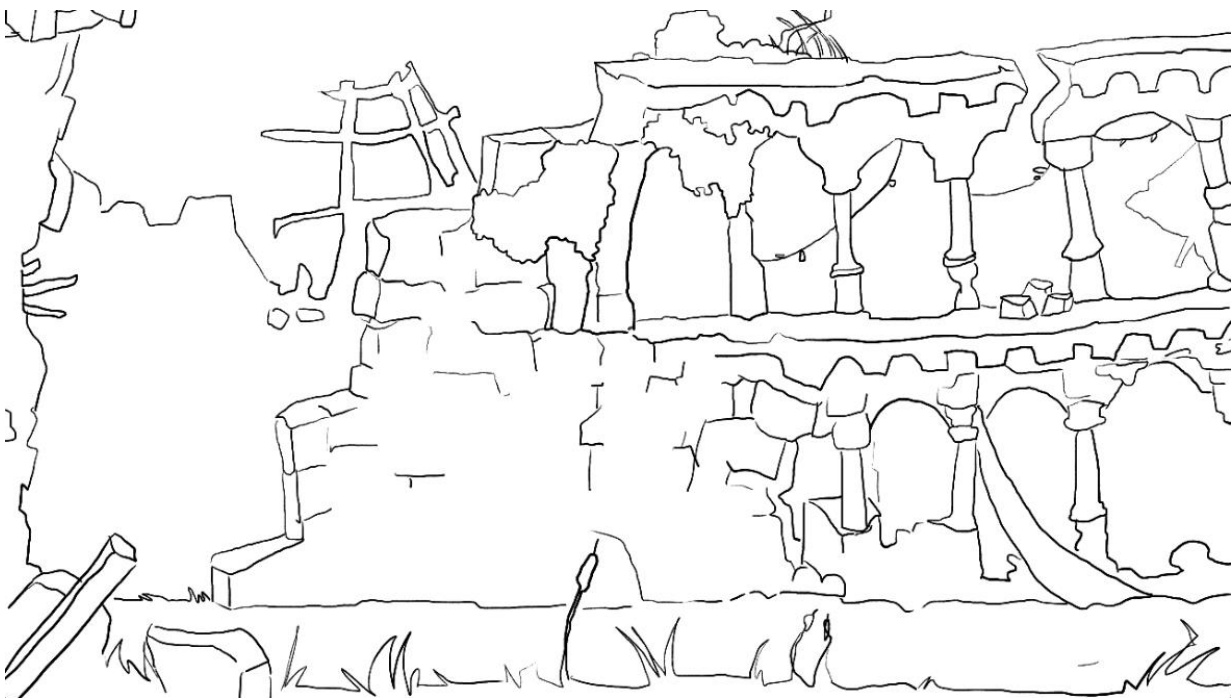
Degeulasix pinae

3.1.4 Town hall



A normal town hall, or almost...

3.1.5 Ruin



A beautiful location for a house

It's a shame, but no, this will become a brothel 🙄



It's possible to meet :

— [Camilla](#)

This place will become a little center of the city, you will earn money every day. The more the training goes, the more it pays. It will also be possible to rent a room to have a laboratory.



3.1.6 Tavern

It's possible to work there, which allows to earn some **credits**, but especially some statistic that will be useful in the game.

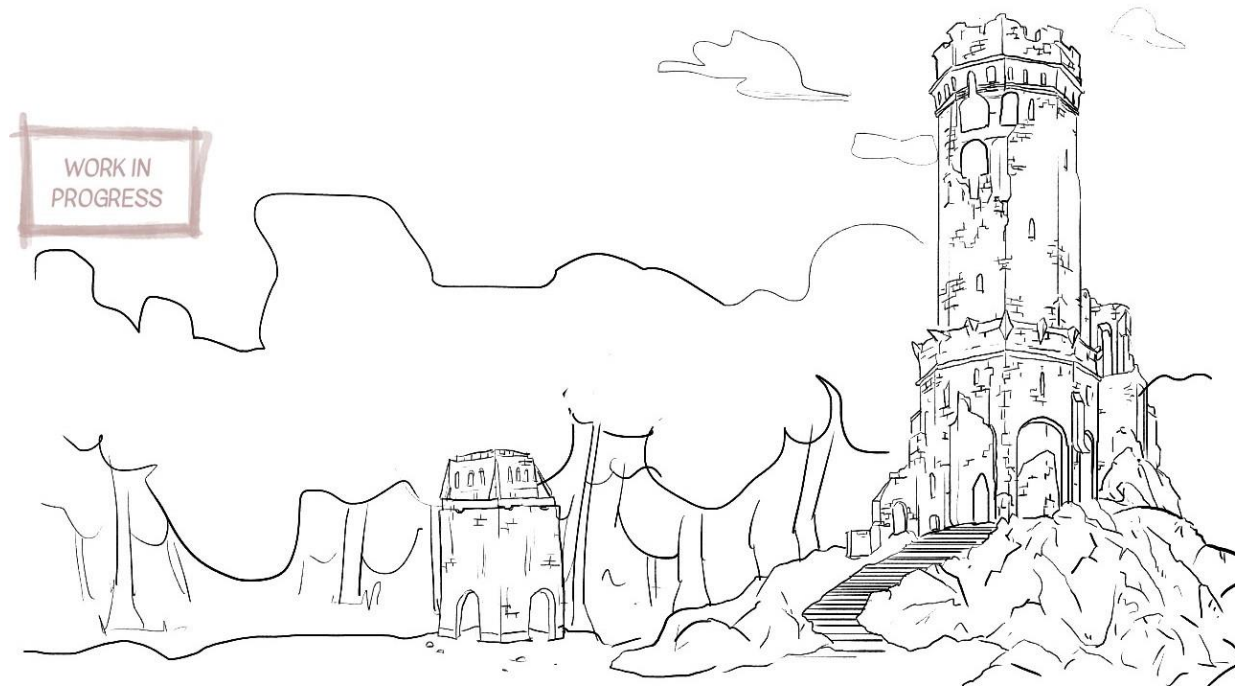
It's also possible to play dice against [Ezmella](#). *Note that for now and if you want to cheat, it's possible to go back : the draw of the dice will remain the same, which allows not to take risk..*



It's possible to meet :

- [Autumn](#)
- [Camilla](#)
- [Ezmella](#)
- [Yerhan](#)
- [Willie](#)

3.1.7 Tower



Tower where [pink gobelins](#) decided to steal traders because you were back. They want you to be back with a great castle, which is currently a ruin.

3.2 Main quest

3.2.1 The return of the lord

To start the quest go talk with **Vlad** at the shop from the beginning of the **borthel's**.

0 **Vlad** wants you to find his cart in the **hills**

— *You need **agility** ≥ 6* —

"Jump on the right."

1 Bring the cart back to **Vlad**.

— **Shop, Vlad**

2 Return to the tower for the promised explanations.

— **Tower, Pink Godelins**

3 Allow yourself time to digest the info

— *wait 2 (or 3) days*

4 Find the mayor.

— **Tavern, Willie**

5 The mayor is **Vlad**, go and fight with him.

— **shop, Vlad**

— "Threaten him" / "Encourage him"

In fact, it does not really matter, except that the choice *"Make it rain money on his face"* cost **200 credits...**

— "Accept" [**Cuir robuste**]

— "Accept" [**Dague médiocre**] *Ou "Refuse", we already have one.*

6 It's time to clean up the **town hall**.

— **Tower, Pink Godelins**

7 It's time to clean up the **town hall** (with acceptable losses). — **Town hall**

8 Return to **Vlad** to cover the title deed.

— **Shop**

*"About that... In addition, there is the ducal tax of **350 gold (credits)**, as well as the feudal tax of **225 gold (credits)**." To pay each month XD*

9 Go tell the henchmen the good news.

— **Tower**

— "Let's be confident"

10 Go see **Willie** to find some **planks**.

— **Tavern**

11 Discover the **forest** near the town (I recommend you save).

— **Forest** [**25 credits, Elixir de force** (empty)]

— "Go see."

— "Intervene"

— "Lie to her" / "Tell her the truth" [**between 4 and 8 wooden planks**]

12 Find **50 wooden planks**.

— **Forest** until **50 wooden planks...**

— **Tower**

13 Bring **3000 credits**.

— **Tour** [**-3000 credits**]

14 Wait for the end of the work.

— *wait 10 days.*

Finished for this version

3.2.2 Camilla's project

To start the quest :

— Go see 2 time the **ruin** —

Bakery

— "What is this abandoned house ?"

0 **Camilla** seems to know a little more about the **abandoned house**.

— **Tavern**

— "Adie spilled the beans"

1 **Camilla** got upset, but you still don't understand.

— **Bakery**

2 **Leatitcia** told you to meet **Camilla** in front of the building in **ruins** at nightfall.

— **Ruin** at nightfall.

3 Return to **Camilla** with **300 credits**.

— **Tavern**

— "Give **300 credits** to **Camilla**." — "I love your beer" [+1 **Willie**, +2 **Camilla**]

4 Wait for **Camilla** to contact you again.

— Wait 3 night.

5 Put money in the vault (a lot)

— Deposit money in the vault in the ruin : **1000 credits**

Every night **200 credits** will be used to build the **borthel**.

It taked 5 night of construction to progress in this quest

6 The **borthel** is completed.

— **Borthel**, **Camilla**

— "There is some progress to be made, surely."

7 Find a more suitable dress.

— **Tavern**, "*Spend time with Willie*"

— "Take all for **600 credits**"

"Take the dance dress only for **70 credits**" is a choice that in future update will result on **Willie** discovers that you have helped **Camilla**.

8 **Camilla** has things to say to you, go back to see her.

*It's now possible to train **Camilla**.*

Finished for this version

3.2.3 Amour & Pain

To start te quest, talk with **Willie** at the **tavern**, need affinity **>7**.

*Honestly, you to "*Spend time with Willie*" until he starts the quest. This is the only interest in his friendship.*

0 **Willie** didn't tell me much, I need to learn more.

— The *borthel must be built*.

— **Borthel**, "*Talk about Adie and Laetitia*"

1 I have to go get **Leatitia** to confess her feeling.

— **Bakery**

— "Ask why she's still here." / "Take a look of incomprehension."

— "Going to the exit" / "Stay a little longer"

2 I have to wait for **Leatitia** to come to me.

— **Tavern**, back room, Leatitia talks to you

— "Her attention must be drawn"

3 I need to find clothes to put [Leatitia](#) in value

— [Shop](#)

— "No thanks." [-469 credits]

"Accept his offer." [-50 credits] seems to be too good to be true...

4 I found nice clothes. I've to give them to [Leatitia](#).

— [Bakery](#)

— "So that's how it goes, uh ?! After I did EVERYTHING for you !!" / "What do you intend to do then?"

5 She finds the dress too light but has another idea.

— [Bakery](#)

6 [Leatitia](#) want to see you before his statement.

— [Bakery](#), at nightfall.

During the scene it's possible to press H to hide the doors 🕸

— "Wait for a better moment."

— "Open the closet slightly."

— "Wait for a better moment."

— " Open the closet slightly."

— "You only live once !! Open the closet slightly."

— " Wait for a better moment."

7 **Quest completed for v0.2**

3.2.4 Botanical Expertise

Available after unlocking botany (The somber secrets of [Autumn](#))

0 I need to find other possible uses. — [Tower](#) [[Pink godelin blood](#)/[Sand de godelin rose](#)]

1 I have to grow a pink godelin.

Finished for this version

3.2.5 The runaway Princess

To start the quest, go to the forest and help the girl who laughs.

0 There is a lot to say.

Finished for this version

3.2.6 Iron and glory

To start the quest, speak with [Yerhan](#) at the [taverne](#).

0 I must pass the initiation with 10 in [strengh](#), 10 in [endurance](#) and 10 in [agility](#).

To increase statistics you have to work for [Willie](#). There is 60% chance of winning 1 [strengh](#)/[endurance](#)/[agility](#) up to a maximum of 25. It must be the basic [statistic](#) that is 10, the bonuses/malus are not taken into account (I'm not sure of this translation, sorry).

— "Do training." [-300 credits]

— "Throw it with all your might."

It's now possible to drink with [Yerhan](#).

1 I have to find [Yerhan](#) to train with him on the fast attack.

— "Fight skill 1." [-450 credits, [Weak attack](#)]

2 I have to find [Yerhan](#) to train with him on the heavy attack.

— " Fight skill 2." [-450 credits, [Slow attack](#)]

3 **Quest completed for v0.2**

3.2.7 The fun of the game

To start the quest, speak with [Ezmella](#) at the [tavern](#).

0 I have to win a game of 'Magical Three' against [Ezmella](#) in the [tavern](#)

— Win against [Ezmella](#)

1 I have to make sure she's out of money so I can influence her.

— Win against [Ezmella](#) until the debt.

[Ezmella](#) furiously remove a few layers of clothing while staring at you with a scornful look

2 I have to indebt her again! She must respect me a little more!

— Win against [Ezmella](#) until the debt.

[Ezmella](#) changes energetically and discreetly [+1 [Ezmella](#)]

3 I have to indebt her again! She must respect me a little more!

— Win against [Ezmella](#) until the debt. *I will come find you.* [+1 [Ezmella](#)]

4 [Ezmella](#) must come see mee soon. I have to wait.

— Wait 2 nights.

5 I have to indebt her again! She must respect me a little more!

— *After building the [borthel](#) (and after brother level 1)*

— Win against [Ezmella](#) until the debt.

— *[Borthel](#), Let's see [Camilla](#).*

6 I have to indebt her again! She must respect me a little more!

— Win against [Ezmella](#) until the debt.

— *[Borthel](#), Let's see [Camilla](#).*

7 I have to indebt her again! She must respect me a little more!

— Win against [Ezmella](#) until the debt.

— "Make [Ezmella](#) embrace her desires"

— "And don't forget to shave"

— *[Borthel](#), Let's see [Camilla](#).*

8 I have to indebt her again! She must respect me a little more!

End ?

3.2.8 The somber secrets of Automn

To start the quest, speak with [Automn](#) at the [taverne](#).

0 She has the same cloak ad me, but doesn't want to talk about it.

— Talk to [Automn](#)

1 She doesn't seem to appreciate anyone.

— *[intelligence](#) > 7 & [Power](#) > 0*

— Talk to [Automn](#)

2 I have to prove to her my degree of mastery.

— Talk to [Automn](#)

— "Call me master." // "Don't say anything"

— "500 credits"

3 I've to study the grimoire.

— Inventory

— [Plantations magiques de Jamy](#)

— Learn

4 I have to find a place adapted to my magic.

— **Borthel**

— Negotiate a room for the magic-plantation" [-150 credits / week]

5 Find a way to get glass jars.

— **Shop** [-400 credits]

6 Find a way to get glass jars.

— *Wait the next day*

— **Shop** [Glass jars x11]

7 Find a way to get seeds.

— **Tavern, Automn** [Ruby fragment x4]

8 Return to see her with 8 large rubies.

— **Magii-serre**, go for gardening : Bocal + Graine + Mana + Attendre

Finished for this version

3.2.9 The secret of Vlad

To start this quest you have to open the **borthel**, finish the **Camilla** dance training, have train **Camilla** at level 3 and go to see **Vlad** then go to the **borthel**.

0 **Vlad** fantasy on **Camilla**

— **Shop**

1 **Vlad** fantasy on **Camilla**

Finish ?

3.3 Secondary Quest

These are other elements of the game that are not in the quest book.

3.3.1 Drink with Yerhan

You must have followed the 1st class with **Yerhan** : Iron and glory
- 1 *This quest is VERY expensive...*

1. Drink with **Yerhan** (0/4)
2. Drink with **Yerhan** (1/4)
3. Drink with **Yerhan** (2/4)
4. Drink with **Yerhan** (3/4)

3.3.2 Borthel & Camilla training

The **borthel** must be built : **Camilla**'s prohject - 8

1. Teach dance to **Camilla** x6
2. Train **Camilla** x5

Put into debt Ezmella

Put into debt Ezmella

Put into debt Ezmella

— *pay 100*

— *"Let Camilla have some more fun."*

— *"Order Camilla to continue"*

Vlad

— *"Permanent reduction"*

— *"Confirm Vlad's version"*

— *"Let's start the lesson"*

— "Let them finish"

Vlad

— "Continue the lesson"

— "Let them finish"

Finish ?

3.3.3 The old wooden box

Get the **old wooden box** from Vlad.

It will be useful one day.

3.3.4 Order

Repport of the order, meeting in the woods, ...

3.4 Walkthrough

Small point before starting. At this point in the game we have not much life. You have to know that you can lose life at night and by working at the tavern, so be careful, a death is quickly arrived. Yes, I died while doing the dish... 😞

3.4.1 11 May 702 – Arrived at the village

1. *We can equip again, it's useless, old RPG habit, we do not walk naked, even when we are transparent. Drink **Élixir d'intelligence (Elixir of intelligence)** x2 [+6 intelligence] et **Élixir de Gaia (Elixir of Gaia)** [+10 endurance]*
2. Go to the **bakery**, meet **Adie**
 - "A **godelins** prisoner" [**little bread**]
3. Go to the **shop**, meet **Vlad**
 - Buy **candies** (yes, I like candies)
4. Visit the **ruin** x2
5. Visit the **town hall**
6. Sleep

3.4.2 12 May 702

1. **Bakery**, meet **Laetitia**
2. Visit the **town hall**
3. Sleep

3.4.3 13 & 14 May 702

Nothing to do.

1. Sleep

3.4.4 15 May 702 – Head to the tavern

1. **Tavern**, meet **Willie** :
 - "Joke"
 - "Honestly, no" [+1 Willie(1)]
 - "Spend time with **Willie**" [+1 Willie(2)]
2. Go to the back room, meet **Yerhan (the guy on the left)**:
 - "It's on me (5 credits)" [+1 Yerhan(1)]
 - "No"
3. **Tavern**, go to the back room, meet **Autumn (the girl with the black coat)**
4. **Tavern**, go to the back room, meet **Ezmella**, and play dice until she is in debt. *I strongly advise to ruin her whenever possible, so she will have to pay her debt.* 😞

5. Sleep

3.4.5 16 May 702

Refueled **shop**, if you like **Candies**.

1. **Tavern**, talk with **Willie**, meet **Camilla**.
— "Spend time with **Willie**" [+2 **Willie**(4)]
2. Play against **Ezmella** until she is in debt [+1 **Ezmella**]
3. Talk to **Autumn**
4. Sleep

3.4.6 17 May 702

1. **Tavern**, talk to **Willie** [+1 **Willie**(5)]
— "Spend time with **Willie**" [+2 **Willie**(7)]
2. **Bakery**
— "What is this abandoned house ?"
3. Play against **Ezmella** until she is in debt [+1 **Ezmella**]
4. Sleep

3.4.7 18 May 702 – The game continue

1. **Tavern**, talk to **Willie**
— "Adie spilled the beans"
2. **Bakery**
3. Play against **Ezmella** until she is in debt. *Just credits to win, it take a lot in the game...*
4. At night, go to **ruin** and talk to **Camilla**.
5. Sleep
6. "Pet him."

3.4.8 19 May 702

1. **Tavern**, click on **Willie**
— "Give 300 credits to **Camilla**."
— "I love your beer" [+1 **Willie**(8), +2 **Camilla**(3)]
2. Play against **Ezmella** until she is in debt. *Just credits to win, it take a lot in the game...*
3. Sleep
4. **Ezmella** is visiting you. Only if she has been in debt every day. [+1 **Ezmella**(15)]

3.4.9 20 May 702

1. **Tavern**, talk to **Willie**
— "Spend time with **Willie** " [+2 **Willie**(9)]
2. Play against **Ezmella** until she is in debt. *Just credits to win, it take a lot in the game...* [+1 **Ezmella**]
3. Sleep

3.4.10 21 May 702

4. **Tavern**, talk to **Willie**
— "Spend time with **Willie** " [+2 **Willie**(11)]
1. Play against **Ezmella** until she is in debt. *Just credits to win, it take a lot in the game...* [+1 **Ezmella**]
2. Sleep

3.4.11 22 May 702

1. Tavern, work for Willie
2. Play against Ezmella until she is in debt. *Just credits to win, it take a lot in the game...* [+1 Ezmella]
3. Sleep
4. Camilla is visiting you.

3.4.12 23 May 702 - So it begins

1. Shop, talk to Vlad.
2. Tavern, work for Willie
3. Ruin
 - Put money in the vault of the worker : 1000 credits
4. Play against Ezmella until she is in debt. *Just credits to win, it take a lot in the game...* [+1 Ezmella]
5. ...

After a few days (almost) all quest are started, it remains only to farm, because it will take money, a lot of money 😊

You also have to up all statistics to 10, so work at the *taverne* and it will take a while...

The description of the quest is available above since from on there is a part of random (credits, statistics...) and the biggest is done, it remains only to follow the different characters in their quest.

4 Character

4.1 Addie



The baker of the village.
Scene unlocked during part 6 of the Love & Bread quest

4.2 Automn



Love block magic, apprentice XD

4.3 Camilla



Daughter of [Willie](#)
Scenes 1-4 unlocked during the dance learning
Scenes 5-7 unlocked after the [brothel](#) opening, and the [Camilla](#) dance training completed, must lose to the dice then go to the [brothel](#) and train [Camilla](#)
Scenes 8-10 unlocked after the [brothel](#) opened, the dance training finished, training 3 times with [Ezmella](#), going to see [Vlad](#) and returning to the [brothel](#)
Scenes 11-12 unlocked by doing evening 3-4 with [Yerhan](#)

4.4 Ezmella



Play dice and like to be ruined;)
Scenes 1-3 unlocked after the [brothel](#) opening, the dace training with [Camilla](#) finished, must lose to the dice and then g oto the [brothel](#) and train [Camilla](#)
Scenes 4-5 unlocked by doing evening 3-4 with [Yerhan](#)

4.5 Feeva



Knight who seems to like domination...

4.6 Godelins

Gode 🐉. Kind of goblin enough ... stupid. There are several kinds.

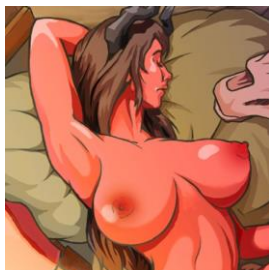
4.6.1 Etienne

Incompetent shaman who misunderstood you and who will not live long.

4.6.2 Dieggo

Godelin waiting for you in the second room. He helps you in the secret room if you keep him alive. It give information on the universe of the game

4.7 Ishaahry



She was invoked with you by [Etienne](#) shaman not very talented.

Thanks to her, you can use [Life Drain](#).

During your little sleep you took her with you to pass the time, so she is very happy. She is rather string seen as we speak

4.8 Laetitia



Apprentice baker who worked at the [tavern](#).

Scene unlocked during part 6 of the Love & Bread quest

4.9 Vlad



Mayor, Willie's friend.

Scenes 1-3 unlocked after the [borthel](#) opened, [Camilla](#)'s dance training ended, training 3 times with [Ezmella](#), going to see [Vlad](#) and returning to the [borthel](#)

Scenes 4 unlocked by doing the evenings 4

4.10 Yerhan



Weapon Master.

Scenes unlocked by doing the evenings 3-4

4.11 Willie



The innkeeper doesn't like much: not the knights, not his son, or the ideas of his daughter. But he pays (badly).

5 Objets

— Credits

5.1 Armes/Armures

— Cape noire



— Cuir robuste



— Dague médiocre



5.2 Autre

- Bocal en verre : vendu 26 credits
- Fragment de rubis : vendu 3 credits
- Gros rubis : vendu 455 credits
- Petit rubis : vendu 10 credits
- Planche en bois : vendu 7 credits
- Rubis : vendu 72 credits
- Sang de godelin rose : vendu 0 crédit
- Vieux coffret en bois : vendu 0 crédit

5.3 Consommables

- Bière blonde d'Andor : soigne 10 PV, vendu 14 credits
- Bière blonde d'Angnar : soigne 15PV, vendu 20 credits
- Cidre des cités libres : soigne 17 PV, vendu 23 credits
- Décoction puissance : soigne 50 PV, vendu 52 credits
- Élixir d'intelligence : +3 intelligence
- Élixir d'intelligence mineur : +1 intelligence, vendu 65 credits
- Élixir de Gaia : +10 endurance
- Friandise : soigne 12 pv, vendu 26 credits
- Petit pain : soigne 10 PV, vendu 10 credits
- Plantations magiques de Jamy : vendu 195 credits
- Vin - Cote de Sierra - 698 : soigne 50 PV, vendu 36 credits

5.4 Magies

- Tome d'observation : permet d'apprendre Observation
- Tome de feu 1 : permet d'apprendre Boule de feu

5.5 Secrets

- Essai sur les godelins : vendu 52 credits
- Fiole de sang mort ancien : poison
- Parchemin secret #01 : vendu 0 crédit
- Parchemin secret 02 : vendu 0 crédit

6 Compétences

— Attaque faible



— Attaque lente



— Attaque maladroite



— Boule de feu



— Life drain



— **Observation** : Passive skill allowing you to find secrets.

7 Statistiques



—Agility



—Endurance



—Strength



—Intelligence



—Power