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Hogwarts mystery aurelie answers

Question Posted by Guest on Aug 10th 2019Last Modified: May 8th 2020How can I beat Aurelie? AppGamer replied: To successfully complete the quiz, Win Aurelie, here are the best answers:Why should I trust you? Because Penny, will you keep an open mind? I'll do my best if you use it against me? I wouldn't do it/it should get you answers through this Hosting the Beauxbatons section.If you're still looking for help in this game we have more questions and answers to check out. Did this help? 3 1 REPORT Guest answered: There is another question. I play in Spanish, but it's supposed to be something like: We barely know each other... Best answer: Talking will help us change that. Did this help? 0 0 REPORT Guest answered: And another question. Also translated from Spanish: Would you help me tell you? Best answer: The best I could do. Did this help? 0 0 REPORT You can also watch our guide to this game here We have similar questions to this one that may have more answers for you: Show all the answers: 0 Screechsnaps are capable of doing which of the following? Answers: 0 Why don't new tasks appear after I finish Meet Rowan? Answers: 1 Which of the following creatures eat Fairy Eggs? Answer this question: Add your answer to this question Ask a question for Harry Potter: Hogwarts MysteryAdd your question for this game Members who know how to for Harry Potter: Hogwarts Mystery meliodas LOVEFORALL Ondrej Arash xxprtlycldyxx Little tip MYAMON bioquake Comferthan Azero defbug Cristina209 Nerissa seriousrius Moondell dlc127 Marciba konkra PotterLover angyrizard52 Danny109996 ihazc Jessica cvahm Chuck sherlock221Bakerstreet Faustsafe Illepie CTwildheart BlueFlameX Lover skelotorhelletor IreneG Ash91 lilly Stefanos Bruin Sunhelg Asahi Venomous76 wahid surya Lilith SeamusPM Google Play user Rating: 4.4Average page rating: [See reviews]4.44+ 1043+ 132+ 31+ : 1 Share Aurélie Dumont was a French witch who attended the Beauxbatons Academy of Magic. She was friends with Penny Haywood, and the two shared an interest in the Nations. In the 1980s, she visited the Hogwarts School of Witchcraft and Wizardry in search of an alchemical artifact. The early life biography of Aurélie attended the Beauxbatons Academy of Magic, where she constantly felt overshadowed by her brother, Davet Dumont. Visiting Hogwarts At one point during the 1985/86 school year, Aurélie visited the Hogwarts School of Witchcraft and Wizardry, reportedly considering a transfer. Penny introduced her to Jacob's siblings, who continued to tour her castle along Rowan Khanna. However, they soon noticed that Aurélie was acting suspiciously and appeared to be looking for a subject at school. When confronted by Jacob's siblings, Aurélie confessed to coming to Hogwarts hoping to find an artifact associated with Alchemy. After reading about alchemy, Aurélie and Jacob's brother realized that the artifact a chalice that belonged to Nicolas Flamel. However, soon He asked to visit Albus Dumbledore's office, where he encouraged Aurélie to stop comparing himself to his brother and informed her that if the chalice existed, he was not hidden in Hogwarts. She decided to continue alchemy not to overtake her brother, but because she enjoyed the subject. Afterwards, she said goodbye to Jacob's siblings and Penny, and returned to Beauxbatons. Magical abilities and skills Owning sticks: Aurélie owned a wand, which was of unknown length, wood sticks and core sticks. She most likely bought the wand from a French wand manufacturer before starting school at Beauxbatons. The Harry Potter Wiki has 3 images related to Aurélie Dumont. Harry Potter: Hogwarts Mystery Notes and References ^ According to Penny Haywood, Aurélie was in the same year as her. However, the exact way the years at Beauxbatons work is unknown. ^ 2.0 2.1 Harry Potter: Hogwarts Mystery, Year 2, Hosting the Beauxbatons Achievement - Part 1, Side Quest Pen-friend or Foe I come from a long lineage of French wizards. *Disclosure: Some of the links above are affiliate links, which means, at no extra cost to you, Fandom will earn a commission if you click and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. Page 2 comments Guide to hosting Beauxbatons Harry Potter Hogwarts Mystery Walkthrough - Penny gives you the task of persuading her guest Beauxbatons pen-friend to transfer to Hogwarts! Make a good impression to earn your own Beauxbatons uniform and a special gift for your jewel-awarding dormitory! Harry Potter: Hogwarts Mystery by Jam City, Inc. on iOS and Android devices A special guest arriving at Hogwarts from Beauxbatons : Aurelie Dumont and Madam Maxime, prove to be a true Hogwarts host and made Beauxbatons friends! Harry Potter Hogwarts Mystery Hosting the Beauxbatons here are requests for every part of hosting the Beauxbatons task : Part 1 : 1. Meet Aurelie : 3 hours – 1 star 2. Attend the beverage course : 3 hours – 5 stars 3. Discussion on teaching : 3 hours – 5 stars 4. Observe Aurelie : 3 hours – 5-star prizes : 250 coins Part 2 : As you learn about life in Beauxbatons, you persuade the mysterious Aurelie to open the 1st Mass . Find out grand entrance : 3 hours – 5 stars 2. Caring for Abraxan : 3 hours – 5 stars 3. Duel Aurelie with recommended attribute levels : 12 11 12 4. Win Aurelie (friendship) with recommended attributes : 16 16 17 prizes : 400 coins Part 3 : Aurelie reveals the real reason she came to Hogwarts and asks for your help in her quest 1. Listen to Aurelie : 3 hours – 5 stars 2. Look for Alchemy Book : 3 hours – 5 stars *** 3 hours wait or 55 gems for the next task 3. Learn alchemy : 3 hours – 5 stars 4. Read about Alchemy : 3 hours – 5 stars rewards : 5 gems Part 4 : Nicolas Flamel's chalice hunt comes to an unexpected end, with you and getting closer and richer because of it. 1. Search artifact artifact : 3 hours – 5 stars *** 3 hours wait or 55 gems for the next task 2. Find a hiding place : 8 hours – 5 stars 3. Listen to Dumbledore : 3 hours – 5 stars 4. Hang out together : 3 hours – 5-star prizes : trinket + Beauxbatons uniform Check the trinket for your Dormitory, it should bring your wealth : GEMS ! Hello everyone, welcome to the second part of our Walkthrough for hosting beauxbatons adventures for Harry Potter: Hogwarts Mystery. During the previous section, you met Penny's friend, Aurélie Dumont, who arrived from the Beauxbatons Academy of Magic. You also learned that Aurélie is interested in transferring to Hogwarts, and Penny asked you to show her around and be her tour guide at Hogwarts. You accepted and started your tour that way. After showing her some seats at Hogwarts, she told you that the headmistress of the Beauxbatons Academy of Magic, Madame Maxime wants to meet me in the Great Hall, so she better not wait. [Disclaimer: Some players have reported that their star requirements for certain tasks are lower than in Walkthro. Specifically, this happens to players in Years 2-5, but even some Year 6 players have reported having lower star requirements for specific tasks. If that's the case for you, then you're in luck. But even in the worst-case scenario (the one presented in Walkthro) you should be able to complete the whole adventure with an excess time, until you allow too much energy to disappear.] Upon arrival, you will be able to communicate with one of your colleagues before proceeding. Aurélie will introduce Penny and you to Madame Maxime, principal of the Beauxbatons Academy of Magic. Not long after that, Ms. Maxime will tell you the reason why she wanted to meet you. Then you can ask her a question about beauxbatons. There are three options to choose from, and while each will lead to a different dialogue, the story, in general, will not be affected by this choice, so feel free to ask the question you want. Madame Maxime will then decide to teach you the Grand Entrance. Learning requires getting five stars within three hours. Since it is necessary to pass all five stars, you should avoid running this task if your energy is low. There are 5-cost actions related to Aurélie, so prioritize that one if you want to save some energy. When you're done, you'll be tasked with performing the Grand Entrance. Follow the path on the screen to do this. What follows is a totally amazing scene that can't be easily described in words. Both Madame Maxime and Aurélie will be thrilled with your performance. Madame Maxime will tell you that there is another Beauxbatons custom that you should experience. Apparently he wants you to meet Beauxbaton's Abraxan Winged Horses! Continue training when you're ready. Your character will be amazed by the Beauxbatons' Abraxans. Madame Maxime will ask if you'd be kind enough to help her take care of Abraxans. As it turns out, both Hagrid and the professor are currently unavailable, which is why he is asking for your help. Needless to say, your character won't hesitate to help. If you adopted Abraxan in the Magic Creatures Reserve, your character will bring it up here. Moments later, you'll get care of the Abraxans. This requires five-star earnings within three hours. All stars are needed to pass, so it is recommended not to start this task if you do not have the energy. Be sure to push the screen left and right to see all available actions. There are 5-cost actions related to food bags and your character, so focus on those if you want to save some energy. When you're done, you'll realize that Aurélie behaved strangely while you were taking care of the Abraxans. Penny will notice you're looking at her friend, and she'll be curious to know why. You have two options to answer. Keep in mind that this choice will be referenced during the next part of the adventure, and this will have an impact on some dialogues. However, this will not change the outcome of the adventure, so you are free to choose the option you prefer. Not long after that, you'll ask Aurélie if she'd be up for a duel. He will bravely accept your challenge. Continue to the Clocktower Courtyard when you're ready. When you arrive, you will notice that Madame Maxime is not quite sure if she wants to allow you to duel with Aurélie. You're going to use your persuasive ways to convince her. Eventually, they'll agree to let you and Aurélie duel. You'll decide to make things a little more interesting by adding a bet to the duel. Aurélie will love the idea and will gladly agree to it. The task window will display the recommended attribute levels, as well as the cost of each attempt. Given that the requirements of the attributes are quite low for this duel, unless you are a sophomore, you will have a huge advantage, which will make this duel almost trivial. Aurélie will be quite surprised by your duel skills after you defeat her. Madame Maxime will congratulate you on your victory. She will also be curious to know which strategy you prefer to use during the duel. There are three options to choose from. This choice will not have a significant impact on the story, so feel free to choose the option you prefer. Then you should head to a Great Hall for lunch with Aurélie. Once you arrive, you will be able to communicate with one of your friends before continuing. After a little chat, you'll tell her the reason you wanted to have lunch with her. This is going to do her, because she definitely didn't expect you to say it. They're going to ask her if you trust her, and I can choose between two options. Both will lead to a similar outcome, so feel free to choose whichever one you want. Still, regardless of choice, Aurélie won't be sure if she can trust you. Which means you're going to have to talk to her and convince her to tell you the truth. It will be similar to a meal with a friend. The task window displays the recommended level, as well as the cost of each attempt. While the requirements of attributes are quite trivial for year 3 and over students, they are quite high for second-year students, which might make things a little harder for them. Nevertheless, it is completely possible even for second-year students to complete this task because 7 turns are available, so as long as you show compassion and answer most of the questions correctly, you should not have too many problems with this task. However, if you have just started the second year and your statistics are much lower than required, it may be impossible to complete this task. In this case, it would be best to buy some clothes to raise your attributes. If this is not an option for you, then the only other thing you can do is contact support and see if they can somehow help you. Below are some of the questions and answers to them. When you're done, Aurélie will agree to tell you why she came to Hogwarts. However, there are too many ears in the Great Hall, so they will suggest going somewhere more private. This will mark the end of the 2nd Century. Click the Collect button to claim your reward. What could be the reason for Aurélie to come to Hogwarts? And why didn't she tell the truth from the beginning? Find out in the 3rd part of this magnificent adventure! Thank you for reading it. Previous part of the next section

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