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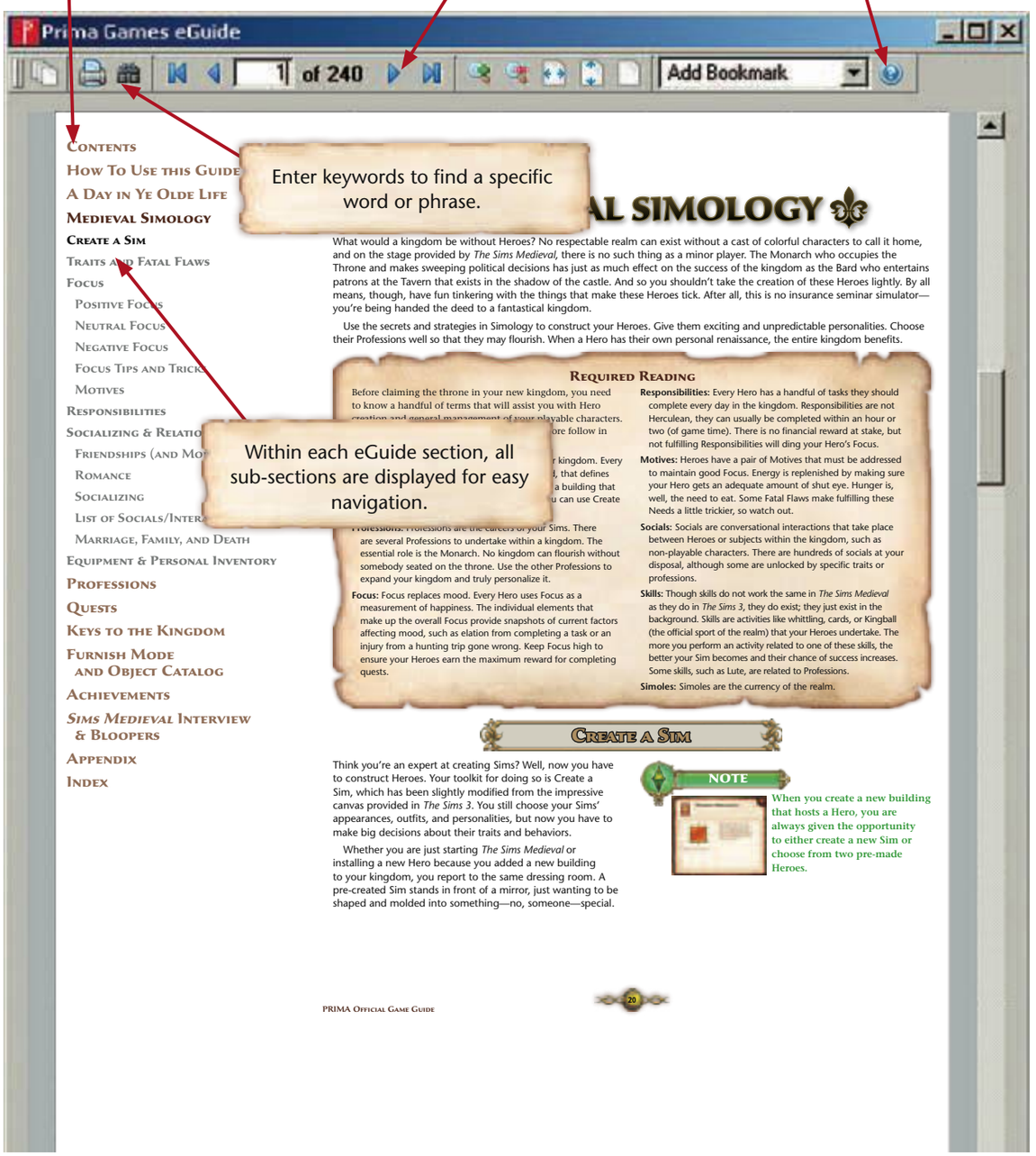
How To Use This eGuide

This *Sims Medieval* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Sims Medieval* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.

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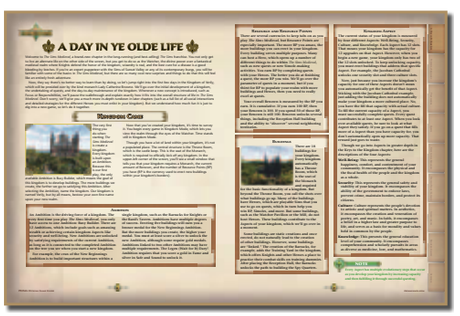
How To Use This Guide

You are the Watcher, an ever-present force in the world of *The Sims Medieval*. After previous kingdoms failed by being left to their own devices (and invaded by Dire Chinchillas), you have decided to take matters into your own hands and use the gift of divine intervention to nudge the heroes of the realm toward success. Of course, even the Watcher can make mistakes. But one of the real perks of being omnipotent is that you have the ability to quickly right wrongs and get both Heroes and the kingdom they live in back on track and headed for victory.

Consider Prima's official *The Sims Medieval* guide to be the how-to book every Watcher needs. We'll push back the fog on the inner workings of a kingdom, revealing everything from how to rocket to the top levels of Professions like Monarch and Bard to the location of rare collectibles needed for your Sims to create useful items. The secrets of socialization are revealed, including how to make sure love flows freely in your kingdom. And every quest your Heroes can embark upon for the glory of both Watcher and kingdom is detailed.

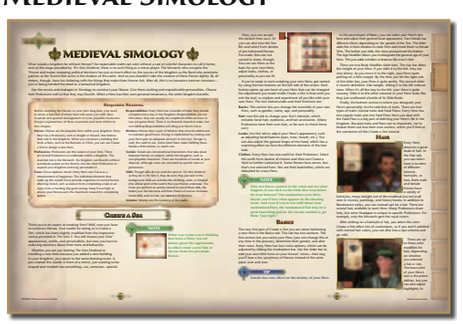
Here's how we've broken down all the moving parts of maintaining a kingdom, chapter by chapter. And we're including a useful appendix at the back of the book with all the important tables you might need to reference at a glance.

Chapter 1: A Day in Ye Olde Life



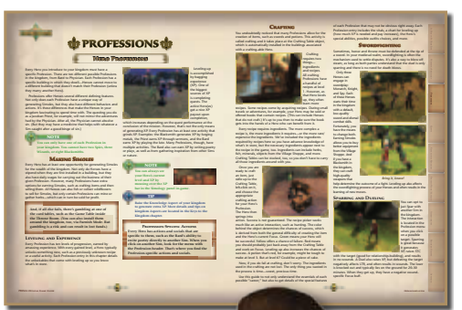
Let's hit the ground running. This chapter covers two quests and introduces all the important things you need to know about assembling and maintaining a successful kingdom, such as Aspects, Focus, Professions, and Questing. Everything revealed in this primer is expanded upon in the following chapters.

Chapter 2: Medieval Simology



What makes Sims tick? This chapter dives into Create a Sim and how trait selection can affect your kingdom. We also go in depth on how Focus works and offer tips on how to boost this always-important factor in your Hero's success. Daily responsibilities and motives are explained, as is the social scene in your kingdom. You might be surprised to see how faith, family, marriage, and death work in medieval times.

Chapter 3: Professions



There are ten Professions for your Heroes, from brave Knights to brilliant Physicians. Excelling at your Professions is critical for winning the day, so we show you how to generate experience and level up like a pro. Signature objects that help your Hero evolve and make Simoles—the coin of the realm—are detailed, too, so you know how they can help not just with money, but also in creating new items and boosting Focus.



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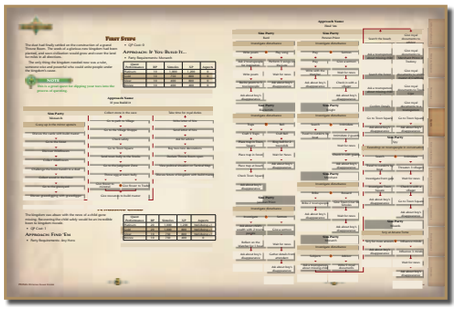
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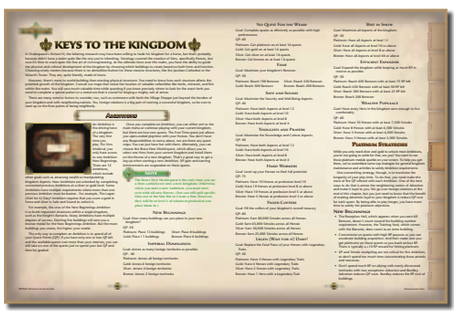
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Chapter 4: Quests



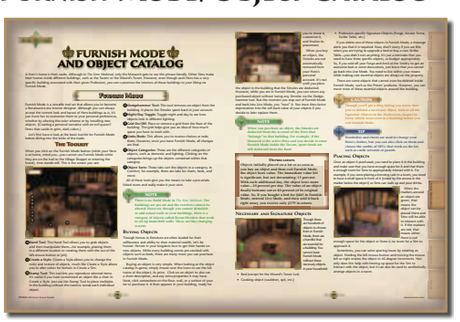
Heroes love to go on quests. They are a huge source for experience, Simoles, and more. Our quest guide details all 68 missions, with special emphasis on how to get the best treasures from the quests that offer them. You'll never be lost in the woods with this chapter at your side.

Chapter 5: Keys to the Kingdom



You have a lot of freedom when building your kingdom. We reveal winning strategies for every kingdom Ambition, which will help you decide which buildings to place in your realm (Barracks, Wizard's Tower, Jacoban Cathedral, etc.). We'll give you the full rundown on every building, including floor plans and the objects that come standard. Collectibles that help your Heroes craft new items and make Simoles are pinpointed in huge maps. And finally, we'll show you how to interact with neighboring kingdoms so yours always comes out on top.

Chapter 6: Furnish Mode/Object Catalog



Furnish Mode allows you to arrange and decorate the interiors of your buildings. Use this object catalog to see all the cool items you can place in your kingdom buildings, from signature objects used by Heroes to stunning decor.

Chapter 7: Achievements



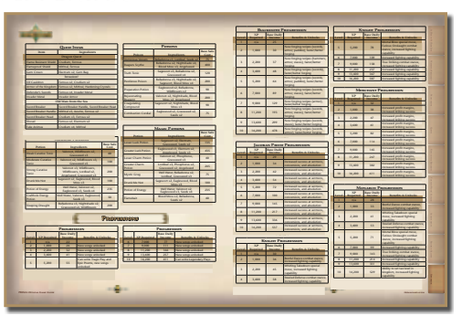
As your Heroes succeed in life, you win achievements. This achievement guide shows you all the possible achievements and their requirements. Scoring achievements unlocks special objects and clothes, too, so we show you what you can win!

Chapter 8: Bloopers



Games aren't made in a day and that long development process often results in occasionally goofy results, such as Heroes with ridiculous expressions or poses. See the silliness that popped up during the creation of *The Sims Medieval*.

Chapter 9: Appendix



All the important tables, all in one place. Organized by function, this appendix is a great quick reference guide if you just need to know the recipe for a useful potion.

Brownie Bites



Hi there! I'm Catherine Browne and if you're no stranger to Prima's Sims guides, then I'm a familiar face. I'll chime in from time to time with personal tips, tricks, and observations that will help you get the most out of *The Sims Medieval*.

Chance Encounters



John Chance here, Catherine's co-pilot for *The Sims Medieval*. Like Catherine, I'll also pop up throughout this book, offering tips and strategies for ensuring success at important things like sword fighting and hitting the highest requirement for getting platinum on kingdom Ambitions.

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A Day in Ye Olde Life

Welcome to *The Sims Medieval*, a brand-new chapter in the long-running (and best-selling) *The Sims* franchise. You not only get to live an alternate life on the other side of the screen, but you get to do so as the Watcher, the divine power over a fantastical medieval realm where Knights defend the honor of the kingdom, wizardry is real, and the best cure for a disease is a good bleeding by leeches. If you're an expert puppeteer with the Sims of Sunset Valley or any of its contemporary burgs, you will be familiar with some of the basics in *The Sims Medieval*, but there are so many cool new surprises and things to do that this will feel like an entirely fresh adventure.

Now, they say there's no better way to learn than by doing, so let's jump right into the first few days in the Kingdom of Verily, which will be presided over by the kind monarch Lady Catherine Browne. We'll go over the initial development of a kingdom, the undertaking of quests, and the day-to-day maintenance of the kingdom. Whenever a new concept is introduced, such as Focus or Responsibilities, we'll pause the walkthrough and explain exactly how it fits into the overall structure of life in *The Sims Medieval*. Don't worry, we'll give you a much more in-depth rundown in later chapters (such as a full list of all social interactions and detailed strategies for the different Heroes you must enlist in your kingdom). But we understand how much fun it is just to dig into a new game, so let's do it together.

Kingdom Came

The very first thing you do when starting *The Sims Medieval* is create a kingdom. Every kingdom is built upon an Ambition. Because this is our first play, the only available Ambition is Busy Builder, which means the goal of this kingdom is to develop buildings. The more buildings we create, the further we go to satisfying this Ambition. After selecting the Ambition, name the kingdom. Our kingdom is named Verily, but by all means, bestow your own fine name upon your new realm.

Now that you've created your kingdom, it's time to survey it. You begin every game in Kingdom Mode, which lets you view the realm through the eyes of the Watcher. Time stands still in Kingdom Mode.



Though you have a lot of land within your kingdom, it's not a populated place. The central structure is the Throne Room, which is the castle keep. This is the seat of the Monarch, which is required to officially kick off any kingdom. In the upper-left corner of the screen, you'll see a small window that tells you that your kingdom requires a Monarch, the current amount of Renown, and the number of Resource Points (RP) you have (RP is the currency used to erect new buildings within your kingdom's borders).

Ambition

An Ambition is the driving force of a kingdom. The very first time you play *The Sims Medieval*, you only have access to one Ambition: Busy Builder. There are 12 Ambitions, which include goals such as amassing wealth or achieving certain kingdom Aspects like security and well-being. New Ambitions are unlocked by satisfying requirements of the current Ambition, as long as it is connected to the completed Ambition on the tree you see when you start a new kingdom.

For example, the crux of the New Beginnings Ambition is to build important structures within a single kingdom, such as the Barracks for Knights or the Bard's Tavern. Ambitions have multiple degrees of success. Erecting five buildings will earn you a bronze medal for the New Beginnings Ambition. But the more buildings you create, the higher your medal. You must at least score a silver to unlock the new Ambition, although some require gold medals. Ambitions linked to two other Ambitions may have multiple requirements. The Legen (Wait for It) Dary! Ambition requires that you score a gold in Fame and silver in Safe and Sound to unlock it.

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by Curtiz

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Resource and Resource Points

There are several currencies to keep tabs on as you play *The Sims Medieval*, but Resource Points are especially important. The more RP you amass, the more buildings you can erect in your kingdom. Every building serves multiple purposes. Many can host a Hero, which opens up a number of different things to do within *The Sims Medieval*, such as new quests or new Simole-making activities. You earn RP by completing quests with your Heroes. The better you do at finishing a quest, the more RP you win. We'll go over the parameter of quests in a moment, but if you thirst for RP to populate your realm with more buildings and Heroes, then you need to really excel at quests.

Your overall Renown is measured by the RP you earn. It is cumulative. If you earn 100 RP, then your Renown is 100. If you spend 50 of those RP, your Renown is still 100. Renown unlocks several things, including the Reception Hall building and the ability to "discover" several neighboring territories.

Buildings



There are 18 buildings for your kingdom. Every kingdom automatically has a Throne Room, which is the seat of the Monarch and required for the basic functionality of a kingdom. But beyond the Throne Room, you call the shots over what buildings go up. Many of the buildings have Heroes, which are playable Sims that you use to go on quests, which in turn help you win RP, Simoles, and more. But some buildings, such as the Watcher Pavilion or the Mill, do not host Heroes. These buildings contribute to the Aspects of your kingdom, which we'll go over in a moment.

Some buildings are static creations and once erected, do not naturally lead to the creation of other buildings. However, some buildings are "linked." The creation of the Barracks, for example, adds the Training Yard in the kingdom, which offers Knights and other Heroes a place to practice their combat skills on training dummies. After placing the Reception Hall, the Barracks unlocks the path to building the Spy Quarters.

Kingdom Aspect

The current status of your kingdom is measured by four different Aspects: Well-Being, Security, Culture, and Knowledge. Each Aspect has 12 slots. That means your kingdom has the capacity for 12 upgrades on that Aspect. However, when you begin a new game, your kingdom only has two of the 12 slots unlocked. To keep unlocking capacity, you must erect buildings that address that specific Aspect. For example, the Jacoban Cathedral unlocks one security slot and three culture slots.

Now, just because you increase the kingdom's capacity for one of these Aspects doesn't mean you automatically get the benefit of that Aspect. Sticking with the Jacoban Cathedral example, just adding the building does not automatically make your kingdom a more cultured place. No, you have the fill that capacity with actual culture. To fill the current capacity of a Aspect, you must successfully complete quests. Every quest contributes to at least one Aspect. When you look over available quests, be sure to look at what Aspect they satisfy. If you go on a quest that fills more of a Aspect than you have capacity for, you don't automatically open up more capacity. That reward just goes to waste.

Though we go into Aspects in greater depth in the Keys to the Kingdom chapter, here are the descriptions of the four Aspects:

Well-Being: This represents the general happiness, comfort, and contentment of your community. It encompasses the physical and the fiscal health of the people and the kingdom as a whole.

Security: This represents the general safety and stability of your kingdom. It encompasses the ability of the government to enforce laws, prevent crime, maintain borders, and protect its citizens.

Culture: Culture represents the people's devotion to artistic and spiritual matters. In aesthetics, it encompasses the creation and veneration of poetry, art, and music. In faith, it encompasses a belief in a higher law and greater purpose to life, and serves as a basis for morality and values held in common by the people.

Knowledge: This presents the general education level of your community. It encompasses comprehension and scholarly pursuits in areas as diverse as medicine, lore, and mathematics.

NOTE

Every Aspect has multiple evolutionary steps that occur as you develop your kingdom by increasing capacity and then fulfilling it through successful questing.

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When you click on the Throne Room, you'll see a message that says you need a new Monarch. Most of the buildings you develop require a Hero, which is a playable character. Heroes have Professions, which are similar to careers in that they dictates a Hero's general goal in life—although their behavior is entirely up to you.

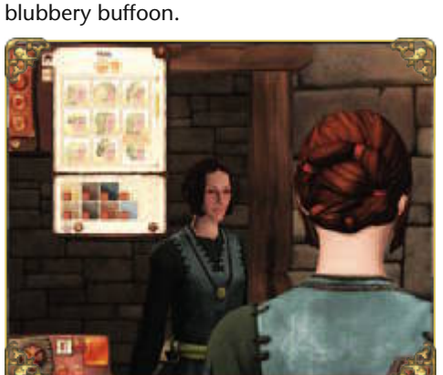
Now that we've set up the kingdom and named it, shall we craft Lady Catherine Browne, the kind monarch of the Kingdom of Verily?



When you choose to create a Hero, you enter Create a Sim. We'll cover the many options of Create a Sim in Medieval Simology, but let's take a look at the essentials of crafting a Hero now. The first few steps require you to set up the Basics (named for the Basic tab, which is the default tab you see when entering Create a Sim) of the Sim. To make Lady Catherine Browne, we'll select the female gender and one of the four available voices. Then we'll enter the name. Now, there is a second part of the Basics—the traits of the Sim—but we'll figure that out after customizing her physical appearance.



In the second section of Basics, you select the skin color of your Sim and use slider bars to adjust wrinkles, muscle, plumpness, and detail on the face. This is where you can make your queen into an old crone or turn a dashing Knight into a blubbery buffoon.



The second tab in Create a Sim is Hair. The first part of the tab is the hairstyle of your Sim. You may choose straight hairstyles, such as buns and flowing locks, or dive into hair accessories and hats. (Many Heroes have unique hats or headpieces.) Let's give Lady Catherine an earthy crown of leaves. Whether you select an accessorized hairdo or a plain style, you can change the color of your coif. You can also alter individual pieces of the hairdo, such as the color of the roots. Catherine is going to rock the purple highlights here.



The second part of the Hair tab is Eyebrows. Here, you can select different brows for your Sim and match them to your hair color.





Every facet of Looks can be further adjusted. There are fine-tuning options for each facial feature, such as the width of the neck, space between the eyes, and the fullness of each individual lip.

Next, it's time to customize the Sim's face in the Looks tab. There are four sections of this tab: head, eyes, nose, and mouth. Browse though the different head shapes to find one you like. Then, move on to different eyes (select the color, too), the nose, and finally the shape of the lips. We're going to soften Catherine's eyes a little and make them green. We're also giving her a cute little nose and making her lips a touch smaller.

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Brownie Bites



Don't rush through Create a Sim. You'll be spending a lot of time with your Heroes, so take a moment and consider the different aspects of your Hero. I love to contribute to the "narrative" of my kingdom through designing a Hero. While I made Lady Catherine Browne decidedly regal, I also had fun creating the wicked-looking Malificent Browne by making her bald, pale, and decked out in a skin-tight blood red gown that was just dripping with evil.





Perfect. This lovely green dress and cape matches Catherine's leafy tiara to a T.

Now it's time for the fun stuff: clothes. You only have one outfit to select for your Hero—an outfit for when they are fulfilling the primary duties of their Professions. (Each Hero has automatic bedclothes for sleepytime, and many have armor sets for combat situations.) Professions offer different outfit choices from each other. As we select the Monarch's clothes here, we will not see the same duds worn by, say, the Blacksmith. No, we're going for something decidedly more regal than a filthy apron.

NOTE

Every outfit has several color options, but you can further personalize an outfit by diving into Create a Style and changing the colors on the different outfit elements.



Okay, now let's go back to the Basics tab and finish up Lady Catherine. It's time to create her traits. Traits in *The Sims Medieval* is a bit different from *The Sims 3*. You only select three traits for your Sim. Two of the traits are positive, one is negative. You are actually forced into selecting an unfortunate personality quirk, called the Fatal Flaw. This wrinkle usually complicates your Hero in some respect, such as making them Gluttonous so they need to eat all the time.

Catherine's personality includes the Adventurous and Earthy traits. The Adventurous trait means she likes expeditions, such as going on adventures via the ship at the Docks. As an Earthy Sim, Catherine gets extra enjoyment out of being outdoors, something she'll do quite often on her quests. For the Fatal Flaw, we chose Licentious, which means Catherine craves romance. The lack of amour in her life makes her cranky.

Brownie Bites



The Fatal Flaw is one of my favorite new features in Create a Sim. In a way, it keeps you honest. You cannot just create a goody-two-shoes who is all prim, proper, and popular. Now you have to deal head-on with the simple fact that nobody's perfect, even in your own kingdom.

Chance Encounters



Catherine's a little cooler about the Fatal Flaw than I am. The thing you have to understand about the Fatal Flaw—and you can look at detailed descriptions of each in the Medieval Simology chapter—is that dealing with the fallout of yours can often complicate questing. The Gluttonous Fatal Flaw sounds pretty safe, but when you are racing to complete part of a quest while your progress is really high, and your Hero's mood tanks because he hasn't been fed twice as much as any other Hero, it can prove tough. But I suppose Catherine's right about one thing—and please don't tell her I said this—nobody's perfect.

Heroes



Heroes are the playable Sims in your kingdom. They can enter the kingdom when you create the building that hosts them. Heroes have different Professions. For example, the Wizard becomes a part of your court when you build the Wizard's Tower on the bluff overlooking the ocean. You do not have to immediately create a Hero to fulfill the Wizard Profession to go with a newly installed building, but adding new heroes unlocks more quests or more approaches for existing quests. Consult the Professions chapter for a complete guide on all 10 roles.

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NOTE

When you choose to populate a building with a Hero, you can either craft your own hero via Create a Sim or choose from two pre-created Heroes, one of each gender.



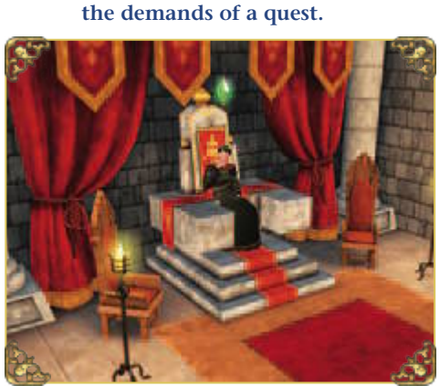
So, now we have Lady Catherine Browne, the queen of Verily. She loves getting her feet dirty in the great outdoors, digs going on adventures, and loves, well, loving. Now it's time to install her on the throne and really cut the ribbon on this kingdom.

Catherine's Quest

Unless you want to play around with Furnish Mode and decorate the Throne Room (you don't exactly start off with a lot of money for interior design fun, just §1,000), the next thing you have to do is select a quest. This is critical: You cannot just dive right into Live Mode and wander around; you have to select a quest from the Quest List.

TIP

When you "complete" a kingdom by going on all the quests available by your supply of QP (explained in just a moment), you actually can select the Free Time quest and just bounce around the different Heroes and explore their lives without the demands of a quest.



The Sims Medieval is about improving life in your kingdom, which means you cannot dawdle. While you do have the run of the place whenever you are on a quest—nobody tells you exactly what to do—you do have success metrics for your quest that dictate how much time you have to explore versus how much attention must be given to the current step of the quest. You will have time to peek around and enjoy your realm, don't worry. But you just need to always have your quest at the front of your thoughts.

There is a "First Quest!" option when you begin *The Sims Medieval* for the first time. This quest consumes one Quest Point (QP) and really holds your hand through the steps of the quest. Because it's such a breeze to complete (which is by design), we're going to hop over it and dive into one of the other quests available to a Monarch. Let's opt for the Family Crest quest, which costs 3 QP.

Quests

Undertaking these adventures sends you racing around your kingdom and beyond, performing tasks, talking to citizens, exploring the world beyond your borders, and sometimes even challenging ruffians to combat. Every quest has multiple steps. The goal of the step always appears next to your Hero's portrait. The experience points (XP) for completing that step are also shown.

Many quests have multiple Approaches, which alter the course of the quest. Using different Heroes for a quest changes the steps and the outcome, so you can undertake the same quest and yet see wildly different results. Every quest you complete pays out in loot such as Simoles, RP, and Aspect boosts.

We have a full Quest List in the Quests chapter of this book so you can see every mission. This helps you plan out your adventure. Knowing what's ahead means you can often prepare and complete some steps faster than a player without this advance intelligence.

Quest Points

When you begin, you have a set number of QP, which is dependent on the selected Ambition. That is your entire bank for going on quests for that particular kingdom/Ambition. You cannot earn more in the course of pursuing an Ambition.

Every quest (except the tutorial quest) costs QP. The more complex a quest is, the more QP it costs. However, quests that cost extra QP often have greater rewards, such as more riches, experience, and fulfillment of a kingdom's Aspect capacity. If you quit a quest before it has been completed, you lose the QP spent on starting the quest.

We have an entire chapter dedicated to the quests. That chapter also gives a more detailed explanation of how the various factors of a quest work, such as the Approach and reward system. But we'll go over the basics here so when you select your first quest, too, you know exactly what you're getting into and what's on the line.

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After selecting Family Crest from the Quest List, it's time to look at the requirements and rewards. The first column in the Quest List is Approach. The Approach dictates the general course of the quest. Quests have multiple Approaches for different Professions available within your kingdom; this means even if you select the same quest from your list, it will unfold a little differently if you decide to go for a different Approach. In the case of Family Crest, we're selecting the Royal Heraldry Approach, which means the Monarch is going to do some genealogy. If we had a Knight and selected this quest, it would be about uncovering that Hero's family tree and have different steps.

CAUTION

If you do not have the necessary Hero(es) in your kingdom with the necessary Profession to take on a quest Approach, it will be grayed out in the quest list.

NOTE

Some quests require multiple Heroes.



The second page in the book shows you what's at stake: Quest Loot. There are four possible rewards for completing a quest. You can win RP, Simoles, XP, and Aspect fulfillment. However, notice the chalice next to the Quest Loot? There are multiple levels of success for a mission. If you click on the chalice, you see the four stages of success: bronze, silver, gold, and platinum. Platinum is the best you can do. The goal is to complete a quest so you get the highest value chalice, which means you get more RP, XP, Simoles, and Aspects.

TIP

You can always monitor your current level of success while on a quest by mousing over the quest progress chalice. Not only does the chalice appear above your Hero's portrait, but helpful arrows show which direction your fortune is moving.

After selecting the Approach and checking out the possible loot you could win for completing the quest, it's time to select a party leader. Because Family Crest is a single Hero quest, Lady Catherine is the default leader. However, when undertaking a quest with multiple Heroes, you must designate a party leader that is ultimately in charge of the quest.

Starting the Quest

When the quest begins, Lady Catherine is in the Throne Room. She determines that foreign dignitaries are attempting to undermine her rule because she does not have a royal crest that proves her heritage. She decides that she must obtain a crest to put this whisper campaign to rest.

To succeed at this (and all) quests, Catherine needs to keep her Focus positive. One of the easiest ways to start every day on the right foot is address the pair of Responsibilities designated in the lower-left corner of the screen, directly over the two needs you need to keep tabs on: Hunger and Energy. Each Responsibility has a time limit. Today, Catherine has nine hours to hear five petitions while on the Throne and 11 hours to write two new laws. Let's get going on at least one of these right away.

TIP

If your Focus is already high, you may wish to wait on fulfilling an easy Responsibility (which gives you positive Focus through the Job Well Done buff). If you get a negative Focus buff from failing in combat or eating bad food, fulfilling that simple Responsibility can sometimes offset the current negatives.

Game Screen



Before we get too deep in questing, let's go over all the working parts of the Live Mode screen, which will be the view of your kingdom you use 90 percent of the time. Here are all the different buttons and their uses:

1. **Quest Performance: Mouse over the chalice to see the current condition of your quest.**
2. **Active Hero: These portraits indicate the active Heroes in a quest. If the quest requires two Heroes, click on the different portraits to switch active controls. Click the arrow next to the Hero's portrait to send them home.**
3. **Quest Step: Current objective in the active quest.**
4. **Follow My Sim: The camera will automatically follow your Hero as he or she moves around the kingdom.**

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Game Screen (continued)

5. Eye of the Watcher: Get a bird's-eye view of the kingdom.
6. Go to Location: This button brings up a short list of general locations in the kingdom that are not buildings, such as the forest and cave. Choose the location and the camera snaps to it.
7. Options: This button opens game options, such as saving, quitting, audio/visual adjustments, and more.
8. Go Up/Down a Floor: When on the lot of a building Heroes can enter, use these controls to move the camera between the different floors.
9. Camera Controls: While you can control the camera with your mouse, these buttons also handle panning, rotating, and zooming.
10. Live Mode: When not in Live Mode (as shown in the screen), this button returns to it.
11. Furnish Mode: This button takes you to Furnish Mode, where you can buy or sell objects and redecorate buildings. Chapter 5 details Furnish Mode and includes an object catalog.
12. Kingdom Mode: Kingdom Mode lets you view and manipulate the buildings and components that make up your kingdom. Chapter 3 details everything you need to know about Kingdom Mode.
13. Responsibilities: These are your two daily Responsibilities, like paying taxes or composing poems.
14. Motives: Energy and Hunger are the only two needs your Heroes must worry about.
15. Simoles: Simoles are the currency of the realm. Your account is reflected here.
16. Time & Time Controls: The clock shows the current date and time. The buttons beneath it allow you to speed up time or pause the action.
17. Focus & Focus Buffs: Focus, detailed in Chapter 2, is the equivalent of your Hero's mood. The higher the Focus, the happier and more successful he or she is. The individual buffs that make up overall Focus are displayed in the adjacent box. If there are more buffs than there is space for, an arrow appears so you can scroll down and view the obscured buffs.
18. Simology, Relationships, and Inventory Panels: There are three panels that give you a snapshot of your Hero. The Simology panel details the Profession, level, faith, and traits. The Relationships panel details every Sim the Hero has met and what their current social standing is with them. The Inventory panel shows you what the Hero is currently carrying, such as herbs, food, and equipment.



Take to the Scribe Table—one of the Monarch's signature objects—to the right of the Throne and choose the Write New Law interaction. It doesn't take very long to scribble out two new laws. You don't actually have to pick the laws. Those are automatic. After finishing the requirements of the Responsibility, it's replaced by a green checkmark. Now, let's start hearing those petitions, which eats up more time than writing laws.

Signature Objects

Every Hero has at least one signature object, an object that helps them complete activities, craft items, and generate XP. In the case of the Monarch, the signature objects are the Tactical Map, Throne, and Scribe Table. Some signature objects may be shared by multiple Heroes. For example, the Spy, Merchant, and Peteran Priest also use the Scribe Table. All signature objects for the Hero Professions are detailed in the Professions chapter.



Click the Throne to sit upon it. Now, choose the Hold Court interaction, which essentially opens the Throne up for business. Soon, subjects trickle into the castle to pitch and plead to Lady Catherine. Petitions include dealing with neighborly squabbles, lost crops, and economic disputes. How you decide on these petitions can affect how you are viewed by the subjects. Politics is tricky because doing the right thing can often cost Simoles, and the kingdom isn't rich.

Now, we don't need to fulfill this entire Responsibility in one sitting. Lengthier Responsibilities like this (or a Blacksmith being required to build a specific sword) can be completed in pieces. In this case, the number of petitions heard is tracked by the Responsibility icons. So if I hear three, I can finish up the Responsibility before it times out later in the day for hearing the final two.

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Focus



Focus is *The Sims Medieval* equivalent of mood. This is an instant but fluid measurement of your Hero's current condition. Many things affect Focus, from how attentive you are to the basic motives of Hunger and Energy to external forces like injury from failed combat. The individual factors that make up overall Focus are detailed in the panel to the right of your Hero's portrait and bank account. These are called buffs. Mouse over the individual buffs to see a full readout. You can see a description of the Focus, the effect on overall Focus (positive/negative), and the length of time left on its effect.

Focus is perhaps the most critical thing to monitor because it affects so much. If your Focus is in the green, which means it is mostly positive, it increases your quest outcome. Green arrows appear next to the chalice that dictates the rewards given upon the completion of the quest. If you are going for platinum, do everything you can to keep Focus in the green. If Focus falls into the red, you start to falter. Not only is your quest affected, but your general well-being is also threatened.

Focus also affects success at daily activities, such as hunting, crafting items, and even making wishes at the local well. When you click on an object with an interaction partially dependent on Focus (the Hero's current level can also be a factor), the interaction option is colored. Green means you will succeed. Yellow means you have a good chance at success. Red means there is a 30 percent chance you will fail at the interaction or activity. So keep that Focus high!

We have a full chart of every Focus and how it affects your Hero in the Simology chapter.

The first step in this quest is to talk to an advisor. When you are tasked with speaking to a specific person, a helpful yellow icon appears over the target Sim. If that Sim is not in your current view, the icon appears at the edge of the screen with an arrow pointing to them. You can then easily click on the icon and choose the interaction that deals directly with the next step of your quest. That interaction is typically located right on the social menu.



The advisor in this case suggests that Catherine write a letter to known family and see if one of them can deliver the crest. This is easy. There is a mailbox just outside the Throne Room. Well, it's actually a carrier pigeon box. Select the box and choose Send Letter. Once the letter is on its way, the next step pops up: Ask Advisor to Prepare for Relative's Arrival. There are two advisors to speak to in this step, so click on their highlighted icons and use the Prepare interaction to complete the step.



Now we're getting somewhere. A relative has indeed arrived. Meet the relative in the Throne Room and then ask about the family crest.

Responsibilities



No Hero gets a free ride. Heroes have Responsibilities to the kingdom hat must be attended to every single day. There are always two Responsibilities that refresh every morning at 9AM. Responsibilities can include basic tasks like paying taxes or undertaking something dangerous, like feeding the beast in the Pit. Each Responsibility must be completed within a designated timeframe. Sometimes you only have a few hours. Other Responsibilities can be attended to over the course of an entire day.

There are no financial rewards for fulfilling your Responsibilities—that's why they are called Responsibilities. (Unless, of course, the Responsibility is an activity with a financial payout.) If you ignore your Responsibilities, you are saddled with the Shirked Responsibility Focus, which is -20 for eight hours. That won't cause your Quest Loot payout to totally plunge, but it can be a big contributor to dropping a reward level. So take the time to fulfill Responsibilities so you enjoy the positive effects of doing what you're supposed to do with the Job Well Done, which adds to your Focus.

If a Responsibility requires speaking to a person or going to a specific location, an orange location marker appears over the target. Click on that location marker to direct your Hero to the Responsibility.

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Huh. So the relative isn't really ready to hand over the crest. He wants a tour of the kingdom. That's easy enough to satisfy. The first location on the tour is the Town Square. This destination gets a yellow icon, just like a necessary conversation target. The icon has footsteps in it. When you click on it, you can easily select travel to that destination.



Once at the Town Square, the relative decides to have a peek at the Docks. That's fine. It's not tough to follow him there either. Once at the docks, wait for the relative to look the place over. Then, follow the next step and talk to the relative about the Docks. It turns out he's not too keen on the place so far, which is irritating to Lady Catherine, but she'll put up with it to get that family crest. The relative wishes to tour the kingdom alone for a little while, so return to the Throne Room and wait for the next step in the process.



Once back at the Throne Room, a quick glance at Catherine's need reveals a desire for some food. Addressing Hunger before it becomes an issue is a good way to keep Focus from going south. Monarchs have a pretty cool trick: They can just Call for Food anywhere in the castle and a servant will start cooking it up. Other Heroes have to make their own grub.



After eating, the next steps in the quest can be addressed: Discuss Rude Relative with Foreign Leader. Catherine needs to do this twice and there just happens to be a pair of leaders around the Throne Room. Speaking with each leader reveals suspicions about this character. But when Catherine takes these "issues" to the relative, he reacts poorly. He threatens to leave!

Now Catherine reaches a branching path in the quest. She has two choices on how to make it up to the relative. She can either choose to dress him in clothes befitting a royal or read a proclamation that sings the relative's praises. The choice is up to us. We chose Read a Proclamation.

TIP

Take time to chat with citizens. Be social and make friends!



Read Proclamation is an interaction directly on Catherine. She unfurls a scroll and says aloud that the relative is indeed a great guy, which satisfies him for now. But he still won't give up the family crest. That launches the next step of the quest: Discuss Relative with Town Crier. Catherine needs to know more about this person, as her suspicions now match those of the foreign leaders.



Because Catherine's Fatal Flaw is Licentious, she gets negative Focus for not getting some lovin'. We picked a male servant for a little affection and tried to go in for that first kiss. Unfortunately for the queen, the servant refused the smooch. That slaps Catherine with a negative Focus buff.

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Though hygiene is not a formal need in The Sims Medieval, a bath never hurt anybody from time to time. Plus, it can give a positive buff that works against the negative for the kiss rejection.



Before Energy becomes an issue, bedtime should be respected. Quests don't have strict time limits, so don't skip sleep and meals. After all, not sleeping worsens Focus, which affects your reward.

TIP

A complete night's sleep gives you the Fully Rested Focus, which is a big boost. Be sure to drag the sleep action to the right so you can direct your Hero to sleep until Fully Rested.



While sleeping, Catherine has a nightmare. When your Hero is either asleep or off-screen attending to business (such as hunting in the forest or on a ship), situations pop up that you must deal with. You are often given a choice on how to deal with the situation. In the case of this nightmare, Catherine can either challenge the wicked phantasms or tuck tail and run. We opted to fight the phantasms. It turns out it was the best plan because Catherine beat back the nightmare and earned 30 XP and the Victorious! Focus boost.



After eating breakfast (Hunger often rises during sleep), it's time to see that crier. Well, it turns out the Town Crier has a message for Catherine about the relative. Click the crier to receive the message. It's a note from your actual family. It turns out your original letter was intercepted by a scoundrel who wants to take advantage of your desire for a family crest. It turns out that no such thing exists. In fact, your family says you don't need a crest to prove who you are. Your actions define you. Being a great queen will help Catherine shape her own destiny. That's a great sentiment and everything, but now it's time to deal with the fraud. Catherine has two choices. She can either kill the con man or exile him.

TIP

Eating the basic meal from the cauldron, oven, or spit results in the Bland Meal buff, which is a minor negative. Avoid these by buying ingredients at the Village Shoppe or hunting for meat in the woods. Making meals with ingredients gives you positive buffs and the rarer the ingredient, the higher the buff. Use the cooking section in Simology (it's paired with the motives) to see the possible recipes.

Now, if Lady Catherine were Evil, executing the fraud would probably be a big boost for her. However, Catherine is a little more peaceful than that, so we opt to exile. Clicking on the fraud's icon (which now appears onscreen) sends us to him so we can tell him his days in Verily are numbered. And that number is zero.



As soon as we select Exile from the interactions on the fraud, the cad leaves the kingdom and the quest ends in success. Because the quest ended fairly quickly and Catherine had a few dings against her Focus, such as that refused first kiss, we ended up with the gold chalice. That paid out 40 RP, a bunch of XP, §1,250, and fulfilled two Knowledge Aspects in Verily.

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A New Hero Emerges

Now that Verily has some RP in the bank, construction can begin. Building onto the kingdom is not required right now. Catherine can go right back to the Quest List and pick out a new mission to undertake, but we're eager to change the skyline on Verily. There are several buildings with Heroes within our RP budget.



We settle on the Barracks for a cool 10 RP. (See the Keys to the Kingdom chapter to see how building prices progress as you expand.) This opens up the capacity for 4 more Security and adds the Training Yard to the kingdom grounds. That's a pretty good haul for the investment. The Barracks go up as soon as we click Place Building. We now have the ability to either create a Knight for the Barracks, select a pre-made Hero, or return to the Quest List and keep adventuring with Catherine.



Let's go ahead and create a Knight for the Barracks so we can show you how a quest works with a non-monarch Hero. Barnaby Jones will be our champion. The dashing Knight's traits include Chivalrous and Friendly. For his Fatal Flaw, we go with Hubris because Sir Barnaby is kind of a handsome fellow and arrogance often goes hand in hand with vanity.

Barnaby's first quest will be King for a Day, which cannot be undertaken by the Monarch. Barnaby the Knight volunteers to run the kingdom while Lady Catherine is away. If Barnaby can get platinum on this quest, he banks 50 RP for the kingdom as well as §1,250, 1630 XP, and 2 Well-Being Aspect. Let's definitely shoot for platinum.

Starting the Quest



The first step is to report to the Throne Room and speak to Lady Catherine. However, take a moment to inspect Barnaby's Responsibilities. He needs to Hunt in the Forest (12 hours) and Discuss Foreign Affairs with a Territory Leader (15 hours). Though the Forest is so close to the Barracks, consider Barnaby's Focus. It's not very high because he just got started. If we wait until his Focus is high, the chance for success in the forest goes up. If we go now, we risk injury, which just tanks Focus.



On the way to the Throne Room, click on the icons for the foreign leaders and choose Discuss Foreign Affairs to satisfy that Responsibility. Now that both have been addressed, Barnaby gets a big Focus boost thanks to Job Well Done. This was a good way to start raising Focus for the day. Click on Catherine to accept temporary rule of the kingdom.



The next step is to sit on the Throne. Well, come on. Barnaby's got to at least try it out once, right?

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Because things got off to a later start (the quest started in the afternoon), Barnaby needs some shuteye to address his Energy problem. A full night's sleep does wonders and will help the Hero with the next day's tasks. Before heading to bed, though, a meal is in order. Barnaby has a cauldron at the Barracks for cooking, but because he is already at the Throne Room, he may as well use the pot there to save a little time.

NOTE

Many Heroes can use the signature objects in other buildings not associated with their Profession. There are exceptions, though. A Blacksmith cannot give a sermon at the podium in the Jacoban Cathedral, for example.

TIP

Buy ingredients from the Village just outside the kingdom so you can make dishes other than the default Gruel, which often dings your Hero with Bland Meal Focus (-5). Buy some onions for cheap and make Onion Soup. The better the meal, the better chance you have at enjoying the food and positive Focus. Good meals can be a quick fix for falling Focus.



The next morning, get up, eat a meal, and then address those Responsibilities if they are easily finished. Barnaby needs to Practice on a Training Dummy (13 hours) and Pay Taxes (17 hours). These are simple, especially with a mail box next to the Throne Room (for paying taxes) and a Training Dummy in the upstairs room of the Barracks. But because Paying Taxes only takes a moment, let's wait on this one-stop Responsibility for now. If Focus ever dips during the day, we can use it for a nice boost and stave off falling quest progress.



With one Responsibility taken care of, it's time to get back on the quest. The next step is to visit the Town Square, which is selectable via the footsteps icon. Once at the Town Square, the acting king discovers everybody is feeling pretty bad. There is a terrible stench in the Town Square making people sick, including Barnaby, who is slapped with the Nauseous negative Focus. Talking with a subject reveals the source of the smell: the Docks. There is spoiled cheese on a ship that must be dealt with.



Barnaby heads for the Docks and boards the ship to collect the stinky cheese, as directed by the next step of the quest. On the way, though, a new step appears. Apparently there are some awful rumors about Barnaby's ability to handle the throne. He must speak to the Town Crier about them. But because Barnaby is close to the Docks, let's just retrieve the rancid cheese to satisfy that step. The next step appears after collecting the cheese: Find a way to feed it to the beast in the Pit. Barnaby comes up with a plan: Wrap the cheese in meat to trick the beast into eating it.



But let's deal with the Town Crier next. Apparently she's not feeling Barnaby's rule just yet. Barnaby has a choice for addressing the problem. He can either silence her with his blade (which feeds into the Bloodthirsty Fatal Flaw) or get her to cooperate by sweet talking her. Because Barnaby is essentially a good guy, we choose conversation. This means we need to become friends with the Town Crier by talking to her. With Barnaby being friendly and funny, the Town Crier is eventually won over and stops talking trash.

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TIP

Socialization is a major part of life in the kingdom. Be sure to read up on how to make friends and influence people in the Socialization section of Simology.



With the Town Crier now singing Barnaby's praises, it's time to return to dealing with the stinky cheese in the Knight's possession, which still has a poor effect on his Focus. (Paying Taxes now would be a good option to mitigate some of the negative Focus.) Let's cook this up ASAP. Back at the Barracks, clicking on the cooking cauldron reveals a new interaction: Cook a Meaty Cheesy treat for the Pit Beast. Now, the recipe for this dish requires not just the foul cheese, but some actual fowl. Barnaby needs 3 portions of Fowl Meat to turn that rotten cheese into something even a beast will bite. There are two ways to get that necessary meat: Hunt in the forest or buy it outright at the Village.



We want that cheese gone as of yesterday, so we opt to go shopping and take the financial hit in order to reduce the Focus hit. While there, buying some ingredients for a non-Gruel meal will help keep Focus up the following day.

Use the recipe list in Simology to see what ingredients are required for different dishes.

The Next Day



These activities took up an entire day, so it's back to sleep for Barnaby before feeding the beast. In the morning, after a meal, it's time to fulfill new Responsibilities: Hunt in the Forest and Talk to a Foreign Leader. Because Focus is decent, let's go to the forest and hunt. Then, click on a leader's icon and travel to the Throne Room to talk politics for a few minutes. With the Focus boost of attending to Responsibilities, Barnaby manages to push the chalice up to platinum. Nice moves, good sir Knight.



Okay, now let's cook up that stinky cheese and take it to the Pit in the Judgment Zone. Click on the Pit and choose the feed interaction. Barnaby gingerly steps to the edge of the Pit and throws in the meaty cheesy treat. The beast snaps it up and swallows it whole, satisfying the step.

CAUTION

The Pit Beast is not to be trifled with. You can choose to fight it for glory, but unless you are ace with a blade, you will suffer terrible injuries from going toe-to-tentacle with the beast.



Unfortunately, that's not the end of Barnaby's kingly duties. It seems while he was attending to the cheese problem, some subjects have decided that while the cat is away, the mice will play. A royal advisor says you must deal with the issue right away, but then a new step opens. A carrier pigeon brings a message from

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Lady Catherine. She's on her way home and expects Barnaby to have a homecoming gift for her...because apparently solving the Great Verily Cheese Crisis wasn't enough.

So, now Barnaby has two choices. He needs to decide what to do about the revelers in the castle and whether or not to get a gift for his queen. We opt to shut the party down instead of joining it, which makes us a killjoy, but that's what a good Knight would do. As for the present, let's go ahead and greet Catherine with a gift. Talking to three revelers is simple—select their icons and shoo them away from the castle.

After dismissing the subjects, hoof it to the Village to pick up a gift, which is now an interaction on the destination. The Homecoming Gift costs §25, which isn't exactly in the Knight's meager budget, but pleasing Lady Catherine has its benefits. On the way home from the Village, Barnaby comes upon brigands terrorizing a mother and child. This is one of those offscreen events. Barnaby chooses to help. Fortunately, he sustains no injuries and saves the family from the brutes, resulting in the Victorious! Focus boost.



As soon as Catherine returns, complete the final step of this quest. Give her the gift in the Throne Room. Catherine is pleased not only with the present, but with Barnaby's stewardship of the throne during her absence. The mission ends with a platinum chalice. Barnaby gains a level. He's now a level 2 Knight. The kingdom benefits from 50 RP (enough for another building) and the fulfillment of 2 Well-Being for the Verily's Aspects.

What Next?



After completing two missions, Verily has more than enough RP to build at least two more structures. Do we go for Aspect-building structures like the Watcher Pavilion and the Mill? Wait, those don't come with Heroes. However, considering that the Quest List has plenty of options for the Monarch and the Knight, maybe another Hero isn't necessary at this point.

Brownie Bites



So, now you see several of the moving parts in the day-to-day life of *The Sims Medieval*. You see how Focus affects quest success and rewards, how Responsibilities must be addressed to help maintain Focus, and how to fulfill the various steps in a quest. But this doesn't explain everything you need to know about life in the kingdom. But that's what the rest of this guide details. You'll get the rundown on every Profession for your Heroes, a complete list of objects, strategies for quests, and much more. Your adventure is just beginning, so let's really hand over the keys to the kingdom and get started.



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MEDIEVAL SIMOLOGY

What would a kingdom be without Heroes? No respectable realm can exist without a cast of colorful characters to call it home, and on the stage provided by *The Sims Medieval*, there is no such thing as a minor player. The Monarch who occupies the Throne and makes sweeping political decisions has just as much effect on the success of the kingdom as the Bard who entertains patrons at the Tavern that exists in the shadow of the castle. And so you shouldn't take the creation of these Heroes lightly. By all means, though, have fun tinkering with the things that make these Heroes tick. After all, this is no insurance seminar simulator—you're being handed the deed to a fantastical kingdom.

Use the secrets and strategies in Simology to construct your Heroes. Give them exciting and unpredictable personalities. Choose their Professions well so that they may flourish. When a Hero has their own personal renaissance, the entire kingdom benefits.

Required Reading

Before claiming the throne in your new kingdom, you need to know a handful of terms that will assist you with Hero creation and general management of your playable characters. Deeper explanations of these essentials and more follow in this chapter.

Heroes: Heroes are the playable Sims within your kingdom. Every Hero has a Profession, such as Knight or Wizard, that defines their role in the kingdom. When you construct a building that hosts a Hero, such as the Barracks or Clinic, you can use Create a Sim to design a new Hero.

Professions: Professions are the careers of your Sims. There are several Professions to undertake within a kingdom. The essential role is the Monarch. No kingdom can flourish without somebody seated on the throne. Use the other Professions to expand your kingdom and truly personalize it.

Focus: Focus replaces mood. Every Hero uses Focus as a measurement of happiness. The individual elements that make up the overall Focus provide snapshots of current factors affecting mood, such as elation from completing a task or an injury from a hunting trip gone wrong. Keep Focus high to ensure your Heroes earn the maximum reward for completing quests.

Responsibilities: Every Hero has a handful of tasks they should complete every day in the kingdom. Responsibilities are not Herculean, they can usually be completed within an hour or two (of game time). There is no financial reward at stake, but not fulfilling Responsibilities will ding your Hero's Focus.

Motives: Heroes have a pair of Motives that must be addressed to maintain good Focus. Energy is replenished by making sure your Hero gets an adequate amount of shut eye. Hunger is, well, the need to eat. Some Fatal Flaws make fulfilling these Needs a little trickier, so watch out.

Socials: Socials are conversational interactions that take place between Heroes or subjects within the kingdom, such as non-playable characters. There are hundreds of socials at your disposal, although some are unlocked by specific traits or professions.

Skills: Though skills do not work the same in *The Sims Medieval* as they do in *The Sims 3*, they do exist; they just exist in the background. Skills are activities like whittling, cards, or Kingball (the official sport of the realm) that your Heroes undertake. The more you perform an activity related to one of these skills, the better your Sim becomes and their chance of success increases. Some skills, such as Lute, are related to Professions.

Simoles: Simoles are the currency of the realm.

Create a Sim

Think you're an expert at creating Sims? Well, now you have to construct Heroes. Your toolkit for doing so is Create a Sim, which has been slightly modified from the impressive canvas provided in *The Sims 3*. You still choose your Sims' appearances, outfits, and personalities, but now you have to make big decisions about their traits and behaviors.

Whether you are just starting *The Sims Medieval* or installing a new Hero because you added a new building to your kingdom, you report to the same dressing room. A pre-created Sim stands in front of a mirror, just wanting to be shaped and molded into something—no, someone—special.

NOTE



When you create a new building that hosts a Hero, you are always given the opportunity to either create a new Sim or choose from two pre-made Heroes.

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Now, you can accept this default Hero as-is. Or you can dive into the Sim Bin and select from dozens of pre-fashioned Heroes. Pre-made Sims are not carved in stone, though. You can use them as the basis for your own Hero, adjust looks, clothes, or personality as you see fit.

If you're ready to start sculpting your new Hero, get started by using the four buttons on the left side of the screen. Each button opens up one facet of your Hero that can be changed. No adjustment you made inside Create a Sim is final until you exit the tool, so explore and experiment all you like with your new Hero. The four buttons/tabs and their functions are:

Basics: This section lets you change the essentials of your new Hero, such as gender, name, age, and personality.

Hair: Use this tab to change your Sim's hairstyle, which includes facial hair, eyebrows, and hair accessories. (Many Professions have their own hats, so be sure to check those out.)

Looks: Use this tab to adjust your Hero's appearance, such as adjusting facial features (eyes, nose, mouth, etc.). You can also adjust the general shape of the head, which has a surprising effect on how the different elements of the face look.

Clothes: Every Hero has one outfit for their Profession. Select this outfit from dozens of choices and then use Create a Style to further customize it. Some Heroes have armor, but that's not selected here. Nor are their bedclothes, which are defaulted for every Hero.

NOTE

Why not throw caution to the wind and see what happens if you click on the little dice icon below the four buttons? This randomizes your Hero. Maybe you'll love what appears in the dressing room. And even if you're not wild about your randomized Hero, the randomized Sim may be a great launching pad for the tweaks needed to get them "just right."

Basics

The very first part of Create a Sim you see when fashioning a new Hero is the Basics tab. This tab has two sections. The first section lets you name your Hero (you can change this at any time in the process), determine their gender, and alter their voice. Every Hero has four voice options, which can be adjusted by sliding the modulation bar. Use the slider bar to add your own little twist on your Heroes' voices—that way, you'll hear a fun symphony of Heroes instead of the same pipes over and over.

TIP

Gender has zero effect on the destiny of your Hero.

In the second part of Basics, you can select your Hero's skin tone and adjust their general facial appearance. Face Details has different effects depending on the gender of the Sim. The slider adds five o'clock shadow to male Sims and cheek blush to female Sims. The farther you slide, the more pronounced the feature. The Age Modifier allows you to designate the general age of your Hero. This just adds wrinkles or features like crow's feet.

There are two Body Modifier slider bars. The top bar alters the weight of your Hero. If you slide it to the left, they are very skinny. As you move it to the right, your Hero starts putting on a little weight. By the time you hit the right side of the slider bar, your Hero is quite portly. The second slider is muscle definition. Like weight, sliding it to the left reduces mass. When it's all the way to the left, your Hero is quite scrawny. Slide it to the other extreme or your Hero looks like they just swallowed a bottle of Ye Olde Roids.

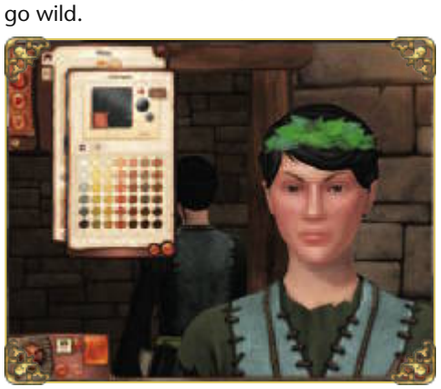
Finally, the bottom section is where you designate your Hero's personality via the selection of traits. There are two types of traits: normal traits and Fatal Flaws. Every Hero has two regular traits and one Fatal Flaw. How you deal with the Fatal Flaw is a big part of defining your Hero's life in the kingdom. Because traits and flaws are so important, we've broken them out into their own section, which you'll find at the conclusion of this Create a Sim tutorial.

Hair



Every Hero deserves a great head of hair. In the Hair tab, you can select from a number of different haircuts, hairstyles, or hats. Both male and female Heroes have a variety of hairstyles, many straight out of the medieval era we've all seen in movies, paintings, and history books. In addition to Renaissance styles, you can instead opt for a hat. There are several hats available to each Hero. Many Professions share hats, but some headgear is unique to specific Professions. For example, only the Monarch gets the royal crown.

After settling on a hairstyle or hat, you select the color. Create a Sim offers lots of customizers, so if you aren't satisfied with normal hair colors, you can dive into a dye scheme and go wild.



There are up to three color modifiers for hair, depending on whether you selected a hat or not. The base color of your Hero's hair is the prime definer, but you can also adjust highlights. In

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the case of Lady Catherine Browne, we added some purple highlights. You can also adjust the color of your hair accessories and hats. Color modifications are made either with color pots (just click on them) or via a color wheel, which allows you the freedom to work in gradients and get the exact hair color you want.



After selecting a hairstyle, move on to the eyebrows. There are a number of pre-created eyebrows that you can match to your hair. If you check the box under the field of eyebrow choices, you can match them to your base hair color. Or, you can use the paintbrush to adjust them to different colors. Because why shouldn't the Knight of the realm strut around with green eyebrows?

Looks

They say you can tell who's a Hero and who isn't just by looking into their eyes. Well, here's where you determine whether or not your Sim has the peepers of a Hero—as well as the face, nose, and mouth. The Looks tab is where you perform effortless plastic surgery on your Hero, selecting and adjusting all the elements that make up their face. There are four sections within the Looks tab: Head and Ears, Eyes, Nose, and Mouth.

Head and Ears: Select the general shape of your Hero's head, which affects the length of the chin, the width of cheeks, and other facial topography. There are over a dozen preset head shapes, but you can click on the magnifying glass to enter a fine tuning tool. Within the tool, click on specific head elements and then adjust them with slider bars. You can change the size and position of the ears, the width of the head, the fullness (or hollowness) of cheekbones, and more.



Eyes: Here you select and adjust your Hero's eyes. There are well over a dozen eyes to choose from, each able to convey different emotions and personalities. After selecting a set of eyes, choose the color from the eight presets or click the paintbrush to further tweak the color of the irises. After selecting the general eye shape and color, use the magnifying glass to manually adjust individual eye elements, such as the position of the brows, the height of the eyes, and more.



Nose: Want to change your Hero's nose? Jump into the Nose section and select one from the dozens of presets. There are noses of every shape and size, from a petite little thing to a wide nose with flared nostrils. After picking a nose (not like that, geez) you can manually adjust the shape and depth of the bridge, the position of the tip, and the position of the nostrils. Have fun with a little medieval rhinoplasty!



Mouth: Finally, it's time to slap a pair of lips on your Hero. If you don't like the current set, use the Mouth section to select a pre-made pucker or use the adjustment tools to sculpt your own. Edit the height and width of each lip to give your Hero the perfect mouth to match the rest of their face.





Every facial element can be manually adjusted with slider bars. Just click the magnifying glass in each window to dive into the adjustment tool.

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TIP

Take some time to tinker with all the different sliders that shape facial features. You'll be surprised at how accurately you can turn yourself or your friends into medieval Heroes.

Clothes



No Hero would be caught dead without wearing the latest in their kingdom's fashion. One of the finals tops in Create a Sim is the clothing tab, where you dress your Hero in an outfit suiting their chosen Profession. Every Profession has a series of possible outfits. Some Professions have unique outfits only available to that particular job, while other outfits are shared across multiple Professions. Every outfit has at least three color schemes available within the clothing tab, but you can make further adjustments and customizations with the Create a Style tool.

Now, though every Hero has multiple outfits, you only select one of them: Profession. Some Heroes have suits of armor and everybody wears the default selection unless you purchase or acquire new armor pieces while going on quests within the live game. Heroes also have default sleepwear.

NOTE

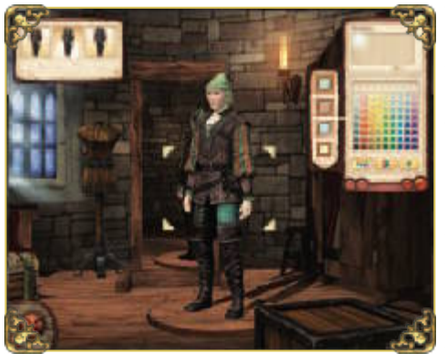
You can add up to five different Profession outfits for your Hero via any of the Dresser, Chest, or Wardrobe objects while on a quest.

NOTE

Though some outfits have accessories like bags, these are just cosmetic features. They do not affect your Hero's available activities.

To select an outfit for your Hero, just click on the different duds presented in the clothing tab. You can see the back of your Hero's outfit in the mirror, but if you click on the Hero and move your mouse left or right, you can spin them and judge the clothing from multiple angles.

Create a Style



You are not limited to just the fashions in the initial wardrobe, although sometimes it's easy just to pick from the pre-made selections and get right into the kingdom. But if you click on the paint palette after selecting an outfit, you can really indulge your inner fashion designer and stitch together an individual look for your Hero. And you can also change the colors, targeting sleeves, collars, and the main body of the piece of clothing.

Here's how the Create a Style tool breaks down:

1. **Elements of Pattern:** These color circles are individual parts of the pattern. Click a circle to change the color of that part of the pattern or texture.
2. **Colors:** Depending on how you choose to look at colors, they appear here. Clicking on the different colors changes the selected element.
3. **Color Palette:** View individual colors in small boxes.
4. **Color Wheel:** View colors on a wheel to see how they blend together.
5. **Color Numbers:** Use hex values to assign colors to elements of your outfits.

TIP

There is no cost to modify an article of clothing, so dig in and start mixing and matching colors and patterns to assemble your own special closet.



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Traits and Fatal Flaws

We're all familiar with the expression "never judge a book by its cover." That couldn't be more true in *The Sims Medieval*, as the traits you bestow upon your Heroes have far-reaching effects. It doesn't matter how dashing your Knight is. If you imbue her with the Bloodthirsty trait, you (and the rest of the kingdom) must deal with her violent streak.

Traits affect your Hero's guiding desires and core personality. Your selections here stick with a Hero throughout their time in the realm, so think about potential repercussions and choose wisely. Understand that while you are almost always calling the shots in your kingdom, these traits create the basis for your Sim's personality and goals.



In *The Sims Medieval*, you assign your Heroes three different traits to construct their personality. Two of the traits are selected from an overall Trait list, which contains mostly positive (or at least neutral) traits. These include behaviors or idiosyncrasies like Chivalrous or Unkempt. However, you cannot create angels in *The Sims Medieval*. Much like the people on this side of the screen, every Hero has a Fatal Flaw—a negative trait that can often complicate daily life in the kingdom.

Fatal Flaws and, to a slightly lesser extent, traits can affect your Hero's Focus. We have an entire section dedicated to detailing Focus in this chapter, but just keep in the mind that it is an important factor in day-to-day activities and quest success. Be sure to always keep your selected personality elements in mind as you play, because if you keep your Hero focused, chances are good the outcomes of your quests will be better. Use the detailed list of traits here to carefully craft your Heroes' personalities. With this advance look at the nitty-gritty of each trait and Fatal Flaw, you can plan for life in the kingdom with greater success.

TIP

Fatal Flaws can actually be converted into special Legendary Traits by going on specific quests.

Traits

Adventurous

Description: Adventurous Sims are thrill seekers and love to go out on expeditions. The more dangerous, the better!

Benefits: Adventurous Sims get a real charge out of going on adventures in the forest or the ship on the Docks. Successful adventures result in big Focus boosts—although to have a successful adventure, Focus should already be somewhat high.

Shortcomings: Going on an adventure with medium to low Focus is always a risk. There is a chance the Sim will hit a rough patch and emerge from the adventure with an injury, which drops Focus for an extended period of time.

Unique Features: Adventures are exclusive to Adventurous Sims. They have a good friendly social (Discuss Adventures) and a romantic social (Share Stories).

Chivalrous

Description: Chivalrous Sims are kind and courteous, and they loyally adhere to the noble idea of courtly love,

Benefits: Chivalrous Sims who are in a relationship will always reject romantic socials from other Sims who are not his or her partner. If not in a relationship, these Sims are able to generate a romance faster through more powerful romantic socials.

Shortcomings: If a Chivalrous Sim is indeed in a relationship, they must call it off before they can pursue another love interest. Ending a relationship causes a major Focus hit.

Unique Features: Chivalrous Sims receive the Good Deed Focus buff when making donations.

TIP

For more on how socials work, please see the socialization section of this chapter.

Creative Cook

Description: Spice is the variety of life, and your Sim's got plenty of it. Meals made by Heroes with the Creative Cook trait taste better and take less time to prepare.

Benefits: Every Sim needs to eat, and consuming a good meal can boost Focus. These Sims can make good meals faster than others, which not only boosts Focus, but saves time, allowing you extra minutes to spend on pursuing quest steps or Responsibilities.

Shortcomings: None really. Everybody likes good grub.

Unique Features: Gruel, which would normally ding a Hero with a Bland Meal negative buff, now produces a Delicious buff. Creative Cooks also have a Talk About Cooking friendly social.

Dedicated

Description: Dedicated Sims love their jobs, but often take on a heavier workload than they can really handle. Getting more stuff done has its rewards, though, if they're up to the challenge.

Benefits: Dedicated Sims often get an extra Responsibility after completing their current two.

Shortcomings: That extra Responsibility can take up time and, if not finished, result in a Shirked Responsibility negative buff.

Unique Features: Dedicated Sims often get three Responsibilities per day.

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Earthy



Description: Earthy Sims love the natural world and enjoy being outdoors. They also look great in brown or green outfits.

Benefits: Earthy Sims get Focus bumps for being outdoors. Just spending a few minutes outside a building, walking the kingdom, results in increased Focus via the One with Nature buff. They also have a higher chance of finding rare herbs when gathering.

Shortcomings: If Earthy Sims spend too much time indoors, their Focus takes a hit.

Unique Features: Put some green or brown on your Hero to make them a touch happier.

Eloquent



Description: Eloquent Sims have the gift of gab. Just a few words from an Eloquent Sim are enough to convince, inspire, or comfort anyone.

Benefits: Eloquent Sims are able to communicate better with other Sims via a series of positive socials, like Make a Good Point (a friendly social). If they are talking to a Sim with low Focus, using the Comfort social gives the target a big Focus boost.

Shortcomings: None, especially if this Sim has to engage in relationship building during a quest.

Unique Features: Eloquent Sims can use the unique Give Inspirational Speech, which bestows the Inspired buff on the listener.

Evil



Description: Evil Sims take great delight in the misfortune of others and prefer to lead a life as far away from goodness as possible.

Benefits: Evil Sims derive pleasure from being around Sims who are having a hard time. They get the Fiendishly Delighted Focus buff if the Sim they target with their evil laugh is hungry, tired, sick, or stinky.

Shortcomings: Incompatible with Good trait.

Unique Features: If the Evil Sim gets a negative buff on themselves related to sickness or injury, they also enjoy the Fiendishly Delighted buff. That helps offset the Focus hit.

Excitable



Description: Excitable Sims get excited about...pretty much everything. They enjoy an extra dose of self-satisfaction when good things happen for them in life.

Benefits: Excitable Sims get positive buffs from many activities, such as winning at the game table or on the Kingball Court. They also get the Excited buff from winning a swordfight.

Shortcomings: None. The Focus buffs from this trait are generally helpful.

Unique Features: Excitable Sims get excited about making any dish that uses an extra ingredient. Because cooking with ingredients also imparts positive buffs, this is a good way to double up Focus boosts from eating.

Friendly



Description: Friendly Sims love being around friends and are great at making and keeping friendships.

Benefits: Friendly Sims default to friendly socials and develop friendships faster. Friendly Sims have an easier time becoming friends with other Sims thanks to socials like Compliment.

Shortcomings: None, because relationship building is important.

Unique Features: Incompatible with the Misanthrope or Cruel Fatal Flaws.

Fun-Loving



Description: Fun-loving Sims enjoy life and new experiences. Although some might call them immature, that doesn't stop them from having fun.

Benefits: These Sims have a greater need to attend to a hidden Fun motive, so they engage in activities like game table, Kingball, and more.

Shortcomings: None.

Unique Features: If a Fun-loving Sim does enough activities that indulge their need for amusement, they get a big Focus buff called Life Is So Fun.

Good



Description: Good Sims go out of their way to help friends and family who are in need, are charitable with their money, and frequently comfort those around them.

Benefits: When a Good Sim says something particularly nice to another Sim, they get a nice Focus boost from Brightened Day. When talking to a Sim who's down in the dumps, any friendly social results in the Comforted buff. They can also give a Comforting Hug to other Sims.

Shortcomings: Good Sims do not have access to mean-spirited socials, but they can still Argue.

Unique Features: Incompatible with Evil trait. Can donate to the poor via the Messenger Post, which results in the positive Charitable buff.

Greedy



Description: Greedy Sims desire money with every fiber of their being. It drives them throughout life and at every turn, and they get great joy out of making Simoles.

Benefits: Greedy Sims enjoy the Making Money buff when they generate a lot of Simoles over the course of a day.

Shortcomings: Obsession over Simoles can lead to low Focus when funds get low.

Unique Features: Can borrow money from other Sims. This is also a good fit for the Merchant Profession.

Haggler



Description: Store clerks will fear the sight of you and throw discounts at your feet to expedite your passing.

Benefits: Discounts, discounts, discounts! Wares at the Village Shoppe can be bought for less than other Heroes will pay.
Shortcomings: If a Haggler attempts to haggle with a Greedy Sim, the social fails and the relationship takes a hit.

Unique Features: Getting a discount can result in the Got a Good Deal positive Focus effect.

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Hopeful Orphan



Description: Hopeful Orphans are on a quest to find their long-lost parents. They're out there somewhere!

Benefits: Hopeful Orphans have a series of unique socials on them—Talk About Parents—that can eventually result in a positive buff when used on several kingdom denizens during the course of a day.

Shortcomings: None.

Unique Features: When asking about parents, there is a small chance the social will result in a letter from their parents!

Jokester



Description: Sims who are Jokesters see the lighter side of life and are always ready with a quick one-liner or a funny joke.

Benefits: Almost everybody loves a good punch line, so this trait often helps with smoothing conversations or developing relationships. Funny socials have a greater effect on the relationship.

Shortcomings: None.

Unique Features: This trait unlocks special socials, called Joke About. Sims targeted by these jokes get the Heard a Good Joke buff.

Loves Family



Description: Sims with the Loves Family trait have a close connection with their families and enjoy talking about and being with their loved ones.

Benefits: Socializing with family members—spouse, children—is much easier. Positive socials are rarely rejected. When they use the Share Love social, both Sims in the conversation get positive buffs.

Shortcomings: None.

Unique Features: Has an extra series of socials, such as Talk About Family, which is a friendly social.

Scholarly



Description: Scholarly Sims have a strong desire to learn everything they can about the world around them. They are fascinated by even the most mundane objects, and always enjoy a good book.

Benefits: Scholarly Sims randomly inspect objects or items around them. After completing the inspection, there is a good chance they'll earn the positive Intrigued buff.

Shortcomings: None.

Unique Features: Scholarly Sims also have a high chance of getting the Good Book buff after reading a book.

Solitary



Description: Solitary Sims are self-sufficient and prefer to do things alone. They are shy around people they don't know well and become uneasy when a lot of Sims are nearby.

Benefits: Relationships decay slower with Solitary Sims. When not around other Sims, Solitary Sims receive the Enjoying Solitude buff.

Shortcomings: When around too many other Sims, Solitary Sims are dinged with the Too Many People negative buff.

Unique Features: Solitary Sims get the I Can Do It on My Own buff when going on a solo quest.

Unkempt



Description: Unkempt Sims couldn't care less about keeping up appearances. In fact, the dirtier, smellier, and grungier they get, the better mood they are in.

Benefits: When filthy, Unkempt Heroes enjoy the positive Savoring the Stench Focus effect. They can eat spoiled food without getting ill. In fact, they are often blessed with the Delicious buff after consuming spoiled food.

Shortcomings: Other Sims may not necessarily like being around a stinky Sim.

Unique Features: Unkempt Sims often prefer to sleep on the floor instead of a bed.

Vain



Description: Sims with the Vain trait are the most beautiful Sims in the world, at least in their own eyes. Now, why can't other Sims appreciate how gorgeous they are?

Benefits: Vain Heroes can a nice Focus boost—I Am Beautiful—when they gaze upon themselves in a mirror. When two Vain Sims compliment each other, their relationship greatly improves.

Shortcomings: If one Vain Sim is mean to another Vain Sim, the relationship takes a major loss.

Unique Features: Vain Sims have extra socials like Talk About Self.

Whale Ate My Parents



Description: Carnivorous, Sim-eating whales were a constant threat back in medieval times. Indeed, legend has it that the ocean was formed with the tears of orphaned children whose parents were devoured by these underwater menaces.

Benefits: Can go on a Whale Hunt (as long as the whaling boat and harpoon have been purchased at the Village Shoppe) that potentially results in valuable whale meat. Can also Scream at the Sea.

Shortcomings: After waiting too long to go on a whale hunt, these Sims are tagged with the negative Whale Rage Focus buff. It can be removed by going on a hunt down at the Docks, which turns it into the positive Whale Rage Satiated buff.

Unique Features: Only Sims with the Whale Ate My Parents trait can go on revenge-like whale hunts. These are covered in greater detail in the Docks section of the Keys to a Kingdom chapter, but the ability to easily secure whale meat is a huge bonus. Not only can it be sold for a lot of Simoles, but it also be used to cook up delectable dishes that boost Focus.

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Fatal Flaws

Bloodthirsty



Description: Watch out! Bloodthirsty Sims are always looking for a fight and will never back down from a challenge.

Potential Problems: Bloodthirsty Sims tend to get in fist fights if another Sim insults them, which can lead to arrests and time in the stocks—a potential Focus hit. If a Bloodthirsty Sim hasn't engaged in any form of combat in some time, they are dinged with the negative Looking for a Fight buff.

Unique Features: Bloodthirsty Sims love a fight; if they win, they get a nice Focus perk, Bloodthirst Quenched, that lasts for a few hours. They also have a unique Enthuse About Violence social.

Compulsive Gambler



Description: Compulsive Gamblers are obsessed with games of chance, especially when money is on the line. They will frequently get the itch to make bets and gamble, often for higher stakes.

Potential Problems: These Heroes love to indulge in games of chance, such as cards at the game table. If they don't play often (and bet often, too), their Focus takes a hit via the Gambling Itch negative buff.

Unique Features: These Sims are able to make big bets at the game table. When they win, the win twice as much! However, they also lose twice as much, which threatens overall Focus.

Cowardly



Description: Cowardly Sims live in constant fear for their lives. The world is a scary place to them, and they often become afraid of even innocuous things, sometimes to the point of fainting or running away in terror.

Potential Problems: Many quests require moments of action, so being Cowardly works against a Hero in these situations. They will often fare worse than others when going on hunts or testing their mettle in combat. They may even automatically run away from a swordfight (as long as it's not to the death).

Unique Features: Cowardly Sims are hit with the negative Afraid buff when they are outside at night, alone at a building, or in a dark room. They also have a series of Share Fear socials to use on other Sims.

Cruel



Description: Cruel Sims have a lot of pent-up anger and disdain toward the world, and they often feel the need to vent their rage on other Sims.

Potential Problems: Cruel Sims just have a need to be mean. They yearn to use mean socials on other Sims, which makes building relationships an occasional struggle. If they aren't mean often enough, they are slapped with the Pent Up Anger buff, which lowers Focus.

Unique Features: Mean socials are renamed for Cruel Sims, making them even meaner. These extra-mean socials are able to generate anger in a target Sim much faster.

Cursed



Description: The fates are unkind to Sims afflicted with the Cursed trait. Things just never seem to go their way.

Potential Problems: Chance has a way of doing Cursed Heroes wrong, such as causing them to lose card games, fail at events, or lose sparring matches.

Unique Features: Cursed Sims risk waking up in the morning with the Cursed negative Focus buff. This can be counteracted with positive buffs from fulfilling Responsibilities and other Focus boosts, but while in the thick of a quest, this negative Focus can complicate matters.

Drunkard



Description: Drunkards have a love-hate relationship with various intoxicating beverages; they love to drink, drink often, and in large amounts. But they really hate life when they wake up the next morning.

Potential Problems: Drunkards love to hit the barrel for a nip. If they go too long without a drink, their Focus suffers via the Need a Drink buff. However, if they indulge their thirst too much, as they are wont to do, they really feel it in the morning, which also negatively affects Focus.

Unique Features: Drunkards have a hidden drinking motive that can result in them automatically pulling a drink if their autonomy is tuned to high in the Options screen.

Fool



Description: Sims with the Fool Fatal Flaw are somewhat scatterbrained and lacking in common sense. They are easily distracted and often get lost.

Potential Problems: Foolish Sims earn XP at a lower rate, which slows level advancement. Foolish Sims will also sometimes stop in the middle of traveling to remember where they were going, which eats up time.

Unique Features: Foolish Sims do not build up any of the hidden skills, such as Kingball or whittling.

Glutton



Description: Gluttonous Sims are always hungry and can never get enough food.

Potential Problems: This Fatal Flaw affects the Hunger need. Your Hero's Hunger need tanks faster than other Sims, requiring you to spend more time feeding them throughout the day lest they suffer from Hunger-induced negative Focus.

Unique Features: There is a redemptive side to this Fatal Flaw. If you cook with ingredients, you at least are often rewarded with Delicious buffs.

Hubris



Description: Sims with Hubris get so full of themselves when they successfully do things that they suddenly become blinded by it.

Potential Problems: Hubris causes a Hero to get really high on themselves when they pull off a great feat, such as winning a swordfight, surviving the Pit Beast, or crafting a quality item. This can sometimes cause Blinded by Hubris. This dings Focus for four hours.

Unique Features: If complimented by another Sim, there is a good chance they'll be slammed by the Blinded by Hubris buff.

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Insecure



Description: Insecure Sims don't have a lot of confidence in themselves, especially in regard to socializing. They are often nervous and get depressed easily if their social life isn't going well.

Potential Problems: This Fatal Flaw complicates social interactions, which can be a real problem during quest steps that require your Hero to successfully develop friendships with others. It will take much longer and more cautious navigation of the socials to develop relationships. There is a greater chance socials will be rejected by target Sims, which results in the Rejected negative buff. This can make it a real problem to keep up social interactions that stave off the negative Lonely buff.

Unique Features: Insecure Sims have a special Share Worries social, which is a friendly social.

Insomniac



Description: Sims with the Insomniac Fatal Flaw have difficulty falling asleep when they want to. Unfortunately, this means that they are so tired during the day that they will sometimes fall asleep when they decidedly do not want to.

Potential Problems: Staying up late to work on quests sounds like a benefit, but not when it comes at the expense of a reliable Energy need. Insomniacs will sometimes pass out in the middle of quests if you aren't always on top of their Energy, and sometimes, there's not even anything you can do to stop it from happening.

Unique Features: When insomnia really kicks in, these Sims get the Can't Sleep buff, which prevents them from even using the bed. It can also interrupt sleeping, making it impossible to get back to bed until the buff times out.

Licentious



Description: Licentious Sims are romantically included, but not exactly in a wholesome way. They're always looking to get some action, regardless of propriety and consequences.

Potential Problems: Maintaining a successful romantic relationship can be difficult with a Licentious Sim, as they really just want love wherever they can find it. These Sims also become unfocused if they go a day or two without some romance in their lives. If they do not have people in their lives who are comfortable with loving up on them, they become depressed and irritable via the Dry Spell negative Focus effects.

Unique Features: Licentious Sims have a series of lurid compliments that can result in awkward conversations.

Misanthrope



Description: Misanthropic Sims have nothing but disdain and contempt for their fellow Sims and won't hesitate to show it. They really don't get along well with others, so keep your distance.

Potential Problems: When Misanthropes have a quest step or a Responsibility that requires social interaction, the issues with this Fatal Flaw raise their heads. It will take longer to accomplish the necessary activity and it often comes at the expense of positive Focus. And even after the conversation is finished, there is still the matter of getting dinged with the Hates People negative buff.

Unique Features: Incompatible with Friendly trait. Comes back from visiting another territory with the Hates People negative buff.

Morose



Description: Morose Sims are rarely in a good mood. It's quite difficult to make them happy because they simply don't want to be happy.

Potential Problems: Lots of Sims relish good things happening to them. Not Morose Sims. They rarely react to positive events. Morose Sims also often wake up in a bad mood, which results in a Focus hit.

Unique Features: When Morose Sims wake up with a negative buff, they have to spend extra time doing activities that offset the hit.

Puny



Description: Puny Sims are physically weak and feeble. They rarely can hold their own in a fight, and strenuous activity leaves them tired and sore.

Potential Problems: Injuries cause Focus to plummet, so that's the chief problem with this Fatal Flaw. Puny Sims don't fare well in combat, on hunts, or in any situation where action is required. Because some quests require combat or heavy activity, Puny Sims will struggle. Puny Sims also tend to lose Kingball matches.

Unique Features: When Puny Sims do enter a swordfight, they do less damage. They get the Sore negative buff from using the Forge or Training Dummy. They also get drunk faster.

Uncouth



Description: Sims lacking in couth muck up precious and everyday moments in life with shoddy footwork, poor planning, and poorly chosen words.

Potential Problems: If a quest step or Responsibility requires deft, grace, or charm, Uncouth Sims will struggle to complete it. However, their humorous socials are more likely to generate a laugh and increase the overall speed of building a relationship.

Unique Features: Uncouth Sims will struggle on the Kingball Court, which you can read more about in the Keys to the Kingdom chapter.

Weak Constitution



Description: Sims with a Weak Constitution are fragile and have trouble withstanding sickness. Their delicate stomachs will often give them trouble after eating or drinking.

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Potential Problems: There is satisfaction to be had from brewing up some beverages at the barrel, but these Sims shouldn't partake. They will often throw up after getting drunk. They will also take much longer to recover from illness, such as nausea, which is sometimes unavoidable on quests.

Unique Features: Sims with Weak Constitution lose Stamina faster in a swordfight, which can really limit their options.

NOTE

For more about swordfighting, please see the Professions chapter.

Legendary Traits

What if there were a way to get rid of those pesky Fatal Flaws that complicate your Heroes' lives? There is! There are a handful of quests where the ultimate reward is the conversion of a Fatal Flaw into a Legendary Trait. Legendary Traits have no shortcomings whatsoever; they are universally positive, with a handful of benefits such as free stuff, better Simole payouts from commerce, or improved relationships with other Sims. However, your Sim can only have one Legendary Trait. You cannot replace it with another trait, nor can you replace a regular trait with a Legendary Trait.

The quests that result in Legendary traits are: Seven Mechanical Arts, Invasion!, The Fisherman's Challenge, The Philosopher's Stone, Fountain of Legend, and Dragon of [Your Kingdom].

Famous

Benefits: Your Hero becomes instant friends with any Sim they meet for the first time. Friendly socials are extra effective. Relationships do not suffer from decay. Drinks from the cask are always free!

Guild Connections

Benefits: Discount on all furniture bought in Furnish Mode. Your Hero can change into any professional outfit; the only limit is gender. Female Heroes, for example, cannot choose the male outfits. These Heroes can also discuss fashion with other Sims, which is a friendly social.

Herculean

Benefits: Herculean Heroes are always lean and muscular—they never gain weight from eating too much food. Their chances of victory at Kingball and swordfights skyrockets. (During swordfights, Herculean Heroes get the positive Herculean Strength buff.) Herculean Heroes can also use the friendly social Heroic Speech to boast of their strength, as well as the Brag About Strength social, which is romantic.

Industrious

Benefits: Industrious Heroes can give Simoles to other Sims as charity, which results in a positive Focus buff. These Heroes can afford this because they earn significantly more Simoles from their daily income.

Natural Leader

Benefits: When a Natural Leader is on a multi-Sim quest, the other playable Heroes get the positive Loyal buff. Natural Leaders can also use a new Encourage social to boost the spirits of Sims who are down in the dumps.

Patient

Benefits: Patient Sims get extra time to complete Responsibilities. They also have a new Patient Words social that improves relationships.

Satiated

Benefits: Satiated Heroes don't need to eat much because their Hunger motive decays at a very slow rate. (Consider, though, that eating food prepared with ingredients boosts Focus.)

Seductive

Benefits: Romantic socials work much faster when coming from a Seductive Sim. Seductive Heroes also have a red aura of romance around them.

Strong Constitution

Benefits: Heroes with this Legendary Trait are impervious to all sub-plague–level illnesses. They also never get sick after drinking too much or eating spoiled food. When swordfighting, their Stamina degrades at a slower rate, allowing them access to special moves.

Wise

Benefits: Wise Heroes gain XP faster and have a greater chance of winning at the game tables. Wise Heroes can also Make a Profound Statement or Impart Wisdom to other Sims. The Impart Wisdom social results in the Following Good Advice buff on the target.



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Focus



Focus is *The Sims Medieval* equivalent of mood. This is an instant but fluid measurement of your Hero's current condition. Many things affect Focus, from how attentive you are to the basic needs of Hunger and Energy to external forces like injury from failed combat. The individual factors that make up overall Focus are detailed in the panel to the right of your Hero's portrait and bank account. Mouse over the individual elements to see a full readout on it. You can see a description of the Focus, the effect on overall Focus (positive/negative), and the length of time left on its effect.

Focus is a critical thing. You must keep your eye on it because Focus affects your quest. If your Focus is in the green, which means it's positive, it increases your quest outcome. Green arrows appear next to the chalice that dictates the rewards given upon the completion of the quest. If you are going for platinum, do everything you can to keep Focus in the green. If Focus falls into the red, you start to falter. Not only is your quest affected, but your general well-being is also threatened.



There are two ways to monitor your current Focus. The Focus box includes a meter that offers an immediate snapshot. When Focus is good, the meter rises and turns green. When Focus falters, it drops into the red half of the meter. The more a meter fills in either direction, the more extreme your Hero's Focus becomes.

Next to the meter is a series of icons that reveal the current factors contributing to your overall Focus. These are called buffs. Mouse over these icons to see the name of the buff, a brief description, and effect on Focus (+/-). The amount of time the buff will have an affect is shown below the icon. If the time is a dash, the Focus buff is related to the current environment and situation. For example, the Humiliated by Stocks negative buff exists only when your Hero is being punished in the stocks. Once released, it disappears and no longer affects overall Focus.

The following three lists show all the Focus buffs your Sims might experience during their time in the kingdom. Each entry lists the effect on the overall Focus and the duration of the effect. Most are self-explanatory. As you explore the professions, socials, relationships, and objects sections of this guide, you'll find examples of how to generate these Focus buffs—and how to potentially avoid the bad ones.

Chance Encounters



Focus affects more than current mood status and quest performance. Focus also determines the success rate of activities such as hunting, fishing, fighting, and gathering. When you click on an object or location with an activity that can be affected by Focus, the interaction bubble is colored. Green means you have a high chance of success. Yellow indicates a medium chance. Red means you have a low chance of success and you should reconsider undertaking the activity at that moment.

Positive Focus

The best recipe for success on your quests is to generate and maintain positive Focus. All these buffs have a positive effect on your overall Focus. Don't ignore the smaller boosts, though. Everything that contributes to a positive Focus is valuable, especially if you are so close to claiming the next chalice level as you work on your quest.

Positive Focus

Focus	Effect	Length (in mins.)	Category	Description
Alluring	5	120	Physical	A bit of magical sparkle makes everything look shiny and new, even you.
Bit o' Luck	5	180	Mental	Everyone could use a little bit o' luck now an' then.
Bloodthirst Quenched	5	300	Physical	Bloodthirsty Sims love a fight!
Clean	5	240	Physical	It feels good being less dirty and smelly than normal.
Cozy Fire	5	30	Physical	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Fed The Beast	5	1,440	Misc	Music may soothe the savage beast, but everyone knows the way to a horrifying Pit monster's heart is through the stomach.
Yummy Meal	5	360	Physical	What a yummy meal.
Magic Goblin Armor	5	variable	Physical	Sim is protected from evil goblin magic.
Interesting Match	5	180	Mental	Sim has watched an interesting Kingball match.
Protection of the Watcher	5	1,440	Physical	It's great to be protected by the Watcher!

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Focus	Effect	Length (in mins.)	Category	Description
So Close!	5	60	Mental	That recipe was quite tasty, but not quite there.
Refreshed	5	60	Physical	Cool, clean water is wonderfully revitalizing.
Relieved	5	180	Physical	Whew! Made it to the chamberpot just in time!
Restored	5	45	Physical	The refreshed feeling that comes after guzzling down a whole bunch of herbal tonic.
Soothed	5	45	Physical	Sim is feeling soothed by another.
Spirit of the Hunter	5	variable	Mental	Strong as a bear, tenacious as a boar, and swift as a deer!
Stealthed	5	180	Physical	Hero flits from shadow to shadow, often unseen and unheard.
Excited	5	variable	Mental	Sim is excited about recent events.
Joyful	5	variable	Mental	Sim is feeling joyful from recent events.
Surprised	5	variable	Mental	Sim feels surprised by recent events!
Sustained	5	120	Physical	In medieval times, any food is good food.
True-Seeing	5	variable	Misc	Gaze through the rose-colored eyes of the Watcher!
Fine Wine	5	240	Physical	That wine was fine.
Wound Protection	5	120	Physical	Sim is protected from injury. Any wound inflicted upon him/her will have its damaging effects mitigated.
Slightly Focused	5	variable	Mental	Sim's mildly high Focus is having a small positive effect on Quest Performance.
Clean Ale	10	120	Physical	That's a clean tasting ale.
Attractive	10	300	Social	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Brightened Day	10	180	Social	Good Sims know exactly what to say to make someone's day better.
Buzzed	10	variable	Physical	Sim is feeling quite giddy after a few drinks. Let the mirth and frivolity commence!
Combat Ready	10	720	Physical	Sim is ready for combat! (from practicing on a Training Dummy)
Compelling Sermon	10	1,440	Mental	Sim has watched a compelling sermon and now is a believer!
Consecrated	10	60	Physical	Drinking water consecrated by the Watcher fills the soul to the brim with spiritual fervor.
Crafty	10	180	Mental	Sim is feeling pretty clever, hehehe.
Decorated	10	variable	Mental	Sims enjoy well-furnished homes. By the looks of things, this place isn't so bad!
Dirty Joke	10	120	Social	Sim is feeling quite naughty after relaying all the titillating details of that last joke.
Encouraged	10	360	Mental	A little encouragement goes a long way!
Enthralling	10	60	Physical	Who needs to be charming, when you can be completely irresistible with one swig of magic potion?
Carefree	10	240	Mental	Who needs to be burdened with all this serious "Watcher" stuff, anyway?
Feeling Festive	10	120	Physical	Feeling full of festivity from fine food freshly fixed for frivolity.
Savoring the Stench	10	variable	Mental	Some Sims actually like it when they haven't bathed in awhile. It gives them a natural "aura" that is quite…palpable.
Feeling Superior	10	240	Mental	You're the best around!
First Aid	10	360	Physical	Sim is feeling much better now, thank you!
Flattered	10	180	Social	Compliments are quite flattering!
Fresh Breath	10	1,440	Physical	Fresh and minty breath!
Immune to Froggo's Poison (Probably)	10	variable	Physical	Kissing Froggo will likely not result in death by deadly neurotoxin. No guarantees.
Wearing Froggo Hat	10	variable	Physical	You feel so silly wearing this hat that no talking frog could possibly be scared of you.
Generous	10	720	Mental	Sim is feeling generous from his/her donation.
Read a Good Book	10	variable	Mental	Sim found that book very intriguing.
Got a Good Deal	10	480	Mental	Saving a few Simoles is pure satisfaction!
Pipe Dream	10	720	Mental	Wow, what a great dream that was!
Had a Nice Nap	10	300	Physical	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
Hallucinating	10	variable	Mental	Strange things are afoot for Sim.
Hammer Tyme	10	variable	Physical	Ye shall not touch this!
Heard A Good Joke	10	180	Social	I'll have to remember that one!

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Heartened	10	60	Mental	Your friends' unflagging support and faith in your endeavors is the best natural high.
Hilarious Conversation	10	180	Social	Some Sims should be court jesters with the humor they're dishing out!
Hint of Egg	10	90	Mental	Was there a hint of egg in that drink? How delightful!
Holy Water	10	60	Physical	Drinking water blessed by the Watcher washes away the day's cares.
I Am Beautiful	10	360	Mental	Recognizing beauty, even one's own, is just a benefit of vanity.
I Can Do It On My Own!	10	variable	Mental	I can handle this quest myself, no problem.
Inspired	10	360	Mental	A brilliant flash of insight has inspired Sim!
Intrigued	10	180	Social	Juicy gossip satisfies eager ears!
Kingball Master	10	240	Physical	It's good to be King of the Kingball!
Let Off Steam	10	180	Social	Having a friendly ear to complain to helps when you need to vent.
Luffentastic!	10	90	Mental	An ale this frothy fills the drinker with a taste of Luffenting and a dash of courage.
My Better Half	10	300	Mental	What would I be without you?
Narrow Escape	10	720	Mental	That was close! Thankfully, fortune was on my side!
Nourished	10	120	Physical	Even a simple meal can be nourishing if prepared well.
Played with Child	10	360	Mental	Playing with kids is always fun!
Research Rampage!	10	480	Mental	Knowledge is power, and Sim is feeling the power!
Royal Antidote	10	5,000	Physical	Sim is immune to Royal Poison while this is in his/her system.
Smells Like a Baby	10	360	Misc	Everyone loves that new-Sim smell!
Spirit Sanctification	10	variable	Mental	Sim is empowered by the spirits of the land, able to overcome all evil!
Palatable Meal	10	720	Physical	A treat for the palate.
Bathed!	10	variable	Physical	Experience the clean sensation of practicing personal hygiene!
Taste of Smortlee	10	90	Mental	There's nothing quite as delicious as an authentic Smortlee recipe.
Tranquil	10	480	Mental	Nothing can stress or anger Sims who have reached their happy place.
Warmed	10	180	Physical	There is nothing like the feeling of a warm flame to make a Sim happy.
The Watcher Is Near	10	variable	Mental	Being in and around this religious building fills your Sim with the presence of the Watcher.
The Watcher's Smile	10	480	Mental	Sim's prayer has been acknowledged by the Watcher.
Great Wine	10	240	Physical	A joy for the palate.
Winner!	10	480	Mental	Sims never tire of the thrill of victory.
Jackpot!	10	360	Misc	Everyone likes to win, especially when money's involved!
Focused	10	variable	Mental	Sim's moderately high Focus is having a positive impact on Quest Performance.
Adrenaline Rush	15	180	Physical	An Adrenaline Rush will keep this Sim pumped and running around everywhere for some time to come!
Calmed Down	15	180	Social	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Charitable	15	1,080	Social	It feels great to help out other Sims, especially when they are in need.
Savor the Char	15	120	Physical	Food really does taste better cooked. Especially when it's SUPPOSED to be cooked.
Cheered Up	15	180	Mental	Gobs of sobs are stopped by the kind words of others.
Comforted	15	180	Social	A quick cry on the shoulder helps the sadness go away.
Dazzled	15	360	Mental	Something has clearly made an impression on Sim!
Delicious!	15	240	Physical	Yummy food always hits the spot!
Enjoying Solitude	15	variable	Mental	Introverted Sims like it best at times when others completely and utterly stay away.
Excited	15	240	Mental	Excitable Sims tend to get, well, excited.
Fascinated	15	180	Mental	Some Sims take joy in things ordinary Sims might otherwise overlook.
Fiendishly Delighted	15	360	Mental	Sims of the Evil persuasion take pleasure in the misfortune of others.
Delectable Meal	15	360	Physical	What a delectable meal!
Following Good Advice	15	360	Social	Thanks for that bit of advice!

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Positive Focus

Focus	Effect	Length (in mins.)	Category	Description
Geologist	15	180	Mental	Sim has some royally remarkable rock-finding skills!
Herbalist	15	180	Mental	Sim enjoys practicing his/her plant harvesting skills.
Good Deed	15	240	Social	No good deed goes unpunished. Fortunately, your punishment is to be put in a better mood.
Home Is Where the Heart Is	15	600	Social	Sim is feeling the warm love of home and hearth.
Incredibly Fortunate	15	120	Mental	They say that "fortune favors the bold," only because they did not have a potion of liquid luck on hand.
Lovely Lute	15	180	Mental	Melodious tunes strummed by a skillful Lute player can warm the heart and set the mind at ease.
Makin' Money	15	720	Misc	Greedy Sims love making money!
Oddly Powerful	15	300	Mental	Strange...this feeling...Is this...power?!
Passed an Edict	15	720	Misc	Sim's political savvy has won the day!
Poetry to My Ears	15	480	Mental	Good poetry can kindle one's imagination and stir the soul.
Prognosticating	15	180	Mental	There's a difference between knowing the path, and walking the path...but knowing the path usually helps.
Relaxing Stroll	15	480	Physical	A nice walk at a comfortable pace and a breath of fresh air is just what I needed!
Savory Meal	15	1,440	Physical	MMMmmm meaty!
Smooth as a Baby's Bottom!	15	300	Misc	So soft and cuddly warm!
Flavorful Meal	15	720	Physical	Very flavorful.
Breath of Jacob	15	variable	Mental	The blessings upon a Tooth of Jacob brush any user with Jacob's divine power.
Victorious!	15	720	Mental	The thrill of victory is always a welcome addition to a Sim's mood.
Whale Rage Satiated	15	480	Mental	Ha! Take that, you spoony whale! Vengeance is mine! ...for now, at least.
Won a Fistfight	15	720	Physical	Float like a pegasus, sting like a wyvern! Sim is the greatest!
Crisp Ale	20	120	Physical	Like a clear, sunny day in late autumn...
Strength of Jacob	20	variable	Mental	The ancient power within Angelsguard imbues its wearer with extreme focus.
Aromatic	20	180	Physical	The Lordleaf is seeping out of Sim's pores.
Captivated	20	360	Mental	A magic spell is holding Sim captivated!
Clairvoyant	20	300	Mental	Sim has been gifted with a spell of clairvoyance, enhancing his/her senses to near psychic proportions.
Cuddle Time	20	300	Physical	Teddy bears make excellent sleeping companions.
Feeling Fertile	20	variable	Physical	Sim is feeling extra fertile from having consumed a rare bottle of fertility wine.
Finished a Book	20	1,440	Misc	Not every book ends with a happily ever after, but hey, I'm just glad I can read!
Blessing of the Firelords	20	120	Mental	The ancient fire magic flows through Sim with the burning of a thousand suns. But in a good way.
What a Great Adventure!	20	720	Mental	There's nothing like a great adventure to make you feel alive and having fun!
Grilled Delight	20	120	Physical	Sim is enjoying a taste of the good life, grilled to perfection.
A Job Well Done	20	480	Mental	Successfully performing one's duties to the kingdom is a great feeling.
Know Your Audience	20	240	Mental	Giving them what they want is a time-honored tradition among poets and playwrights.
Loyal	20	variable	Mental	It's inspiring to quest with another Sim who's a natural leader.
Meat Overload!	20	120	Physical	This moodlet is a bit of a misnomer, because it's not really possible to ever have too much meat. Especially bacon. Mmmmm, bacon.
My Love!	20	variable	Social	Sims in love swoon and flutter about like fools oblivious to the world around them.
New Friend	20	720	Social	Meeting someone new and hitting it off well enough to call them a friend is spiffy!
New Stuff!	20	120	Mental	Sims love getting new things for their homes!
One with Nature	20		Mental	Outdoorsy Sims find themselves quite happy when not tucked away indoors.
Tasty Treat	20	180	Physical	That was a fairly tasty treat.

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Pregnant	20	variable	Physical	The wonder of creating new life makes pregnancy an exciting time for most Sims.
Richly Fed	20	120	Physical	Sim has dined in style!
Seafood Overload!	20	120	Physical	The bounty of the sea, happily occupying a large section of Sim's stomach.
Shifty	20	240	Mental	Sim is feeling pretty sly.
Spirited	20	240	Mental	Sim is in a right jolly spirited mood!
Delightful Meal	20	720	Physical	Delightful!
Strength of the Forgotten	20	240	Physical	Hero is imbued with the strength of the Army of the Forgotten. No retreat!
Now That's Fiddlin'!	20	180	Mental	Sawin' on a fiddle and playin' it hot, now that's some fiddlin' on the spot!
Tipsy	20	variable	Physical	It all starts with just a little sip...
The Watcher's Absolution	20	480	Mental	Sim has been absolved in the merciful eyes of The Watcher. All is forgiven!
The Watcher's Gaze	20	45	Mental	The gaze of the Watcher is upon you. Yes, you!
Wine Divine	20	240	Physical	Nectar of the gods!
Working Hard	20	720	Mental	Sim is busy, busy, busy.
Very Focused	20	variable	Mental	Sim's high Focus is having great effect on Quest Performance!
Entertained	25	variable	Mental	Sim is having quite a good time and is keeping stress down.
The Chosen One	25	360	Physical	Behold, for Hero has been Chosen! All shall love him/her and despair!
Good To Be King/Queen	25	variable	Mental	Sim feels good being the King/Queen.
Nicely Decorated	25	variable	Mental	Well-designed décor stands out in a good way and tends to make everyone happier.
Ambrosial Meal	25	720	Physical	Food fit for a king!
Watcher's Charity	25	240	Mental	The Watcher smiles upon the kind and generous.
Whale of a Meal	25	2,160	Physical	That was a whale of a good meal.
Happy Drunk	30	variable	Physical	Drinking too much has put Sim in a merry mood. A little too merry...
Drunk-Me-Not	30	960	Physical	A few sips of a magical Drunk-Me-Not potion are all a Sim needs to handle any alcohol-related problem. And it tastes great to boot!
Epic Song	30	180	Mental	Sometimes a song is performed so masterfully as to leave one greatly inspired and enlightened.
Marvelous Meal	30	360	Physical	Maaaaarvelous!
Herculean Strength	30	variable	Physical	Winning fights is easier when you're as strong as an ox!
Remember Parents	30	720	Mental	I remember now, just like it was yesterday. Those were good times! Thanks, Mom and Dad.
Very Encouraged	30	360	Mental	I got a very positive attitude about this!
Braised Beluga	30	2,160	Physical	Baby beluga in the deep fat fryer!
Whale Slain	30	720	Mental	The whale is dead. Huzzah!
Uplifted	35	240	Mental	Well, that was just what Sim needed!
Adrenalized	40	120	Physical	Nothing adds zest to your day like a good shot of frog adrenaline!
Full-Bodied Ale	40	120	Physical	That's a full-bodied ale.
Animus' Grace	40	variable	Mental	You feel a surge of peace wash over you, as all of your thoughts become clear.
Beacon of Hope	40	1,440	Mental	Powerful arcane magics have given Sim a reprieve of all responsibilities.
Beautifully Decorated	40	variable	Mental	Rooms adorned with the most expensive sculptures and paintings improve life dramatically.
Having a Blast	40	variable	Mental	Sim is having so much fun it's almost criminal.
Enduring	40	120	Physical	Magical means can improve anyone's resistance to Kingball-inflicted damage!
Energized	40	120	Physical	A rush of energy makes every activity easier...and more fun!
First Kiss	40	1,440	Physical	A Sim's first kiss can leave them glowing for a long time.
First Romance	40	2,880	Physical	Love has bloomed for the first time. Could this be the real thing?
Insanguinated	40	120	Physical	When one's blood humor is supercharged, there's no limit to what one can accomplish.
Judged Innocent	40	1,440	Mental	I'm not willing to lay down and die because I am an innocent Sim!

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Focus	Effect	Length (in mins.)	Category	Description
Succulent Treat	40	180	Physical	Yum! Such a succulent treat!
Saccharine Meal	40	120	Physical	Almost sickly sweet.
Strength of Peter	50	variable	Mental	The ancient power within Angelstalon imbues its user with extreme focus.
Churdle Power!	50	240	Physical	Churdle was right! Sim is feeling incredible, with overflowing power!
Divine Meal	50	360	Physical	Divine dining!
Just Married	50	2,880	Social	Sims always enjoy the joyful period following the marriage. Let's hope the love lasts...
Life Is So Fun	50	variable	Mental	Life really is quite fun, if you know where to look!
Inspired by Injury	60	1,440	Mental	Facing one's mortality gives a new perspective on life.
Delicious Dessert	60	180	Physical	What a delicious dessert!
Unicornucopia	75	2,160	Physical	Endangered flavors that taste so good it must be criminal.
It's a Boy	80	1,440	Mental	Bouncing baby boys are delightful additions to any family!
It's a Girl	80	1,440	Mental	Gurgling baby girls are delightful additions to any family!
It's Triplets	80	1,440	Mental	Three babies! Hope your Sims wanted a big family.
It's Twins!	80	1,440	Mental	Wow, your Sims were lucky enough to have twins. Double trouble!
Heavenly Meal	80	180	Physical	That meal was heavenly!
Among Friends	variable	variable	Mental	Sim is among other Sims with positive LTR.
Beautiful View	variable	variable	Physical	Would you look at that view!
Comfy	variable	variable	Physical	Nothing beats a good seat or soft bed for comfort, except perhaps a better one.
Cured	variable	variable	Physical	Sim has been cured! It's great to be on the mend.
Disguised	variable	variable	Misc	Sim is in disguise. Let's see what he/she can get away with!
Enjoying Music	variable	variable	Mental	It's hard not to enjoy a beat this solid.
Having Fun	variable	variable	Mental	Sim is having fun and taking names!
Jacob's Inspiration	variable	720	Mental	A sermon that good would make Jacob proud!
Peter's Inspiration	variable	720	Mental	A sermon that good would make Peter proud!
Well Rested	variable	variable	Physical	It's easy to wake up on the right side of the bed when you get plenty of time in the bed.

Neutral Focus

Neutral buffs do not affect your Sim's Focus, but they indicate activities that could have a bearing on Focus soon, such as being a little hungry.

Neutral Focus				
Focus	Effect	Length (in mins.)	Category	Description
Stale Ale	0	120	Physical	Blech! A stale ale.
Baby Is Coming!	0	variable	Physical	Uh oh! The water has broken, contractions have started, and the baby is on its way! Get the mother to a hospital soon or sit tight until the baby arrives!
Chinchilla Killer!	0	variable	Physical	Time for some furry justice!
Mean Drunk	0	variable	Physical	Drinking too much has put Sim in a bad mood. Better stay out of his/her way!
Exposed to Sickness	0	360	Physical	Your Sim has been exposed to a sickness!
Fireproof	0	1,440	Physical	Nothing is more reassuring than the certainty that one is completely immune to fire.
(Potentially) Fireproof	0	variable	Physical	Nothing is more reassuring than the suspicion that one is completely immune to fire...Except being certain of it, of course.
Weakened	0	variable	Wound	Sim feels weak!
Hungry	0	variable	Physical	Your Sim's a wee bit peckish. The stomach growling isn't far behind.
Tasteless Treat	0	180	Physical	Tastes kind of like sheep hooves... only worse.
Clouded	0	variable	Mental	A cloud has descended upon your thoughts. It feels as though something shares your conscience.
Sleepy	0	variable	Physical	Get Sim to bed soon to avoid the wrath of the truly tired.
Recently Performed	0	60	Physical	Sim was recently paid for his/her musical talents. They'll have to wait a bit before receiving full compensation again.
Adequate Meal	0	720	Physical	That meal was merely adequate.
Strained	0	variable	Mental	Sim could stand a few hours of fun to iron out the stress.

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Focus	Effect	Length (in mins.)	Category	Description
Stuffed	0	180	Physical	Sim is stuffed and couldn't possibly eat any more food!
Sword at the Ready	0	variable	Misc	Alright, I'm ready for this Eggs-travaganza! I think.
Truth Teller	0	variable	Mental	Honest to a fault, Sim cannot help but tell the truth.
Waiting for Food	0	30	Mental	Waiting on food to be prepped and delivered.
The Watcher's Favor	0	variable	Mental	To be in The Watcher's good graces is to be truly blessed, and fortune will smile on those in the direst need.
The Watcher's Insight	0	variable	Mental	Sim has been granted the insight of the Watcher.
Musty Wine	0	240	Physical	I've had better.
Wyrmslayer Equipped	0	variable	Physical	One always fights with more confidence knowing that one's sword was made to kill dragons.

Negative Focus

Negative buffs pull overall Focus down, so do everything you can to either avoid them or seek out the means to reverse them as soon as possible through socials, objects, or activities.

Negative Focus				
Focus	Effect	Length (in mins.)	Category	Description
Kill Self	-80	n/a	Physical	No worries, just killing myself here!
Starving	-80	variable	Physical	Allowing Sims to starve is quite cruel! Get Sim some food immediately to avoid an unnecessary death.
Betrayed	-50	1,440	Social	Being cheated on is tough to move past. Talking it out with the other Sim would speed the healing process.
Churdle Pain!	-50	240	Physical	Curse you, Churdle! Sim feels rot and decay spreading through his/her body!
Despair	-50	variable	Mental	Sim feels that all hope is lost.
Doomed	-50	variable	Mental	The curse of the Doom Sword is such that its wielder feels the weight of the world and all that is wrong with it upon them.
Exhausted	-50	variable	Physical	At this level of sleep deprivation, even the floor looks like a good bed to this Sim.
Heart Broken	-50	2,880	Social	A broken heart is an affliction only time and tears can heal.
Mourning	-50	2,880	Mental	The death of a loved one affects those closest to them.
PermaSick	-50	variable	Sickness	This moodlet is for a quest and will not time out.
Animus' Contempt	-40	variable	Mental	Visions of hate cloud your focus.
Crying Baby	-40	10	Mental	If the baby can't be quieted, it's best to get as far away as possible.
Weakened	-40	720	Wound	Sim feels weak!
Grievous Bite	-40	720	Wound	Any deeper, and this bite would have killed your Hero.
Grievous Magic Wound	-40	720	Wound	Eyebrows burned off by fireballs? Check. Bones transmuted into jelly? Check. Innards turned inside-out and fed to a Wizard's pet toad? Check annnnnd check.
Grievously Gored	-40	720	Wound	Anyone get the license tag on that boar that just ran over me?
Grievously Mauled	-40	720	Wound	While it may be culturally sensitive to accept a hug from a grizzly bear, as this is their standard form of greeting, this practice is not, however, conducive to a long and maul-free life.
Grievously Wounded	-40	720	Wound	Wow. Who would have thought that gaping wounds, massive blunt force trauma, and losing half your blood would put a damper on your spirits? Huh.
Heartwrenching Scene	-40	1,440	Mental	Witnessing a break up is truly heartwrenching. Hopefully the two Sims can reconcile or find new love elsewhere...
Magma Fever	-40	720	Sickness	Sim is burning up from the Magma Fever. The next stage is outright melting.
Poison Pox	-40	720	Sickness	Sim is plagued by Poison Pox. Oh, the scratching!
Temper Tantrum	-40	variable	Mental	Children always either want something or don't want something, and when it doesn't happen, watch out!

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Focus	Effect	Length (in mins.)	Category	Description
The Wasting	-40	720	Sickness	Sim is afflicted by The Wasting. Soon there might be nothing left.
The Gorge	-40	720	Sickness	Sim is suffering the Gorge. No meal is safe!
Unicorn Horn Wound	-40	720	Wound	That's what you get for messing with a unicorn!
Very Hungry	-40	variable	Physical	Gnawing hunger is not a good feeling for Sims. Feed regularly to avoid.
Dangerously Behind on Quest	-40	variable	Mental	Quest Performance is taking a nose-dive due to Sim's utter lack of progress on his/her quest.
Horrified	-35	480	Mental	Terrible things have been seen underneath the mausoleum. Explorers beware.
Majorly Mauled	-30	720	Wound	Why did The Watcher have to give bears teeth and claws and... such an angry disposition?
Major Bite	-30	720	Wound	It turns out that the creature's bite was much worse than its bark.
Burning Loins	-30	720	Sickness	Sim is suffering from Burning Loins. Canst thou quench the fire in thine own nether regions?
Major Laceration	-30	720	Wound	Looks like Sim came out on the losing side after that latest round of "intense negotiations."
Unicorn Horn Wound	-30	720	Wound	That's what you get for messing with a unicorn!
Gut Rot	-30	720	Sickness	Sim is diseased with Gut Rot. It's just as unpleasant as it sounds.
Majorly Gored	-30	720	Wound	Massive puncture wounds really should be avoided.
Major Magic Wound	-30	720	Wound	Magic isn't always pretty. Sometimes it even causes you to bleed profusely.
Mind Warp	-30	720	Sickness	Sim is affected by Mind Warp. It's groovy, but not in a happening way.
Rejected Proposal	-30	360	Social	It hurts to propose and be rejected. The good news is that Sims can try again as many times as they like. Of course, each rejection will hurt just as much.
Sloshed	-30	variable	Physical	Everyone has their limit, and Sim is now quite beyond that. Better sleep it off, or at least find a safe place to pass out.
Tired	-30	variable	Physical	When Sims get too tired, their mood begins to go south.
Virulent Disease	-30	720	Sickness	The plague that once consumed Sim has become a Virulent Disease.
Very Unfocused	-30	variable	Mental	Sim's extremely low Focus is having a terrible impact on Quest Performance!
Behind on Quest	-30	variable	Mental	Quest Performance is taking a hit because Sim isn't making much progress on his/her quest.
Lost a Friend	-25	1,440	Social	Oh no, you've lost a friend! Relationships have their ups and downs, but surely there's something you can do to patch things up.
Nauseated	-25	120	Physical	Sim isn't feeling so hot. You may want to keep him/her around a bathroom.
Scared	-25	180	Mental	Scaredy-cats are scared of pretty much everything, but they really show it when their life flashes before their eyes.
Scorn for Life	-25	n/a	Mental	Sim despises all things. Only does the blade Animus lighten the mood. My Animus.
Terrified	-25	720	Mental	A malevolent curse has filled Sim's soul with terror!
Woozy	-25	180	Physical	Sim is woozy from his/her operation.
Afraid of the Dark	-20		Mental	Heading inside or finding a bit of sunlight will take care of this cowardly affliction.
Moderately Mauled	-20	720	Wound	Hmmm...maybe I really shouldn't be playing tag with a half-ton bear.
Moderate Bite	-20	720	Wound	That animal bite left quite a mark on the Hero.
Moderately Gored	-20	720	Wound	They say to take all things in moderation, even wild boar wrestling.
Moderate Injury	-20	720	Wound	Sim got a bit roughed up after that last fight.
Demoralized	-20	180	Mental	Sim is demoralized from not fulfilling his/her responsibility.
Dry Spell	-20	variable	Mental	Licentious Sims more acutely feel the effects of not having kissed or WooHoo'd in awhile. Time to get Sim some action!
Embarrassed	-20	180	Mental	Situations like this should be avoided at all cost...they're hard to live down.
Moderate Wound	-20	720	Wound	That didn't hurt a little, but it didn't hurt a lot either. It was just the right amount of hurt. Too bad for Sim!
Knocked Out	-20	30	Physical	Hero is currently incapacitated.
Laughing Stock	-20	720	Mental	It's no laughing matter when you can't stop laughing. Ok, maybe it is.
Marked for Death	-20	variable	Misc	Sim has been marked for death! Better get your affairs in order...
Marked for Sure Death	-20	variable	Misc	Sim has been marked for a sure and inescapable death! Nowhere to run, nowhere to hide.

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Moderate Magic Wound	-20	720	Wound	Sim is feeling the deleterious effects of being at the business end of a Wizard's staff.
Noxious Infection	-20	720	Sickness	The disease suffered by Sim has turned into a Noxious Infection.
Pent-up Anger	-20	variable	Mental	Must...find...victim...to vent upon!
Poisoned Blood	-20	720	Physical	Sim is afflicted by Poisoned Blood. Get him/her some leeches quickly!
Rejected by Ex	-20	360	Social	Sims don't like getting rejected, especially by someone who used to like them. Sims will have less luck socializing while they stew over a rejection.
Shirked Responsibility	-20	480	Mental	Leaving his/her duty to the kingdom unfulfilled is putting a damper on Sim's mood.
Twisted Tongues	-20	720	Sickness	Sim ith inthected with Twithted Tongueth.
Van Winklism	-20	720	Sickness	Sim is infected with Van Winklism. Zzzzzz...
Witnessed Betrayal	-20	360	Social	Witnessing the romantic betrayal of a loved one is quite devastating.
Falling Behind on Quest	-20	variable	Mental	Better get moving on those quest tasks or performance will suffer!
Aching Back	-15	240	Physical	Carrying an extra Sim around sure is hard on the back!
Bad Night's Sleep	-15	360	Physical	Sleeping on a cheap bed would make any Sim grumpy.
Defeat!	-15	360	Mental	The agony of defeat can really bring a Sim down.
Dizzy	-15	180	Mental	A magic spell has left Sim feeling disoriented and off-balance.
Vexed	-15	360	Mental	Failing my responsibility and duty leaves me terribly vexed.
Gambling Itch	-15	variable	Mental	Sim's got an itch, and only gambling can scratch it. Place your bets!
Morose	-15	960	Mental	Things are looking pretty bleak today for Sim.
Hates People	-15	120	Mental	Misanthropes just plain hate people, especially simulated people, and even more so after being forced to listen to their inane chatter about their silly little simulated lives.
Hexed	-15	360	Mental	Sim is feeling terribly hexed. Witches and warlocks must be afoot!
Humiliated	-15	180	Social	Humiliation tends to rear its ugly head just behind the heap of insulting comments.
Humiliated by Stocks	-15	variable	Mental	Alas, Sim is feeling the humiliation that only a medieval punishment device can evoke.
Hangover	-15	720	Physical	Anyone who has had too much to drink the night before knows exactly how this feels...
Isolated	-15	variable	Mental	Sim feels the world has turned cold.
Lonely	-15	variable	Social	Communication is a must for Sims. A quick chat will fix things right away.
Looking for a Fight	-15	variable	Mental	Sim is looking for a fight!
Need a Drink	-15	variable	Physical	Sim needs a drink, badly!
Offended	-15	180	Social	Offense, when given, will require a healthy dose of time to forgive and forget. Or the dreaded apology.
Shame of the Watcher	-15	120	Physical	Sim is wracked by guilt. The Watcher hath forsaken him/her!
Upset	-15	180	Social	It's hard to endure the rough patches with those you care about.
Appalled	-10	180	Social	Sim is horrified over what he/she just heard. Sometimes Uncouth Sims go too far!
Ball and Chain	-10	300	Mental	Help! My marriage is like a medieval imprisonment device!
Minorly Mauled	-10	720	Wound	It's just a scratch, really. I've had worse.
Lost a Fistfight	-10	720	Physical	Being on the losing end of a fistfight has a way of wrecking your mood. Just maybe.
Befuddled	-10	180	Mental	Sim is suffering from a lack of edumacation.
Minor Bite	-10	720	Wound	More of a scratch than a bite, really.
Blinded by Hubris	-10	240	Mental	I am the greatest! The best around!
Blinded by the Watcher	-10	360	Physical	Revved up like a Deus, another Watcher in the night.
Slightly Gored	-10	720	Wound	Sometimes the bacon bites back...
Minor Scratch	-10	720	Wound	'Tis merely a flesh wound. I've had worse!
Creeped Out	-10	180	Social	Ewww! Sim sure is acting creepy!
Cursed	-10	960	Physical	Sim woke up on the cursed side of the bed this morning. Don't expect things to go well today!

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Negative Focus

Focus	Effect	Length (in mins.)	Category	Description
Sad Drunk	-10	variable	Physical	Drinking too much has put Sim in a sorry state. Will the misery ever end?
Enemy!	-10	variable	Social	The presence of garbage would be preferred to that of a hated enemy!
Minor Wound	-10	720	Wound	Ouch, that hurts! ...Well, only a little.
Pixie Sting	-10	720	Wound	An itchy, irritating, little red pixie sting. Stop scratching it!
Groggy	-10	120	Physical	Sim is feeling a bit dazed and confused. Better lay off that grog for awhile.
Guilty Conscience	-10	720	Mental	Sim feels guilty from his/her unchivalrous conduct. Stray not from your beloved!
Nightmare!	-10	480	Mental	Yikes, I hope I don't have that dream again!
Face Hit!	-10	1,440	Physical	Noooo, not in the face! Oh cruel Kingball, why must you hurt me so?
Feeling Unrefined	-10	360	Mental	Sim is feeling despair due to artistic and spiritual neglect.
Jacoban Enemy	-10	240	Mental	Sim is now an enemy of the Jacoban faith for his/her actions.
Love Sick	-10	variable	Mental	This deep sensation of longing and misery is...love sickness.
Minor Magic Wound	-10	720	Wound	Someone's been fighting with a wizard recently...
Nervous Wreck	-10	300	Mental	It's like watching a train wreck in progress, but instead of a train, it's a medieval Sim...because, you know, they didn't have trains back then.
No Adventure this Time	-10	180	Mental	Well, that wasn't very exciting at all.
Punched	-10	720	Wound	Sims generally don't like getting punched in the face. Next time, remember to duck!
Rejected	-10	180	Social	It hurts to be rejected, but buck up, there are still lots of good fish in the sea. And hungry cetaceans...
Rejected First Kiss	-10	360	Social	It's sad when a Sim gets rejected for a first kiss. Very sad. A rejected Sim needs time to cool off before their social skills will be back on track.
Research Rage!	-10	240	Mental	Uggh, my head hurts from too much time spent reading...Can't... concentrate...
Royal Poison	-10	5,000	Physical	Sim is doped up with the Royal Poison, ready to use it against the "Monarch."
Rude Awakening	-10	60	Physical	Loud noises and ruckuses will disturb sleeping Sims. Keep the conversations somewhere else and don't light the bedroom on fire.
Singed	-10	720	Physical	Fire burns quickly, but it will burn a Singed Sim even faster, so avoid hot situations.
Singed Face	-10	360	Physical	Sim has singed his/her face!
Slight Cold	-10	720	Sickness	The infection that once gripped Sim is now just a Slight Cold.
Sore	-10	360	Physical	Uggh, all this physical exertion is taking a toll on my body.
Soulless	-10	1,440	Mental	An evil curse has stricken Sim, leaving his/her soul desolate and void.
Too Many People	-10	variable	Mental	Certain Sims may not feel too comfortable around large groups.
Trampled by Elves	-10	720	Physical	Someone got on the wrong side of an elf stampede!
Whale Rage	-10	variable	Mental	I'll get you, you accursed whale! I'll chase you 'round perdition's flames if I have to! Vengeance will be mine!
Whistling Pixies	-10	720	Sickness	It's like a bug buzzing around in your sinuses...a very big, mischievous bug...with a magic wand.
Witnessed Tantrum	-10	60	Mental	It's never fun being in the vicinity of a child's temper tantrum.
Worker's Bane	-10	720	Sickness	Sim is ailing from Worker's Bane. Just not feeling very productive today...
Unfocused	-10	variable	Mental	Sim's moderately low Focus is having a negative impact on Quest Performance.
Bad Taste	-5	60	Physical	Eating or drinking something that's not quite right leaves a bad taste.
Boring Conversation	-5	180	Social	Yawn! Will they ever stop talking?
Can't Sleep	-5	120	Mental	Ugh, I just can't sleep no matter how hard I try.
Confused	-5	120	Mental	Consternation! A voice rang out from the well right after Hero shouted into it.
Fatigued	-5	240	Physical	Too much physical exertion has left Sim exhausted.
Feeling Weird	-5	30	Physical	Feeling strange after eating a loaf of moldy bread is no surprise, but this is somehow different than expected.
Bland Meal	-5	360	Physical	What a thoroughly uninspiring meal.
Marked for Arrest! (Fist Fight)	-5	variable	Misc	Public pugilism is a quick way to win a free trip to the stocks. Better look out, Sim has been marked for arrest!
Marked for Arrest! (via Monarch)	-5	variable	Misc	Sim has been marked for arrest!

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Negative Focus				
Focus	Effect	Length (in mins.)	Category	Description
Marked for Arrest! (Pickpocketing)	-5	variable	Misc	Look out! Sim is marked for arrest! That last pickpocketing job didn't go so well, huh?
Marked for Arrest	-5	variable	Misc	Looks like Sim has a hot date with the stocks!
Marked for Arrest! (Responsibilities)	-5	variable	Misc	Sim has neglected his/her duties to the kingdom for too long. Watch out, the constable is coming to arrest him/her!
Passed Out	-5	variable	Mental	Hero is incapacitated.
Remembering a Loss	-5	variable	Mental	The heartache that comes from losing a loved one never truly goes away, especially when wearing a daily reminder of despair.
Searching	-5	180	Mental	There must be an answer out there, somewhere, but I just can't seem to find it.
Soaked	-5	120	Physical	Hero is wet and uncomfortable.
Angry	-5	variable	Mental	Sim is feeling angry over recent events.
Shamed	-5	variable	Mental	Sim is ashamed by recent events.
Sorrowful	-5	variable	Mental	Sim is feeling sorrowful from recent events.
Stressed	-5	variable	Physical	Sim is feeling a little stressed by recent events.
Worried	-5	variable	Mental	Sim is feeling a little worried about recent events.
Afraid	-5	variable	Mental	Sim is feeling a little scared after recent events.
Unknown Sickness	-5	variable	Mental	I don't know why I feel this way...
Whale Got Away	-5	360	Mental	The whale got away. Booooo!
You Call that Music?	-5	60	Mental	That is some awful fiddle playing. I'd rather listen to a dragon snore or a banshee scream than hear one more note.
Slightly Unfocused	-5	variable	Mental	Sim's mildly low Focus is having a small negative impact on Quest Performance.
Plague	-40	variable	Sickness	Sim has contracted the Plague!
Crying	variable	variable	Mental	Sometimes you just gotta let it all out...
Drunk	variable	variable	Physical	Feeling dizzy? Slightly warm? Everyone look attractive to you? Congratulations, you're drunk!
Eternal Sickness	variable	variable	Sickness	Oh dear, this isn't good at all! Umm, anyone got a spare Grail?

Focus Tips and Tricks

- Take advantage of the three water wells in your kingdom. One exists in the Town Square near the Merchant, Blacksmith, and Tavern sites. The other appears when you install the Peteran Monastery and a third when you place the Jacoban Catherdral. Draw well water to get the positive Fresh Water buff. It's an easy boost.
- Handle your Responsibilities whenever you need a quick boost. The Job Well Done buff sends your Focus rising.
- Romances can lead to good Focus buffs such as First Kiss. Plus, your Hero will get a nice mood boost when near their partner or spouse.



Tell me you love me...

- Maximize the benefits of your Heroes. For example, the Physician creates Curative Tonics that give you positive buffs. Drink one even when not sick, to get a great buff.
- Your Heroes have Profession-specific activities that give them positive buffs as well as XP. The Blacksmith, for example, gets the positive Hammer Tyme buff when using the Anvil.
- Good food is a constant source of powerful positive buffs. Don't settle for the basic quick recipes like gruel or plain bread. Buy veggies from the Village Shoppe and use them to create richer soups. Hunting in the forest can result in meat, which provides a good meal.
- Don't overdo drinking. One or two drinks can give you a nice little positive buff, but pushing into three or more can get your Hero drunk, which makes them ill the next morning. However, if your Hero is a Happy Drunk (which you won't find out until the first time they drink), then by all means, get sloshed for a positive buff. The other two types of drunks are Sad Drunk and Angry Drunk. Those are definitely negatives.
- Install the Physician as soon as possible so they can heal up sick or injured Heroes. Injury is a major Focus buzzkill.
- If you cannot immediately get a positive buff to counteract a negative, do the XP-generating activity for your Hero. Maybe they'll get a nice, small Focus boost.

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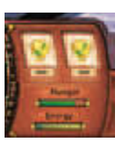
- The game table and Kingball activities can provide fun Focus buffs. However, there is a risk in both activities. Kingball amateurs can end up with the Hit in the Face negative buff. However, these activities are "hidden" skills your Heroes get better at the more they practice, which decreases the chance of a negative buff.
- Take a bath! Your Hero might get the Squeaky Clean positive buff.
- Use the Chamber Pot once a day to get the Relieved buff.
- Decorate your buildings with objects that have good Environmental ratings to get Decorated buffs. (See the Object Catalog to look at the Environmental ratings of all objects.)



Bath time is a good time

- Gathering herbs and minerals results in Focus buffs. Gathering is fully explained (and accompanied by color maps showing great locations for goodies) in the Keys to the Kingdom chapter.

Motives



In *The Sims Medieval*, the number of needs has been reduced to just two: Hunger and Energy. While that might seem like it will make Focus management easier, having fewer needs means there is a greater emphasis on maintaining them. Your needs are located beneath your current Responsibilities. Each need has a horizontal meter to give you an immediate snapshot of its current level.

The Hunger meter, for instance, shows you whether the Sim needs to eat. The amount of Hunger satisfaction is seen in green. If the meter is mostly green, the Sim is not hungry. However, if the meter drops to the 30-percent level, the background of the meter starts turning yellow. This means the need should be addressed before it slips into the negative, which is red. Once a need drops into the red, Focus takes a dive.



There are external factors that affect your needs. With energy, the quality of the bed can affect how quickly energy is recovered during sleep. There are traits and Fatal Flaws that affect needs, too. The Gluttonous Fatal Flaw makes your Sim hungry more often, driving the Hunger meter to the left. You have to feed that Hero more often to keep from getting a negative Focus element like Starving.

Fortunately, every building that Sims can enter has the means of satisfying needs. (Also long as you don't sell the items in Furnish Mode.) A bed will replenish lost energy unless the Hero is a Wizard and can just meditate instead of sleep. If you are on your way to the Village just outside the kingdom borders, you can also stay a night in the inn to recover energy.

Cooking and Brewing



Cooking stations like cauldrons and spits offer the means to cook at least a basic meal. You can always make gruel at a cauldron, for example. But while these baseline meals satisfy the need, they do hit you with temporary negative buffs. You're much better off actually cooking a meal with vegetables or meats found in the wild or purchased at the Village.

Be warned that prepared food and meats can and do spoil, which not only will not address the Hunger motive, but will also hit your Hero with a negative Focus buff. Fortunately, there is a object called a Larder. Foodstuffs placed in a Larder take much longer to spoil. So if you manage to create some wonderful dishes with expensive or rare ingredients, you can place them into the Larder to get their benefits for much longer before they spoil.



You can also brew up beverages at casks, which give your Heroes positive buffs—at first. Your Hero can get drunk off too many beverages, which can in turn lead to some nasty Focus hits, especially if it turns out that your Hero is a Sad or Angry Drunk.

Here are all the recipes for cooking and brewing. You may find a lot of the necessary ingredients at the Village Shoppe or in the wild.

Cauldron	
Recipe	**Required Ingredients**
Gruel	None
Onion Soup	Onion
Turnip Soup	Turnip
Mushroom Soup	Mushroom
Potato Soup	Potato
Herring Soup	Herring

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Cauldron	
Recipe	Required Ingredients
Eel Soup	Eel
Trout Soup	Rainbow Trout
Salmon Soup	Salmon
Swordfish Soup	Swordfish
Tench Soup	Tench
Turbot Soup	Turbot
Bear Soup	Bear Meat
Boar Soup	Boar Meat
Fowl Soup	Fowl Meat
Frog Soup	Frog
Pigeon Soup	Pigeon
Rabbit Soup	Rabbit Meat
Venison Soup	Venison
Meat Soup	Haunch of Meat
Whale Soup	Whale Meat
Rabbit Stew	Rabbit Meat
Rabbit Stew Large	Rabbit Meat, Turnip
Frog Stew Large	Frog x2, Potato
Vegetable Stew Large	Turnip, Cabbage, Mushroom, Onion
Fish Stew Large	Herring, Trout
Eel Stew Large	Eel, Cabbage, Onion, Egg
Boar Stew Large	Boar Meat, Mushroom, Cabbage
Stewed Fowl Large	Fowl Meat, Potato, Turnip
Venison Stew Large	Venison, Cabbage, Onion, Cheese
Bear Stew Large	Bear Meat, Potato, Mushroom, Potato x2, Cabbage
Double Boar Stew Large	Boar Meat x2, Onion, Cabbage
Hunter's Stew Large	Boar Meat, Bear Meat, Venison, Rabbit Meat, Fowl Meat
Seafood Stew Large	Salmon, Trout, Potato
Sweet Porridge	Barley, Apple, Honey
Whale Stew Large	Whale Meat x2
Sausage Stew Large	Gastrosausage, Spices, Potato

Oven	
Recipe	Required Ingredients
Flat Bread	None
Broiled Herring	Herring
Broiled Eel	Eel
Broiled Trout	Rainbow Trout
Broiled Salmon	Salmon
Broiled Sword	Sword
Broiled Tench	Tench
Broiled Turbot	Turbot
Broiled Bear	Bear Meat
Broiled Boar	Boar Meat
Broiled Fowl	Fowl Meat
Broiled Frog	Frog
Broiled Pigeon	Pigeon
Broiled Rabbit	Rabbit Meat
Broiled Venison	Venison

Oven	
Recipe	Required Ingredients
Broiled Meat	Haunch of Meat
Broiled Whale	Whale Meat
Barley Bread Large	Barley x3
Fine Loaf Large	Wheat x3
Fowl Pie Large	Wheat, Fowl Meat, Spices, Egg
Eel Pie Large	Wheat, Eel, Spices, Egg
Feast Bread Large	Wheat x3, Grapes x3, Egg x3
Apple Pie Large	Egg, Barley x3, Honey, Apple x2
Royal Custard Large	Egg x3, Honey x3, Wheat x3, Spices x3
Cheese Pie Large	Cheese x3, Egg x3, Wheat x3
Crafthole Pie Large	Mushroom x2, Cheese
Sausage Pie Large	Gastrosausage x2, Cheese x2, Egg x2, Wheat x2

Spit	
Recipe	Required Ingredients
Roasted Rat	None
Roasted Herring	Herring
Roasted Eel	Eel
Roasted Trout	Rainbow Trout
Roasted Salmon	Salmon
Roasted Sword	Sword
Roasted Tench	Tench
Roasted Turbot	Turbot
Roasted Bear	Bear Meat
Roasted Boar	Boar Meat
Roasted Fowl	Fowl Meat
Roasted Frog	Frog
Roasted Pigeon	Pigeon
Roasted Rabbit	Rabbit Meat
Roasted Venison	Venison
Roasted Meat	Haunch of Meat
Roasted Whale	Whale Meat
Bear Steak Large	Bear Meat, Mushroom, Cabbage
Fried Fowl Large	Fowl Meat, Turnip, Mushroom
Grilled Trout Large	Rainbow Trout, Spices, Potato
Delicious Venison Large	Venison, Potato, Cheese
Braised Boar Large	Boar Meat, Egg, Cheese
Sweet Sword Large	Sword, Honey, Spices
Seasoned Boar Meat Large	Boar Meat, Spices, Onion
Sweet Bear Large	Bear Meat, Apple
Spiced Venison Large	Venison, Spices, Turnip
Spiced Pheasant Large	Fowl Meat, Potato, Spices
Royal Rabbit Large	Rabbit Meat, Potato, Cheese
Grilled Sausage	Gastrosausage
Braised Whale Large	Whale Meat, Whale Steak, Mushroom
Unicornucopia Large	Unicorn Meat, Venison, Bear Meat, Boar Meat, Rabbit Meat, Spices

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Cask	
Recipe	Required Ingredients
Ale	None
Wheat Beer	Wheat x3
Barley Ale	Barley x3
Honey Mead	Honey x3
Cider	Apple x3
Feast Ale	Barley, Wheat, Honey
Banker's Ale	Barley x2, Gem Bag

Cask	
Recipe	Required Ingredients
Wine	None
Hypocras	Grapes x3, Spices x2
Mulled Wine	Grapes x5
Sweet Wine	Grapes x2, Honey
Sparkling Wine	Grapes x2, Apple
Gem Wine	Grapes x3, Gem Bag

Responsibilities



Heroes may wish to dote on themselves and pursue their quests, but they also have to give back to the kingdom every day through Responsibilities. There are always at least two Responsibilities that refresh every morning at 9AM, early enough to give your Hero the necessary time to complete them before their timers run out. Every Responsibility has a time limit, although those time limits can change depending on the task or the Hero. Sometimes you only have a few hours. Other Responsibilities can be attended to over the course of an entire day.

If you start a quest in the late afternoon, though, your Hero is not saddled with Responsibilities. Those wait until the next morning. If the quest is started after high noon, the Hero will still get Responsibilities, but have extra time to finish them up.

If you complete one of the Responsibilities, you get the positive Job Well Done buff, which is +20 Focus. Completing both boosts that buff to +35. That's a great driver of Quest Performance, which is what helps you achieve better rewards during a quest.

NOTE

Heroes with the Dedicated trait often receive a third Responsibility. That adds an extra task, but it also brings an opportunity to enjoy a stronger Job Well Done positive Focus buff.



Responsibilities can include basic chores like writing a law or doing something a little more active, such as going on a hunt in the nearby forest or crafting a specific item. Many Responsibilities are associated with your active Hero's profession. If you are questing with a Blacksmith, for example, you may need to forge a sword before the end of the day. If you have a Responsibility that's a little more complex, wait until your Hero is in a good mood to do so. To keep with the hunting example, if you attempt hunting with poor Focus, you risk an accident that results in injury. Find a way to boost Focus (a good meal or well water is a quick fix) before attempting the activity for the Responsibility. Remember, if an interaction is red, don't do it! You have a huge chance of failing and driving your Focus even farther south.

CAUTION

There are no direct financial payouts for fulfilling your Responsibilities—in fact, some of them (such as paying taxes) can cost Simoles. However, items crafted for Responsibilities can be sold.



If you ignore one of your Responsibilities, you are hit with the Shirked Responsibility buff, which is -20 for 8 hours. That won't cause your Focus to go completely south, but it can be a big contributor to dropping a reward level at the conclusion of a quest. However, if you also miss the other, the negative buff is driven to -35. Ouch. If you continue to ignore Responsibilities day after day, you risk arrest by the kingdom's constable. Getting arrested and tossed in the stocks not only eats a lot of time that should be used on the quest at hand, but also greatly decreases Focus.

CAUTION

The Merchant has the hardest Responsibilities, so try to keep the Hero stocked with items to sell or trade.

TIP

If you get an easy Responsibility, you may want to save it until later in the day, just in case you get slapped with negative Focus from a fight or another mishap. Performing the easy Responsibility can offset the negatives with the Job Well Done boost.

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Faith



There are two competing religions in the realm: Jacoban and Peteran. Every Hero begins their adventure belonging to neither faith. They are agnostic. However, they can convert to either religion once the building associated with that faith goes up. Then, it's just a matter of going to the Hero of that building (or the default professional installed if you do not immediately create a Hero) and asking to convert.



There are benefits to conversion. Peterans get a new Pray interaction on themselves. After an extended prayer session, they enjoy the Watcher's Smile positive buff. Peterans can get a nice little Focus charge out of ripping down the proclamations posted on the board outside the Jacoban Cathedral, and whenever they visit the Peteran Monastery, they earn the Watcher Is Near boost.



The Jacoban Proclamation Board

When Jacobans socialize with other Jacobans, they are gifted the Superior positive buff. However, nothing in this life is free. Each faith reduces your Hero's daily income as a form of tithing. The Jacoban faith deducts 10 percent while the Peteran church only receives 5 percent. It may not exactly seem like a good deal to join either of the faiths, but remaining agnostic can sometimes result in the negative Searching buff.

Socializing & Relationships

Relationships in *The Sims Medieval* are not all that different from those you create and maintain in the real world. How you treat other Sims largely determines your overall relationship with them. If you flagrantly insult another Sim, expect them to get upset in the immediate conversation and for that to have a potential lasting effect on your relationship. Conversely, a constant stream of praise or good vibes will make the current interaction more pleasant and possibly lead to a longer-lasting, positive relationship.



Conversations in *The Sims Medieval* are not mechanical. Socializing was designed in a way to make it feel more organic. The basic rules of conversation exist in your kingdom—be a jerk and people won't like you, for example—but there's more to it than that. You need to consider the current attitude of the other Sim in the conversation, which we'll refer to as the Target. (Your active hero is known as the Actor.) That attitude affects the long-term status of your relationships with different Sims.

The following sections explain some basic concepts that determine how relationships succeed and fail—long-term relationship (LTR), short-term context (STC), commodities, and decay.

Long-Term Relationship (LTR)

The long-term relationship represents the state of the relationship between two Sims, which extends beyond the timeframe of the current conversation. LTR essentially describes the way two Sims view each other at a given moment. Every Sim who is not a member of family or staff starts out as a Stranger. Once initial contact is made, the LTR nudges up to Acquaintance. It can never fall back to Stranger. However, Acquaintance is the fork in the road of a relationship. From here, the LTR can move up into friendship or deteriorate into rivalry.



The LTR is designated above the social window in the upper-left corner of the screen when you are having a conversation. The bar below it is a visual cue for the direction in which the LTR is heading. If the relationship is developing in a positive manner, the right half of the bar fills. Positive relationship status is noted with green. If the relationship is deteriorating, that meter empties back out and can eventually move into the left side, where it turns red. A red bar denotes the arrival of a negative LTR.

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NOTE

The natural tendency of the LTR is to decay toward zero from either end of the relationship spectrum. Zero puts you back into Acquaintance territory, which is a good neutral place from which to build (or rebuild) a relationship.

Decay occurs naturally with each passing day that you do not contact a Sim you have a relationship with, which can sometimes be difficult while you are tending to the needs of the kingdom or following the steps of a quest. Look in the Relationship panel to inspect the current LTR with all Sims you have socialized with and thus developed into at least an Acquaintance.

The LTRs are:

- Stranger
- Acquaintance
- Disliked
- Distant Friend
- Friend
- Good Friend
- Best Friend
- Romantic Interest
- Ex-Spouse
- Ex
- Enemy
- Old Enemies
- Partner
- Fiancee
- Spouse

Short-Term Context (STC)



Short-term contexts are what a Sim thinks about the other Sim specifically within the context of the current conversation. The STC is displayed in the conversation box in the screen's upper left as the conversation unfolds. For example, the box may say that "John is amused by Catherine." STC is affected by the type of socials used in a conversation. Each social has a commodity attached to it that directs the course of a conversation, which are all detailed in the social list. The STCs are:

- Dull
- Drab
- Tedious
- Odd
- Creepy
- Frightening
- Very Scary
- Impolite
- Insulting
- Unforgivably Rude
- OK
- Friendly
- Very Friendly
- Amusing
- Funny
- Hilarious
- Flirty
- Very Alluring
- Extremely Irrestible
- Awkward
- Very Awkward
- Steamed

STCs are not necessarily symmetrical. One Sim can have a completely different impression of a conversation than the other participant. The only symmetrical STCs are those associated with the following commodities: Friendly, Funny, Amorous, and Steamed. It's very possible that Catherine could think John is being Dull while John thinks everything is going swimmingly in the current conversation.

STCs can also modulate the way socials are accepted by the Target. Instead of just on and off, STCs (and commodities) indicate potential reactions. Depending on your LTR and STC at that particular moment, different reactions will/may result from use of a specific social. Trying to kiss a Sim in the context of the Flirty STC will be a lot more successful than the Friendly STC.

NOTE

The STC of a conversation contributes to the kind of decay an LTR undergoes each day.

Commodity



Social commodities are the general categories into which a social or STC falls. They are based on emotions we all feel, such as boredom, insulted, or loved. Use the commodity of a social to inspire an STC, which will in turn hopefully affect the overall LTR in the direction of your ultimate goal. The commodities are:

- Boring
- Creepy
- Insulting/ Mean
- Friendly
- Amusing
- Amorous
- Awkward
- Steamed



Being mean

TIP

As you look at the different STCs and socials in this chapter, check the associated commodities so you can push a conversation in the desired direction.

Decay and Normalizing

Relationships are not static—they are definitely fluid and are affected even when you are not actively participating in a conversation. They decay over time if not tended to, even if that time period is as short as a day (within game time, not the real world). This is why regular socializing with Sims with whom you have active relationships is so important, especially for Heroes with social needs or quests with social-oriented steps.

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Now, decay is not necessarily a negative thing. While a positive relationship can indeed slide back into Acquaintance, a negative relationship can normalize. The STC of a conversation almost always contributes to LTR decay. Commodities also dictate potential decay. The amount of decay is also determined by the LTR itself. A positive LTR will have a different amount of decay from a specific STC/commodity than a negative LTR. No hard math onscreen shows the numerical value of an LTR, but you can sort of eyeball it.



Chance Encounters

Here's an example of how decay works: Lady Catherine and Sir John are Good Friends. If their last encounter was Impolite, then after a few days, the LTR will decay to just Friends. Conversely, if Catherine and John have the Disliked LTR, the relationship will normalize into Acquaintance if the last STC was Friendly.

Decay and normalization are not confined only to friends and pre-marriage Sims. This also applies to marital relationships, too. However, the vows of marriage are far deeper than the general camaraderie of friends, so it takes a lot more to adversely affect a marital relationship.

Messenger Post

Don't have time to talk to another Sim to prevent decay? Stop by one of the Messenger Posts around the kingdom and send the Sim a personal letter. Letters are a great way to slow the decay of a relationship, although they are not as powerful as an actual conversation. You can also use the Messenger Post to send invites to other Sims so they show up for events or social calls.

Friendships (and More)



Now that we've covered the four basics of socialization—LTR, STC, commodity, and decay—let's look at what you can do to affect the course of relationships. Socializing and having friends have many different effects on the Focus of your Heroes. Developing positive LTRs will:

- **Fulfill quest steps:** Many quests have social aspects to them, such as developing friendships so something can be accomplished. Use the relationship details in this chapter to accelerate good relationships to complete quests faster.
- **Boost Focus:** Social-oriented traits require relationship building. If these Heroes concentrate too much just on quest steps and don't take time to chat, their Focus may suffer.



TIP

Unless your Hero is a Misanthrope or just doesn't like people, friendships are a universally positive thing.

Want to invite a Sim you have established at least an Acquaintance relationship with over to your Hero's building or a specific location? Use the Messenger Posts in front of various locations (Throne Room, etc.) to send out invites. If your invitation is accepted, the Target will show up at the designated location very soon and you can start socializing.

Romance

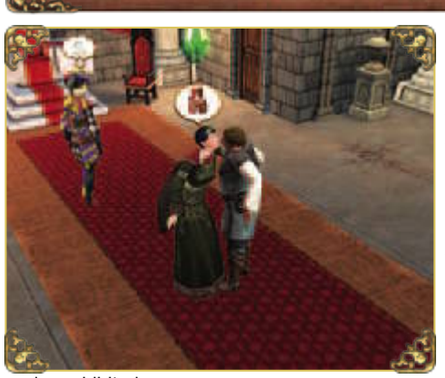


Even if you are the Monarch, you cannot immediately engage another Sim in a love affair. You must establish a Friendship first via positive socials with the proper commodities. So, first turn a Stranger into an Acquaintance and then start boosting that Acquaintance into a Friend-related LTR through positive, friendly socials. But keep your eye on how the other Sim is reacting to your advances.



Brownie Bites

Developing a successful romance means spotting whether the other party is receptive to your advances and acting accordingly. If they aren't ready to take things to the next step, don't go in for that kiss or else both you of will be left feeling bad about the state of affairs. Oh, that's also true for *The Sims Medieval*.



Now, established Friendships have the potential to tip into amorous relationships by using socials with the Amorous commodity in order to elicit love- or lust-related STCs,

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such as Flirty, Seductive, or Hot. Sounds technical, doesn't it? Well, think about it this way: You wouldn't try just any old line if you really wanted to advance a relationship, would you? No, you'd try to steer the conversation toward romance through specific approaches. In *The Sims Medieval*, these approaches are the socials with the amorous commodity.

NOTE

The LTR that determines the difference between a friendship and a love affair is Romantic Interest. To achieve this LTR, you need to have the relationship at least above zero (in the green zone on the bar) and then use the Amorous Hug social or attempt a Kiss social.

Chance Encounters



Romance is blind to gender. Sims of the same gender can have romantic relationships if directed (or inclined) to do so. The only factor that can prevent two Sims from falling in love and having a romantic relationship is blood. No matter how hard you try, siblings and children/parents cannot have romantic relationships—so don't waste your time. And stop being creepy.

Rejection

Every pick-up line or romantic gesture is not a guaranteed success. You need to appropriately judge the current LTR before making your move via an Amorous social, such as Kiss. Know a little something about the other Sim first. (Whether or not they are married is a good start.) If you try to Kiss a Sim who is not receptive of your Amorous social, you get the Awkward STC, which is the first rejection of romance. This really dings your Focus and can potentially affect the rewards paid out at the end of a quest.

TIP

You can sometimes recover from rejection by immediately redirecting the conversation and hopefully salvaging a positive STC, such as Amusing or Friendly.

However, if you keep up the rejected passes, you risk diving into Odd or Creepy territory thanks to the Creepy commodity. Leaving encounters in STCs with the Awkward or Creepy commodity will really slam your LTR due to the negative decay. It will take real effort to reverse course on this, and that might not be something you have time to do with Responsibilities or quest demands breathing down your neck.

TIP

Being rejected does not forever discount the idea of a romantic relationship. It just means you need to do a little more homework (pleasant socials) before trying again.

Building a Romance



Congratulations—you professed your devotion to another Sim and they didn't turn you down flat. Nobody's feeling awkward and the spark's in the air. Now you have the Romantic Interest LTR, which opens up a whole new trajectory for your relationship. How can you build this romance into something more than a little bit of mutual attraction?

Here is where you need to use your power to drive STCs via socials—particularly the Amorous ones. You want the other Sim to find you Flirty, Seductive, and eventually Hot. To keep boosting the relationship and STC, use sequential Amorous socials—but not repeatedly or else they lose potency. A simple Hold Hands or Kiss on the Cheek is a good way to get things started, but soon you can move on to Kisses and Amorous Hugs. Keep it up and get that other Sim Hot so you can take it to the next level.

People Will Say We're in Love



Now you have a definite love affair on your hands. Where do you go from here? Well, you can add official structure to the relationship by using the Woo and Ask to Court socials when the STC is Very Irrestible If the other Sim accepts your Hero's courting (and they almost always do if they are Very Irrestible) then you are now at the Courting stage of the relationship. Courting is not the last stop on the love roller coaster, though. From here, you can move up to Fiancee by getting engaged. To get engaged, use the Propose Marriage social on the sim you are courting. As long as you've done nothing to spoil their favor, this social will be accepted and then you have the option to actually throw a wedding.

Betrayal!

Sims who are married, engaged, or in partnerships do not have to remain loyal to their commitments—particularly Licentious Heroes. They can flirt with other Sims, or take it a step further and even cheat. Any social or interaction with the Amorous commodity performed with or on a Sim other than the partner is considered cheating. Cheating requires a little set up, as you do actually need to raise the LTR with another Sim into at least Friend and then use the Kiss or Confess Attraction social to spark Romantic Interest.

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CAUTION

Destroying a relationship will cause great damage to your Focus.

As long as the Sim being cheated on is not aware of the activity, there is no LTR hit between the cheater and the cheatee. However, should the indiscretion be uncovered, jealousy is triggered, which threatens the health of the relationship. The severity of the indiscretion affects the amount of jealousy and what that jealously does to the overall LTR.

- **Flirting:** A Flirty social will result in a slight relationship hit. This can later be smoothed over, especially by an Eloquent Hero.
- **Hugs and Kisses:** If a hug or kiss is discovered, then the relationship takes a bigger hit. The cheatee is saddled with the Betrayed negative Focus.
- **WooHoo:** If such a tawdry indiscretion is revealed or stumbled upon, the relationship is shredded. The LTR takes a huge hit and the cheatee gets the Betrayed Focus factor. This level of cheating can ruin an engagement.

Socializing



The building (or deconstruction) of relationships is based on the interactions you have with other Sims called socials. Socials are the building blocks of a conversation. Each social has a commodity, which in turn has an effect on the current STC...which in turn has an effect on the LTR. (Everything is connected.) Selecting the right social (or series of socials) to advance your goal then is very important. We've assembled a complete list of all of the socials in *The Sims Medieval*. But before you consult that list, you should understand how to conduct a conversation and understand the situations where you can be social.

Being Talkative



So, you've approached another Sim, you left-clicked on them, and have opened up a menu of different social options. How do you navigate the social structure of a conversation? First your options are partially defined by your LTR, Profession, current Focus, and your traits. Categories of socials include things like Friendly, Funny, Mean, Romantic, and Special. Special leads to socials that are encouraged by the Actor having a specific trait such as Friendly or a specific Profession. Knights, for example, have a handful of social interactions unique to them, such as sparring.



When you select a social interaction, it's added to your queue in the upper-right corner, just as if you were stacking interactions with objects or walking to a specific location. When a current social ends, the next one automatically begins. However, stacking socials is not necessarily a smart strategy. What if the other Sim is bored of your current topic or you've stacked seven socials based on it? Stack socials only one or two at a time and then monitor reactions. Adjust your chit-chat strategy accordingly.

NOTE

A positive social with a positive effect is noted with a chime and a yellow symbol of two Sims next to each other. A negative reaction is noted by two red Sims and a minus symbol.

Being Boring



Talking about the same things over and over gets boring to all Sims, whether they are the Monarch's subjects or two lowly serfs. The net effect of a positive social is weakened the more you use it. Repeating a social can also damage the STC. Babbling on and on about the same subjects or topics will drag the STC into Dull, Drab, or Tedious. If the current conversation ends on one of those bored STCs, then the LTR suffers and you'll have to make up that ground lest you take a decay hit.

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CAUTION

The default number of times you can repeat a social without getting boring is two. And if you break apart a conversation, you can use a social more than twice without any STC worries. To recharge a social, you just need to break it up in the conversation.

List of Socials/Interactions

The following chart details all the Actor-Target socials you can perform in a conversation. Use this chart to judge the effect of a social before using it. Look at the commodity and cross-reference it with commodities that affect STCs so you can hopefully "steer" a relationship into desired STC as well as LTR.

- **Social:** Name of social as seen in the conversation/interaction menu
- **Required Trait:** Social available only to Sims with this Trait/Fatal Flaw
- **Encouraged by Trait:** This Trait/Fatal Flaw can make this social available
- **Trait Negates:** This Trait forbids the use of this social
- **STC (1st time Use):** This is the STC the social inspires the first time you use it

Social	Required Trait	Encouraged by Trait	Trait Negates	STC (1st time use)
Accuse of Cheating		Chivalrous		Insulting
Amorous Hug				Amorous
Announce Engagement		Excitable		Friendly
Announce Pregnancy		Excitable		Friendly
Annul Marriage				Awkward
Apologize		Friendly		Friendly
Argue		Grumpy		Insulting
Ask about Day		Friendly, Good		Friendly
Ask about Religion				Friendly
Ask Everyone To Leave				Neutral
Ask for Jacoban Cloth				Neutral
Ask NPC To Stay Over Romantically				Amorous
Ask To Behave		Good		Neutral
Ask To Break up With				Awkward
Ask To Leave				Awkward
Ask To Stay Over				Friendly
Baby Play With				Friendly
Baby Toddler Snuggle				Friendly
Be Inspired By				Friendly
Boast about Dancing				Friendly
Bore To Death				Awkward
Borrow Money	Greedy			Neutral
Brag about Strength	Herculean	Herculean		Friendly
Break Up				Insulting
Bribe (Merchant-Only)				Neutral
Butter Up (Merchant-Only)				Friendly
Cancel Wedding				Insulting
Challenge to Duel				Insulting
Chat				Friendly
Chat Locals				Neutral
Comfort with Well Chosen Words	Eloquent	Eloquent		Friendly
Comforting Hug	Good	Good		Friendly
Complain about Being Woken Up		Grumpy		Steamed
Complain about Darkness	Cowardly	Coward, Grumpy		Neutral



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Social	Required Trait	Encouraged by Trait	Trait Negates	STC (1st time use)
Complain about Good People		Evil, Grumpy	Good	Neutral
Complain about Life	Puny	Puny		Neutral
Complain about Other		Grumpy		Neutral
Complain about Work	Workaholic	Workaholic		Friendly
Compliment Appearance				Amorous
Compliment Clothing	Friendly	Friendly		Friendly
Compliment Dancing				Friendly
Compliment Home				Friendly
Compliment Their Thighs	Licentious	Licentious		Amorous
Confess Cheating		Good		Steamed
Congratulate on Well-Fought Bout	Chivalrous			Friendly
Console		Good, Loves Family, Friendly	Misanthrope	Friendly
Convert Jacoban				Friendly
Convert Peteran				Friendly
Criticize His Family				Insulting
Cry on Shoulder				Friendly
Cuddle				Amorous
Debate Religious Philosophy				Neutral
Declare Nemesis		Evil		Steamed
Deep Conversation				Neutral
Describe Exotic Locales	Adventurous	Adventurous		Friendly
Determine Gender of Baby				Friendly
Diagnose (Wizard-Only)				Friendly
Discuss Adventures	Adventurous	Adventurous		Friendly
Discuss Latest Styles	Guild Connections	Guild Connections		Friendly
Discuss Monster Danger	Cowardly	Cowardly		Friendly
Discuss State of Kingdom (Monarch-Only				Friendly
Discuss Whale Hunting	Whale Ate My Parents	Whale Ate My Parents		Friendly
Disparage	Misanthrope	Misanthrope		Friendly
Divorce Jacoban				Neutral

Social	Required Trait	Encouraged by Trait	Trait Negates	STC (1st time use)
Divorce Peteran				Awkward
Donate Charity	Dedicated			Friendly
Embrace				Funny
Encourage to Do Well	Natural Leader	Natural Leader		Friendly
Enthuse about Self	Vain	Vain		Friendly
Enthuse about Violence	Blood Thirsty	Blood Thirsty		Friendly
Espouse Personal Virtues	Vain	Vain		Friendly
Express Condolences		Good, Friendly		Neutral
Express Condolences to Victim				Friendly
Express Sympathy for Victim				Neutral
Fart				Funny
Feel Tummy				Friendly
Fight!			Good	Steamed
First Aid (Physician-Only)				Neutral
First Kiss				Amorous
Fist Fight		Blood Thirsty, Cruel	Good	Steamed
Friendly Hug		Friendly		Friendly
Gaze Into Eyes				Amorous
Get Pilgrimage Money				Friendly
Give Heroic Speech	Herculean	Herculean		Friendly
Give Inspirational Speech	Eloquent	Eloquent		Friendly
Give Tongue Lashing	Clumsy			Insulting
Goodbye				Neutral
Goodbye Hug				Friendly
Goodbye Kiss				Amorous
Goodbye Rude			Good	Insulting
Gossip				Friendly
Gossip about Other				Friendly
Greet		Friendly		Friendly
Have Marriage at Jacoban Cathedral				Amorous
Have Marriage at Peteran Monastery				Amorous
Have Marriage Here				Amorous
Hello Rude			Good	Insulting

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Hold Hands				Amorous
Hustle (Merchant-Only)				Friendly
Impart Wisdom	Wise	Wise		Friendly
Imply Mother Is a Llama			Good	Insulting
Insult			Good	Insulting
Interrogate				Neutral
Invite Everyone In				Friendly
Invite In				Friendly
Invite Over				Friendly
Jest about Peasants and Nobles	Jokester	Jokester		Funny
Joke about Dragons	Jokester	Jokester		Funny
Joke about Old Times		Jokester		Funny
Joke about the Kingdom	Jokester	Jokester		Funny
Kiss				Amorous
Kiss Hand				Friendly
Kiss on Cheek				Amorous
Leap into Arms				Amorous
Let Out Anger	Cruel	Cruel	Good	Insulting
Lets Just Be Friends				Awkward
Listen to Tummy				Friendly
Make a Good Point	Eloquent	Eloquent		Friendly
Make a Large Bet	Compulsive Gambler			Neutral
Make a Small Bet	Compulsive Gambler			Neutral
Make Fun of Poverty	Greedy			Friendly
Make Lewd Joke	Clumsy			Funny
Make Off-Hand Comment	Clumsy			Friendly
Make Out				Amorous
Make Profound Statement	Wise			Friendly
Make Silly Face				Funny
Make WooHoo Innuendo	Licentious			Amorous
Mock			Good	Insulting
Mock Appearance			Good	Insulting
Mock Dancing			Good	Insulting
Mock Relentlessly	Misanthrope	Misanthrope		Insulting
Pay Bride Price (Low)				Friendly
Praise the Watcher (Spy-Only)		Loves Family		Friendly

Social	Required Trait	Encouraged by Trait	Trait Negates	STC (1st time use)
Pronounce Undying Devotion				Amorous
Propose Marriage				Amorous
Propose Truce		Good, Friendly		Neutral
Question				Friendly
Ramble Aimlessly				Friendly
Recruit Actor (Bard-Only)				Neutral
Reminisce				Friendly
Renounce Jacoban Faith				Insulting
Renounce Peteran Faith				Insulting
Request Feel My Tummy				Friendly
Request Go to Bed				Neutral
Reveal Secret				Friendly
Say Kind Words	Friendly	Friendly		Friendly
Send to Pit (Monarch-Only)				Insulting
Send to Stocks (Monarch-Only)				Insulting
Share Disgust of People	Misanthrope	Misanthrope		Friendly
Share Fear of the Dark	Cowardly	Cowardly		Friendly
Share Fear of War	Cowardly	Cowardly		Friendly
Share Interests		Friendly		Friendly
Share Leadership Quote	Natural Leader	Natural Leader		Friendly
Share Love and Joy	Loves Family	Loves Family		Friendly
Share Love of Cooking	Creative Cook	Creative Cook		Friendly
Share Patient Proverb	Patient	Patient		Friendly
Share Sad Whale Story	Whale Ate My Parents	Whale Ate My Parents		Friendly
Shoo				Neutral
Sing Song Romantic				Amorous
Slap		Evil	Good	Steamed
Speak Highly of Other		Good, Friendly		Friendly
Speak Poorly of Other			Good	Friendly
Spit in Face			Good	Insulting
Stroke Cheek				Amorous
Sword Execution				Neutral
Talk about Families	Loves Family	Loves Family		Friendly
Talk about Magic (Wizard-Only)				Friendly

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Talk about Medicine (Physician-Only)				Friendly
Talk about My Possessions				Friendly
Talk about Parents	Hopeful Orphan	Hopeful Orphan		Friendly
Talk about Self				Friendly
Talk about Sim in Room				Insulting
Talk about Treasure				Friendly
Tell Dramatic Story				Friendly
Tell Funny Story				Funny
Tell Ghost Story				Friendly
Tell Inside Joke				Funny
Tell Joke		Jokester		Funny
Tell Story				Friendly
Thank		Good		Friendly
Thank For Cleaning		Good		Friendly
Threaten for Money				Insulting
Toddler Toss in Air				Friendly
Trait Bonding				Friendly
Whisper in Ear				Amorous
Woo				Amorous
WooHoo				Amorous
Worship				Neutral
Yell At			Good	Steamed

Marriage, Family, and Death

Marriage



So, you're ready to declare to the entire kingdom that you've found the love of your life and you want no other. There's really no better way to telegraph this sentiment than getting married. Once your Hero and the Partner-level Sim have committed to the engagement by Asking to Court, you can select the "Have Marriage" social from the Romantic social menu. You can opt to have the marriage at either of the churches (if you've installed one of them and the Sim asking to have the marriage is of that faith), or you can get married at any location in the kingdom.



If you choose to pick your own spot, your Hero declares it's time for the ceremony. An officiant descends from the heavens and performs the ceremony. Rings are exchanged and a flourish of light indicates that you are indeed betrothed.

TIP

When a Hero marries, they generate a little extra income per day. However, if two Heroes marry, their funds remain separate.

Does anything really change at this point between the Hero and his or her spouse? Behavior isn't drastically altered, but there are Focus benefits galore (such as the +10 My Better Half) for not only just being near your beloved, but also nuzzling and whispering sweet nothings. Only a real grouch would rankle at such affection. If you're looking for a good source of Focus boosting, marriage is a great avenue. But like marriages on this side of the screen, you have to put a little effort into it. Make time for socializing with your spouse to get the most out of marriage.

TIP

Want to get an annulment? You can if you belong to one of the churches and have not WooHoo'd with your spouse. Just click on them and choose Annul. However, if you have, uh, lain with each other, you have to go to the Jacoban Cathedral and pay §500 for a divorce, or Pray until the Hero wanting the divorce gets the Watcher's Smile and can ask for a divorce at the Peteran Monastery.

If two Heroes marry each other, you must pick a building for them to call home. However, that's just where they sleep. The Hero that moves into a new building still returns to the other for activities related to their Profession.

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Having a Baby



Procreation isn't exactly rocket science. Once your Hero is either married or has made another Sim of the opposite gender Amorous, the WooHoo interaction opens up in the Romantic social sub-menu. When this social is selected, the two Sims rush to the nearest bedroom and engage in some hanky-panky. (If no bed is nearby, the WooHoo option is grayed out.) In *The Sims 3*, you actually had to Try for Baby to get pregnant. As you might imagine, without modern, uh, *amenities*, pregnancy is a lot easier to achieve in medieval times.



Pregnancy lasts only two days. (Jealous much?) When your Hero is expecting, it doesn't take long to spot physical changes in their body. A baby bump appears and they struggle to walk completely upright thanks to the stowaway. Because of these changes, pregnant Heroes do not engage in combat or get sent to the stocks. However, those benefits are tempered by negative Focus buffs like Aching Back or Nauseated. Don't worry. These are normal. But you should try to do things to counterbalance the effects, like give them delicious meals instead of boring gruel.

NOTE

No genetic traits are passed on to the baby.

When it comes time for the baby to arrive, your Hero will be sent back to their home in the event they are out and about in the kingdom. Before you know what's happening, your Hero's living quarters are festooned with a crib and a beautiful baby—a beautiful, *crying* baby.

NOTE

Pregnant Sims cannot interact with anything for the last couple hours of pregnancy.





Feeding time

The baby becomes a big responsibility. You must feed it regularly and cuddle with it—not just whenever it cries (usually at 3AM when your Hero is asleep), but also whenever you have a spare moment. Not only is cuddling soothing to the baby, but it can also result in the positive Smells Like a Baby buff. Plus, if the baby's crying woke your Hero up or interrupted an activity, they're hit with a negative Focus buff. Picking up the baby nullifies the negative buff.

CAUTION

Don't think you can run from that crying baby. The wails of an infant pierce through walls.

NOTE

Any Hero can cuddle with a baby, but only its mother can feed.

Children



After three days, the baby grows into a child. Children are very independent (you do not assume direct control over them), although you definitely need to socialize and maintain a good relationship with them.

Children also have the added benefit of acting as a surrogate for running errands. For example, you can click on your child and choose the Go Shopping interaction to send them to the Village Shoppe for supplies, thus freeing up time to work on your current quest. (Of course, nobody is suggesting you have a child exclusively to use as a pack

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Children never grow up

mule.) Children also bring gifts home from time to time when they've been exploring the forest. Click on the child and use View Inventory to see if they've brought home any meat from their travels.

CAUTION

Beware of sending your child into the forest too often to collect free meat. Kids are sometimes eaten by bears. To emphasize, that's devoured—not injured. Children do not survive random bear attacks.

NOTE

You may only have two children at a time. If you try to have more, the WooHoo is for recreation only. However, if a marriage produces a family with more than two children, the "oldest" of the children will just sorta...disappear.

Death



While it's not common for a Hero, it is entirely possible for them to shuffle off this digital coil due to a horrible accident, starvation, or failure in combat. For example, Heroes can most certainly lose a fight against the Pit Beast so badly they die. Sword fights can also result in death. The Grim Reaper then appears and carries them away. They cannot be restored.

If a Hero dies, the quest ends and the QP used to start the quest are lost. (Objects in the Hero's personal inventory, such as vegetables, also disappear.) However, if you go into Kingdom Mode, you can just create a new Hero by clicking on the fallen Hero's building. Circle of life, you know. And if you were really attached to the recently deceased, you can always just pull them back out of the Sim Bin—provided you saved them during Create a Sim, of course.

NOTE

Heroes cannot be killed by sickness or magic spells.

Hidden Skills

Unlike *The Sims 3*, there are no skills for your Heroes to acquire and develop such as Charisma or Handiness. However, there are activities around the kingdom that your Hero develops behind the scenes. These are a sort of "hidden" skill. The more your Hero participates in these activities, the better they become, but there is no meter that tracks development. These skills are:

Fiddle/Lute Game Table Kingball Whittle

While the Lute is technically the domain of the Bard, any Hero can pick up the fiddle from the Village Shoppe and start playing it for fun. The longer they play, the better they become, which in turns increases their Focus.



The Game Table is a special table with two decks of cards. Here, Sims can engage in a sporting bit of gambling. At first, there is a high chance of failure, so you may not want to use such interactions on the Game Table as Bet Big or Bet Clothes Off Back. Losing provides a massive Focus hit. But when your Hero puts in a lot of time at the table and starts getting pretty good, they can have a lot of fun and always leave the table in good spirits.



The Kingball Court you place down in your kingdom is another source of fun and camaraderie. Though we go into greater detail in the Keys to the Kingdom chapter, clicking on the Kingball Court and selecting Practice or Play starts up a quick game. As other Sims join in, the game can get a little rowdy. Practice makes your Hero better, as does the quality of the Kingball Paddle either crafted or bought at the Village Shoppe.

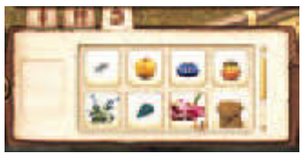


Whittling is another fun activity. You need no items to do this. Just click on your Hero and choose Whittle. You Hero pulls out a block of wood and starts carving. At first, they make only dinky little wooden toys worth a few Simoles when sold. However, the more they whittle, the better the results. Great whittlers can make a tidy sum from selling intricate carvings.

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Personal Inventory



The Personal inventory panel allows you to see what your Hero is carrying at any given moment. You can interact with the objects in the inventory by clicking on them and selecting an available action, such as Eat or Sharpen Sword. You can also drag items, such as food or a music box, out of your Hero's personal inventory and place them in the world.

CAUTION

Food does not last long in your Hero's personal inventory. It has a tendency to spoil. Eating spoiled food makes your Hero sick. If you have extra food, store it in a Larder so it keeps longer without spoiling. You can buy a Larder in Furnish Mode.

You can also sell items directly from your Hero's personal inventory. Think of it as a quick link to the Village Shoppe, which is a prime destination for buying and selling goods just outside the kingdom borders. (The Village Shoppe is detailed in the next chapter.) Drag an object over to the Simole box to the left of the inventory. The sell-back price is displayed while you hold the mouse button. If you release the button, the item is sold and the Simoles go into your Hero's pocketbook. There is no undo for this, so be careful.



You can also drag items out of your inventory and place them in certain objects in the kingdom, such as the Market Stall or the ship down at the Docks.

Equipment

Your Heroes can do a lot of things with the objects around them, as well as their own two hands. However, there are occasions when your Heroes are partially reliant on items in their personal inventory. Equipment—items like books, swords, Kingball paddles, potions, and armor—are stored in the personal inventory. They can be interacted with by simply opening up the inventory via the panel and left-clicking on the individual items. Some items have really obvious interactions, such as eating an apple or reading a book. This directs your Hero to do exactly that and then the benefits flow from there.

However, there are certain items that must be equipped, such as swords and armor. When you open your Hero's personal inventory, you can see what items are equipped by a small hand icon and a highlighted frame. If you have nothing equipped, clicking on the item opens a small menu—just choose Equip from it. That's all it takes.

Now, these items are not all created equal. Equipment has various levels of quality for different items, like normal, excellent, and legendary for swords. Many items also have statistics attached to them that further define their quality, such as attack power for a sword or "tone" for a lute.



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PROFESSIONS

Hero Professions

Every Hero you introduce to your kingdom must have a specific Profession. There are ten different possible Professions in the kingdom, from Bard to Physician. Each Profession has a specific building in which they dwell—Heroes cannot move to a different building that doesn't match their Profession (unless they marry another Hero).

Professions offer Heroes several different defining features. Not only does each Profession have a unique way of generating Simoles, but they also have different behaviors and actions. It's these differences that make the Heroes in your kingdom fascinating to spend time with. The questing you do as a Jacoban Priest, for example, will not mirror the adventures had by the Physician. After all, the Physician cannot absolve sin. (But they may have a medicine that helps with whatever a Sim caught after a good binge of sin.)

NOTE

You can only have one of each Profession in your kingdom. You cannot have two Spies, three Wizards, or eight Blacksmiths.

Making Simoles

Every Hero has at least one opportunity for generating Simoles for the wealth of the kingdom. Not only do Heroes have a stipend when they are first installed in a building, but they also have daily wages for carrying out the business of their given Profession. However, many Professions have extra options for earning Simoles, such as crafting items and then selling them. All Heroes can also fish or collect wildflowers to sell for Simoles, but only certain Professions can mine or gather herbs—which can in turn be sold for profit.

> **And, if all else fails, there's gambling at one of the card tables, such as the Game Table inside the Throne Room. (You can also install them around the kingdom, too, via Furnish Mode. But gambling is a risk and can result in lost funds.)**

Leveling and Experience

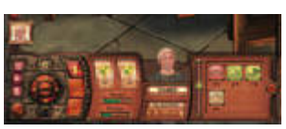
Every Profession has ten levels of progression, earned by amassing experience. With every gained level, a Hero typically unlocks something new, such as a previously unknown recipe or a useful activity. Each Profession entry in this chapter details the unlockables that come with leveling up so you know what's in store.



Leveling up is accomplished by bagging experience (XP). One of the biggest sources of XP is completing quests. The active Hero(es) get a nice XP payout upon completion, which increases depending on the quest performance at the conclusion of the mission. However, that's not the only means of generating XP. Every Profession has at least one activity that grinds XP. Examples: the Blacksmith generates XP by forging metals, the Priest earns XP through sermons, and the Bard earns XP by playing the lute. Many Professions, though, have multiple activities. The Bard also can earn XP by writing poetry or plays, as well as from gathering inspiration from other Sims or nature.

NOTE

You can always see your Hero's current level and XP by mousing over the XP bar in the Simology panel in-game.



TIP

Raise the Knowledge Aspect of your kingdom to generate extra XP. More details and tips on kingdom Aspects are located in the Keys to the Kingdom chapter.

> **Profession-Specific Actions**
>
> **Every Hero has actions and socials that are specific to them, such as the Bard's ability to recite poetry directly to another Sim. When you click on another Sim, look for the menu with the Profession header. That's where you find the Profession-specific actions and socials.**

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Crafting

You undoubtedly noticed that many Professions allow for the creation of items, such as swords and potions. This activity is called crafting and it takes place at the Crafting Table object, which is automatically installed in the buildings associated with a crafting-able Hero.



Crafting requires two things—ingredients and recipes. All crafting Professions have a handful of recipes at level 1. However, as that Hero levels up, they often learn more recipes. Some recipes come by acquiring recipes. During small travels or adventures, for example, your Hero may be sold or offered books that contain recipes. (This can include Heroes that do not craft.) It's up to you then to make sure the book gets into the hands of a Hero who can benefit from it.

Every recipe requires ingredients. The more complex a recipe is, the more ingredients it requires—or the more rare/expensive the ingredients. We've included the ingredients required by recipes here so you have advance knowledge of what's in store, but the necessary ingredients appear next to the recipe in the game, too. Ingredients can include herbs, fish, minerals, objects from the Village Shoppe, and more. Crafting Tables can be stocked, too, so you don't have to carry all those ingredients around with you.



Once you are ready to craft an item, just sidle up to the Crafting Table, left-click on it, and choose the appropriate crafting action for your Hero's Profession. The Hero then springs into action. Success is not guaranteed. The recipe picker works much like an active interaction, such as hunting. The color behind the object determines the chances of success, which is derived from both the general difficulty of creating the item and the Hero's current Focus. Green means your Hero will be successful. Yellow offers a chance of failure. Red means you should probably just back away from the Crafting Table and work on Focus. Leveling up also increases the chances of success. A potion that's red, for example, might be tough to make at level 3. But at level 6? Could be a piece of cake.

Now, if you do fail at crafting, don't worry. The ingredients used in the crafting are not lost. The only thing you wasted in the process is time—sweet, precious time.

Use this guide to not only understand the essentials of each possible "career," but also to get details of the special features of each Profession that may not be obvious right away. Each Profession entry includes the vitals, a chart for leveling up (how much XP is needed and pay increases), the Hero's special abilities, possible outfits choices, and more.

Swordfighting

Sometimes, honor and throne must be defended at the tip of a sword. In your medieval realm, swordfighting is often the mechanism used to settle disputes. It's also a way to blow off steam, as long as both parties understand that the duel is only sparring and there is no need for death blows.





Bring it, knave!

Only three Heroes can engage in swordplay: Monarch, Knight, and Spy. Each of these Heroes starts their time in the kingdom with a default, low-quality sword and dismal combat skills. Fortunately, you have the means to change both. Earning Simoles allows you to buy better equipment from the Village Shoppe. And if you have a Blacksmith in the kingdom, they can craft high-quality weapons that help determine the outcome of a fight. Leveling up also affects the swordfighting prowess of your Heroes and often results in the learning of new moves.

Sparring and Dueling



You can opt to just Spar with another Sim in the kingdom. The interaction is located in the Profession menu when you click on a possible target. Sparring is great because it generates XP, raises STC with the target (good for relationship-building), and results in no wounds. A Duel also raises XP, but defeating the target negatively affects LTR, and often results in wounds. The loser is knocked out and typically lies on the ground for 20-30 minutes. When they get up, they have a negative wound-specific Focus buff.

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And then there's Duel to the Death, which is exactly that: this fight ends when either the Hero or the target Sim is deceased. If you lose the Duel to the Death, your Hero perishes. You lose everything in their personal inventory and must start over with a new Hero. So, proceed at your own risk unless you are certain of victory.

TIP

Get the Watcher's Favor from the Peteran Priest before a fight. If your health drops to zero, you are mystically granted 75 percent of your health back.

Consider this Before You Fight

Swordfighting uses two metrics to determine success: Health and Stamina. Health is pretty self-explanatory. The lower your Health, the more trouble you are in. Stamina measures your ability to give the fight your all. As stamina drops, your Hero grows fatigued, which means they may not be able to fight very well, especially if they get dinged with the Fatigued negative Focus buff. Stamina is partially affected by the armor your Hero wears. The heavier the armor (and you can see the weight by mousing over it in your Hero's inventory), the less stamina they have at the start of a fight.

NOTE

Spies do not wear armor. They have a natural high defense.

TIP

Sword quality also means quite a bit. The higher the attack rating of your blade, the better chance you have in the duel. Don't forget to use the Sharpen Sword interaction on your blade before a fight!

CAUTION

If you start a fight with a wound, you automatically have low stamina. Wounds also reduce Focus, and high Focus is really important during a Duel. The higher your Focus, the better chance you have of winning.

How To Fight



Alright, the Duel has begun. Now what? You actually have little direct control over your Hero during a swordfight. However, you can select a specific stance for your Hero which determines how they fight. There are five different stances that become unlocked as you level up:

- Balanced Stance: Basic balance of strikes and parries.
- True Striking: Increased accuracy of strikes, but less damage per strike.
- Furious Onslaught: Heavy-duty strikes, but you leave yourself open to devastating counterattacks.
- Restful Dance: Use defensive moves and decrease Stamina use.
- Steeled Defense: Use defensive moves to reduce damage.

TIP

Watch your Health and Stamina to determine which stance is best for the situation. If you have an excellent sword, for example, you may wish to go for True Striking because the quality blade makes up for the stance's lower damage.

In addition to your stances, you also have access to up to three special moves, also unlockable as you level up. Special moves are initiated by clicking on the target and choose from an interaction menu. Special moves eat up Stamina and have required cooldown periods. You cannot just keep hammering away with these special moves:

- Hilt Smash: This move does less damage, but doesn't consume as much Stamina.
- Mortal Blow: This attack does less damage, but if you are lucky, it may be the strike that ends the Duel.
- Whirling Takedown: Massive strike that does high Health damage, but consumes a lot of Stamina.



If you win a fight, you get the Victorious Focus buff.

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TIP

If you know a swordfight is coming, perhaps as part of a quest, use the Training Dummy beforehand for a few hours to get the Combat Ready buff. That naturally increases the number of attacks as long as you have the buff.

Shared Signature Objects

In each Profession strategy, we detail the Signature Objects that help define a Hero's role in the kingdom. However, there are a handful of Signature Objects that are shared across multiple Professions. Those are detailed here. They will be referenced in each Profession listing, though, with any interactions that are specific to the Hero.

Tactical Map

Used by: Monarch, Knight, Spy



Practice Military Strategy (Monarch, Knight): When selected, your Hero starts pushing toy soldiers around the map, considering potential battle plans in the event of an invasion or a takeover. This activity generates XP and, if practiced with another Sim, also increases STC.

View Political Situation (Monarch, Knight, Spy): Use this interaction to view the Territory Map and inspect any available neighboring nations.

Passing Edicts (Monarch only): Loyalty and relationships with neighboring territories (all territories are fully explained in Keys to the Kingdom chapter) are affected by the edicts your Monarch proposes and passes at the Tactical Map. Some edicts are very simple and make everybody happy, or at least the nation directly affected by the results of the edict. However, others may burnish one relationship while stunting another. Keep an eye on this as you propose and vote for edicts because you may just cost yourself some great benefits if you lose all loyalty from a territory.

TIP

There is a natural small loyalty decay every day. However, that rate doubles when your lead Hero is the Monarch, Knight, or Spy. That's why regularly passing edicts is so important.

TIP

You can also add sweeten the deal with edicts by essentially "bribing" territories with financial promises. The spent §50 on these promises may tip an edict in your favor. Just remember to Call for Vote before any purchased influence wanes.

Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Declare that piracy and theft within the kingdom walls will be treated as an offense punishable by death.	Aarbyville	-10		
Require all mercenaries for hire to complete sword safety training classes and register with the Monarch.	Advorton	-10		
Create a lumber limit of trees that are allowed to be felled in all territories of the kingdom.	Burdley	-10	Effenmont	10
Require seals of royalty for anyone working in the castle.	Crafthole	-10		
Chop down large sections of the mythical forest of Effenmont and ship the valuable wood to territories that require it for building.	Effenmont	-10	Burdley	10
Create strict restrictions on bringing fruits and vegetables across territory borders.	Gastrobury	-10		
Extend mandatory working hours across the kingdom for an extra two hours.	Snordwich	-10	Aarbyville	-5
Forbid any new beds from being crafted. There are enough in the kingdom already!	Crafthole	-10	Snordwich	-10
Impose a small fee on any time-based experimentation to offset the cost of possible disasters.	Ticktop	-10		
Enact an additional tax on the sale of items that were crafted in a different territory.	Tredony	-10		
Offer financial support to Peteran churches with low donation totals.	Yacothia	-10		
Disallow Knights of the kingdom to search people for stolen money or goods based solely on appearance.	Aarbyville	10		
Decree that money and goods taken from a ship are not considered stolen if the owners of the ship are deceased.	Aarbyville	15		
Reduce security details for traveling traders and Merchants, saving money but leaving them at risk of bandit attacks.	Aarbyville	10	Tredony	-10

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Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Fund the establishment of 20 new pawnshops across the kingdom in order to support the used goods industry and halt the unnecessary spending of Kingdom resources.	Aarbyville	10	Crafthole	-10
Raise the base prices at which the kingdom's kitchen will buy animal meat from surrounding territories.	Advorton	10		
Consent to hiring ten Advorton mercenaries as official guards of the kingdom.	Advorton	15		
Outlaw the creation of any metal goods other than arms and armor.	Advorton	15	Crafthole	-10
Reduce the kingdomwide focus on crafting arms and armor to allow smiths to experiment with making exciting new innovations.	Advorton	-10	Crafthole	10
Dip into the funds in the Bank of Tredony to hire a sellsword army from Advorton to secure the western lands.	Advorton	10	Tredony	-15
Forcibly enlist sellsword armies with no pay such that they can secure trade routes for the wealthiest merchants.	Tredony	20	Advorton	-15
Transport excess lumber from across the kingdom to Burdley to help construct new homes.	Burdley	10		
Decree that all traveling merchants are required to have at least one piece of Burdley furniture in their store at all times.	Burdley	15		
Tax the manufacturers of all trade items that are not made of wood, and establish wood subsidies that support the kingdom's timber-cutters.	Burdley	10	Crafthole	-10
Consolidate wood supplies around the kingdom to build a new wing for the Bank of Tredony.	Burdley	-5	Tredony	15
Enact tariffs on metallic goods sold in markets.	Burdley	10	Tredony	-10
Send Advortonian elite warriors to investigate "spooky sounds" that are scaring lumberjacks in the forests of Burdley.	Burdley	10	Advorton	-5
Use kingdom resources to secure the homes of the overly trusting Burdleyites in order to stem the tide of recent home burglaries.	Burdley	10	Aarbyville	-15
Raise the minimum required wage for all hired apprentices in the kingdom.	Crafthole	10		
Establish an official apprenticeship program for all professions in Crafthole.	Crafthole	15		
Transfer revenue from Tredonian taxes to programs that support under-privileged Mud-Pushers in Crafthole.	Crafthole	10	Tredony	-15
Melt down excess Tredonian gold reserves to gild newly crafted arms and armor.	Crafthole	10	Tredony	-10
Tax Tredonian gem exports to help relieve the mushroom crisis in Crafthole.	Crafthole	10	Tredony	-10
Establish sections of Effenmont as protected, making it illegal to raze buildings or chop trees within these areas.	Effenmont	10		
Grant diplomatic immunity to elven citizens of Effenmont who visit other territories.	Effenmont	15		
Subsidize Elven-made crafts to help Effenmont become a capital of quality goods and trade.	Effenmont	15	Crafthole	-10
Divert funds from land-based trade efforts to support high-yield ocean based trade.	Effenmont	10	Tredony	-15
Establish minimum base prices for agricultural goods.	Gastrobury	10		
Help build a new irrigation system in Gastrobury.	Gastrobury	15		
Name the Cooking Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Gastrobury	10	Crafthole	-10
Name the Forger's Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Crafthole	10	Gastrobury	-10
Enact fixed prices for food items to make them universally more accessible, reducing food-trader profit margins.	Gastrobury	10	Tredony	-10

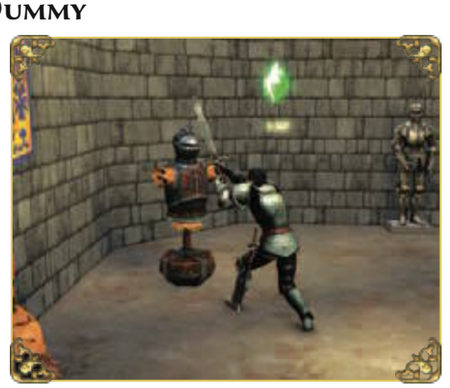
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Invest in fine timbers from Crafthole for the kingdom's long-term savings.	Crafthole	10	Tredony	-5
Transport wood from Snordwich to Burdley to help build strong and comfortable beds.	Snordwich	10	Burdley	-5
Extend the official afternoon naptime of Snordwich to other territories that wish to support it.	Snordwich	15		
Fix the price of lumber such that all territories needing lumber can get it very inexpensively.	Snordwich	15	Crafthole	-5
Impose a Nap Tax, such that all nappers outside of the capital of Snordwich be subject to a 20 Simole fee per unapproved nap.	Tredony	5	Snordwich	-15
Set up a kingdom inventor's fund to encourage and foster the innovation of new ideas and machines.	Ticktop	10		
Transport all metal ore in the kingdom to Ticktop to help with the building of their latest time jump machine.	Ticktop	15		
Commandeer all Smithies of Crafthole to work on a dubious Ticktopian "Machine of Time" endeavor.	Ticktop	20	Crafthole	-10
Spend Tredonian gold supplies on plans for a giant golden sundial in Ticktop called "Timespire Omega."	Ticktop	10	Tredony	-15
Reduce taxes for craftsmen making new technologies and increase taxes for those making more traditional items.	Ticktop	10	Burdley	-10
Provide insurance and reimbursement for traveling merchants who are assailed by bandits.	Tredony	10		
Establish an officially recognized bank of the kingdom in Tredony.	Tredony	15		
Send excess dung from Tredony to Crafthole, because that place smells bad already.	Tredony	10	Crafthole	-10
Invest in Tredonian Gems for the kingdom's long-term savings.	Tredony	10	Crafthole	-5
Establish a tax on craftspeople such that Merchants and traders will make larger profits.	Tredony	10	Crafthole	-5
Enforce harsher penalties for people who steal or deface religious artwork.	Yacothia	10		
Allow Jacob's Sword paladins to demand housing at any household in the kingdom.	Yacothia	15		
Enact a law that forbids religious items from being made in any territory with the exception of Yacothia.	Yacothia	10	Crafthole	-5
Enact a law stating that half of the gems mined in the kingdom be diverted to decorating the High Jacoban Cathedral in Yacothia.	Yacothia	10	Tredony	-10
Enact a law that states all people living in Burdley must become Jacoban and pay tithes to support the Jacoban Church.	Yacothia	10	Burdley	-30

Training Dummy

Used by: Monarch, Knight, Spy



Practice (Monarch, Knight, Spy): Take up your sword and beat the stuffing out of the Training Dummy. This action consumes Energy and raises Hunger, but if done long enough, the Hero gets the Combat Ready buff, which increases their chance of success in a swordfight.

Train (Monarch, Knight, Spy): Select another Sim and train them on the Training Dummy to increase STC. You may have to do this to satisfy Responsibilities or quest steps.

Scribe Table

Used by: Monarch, Spy, Bard, Peteran Priest, Merchant



Write (Monarch, Spy, Bard, Peteran Priest, Merchant): Every Profession performs a different type of writing on the Scribe Table, such as writing religious documents or new laws.

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Archives



Used by: Wizard, Physician, Peteran Priest

Research (Wizard, Physician, Peteran Priest): The Archive is a place for Heroes to sit and read. They may have different texts and tomes to pore over, but the results are the same: XP generation. Researching a lot can lead to the Research Rampage positive Focus buff. But if you keep going much longer, that buff tanks out into the Research Rage negative Focus hit.

Crafting Table



Used by: Wizard, Spy, Physician

Craft Item (Wizard, Spy, Physician): Different Professions create specific items at the Crafting Table. The Wizard cooks up potions, the Physician makes cures, and the Spy stirs dangerous poisons.

Stock Table (Wizard, Spy, Physician): All recipes require ingredients, such as herbs. You can place items from your Hero's personal inventory into the table so the materials are always on hand when the time comes to craft an item.

TIP

Want to place all of an ingredient on the table? Click on the tiny number next to the object and drag it over to the table.

Bard



A life devoted to the arts may be poor in pay but rich in fulfillment. Keep the lute strings tight and the quill hand loose, because there are paying customers out there and they want a show.

Building: Tavern

District: Town Square

Signature Objects: Stage, Lute, Scribe Table, Archive

Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	22	
2	1,000	26	New songs unlocked
3	2,200	32	New songs unlocked
4	3,600	41	New songs unlocked

Outfits



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Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
5	5,200	55	Can write Tragic Play and Epic Poems, new songs unlocked
6	7,000	77	New songs unlocked
7	9,000	111	New songs unlocked
8	11,200	166	New songs unlocked
9	13,600	257	New songs unlocked
10	16,200	411	Can write Legendary Plays

Special Abilities

Writing Poems and Plays

The Scribe Table is one of the Bard's most important Signature Objects. At this table, the Bard pours over parchments, quill in hand, ready to put down words that will thrill and delight the citizens of the kingdom. However, if you click on the Scribe Table right away, you'll see that both the Write Poem and Write Play interactions are grayed out. A Bard must have inspiration before they are able to write either work.



Once inspiration has been gathered, return to the Scribe Table and select either Write interaction. If you opt to write a normal poem, you must draw upon gathered inspiration. At first, the Hero has just two slots for pulling in inspiration. However, at level 5, the Bard can begin writing Epic Poems, which have three slots for inspiration.

Plays work similarly to poems. You must funnel inspiration into a play. At first, Bards can only write Comedic Plays, which have three slots. At level 5, the Bard unlocks Tragic Plays, which have four slots. Level 10 Bards get to pen Legendary Plays, which have five inspiration slots.

Writing at the Scribe Table generates XP.

NOTE

Inspiration affects the animations seen in the poems and plays and the value of the work if sold.

TIP

You can pause writing a play or poem. If you Scrap a play or poem, the inspiration goes back into the Bard's personal inventory.

Seeking Inspiration



No work can be created without inspiration. In the case of the Bard, the Hero must go out in the kingdom and actually observe surroundings to divine inspiration. The Gather Inspiration interaction appears on locations, whereas Be Inspired By appears on Sims. When selected, Bards go to the target and then really soak it in. It takes 15 in-game minutes to Gather Inspiration. Once finished, the inspiration shows up in the Bard's personal inventory as a token. Here's where you can find inspiration:

- Food and Drink (Tavern/Reception Hall/Mill)
- Art (Tavern)
- Stars (Wizard's Tower)
- War (Barracks/Smithy/Monarch/Spy/Knight)
- Sickness/Death (Clinic/Physician)
- Animals/Hunting (Forest/Monarch/Spy/Knight)
- Magic (Wizard's Tower/Wizard)
- Sport (Kingball Court)
- Love (Tavern/Partner Sim)
- Kingdom/Royalty (Throne Room/Monarch)
- Foreign Lands (Throne Room/Lighthouse/Foreign Dignitaries)
- Money (Marketplace/Merchant)
- Nature (Forest/Wizard/Physician)
- Watcher (Peteran Monastery/Jacob Cathedral/Watcher's Pavilion/Priests)
- Crime (Judgment Zone/Pit of Judgment/constable/executioner)

Inspiration tokens cannot be sold. They can only be used when writing plays and poems.



Gathering Inspiration also generates XP.

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Poem/Play Performances

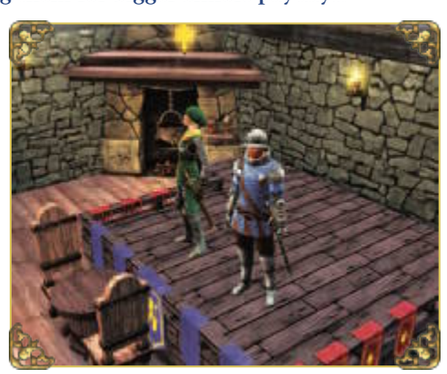


Once a poem has been written, the Bard may perform it or sell it. Bards can either perform poems to nobody in particular and hope listeners crowd around or Recite a Poem to a targeted Sim. Poems recited on the stage in the Tavern result in XP, not Simoles. Reciting a poem to a Sim, though, results in a small number of Simoles. The amount is partially determined by the length of the poem.

Plays are a bit more complex than poems. Once a play has been completed, it can only be sold or performed on the Tavern's stage. To start the process, click the stage and choose Perform Play. You then pick the play from the Bard's inventory and select the costumes, such as knights or royalty. However, the Bard requires a second Sim to act alongside them in the play. Look around for a Sim and then choose the Recruit interaction on them.

TIP

There is a "hidden" acting skill at play. The more often a Sim is recruited for a play, the better they become, which in turn increases the payout. Keep track of your favorite actors so you can keep recruiting them for bigger Simole paydays.



Once the actor has been recruited, both Sims head for the stage. The Sims don the selected costumes and begin the play. The inspiration selected while writing the show determines the animations. At the conclusion of the performance, the Bard gets a tidy payout, partially determined by the number of Sims who crowded around the stage. Hence, a longer play (set up by more inspirations) gives you a chance for a bigger audience.

NOTE

Only Legendary Plays can be performed more than once.

Lute

When you first hire a Bard, they show up with a basic Lute in their inventory. However, you can get better Lutes at the Village Shoppe or while out on quests. Better Lutes have nicer tones, which can improve the amount of Simoles paid for performances. Plus, better Lutes get broken strings less frequently, which saves time and a few Simoles. Having broken strings in the middle of a performance also prematurely interrupts your performance payout.



Bards can generate XP by using the Practice interaction on the Lute. However, when the Perform interaction is selected, the Bard must pick a song from a growing list of tunes. Every level the Bard gains, he or she learns more songs. The success of a performance is partially affected by Focus. Look at the color of the Perform interaction to judge how the Bard will fare. If it's red, skip it.

CAUTION

After completing a song, the Bard earns the slightly negative Recently Performed. If you perform another song while this buff is active, you earn less money.

The level of the Bard affects the results of the song performance. Between level 1 and 4, Sims in the audience get a slight LTR bump with the Bard. At levels 5 through 9, listening Sims get the Lovely Lute buff. Finally, at level 10, completing a Lute performance also gets a positive buff: Epic Lute.

Income Generation

The Bard earns his or her keep through performance. The most typical gig is Lute-playing, which involves breaking out the stringed instrument and performing in front of a crowd. The higher the Bard's level, the more songs they know, but at levels 5 and 10, the Bard gets a good pay bump for Lute performances.

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Poetry is another source of revenue. Like playing the Lute, poetry can be read in any location for an audience. Once composed at the Scribe Table (after collecting inspiration, of course), the Bard then takes the fanciful words out into the kingdom and reads them aloud. Depending on the audience and the reception of the poem, Simoles will flow.

Finally, acting! Performing plays on a stage for the delight of fans is the Bard's third special revenue creator. All it takes is gathering inspiration, penning the play at the Scribe Table, and finding a suitable actor to share the stage. At the conclusion of the show, the audience will applaud and (hopefully) shower the Bard with Simoles.

TIP

After performing a play, sell the script for Simoles!

TIP

Seek out "experienced" actors to earn a little extra for performing plays.

Blacksmith



Blacksmiths are responsible for creating swords, armor, and staves, but are also known to create unusual and one-of-a-kind objects as well.

Building: Smithy

District: Town Square

Signature Objects: Anvil, Forge, Market Stall

Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	25	
2	1,000	30	New forging recipes (swords, armor, paddles), faster/better forging
3	2,200	37	New forging recipes (hammers, armor, staves), faster/better forging
4	3,600	48	New forging recipes (swords), faster/better forging
5	5,200	64	New forging recipes (swords, armor, paddles), faster/better forging
6	7,000	89	New forging recipes (swords, armor, staves), faster/better forging
7	9,000	129	New forging recipes (armor), faster/better forging
8	11,200	193	New forging recipes (swords, armor, staves), faster/better forging
9	13,600	299	New forging recipes (swords, staves), faster/better forging
10	16,200	478	New forging recipes (swords, armor), faster/better forging

Outfits



Special Abilities

Forging



The Forge and Anvil are the Blacksmith's two critical Signature Objects. These two objects are used to craft new equipment, such as swords, armor, and Kingball paddles. However, before crafting a new item, the Blacksmith must have the ingredients needed. Ingredients can be gathered via mining, bought at the Village Shoppe, or acquired via the Merchant's trading. Once the

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ingredients are acquired, the Blacksmith can either keep the ingredients in their personal inventory or stock the Forge for later use.

Once you are ready, step up to the Forge and choose the Stock with Coal interaction to load it with fuel. Then, click on the Forge and select what you want to create based on the available recipes for your Blacksmith's current level.



Adding coal



Successful forging requires a delicate balance of heat and pressure. When you begin, three meters appear in the upper-left corner of the screen: heat, quality, and progress. The progress bar is straightforward—over the course of forging, the meter fills. When it reaches the top, the item is finished at the level of quality noted by the center meter.

You, however, have direct control over the rise and fall of the heat meter. There is an orange zone in the center of the heat meter—the closer you are to center of that zone, the better off you are. If you go into the red, you risk melting the item and losing it, as well as losing the ingredients. Watch the heat meter while your Blacksmith holds the metal over the coals. When it starts to get too hot, click on the Anvil. The Blacksmith moves over there and begins hammering. This starts the cooldown phase. Before the heat meter drops into the blue, move back to the Forge.



If you are clumsy with this process, the quality of the item suffers. You are prone to make mistakes. Practice, of course, helps. But so does leveling. The higher the Blacksmith's level, the fewer mistakes they make, which in turn means a higher quality item. The quality of the hammer also contributes to the process. Your Blacksmith starts with a low-quality hammer made of Cruddium. Forge or buy a new one as soon as possible to increase quality—you'll get more on the back end when you sell items at the Market Stall outside the Smithy.

Swords		
Item	Ingredients	Base Sale Cost
Longsword	Ferrous x5	70
Crude Longsword	Crudium x5	25
Untempered Longsword	Crudium x2, Ferrous x3	50
Greatsword	Crudium x3, Ferrous x6	175
Steel Longsword	Phosphorus x2, Ferrous x5	125
Embossed Longsword	Electrum x2, Adamantle x2, Phosphorus x2, Ferrous x3	250
Precise Scimitar	Phosphorus x2, Mithral x2, Ferrous x4	350
Watcher's Blade	Consecrated Well Water x2, Phosphorus x2, Adamantle, Ferrous x7	500
Sword of the Chinchilla	Mana Stones, Phosphorus x3, Ferrous x7	625
Mithral Longsword	Adamantle x3, Mithral x5	800
Tooth of Jacob	Watcher's Blade, Blessed Water x2, Mithral, Adamantle	1,200
Mana's Edge	Mana Stones x5, Mithral x7	2,000
Angelstalon	Angelstalon Fragment x4, Mithral x10	9,000
Doom Sword	Doom Sword Hilt, Doom Sword Blade, Adamantle x4, Mana Stones x4, Mithral x3	10,500
Fiery Greatsword	Great Sword, Flame Enchantment	675
Fiery Steel Longsword	Steel Longsword, Flame Enchantment	625
Fiery Embossed Longsword	Embossed Longsword, Flame Enchantment	750
Fiery Precise Scimitar	Precise Scimitar, Flame Enchantment	850
Fiery Mithral Longsword	Mithral Longsword, Flame Enchantment	1,300
Beast's Bane Sword	Bear Meat, Boar Meat, Venison, Adamanthral x2	400
Chinchilla Killer	Adamanthral x2, Ferrous x3, Adamanthral Hammer	Cannot sell
Smortlee Sword	Ferrous x5, Azurite, Wheat	175
Seraphim	Catalyst Divine, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500

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Swords

Item	Ingredients	Base Sale Cost
Balmung	Catalyst Tremendous, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500
Galatine	Catalyst Divine, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500
Trenfher	Catalyst Tremendous, Superior Alloy, Mithral, Mithral, Adamantle, Adamantle, Adamantle, Mana Stones	500
Test Blade Mithral	Crude Longsword, Mithral x2	250
Test Blade Alloy	Superior Alloy, Crude Longsword	Cannot sell
Legendary Unfinished Blade	Superior Alloy, Adamantle, Mithral, Test Blade Alloy	Cannot sell
Test Blade Adamantle	Crude Longsword, Adamantle x3	200
Fish Sword	Swordfish, Ferrous x6, Azurite, Phosphorus x2	250
Wyrmslayer Sword	Azurite x3, Mithral x2, Ferrous x7	Cannot sell
Elegant Long Sword	Electrum x2, Adamantle x2, Phosphorus x2, Ferrous x3	250

Armor

Item	Ingredients	Base Sale Cost
Chainmail	Ferrous x7	100
Ramshackle Chestguard	Crudium x7	40
Crude Plate Mail	Crudium x4, Ferrous, Ferrous x4	75
Bear Hide Armor	Bear Meat x2, Ferrous x2	200
Plate Mail	Crudium x3, Ferrous x8	100
Steel Plate Mail	Phosphorus x3, Ferrous x7	175
Advortonian Scale	Electrum x4, Phosphorus x2, Ferrous, Ferrous x5	300
Knight's Plate	Phosphorus x3, Mithral x2, Ferrous x6	400
Lord's Plate	Phosphorus x2, Mithral x4, Ferrous x4, Azurite x2	750
Adamantle Battleplate	Mithral x6, Adamantle x4, Electrum x4	1,300
Darkstone Bulwark	Mithral x7, Azurite x2, Mana Stones x7	2,500
Doom Plate	Angelstalon Fragment x3, Unicorn Horn Spike, Mithral x4, Adamantle x4	12,000
Angelsguard	Angelstalon Fragment x5, Mithral x8, Mana Stones x5, Electrum x3	11,000

Hammers

Item	Ingredients	Base Sale Cost
Crudium Hammer	Crudium x5	25
Ferrous Hammer	Ferrous x5, Crudium x2	200
Steel Hammer	Ferrous x5, Phosphorus x3	350
Watcher's Hammer	Mithral x4, Adamantle x3, Electrum x3	600
Angelshammer	Angelstalon Fragment, Mithral x5, Adamantle x2, Azurite x2, Mana Stones x3	2,000
Mithral Hammer	Mithral x2, Crudium Hammer	Cannot sell
Adamantle Hammer	Adamantle x2, Crudium Hammer	Cannot sell
Adamanthral Hammer	Adamanthral x2, Crudium Hammer	Cannot sell
Seven Arts Hammer	Blacksmith Badge, Tailor Badge, Agriculture Badge, Architecture Badge, Warfare Badge, Trade Badge, Cooking Badge, Mithral x3	Cannot sell

Staves

Item	Ingredients	Base Sale Cost
Basic Staff	Crudium x1	10
Staff of the Watcher	Staff Core, Ferrous x3, Electrum x3	750
Staff of Indeterminate Evil	Staff Core, Mithral x4, Phosphorus x2	1,100
Magical Staff	Staff Core x2, Mithral x4, Adamantle x3	1,750
Doomstaff	Staff Core x2, Adamantle x3, Mana Stones x2, Arcane Edge, Soul Fragment x7	Cannot sell

Kingball Paddles

Item	Ingredients	Base Sale Cost
Rustic Paddle	Ferrous x3	50
Expert Paddle	Electrum x2, Ferrous x2, Phosphorus x2	125
Excalipaddle	Mithral x3, Adamantle x2	500

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Quest Items	
Item	**Ingredients**
Cultural Masterpiece	
Stone of History	Ferrous, Mithral, Adamantle, Crudium
Golem Bob	
Golem Arms	Ferrous, Mithral, Electrum x2
Golem Legs	Ferrous, Azurite, Crudium x2
Golem Body	Adamantle x2, Ferrous
Blacksmith's Apprentice	
Helpers Hammer	Phosphorus x2, Crudium
Tenderfoot Tongs	Ferrous x2, Phosphorus
Prototype Armor	Ferrous x2, Phosphorus, Mithral
Noble's Sword	Longsword, Decorative Gems
Training Scraps	Crudium x3
King For A Day	
Cheese Cage	Ferrous x2, Phosphorus, Crudium
Philosopher's Stone	
Philosopher's Stone	Crucible, Cockatrice Egg, Transmuting Agent
Crucible	Azurite x2
Golems Gone Wild	
Golem Outfit	Mithral x3
Seven Mechanical Arts	
Blacksmith Badge	Crudium x2
Tailor Badge	Ferrous x2
Agriculture Badge	Phosphorus x2, Crudium
Architecture Badge	Electrum x2
Warfare Badge	Mithral
Trade Badge	Adamantle
Cooking Badge	Forge Cooking, Mithral, Adamantle
Mech Arts Seal	Blacksmith Badge, Tailor Badge, Agriculture Badge, Architecture Badge, Warfare Badge, Trade Badge, Cooking Badge
Evolution of Chinchilla	
Mithral Hammer	Mithral Hammer, Chinchilla
Adamantle Hammer	Adamantle Hammer, Chinchilla
Chinchilla Trap	Crudium x2, Cheese
Adamanthral	Adamantle, Mithral
Chinchilla Armor	Crudium, Adamantle, Mithral
Armored Chinchilla	Chinchilla, Chinchilla Armor
Dust Box	Crudium, Ferrous x2
Mystic Amplifier	Amplifying Dust, Azurite x2

Quest Items	
Item	**Ingredients**
Cutting Edge	
Scrap Metal	Ferrous x2, Crudium x3
Courtly Cooking Pot	Broken Cooking Pot, Scrap Metal x2, Adamantle
Superior Alloy	Mithral x2, Adamantle x3, Ferrous
Sinister Sorcerer	
Battle Armaments	Ferrous x4
Dragon Quest	
Flame Resistant Shield	Crudium, Ferrous
Flameproof Shield	Mithral, Ferrous
Gem Crown	Electrum x2, Gem Bag
Invasion!	
Oil Cauldron	Ferrous x2, Crudium x2
Armor of the Kingdom	Ferrous x2, Mithral, Hardening Crystals
Defender's Swords	Ferrous x4, Invader Metal
Invader Metal	Invader Armor
Old Man from the Sea	
Sword Breaker	Sword Breaker Handle, Sword Breaker Head
Sword Breaker Handle	Mithral x3, Azurite, Ferrous x2
Sword Breaker Head	Crudium x3, Ferrous x2
Shovel	Ferrous x2, Electrum x2
Fake Animus	Crudium x4, Mithral

Mining



Blacksmiths can mine ore and gems from rocks around the kingdom and use them to craft new equipment back at the Smithy. To see what kinds of ore or gems are located inside a rock, left-click on it and choose Discover. Your Hero will then wield a pick axe and chisel away at the rock. If there are indeed collectible ores and gems inside, the rock will sparkle with color. Now, click on the mineral and choose Collect.

TIP

Collecting is a Focus-affected activity. Higher Focus results in more minerals and gems collected after discovery.

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Income Generation

The Blacksmith is unique in the ability to mine. Of course, it may seem natural to hoard the spoils of mining for use at the Forge, but selling off excess minerals and gems for profit can bring in a handsome stream of Simoles.

However, it is more likely for the Blacksmith to earn his or her keep through the forging of objects. As the Blacksmith acquires more and more "recipes" for items (such as swords and armor), the catalog of available goods grows. Rare or high-quality items are always going to generate extra income. Doing so takes time, but the investment of time in forging excellent wares means the influx of excellent wealth.



The Blacksmith can sell his or her goods at the Market Stall outside the Smithy, but there will be cases in which the Blacksmith makes additional funds by selling equipment noted in a daily Responsibility or during a quest.

CAUTION

The Blacksmith cannot use the Bribe interaction at the Market Stall.

Jacoban Priest



Jacoban Priests tend to possess great material wealth and conduct their business of religion vigorously and with force (if necessary). Sims must lead their lives according to a strict moral code lest punishment be delivered!

Building: Jacoban Cathedral

District: Watcher's Bluff

Signature Objects: Pulpit and Proclamation Board

Outfits



Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	29	
2	1,000	34	Increased success at sermons, conversions, and absolution
3	2,200	42	Increased success at sermons, conversions, and absolution
4	3,600	54	Increased success at sermons, conversions, and absolution
5	5,200	72	Increased success at sermons, conversions, and absolution
6	7,000	100	Increased success at sermons, conversions, and absolution
7	9,000	145	Increased success at sermons, conversions, and absolution
8	11,200	217	Increased success at sermons, conversions, and absolution
9	13,600	336	Increased success at sermons, conversions, and absolution
10	16,200	537	Increased success at sermons, conversions, and absolution

Special Abilities

Sermons at the Pulpit



The Jacoban Priest oversees the Cathedral as the shepherd of the Jacoban faith in your kingdom. His duty, when not attending to quest steps, is to promote the growth of the Jacoban faith

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through fear. Fear is managed through two activities: Sermons and Proclamations. Sermons are given at the Pulpit in the middle of the Cathedral, which is one of the Jacoban Priest's Signature Objects. To give a sermon, you must first set the time: 8AM, 1PM, 6PM, and 11PM. Then, report back to the Pulpit and begin reading from a thick book.



Demons...out!

When you start the sermon, look at the meter in the upper right corner of the screen. That's the fear meter. You need to keep fear in the golden sweet spot. To manage fear, you must determine the tone of the sermon. A Jacoban Priest can either go calm or intense. Intense is pure fire and brimstone, which causes fear to creep upward. Calm smooths the harder edges of the sermon and allows fear to drop back down. If you go too fearful, your congregation will reject your teachings. Let these sheep off the hook and they'll become soft. Either extreme means fewer Simoles at the end of a sermon.

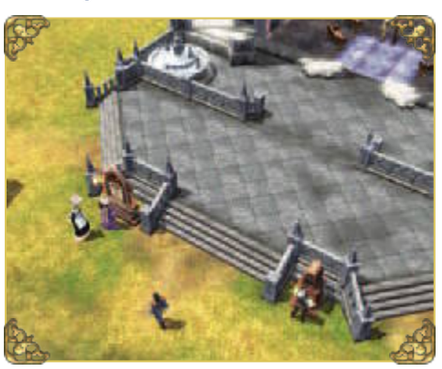
NOTE

Focus is a contributor to the success of a sermon. Go into them with high Focus to increase potential earnings,

TIP

Also from the Pulpit, Jacoban Priests can absolve sin. Choose the interaction and watch as the Priest casts out sin and generates XP.

Fear can also be managed at the Proclamation Board just outside the Cathedral. Click on the board to post a note for your congregation to read. You get to choose the proclamation,



which may induce extra fear. However, there is always a chance your proclamation with be met with derision, which decreases fear. At level 5, your Priest gives a little heads-up on the possible effect of the potential proclamations, but here is a full list of proclamations:



The Jacoban Proclamation Board

Proclamation	Fear Change
All Puppies are Outlawed	8
Carrots Will No Longer Be Eaten	4
Everyone Is Beautiful	-12
Watcher Is Watching	6
Sword Testing	10
Cooking Class	-5
Kingball Champ	-3
Peteran Friendship	-10
Heretic	12
Lordleaf	-4
Smiling Prohibited	-2
No Gruel	5
Clean Pews	3
Forgiven	-8
Sickness	7
Fire from Heaven	15
Bear Attacks	2
Healing Center	-5
Money to the Masses	-8
New Tax	2
Truth Decay	-3
Fish Challenge	-5
Ladies Welcome	-5
Say Pew	-5
A Toe In	-5
No Eye	-5
He Tells Me	10
Medical Science	8
Decadent Laughter	6
Bad Eggs	6
Hats Are Great	-5
Hats Are Evil	5
Names Are Evil	10

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Proclamation	Fear Change
Buried Alive	6
Spider	10
Destroyed by Bees	7
Reading Is Caring	-8
Lucky Horseshoes	3
Long Dresses	5
Fake Moustaches	3
Don't Tear Down	-2
Spiritual Fulfillment	6
Temporary Jacobans	4

NOTE

Fear decays over time, just like LTR. It decays faster if the Jacoban Priest is the active Hero in a quest.

TIP

As the Jacoban Priest levels up, chance of success in absolution, conversion, and sermons increases.

Watcher Interactions



Both Priests have specific interactions that involve the Watcher. The Jacoban Priest can use Watcher's Touch and Watcher's Blessing on members of the congregation, or Reflect on Watcher on self. Reflect on Watcher is a positive self-interaction that makes the Priest think about the unseen deity. After approximately 45 minutes, the Priest gets the Watcher's Gaze buff. The longer the Priest keeps in the Reflect interaction, the more potent the Watcher's Gaze buff.

This buff is required to use the other Watcher interactions. Watcher's Touch can heal the sick, but it comes at a cost of both energy and fear. The same goes for Watcher's Blessing, which heals injuries.

Income Generation

The Jacoban Priest does not craft goods or gather collectibles (save for Wildflowers). The only source of income for the Jacoban Priest is by giving sermons. The tone and tenor of sermons determines the payout following a completed sermon. Use the fear meter to determine how close you are the scaring the bejeezus out of the congregation. Priests need to make sure the flock is freaked enough to open their purses, but not totally turned off.

Conversion



Jacoban Priests can also convert other Heroes and Sims to the Jacoban faith. This requires starting up a conversation and keeping it largely positive. No need to scare off the potential convert just yet. Raise the STC between the two Sims and then attempt the Convert interaction. If successful, the target will take on the faith. Higher level Jacoban Priests have an easier time converting other Sims. Level 10 Priests are almost certain to convert if the STC is positive.

NOTE

Followers of the Jacoban faith build relationships faster with each other. The development of STC is accelerated.



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Knight



Knights can be considered war machines incarnate. They are generally proficient in all forms of deadly combat and when not fighting can frequently be found training and preparing for future fights.

Buildings: Barracks and Training Yard

District: Royal Ridge

Signature Objects: Training Dummy, Tactical Map

Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	30	
2	1,000	36	Restful Dance combat stance, increased fighting capability
3	2,200	45	Whirling Takedown special move, increased fighting capability
4	3,600	58	Steeled Defense combat stance, increased fighting capability
5	5,200	78	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability
6	7,000	109	Increased fighting capability
7	9,000	158	True Striking combat stance, increased fighting capability
8	11,200	237	Increased fighting capability
9	13,600	367	Increased fighting capability
10	16,200	587	Increased fighting capability

Special Abilities

Hunting

The Knight is one of the few Professions able to go hunting into the forest, which is located to the immediate left of the Knight's Barracks. Out there, the Knight can seek out beast or fowl, but unless a Responsibility dictates a specific target, you have no control over what the Hero might bring back home.

Hunting is a Focus-driven activity. When you click on the forest, look at the color of the Hunt interaction. If it's green (due to high Focus), the chance of success is above 70 percent. Go for it. If it's yellow, you still have a good chance for success. If it's red, don't bother. Not only is there a good chance you will exit the forest without any meat, but the risk of suffering injury from an animal attack is quite high.

Outfits



Equipment also factors into success. Your Hero's default sword may be good enough in some cases to bring down some milder meat, but chances of emerging from the forest without sustaining any injuries and a rich stock of meat goes up with the quality of your equipped sword and armor.

Hunting is an XP generator for the Knight.

Swordfighting



Knights are able to engage in swordfights. Swordplay can be practiced on the Training Dummy, which is a default Signature Object in the Hero's building. The Knight generates XP while practicing alone or with another Sim.

Swordfighting with other Sims in the kingdom, either on or off a quest, is also the domain of the Knight and two other Professions. There are three types of swordfighting: Spar, Duel, and Duel to the Death. Swordfighting was greatly detailed at the beginning of this chapter, including the differences in the three types of fighting.

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As the Knight levels up, they learn more stances to use while in a swordfight, which can help dictate the outcome of the fight. Leveling also unlocks special moves. Use the progression chart to see what is unlocked at the different level thresholds.

Tactical Map



The Knight may also use the Tactical Map. Unlike the Monarch, who can propose and pass edicts that affect the relationships with other territories, Knights can only look at the current political situation and practice military strategy. The Practice Military Strategy interaction can be performed solo or with a partner. Either activity generates XP, which goes toward leveling up the Knight.

Income Generation



Knights are not Simole factories like Blacksmiths or Merchants. There are only a few ways for Knights to earn money during their travels. Knights have the ability to threaten other Sims for money, which involves getting right in their faces and brandishing a sword. As you might expect, Sims don't take too kindly to this—so even though the aggression pays out handsomely, it does so at the expense of relationship. A bully has few friends, after all. And there's always the risk that the threatened Sim will fight back.

Knights can earn extra Simoles by hunting, too. Hunting in the forest near the Barracks often results in the collection of meats, which can be sold for profit. The catch, of course, is that hunting is inherently dangerous. Your Knight may exit the forest with a bunch of valuable bear meat, but they may also have the Focus-blasting scars to prove it.

Merchant



Merchants facilitate trade across great distances and bring rare and unusual goods to the local populace at competitive prices.

Building: Market

District: Town Square

Signature Objects: Market Stall, Scribe Table

Outfits



Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	32	
2	1,000	38	Increased profit margins, increased bribing success
3	2,200	47	Increased profit margins, increased bribing success
4	3,600	61	Increased profit margins, increased bribing success
5	5,200	82	Increased profit margins, increased bribing success
6	7,000	114	Increased profit margins, increased bribing success
7	9,000	165	Increased profit margins, increased bribing success
8	11,200	247	Increased profit margins, increased bribing success
9	13,600	382	Increased profit margins, increased bribing success
10	16,200	611	Increased profit margins, increased bribing success

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Special Abilities

Trading



Trade with neighboring nations is one of the chief activities for the Merchant. It's the only Profession that may engage in exports and imports. You can send off goods on the ship to be sold for Simoles (typically for more than you can get by selling at the Market Stall or the Village Shoppe). Every territory has multiple resources they require. You can import these goods to the territory by clicking on the boat at the Docks and placing the items in the cargo hold. Then, send the goods off to their destination and make the trade. If you give the territory enough of the export it needs, you get an import in return, which comes back on the same ship you sent out.

There are two things you need to know about importing and exporting to make the most of it:

1. You have to import enough of a resource into a territory before you get exports in return. Use the table below to see the formula for getting the exports you need.
2. Not all imports required by nations are created in your kingdom. However, they are created by at least one territory. This is a critical (and fun) aspect of trade. You need to get goods from one nation and then send them to another to end up with the resources you actually need or want.

Tredony

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Jeweled Ring	3
Phosphorus		Magic Powder	2
Clothing		Gems	1
Barley		Gems	3
Bloomers		Barley	1
Bolt of Cloth		Tredonian Velvet	1
Prisoner		Basic Lute	1
Bloodmoss	8		
Grassweed	10		
Seeds	4		
Wildflowers	15		
Nightshade	30		
Belladonna	22		
Valoroot	18		
Eaglewood	25		
Sagewort	18		
Lordleaf	25		
Angelweed	1		

Crafthole

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Nightshade		Goose Feather	3
Wildflowers		Goose Feather	6
Mushroom		Wood	2
Cheese		Wood	1
Soap		Tredonian Velvet	1
Time Machine Part		Steel Hammer	1
Magic Powder		Lesser Luck Potion	1
Mithral	105		
Electrum	30		
Phosphorus	12		
Ferrous	15		
Crudium	2		

Aarbyville

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Jeweled Ring		Religious Tablet	3
Magic Powder		Prisoner	3
Watched Water		Gilded Paddle	2
Untempered Longsword	2		
Longsword	130		
Crude Longsword	50		
Untempered Longsword	110		
Greatsword	315		
Steel Longsword	225		
Embossed Longsword	450		
Precise Scimitar	630		
Watcher's Blade	900		
Sword of the Chinchilla	1,125		
Mithral Longsword	1,440		
Tooth of Jacob	2,160		
Mana's Edge	3,600		
Angel's Talon	16,200		
Doom Sword	18,900		

Advorton

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Unicorn Horn	3
Religious Tablet		Advertonian Scale	1
Adamantle		Precise Scimitar	6
Untempered Chainmail	2		
Chainmail	210		
Ramshackle Chestguard	100		
Crude Plate Mail	160		
Bear Hide Armor	420		

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Advorton

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Plate Mail	210		
Steel Plate Mail	370		
Advertonian Scale	550		
Knight's Plate	760		
Lord's Plate	1,350		
Adamantle Battleplate	2,340		
Darkstone Bulwark	5,250		
Doomplate	25,200		
Angel's Guard	23,100		

Burdley

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Time Machine Part		Unicorn Meat	3
Magic Powder		Strong Health Salve	1
Crudium		Scrap Metal	2
Weak Curative Tonic	110		
Moderate Curative Tonic	170		
Strong Curative Tonic	250		
Sleeping Draught	460		
Rejuvenating Reagent	420		
Coagulating Compound	170		
Weak Health Salve	110		
Moderate Health Salve	170		
Strong Health Salve	250		

Effenmont

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Flame Enchantment	2
Religious Tablet		Magic Staff	3
Bear Meat	140		
Boar Meat	190		
Fowl Meat	50		
Frog	100		
Pigeon	20		
Rabbit Meat	65		
Unicorn Meat	2,500		
Venison	100		
Whale Meat	100		
Whale Steak	150		
Succulent Goblin Meat	15		

Gastrobury

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Watched Water		Darkstone	5
Unicorn Meat		Angel's Talon Fragment	5
Boar Meat		Gastrosausage	1
Bear Meat		Gastrosausage	1
Fowl Meat		Gastrosausage	5
Rabbit Meat		Gastrosausage	2

Gastrobury

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Venison		Gastrosausage	1
Apple	15		
Barley	45		
Cabbage	8		
Grapes	35		
Mushroom	40		
Onion	10		
Potato	35		
Spices	115		
Turnip	20		
Wheat	15		

Snordwich

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Religious Tablet		Darkstone	2
Goose Feather		Mithral	1
Wood		Sleeping Draught	5
Eel	55		
Herring	20		
Rainbow Trout	25		
Salmon	105		
Sword	135		
Tench	20		
Turbot	70		

Tictop

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Magic Powder		Time Machine Part	4
Gem Bag		Mithral	1
Goose Feather		Combustion Cordial	3
Mana Stones	230		
Adamantle	60		
Azurite	45		
Shiny Stones	5		
Quartz	10		

Yacothia

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Watched Water	5
Prisoner		Watcher's Blade	1
Wood		Clothing	2
Oil Flask		White Smoke Powder	1
Mithral		Watcher Staff	6
Combustion Cordial	110		
Mystic Grog	130		
Vomicious Venom	145		
Reaper's Scythe	720		
Pestilence Poison	290		

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Scribe Table



Merchants can generate XP at the Scribe Table inside the building. Left-click on the Scribe Table and choose the Balance the Books interaction. The Merchant sits down an starts madly scribbling.

TIP

Leveling is slow going for the Merchant, but it's critical because higher levels mean greater profit margins when items are sold.

Village Shoppe

The Merchant has a special interaction on the Village Shoppe. Left-click on the Village and choose Investigate Today's Market to check out the hot items of the day. Every day, three items are randomly selected as "hot." If bought and placed in the Market Stall back on the Merchant's property, the Hero will have an easier time selling them and will reap huge profits.

Income Generation



Merchants are all about making Simoles, so any time spent with this Hero is usually time spent generating cash. The easiest means of making Simoles as a Merchant is to put items for sale in the three Market Stalls on the lot. Then, it's a matter of interacting with potential customers and convincing them to part with their hard-earned Simoles. There are different ways of going about this. A customer may just want the goods and pay for them. But reluctant customers might need a little encouragement.



To make a sale, raise the STC between the Merchant and the potential customer. The Merchant can butter up a browser with pleasantries, which are available via the interactions menu on a potential rube—er, customer. Then there's the Hustle, which helps the Merchant pull a fast one and sell the item with lies. That's a mite bit tougher than Buttering Up. When you're ready to attempt the sale, use the Ask to Buy interaction and see if the fish bites.



Finally, there's the outright bribe. This costs cash, but it also brings in Simoles, too. So, there's a net gain, but not as much as making an honest sale. Mixing these tactics with the "Hot Items" bought at the Village Shoppe will help with acquiring wealth.

TIP

The success of these sales tactics is partially determined by Focus. Remember, if the interaction is red, the chance of success is low. At least wait until the interaction is yellow or, even better, green.

The Merchant can also trade with foreign territories. Importing and exporting are ways of making money. Here's how it works: As the kingdom establishes relationships with neighboring nations, they are added to the political map. Other kingdoms have needs. Look at each territory's import requirements and then satisfy them by sending those goods via the ship down at the Docks. When you satisfy the number of imports another territory needs, you receive their exported goods. Sell these exports at your Market Stalls or the Village Shoppe for a big profit.

NOTE

Use the Foreign Relations section of the Keys to the Kingdom chapter to get the full layout on all neighboring kingdoms, which includes their imports and exports.

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Monarch



The Monarch is the sole ruler of the land. Great responsibility falls on this Sim as their choices affect every living being in the kingdom.

Building: Throne Room

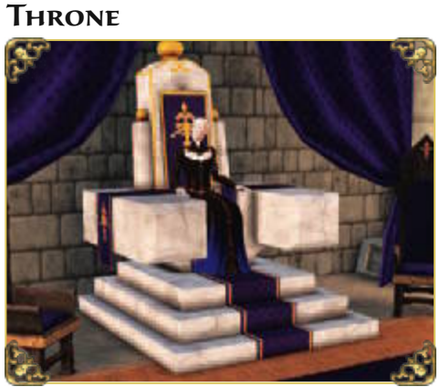
District: Castle

Signature Objects: Throne, Tactical Map, Scribe Table

Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	28	
2	1,000	33	Restful Dance combat stance, increased fighting capability
3	2,200	41	Whirling Takedown special move, increased fighting capability
4	3,600	53	Steeled Defense combat stance, increased fighting capability
5	5,200	71	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability
6	7,000	99	Increased fighting capability
7	9,000	143	True Striking combat stance, increased fighting capability
8	11,200	214	Increased fighting capability
9	13,600	331	Increased fighting capability
10	16,200	529	Ability to set tax level in kingdom, increased fighting capability

Special Abilities

Throne



The key Signature Object for the Monarch is the Throne at the heart of the Throne Room. Here, the Monarch can hold court and hear petitions from subjects. After you select the Hold Court interaction, subjects will come up and present personal problems to the Monarch. Every problem has two solutions. Typically, one of them costs money but results in increased popularity (which helps with socializing). The other lowers popularity, but also saves money by denying the petitioner's request.



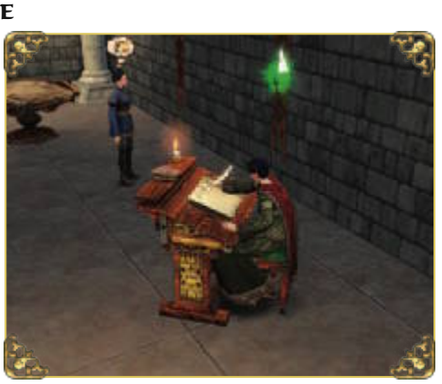
Denying petitions can harm relationships

CAUTION

It seems like it might be a great idea to fulfill every petition and make everybody like your Monarch. But that's a good way to run out of cash—fast.

Scribe Table

The Monarch can use the Scribe Table to Write New Laws, which is an XP-generating interaction. The Scribe Table is also often used in the Monarch's Responsibilities and quests.



Outfits



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Tactical Map



The Monarch has two uses for the Tactical Map. The chief activity for the Monarch on the Tactical Map is to interact with neighboring territories. View Political Situation opens the territory map, which shows all discovered and annexed territories. Foreign relations are better detailed in the Keys to the Kingdom chapter, which shows all the possible territories, the benefits for annexing them, and more.

Monarchs can also propose and pass edicts at the Tactical Map. Some edicts are very simple and make everybody happy, or at least the nation directly affected by the results of the edict. However, others may burnish one relationship while stunting another. Keep an eye on this as you propose and vote for edicts because you may just cost yourself some great benefits if you lose all loyalty from a territory.

TIP

There is a natural small loyalty decay every day. However, that rate doubles when your lead Hero is the Monarch, Knight, or Spy. That's why regularly passing edicts is so important.

Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Declare that piracy and theft within the kingdom walls will be treated as an offense punishable by death.	Aarbyville	-10		
Require all mercenaries for hire to complete sword safety training classes and register with the Monarch.	Advorton	-10		
Create a lumber limit of trees that are allowed to be felled in all territories of the kingdom.	Burdley	-10	Effenmont	10
Require seals of royalty for anyone working in the castle.	Crafthole	-10		
Chop down large sections of the mythical forest of Effenmont and ship the valuable wood to territories that require it for building.	Effenmont	-10	Burdley	10
Create strict restrictions on bringing fruits and vegetables across territory borders.	Gastrobury	-10		
Extend mandatory working hours across the kingdom for an extra two hours.	Snordwich	-10	Aarbyville	-5
Forbid any new beds from being crafted. There are enough in the kingdom already!	Crafthole	-10	Snordwich	-10
Impose a small fee on any time-based experimentation to offset the cost of possible disasters.	Ticktop	-10		
Enact an additional tax on the sale of items that were crafted in a different territory.	Tredony	-10		
Offer financial support to Peteran churches with low donation totals.	Yacothia	-10		
Disallow Knights of the kingdom to search people for stolen money or goods based solely on appearance.	Aarbyville	10		
Decree that money and goods taken from a ship are not considered stolen if the owners of the ship are deceased.	Aarbyville	15		
Reduce security details for traveling traders and Merchants, saving money but leaving them at risk of bandit attacks.	Aarbyville	10	Tredony	-10
Fund the establishment of 20 new pawnshops across the kingdom in order to support the used goods industry and halt the unnecessary spending of Kingdom resources.	Aarbyville	10	Crafthole	-10
Raise the base prices at which the kingdom's kitchen will buy animal meat from surrounding territories.	Advorton	10		
Consent to hiring ten Advorton mercenaries as official guards of the kingdom.	Advorton	15		
Outlaw the creation of any metal goods other than arms and armor.	Advorton	15	Crafthole	-10
Reduce the kingdomwide focus on crafting arms and armor to allow smiths to experiment with making exciting new innovations.	Advorton	-10	Crafthole	10
Dip into the funds in the Bank of Tredony to hire a sellsword army from Advorton to secure the western lands.	Advorton	10	Tredony	-15
Forcibly enlist sellsword armies with no pay such that they can secure trade routes for the wealthiest merchants.	Tredony	20	Advorton	-15

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Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Transport excess lumber from across the kingdom to Burdley to help construct new homes.	Burdley	10		
Decree that all traveling merchants are required to have at least one piece of Burdley furniture in their store at all times.	Burdley	15		
Tax the manufacturers of all trade items that are not made of wood, and establish wood subsidies that support the kingdom's timber-cutters.	Burdley	10	Crafthole	-10
Consolidate wood supplies around the kingdom to build a new wing for the Bank of Tredony.	Burdley	-5	Tredony	15
Enact tariffs on metallic goods sold in markets.	Burdley	10	Tredony	-10
Send Advortonian elite warriors to investigate "spooky sounds" that are scaring lumberjacks in the forests of Burdley.	Burdley	10	Advorton	-5
Use kingdom resources to secure the homes of the overly trusting Burdleyites in order to stem the tide of recent home burglaries.	Burdley	10	Aarbyville	-15
Raise the minimum required wage for all hired apprentices in the kingdom.	Crafthole	10		
Establish an official apprenticeship program for all professions in Crafthole.	Crafthole	15		
Transfer revenue from Tredonian taxes to programs that support under-privileged Mud-Pushers in Crafthole.	Crafthole	10	Tredony	-15
Melt down excess Tredonian gold reserves to gild newly crafted arms and armor.	Crafthole	10	Tredony	-10
Tax Tredonian gem exports to help relieve the mushroom crisis in Crafthole.	Crafthole	10	Tredony	-10
Establish sections of Effenmont as protected, making it illegal to raze buildings or chop trees within these areas.	Effenmont	10		
Grant diplomatic immunity to elven citizens of Effenmont who visit other territories.	Effenmont	15		
Subsidize Elven-made crafts to help Effenmont become a capital of quality goods and trade.	Effenmont	15	Crafthole	-10
Divert funds from land-based trade efforts to support high-yield ocean based trade.	Effenmont	10	Tredony	-15
Establish minimum base prices for agricultural goods.	Gastrobury	10		
Help build a new irrigation system in Gastrobury.	Gastrobury	15		
Name the Cooking Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Gastrobury	10	Crafthole	-10
Name the Forger's Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Crafthole	10	Gastrobury	-10
Enact fixed prices for food items to make them universally more accessible, reducing food-trader profit margins.	Gastrobury	10	Tredony	-10
Invest in fine timbers from Crafthole for the kingdom's long-term savings.	Crafthole	10	Tredony	-5
Transport wood from Snordwich to Burdley to help build strong and comfortable beds.	Snordwich	10	Burdley	-5
Extend the official afternoon naptime of Snordwich to other territories that wish to support it.	Snordwich	15		
Fix the price of lumber such that all territories needing lumber can get it very inexpensively.	Snordwich	15	Crafthole	-5
Impose a Nap Tax, such that all nappers outside of the capital of Snordwich be subject to a 20 Simole fee per unapproved nap.	Tredony	5	Snordwich	-15
Set up a kingdom inventor's fund to encourage and foster the innovation of new ideas and machines.	Ticktop	10		
Transport all metal ore in the kingdom to Ticktop to help with the building of their latest time jump machine.	Ticktop	15		
Commandeer all Smithies of Crafthole to work on a dubious Ticktopian "Machine of Time" endeavor.	Ticktop	20	Crafthole	-10
Spend Tredonian gold supplies on plans for a giant golden sundial in Ticktop called "Timespire Omega."	Ticktop	10	Tredony	-15
Reduce taxes for craftsmen making new technologies and increase taxes for those making more traditional items.	Ticktop	10	Burdley	-10
Provide insurance and reimbursement for traveling merchants who are assailed by bandits.	Tredony	10		

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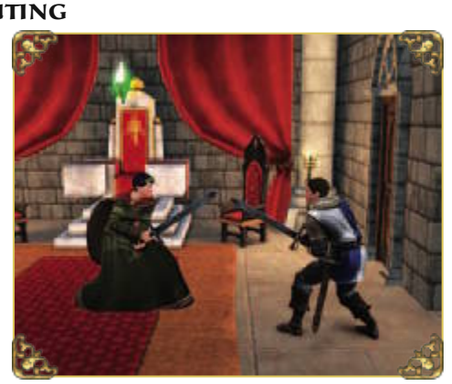
Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Establish an officially recognized bank of the kingdom in Tredony.	Tredony	15		
Send excess dung from Tredony to Crafthole, because that place smells bad already.	Tredony	10	Crafthole	-10
Invest in Tredonian Gems for the kingdom's long-term savings.	Tredony	10	Crafthole	-5
Establish a tax on craftspeople such that Merchants and traders will make larger profits.	Tredony	10	Crafthole	-5
Enforce harsher penalties for people who steal or deface religious artwork.	Yacothia	10		
Allow Jacob's Sword paladins to demand housing at any household in the kingdom.	Yacothia	15		
Enact a law that forbids religious items from being made in any territory with the exception of Yacothia.	Yacothia	10	Crafthole	-5
Enact a law stating that half of the gems mined in the kingdom be diverted to decorating the High Jacoban Cathedral in Yacothia.	Yacothia	10	Tredony	-10
Enact a law that states all people living in Burdley must become Jacoban and pay tithes to support the Jacoban Church.	Yacothia	10	Burdley	-30

TIP

You can also add sweeten the deal with edicts by essentially "bribing" territories with financial promises. The spent §50 on these promises may tip an edict in your favor. Just remember to Call for Vote before any purchased influence wanes.

The other activity on the Tactical Map is Practice Military Strategy. The Practice Military Strategy interaction can be performed solo or with a partner. Either activity generates XP, which goes toward leveling up the Monarch.

Swordfighting

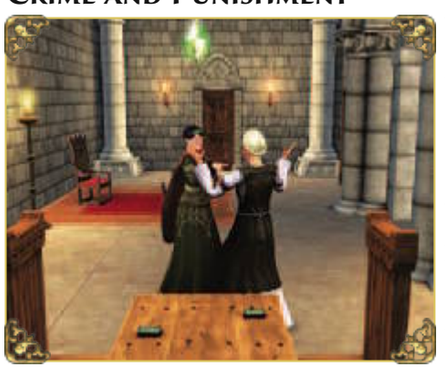


Monarchs are able to engage in swordfights. Swordplay can be practiced on the Training Dummy, which is a default Signature Object in the Hero's building. The Monarch generates XP while practicing alone.

Swordfighting with other Sims in the kingdom, either on or off a quest, is also the domain of the Monarch and two other Professions. There are three types of swordfighting: Spar, Duel, and Duel to the Death. Swordfighting was greatly detailed at the beginning of this chapter, including the differences in the three types of fighting.

As the Monarch levels up, they learn more stances to use while in a swordfight, which can help dictate the outcome of the fight. Leveling also unlocks special moves. Use the progression chart to see what is unlocked at the different level thresholds.

Crime and Punishment



The Monarch may also use their executive power to sentence other Sims to the Judgment Zone. When you left-click on another Sim and dig into the Monarch menu, you will see options for Send to the Stocks and Send to the Pit. Both of these prompt the constable to zero in on the target and march them to the Judgment Zone for the selected punishment. Naturally, both of these interactions negatively affect the LTR with the Monarch.

TIP

Busy Monarchs can also use the self-interaction Call for Food. This prompts one of the Throne Room servants to go to the cooking object and create a meal. Chances are good, though, it will be a basic meal.

Income Generation

The Monarch earns Simoles every day through taxation without lifting a finger, so that's easy money. (Well, easy for the Monarch. Probably not the subjects.) The Monarch can go on a hunt in the nearby forest for meats, and then sell them at the Village Shoppe for profit, although that does come with the risk of injury from a hunting accident.

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Monarchs can also pocket Simoles by threatening other Sims, just like the Knight. The risks are the same. When the queen starts waving a blade in the faces of her subjects, demanding they hand over whatever coin is in their pockets, she gets a bit of a reputation. That puts social standings in serious jeopardy. Plus, even though it's the Monarch doing the threatening, some Sims don't care about the crown on the Hero's brow. They will fight back. If the Monarch loses, they must deal with the Focus-sapping injuries.

Monarchs can also set the taxes in a kingdom once they have achieved level 10. The Set Taxes interaction becomes available on the Scribe Table. If you boost taxes, the other Heroes in the kingdom receive a reduced daily income—but at least the Monarch is making more Simoles. Conversely, lowering the taxes increases the daily wages of other Professions.

Peteran Priest



Peteran Priests are very much modern day monks. They lead by example (which is often based upon compassion and understanding) and try to encourage supporters to live their lives according to the Watcher's principles.

Building: Peteran Monastery

District: Religion

Signature Objects: Pulpit, Evangelism Platform, Archives, Scribe Table

Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	20	
2	1,000	24	Increased success at sermons, conversions, and evangelizing
3	2,200	30	Increased success at sermons, conversions, and evangelizing
4	3,600	39	Increased success at sermons, conversions, and evangelizing
5	5,200	52	Increased success at sermons, conversions, and evangelizing
6	7,000	72	Increased success at sermons, conversions, and evangelizing
7	9,000	104	Increased success at sermons, conversions, and evangelizing
8	11,200	156	Increased success at sermons, conversions, and evangelizing
9	13,600	241	Increased success at sermons, conversions, and evangelizing
10	16,200	385	Increased success at sermons, conversions, and evangelizing

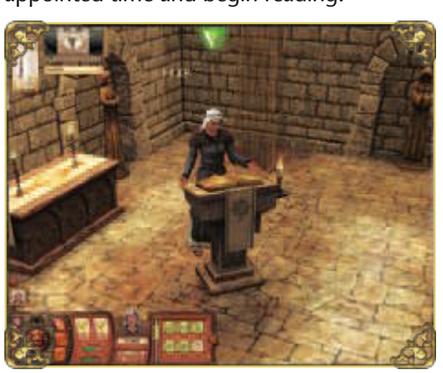
Outfits



Special Abilities

Sermon at the Pulpit

Sermons are given at the Pulpit in the main hall of the monastery. The Pulpit is one of the Peteran Priest's Signature Objects. To give a sermon, you must first set the time: 8AM, 1PM, 6PM, and 11PM. Then, report back to the pulpit at the appointed time and begin reading.



Unlike the Jacoban Priests, the Peterans measure their success in popularity, not fear. This meter in the upper-left corner of the screen helps you judge the current popularity of the faith. There is no sweet spot to aim for. You just want to raise that meter through your sermons and evangelism, which we'll get to in a moment.

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When you start a sermon at the Pulpit, you can choose the tone: casual, somber, humorous, or insightful. However, you cannot choose insightful unless you have recently been researching the Watcher at the Archive. If you give them a sermon they like, such as tickling their funny bones when they are receptive to it, they reward your words with Simoles. If you misjudge the mood (thankfully, you have a meter that monitors reaction and you can listen to the crowd reaction), you earn fewer Simoles—or possibly, none at all at the end of the sermon.

Write with the Watcher/ Research the Watcher



The Priest has additional Signature Objects in the small personal office next to the congregation hall. In here, the Priest can use the Archives to Study the Watcher. Not only does this generate XP, but if you sit there for about an hour, the Priest gets the Insight positive buff. This affects a few things. Not only does it unlock the insightful tone for the sermon, which is strictly positive, but it also increases the success of evangelism outside the monastery.

NOTE

Priests do not get the Research Rampage or Research Rage buffs for using the Archive.

The Scribe Table allows the Priest to Write with the Watcher, which is another XP generator. Choosing this interaction sits the Priest down. He or she hands the quill over to the Watcher and allows the deity to write through them. After a while, the scroll is finished and placed into the Priest's personal inventory. These documents can be sold for Simoles. Priests can also choose Write Religious Documents, which is just for XP.

TIP

Every time the Priest levels up, the chance of success with evangelizing, sermons, or conversion rises.

Watcher Interactions



The Peteran Priest has a special Pray interaction that can be used either directly on the Hero or with another Sim. Prayer raises STC, which can contribute to an LTR bump. Prayer also allows the Peteran Priest to "cast" the Watcher's Favor on a target Sim. This blessing takes a toll on the Priest's personal energy, but it has the benefit of giving the target a "save" if they engage in a swordfight. If the target Sim's Health hits zero in during the swordfight, they jump right back up with their Health 75 percent restored.

Conversion



Peteran Priests can also convert other Heroes and Sims to the Peteran faith. This requires starting up a conversation and keeping it positive. Raise the STC between the two Sims, use the Pray interaction at least once or twice, and then attempt the Convert interaction. If successful, the target will take on the faith. Higher level Priests have greater success converting other Sims. Level 10 Priests are almost certain to convert if the STC is positive.

Evangelism



Outside the Peteran Monastery, there is an Evangelism Platform, which is another Signature Object. Click on the object and choose the Evangelize interaction. The Priest steps up and begins speaking to fellow Sims about the glory of the Watcher and the trueness of the Peteran message. Over time, Sims will gather around to listen. If the Priest has high Focus, this interaction will also boost the popularity of the church. It can also contribute to easier conversions following the interaction.

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Income Generation

The Peteran Priest earns a living by sermonizing at the Peteran Monastery at the appointed times. The Priest must be mindful of the tone of the sermon. The congregation will give reactions during the sermon that will help you determine whether or not the crowd is with you.

TIP

Religious documents can also be exported for Simoles or valuable imports. See the Merchant or the Keys to the Kingdom chapter for more details.



Peteran Priests can also earn Simoles by performing the Write with the Watcher interaction at the Scribe Table and then selling the created parchments. Religious documents can go for a few Simoles, which is a nice boost to the Priest's pocketbook.

Physician



Physicians are the first, last, and only line of defense against disease, infection, and injury. Tonics and leeches are used for the most common of ailments. Treatment may be necessary for the gravely ill, and surgeries are performed for the mauled, maimed, and beaten.

Building: Clinic

District: Knowledge

Signature Objects: Operating Table, Crafting Table, Archives

Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	29	
2	1,000	34	New potion/tonic recipes, better chance at quality crafting
3	2,200	42	Better chance at successful treatment
4	3,600	54	Better chance at successful treatment
5	5,200	71	New potion/tonic recipes, use anesthetic, better chance at successful treatment
6	7,000	100	Better chance at successful treatment
7	9,000	145	Better chance at successful treatment
8	11,200	217	Better chance at successful treatment
9	13,600	336	Better chance at successful treatment
10	16,200	537	New potion/tonic recipes, better chance at successful treatment

Outfits



Special Abilities

Diagnosis and Healing



Interacting with patients is a big part of the Physician's daily activities. When a Sim is around the Physician, click on them. There are three options: Diagnose, Apply First Aid, and Administer Cure. The Administer Cure option will be grayed out if the Physician is not carrying any healing tonics or salves in their personal inventory, which can be bought at the Village Shoppe or crafted by the Physician.

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Diagnosing directs the Physician to approach a Sim and start poking and prodding. This is a Focus-affected interaction. The higher the Focus, the better the chance of the Physician determining what kind of illness the Sim has, such as an infection or a cold. Once the illness is diagnosed, the Physician can either offer an elixir for healing.

The Apply First Aid interaction is used on Sims that have sustained an injury from fighting or hunting.

NOTE

These interactions generate XP.

Operating Table



If a Sim is determined to have a serious illness or injury, it's time to take them to the Operating Table in the next room. Left-click on the table and select either of the two treatment options—sickness or injury—or to stock the table. You can stock the table with either potions/herbs or leeches. The latter are used for bleeding, which is the accepted form of illness treatment in the kingdom.

When the Sim is lowered onto the table for a bleeding, two meters appear in the upper-left corner: Blood and Leeches. The leech meter represents the number of leeches available to the Physician. You have to have leeches to perform bleeding, which can either be bought at the Village Shoppe or fished out of the water.



To bleed, click on the patient and choose how many leeches to use: one, a few, or a lot. The goal is the get the blood meter on the right into the yellow zone. That zone represents the balance of "bad blood" going out and "good blood" coming in. Every leech you place lowers the marker on the meter. To finesse this meter, as you near the yellow zone, use one leech at a time. If you overshoot it, you can seriously injure the patient by bleeding them out.

Once you have bled the Sim into that yellow area, it's time to finish the procedure. Medicate Sim dispenses a dose of medicine. If you were in the yellow, the chance of success is high. If you were in the light red around the yellow, you may succeed, too, but your level and Focus will contribute to that equation.

If you need to treat an injury, you must use herbs: Lordleaf, Eaglewood, Sagewort, and Valoroot. Now, you need to treat pain instead of blood level. Dispense herbs to move the pain meter down into the golden "sweet spot" via the Apply Anesthesia interaction. Once you stabilize the pain, you can finish the procedure and release the patient.

Crafting Table



Physicians use the Crafting Table to create different healing elixirs and tonics, which in turn can either be sold for profit or used for quest objectives. Crafting was detailed earlier in this chapter, including the need to gather ingredients in the wild (like the garden right outside the Clinic) or purchase them at the Village Shoppe. Stock the Crafting Table with excess ingredients so they are available when you need to make a tonic and you don't need to waste a lot of time gathering when time is of the essence, such as a quest step.

Once ready to craft a potion, left-click on the Crafting Table and select the recipe from the available list, which fills out as the Physician levels up. Fortunately, crafting generates XP which contributes to leveling.

The available potions:

- Health Salve: Heal up an injury from combat, hunting, or other attacks.
- Curative Tonic: Reverse the negative effects of a sickness, such as the plague.
- Potion of Energy: This elixir refills spent Energy and Hunger.
- Sleeping Draught: Causes target to get some rest. Great for Insomniac Sims.
- Drunk Me Not: Negates the negative effects of too much alcohol.
- Mystic Grog: Get insta-drunk!

Medical Potions

Potion	Ingredients	Base Sale Cost
Weak Curative Tonic	Valoroot, Wildflowers x2, Grassweed x3	60
Moderate Curative Tonic	Valoroot x2, Wildflowers x3, Grassweed x5	100
Strong Curative Tonic	Valoroot x3, Wildflowers, Wildflowers, Lordleaf x2, Angelweed, Grassweed x3	200

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Medical Potions		
Potion	Ingredients	Base Sale Cost
Drunk Me Not	Sagewort x2, Eaglewood, Blood Moss x3	100
Potion of Energy	Well Water, Valoroot x2, Eaglewood x3, Seeds x4	235
Crafthole Energy Potion	Well Water, Valoroot, Eaglewood, Seeds x3	50
Sleeping Draught	Belladonna x3, Nightshade x2, Grassweed x4, Wildflowers	200

Gathering Herbs



Herbs and plants are useful in the creation of medicine. Gathering herbs is really quite simple. Look for the dark green bushes around your kingdom. Then, left-click on them and select Discover. This prompts your Hero to inspect the bush to see if it indeed contains valuable herbs. If it does, the bush transforms into a collection of the actual herbs. Now, you can click on the herbs and choose Collect. The higher the Focus, the more herbs are collected from each bush.

Income Generation



The Physician plies his or her trade at the Clinic, which is where they make the majority of their income. Here, a Physician can earn Simoles by crafting tonics (at the Crafting Table) and then selling them. As one of the three Professions that can gather herbs (necessary because most tonics and medicines require them), the Physician can also generate Simoles by selling them outright.

If the Physician can diagnose sickness in Sims and then treat them on the Operating Table in the Clinic, they can also earn income. The higher the level of the Physician, the more they can do on the table, which in turn brings in bigger payments for treatment.

Spy



Spies maintain clandestine communications networks, help discover (or hide) the truth as the situation calls for it, and generally perform the most needed dirty work in politics.

Building: Spy Quarters

District: Castle

Signature Objects: Crafting Table, Training Dummy, Tactical Map, Scribe Table

Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	27	
2	1,000	32	Restful Dance combat stance, increased fighting capability, increased crafting success
3	2,200	40	Whirling Takedown special move, increased fighting capability, increased crafting success
4	3,600	52	Steeled Defense combat stance, increased fighting capability, increased crafting success

Outfits



Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
5	5,200	70	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability, increased crafting success

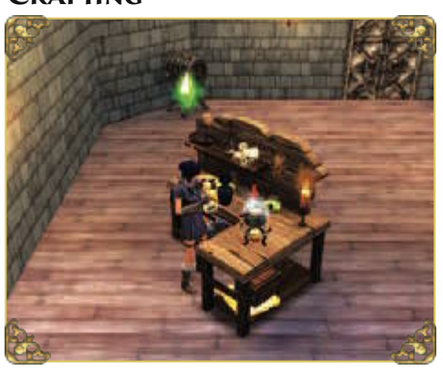
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Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
6	7,000	98	Ability to rob Messenger Box, increased fighting capability, increased crafting success
7	9,000	142	True Striking combat stance, increased fighting capability, increased crafting success
8	11,200	213	Increased fighting capability, increased crafting success
9	13,600	330	Increased fighting capability, increased crafting success
10	16,200	528	Increased fighting capability, increased crafting success

Special Abilities

Crafting



The Spy can use the Crafting Table to create different poisons, which in turn can either be sold for profit or used for quest objectives. We covered crafting in detail earlier in this chapter, including the need to gather ingredients in the wild or purchase them at the Village Shoppe. Stock the Crafting Table with excess ingredients so they are available when you need to make a poison and you don't need to waste a lot of time gathering when time is of the essence, such as a quest step.

Once ready to craft a poison, left-click on the Crafting Table and select the recipe from the available list, which fills out as your Hero levels up. Fortunately, crafting generates XP, which contributes to leveling.

The available poisons are:

- Vomicious Venom: This weak poison gives target Sims the Nauseated buff.
- Truth Tonic: Laced Sims get the Truth Teller buff and must answer all the Spy's questions.
- Sleeping Draught: This posion puts target Sims to sleep for a brief period of time.
- Pestilence Poison: Posion that bestows sickness on a target Sim.
- Reaper's Scythe: A powerful poison with the potential to kill.
- Coagulating Compound: Heal up injured Sims.
- Combustion Cordial: Mouth. On. Fire.
- Rejuvenating Regeant: Replenish lost Energy.
- Pestilence Poison: Make the target Sim ill.

NOTE

Spies can serve up poisoned versions of drinks and food. When you click on a Cask or cooking object, there are interaction options for creating poisoned versions of available recipes. You then select which poison in your Spy's inventory to use.

Poisons		
Poison	Ingredients	Base Sale Cost
Vomicious Venom	Belladonna x3, Lordleaf, Seeds x2	75
Reapers Scythe	Belladonna x2, Nightshade x4, Blood Moss x3, Angelweed	400
Truth Tonic	Sagewort x3, Belladonna x2, Grassweed x4	120
Pestilence Poison	Belladonna x3, Nightshade x2, Sagewort, Blood Moss x4	200
Preparation Potion	Eaglewood x2, Belladonna, Wildflowers x2	90
Rejuvenating Reagent	Valoroot x2, Nightshade, Blood Moss x2, Angelweed	200
Coagulating Compound	Sagewort x2, Nightshade, Blood Moss x3	90
Combustion Cordial	Eaglewood x2, Grassweed x2, Seeds x2	75

Swordfighting



Spies are able to engage in swordfights. Swordplay can be practiced on the Training Dummy, which is a default Signature Object in the Hero's building. The Spy generates XP while practicing alone.

Swordfighting with other Sims in the kingdom, either on or off a quest, is the domain of the Spy and two other Professions. There are three types of swordfighting: Spar, Duel, and Duel to the Death. Swordfighting was greatly detailed at the beginning of this chapter, including the differences in the three types of fighting.

As the Spy levels up, they learn more stances to use while in a swordfight, which can help dictate the outcome of the fight. Leveling also unlocks special moves. Use the progression chart to see what is unlocked at the different level thresholds.

Tactical Map

The Spy may also use the Tactical Map. Unlike the Monarch, who can propose and pass edicts that affect the relationships with other territories, Spies can only look at the current political situation and practice military strategy. The Practice Military Strategy interaction

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can be performed solo or with a partner. Either activity generates XP, which goes toward leveling up the Spy.

Gathering Herbs



Herbs and plants are useful in the creation of poisons. Gathering herbs is really quite simple. Look for the dark green bushes around your kingdom. Then, left-click on them and select Discover. This prompts your Hero to inspect the bush to see if it indeed contains valuable herbs. If it does, the bush transforms into a collection of the actual herbs. Now, you can click on the herbs and choose Collect. The higher the Focus, the more herbs are collected from each bush.

Income Generation



Like the Monarch and the Knight, the Spy has the ability to threaten other Sims for money. This cash-grab tactic comes with the same caveats. Even though the Spy is not necessarily supposed to be the most popular Hero in the kingdom, robbing other Sims for their Simoles damages relationships and can make socializing harder in future situations.

However, there is a way for Spies to get Simoles from other Sims without being so in-your-face about it. Spies can pickpocket. This interaction is available when you click on other Sims (unless they are in the process of going home). Focus affects the success of pickpocketing, so examine the color of the interaction before choosing it. If the interaction is green, the Spy is able to snatch pocket change without incident. But if it's yellow, this means there's a chance the victim will realize the Spy has looted their pockets and then immediately challenge them to a fight. If the Spy wins, they keep the Simoles. If they lose, not only do they have to give back the money, but they also sustain injuries. (And if the interaction is red? Don't bother.)

NOTE

An unsuccessful pickpocket often leads to time in the Stocks.

NOTE

Spies can also go on hunting excursions in the forest next the Barracks and then sell any meat they bring back.

Because Spies can craft poisons upstairs in the Spy Quarters, those too can be sold for Simoles. Plus, because the Spy is able to gather herbs to make said poisons, selling those off is another revenue stream.

Brownie Bites

When Spies reach level 5, they have the ability to rob the Messenger Posts. That's a sweet way to generate cash, but just make sure nobody sees you doing it. If some do-gooder witnesses the crime, the Spy may be sentenced to the stocks...or worse.

Wizard



A Wizard's power is granted by special skills they are born with, but the level to which that power grows is determined by their willpower to study the arcane arts.

Building: Wizard's Tower
District: Knowledge
Signature Objects: Arcane Tome, Archives, Crafting Table

Outfits



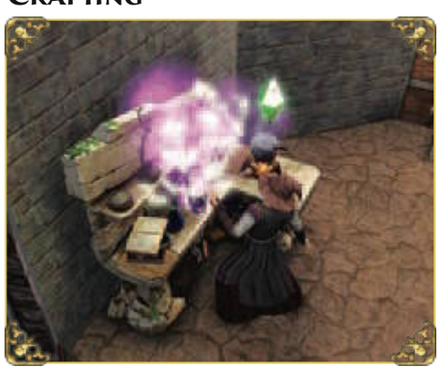
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Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	38	Spells: Growth, Spirit Thief, Magic Arrow
2	1,000	33	
3	2,200	41	
4	3,600	53	
5	5,200	71	New spells: Mend, Ghostly Music, Telepathy, Miasma; new potion recipes, can make staves at Forge
6	7,000	99	
7	9,000	143	
8	11,200	214	New stave recipes at Forge
9	13,600	331	New stave recipes at Forge
10	16,200	529	New spells: Teleport, Sleep, Inferno; new potion recipes

Special Abilities

Crafting



Wizards use the Crafting Table to create different potions, which in turn can either be sold for profit or used for quest objectives. Crafting was detailed earlier in this chapter. Stock the Crafting Table with excess ingredients so they are available when you need to make a potion and you don't need to waste a lot of time gathering when time is of the essence, such as during a quest step.

Once ready to craft a potion, left-click on the Crafting Table and select the recipe from the available list, which fills out as your Hero levels up. Fortunately, crafting generates XP which contributes to leveling. The available potions are:

- Love Potion: Increases the charm of the target Sim, allowing them to accelerate relationship building.
- Luck Potion: Gives the target Sim a lucky streak that helps with Focus-affected actions like hunting or gambling.
- Drunk Me Not: Negates the negative effects of too much alcohol.
- Mystic Grog: Get insta-drunk!

Magic Potions		
Potion	Ingredients	Base Sale Cost
Lesser Luck Potion	Sagewort x2, Electrum, Grassweed, Seeds x2	135
Greater Luck Potion	Eaglewood x3, Electrum x2, Angelweed, Seeds x3	435

Magic Potions		
Potion	Ingredients	Base Sale Cost
Lesser Charm Potion	Valoroot x2, Phosphorus, Grassweed x3	60
Greater Charm Potion	Lordleaf x3, Phosphorus x2, Grassweed x2, Angelweed	245
Mystic Grog	Well Water, Belladonna x2, Lordleaf, Grassweed x3	75
Drunk Me Not	Sagewort x2, Eaglewood, Blood Moss x3	100
Potion of Energy	Well Water, Valoroot x2, Eaglewood x3, Seeds x4	235
Flamebait	Blood Moss x2, Belladonna, Seeds x2	60

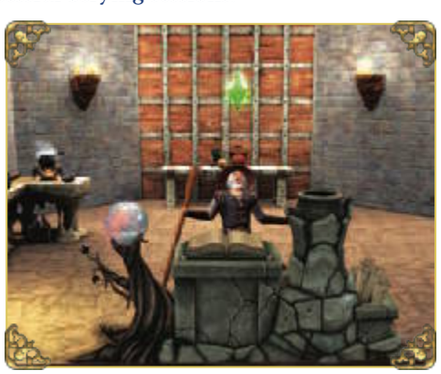
Arcane Tome and Spells



The Wizard uses the Arcane Tome to do two different activities: Scry and prepare magic spells. Scrying is an XP-generating activity where the Wizard looks into a crystal ball and sees into the future. Sometimes, the Wizard may encounter a vision on the mystical voyage, which requires a choice like an event in the forest or at sea. The Wizard may get dinged with a negative buff if they fail at the Scrying adventure, but there is also a good chance for getting extra XP and positive buffs.

TIP

Scrying is Focus-affected. Maintain a high Focus to have successful Scrying sessions.



When you want to learn a magic spell, choose the Study Spell interaction to look at all available magic spells and the rune recipes to make them. The Wizard has a collection of runes that grows as he or she levels up. Every spell uses three runes. When you choose Prepare Spell, you must input the runes in the correct order to learn the spell, although Focus also helps with the preparation of a spell, too.

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If the preparation was successful, the spell is committed to the Wizard's memory and can be used around the kingdom. Level 1 Wizards can memorize three spells. At level 5, it's five spells. At level 10, a Wizard can memorize seven spells.

Here are the Wizard's spells, including three hidden spells that are revealed while questing:

- Growth: Replenish the herbs or minerals from a spawn point in the kingdom to increase gathering/mining results.
- Spirit Thief: Steals a "soul fragment" from the target, which is placed in the Wizard's personal inventory. The target gets the negative Soulless buff.
- Magic Arrow: This is an attack spell that gives the target a minor magic wound.
- Curse: Give the target the Hexed negative buff, reducing Focus.
- Mend: Offers healing for a sick or injured Sim, bringing whatever affliction they have down by a single tier. For example, plague is taken down to disease.
- Ghostly Music: The target hears magical music coming out of the ether, resulting in the Captivated positive buff. The Wizard can cast this on himself.
- Telepathy: This instills the Clairvoyant buff. Now the Wizard gets higher STCs faster in social situations.
- Terror: Hit a target with the Terrified negative Focus buff.
- Miasma: Slap the target with a serious sickness, possibly giving them the Plagued negative buff.
- Teleport: This allows the Wizard to magically teleport around the kingdom, eliminating travel time. Click on a location and choose Teleport.
- Sleep: This knocks out the target Sim for two hours.
- Inferno: This is a high-level attack spell that gives the target a grievous magic wound negative Focus buff.
- Flare: This creates spectacular fireworks around the Wizard. Any Sim watching gets the Dazzled buff.
- Gale: This tornado-like attack spell hits the target with the Dizzy negative buff.
- Beacon of Hope: This spell can be cast on self or a target. It immediately removes the target's Responsibilities, but it does not satisfy them. They do not get the Job Well Done buff.

Magic Potions	
Magic Spell	**Rune Recipe**
Growth	Light, Energy, Air
Flare	Energy, Fire, Light
Spirit Thief	Dark, Force, Air
Magic Arrow	Energy, Air, Light
Curse	Energy, Dark, Force
Mend	Energy, Order, Light
Ghostly Music	Air, Energy, Order
Telepathy	Light, Energy, Order
Gale	Air, Force, Order
Terror	Dark, Order, Energy
Miasma	Dark, Order, Fire
Teleport	Air, Light, Chaos
Beacon of Hope	Light, Energy, Chaos
Sleep	Dark, Force, Chaos
Inferno	Fire, Energy, Chaos

NOTE

If you want to replace a spell in the Wizard's memory, chose the Forget Spell self-interaction. Then empty out a magic spell.



Magic Arrow



They never knew what hit them.

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Wizards meditate to regain spent Energy for casting spells

Researching

At the Archive, the Wizard sits and reads ancient tomes for XP generation. Researching for an extended period of time can lead to the Research Rampage positive Focus buff. But if you keep going much longer, that buff tanks out into the Research Rage negative Focus hit.

NOTE

At level 5, the Wizard can forge staves. See the Blacksmith section to see the mechanics of forging.

Mining

At level 5, Wizards can mine ore and gems from rocks around the kingdom and use them to craft new staves at the Anvil and Forge over at the Smithy. To see what kinds of ore or gems are located inside a rock, left-click on it and choose Discover. Your Hero will then wield a pick axe and chisel away at the rock. If there are indeed collectible ores and gems inside, the rock will sparkle with color. Now, click on the mineral and choose Collect.

TIP

Collecting is a Focus-affected activity. Higher Focus results in more minerals and gems collected after discovery.

Gathering Herbs



Herbs and plants are useful in the creation of potions. Gathering herbs is really quite simple. Look for the dark green bushes around your kingdom. Then, left-click on them and select Discover. This prompts your Hero to inspect the bush to see if it indeed contains valuable herbs. If it does, the bush transforms into a collection of the actual herbs. Now, you can click on the herbs and choose Collect. The higher the Focus, the more herbs are collected from each bush.

Income Generation

One of the Wizard's chief activities, creating potions, is also a lucrative racket. Wizards that hit the Crafting Table can cook up batch after batch of curative tonics and magical potions can sell them for Simoles. The higher the level of the Wizard, the more valuable the potions they can create. And, of course, they can also just outright sell the herbs they gather in preparation for the potion-making.



The Wizard is the other Profession other than the Blacksmith that can use the Forge and Anvil. At level 5, Wizards can forge staves just as a Blacksmith creates swords. Likewise, they can also sell these for Simoles. However, because Wizards cannot forge staves until they are mid-level, the practice of potion- and herb-selling will have to suffice until they are able to survive the hot fires of the Forge.

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Quests

Recall a time when brave heroes left their families and friends to embark on great adventures fraught with risk and peril. These souls set out on incredible quests that would define them and their realms, and eventually become the stuff of legends. Well, now you have a chance to undertake quests, too, and seek out fame, riches, and high adventure in your kingdom—but without the risk of getting burnt to a crisp by a dragon or dashed against the rocks by pitiless ocean waves.

Quests are the primary activity in *The Sims Medieval*. These are the means of reaching your goals and fulfilling kingdom Ambitions. Completed quests pay out in loot that enriches your Heroes (both monetarily and via experience), gives you the means to construct even more buildings within the borders of your kingdom, and increases the Aspects of your realm.

Use this chapter and the included massive list to gather valuable advance intelligence on all of the quests in *The Sims Medieval*. By knowing what's coming perhaps seven or eight steps ahead, you can plan for it by taking necessary precautions or gathering up required items.

Starting a Quest

To start a quest, click the Quest List button in the lower-left corner of the screen. This opens up a book. The first page of the book shows you all the quests available, which are determined by the Heroes and Professions currently active in your kingdom as well as the various levels of your Kingdom Aspects. The QP cost of each quest is right next to the quest title, so you know exactly how much will be deducted from your account. Once you select a quest, you can then prepare the party for the upcoming adventure and determine what kind of reward is at stake for doing so.



You can browse through all the available quests in the book without penalty. In fact, you should flip the pages and examine all the rewards, Approaches, and potential needed Heroes. You can determine the best course of action for your kingdom at that moment in time. Only when you click the check mark on the final page after setting all the parameters is the QP irreversibly removed from your account.

Running low on QP? Then you better start fulfilling Ambitions and Achievements to earn more. Use the Ambition and Achievements lists to check out the requirements of all available goals.

Approach

When you choose a quest, you see a list of possible Approaches. Approaches are the general thrust of the mission, determined by available Heroes. Many quests have multiple Approaches, which allow you to tackle the same general quest several times but with different steps or outcomes. The different Approaches also have individual stories, so if you are big on creating a personal narrative for your kingdom, Approach really matters.

For example, the Family Crest quest has two Approaches: Royal Heraldry and Knightly Heraldry. If you do not have a Knight in your kingdom, the Knightly Heraldry Approach is darkened, so you cannot choose it. The Monarch and Knight Approaches not only have several different steps, but they also have different rewards. The Monarch Heraldry Approach results in extra fulfilled Knowledge Aspects, while the Knight Approach adds an extra Security Aspect. However, the Monarch Approach pays out extra RP.

Quest Loot



When you select an Approach, you see the possible Quest Loot for completing that quest. There are four different spoils for successfully completing a quest: RP, Simoles, XP, and Aspects. The amount of loot you win is determined by your ability to finish a quest at a good pace and maintain Focus. There are four levels of Quest Loot payouts: bronze, silver, gold, and platinum. The levels are represented by the chalice; the more valuable the chalice, the bigger the payout in each category.

This is why it is so critical to keep on top of your Heroes' Focus. If you allow your Heroes to slack off on Responsibilities, ignore their needs (come on, there's only two of them!), or do not attend to their whims or injuries, you lose out on valuable commodities. It's easy to stress here how precious RP is, but only when you are constantly coming up short when trying to expand your kingdom can you really appreciate their value—and, thusly, the value of RP.

Thankfully, there is a mechanism for monitoring quest progress and your loot payout while undertaking a mission. The same chalice you see in the Quest List book appears about your Hero on the left side of the screen. The current metal of the chalice shows you how you're doing and what reward you'd bank if you completed the quest at that moment.

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You always start with silver. When you finish steps or maintain good Focus, small green arrows indicate your progress is on the rise. Keep it up and you'll move up to the next chalice. But if your Focus tanks or you take too long to finish a step (the simpler the step, the faster you should be able to complete it), red arrow indicates lost progress and possible degrading of your reward. The more red/green arrows that are displayed at one time (between 1 and 3 arrows will appear), the faster quest performance is rising/falling.

To see how close you are to a different chalice (for better or worse), just hover over the chalice. It pops out into its own panel and a meter next to the chalice shows the four different "levels" of progress. Notice how the platinum chalice, the best reward, has the shortest segment at the top of the meter? That means not only do you have to really excel to get there, but you also have little room for error. Lost Focus or pokey questing will dump you back down into gold (which is still a great reward, mind you) and the closer you are to the end of a quest, the harder it will be to recover platinum status.

CAUTION

There are punishments from dropping quest performance. If you drop from silver to bronze, you are arrested and thrown in the stocks, which further affects Focus. If you drop so low you fall out of bronze, you fail out of the quest entirely and are thrown into the Pit (unless you are the Monarch).

Party Requirements

Once you have selected an Approach and inspected the loot, it's time to select the party. Now, some quest Approaches are tied to a specific profession, so the choice is singular. You either use the required Hero or you go on a different quest. However, some quests are a little more open to potential parties. Perhaps either the Wizard or the Physician can undertake the quest. This, too, alters the course of the quest, which adds considerable replay to either your current kingdom or the next realm you create.

Some quests are completely open to any Hero in the kingdom. Once you select the quest and the Approach that offers you carte blanche, just select whichever Hero you are fond of at that moment or you think would be best-suited for the mission.

There are quests that require multiple Heroes to complete as well. These are the most complicated of the quests, as they require you to monitor multiple Sims and their individual steps. When you select a quest with multiple Heroes, you designate a party leader, which is the primary Sim for that adventure. That Hero will carry the greatest burden in the quest. However, this requires a little bit of juggling on your part because if you spend too much time on one Hero, the others may fall behind in their questing and drag down your progress. That will tank your reward.

How a Quest Unfolds

As soon as you have designated the Hero (or Heroes—and more on this in a moment) to go on the select quest, just click the check mark to make the quest active. The quest begins immediately. You are given the story setup of the quest in the upper-right corner of the screen. The first step(s) of your quest then appear on the left side of the screen. Just mouse over the small step window to see a more detailed explanation of what's required to complete the step as well as the XP payout for fulfilling the activity. Each step and XP reward is detailed in the following Quest List.



While on a quest, you race around your kingdom, following steps that detail the path of your adventure. Some quests have branching paths where you must make decisions that can affect the outcome. These branching paths can lead the quest in a new direction or just affect the next few steps before the quest returns to its "main" thread. In our quest charts, these branching moments appear in orange boxes.

Chance Encounters



As you saw in the Day in Ye Olde Life chapter, quest steps can be either incredibly simple to fulfill or decidedly more complex—or dangerous. But while fulfilling those quest steps—large and small—you cannot ignore either the needs of your Hero or the needs of the kingdom:

Take time every day to fulfill those Responsibilities, lest you take a Focus hit—or worse, get arrested and thrown in the stocks. (That seriously craters your Focus.)

Eat and sleep. You only have two needs to worry about, so take care of them. If your Energy, for example, is really low, the current quest step can wait until the morning. As long as you had a productive day, your progress won't go south.

Socialize with other Sims. Making friends or receiving compliments does wonders for your Focus, unless your current Hero is a Misanthrope. Then make like a hermit and avoid the chit-chat or busy spaces.

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Use the quest walkthroughs in this chapter to see how deep you are into a quest. That will help you plan for its eventual conclusion, which helps with the Quest Loot reward. If you are nearing the end of a quest and are oh-so-close to bumping up a reward level, do everything you can to increase Focus and get over the hump. You may even want to slow down the current quest step to make time to boost Focus. Or, if you are down in the dumps and there's just seemingly no way to recover fast enough to move up into the next reward class, hurry up and complete the last steps before your loot payout drops even farther.

TIP

Any Sim or location related to the current quest step is tagged with a useful yellow location marker.

CAUTION

There are several ways a quest can end in failure, which consumes the QP spent to begin the adventure: starvation, killed via swordfighting, performance tanks well below bronze level, or if a Sim critical to the quest perishes.

NOTE

Each quest entry includes the available Approaches, the possible party members, and the potential Quest Loot depending on your performance. Kingdom Aspects, which are further detailed in Keys to the Kingdom, can affect certain loot payouts. Kingdoms with high Knowledge may earn extra XP when Heroes finish a quest. The rewards listed with each quest are the base values.

Quest List

Quest Name	QP	Pg. #
A Missing Child	1	94
A Political Marriage	3	103
A Rash of Rudeness	3	105
A Wandering Prophet	4	173
Ancient Secrets	3	107
Animuslaver!	4	176
Bounty Hunt: Wild Boar	3	107
Constellation Confrontation	2	96
Cultural Crusades	3	110
Cultural Masterpiece	3	111
Cutting Edge	3	114
Dangerous Minds	3	115
Death of the Proxy	3	116
Doomsday	3	119
Eastern Promises	3	120
Evolution of Chinchilla	3	121
Family Crest	3	122
Famine Fever	3	124
First Steps	0	94
Foolishness	3	125
Fountain of Legend	3	125
Fur	3	134

Quest Name	QP	Pg. #
Gastro-Fest or Bust	3	136
Gilded Guilds	3	137
Goblins!	4	178
Golems Gone Wild	3	139
Heir to the Throne	4	180
Hungry Hungry Hamfest!	3	140
I Don't Feel So Good	3	142
Inquisition	3	144
Invasion!	4	181
Jacoban's Day Out	2	97
Jacoban's Day Out 2: A Pilgrimaster	4	183
King for a Day	3	145
Make Books Not War	3	149
Meat Quest IV	3	149
New Gangs of Aarbyville	3	156
Nurse with a Curse	3	158
O Creature, My Creature	4	185
O Fortuna	3	159
Peasant Revolt	3	159
Power Grab	2	97
Prelude to a Plague	3	161
Rise of a Playwright	2	99

Quest Name	QP	Pg. #
Royal Assassination	4	186
Royal Holiday	2	100
Royal Review	2	101
Sacred Scutiny	3	162
Seven Mechanical Arts	4	188
Sleepless in Snordwich	3	162
Squirrel Infestation	3	163
The Blacksmith's Apprentice	3	165
The Case of the Missing Monarch	3	165
The Dragon of [Kingdom]	4	188
The Fihserman's Challenge	3	166
The Legend of the Talking Frog	4	192
The Mirthful Love Doctor	4	193
The Philosopher's Stone	3	167
The Sinister Sorcerer	4	194
The Witch is Back	4	196
Tournament of Honor	3	168
Wag the Dog	3	169
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First Steps

The dust had finally settled on the construction of a grand Throne Room. The seeds of a glorious new kingdom had been planted, and soon civilization would grow and cover the land for miles in all directions.

The only thing the kingdom needed now was a ruler, someone wise and powerful who could unite people under the kingdom's cause.

NOTE

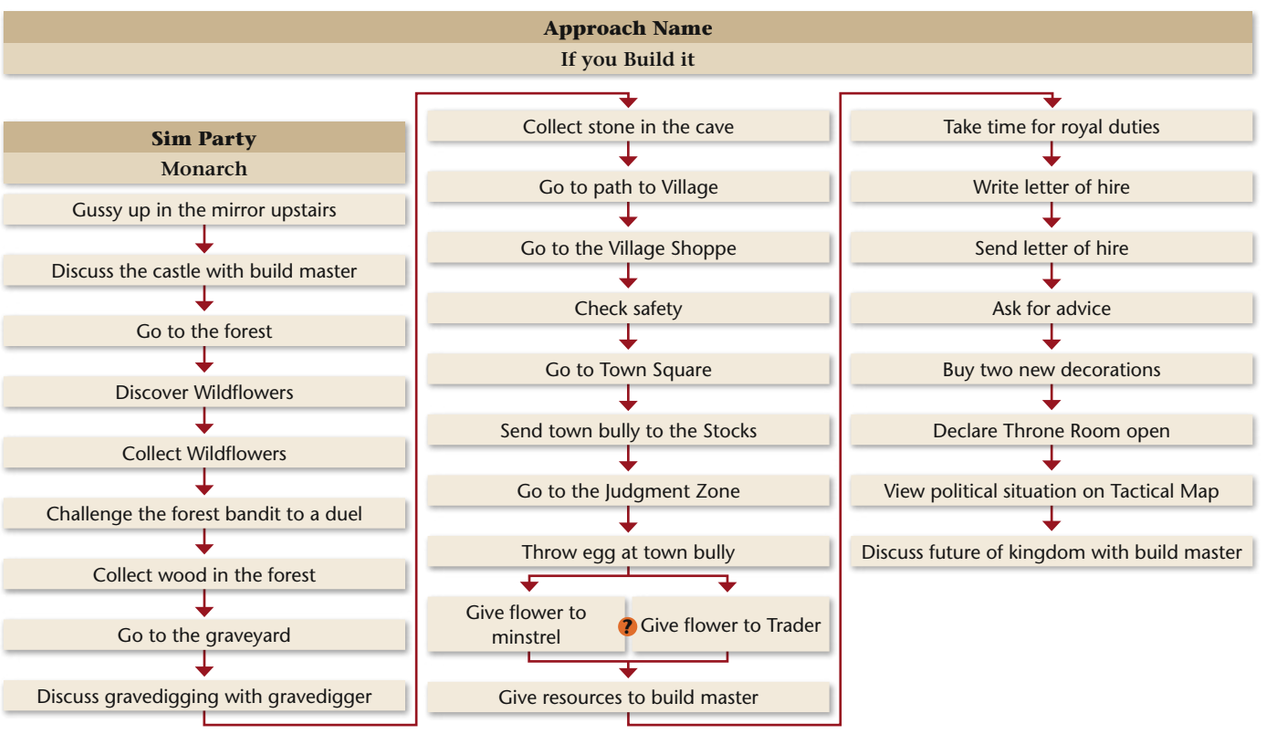
This is a great quest for dipping your toes into the process of questing.

- QP Cost: 0

Approach: If You Build It...

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	1,000	1,200	0
Gold	10	750	800	0
Silver	10	400	800	0
Bronze	10	400	400	0



A Missing Child

The kingdom was abuzz with the news of a child gone missing. Recovering the child safely would be an incredible boon to kingdom morale.

- QP Cost: 1

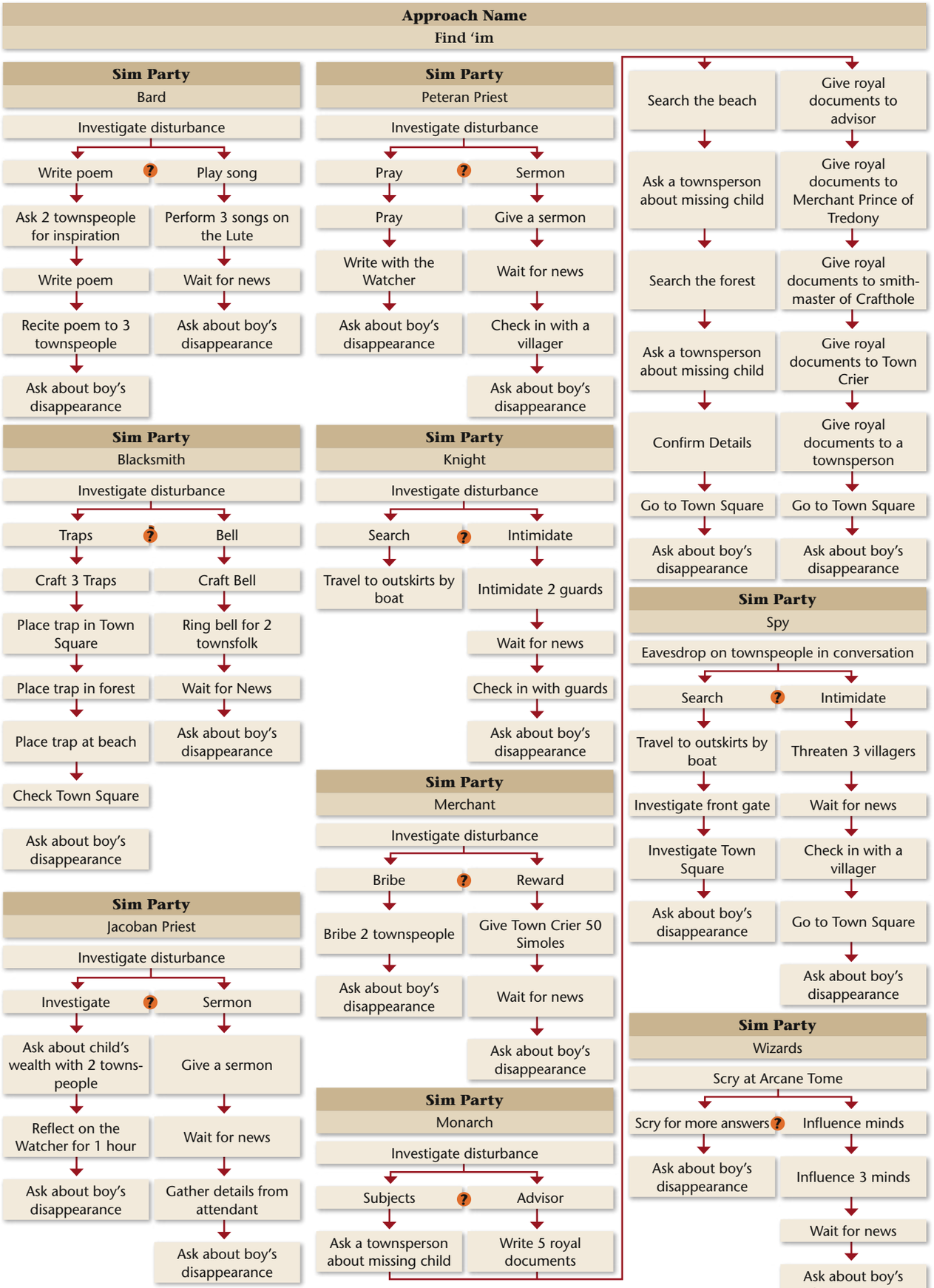
Approach: Find 'Em

- Party Requirements: Any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	1,000	1,200	Well-Being +1
Gold	20	1,000	800	Well-Being +1
Silver	10	750	800	Well-Being +1
Bronze	10	750	400	0

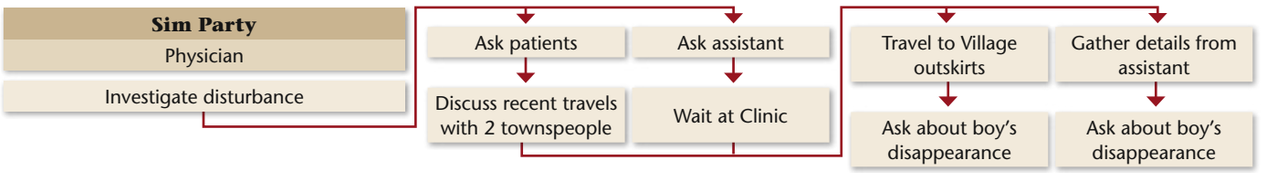
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Constellation Confrontation

The Monarch was becoming increasingly obsessed with the stars. Tales were told of the stars deciding the fate of kings and many believed that they could even grant immortality! Could there be a place for the kingdom's ruler amongst the stars?

- QP Cost: 2

Approach: To the Stars

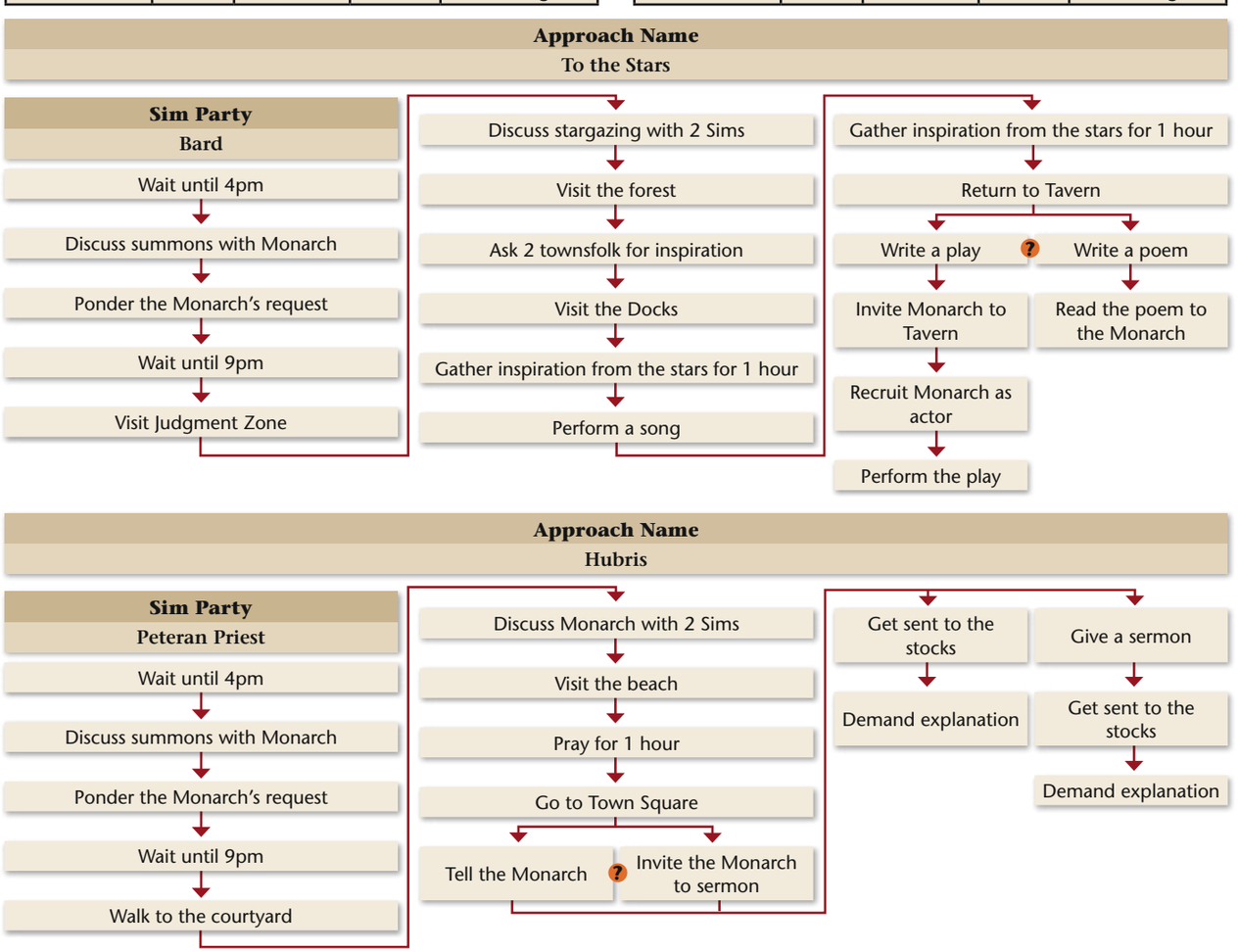
- Party Requirements: Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +2, Culture +2
Gold	30	1,500	1,600	Well-Being +2, Culture +1
Silver	20	1,250	1,200	Well-Being +2, Culture +1
Bronze	10	1,000	800	Well-Being +2

Approach: Hubris

- Party Requirements: Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +2, Culture +2
Gold	30	1,500	1,600	Well-Being +2, Culture +1
Silver	20	1,250	1,200	Well-Being +2, Culture +1
Bronze	10	1,000	800	Well-Being +2



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Jacoban's Day Out

It was hard out there for a Jacoban. The Watcher was constantly on your case about being a better person and donating more to the church, and your local proclamations seemed to change what's right and what's wrong every other day.

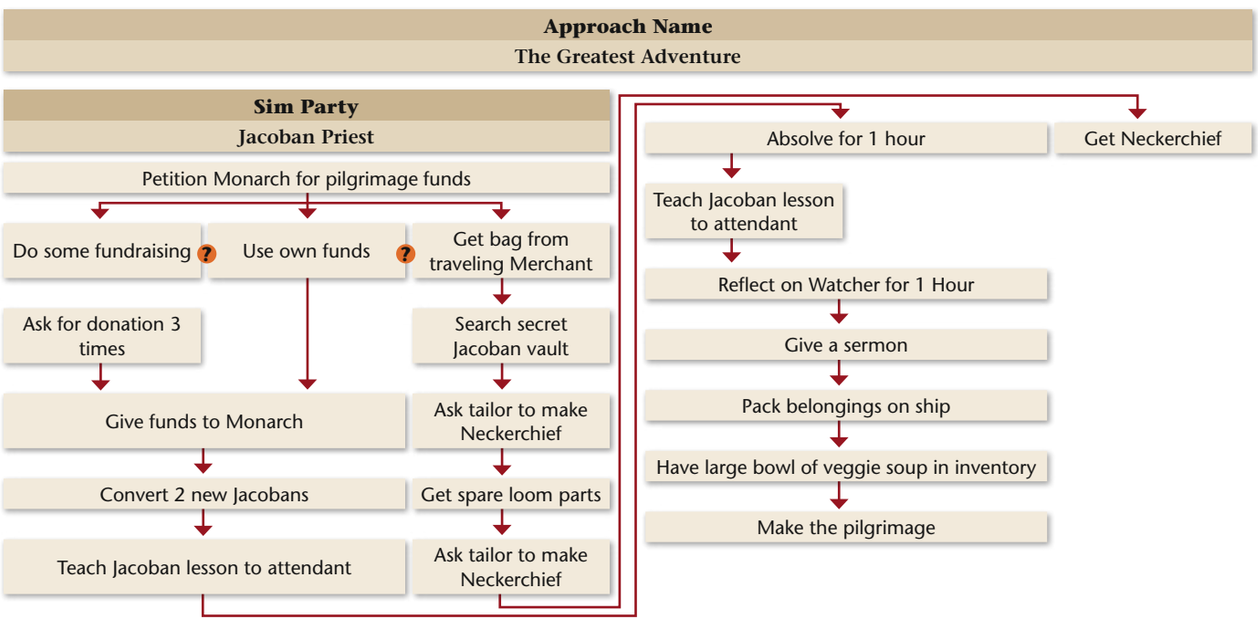
What was a Jacoban to do? Take a trip to the place where it all started, of course! A pilgrimage to Jacob's birthplace and the start of the modern-day Jacoban faith could turn a stressing into a blessing.

- QP Cost: 2

Approach: The Greatest Adventure

- Party Requirements: Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,000	1,200	Culture +3
Gold	30	750	800	Culture +3
Silver	20	750	800	Culture +3, Security -1
Bronze	10	0	800	Culture +2, Security -1



Power Grab

Every now and then, a Monarch needed to solidify her power lest it be wrested from her grip. Public approval worked on a "what have you done for us lately" principle.

It was time for the Monarch to prove her divine right to rule by establishing herself once and for all as the true leader of the land.

- QP Cost: 2

Approach: Gain Domestic Support

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	1,250	1,600	Security +3
Gold	30	1,000	1,200	Security +2
Silver	20	750	800	Security +2
Bronze	10	400	400	Security +1

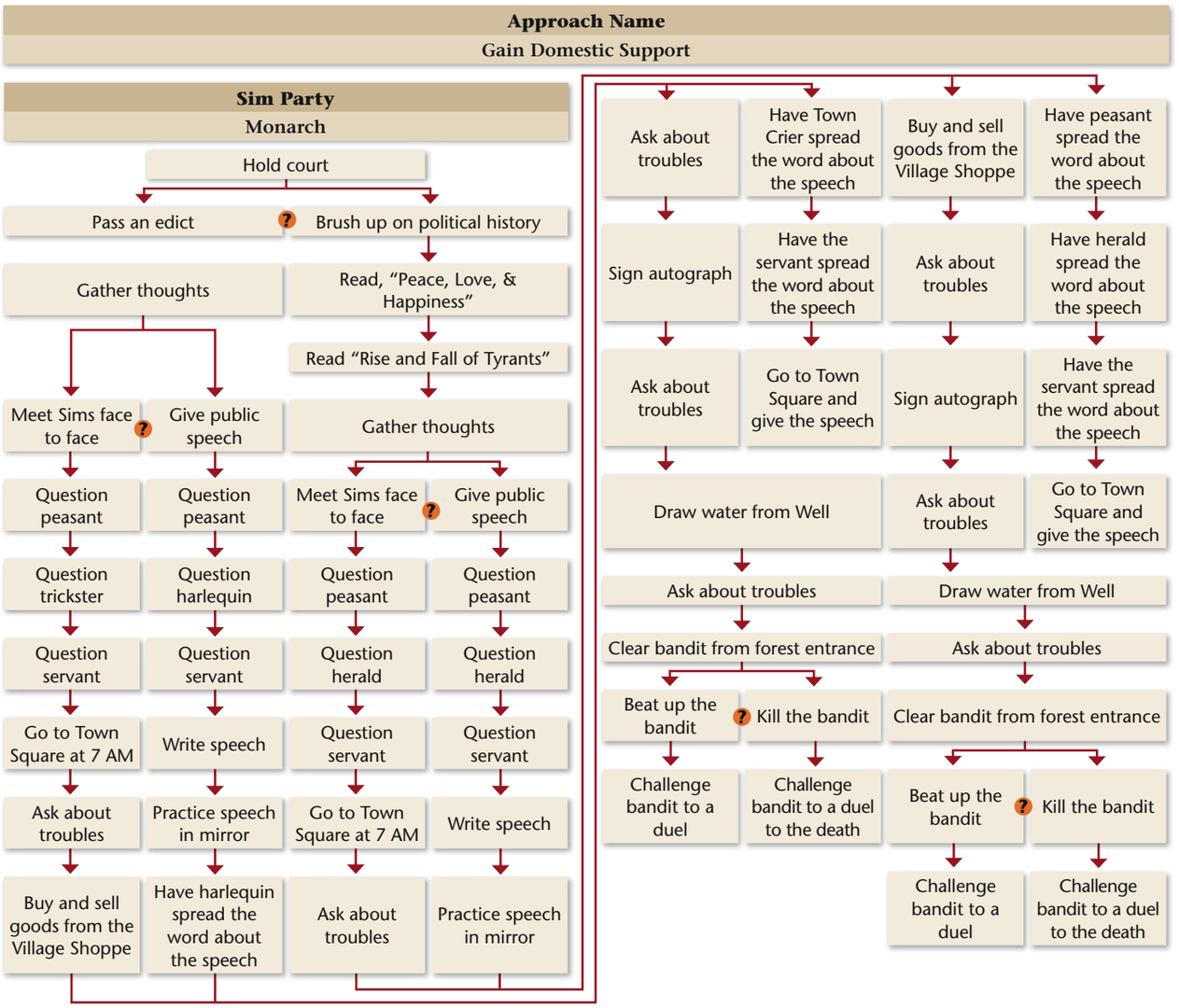
Approach: Gain Foreign Support

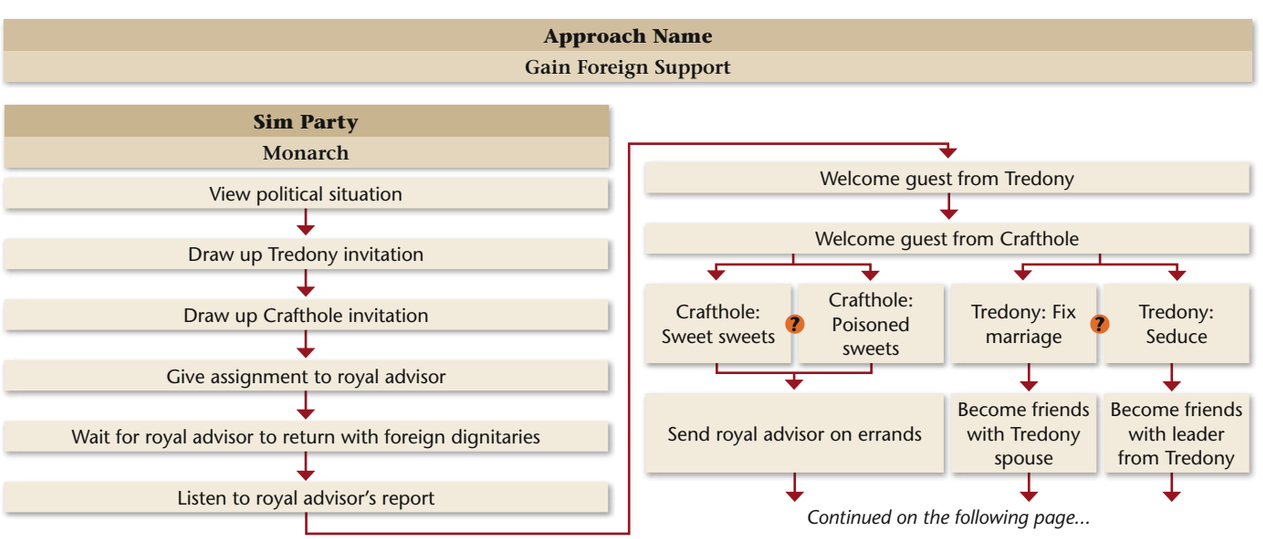
- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	1,250	1,600	Security +3
Gold	30	1,000	1,200	Security +2
Silver	20	750	800	Security +2
Bronze	10	400	400	Security +1

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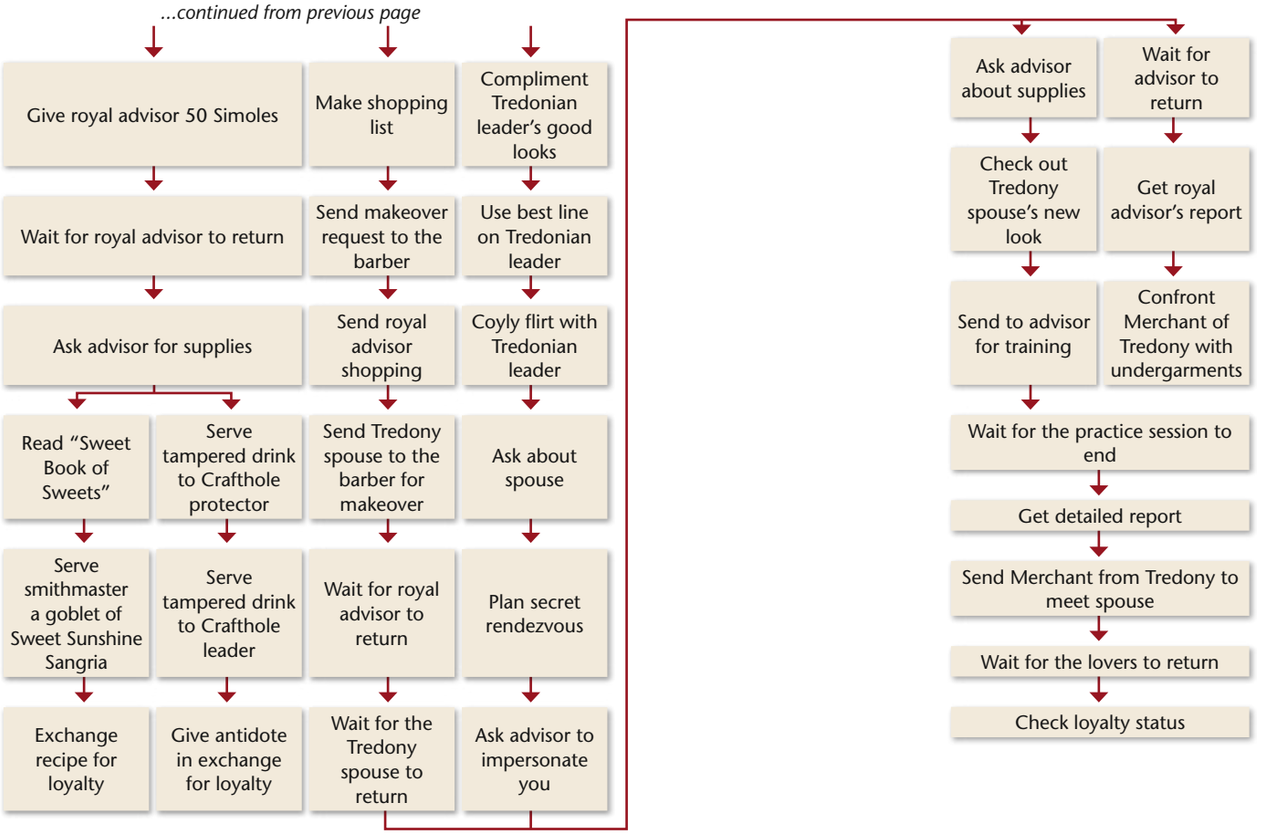


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Rise of a Playwright

Any good kingdom needed a skilled Bard to tell tales of heroic deeds and magnificent struggles. The kingdom was no exception. Would the Hero have what it took to become a Bard whose tales and songs would be remembered throughout history?

- QP Cost: 2

Approach: Play-giarism

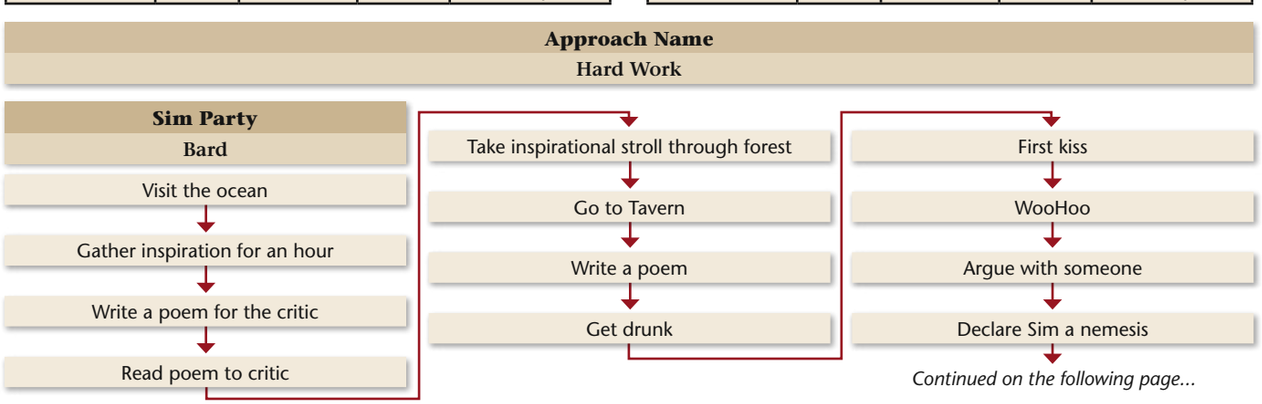
- Party Requirements: Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Culture +3, Security -1
Gold	30	1,500	1,600	Culture +3, Security -1
Silver	30	1,250	1,600	Culture +2, Security -1
Bronze	10	1,000	800	Culture +2, Security -1

Approach: Hard Work

- Party Requirements: Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Culture +3, Security -1
Gold	30	1,500	1,600	Culture +3, Security -1
Silver	30	1,250	1,600	Culture +2, Security -1
Bronze	10	1,000	800	Culture +2, Security -1

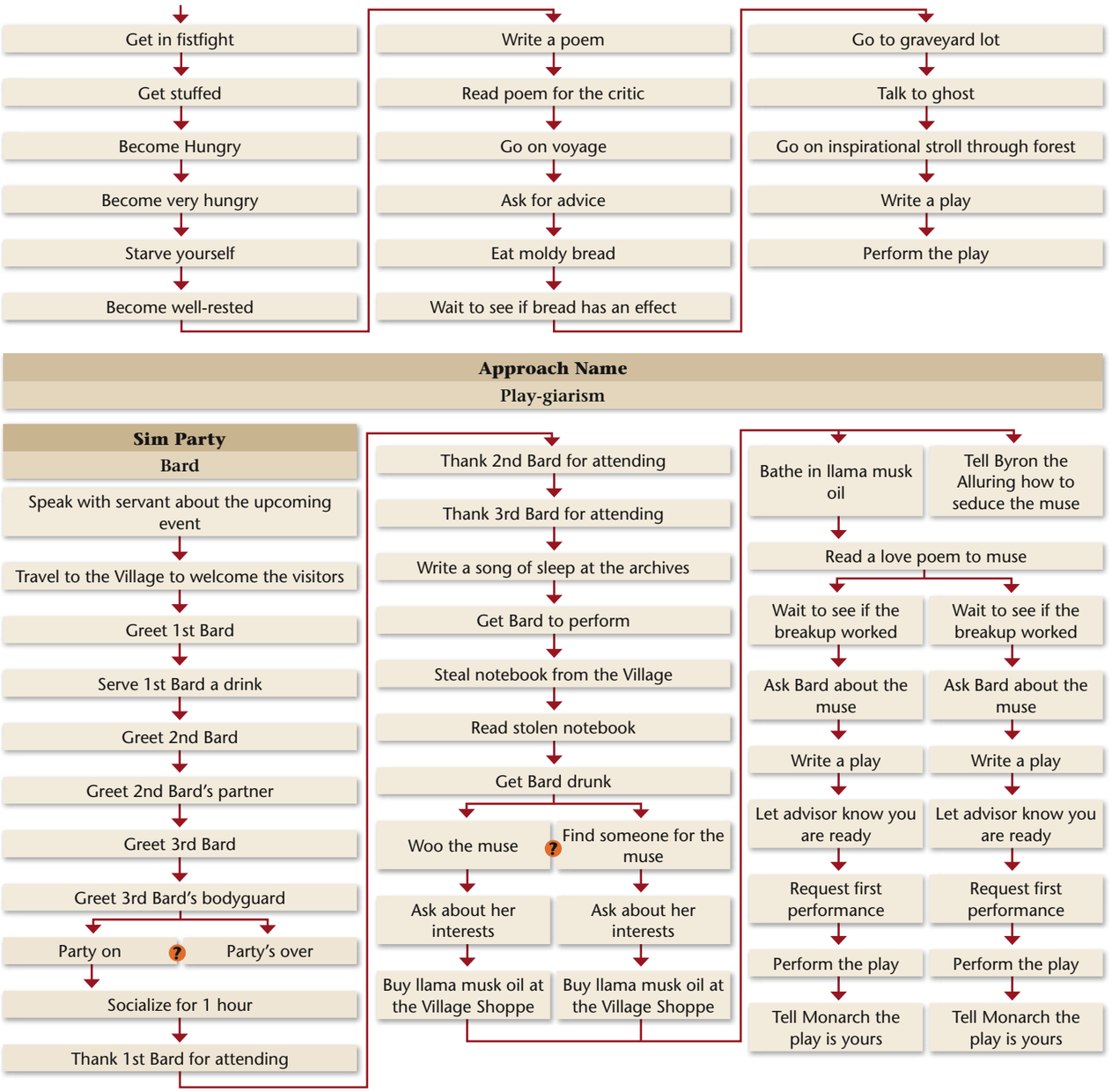


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Royal Holiday

Everyone needed to take a vacation sometimes. And the Monarch was just like everyone else. Ruling over the people had become a bit tiresome and the time had come to take a trip somewhere that might offer a bit of a break from the day-to-day toils of being the most powerful person in the kingdom.

- QP Cost: 2

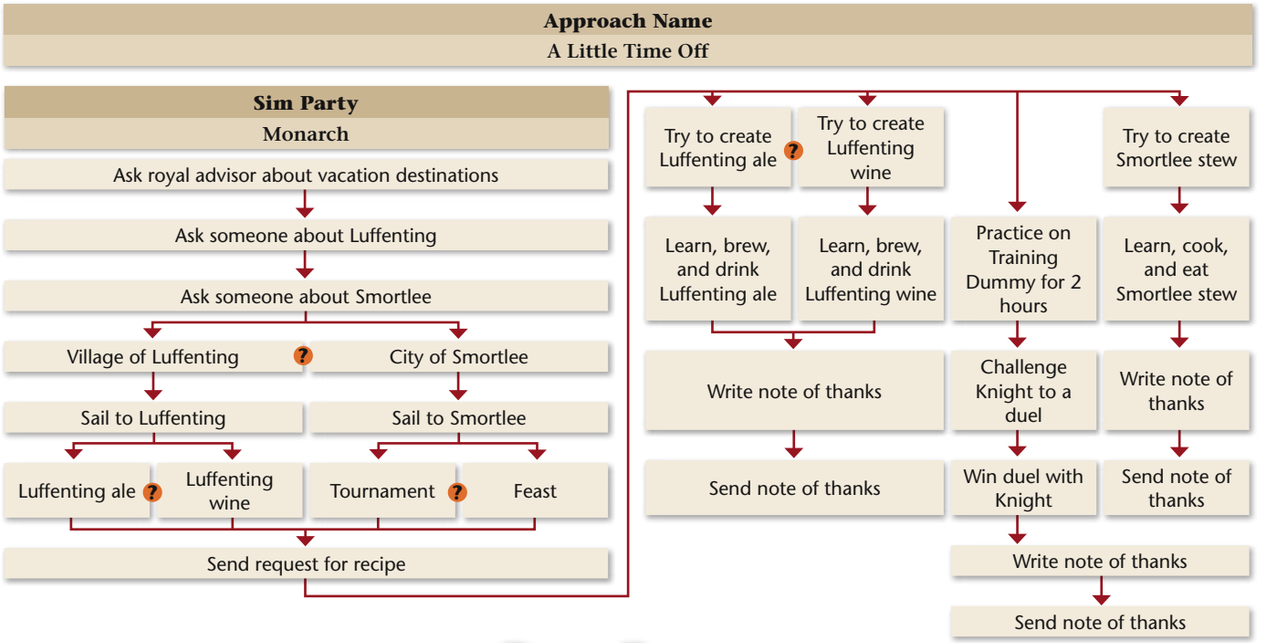
Approach: A Little Time Off

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	0	2,000	Culture +3, Security -1
Gold	30	0	1,600	Culture +3, Security -1
Silver	30	0	1,200	Culture +2, Security -1
Bronze	10	0	800	Culture +2, Security -1

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Royal Review

As a loyal and productive member of the kingdom, a tradesperson's livelihood was a boon to the people and thus beholden to the bidding of the kingdom. As such, regular royal review was required to garner the sanction of the throne to continue plying a trade.

- QP Cost: 2

Approach: Bloodletter's License

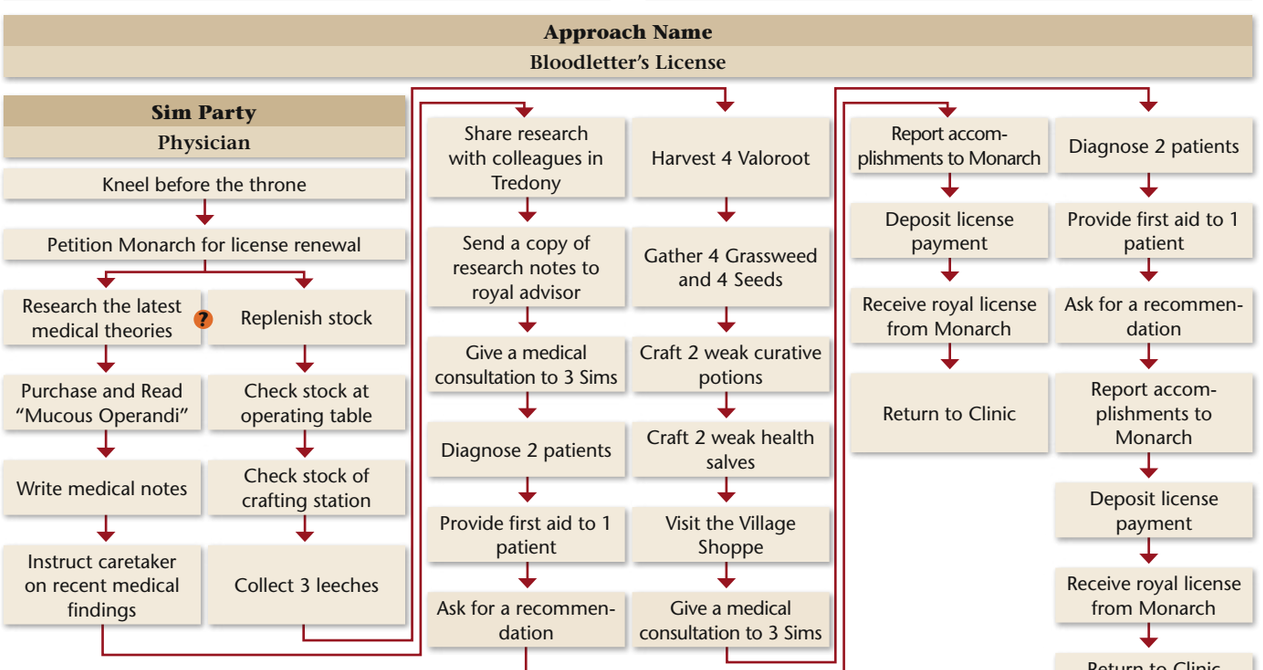
- Party Requirements: Physician, Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	1,250	1,600	Well-Being +1, Culture +1
Gold	20	1,250	1,600	Well-Being +1
Silver	20	1,000	1,200	Well-Being +1
Bronze	10	750	1,200	0

Approach: Imperial Inspection

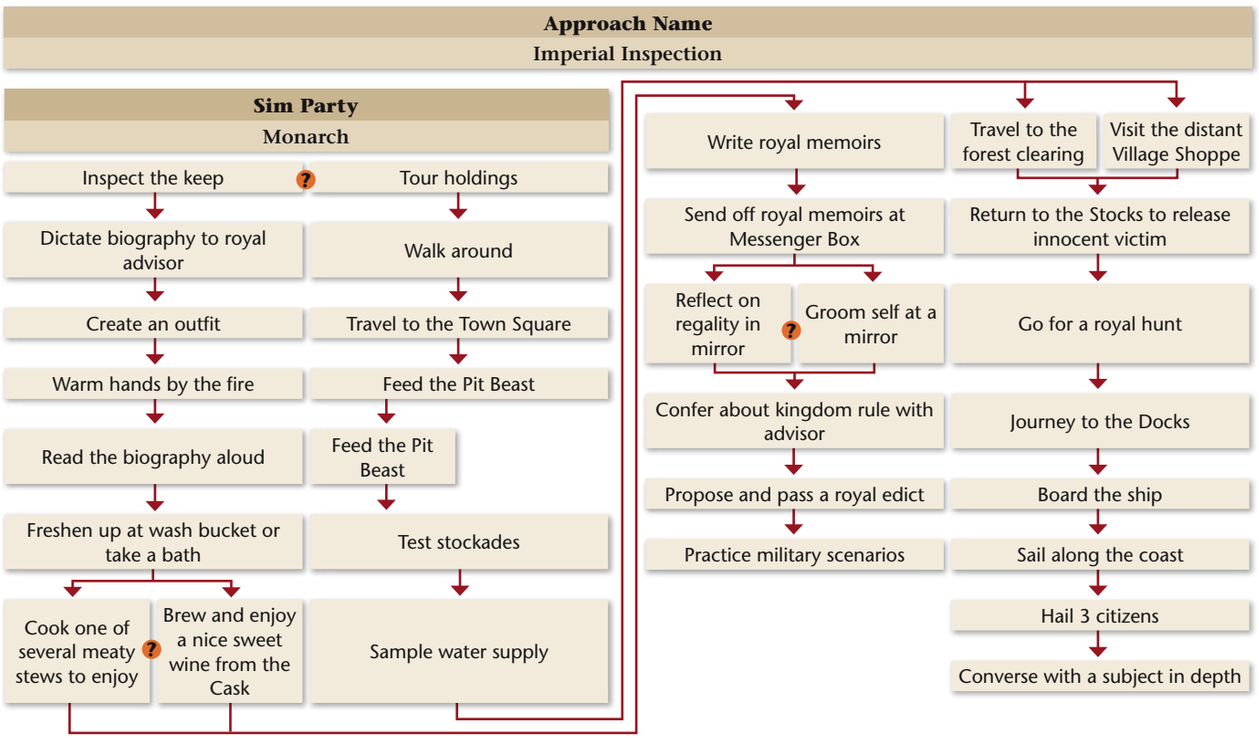
- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	1,250	1,600	Well-Being +1, Culture +1
Gold	20	1,250	1,600	Well-Being +1
Silver	20	1,000	1,200	Well-Being +1
Bronze	10	750	1,200	0



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Wedding

Anyone could marry in the kingdom...with the Monarch's permission, of course. But while some enjoyed celebrating with their compatriots, others wished to do so away from prying eyes. And still others were perhaps not quite so sure they were making the right choice.

- QP Cost: 2

Approach: Public Ceremony

- Party Requirements: Any non-Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Culture +2
Gold	30	1,000	1,200	Culture +1
Silver	20	750	800	Culture +1
Bronze	10	400	400	0

Approach: Elope

- Party Requirements: Any non-Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Well-Being +2
Gold	30	1,000	1,200	Well-Being +1
Silver	20	750	800	Well-Being +1
Bronze	10	400	400	0

Approach: Secret Lover

- Party Requirements: Any non-Chivalrous non-Monarch

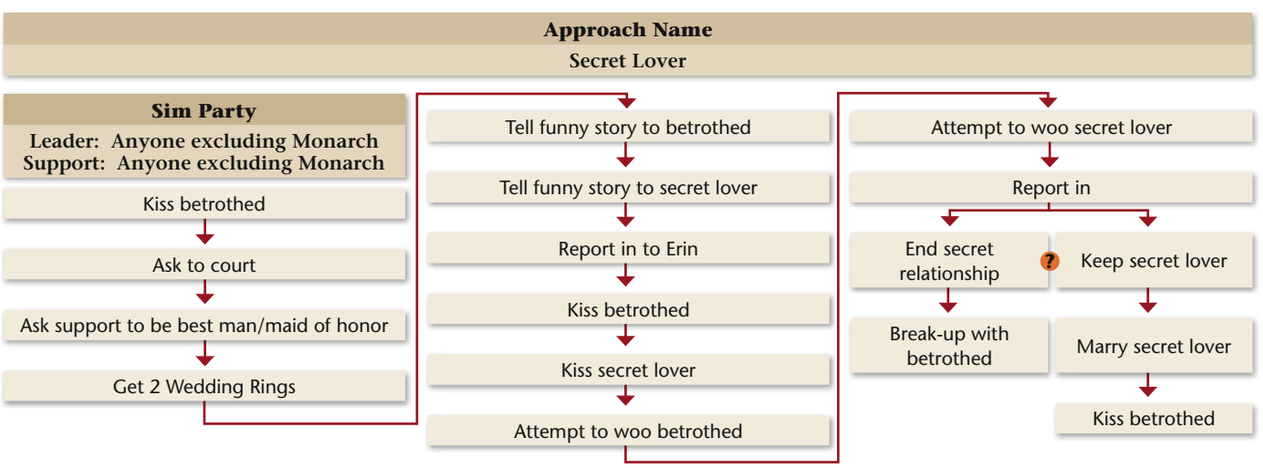
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Well-Being +2
Gold	30	1,000	1,200	Well-Being +1
Silver	20	750	800	Well-Being +1
Bronze	10	400	400	0

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A Political Marriage

The territory of Effenmont was politically weak and needed a strong ally. The twin heirs to the Effenmont throne were of marriageable age and would make a good match for a Monarch looking to gain power.

NOTE

This quest allies your kingdom with Effenmont.

- QP Cost: 3

Approach: Seduce

- Party Requirements: Unmarried Monarch, Knight/Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Well-Being +1
Gold	40	1,250	1,600	Knowledge +1
Silver	30	1,000	1,200	Knowledge +1
Bronze	20	750	800	0

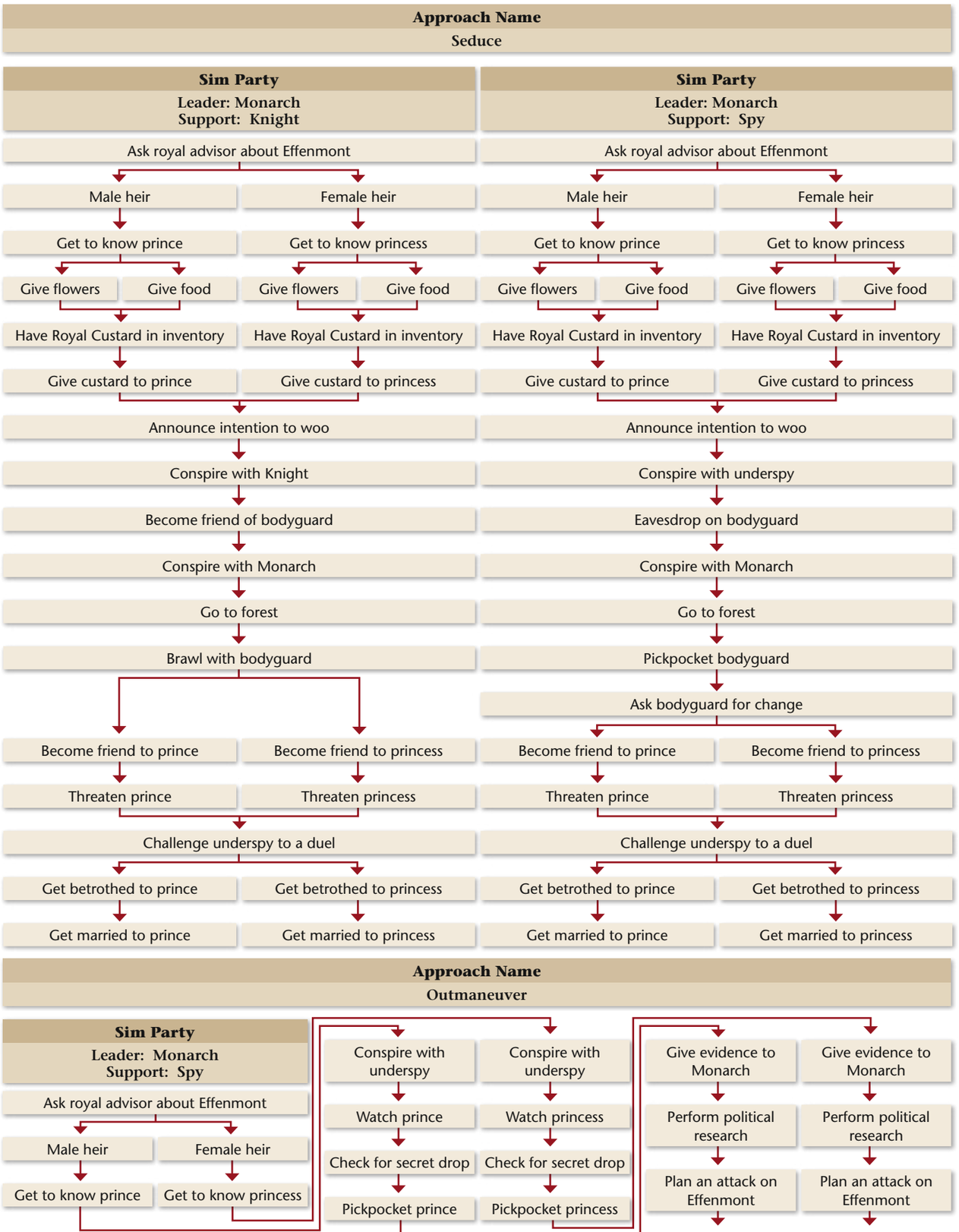
Approach: Outmaneuver

- Party Requirements: Unmarried Monarch, Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Well-Being +1
Gold	40	1,250	1,600	Knowledge +1
Silver	30	1,000	1,200	Knowledge +1
Bronze	20	750	800	0

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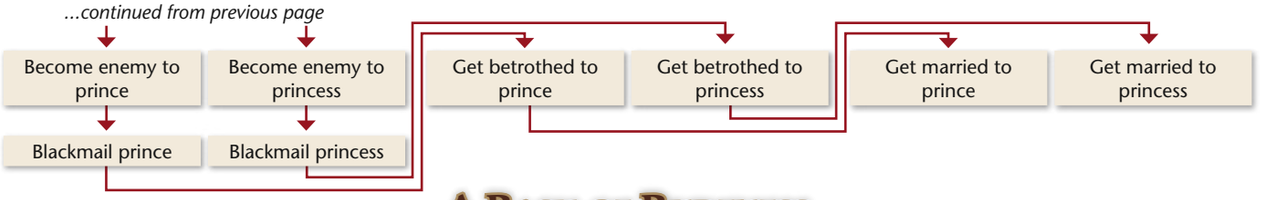


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A Rash of Rudeness

Although the kingdom was growing and prospering, its people were ridiculed for their general ignorance and uncouth behavior. It was time to take a stand and change the ill-mannered ways of the people.

- QP Cost: 3

Approach: Discipline

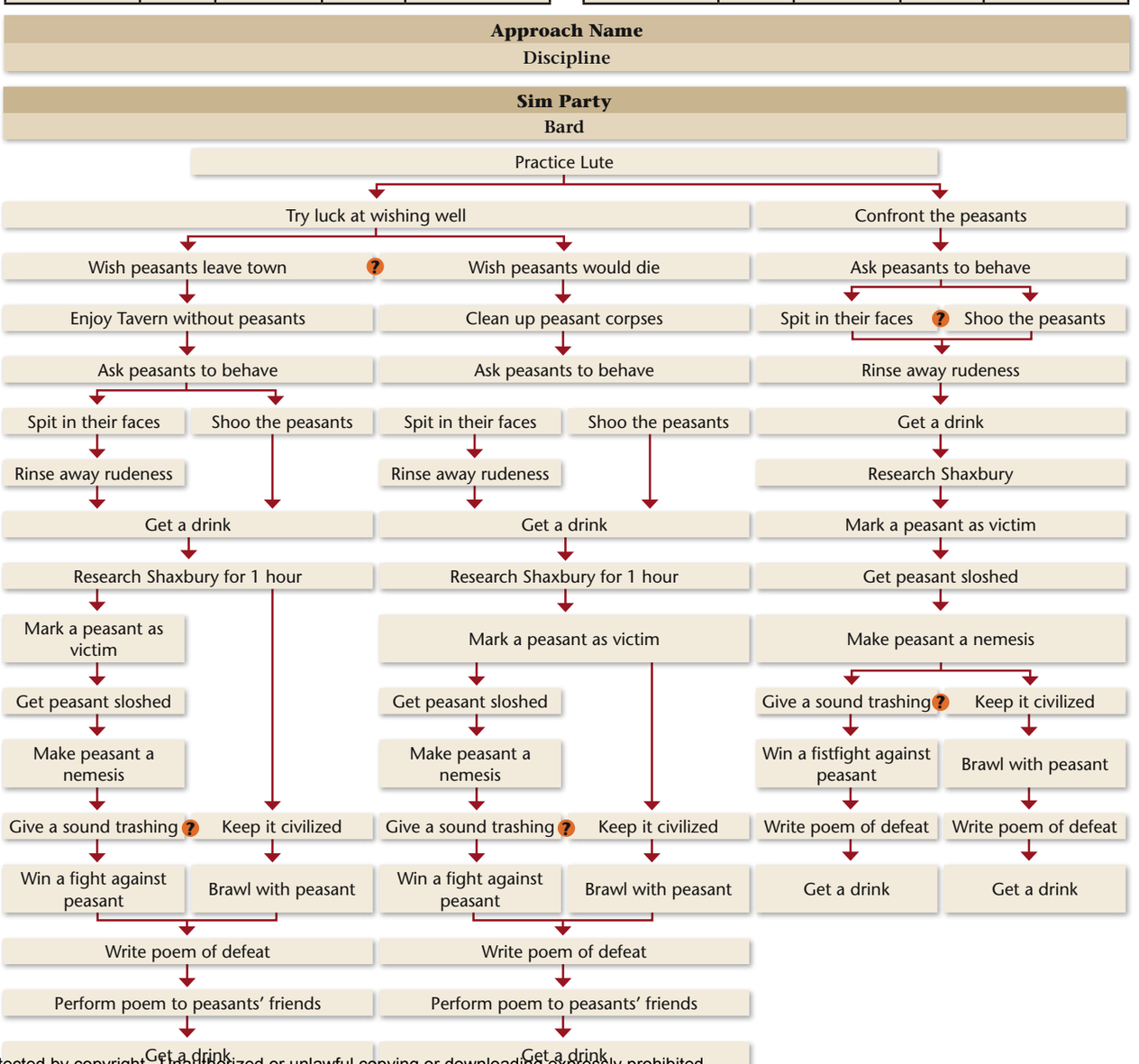
- Party Requirements: Bard or Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Culture +3
Gold	30	1,250	2,000	Culture +2
Silver	20	1,000	1,600	Culture +2
Bronze	10	750	1,200	Culture +1

Approach: Educate

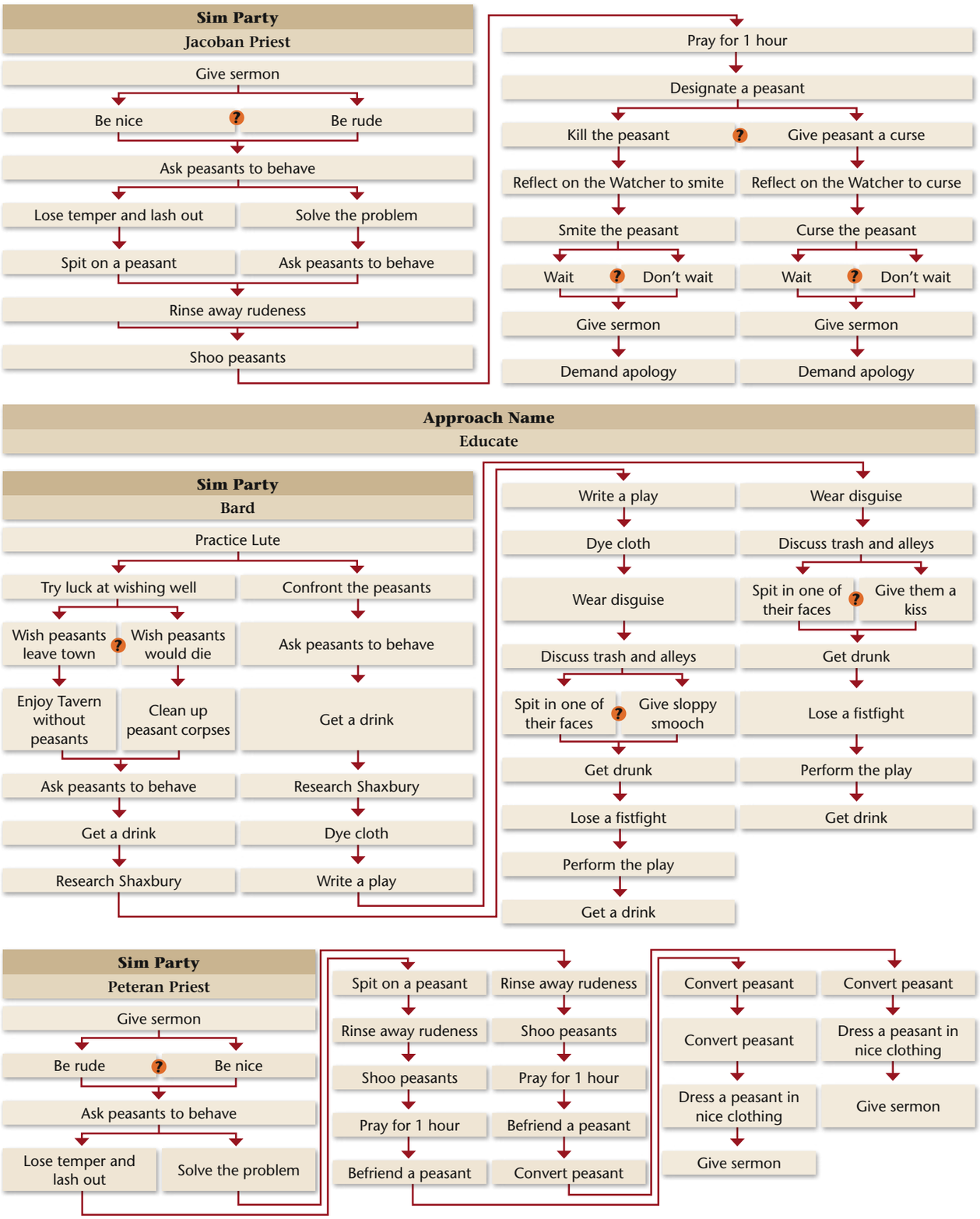
- Party Requirements: Peteran Priest or Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Culture +3
Gold	30	1,250	2,000	Culture +2
Silver	20	1,000	1,600	Culture +2
Bronze	10	750	1,200	Culture +1



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Ancient Secrets

While establishing a site for a new quarry in the foothills, surveyors unearthed the ruins of an ancient civilization. Heated debate immediately arose around all corners of the kingdom over the fate of the dig.

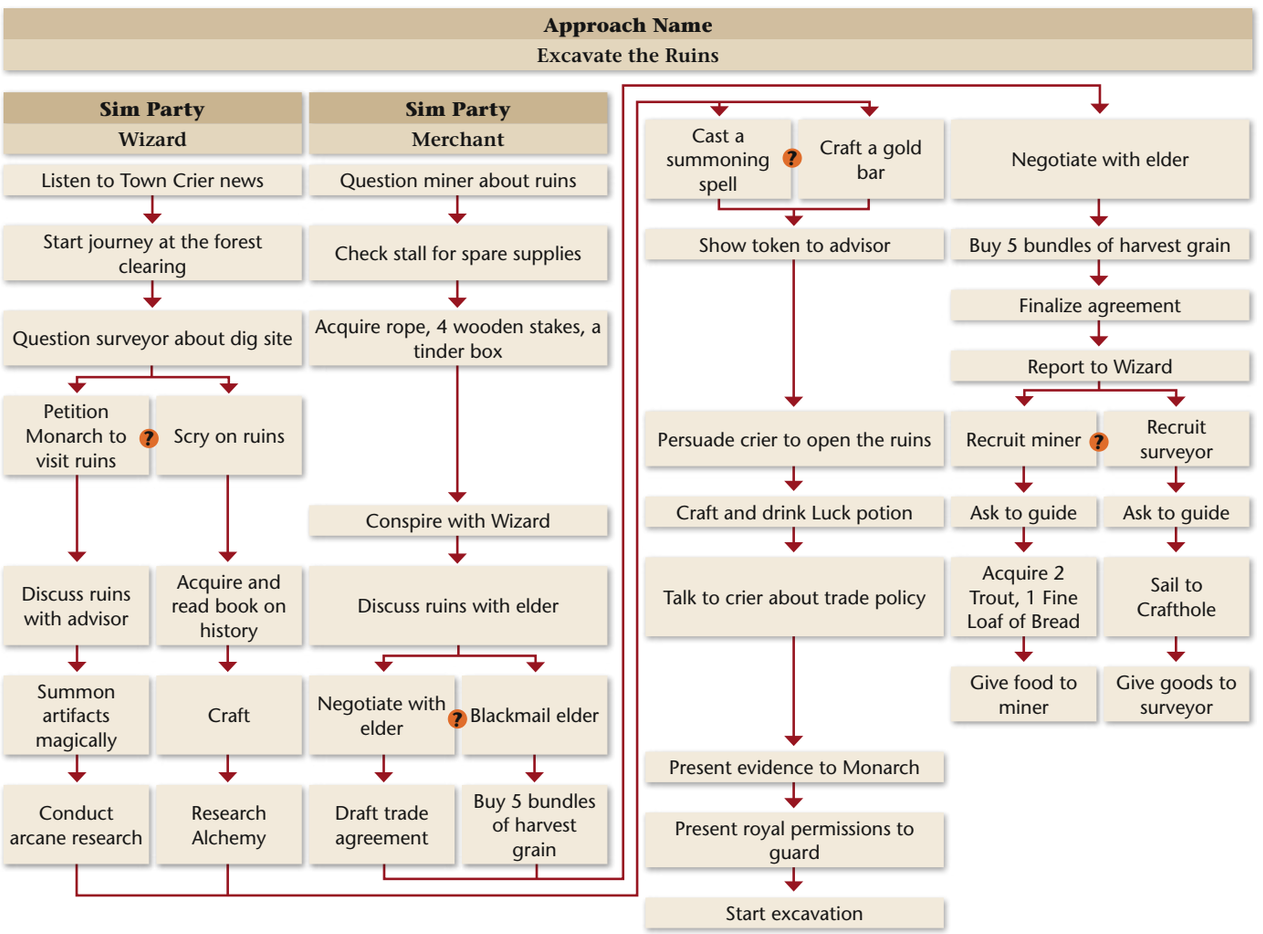
The scholarly and adventurous desired to plumb its depths, while the conservative saw it as an ill omen. What would be done about this new discovery?

- QP Cost: 3

Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	2,500	2,500	Culture +1, Knowledge +3, Well-Being -1
Gold	20	2,000	2,000	Culture +1, Knowledge +2, Well-Being -1
Silver	20	1,500	1,600	Culture +1, Knowledge +2, Well-Being -1
Bronze	10	1,250	1,200	Culture +1, Knowledge +1, Well-Being -1

Approach: Excavate the Ruins

- Party Requirements: Wizard, Merchant



Bounty Hunt: Wild Boar

A massive wild boar had taken up residence in the nearby forest, gorging itself on wild truffles and fearlessly charging at anyone foolish enough to disturb it. The Monarch offered a bounty to anyone brave enough to slay the beast and bring its tusks back as proof of their deed.

- QP Cost: 3

Approach: Slay the Boar

- Party Requirements: Knight, Wizard, or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Security +3
Gold	30	1,600	1,600	Security +2
Silver	30	1,250	1,200	Security +2
Bronze	20	1,000	800	Security +1

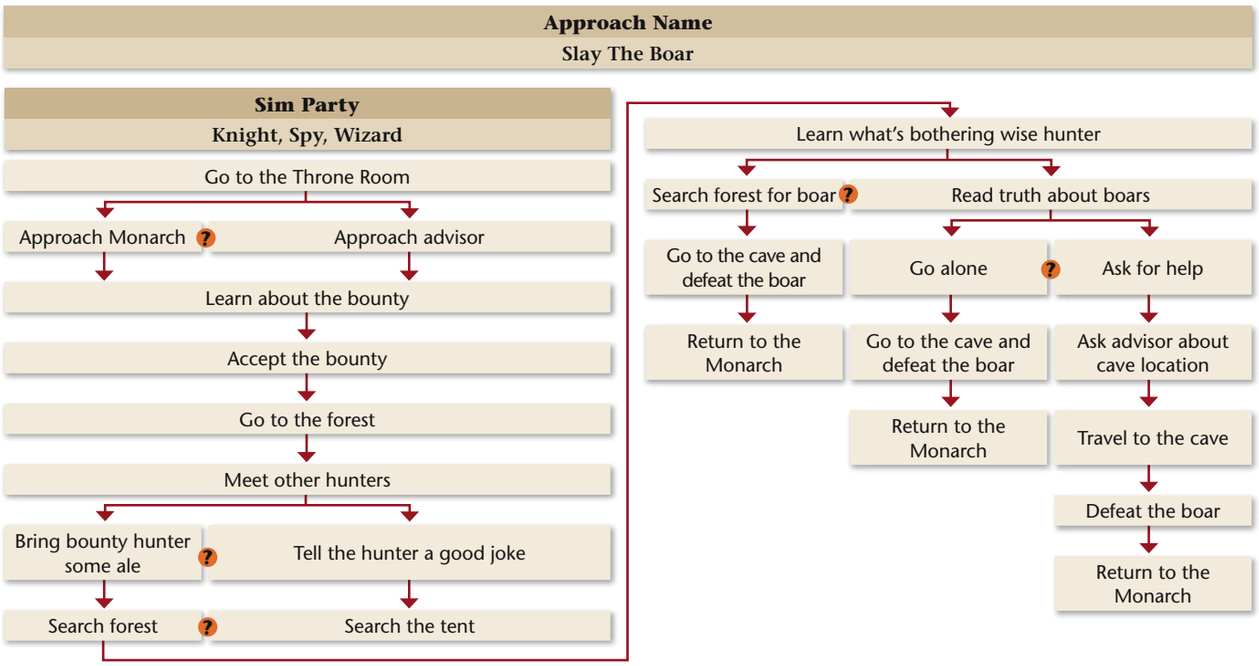
Approach: Save the Boar

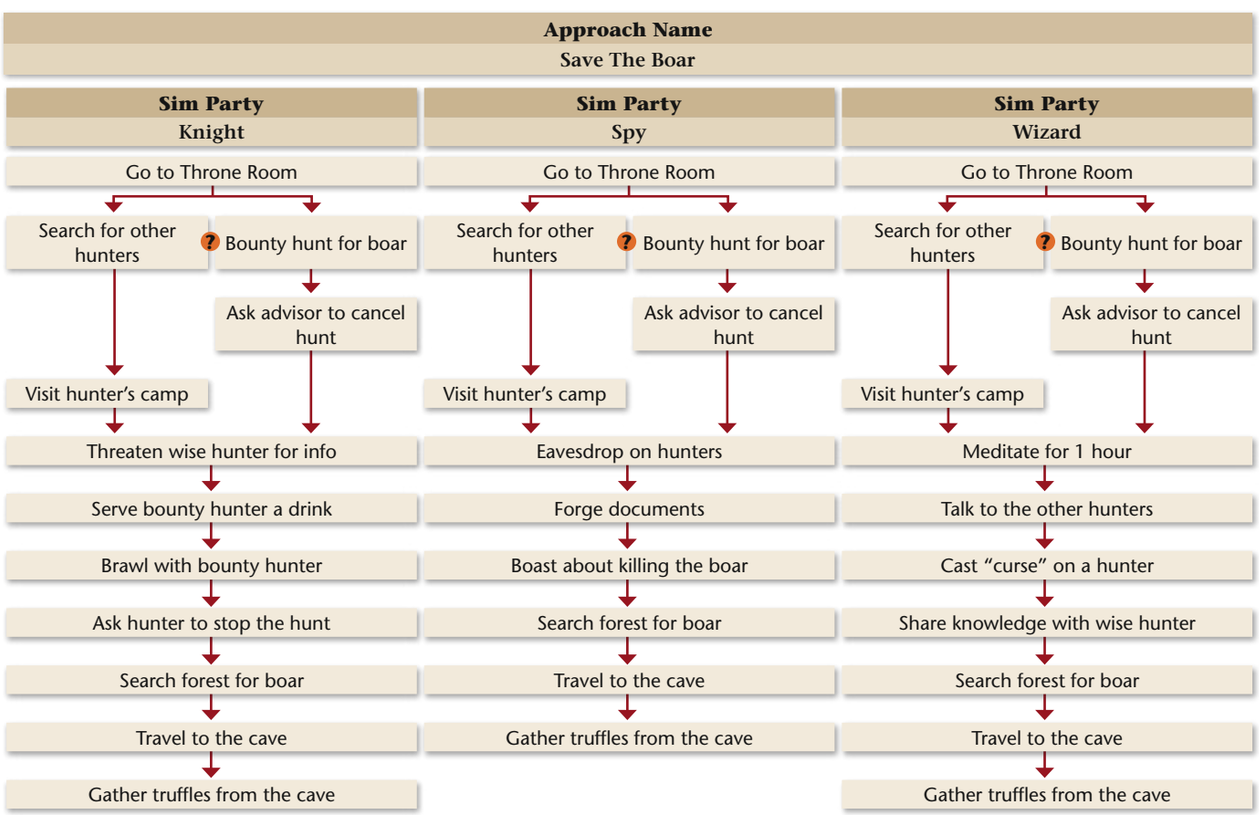
- Party Requirements: Knight, Wizard, or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Security +1
Gold	30	1,000	1,200	Security +1
Silver	20	750	800	Security +1
Bronze	10	400	400	Security +1

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Bric-a-Brac Day

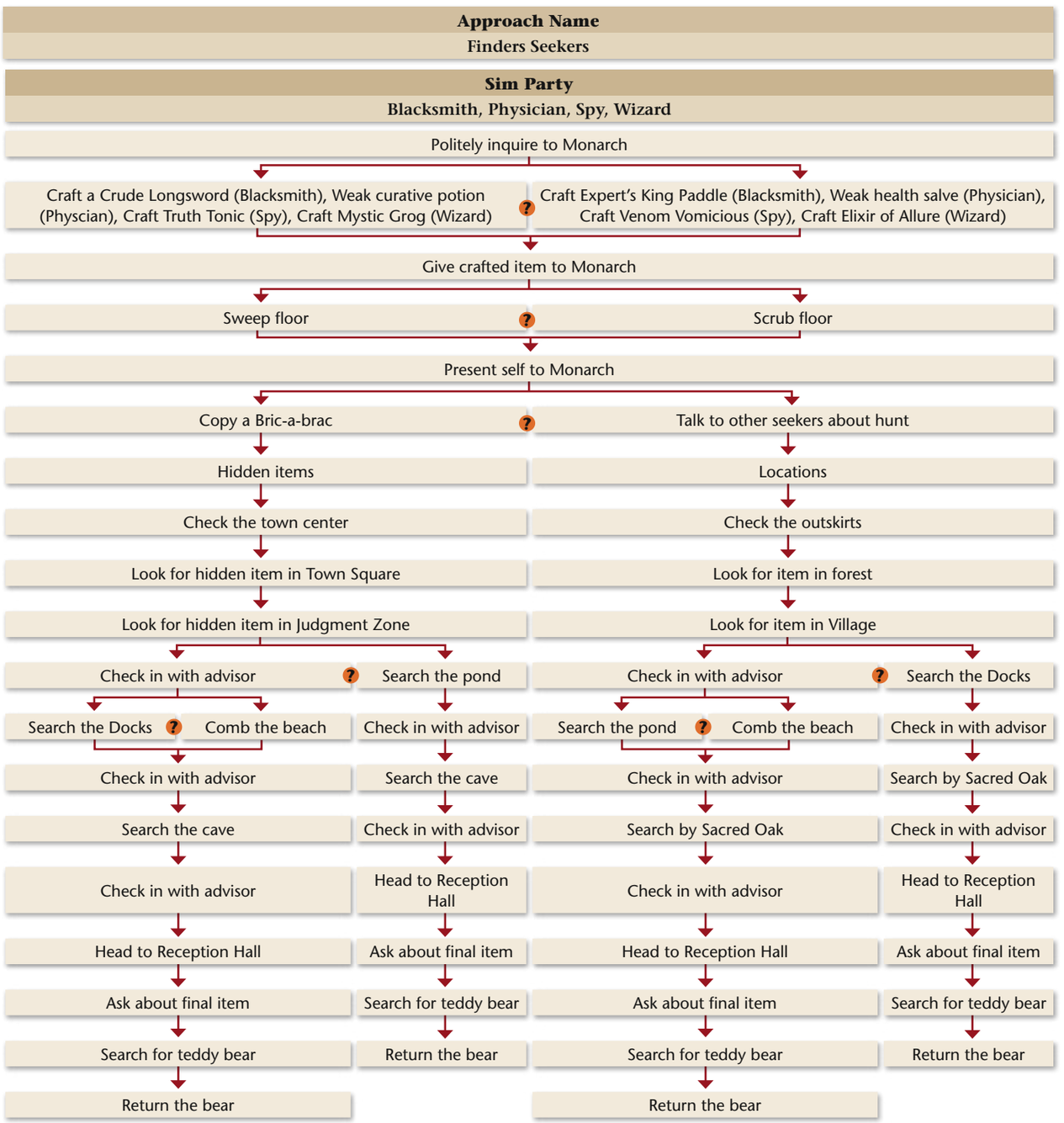
The Monarch of the kingdom had a sudden urge for a new holiday, and just like that, "Bric-a-Brac Day" was born. It was a grand scavenger hunt to be held annually, and the first contest was set to begin that very day. All would be invited to join the hunt across the kingdom. Who would be crowned the best seeker?

- QP Cost: 3

Approach: Finders Seekers

- Party Requirements: Blacksmith, Physician, Spy, or Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,500	Knowledge +2
Gold	40	2,000	2,000	Knowledge +1
Silver	30	1,500	1,600	Knowledge +1
Bronze	20	1,000	1,200	0



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Cultural Crusades

Religious culture was falling out of style with the new generation. And worse, a cultural faire had come to town—a veritable cornucopia of distractions away from religion. But was there a way for a clever devotee of the Watcher to use or abuse the cultural faire in order to revive religious faith?

- QP Cost: 3

Approach: Embrace Culture

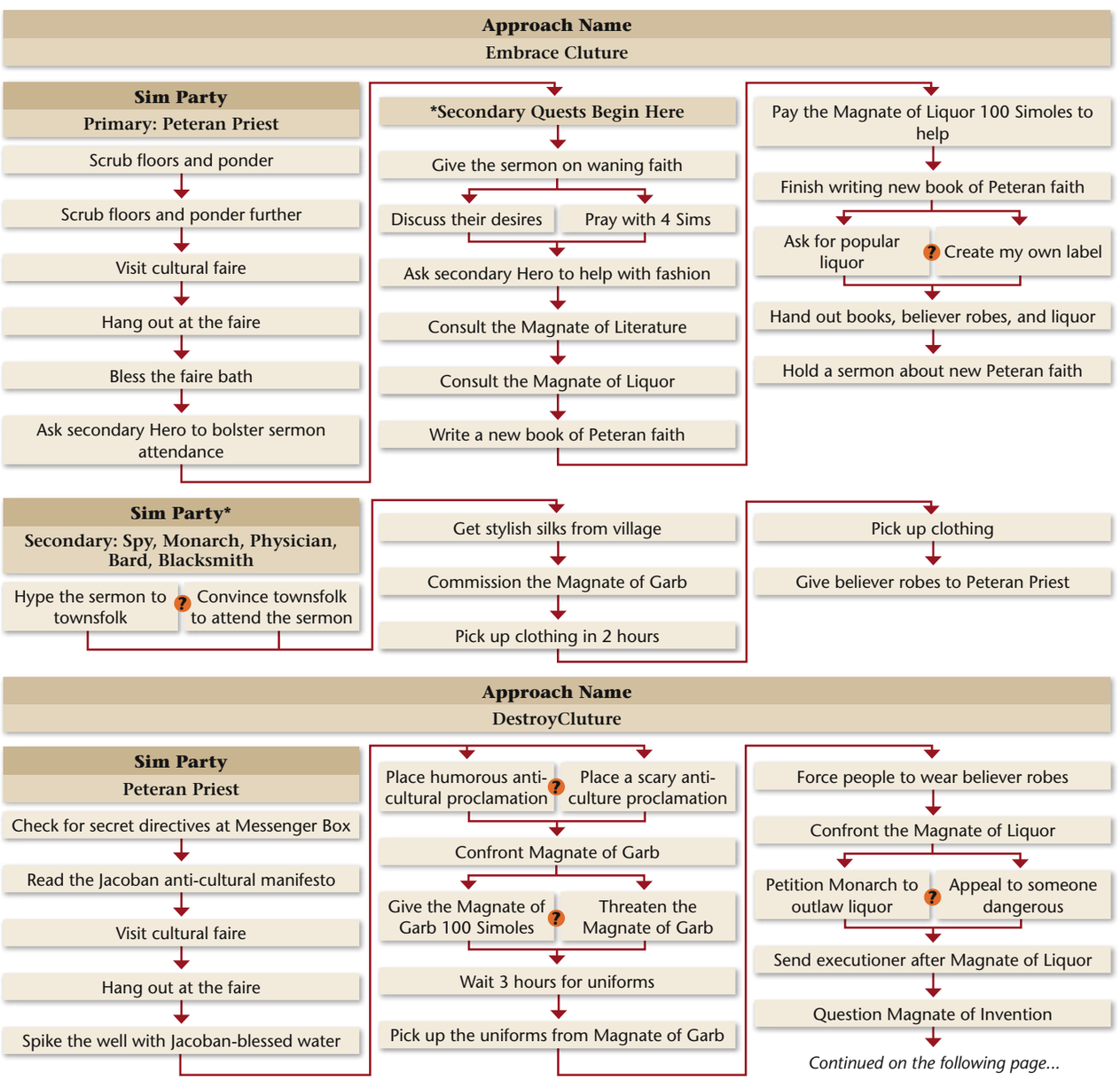
- Party Requirements: Peteran Priest and Any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	0	1,200	Culture +4
Gold	20	0	800	Culture +3
Silver	10	0	400	Culture +3
Bronze	10	0	400	Culture +2

Approach: Destroy Culture

- Party Requirements: Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Culture +3, Well-Being -1
Gold	30	1,600	2,000	Culture +2, Well-Being -1
Silver	30	1,250	1,600	Culture +2, Well-Being -1
Bronze	20	1,000	1,250	Culture +1, Well-Being -1

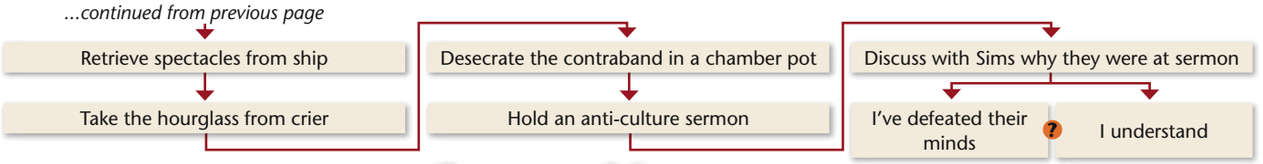


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Cultural Masterpiece

Lately, the Monarch had taken a keen interest in collecting relics of cultural significance from other lands. No one knew exactly why the Monarch was so interested in the antiques, but it wasn't their place to question.

In truth, the Monarch was beginning to wonder what the kingdom's great cultural contribution would be to the world...



This quest creates the special treasure, Stone of History.

- QP Cost: 3

Approach: Build It!

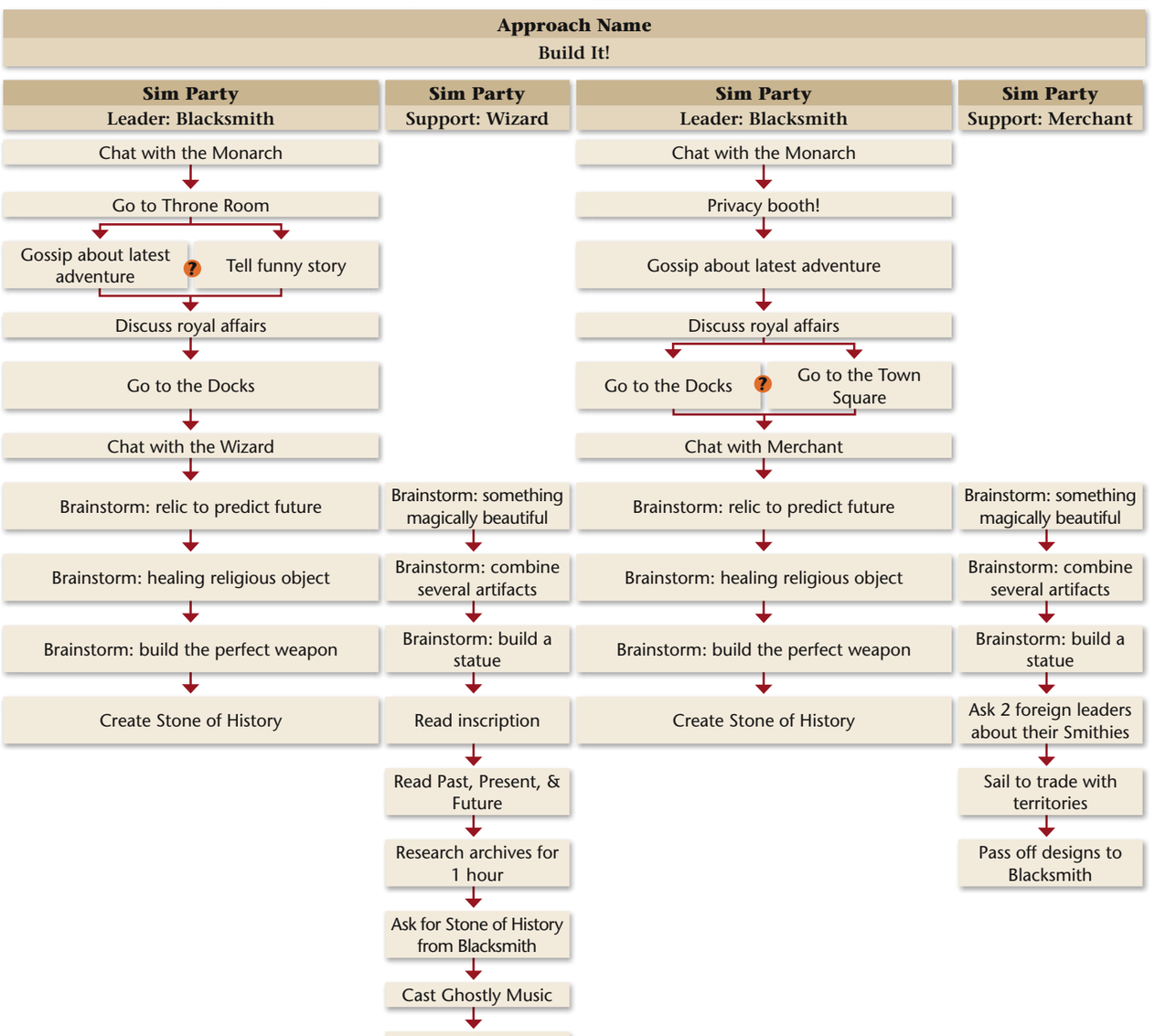
- Party Requirements: Bard (Lvl 10), or Blacksmith (Lvl 5+) and Merchant (Lvl 5+)/Wizard (Lvl 5+)

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	1,250	1,600	Culture +4
Gold	20	800	1,200	Culture +3
Silver	10	400	800	Culture +3
Bronze	10	400	400	Culture +2

Approach: Steal It!

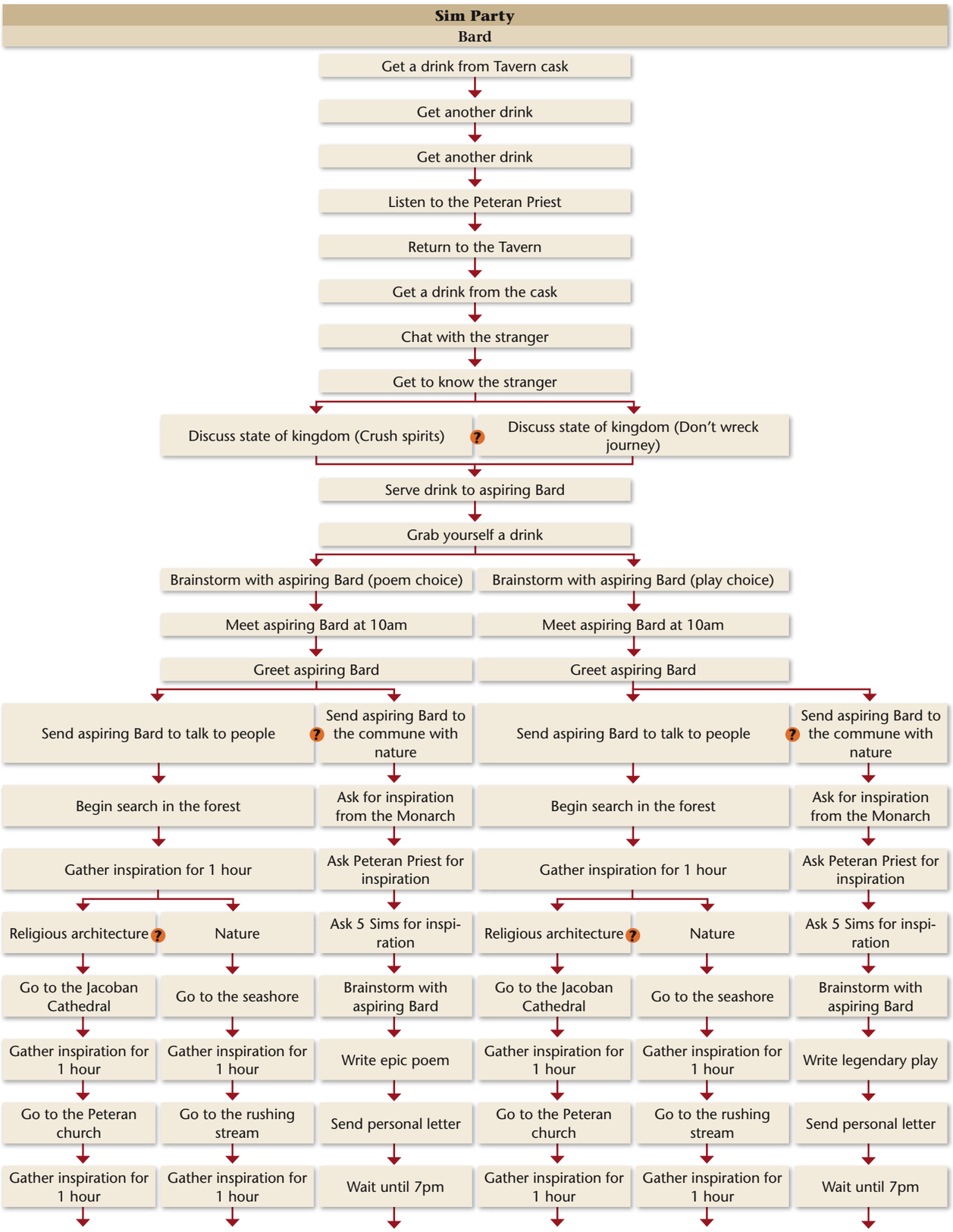
- Party Requirements: Spy (Lvl 5+)

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Security +1, Culture +1, Knowledge +1
Gold	40	1,500	1,600	Culture +1, Knowledge +1
Silver	30	1,250	1,200	Culture +1, Knowledge +1
Bronze	20	1,000	800	Culture +1



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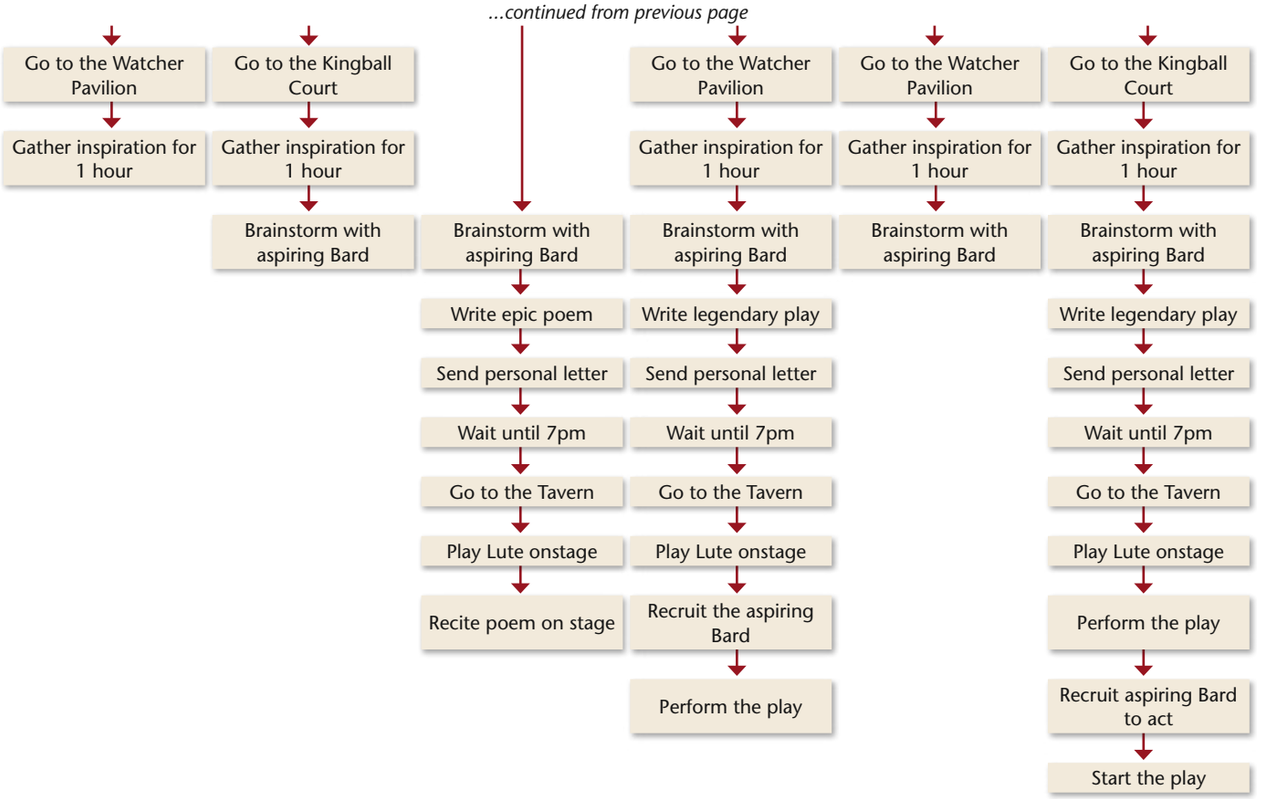


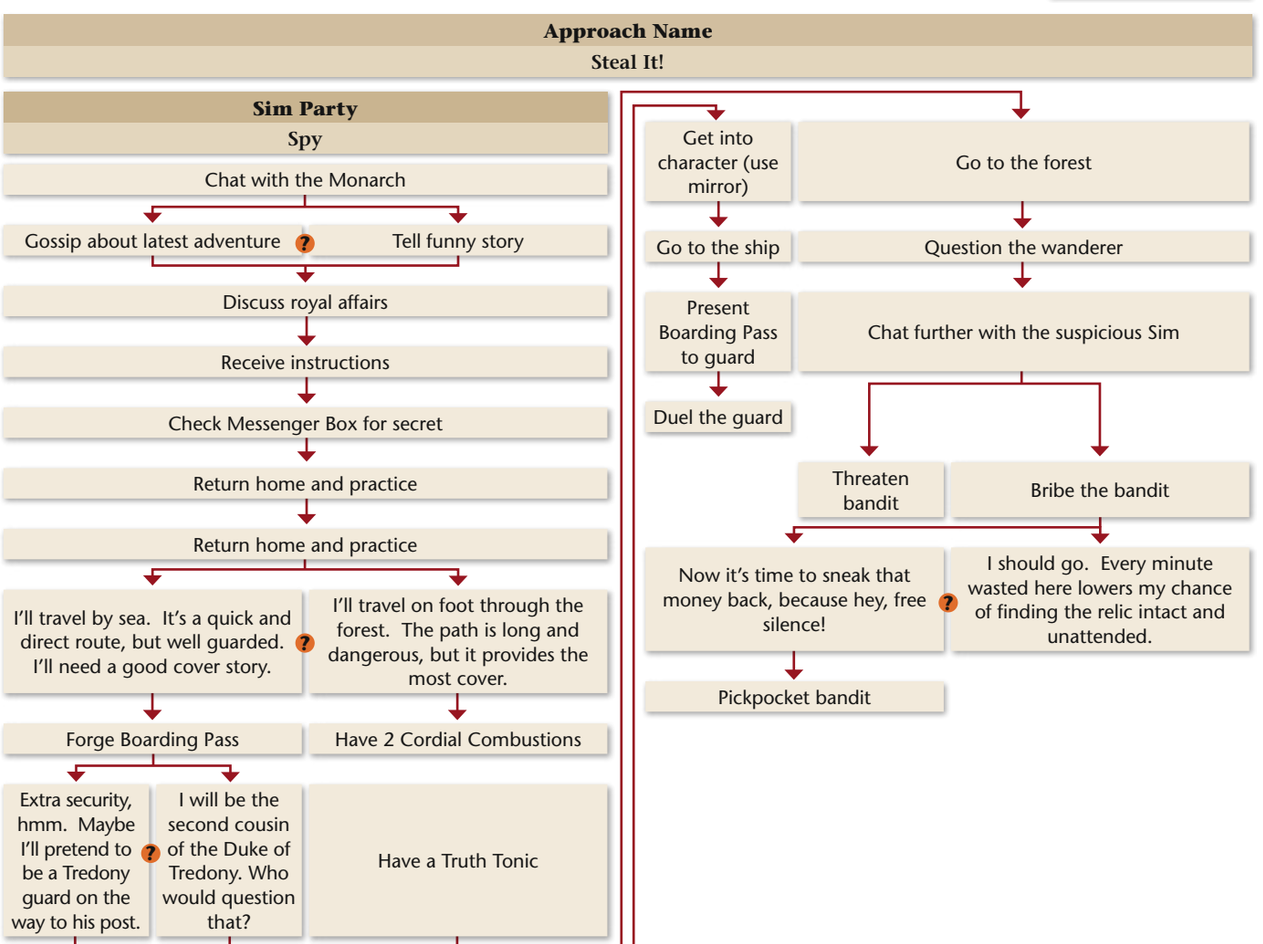
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Cutting Edge

The sword had no changed much since its first inception; it remained an uncomplicated and effective weapon. But could a sword be more than a soldier's tool?

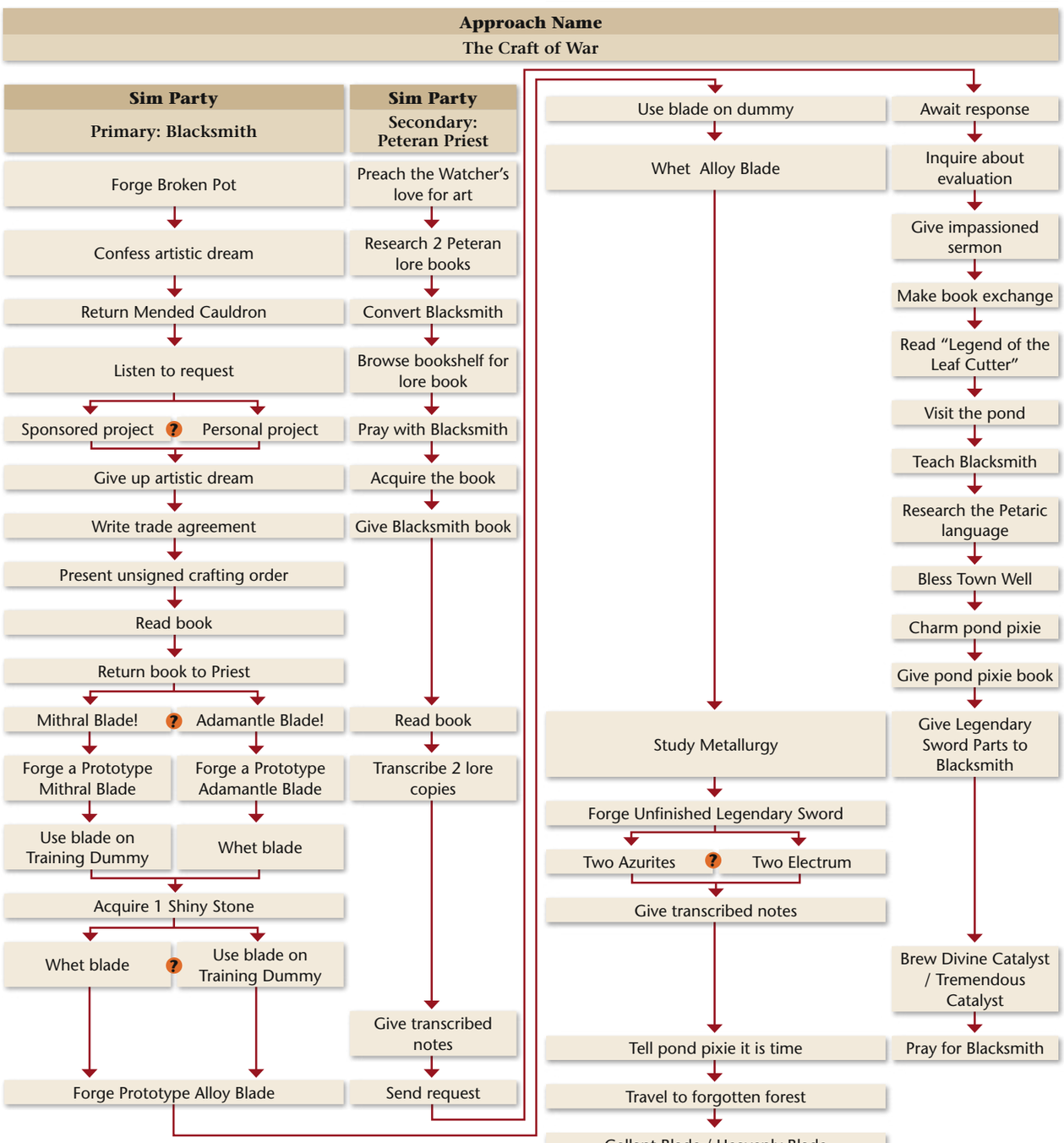
The Blacksmith believed that, given the right inspiration, a skilled smith could transform this simple weapon into an enduring legacy of craftsmanship.

- QP Cost: 3

Approach: The Craft of War

- Party Requirements: Blacksmith and Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Security +2, Culture +1
Gold	30	2,000	2,000	Security +1, Culture +1
Silver	20	1,500	1,600	Security +1, Culture +1
Bronze	10	1,250	1,200	Security +1



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Dangerous Minds

As a kingdom grew, its subjects had to be governed more and more carefully. Some said an educated populace was the path to prosperity, but others warned than an enlightened people could become difficult to control. How could the Monarch manage the citizens' quest for knowledge?

- QP Cost: 3

Approach: Encourage

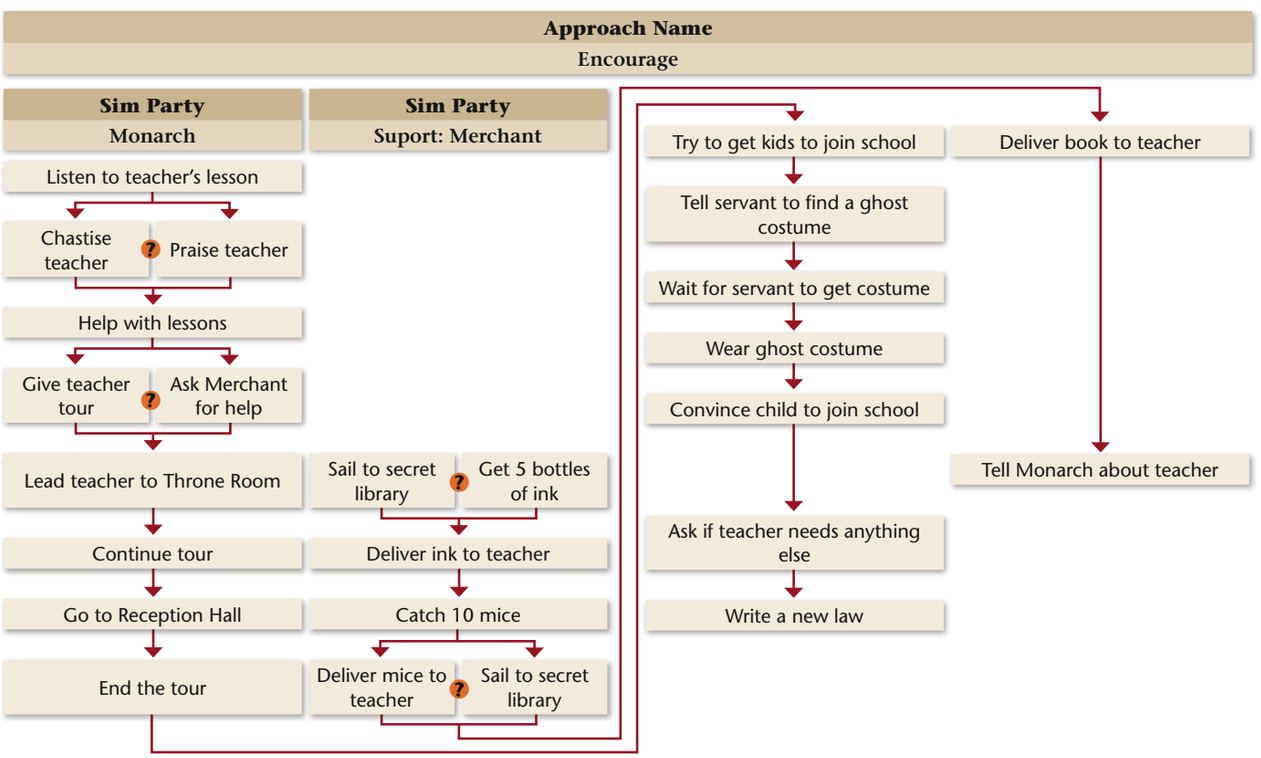
- Party Requirements: Monarch and Merchant

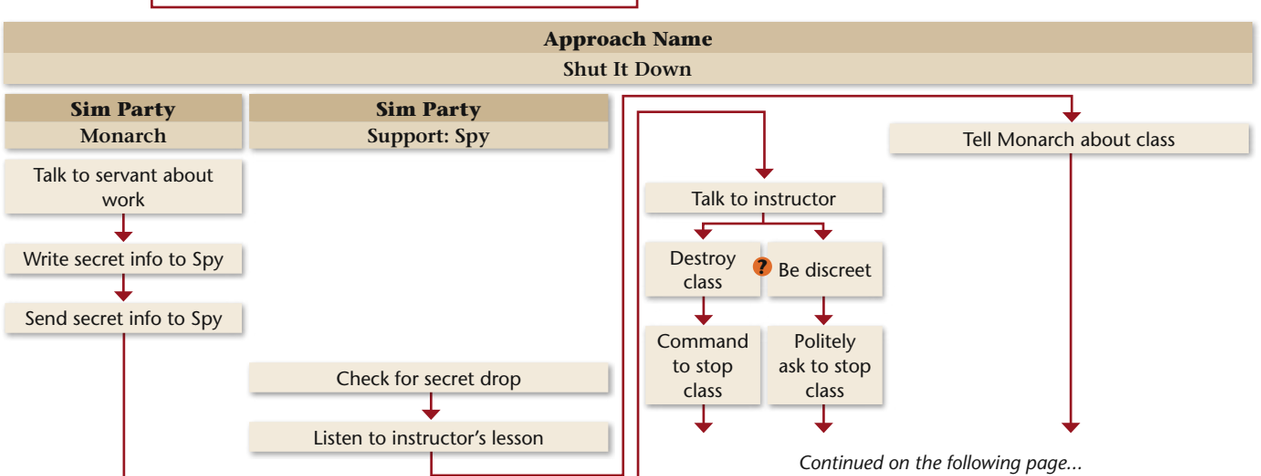
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Well-Being +1, Knowledge +2
Gold	30	1,500	2,000	Well-Being +1, Knowledge +1
Silver	20	1,500	1,600	Well-Being +1, Knowledge +1
Bronze	10	1,250	1,200	Knowledge +1

Approach: Shut It Down

- Party Requirements: Monarch and Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,000	Security +2, Knowledge -1
Gold	30	2,000	1,600	Security +2, Knowledge -1
Silver	30	1,500	1,600	Security +2, Knowledge -1
Bronze	20	1,250	1,200	Security +1, Knowledge -1



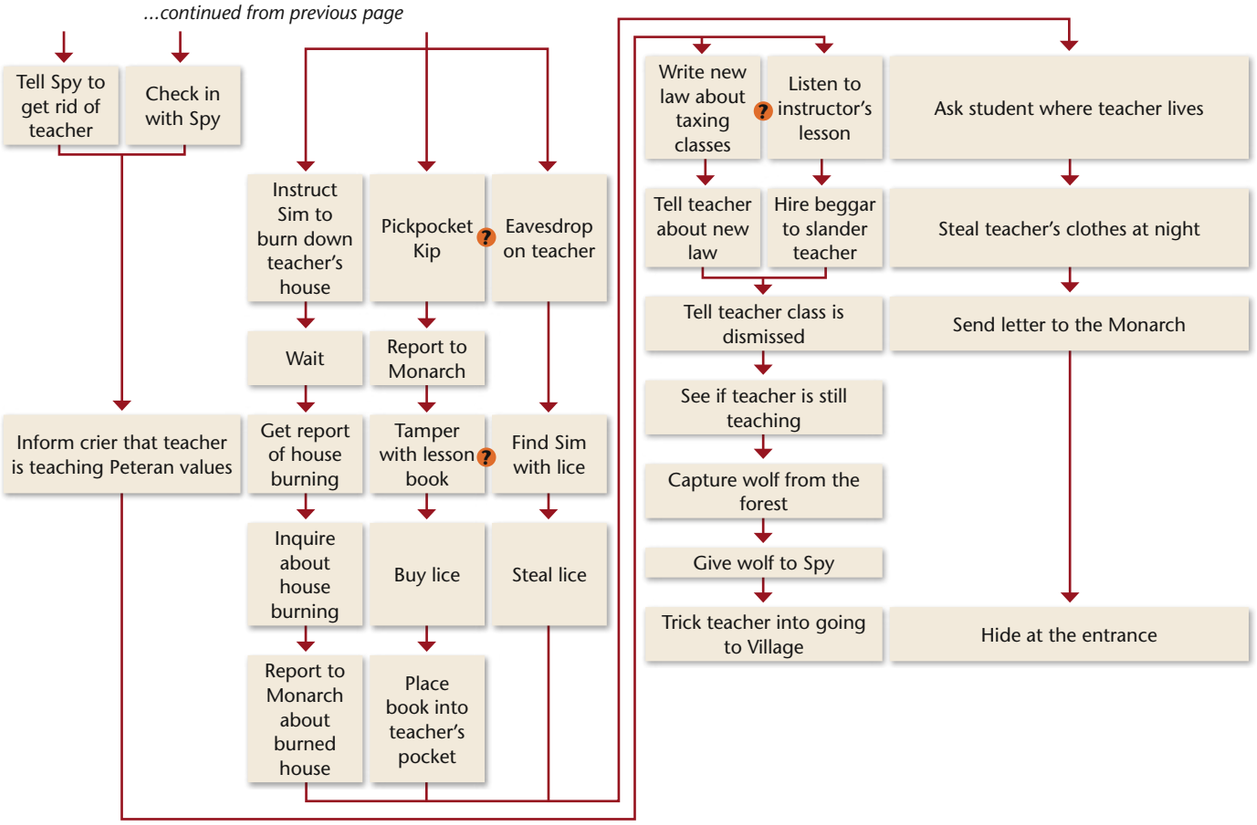


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Death of the Proxy

Sad news had arrived from Yacothia: The aged Jacoban Proxy, the leader of the Jacoban faith, had passed away from a wasting sickness. The entire city-state of Yacothia was thrown into turmoil, awaiting the election of a new Proxy.

It was a time of mourning. It was a time of opportunity.

- QP Cost: 3

NOTE

This quest allies your kingdom with Yacothia.

Approach: Exploit the Chaos

- Party Requirements: Spy and Jacoban Priest, Knight and Jacoban Priest, Merchant and Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	1,500	2,000	Security +2, Culture +1
Gold	20	1,250	1,600	Security +1, Culture +1
Silver	20	1,000	1,200	Security +1, Culture +1
Bronze	20	750	800	Security +1

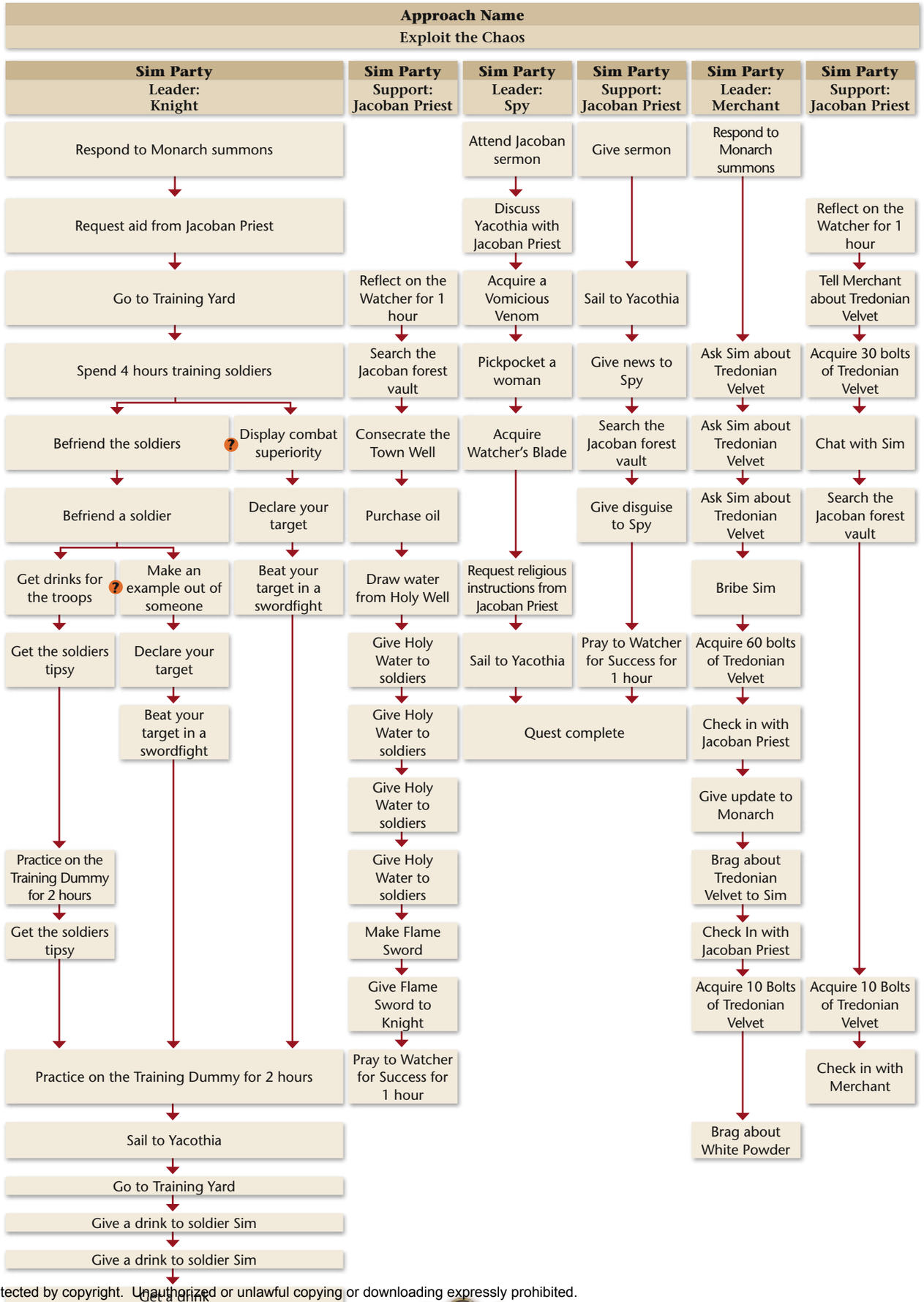
Approach: Proxy Election Time

- Party Requirements: Jacoban Priest and Spy/Merchant, Monarch and Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	1,500	2,000	Culture +3
Gold	20	1,250	1,600	Culture +2
Silver	20	1,000	1,200	Culture +2
Bronze	20	750	800	Culture +1

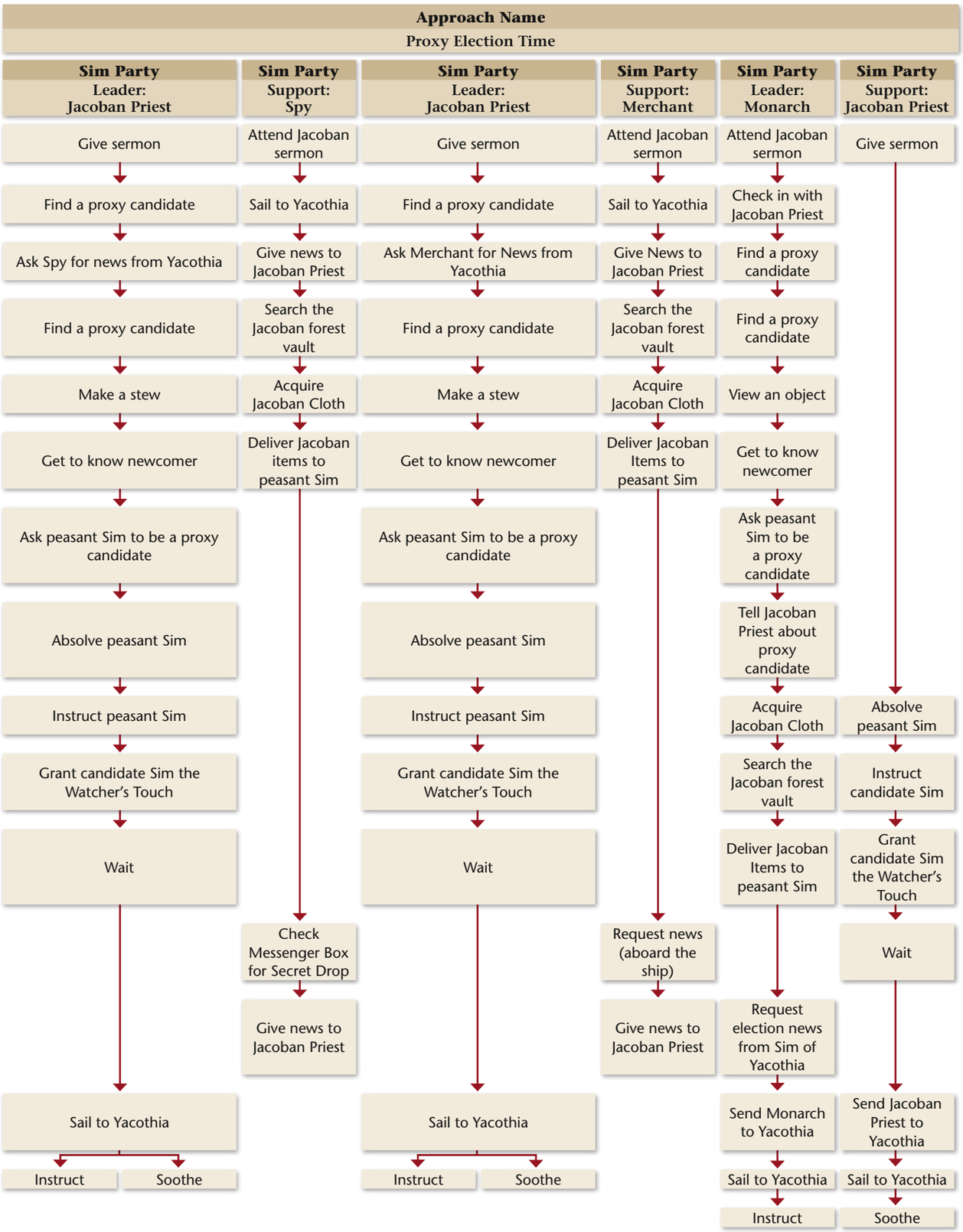
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Doomsday?

Nothing in the kingdom moved swifter than bad news. When a haggard-looking traveler staggered into town screaming of impending disaster, it did not take long for word to spread. The kingdom had its own harbinger of doom.

But was there really a threat behind those apocalyptic words?

- QP Cost: 3

Approach: The End Is Near

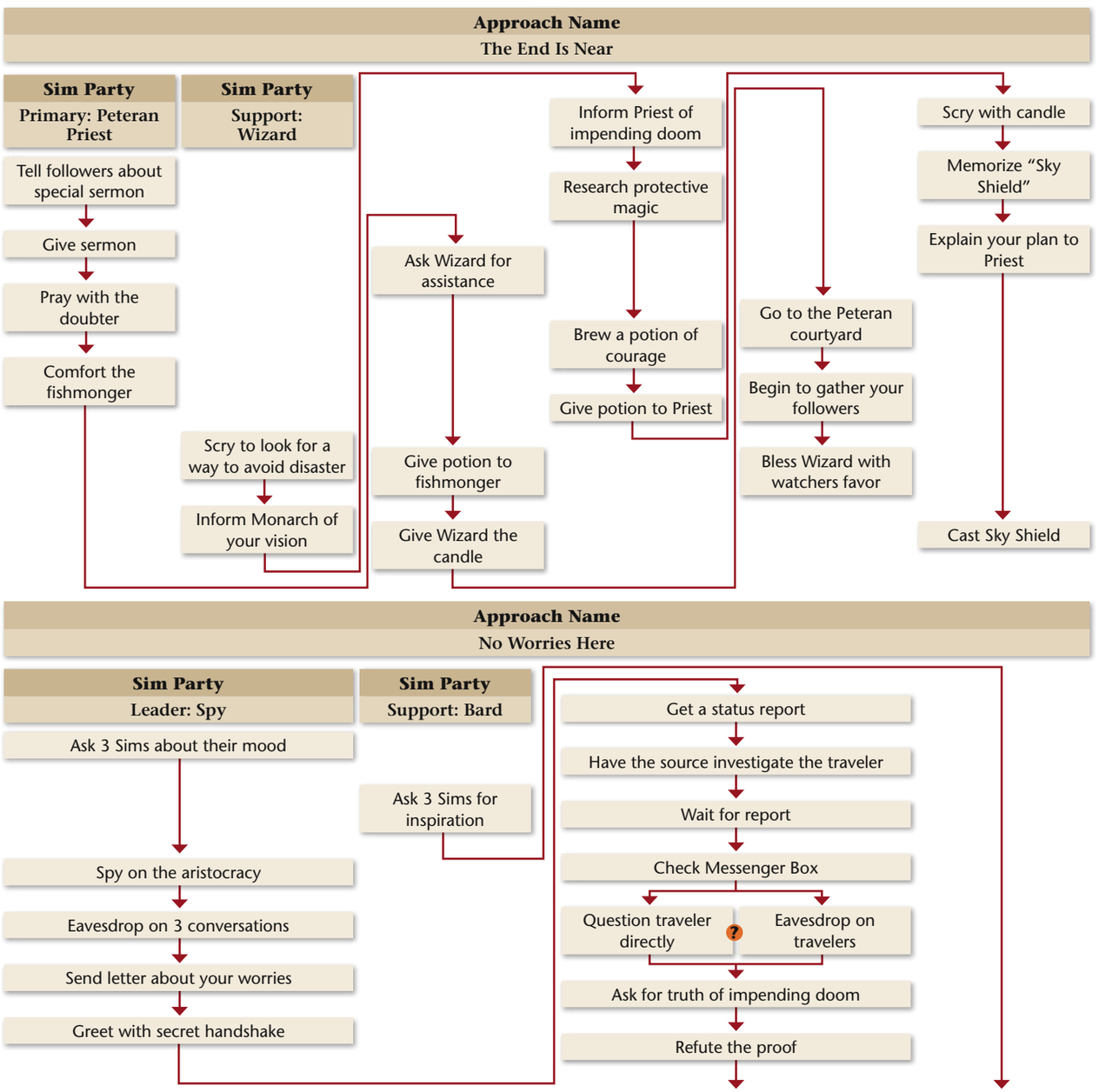
- Party Requirements: Peteran Priest and Wizard,

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Security +3
Gold	30	1,500	2,000	Security +3, Culture -1
Silver	20	1,250	1,600	Security +3, Culture -1
Bronze	10	1,000	1,200	Security +2, Culture -1

Approach: No Worries Here

- Party Requirements: Spy and Bard

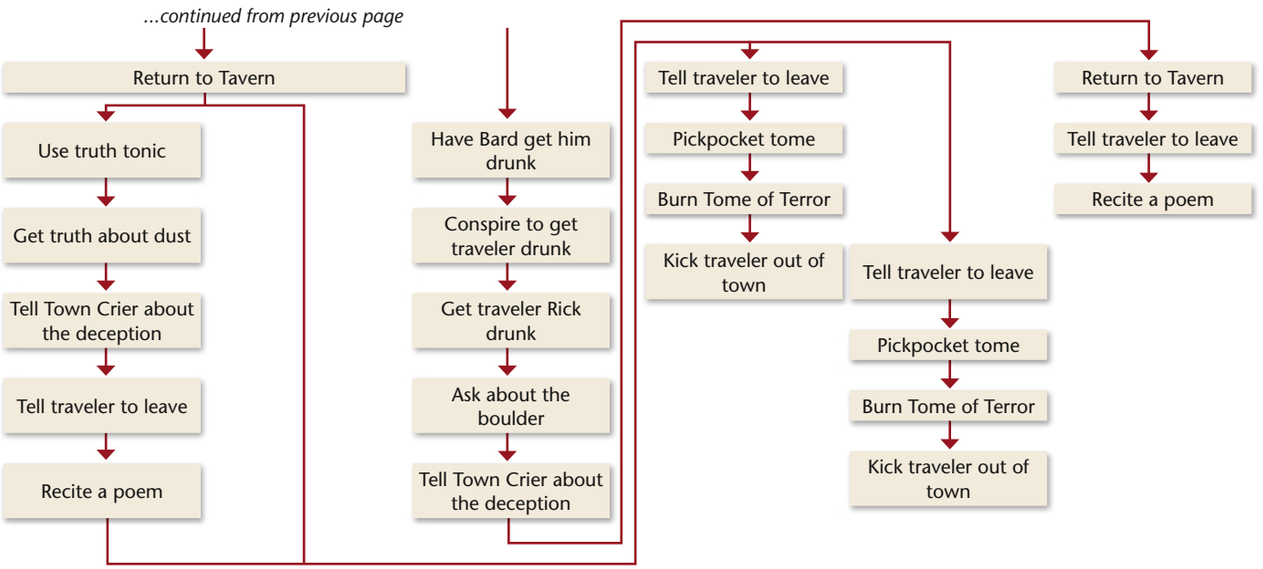
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Security +1, Knowledge +2
Gold	30	1,500	2,000	Security +1, Knowledge +1
Silver	20	1,250	1,600	Security +1, Knowledge +1
Bronze	10	1,000	1,200	Security +1



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Eastern Promises

A woman from the Far East appeared, offering to share her mysterious techniques for fighting disease and death. People were naturally curious when it came to Eastern secrets. Some were ready to accept her new ways, while others were unsure that her practices were safe...

- QP Cost: 3

Approach: Get Out!

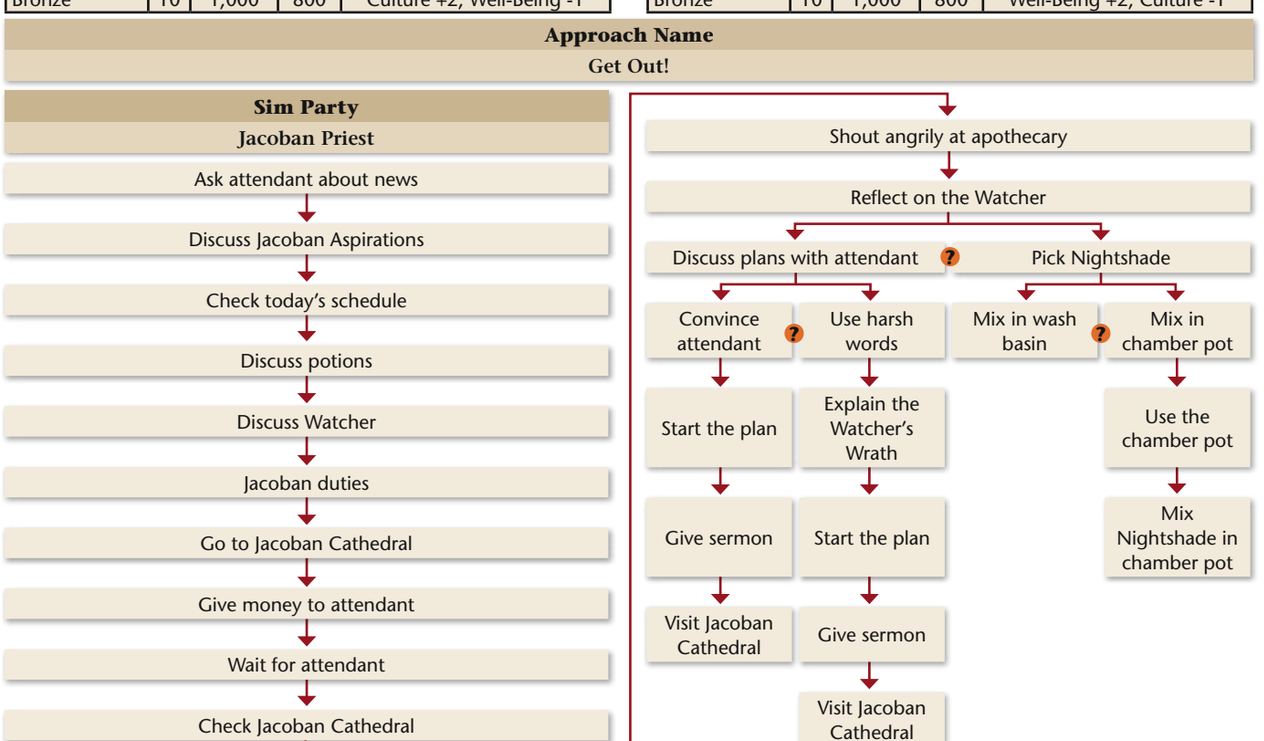
- Party Requirements: Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Culture +4, Well-Being -1
Gold	30	1,500	1,600	Culture +3, Well-Being -1
Silver	20	1,250	1,200	Culture +3, Well-Being -1
Bronze	10	1,000	800	Culture +2, Well-Being -1

Approach: For Science!

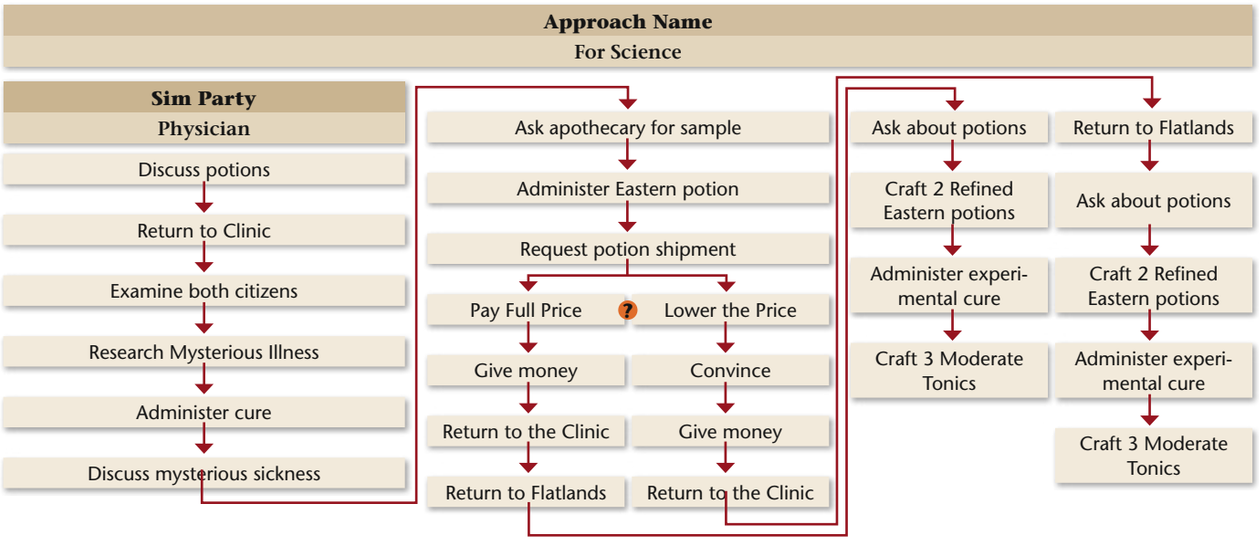
- Party Requirements: Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +4, Culture -1
Gold	30	1,500	1,600	Well-Being +3, Culture -1
Silver	20	1,250	1,200	Well-Being +3, Culture -1
Bronze	10	1,000	800	Well-Being +2, Culture -1



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Evolution of Chinchilla

A chinchilla was a chinchilla. At least, that's what the common wisdom used to be, before the reports started flooding in of chinchillas that seemed impervious to harm. Hunters were in a bit of a panic, as their weapons seemed to bounce right off these creatures' hides.

TIP

This quest creates the special treasure, Chinchilla Armor.

What was going on in the forest? What had happened to these chinchillas? Someone would have to find out, no matter the danger...

- QP Cost: 3

Approach: Heavy Metal

- Party Requirements: Blacksmith

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	1,200	Security +3
Gold	30	1,250	800	Security +2
Silver	20	1,000	800	Security +2
Bronze	10	0	800	Security +1

Approach: Chinchilla of the Watcher

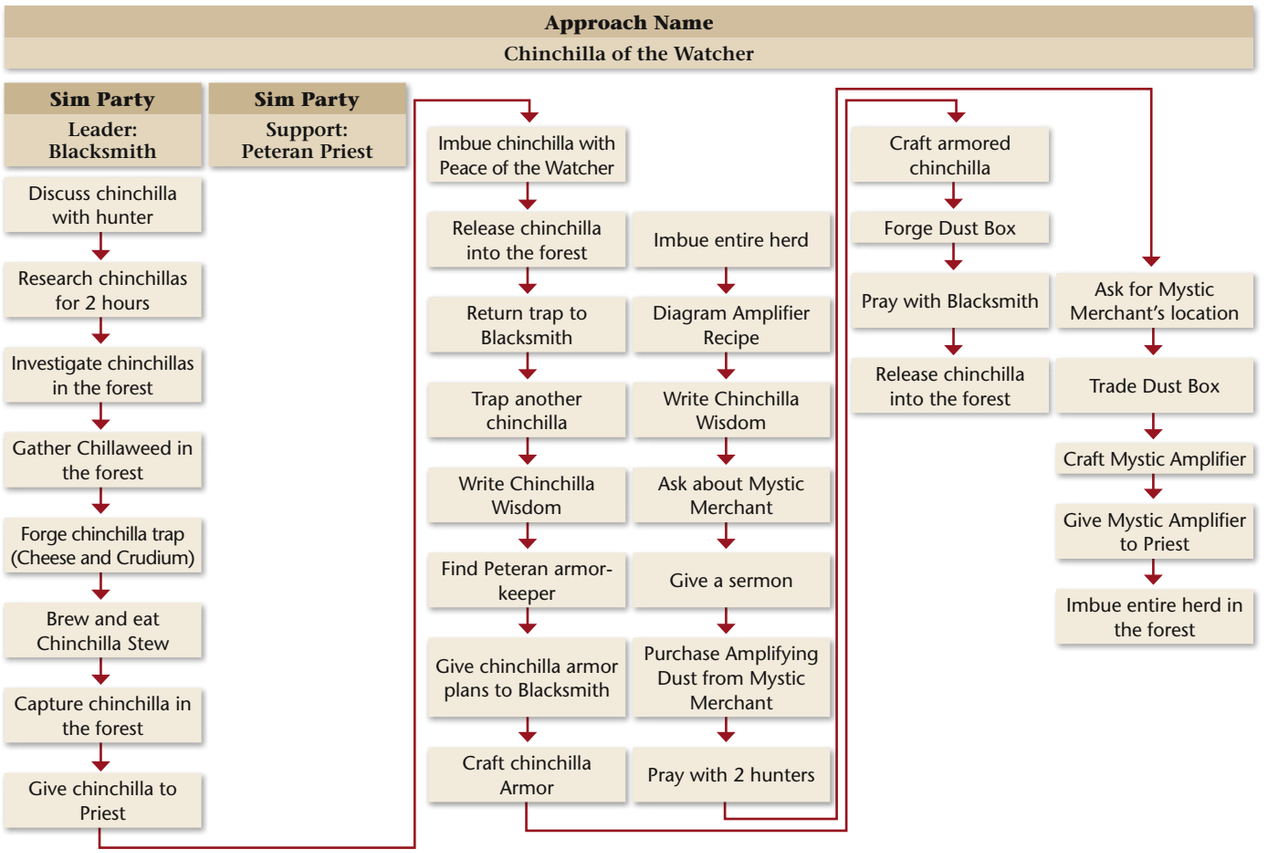
- Party Requirements: Blacksmith and Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,000	1,200	Security +3, Culture +1
Gold	30	1,000	1,200	Security +2, Culture +1
Silver	30	400	800	Security +2, Culture +1
Bronze	10	400	800	Security +1



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Family Crest

A coat of arms told the story of one's lineage. It represented the achievement of generations. To hold one was to make a connection with those achievements and to remind oneself of the family code of conduct.

But what happened when a Hero had no knowledge of his or her own heraldry?

- QP Cost: 3

Approach: Knightly Heraldry

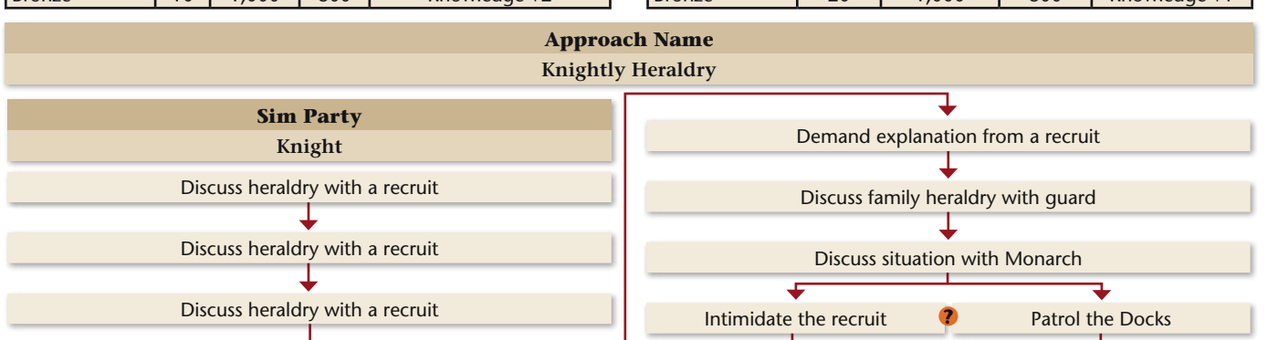
- Party Requirements: Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Security +2, Knowledge +2
Gold	30	1,500	1,600	Security +1, Knowledge +2
Silver	20	1,250	1,200	Security +1, Knowledge +2
Bronze	10	1,000	800	Knowledge +2

Approach: Royal Heraldry

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,000	Knowledge +3
Gold	40	1,500	1,600	Knowledge +2
Silver	30	1,250	1,200	Knowledge +2
Bronze	20	1,000	800	Knowledge +1

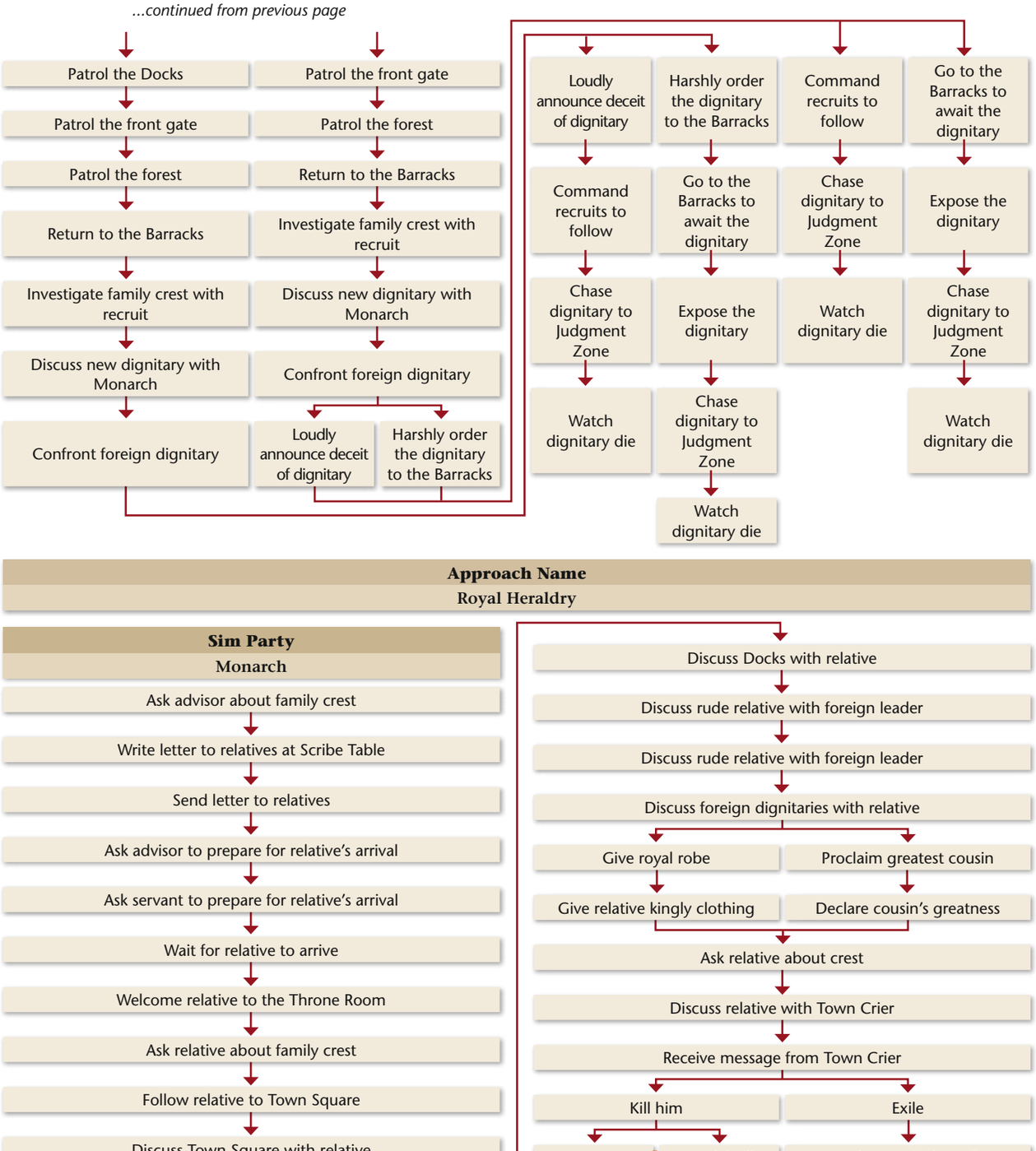


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Famine Fever

A recent crop shortage had brought the peasants to the brink of starvation. An angry band of them descended upon the kingdom Throne Room where they were staging a protest. They demanded food! Would someone come forward who could feed the peasants, or would their uprising be quelled?

- QP Cost: 3

Approach: Martial Law

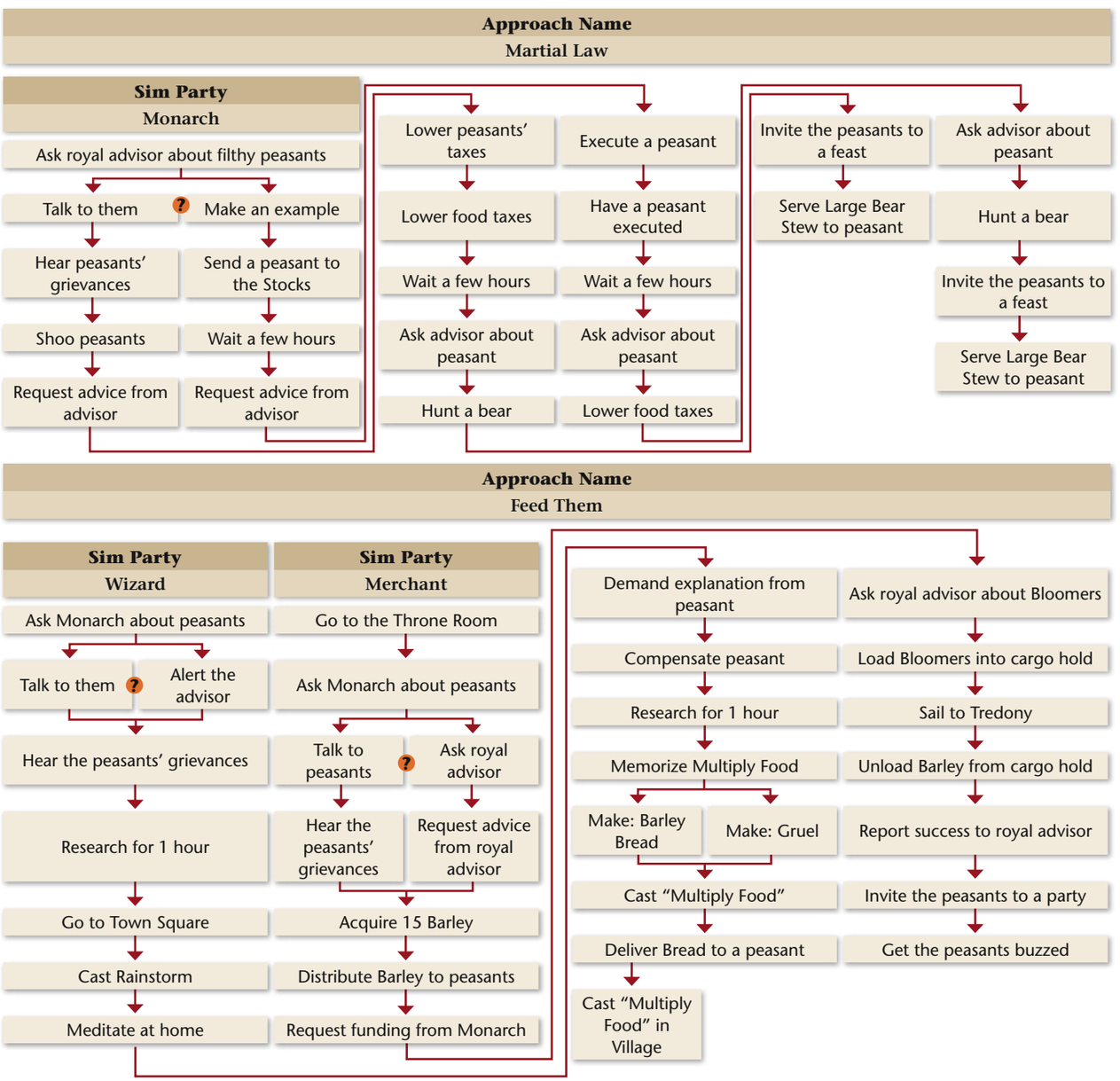
- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Well-Being +2, Security +2
Gold	30	1,250	2,000	Well-Being +1, Security +2
Silver	20	1,000	1,600	Well-Being +1, Security +2
Bronze	10	750	1,200	Well-Being +1, Security +1

Approach: Feed Them

- Party Requirements: Merchant and Monarch, Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Knowledge +2, Security +2
Gold	30	1,250	2,000	Knowledge +1, Security +2
Silver	20	1,000	1,600	Knowledge +1, Security +2
Bronze	10	750	1,200	Knowledge +1, Security +1



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Foolishness

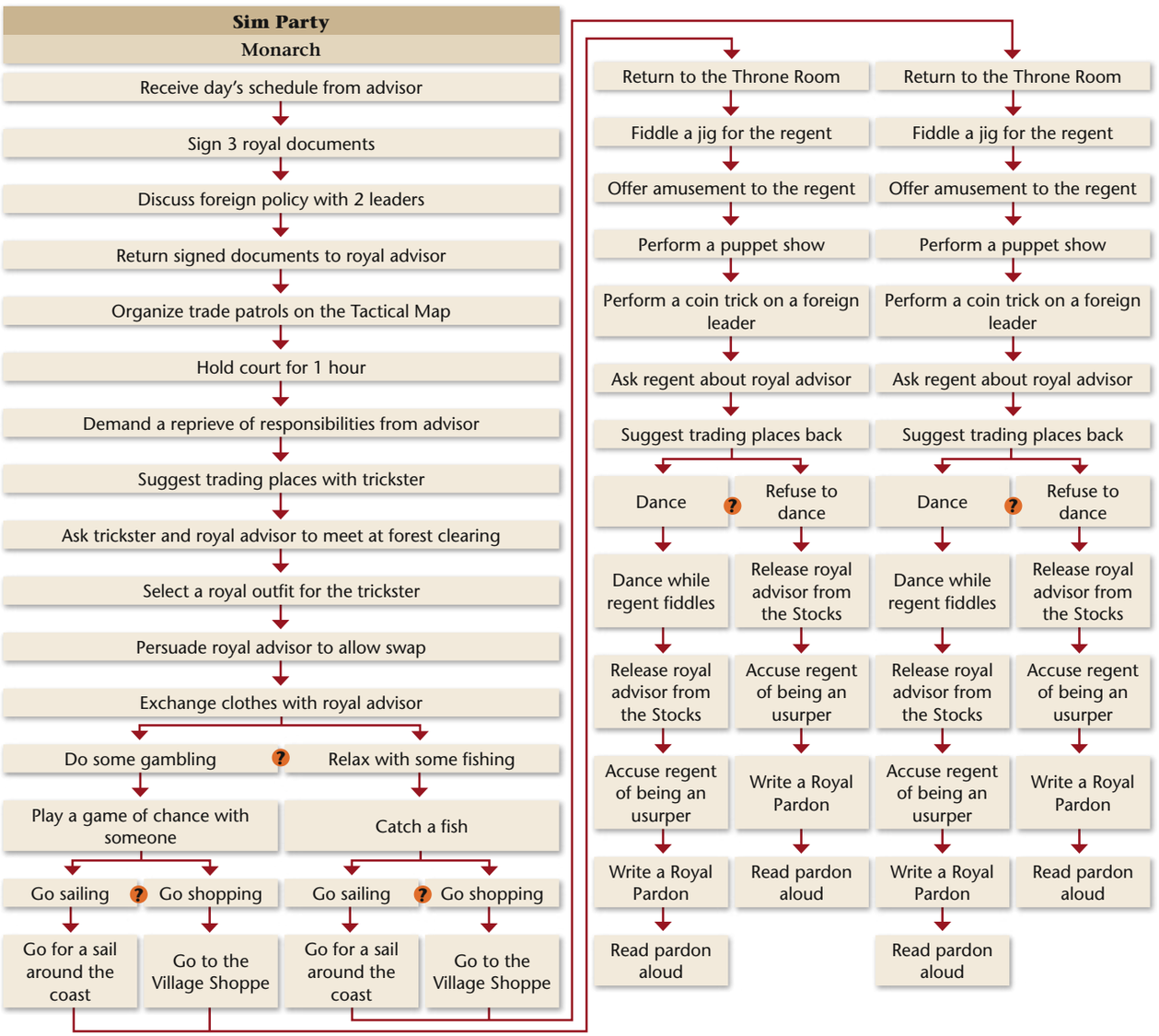
Everyone loved court jesters, with their stupid hats and their dumb shoes. Hilarious. While the rest of the kingdom worked for a living, fools got to enjoy a life of games and frivolity. Though they held the lowest position at court, in a way they were lucky. Surely it was easier to prance and caper about than to be the one making the tough decisions, right?

- QP Cost: 3

Approach: Jest for a Day

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,500	Culture +3
Gold	40	1,250	2,000	Culture +3, Security -1
Silver	30	1,000	1,600	Culture +3, Security -1
Bronze	20	750	1,200	Culture +2, Security -1



Fountain of Legend

Of all the strange tales shared in the kingdom, the Fountain of Legend was the most told: a miraculous pool that granted every wish to those who could find it. Many had tried in vain to find proof of its existence.

But what if someone actually did find it? What wonders would await that worthy soul?

- QP Cost: 3

Approach: Self-Improvement

- Party Requirements: Any Hero with a Fatal Flaw

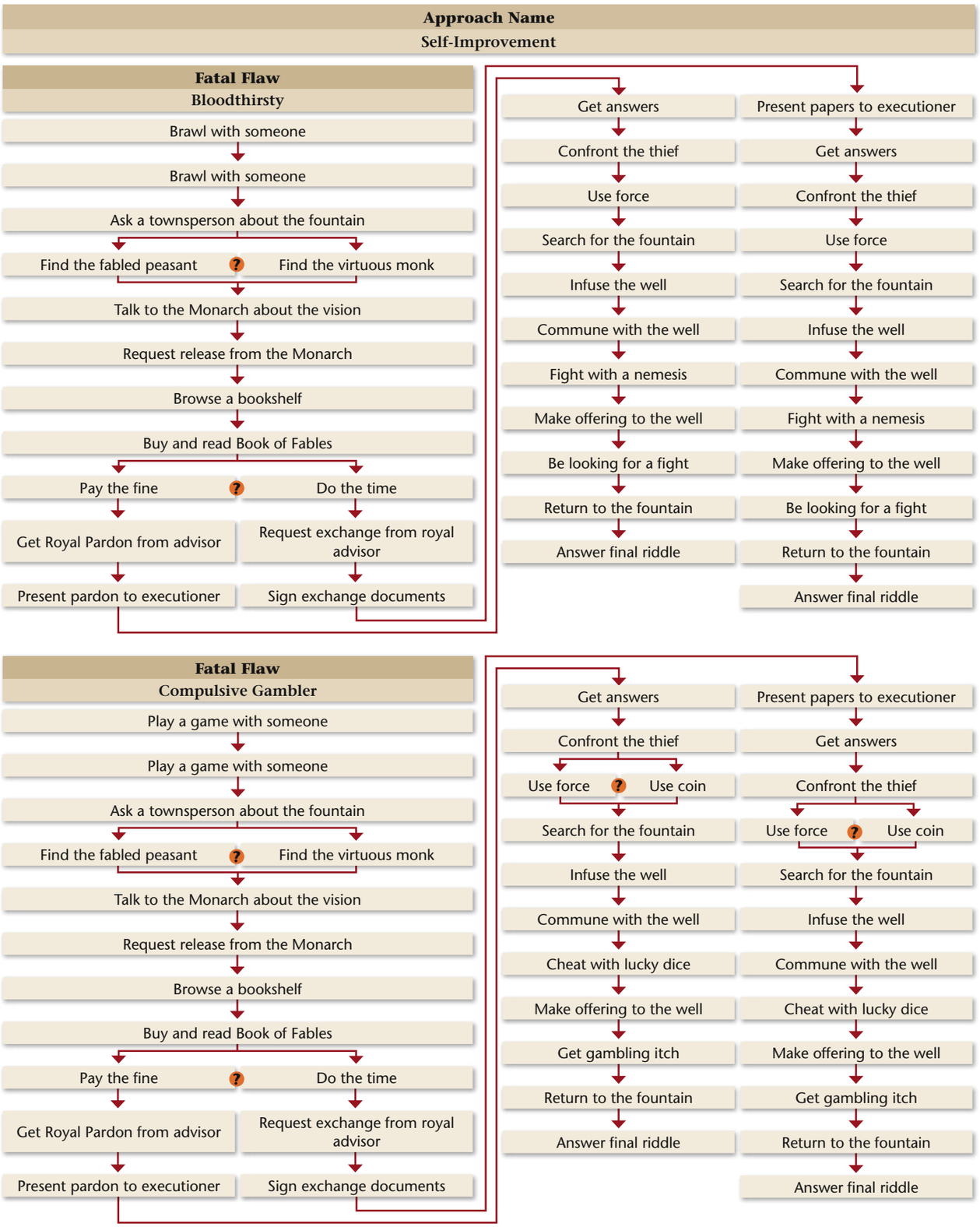
Quest Performance	RP	Simoles	XP	Aspects
Platinum	30	1,250	2,000	Knowledge +1
Gold	20	1,000	1,600	Culture +1
Silver	20	1,000	1,200	Well-Being +1
Bronze	10	750	1,200	Security +1



This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

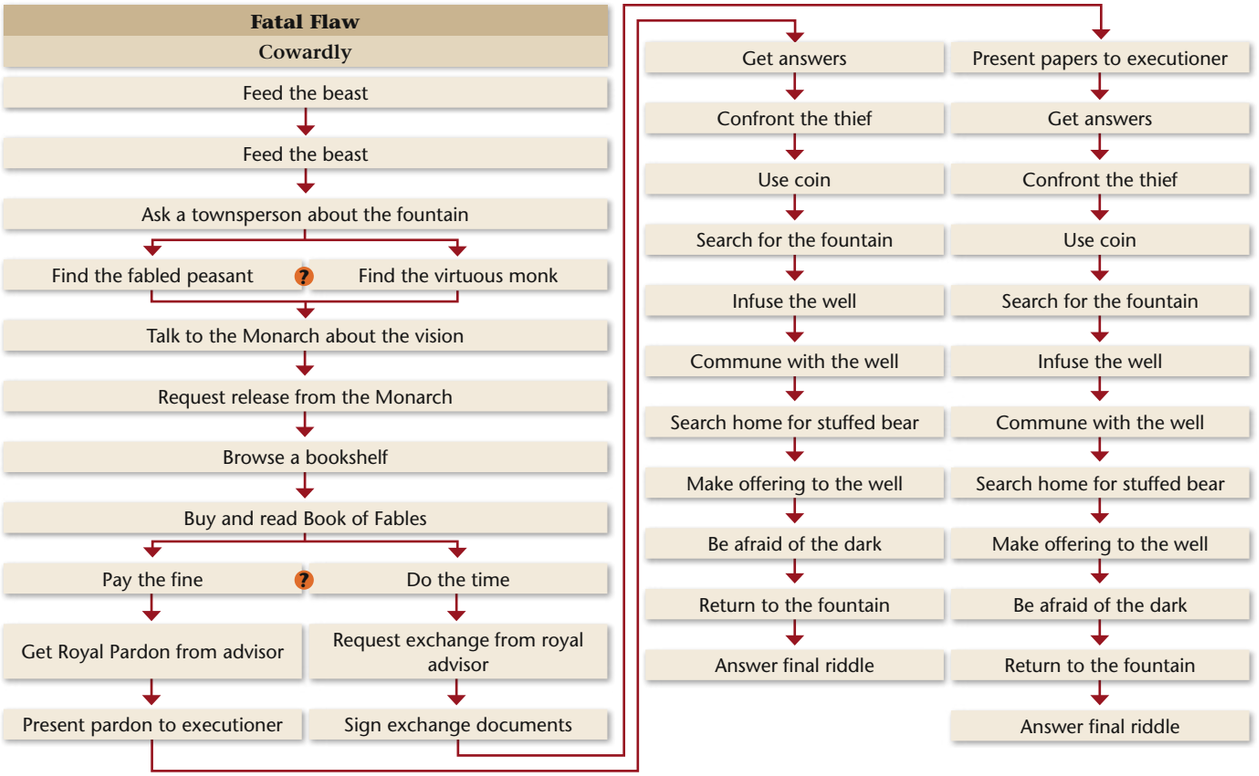
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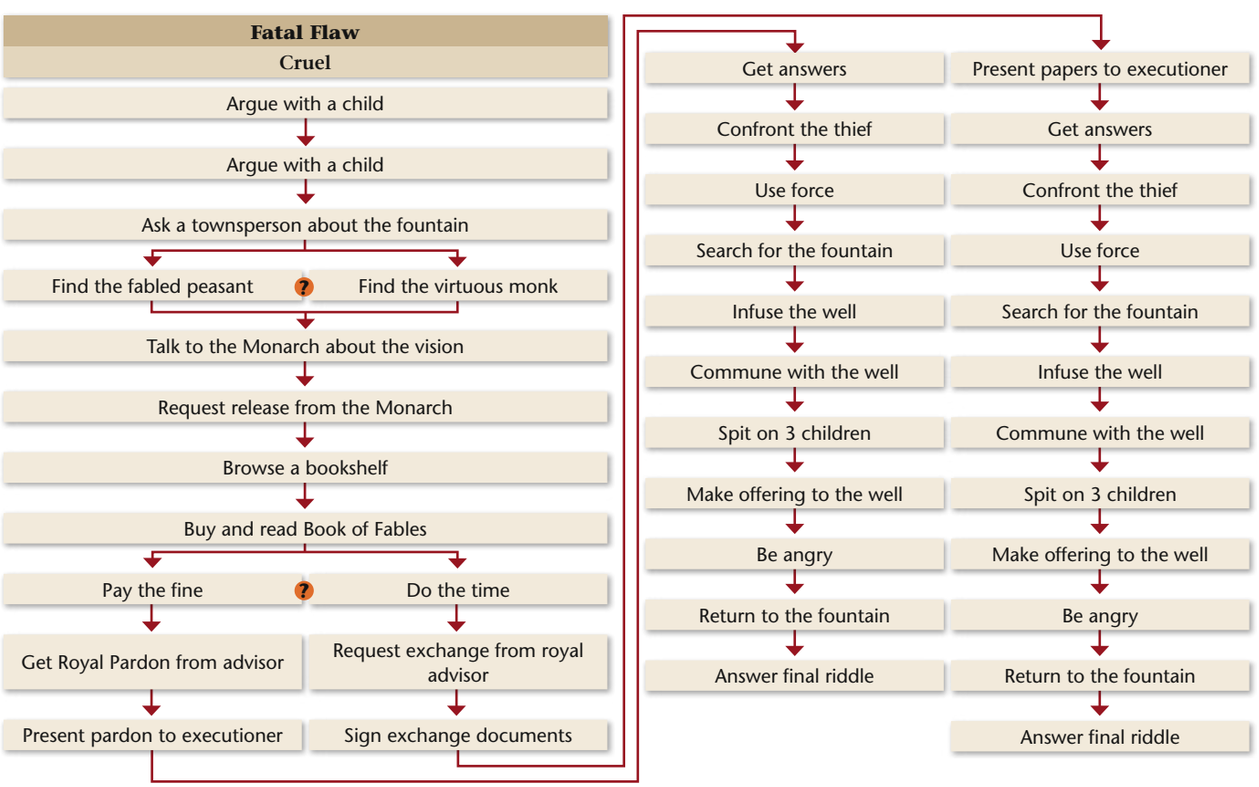
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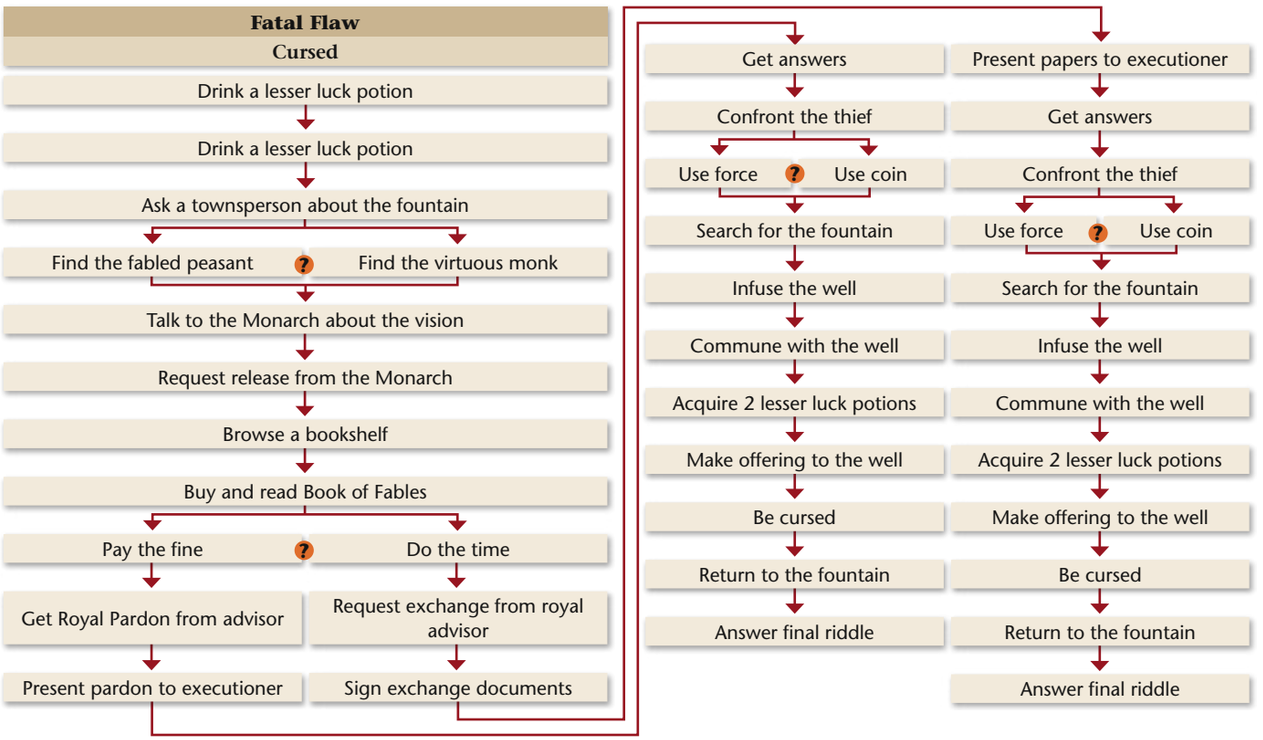
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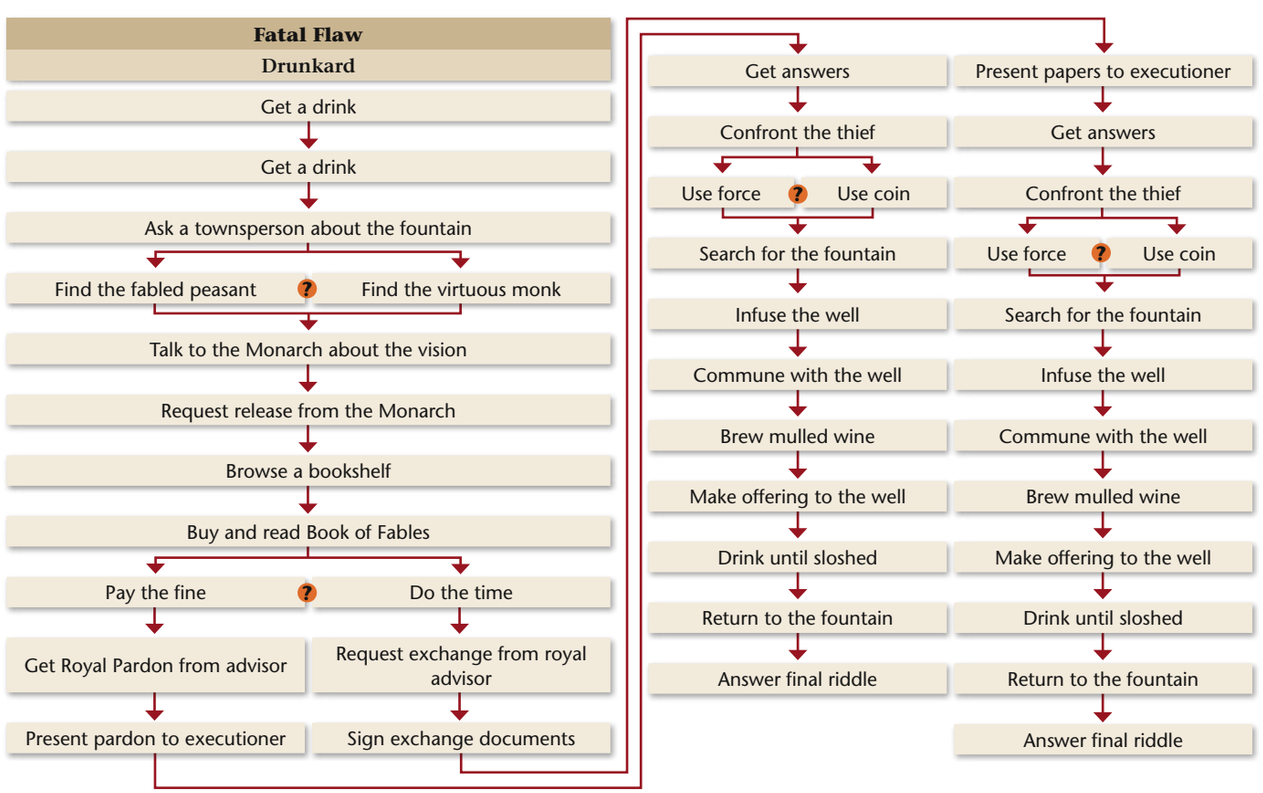




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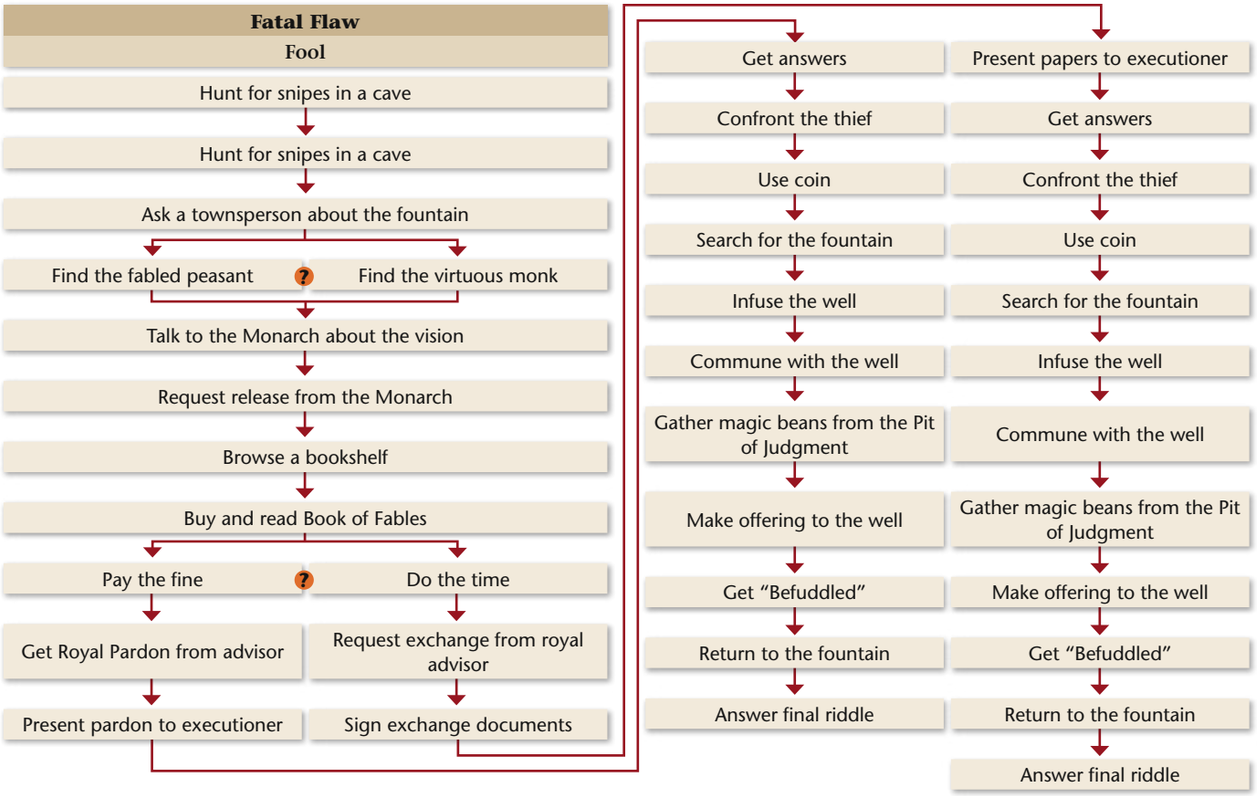
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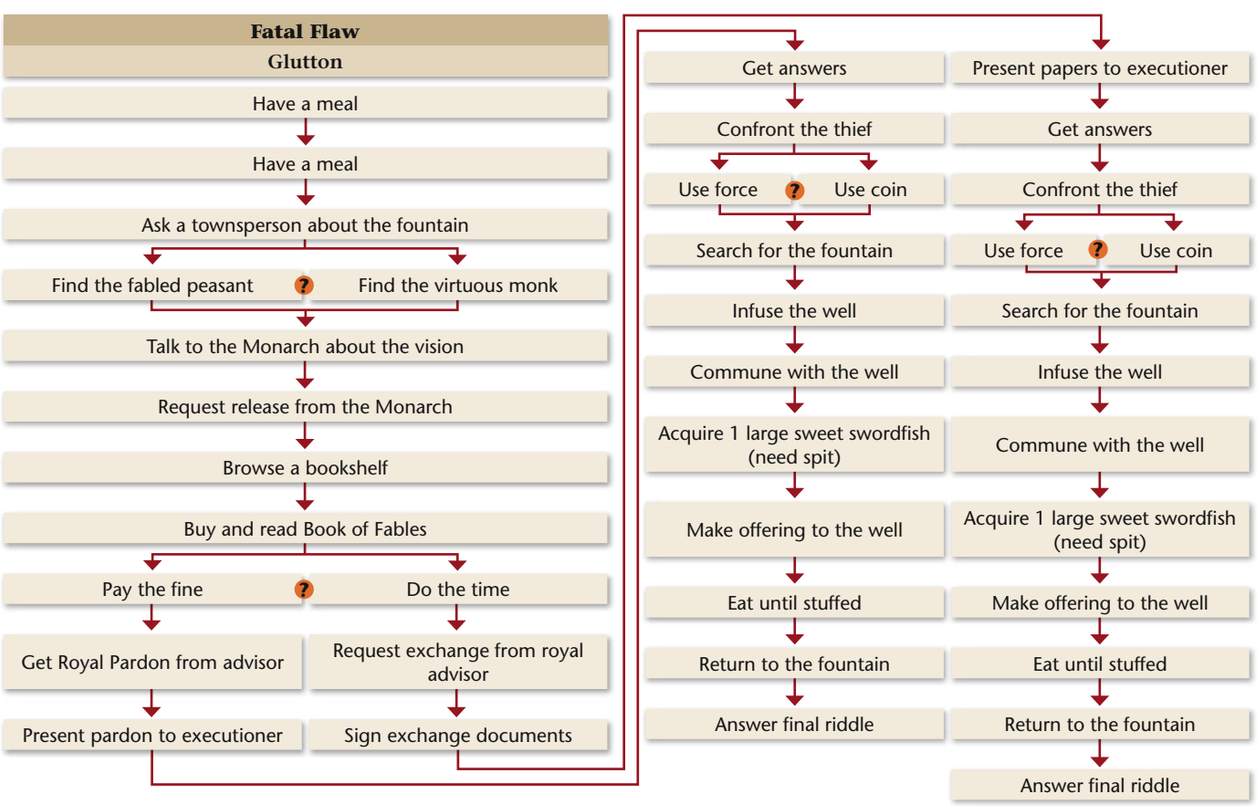




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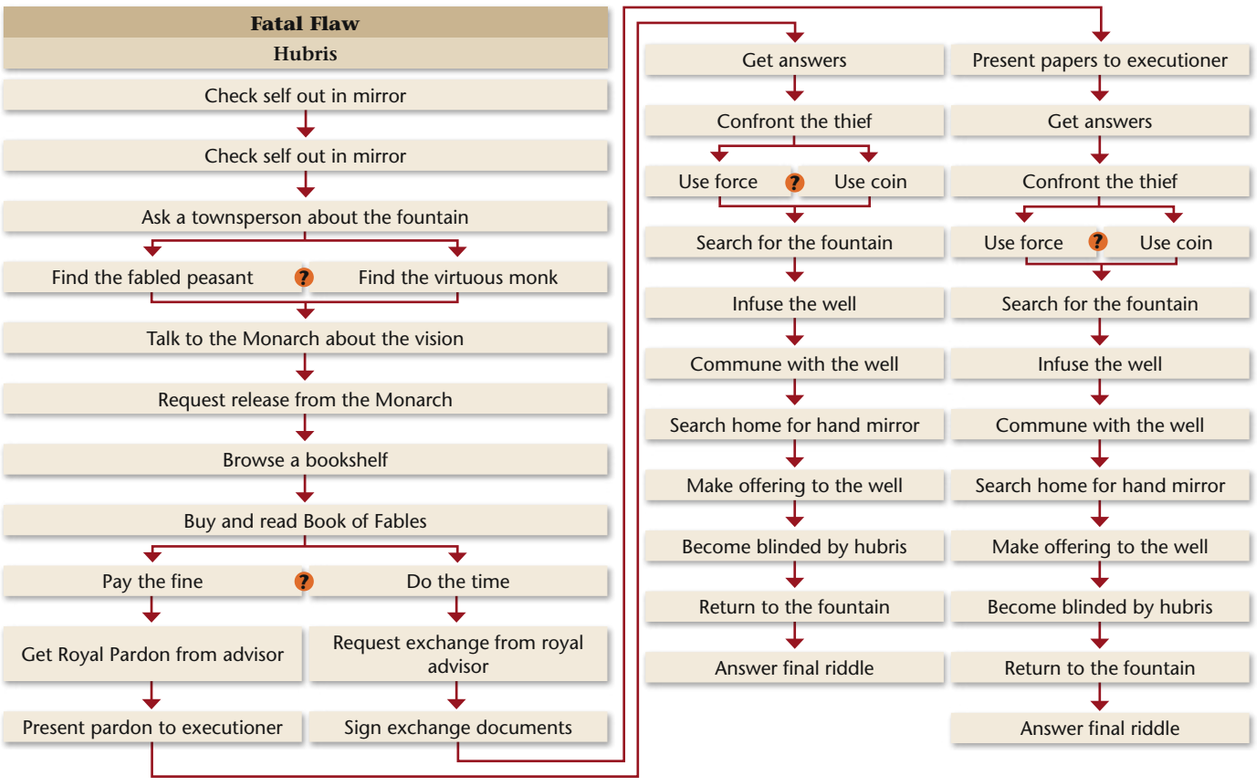
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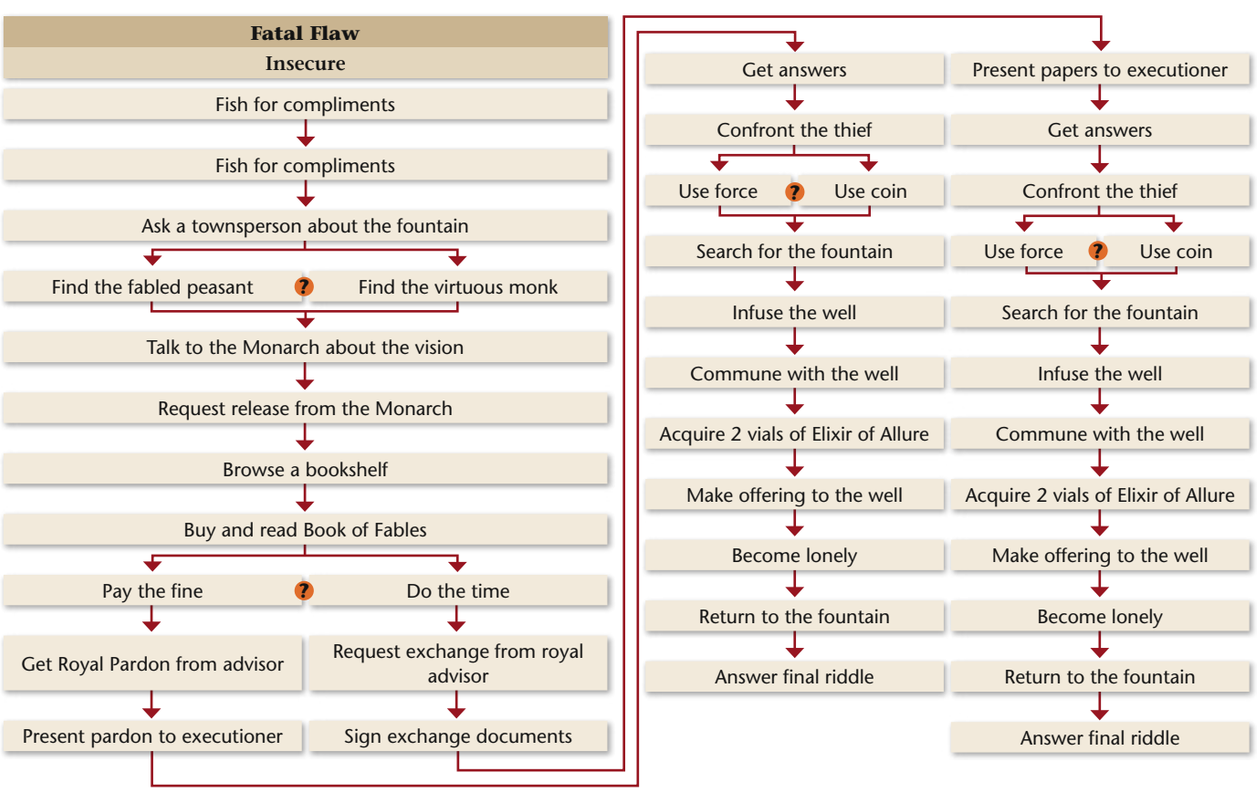




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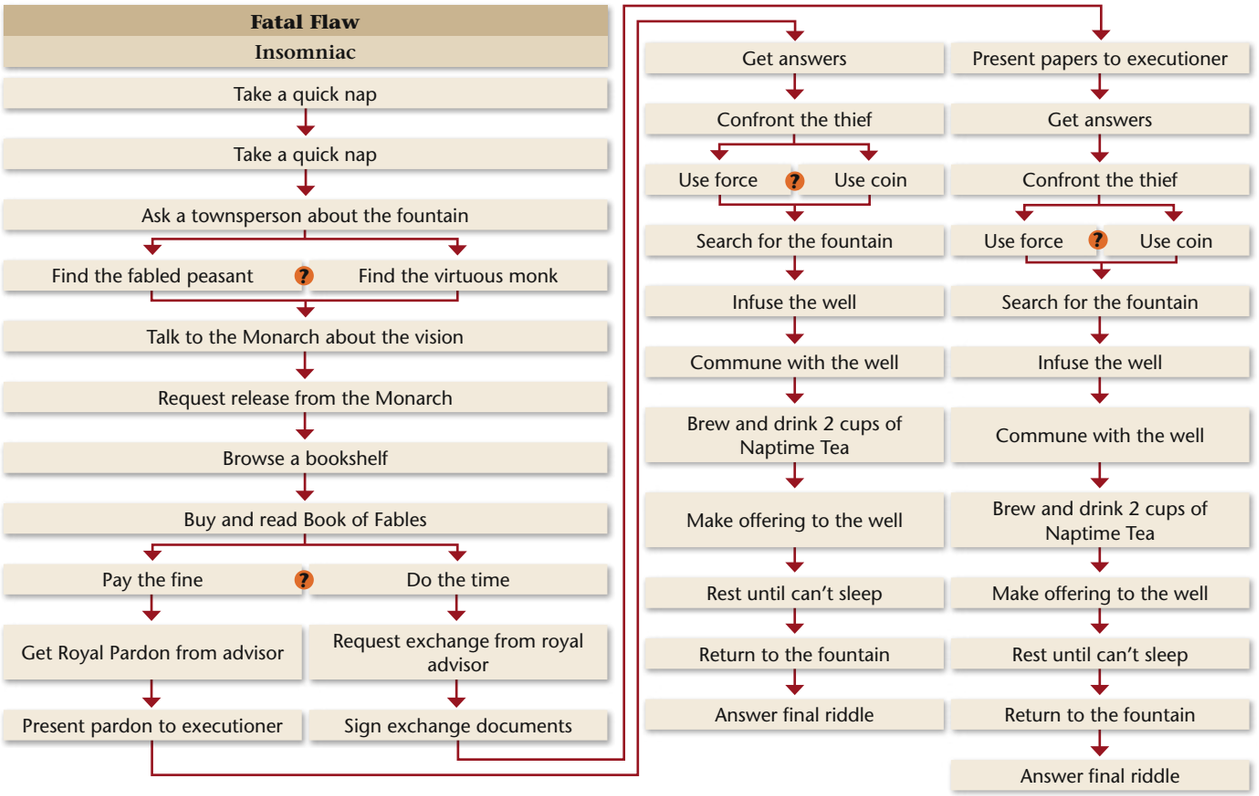
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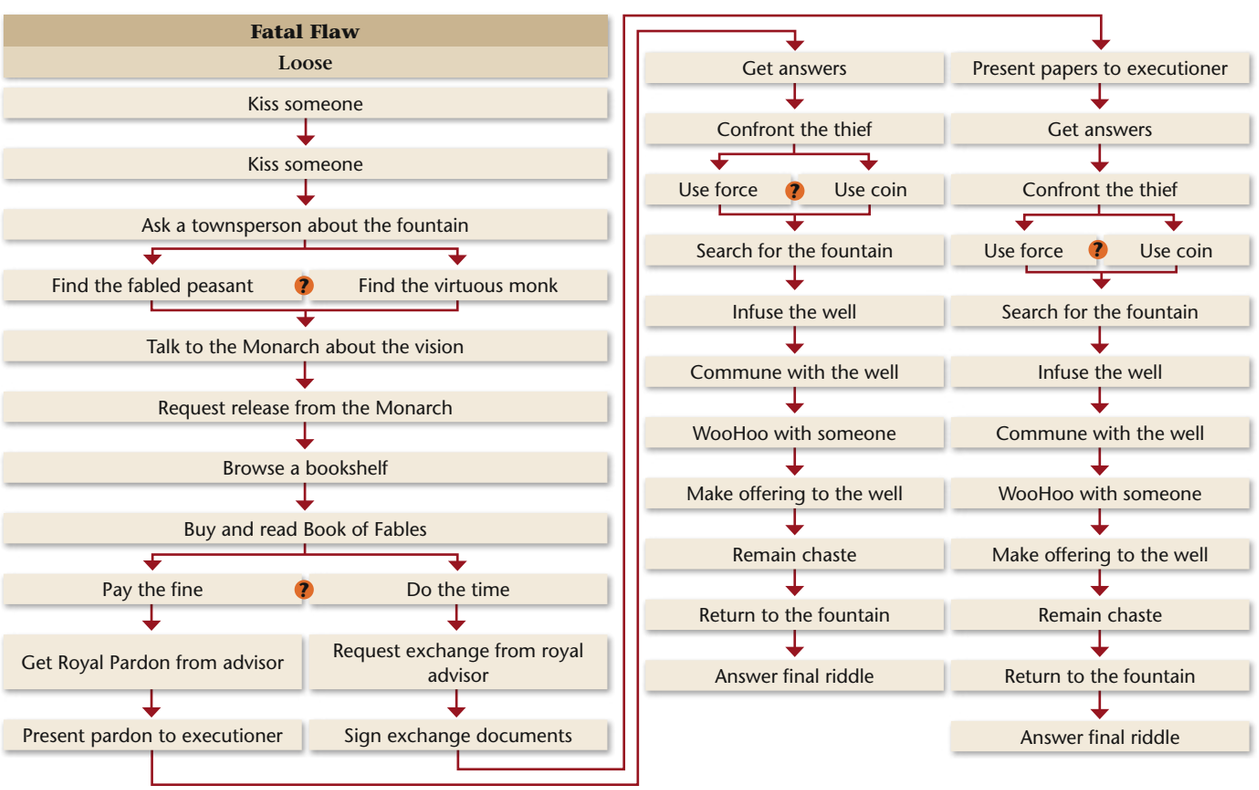




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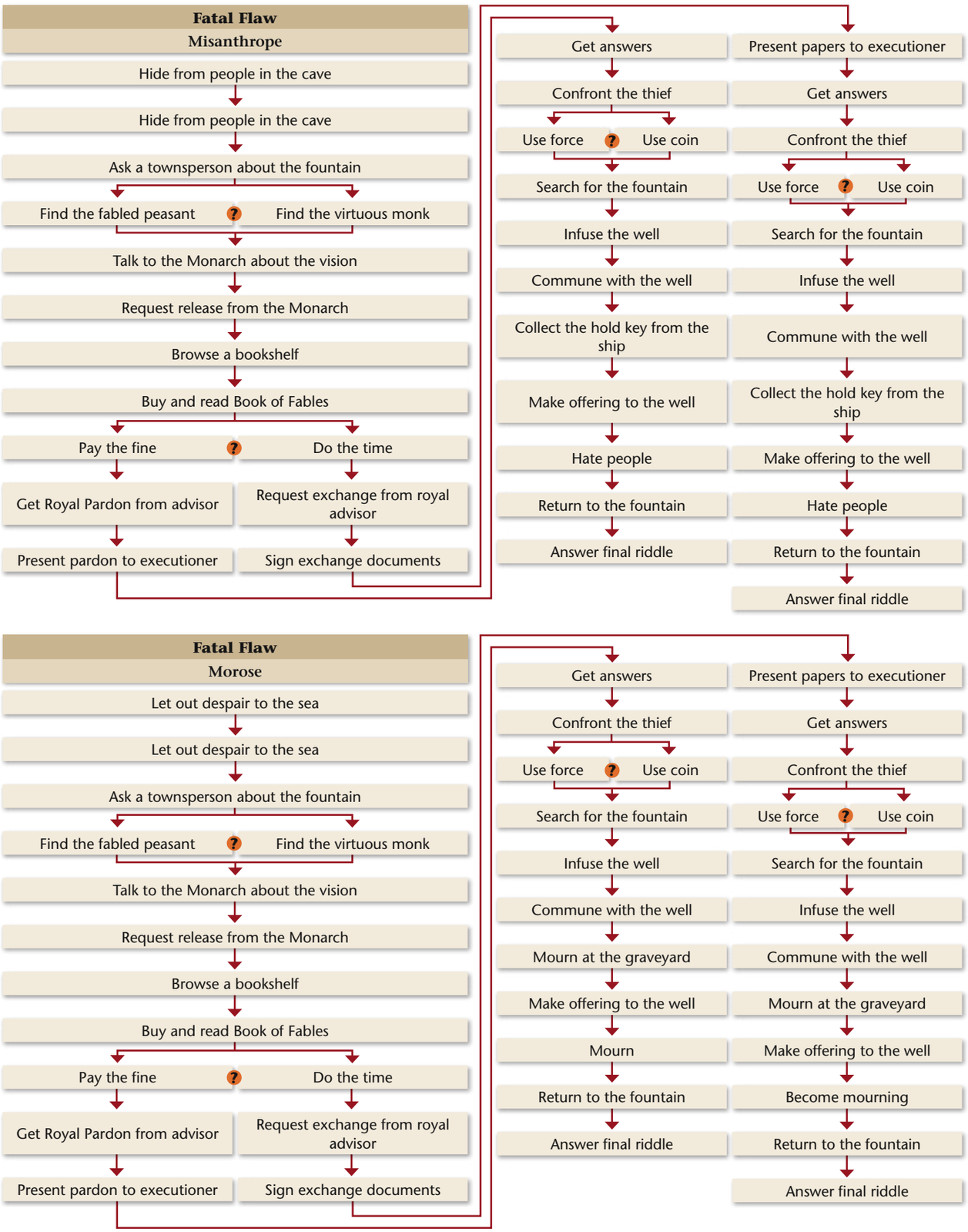
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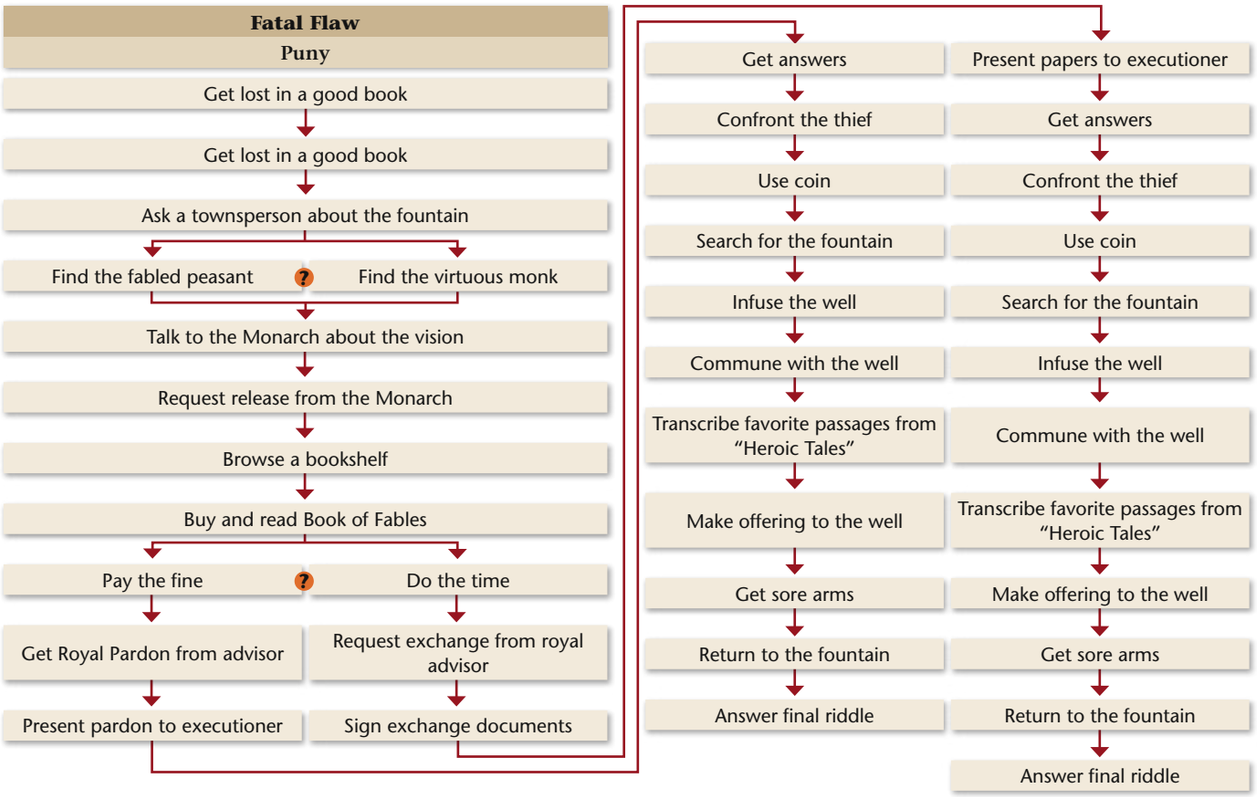
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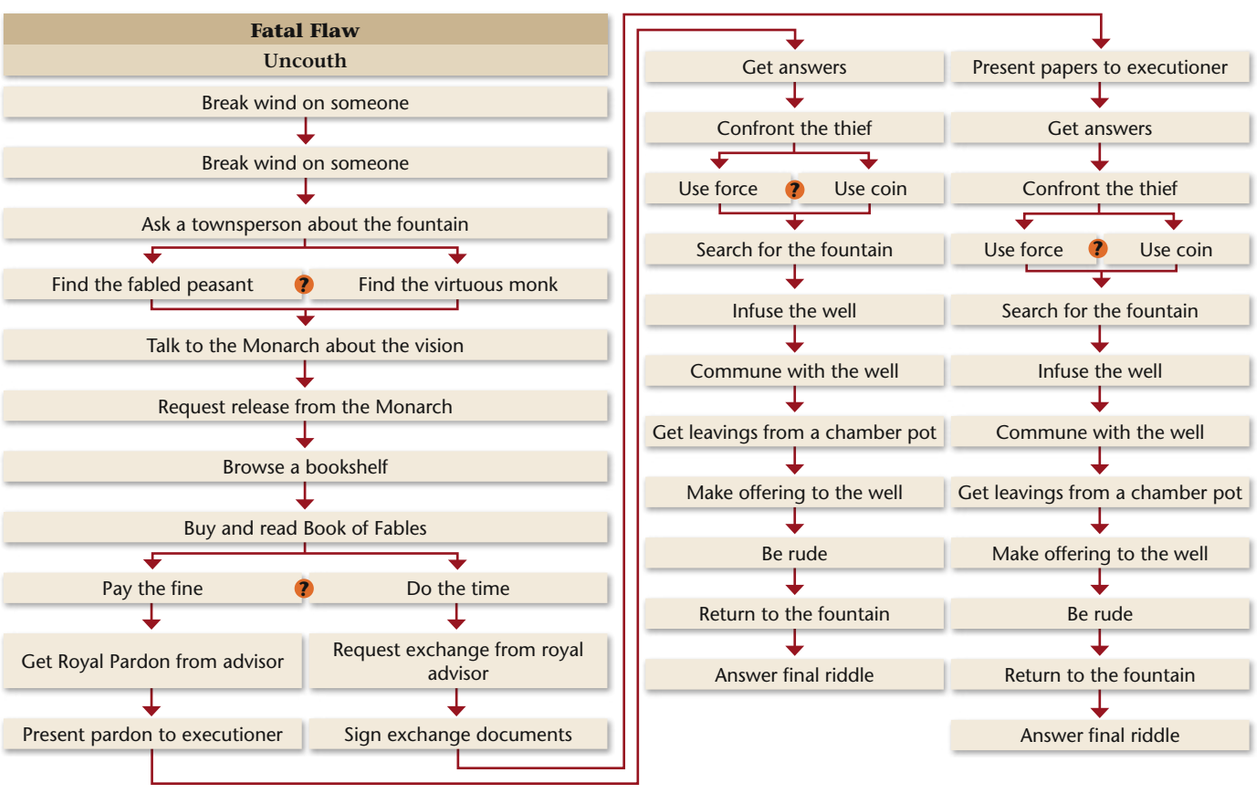
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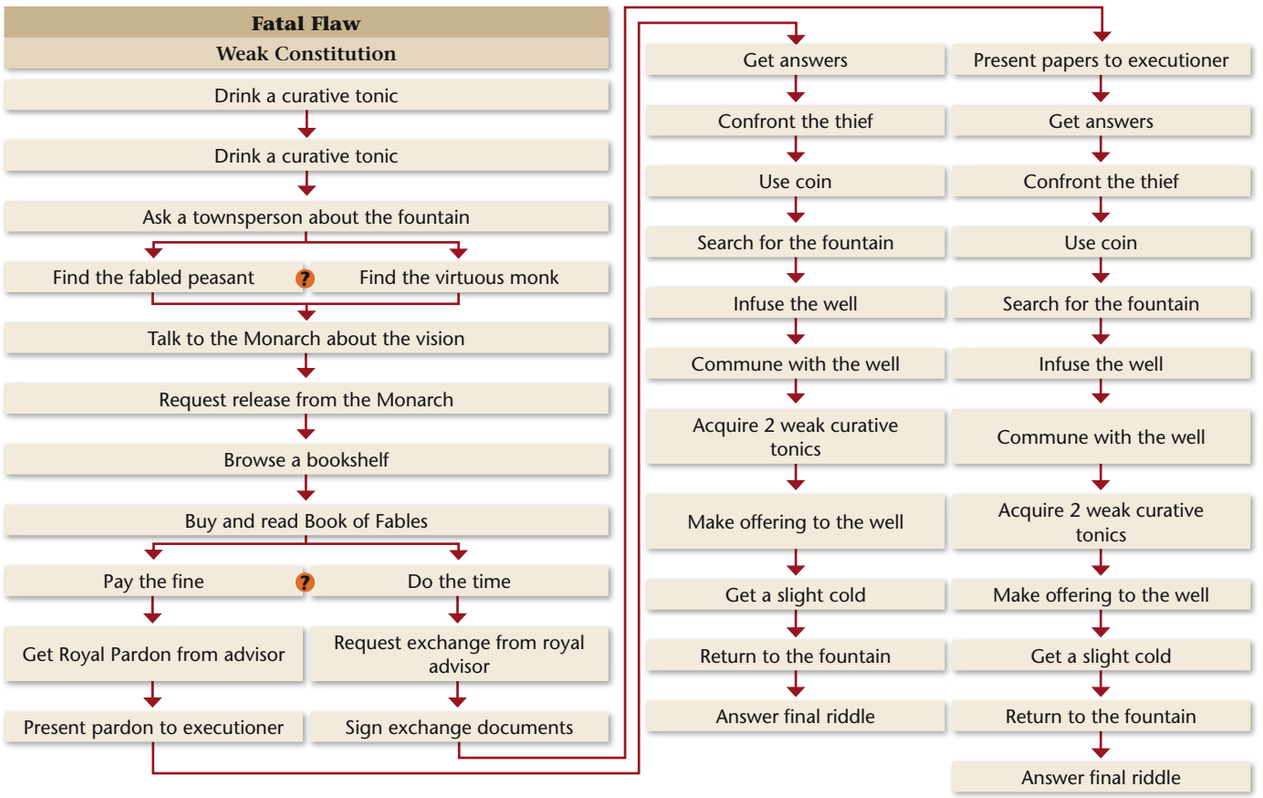
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Fur

A colony of Dire Chinchillas had taken up residence in the forest outside of town. Dire Chinchillas were known for their intense ferocity as well as their incredibly soft, velvety fur. Either way, it meant somebody would be killing a lot of chinchillas.

- QP Cost: 3

Approach: Bloody Harvest

- Party Requirements: Knight, Monarch, or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Security +2, Culture +2
Gold	30	1,500	1,600	Security +2, Culture +1
Silver	20	1,250	1,200	Security +2, Culture +1
Bronze	10	1,000	800	Security +1, Culture +1

Approach: Fur Protest

- Party Requirements: Any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	1,600	Security +1, Culture +2
Gold	40	1,250	1,200	Security +1, Culture +1
Silver	30	1,000	800	Security +1, Culture +1
Bronze	20	750	400	Culture +1

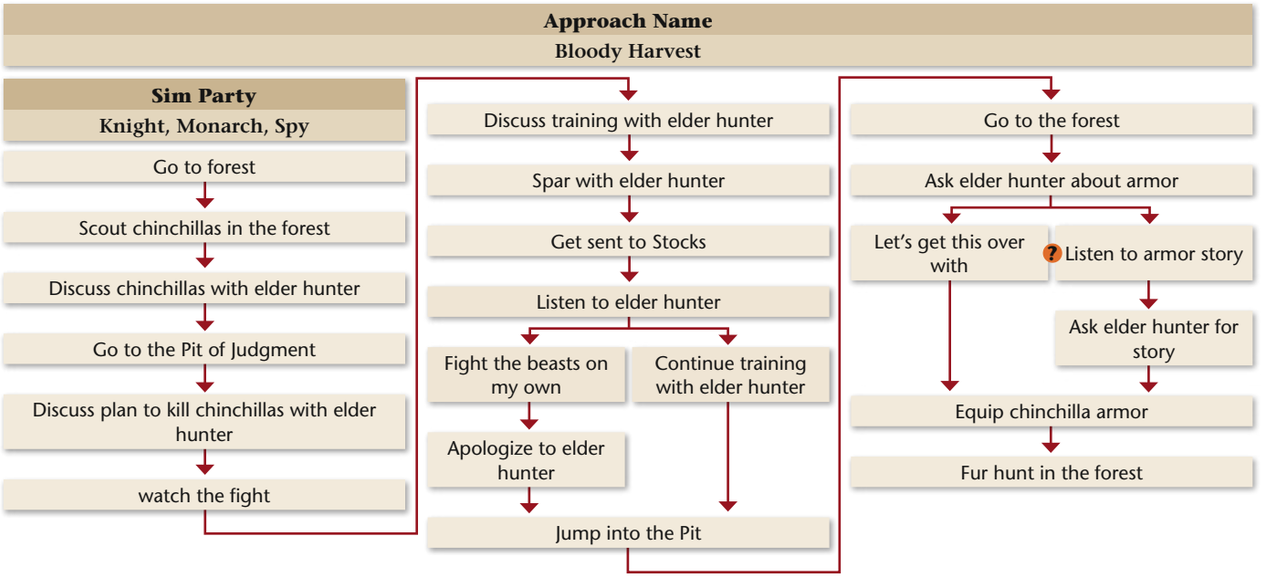
Approach: It's a Trap!

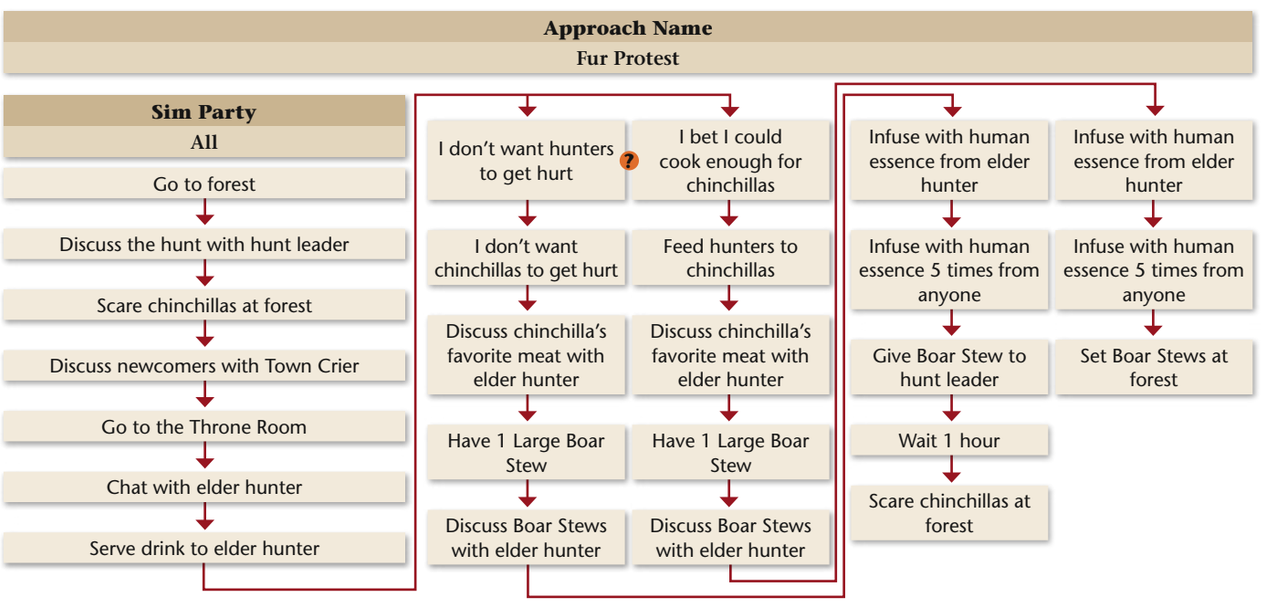
- Party Requirements: Blacksmith

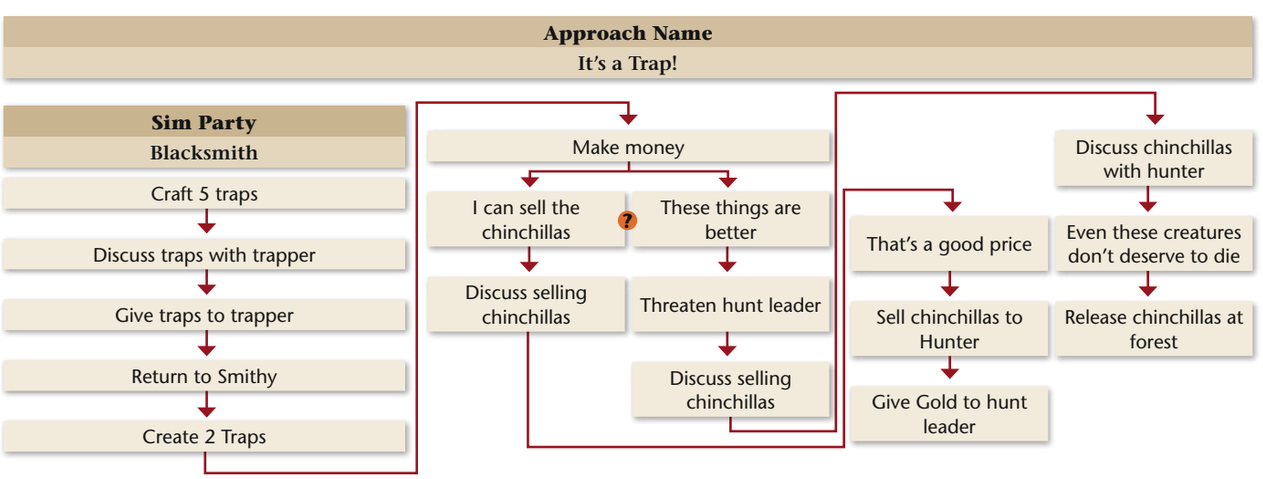
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	1,600	Well-Being +1, Security +1, Culture +1, Knowledge +1
Gold	30	1,250	1,200	Security +1, Culture +1, Knowledge +1
Silver	20	1,000	800	Security +1, Culture +1, Knowledge +1
Bronze	10	750	400	Security +1, Culture +1

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Gastro-Fest or Bust!

Gastro-Fest, an annual feast of gastronomical delicacies held in the culinary province of Gastrobury, was in danger. There was not enough of a surplus in food to support an entire week of binge eating, and the festival threatened to cast the province into famine. The Gastronauts could be powerful allies to the kingdom...it would be a shame to let them starve.

- QP Cost: 3

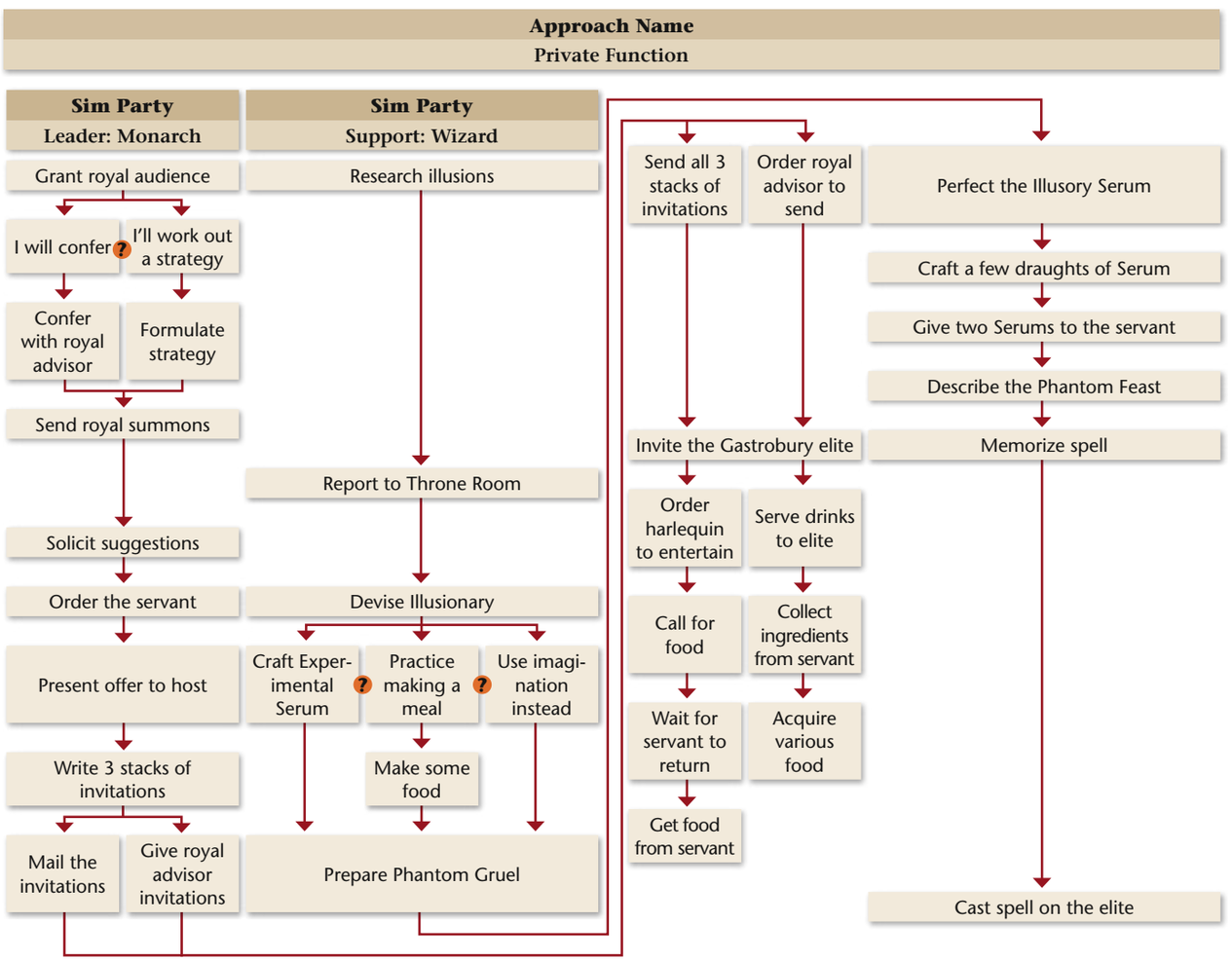
NOTE

This quest allies your kingdom with Gastrobury.

Approach: Private Function

- Party Requirements: Monarch and Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	2,000	1,600	Well-Being +2
Gold	10	1,500	1,200	Well-Being +1
Silver	10	1,250	800	Well-Being +1
Bronze	10	1,000	400	0



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Various guilds had sprouted up throughout the land, looking for support from powerful new members! But were they looking for someone in particular...?

- QP Cost: 3

Approach: Mages' Guild

- Party Requirements: Wizard (Lvl 5+)

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	0	2,500	Knowledge +3
Gold	40	0	2,000	Knowledge +2
Silver	30	0	1,600	Knowledge +2
Bronze	20	0	1,200	Knowledge +1

Approach: Fighters' Guild

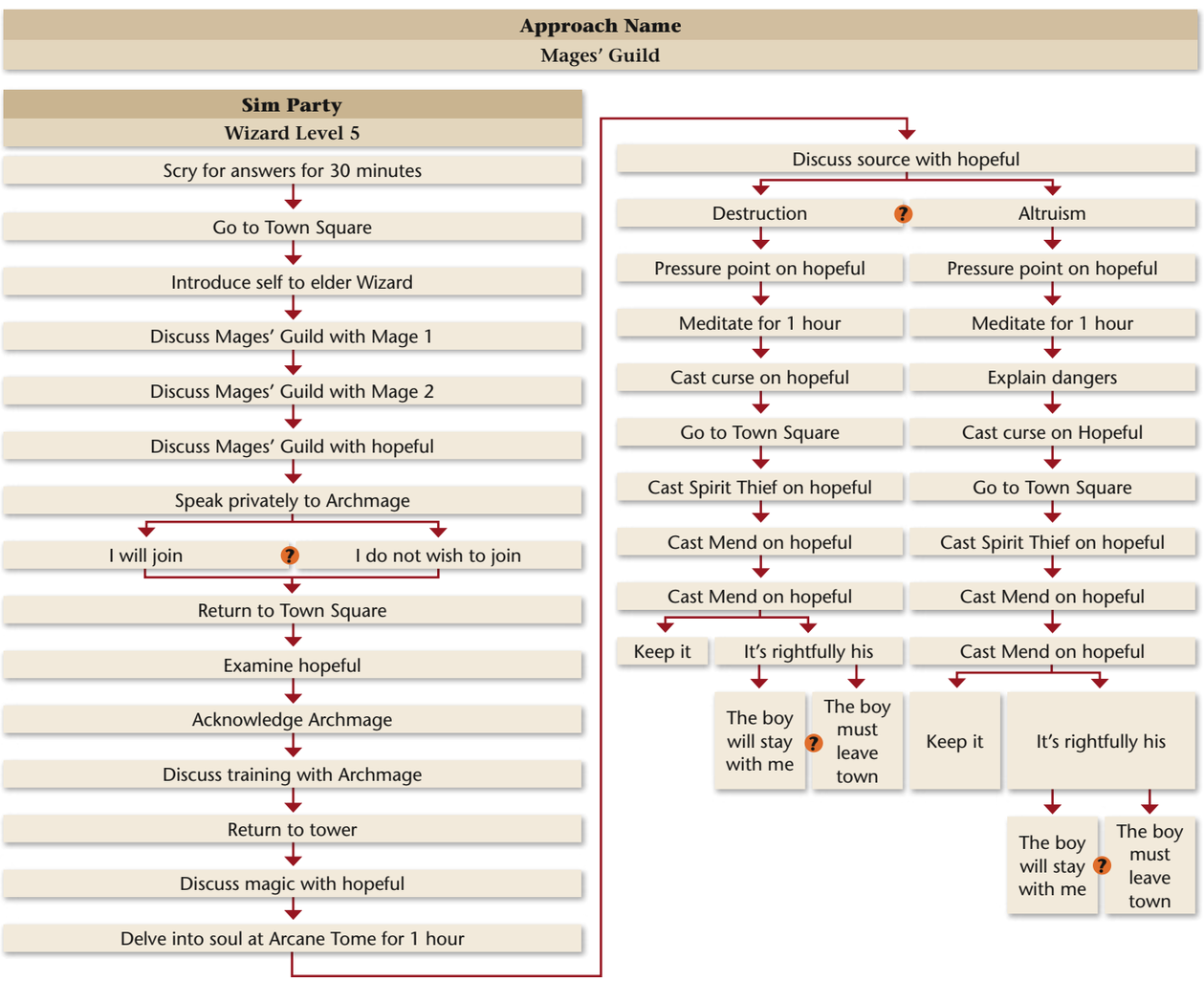
- Party Requirements: Knight (Lvl 5+)

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	0	2,500	Security +3
Gold	40	0	2,000	Security +2
Silver	30	0	1,600	Security +2
Bronze	20	0	1,200	Security +1

Approach: Bards' Guild

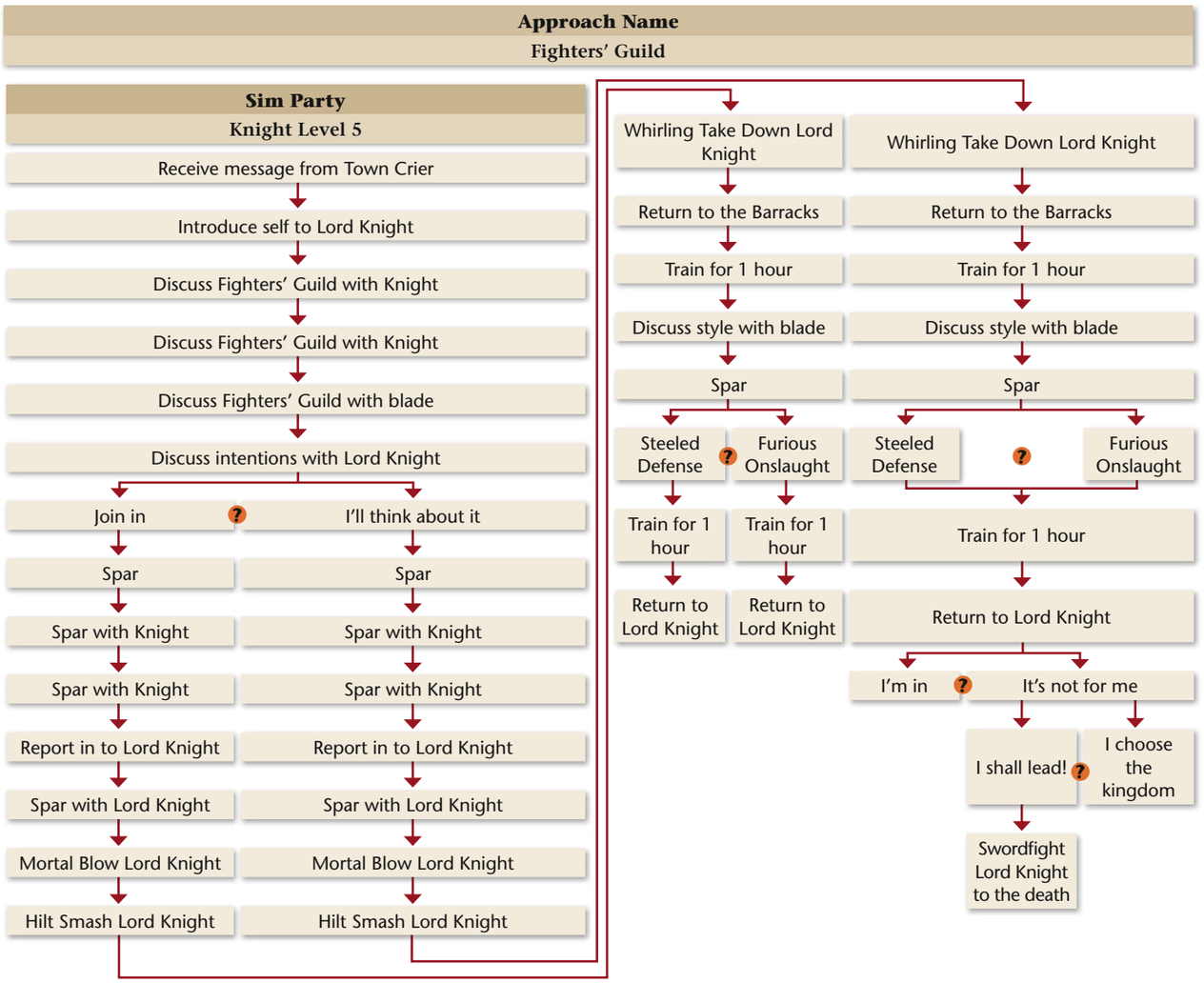
- Party Requirements: Bard (Lvl 5+)

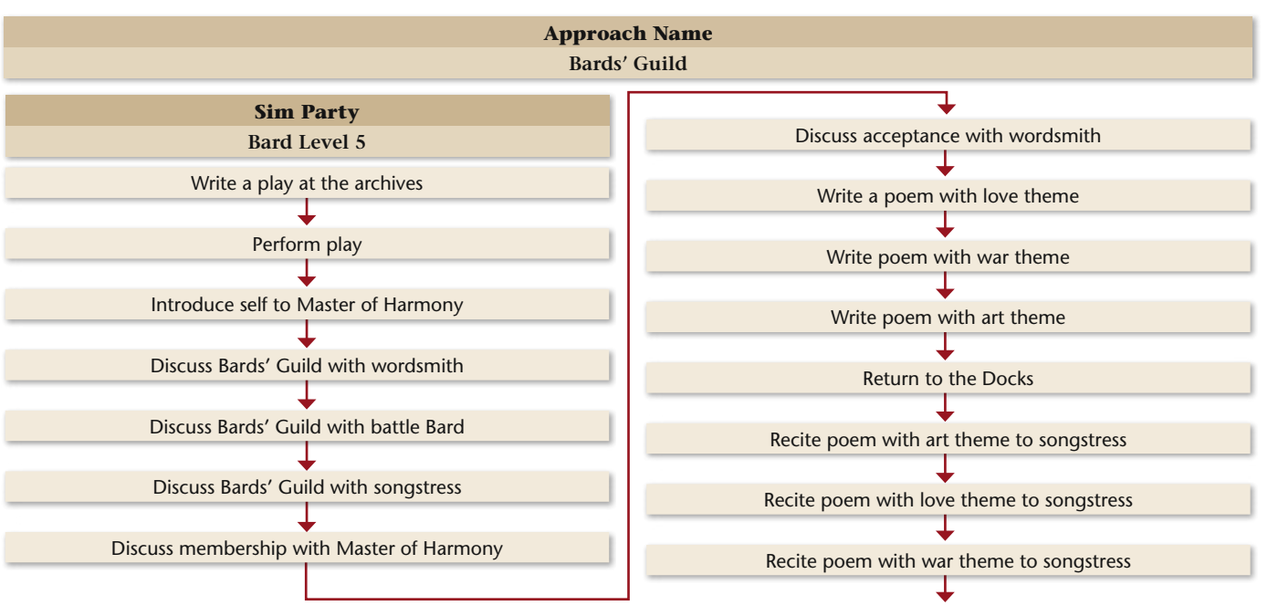
Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	0	2,500	Culture +3
Gold	40	0	2,000	Culture +2
Silver	30	0	1,600	Culture +2
Bronze	20	0	1,200	Culture +1



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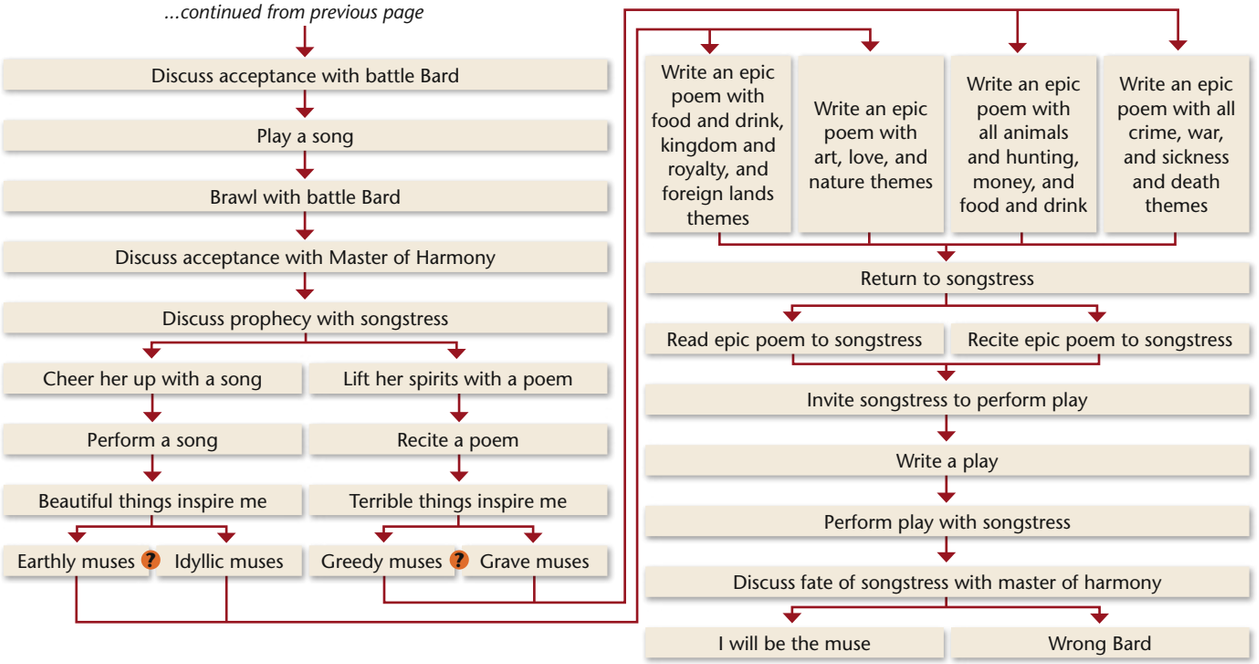


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Golems Gone Wild

The tinkerers of Ticktop had sent an urgent plea for help to the kingdom. Their Golem creations had gone wild! These normally stoic sentries had been rampaging through the countryside, crashing into peasant homes and dancing wantonly. Without help, the territory would be without its guardians and the peasants would be without sleep!

- QP Cost: 3

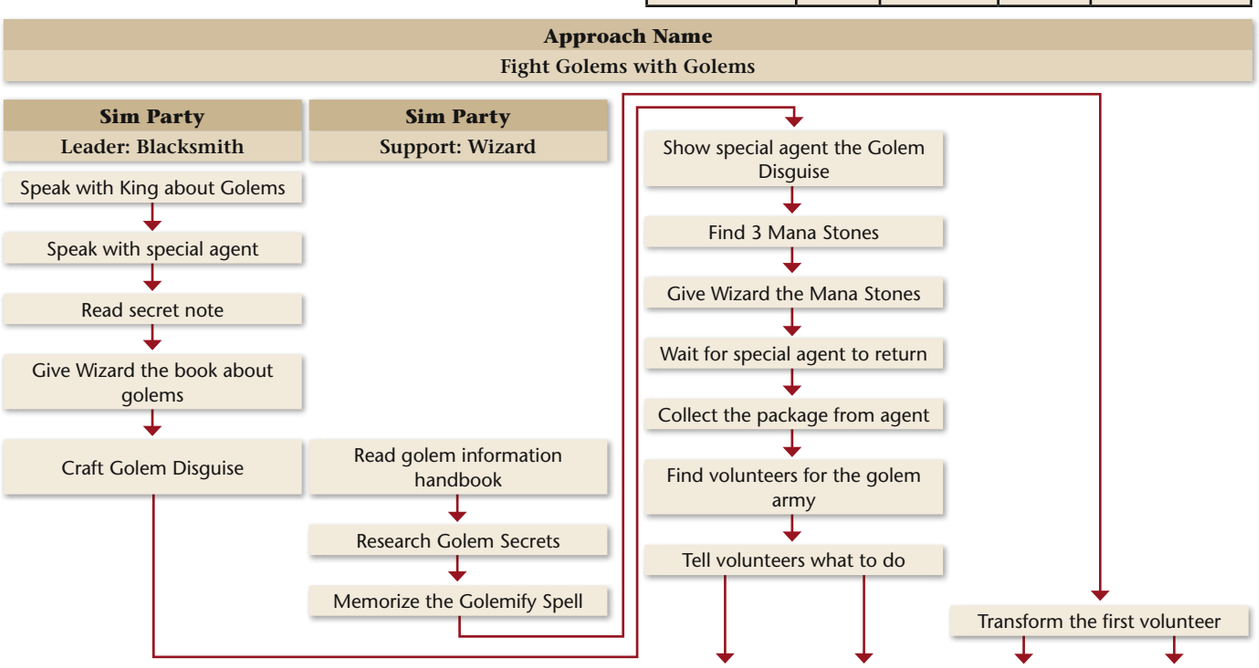


This quest allies your kingdom with Ticktop and introduces Golem Bob, a cool NPC, to your kingdom.

Approach: Fight Golems with Golems

- Party Requirements: Blacksmith and Wizard

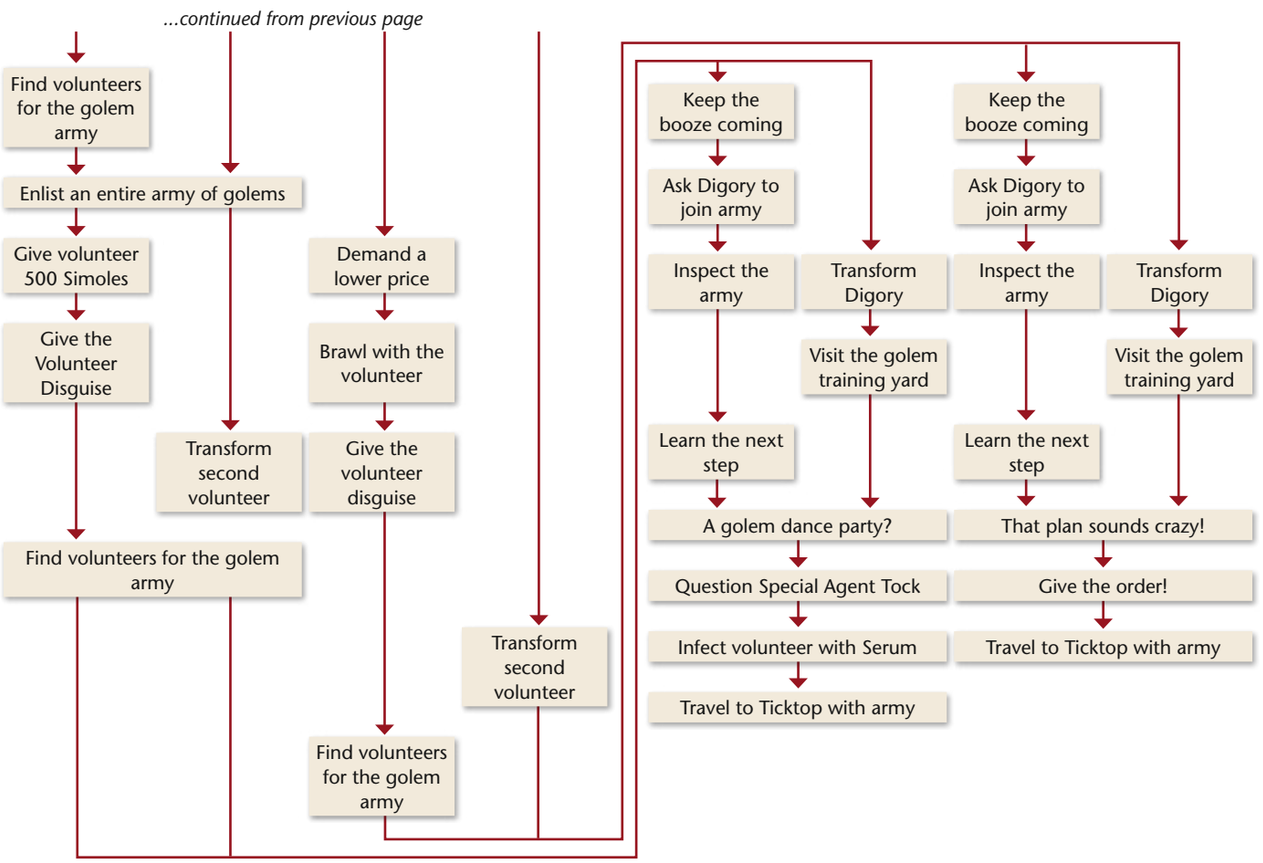
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Knowledge +4, Culture -1
Gold	40	1,250	1,600	Knowledge +3, Culture -1
Silver	30	1,000	1,200	Knowledge +3, Culture -1
Bronze	10	400	400	Knowledge +3, Culture -2



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Hungry Hungry Hamfast!

A recent law was drawing particular ire from the peasants. One, by the name of Hamfast, was publicly refusing to eat until the law was changed. Others in the kingdom were beginning to take notice. A movement was forming.

- QP Cost: 3

Approach: Promote the Cause

- Party Requirements: Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +2, Culture +2
Gold	30	1,500	1,600	Well-Being +2, Culture +1
Silver	20	1,250	1,200	Well-Being +2, Culture +1
Bronze	10	1,000	800	Well-Being +1, Culture +1

Approach: Don't Die, Hamfast!

- Party Requirements: Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +4
Gold	30	1,500	1,600	Well-Being +3
Silver	20	1,250	1,200	Well-Being +3
Bronze	10	1,000	800	Well-Being +2

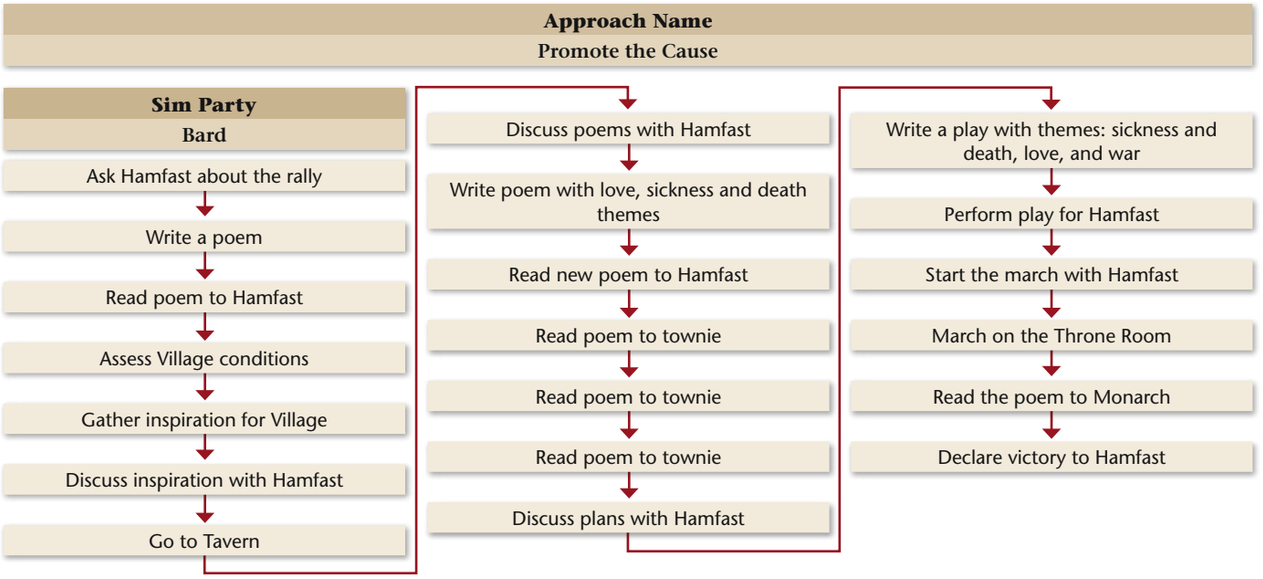
Approach: Deal with the Peasants

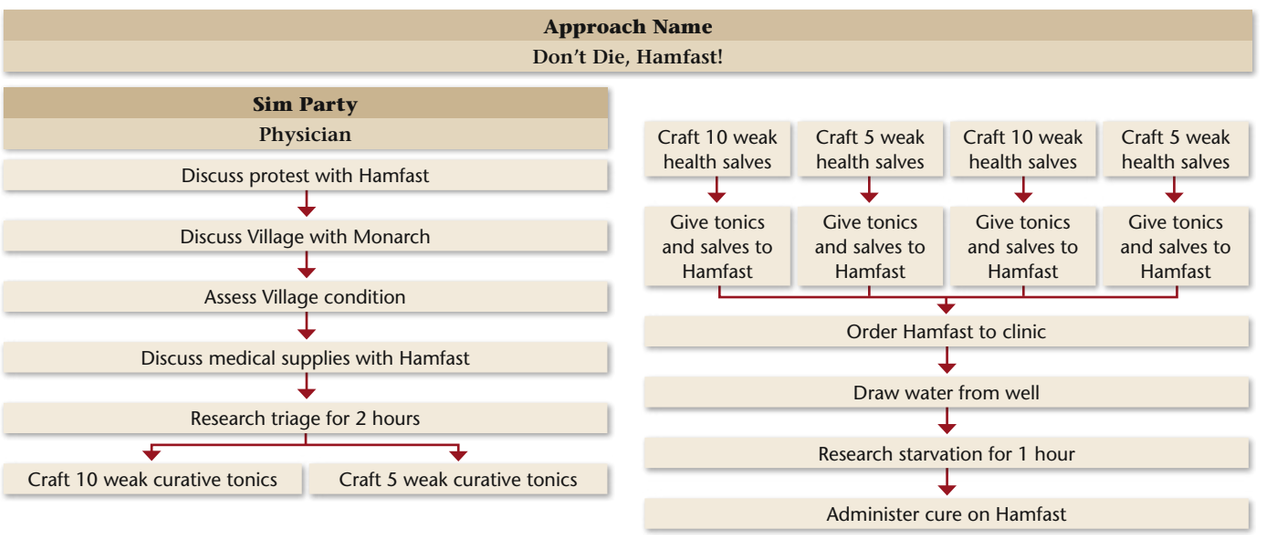
- Party Requirements: Monarch

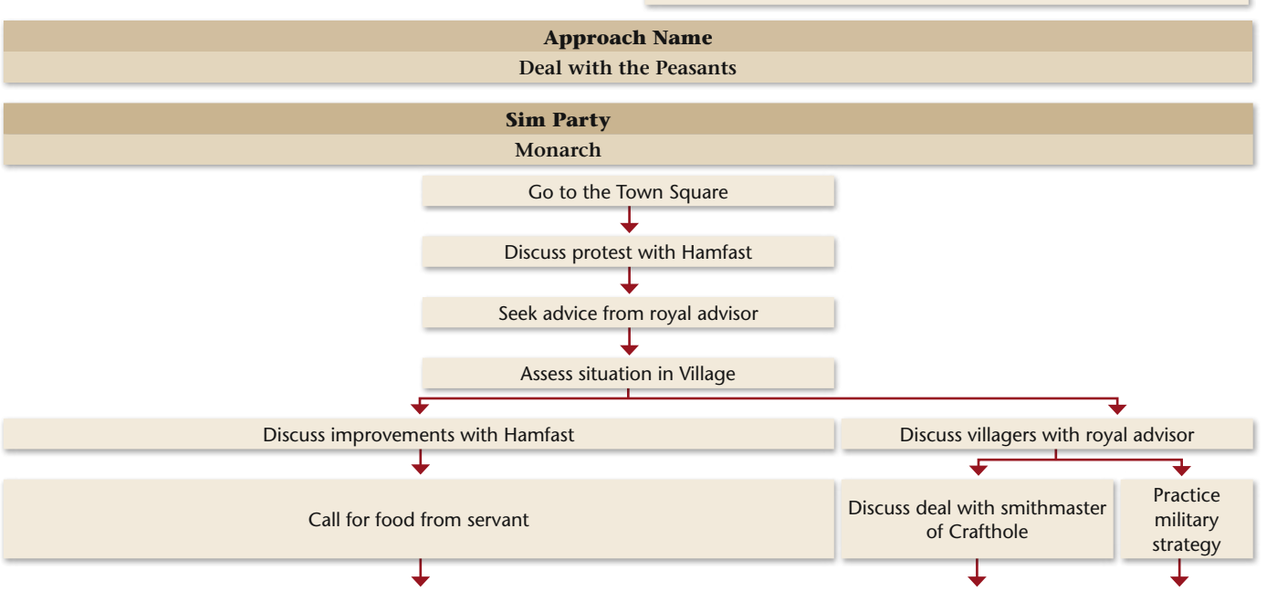
Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,000	Well-Being +3
Gold	40	1,500	1,600	Well-Being +2
Silver	30	1,250	1,200	Well-Being +2
Bronze	20	1,000	800	Well-Being +1

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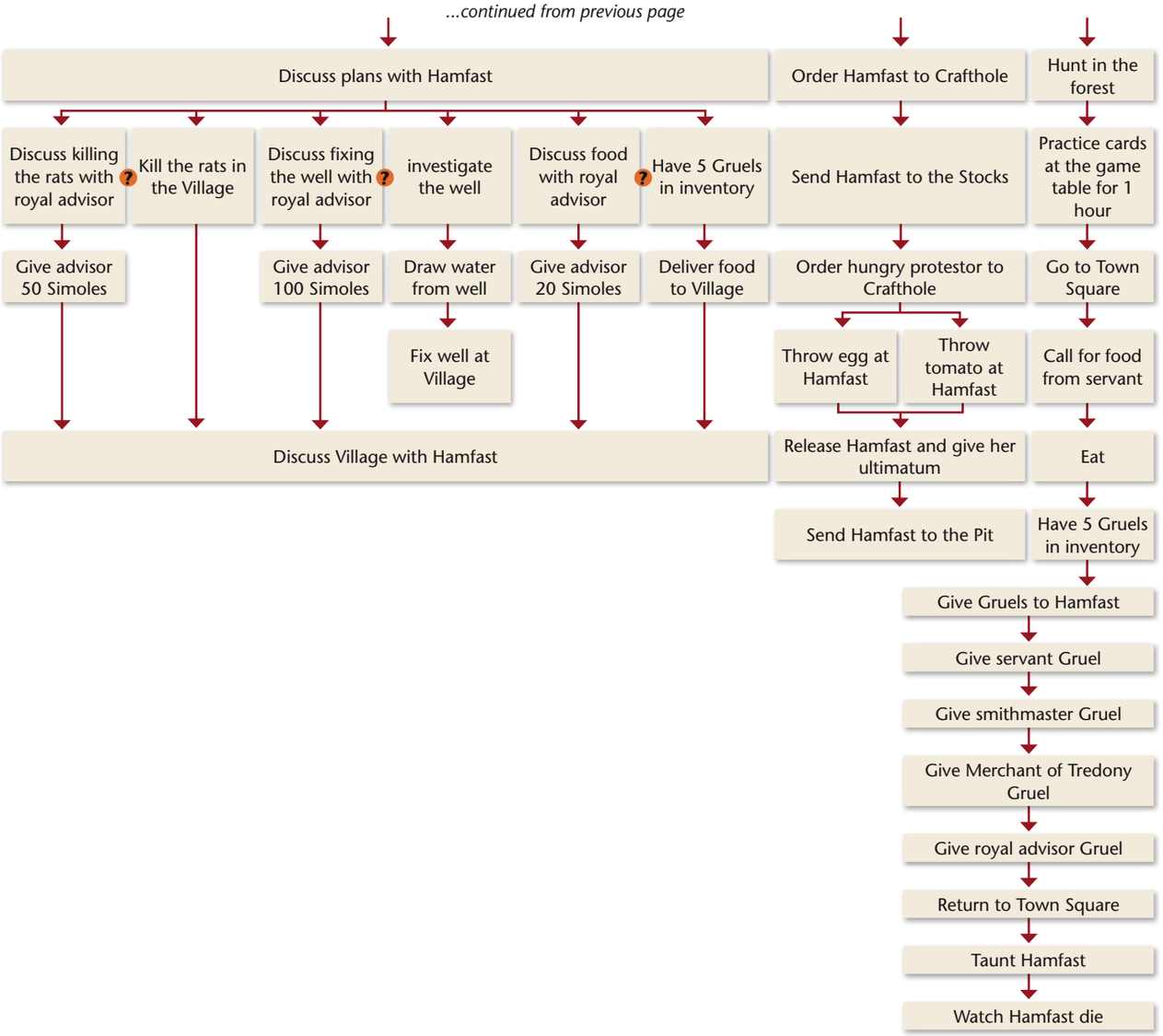


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I Don't Feel So Good

Sometimes, a man was just a man. And sometimes, he was a bizarre medical enigma. The man that limped into the kingdom was the latter. He was exceptionally talented at having diseases. How would the professionals of the kingdom handle this, the most baffling case of their careers?

- QP Cost: 3

Approach: Heal Him

- Party Requirements: Jacoban Priest and Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Well-Being +2, Culture +2
Gold	30	2,000	2,000	Well-Being +1, Culture +2
Silver	20	1,500	1,600	Well-Being +1, Culture +2
Bronze	10	1,250	1,200	Well-Being +1, Culture +1

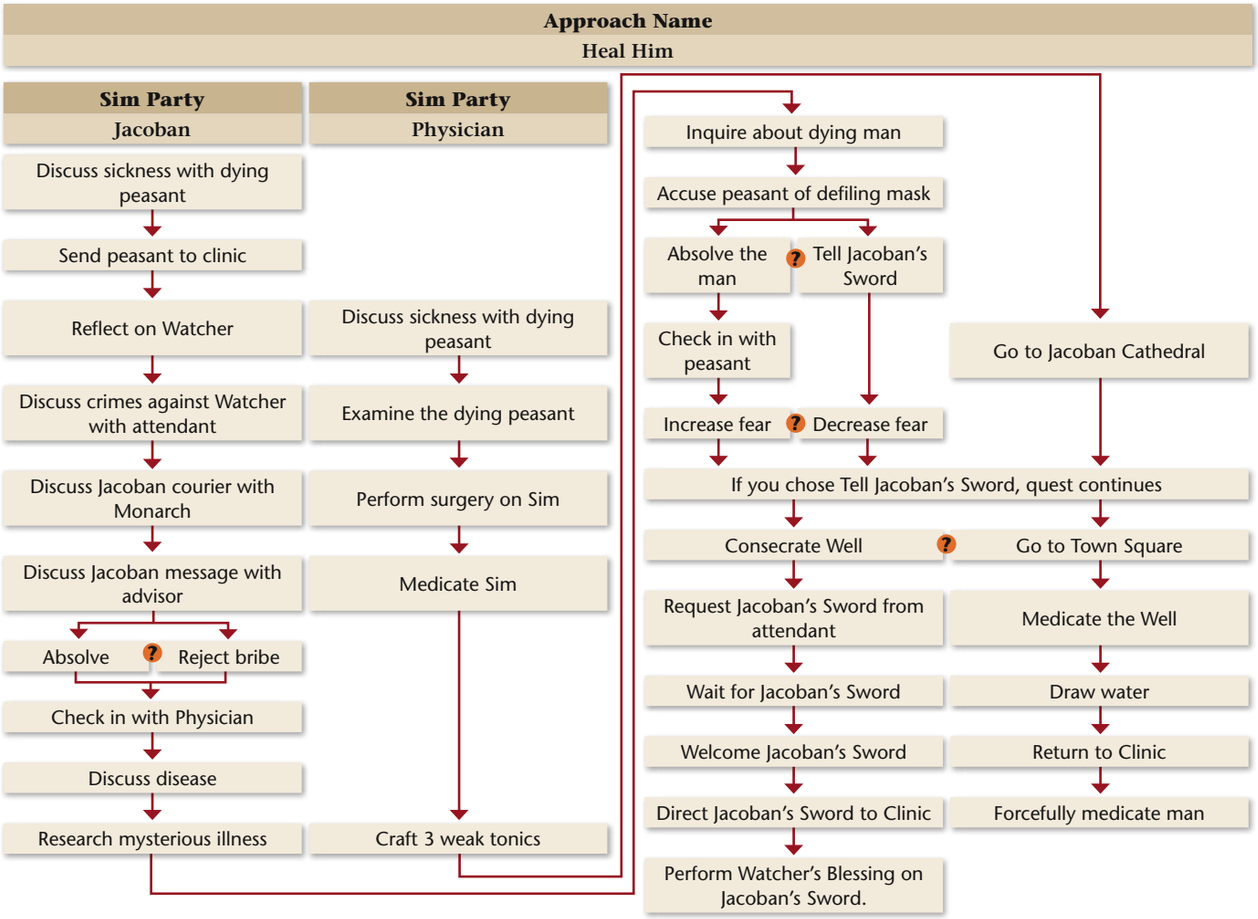
Approach: Lost Cause

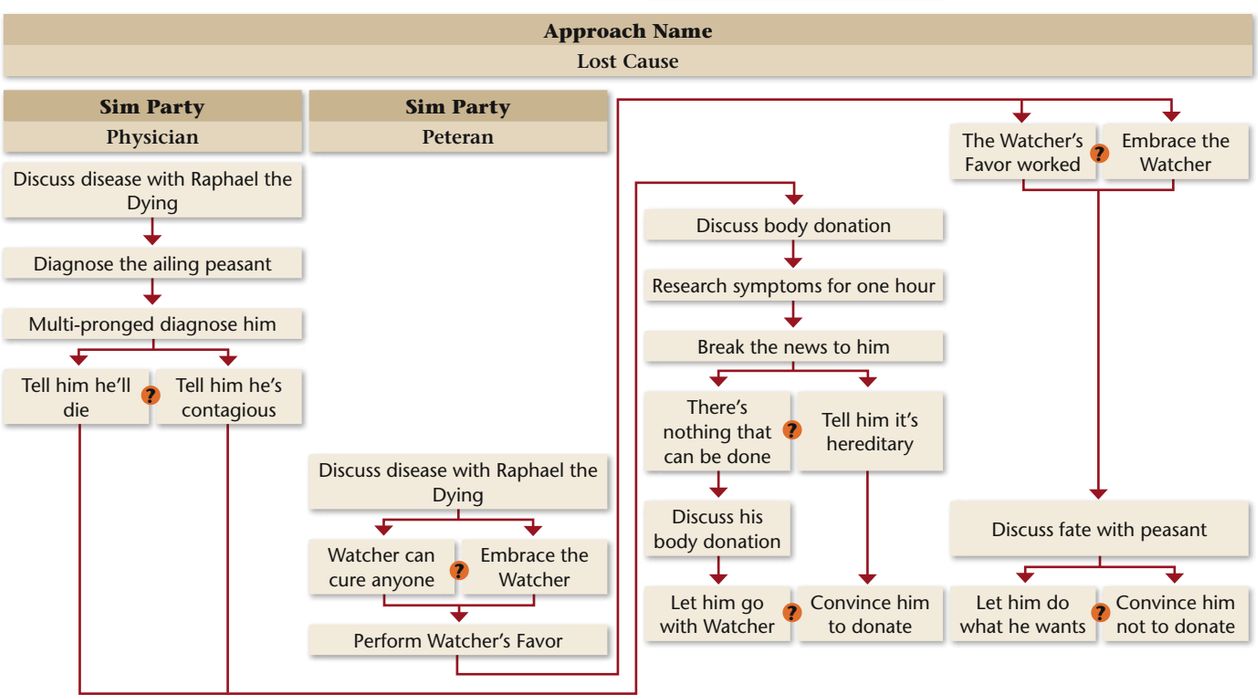
- Party Requirements: Physician and Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Well-Being +3, Knowledge +1, Culture -1
Gold	30	2,000	2,000	Well-Being +2, Knowledge +1, Culture -1
Silver	30	1,500	1,600	Well-Being +2, Knowledge +1, Culture -1
Bronze	10	1,250	1,200	Well-Being +2, Knowledge +1, Culture -2

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Inquisition

Rumors had spread of townsfolk abandoning their faith. Who would rise to the challenge and restore belief in the Watcher??

- QP Cost: 3

Approach: Purge

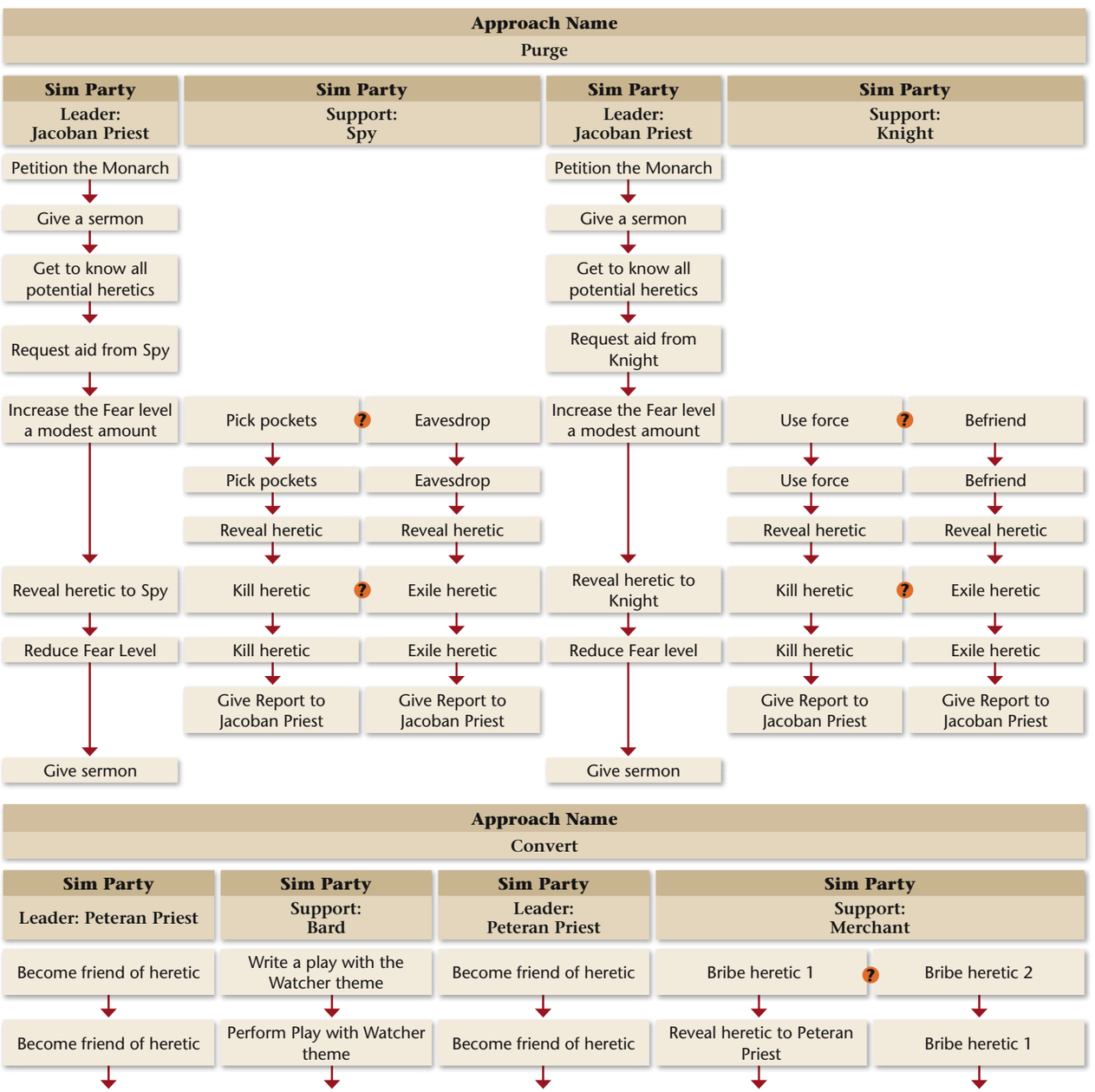
- Party Requirements: Jacoban Priest and Spy or Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Security +2, Culture +2
Gold	30	2,000	2,000	Security +1, Culture +2
Silver	20	1,500	1,600	Security +1, Culture +2
Bronze	10	1,250	1,200	Security +1, Culture +1

Approach: Convert

- Party Requirements: Peteran Priest and Bard or Merchant

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Culture +2, Knowledge +1
Gold	30	2,000	2,000	Culture +2, Knowledge +1
Silver	20	1,500	1,600	Culture +2, Knowledge +1
Bronze	10	1,250	1,200	Culture +1, Knowledge +1

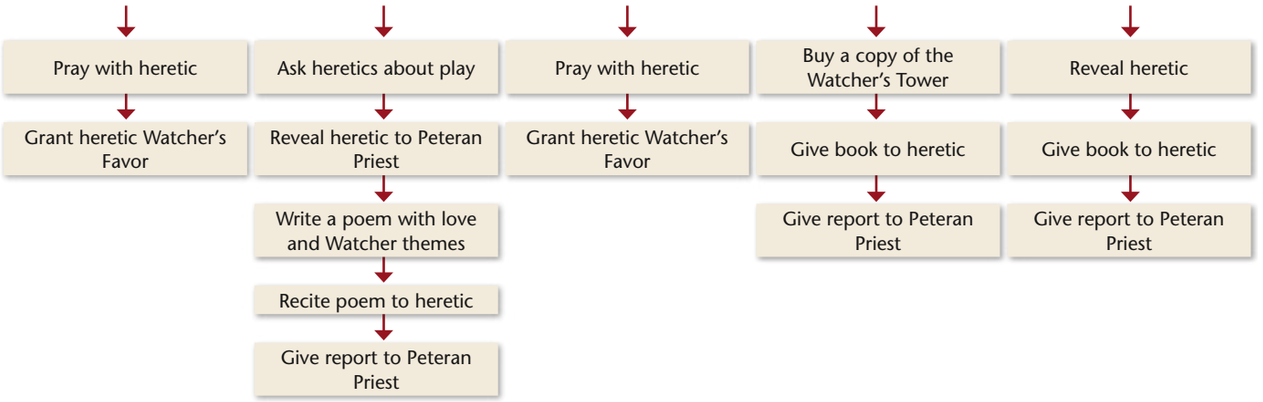


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King for a Day

Were Monarchs allowed a day off? Not really, but one could always disguise a day off as an official whaling voyage. Of course, someone would have to take on the royal responsibilities while the Monarch was away.

- QP Cost: 3

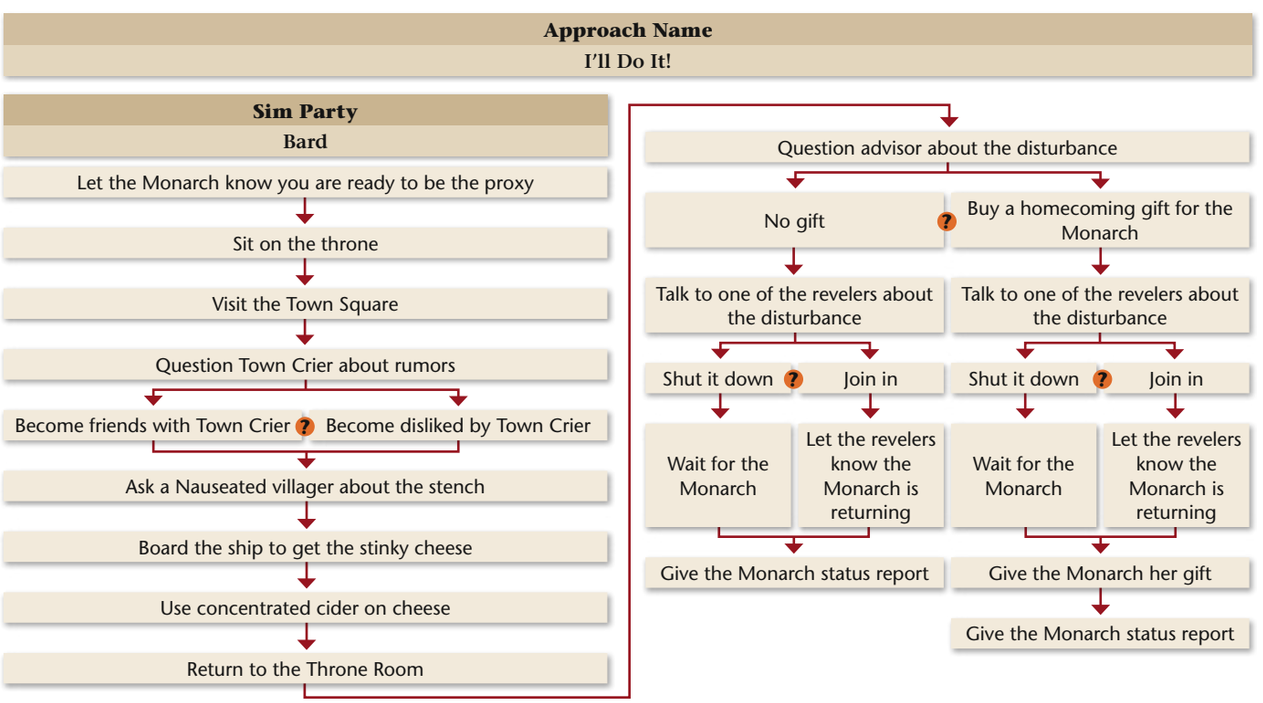
TIP

This quest creates the special treasure, Mechanical Man.

Approach: I'll Do It!

- Party Requirements: Any Hero except Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,500	Well-Being +3
Gold	40	1,250	2,000	Well-Being +2
Silver	30	1,000	1,600	Well-Being +2
Bronze	20	750	1,200	Well-Being +1



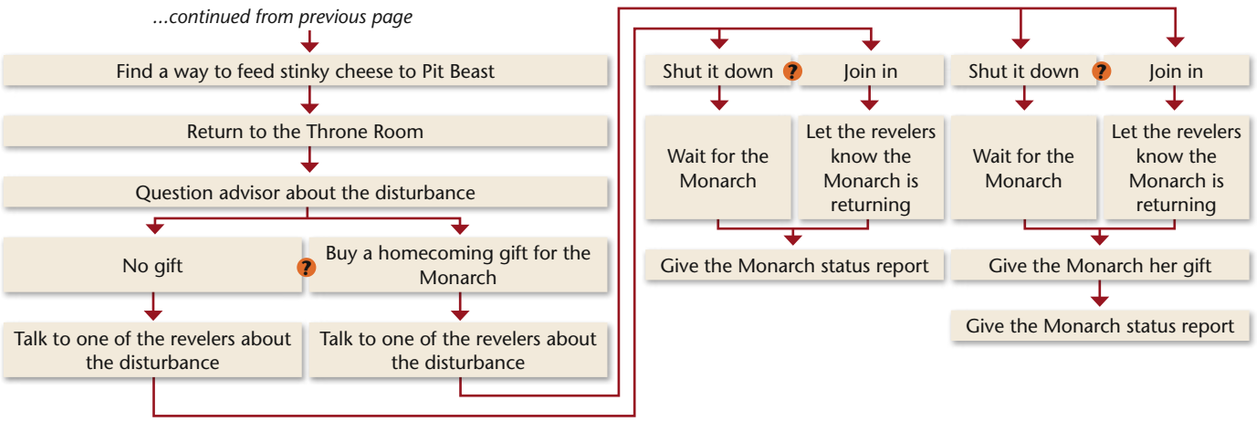


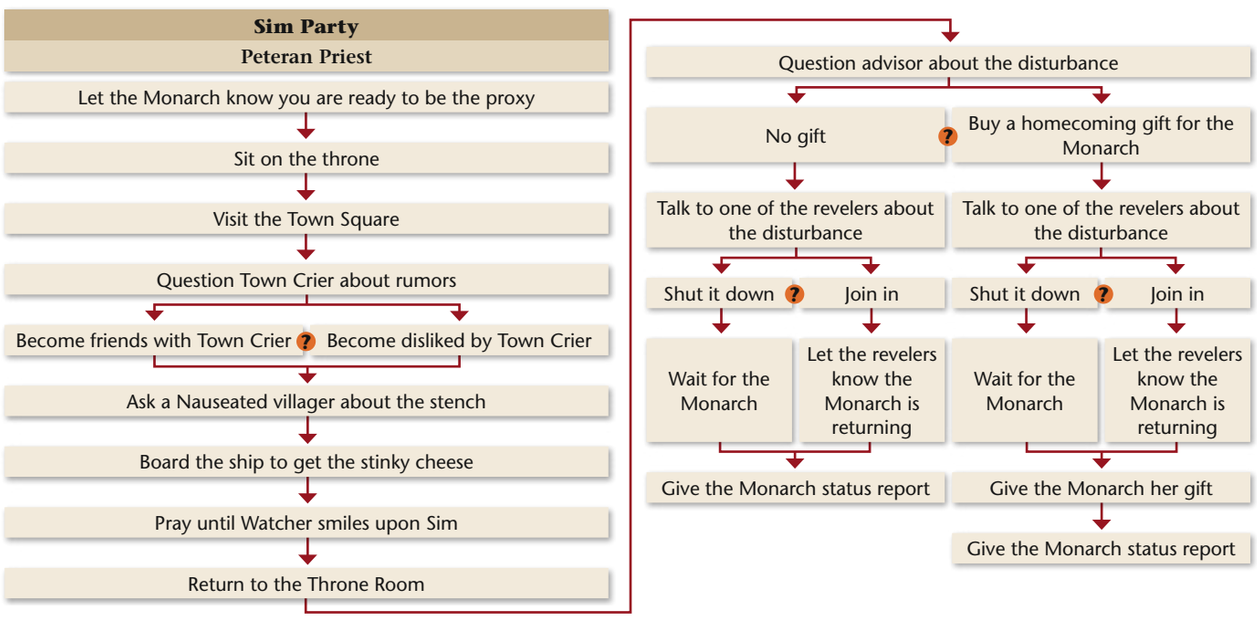
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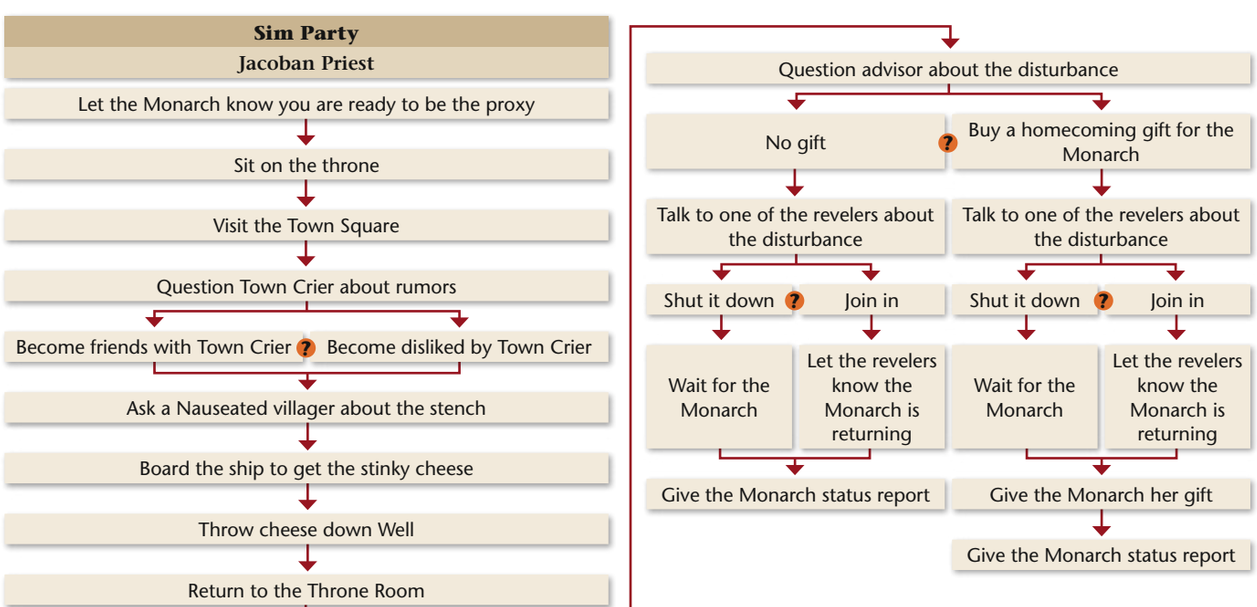
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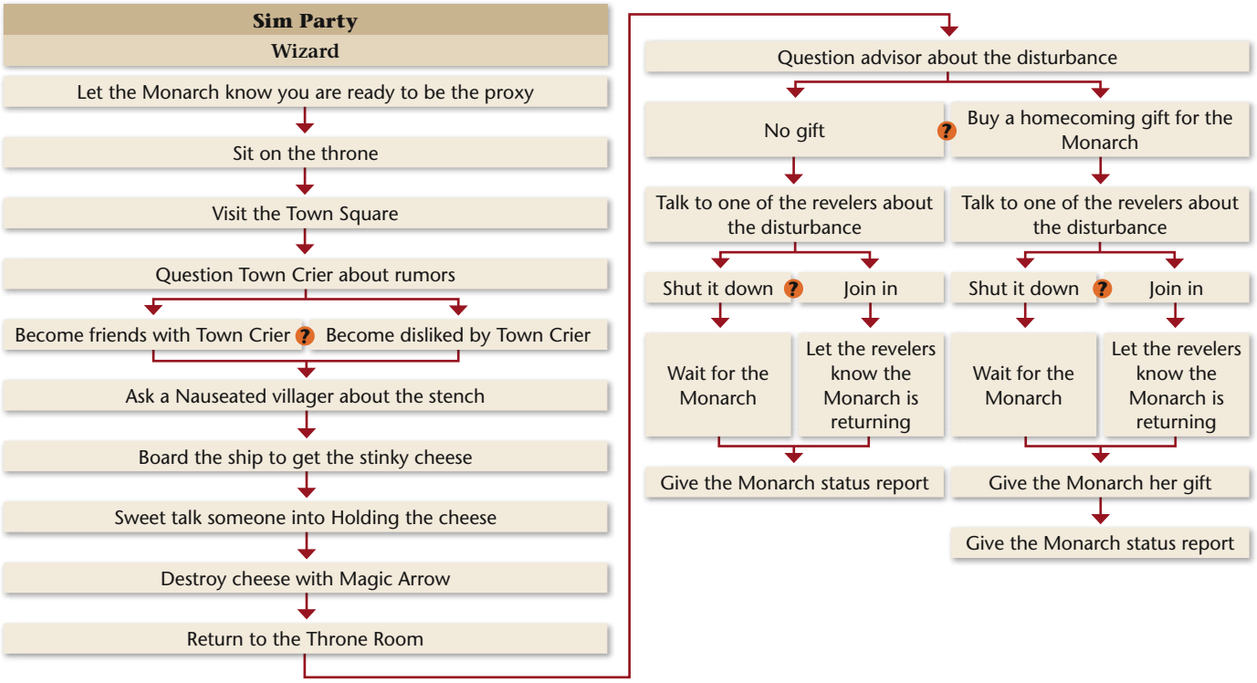


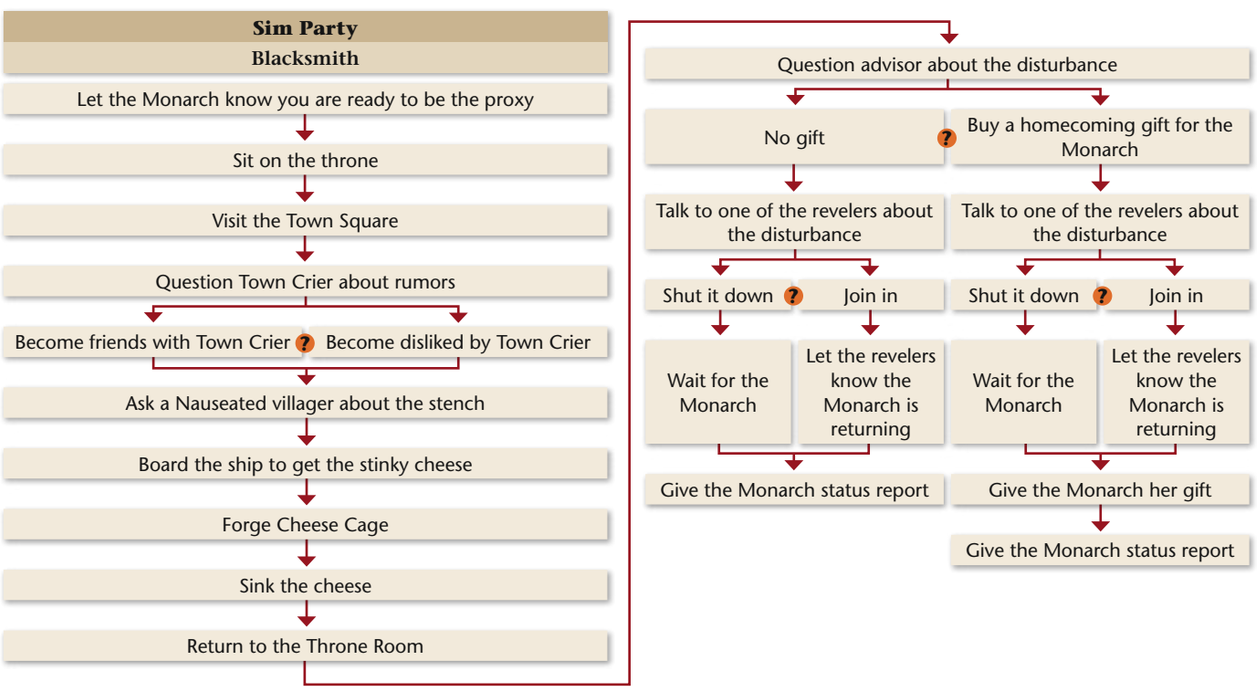


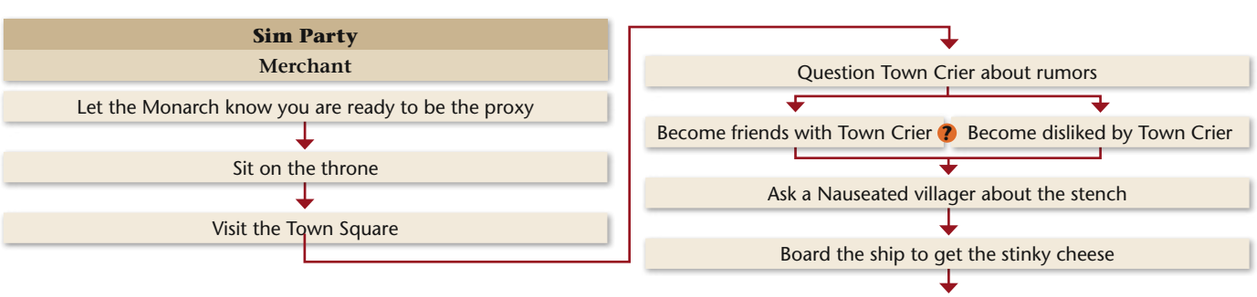


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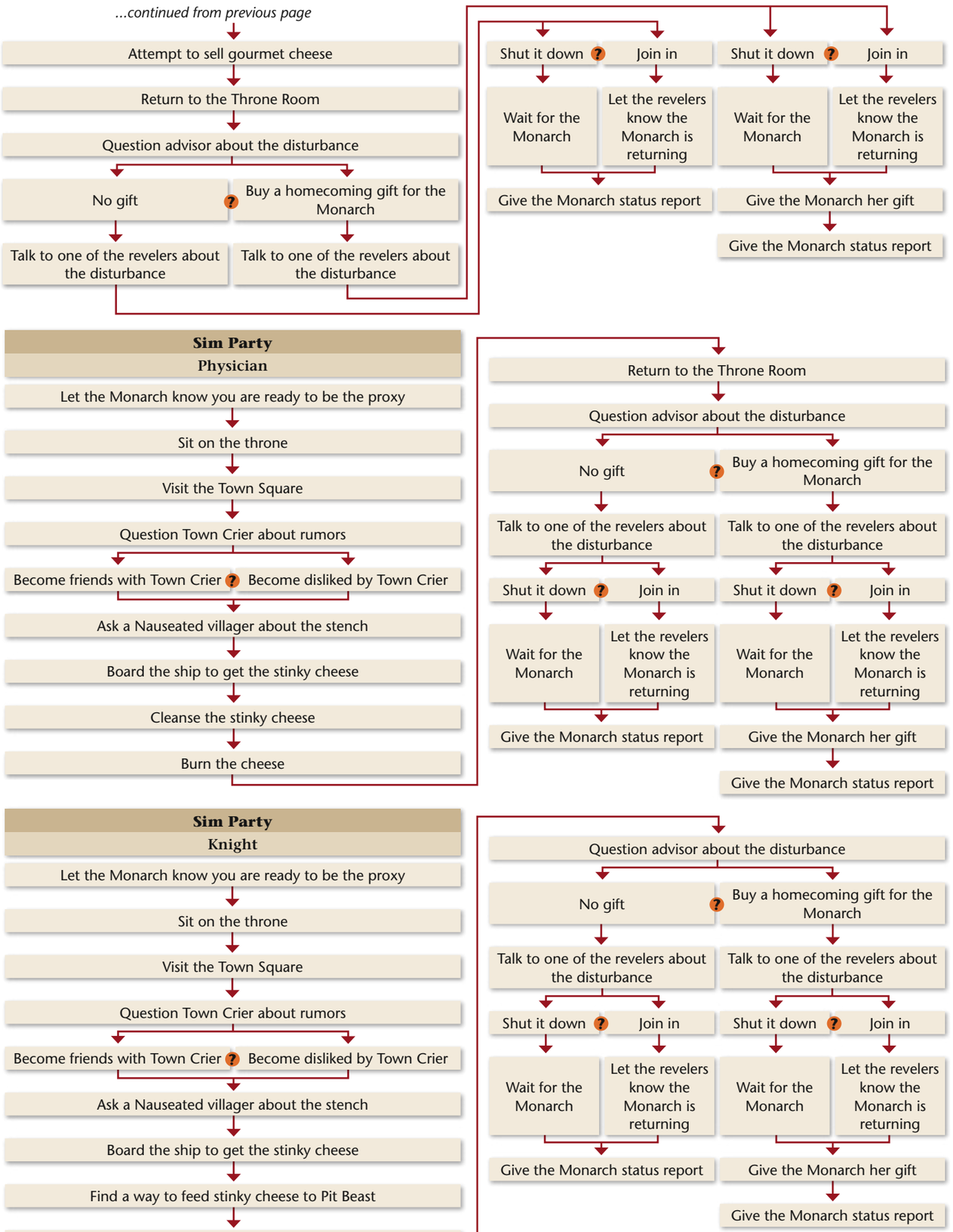




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Make Books Not War

The Peteran were tiring of hearing news of war. The kingdom was involved in a number of bloody conflicts in the nearby territories, but it didn't seem like enough was being done to develop the minds of its citizens.

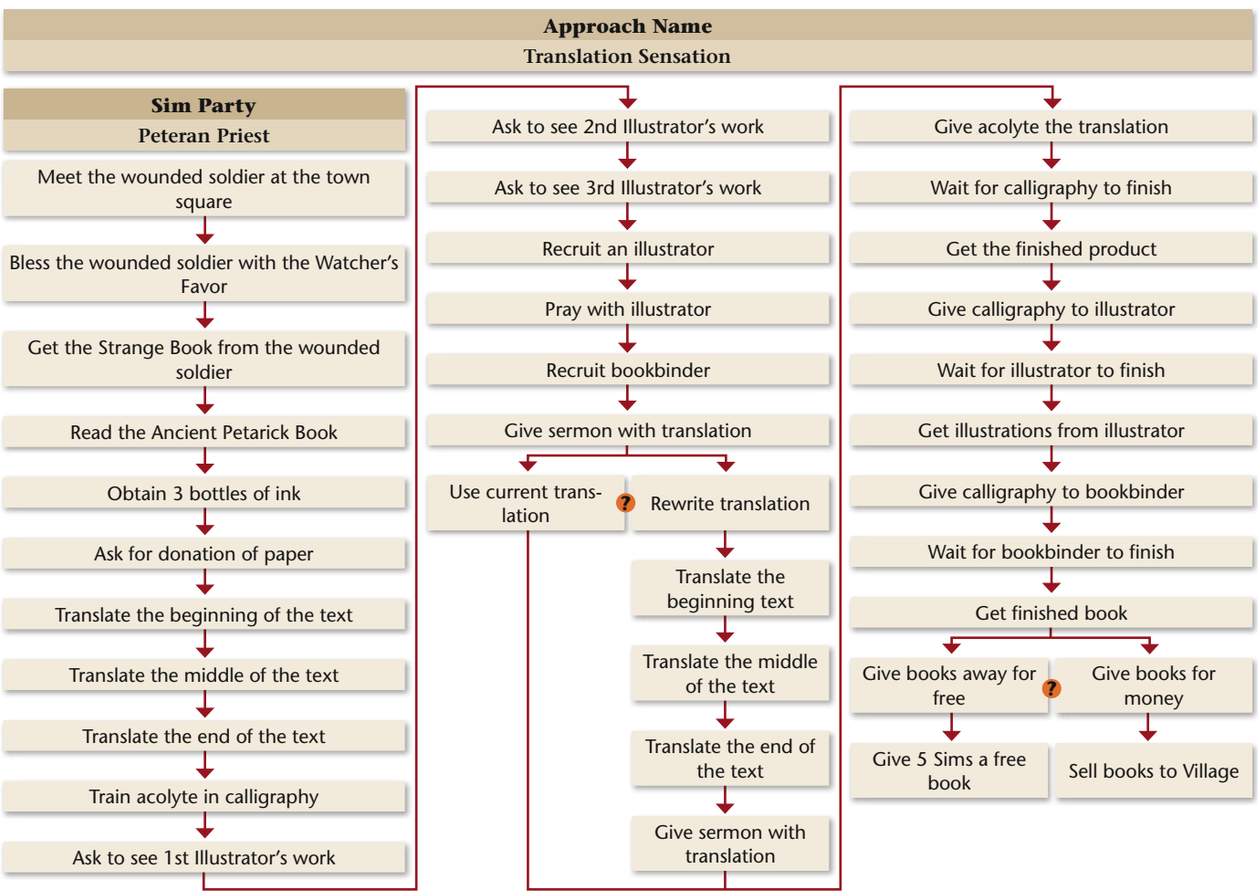
A kingdom could not flourish from might alone. It needed knowledge and enlightenment. But how to bring these things to the people...?

- QP Cost: 3

Approach: Translation Sensation

- Party Requirements: Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,500	Culture +2, Knowledge +2, Security -1
Gold	40	1,250	2,000	Culture +1, Knowledge +2, Security -1
Silver	30	1,000	1,600	Culture +1, Knowledge +2, Security -1
Bronze	20	750	1,200	Knowledge +2, Security -1



Meat Quest IV

A good Merchant could balance supply and demand. A great Merchant would search out a need that wasn't being filled and find a profitable way to fill it.

The people needed good food in their bellies, but they simply couldn't afford it. Could the Merchant produce the perfect meat to fill the gap?

- QP Cost: 3

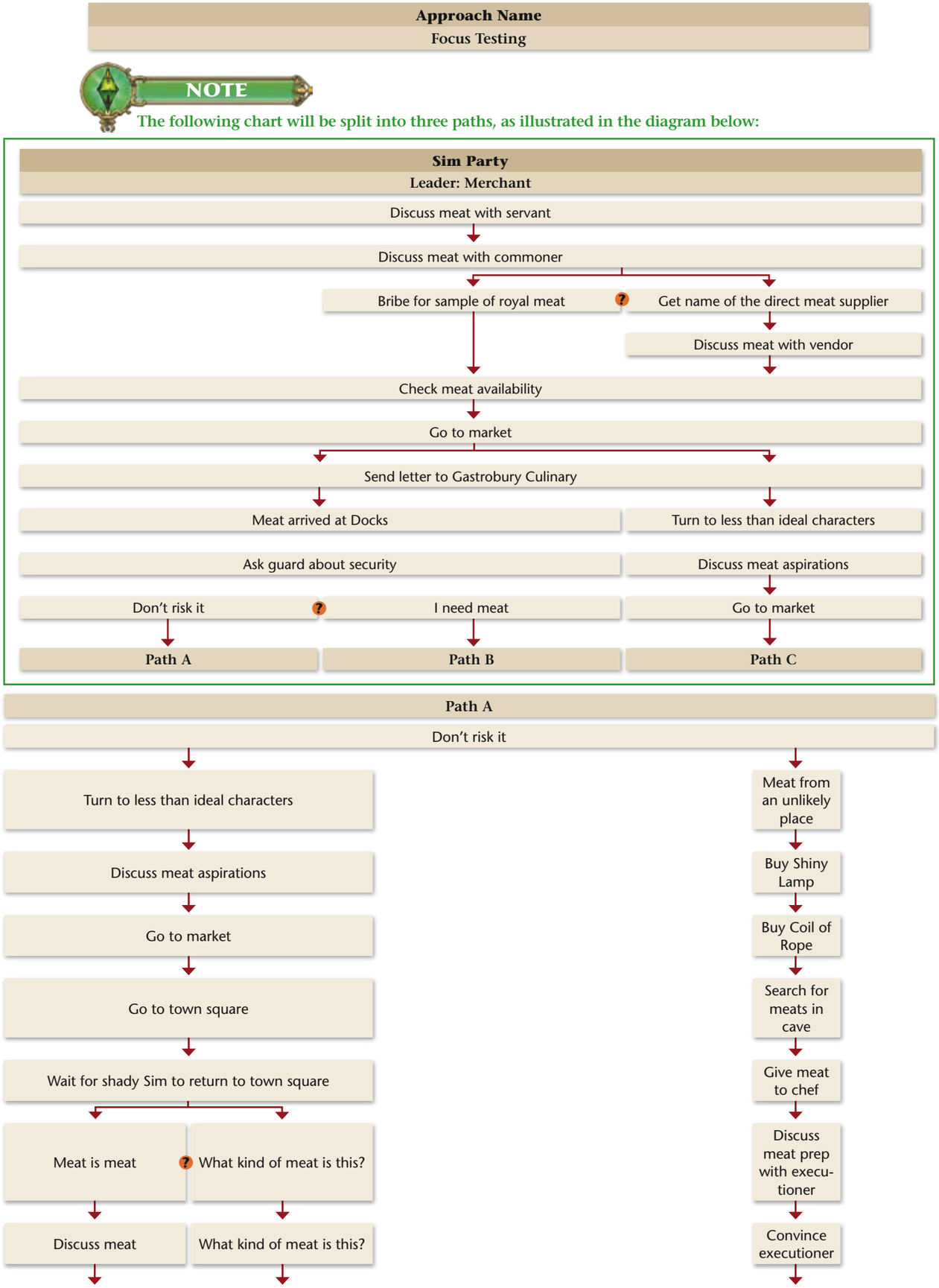
Approach: Focus Testing

- Party Requirements: Merchant

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Well-Being +2, Knowledge +2
Gold	30	1,500	1,600	Well-Being +2, Knowledge +1
Silver	20	1,250	1,200	Well-Being +2, Knowledge +1
Bronze	10	1,000	800	Well-Being +2

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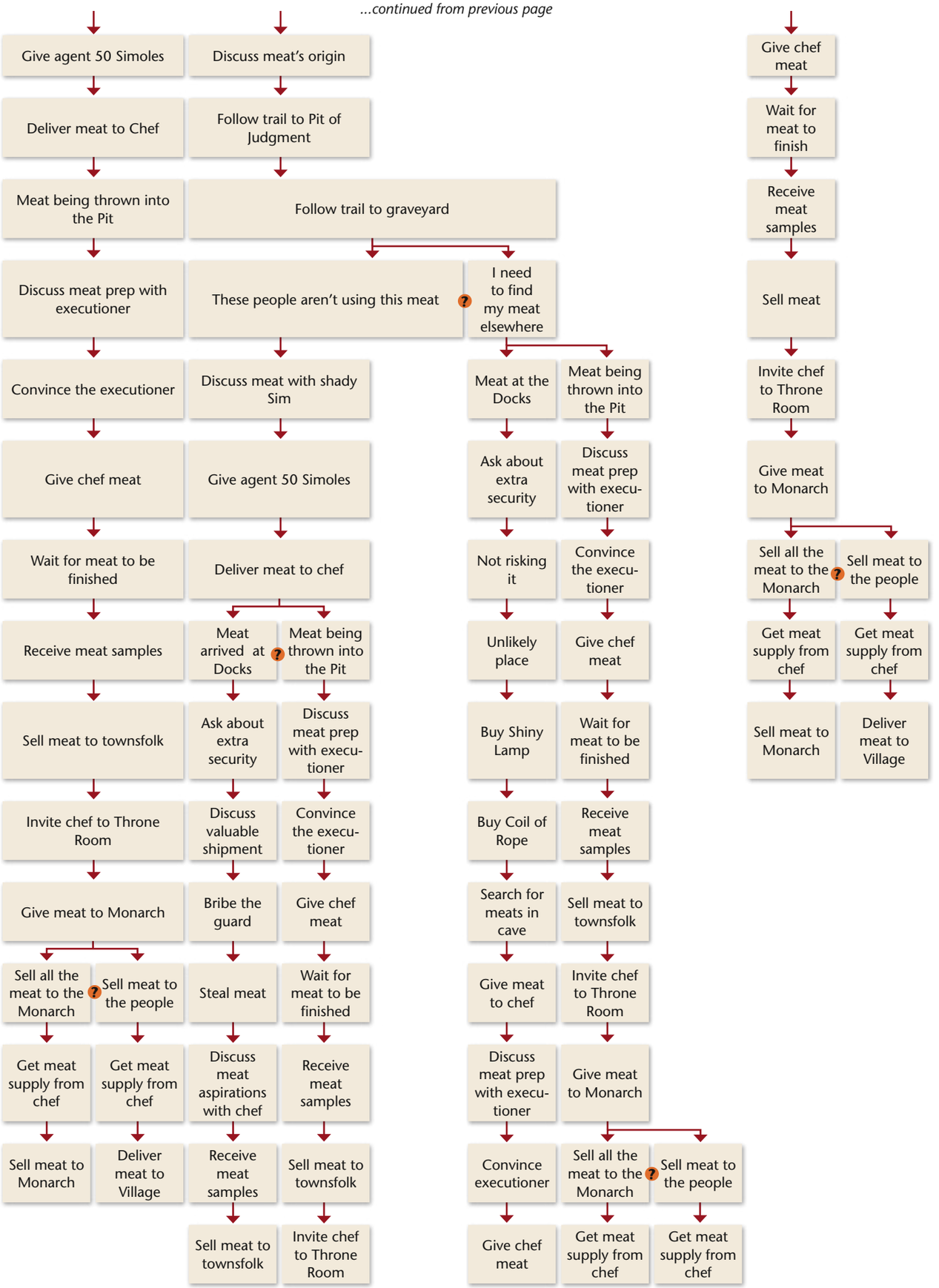


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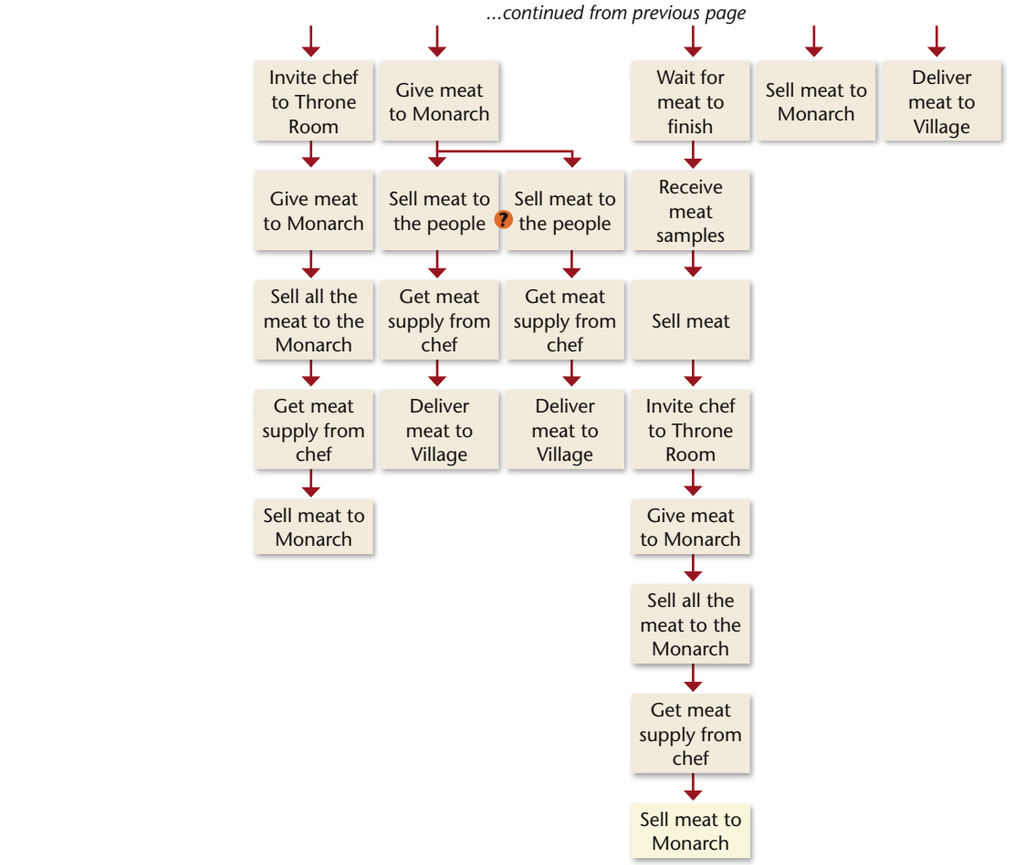


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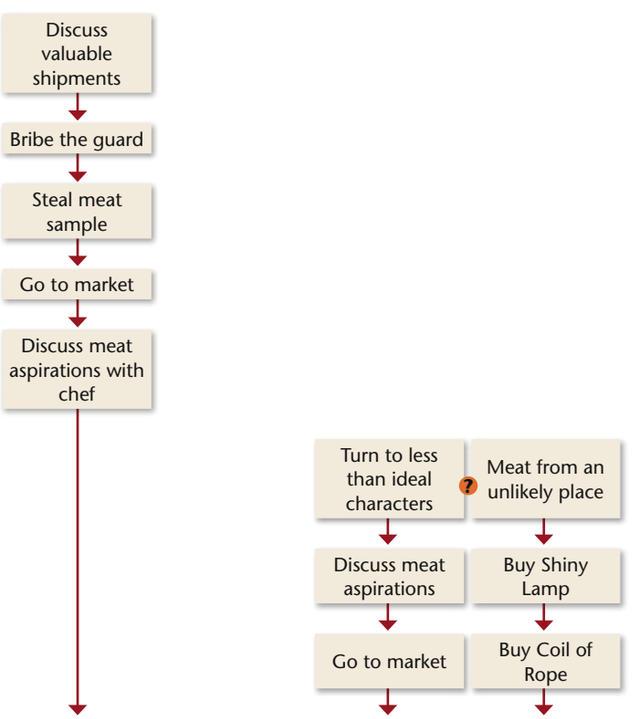
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Path B

I need meat

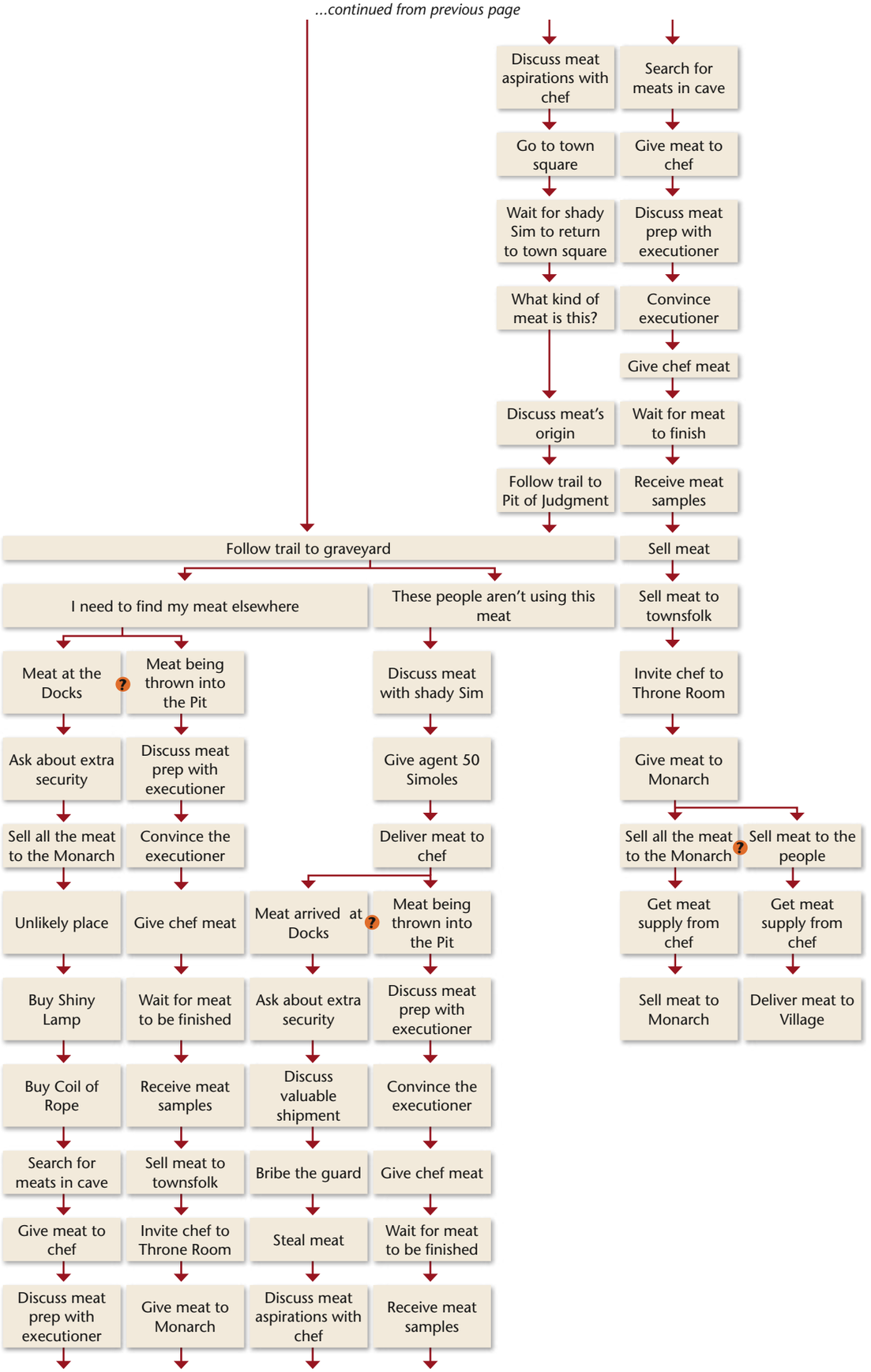


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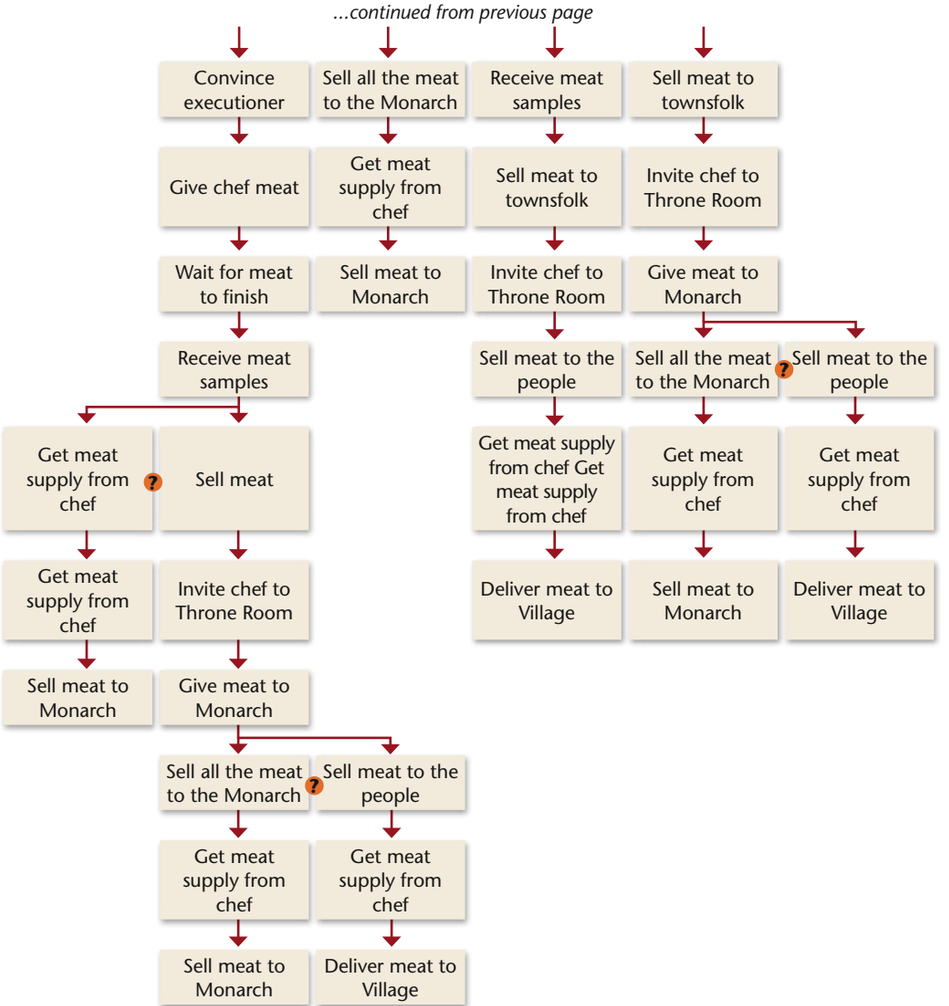


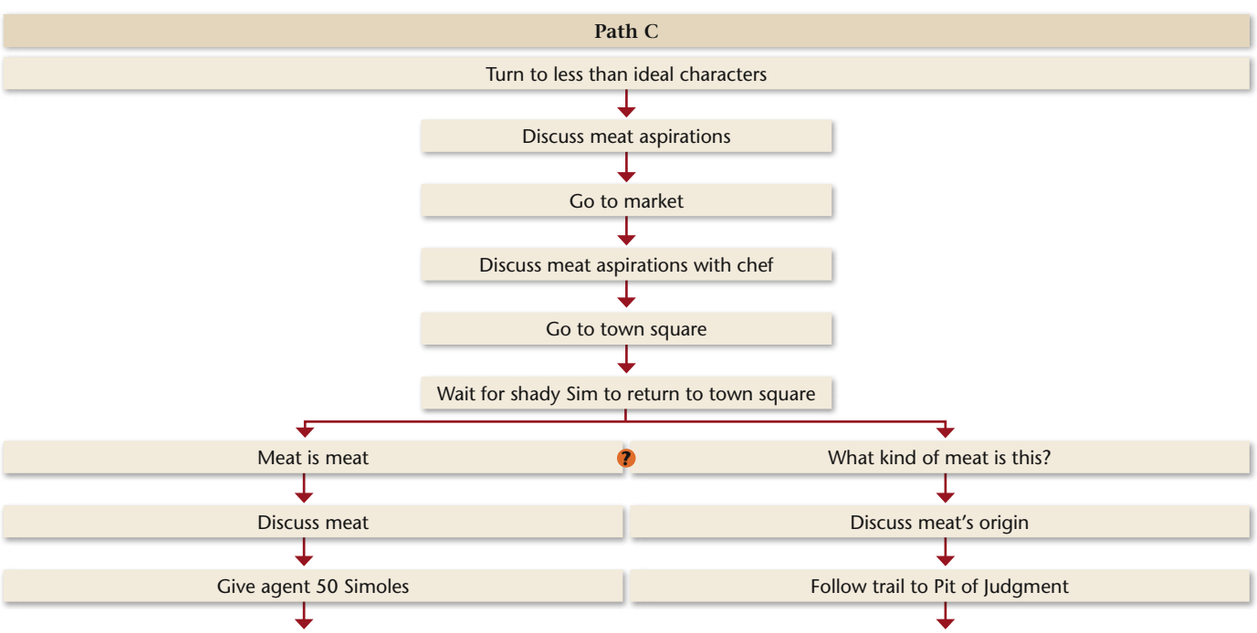
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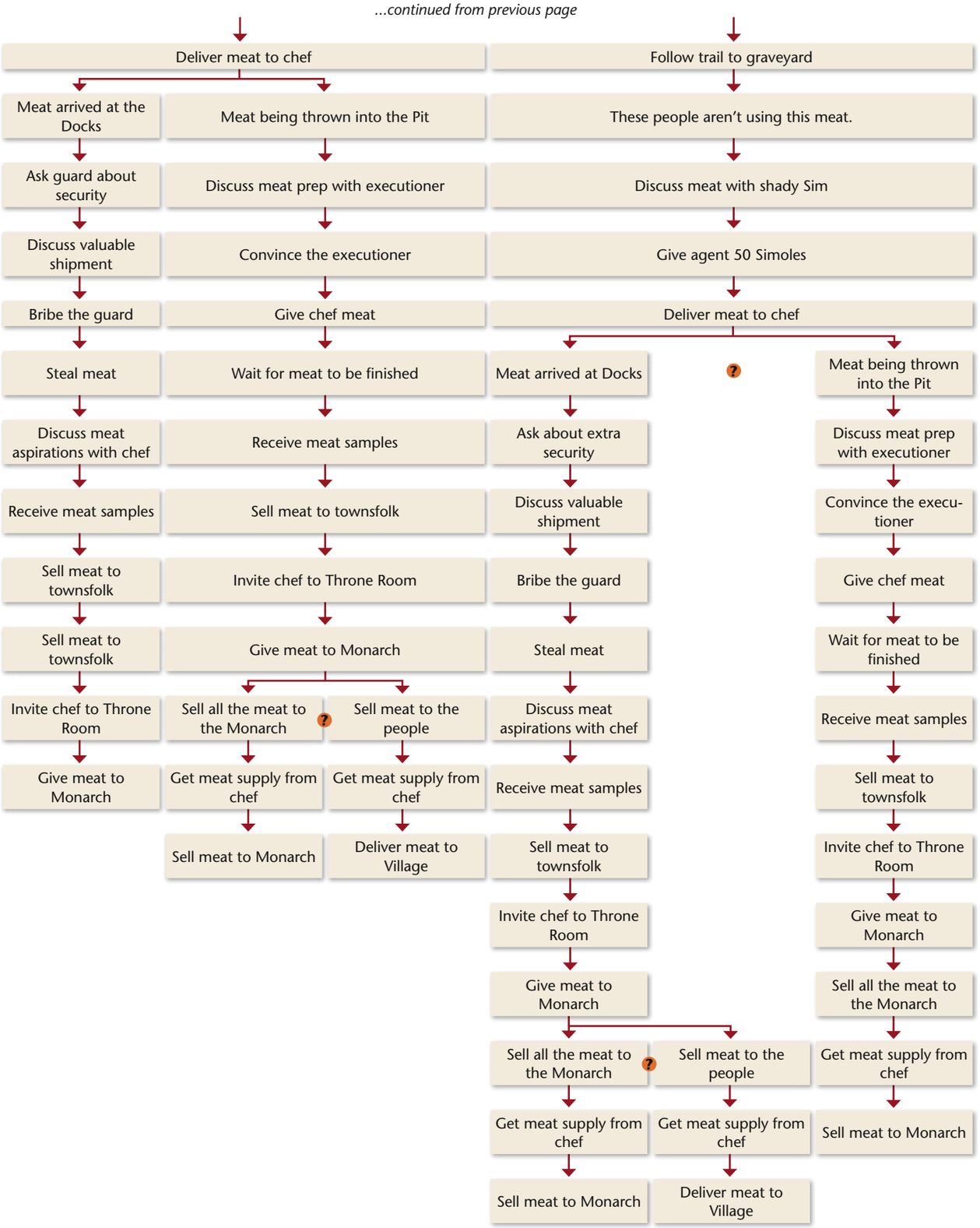


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New Gangs of Aarbyville

The kingdom was hosting a diplomat from Aarbyville, but the Monarch could not ignore the sudden appearance of Aarbyville gang members on the outskirts of town. Was the diplomatic visit just a distraction? What were rival gangs from a foreign land doing here?

There was little the Monarch could do directly—there was no real evidence of treachery yet. However, someone less visible could investigate the situation on the Monarch's behalf.

- QP Cost: 3

Approach: Seduce

- Party Requirements: Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	1,500	2,000	Security +4, Well-Being -1
Gold	10	1,250	1,600	Security +3, Well-Being -1
Silver	10	1,000	1,200	Security +3, Well-Being -1
Bronze	10	750	800	Security +3, Well-Being -2

Approach: Assassinate

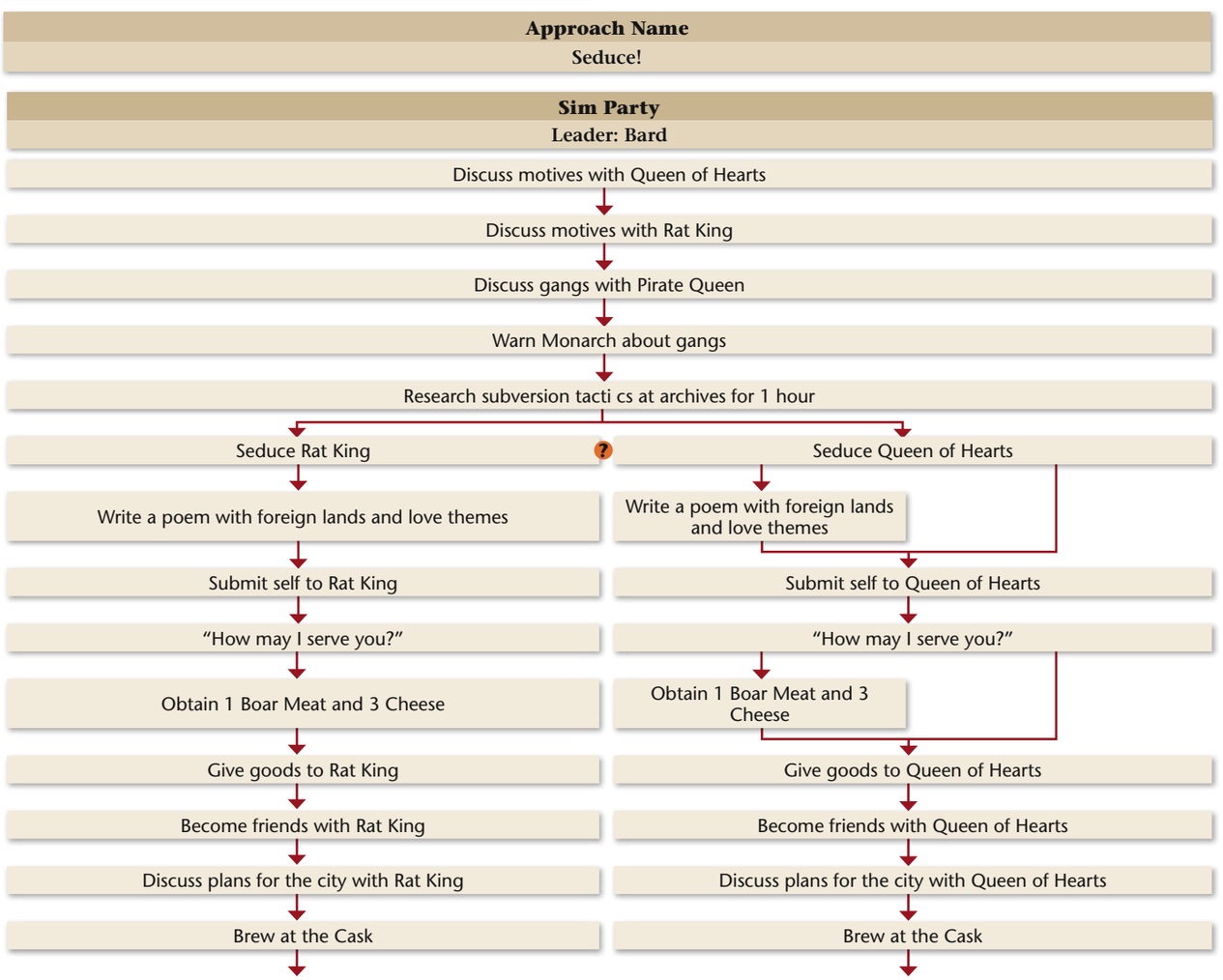
- Party Requirements: Monarch and Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	1,500	2,000	Security +3, Well-Being -1
Gold	10	1,250	1,600	Security +3, Well-Being -1
Silver	10	1,000	1,200	Security +3, Well-Being -1
Bronze	10	750	800	Security +3, Well-Being -2

Approach: Invade

- Party Requirements: Monarch and Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	1,500	2,000	Security +4, Well-Being -1
Gold	10	1,250	1,600	Security +3, Well-Being -1
Silver	10	1,000	1,200	Security +3, Well-Being -1
Bronze	10	750	800	Security +3, Well-Being -2



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- Fill pitcher at Cask
- Go to beach
- Discuss Throne Room with Queen of Hearts
- Return to forest
- Pull out all the stops OR Play shy
- Aggressively seduce Rat King
- WooHoo with Rat King
- Convince Rat King of Queen of Hearts' treachery
- Follow Rat King to the Throne Room
- Encourage Rat King
  - You deserve to die → Await Rat King's death
  - Submit to me and be pardoned → Marry Rat King

- Fill pitcher at Cask
- Go to beach
- Discuss Throne Room with Rat King
- Return to forest
- Pull out all the stops OR play shy
- Aggressively seduce Queen of Hearts
- WooHoo with Queen of Hearts
- Convince Queen of Hearts of Rat King's treachery
- Follow Queen of Hearts to the Throne Room
- Encourage Queen of Hearts
  - You deserve to die → Await Queen of Hearts' death
  - Submit to me and be pardoned → Marry Queen of Hearts

Approach Name
Assassinate!

Sim Party
Leader: Monarch
Support: Spy

- Discuss gangs with Spy
- Scout forest
- Scout beach
- Explain severity of gangs to Monarch
- Discuss gangs with Pirate King
- Eavesdrop on Queen of Hearts
- Eavesdrop on Rat King
- Request more details from Pirate King
- Go to Spy Quarters
- Report news to Monarch

- Craft 2 Stabby Poisons
- Ask Monarch to invite gangs
- Invite gangs to Reception Hall with Pirate King
- Go to Spy Quarters
- Give Stabby Poison to Monarch
- Apply Stabby Poison to sword
- Execute Rat King
- Execute Queen of Hearts
  - Duel Pirate King → Win duel
  - Order Spy to duel Pirate King → Win duel

Approach Name
Invade!

Sim Party
Leader: Monarch
Support: Knight

- Discuss gangs with Knight
- Discuss paperwork with Pirate Queen

- Patrol Town Square
- Patrol the graveyard
- Patrol the beach

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Patrol the forest
Discuss gangs with Monarch
Request gang's presence from Pirate Queen
Send letter at Messenger Box
Threaten to kill the gangs
Hire sellswords on the seas
Wait for gangs to arrive
Welcome Rat King to castle
Welcome Queen of Hearts to castle
Declare readiness to Monarch
Return to the Throne Room
Give Bloodknights order to march
Give Fleshmongers order to march
Give Booty Brigade orders to march
Declare Aarbyville's impending doom to the Pirate Queen
Conquer Aarbyville

Nurse with a Curse

The caretaker of the kingdom, usually the level-headed right hand of the Physician, was suddenly convinced that a terrible hex had befallen the clinic. It was probably nothing, but all the screaming about horrifying portents of doom was making the other patients a bit jumpy. The Physician would have to take action before the frightened nurse quit altogether.

- QP Cost: 3

Approach: Superstitious Sympathy

- Party Requirements: Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	2,000	Well-Being +2, Knowledge +1
Gold	30	1,000	1,600	Well-Being +1, Knowledge +1
Silver	20	750	1,200	Well-Being +1, Knowledge +1
Bronze	10	750	800	Knowledge +1

Approach Name
Superstitious Sympathies

Sim Party
Physician

Question caretaker about behavior
Ask caretaker to return to work
Return to the Clinic
Craft a fresh dose of weak curative tonic
Discuss portents with caretaker
Sweep the Clinic's floor
Research superstitions for 2 hours
Ask Town Crier about charms ? Ask Knight about charms
Ask 2 women from town about charms
Present options to caretaker
Frog remains ? Stare at self

Acquire 3 Eaglewood, 2 Lordleaf, 2 Grassweed, and 1 Sagewort
Catch 1 freshwater toad at the pond
Craft 1 anti-curse charm
Give anti-curse charm to caretaker
Dispose of toad remains at well
Ask caretaker about curse

Sample mulled wine
Gather 3 Grassweed
Grab fresh linens
Convince caretaker to return to the Clinic
Head to the Clinic to start the ritual
Burn Grassweed in the fireplace
Check out self in mirror
Ask caretaker about curse

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O' Fortuna

A band of wandering travelers was hosting a Fortune Festival in the town square, offering games of chance, mystical artifacts for sale, and precious insight into the future.

All citizens of the kingdom were encouraged to visit the festival and try their luck on the whirling wheel of fortune!

- QP Cost: 3

Approach: Enter Fortune Festival

- Party Requirements: Any Hero except Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,000	Culture +4
Gold	30	1,250	1,600	Culture +3
Silver	20	1,000	1,200	Culture +3
Bronze	10	750	800	Culture +2

Approach Name
Enter Fortune Festival

Sim Party
Any Hero

- Plan an outfit
- Travel to fortune festival
- Ask someone about the fortune festival
- Learn about the fortune festival
- Make a small wish
- Practice cards
- Get a palm reading
- Win twice at the game table
- Collect reward
- Celebrate with a drink
- Relax for 2 hours
- Take a nap in any bed
- Learn the Monarch's wishes
- Ask about privileges
- Get a hug
- Gussy up at mirror
- Take a bath
- Have a drink
- Ask advisor about other prizes
- Return to the festival
- Hope for the best
- Thank advisor for the rescue
- Follow advisor back to Throne Room
- Take mysterious bag
- Read the strange book
- Beg advisor for advice
- Challenge anyone at cards
- Lose at a game of cards

Peasant Revolt

The peasants were revolting, but the Monarch knew that already. When didn't the peasants have something to complain about? What was really needed was for someone to make their complaints go away, one way or another.

- QP Cost: 3

Approach: Placate

- Party Requirements: Bard or Merchant

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Security +3, Culture +1
Gold	30	1,250	2,000	Security +2, Culture +1
Silver	20	1,000	1,600	Security +2, Culture +1
Bronze	10	800	1,000	Security +1, Culture +1

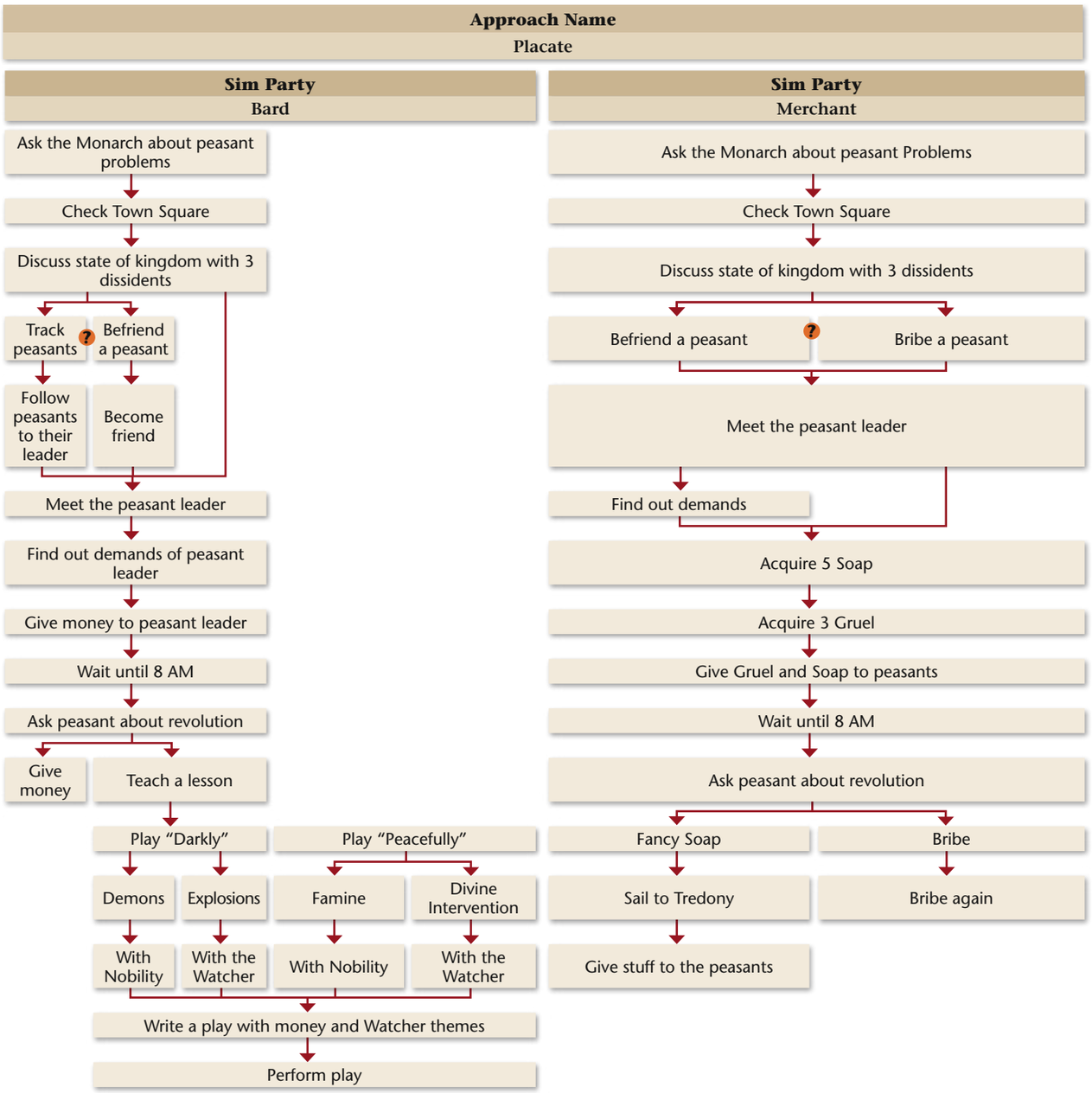
Approach: Suppress

- Party Requirements: Spy or Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Security +4, Knowledge +1, Well-Being -1
Gold	30	1,250	2,000	Security +3, Knowledge +1, Well-Being -1
Silver	20	1,000	1,600	Security +3, Knowledge +1, Well-Being -1
Bronze	10	800	1,000	Security +2, Knowledge +1, Well-Being -1

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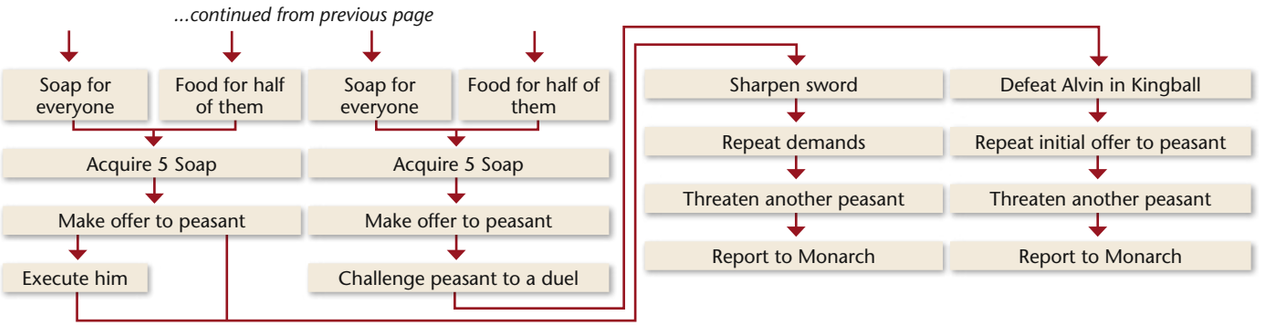
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Prelude to a Plague

A wave of refugees had recently arrived in the kingdom and with them came troubling reports of a terrible illness sweeping the countryside.

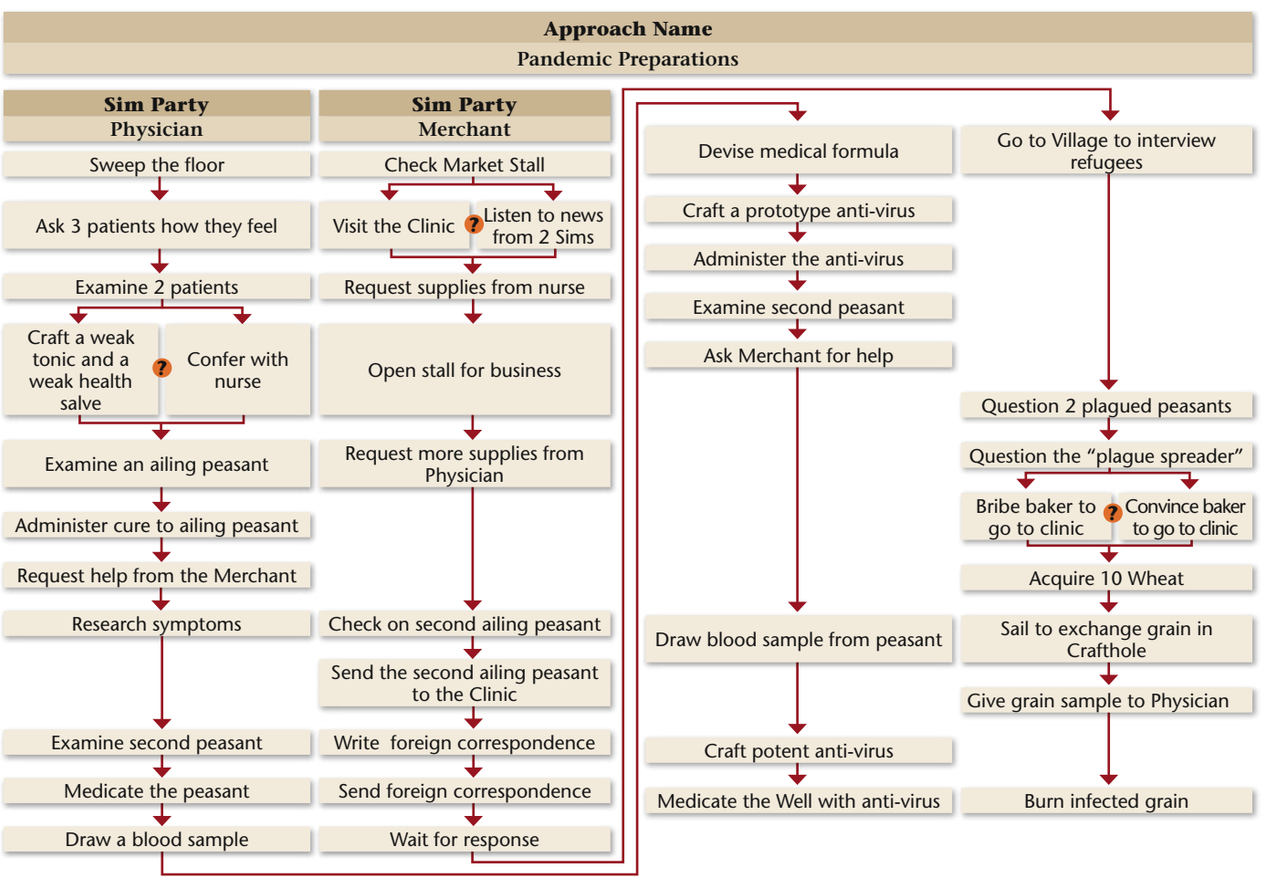
As the last line of defense against the threat of a fatal epidemic, the responsibility fell to the Physician to avert the impending doom.

- QP Cost: 3

Approach: Pandemic Preparation

- Party Requirements: Physician and Merchant

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,000	Well-Being +3, Knowledge +1
Gold	30	1,500	2,000	Well-Being +2, Knowledge +1
Silver	20	1,250	1,600	Well-Being +2, Knowledge +1
Bronze	10	1,000	1,200	Well-Being +2



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Sacred Scrutiny

The Jacoban Cathedral in the kingdom was relatively new and low in the Jacoban hierarchy. Funding from the central church authority ensured that the building was far from modest, but it kept the local church leader under pressure to maintain a high level of Jacoban influence in the kingdom.

- QP Cost: 3

Approach: Nobody Expects the Jacoban Inquisition

- Party Requirements: Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	1,500	2,000	Security +4, Well-Being -1
Gold	10	1,250	1,600	Security +3, Well-Being -1
Silver	10	1,000	1,200	Security +3, Well-Being -1
Bronze	10	750	800	Security +3, Well-Being -2

Approach Name
Nobody Expects the Jacobian Inquisition

Sim Party
Jacobian Priest

- Find out why attendant looks worried
- Go meet inquisitor
- Find out what inquisitor wants
- Follow inquisitor
- Hear what inquisitor has to say
- Give a sermon
- Find out what inquisitor thought of your sermon
- Help inquisitor with prayers
- Brew Holy Water
- Bless 3 items in your church
- Reflect on Watcher
- Look for someone who dislikes the church
- Convert 5 Sims
- Find out if carpenter has a relic
- Give carpenter a drink
- Befriend the carpenter
- Help the carpenter
- Convert the carpenter
- Bring carpenter to the Cathedral
- Hear carpenter's confession
- Absolve the carpenter
- Tell inquisitor you are ready for final inspection
- Follow inquisitor
- Show skull to inquisitor
- Give a sermon
- Hear inquisitor's final appraisal

Sleepless in Snordwich

The royalty of Snordwich was coming to the kingdom for a meeting with the Monarch. A Merchant from the Village was eager to get rid of some mysterious amulets. Were these two events somehow related?

- QP Cost: 3



This quest allies your kingdom with Snordwich.

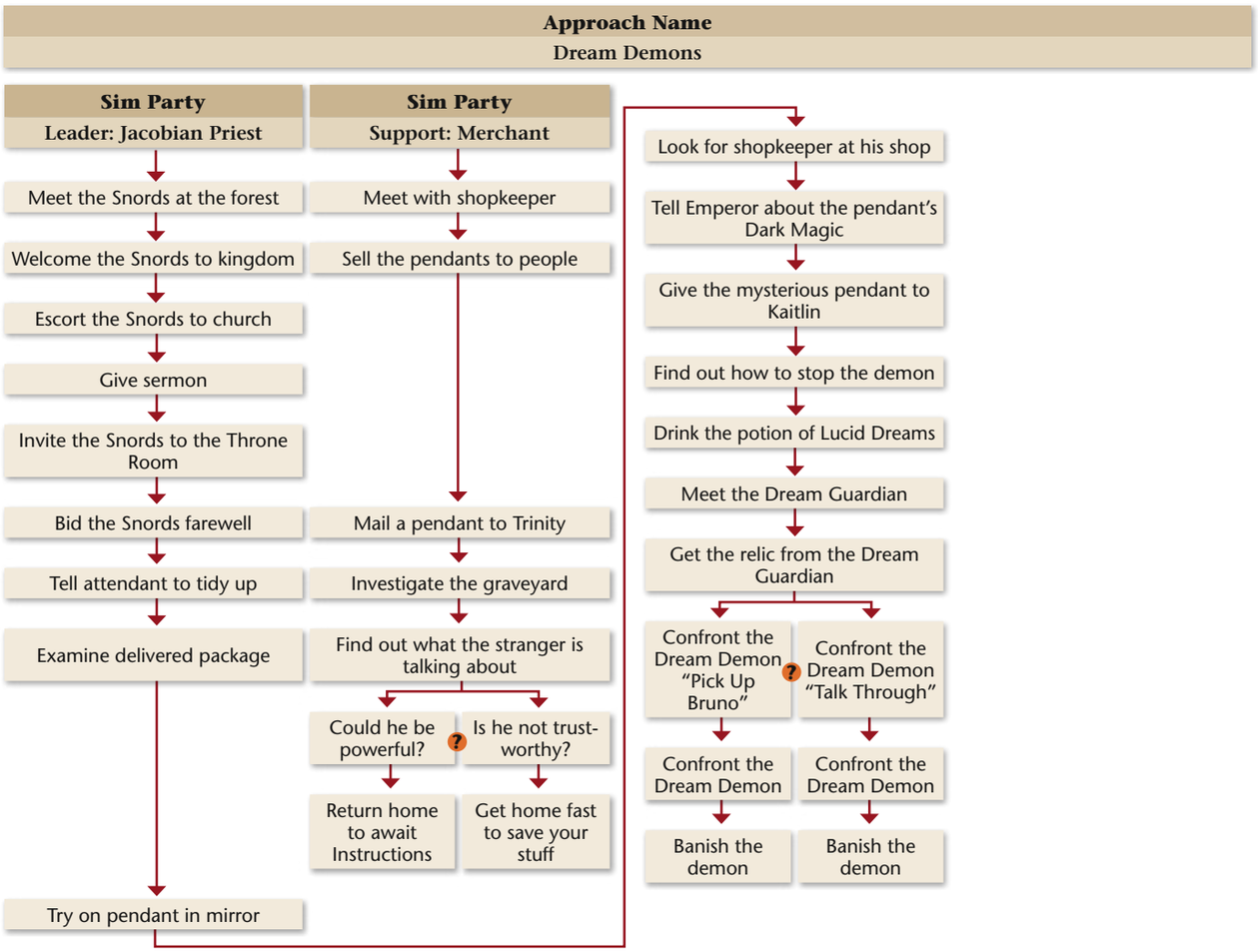
Approach: Dream Demon

- Party Requirements: Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	20	1,250	1,600	Well-Being +3
Gold	20	1,000	1,200	Well-Being +2
Silver	20	1,000	1,200	Well-Being +2
Bronze	20	750	800	Well-Being +1

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Squirrel Infestation

A recent deluge of squirrels had left the tree-loving folk of Burdley scrambling to save their homes. The Burdleyites would surely pledge their allegiance to a kingdom that could help them out.

NOTE

This quest allies your kingdom with Burdley.

- QP Cost: 3

Approach: Burn

- Party Requirements: Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,000	1,600	Well-Being +1
Gold	40	750	1,200	0
Silver	30	750	1,200	0
Bronze	20	400	400	0

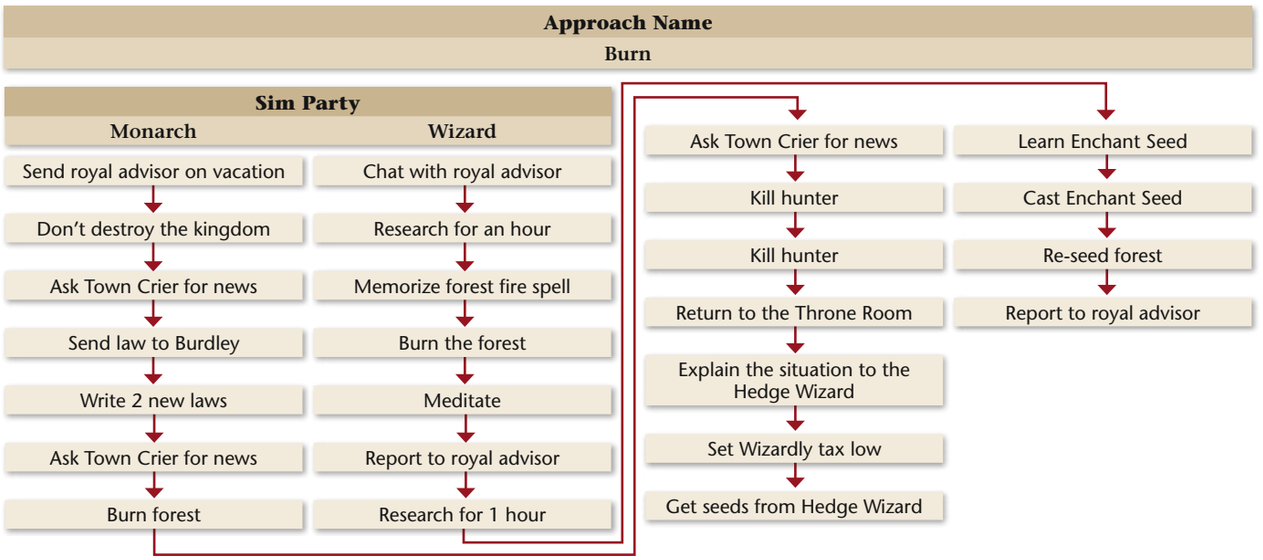
Approach: Hunt

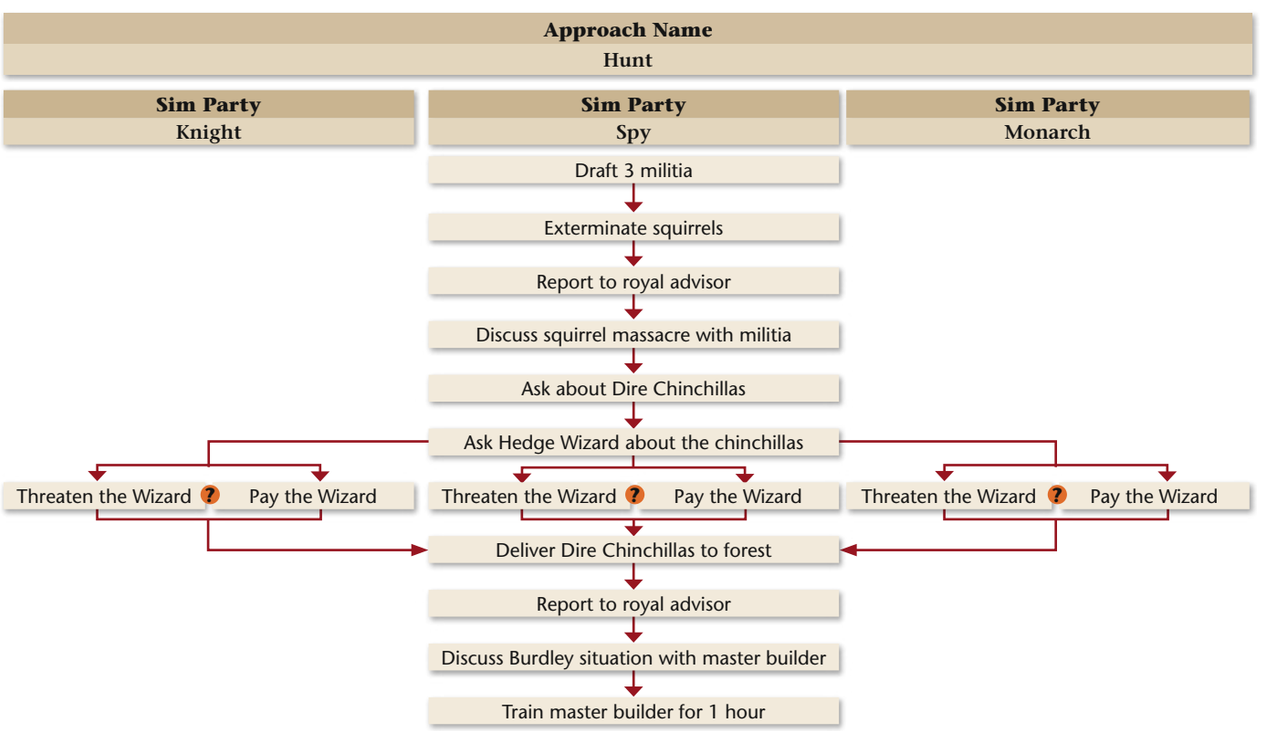
- Party Requirements: Knight, Monarch, or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,000	1,600	Well-Being +1
Gold	40	750	1,200	0
Silver	30	750	1,200	0
Bronze	20	400	400	0

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The Blacksmith's Apprentice

As the kingdom continued to rapidly grow, the demand for reliable goods and services exploded. Tradesmen found their skills put to the test as they struggled to meet the demands of the people.

At this rate, even the Blacksmith would need to hire an extra hand...

- QP Cost: 3

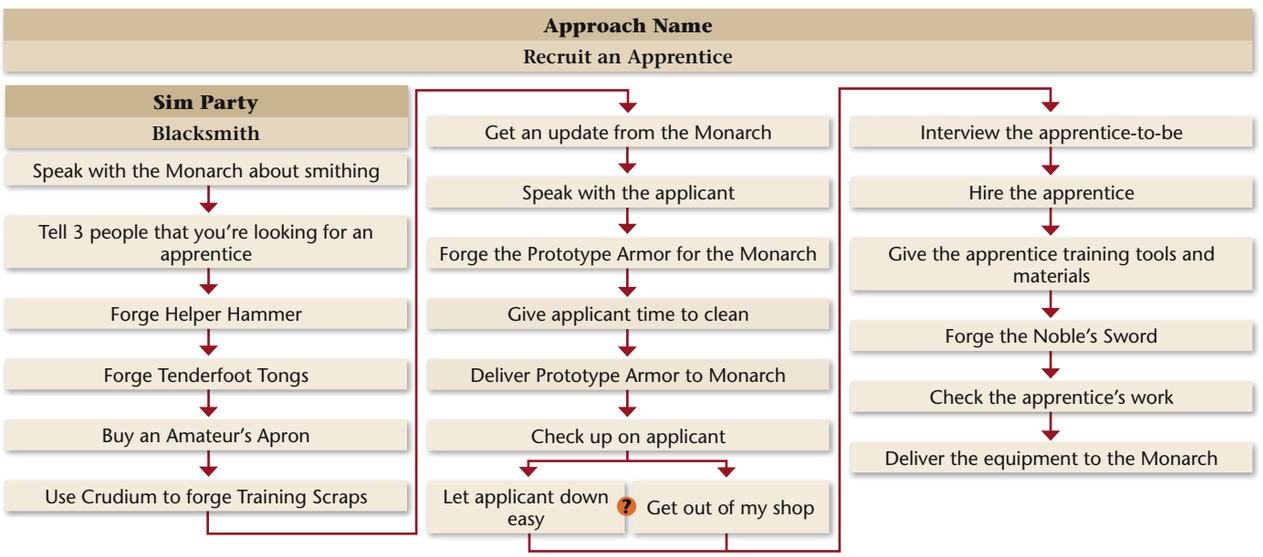
TIP

This quest creates the special treasures, Prototype Armor and Noble's Sword.

Approach: Recruit an Apprentice

- Party Requirements: Blacksmith and Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,250	2,000	Security +1, Knowledge +2
Gold	40	1,000	1,600	Security +1, Knowledge +1
Silver	30	750	1,200	Security +1, Knowledge +1
Bronze	20	400	800	Knowledge +1



The Case of the Missing Monarch

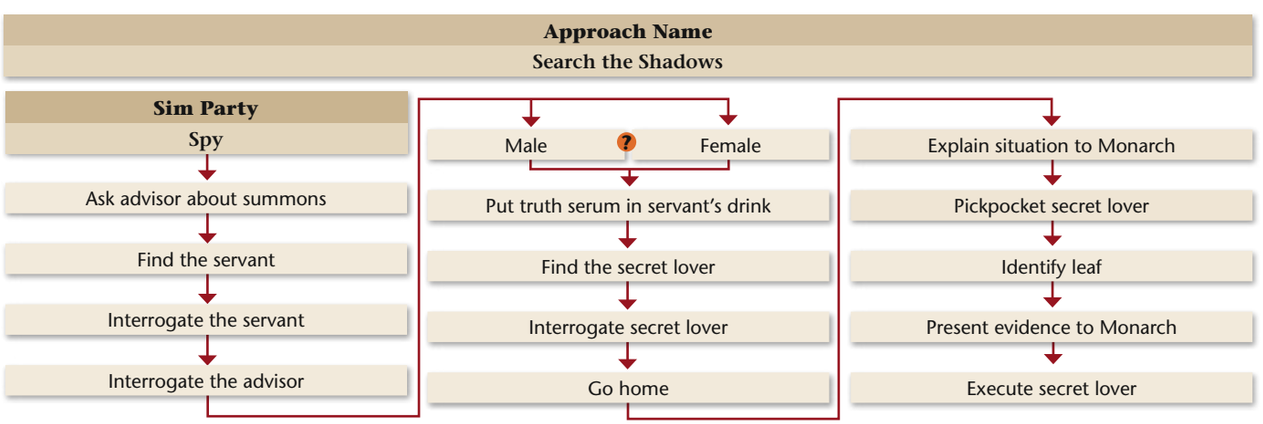
For a time, things in the kingdom were quiet. Little did the people suspect, the Monarch had gone missing. In order to avoid a panic, someone was going to have to find the ruler quickly and quietly. But who could conduct such an investigation? There was only one person for the job. As the kingdom Spy, the dubious honor would soon land on the Hero's shoulders.

- QP Cost: 3

Approach: Search the Shadows

- Party Requirements: Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Security +2, Knowledge +2
Gold	30	1,500	1,600	Security +2, Knowledge +1
Silver	20	1,250	1,200	Security +2, Knowledge +1
Bronze	10	1,000	800	Security +2



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The Fisherman's Challenge

The time had come for the kingdom's yearly fishing challenge. Any in the kingdom could enter, but few had the skill and experience needed to defeat the kingdom's veteran fishermen. Who would win this year's challenge?

- QP Cost: 3

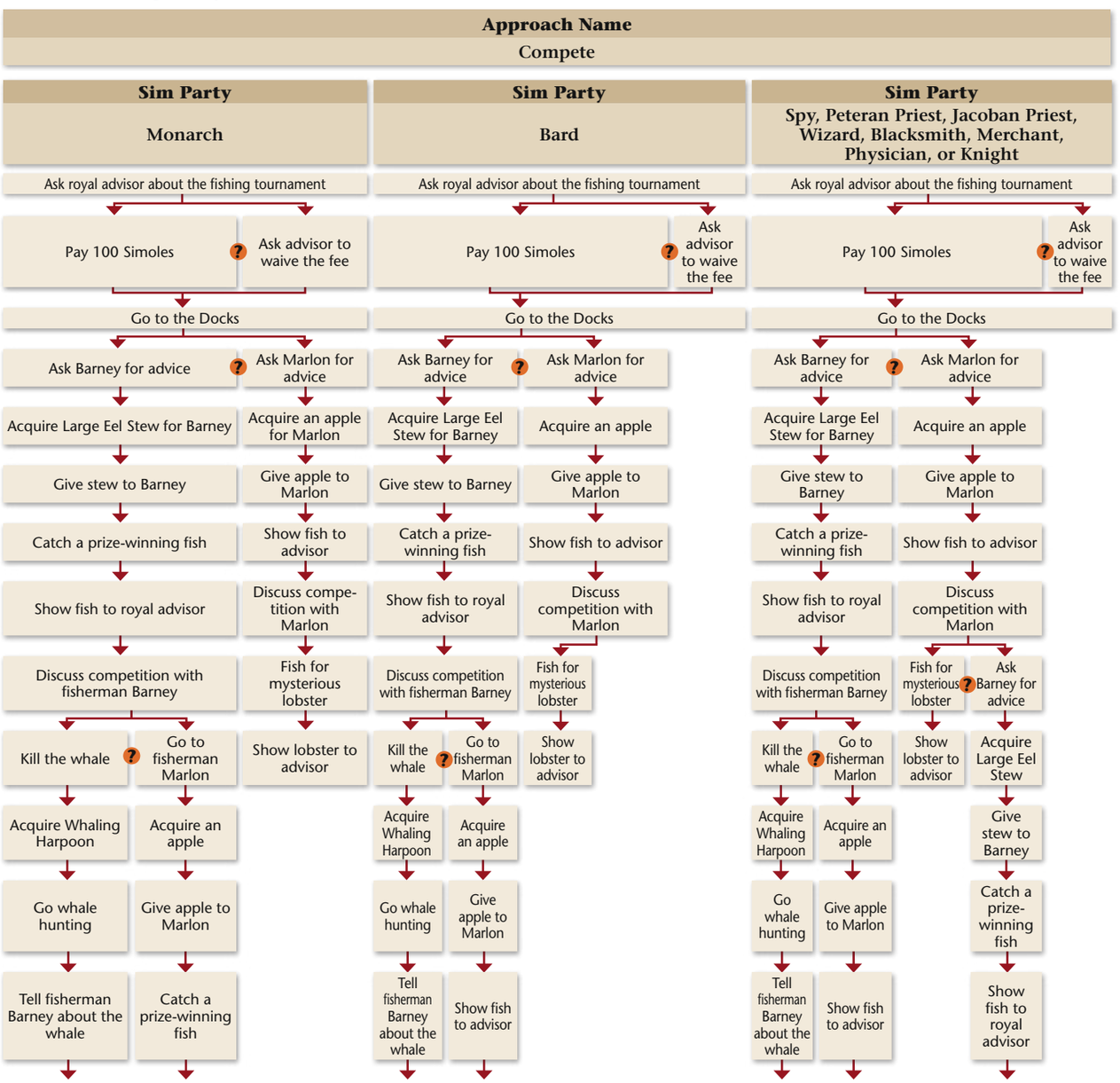
TIP

This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

Approach: Complete

- Party Requirements: Any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	1,600	Well-Being +2, Culture +1
Gold	40	1,250	1,200	Well-Being +1, Culture +1
Silver	30	1,000	800	Well-Being +1, Culture +1
Bronze	20	750	400	Well-Being +1

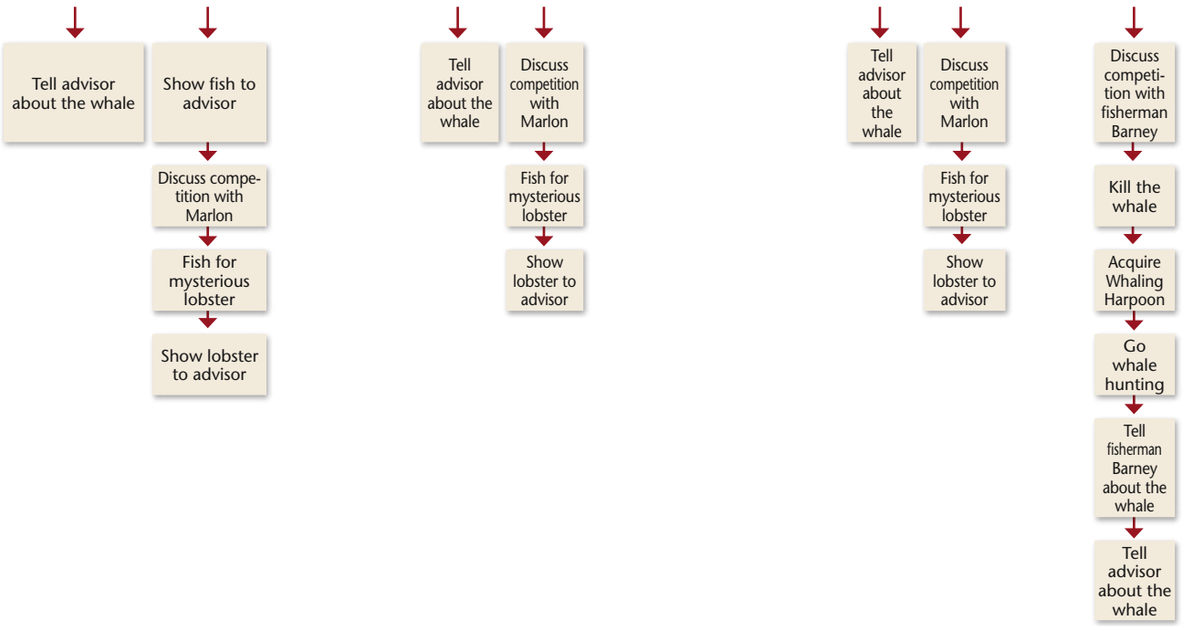


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The Philosopher's Stone

Legends told of a fabulous stone that could cure all ailments, grant immortality, and transmute base metals into gold. Only the most powerful of Wizards could even attempt to craft such a powerful object. The time had come for the Wizard to create that stone.

- QP Cost: 3



This quest creates the special treasure, the Philosopher's Stone.



This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

Approach: The Legendary Discovery

- Party Requirements: Wizard (Lvl 5+) and Blacksmith

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,500	2,500	Knowledge +3
Gold	40	2,000	2,000	Knowledge +2
Silver	30	1,500	1,600	Knowledge +2
Bronze	10	1,250	1,200	Knowledge +1



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Tournament of Honor

The kingdom of Advorton had fallen on hard times and was willing to pledge its loyalty to a stronger kingdom in return for aid. But the people of Advorton were proud and would never submit to a kingdom that did not espouse knightly virtues.

They called for a Tournament of Honor to prove the kingdom's worthiness.

NOTE

This quest allies your kingdom with Advorton.

- QP Cost: 3

Approach: Sabotage Advorton's Champion

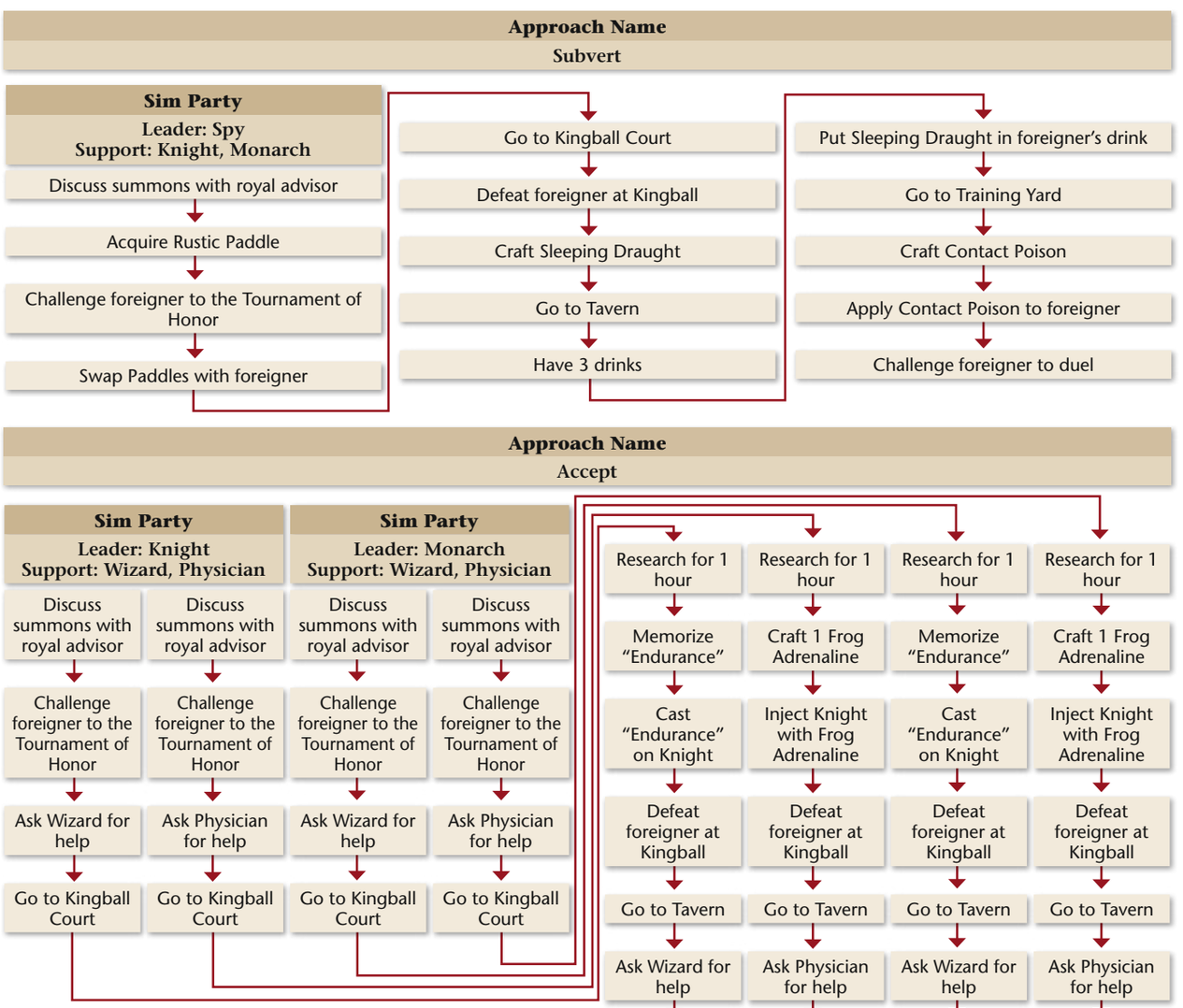
- Party Requirements: Spy (Lvl 5+) and Monarch or Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	0	Well-Being +1, Security +1, Culture +1, Knowledge +1
Gold	30	1,000	0	Well-Being +1, Security +1, Knowledge +1
Silver	20	750	0	Security +1, Knowledge +1
Bronze	10	400	0	Security +1

Approach: Bolster Kingdom Champion

- Party Requirements: Knight or Monarch and Wizard or Physician (Lvl 5+)

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	1,600	Well-Being +1, Security +1, Culture +1, Knowledge +1
Gold	30	1,000	1,200	Culture +1, Security +1, Knowledge +1
Silver	20	750	800	Security +1, Culture +1
Bronze	10	400	400	Security +1

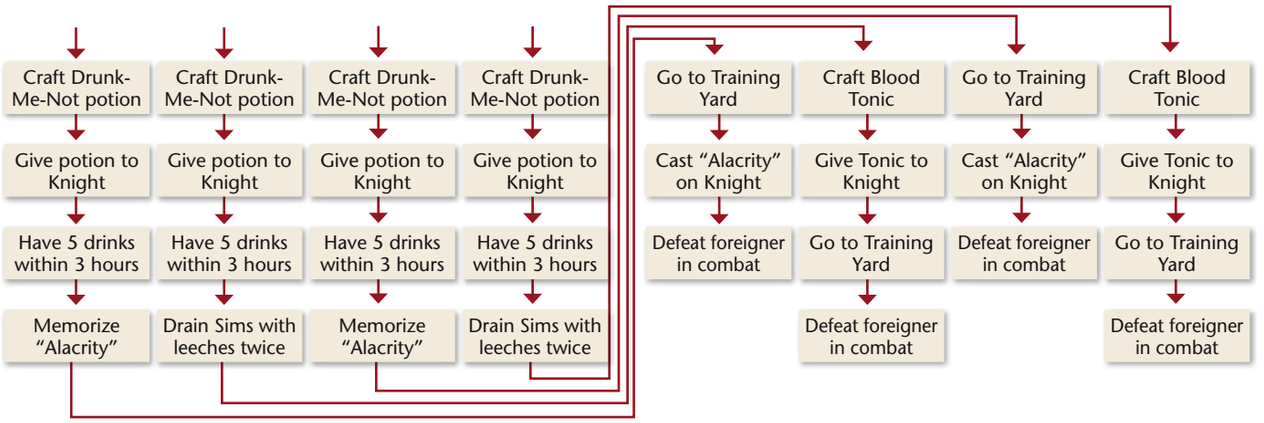


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Wag the Dog

The kingdom was about to be engulfed in a scandal that could destroy diplomatic relations with a neighboring realm. But could the fallout be mitigated by creating the illusion of a greater problem?

- QP Cost: 3

Approach: Spin Doctor

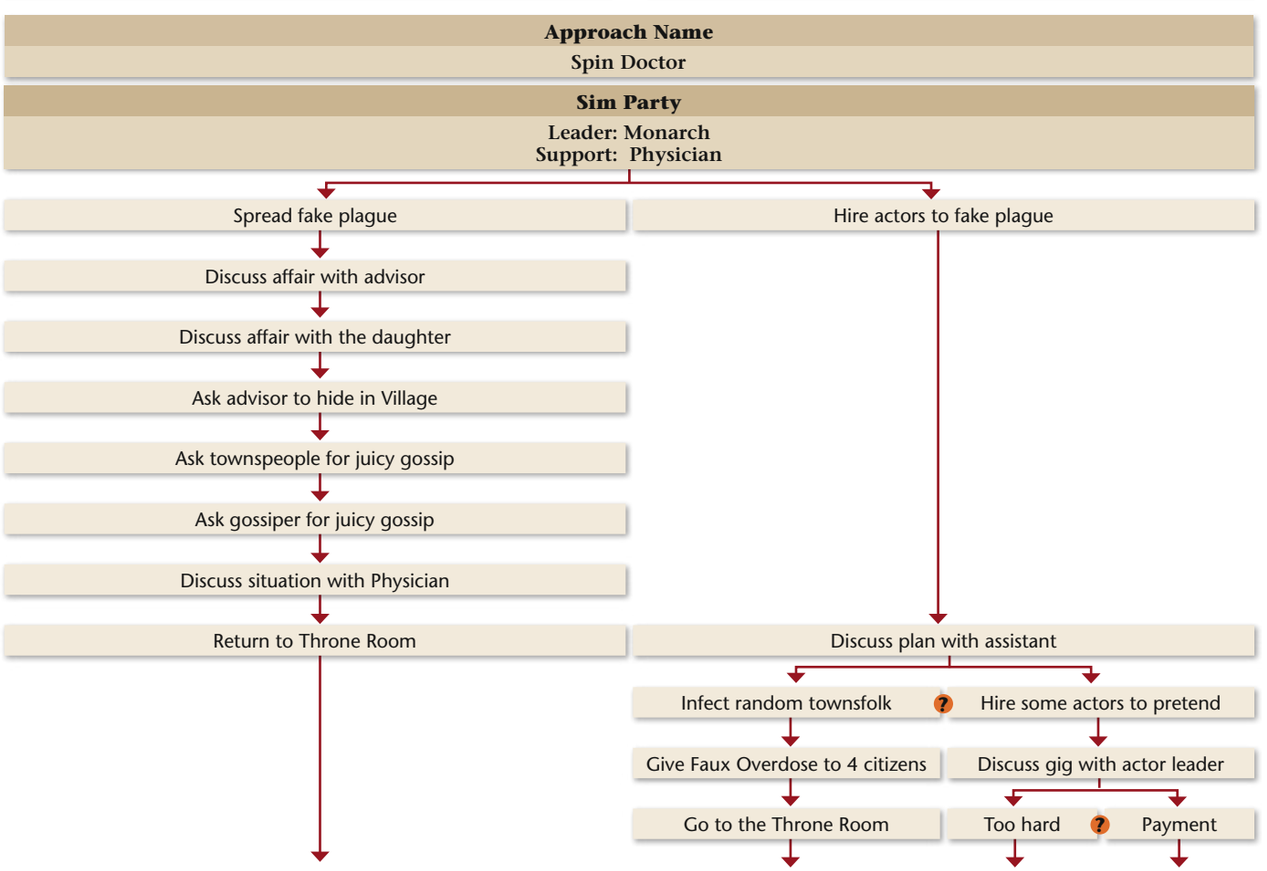
- Party Requirements: Monarch and Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Knowledge +4
Gold	30	1,500	2,500	Knowledge +3
Silver	20	1,250	1,600	Knowledge +3
Bronze	20	1,000	1,600	Knowledge +2

Approach: Behind the Scenes

- Party Requirements: Monarch and Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Knowledge +4
Gold	30	1,500	2,500	Knowledge +3
Silver	20	1,250	1,600	Knowledge +3
Bronze	20	1,000	1,600	Knowledge +2

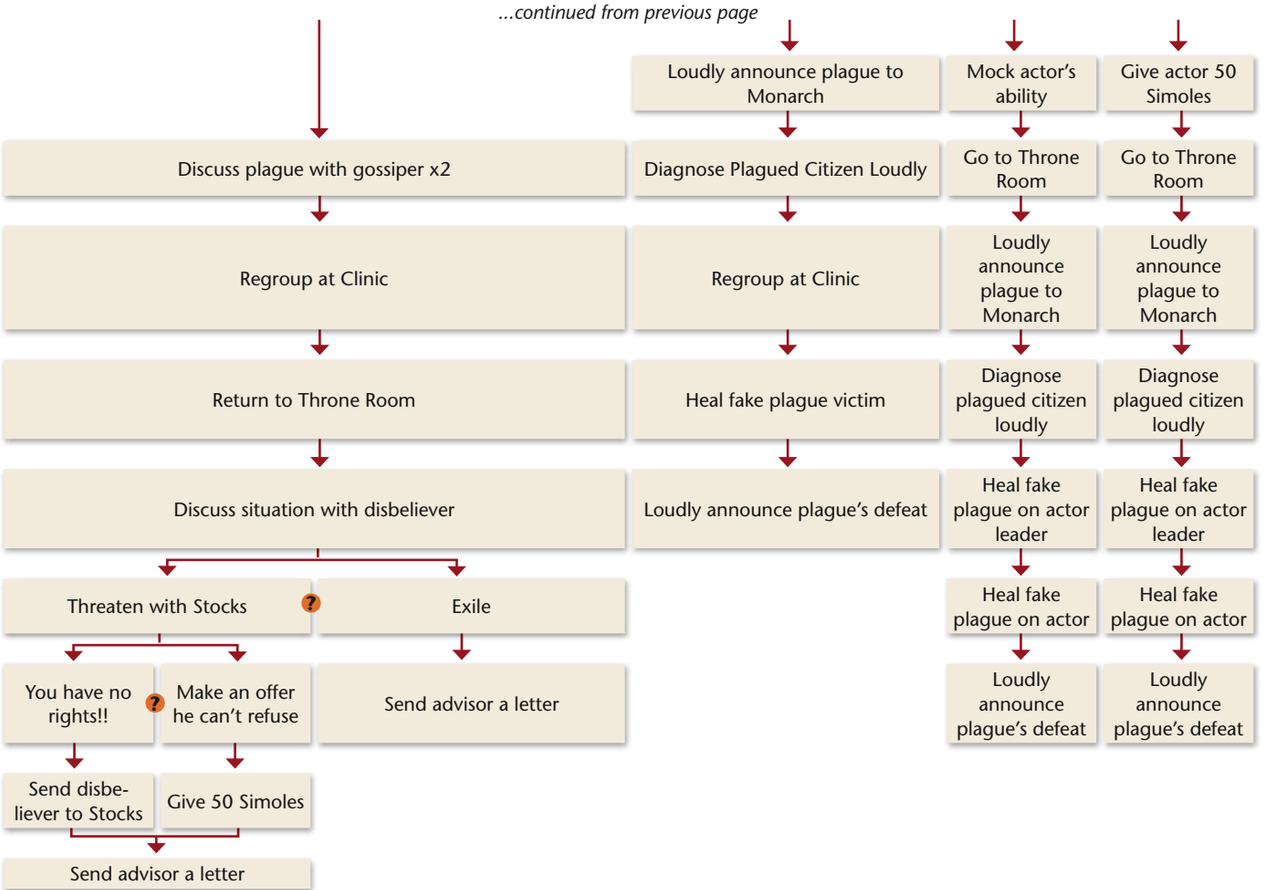


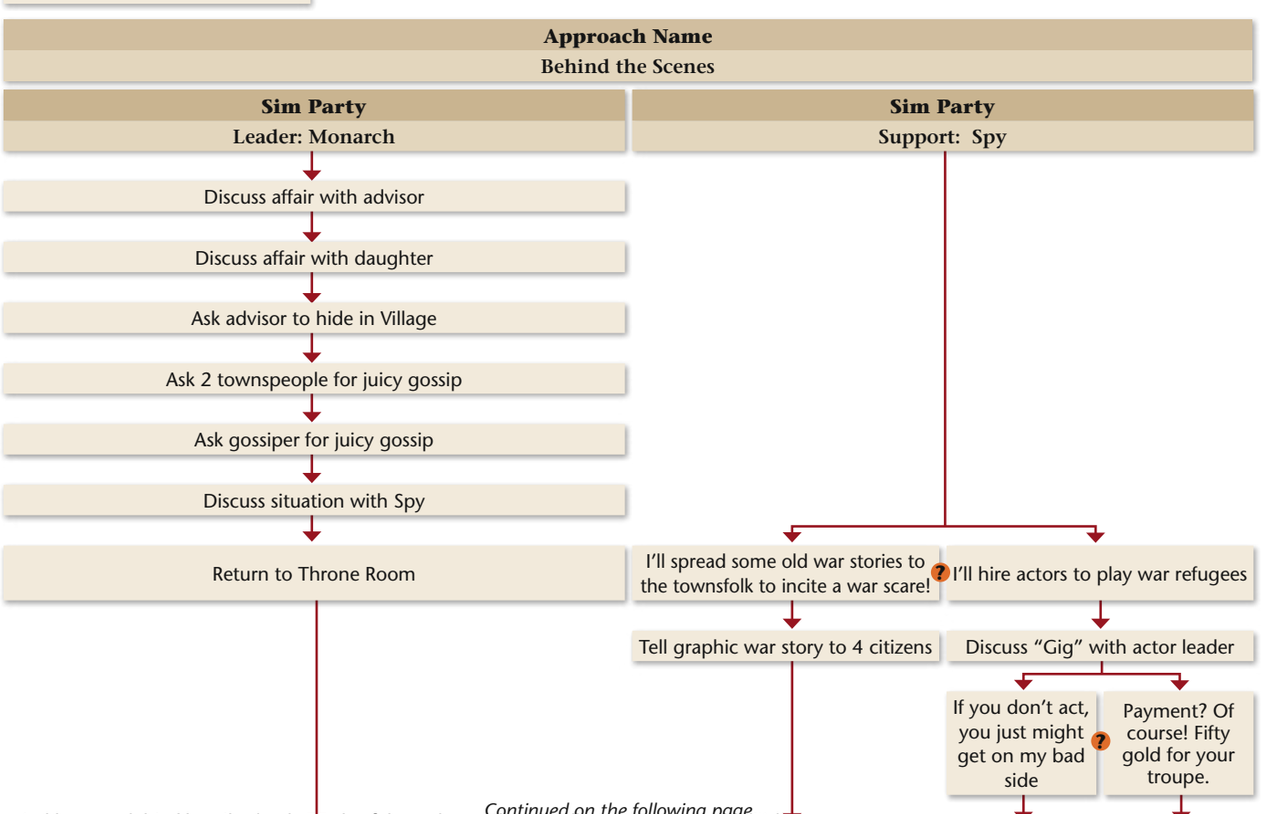
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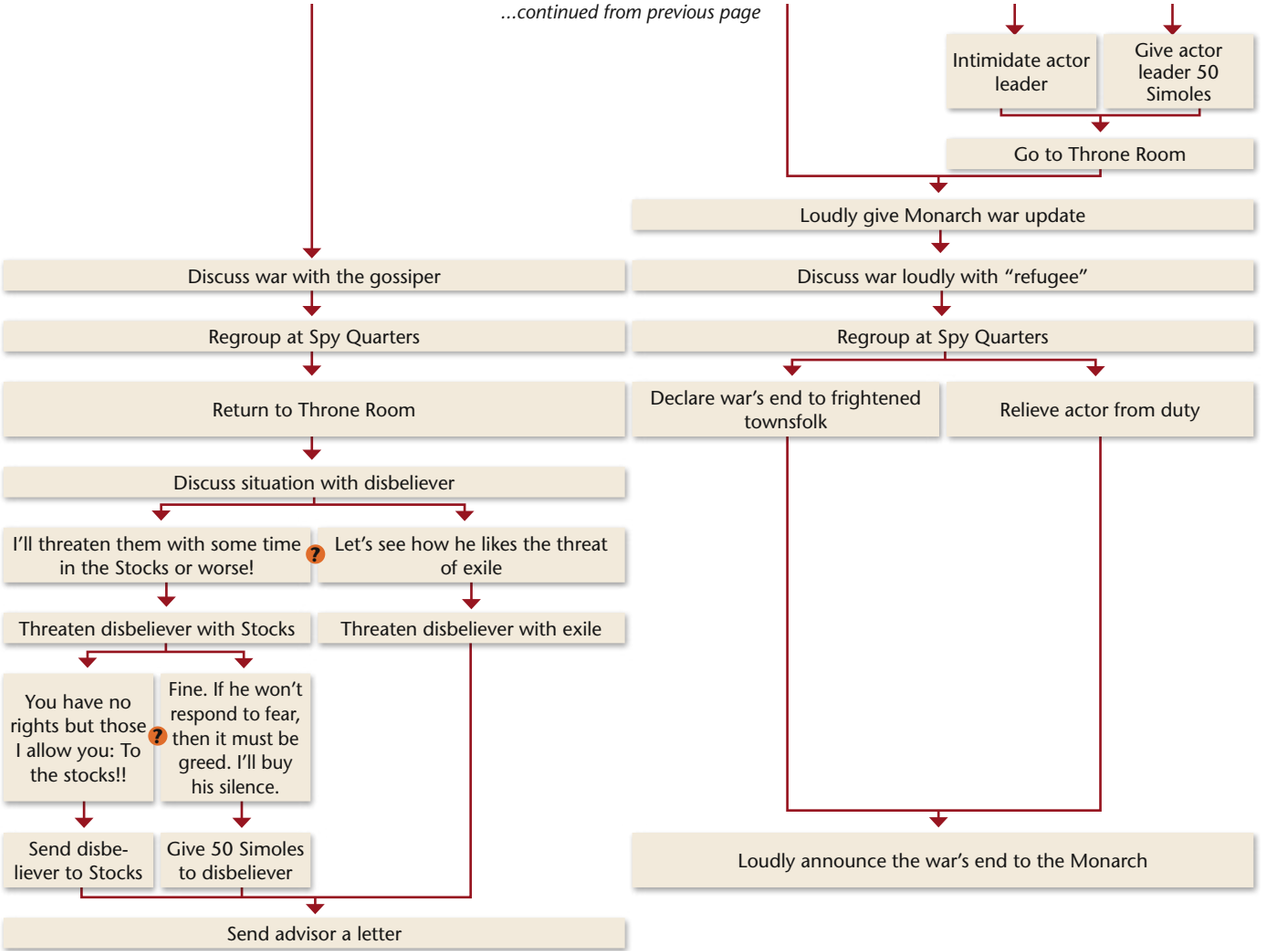


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War Games

The age-old tradition of sanctioned military contests has arrived in the kingdom. It was a time of great excitement and rejoicing. Representatives traveled from across the land to gather in the spirit of friendly competition and diplomacy. As the host of the tournament, expectations for glorious triumph would be high.

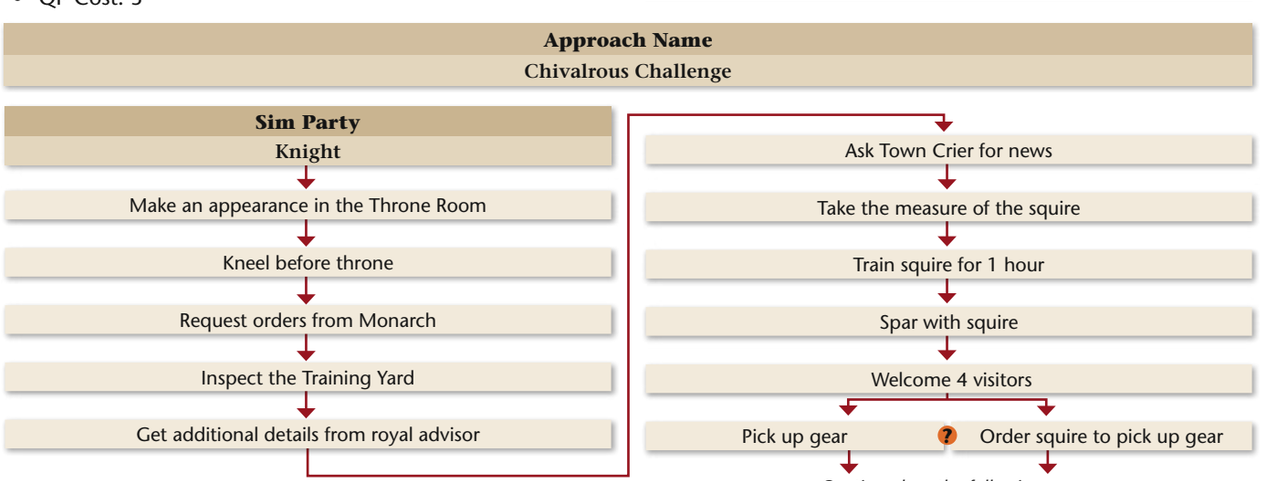
Who would be crowned the victor and greatest champion in the land?

- QP Cost: 3

Approach: Chivalrous Challenge

- Party Requirements: Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,000	Security +3
Gold	30	1,500	1,600	Security +2, Culture +1
Silver	20	1,250	1,200	Security +2, Culture +1
Bronze	10	1,000	800	Security +2

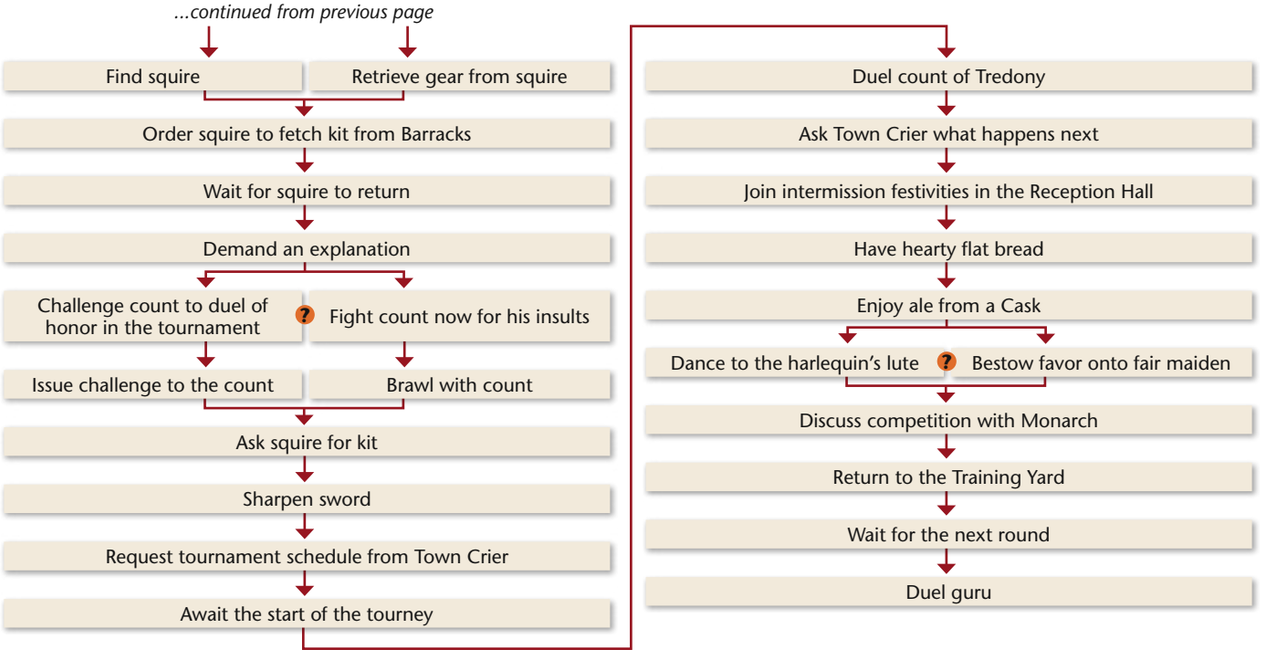


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Ye Olde Magic Show

Medieval life was not all puppies and rainbows. Much more often it was endless, back-breaking toil. Actual puppies were quite rare, and rainbows were called Watcher's Frowns—and feared as terrible omens. It was important, even vital, for the people to distract themselves with spirited entertainment to escape the drudgery of daily life.

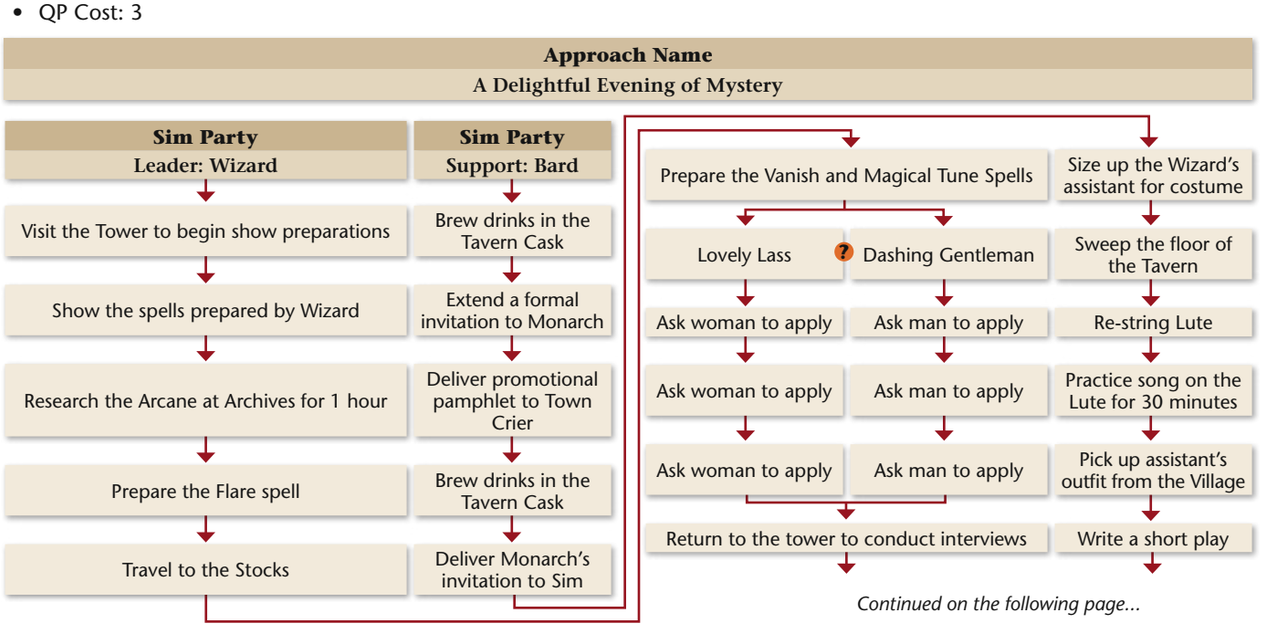
Even the Wizard on the kingdom needed a break from the routine every now and then, Therefore, a spectacle of magic and mysticism would be held to enthrall the people of the kingdom.

- QP Cost: 3

Approach: A Delightful Evening of Mystery

- Party Requirements: Wizard and Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,500	2,500	Culture +1, Knowledge +3
Gold	30	2,000	2,000	Culture +1, Knowledge +2
Silver	20	1,500	1,600	Culture +1, Knowledge +2
Bronze	10	1,250	1,200	Culture +1, Knowledge +1

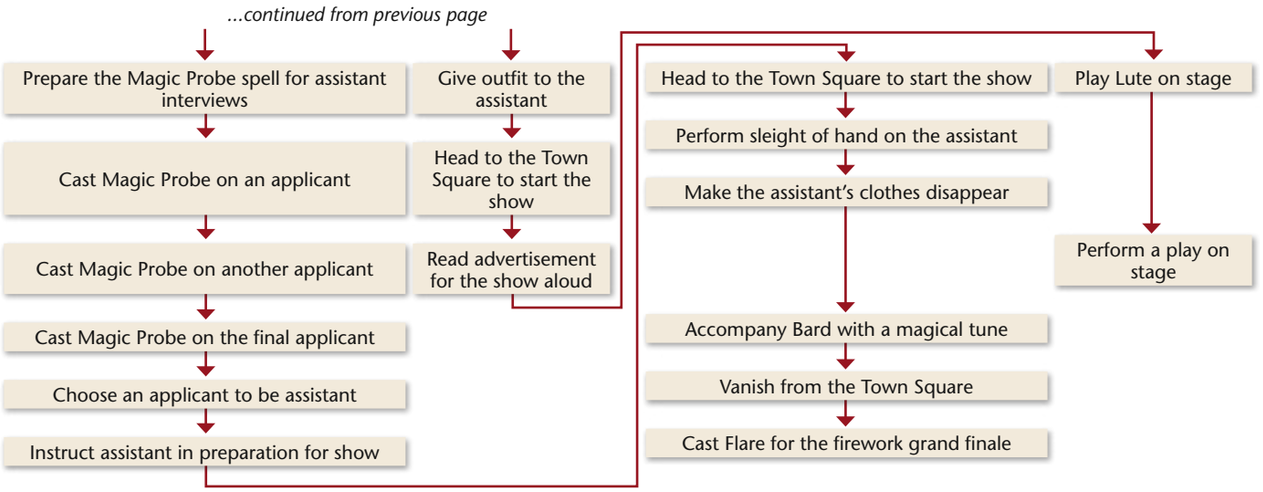


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A Wandering Prophet

One day a charismatic stranger appeared in the kingdom, armed with a strong voice and a head full of dangerous ideas. His diatribes were an affront to the Watcher's divinity and the kingdom's authority, but they were beginning to catch the attention of an impressionable people. Something would have to be done...

- QP Cost: 4

Approach: Silence the Heathen!

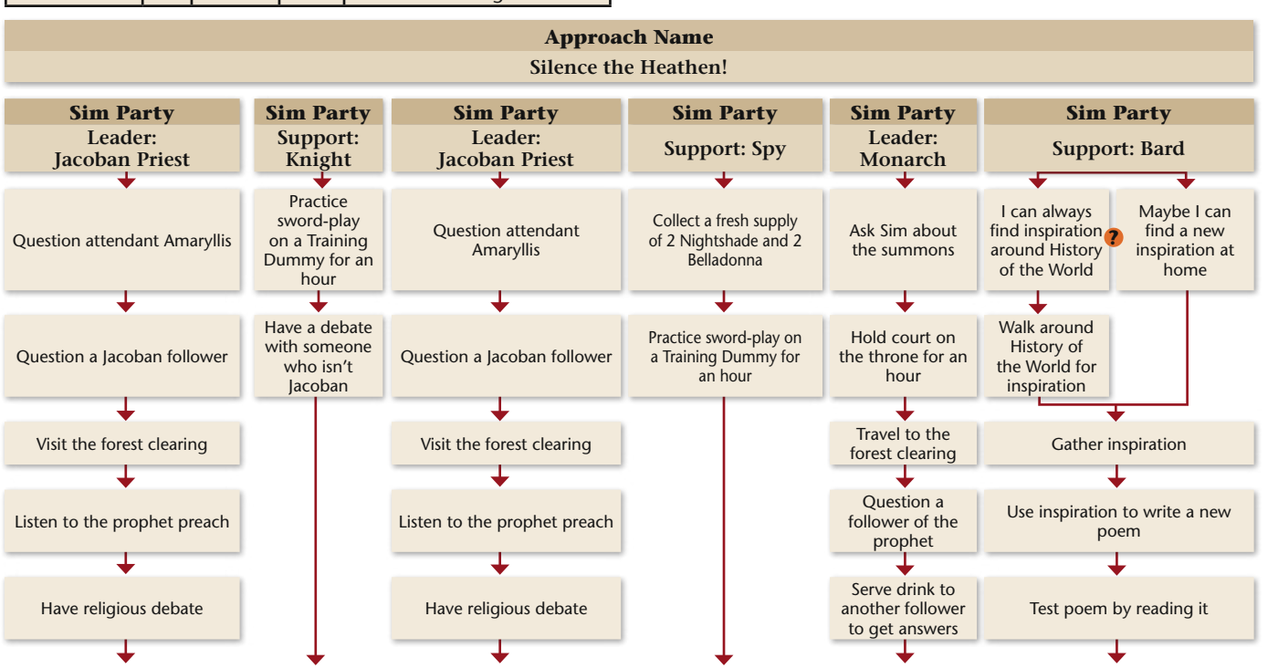
- Party Requirements: Jacoban Priest and Knight or Spy, Monarch and Bard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,500	Security +2, Culture +3, Knowledge -1
Gold	40	1,500	2,000	Security +2, Culture +2, Knowledge -1
Silver	30	1,250	1,600	Security +2, Culture +2, Knowledge -1
Bronze	20	1,000	1,600	Security +1, Culture +2, Knowledge -1

Approach: One True Faith

- Party Requirements: Peteran Priest and Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,500	Culture +3, Knowledge +2
Gold	30	1,250	2,000	Culture +2, Knowledge +2
Silver	20	1,000	1,600	Culture +2, Knowledge +2
Bronze	10	750	1,200	Culture +2, Knowledge +1

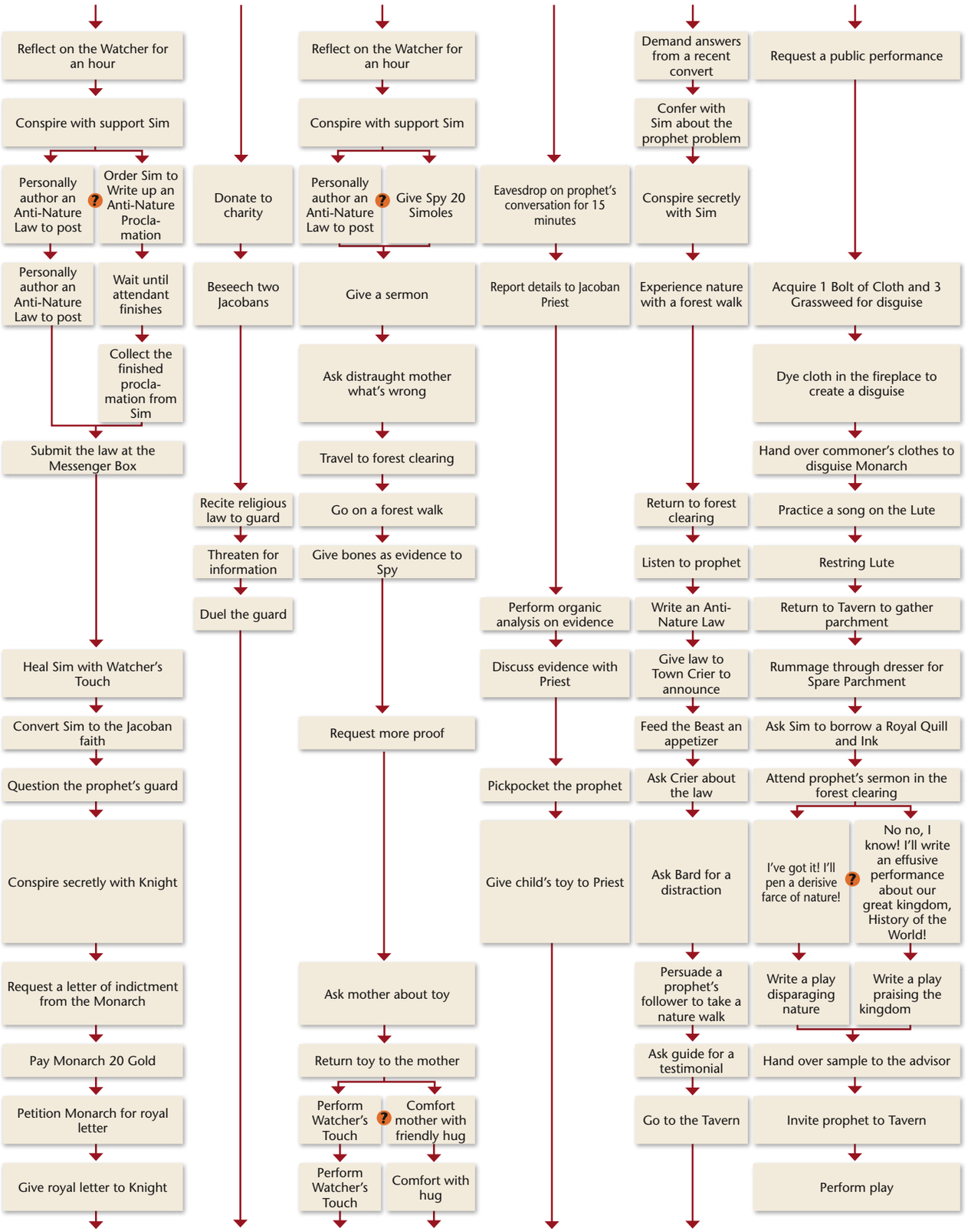


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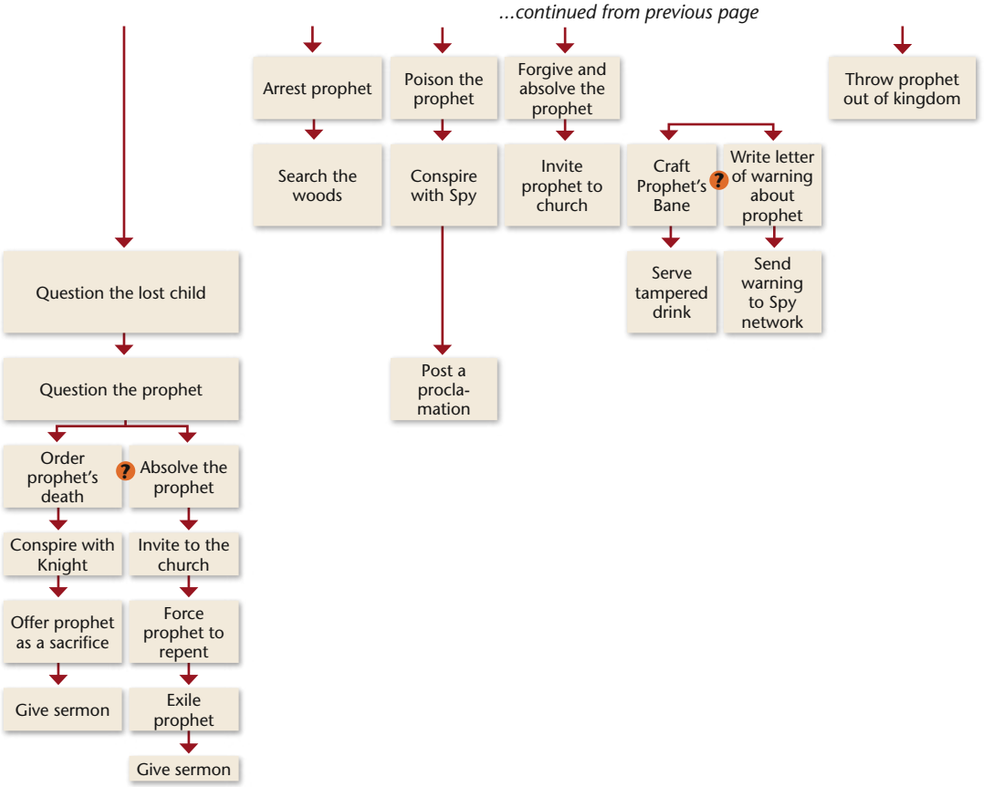


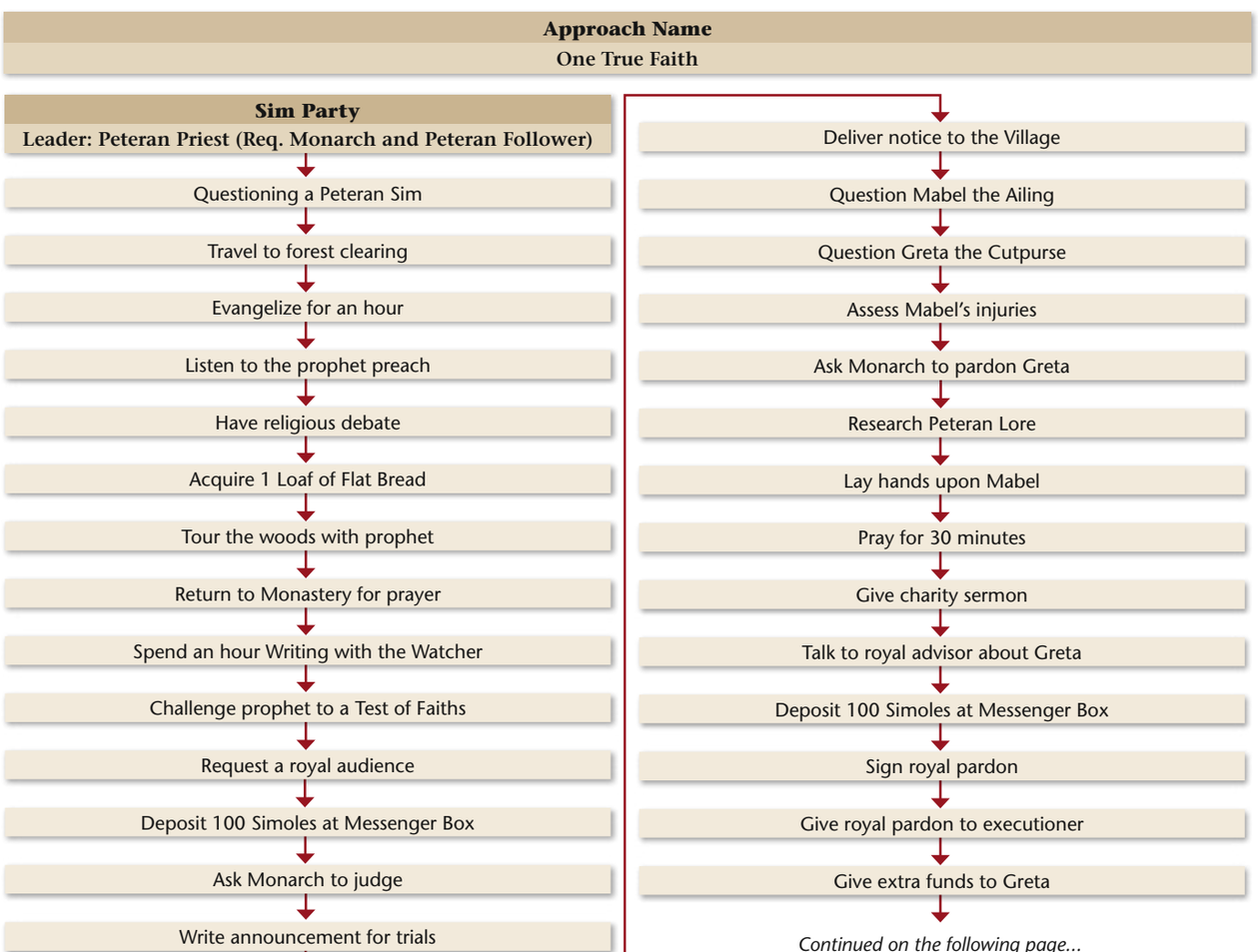
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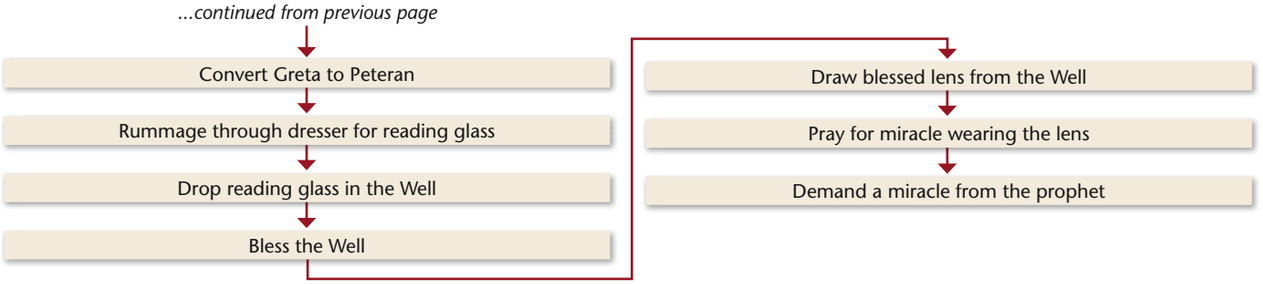


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Animuslaver!

Whispers were circulating of an evil that had descended upon the kingdom. The rumors had everyone jumping at shadows, and levels of distrust were high among the populace.

If something was not done soon to alleviate peoples' fears, neighbors would begin accusing neighbors of random evil acts, They would be swallowed by their own paranoia.

- QP Cost: 4

Approach: Leverage the Fear

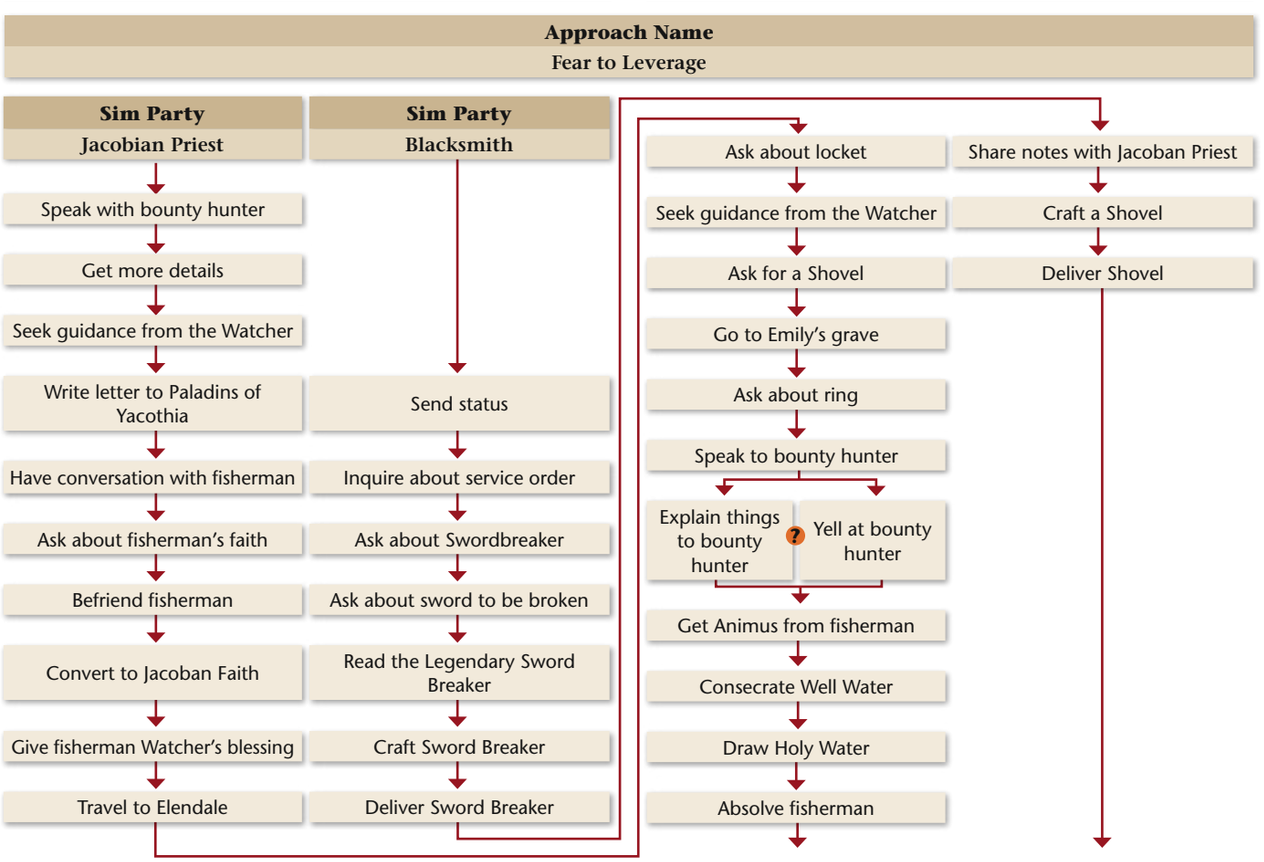
- Party Requirements: Jacoban Priest and Blacksmith

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,000	Security +3, Culture +1
Gold	40	1,500	2,000	Security +2, Culture +1
Silver	30	1,250	1,600	Security +2, Culture +1
Bronze	20	750	800	Security +1, Culture +1

Approach: Take Care of It

- Party Requirements: Knight and Spy

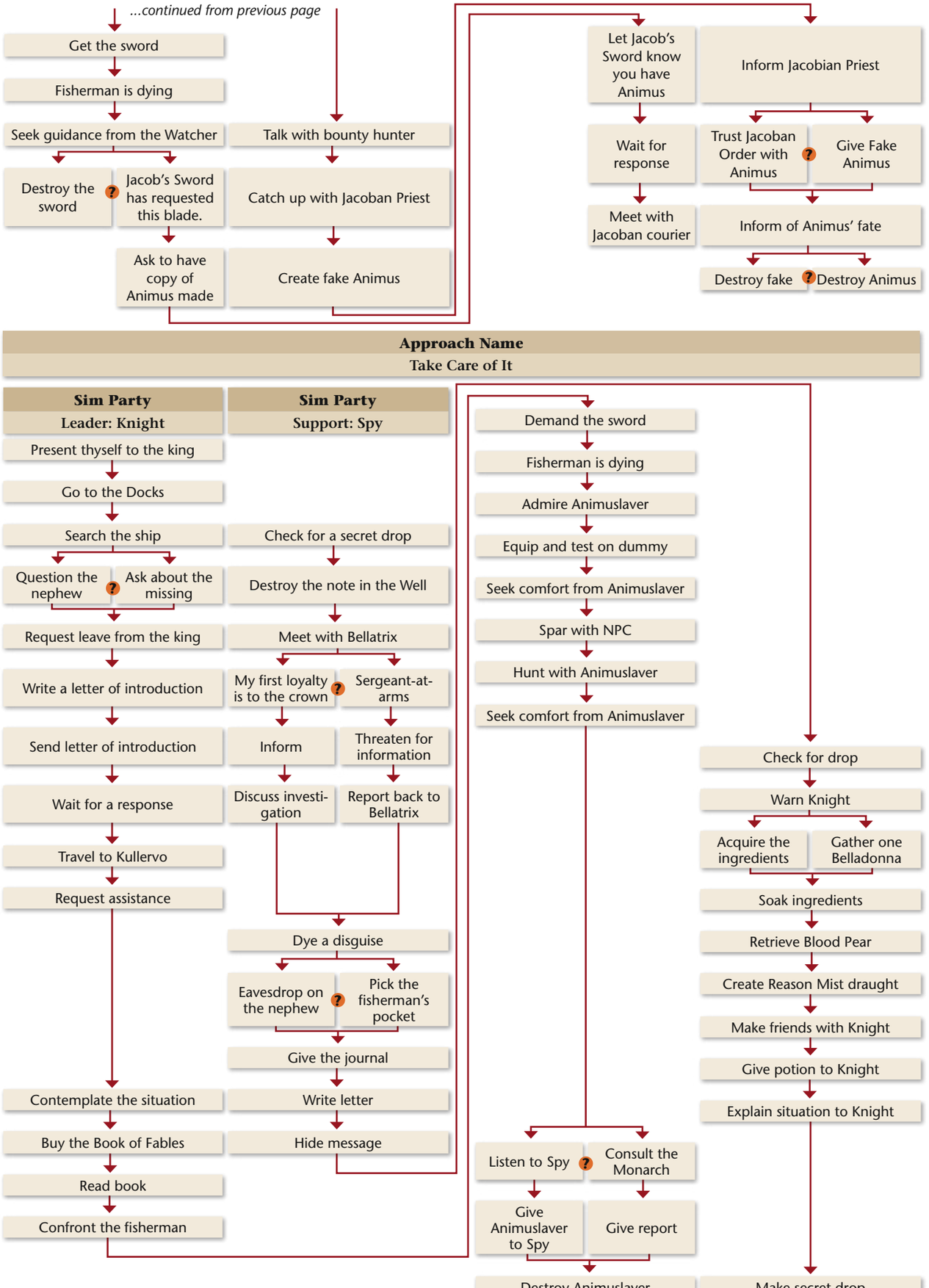
Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,000	Security +3, Knowledge +1
Gold	40	1,500	2,000	Security +3
Silver	30	1,250	1,600	Security +3
Bronze	20	750	800	Security +2



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Goblins!

Magical rifts would sometimes open near the kingdom, and that often meant trouble. One particular rift spewed forth a disgusting horde of goblins.

The little monsters managed to stay hidden, but they would terrorize any unfortunate soul who wandered into the wrong place. The goblins had to be found and stopped!

- QP Cost: 4

Approach: Seal the Portal

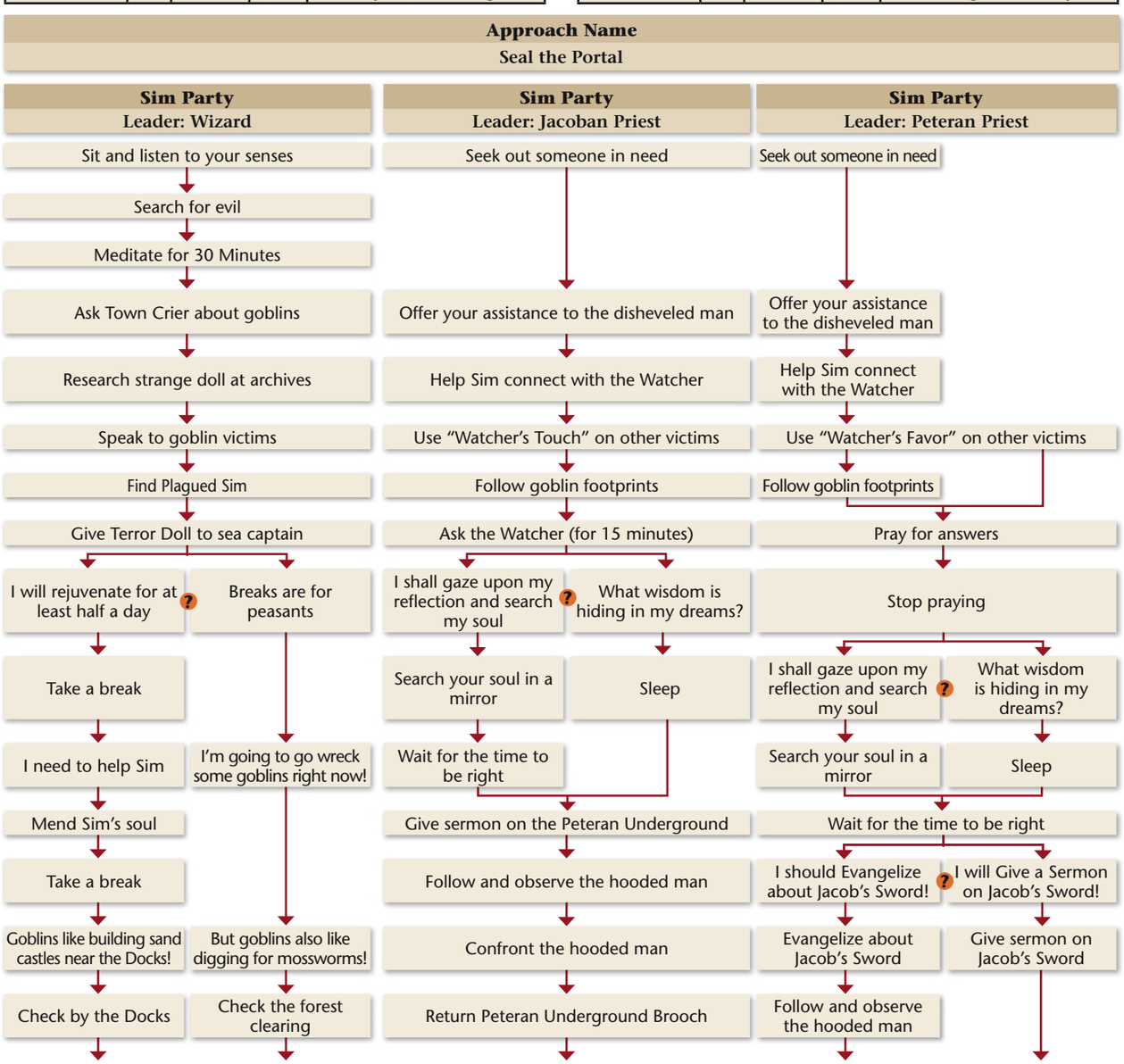
- Party Requirements: Wizard, Jacoban Priest, or Peteran Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	2,500	Security +3, Knowledge +2
Gold	30	1,500	2,000	Security +2, Knowledge +2
Silver	20	1,000	1,600	Security +2, Knowledge +2
Bronze	10	750	1,200	Security +2, Knowledge +1

Approach: Gobblin' the Goblins

- Party Requirements: Wizard or Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,500	Well-Being +2, Security +2
Gold	40	1,500	2,000	Well-Being +1, Security +2
Silver	30	1,250	1,600	Well-Being +1, Security +2
Bronze	20	750	1,200	Well-Being +1, Security +1



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Follow goblin footprints
Wash Muck-Laden Item in a bucket
Scry to bind magic to goblin shedding
Find a spot with Engraved Stones and spirits
Prepare Spell: Delightful Fireworks
Cast "Delightful Fireworks" near Town Square
Seal the Goblin Portal

Tell hooded man to leave town
Get to know the Peteran Underground leader better
He is a good man. We will team up against the goblins. ? He is evil. I will pretend to trust him, then turn against him.
Tell the Peteran Underground leader you'll team up
Tell the Peteran Underground leader you'll team up (Lie)
Wait for 5 hours
Meet the Peteran Underground at the forest
Seal the Goblin Portal in the forest

Confront the hooded man
Return Jacob's Sword Brooch
Tell hooded man to leave town
Get to Know the Jacob's Sword leader better
I will trust Jacob's Sword, and team up to defeat the goblins. ? This man means to destroy us. I will pretend to trust him.
Tell the Jacob's Sword leader you'll team up
Tell the Jacob's Sword leader you'll team up (Lie)
Wait for 5 hours
Meet Jacob's Sword at the forest
Seal the Goblin Portal in the forest

Approach Name
Gobblin' the Goblins

Sim Party
Leader: Wizard

Scry for answers
Scry for more answers
Scry for fun, far into the future! ? Talk to villagers Immediately!
Scry into the far, far, far, far future
Ask a bald, dirty villager what happened
Look in the scary cave
Talk to other goblin victims
Look around the Pit of Judgment
I will search for the spell abroad! Surely someone can teach it to me. ? I can learn it myself, through careful study!
Sail and search abroad
Research Visibility Spell at archives
Cast "Fiery Eye of Visibility" at Pit of Judgment
Cast "Fiery Eye of Visibility" at Pit of Judgment
Follow goblin footprints
Wash Muck-Laden Item in a bucket

Sim Party
Leader: Knight

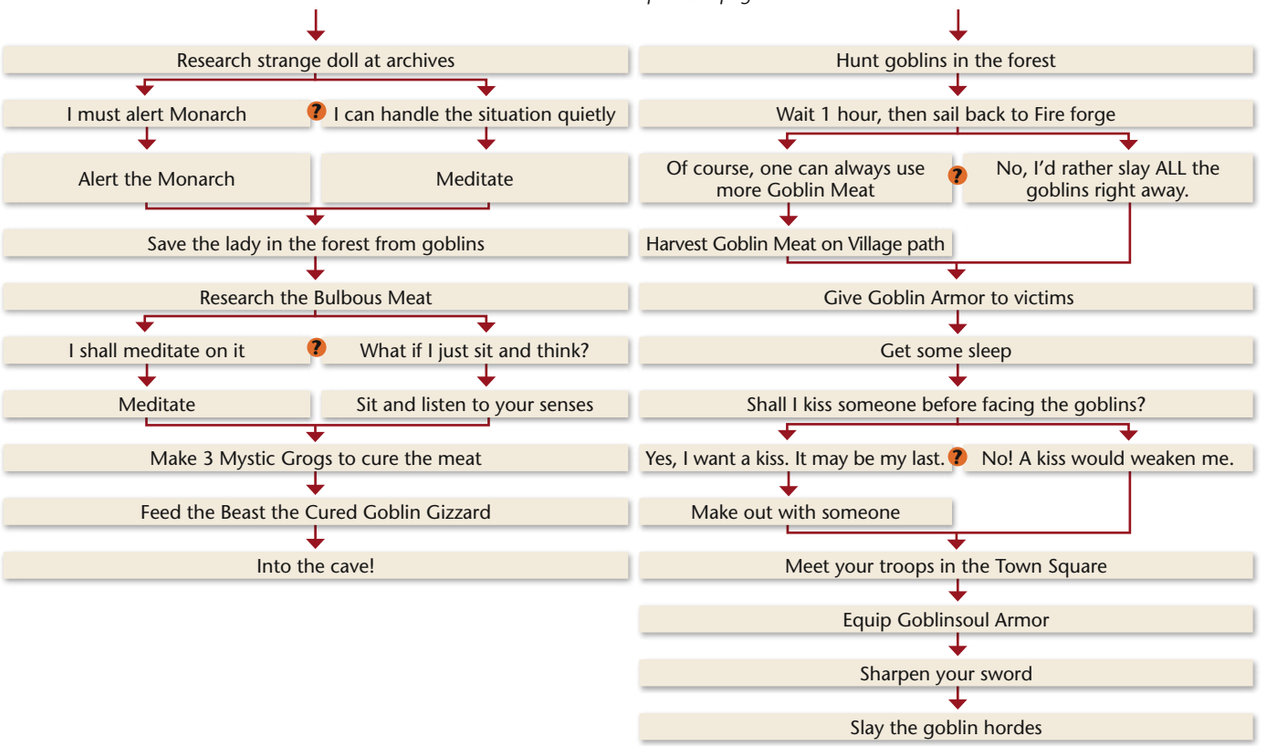
Speak to goblin attack survivors
Triangulate the origin of attacks
I should act with humility ? I'll be cocky
Investigate the caves
Return Sim's eyebrows
Practice goblin slaying at Training Dummy
Slay goblin legions
I'll search the beach! ? I'll try looking by the Pit of Judgment
Go near the Pit of Judgment
Follow goblin footprints
Find more magic goblin Items
Sail to Fire Forge
Equip Goblin Armor
Wait 23 hours, then sail back to Fire Forge

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Heir to the Throne

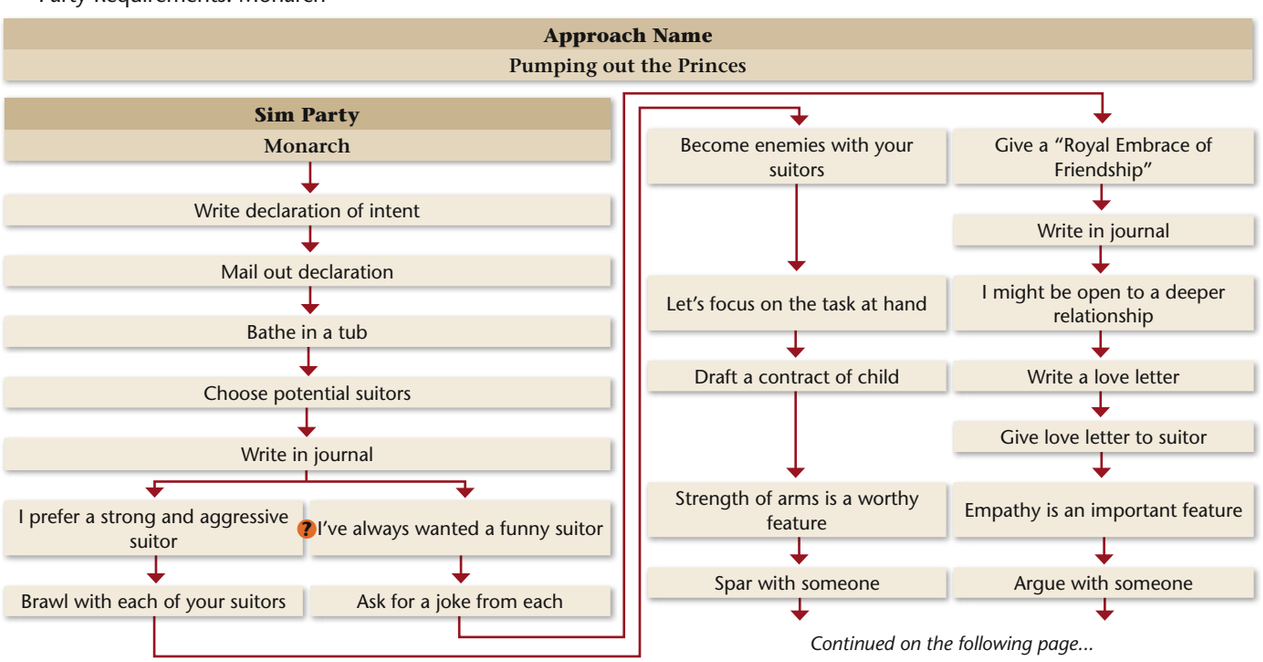
The Monarch was having a mid-life crisis, brought on by the realization that there was no heir to the throne. The Monarch would do whatever was necessary to have the "right" child.

- QP Cost: 4

Quest Performance	RP	Simoles	XP	Aspects
Platinum	60	2,000	2,500	Well-Being +2
Gold	60	1,500	2,000	Well-Being +1
Silver	50	1,250	1,600	Well-Being +1
Bronze	40	1,000	1,200	0

Approach: Pumping Out the Princes

- Party Requirements: Monarch

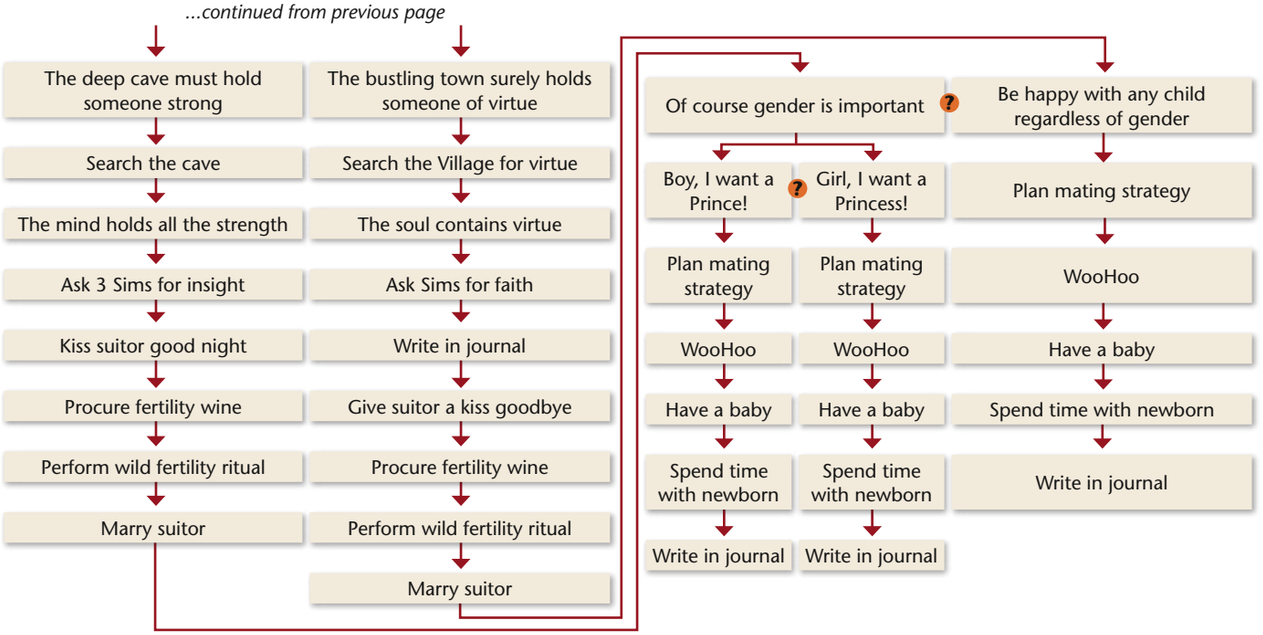


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Invasion!

An orange sun burned in the sky and the air was a bit too still. Somewhere in the distance, the beat of drums and the march of footsteps rose from the horizon. They were coming. And when they arrived, someone would need to face them. The kingdom could not fall. The people had to be saved.

- QP Cost: 4

TIP

This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

TIP

This quest creates the special treasure, Armor of the Kingdom.

Approach: Secure with Swords

- Party Requirements: Knight and Blacksmith

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,250	2,500	Security +5
Gold	30	1,000	2,000	Security +4
Silver	20	750	1,600	Security +4
Bronze	10	0	400	Security +3

Approach: Defeat with Deceit

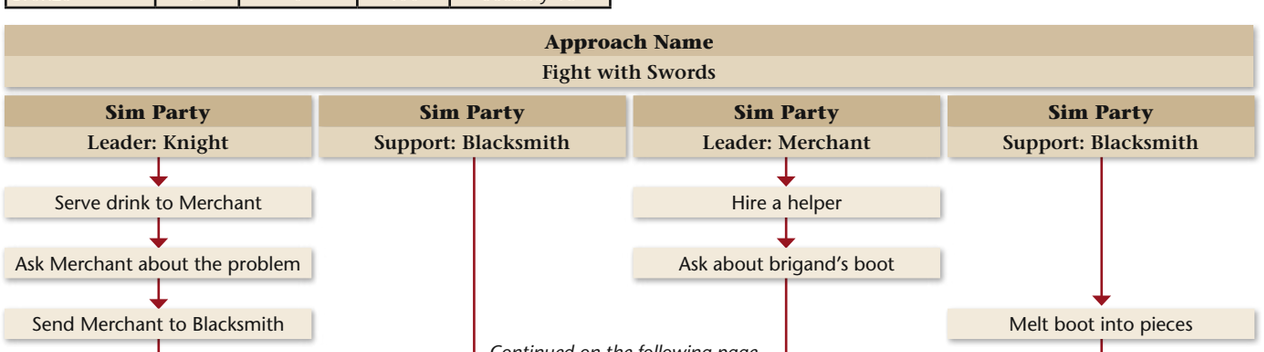
- Party Requirements: Spy and Bard, Merchant, or Monarch—or just a Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,250	1,600	Security +4
Gold	40	1,000	1,200	Security +3
Silver	30	750	800	Security +3
Bronze	20	400	400	Security +2

Approach: Stop with Secrets

- Party Requirements: Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	1,200	Security +3, Knowledge +2
Gold	30	1,500	1,200	Security +2, Knowledge +2
Silver	20	1,250	800	Security +2, Knowledge +2
Bronze	10	0	400	Security +2, Knowledge +1

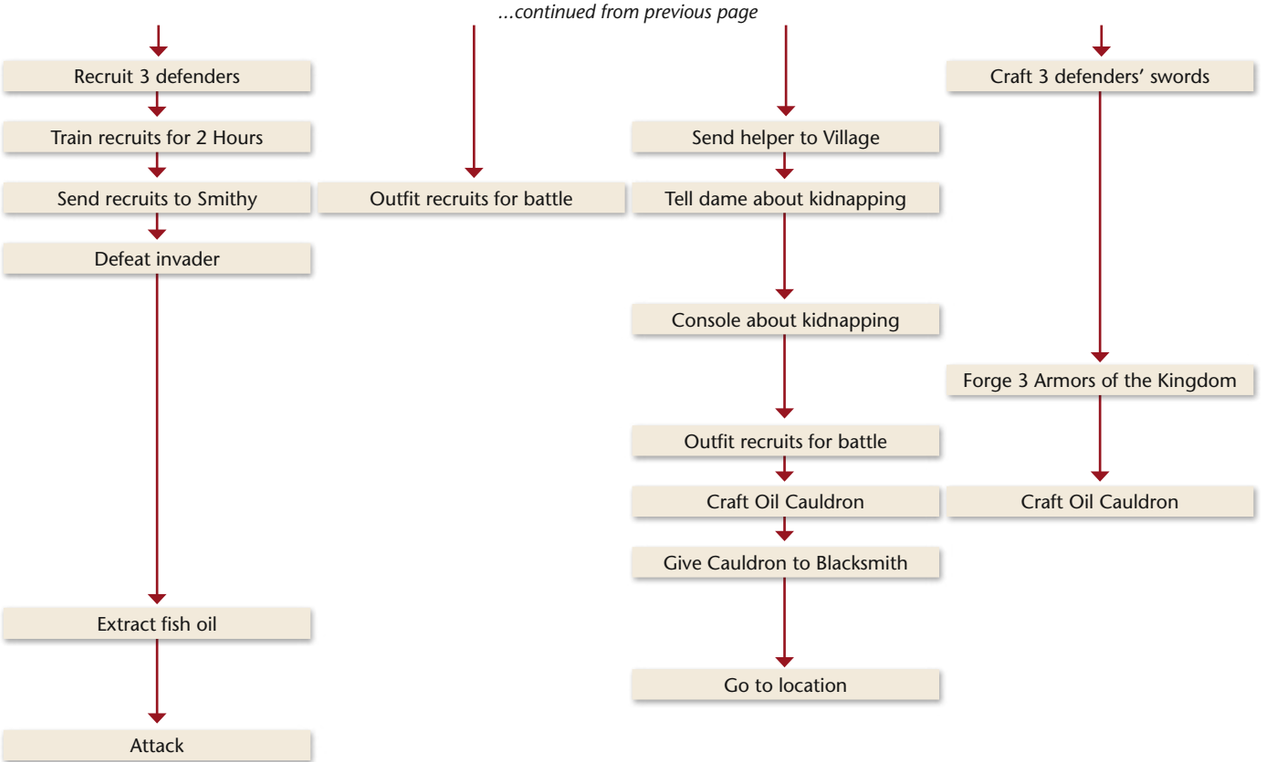


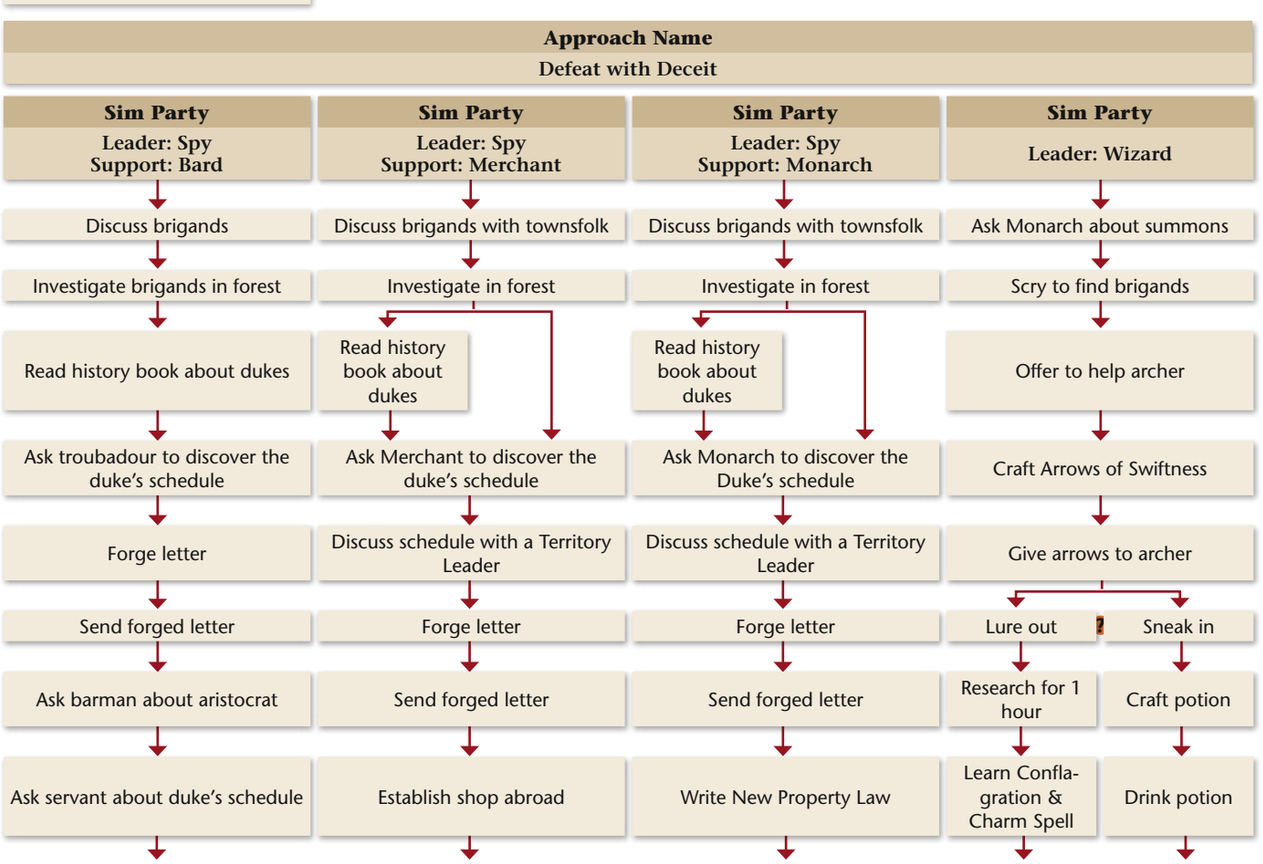
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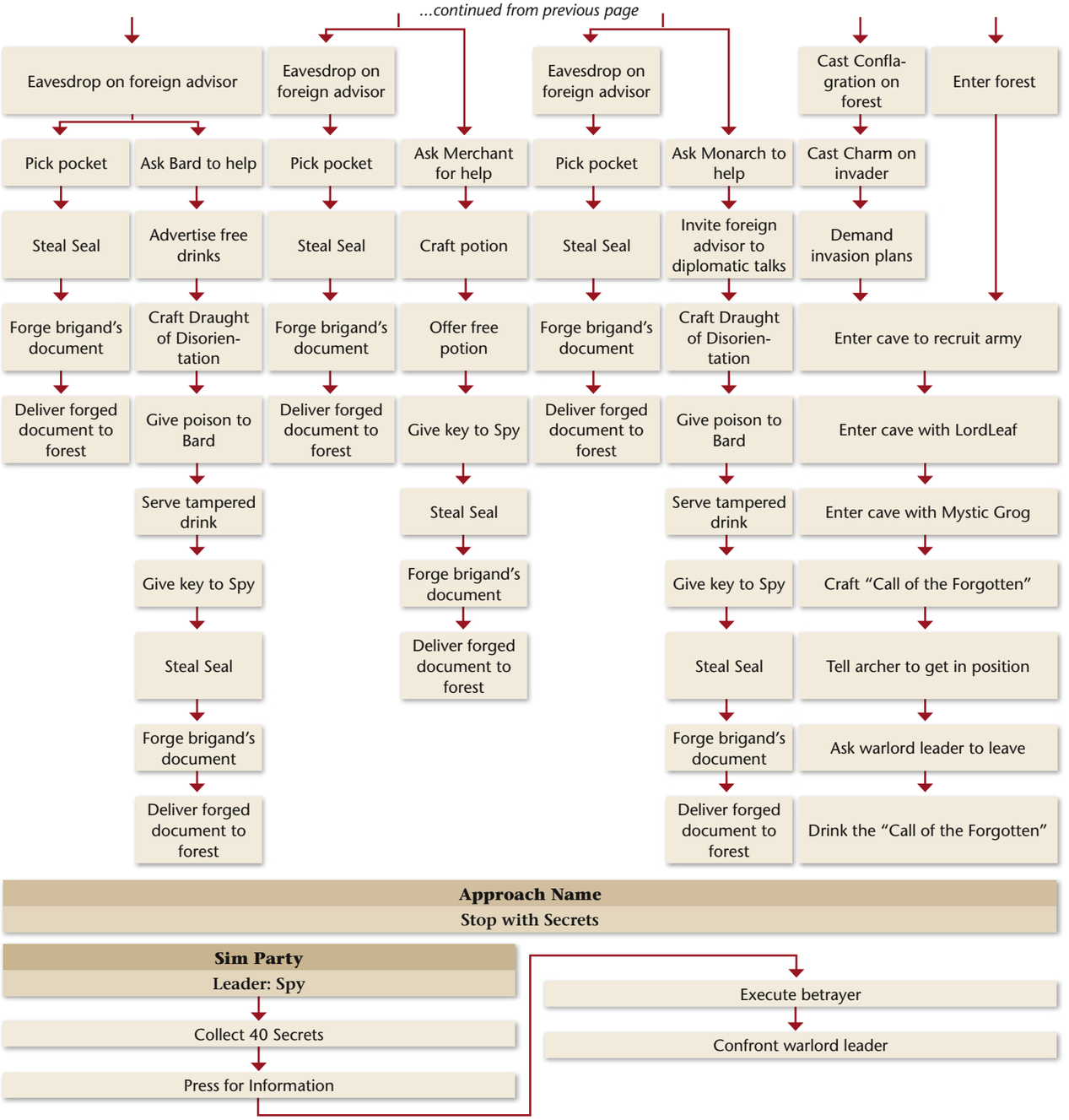


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Jacoban's Day Out 2: A Pilgrimaster

Some pilgrimages went well. Some went...poorly. And when the pilgrimage involved the accidental destruction of a sacred Jacoban relic, things had gone awry indeed.

With a fleet of angry Jacobans in hot pursuit toward the kingdom, was there any way to turn this disaster into a delight?

- QP Cost: 4

Approach: Bribery

- Party Requirements: Merchant or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	60	1,000	1,200	Security +1, Culture +2
Gold	50	1,000	1,200	Security +1, Culture +1
Silver	40	1,000	1,200	Security +1, Culture +1
Bronze	30	750	800	Culture +1

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Approach: Golem Bob

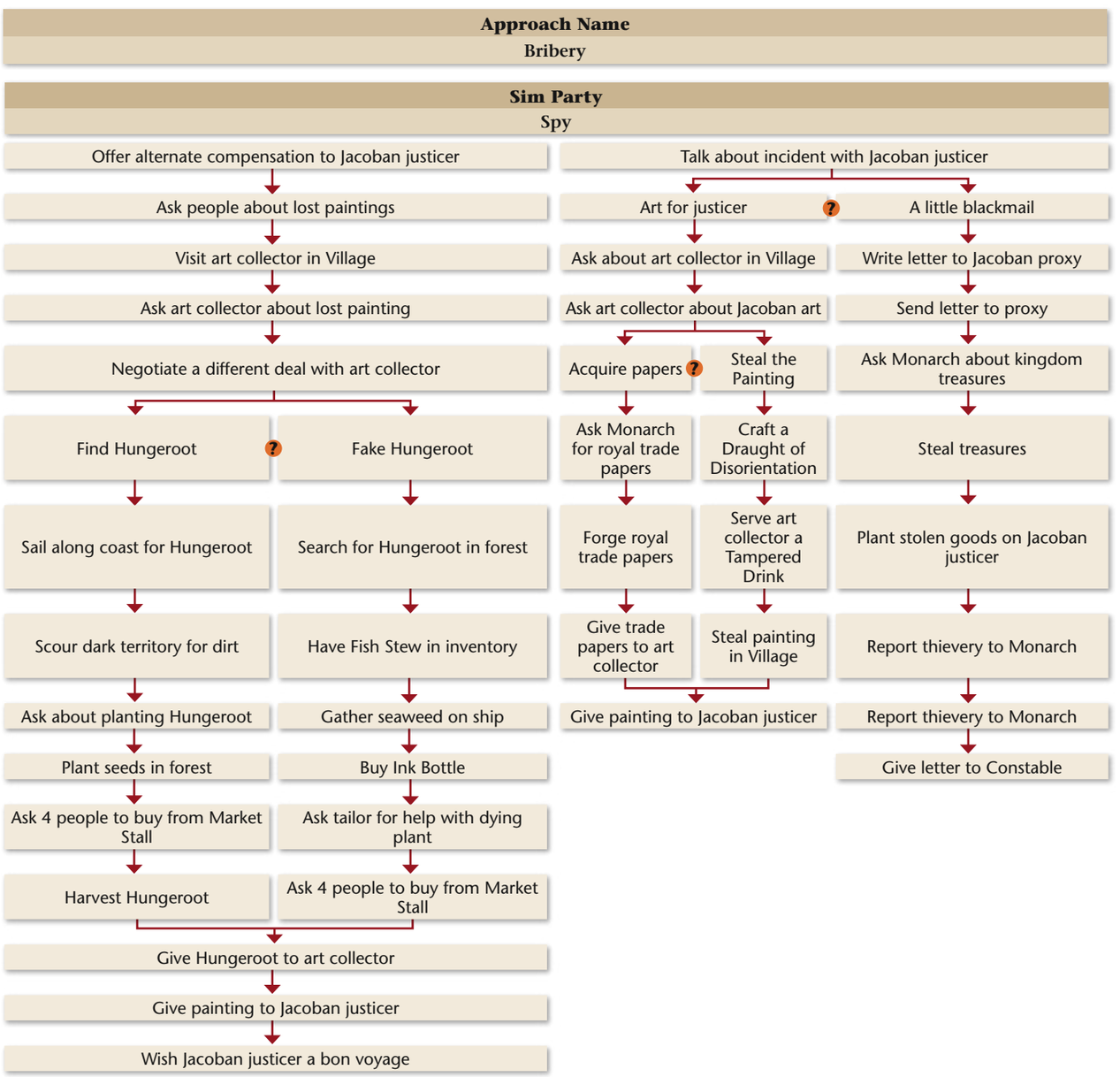
- Party Requirements: Blacksmith and Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,250	2,500	Culture +3, Knowledge +1
Gold	40	1,000	2,000	Culture +2, Knowledge +1
Silver	30	750	1,600	Culture +2, Knowledge +1
Bronze	20	750	1,200	Culture +2

Approach: Sacrifice

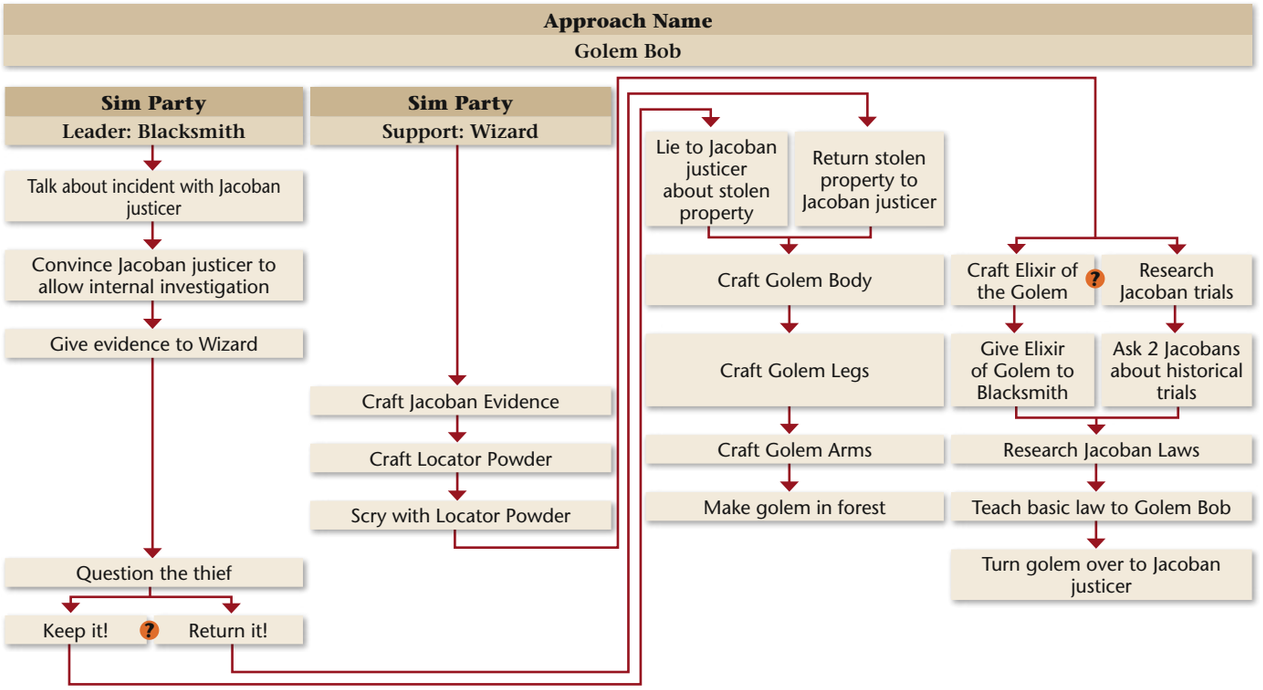
- Party Requirements: Any Hero with Jacoban faith

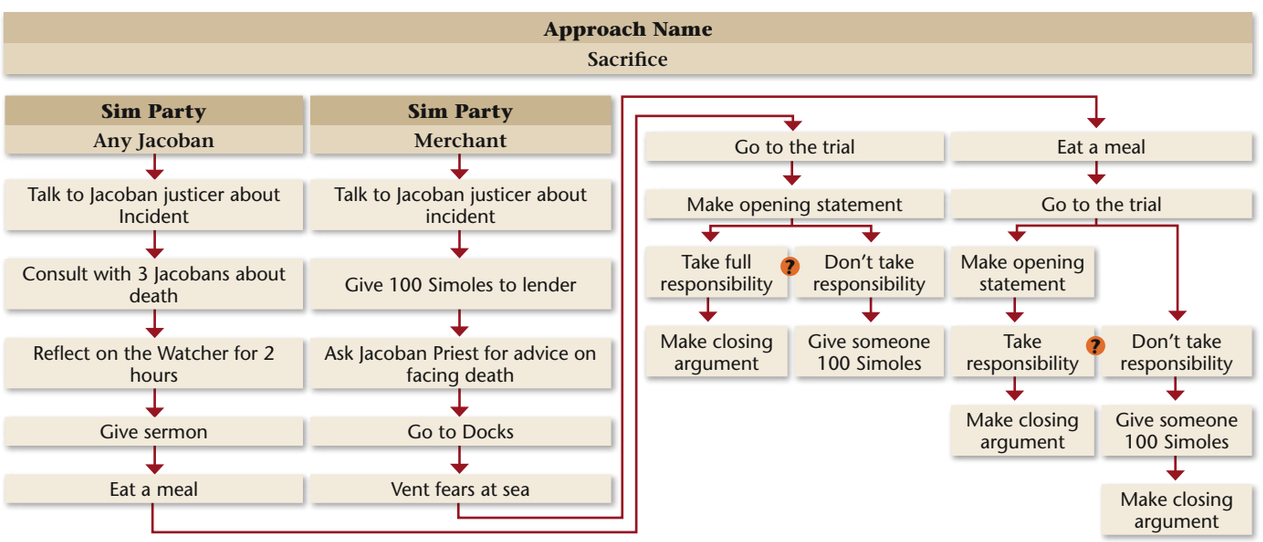
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,000	2,500	Culture +5
Gold	30	1,000	2,000	Culture +4
Silver	20	1,000	1,600	Culture +4
Bronze	10	750	800	Culture +3



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O' Creature, My Creature

In some circles of the highly educated, it was whispered that the most impressive feat of knowledge would be to create life where none existed. Could someone in the kingdom be capable of such a marvel? It was time to find out.

- QP Cost: 4

TIP

This quest introduces the creepy—fun Creature NPC to your kingdom.

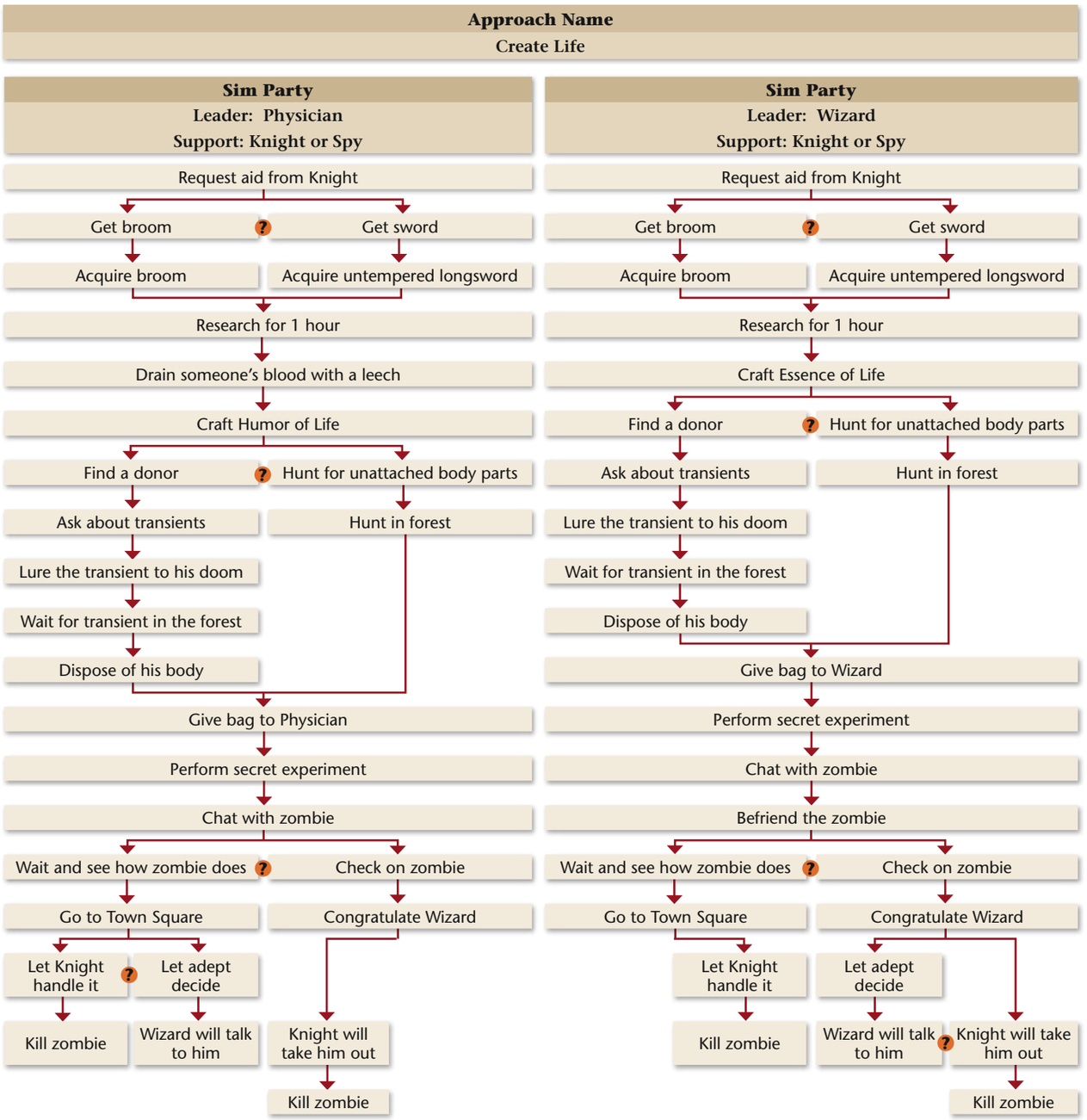
Approach: Create Life

- Party Requirements: Wizard/Physician and Spy/Knight

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,500	Knowledge +5, Well-Being -1
Gold	30	2,000	2,000	Knowledge +5, Well-Being -1
Silver	20	1,500	1,600	Knowledge +5, Well-Being -1
Bronze	10	1,250	1,200	Knowledge +4, Well-Being -2

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Royal Assassination

The Monarch was hiking taxes, executing townsfolk, and otherwise being really mean. Someone would have to find out what was going on with the Monarch and then kill him or her.

- QP Cost: 4

CAUTION

This quest results in the death of the Monarch.

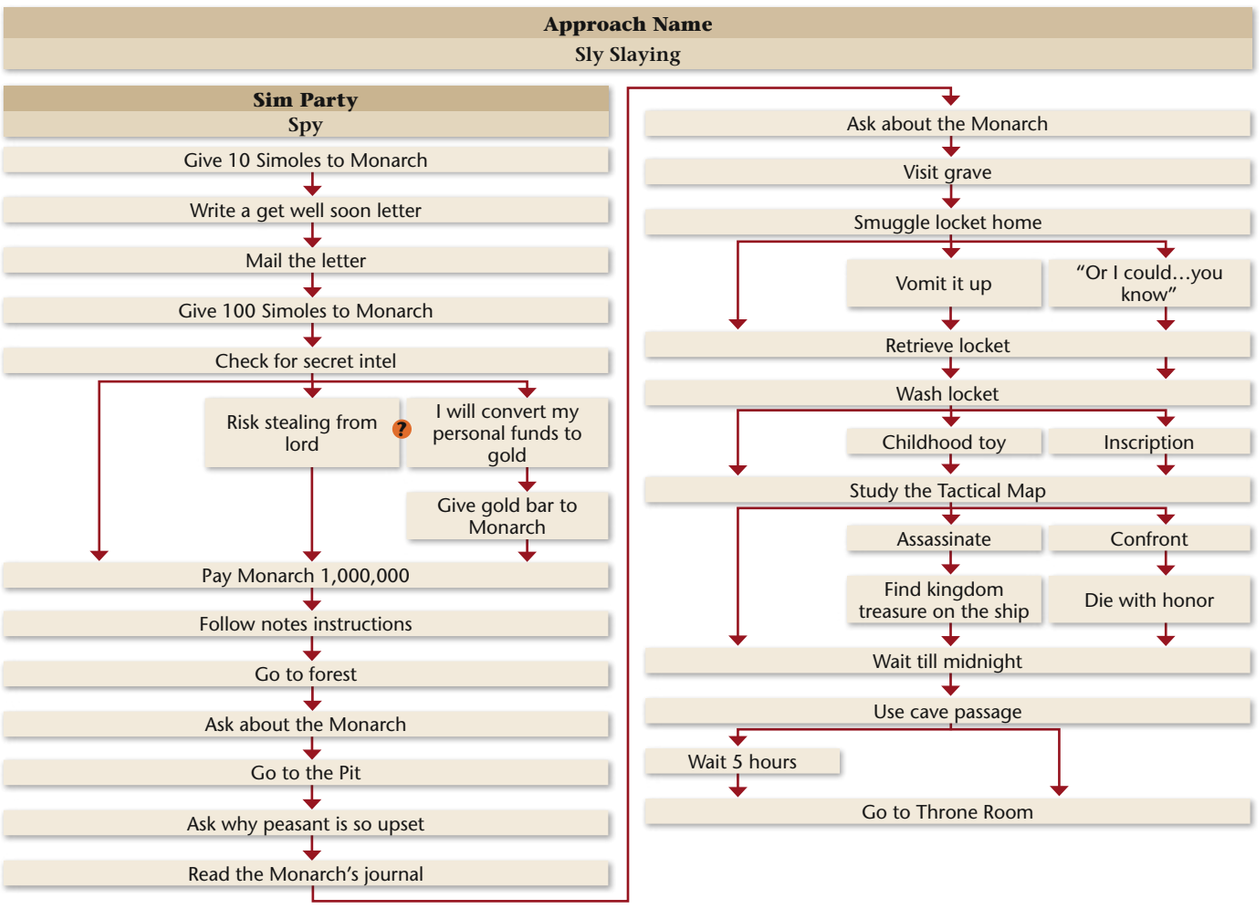
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Approach: Sly Slaying

- Party Requirements: Spy

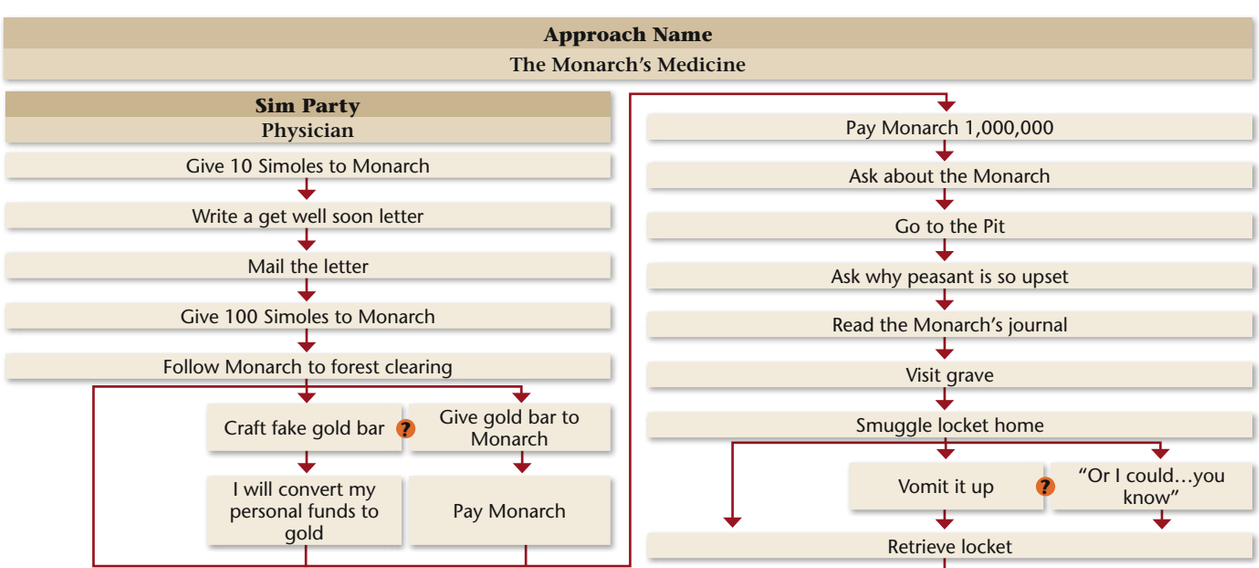
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,000	Well-Being +3, Security +2
Gold	30	1,250	1,600	Well-Being +3, Security +1
Silver	20	1,000	1,200	Well-Being +3, Security +1
Bronze	10	750	800	Well-Being +2, Security +1



Approach: The Monarch's Medicine

- Party Requirements: Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,000	Well-Being +4
Gold	40	1,250	1,600	Well-Being +3
Silver	30	1,000	1,200	Well-Being +3
Bronze	10	750	800	Well-Being +2

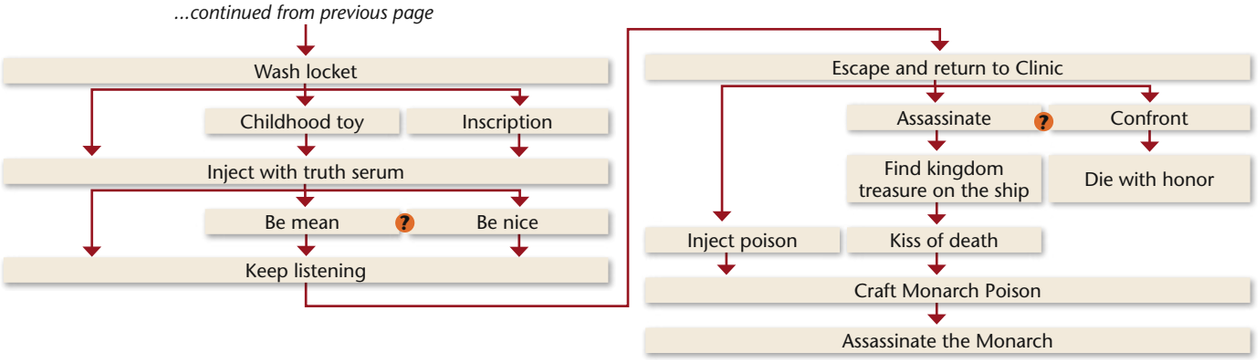


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Seven Mechanical Arts

The Arts Mechanicae, the Seven Mechanical Arts, were the foundation of every great empire. Most could only aspire to master one of the Arts during their lifetimes. It was time for the Hero to master all seven.

- QP Cost: 4

TIP

This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

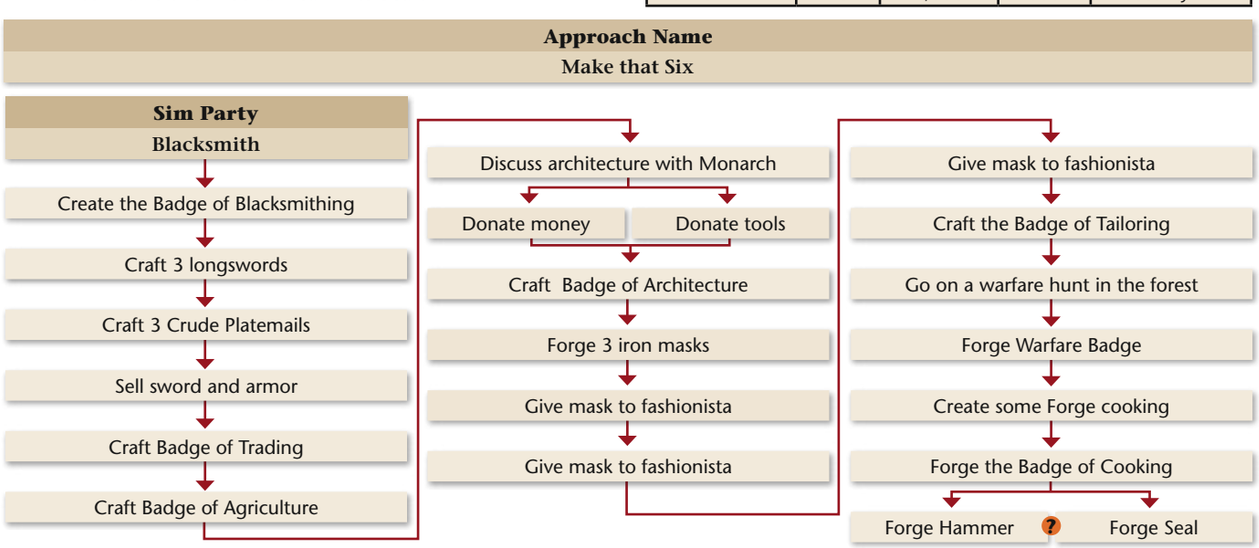
TIP

This quest creates the special badge treasures used to make the Mechanical Arts Seal.

Approach: Make That Six

- Party Requirements: Blacksmith

Quest Performance	RP	Simoles	XP	Aspects
Platinum	10	2,000	2,000	Security +3
Gold	10	1,500	1,600	Security +3
Silver	10	1,250	1,200	Security +3
Bronze	10	1,000	800	Security +3



The Dragon of [Kingdom Name]

The populace of the kingdom was in a frantic uproar over a recent discovery—a dragon dwelled within the caves underneath the city. Would a brave Hero be able to vanquish the beast? Or could it be made an ally of the kingdom?

- QP Cost: 4

TIP

This quest offers the chance to convert a Fatal Flaw into a Legendary Trait!

TIP

This quest creates the very special treasures Flame Resistant Shield and Gem Crown.

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Approach: Befriend

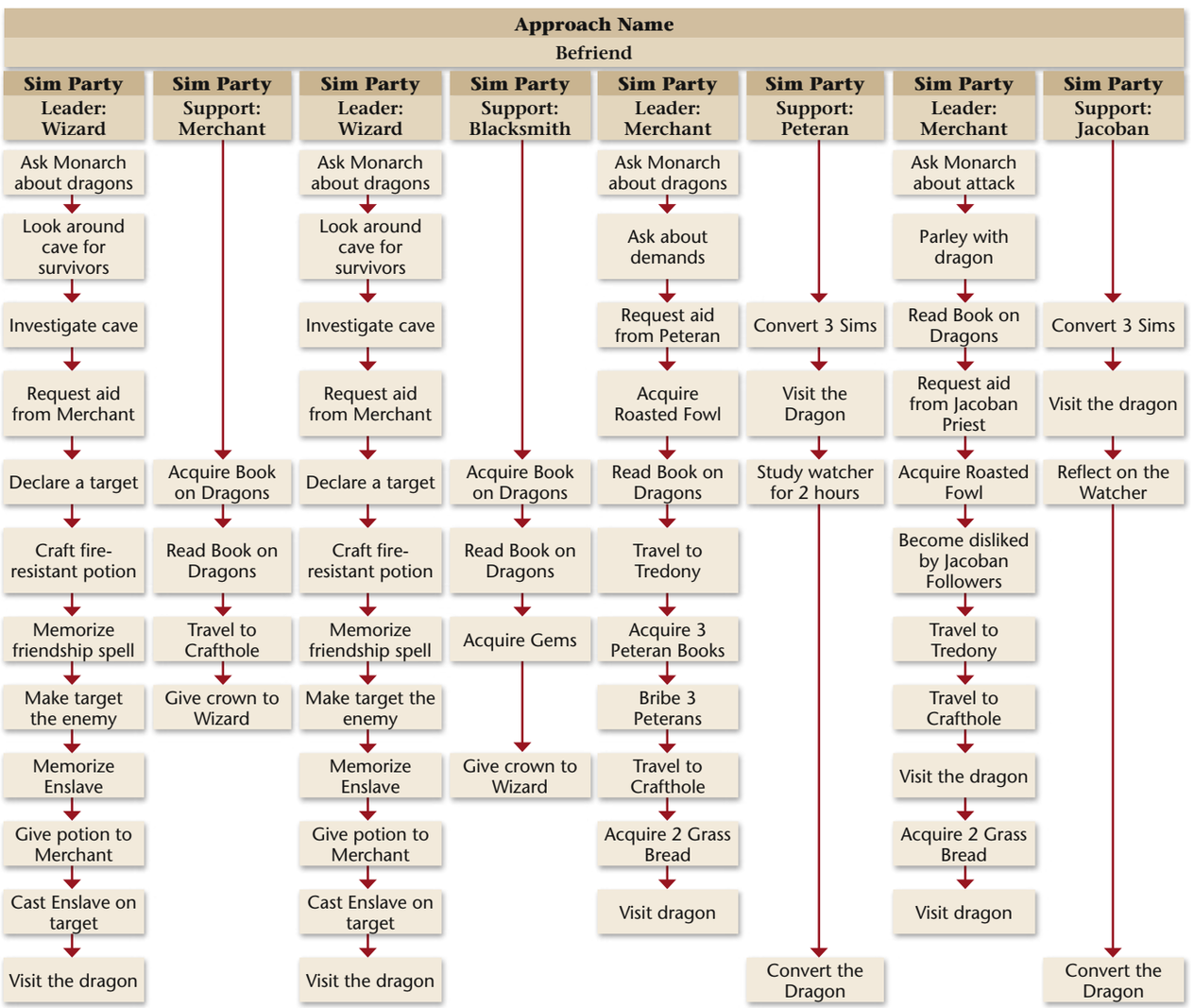
- Party Requirements: Bard (Lvl 5+) and Merchant, Spy, Blacksmith, Physician, or Wizard -or- Merchant (Lvl 5+) and Peteran Priest or Jacoban Priest

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	2,000	2,000	Well-Being +1, Security +1, Culture +1, Knowledge +2
Gold	40	1,500	1,600	Security +1, Culture +1, Knowledge +2
Silver	30	1,250	1,200	Security +1, Culture +1, Knowledge +2
Bronze	20	1,000	800	Security +1, Knowledge +2

Approach: Slay

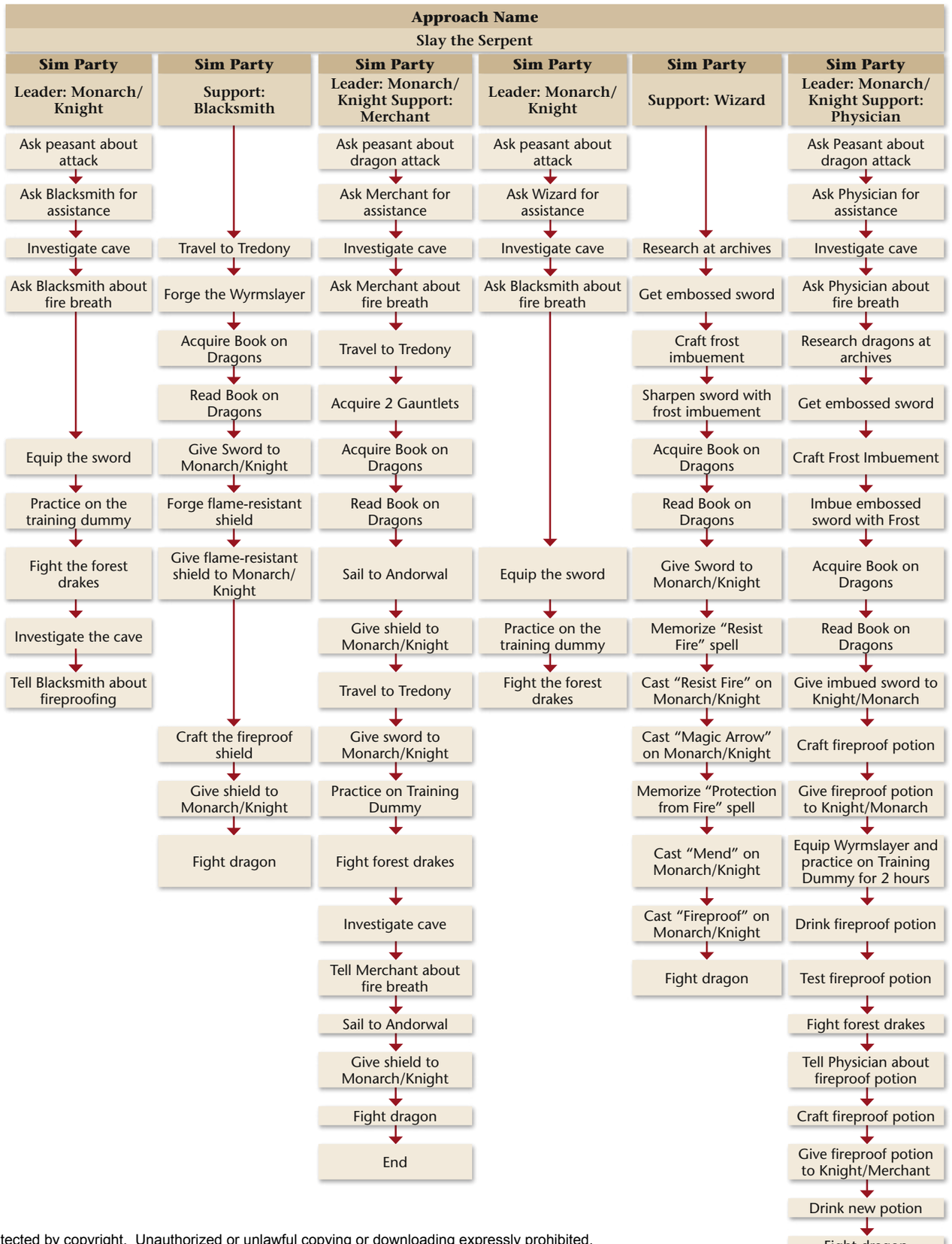
- Party Requirements: Knight (Lvl 5+), Monarch (Lvl 5+), or Spy and Merchant, Spy, Physician, Wizard, or Blacksmith -or- Wizard (Lvl 5+) and Merchant, Spy, or Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	60	2,000	2,000	Security +2, Knowledge +3, Culture -1
Gold	50	1,500	1,600	Security +1, Knowledge +3, Culture -1
Silver	40	1,250	1,200	Security +1, Knowledge +3, Culture -1
Bronze	30	1,000	800	Security +1, Knowledge +2, Culture -1



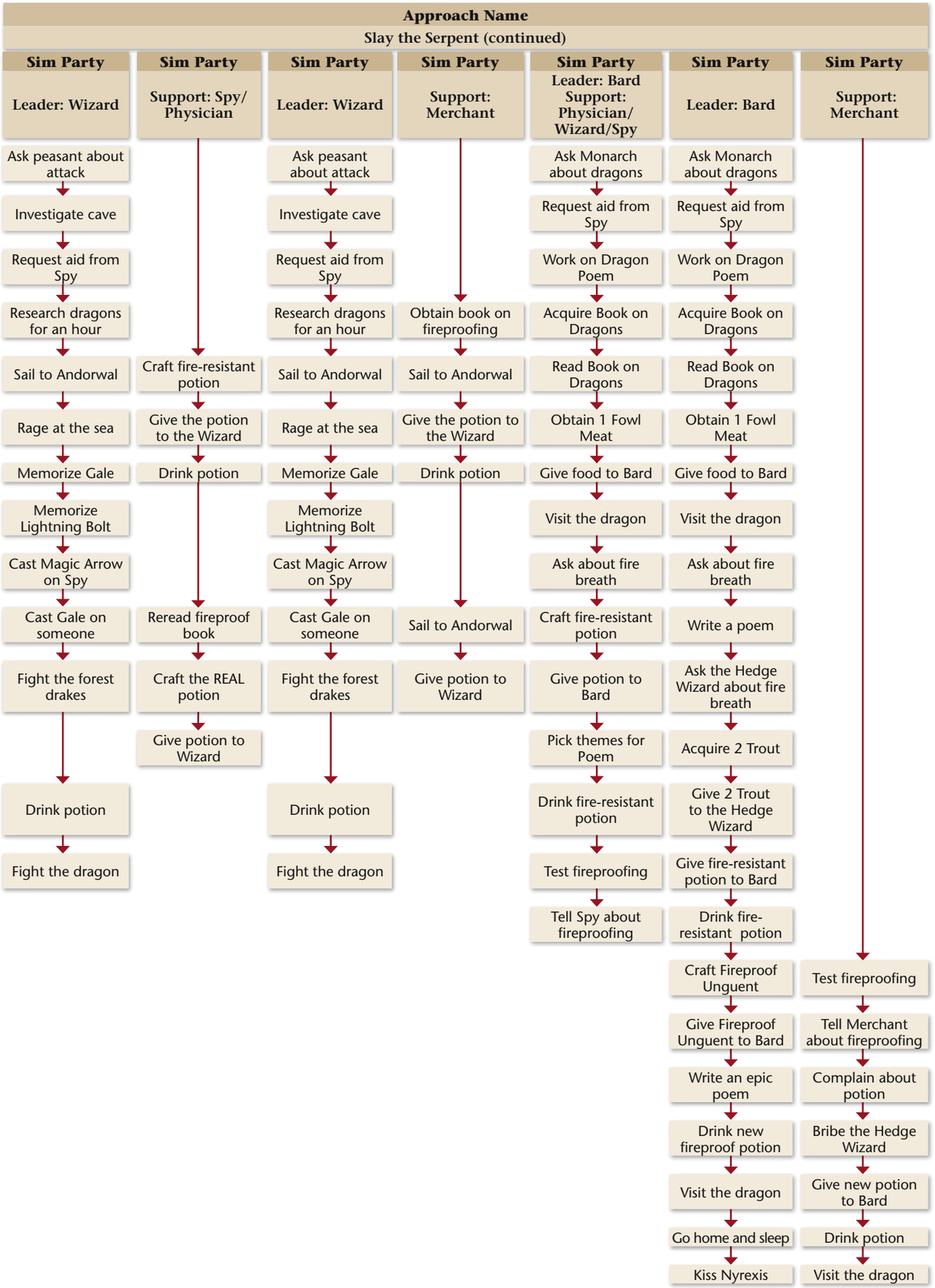
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The Legend of the Talking Frog

Rumors of a talking frog, named Froggo, had been spreading around the kingdom for days. This wasn't just another fairy tale that had captured the minds of the kingdom; there really was a magical frog out there, somewhere. Someone would have to find this talking frog!

- QP Cost: 4

Approach: A Toadry Romance

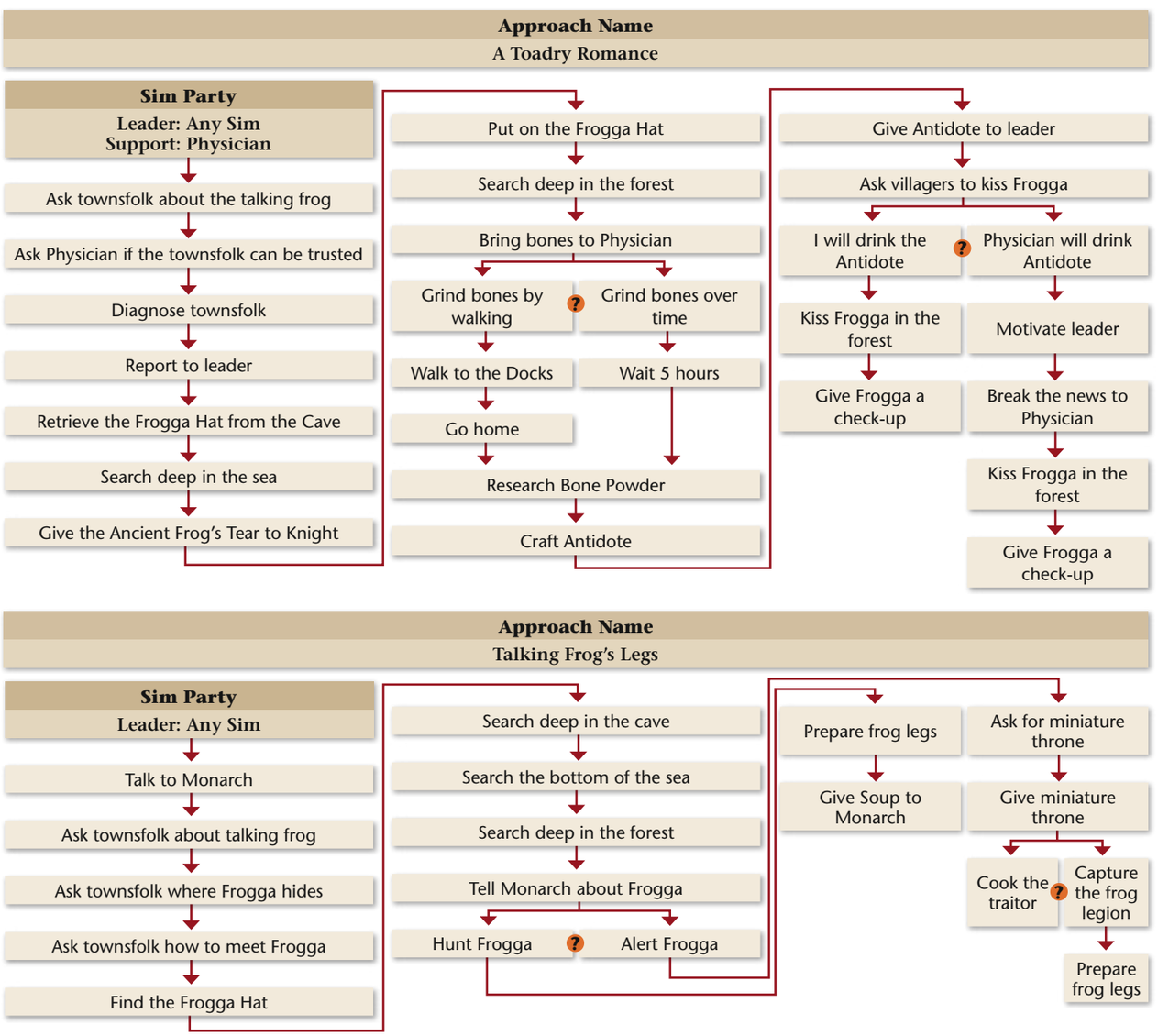
- Party Requirements: Physician and Any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,500	Well-Being +1, Security +1, Culture +1, Knowledge +1
Gold	40	1,250	2,000	Well-Being +1, Culture +1, Knowledge +1
Silver	30	1,000	1,600	Well-Being +1, Culture +1, Knowledge +1
Bronze	20	750	1,200	Well-Being +1, Knowledge +1

Approach: Talking Frog's Legs

- Party Requirements: Monarch and any Hero

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,250	2,000	Well-Being +2, Knowledge +2
Gold	40	1,000	1,600	Well-Being +1, Knowledge +2
Silver	30	750	1,200	Well-Being +1, Knowledge +2
Bronze	20	400	800	Well-Being +1, Knowledge +1



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The Mirthful Love Doctor

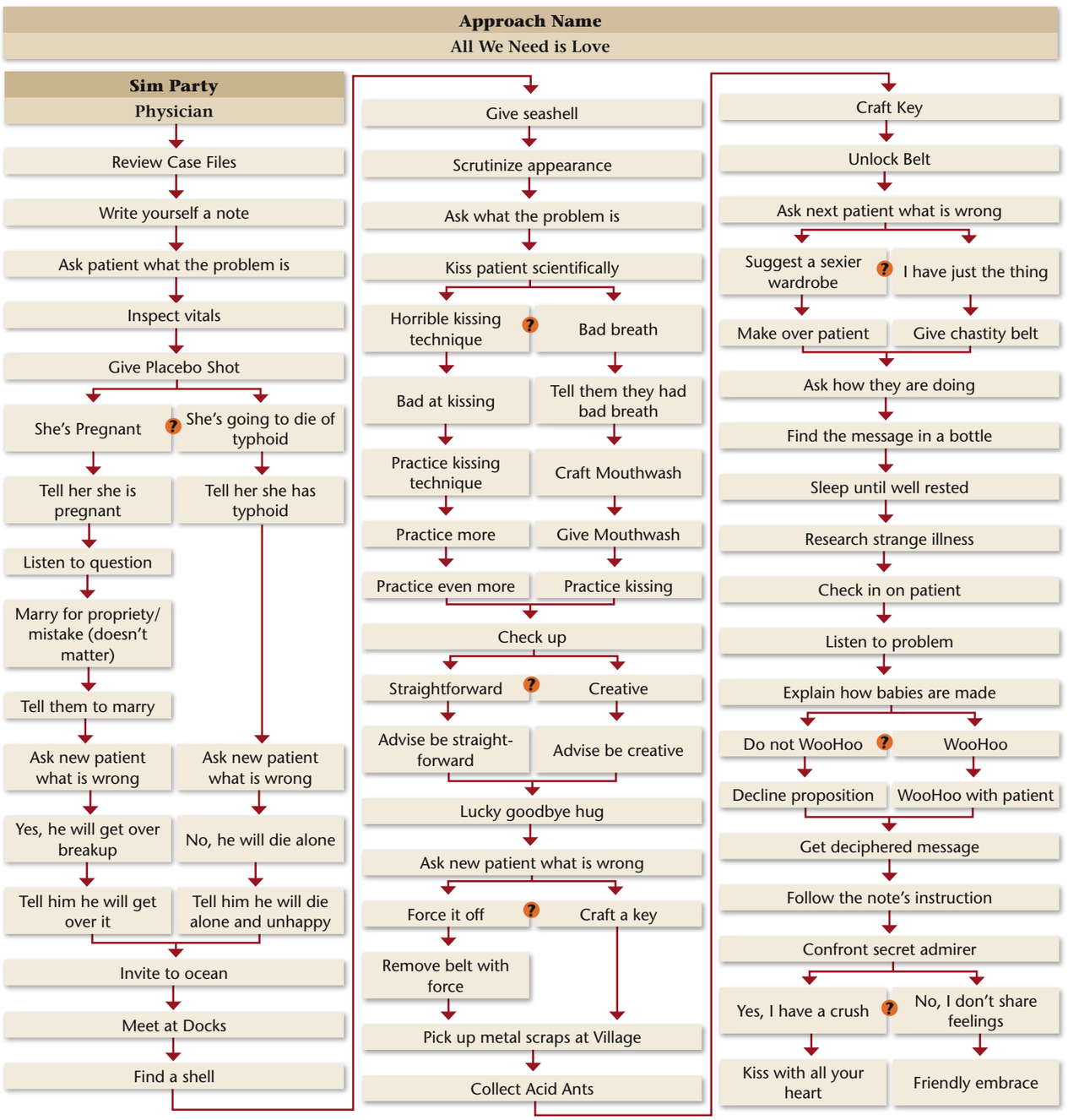
The kingdom had many challenges, among them: relationships. Maybe it was a pandemic. Or maybe it was just that time of year. Someone needed to step up and solve everyone's problems before the kingdom went through a bad break up.

- QP Cost: 4

Approach: All We Need Is Love

- Party Requirements: Physician

Quest Performance	RP	Simoles	XP	Aspects
Platinum	60	1,250	2,500	Culture +3
Gold	50	1,000	2,000	Culture +2
Silver	40	750	1,600	Culture +2
Bronze	40	400	1,200	Culture +1



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The Sinister Sorcerer

Wizards were funny. You never knew if they were going to turn a bunny into a bouquet of flowers or demand unequivocal surrender of your kingdom. The kingdom is under attack from one of the latter type of wizards.

- QP Cost: 4

TIP

This quest creates the special treasure, Battle Armaments.

Approach: Save the Sorcerer

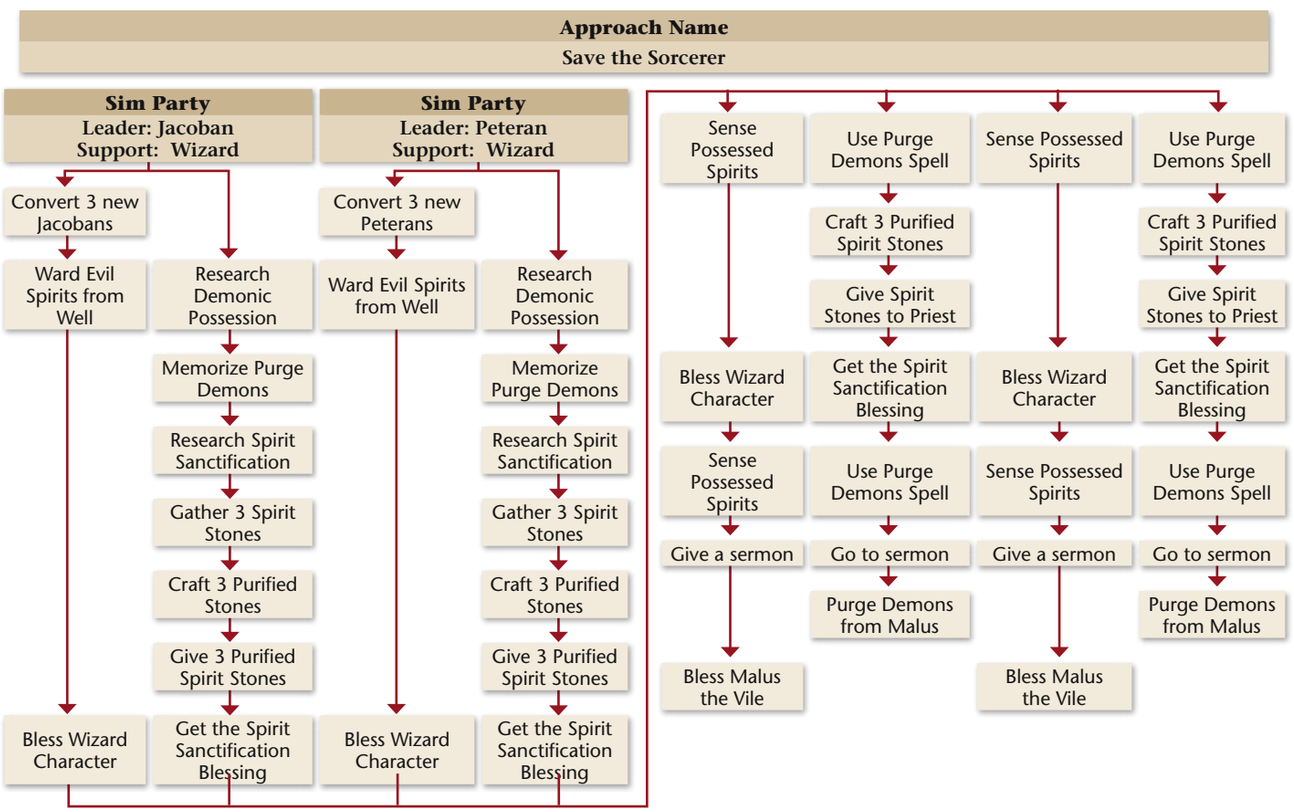
- Party Requirements: Peteran Priest or Jacoban Priest and Wizard

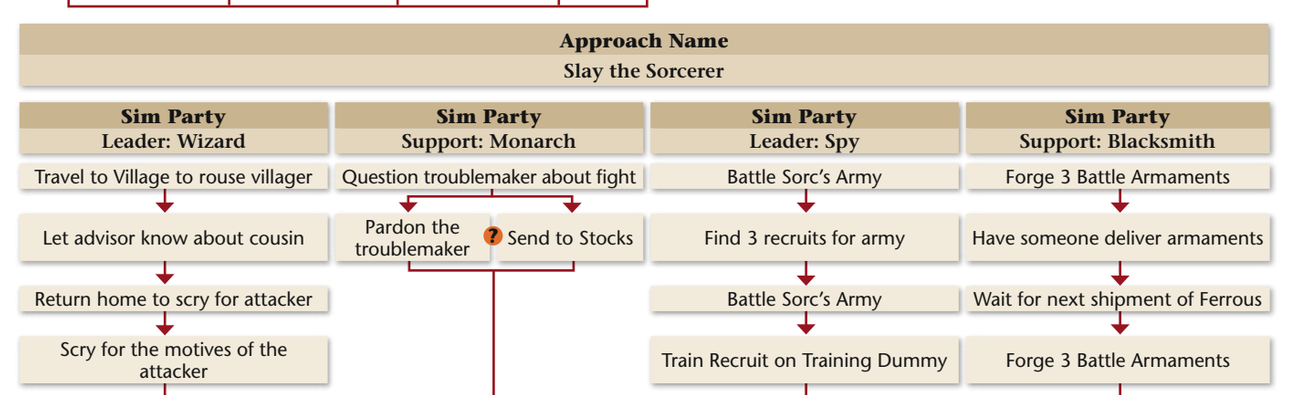
Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,000	Culture +2, Knowledge +3
Gold	30	1,250	1,600	Culture +2, Knowledge +2
Silver	20	1,000	1,200	Culture +2, Knowledge +2
Bronze	10	750	800	Culture +1, Knowledge +2

Approach: Slay the Sorcerer

- Party Requirements: Wizard and Monarch or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	1,500	2,000	Security +2, Knowledge +3
Gold	30	1,250	1,600	Security +2, Knowledge +2
Silver	20	1,000	1,200	Security +2, Knowledge +2
Bronze	10	750	800	Security +1, Knowledge +2



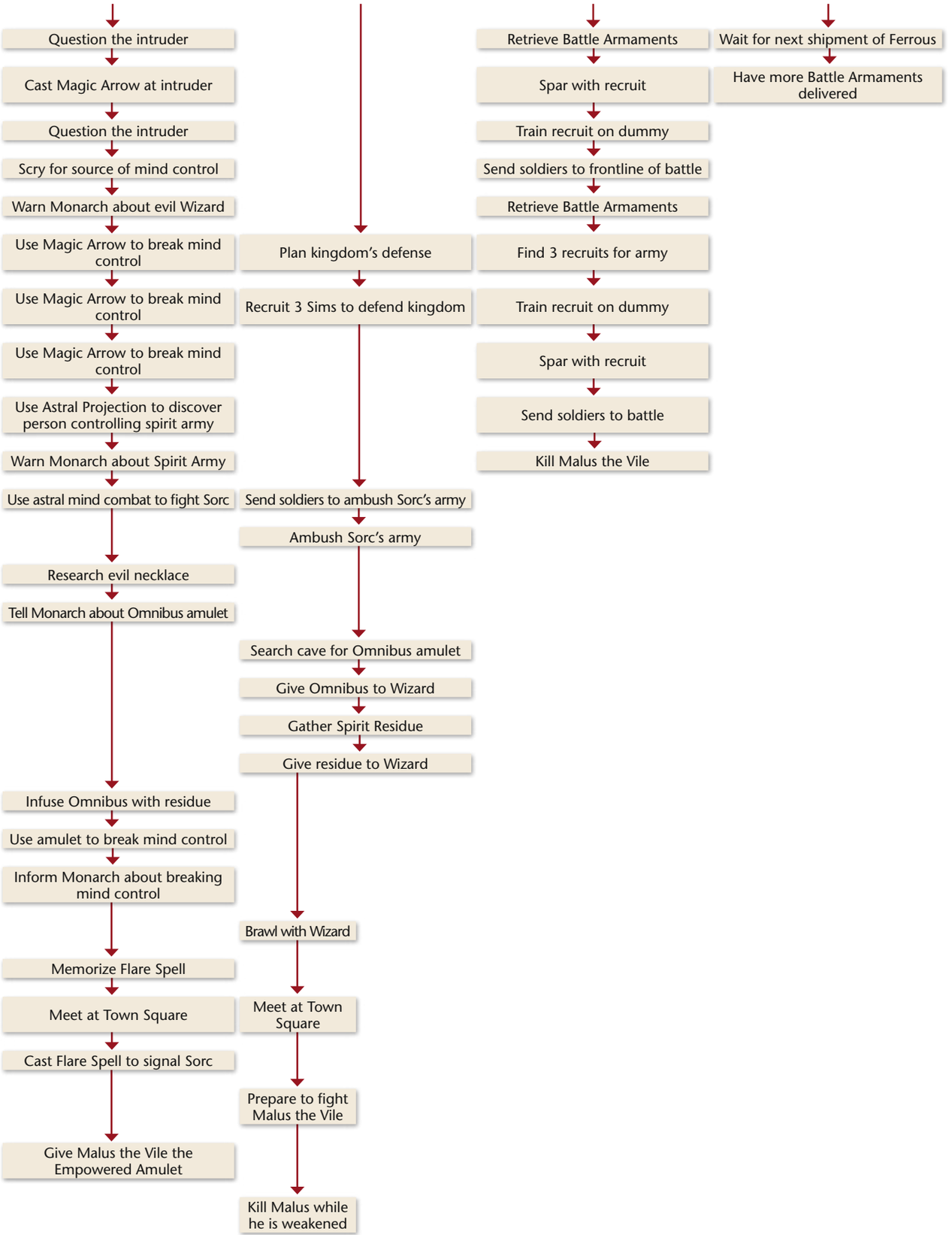


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The Witch Is Back

A witch was a powerful, mysterious being. They were rarely seen but feared all across the word, and with good reason. Witches had been blamed for several horrendous, unexplainable acts.

Stories spread, and everyone seemed to know a friend-of-a-friend who had seen a witch, but no one could claim direct contact. How would the people of the kingdom respond if a witch were to suddenly appear in the middle of their town square?

- QP Cost: 4

Approach: A Witch No More

- Party Requirements: Wizard, Knight, or Spy

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	3,000	Security +3, Knowledge +2
Gold	30	1,500	2,500	Security +2, Knowledge +2
Silver	20	1,250	2,000	Security +2, Knowledge +2
Bronze	10	1,000	1,600	Security +2, Knowledge +1

Approach: Counterspellin'

- Party Requirements: Wizard

Quest Performance	RP	Simoles	XP	Aspects
Platinum	40	2,000	3,000	Well-Being +3, Knowledge +1
Gold	30	1,500	2,500	Well-Being +3, Knowledge +1
Silver	20	1,250	2,000	Well-Being +3, Knowledge +1
Bronze	10	1,000	1,600	Well-Being +3, Knowledge +1

Approach: Delightful Wedding

- Party Requirements: Monarch

Quest Performance	RP	Simoles	XP	Aspects
Platinum	50	1,500	2,500	Well-Being +2, Security +2
Gold	40	1,250	2,000	Well-Being +1, Security +2
Silver	30	1,000	1,600	Well-Being +1, Security +2
Bronze	20	750	1,200	Well-Being +1, Security +1

Approach Name
A Witch No More

Sim Party: Wizard	Sim Party: Spy	Sim Party: Knight
Find hat	Go to the forest	Go to the forest
Scry	Pick Nightshade in the forest	Patrol through forest
Go to Throne Room	Go to Throne Room	Go to Throne Room
Warn the Monarch about the witch	Warn the Monarch about the witch	Warn the Monarch about the witch
Warn the Town Crier about the witch	Warn the Town Crier about the witch	Warn guards about witch
Go to Town Square	Go to Town Square	Go to Town Square
Confront the witch	Confront the witch	Confront the witch
Go to Wizard's Tower	Go to Spy quarters	Go to Barracks
Throw the witch out	Throw the witch out	Throw the witch out
Meditate for 1 hour	Train for 1 hour	Train for 1 hour
Scry at Arcane Tome	Sharpen sword	Sharpen sword

Lure witch to forest

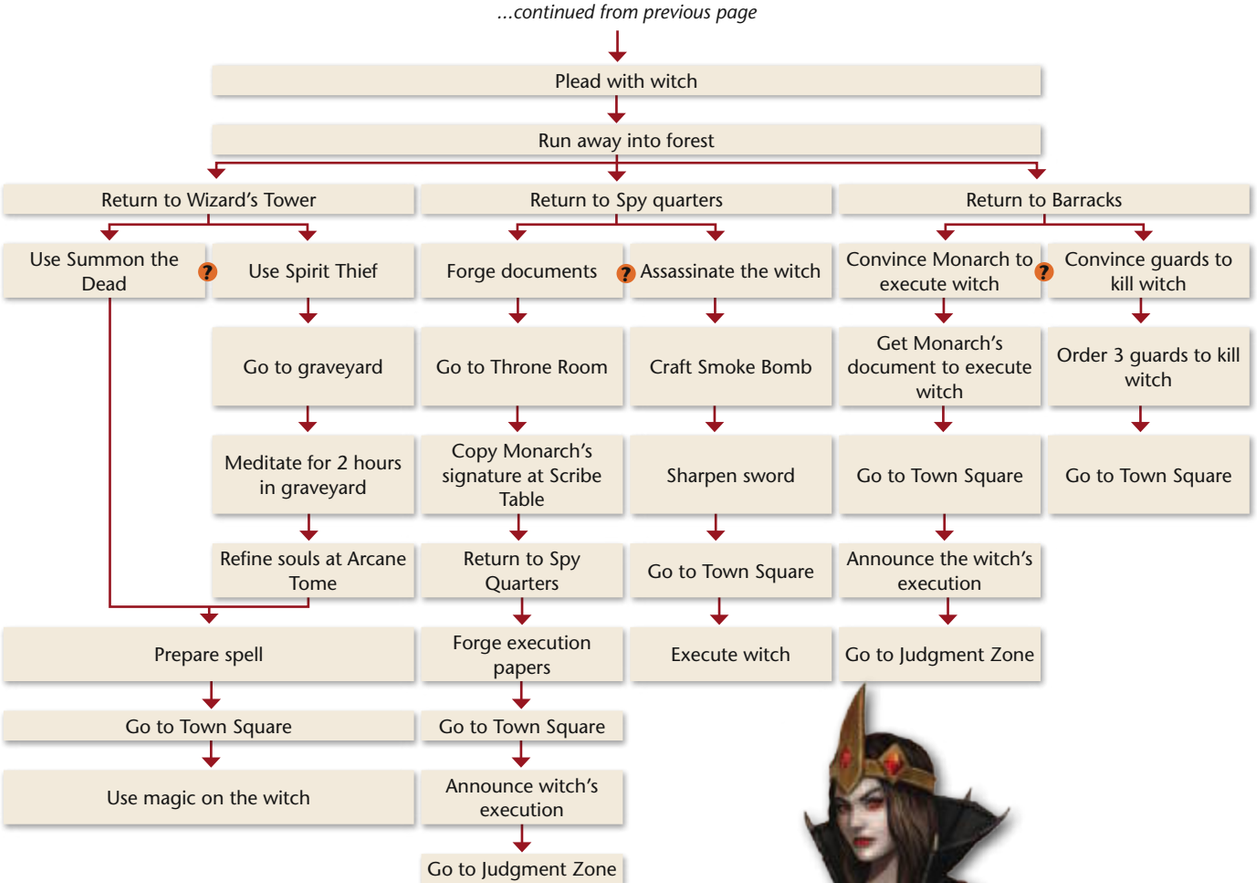
Attack witch

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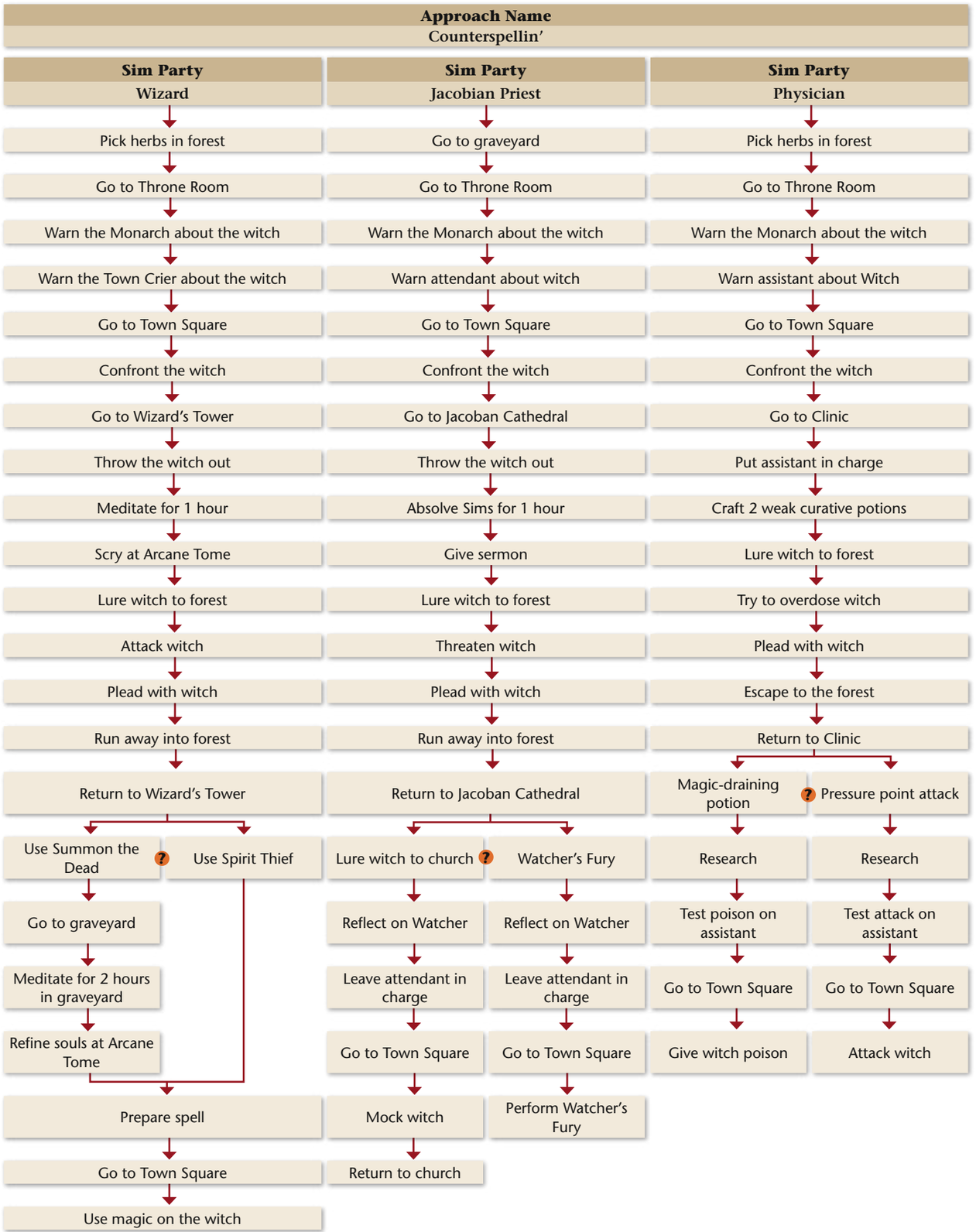
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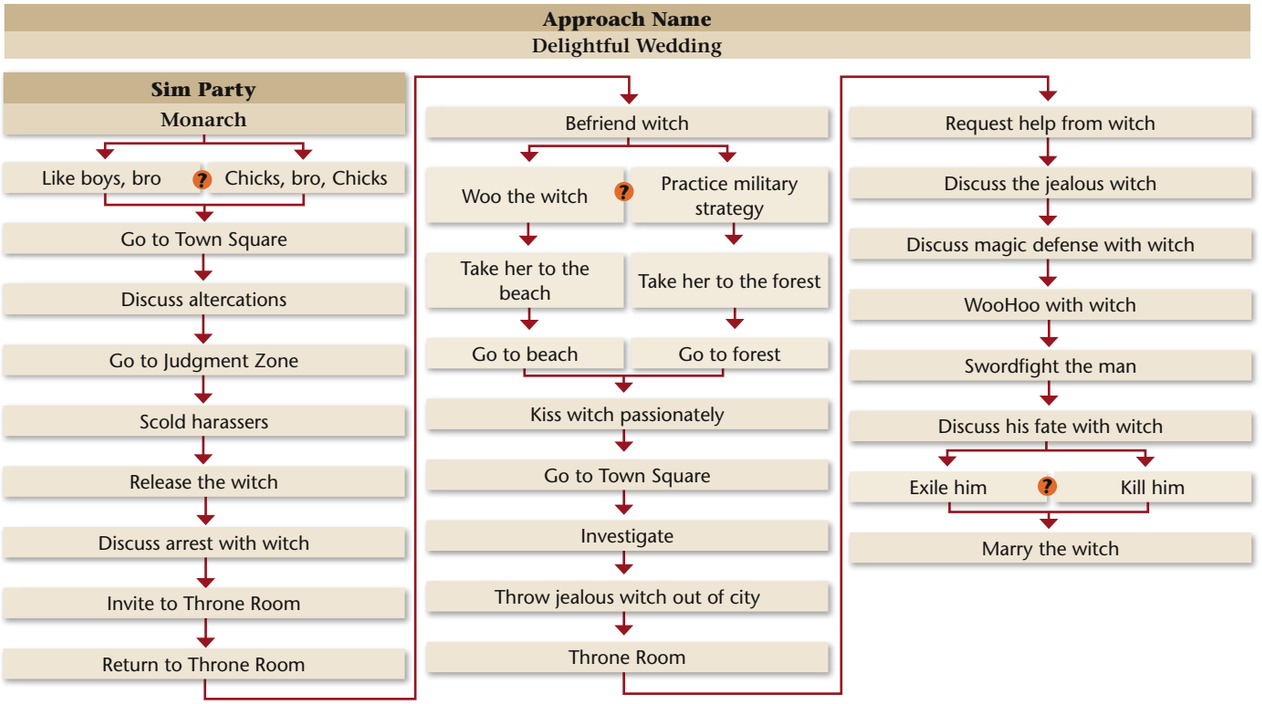
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Keys to the Kingdom

In Shakespeare's *Richard III*, the faltering monarch may have been willing to trade his kingdom for a horse, but that's probably because didn't have a realm quite like the one you're inheriting. Simology covered the creation of Sims, specifically Heroes, but now it's time to crack open the fine art of civil engineering. As the ultimate force over this realm, you have the ability to guide the physical and cultural development of the kingdom by choosing which buildings to create based on both form and function. Choosing wisely matters because there is no demolition button for these massive structures, like the Jacoban Cathedral or the Wizard's Tower. They are, quite literally, made of stone.

However, there's more to world-building than erecting physical structures. You need to know how each structure affects the potential growth of the kingdom. Consult our maps that reveal the location of valuable collectibles like herbs, minerals, and fish within the realm. You will save much valuable time while questing if you know precisely where to look for the exact herb you need to complete a special potion or a metal ore that is crucial for forging a mighty suit of armor.

There are many exterior factors to consider, too, such as commerce with both the Village Shoppe just beyond the borders of your kingdom and with neighboring nations. Yes, foreign relations is a big part of running a successful kingdom, so be sure to read up on the finer points of being neighborly.

Ambitions



An Ambition is the driving force of a kingdom. The very first time you play *The Sims Medieval*, you only have access to one Ambition: New Beginnings. There are 12 Ambitions, which include other goals such as amassing wealth or manipulating kingdom Aspects. New Ambitions are unlocked by completing connected previous Ambitions at a silver or gold level. Some Ambitions have multiple requirements where more than one previous Ambition must be beaten. For example, The Legen (Wait for It) Dary! Ambition requires that you score a gold in Fame and silver in Safe and Sound to unlock it.

For example, the crux of the New Beginnings Ambition is to build important structures within a single kingdom, such as the Knight's Barracks. Many Ambitions have multiple degrees of success. Erecting five buildings will earn you a bronze medal for the New Beginnings Ambition. But the more buildings you create, the higher your medal.

The only way to complete an Ambition is to spend all of your Quest Points (QP). If you have only one or two QP left and the available quests cost more than your reserves, you can still take on one of the quests just to spend your last QP and then be graded.

Once you complete an Ambition, you can either exit to the main menu or continue playing with your current kingdom, but there are two new quests. The Free Time quest just allows you open-ended playtime with your Heroes. You don't have any Responsibilities to worry about, nor are there any quest steps. You can just have fun with them. Alternately, you can choose the Brave New World quest, which allows you to select one Hero from your current kingdom and install them on the throne of a new kingdom. That's a great way to get a leg up when starting a new Ambition. XP gain and earning Achievements are suspended on these quests.

NOTE

The Brave New World quest is the only time you see a Hero carried over into a new kingdom. Otherwise, when you start a new Ambition, you must start over with all-new Heroes. (You can still pull specific Sims out of the Sim Bin in Create a Sim. However, they will be at level 1 of whatever profession you place them in.)

New Beginnings

Goal: How many buildings can you place in your new kingdom?

QP: 50

Platinum: Place 13 buildings
Silver: Place 8 buildings
Gold: Place 11 buildings
Bronze: Place 6 buildings

Imperial Domination

Goal: Annex as many foreign territories as possible.

QP: 40

Platinum: Annex all foreign territories

Gold: Annex 6 foreign territories

Silver: Annex 4 foreign territories

Bronze: Annex 2 foreign territories

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No Quest For the Weary

Goal: Complete quests as efficiently as possible with high performance.

QP: 60

Platinum: Get platinum on at least 16 quests

Gold: Get gold on at least 16 quests

Silver: Get silver on at least 16 quests

Bronze: Get bronze on at least 16 quests

Fame

Goal: Maximize your kingdom's Renown.

QP: 50

Platinum: Reach 700 Renown

Gold: Reach 500 Renown

Silver: Reach 350 Renown

Bronze: Reach 200 Renown

Safe and Sound

Goal: Maximize the Security and Well-Being Aspects.

QP: 40

Platinum: Have both Aspects at level 12

Gold: Have both Aspects at level 10

Silver: Have both Aspects at level 8

Bronze: Have both Aspects at level 4

Thoughts and Prayers

Goal: Maximize the Knowledge and Culture Aspects.

QP: 40

Platinum; Have both Aspects at level 12

Gold: Have both Aspects at level 10

Silver: Have both Aspects at level 8

Bronze: Have both Aspects at level 4

Hard Workers

Goal: Level up your Heroes to their full potential.

QP: 75

Platinum: Have 10 Heroes at profession level 10

Gold: Have 10 Heroes at profession level 8 or above

Silver: Have 10 Heroes at profession level 5 or above

Bronze: Have 5 Heroes at profession level 5 or above

Filled Coffers

Goal: Fill the coffers of your kingdom's overall treasury.

QP: 60

Platinum: Earn 80,000 Simoles across all Heroes

Gold: Earn 65,000 Simoles across all Heroes

Silver: Earn 50,000 Simoles across all Heroes

Bronze: Earn 25,000 Simoles across all Heroes

Legen (Wait for it) Dary!

Goal: Replace the Fatal Flaws of your Heroes with Legendary Traits.

QP: 50

Platinum: Have 5 Heroes with Legendary Traits

Gold: Have 4 Heroes with Legendary Traits

Silver: Have 2 Heroes with Legendary Traits

Bronze: Have 1 Hero with a Legendary Trait

Best in Show

Goal: Maximize all Aspects of the kingdom.

QP: 50

Platinum: Have all Aspects at level 12

Gold: Have all Aspects at level 10 or above

Silver: Have all Aspects at level 8 or above

Bronze: Have all Aspects at level 40 or above

Efficient Expander

Goal: Expand the kingdom while keeping as much RP in reserve as possible.

QP: 50

Platinum: Reach 650 Renown with at least 75 RP left

Gold: Reach 450 Renown with at least 50 RP left

Silver: Reach 300 Renown with at least 25 RP left

Bronze: Reach 200 Renown

Wealthy Populace

Goal: Have every Hero in the kingdom earn enough to live comfortably.

QP: 60

Platinum: Have 10 Heroes with at least 7,500 Simoles

Gold: Have 8 Heroes with at least 6,500 Simoles

Silver: Have 5 Heroes with at least 6,500 Simoles

Bronze: Have 5 Heroes with at least 5,000 Simoles

Platinum Strategies

While you only need silver and gold to unlock most Ambitions, you're not going to settle for that, are you? You want to see those platinum medals sparkle on your screen. To help you get there, we've assembled some top strategies for general kingdom maintenance and activities to satisfy Ambition requirements.

One overarching strategy, though, is to maximize the longevity of your play time. To do that, you need make the most of the QP offered with each Ambition. One of the best ways to do that is annex the neighboring nation of Advorton and make it loyal to you. We go over foreign relations at the end of this chapter, but you just need to know that the benefit of making Advorton loyal to your kingdom is reduce QP cost for each quest. By being able to play longer, you have more time to satisfy the platinum objectives.

New Beginnings

- The Reception Hall, which appears when you earn 60 Renown, doesn't count toward the building number requirement. However, the Training Yard, which comes with the Barracks, does count as an extra building.
- Concentrate on quests with high RP payouts so you can accelerate building acquisition. And then make sure you get platinums on those quests so you bank serious RP. There is typically a +10 RP reward for hitting platinum.
- XP and Simole stockpiling are not critical for this Ambition, so don't spend too much time concentrating those awards and resources.
- Don't spend much RP on allying with newly discovered territories with two exceptions: Advorton and Burdley. Advorton reduces QP costs. Burdley reduces the RP cost of buildings.

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No Quest for the Weary

- You need to score platinum on 16 quests to get the platinum medal, but you're only given enough QP for around 18 quests. The margin for error is narrow.
- By annexing Advorton, you drive down QP cost, which gives you more wiggle room. Still, you should focus on going to cheap quests. There are many that cost just 1 or 2 QP. Those are easier quests, which means you have a easier chance of getting platinum.
- Focus is so important for this Ambition. Do everything you can, spend whatever, to make your Heroes as Focused as possible because that's what can really push quest progress into the top tier.
- If your quest progress is at platinum and you only have a few steps left, race through them. Concentrate only on maintaining Focus.
- Annex Ticktop and make it loyal. Ticktop's benefit is extra time to complete quest steps before you take a performance hit.

Imperial Domination

- Because you need to gather enough Renown to see all the territories (200 unlocks the last of the territories), drill down on quests with high RP rewards and then platinum those for the extra RP.
- Don't spend too much RP on unnecessary buildings. You need those RP to ally with territories on the map. It costs 10 RP to ally with a new territory and that can really add up.
- There is no "correct" order of annexing foreign territories, but as always, Advorton helps because it reduces QP costs, meaning you can take more quests in hopes of banking serious RP.
- Save Simoles because you need them to buy two maps at the Village Shoppe: Gastrobury and Effenmont. Gastrobury is §200. Effenmont rings up at §1,500.
- You get credit toward this Ambition for annexing a territory. Even if it goes into rebellion at some point before loyalty drops to zero, it still counts toward the Ambition goal.

Fame

- Getting the 700 Renown needed for platinum on this Ambition is pretty straightforward. You need to concentrate on quests with high RP rewards.
- Drill down on Focus maintenance while on quests so you can get platinum quest performance and earn the most RP.
- Annexing Advorton to reduce QP costs for quests lets you go on more quests, which in turn means more opportunities to earn RP and boost your overall Renown.

Safe and Sound

- You need to max out Security and Well-Being Aspects for this Ambition, so concentrate on buildings that generate capacity for those specific Aspects like the Barracks and Clinic.
- Once you hit 60 Renown, you unlock the Reception Hall. This opens the opportunity to buy the Spy Quarters, which boosts the Security capacity.
- Only go on quests that fulfill earned Aspect capacity. Do not waste potential earned Aspect fulfillment, especially if it's Security or Well-Being.
- Make sure you aren't going on quests that subtract from the Security and Well-Being Aspects.
- Look at the ratio of earned Aspect to spent QP. If the ratio is 1:1 (1 Security Aspect to 1 QP), that's a good deal. 2:1 isn't too bad, but be wary of 3:1 rations.
- Earn platinum on as many quests as you can, of course, but if the Aspect payout between gold and platinum is the same, then you don't need to break your back getting the top quest performance.

Thoughts and Prayers

- This Ambition is very similar to Safe and Sound, except you need to fulfill Knowledge and Culture Aspects.
- The Wizard's Tower and Peteran Monastery are key buildings for this Ambition as they generate capacity in the required Aspects.
- Only go on quests that fulfill earned Aspect capacity. Do not waste potential earned Aspect fulfillment, especially if it's Knowledge and Culture.
- Look at the ratio of earned Aspect to spent QP. If the ratio is 1:1 (1 Culture Aspect to 1 QP), that's a good deal. 2:1 isn't too bad, but be wary of 3:1 rations.
- Earn platinum on many quests as you can, of course, but if the Aspect payout between gold and platinum is the same, don't worry about getting platinum quest performance.

Best in Show

- Getting 12 in each Aspect is no easy task, but if you combine the strategies for Safe and Sound as well as Thoughts and Prayers, you'll be on the right track.
- Place all profession buildings because those are key Aspect capacity generators and the presence of those Heroes will place more quests in rotation.
- Do not go on any quest that wastes an Aspect reward. If you see a red ! next to the Aspect reward of a quest, that means you don't have the necessary capacity to make good on that Aspect.
- Look at the ratio of earned Aspect to spent QP. If the ratio is 1:1 (1 Security Aspect to 1 QP), that's a good deal. 2:1 isn't too bad, but be wary of 3:1 rations.
- You need at least gold on your quests to earn the most Aspect possible from the Quest Loot.

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Legen (Wait for It) Dary!

- Because platinum in this Ambition requires having five Heroes with Legendary traits, you need to concentrate on quests with Legendary trait rewards.
- There are several quests with Legendary trait payouts: Fisherman's Challenge, Fountain of Legend, Philosopher's Stone, Seven Mechanical Arts, and DragonQuest.
- The Fountain of Legend and Fisherman's Challenge quests are repeatable. However, there is a "cooldown" period of three quests before they show up in your Quest List rotation again. But when you see one like the Fisherman's Challenge appear, take it right away.
- Focus on five Heroes and level them up. Higher level Heroes have an easier time successfully finishing quests.
- You cannot have two Legendary Traits on the same Hero. You must use five different Heroes.

Filled Coffers

- The platinum level of this Ambition requires 80,000 earned Simoles. However, you can spend them. You just need to have earned 80,000 overall over the course of your kingdom.
- Concentrate on professions that generate a lot of Simoles, such as the Merchant.
- Priests, either Peteran or Jacoban, are slow Simole-generators.
- Carry over a high-level hero from a previous kingdom. If you install a level 10 Hero as Monarch, you can raise taxes to make extra Simoles.
- A Sim with the Whale Ate My Parents trait is an asset because the whale meat earned from hunts is very profitable.
- Place buildings with Heroes whenever possible. Get those Heroes into the kingdom so they are generating daily income.
- Hunting with the Monarch or Knight is profitable in the early stages of your kingdom.
- Level up your Blacksmith to unlock great sword recipes that are worth a lot of Simoles if sold. Just make sure to give those items to the Merchant. Let the Merchant sell the swords to Aarbyville. They pay an extra 20 percent premium on imported swords.
- Annex Yacothia! That territory's benefit is an extra 20 percent income.
- Marriage boosts daily income. Let your Heroes love and be merry, and married.
- Ticktop's benefit is extra time between quest steps before performance takes a hit, which gives you more time to grind out Simoles at daily activities.
- Maximize the Well-Being Aspect. Higher Well-Being means extra daily income by Heroes in the kingdom.

Wealthy Populace

- This is one of the hardest Ambitions to achieve platinum on because you have to get all ten Professions up to 7,500 Simoles each. With low-earners like the Priests in rotation, it can be tricky.
- Get all ten professions into the kingdom as soon as possible so they are earning daily income.
- Go on quests with multiple Heroes because both benefit from the Simole rewards, and then platinum those quests, especially if the Priests are involved.
- Slow down quest activity to maximize possible daily income. Annexing Ticktop helps because its time benefit means you can take longer between quests steps before a performance penalty.
- As the Monarch, lower taxes so the Heroes get to keep more Simoles every day.
- Not enough Simoles as you near the end of the Ambition? Use Furnish Mode to sell off unnecessary decor and objects in your Heroes' buildings.
- Trade items! Give valuable items to Heroes who need more Simoles and let them sell the items off at the Village Shoppe.
- Marriage boosts daily income for both partners.
- Dying is the worst thing imaginable for this Ambition. When a Hero perishes, their Simoles are lost and the new Hero starts with the default §1,000.

Hard Workers

- Get all ten professions to level 10? That's not going to be easy, so as soon as possible, lay down all the buildings that unlock Heroes.
- Fortunately, this Ambition comes with a lot of QP, but that doesn't mean you should waste any of it. Advorton lowers QP costs, which means even more questing and even more XP payouts.
- Carry over a level 10 Hero from a previous kingdom so you start off with one-tenth of the Ambition satisfied.
- Concentrate on dual-Hero quests whenever possible and incorporate the lowest-level Heroes into them somehow. Bring along Heroes that don't level up as fast, such as the Merchant, Bard, and both Priests.
- In a dual-Hero quest, make sure that when one party is not being used, they are "parked" at an activity that generates XP. Let them grind while the other Hero is fulfilling quest steps.
- Maximize the Knowledge Aspect as soon as you can because it boosts XP payouts for all activities, including using signature objects and going on quests.
- When you have around 30 QP left, you really need to start finishing up this Ambition. One quest can often gain two or three levels, which is a good way to boost a level 7 up to 9 or 10.

Efficient Expander

- Efficient Expander is similar to the Fame Ambition, but you need to have 75 RP left at the conclusion of the kingdom.
- Do not spend RP on unnecessary structures. Concentrate on buildings that introduce new Heroes.
- Drill down on Focus maintenance while on quests so you can get platinum quest performance and earn the most RP.
- Annexing Advorton to reduce QP costs for quests lets you go on more quests, which in turn means more opportunities to earn RP and boost your overall Renown.
- Annex Burdley so you don't have to spend as many RP on buildings.

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Aspects

The current status of your kingdom is measured by four different Aspects: Well-Being, Security, Culture, and Knowledge. Each Aspect has 12 slots. That means your kingdom has the capacity for 12 upgrades on that Aspect. However, when you begin a new game, your kingdom only has two of the 12 slots unlocked. To keep unlocking capacity, you must erect buildings that address that specific Aspect. For example, the Jacoban Cathedral unlocks 1 security slot and 3 culture slots.

Now, just because you increase the kingdom's capacity for one of these Aspects doesn't mean you automatically get the benefit of that Aspect. Sticking with the Jacoban Cathedral example, just adding the building does not automatically make your kingdom a more cultured place. No, you have the fill that capacity with actual culture. To fill the current capacity of a Aspect, you must successfully complete quests. Every quest contributes to at least one Aspect. When you look over available quests, be sure to look at what Aspect they satisfy. If you go on a quest that fills more of a Aspect than you have capacity for, you don't automatically open up more capacity. That reward just goes to waste.

There are five thresholds for each Aspect. Neutral is around 6 and then it goes in each direction. Always shoot for at least 6 in each capacity to get the benefits outlined below.



Chance Encounters

The current Aspects levels of your kingdom have a small effect on what quests you see in the Quest List. If you have a huge amount of Security capacity, you may see more quests that offer the opportunity to fulfill that capacity. You can use this to nudge the appearance of quests. Look at the Aspect rewards of the quests in the Quest chapter to see what Aspect benefits from that quest and then erect buildings that boost capacities.

Well-Being

This represents the general happiness, comfort, and contentment of your community. It encompasses the physical as well as the fiscal health of the people and the kingdom as a whole. As Well-Being creeps up, so does the Simole payout of quest completion.

Well-Being has a huge effect on health of the kingdom. With low Well-Being, sickness pervades the realm. Sickness ranges from a simple cold to plague. The four stages are: cold, infection, disease, and plagued. Sickness negatively affects Focus. The worse the sickness, the worse the negative buffs. However, questing with the Physician levels that Hero up and will also likely bump up Well-Being in the kingdom.

CAUTION

Sickness also travels from Sim to Sim through physical interactions like hugs and kisses. If an infection, disease, or plague breaks out, it can spread like wildfire.

Security

This represents the general safety and stability of your kingdom. It encompasses the ability of the government to enforce laws, prevent crime, maintain borders, and protect its citizens.

With low Security, the number of bandits outside the walls increases. When traveling to the Village Shoppe or into the forest, you have a greater risk of getting ambushed, which plays out as an event. There can even be robberies right out of homes.

When you boost Security, bandits are slowly replaced by guards inside the realm. That means fewer and fewer burglaries. The merchants at the Village Shoppe also appreciate the rising Security and show their gratitude with small discounts.

TIP

When you fulfill 8 capacity of the Security Aspect, walls are automatically added to your kingdom. However, these do not count as a building toward an Ambition.

Culture

Culture represents the people's devotion to artistic and spiritual matters. In aesthetics, it encompasses the creation and veneration of poetry, art, and music. In faith, it encompasses a belief in a higher law and greater purpose to life, and serves as a basis for morality and values held in common by the people.

As Culture rises, Heroes and Sims within the realm get new socials. They can talk about culture in general, which is pleasant. When Culture is at its highest, Sims in the kingdom are so buzzed that they occasionally levitate (an interaction on your Sim that generates a positive Focus buff).

Knowledge

This represents the general education level of your community. It encompasses comprehension and scholarly pursuits in areas as diverse as medicine, lore, and mathematics.

As Knowledge rises, your Heroes earn additional XP payouts when they complete quests. Conversely, low Knowledge can ding XP payouts, even on platinum victories.

Low Knowledge can also result in the Befuddlement Focus buff, which is a negative. However, as you raise Knowledge, not only do you see fewer instances of Befuddlement, but you often enjoy the benefits of the positive Inspired buff from time to time.

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When you first launch a new kingdom, you have a smattering of buildings already in place: Throne Room, Docks, and Judgment Zone. If you want to continue expanding your kingdom—and that's one of your major goals—you need to earn and spend Renown Points (RP). RP are won by successfully completing missions. The better you do in a mission—expertly completing steps while maintaining a high Focus—the more RP you are awarded in the Quest Loot payout.

Resource and Resource Points

Buildings are purchased with Resource Points (RP). You earn RP by completing quests. The better you do in a quest, the more RP you win. The total amount of RP you bank is collectively accumulated as your overall Renown. Spending RP to place buildings does not lower your Resource.

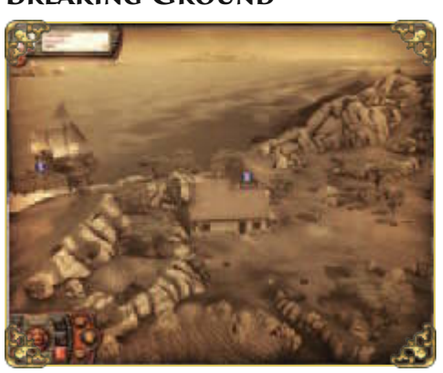
Buildings do not have fixed prices. Building prices rise as you build more of them. Your first building is 10 RP. With each additional building, the cost goes up by 10 RP. So, your third building costs 30 RP, no matter whether you choose the Wizard's Tower or the Lighthouse. Building prices, though, top out at 50 RP.

Kingdom Mode



When you are ready to start building, click on Kingdom Mode. You get a view similar to the Watcher's Eye, but the entire realm is bathed in sepia. Time also stands still in Kingdom Mode. From Kingdom Mode, you can easily access the Achievement Book, the Quest List, and the Territory Map. The current kingdom status, displayed in the upper-right corner is extremely valuable, as it shows you the current state of your realm, the Aspect capacity, and all requirements for your current Ambition.

Breaking Ground



The available buildings you can afford are noted with green Location Markers. A red Location Marker means you cannot afford the building just yet, although you can still look at its values. Clicking on the Location Marker reveals the name of the building or location, its function, the cost, and how it potentially increases your kingdom's Aspect capacity. When you decide to place the building, the RP are immediately deducted and the structure goes up within seconds.

CAUTION

There is no changing your mind on a building once placed...with the exception of starting a saved game from an earlier point. You cannot sell buildings back because, well, there's nobody to sell them back to.

CAUTION

The increased Aspect capacity from installing a building is immediate, too. However, if you went over your capacity on earned Aspect from a previous quest, it does not fill in the blank space in your new capacity. So choose your quests carefully based not just on your Heroes, but on what will ultimately benefit your entire kingdom.



When you click on a Location Marker, you bring up a window with all the building details. If the building supports a Hero, a button to add the Hero appears inside the window. You can then either craft a new Hero in Create a Sim or choose a premade Hero. If the building has an usable interior, you can also click a button in the window to drop into Furnish Mode and redecorate the place based on your current Simole budget.

Not all buildings install new Heroes in your kingdom. Some of them, such as the Mill or the Lighthouse, only contribute to capacity. However, if you do purchase a building that can house a Hero—for example, the Barracks or the Wizard's Tower—you can either opt to hire that Hero right away or do so at a later date. You are never required to install a Hero in any building with the exception of the Throne Room, which is the seat of your kingdom. However, unless you start adding Heroes, your available quests will dry up.

NOTE

Any Hero-hosting building that has not yet been endowed with a Hero shows up as a green Location Marker in Kingdom Mode. A purple Location Marker indicates that the building either already has a Hero or it doesn't require one.

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NOTE

Many buildings also introduce additional special Sims to your kingdom: Non-Player Characters (NPCs). These Sims fulfill iconic roles in a kingdom, such as a jester or executioner. You can interact with these NPCs like any other Sim.

Chance Encounters



Buildings and locations that do not house a Hero are still vital to your kingdom's overall health. It may be tempting to only purchase buildings with Heroes, but things like the Kingball Court and the Mill add valuable Aspect capacity. I built myself into a corner the first time I played because I was too short on capacity for the Aspect rewards my current quests were offering.

Viewing Shortcuts

There's an easy way to quickly snap the camera to different parts of the kingdom. Use [Alt] + # shortcuts to get a fast survey of the following areas:

[alt] + [1]: Castle—Throne Room, Reception Hall, Barracks, Spy Quarters

[alt] + [2]: Knowledge—Wizard's Tower, Clinic

[alt] + [3]: Craft—Smithy, Market, Tavern

[alt] + [4]: Training Yard, Judgment Zone

[alt] + [5]: Religion—Jacoban Cathedral, Peteran Monastery

Start-Up Buildings

When you begin a new kingdom, you have a series of buildings and locations already in place, such as the Throne Room and Docks. These buildings are always present in new kingdoms, cannot be removed, and never cost RP.

Throne Room

The Throne Room is the nerve center of the royal palace and a hub of activity for running the day-to-day operations of the kingdom.

Unlocks: Monarch Profession

Aspect Capacity Increase: —

NPCs: Guards, Servants



When you stake out your first Ambition, this structure is bestowed upon you without a price. After all, without a seat for the Monarch, you couldn't really have a kingdom.

Here, the Monarch can listen to and weigh in on petitions from subjects. There is ample space for socializing, which is something most Monarchs, unless they possess reclusive traits, should do. The upstairs is the Monarch's living quarters. Though they start out modest, daily taxes and successful questing provide you with the means to really make it a place befitting a king or queen.

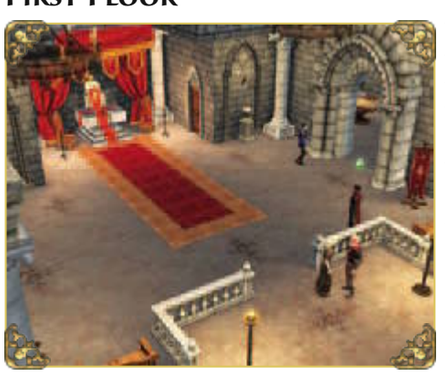
The Throne Room is not just seat of the Monarch. It's also where foreign dignitaries from neighboring territories tend to gather (although you may spy an ambassador down at the tavern, enjoying a drink while tapping along to the local bard's latest tune). So if you have a quest that demands you chat up a dignitary, don't be surprised to find out they are in the Throne Room.

NOTE

After completing your first quest and gaining a little Renown, the Reception Hall is automatically added to the castle. You don't need to spend any RP to acquire it.

Floor Plan

First Floor



The central feature of the first floor of the Throne Room is, obviously, the Throne itself. Here is where the Monarch sits and grants an audience to his or her subjects. If a Responsibility entails listening to petitions, you will spend time on the Throne making judgment calls about incoming entreaties. There is a good deal of socializing space, so if you need to socialize for either a quest or to satisfy a trait, come here (or the Town Square) because it is a heavily trafficked area.

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Hearing petitions

To the left of the Throne is another social space with seating for several Sims. Usually, you will find a guard in this room, which is another decent source of gab. Gamblers will also appreciate the availability of a card table. Thanks to all the Sims in and around the castle, it's not too difficult to find a partner. And if nobody happens to be around, there's no harm in practicing, too. It's a decent way to slowly build up the "hidden" card skill and hopefully increase your odds of winning the next time you play against another Sim or Hero.

The chamber to the right of the Throne is where politics really goes down. The Tactical Map allows the Monarch to inspect foreign relations and view possible enemies and partners in the discovered world around your realm.



Military practice

Edicts are also proposed here, which is another critical duty of the Monarch for the sake of managing (and massaging) relationships with neighboring kingdoms. The Scribe Table is also useful for penning new laws and any other writing that must be done by an appropriate Hero.

TIP

Don't overlook the Messenger Box outside the castle. For any Heroes on Royal Ridge, it's an ideal spot to pay taxes or plan social engagements.

Objects/Interactions

Throne: Hear Petitions

Mailbox: Send Letter, Invite Sim Over, Invite Sim to Location

Tactical Map: View Political Situation, Practice Military Strategy, Propose Edict

Scribe Table: Write New Laws

Card Table: Practice Cards, Play Cards With

Second Floor



The Monarch's living quarters are upstairs. The quarters are not necessarily as regal as the space around the actual Throne, but a few moments in Furnish Mode can change that. There are three rooms in the living quarters. A bathing room to the left offers a spot for a good, relaxing soak. The central chamber is the bedroom. To the right of the bedroom is the dining area. At first, you only have a cauldron for preparing soups and stews. (If you want to cook other dishes, that must be replaced.) There's also a barrel in here for brewing, so if you need to slake your thirst (or address the needs of the Drunkard Fatal Flaw), then draw a glass of whatever refreshes best.

Objects/Interactions

Cauldron: Cook, Warm Hands

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Cask: Brew, Serve Beverage

Bathtub: Take Bath

Judgment Zone

Take care not to offend your Monarch lest they sentence you to a punishment most severe. Minor kingdom infractions frequently result in imprisonment in the stocks. Worse behavior may get you thrown into the Pit of Judgment.

Unlocks: —

Aspect Capacity Increase: —

NPCs: Constable, Executioner



The Judgment Zone is where the final step of the law (which really only has two steps in your kingdom—the Monarch sentences and the sentence is carried out) takes place in your realm. It's not necessarily a place of fun and joy, although sinister Sims might get a charge out of seeing other people in misery, either locked in the stocks or standing on the plank overlooking the Pit of Judgment.

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What's the Pit? Only the home of a voracious beast with an insatiable appetite. Sure, it can be temporarily quieted with meat from a hunt, but the terror below would much rather dine on Sim flesh.



The Pit!

Floor Plan

First Floor



As an outdoor area, the Judgment Zone doesn't have any structures to speak of, but it certainly has some exciting central features. The best is, of course, the Pit of Judgment. Deep in the Pit exists a terrifying monster that's all tentacles and teeth—and that's just the part that lashes above the surface.

The Monarch can sentence Sims (and Heroes) she doesn't like to be food for the beast, but that's not necessarily a death sentence. Sims with a lot of luck or good combat skills can survive an encounter with the beast should it manage to pull them into the Pit. They may crawl out with serious wounds, but those can be patched up at the Clinic. If your Responsibility entails feeding the beast, either go for a hunt or stop by the Village Shoppe to get a nice slab of meat to bed the beast's appetite back down.

The kingdom's less-fatal punishment is being sentenced to the stocks. When arrested by the constable (or orders from the Monarch or for neglecting Responsibilities), Sims are marched over to the stocks. The constable locks up the Sim and they must endure the humiliation of just standing there with their heads and heads locked in individual holes. The stocks present multiple problems for Heroes. While in the stocks, not only are you losing precious time to take care of the present quest step, but you cannot address Needs. Negative buffs from Hunger or Energy are not uncommon while in the stocks, which can actually cause a snowball effect and really tank your Focus.

Another sad fact about the stocks: You are entertainment for other Sims. Sims can throw eggs or tomatoes at you while you are locked up, which just adds insult to injury. However, if your Hero has a bit of a mean streak, throwing produce at unfortunate Sims is actually a good time.



The first reality show

TIP

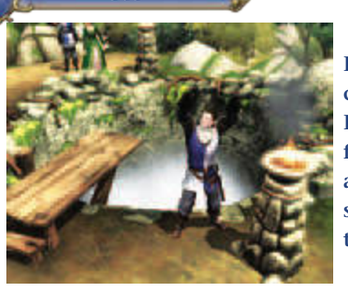
Spies can pick the locks on the stocks. Just make sure the constable or the Monarch isn't around. If caught, you're in serious trouble yourself.

Battle the Beast!



It may seem like jumping into the Pit is a bad move, but thrill-seekers and risk takers will discover the battling the beast can result in some great treasure. There is a chance that while in the Pit, you may discover one of two pieces of the Doom Sword, a nearly unbeatable weapon. The two pieces are the hilt and the blade. When both are found, they can be combined to create a Doom Sword.

TIP



Level affects the chance of survival. Level 10 Heroes, for example, will almost always survive a dive into the pit.

Objects/Interactions

Pit: Jump into Pit, Feed the Beast

Stocks: Place into Stocks, View, Throw

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Docks

Mapped routes through the water become important highways to distant lands. This promises healthy trade between nations and brings a plethora of new and rare goods to the kingdom.

Unlocks: —

Aspect Capacity Increase: —



Like the Throne Room, the Docks are already a presence in your kingdom when you first kick off a new Ambition. The Docks are very important to the success of your kingdom because here's where you launch voyages that expand the borders of the known world. Trade with other nations occurs through this busy port, too, making it an important stop for a Merchant with a mind for exports and imports.

Floor Plan

First Floor



There is only one main area to the Docks—the pier that extends out over the water's edge. The sandy beaches next the Docks are good for socializing (you will visit there often during your questing), but for the most part, you'll concentrate your attention on the huge galleon moored at the pier.

CAUTION

The ship itself cannot be explored. When a Hero boards it, you temporarily lose control of them while they are on a voyage of adventure or commerce.

Brownie Bites



Hey, does your Hero have the Whale Ate My Parents trait? Then they can go on exclusive whale hunts in the ship. First, they need to buy the Whaler's Whaleboat and Whaling Harpoon.



Then, click on the ship and choose the Whale Hunt interaction. And if the Hero's Focus is really high and the interaction is green, the chances of a successful whaling mission are high. When the Hero comes back, they'll have a bunch of whale meat in their inventory, including valuable choice cuts that work to create high-quality, Focus-building dishes.



Setting sail

Multiple quests require you board the ship and set sail for other lands. However, adventure-seeking Sims may also raise anchor and go out on patrols or adventures in the seas for fun. While sailing the briny blue, it's common to encounter little episodes like piracy or whaling opportunities. Decisions made during these episodes can affect your Sim's health and well-being. Maybe they'll come back with a bounty of whale meat. But if they're unlucky, they return to the Docks with a bummer of a trophy: injury.

Ocean Adventures

If you choose to set sail for adventure, there is a chance you may endure perilous events while at sea, such as encountering mermaids. You do not have direct control of your Hero, though, while you are out on the ship. So, you must instead choose from a pair of possible reactions to the event at the center of your little adventure. The chance of success increases with Focus and level.

Objects/Interactions

Ship: Use Map to Sail to, Go on Adventure, Patrol the High Seas

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Purchasable Buildings (Hero)

These buildings must be purchased with earned RP for them to be installed in your growing kingdom. These are the buildings that house player-controlled Heroes.

Barracks

The Barracks houses the military arm of the kingdom, and together with the Training Yard—which also comes with the Barracks—provides a place for Knights and other men-at-arms to train and hone their skills.

Unlocks: Knight Profession

Aspect Capacity Increase: +4 Security

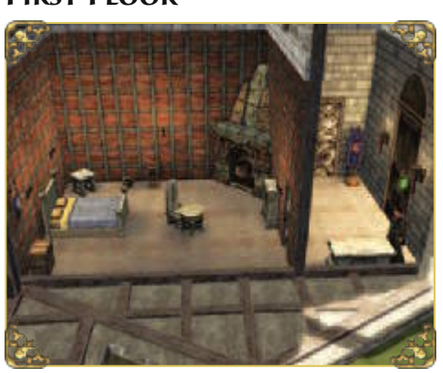


Knights call the Barracks home. When installed in the kingdom, the Barracks attach to the left of the Throne Room. This turret-shaped structure has two floors for the Knight to explore. The bottom floor is the Knight's living quarters, but it also offers a small foyer for receiving guests, such as foreign dignitaries or the constable. Upstairs, though, Knights have the tools for preparing for combat, both large-scale and intimate.

When you add the Barracks to your kingdom, the Training Yard is automatically placed out in the fields below the castle. The Training Yard perfectly complements the Barracks, as it provides ample space and equipment for training others in combat.

Floor Plan

First Floor



Though attached to the castle, the Knight doesn't require a flashy home. (Unless, of course, you want to further decorate the place in Furnish Mode.) The small foyer is a good spot to receive guests or just relax on a small bench. Just inside the entryway, though, are all the amenities a Knight needs for basic sustenance: a bed, a cauldron, and a pot to, well, do you know what in. The cauldron can be replaced by a spit or oven if you want to create other dishes. Considering that the Knight has naturally good hunting skills (provided he or she has a decent level of Focus), a fire to cook meat might be more appealing than a cauldron for stews and gruel.

Objects/Interactions

Cauldron: Cook, Warm Hands

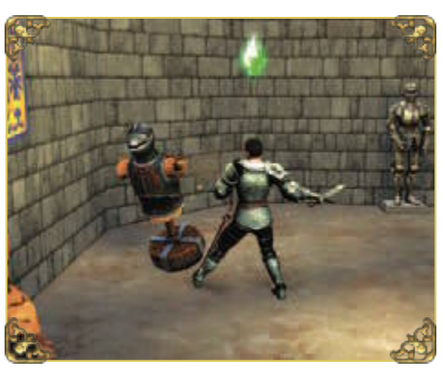
Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Second Floor



Upstairs from the basic living quarters, the Knight has room to expand operations, The default objects are a good start. There is a Training Dummy for practicing combat. If another Sim is present, the Knight can use the dummy to help them also hone their combat skills.



Get your sword on

Knights share the ability to use a Tactical Map with the Monarch, so they too have one in their home building. However, they cannot propose edicts like the king or queen. They can only use it for military strategizing and viewing the current political situation with neighboring kingdoms.

Objects/Interactions

Training Dummy: Practice, Train Someone

Tactical Map: View Political Situation, Practice Military Strategy

Cask: Brew, Serve Beverage

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Peteran Monastery

The modern-day Peteran church believes that all Sims have an equal connection with the Watcher and that no Sim is a manifestation of the Watcher himself.

Unlocks: Peteran Priest Profession

Aspect Capacity Increase: +1 Knowledge, +3 Culture

NPCs: Assistant



The humble Peteran Monastery sits in the shadow of the imperious Jacoban Cathedral. Here, Peteran priests meet with their congregation—and potential converts—to discuss the Watcher's relationship with the world and those who live in it. It is a peaceful church built on hope and reflection, standing in stark contrast to its bombastic neighboring faith. That calmer demeanor is reflected in the Peteran Priest who is pious without being self-righteous.

Floor Plan

First Floor



The Peteran Monastery offers small living quarters for the resident priest, but that's appropriate for the general demeanor of the Peteran faith. In the living quarters, the priest has a bed for rest, a cauldron for cooking meals, and an Archive that allows them to interact with the Watcher in a very personal way. At the table, Priests can simply study the Watcher by reading countless books written about the relationship between Sim and the deity. Or, they can choose to turn their quills over to the Watcher and hopefully allow the deity to write through them. Both activities earn the Priest valuable XP.



Inside the church are two rows of pews for the congregation to sit in and listen to the Priest speak at the appointed sermon time (designated by clicking on the podium and choosing an offered time slot). Depending on the theme and delivery of the sermon—insightful, humorous, solemn—the congregation may react in different ways. That reaction is typically tied to the amount of Simoles they contribute at the end of a successful sermon.



Hear me, Children of the Watcher

Because the church is such a well-trafficked spot, there are ample opportunities to socialize at the Monastery. Priests in particular have a crowd with at least interested hearts and minds, making it easier to pray with them and discuss the Watcher. Swayed Sims may even choose to join the faith right then and there. And should the Priest need to address a wider audience, the Evangelism Platform outside gives them a stage to proselytize and hopefully win over more converts.

Objects/Interactions

Scribe Table: Study Watcher, Writing with the Watcher

Podium: Set Sermon Time, Deliver Sermon

Cauldron: Cook, Warm Hands

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Evangelism Platform: Evangelize

Well

There are three wells in your kingdom. One is on the Peteran Monastery grounds. The other is located in the Town Square area of town, near the Smithy, Tavern, and Market. The third is in the Jacoban Church. The well has a few interactions on it. The Draw Water interaction pulls a bucket of water from the well. Drinking it gives you a positive Fresh Water buff. However, there are only a limited number of buckets in a well each day. Mousing over the well reveals the remaining buckets. Getting some well water is an easy buff, so be sure to go for it. However, note that drawing water is not a sure thing. The better your Focus, the better chance of pulling out water.



Heroes can also Make a Wish on a well. This costs Simoles—between 5 and 20. Doing so randomly gives you a Focus buff, which can be positive or negative.

The Listen to Echo interaction is a fun little activity. Your Hero bends an ear and listens to the well. If your kingdom has high Knowledge, your Hero gets the Pleasantly Delighted buff. That's an easy +10. However, if Knowledge is low, listening can confuse a Hero and ding them with a -10 Befuddlement buff.

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Well (continued)

Some Heroes can actually place stuff in the well. The Physician can drop medicine into the well, which helps fight sickness. The Spy can poison the water. Priests can bless the water, meaning anybody that drinks it that day gets a positive buff. Wizards can replenish drawn well water by casting Overflow on it.

Jacoban Cathedral

The modern-day Jacoban church believes that a particular Sim is the current manifestation of the Watcher. This Sim is known as the Proxy and is, for all intents and purposes, the head of the church. The Proxy can issue decrees that are understood to be the wishes of the Watcher himself. The Jacoban church is very large and very wealthy. As early worshippers and contributors to the church were usually members of the royalty and elite, the church was able to invest in itself and build a large presence in the world. The biggest threat to the practical functioning of the church itself is losing a large portion of its membership, who provide a good portion of the donation income to keep up the church's buildings and workers.

Unlocks: Jacoban Priest Profession

Aspect Capacity Increase: +1 Security, +3 Culture

NPCs: Assistant



The Jacoban church uses fear of the Watcher to both gain converts and keep them within the flock. The imposing Cathedral pokes high into the skies above the kingdom, asserting its dominance over the rival Peteran faith. But don't let its in-your-face nature dissuade you from placing the Cathedral in your kingdom. Not only is the church truly beautiful (the stained glass windows are glorious), but there is something to be said for a faith with confidence. Plus, adding the Cathedral allows you to install a Jacoban Priest, which opens up even more quest opportunities.

Floor Plan

First Floor



The Jacoban Cathedral only has a single story. The empty space above the main floor is designed to inspire smallness in the congregation, smallness before the Watcher and the Watcher's proxy. The main hall of the Cathedral hosts several pews for the congregation to socialize and watch the Priest give a sermon at an appointed time. Sermons can range from quiet to loud.



Fire and brimstone

The more brimstone the Priest uses, the more fear the congregation feels. Ultimately, this can prove a turn-off, but if maintained at just the right level, a wonderfully fearful audience can be convinced into dumping a few extra Simoles into the collection box.

NOTE

Next to the podium, the Priest can use the table to write religious documents for XP.

Outside the Cathedral are artful grounds for mingling with the congregation or curious Sims that have yet to convert. Perhaps a good dose of fiery rhetoric about sin can convince them of the error of their ways? The proclamation board in the front of the Cathedral (opposite of the Messenger Box) is where the Priest posts proclamations designed to further frighten Sims into absolution—and tithing.

The Priest also has some cozy digs for down time, which include a bed for resting and a cauldron for cooking. If you cannot imagine the face of the Jacoban church in your kingdom dining on gruel, you can always replace the cauldron with a spit for cooked meat.

Objects/Interactions

Scribe Table: Write Religious Documents

Podium: Set Sermon Time, Deliver Sermon, Absolve Sin

Messenger Box: Send Letter, Invite Sim Over, Invite Sim to Location

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Proclamation Board: Post Proclamation
Cauldron: Cook, Warm Hands
Bed: Sleep, Nap, Relax
Wardrobe: Change Outfit, Plan Outfit

Wizard's Tower

A Wizard uses powers of observation and deals with forces mysterious and unsavory to others in order to produce results. Wizards are highly educated and specialize in alchemy, mathematics, astrology, obscure knowledge, dark spirits, and foreseeing the future.

Unlocks: Wizard Profession
Aspect Capacity Increase: +4 Knowledge



Wizards—at least, experienced Wizards—are powerful Heroes. Able to bend the laws of the universe to their will through the use of magic, Wizards are capable of the unimaginable. And so they require a home befitting their mystical nature. The Wizard's Tower that darts above the shoreline (and shares real estate space with the neighboring Clinic), is a classic addition to any kingdom. Once purchased, not only do you have a Wizard to finally call your own, but also a building already full of the equipment and objects the magician needs to pull off frightening spells and cook up powerful potions.

Floor Plan

First Floor



Upon entry to the Wizard's Tower, you have immediate access to some of the most important tools of the trade for a Wizard. The Arcane Tome is the central feature, complete with magical tome and crystal ball. The Wizard can use the crystal ball for scrying, the mystic art of seeing the unseen as well as looking into the future. The Arcane Tome, on the other hand, allows the Wizard to study and prepare spells. The Study interaction reveals the spells available to the Wizard at its current level and the runes needed to complete preparation. Mixing the required runes prepares the spell and, if successful (Focus matters here), the Wizard can then use the spell around the kingdom.



Preparing a spell

Along the left wall is the Crafting Table. Wizards can brew up some rather potent potions here. Like spells, Wizards learn more potion recipes as they advance in level. Stocking the table with ingredients like herbs empties them out of the Wizard's personal inventory and makes them handier to use when it's time to stir, shake, and serve up a magical cocktail.

Objects/Interactions

Arcane Tome: Prepare Spell, Study Spell, Scry
Crafting Table: Craft Item, Stock

Second Floor



The second floor of the tower is domestic. Up here, the Wizard can lounge in a bath, which will help with Focus. Increased Focus almost always improves the chances of success when making potions and preparing magic spells. And because practicing magic can really work up an appetite, there is a cauldron on the second floor for preparing soups. By all means, replace it with an oven or spit if you feel your Wizard would think better with a mouthful of roasted bear meat.

Chance Encounters



Notice anything missing? There's no bed! That's because Wizards replenish their Energy not through sleep, but Meditation. Use the interaction on the Wizard just as if you were picking out an outfit. The Wizard then goes into a trance and slowly regains Energy.

Objects/Interactions

Cauldron: Cook, Warm Hands
Wardrobe: Change Outfit, Plan Outfit
Bathtub: Take Bath

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Third Floor



The top floor is designed more for introspection. Here, the Wizard can use the table to research magic, which is a good source of XP.

Objects/Interactions

Archive: Research

Bookshelf: View, Read, Open Bookshelf, Browse

Clinic

The most common surgical procedure is bloodletting, a practice involving leeches believed to be essential for health and balance. Because the use of anaesthetics is costly, most Sims suffer the pain of an operation with only a plank of wood to bite down on or spirits to dull the senses.

Unlocks: Physician Profession

Aspect Capacity Increase: +4 Well-Being

NPCs: Nurse



The Clinic is the sister building to the Wizard's Tower, as they are adjoined once both have been installed in the kingdom. Together, they overlook the sea next to the Docks and provide a beacon of science, magic, and imagination for the kingdom. The placement of the Clinic unlocks the Physician, the Hero with the power to heal—especially if his or her Focus is properly maintained.

Floor Plan

First Floor



The Clinic comes stocked with all the equipment necessary for the Physician to practice the medicine trade. When first entering the building, the waiting room is nicely decorated with charts, books, and an Archive. At the desk, the Physician can sit and go over medical journals and logs to bank XP and aid in the leveling up of the Hero, which in turn betters the ability to diagnose and treat wounds or sicknesses.



Stick out your tongue

However, the next room over is where the Physician can really get to work. The Operating Table sits in the center of the room, waiting for its victims—er, patients. When a patient is ushered to the table, they dress in an operating gown and lie back for the procedure. There are many ways to treat a patient with the Operating Table, such as the use of leeches to draw blood. However, should a more invasive procedure be needed, anaesthetics can also be dispensed with the table.



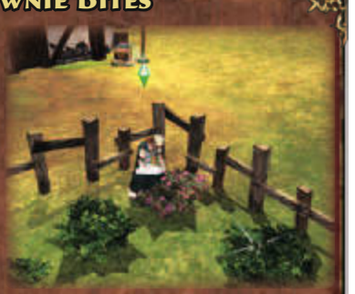
This may hurt a little

The Physician also deals in ingested cures, so there is a Crafting Table on hand for the mixing and preparation of such salves and ointments. Stock the table with herbs and other ingredients to have them handy and then use recipes acquired or learned through leveling to create the antidote for whatever ails the patient.

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Brownie Bites



The Physician's reliance on herbs to create ointments and elixirs could get spendy after a while. Thankfully, when the Clinic is installed, it comes with an herb garden just out front. Harvest the herbs to build up stock on the cheap! Just be warned: You won't always grow exactly what's needed for every potion. Sometimes you have to explore or go shopping. Use the collectibles map at the end of this chapter to see where you will find not just herbs, but minerals and fish around the kingdom.

Objects/Interactions

Archive: Research

Operating Table: Treat Sim for Sickness, Treat Sim for Injury, Add Ingredients

Crafting Table: Craft Item, Stock

Mailbox: Send Letter, Invite Sim Over, Invite Sim to Location

Second Floor



The Physician's living quarters are just upstairs from the office and operating room. The quarters provide the essentials needed for daily life, such as a cauldron for cooking simple meals and recipes and a bed for sleeping. Because Focus is important to a Physician (and all Heroes, really), the installation of a bath might not hurt for a quick Focus fix.

Objects/Interactions

Cauldron: Cook, Warm Hands

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Tavern

The favorite adult recreation of the village is undoubtedly drinking. A great Bard is usually present in the Tavern to enlighten and entertain the common folk with their songs and verses to honor heroic achievements.

Unlocks: Bard Profession

Aspect Capacity Increase: +1 Well-Being, +2 Culture, +2 Knowledge

NPCs: Barkeep



All the world may be a stage, but the only one that really matters for you is the Tavern. This is the initial playground of the Bard, a Hero dedicated to the art of entertainment. New Bards have limited capabilities in song, poetry, and play writing. But over time, experience and practice give way to an expanded creative catalog. Of course, one of the best ways to widen the Bard's horizons is to send them out into the realm to gather inspiration which can then be funneled into their work.

Floor Plan

First Floor



The ground floor of the Tavern provides a stage for the Bard to use in performance, whether it's a musical number on the lute, the recitation of a poem, or the debut of a newly minted play. Tables surround the stage, allowing the audience to gaze upon the Bard's work if so desired. Fortunately, the Tavern is commonly busy thanks to the desire to socialize (and socialize with a drink) by many of the Sims in the kingdom. This offers easy access to inspiration by speaking with the Tavern's patrons.



Sing us a song

The means to produce food and drink are also available on the first story of the Tavern. There is a bubbling cauldron in the corner behind the stage. Two barrels are propped up behind the bar. Both casks are full of drink when you first install the Tavern; however, you may need to spend some Simoles at a later date to refill spent stocks.

Objects/Interactions

Stage: Play Lute, Perform Play

Cauldron: Cook, Warm Hands

Cask: Brew, Serve Beverage

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Second Floor



The Bard enjoys a small loft apartment above the main floor of the Tavern. Up here, the Bard can use a bed for resting.



Passionate about poetry

However, Bards are likely to spend a decent amount of time at the Archive working on new poems and plays. Once enough inspiration has been gathered by talking to fellow citizens, admiring the scenery, or going on adventures, this desk (or any other you install) is where the magic happens.

Objects/Interactions

Scribe Table: Write Play, Write Poem

Bed: Sleep, Nap, Relax

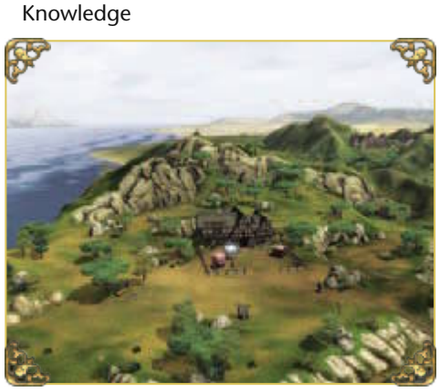
Wardrobe: Change Outfit, Plan Outfit

Market

Master Merchants control the trade in town. The guild regulates prices, quality, weights and measures, and business practices. Markets are noisy, raucous affairs where anything can be found for the right price.

Unlocks: Merchant Profession

Aspect Capacity Increase: +2 Well-Being, +1 Culture, +2 Knowledge



The Market is the center of commerce in the kingdom. The Merchant Hero oversees this building, which comes complete with a trio of Market Stalls that can be stocked with gear and trinkets, and then opened up for business. There is a lot of foot traffic in the Town Square sector of the kingdom, which will often results in healthy sales if the Merchant does a good job working the crowd. And when business hours are over, there's a nice loft for relaxing and reflecting on the day's dealings.

Floor Plan

First Floor



The main features of the Market are the three stalls in front of the building. These stalls are empty when you initially purchase the Market, though. It's up to you to stock them with goods to sell, which can be acquired from the Village Shoppe, importing/exporting with neighboring territories, or other crafters.



Open for business

Of course, just opening a stall for business isn't enough to make the Simoles flow like honey. No, the Merchant must really gladhand with the Sims around the Market, buttering them up, hustling them over deals, or even bribing them into making a purchase.

Objects/Interactions

Market Stall: Open for Business, Check Merchandise

Scribe Table: Balance the Books

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Second Floor



Above the Market is the Merchant's quarters. The small living area provides the essentials, such as a cauldron for cooking and a bed for sleeping. Feel free to upgrade any of the furnishings up here with new objects that may increase comfort or food prep options.

Objects/Interactions

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Cauldron: Cook, Warm Hands

Smithy

The Smithy is a workshop where all manner of tools, weapons, and armor are manufactured.

Unlocks: Blacksmith Profession

Aspect Capacity Increase: +3 Security

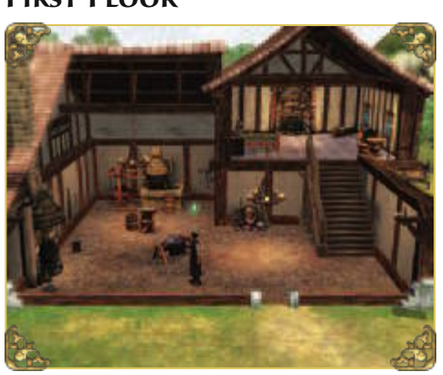
NPCs: Assistant



Situated near the Tavern and the Market, the Smithy is the building that houses the Blacksmith. This Hero is capable of forging metals into useful objects, including weapons and armor. The Blacksmith makes up a critical component of the financial ecosystem in the kingdom, as not only is this the only Sim that can craft such goods, but he or she can also sell them at an onsite Market Stall.

Floor Plan

First Floor



The main floor of the Smithy is where the Hero sets about doing all the necessary work to craft new objects. Alternating between the Forge and the Anvil, the Blacksmith heats and hammers metal until it is pliable enough to fashion into desired objects. Quests that center on the Blacksmith often require the Hero to hunker down and make use of the installed equipment.



Stoking the flames

The Forge is where the Blacksmith heats the metal. After placing coal into the Forge (if you run out, the fires go down), stoking the flames and rotating the metal above the coals raises its temperature. Before the metal gets too hot and completely melts, switch over to the Anvil to beat it into shape. As the metal cools outside the Forge, it becomes harder to manipulate, so it's back to the coals for more heat. If the cycle is completed without mishap, the resulting object is then added to the Hero's inventory. Of course, the ease of the object and the level of the Blacksmith affect the overall quality of the finished product.



Hammer tyme!

Completed items can be used in quests, given to other Sims, or sold in the Market Stall just outside the Smithy. This stall works exactly like those at the Market building. Stock the stall with goods and then open it up for business. The Blacksmith, though, does not have the same business acumen as the Merchant, so there's no hustling or bribing of customers.

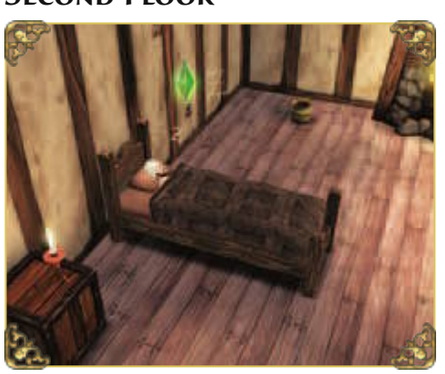
Objects/Interactions

Forge: Stock with Coal, Check Inventory, Forge

Anvil: Hammer

Market Stall: Open for Business, Check Merchandise

Second Floor



The second floor of the Smithy is where the Blacksmith lives when not working or on a quest. The loft has everything a Hero needs to take care of the basics, including a bed and a cauldron.

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Objects/Interactions

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Cauldron: Cook, Warm Hands

Bathtub: Take Bath

Spy Quarters

Espionage is one of the oldest arts. Our great civilization needs an institution devoted solely to the security and preservation of our grand Monarchy. Our Spy will collect, analyze, and deliver critical strategic information.

Unlocks: Spy Profession

Aspect Capacity Increase: +4 Security



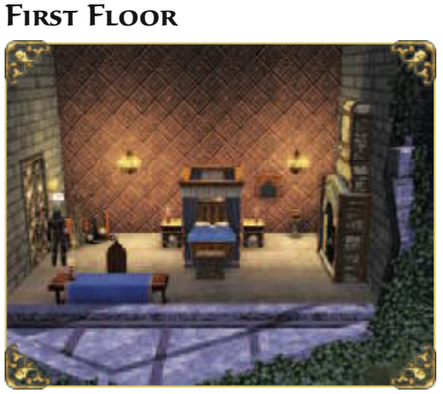
The Spy Quarters allows the creation of a new Hero, the Spy. The Spy is combat ready, but also has other fascinating skills, like the ability to pick locks, spike drinks and food with poison, and free Sims trapped in the stocks. The Spy Quarters is a two-story building that attaches to the Reception Hall once it has been erected. However, the Spy does have to walk through the Reception Hall to reach the Spy Quarters when directed to go home.

NOTE

You cannot place the Spy Quarters until you have the Reception Hall, which appears at 60 Renown.

Floor Plan

First Floor



The first floor of the Spy Quarters is very unassuming. It doesn't necessarily look like an agent of espionage lives here. However, the bed is definitely a step up from many found in other Hero buildings. This is a comfy, two-person bed instead of a lowly single. The living area also includes a wardrobe and a cauldron. Use the cauldron to prepare meals, and feel free to upgrade to other cooking objects.

Objects/Interactions

Bed: Sleep, Nap, Relax

Wardrobe: Change Outfit, Plan Outfit

Cauldron: Cook, Warm Hands, Warm Hands

Second Floor



Once upstairs from the living quarters, the Spy's building starts to look a little more appropriate for a master of stealth. Because a Spy must be good in combat, there's a Training Dummy for practicing weapons. Other Sims can be trained at this dummy, too, so if your Spy is social, they can lead students up here for a lesson in swashbuckling.



Poisonous potions

The nearby Crafting Table is where the Spy creates the poisons and potions used to practice their trade. The table can be stocked with herbs and other materials necessary for creating the currently available potions and salves. (Be sure to use the collectible map at the end of this chapter to discover likely spots for necessary herbs.) Finally, the Spy uses the Scribe Table to script secret missives that help in the advancement of levels by banking XP.

Objects/Interactions

Training Dummy: Practice, Train Someone

Crafting Table: Craft Item, Stock

Scribe Table: Write Secret Documents

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There are buildings you may purchase and install in your kingdom that do not house Heroes. These buildings contribute extra kingdom Aspect capacity. Some provide activities, too, such as the Kingball Court.

Watcher Pavilion

Much watching occurs at the Watcher Pavilion, so watch yourself!

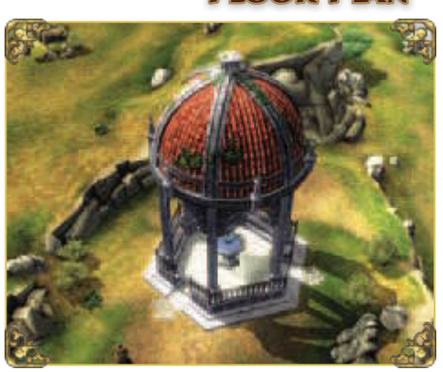
Unlocks: —

Aspect Capacity Increase: +2 Well-Being, +1 Culture, +1 Knowledge



The Watcher Pavilion is not accompanied by a Hero. Instead, this location is designed to offer Sims with faith a chance to bask in the glow of the Watcher. Plus, it's a good purchase to increase the Aspect capacity. If you see the loot of your quests trending toward Well-Being or Culture, adding the Watcher Pavilion will make sure any Aspect fulfillment won by successfully completing a quest does not go to waste.

Floor Plan



The beautiful Watcher Pavilion rests just below the rival churches of your kingdom, but is still out in the open so it may indeed be watched by the Watcher. There are no objects or activities to partake of at the pavilion, save for gazing upon the fountain beneath the ornate, domed ceiling. But what it lacks in functionality, it makes up for in aesthetics. Sure, it's great that it adds Aspect capacity to your kingdom, but there's no doubt that it creates a far more attractive realm once installed.

Objects/Interactions

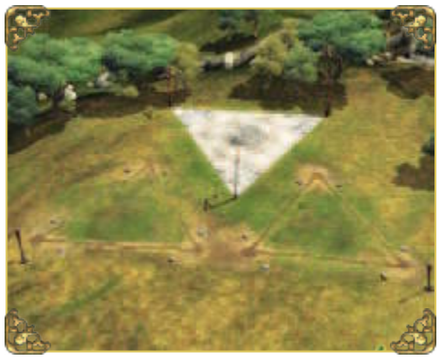
Fountain: View

Kingball Court

Got game?

Unlocks: —

Aspect Capacity Increase: +1 Well-Being, +1 Security, +2 Culture



Like the Lighthouse and Mill, the Kingball Court does not install a new Hero in the kingdom. Instead, it generates extra Aspect capacity, which is useful as you continue to quest and win Aspect boosts as loot.

Floor Plan



Kingball is one of the "hidden" skills that Sims and Heroes can develop. Playing Kingball is genuinely fun for Sims, which can go a long way to boost Focus.



Up for a game of Kingball?

Sims that get tired fast or just don't have the stamina to go the distance will grow exhausted by just practicing Kingball, much less actually playing a match against other Sims. Otherwise, don't overlook this location as an opportunity to blow off a little steam or enjoy some outdoor air. Just watch out for a ball to the face. That results in a nasty negative Focus buff.

TIP

Playing Kingball with other Sims provides a slight increase to LTR.

Objects/Interactions

Kingball Court: Practice Kingball, Play Kingball

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Mill

Windmills and watermills are a common system for milling grains. Water moving downstream powers the large wheel on the watermill, while air obviously rotates the wheels on the windmills.

Unlocks: —

Aspect Capacity Increase: +3 Well-Being, +1 Knowledge



The Mills installed next to the river do not provide a new Hero, nor are there any objects onsite for Sims to interact with on their daily travels. The prime purpose of this building is to increase the kingdom Aspects, particularly the Well-Being of the realm. However, there is a certain aesthetic improvement of the kingdom when these are attached. The rustic look of a windmill, rotating as a breeze rolls over the kingdom, is always a pleasant sight.

Lighthouse

A rather curious-looking building, the lighthouse is located on the most easterly point of the kingdom. The tower has an internal light that acts as a beacon for passing ships.

Unlocks: —

Aspect Capacity Increase: +2 Security, +1 Culture, +1 Knowledge



The Lighthouse is another structure that does not contribute a Hero to the kingdom. But it does bump the Security, Culture, and Knowledge Aspect capacities of the kingdom, which is worth quite a bit as you build up your questing career. Plus, it a nice visual to accompany the Docks. Though your ship will never crash upon the rocks without it, it does complete an already pretty picture.

Non-Purchasable Buildings & Locations

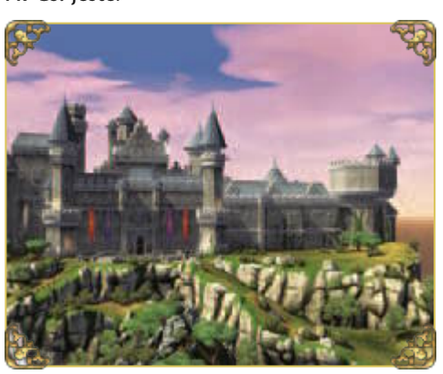
Reception Hall

The position of court jester can be dangerous. While they're allowed more freedom with their opinions, they also risk incurring the Monarch's wrath if they fail to entertain.

Unlocks: —

Aspect Capacity Increase: —

NPCs: Jester



After you gain 60 Renown, the Reception Hall is automatically installed next to the Throne Room, between the Throne Room and the Spy Quarters. The Reception Hall is another place for citizens and dignitaries visiting the castle. The cavernous chamber is full of seating for many guests, making it an ideal place to host company.

Floor Plan

After you complete some early quests, the Reception Hall is automatically installed on the castle, between the Throne Room and the Spy Quarters. In addition to the huge hall for guests and visitors, there is an adjacent kitchen for preparing meals. The kitchen is equipped with both a cauldron and an oven for different recipes. If you need to brew drinks, there are casks out in the main hall.





The wandering jester

Objects/Interactions

Cauldron: Cook, Warm Hands

Oven: Cook

Cask: Brew, Serve Drinks

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Other Locations

The following locations are non-purchasable and do not contribute Aspect capacity, but have useful functions in the daily operations of your kingdom. The only location in this list that is not available at the start of a new kingdom is the Training Yard, which does not appear until you install the Barracks.

Forest



Nestled betwixt the locations for the Barracks and the Peteran Monastery is the forest. In several quests, the glade in front of the forest is a meeting spot you will frequent to speak with bandits, brigands, and revolutionaries. Now, while there are no objects in the glade that you can really interact with, clicking on the dense line of trees themselves reveals a few actions.

Hunting

Heroes may go hunting in the forest for meat, which includes bears, boars, fowl, and more. (There is even a magical unicorn in the forest that you might encounter. It's meat is extremely valuable and makes for a very tasty, Focus-boosting dish. However, you are killing a rare unicorn, so you'll have that on your conscience.)



Going on a hunt

As mentioned in the Focus section of Simology, the success of a Hunt is partially dependent on your positive buffs. If you have high Focus, the chances of a successful hunt increase. Equipment also factors into success. Your Hero's default sword may be good enough in some cases to bring down some milder meat, but chances of emerging from the forest without sustaining any injuries and a rich stock of meat goes up with the quality of your equipped sword and armor.

NOTE

You have no direct control over your Hero while they are on a hunt. However, you may be asked to choose an action if confronted with something particularly fierce.

Go on Adventure

Some Heroes love adventure (such as those with the Adventurous trait), and can wander into the forest with an eye for thrills. You don't have direct control of your Hero while he or she embarks on one of these little adventures. In some cases, they may come back out of the forest after a few hours without incident. However, there are occasions when they will find excitement. Then, you must choose their action and hope for the best. The higher your Hero's skill and the better their equipment, the greater their chance for success in events involving combat. If they are victorious, they typically get a positive Focus buff and some XP.

Chance Encounters



Don't be afraid of adventure in the forest or along the road to the Village Shoppe. Yes, there is a chance for injury or negative Focus. But not only can you score XP and positive buffs, there is a chance you might win a book that teaches the Blacksmith a new metalworking recipe!

Training Yard



The Training Yard is added to your kingdom as soon as you install the Barracks. The Training Yard does not cost any extra RP, nor does it add another Hero to your kingdom. The Training Yard is primarily used for combat preparation. There are several Training Dummies down at the yard that you can use for your own purposes or help another Sim practice their bladework.



Combat preparations

From time to time, you may note heavy traffic at the Training Yard, meaning it presents some good socialization opportunities. Chances are, too, that the Sims you find around there either enjoy watching swashbucklers or already have a taste for combat themselves—instant common ground!

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Village Shoppe

Just beyond the borders of your kingdom lies a small, bucolic Village. You'll notice many Sims in your kingdom coming and going from the Village, walking along the main road that extends through the heart of your kingdom. The reason for some much activity? The Village Shoppe. This retail destination is an excellent place to gather supplies. Sure, you might be able to find some of them for free by searching your kingdom (meat, herbs, minerals), but there are also items like ink and spices that cannot be pulled out of the ground or from the forest.

To visit the Village Shoppe, click on the Village and select the Village Shoppe interaction. Once your Hero leaves the borders of your kingdom, you no longer have direct control over them. The Village appears in your action queue. When the meter beneath the action is half full, the shopping screen appears and you can select your desired wares.



Buying goods

To purchase goods, click on them in the left pane. This adds one of that item to your shopping cart. Repeat clicks add additional quantities of that same item; however, you are limited to the stock on hand in the Village Shoppe. (Don't worry about completely buying the Village Shoppe out. Stocks are replenished on a regular basis.) You may sort the shop inventory by category—All, Food, Items—as well as click on the column headers in the shop to shuffle the order of appearance. For example, clicking the Simole header sorts the inventory from highest to lowest or vice-versa.

CAUTION

You cannot go into debt at the Village Shoppe. You are limited by the amount of Simoles in your kingdom's account.

After you complete your purchases, your Hero returns to the kingdom. The purchases remain in their personal inventory until stored elsewhere or given to another Sim. Your Hero then walks back to the kingdom and the shopping trip is over.

TIP

You can also generate Simoles by selling items to the Village Shoppe from your personal inventory. However, it is much easier to sell items by dragging them into the sell window directly next to your Sim's personal inventory in Live Mode.

On the way to the Village Shoppe, you may also run into trouble, shown as an event. The higher your Hero's skill and the better their equipment, the greater their chance for success in events involving combat. If they are victorious, they typically get a positive Focus buff and some XP.

Brownie Bites

Visiting the Village Shoppe can really eat a major chunk of time out of your day—up to three or more hours depending on your Hero's distance from the village. If you are busy on a quest, spending extra time at the Village Shoppe while you are battling negative Focus buffs can really damage quest progress. However, there are alternatives. You can always look around your kingdom for goods, like fishing in the stream or collecting herbs. Other Heroes in the kingdom can craft goods, such as weapons and potions.



And, well, you can always have a child that can do the shopping for you. As you saw back in the Simology chapter, one of the big benefits of getting pregnant and surviving babyhood is a dutiful child that will go to the Village Shoppe on your behalf. That's a huge time-saver that cannot be overlooked.

Use this inventory chart to see what's available in the Village Shoppe.

Food	
Food	Simoles
Apple	5
Barley	18
Cabbage	2
Cheese	26
Egg	12
Grapes	14
Honey	42
Mushroom	15

Food	
Food	Simoles
Onion	4
Potato	13
Spices	54
Turnip	6
Wheat	5
Eel	26
Herring	9
Rainbow Trout	10

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Food	
Food	Simoles
Salmon	50
Swordfish	64
Tench	10
Turbot	32
Bear Meat	75
Boar Meat	100

Food	
Food	Simoles
Fowl Meat	15
Frog	45
Pigeon	5
Rabbit Meat	35
Venison	65

Items		
Item	Simoles	Kingdom Requirements
Adamantle	35	
Azurite	24	
Belladonna	12	
Bloodmoss	4	
Broom	5	
Eaglewood	14	
Electrum	20	
Ferrous	10	
Grassweed	6	
Ink Bottle	10	
Lordleaf	14	
Leech	2	
Lesser Charm Potion	60	
Nightshade	16	
Phosphorus	7	
Potion of Energy	200	
Sagewort	10	
Seeds	2	
Strong Health Salve	150	
Valoroot	10	
Weak Health Salve	50	
Weak Curative Tonic	50	

Items		
Item	Simoles	Kingdom Requirements
Watched Water	200	Jacoban Cathedral, High Culture
Gastrobury Map	1,500	
Effenmont Map	200	
Crafthole Energy Potion	250	Crafthole loyalty
Whaling Boat	800	
Whaling Harpoon	100	

Equipment		
Equipment	Simoles	Kingdom Requirements
Untempered Longsword	50	
Steel Longsword	200	
Embossed Longsword	500	
Crude Plate Mail	50	
Bear Hide Armor	150	
Plate Mail	100	
Steel Plate Mail	250	
Knight's Plate	500	
Forest Wizard Staff	100	
Staff of the Watcher	750	Low Knowledge
Staff of Indeterminate Evil	1,100	High Knowledge
Rustic Paddle	50	
Bronze Paddle	100	
Peasant Lute	150	
Sturdy Lute	675	
Carved Lute	1,000	
Jeweled Lute (Evil)	1,950	Low Culture
Jeweled Lute (Watcher)	3,500	High Culture
Elegant Long Sword	1,000	
Crudium Hammer	25	
Ferrous Hammer	200	

Collectibles

The Watcher has truly smiled upon your kingdom, blessing it with a bounty of natural resources. Your Heroes can pluck treasures right from the ground or the water, such as valuable Mana Stones and Lordleaf herbs. All you need to do to gather up these precious resources is slow down and inspect your Heroes' surroundings. That gray rock pile may indeed contain a rich vein of Mithral, useful for crafting quality equipment. Your Spy or Wizard will make excellent use of the herbs pulled from bushes and shrubs, such as Blood Moss and Angelweed. And if you want to create some delicious dishes with fish, you can save serious Simoles by dropping a hook in the water and reeling in the catch of the day.

This section details all the collectibles your Heroes can find around the kingdom, including full maps of where you are most likely to find them.

CAUTION

Certain types of gathering is restricted to specific professions. For example, only the Blacksmith and Wizard can mine for minerals. Physicians, Wizards, and Spies can gather herbs.



Gathering is not an exact science, though. You will not find precisely the same things in the same spots every day. Many collectible locations marked on these maps indicate the collections from which the actual resource is pulled. For example, let's say an herb collection contains Wildflowers, Blood Moss, and Seeds. When you collect the plants, you may only find Wildflowers and Blood Moss—no Seeds. However, after a "cooldown period" (in which the collectible is naturally restocked), there's a good chance you will pull a different combination of herbs from collection in the same spot. And, it's also likely that you will harvest different amounts of collectibles from the same spots with every visit.

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Gathering

You do not require any special equipment to harvest any of the collectibles. All you must do to collect land-based resources is left-click on the collectible location (grass or rock) and choose Discover. Then, choose Collect. However, the quantity and quality of your harvested collectible is partially affected by your current Focus level. The more Focused you are, the better your returns. When you want to fish, you just need to click on the water and select Fish from the interaction menu.

Chance Encounters



Gathering is actually a good way to generate a secondary line of income for your Heroes. The majority of your Simoles are banked from finishing quests, but check out the sell-back values of collectibles such as Mana Stones. 130 Simoles per Mana Stone! If you sell back five of them, you've just scored 650 Simoles.

Herbs

Herbs and plants are useful in the creation of potions, poisons, and medicine. That's why only the Physician, Spy, and Wizard are able to gather herbs besides Wildflowers. (Any Hero can harvest Wildflowers.) Harvested herbs are placed in personal inventories, ready to be sold for Simoles or stocked in crafting tables for the creation of special items.



Gathering herbs is really quite simple. Look for the dark green bushes around your kingdom. Then, left-click on them and select Discover. This prompts your Hero to inspect the bush to see if it indeed contains valuable herbs. If it does, the bush transforms into a collection of the actual herbs. Now, you can click on the herbs and choose Collect.

TIP

The Wizard's Growth spell increases the rate of growing herbs and plants. This is major boon for gathers trying to sell for profit or collect enough raw materials for crafting.

Color Key	Possible Herbs Found
Orange	Common Collection Wildflowers 1, Common Collection Wildflowers 2, Common Collection Wildflowers 3
Black	Common Collection Nightshade 1, Common Collection Nightshade 2, Common Collection Nightshade 3
Purple	Common Collection Belladonna 1, Common Collection Belladonna 2, Common Collection Belladonna 3
White	Common Collection Valoroot 1, Common Collection Valoroot 2, Common Collection Valoroot 3
Yellow	Common Collection Eaglewood 1, Common Collection Eaglewood 2, Common Collection Eaglewood 3
Green	Common Collection Sagewort 1, Common Collection Sagewort 2, Common Collection Sagewort 3
Red	Common Collection Lordleaf 1, Common Collection Lordleaf 2, Common Collection Lordleaf 3
Pink	Common Collection Angelweed 1, Common Collection Angelweed 2, Common Collection Angelweed 3

Herb Collections	Herbs in Collection
Common Collection 1	Blood Moss, Seeds, Grassweed
Common Collection 2	Grassweed, Grassweed, Seeds
Common Collection 3	Grassweed, Grassweed, Blood Moss
Common Collection 4	Seeds, Seeds, Grassweed
Common Collection 5	Seeds, Seeds, Blood Moss
Common Collection 6	Blood Moss, Blood Moss, Seeds
Common Collection 7	Blood Moss, Blood Moss, Grassweed
Common Collection Angelweed 1	Angelweed, Seeds
Common Collection Angelweed 2	Angelweed, Blood Moss
Common Collection Angelweed 3	Angelweed, Grassweed
Common Collection Belladonna 1	Belladonna, Seeds, Blood Moss
Common Collection Belladonna 2	Belladonna, Grassweed, Seeds
Common Collection Belladonna 3	Belladonna, Blood Moss, Grassweed
Common Collection Nightshade 1	Nightshade, Seeds, Blood Moss
Common Collection Nightshade 2	Nightshade, Grassweed, Seeds
Common Collection Nightshade 3	Nightshade, Blood Moss, Grassweed
Common Collection Valoroot 1	Valoroot, Seeds, Blood Moss
Common Collection Valoroot 2	Valoroot, Grassweed, Seeds
Common Collection Valoroot 3	Valoroot, Blood Moss, Grassweed
Common Collection Eaglewood 1	Eaglewood, Seeds, Blood Moss
Common Collection Eaglewood 2	Eaglewood, Grassweed, Seeds
Common Collection Eaglewood 3	Eaglewood, Blood Moss, Grassweed

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Herb Collections	Herbs in Collection
Common Collection Sagewort 1	Sagewort, Seeds, Blood Moss
Common Collection Sagewort 2	Sagewort, Grassweed, Seeds
Common Collection Sagewort 3	Sagewort, Blood Moss, Grassweed
Common Collection Lordleaf 1	Lordleaf, Seeds, Blood Moss
Common Collection Lordleaf 2	Lordleaf, Grassweed, Seeds
Common Collection Lordleaf 3	Lordleaf, Blood Moss, Grassweed
Common Collection Wildflowers 1	Wildflowers, Seeds, Blood Moss
Common Collection Wildflowers 2	Wildflowers, Grassweed, Seeds
Common Collection Wildflowers 3	Wildflowers, Blood Moss, Grassweed
Wildflowers Collection 1	Wildflowers, Wildflowers, Blood Moss, Seeds
Wildflowers Collection 2	Wildflowers, Wildflowers, Grassweed, Blood Moss
Wildflowers Collection 3	Wildflowers, Wildflowers, Seeds, Grassweed
Wildflowers Collection 4	Wildflowers, Wildflowers, Grassweed, Grassweed
Wildflowers Collection 5	Wildflowers, Wildflowers, Seeds, Seeds

Herb Collections	Herbs in Collection
Wildflowers Collection 6	Wildflowers, Wildflowers, Blood Moss, Blood Moss
Wildflowers Collection 7	Wildflowers, Wildflowers, Wildflowers
Angelweed Collection 1	Angelweed, Angelweed, Blood Moss, Seeds
Angelweed Collection 2	Angelweed, Angelweed, Grassweed, Blood Moss
Angelweed Collection 3	Angelweed, Angelweed, Seeds, Grassweed
Angelweed Collection 4	Angelweed, Angelweed, Grassweed, Grassweed
Angelweed Collection 5	Angelweed, Angelweed, Seeds, Seeds
Angelweed Collection 6	Angelweed, Angelweed, Blood Moss, Blood Moss
Angelweed Collection 7	Angelweed, Angelweed, Angelweed
Belladonna Collection 1	Belladonna, Belladonna, Blood Moss, Seeds
Belladonna Collection 2	Belladonna, Belladonna, Grassweed, Blood Moss
Belladonna Collection 3	Belladonna, Belladonna, Seeds, Grassweed
Belladonna Collection 4	Belladonna, Belladonna, Grassweed, Grassweed
Belladonna Collection 5	Belladonna, Belladonna, Seeds, Seeds
Belladonna Collection 6	Belladonna, Belladonna, Blood Moss, Blood Moss
Belladonna Collection 7	Belladonna, Belladonna, Belladonna

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Herb Collections	Herbs in Collection
Nightshade Collection 1	Nightshade, Nightshade, Blood Moss, Seeds
Nightshade Collection 2	Nightshade, Nightshade, Grassweed, Blood Moss
Nightshade Collection 3	Nightshade, Nightshade, Seeds, Grassweed
Nightshade Collection 4	Nightshade, Nightshade, Grassweed, Grassweed
Nightshade Collection 5	Nightshade, Nightshade, Seeds, Seeds
Nightshade Collection 6	Nightshade, Nightshade, Blood Moss, Blood Moss
Nightshade Collection 7	Nightshade, Nightshade, Nightshade
Valoroot Collection 1	Valoroot, Valoroot, Blood Moss, Seeds
Valoroot Collection 2	Valoroot, Valoroot, Grassweed, Blood Moss
Valoroot Collection 3	Valoroot, Valoroot, Seeds, Grassweed
Valoroot Collection 4	Valoroot, Valoroot, Grassweed, Grassweed
Valoroot Collection 5	Valoroot, Valoroot, Seeds, Seeds
Valoroot Collection 6	Valoroot, Valoroot, Blood Moss, Blood Moss
Valoroot Collection 7	Valoroot, Valoroot, Valoroot
Eaglewood Collection 1	Eaglewood, Eaglewood, Blood Moss, Seeds
Eaglewood Collection 2	Eaglewood, Eaglewood, Grassweed, Blood Moss
Eaglewood Collection 3	Eaglewood, Eaglewood, Seeds, Grassweed
Eaglewood Collection 4	Eaglewood, Eaglewood, Grassweed, Grassweed
Eaglewood Collection 5	Eaglewood, Eaglewood, Seeds, Seeds
Eaglewood Collection 6	Eaglewood, Eaglewood, Blood Moss, Blood Moss
Eaglewood Collection 7	Eaglewood, Eaglewood, Eaglewood
Sagewort Collection 1	Sagewort, Sagewort, Blood Moss, Seeds
Sagewort Collection 2	Sagewort, Sagewort, Grassweed, Blood Moss
Sagewort Collection 3	Sagewort, Sagewort, Seeds, Grassweed
Sagewort Collection 4	Sagewort, Sagewort, Grassweed, Grassweed
Sagewort Collection 5	Sagewort, Sagewort, Seeds, Seeds
Sagewort Collection 6	Sagewort, Sagewort, Blood Moss, Blood Moss
Sagewort Collection 7	Sagewort, Sagewort, Sagewort
Lordleaf Collection 1	Lordleaf, Lordleaf, Blood Moss, Seeds
Lordleaf Collection 2	Lordleaf, Lordleaf, Grassweed, Blood Moss
Lordleaf Collection 3	Lordleaf, Lordleaf, Seeds, Grassweed
Lordleaf Collection 4	Lordleaf, Lordleaf, Grassweed, Grassweed
Lordleaf Collection 5	Lordleaf, Lordleaf, Seeds, Seeds
Lordleaf Collection 6	Lordleaf, Lordleaf, Blood Moss, Blood Moss
Lordleaf Collection 7	Lordleaf, Lordleaf, Lordleaf

Herb	Simole Base Value
Blood Moss	4
Grassweed	6
Seeds	2
Wildflowers	8
Nightshade	16
Belladonna	12

Herb	Simole Base Value
Valoroot	10
Eaglewood	14
Sagewort	10
Lordleaf	14
Angelweed	cannot sell

Minerals

Only a Blacksmith or Wizard can mine ore and gems from the rocks for use with forging new equipment back at the Smithy. Minerals are hidden inside rocks around your kingdom. When you want to see if a rock contains any precious ore or gems, left-click on it and choose Discover.

Your Hero will then wield a pick axe and chisel away at the rock. If there are indeed collectible ores and gems inside, the rock will sparkle with color. Now, click on the mineral and choose Collect.



Color Key	Possible Minerals Found
Red	Common Collection Mithral 1, Common Collection Mithral 2, Common Collection Mithral 3
Blue	Common Collection Mana Stones 1, Common Collection Mana Stones 2, Common Collection Mana Stones 3
Gray	Common Collection Adamantle 1, Common Collection Adamantle 2, Common Collection Adamantle 3
Turquoise	Common Collection Electrum 1, Common Collection Electrum 2, Common Collection Electrum 3
Green	Common Collection Phosphorus 1, Common Collection Phosphorus 2, Common Collection Phosphorus 3
Orange	Common Collection Ferrous 1, Common Collection Ferrous 2, Common Collection Ferrous 3
Purple	Common Collection Azurite 1, Common Collection Azurite 2, Common Collection Azurite 3
Black	Mana Stones Collection 1, Mana Stones Collection 3, Adamantle Collection 5, Adamantle Collection 6, Azurite Collection 2, Azurite Collection 4
Yellow	Mithral Collection 1, Mithral Collection 3, Electrum Collection 2, Electrum Collection 4, Ferrous Collection 5, Ferrous Collection 6

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Mineral Collections	Minerals in Collection
Common Collection Mithral 1	Mithral, Quartz, Crudium, Crudium
Common Collection Mithral 2	Mithral, Crudium, Crudium, Crudium, Shiny Stones
Common Collection Mithral 3	Mithral, Shiny Stones, Quartz
Common Collection Mana Stones 1	Mana Stones, Quartz, Crudium, Crudium, Crudium
Common Collection Mana Stones 2	Mana Stones, Crudium, Crudium, Crudium, Shiny Stones
Common Collection Mana Stones 3	Mana Stones, Shiny Stones, Quartz
Common Collection Adamantle 1	Adamantle, Quartz, Crudium, Crudium, Crudium
Common Collection Adamantle 2	Adamantle, Crudium, Crudium, Shiny Stones
Common Collection Adamantle3	Adamantle, Shiny Stones, Quartz
Common Collection Electrum 1	Electrum, Quartz, Crudium, Crudium, Crudium
Common Collection Electrum 2	Electrum, Crudium, Crudium, Crudium, Shiny Stones
Common Collection Electrum 3	Electrum, Shiny Stones, Quartz
Common Collection Phosphorus 1	Phosphorus, Phosphorus, Quartz, Crudium, Crudium, Crudium
Common Collection Phosphorus 2	Phosphorus, Phosphorus, Crudium, Crudium, Shiny Stones

Mineral Collections	Minerals in Collection
Common Collection Phosphorus 3	Phosphorus, Phosphorus, Shiny Stones, Quartz
Common Collection Ferrous 1	Ferrous, Ferrous, Quartz, Crudium, Crudium, Crudium
Common Collection Ferrous 2	Ferrous, Ferrous, Crudium, Crudium, Crudium, Shiny Stones
Common Collection Ferrous 3	Ferrous, Ferrous, Shiny Stones, Quartz
Common Collection Azurite 1	Azurite, Shiny Stones
Common Collection Azurite 2	Azurite, Crudium, Crudium
Common Collection Azurite 3	Azurite, Crudium, Crudium, Crudium, Shiny Stones
Mithral Collection 1	Mithral, Mithral, Quartz, Crudium, Crudium
Mithral Collection 2	Mithral, Mithral, Crudium, Crudium, Crudium, Shiny Stones
Mithral Collection 3	Mithral, Mithral, Shiny Stones, Quartz
Mithral Collection 4	Mithral, Mithral, Quartz, Quartz
Mithral Collection 5	Mithral, Mithral, Crudium, Crudium, Crudium, Crudium, Crudium, Crudium
Mithral Collection 6	Mithral, Mithral, Shiny Stones, Shiny Stones
Mithral Collection 7	Mithral, Mithral, Mithral
Mana Stones Collection 1	Mana Stones, Quartz, Crudium, Crudium, Crudium, Crudium

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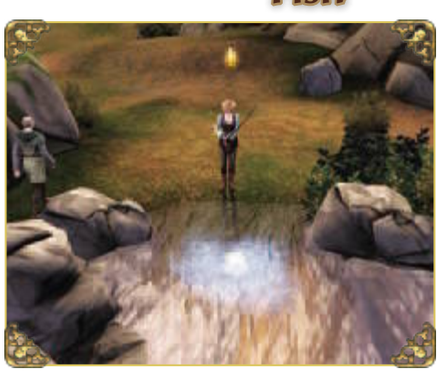
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Mineral Collections	Minerals in Collection
Mana Stones Collection 2	Mana Stones, Crudium, Crudium, Shiny Stones
Mana Stones Collection 3	Mana Stones, Shiny Stones, Quartz
Mana Stones Collection 4	Mana Stones, Quartz, Quartz
Mana Stones Collection 5	Mana Stones, Crudium, Crudium, Crudium, Crudium, Crudium, Crudium
Mana Stones Collection 6	Mana Stones, Shiny Stones, Shiny Stones
Mana Stones Collection 7	Mana Stones, Mana Stones
Adamantle Collection 1	Adamantle, Adamantle, Quartz, Crudium, Crudium
Adamantle Collection 2	Adamantle, Adamantle, Crudium, Crudium, Crudium, Shiny Stones
Adamantle Collection 3	Adamantle, Adamantle, Shiny Stones, Quartz
Adamantle Collection 4	Adamantle, Adamantle, Quartz, Quartz
Adamantle Collection 5	Adamantle, Adamantle, Crudium, Crudium, Crudium, Crudium, Crudium, Crudium
Adamantle Collection 6	Adamantle, Adamantle, Shiny Stones, Shiny Stones
Adamantle Collection 7	Adamantle, Adamantle, Adamantle, Adamantle
Electrum Collection 1	Electrum, Electrum, Electrum, Quartz, Crudium, Crudium, Crudium
Electrum Collection 2	Electrum, Electrum, Electrum, Crudium, Crudium, Crudium, Shiny Stones
Electrum Collection 3	Electrum, Electrum, Electrum, Shiny Stones, Quartz
Electrum Collection 4	Electrum, Electrum, Electrum, Quartz, Quartz
Electrum Collection 5	Electrum, Electrum, Electrum, Crudium, Crudium, Crudium, Crudium, Crudium, Crudium
Electrum Collection 6	Electrum, Electrum, Electrum, Shiny Stones, Shiny Stones
Electrum Collection 7	Electrum, Electrum, Electrum, Electrum, Electrum
Phosphorus Collection 1	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Quartz, Crudium, Crudium, Crudium, Crudium
Phosphorus Collection 2	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Crudium, Crudium, Crudium, Shiny Stones
Phosphorus Collection 3	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Shiny Stones, Quartz
Phosphorus Collection 4	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Quartz, Quartz
Phosphorus Collection 5	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Crudium, Crudium, Crudium, Crudium, Crudium, Crudium
Phosphorus Collection 6	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Shiny Stones, Shiny Stones
Phosphorus Collection 7	Phosphorus, Phosphorus, Phosphorus, Phosphorus, Phosphorus, Phosphorus, Phosphorus
Ferrous Collection 1	Ferrous, Ferrous, Ferrous, Ferrous, Quartz, Crudium, Crudium
Ferrous Collection 2	Ferrous, Ferrous, Ferrous, Ferrous, Crudium, Crudium, Crudium, Shiny Stones
Ferrous Collection 3	Ferrous, Ferrous, Ferrous, Ferrous, Shiny Stones, Quartz
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Ferrous Collection 6	Ferrous, Ferrous, Ferrous, Ferrous, Shiny Stones, Shiny Stones
Ferrous Collection 7	Ferrous, Ferrous, Ferrous, Ferrous, Ferrous, Ferrous, Ferrous
Azurite Collection 1	Azurite, Azurite, Quartz, Crudium, Crudium, Crudium
Azurite Collection 2	Azurite, Azurite, Crudium, Crudium, Shiny Stones
Azurite Collection 3	Azurite, Azurite, Shiny Stones, Quartz
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Azurite Collection 6	Azurite, Azurite, Azurite, Shiny Stones, Shiny Stones
Azurite Collection 7	Azurite, Azurite, Azurite, Azurite

Mineral	Simole Base Value
Crudium	1
Shiny Stones	3
Quartz	5
Phosphorus	7
Ferrous	10

Mineral	Simole Base Value
Electrum	20
Azurite	24
Adamantle	35
Mithral	70
Mana Stones	130

Fish



Any Hero can drop a hook in the water and go fishing. All you need to do is click on the stream next to the Mill location (below the perch that houses the Wizard's Tower and Clinic) and choose the Fish interaction. Your Hero will then walk to the water's edge and pull out a fishing pole. Hopefully, your Hero will soon reel in a great catch, but be patient. Good things come to those who wait.

The Sims Medieval does not use bait to affect the type of fish pulled from the water.

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TIP

Need leeches for the Physician? Look for bubbles in the water. That's the telltale sign of leeches in the water. Splashing is the sign of a fish.

Key Color	Fish Found
Purple	Leeches
Yellow	Trout, Tench, Eel
White	Trout, Tench, Eel, Salmon
Red	Trout, Herring, Turbot
Green	Trout, Herring, Turbot, Swordfish

Fish	Simole Base Value
Herring	9
Trout	10
Tench	10
Eel	26

Fish	Simole Base Value
Turbot	32
Salmon	50
Swordfish	64



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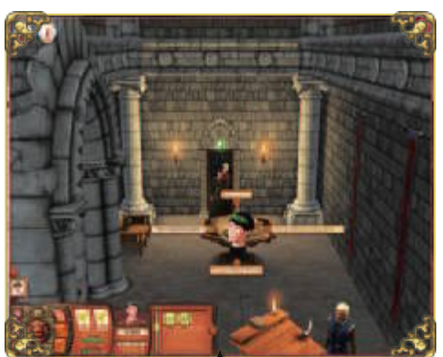
Foreign Relations

No kingdom is an island. While you have more than enough happening within your borders to keep your Heroes busy, there is still a great big world out there that deserves discovery. Introducing your kingdom to other territories and earning their loyalty through questing has a great number of benefits, including the opening of lucrative trade routes.

At first, with the exception of two neighbors, the world is largely unknown. However, let's push back the fog of foreign relations and look not just at the identity of all potential partners, but also how to make them loyal to your kingdom and the benefits of befriending them.

Friends and Neighbors

To have a look at all the neighboring territories you may discover and annex, open the Territory Map from Kingdom Mode or access the Tactical Map with the Monarch, Knight, or Spy. Just click the Tactical Map and choose the View Political Situation interaction.





When you first look at the map, you will see that there are already two territories pledging loyalty to your kingdom: Crafthole and Tredony. They are worthy partners, but you know what they say—safety in numbers. It's always good to have more friends.

Making Contact

When you first launch a kingdom, your map reveals the outlines of several neighboring states. However, only two of them have been annexed and are loyal to your kingdom: Tredony and Crafthole. The other territories are a bit of a mystery and they will remain so until your kingdom has enough Renown. Once your kingdom crosses a Renown threshold, you can then approach certain territories and propose an alliance.



You establish alliances directly from the map by spending RP. When you click on a territory, an alliance button appears next to the brief introduction. Click on that, agree to the 10 RP price of alliance, and the neighboring state is now fully fleshed out on your map.

However, just because you have made an alliance doesn't mean you are necessarily friends—or in this case, that the new territory is loyal to your kingdom. Naturally, you'd like to do something about that because establishing loyalty with a territory means you can enjoy the benefits of friendship.

Chance Encounters



Two of the territories—Gastrobury and Effenmont—aren't on the map when you first launch a kingdom! What gives? Well, these nations must be found by ship, as they are islands out in the ocean. You can buy maps for these territories at the Village Shoppe. The maps for Gastrobury and Effenmont are §1,500 and §3,150, respectively. Once purchased, click on the ship down at the Docks and chose the Use Map to Sail interaction. Now select which map you want to use and, by the time you return from your voyage, you have discovered a new neighbor. (Of course, watch out for adventure on the high seas.) It only costs 5 RP to establish alliances with these territories.

To annex that territory, you need to complete a quest related directly to the neighbor. The required quests are detailed in the territory listings in just a few paragraphs. When you successfully complete that quest, the territory is annexed. The amount of loyalty produced depends on the ultimate results of the quest:

- **Platinum:** 90
- **Gold:** 70
- **Silver:** 50
- **Bronze:** 20

But that's not the end of the relationship. Now you must maintain that loyalty. Loyalty is affected by the edicts your Monarch proposes and passes at the Tactical Map. Some

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edicts are very simple and make everybody happy, or at least the nation directly affected by the results of the edict. However, others may burnish one relationship while stunting another. Keep an eye on this as you propose and vote for edicts because you may just cost yourself some great benefits if you lose all loyalty from a territory.



There is a natural small loyalty decay every day. However, that rate significantly increases when your lead Hero is the Monarch, Knight, or Spy. That's why regularly passing edicts is so important.

Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Declare that piracy and theft within the kingdom walls will be treated as an offense punishable by death.	Aarbyville	-10		
Require all mercenaries for hire to complete sword safety training classes and register with the Monarch.	Advorton	-10		
Create a lumber limit of trees that are allowed to be felled in all territories of the kingdom.	Burdley	-10	Effenmont	10
Require seals of royalty for anyone working in the castle.	Crafthole	-10		
Chop down large sections of the mythical forest of Effenmont and ship the valuable wood to territories that require it for building.	Effenmont	-10	Burdley	10
Create strict restrictions on bringing fruits and vegetables across territory borders.	Gastrobury	-10		
Extend mandatory working hours across the kingdom for an extra two hours.	Snordwich	-10	Aarbyville	-5
Forbid any new beds from being crafted. There are enough in the kingdom already!	Crafthole	-10	Snordwich	-10
Impose a small fee on any time-based experimentation to offset the cost of possible disasters.	Ticktop	-10		
Enact an additional tax on the sale of items that were crafted in a different territory.	Tredony	-10		
Offer financial support to Peteran churches with low donation totals.	Yacothia	-10		
Disallow Knights of the kingdom to search people for stolen money or goods based solely on appearance.	Aarbyville	10		
Decree that money and goods taken from a ship are not considered stolen if the owners of the ship are deceased.	Aarbyville	15		
Reduce security details for traveling traders and Merchants, saving money but leaving them at risk of bandit attacks.	Aarbyville	10	Tredony	-10
Fund the establishment of 20 new pawnshops across the kingdom in order to support the used goods industry and halt the unnecessary spending of Kingdom resources.	Aarbyville	10	Crafthole	-10
Raise the base prices at which the kingdom's kitchen will buy animal meat from surrounding territories.	Advorton	10		
Consent to hiring ten Advorton mercenaries as official guards of the kingdom.	Advorton	15		
Outlaw the creation of any metal goods other than arms and armor.	Advorton	15	Crafthole	-10
Reduce the kingdomwide focus on crafting arms and armor to allow smiths to experiment with making exciting new innovations.	Advorton	-10	Crafthole	10
Dip into the funds in the Bank of Tredony to hire a sellsword army from Advorton to secure the western lands.	Advorton	10	Tredony	-15
Forcibly enlist sellsword armies with no pay such that they can secure trade routes for the wealthiest merchants.	Tredony	20	Advorton	-15
Transport excess lumber from across the kingdom to Burdley to help construct new homes.	Burdley	10		
Decree that all traveling merchants are required to have at least one piece of Burdley furniture in their store at all times.	Burdley	15		
Tax the manufacturers of all trade items that are not made of wood, and establish wood subsidies that support the kingdom's timber-cutters.	Burdley	10	Crafthole	-10
Consolidate wood supplies around the kingdom to build a new wing for the Bank of Tredony.	Burdley	-5	Tredony	15
Enact tariffs on metallic goods sold in markets.	Burdley	10	Tredony	-10
Send Advortonian elite warriors to investigate "spooky sounds" that are scaring lumberjacks in the forests of Burdley.	Burdley	10	Advorton	-5
Use kingdom resources to secure the homes of the overly trusting Burdleyites in order to stem the tide of recent home burglaries.	Burdley	10	Aarbyville	-15

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Edict	Voting Yes (or with Proposer) Effect	Loyalty	Voting No (or against Proposer) Effect	Loyalty
Raise the minimum required wage for all hired apprentices in the kingdom.	Crafthole	10		
Establish an official apprenticeship program for all professions in Crafthole.	Crafthole	15		
Transfer revenue from Tredonian taxes to programs that support under-privileged Mud-Pushers in Crafthole.	Crafthole	10	Tredony	-15
Melt down excess Tredonian gold reserves to gild newly crafted arms and armor.	Crafthole	10	Tredony	-10
Tax Tredonian gem exports to help relieve the mushroom crisis in Crafthole.	Crafthole	10	Tredony	-10
Establish sections of Effenmont as protected, making it illegal to raze buildings or chop trees within these areas.	Effenmont	10		
Grant diplomatic immunity to elven citizens of Effenmont who visit other territories.	Effenmont	15		
Subsidize Elven-made crafts to help Effenmont become a capital of quality goods and trade.	Effenmont	15	Crafthole	-10
Divert funds from land-based trade efforts to support high-yield ocean based trade.	Effenmont	10	Tredony	-15
Establish minimum base prices for agricultural goods.	Gastrobury	10		
Help build a new irrigation system in Gastrobury.	Gastrobury	15		
Name the Cooking Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Gastrobury	10	Crafthole	-10
Name the Forger's Guild as the highest priority craft guild, giving them financial preference in guild fund appropriations.	Crafthole	10	Gastrobury	-10
Enact fixed prices for food items to make them universally more accessible, reducing food-trader profit margins.	Gastrobury	10	Tredony	-10
Invest in fine timbers from Crafthole for the kingdom's long-term savings.	Crafthole	10	Tredony	-5
Transport wood from Snordwich to Burdley to help build strong and comfortable beds.	Snordwich	10	Burdley	-5
Extend the official afternoon naptime of Snordwich to other territories that wish to support it.	Snordwich	15		
Fix the price of lumber such that all territories needing lumber can get it very inexpensively.	Snordwich	15	Crafthole	-5
Impose a Nap Tax, such that all nappers outside of the capital of Snordwich be subject to a 20 Simole fee per unapproved nap.	Tredony	5	Snordwich	-15
Set up a kingdom inventor's fund to encourage and foster the innovation of new ideas and machines.	Ticktop	10		
Transport all metal ore in the kingdom to Ticktop to help with the building of their latest time jump machine.	Ticktop	15		
Commandeer all Smithies of Crafthole to work on a dubious Ticktopian "Machine of Time" endeavor.	Ticktop	20	Crafthole	-10
Spend Tredonian gold supplies on plans for a giant golden sundial in Ticktop called "Timespire Omega."	Ticktop	10	Tredony	-15
Reduce taxes for craftsmen making new technologies and increase taxes for those making more traditional items.	Ticktop	10	Burdley	-10
Provide insurance and reimbursement for traveling merchants who are assailed by bandits.	Tredony	10		
Establish an officially recognized bank of the kingdom in Tredony.	Tredony	15		
Send excess dung from Tredony to Crafthole, because that place smells bad already.	Tredony	10	Crafthole	-10
Invest in Tredonian Gems for the kingdom's long-term savings.	Tredony	10	Crafthole	-5
Establish a tax on craftspeople such that Merchants and traders will make larger profits.	Tredony	10	Crafthole	-5
Enforce harsher penalties for people who steal or deface religious artwork.	Yacothia	10		

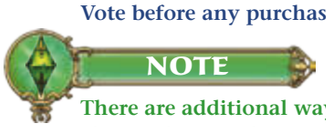
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Allow Jacob's Sword paladins to demand housing at any household in the kingdom.	Yacothia	15		
Enact a law that forbids religious items from being made in any territory with the exception of Yacothia.	Yacothia	10	Crafthole	-5
Enact a law stating that half of the gems mined in the kingdom be diverted to decorating the High Jacoban Cathedral in Yacothia.	Yacothia	10	Tredony	-10
Enact a law that states all people living in Burdley must become Jacoban and pay tithes to support the Jacoban Church.	Yacothia	10	Burdley	-30



You can also add sweeten the deal with edicts by essentially "bribing" territories with financial promises. The §50 spent on these promises may tip an edict in your favor. Just remember to Call for Vote before any purchased influence wanes.



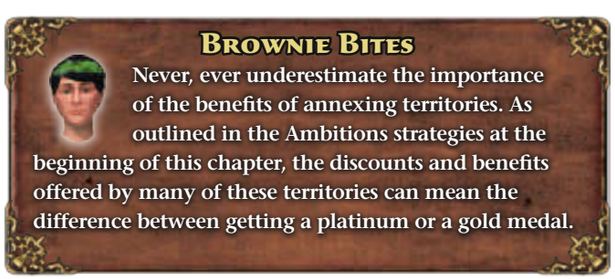
There are additional ways to raise loyalty. You can choose the Patrol interaction on the Docks, forest, or road to the Village Shoppe. The ocean patrol affects the island nations. The forest patrol affect nations to the south. The road patrol affects territories to the north.

Benefits

Making contact and then annexing a territory has its benefits. Some territories immediately hand over their cherished recipes, like Gastrobury's coveted gastrosausages. Other neighbors offer less tangible benefits. Annexing Advorton, for example, reduces the number of QP you need to spend on quests by 1. That adds up over time, so if you need to maximize the number of quests you can undertake to get the best medal of an Ambition, getting to know this nation sooner can be a great benefit.



If loyalty zeroes out, a territory goes into rebellion and you no longer receive its benefits.



Exports and Imports

Trade with neighboring nations is one of the chief activities for your kingdom's Merchant—that is the only profession that may engage in exports and imports. Though you can send off goods on the ship to be sold for Simoles, every territory has at least one resource they require. You can import these goods to the territory by clicking on the boat (with the Merchant) and placing the items in the cargo hold. Then, send the ship off to its destination and make the trade. If you give the territory enough of the import it needs, you get an export in return, which comes back on the same ship you sent out.

There are two things you need to know about importing and exporting to make the most of it:

1. You have to import enough of a resource into a territory before you get exports in return. Use the table below to see the formula for getting the exports you need.
2. Not all imports required by nations are created in your kingdom. However, they are created by at least one territory. This is a critical (and fun) aspect of trade. You need to get goods from one nation and then send them to another to end up with the resources you actually need or want.

Tredony			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Jeweled Ring	3
Phosphorus		Magic Powder	2
Clothing		Gems	1
Barley		Gems	3
Bloomers		Barley	1
Bolt of Cloth		Tredonian Velvet	1
Prisoner		Basic Lute	1
Bloodmoss	8		
Grassweed	10		
Seeds	4		
Wildflowers	15		
Nightshade	30		
Belladonna	22		
Valoroot	18		
Eaglewood	25		
Sagewort	18		
Lordleaf	25		
Angelweed	1		

Crafthole			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Nightshade		Goose Feather	3
Wildflowers		Goose Feather	6
Mushroom		Wood	2
Cheese		Wood	1
Soap		Tredonian Velvet	1
Time Machine Part		Steel Hammer	1
Magic Powder		Lesser Luck Potion	1
Mithral	105		
Electrum	30		
Phosphorus	12		
Ferrous	15		
Crudium	2		

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Aarbyville

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Jeweled Ring		Religious Tablet	3
Magic Powder		Prisoner	3
Watched Water		Gilded Paddle	2
Untempered Longsword	2		
Longsword	130		
Crude Longsword	50		
Untempered Longsword	110		
Greatsword	315		
Steel Longsword	225		
Embossed Longsword	450		
Precise Scimitar	630		
Watcher's Blade	900		
Sword of the Chinchilla	1,125		
Mithral Longsword	1,440		
Tooth of Jacob	2,160		
Mana's Edge	3,600		
Angel's Talon	16,200		
Doom Sword	18,900		

Advorton

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Unicorn Horn	3
Religious Tablet		Advertonian Scale	1
Adamantle		Precise Scimitar	6
Untempered Chainmail	2		
Chainmail	210		
Ramshackle Chestguard	100		
Crude Plate Mail	160		
Bear Hide Armor	420		
Plate Mail	210		
Steel Plate Mail	370		
Advertonian Scale	550		
Knight's Plate	760		
Lord's Plate	1,350		
Adamantle Battleplate	2,340		
Darkstone Bulwark	5,250		
Doomplate	25,200		
Angel's Guard	23,100		

Burdley

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Time Machine Part		Unicorn Meat	3

Burdley

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Magic Powder		Strong Health Salve	1
Crudium		Scrap Metal	2
Weak Curative Tonic	110		
Moderate Curative Tonic	170		
Strong Curative Tonic	250		
Sleeping Draught	460		
Rejuvenating Reagent	420		
Coagulating Compound	170		
Weak Health Salve	110		
Moderate Health Salve	170		
Strong Health Salve	250		

Effenmont

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Flame Enchantment	2
Religious Tablet		Magic Staff	3
Bear Meat	140		
Boar Meat	190		
Fowl Meat	50		
Frog	100		
Pigeon	20		
Rabbit Meat	65		
Unicorn Meat	2,500		
Venison	100		
Whale Meat	100		
Whale Steak	150		
Succulent Goblin Meat	15		

Gastrobury

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Watched Water		Darkstone	5
Unicorn Meat		Angel's Talon Fragment	5
Boar Meat		Gastrosausage	1
Bear Meat		Gastrosausage	1
Fowl Meat		Gastrosausage	5
Rabbit Meat		Gastrosausage	2
Venison		Gastrosausage	1
Apple	15		
Barley	45		
Cabbage	8		
Grapes	35		
Mushroom	40		

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Gastrobury			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Onion	10		
Potato	35		
Spices	115		
Turnip	20		
Wheat	15		

Snordwich			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Religious Tablet		Darkstone	2
Goose Feather		Mithral	1
Wood		Sleeping Draught	5
Eel	55		
Herring	20		
Rainbow Trout	25		
Salmon	105		
Sword	135		
Tench	20		
Turbot	70		

Tictop			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Magic Powder		Time Machine Part	4
Gem Bag		Mithral	1
Goose Feather		Combustion Cordial	3
Mana Stones	230		
Adamantle	60		
Azurite	45		
Shiny Stones	5		
Quartz	10		

Yacothia			
Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Watched Water	5
Prisoner		Watcher's Blade	1
Wood		Clothing	2
Oil Flask		White Smoke Powder	1
Mithral		Watcher Staff	6
Combustion Cordial	110		
Mystic Grog	130		
Vomicious Venom	145		
Reaper's Scythe	720		
Pestilence Poison	290		

TIP

There are more exports and imports mentioned here than you see in-game. Use this table to maximize your trading income and get back some super-rare exports, like Unicorn Horns from Advorton or the pieces for the Watcher's Blade from Yacothia.

Territories

The following entries reveal all the territories your kingdom can establish contact with during the pursuit of an Ambition. Each territory listing includes an introduction with that nation's general lifestyle and philosophy, the benefits of making them loyal, the quest required to annex that territory, and the import-export situation. Use these details to decide the order in which you reach out to neighbors and (hopefully) befriend them.

Crafthole



The antithesis of Tredony, the people of Crafthole are the makers and doers of the world. Their determination is grounded in their belief that hard work equals success, and that a Sim—no matter how poor—can always pull himself up by his bootstraps.

- Annex Quest: Already loyal
- Renown Required: —

Trade Info

- Imports: Cheese, Mushrooms
- Exports: Wood

Benefits

- Crafthole provides two recipes: Hunter's Stew and Crafthole Energy Potion

Tredony



For many generations, Tredony has been a central hub of commerce and trade for the region. The first pupils of their famed Institute did the math and discovered that it was more profitable to buy and sell goods than actually produce them.

- Annex Quest: Already loyal
- Renown Required: —

Trade Info

- Imports: Barley, Clothing
- Exports: Gems

Benefits

- Tredony provides three recipes: Banker's Ale, Tredonian Gem Wine, and Fine Loaf

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Aarbyville



If you travel to the edge of the civilized world, then go a little farther, you'll run into Aarbyville. A land overrun by smugglers, pirates, and other lovable ne'er-do-wells, Aarbyville is best traveled with a guard or not at all.

- Annex Quest: New Gangs of Aarbyville
- Renown Required: 60

Trade Info

- Import: Adamantle, Gems, Swords
- Export: Jewelry, Prisoners

Benefits

- Aarbyville's scoundrels help reap extra rewards from quests (+20% XP, +20% Simoles)

Advorton



The people from Advorton constantly yearn for excitement, and many are often away from home for months as mercenaries for hire. Masterful hunters and stalwart soldiers, Advortonians are a force to be reckoned with, both on and off the battlefield.

- Annex Quest: Tournament of Honor
- Renown Required: 160

Trade Info

- Import: Gems, Adamantle
- Export: Boar Meat, Swords

Benefits

- Advorton promises to help streamline costs for quests (-1 QP on 3-4 QP quests)

Burdley



The citizens of Burdley find that most people live with too much complication and distraction. Unlike the people of Ticktop, they choose to embrace the basic essences of life and spend their days gathering basic building materials and live by a code of peace and civility.

- Annex Quest: Squirrel Infestation
- Renown Required: 160

Trade Info

- Import: Wood
- Export: Adamantle

Benefits

- Efficient building methods reduce your RP costs by -25%

Effenmont



The elves have been pushed to the brink of extinction by the War of the Weeping Willow and most have retreated to the island of Effenmont. They are a solitary people who care more for the health of their surroundings than for money or prosperity.

- Annex Quest: A Political Marriage
- Renown Required: —

Trade Info

- Import: Eaglewood, Jewelry
- Export: Adamantle, Clothing

Benefits

- Unlocks Potion of Energy recipe

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Gastrobury



A land of fine food and advanced agriculture, Gastrobury's annual Gastrofest is attended by those near and wide. The Gastronomican—an ancient book of cooking techniques and recipes—is passed through the age with care and respect.

- Annex Quest: Gastrofest or Bust
- Renown Required: —

Trade Info

- Import: Animal Meat
- Export: Gastrosausage

Benefits

- Special food techniques increase time before food spoils by +100%, food-related Focus buffs are worth +100%, and three gastrosausage recipes are unlocked

Snordwich



The residents of Snordwich look upon the poor, toilsome residents of Crafthole with a bit of pity. Why do they work so hard? What problem can't be solved by a good, long nap? Snordwich's daily mandatory napping period in the mid-afternoon, for example, has served them quite well.

- Annex Quest: Sleepless in Snordwich
- Renown Required: 160

Trade Info

- Import: Boar Meat, Wood
- Exports: Potions, Goose Feathers

Benefits

- Snordwich's relaxed ways result in eased up Responsibilities (+10 Focus boost from Job Well Done and Shirked Responsibility buffs)

Ticktop



The people of Ticktop are tinkerers and inventors, and while their inventions are often not of real practical value, some say that the top minds have discovered a way to manipulate time, seeing a world of metal dragons and flying machines.

- Annex Quest: Golems Gone Wild
- Renown Required: 60

Trade Info

- Import: Wood, Adamantle
- Exports: Adamantle, Machine Parts

Benefits

- Ticktop's advances allow Heroes an extra six hours before they start falling behind on quests

Yacothia



The holy city for Jacobans worldwide, Yacothia is an insular region known for its wealth and culture. While the territory enjoys a large number of artistic benefactors, their borders are well protected by the Jacob's Sword—the famed Jacoban paladins.

- Annex Quest: Death of the Proxy
- Renown Required: 60

Trade Info

- Import: Prisoners
- Export: Religious Tablets

Benefits

- Yacothia's wealth boosts your kingdom's daily income by +25%

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Furnish Mode and Object Catalog

A Hero's home is their castle. Although in *The Sims Medieval*, only the Monarch gets to use this phrase literally. Other Sims make their homes inside different buildings, such as the Tavern or the Wizard's Tower. However, even though each Hero has a very specific building associated with their given Profession, you can customize the interiors of those buildings to your liking via Furnish Mode.

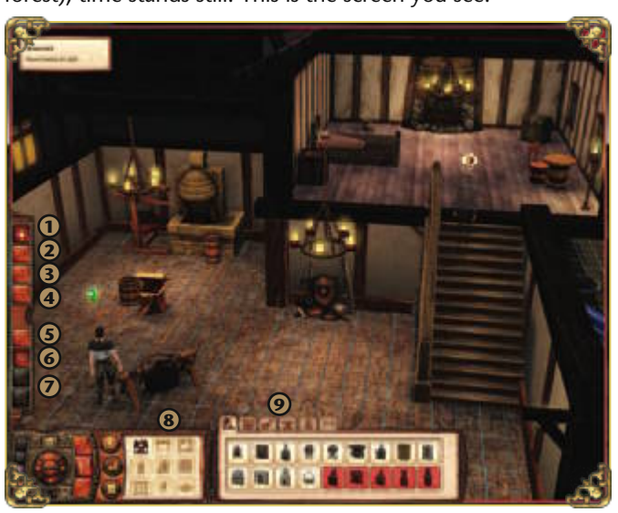
Furnish Mode

Furnish Mode is a versatile tool set that allows you to become a Renaissance-era interior designer. Although you can always accept the current look and layout of Hero buildings as-is, it's just more fun to customize them to your personal preferences, whether by altering the color scheme or by installing new objects. (Creating a personal narrative with an evil queen? Dress that castle in grim, dark colors.)

Let's first have a look at the basic tool kit for Furnish Mode before diving into the tricks of the trade.

The Toolkit

When you click on the Furnish Mode button (while your Hero is at home, mind you—you cannot use Furnish Mode while they are on the trail to the Village Shoppe or entering the forest), time stands still. This is the screen you see:



1. **Hand Tool:** The Hand Tool allows you to grab objects and then manipulate them—for example, placing them in a different location or rotating them with the use of the left-mouse button or [alt].
2. **Create a Style:** Create a Style allows you to change the color and texture of objects, much like Create a Style allows you to alter colors for fashion in Create a Sim.
3. **Stamp Tool:** This tool lets you reproduce selected items. It's useful if you have customized an object like a chair in Create a Style. Just use the Stamp Tool to place multiples in the building without the need to tweak each individual object.
4. **Sledgehammer Tool:** This tool removes an object from the building. It places the Simoles spent back in your account.
5. **Night/Day Toggle:** Toggle night and day to see how objects look in different lighting.
6. **Grid On/Off:** Place or remove a grid from the floor of the building. The grid helps give you an idea of how much space you have to work with.
7. **Undo/Redo:** This allows you to reverse choices or redo them. However, once you leave Furnish Mode, all changes are final.
8. **Object Categories:** These are the different categories of objects, such as domestic and lighting. Clicking on the categories brings up the objects contained within that category.
9. **Object Sorts:** These tabs sort the objects in a category. In Comfort, for example, there are tabs for chairs, beds, and more.

All of these tools give you the means to take a pre-established room and really make it your own.

NOTE

There is no Build Mode in *The Sims Medieval*. The buildings are pre-set and the exteriors cannot be altered. However, though you cannot demolish or add actual walls to your buildings, there is a category of objects called Room Dividers that work to set up makeshift walls. These are like changing screens.

Buying Objects

Though heroes in literature are often lauded for their selflessness and ability to shun material wealth, let's be honest: Heroes in your kingdom love to get their hands on new objects. While every building comes pre-stocked with objects such as beds, there are many more you can purchase in Furnish Mode.

Buying an object is very simple. When looking at the object catalog in-game, simply mouse over the icons to see the full name of the object, its price. Click on an object to also see a short description, and any extra properties it may have. Next, click somewhere on the floor, wall, or a surface of your lot to purchase it. It then appears in your building, ready for

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you to move it, customize it, and finalize its placement.

When you buy an object, the Simoles are not automatically removed from your Hero's personal account. It's not until you place the object in the building that the Simoles are deducted. However, while you are in Furnish Mode, you can return any purchased object without losing any Simoles via the Sledge-hammer tool. But the moment you step out of Furnish Mode and back into Live Mode, you "own" it. You must then factor depreciation into the sell-back value of your objects if you decide to later replace them.

NOTE

When you purchase an object, the Simoles are deducted from the account of the Hero that "belongs" to that building. For example, if the Monarch is the active Hero and you decide to enter Furnish Mode inside the Tavern, spent funds are still deducted from the Bard.

Depreciation

Objects initially placed on a lot or as soon as you buy an object and then exit Furnish Mode, the object loses value. The immediate value hit is significant, but not devastating: 15 percent. With each additional day, the object loses more value—10 percent per day. The value of an object finally bottoms out at 40 percent of its original value. So, if you bought a bed for §445 in Furnish Mode, entered Live Mode, and then sold it back right away, you receive only §379 in return.

Necessary and Signature Objects



Though there are hundreds of objects to choose from in Furnish Mode, there are a handful that are essential for a building. You cannot leave Furnish Mode without these necessary objects in your household:

- Bed (except for the Wizard's Tower Lot)
- Cooking object (cauldron, spit, etc.)
- Profession-specific Signature Objects (Forge, Arcane Tome, Scribe Table, etc.)

If you delete one of these objects in Furnish Mode, a message alerts you that it is required. Now, don't worry if you see this when you are trying to upgrade a bed or buy a new Scribe Table—you didn't ruin anything. It's just a reminder that you need to have these specific objects, so budget appropriately. So, if you sold off your Forge and Anvil at the Smithy to get an awesome bed or some decorations, just know that you cannot go back into Live Mode. You need to live within your means while making sure essential objects are always on the property.

There are some objects that cannot even be deleted inside Furnish Mode, such as the Priests' podiums. However, you can move most of these essential objects around the building.

CAUTION

Though you'll get a ding letting you know that you've deleted a necessary object, look at all the Signature Objects in the Professions chapter to know which must exist in a building before you exit Furnish Mode.

TIP

Wardrobes and chests are used to change your Hero's clothes, but you can also click on them and choose the outfits of NPCs that work on the lot, such as castle servants or guards.

Placing Objects

Once an object it purchased, you need to place it in the building and make sure that you have enough space for it and that there is enough room for Sims to appropriately interact with it. For example, if you were placing a brewing cask in a room, you need to have a small space in front of it (noted by the arrows in the marker below the object) so Sims can walk up and pour drinks.



When the markers around an object are green, that means the object can be placed there and Sims will be able to interact with it. If the markers are red, that means either there is not enough space for the object or there is no room for a Sim to approach it.

Sometimes, you can solve spacing issues by rotating an object. Holding the left mouse button and moving the mouse left or right rotates the object in 45-degree increments. Not only does this help with freeing up space for the Sim to interact with the object, but it can also be used to aesthetically arrange objects in a room.

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TIP



Hold the [alt] key while using the Hand tool and objects won't stick to the grid as you move them. They also won't snap to specific rotation angles while you're rotating them. Instead, they will move smoothly during placement and rotate to angles of smaller increments, allowing for extremely precise and natural-looking floor plans. You can also do this with the Reception Hall. Funding for both of these lots comes from the Royal Treasury (the Monarch's money).



Some objects can be "paired" together, such as a table and chairs. When you move a chair next to a table that it can be used with (a card table and a simple dining chair, for example), the chair will snap to the table. This means that Sims can pull out that chair and specifically use it to access the table. Objects snapped together can also be moved as a group with the Hand tool.



You can also place small objects, such as music boxes, on top of surfaces. Just drag the object from the catalog on to the table. If the object fits, it will snap to the top of the table. It can still be moved to different parts of the table.

Brownie Bites



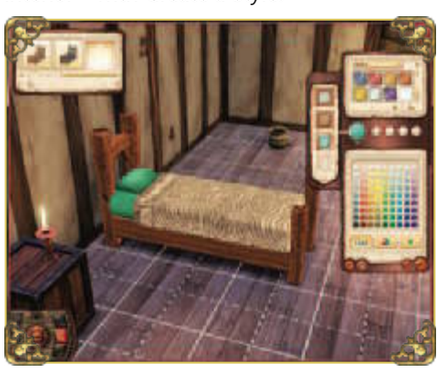
You can also move objects around the Training Yard and Reception Hall despite it not being owned by a Hero. Just go to that location and then drop into Furnish Mode to move objects and decorate them with Create a Style.

Household Inventory

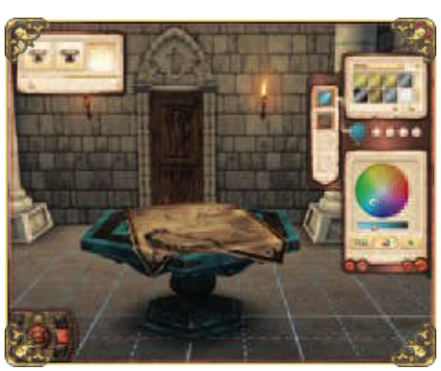
When you want to remove an object from a building, you don't necessarily have to delete it at a loss. You can place the object in your Household Inventory. Just drag it from the building into the inventory panel. You can access this inventory while furnishing any building. So, the bed you yanked out of the Throne Room because you upgraded it can later be installed in the Tavern.

Create a Style

When you select an object from the catalog, you typically have three or so color schemes to choose from. However, you can further customize an object—or an entire building interior—with Create a Style.



Create a Style in Furnish Mode works much like it does in Create a Sim. When you select the Create a Style tool and click on the desired object, it moves center-screen and the style tools appear around it. All the design elements that can be adjusted appear as swatches next to the color wheel. (You can also opt to use color boxes, but those cannot be as finely tuned as the color wheel.)



Each element can be re-colored, and you can use the drop-down menu at the top of Create a Style to pick out textures and patterns, such as Metal, Wood, Fabrics, and Leather. The customization doesn't stop there. Individual parts of the pattern can be adjusted, too. For example, in the zebra pattern we used for the blanket on this bed, you can change the color of the stripes.

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If you want to make objects in a room match, that's easy to accomplish with Create a Style. Let's say you want every object to have the same grain and stain of wood. Drag the desired element from one object (here, it's the Tactical Map) to another in the room. Now the bench and the Tactical Map will match.

Brownie Bites

Here's a really cool trick: When you fashion a new pattern or texture in Create a Style, save it as a Favorite. You can then use that Favorite inside Create a Sim to change the patterns on clothing instead of just the colors. Shhh!! One of the developers told me this was a "bug" that was supposed to be fixed. Thankfully, it wasn't!

Decor

Furnishing a building is about more than just placing objects. You should also beautify your buildings through the placement of decorations like banners and flags, the replacement of textures on the walls and floor, or the use of design elements like columns.



Inside Furnish Mode, there are two object categories for walls and floors. When you click on them, you are shown a series of patterns, textures, and colors. (All of which, of course, can be adjusted and tweaked with Create a Style.) Browse through the different categories of panels and flooring, which include stone, wood, fabrics, and more. Wall panels extend quite high, which allows you to decorate huge interiors such as the Throne Room or Jacoban Cathedral.



When you select a panel or floor sample, you can chose whether or not to have it affect a single segment, a large segment, or the entire contiguous surface. This saves time. Fortunately, because you do not commit Simoles until you leave Furnish Mode, you can try out all kinds of appearances before settling on the perfect interior design.

NOTE

These wall/floor adjustments only work on the inside of a building.

Brownie Bites

Want to make slight tweaks to decor placement? You can adjust the height of a wall-based object (such as a painting) with the ' and / keys on the keyboard. The bracket keys move an object left and right and the \ key re-centers the object. These hotkeys are great for adjusting the placement of chandeliers in tall buildings like the Throne Room or main room of the Tavern.



As for decorating with physical elements like columns, let's look at this corner of the Throne Room for inspiration. This would otherwise be a very plain corner without the placement of at least the column, which in this case, is the Royale Corner Column. But notice how the placement of the arch on the wall gives it further definition and highlights the urn. These are the things you can do to really personalize your kingdom.

TIP

Use Create a Style to adjust to color and texture of interior elements, such as the giant columns in the Throne Room. Drag a wood texture on to the columns to turn them into huge wooden pillars.

NOTE

Fences, arches, and columns are no longer "tools." They are now purchased piece by piece inside Furnish Mode.

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NOTE

The food decorative objects like a cornucopia or basket of apples cannot be eaten. They're just there to be admired and beautify a room.

TIP

To change the color of lights in a room, shift-click on it to bring up the color-related interactions.

Chance Encounters



Remember, all of this is optional. Every building comes with the objects you need to perform the Profession and complete quests. With few exceptions, I pretty much left everything alone. Catherine, on the other hand, loved to fuss over objects in Create a Style until they looked just right to her, uh, discerning eye. That pretty much meant a purple kingdom.

Object Catalog

So, are you ready to go shopping? Use this object catalog to see all the possible purchases within your kingdom via Furnish Mode. Everything from beds to anvils is included here, so you can enjoy a simple, bird's-eye view of the wealth of objects just waiting to be installed in your buildings.

Browsing the Catalog

Each object has a price and any relevant additional values. Some objects satisfy motives and needs, like energy, environment, and comfort. The more objects with a good environmental rating that are in a building, the better the Decorated-class Focus buff your Heroes will enjoy when they enter the building. The energy rating affects the speed at which the object will replenish lost Energy. Finally, the comfort rating notes how comfortable an object is, which can result in a positive Comfy buff.

Domestic

Food & Beverage

Art	Object	Price	Environment
	Cooks' Cauldron	55	
	TinkerToasten Fireplace	300	
	Beer Cask	430	
	TinkerToasten Chimneywise Fireplace	395	
	Wine Cask	445	3
	Kettle Black Peasant Pot	450	
	Kettle Black Peasant Pot-Henstock Edition	545	
	Wooden Larder	550	
	Froststone Larder	775	5
	Stone Oven	835	
	Phireplace Pharmadasi	850	3
	Phireplace Pharmadasi Chiminierico	1,000	4
	Victual Spit	1,120	
	Fieldstone Fireplace	1,400	6

Food & Beverage

Art	Object	Price	Environment
	Cookpot Cortigiana	1,995	
	Cookpot Cortigiana De Chiminare	2,200	8
	Ars Magique Fireplace	4,775	9
	Jacoban Fireplace	6,250	10

Wash Buckets

Art	Object	Price	Environment
	Brass Chamberpot	155	
	Sludge and Drudge Wash Crock	205	
	Chased Silver Washing Bucket	260	2
	Halcyon Ornamented Gold Wash Pitcher	425	4
	Serf's Up Bathtub by Indentured Designs	630	
	Blitzen Tonik Bathing Tank	1,800	8
	Hand Carved Clawfoot Slipper Spa	3,000	9

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Entertainment			
Art	Object	Price	Environment
	Crazy King Kronenberg Music Box	150	
	The Passion of Lovers Music Box	205	1
	Pixie's Lament Music Box	210	1
	Prancing Pegasus Music Box	215	1
	Furtuna Fugo Pine Game Table	250	
	Furtuna Fugo Walnut Game Table	315	
	Furtuna Fugo Felt N' Fir Game Table	495	4

Professional			
Art	Object	Price	Environment
	Anvil	140	
	Tenebrae Scribe Table	230	
	Burdley Revival Oak Scribe Table	285	1
	Training Dummy	290	
	Old Ironsides Training Dummy	340	
	Burdley Revival Oak Archive	400	
	Secret Scrutiny Crafting Coop	400	
	Tenebrae Tome	410	
	Crafting Table	415	
	Plainchant Archive of the Bard	425	

Professional			
Art	Object	Price	Environment
	The Dominator Tactical Map	505	
	Bard's Stage	550	5
	Watcher's Eye Archive of the Priest	550	
	Rex Imperator Scribe Table	605	1
	Forge	620	
	Wooden Operating Table	620	
	Magnum Mysterium Tome	650	4
	Verrookt Von Kopff Operating Table	650	
	Gears of Galen Operating Table	655	
	Magnum Mysterium Archive	700	
	Magnum Mysterium Crafting Cranny	850	5

Children			
Art	Object	Price	Environment
	Bellerophaux the Toy Horse	15	
	Bruno D'Infanto - Cottage Craft Edition	35	
	Raggedy Rosamonde - Barn Twin	45	
	Bruno D'Infanto - Honor Vengeance Edition	95	
	Raggedy Rosamonde - Manor Twin	175	1

Surfaces

Counters			
Art	Object	Price	Environment
	Burdley Revival Bar	215	2
	Timberbumff Bar	250	

Dining Tables			
Art	Object	Price	Environment
	Barrelcraft Food Table	35	
	Bar & Bolt Supper Board	65	
	Timberbumff Short Supper Table	75	

Dining Tables			
Art	Object	Price	Environment
	Knotty by Nature Dining Table	85	
	Knotty by Nature Dining Table - Gastrobury Edition	90	
	The Upscale Dining Table	150	
	Druid's Fancy Dining Table by Ars Magique	180	
	Plow N' Chow Farm Table	200	
	Timberbumff Long Supper Table	205	
	Wooden Dinner Table with Slight Decoration	220	

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Dining Tables

Art	Object	Price	Environment
	Ars Magique Dining Table	245	
	Feast or Fast Refectory Table	250	1
	Feast Board with Harvest Gold Runner	270	1
	Tredonian Trestle Dining Table	275	1
	Tredonian Table - Effenmont Derivation	295	1
	Rusted Iron Table	425	1
	Neo-Imperial Feast Board - Version Vermillion	435	2
	Phickle-Phyfe Ornamented Dining Table	445	2
	Lord LionBowel Feasting Slab	470	2
	Burdley Revival Inlaid Dining Table	480	2
	Graffenschaft Lions Clawfoot Table	581	2
	Decorative Walnut and Stone Monferrati Table	585	3
	All In Vein Marble Dining Table	875	4
	Rex Imperator Ceremonial Feasting Table	995	5

End Tables

Art	Object	Price	Environment
	Warehouse Crate	75	
	Timberbumff End Table	115	
	Ars Magique End Table	125	
	Burdley Revival Oak End Table	195	1
	Battle Hymn End Table	300	2
	Solid Marble End Table with Gold Accents	425	4

Coffee Tables

Art	Object	Price	Environment
	Knotty by Nature Low Table	95	
	Burdley Revival Low Table	110	

Coffee Tables

Art	Object	Price	Environment
	Ars Magique Low Table	130	
	Low Table with Fleur De Lys	150	1
	Phickle-Phyfe Petite End Table	180	2
	Phickle-Phyfe Low Table	230	2
	Battle Hymn Low Table	330	3

Altars

Art	Object	Price	Environment
	Ars Magique Altar	80	
	Sublime Altar of the Glorious Watcher	125	1
	Altar of Peter	145	1
	Altar of War	315	2
	Battle Hymn Altar	330	2
	Jacoban Ceremonial Altar	355	3
	Majestic Altar of the Merciful Watcher	2,200	8

Desks

Art	Object	Price	Environment
	Bar & Bolt Live-Work Desk	125	
	Tenebrae Scribe Table	230	
	Pre-Invasion Desk with Pegasi Design	250	1
	Burdley Revival Oak Scribe Table	285	1
	Burdley Revival Oak Archive	400	
	Plainchante Archive of the Bard	425	
	Watcher's Eye Archive of the Priest	550	
	Rex Imperator Scribe Table	605	1
	Magnum Mysterium Archive	700	

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Storage			
Art	Object	Price	Environment
	Timberbumff Wall Shelf	95	
	Phickle-Phyfe "FussFoil" Wall Shelf	215	
	Marble Pedestal	280	1

Storage			
Art	Object	Price	Environment
	Timberbumff Shelf Case	285	
	Phickle-Phyfe Heirloom Standing Shelfwirk	450	1

Comfort

Beds						
Art	Object	Price	Comfort	Environment	Energy	Stress Relief
	Straps n' Scraps' Scavenged Bed	220	1		1	
	Rope Bed	345	1		1	
	Clodwood Craftsman Bed	350	1		1	
	Churlwood Farm Bed	375	1		1	
	Straps n' Scraps Double bed	450	1		1	
	Oaken Dreams' Solo Sleeper	550	1	1	2	
	Guest Bed with Seljaq Minarettes	600	1	1	2	
	Rokhrath Bed with Crenel-lation	645	1	1	2	
	Effenmont's Solo Repose	750	1	2	3	
	Wiccenculta Bed	795	1	2	3	
	Round Harlequin Field Tent	800	1		4	3
	Golden Pyramidal Field Tent	855	1		4	3
	Royal Virgin Fete Tent	950	1		4	3
	Bardwise Beryl Bivouac	985	1		4	3
	Oaken Dreams by Rustic Impressions	1,100	2	2	4	
	Rokhrath Crenellated Marriage Bed	1,300	2	2	4	
	Queen Valeria "Bantam" Bed	1,350	2	3	5	
	Golden Princess' Semi-Grand Solo Canopy Bed	1,415	2	3	5	
	Wiccenculta "'Lil' Majesty" Bed	1,525	2	3	5	
	Effenmont's Repose	1,550	2	3	6	
	The Granite Grandee	1,600	2	3	6	
	Bolstered Basalt Sleep Berm	1,750	2	4	7	
	Adamantine Dream Berth of Solitude	1,795	2	4	7	
	Phickle-Phyfe Bed with Gilded Champlombs	1,820	3	4	8	

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Beds						
Art	Object	Price	Comfort	Environment	Energy	Stress Relief
	Queen Valeria "Gran Dormita" Four-Poster Bed	2,775	3	5	9	
	Queen Valeria "Maximo-Hyno-Gran-Dormita" Canopy Bed	2,850	3	5	9	
	Wiccenculta "Double Majesty" Bed	3,050	3	5	9	
	The Fortress of Dreams	3,575	3	6	8	
	Warbed of Lord Kristofer, "The Lion of Somnolence"	3,600	3	6	8	

Dining Chairs				
Art	Object	Price	Comfort	Environment
	Barrelcraft Eating Chair	20		
	Timberbumff Supper Chair	23		
	Druid's Fancy Supper Chair	25		
	Bar & Bolt Meal Chair	35		
	Snordwicci Dining Chair with Monferrati Design	50		
	Feasting Chair - Seljaqi Style	65	1	
	Winccenculta Dining Chair	85	1	
	Brazenary Royal Dining Chair	100	1	
	Tulip Banquet Chair with Fleur De Lys	105	1	
	Lawgiver Basalt Banquet Chair	120		
	Magnum Mysterium Dining Chair	155	1	
	Hie-Brau Minor Feast Seat with Fussifoil	185	2	1
	Hie-Brau Grand Feast Seat with Fussifoil	200	2	1
	Vast-Backed Violet Dining Chair with Spade Design	235	3	1
	Lord Protector Basalt Banquet Chair	250		1
	Rex Imperator Basalt Banquet Chair	268		2
	QueensRost Dining Chair	353	3	4
	Lionheart Dining Seat	590	3	4

Living Chairs				
Art	Object	Price	Comfort	Environment
	Tredonistica Atrium Chair	75	1	2
	Bluntesca Atrium Chair	100	1	2
	Over-Stuffed Walnut Sycophantte	120	2	2

Sofas				
Art	Object	Price	Comfort	Environment
	Defeated Pine Outdoor Bench	60		
	Petered Out Pew	80		1
	Burdley Revival Loveseat	100		1
	Early Jacoban Temple Pew	105		1
	Doublebutted Bar & Bolt Oak Bench	110		1
	Gnomestone Loveseat	110		1
	High Dudgeon Hall Bench	120		1
	Bar & Bolt Sofa with Carved Cushions	150		1
	Triple Buttressed Oak Sofa	180	1	2
	Stone Loveseat in High Jacoban Style	210		2
	Lion-Armed Loveseat in Carved Marble	230		2
	Unmerciful Davenport of the Destroyer with Gold Accents	250		3
	Unyielding Sofa with Laconica Design	270		3
	Fortified Wooden Sofa with Fleur De Lys	300	1	4

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Sofas

Art	Object	Price	Comfort	Environment
	Hie-Brau Grand Lounge with Fussifoil	400	2	5
	Tredonian Thrice-Cushioned Sofa	525	3	5
	Wiccenculta Loveseat	700	3	5

Stools

Art	Object	Price	Comfort	Environment
	Barrelcraft Bar Stool	55		1
	Bar & Bolt Bar Stool	100		1
	Reinforced Stool	200	1	2
	Denizen Bar Stool	220	1	2

Stools

Art	Object	Price	Comfort	Environment
	KraftenKaosse Work Stool	315	2	3
	Square-Rigged Mercantile Bar Stool	350	2	3

Thrones

Art	Object	Price	Comfort	Environment
	Rex Imperator Throne	500	2	3
	Noble Throne	575	2	3
	Thrones in Spades	700	2	4
	Lionheart Throne	785	2	4
	Magnum Mysterium Throne	825	2	5
	Effenmont's Reign Throne	985	2	5

Lighting

Lighting

Art	Object	Price	Environment
	Axel-Cut Wooden Candlestick	24	
	Casein & Copper Candle Crib	28	
	Stabilized Table Candle	30	
	Triped Taper Stand	35	
	Tinhorn Bougie	38	
	Craftafarian Candle Plinth	40	
	Jubilade Table Taper	50	
	Veni Vidi Studi Library Candle	50	1
	Bottletopp Conflagron	60	1
	Haruspex Fire Prong	75	1
	Wiccenculta Polycandelon	90	1
	Faux-Effenmont Ingiflammbi	100	1
	Festivarian Glass Candle Chalice	130	2
	Festivarian Stained Glass Table Lamp	185	2
	Chiseled Quartz Seljaqi Oil Lamp	250	2

Floor Lamps

Art	Object	Price	Environment
	Shackwell Iron Floor Blazer	30	
	CotCraft Candle Caddy	40	
	Faux-Effenmont Colossal Igniflammus	45	
	Fire Prong of the Fallen Haruspex	50	
	Iron Banded Dirt Torch	50	
	KaufernKopff Deck Lamp	75	
	Advortonian Caged Signal Post	80	
	Wooden Chained Lamppost	95	
	Pintail Banderole	100	1
	Square Standard Banderole	100	1
	Swallow tail Banderole	100	1
	Resolute Fieldstone Crisis Beacon	105	1
	Ars Magique Arachnoid Brazier	110	1
	Used Workshop Brazier	120	1
	Triaped Courtroom Coalpot	125	1
	Slihnkgur Greystone Brazier	130	1

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Floor Lamps			
Art	Object	Price	Environment
	Giant Candle Alcove with Copper Stand	135	2
	Votive Fire Crying Cervice	140	2
	Wooden Lampost of Horatu	145	2
	Bronze Torchera with Studded Firebowl	150	2
	Zwingenkrat Talon Foot Taper	155	2
	VermenKrakki Iron Riveted Candlebaum	160	2
	VermenKrakki Triple-Dished Glimmer Stand	165	2
	VermenKrakki Crystal Glimmer Orb	170	2
	Glaivenform Iron Floor Lamp	180	2
	Festivarian Stained Glass Floor Lamp	200	3
	Glazed Wood Monferrati Polycandelon	210	3
	Snordwicci Quadratorchier-rarium	260	3
	Great Dunhelirath Brazier	300	3
	Monumental Elevated Dunhelirath Brazier	325	3
	Hooded Guardian of the Eternal Fire	350	3
	Everlasting Blaze of the Illus-trious Conqueror	480	5
	Magnum Mysterium Mystical Orb of the Zeljaq-Ghugeez	550	5

Wall Lamps			
Art	Object	Price	Environment
	Wrought Iron Torch	45	
	Sappers Delight Tunnel Torch	60	
	Cast Iron Candle Cranz	75	
	Ticktop Taper Turret	90	
	Sudman-Style Wall Candle	100	
	Shamstone Shine Shelf	125	1
	Heroic Flambax of the Ancient Republic	150	1
	MightWright Flaming Wall Trophy	150	1

Wall Lamps			
Art	Object	Price	Environment
	Pillaged Imperial Temple Torch	150	1
	Glaivenform Iron Wall Lamp	165	1
	Stained Glass Fire Bowl	175	2
	Graffenschaft Doublewise Candle Fork	180	2
	Gastroburgian Polygleam	200	3
	Imp of Horatu Torment Torch	300	3

Chandeliers			
Art	Object	Price	Environment
	Vulgari Hanging Candle Crax	30	
	Iron Banded Candle Halo	100	
	Fettered Tallow Helion	115	
	WoeCraft Hanging Taper Tiara	140	1
	Ticktop Cubic Fire Dangle	180	2
	Clovenform Trichain Chandelier	225	2
	Unfurbished Phickle-Phyfe Candulum	580	4
	Eight Candle Light Wheel	700	4
	Double-Crested Candle Crown	895	4



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Decor

Plants

Art	Object	Price	Environment
	Nemi Sepulture Sage Urn	105	1
	Apriori-Flori Stone Vase	175	1
	Nemi Obit Sage Urn	260	2
	Sabre Fern Granite Keep	380	3

Wall Decor

Art	Object	Price	Environment
	Detailed Anatomical Vivisection Sketch	15	
	Toxicological Herbal Taxonomy Table	15	
	Canton of Belmont Hall Flag	25	1
	Canton of Hillsborough Hall Flag	25	1
	Canton of Millbrae Hall Flag	25	1
	Conton of Granada Hall Flag	25	1
	Peteran Watcher Wink	80	1
	Jacobite Triumph Tat	90	1
	Shield Banner of the Electorate of Gerrymande	95	1
	Dovetail Red Banner with Vomitomorphic Octofoil	110	1
	Dovetail Red Satin Banner with Velvet Brocade	110	1
	Canton Flag of the City-State of Oak Town	115	1
	Mounted Grimgoat Trophy	265	2
	Tri-Blade Sword & Shield from the Era of Great Confusion	350	3
	Rampant Wyvern Ikon	420	4
	Griffon of Cantercankle	420	4
	Story of the Three Cranky Geese	435	4
	Encaustic Sidelong Portrait of a Spyess	440	4
	Rex by Hex Lineoform Portrait	450	4
	Fumidian Icon of King Cruickshank III	455	4
	Parable Illumination from War of Nature	455	4

Wall Decor

Art	Object	Price	Environment
	The Dutches of Dizdainistan	465	4
	Girl from Gastroburg in Monochrome	465	4
	Stolen Royal Portrait - Origins Unknown	525	5
	Ceremonial Chevronic Bolted War Shield	615	5
	Rampaging Lioness of Maxispara Wall Tapestry	650	6
	Visage of the Immeasurable Realm Wall Tapestry	650	6
	Mounted Dire Moose Trophy	685	6
	The Courtesian of Tredontowne	895	7
	The Somnabulic Knight from Snordwich	960	7
	Badge-Shield of the Defeated Elayet of Pownsburg	1,115	7
	Allegory of the Golden Bough	1,235	8
	The Tower of Frugality	1,675	8
	Lance & Cuirass Hall Prize	1,690	8
	Nonfigurative Tapestry Pennant	1,715	8
	Philosophical Mystery Painting Regarding the Lion's Roar in an Empty Forest	1,775	8
	The Unwatched Lands by the Master of Ticktop	1,800	8
	Imbued Royal Window to the World	2,000	8
	Non-Euclidean Flower Mosaic	2,215	9
	Woven Psychenfoil Chromatic Wall hanging	2,230	9
	View of Westfailia	2,315	9
	Fire Dragon Glass Mosaic	2,875	9
	Minor Gargriffon	3,265	9
	Celestial Wall Totem of the All-Seeing Undying Watcher	4,445	9
	Slaying the Inner Daemon Morality Tapestry	5,635	10
	Our Lady of the Floraclysm	5,920	10
	Greater Gargriffon	6,005	10

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Mirrors			
Art	Object	Price	Environment
	Tacked Wall Miror	50	
	ConCiliator's Chamber Mirror	65	
	Polished Shield Glass	73	
	Burdley Revival Face Mirror	90	
	Farm Daughter Floor Mirror	115	
	Pinacello Clovenform Wall Mirror	125	1
	Guiltwood Dressign Mirror in Lococo Style	165	1
	Burdley Revival Mirror	185	1
	Pinacello Fluted Wall Mirror	250	1
	Stone Lessening Mirror of the Magi	480	3
	Phickle-Phyfe Carved Floor Mirror	675	5
	Advorton War Mirror	925	6
	The Unabominable Krustallos of Seljaq-Ghazhadid	2,100	8



Curtains			
Art	Object	Price	Environment
	Burlap Drapes	65	
	Garden of Eternity Tapestry Curtains	135	1
	Great Sateen Wall Curtain	305	3
	Brilliant Boxed Great Curtain with Insignia	360	3
	Imperial Velvet Throne Curtain with Tricorns	385	3

Rugs			
Art	Object	Price	Environment
	Groveling Rug with Spirals	45	
	Telavid Knotted Wool Floor Medalion	90	
	Jazzengraph Griffon Carpet	115	1
	Ticktopian Lock Rug	130	1
	Emblem Rug from the Kingdom of Fastrofury	135	1
	Red Wool Kirkos Rug	235	2
	Red Wool Great Rug	250	2
	Red Wool Great Hall Rug	290	2
	Cashbad Prosperity Carpet	315	3
	Rampaging Lioness of Maxispara Rug	360	3
	Bronchtiari Great Rug	400	4
	Our Lady of the Floraclysm Terrycloth Rug	1,125	8
	L'Eminence Gris Centrifuge	3,275	9

Sculptures			
Art	Object	Price	Environment
	Pre-Watcher Pagan Relic	25	
	Terrorcotta Jug with Manhandle	30	
	Primordian Minor Amphora	45	
	Emerald Banner with Dancing Lion	65	
	Imperial Red Spiked Standard	65	

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Sculptures			
Art	Object	Price	Environment
	World of Waxcraft Cornucopia	65	
	Crystalline Swarm Ball	90	
	Sealed Decrepitary Urn	90	
	Tattered Barbarian Defeat Flag	95	
	Giant Peteran Water Cup	115	1
	Grand Banderole with Spirals	115	1
	Peteran Wood Vow Pall	115	1
	Humble Peteran Work bowl	120	1
	Lard Vase of Willendorf	145	1
	Earlier Empire Bronze Urn	155	1
	Earlier Empire Bronze Bell	165	1
	Primordian Jar with Holly Engraph	165	1
	Royal Primordian Victory Vase	180	1
	Decrepiglyph Great Grain Jar	185	1
	Basket O' Onions	210	1
	Giant Spiral Triton Shell	210	1
	Colossal Sandglass	220	1
	Illogical Pagan Painted Egg	285	1
	Terroccan Sun Dial	300	1
	Late Terroccan Victory Vase	320	2
	Fixed Metal Merchant Scale	325	2
	Pre-Baroque Jovial Death Urn	335	2
	Opalescent Libidistan Urn	350	3
	Grand Gilded Qualmboard of the Jacoban	395	2
	Appalling Daunt Spike of Horatu the Infernal	450	4
	Jacked Mournumental Urn	465	4
	Mournumental Architectural Urn	470	4
	Weary Wood Watcher Woman	485	4
	Graven Wood Watcher Agro	495	4

Sculptures			
Art	Object	Price	Environment
	Sullen Wood Watcher Stubb	495	4
	Walghvogel Skeleton	505	5
	Tigerwolf Skeleton	510	5
	Gilded Gimcrack of the Advocate	520	5
	Gilded Saint Nook of the Syncresis	520	5
	Jacoban Grand Guiltstone	585	5
	Peteran Stone Stele of Remembrance	585	5
	Amusing Campaign Curio	675	6
	Hooded Guardian of Peteran Conjecturite	690	6
	Suit of Armor	750	6
	Stone Sister of the Watcher's Enigma	865	7
	Weeping Valkyrie of the Watcher	890	7
	Steadfast Stone Watcher Warrior of the Ladebord	1,100	8
	Goddess of Berstein Harvest Monolith	1,165	8
	Holmberg the Harmonizer Scribal Statue	1,180	8
	Granite Magus of the Vocif-eration	1,190	8
	Peguestrain Sandstone Statue	1,315	8
	Likwillowen Crenellated Wall Fountain	1,325	8
	Stone Watcher Warrior of the Incredible Coping	1,435	8
	Prodigal Fountain of the Unsparing Watcher	2,065	9
	Cenotaph of the Unknown Slihnkgurian	2,200	9
	Hooded Guardian of the Infinite Spill	2,255	9
	Perturbed Pegasus Springstone Sculpture	2,315	9
	Likwillowen Public Fountain	2,500	9
	Vigilante Wyvern Spike of Seljaq-Ghazhadid	6,300	10
	Stone Defender of the Phlegmatic Sorori	6,555	10
	Drakokratti Keeper of the Tabernacle	7,025	10
	High Jacoban Temple Well	8,010	10
	Peteran Civic Fountain in Ochre Masonry	8,500	10

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Art	Object	Price	Environment
	Giant Beans	1	
	Lost Bread	1	
	Earthenware Bowls	2	
	Ludenform Game Dice	2	
	Snot Rag	2	
	Wheat	2	
	Harvest Garland	3	
	Horseshoe Pile	3	
	Locked Diary	3	
	Metal Slabs	3	
	Paper Keepsake	3	
	Splintcraft Water Bucket	3	
	Gastroburgian Bread Brangs	4	
	Parsimonious Parcel	4	
	Metal Inlaid Hand Mirror	5	
	Moleskin Notebook	5	
	Pile O' Bones	5	
	Sealed Proclamation	5	
	Smithy Smock	5	
	Territory Map	5	
	Burlap Great Sack	6	
	Primordian Field Rune	6	
	Semi-Toxic Toadstool	6	
	Animal Cage	7	
	Artaephem's Weaponomicon	7	
	Barrel	7	
	Ingot Pile	7	

Misc. Decor			
Art	Object	Price	Environment
	The Sacking of Rice	7	
	Defeated Turkey	8	
	Drab Garb Grab	8	
	Lamb Lovers' Salver	8	
	Misplaced Key	8	
	Note from a Stranded Island	8	
	Un-Illuminated Manuscript	8	
	Farm Fresh Fruit Basket	9	
	Leather Pouch	9	
	Naranji Citron Balls	9	
	Barbarian Bracelet	10	
	Basket O' Onions	10	
	Lactol Mountains Cheese Wheels	10	
	The Fourth Symbol	10	
	Wine Skin	10	
	Wool Yarn Spools	10	
	Illuminated Parchment Collection	11	
	Coin Purse	12	
	Rope Coil	12	
	Priest's Lens	13	
	Timber Stock	13	
	Autumnal Gourd Grab	14	
	Bear Trap	15	
	Cabbage Patch Harvest Crate	15	
	Delicious Boar's Head Sampler	15	
	Human Skull	15	
	Ink Bottle	15	

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Art	Object	Price	Environment
	Red Svelling Fruit Box	15	
	Tailor's Measuring Skull	15	
	WeftKraft Yarn Trestle	15	
	Wool Carder Stand	15	
	Spiral Horn	16	
	Copper Supercog	17	
	Iron Fist's Leather Glove	17	
	Metallic Folk Grail	17	
	Golden Divine Apple	19	
	Ornamental Brass Goblet	20	
	Off-Season Fabric Bolts	22	
	Textile Bolts	22	
	Green Glass Vial	23	
	Iron Shackles	25	
	Preserved Porkmeats Barrel	25	
	Quayle Potatoe Barrel	25	
	Rooster Cage	25	
	Child's Sword	26	
	Wooden Storage Crate	30	
	Scriptorium Book Bank	35	
	Shepherd Pipe	35	
	Decorative Gnome Pot	40	
	Gold Locket	40	
	Watcher Water Vial	41	
	Pheasant Dehydration Station	45	
	Unprocessed Tome Tower	45	
	Wild Game Display	45	
	Ancient Zeljaqi Artifact	46	
	Prisoner Loyalty Rewards Gift Ball	50	

Misc. Decor			
Art	Object	Price	Environment
	Vacant Guest Restraints	55	
	Great Crate	60	
	Artisan Tool Rack	75	
	Maker's Notch Utensil Tack	75	
	State of the Art Farm Tools	75	
	Wooden Tailor Mannequin	80	
	Dragon Tooth Fossil	98	
	Captured Annoyance Orb	99	
	Arcane Curiosity Assist	100	
	Physicians' Organ Study Jars	100	
	Heretic	105	
	Neglected Prison Guest	105	
	Shield Toss	110	
	Pulpatine Manual Cabinet	115	
	Armory Prep Pile	150	
	Hunger Training Cage	150	
	Invasion Preparedness Kit	150	
	Ploppenvend Warezbooth	160	
	Equine Armor Mount	170	
	Horsehead Armor Stay	170	
	Oak Saddle Stand	170	
	Amputation Supply Shelf	200	
	Rough Gem Collection	200	
	Crime Deterrent	350	
	Gold Ingot	395	
	Ebryonic Preserved Leviathan	400	
	Alchemists' Assumption Apparatii	495	
	Giant Heart in Preservatif	500	

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Room Dividers			
Art	Object	Price	Environment
	Kruxenkram Iron-Knocked Room Screen	260	1
	Immoderate Age Modesty Partition	285	1
	Burdley Revival Chastity Screen	485	2

Room Dividers			
Art	Object	Price	Environment
	Clovenform Pinacello Arched Screen	620	2
	Ante-Bellum Advortonian Room Divider	1,100	4

Storage

Bookshelves			
Art	Object	Price	Environment
	Peachwood Volume Vault	175	
	Druidic Bookshelf	210	
	Tome Tomb by Ars Magique	280	
	Scholar's Manuscript Mantle	285	
	Bifold Bookhold by Ars Magique	350	
	Books N' Nooks by Ars Magique	365	
	Book Restraint of the Subjugator	535	3
	Curvaceous Shelves	580	3
	Double Druid Bookshelf	650	3
	Thrice-Blessed Bookshelf	810	3
	Bastard Book Box of the Subjugator	995	4
	Inner Empire Marble Bookshelf	1,215	4
	Libri Fo Fibri Marble Bookshelf	1,585	4
	Bibliothrice by Ars Magique	1,710	5

Dressers			
Art	Object	Price	Environment
	Phickle-Phyfe Fluted Dresser	350	
	Pre-Invasion Belted Battle Dresser	365	
	Burdley Revival Dresser	380	1
	Vestimentum Dresser	450	2

Dressers			
Art	Object	Price	Environment
	Immoderate Period Gold Inlaid Dresser	465	2
	Ars Magique Curvenform Dresser	575	3
	Kruxenkram Studded Wardrobe	600	3
	Wardrobe with Fleur De Lys Motif	625	3
	Timberbumff Concarvenite Wardrobe	650	3
	Burdley Revival Wardrobe	670	3
	Rot-Proof Stone Dresser	720	3
	Ante-Bellum Advortonian Wardrobe	790	3
	Floral Carved Wardrobe in Immoderate Style	815	3
	Clovenform Pinacello Arched Wardrobe	985	4

Chests			
Art	Object	Price	Environment
	Barren Bolt Vesment Vault	55	
	Koffer-Kraft Barrelforme Chest	80	
	Iron-Banded Zebrandi Treasuer Test	105	
	Triple-Banded War Chest	115	
	Cryptastic Wormwood Banded Chest	150	1
	Seljaq-Ghazhadid Laquered Chest	210	1

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Structural

Columns

Art	Object	Price	Environment
	Smithy's Support Beam	30	
	Hewn Timber Post	55	
	Timber Corner Post	90	
	Hand-Hewn Manor Column	125	
	Royale Corner Column	230	1
	Royale Column	255	1
	Regalitarian Runepost	320	3
	Kurgan Double Column	350	2
	Giant Kurgan Double Column	425	2
	Grande Royale Column	500	3

Railings

Art	Object	Price	Environment
	Farmers' Fence Post	5	
	Lock-Fence Post	9	
	Hasty Fence Post	12	1
	Slappendash Farm Fence	20	
	Perimeter Lock-Fence	35	
	Bannered Event Fence	45	1
	Royal Pawn in the Neck End Railing	50	2

Railings

Art	Object	Price	Environment
	Royal Pawn in the Neck Corner Railing	65	2
	Royal Pawn in the Neck Railing	65	2

Fireplaces

Art	Object	Price	Environment
	Campfire	15	1
	Central Heating Burner	35	1

Misc. Structural

Art	Object	Price	Environment
	Gastroburgian Wall Shiv	10	
	Gastroburgian Wall Run-Beam	15	
	Gastroburgian Wall Post	25	
	Oak Wall Panel	35	
	Oak Corner Wall Panel	40	
	Oak Wall Board	100	
	Stone Wall Section	105	
	Stone Wall Corner	115	
	Keyed Stone Arch Alcove	220	
	Pinacello Stone Clovenform Arch	450	1
	Lion's Head Archway	745	2



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ACHIEVEMENTS



There are more than 100 achievements to earn in *The Sims Medieval*, such as defeating the Monarch in a swordfight, writing a specific number of plays, or banking over 1,000,000 Simoles. Fortunately, these achievements arch across all kingdoms you make. *The Sims Medieval* keeps a running tally on your actions and interactions. It may take you eight or nine kingdoms to earn that million Simoles, but rest assured that when you do, you'll get a pleasing pop-up that lets you know you've done something special.

As you complete achievements, they are marked in your Achievement Book, which is available via Kingdom Mode. Earning achievements raises your Watcher Achievement Level, which in turn levels up the Watcher and unlocks new objects, decor, and costumes.

We've bundled all the possible achievements in the game in a useful chart so you can easily keep tabs on your progress toward earning these in-game rewards.

Achievements			
Icon	Name	Description	Points
	Well-versed	Successfully perform 50 poems to individual Sims	5
	A Bard's Day Night	Quest with the Bard n times	10
	Beowulph (sp)	Write Beowulf	10
	Prolific Playwright	Write 20 plays in one Kingdom	10
	To Be or Not to Be	Write a legendary play	20
	Dressed for Success	Craft 50 pieces of armor	10
	If I Had a Hammer	Complete 30 quests with the Blacksmith	10
	Darkness Unleashed	Craft a legendary Doom Sword	20
	From Here...	Place 25 total buildings	5
	...to Eternity	Place 100 total buildings	10
	Clever Swordplay	Win 200 swordfights total	5
	Sovereign Study	Train both the Spy and Knight with the Monarch	5
	Carry a Little Stick	Win a swordfight with the practice sword	5
	Deposed	Defeat the Monarch in a swordfight	5
	Let There Be Rock	Discover all minable minerals	15
	Herbal Hexplorer	Discover all harvestable plants	15
	Botanical Boon	Gather herbs 50 times	10
	Passion for Poison	Have 25 Nightshade in inventory at once	5

Achievements			
Icon	Name	Description	Points
	The Chosen	Have every Hero Sim be Chosen by the Watcher	20
	Watcher Protection	Reach 10 Culture with just 3 Security	10
	Dead Sim Walking	Build 10 or more buildings while Health is 3	10
	Graveyard Shift	250 total deaths	5
	Poker Face	Win 100 card games	10
	King of Kingball	Win 200 Kingball games	10
	Moral Ambiguity	Cheat at cards with the Peteran Priest	5
	Underdog	Win a Kingball game with worst paddle against best paddle	10
	Gluttons and Guzzlers	Have 5 Gluttons and 5 Drunkards in one kingdom	10
	Plastered Perpetuity	Be drunk for 24 hours	10
	Gruel Hoarder	Have 25 bowls of food in inventory at once	10
	Help Wanted	Fulfill 500 responsibilities	10
	Legendary!	Have 25 Sims acquire Legendary Traits	15
	Jack of All Trades	Complete 2 Responsibilities for every profession in one kingdom	5
	Nick of Time	Fulfill a responsibility with less than 15 minutes left	5
	The First Legend	Get a Legendary Trait	5
	Monastic Marshal	Convert 50 Sims to Peteran	5
	Sweeter Than Peter	Complete 30 quests with the Peteran Priest	10

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Achievements

Icon	Name	Description	Points
	Pack of Peterans	Have 9 Peteran Heroes in one kingdom	5
	Pretty Popular	Max out Peteran Popularity	5
	Lessons of the Watcher	Give 20 Peteran sermons in one kingdom	10
	Start Your Kingdoms	Build 12 Reception Halls	5
	Crown Renown	Gain 5,000 total Renown	10
	RP Spender	Spend 2,500 RP	10
	Savings Account	Save up 300 RP	5
	Fistful of Heroes	Have 100 renown with only 5 or fewer buildings	10
	Slush Fund	Save up 600 RP	10
	Up All Knight	Complete 30 quests with the Knight	10
	Singles Knight	Practice military strategy solo 25 times as Knight	5
	Crash Test Dummy	Train at the Training Dummy for 24 hours	10
	Brains Over Brawn	Have 10 Knowledge and just 3 Security	10
	I'm on a Boat!	Trade via boat with the Merchant 100 times	10
	Making the Trade	Complete 30 quests with the Merchant	10
	Elven Explo-ration	Acquire the map to Effenmont	5
	Money Matters	Earn 2,500 Simoles at the Market Stall	10
	Decree Spree	Answer 200 petitions	10
	King's Quest	Complete 30 quests with the Monarch	10
	A Sim of the People	Maximize the Monarch's popularity	5
	Max Monarch	Get a Monarch to level 10	5
	King of the Bed	WooHoo 25 times with the Monarch in one kingdom	5
	Baby Monarch	Renown at 250+ with a Monarch of level 1 or 2	10
§	King Bling	Gain 1,000,000 Simoles	20
§	Big Spender	Spend 15,000 total Simoles	15
§	One Rich Sim	Acquire 10,000 Simoles with one Sim	5
	The Grand Convincer	Convert 50 Sims to Jacoban	5
	Jacob Guide You	Complete 30 quests with Jacoban Priest	10
	Just Jacobans	Have 9 Jacoban Heroes in one kingdom	5

Achievements

Icon	Name	Description	Points
	Terrifying Watcher	Max out Jacoban Fear	5
	Fire and Brimstone	Give 20 Jacoban sermons in one kingdom	10
	The Doctor is In	Diagnose 50 Sims	5
	Bacon Blues	Get gored by a boar 20 times	5
	What's Up Doc?	Complete 30 quests with the Physician	10
	Frustrated Doc	Have a level 10 Physician in a kingdom with little Well-Being	10
	Full Recovery	Completely heal a Sim on the Operating Table	5
	Fiddlin' Physician	Fiddle 20 times with the Physician in one kingdom	5
	Beneficent Bartender	Create 20 healing potions	10
	Feast for the Beast	Send 100 Sims to the Pit	5
	Inedible	Survive the Pit of Judgment 5 times in one kingdom	10
	Leap of Faith	Voluntarily jump into the Pit of Judgment	5
	Q is for Quest	Complete 50 quests	5
	Quest Addict	Complete 100 quests	10
	Prince of Plats	Complete 150 quests with platinum	20
	Watcher Who?	Have 10 Security with just 3 Culture	10
	I Do	Have 5 weddings in one kingdom	10
	Mass of Misan-thropes	Have 10 Misanthropes in one kingdom	10
	Open Door Policy	Make 20 friends with the Monarch	5
	Love Doctor	Have 4 romances with one Physician	10
	House of Spouses	Marry 4 times with a Monarch	10
	Empty Pockets	Pick 75 pockets	10
	Spy Game	Complete 30 quests with the Spy	10
	Greed is Good	Steal from the Messenger Post 15 times with the Spy	10
	It's Not Pocket Science	Gain more than 120 Simoles in one pick pocket	15
	Eggcellent!	Throw 150 eggs at Sims stuck in the stocks	10
	Tomato Tosser	Throw 150 tomatoes at Sims stuck in the stocks	10
	You Snooze, You Win	Maximize loyalty in Snordwich	10
	Tree-Hugger	Maximize loyalty in Effenmont	10

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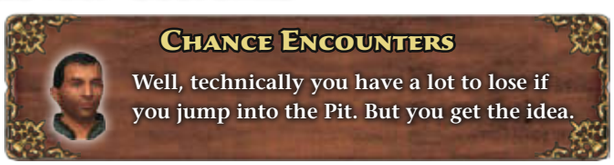
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Achievements			
Icon	Name	Description	Points
	Avast Ye Scurvy Dogs!	Maximize loyalty in Aarbyville	10
	Advorton Advantage	Maximize loyalty in Advorton	10
	The Simple Life	Maximize loyalty in Burdley	10
	A Hole in One	Maximize loyalty in Crafthole	10
	Don't Tread on Tredony	Maximize loyalty in Tredony	10
	Ticktop Shape	Maximize loyalty in Ticktop	10
	Love by Proxy	Maximize loyalty in Yacothia	10
	Leader's Digest	Maximize loyalty in Gastrobury	10
	Enough Edicts	Propose 100 Edicts	10

Achievements			
Icon	Name	Description	Points
	Edict Addict	Pass 25 Edicts in one kingdom	10
	It Was a Big Whale	Have 10 Sims in one kingdom with the Parents Eaten by Whale trait	10
	Thar She Blows!	Slay 5 whales in one kingdom	20
	Well Done	Cast Inferno 80 times	10
	Wizness Plan	Complete 30 quests with the Wizard	10
	Magic en Masse	Cast every spell at least once in one kingdom	15
	Magic Mender	Heal 10 Sims by casting Mend on them	10
	On Vacation	Go 48 hours in a row with Beacon of Hope on	15
	Forbidden Magic	Have level 10 Wizard in kingdom with Knowledge at 4 or lower	15

Unlockable Objects and Costumes

As you bank achievements, you unlock extra objects and outfits that give you even more options for personalizing your kingdom. So level up those Heroes. Develop those kingdom Aspects. Jump into the Pit! What have you got to lose?



Unlockables			
Watcher Level	Ach. Points	Outfits Unlocked	Objects Unlocked
1	0	n/a	n/a
2	120	Lady of Laughs, Jester Hat, Joker's Wildwear, Foolio's Fopcap, Queen's Summerwear, Mistress Gown, Sir Studley's Armor	Good Knight Statue, Evil Knight Statue, Knight vs. Dragon Rug
3	250	Lady Executioner's Regalia, Executioner's Hood, Lord Executioner's Raiment, Stitched Executioner's Hood, Deadly Mask	Buck Room Divider, Buck Dresser, Deer Skull Wall Mount, Buck Wall Mirror, Peteran Urn, Double Arch Bed, Single Arch Bed
4	390	Sorceress' Gown, Sorcerer's Apprentice Robe, Hedge Wizard's Robe	Double Wizard Bed, Dragon Mirror, Dragon Music Box, Dragon Leg Dining Table, Wizard Sculpture, Ornate Arcane Tome, Dragon Wall Candle Holder, Dragon Arms Dining Chair
5	540	The Watcher's Raiment, The Watcher's Vestment, Nurse's Apron, Nurse's Mask, Medic's Mask, Medic's Uniform	Ornate Bar, Druid Barstool, Ornate Standing Shelf, Lion Leg Dining Table, Candlestand
6	700	Marriage Officiant's Garb, Rooster Dress, Rooster Vest, Princess of the Hunt Riding Garb, Aristovest	Royal Throne Curtain, Royal Kingdom Painting, Dollhouse Sculpture, Drawers Dining Chair, Noble Dining Chair, Carved Sun Dining Chair, Carved Dining Table, Vase Sculpture
7	870	Druid's Dud, Druidess Habit, Fortune Teller's Threads of Fate, Prognosticator's Cape, Bandita's Apparel	Gothic Scribe Table, Royal Flag Holder Sculpture, Pointed Top Room Divider, Plumbob Lighting
8	1050	Empress of Elegance Regalia, King of Stripes Formalwear, Witchy Womenswear, Witchy Tiara, Warlockswear, Warlock's Diadem	Single Druid Bed, Double Druid Bed, Merchant Wall Shelf, Rectangular Patterned Rug, Gargoyle Column, Crouching Gargoyle Sculpture, Evil Throne, Dragon Skeleton Sculpture
9	1240	The Duchess' Dress, Baroness' Dining Gown, Count's Caparison, The Earl of Grey Garb	Carved Bed - Single, Carved Bed - Double, Clover Bed - Single, Clover Bed - Double, Floor Urn, Sorceress Dining Chair, Queen Dining Chair, Sorceress Sofa, Masquerade Mask Sculpture
10	1440	Jacoban Shepherdess' Cap, Jacoban Shepherd's Cap, Guildmistress' Garb, Guildmaster's Garb, Bell of the Belle, Cry Me a River Crier's Uniform	Crafted Dining Chair, Gothic Dining Chair, Patterned Rug, Oval Ceiling Lights, Ornate Coffee Table, Ornate Lion Coffee Table, Queen Scribe Table
11	1650	Quilted Ranger's Raiment, Nomadic Vest, Lady Vagabond, Commoner's Garb, Journeyman's Garb	Jacoban Pew, Druid Loveseat, Knight Statue, Maiden Fountain, Noble King Statue, Wooden Maiden Lighting, Stone Angle Lighting, Sorceress Throne, Unicorn Rug, Fleur de Lis Bookshelf

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Sims Medieval Interview & Bloopers

Talking *Sims Medieval*

Prima: What prompted the move from Sunset Valley and its contemporaries to a medieval landscape full of knights, bards, and wizards?

Rachel Bernstein, Executive Producer: Fans of *The Sims* have always expressed great interest in the Middle Ages. The community loves to create medieval-themed custom content, and tell their own stories of the time period using the Sims. Plus, when we asked them outright what historical era they'd like to see *The Sims* in, the answer was clear: medieval times. So, we began by asking ourselves, what would happen if the Sims went to the Middle Ages? How would their lives be different when taken away from modern conveniences, in a world with the possibility of dragons, but little social mobility? What kind of fiction could the fans tell?



Even outside of the context of *The Sims*, the idea of medieval times evokes rich stories, from gritty realism to the fantastical. It's with that in mind that we set out to create *The Sims Medieval*, and find out for ourselves what it's like to create and control medieval characters, and guide them through epic adventures.

Prima: Were there any other alternative times or worlds considered before ultimately choosing medieval times?



Bernstein: Much like our fan community, we are always wondering what it would be like to see the Sims in different time periods. The exercise predates *The Sims Medieval* by many years! But when it came time for us to sit down and turn these dreams into reality, everyone just naturally gravitated towards the Middle Ages. There is an endless fountain of opportunity in medieval times, both timeless and globally understood, and the fans seem to agree.

Prima: *The Sims Medieval* is a different creature than *The Sims 3*. How did the team manage to separate the Sims from the dollhouse that millions of fans know and love, transplant it to medieval times, yet still retain that "Sims" flair and feeling?

Bernstein: It's true, *The Sims Medieval* takes the heart of *The Sims* and adds in an epic new setting and a new feature set.

The heart of *The Sims* beats in *The Sims Medieval*: It is first and foremost a game about people—creating them, controlling them, nurturing or tormenting them—with a big dose of humor and opportunities for the player to be creative. The medieval setting means it brings an entirely new set of content, and a new set of stories, and a new art style. The new feature set offers more structure and goal-oriented gameplay than previous *The Sims* titles. Players get a feeling of purpose and achievement.

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Prima: What kind of research went into the creation of the kingdom and general atmosphere in *The Sims Medieval*?

Bernstein: Even before any specific research, our design team consisted of folks who were already huge fans of medieval times and fantasy, whether reading fantasy novels or playing in D&D campaigns. One of them even plays the lute! We drew a lot of inspiration from a variety of films set in medieval times, including *The Lion in Winter*, *Camelot*, *A Knight's Tale*, and *Excalibur*. This doesn't count the fact that we've all seen *Monty Python and the Holy Grail* and *The Lord of the Rings*. We also maintained a whole library of books about medieval times and castles, from children's picture books to classic novels. And of course we must credit our Art Director Terry Smith for establishing the creative vision for the look and feel of the game.

Prima: *The Sims 3* was very much an open-ended adventure in life, but kingdom Ambitions give *The Sims Medieval* players very specific goals to achieve for success. How have you seen the implementation of Ambitions change the way people play?

Bernstein: We have seen the full spectrum of gameplay styles as people have played *The Sims Medieval*. There are players who jump right into the quest gameplay and make the quests and responsibilities and ambition their primary driving force. We've seen players who ignore the current quest altogether and play the game like any other game in *The Sims* franchise, exploring the world, forming social relationships, and telling their own stories. Most players strike a balance between the two, engaging in the open-ended gameplay between quest tasks. Some players dwell in the customization game, spending hours creating their characters and furnishing their buildings.

Prima: Any favorite quests amongst the dozens of possible adventures?

Bernstein: Every quest in *The Sims Medieval* is carefully written and tuned to be a fun and unique experience. There is a quest for everyone in *The Sims Medieval*. And the quests in the game are the ones that survived the cut from a larger list of potential quests, which means what you get in game is the cream of the crop. Thus, it would be unfair to identify just a few that stand out against the rest. Besides, if you were to ask this question to each person on the team, you would get a different answer (and, needless to say, most designers would lean toward the quests that they helped to create).

But certainly that doesn't answer your question. So, if there was just one quest that felt like it had something for everybody, it would have to be the quest The Witch Is Back. With its support for various different professions and the breadth of its approaches, that quest really set the bar for the other quests.

Prima: What led to the implementation of the Fatal Flaw? Were too many players creating only goody-two-shoes Sims?

Bernstein: The idea behind the Fatal Flaw came from our observation of the gameplay behind traits. It's obvious that all traits have very specific impacts on gameplay, and some traits were distinctly unkind to the player. With this in mind, we determined that there



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was a game to be played here. By forcing the player to choose a Fatal Flaw, we were requiring them to accept the consequences of the personality they have assigned to a Sim, and to strategize against these circumstances. This balance introduced a new challenge that was simple but meaningful to the game.

But Fatal Flaws are not just about difficulty or punishing the player. We introduced the capability for the player to convert a Sim's Fatal Flaw into a Legendary Trait, which is the ultimate boost to the Sim's daily life. So Fatal Flaws are about the duality of gameplay challenge and reward.

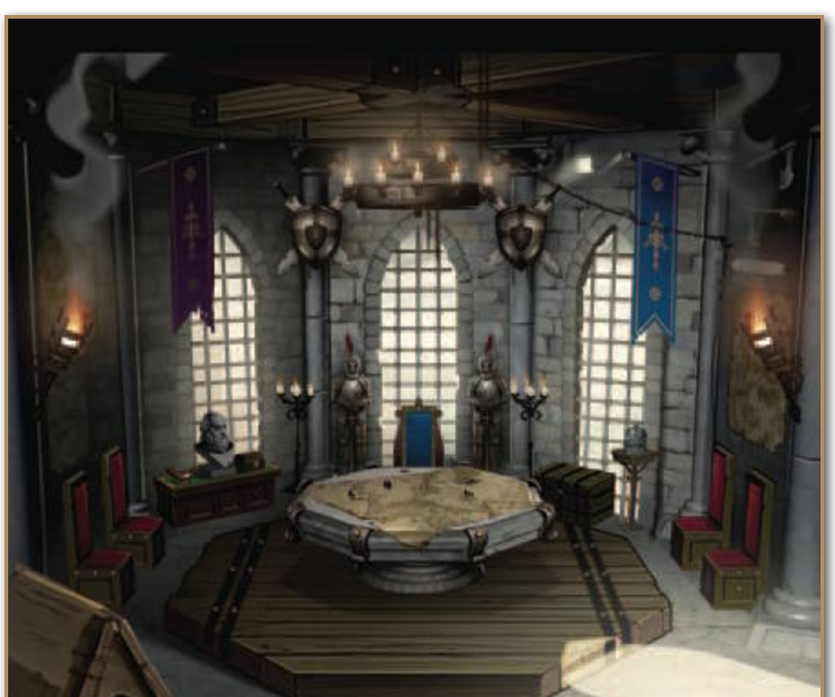


Prima: How were the different Professions in *The Sims Medieval* selected? Were there any favorites that just didn't make the cut?

Bernstein: When choosing which Professions made the cut, we took into consideration how iconic each Profession was to medieval storytelling, how they fit into quests, how they interacted with each other, and how they balanced each other out. Yes, there were plenty of different Professions we explored that didn't make it into the game.

Prima: How did the removal of age affect the development of a Sim's personal narrative, now that it was a kingdom that had an ending instead of a Sim's life?

Bernstein: In the time it takes for the kingdom's story to conclude and move on to a new Ambition, the Sims don't have time to advance through generations. They do have time for their personal lives, they can pursue major life milestones; they can court their fellow Sims, get married, have a baby, watch the baby grow into a child, and interact with the child in a family environment. But the bulk of a Sim's time is spent in stories that revolve around their Professions and their participation in quests.





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Prima: Any favorite kingdom elements? Gotta confess here, we spent a lot of time playing around with the Pit.

Bernstein: Lots of fun times down in the Judgment Zone, what with the town crier ringing the bell, the executioner tossing meat to the Beast, the beefy constable locking people into the stockades, and the Pit itself with the tentacled blue beast. There can be some good parties going on the Tavern. Kind of fun to have the Spy serve a poisoned drink while the crowd is watching the Bard rock out on stage on the Lute.

Prima: Trading with other territories is a really deep part of *The Sims Medieval*. Any favorite tricks for getting the most out of importing and exporting with neighbors?

Bernstein: As more territories get unlocked, the player can then utilize these "Trade" items with other territories to begin a chain of trades. These trades can provide very valuable or rare items. Once all the territories are unlocked, flipping through the territory map will provide all the trade possibilities. Some imported goods can only be acquired through multiple trades. One of the most complex examples involves trading Wildflowers for Goose Feathers -> Jeweled Ring -> Tablet of the Watcher -> Darkstone -> Unicorn Horn.

On top of this, each territory has a specific type of item that it imports that supports the theme of the territory. These items simply provide the merchant with another way of making money, as the items in each category only provide gold. It is as follows:

- **Aarbyville:** Swords
- **Advorton:** Armor
- **Burdley:** Medicinal items (health salves, curative tonics, rejuvenating reagent, etc.)
- **Crafthole:** Ores (Mithral, Electrum, Phosphorus, Ferrous, Crudium)
- **Effenmont:** Meat (also includes frogs and pigeons)
- **Gastrobury:** Fruits and Veggies (will also take spices and wheat)
- **Snordwich:** Fish
- **Ticktop:** Gems (Mana Stones, Adamantle, Azurite, Shiny Stones, Quartz)
- **Tredony:** Herbs
- **Yacothia:** Poisons

Gathering up a lot of your initial ingredients can reap big rewards. Good Luck!



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Prima: Were there any humorous or interesting moments which took place at the studio during the development of the game?

Bernstein: Every day is full of surprises and laughs when you work on *The Sims Medieval*. For example, every Friday afternoon, a big group of team members took over the EA labyrinth and played "Labyrinth Ball," a game that was constructed of the labyrinth, a large bouncy ball, a stick, and any number of players. The sport was very emergent, and the rules took shape only after the game had been played several times. We like to think some of the elements of Kingball were derived from Labyrinth Ball.

Prima: The guide features images of funny in-game moments. Do you have a favorite bug or scenario?

Bernstein: A good standout bug is the "Dead Space" graphical glitch. Due to some idiosyncrasies with the way our engine renders the in-game models, we would occasionally see what we would call "polygon explosion." This was particularly hilarious when we'd see a Sim stretch and contort in impossible ways, and end up looking like the Necromorphs in *Dead Space*. And knowing that the Visceral team on the floor above us were hard at work developing *Dead Space 2* was icing on the cake.



Prima: Were there any distinct hurdles that your team needed to overcome during the development of the game?

Bernstein: One particular hurdle was how to build on the technology in *The Sims* studio to create a new look for *The Sims Medieval* . You can see evidence of this work in the Sims' faces, their clothes, in the buildings, in the trees and terrain, in the medieval objects, and especially in the attention to lighting.

Prima: Outside of being an avid *The Sims* fan, does it take a certain type of personality to develop these kinds of games?

Bernstein: The Sims studio is full of all kinds of personalities, from all walks of life. What ties us together is our passion for games, our creative energy, our open-mindedness, and our team mentality. Perhaps what sets us apart from other game developers is our connection with our fans. We have a deep understanding of *The Sims* players, and how they differ from or intersect with other gamers. And considering many team members are self-professed Sims fanatics, it's only natural that we all form the larger, global Sims community.

Prima: Is there anything you'd like to say or express to someone picking up the game for the first time?

Bernstein: We hope you enjoy playing *The Sims Medieval*! Whether you're a veteran of *The Sims* or you're trying the franchise for the first time, there's a lot of new stuff here that's different from any other game out there.

Prima: Was there anything that you wanted to implement in the game but couldn't for one reason or another?

Bernstein: Oh, too much to even start talking about! But stay tuned, because the Middle Ages is an endless fountain of opportunity, and who knows what surprises the future holds for *The Sims Medieval*!

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Sims Medieval Bloopers

Making a video game is a lengthy (but fun) process where discoveries are made every day, and sometimes the unintentional happens. Electronic Arts shared with us some of their favorite *The Sims Medieval* blooper images, where Sims sometimes didn't behave as told, contorting their bodies and faces into odd positions. And then there's just the all-out weird.



Spider people



Does this haircut make my nose look big?



Shoulder pads are sooooo 1294.



Yet the light cycle would not be invented for another 1,000 years.



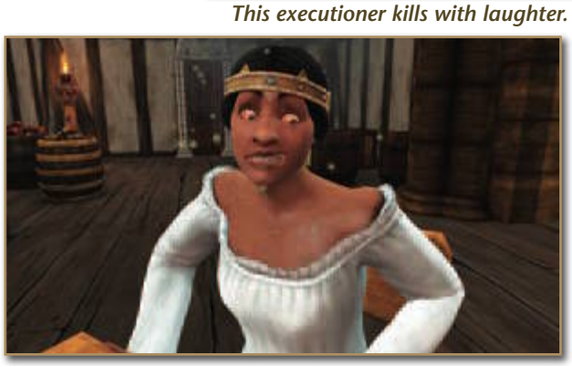
Radioactive sea sickness



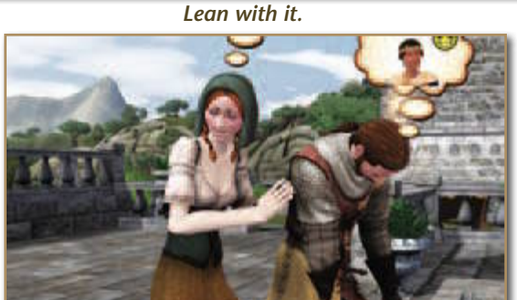
This executioner kills with laughter.



Lean with it.



belch



Yet he dreams of another...



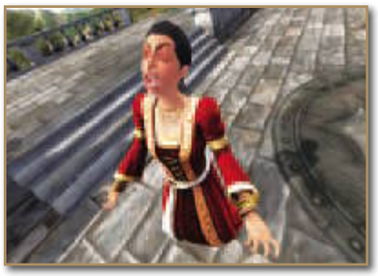
Missed it by "that much."

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Wakey-wakey, hands of snakey...



I'm melting!!



Poof!



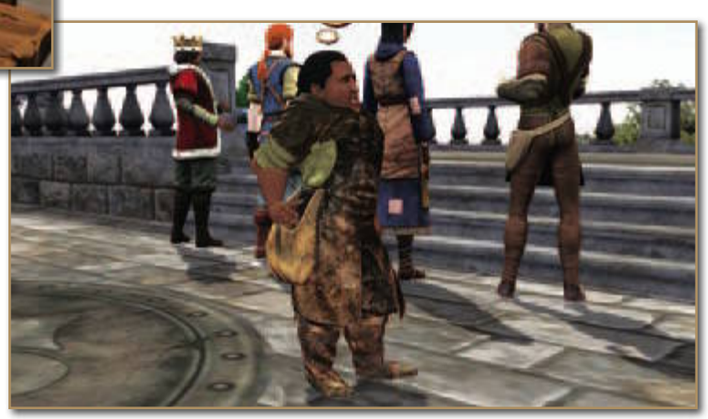
I can roll this dice...with my mind.



ESP



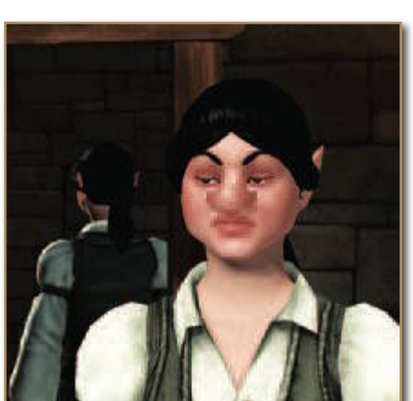
Bellyflop



Napoleon complex



That's what she said.



Belle of the ball



Clockwork'd Orange?



She's really good at opening cans.

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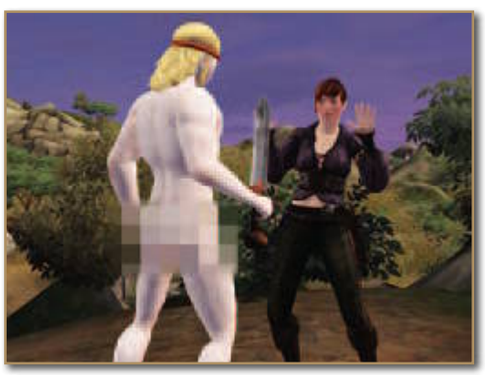
Now that's a stealthy Spy!



Rage against the machine.



Off with your head.



Take all my Simoles, seriously. Just put that away!



Is this a doctor's office or the DMV?



You know, we do have a bathroom.



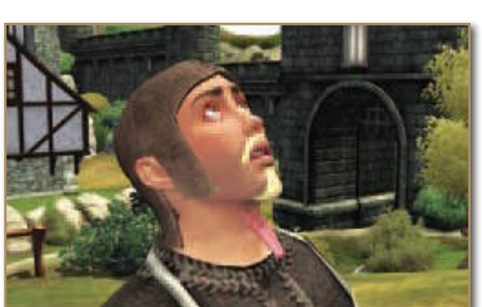
No eye contact while I lather!



Derp!



Didn't know there was a Diabolical train.



Incoming!

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Elvish executioner



And then I was, like, seriously...?!



Mmmm...delicious.



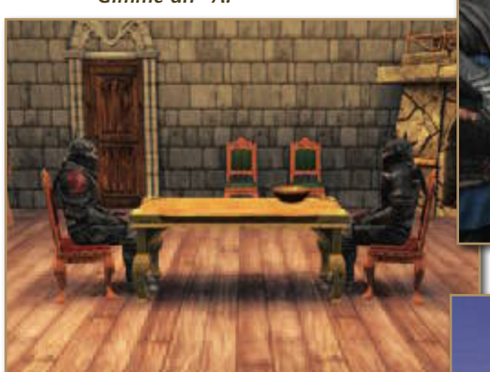
Gimme an "A!"



The naked Bard cometh...!



Flesh armor



And how was your day at work?



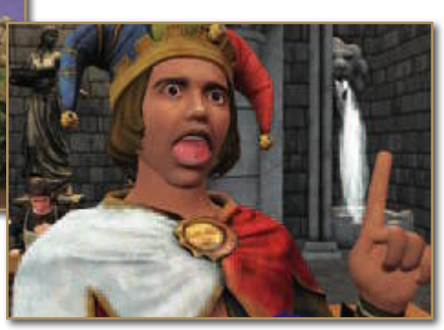
Doooo eeeeet!



Ohai!



Avert thine eyes!



Heeeeeeeey...



Too much hittin' the bottle

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Take me, I'm yours



This is a church, people!



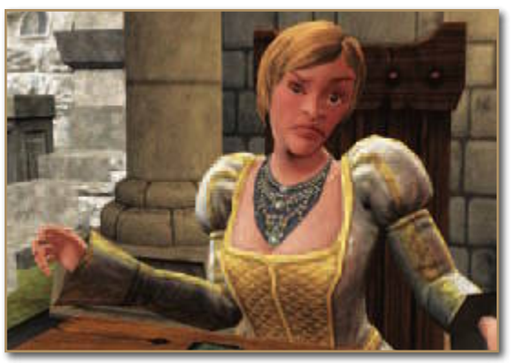
ZOMG!! Moneys!!



Not again



Free spirit



Medieval plastic surgery



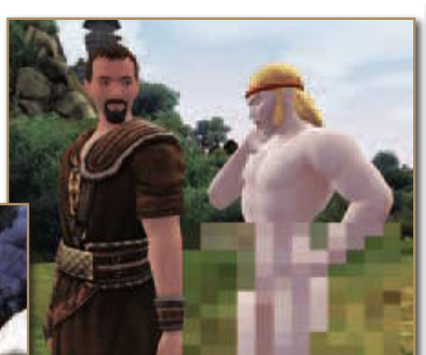
I ain't falling for no banana peel trick.



Wolfman



Mouthful of Chiclets



Forgetting something, bub?



Too many Monarchs



Aaaaachoo!!

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Simology

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Focus	Effect	Length (in mins.)	Category	Description
Alluring	5	120	Physical	A bit of magical sparkle makes everything look shiny and new, even you.
Bit o' Luck	5	180	Mental	Everyone could use a little bit o' luck now an' then.
Bloodthirst Quenched	5	300	Physical	Bloodthirsty Sims love a fight!
Clean	5	240	Physical	It feels good being less dirty and smelly than normal.
Cozy Fire	5	30	Physical	Sims enjoy the warm cheery glow of their fireplaces...poke them for extra warmth!
Fed The Beast	5	1,440	Misc	Music may soothe the savage beast, but everyone knows the way to a horrifying Pit monster's heart is through the stomach.
Yummy Meal	5	360	Physical	What a yummy meal.
Magic Goblin Armor	5	variable	Physical	Sim is protected from evil goblin magic.
Interesting Match	5	180	Mental	Sim has watched an interesting Kingball match.
Protection of the Watcher	5	1,440	Physical	It's great to be protected by the Watcher!
So Close!	5	60	Mental	That recipe was quite tasty, but not quite there.
Refreshed	5	60	Physical	Cool, clean water is wonderfully revitalizing.
Relieved	5	180	Physical	Whew! Made it to the chamberpot just in time!
Restored	5	45	Physical	The refreshed feeling that comes after guzzling down a whole bunch of herbal tonic.
Soothed	5	45	Physical	Sim is feeling soothed by another.
Spirit of the Hunter	5	variable	Mental	Strong as a bear, tenacious as a boar, and swift as a deer!
Stealthed	5	180	Physical	Hero flits from shadow to shadow, often unseen and unheard.
Excited	5	variable	Mental	Sim is excited about recent events.
Joyful	5	variable	Mental	Sim is feeling joyful from recent events.
Surprised	5	variable	Mental	Sim feels surprised by recent events!
Sustained	5	120	Physical	In medieval times, any food is good food.
True-Seeing	5	variable	Misc	Gaze through the rose-colored eyes of the Watcher!
Fine Wine	5	240	Physical	That wine was fine.
Wound Protection	5	120	Physical	Sim is protected from injury. Any wound inflicted upon him/her will have its damaging effects mitigated.
Slightly Focused	5	variable	Mental	Sim's mildly high Focus is having a small positive effect on Quest Performance.
Clean Ale	10	120	Physical	That's a clean tasting ale.
Attractive	10	300	Social	When a Sim looks this good, it's difficult for others not to notice. Wowza!
Brightened Day	10	180	Social	Good Sims know exactly what to say to make someone's day better.
Buzzed	10	variable	Physical	Sim is feeling quite giddy after a few drinks. Let the mirth and frivolity commence!
Combat Ready	10	720	Physical	Sim is ready for combat! (from practicing on a Training Dummy)
Compelling Sermon	10	1,440	Mental	Sim has watched a compelling sermon and now is a believer!
Consecrated	10	60	Physical	Drinking water consecrated by the Watcher fills the soul to the brim with spiritual fervor.
Crafty	10	180	Mental	Sim is feeling pretty clever, hehehe.
Decorated	10	variable	Mental	Sims enjoy well-furnished homes. By the looks of things, this place isn't so bad!
Dirty Joke	10	120	Social	Sim is feeling quite naughty after relaying all the titillating details of that last joke.
Encouraged	10	360	Mental	A little encouragement goes a long way!
Enthralling	10	60	Physical	Who needs to be charming, when you can be completely irresistible with one swig of magic potion?
Carefree	10	240	Mental	Who needs to be burdened with all this serious "Watcher" stuff, anyway?
Feeling Festive	10	120	Physical	Feeling full of festivity from fine food freshly fixed for frivolity.

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Savoring the Stench	10	variable	Mental	Some Sims actually like it when they haven't bathed in awhile. It gives them a natural "aura" that is quite…palpable.
Feeling Superior	10	240	Mental	You're the best around!
First Aid	10	360	Physical	Sim is feeling much better now, thank you!
Flattered	10	180	Social	Compliments are quite flattering!
Fresh Breath	10	1,440	Physical	Fresh and minty breath!
Immune to Froggo's Poison (Probably)	10	variable	Physical	Kissing Froggo will likely not result in death by deadly neurotoxin. No guarantees.
Wearing Froggo Hat	10	variable	Physical	You feel so silly wearing this hat that no talking frog could possibly be scared of you.
Generous	10	720	Mental	Sim is feeling generous from his/her donation.
Read a Good Book	10	variable	Mental	Sim found that book very intriguing.
Got a Good Deal	10	480	Mental	Saving a few Simoles is pure satisfaction!
Pipe Dream	10	720	Mental	Wow, what a great dream that was!
Had a Nice Nap	10	300	Physical	Having a great, refreshing nap may be just enough to hold back the onset of sleep.
Hallucinating	10	variable	Mental	Strange things are afoot for Sim.
Hammer Tyme	10	variable	Physical	Ye shall not touch this!
Heard A Good Joke	10	180	Social	I'll have to remember that one!
Heartened	10	60	Mental	Your friends' unflagging support and faith in your endeavors is the best natural high.
Hilarious Conversation	10	180	Social	Some Sims should be court jesters with the humor they're dishing out!
Hint of Egg	10	90	Mental	Was there a hint of egg in that drink? How delightful!
Holy Water	10	60	Physical	Drinking water blessed by the Watcher washes away the day's cares.
I Am Beautiful	10	360	Mental	Recognizing beauty, even one's own, is just a benefit of vanity.
I Can Do It On My Own!	10	variable	Mental	I can handle this quest myself, no problem.
Inspired	10	360	Mental	A brilliant flash of insight has inspired Sim!
Intrigued	10	180	Social	Juicy gossip satisfies eager ears!
Kingball Master	10	240	Physical	It's good to be King of the Kingball!
Let Off Steam	10	180	Social	Having a friendly ear to complain to helps when you need to vent.
Luffentastic!	10	90	Mental	An ale this frothy fills the drinker with a taste of Luffenting and a dash of courage.
My Better Half	10	300	Mental	What would I be without you?
Narrow Escape	10	720	Mental	That was close! Thankfully, fortune was on my side!
Nourished	10	120	Physical	Even a simple meal can be nourishing if prepared well.
Played with Child	10	360	Mental	Playing with kids is always fun!
Research Rampage!	10	480	Mental	Knowledge is power, and Sim is feeling the power!
Royal Antidote	10	5,000	Physical	Sim is immune to Royal Poison while this is in his/her system.
Smells Like a Baby	10	360	Misc	Everyone loves that new-Sim smell!
Spirit Sanctification	10	variable	Mental	Sim is empowered by the spirits of the land, able to overcome all evil!
Palatable Meal	10	720	Physical	A treat for the palate.
Bathed!	10	variable	Physical	Experience the clean sensation of practicing personal hygiene!
Taste of Smortlee	10	90	Mental	There's nothing quite as delicious as an authentic Smortlee recipe.
Tranquil	10	480	Mental	Nothing can stress or anger Sims who have reached their happy place.
Warmed	10	180	Physical	There is nothing like the feeling of a warm flame to make a Sim happy.
The Watcher Is Near	10	variable	Mental	Being in and around this religious building fills your Sim with the presence of the Watcher.
The Watcher's Smile	10	480	Mental	Sim's prayer has been acknowledged by the Watcher.
Great Wine	10	240	Physical	A joy for the palate.
Winner!	10	480	Mental	Sims never tire of the thrill of victory.
Jackpot!	10	360	Misc	Everyone likes to win, especially when money's involved!

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Focused	10	variable	Mental	Sim's moderately high Focus is having a positive impact on Quest Performance.
Adrenaline Rush	15	180	Physical	An Adrenaline Rush will keep this Sim pumped and running around everywhere for some time to come!
Calmed Down	15	180	Social	Sometimes all an Angry Sim needs is an understanding voice to help them get through a bad mood.
Charitable	15	1,080	Social	It feels great to help out other Sims, especially when they are in need.
Savor the Char	15	120	Physical	Food really does taste better cooked. Especially when it's SUPPOSED to be cooked.
Cheered Up	15	180	Mental	Gobs of sobs are stopped by the kind words of others.
Comforted	15	180	Social	A quick cry on the shoulder helps the sadness go away.
Dazzled	15	360	Mental	Something has clearly made an impression on Sim!
Delicious!	15	240	Physical	Yummy food always hits the spot!
Enjoying Solitude	15	variable	Mental	Introverted Sims like it best at times when others completely and utterly stay away.
Excited	15	240	Mental	Excitable Sims tend to get, well, excited.
Fascinated	15	180	Mental	Some Sims take joy in things ordinary Sims might otherwise overlook.
Fiendishly Delighted	15	360	Mental	Sims of the Evil persuasion take pleasure in the misfortune of others.
Delectable Meal	15	360	Physical	What a delectable meal!
Following Good Advice	15	360	Social	Thanks for that bit of advice!
Geologist	15	180	Mental	Sim has some royally remarkable rock-finding skills!
Herbalist	15	180	Mental	Sim enjoys practicing his/her plant harvesting skills.
Good Deed	15	240	Social	No good deed goes unpunished. Fortunately, your punishment is to be put in a better mood.
Home Is Where the Heart Is	15	600	Social	Sim is feeling the warm love of home and hearth.
Incredibly Fortunate	15	120	Mental	They say that "fortune favors the bold," only because they did not have a potion of liquid luck on hand.
Lovely Lute	15	180	Mental	Melodious tunes strummed by a skillful Lute player can warm the heart and set the mind at ease.
Makin' Money	15	720	Misc	Greedy Sims love making money!
Oddly Powerful	15	300	Mental	Strange...this feeling...Is this...power?!
Passed an Edict	15	720	Misc	Sim's political savvy has won the day!
Poetry to My Ears	15	480	Mental	Good poetry can kindle one's imagination and stir the soul.
Prognosticating	15	180	Mental	There's a difference between knowing the path, and walking the path...but knowing the path usually helps.
Relaxing Stroll	15	480	Physical	A nice walk at a comfortable pace and a breath of fresh air is just what I needed!
Savory Meal	15	1,440	Physical	MMMmmm meaty!
Smooth as a Baby's Bottom!	15	300	Misc	So soft and cuddly warm!
Flavorful Meal	15	720	Physical	Very flavorful.
Breath of Jacob	15	variable	Mental	The blessings upon a Tooth of Jacob brush any user with Jacob's divine power.
Victorious!	15	720	Mental	The thrill of victory is always a welcome addition to a Sim's mood.
Whale Rage Satiated	15	480	Mental	Ha! Take that, you spoony whale! Vengeance is mine! ...for now, at least.
Won a Fistfight	15	720	Physical	Float like a pegasus, sting like a wyvern! Sim is the greatest!
Crisp Ale	20	120	Physical	Like a clear, sunny day in late autumn...
Strength of Jacob	20	variable	Mental	The ancient power within Angelsguard imbues its wearer with extreme focus.
Aromatic	20	180	Physical	The Lordleaf is seeping out of Sim's pores.
Captivated	20	360	Mental	A magic spell is holding Sim captivated!
Clairvoyant	20	300	Mental	Sim has been gifted with a spell of clairvoyance, enhancing his/her senses to near psychic proportions.
Cuddle Time	20	300	Physical	Teddy bears make excellent sleeping companions.
Feeling Fertile	20	variable	Physical	Sim is feeling extra fertile from having consumed a rare bottle of fertility wine.

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Finished a Book	20	1,440	Misc	Not every book ends with a happily ever after, but hey, I'm just glad I can read!
Blessing of the Firelords	20	120	Mental	The ancient fire magic flows through Sim with the burning of a thousand suns. But in a good way.
What a Great Adventure!	20	720	Mental	There's nothing like a great adventure to make you feel alive and having fun!
Grilled Delight	20	120	Physical	Sim is enjoying a taste of the good life, grilled to perfection.
A Job Well Done	20	480	Mental	Successfully performing one's duties to the kingdom is a great feeling.
Know Your Audience	20	240	Mental	Giving them what they want is a time-honored tradition among poets and playwrights.
Loyal	20	variable	Mental	It's inspiring to quest with another Sim who's a natural leader.
Meat Overload!	20	120	Physical	This moodlet is a bit of a misnomer, because it's not really possible to ever have too much meat. Especially bacon. Mmmmm, bacon.
My Love!	20	variable	Social	Sims in love swoon and flutter about like fools oblivious to the world around them.
New Friend	20	720	Social	Meeting someone new and hitting it off well enough to call them a friend is spiffy!
New Stuff!	20	120	Mental	Sims love getting new things for their homes!
One with Nature	20		Mental	Outdoorsy Sims find themselves quite happy when not tucked away indoors.
Tasty Treat	20	180	Physical	That was a fairly tasty treat.
Pregnant	20	variable	Physical	The wonder of creating new life makes pregnancy an exciting time for most Sims.
Richly Fed	20	120	Physical	Sim has dined in style!
Seafood Overload!	20	120	Physical	The bounty of the sea, happily occupying a large section of Sim's stomach.
Shifty	20	240	Mental	Sim is feeling pretty sly.
Spirited	20	240	Mental	Sim is in a right jolly spirited mood!
Delightful Meal	20	720	Physical	Delightful!
Strength of the Forgotten	20	240	Physical	Hero is imbued with the strength of the Army of the Forgotten. No retreat!
Now That's Fiddlin'!	20	180	Mental	Sawin' on a fiddle and playin' it hot, now that's some fiddlin' on the spot!
Tipsy	20	variable	Physical	It all starts with just a little sip...
The Watcher's Absolution	20	480	Mental	Sim has been absolved in the merciful eyes of The Watcher. All is forgiven!
The Watcher's Gaze	20	45	Mental	The gaze of the Watcher is upon you. Yes, you!
Wine Divine	20	240	Physical	Nectar of the gods!
Working Hard	20	720	Mental	Sim is busy, busy, busy.
Very Focused	20	variable	Mental	Sim's high Focus is having great effect on Quest Performance!
Entertained	25	variable	Mental	Sim is having quite a good time and is keeping stress down.
The Chosen One	25	360	Physical	Behold, for Hero has been Chosen! All shall love him/her and despair!
Good To Be King/Queen	25	variable	Mental	Sim feels good being the King/Queen.
Nicely Decorated	25	variable	Mental	Well-designed décor stands out in a good way and tends to make everyone happier.
Ambrosial Meal	25	720	Physical	Food fit for a king!
Watcher's Charity	25	240	Mental	The Watcher smiles upon the kind and generous.
Whale of a Meal	25	2,160	Physical	That was a whale of a good meal.
Happy Drunk	30	variable	Physical	Drinking too much has put Sim in a merry mood. A little too merry...
Drunk-Me-Not	30	960	Physical	A few sips of a magical Drunk-Me-Not potion are all a Sim needs to handle any alcohol-related problem. And it tastes great to boot!
Epic Song	30	180	Mental	Sometimes a song is performed so masterfully as to leave one greatly inspired and enlightened.
Marvelous Meal	30	360	Physical	Maaaaarvelous!
Herculean Strength	30	variable	Physical	Winning fights is easier when you're as strong as an ox!
Remember Parents	30	720	Mental	I remember now, just like it was yesterday. Those were good times! Thanks, Mom and Dad.

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Positive Focus

Focus	Effect	Length (in mins.)	Category	Description
Very Encouraged	30	360	Mental	I got a very positive attitude about this!
Braised Beluga	30	2,160	Physical	Baby beluga in the deep fat fryer!
Whale Slain	30	720	Mental	The whale is dead. Huzzah!
Uplifted	35	240	Mental	Well, that was just what Sim needed!
Adrenalized	40	120	Physical	Nothing adds zest to your day like a good shot of frog adrenaline!
Full-Bodied Ale	40	120	Physical	That's a full-bodied ale.
Animus' Grace	40	variable	Mental	You feel a surge of peace wash over you, as all of your thoughts become clear.
Beacon of Hope	40	1,440	Mental	Powerful arcane magics have given Sim a reprieve of all responsibilities.
Beautifully Decorated	40	variable	Mental	Rooms adorned with the most expensive sculptures and paintings improve life dramatically.
Having a Blast	40	variable	Mental	Sim is having so much fun it's almost criminal.
Enduring	40	120	Physical	Magical means can improve anyone's resistance to Kingball-inflicted damage!
Energized	40	120	Physical	A rush of energy makes every activity easier...and more fun!
First Kiss	40	1,440	Physical	A Sim's first kiss can leave them glowing for a long time.
First Romance	40	2,880	Physical	Love has bloomed for the first time. Could this be the real thing?
Insanguinated	40	120	Physical	When one's blood humor is supercharged, there's no limit to what one can accomplish.
Judged Innocent	40	1,440	Mental	I'm not willing to lay down and die because I am an innocent Sim!
Succulent Treat	40	180	Physical	Yum! Such a succulent treat!
Saccharine Meal	40	120	Physical	Almost sickly sweet.
Strength of Peter	50	variable	Mental	The ancient power within Angelstalon imbues its user with extreme focus.
Churdle Power!	50	240	Physical	Churdle was right! Sim is feeling incredible, with overflowing power!
Divine Meal	50	360	Physical	Divine dining!
Just Married	50	2,880	Social	Sims always enjoy the joyful period following the marriage. Let's hope the love lasts...
Life Is So Fun	50	variable	Mental	Life really is quite fun, if you know where to look!
Inspired by Injury	60	1,440	Mental	Facing one's mortality gives a new perspective on life.
Delicious Dessert	60	180	Physical	What a delicious dessert!
Unicornucopia	75	2,160	Physical	Endangered flavors that taste so good it must be criminal.
It's a Boy	80	1,440	Mental	Bouncing baby boys are delightful additions to any family!
It's a Girl	80	1,440	Mental	Gurgling baby girls are delightful additions to any family!
It's Triplets	80	1,440	Mental	Three babies! Hope your Sims wanted a big family.
It's Twins!	80	1,440	Mental	Wow, your Sims were lucky enough to have twins. Double trouble!
Heavenly Meal	80	180	Physical	That meal was heavenly!
Among Friends	variable	variable	Mental	Sim is among other Sims with positive LTR.
Beautiful View	variable	variable	Physical	Would you look at that view!
Comfy	variable	variable	Physical	Nothing beats a good seat or soft bed for comfort, except perhaps a better one.
Cured	variable	variable	Physical	Sim has been cured! It's great to be on the mend.
Disguised	variable	variable	Misc	Sim is in disguise. Let's see what he/she can get away with!
Enjoying Music	variable	variable	Mental	It's hard not to enjoy a beat this solid.
Having Fun	variable	variable	Mental	Sim is having fun and taking names!
Jacob's Inspiration	variable	720	Mental	A sermon that good would make Jacob proud!
Peter's Inspiration	variable	720	Mental	A sermon that good would make Peter proud!
Well Rested	variable	variable	Physical	It's easy to wake up on the right side of the bed when you get plenty of time in the bed.

Neutral Focus

Focus	Effect	Length (in mins.)	Category	Description
Stale Ale	0	120	Physical	Blech! A stale ale.
Baby Is Coming!	0	variable	Physical	Uh oh! The water has broken, contractions have started, and the baby is on its way! Get the mother to a hospital soon or sit tight until the baby arrives!
Chinchilla Killer!	0	variable	Physical	Time for some furry justice!

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Neutral Focus

Focus	Effect	Length (in mins.)	Category	Description
Mean Drunk	0	variable	Physical	Drinking too much has put Sim in a bad mood. Better stay out of his/her way!
Exposed to Sickness	0	360	Physical	Your Sim has been exposed to a sickness!
Fireproof	0	1,440	Physical	Nothing is more reassuring than the certainty that one is completely immune to fire.
(Potentially) Fireproof	0	variable	Physical	Nothing is more reassuring than the suspicion that one is completely immune to fire...Except being certain of it, of course.
Weakened	0	variable	Wound	Sim feels weak!
Hungry	0	variable	Physical	Your Sim's a wee bit peckish. The stomach growling isn't far behind.
Tasteless Treat	0	180	Physical	Tastes kind of like sheep hooves... only worse.
Clouded	0	variable	Mental	A cloud has descended upon your thoughts. It feels as though something shares your conscience.
Sleepy	0	variable	Physical	Get Sim to bed soon to avoid the wrath of the truly tired.
Recently Performed	0	60	Physical	Sim was recently paid for his/her musical talents. They'll have to wait a bit before receiving full compensation again.
Adequate Meal	0	720	Physical	That meal was merely adequate.
Strained	0	variable	Mental	Sim could stand a few hours of fun to iron out the stress.
Stuffed	0	180	Physical	Sim is stuffed and couldn't possibly eat any more food!
Sword at the Ready	0	variable	Misc	Alright, I'm ready for this Eggs-travaganza! I think.
Truth Teller	0	variable	Mental	Honest to a fault, Sim cannot help but tell the truth.
Waiting for Food	0	30	Mental	Waiting on food to be prepped and delivered.
The Watcher's Favor	0	variable	Mental	To be in The Watcher's good graces is to be truly blessed, and fortune will smile on those in the direst need.
The Watcher's Insight	0	variable	Mental	Sim has been granted the insight of the Watcher.
Musty Wine	0	240	Physical	I've had better.
Wyrmslayer Equipped	0	variable	Physical	One always fights with more confidence knowing that one's sword was made to kill dragons.

Negative Focus

Focus	Effect	Length (in mins.)	Category	Description
Kill Self	-80	n/a	Physical	No worries, just killing myself here!
Starving	-80	variable	Physical	Allowing Sims to starve is quite cruel! Get Sim some food immediately to avoid an unnecessary death.
Betrayed	-50	1,440	Social	Being cheated on is tough to move past. Talking it out with the other Sim would speed the healing process.
Churdle Pain!	-50	240	Physical	Curse you, Churdle! Sim feels rot and decay spreading through his/her body!
Despair	-50	variable	Mental	Sim feels that all hope is lost.
Doomed	-50	variable	Mental	The curse of the Doom Sword is such that its wielder feels the weight of the world and all that is wrong with it upon them.
Exhausted	-50	variable	Physical	At this level of sleep deprivation, even the floor looks like a good bed to this Sim.
Heart Broken	-50	2,880	Social	A broken heart is an affliction only time and tears can heal.
Mourning	-50	2,880	Mental	The death of a loved one affects those closest to them.
PermaSick	-50	variable	Sickness	This moodlet is for a quest and will not time out.
Animus' Contempt	-40	variable	Mental	Visions of hate cloud your focus.
Crying Baby	-40	10	Mental	If the baby can't be quieted, it's best to get as far away as possible.
Weakened	-40	720	Wound	Sim feels weak!
Grievous Bite	-40	720	Wound	Any deeper, and this bite would have killed your Hero.
Grievous Magic Wound	-40	720	Wound	Eyebrows burned off by fireballs? Check. Bones transmuted into jelly? Check. Innards turned inside-out and fed to a Wizard's pet toad? Check annnnnd check.
Grievously Gored	-40	720	Wound	Anyone get the license tag on that boar that just ran over me?

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Focus	Effect	Length (in mins.)	Category	Description
Grievously Mauled	-40	720	Wound	While it may be culturally sensitive to accept a hug from a grizzly bear, as this is their standard form of greeting, this practice is not, however, conducive to a long and maul-free life.
Grievously Wounded	-40	720	Wound	Wow. Who would have thought that gaping wounds, massive blunt force trauma, and losing half your blood would put a damper on your spirits? Huh.
Heartwrenching Scene	-40	1,440	Mental	Witnessing a break up is truly heartwrenching. Hopefully the two Sims can reconcile or find new love elsewhere...
Magma Fever	-40	720	Sickness	Sim is burning up from the Magma Fever. The next stage is outright melting.
Poison Pox	-40	720	Sickness	Sim is plagued by Poison Pox. Oh, the scratching!
Temper Tantrum	-40	variable	Mental	Children always either want something or don't want something, and when it doesn't happen, watch out!
The Wasting	-40	720	Sickness	Sim is afflicted by The Wasting. Soon there might be nothing left.
The Gorge	-40	720	Sickness	Sim is suffering the Gorge. No meal is safe!
Unicorn Horn Wound	-40	720	Wound	That's what you get for messing with a unicorn!
Very Hungry	-40	variable	Physical	Gnawing hunger is not a good feeling for Sims. Feed regularly to avoid.
Dangerously Behind on Quest	-40	variable	Mental	Quest Performance is taking a nose-dive due to Sim's utter lack of progress on his/her quest.
Horrified	-35	480	Mental	Terrible things have been seen underneath the mausoleum. Explorers beware.
Majorly Mauled	-30	720	Wound	Why did The Watcher have to give bears teeth and claws and... such an angry disposition?
Major Bite	-30	720	Wound	It turns out that the creature's bite was much worse than its bark.
Burning Loins	-30	720	Sickness	Sim is suffering from Burning Loins. Canst thou quench the fire in thine own nether regions?
Major Laceration	-30	720	Wound	Looks like Sim came out on the losing side after that latest round of "intense negotiations."
Unicorn Horn Wound	-30	720	Wound	That's what you get for messing with a unicorn!
Gut Rot	-30	720	Sickness	Sim is diseased with Gut Rot. It's just as unpleasant as it sounds.
Majorly Gored	-30	720	Wound	Massive puncture wounds really should be avoided.
Major Magic Wound	-30	720	Wound	Magic isn't always pretty. Sometimes it even causes you to bleed profusely.
Mind Warp	-30	720	Sickness	Sim is affected by Mind Warp. It's groovy, but not in a happening way.
Rejected Proposal	-30	360	Social	It hurts to propose and be rejected. The good news is that Sims can try again as many times as they like. Of course, each rejection will hurt just as much.
Sloshed	-30	variable	Physical	Everyone has their limit, and Sim is now quite beyond that. Better sleep it off, or at least find a safe place to pass out.
Tired	-30	variable	Physical	When Sims get too tired, their mood begins to go south.
Virulent Disease	-30	720	Sickness	The plague that once consumed Sim has become a Virulent Disease.
Very Unfocused	-30	variable	Mental	Sim's extremely low Focus is having a terrible impact on Quest Performance!
Behind on Quest	-30	variable	Mental	Quest Performance is taking a hit because Sim isn't making much progress on his/her quest.
Lost a Friend	-25	1,440	Social	Oh no, you've lost a friend! Relationships have their ups and downs, but surely there's something you can do to patch things up.
Nauseated	-25	120	Physical	Sim isn't feeling so hot. You may want to keep him/her around a bathroom.
Scared	-25	180	Mental	Scaredy-cats are scared of pretty much everything, but they really show it when their life flashes before their eyes.
Scorn for Life	-25	n/a	Mental	Sim despises all things. Only does the blade Animus lighten the mood. My Animus.
Terrified	-25	720	Mental	A malevolent curse has filled Sim's soul with terror!
Woozy	-25	180	Physical	Sim is woozy from his/her operation.
Afraid of the Dark	-20		Mental	Heading inside or finding a bit of sunlight will take care of this cowardly affliction.
Moderately Mauled	-20	720	Wound	Hmmm...maybe I really shouldn't be playing tag with a half-ton bear.
Moderate Bite	-20	720	Wound	That animal bite left quite a mark on the Hero.
Moderately Gored	-20	720	Wound	They say to take all things in moderation, even wild boar wrestling.

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Focus	Effect	Length (in mins.)	Category	Description
Moderate Injury	-20	720	Wound	Sim got a bit roughed up after that last fight.
Demoralized	-20	180	Mental	Sim is demoralized from not fulfilling his/her responsibility.
Dry Spell	-20	variable	Mental	Licentious Sims more acutely feel the effects of not having kissed or WooHoo'd in awhile. Time to get Sim some action!
Embarrassed	-20	180	Mental	Situations like this should be avoided at all cost...they're hard to live down.
Moderate Wound	-20	720	Wound	That didn't hurt a little, but it didn't hurt a lot either. It was just the right amount of hurt. Too bad for Sim!
Knocked Out	-20	30	Physical	Hero is currently incapacitated.
Laughing Stock	-20	720	Mental	It's no laughing matter when you can't stop laughing. Ok, maybe it is.
Marked for Death	-20	variable	Misc	Sim has been marked for death! Better get your affairs in order...
Marked for Sure Death	-20	variable	Misc	Sim has been marked for a sure and inescapable death! Nowhere to run, nowhere to hide.
Moderate Magic Wound	-20	720	Wound	Sim is feeling the deleterious effects of being at the business end of a Wizard's staff.
Noxious Infection	-20	720	Sickness	The disease suffered by Sim has turned into a Noxious Infection.
Pent-up Anger	-20	variable	Mental	Must...find...victim...to vent upon!
Poisoned Blood	-20	720	Physical	Sim is afflicted by Poisoned Blood. Get him/her some leeches quickly!
Rejected by Ex	-20	360	Social	Sims don't like getting rejected, especially by someone who used to like them. Sims will have less luck socializing while they stew over a rejection.
Shirked Responsibility	-20	480	Mental	Leaving his/her duty to the kingdom unfulfilled is putting a damper on Sim's mood.
Twisted Tongues	-20	720	Sickness	Sim ith inthected with Twithted Tongueth.
Van Winklism	-20	720	Sickness	Sim is infected with Van Winklism. Zzzzzz...
Witnessed Betrayal	-20	360	Social	Witnessing the romantic betrayal of a loved one is quite devastating.
Falling Behind on Quest	-20	variable	Mental	Better get moving on those quest tasks or performance will suffer!
Aching Back	-15	240	Physical	Carrying an extra Sim around sure is hard on the back!
Bad Night's Sleep	-15	360	Physical	Sleeping on a cheap bed would make any Sim grumpy.
Defeat!	-15	360	Mental	The agony of defeat can really bring a Sim down.
Dizzy	-15	180	Mental	A magic spell has left Sim feeling disoriented and off-balance.
Vexed	-15	360	Mental	Failing my responsibility and duty leaves me terribly vexed.
Gambling Itch	-15	variable	Mental	Sim's got an itch, and only gambling can scratch it. Place your bets!
Morose	-15	960	Mental	Things are looking pretty bleak today for Sim.
Hates People	-15	120	Mental	Misanthropes just plain hate people, especially simulated people, and even more so after being forced to listen to their inane chatter about their silly little simulated lives.
Hexed	-15	360	Mental	Sim is feeling terribly hexed. Witches and warlocks must be afoot!
Humiliated	-15	180	Social	Humiliation tends to rear its ugly head just behind the heap of insulting comments.
Humiliated by Stocks	-15	variable	Mental	Alas, Sim is feeling the humiliation that only a medieval punishment device can evoke.
Hangover	-15	720	Physical	Anyone who has had too much to drink the night before knows exactly how this feels...
Isolated	-15	variable	Mental	Sim feels the world has turned cold.
Lonely	-15	variable	Social	Communication is a must for Sims. A quick chat will fix things right away.
Looking for a Fight	-15	variable	Mental	Sim is looking for a fight!
Need a Drink	-15	variable	Physical	Sim needs a drink, badly!
Offended	-15	180	Social	Offense, when given, will require a healthy dose of time to forgive and forget. Or the dreaded apology.
Shame of the Watcher	-15	120	Physical	Sim is wracked by guilt. The Watcher hath forsaken him/her!
Upset	-15	180	Social	It's hard to endure the rough patches with those you care about.
Appalled	-10	180	Social	Sim is horrified over what he/she just heard. Sometimes Uncouth Sims go too far!
Ball and Chain	-10	300	Mental	Help! My marriage is like a medieval imprisonment device!

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Focus	Effect	Length (in mins.)	Category	Description
Minorly Mauled	-10	720	Wound	It's just a scratch, really. I've had worse.
Lost a Fistfight	-10	720	Physical	Being on the losing end of a fistfight has a way of wrecking your mood. Just maybe.
Befuddled	-10	180	Mental	Sim is suffering from a lack of edumacation.
Minor Bite	-10	720	Wound	More of a scratch than a bite, really.
Blinded by Hubris	-10	240	Mental	I am the greatest! The best around!
Blinded by the Watcher	-10	360	Physical	Revved up like a Deus, another Watcher in the night.
Slightly Gored	-10	720	Wound	Sometimes the bacon bites back...
Minor Scratch	-10	720	Wound	'Tis merely a flesh wound. I've had worse!
Creeped Out	-10	180	Social	Ewww! Sim sure is acting creepy!
Cursed	-10	960	Physical	Sim woke up on the cursed side of the bed this morning. Don't expect things to go well today!
Sad Drunk	-10	variable	Physical	Drinking too much has put Sim in a sorry state. Will the misery ever end?
Enemy!	-10	variable	Social	The presence of garbage would be preferred to that of a hated enemy!
Minor Wound	-10	720	Wound	Ouch, that hurts! ...Well, only a little.
Pixie Sting	-10	720	Wound	An itchy, irritating, little red pixie sting. Stop scratching it!
Groggy	-10	120	Physical	Sim is feeling a bit dazed and confused. Better lay off that grog for awhile.
Guilty Conscience	-10	720	Mental	Sim feels guilty from his/her unchivalrous conduct. Stray not from your beloved!
Nightmare!	-10	480	Mental	Yikes, I hope I don't have that dream again!
Face Hit!	-10	1,440	Physical	Noooo, not in the face! Oh cruel Kingball, why must you hurt me so?
Feeling Unrefined	-10	360	Mental	Sim is feeling despair due to artistic and spiritual neglect.
Jacoban Enemy	-10	240	Mental	Sim is now an enemy of the Jacoban faith for his/her actions.
Love Sick	-10	variable	Mental	This deep sensation of longing and misery is...love sickness.
Minor Magic Wound	-10	720	Wound	Someone's been fighting with a wizard recently...
Nervous Wreck	-10	300	Mental	It's like watching a train wreck in progress, but instead of a train, it's a medieval Sim...because, you know, they didn't have trains back then.
No Adventure this Time	-10	180	Mental	Well, that wasn't very exciting at all.
Punched	-10	720	Wound	Sims generally don't like getting punched in the face. Next time, remember to duck!
Rejected	-10	180	Social	It hurts to be rejected, but buck up, there are still lots of good fish in the sea. And hungry cetaceans...
Rejected First Kiss	-10	360	Social	It's sad when a Sim gets rejected for a first kiss. Very sad. A rejected Sim needs time to cool off before their social skills will be back on track.
Research Rage!	-10	240	Mental	Uggh, my head hurts from too much time spent reading...Can't... concentrate...
Royal Poison	-10	5,000	Physical	Sim is doped up with the Royal Poison, ready to use it against the "Monarch."
Rude Awakening	-10	60	Physical	Loud noises and ruckuses will disturb sleeping Sims. Keep the conversations somewhere else and don't light the bedroom on fire.
Singed	-10	720	Physical	Fire burns quickly, but it will burn a Singed Sim even faster, so avoid hot situations.
Singed Face	-10	360	Physical	Sim has singed his/her face!
Slight Cold	-10	720	Sickness	The infection that once gripped Sim is now just a Slight Cold.
Sore	-10	360	Physical	Uggh, all this physical exertion is taking a toll on my body.
Soulless	-10	1,440	Mental	An evil curse has stricken Sim, leaving his/her soul desolate and void.
Too Many People	-10	variable	Mental	Certain Sims may not feel too comfortable around large groups.
Trampled by Elves	-10	720	Physical	Someone got on the wrong side of an elf stampede!
Whale Rage	-10	variable	Mental	I'll get you, you accursed whale! I'll chase you 'round perdition's flames if I have to! Vengeance will be mine!
Whistling Pixies	-10	720	Sickness	It's like a bug buzzing around in your sinuses...a very big, mischievous bug...with a magic wand.
Witnessed Tantrum	-10	60	Mental	It's never fun being in the vicinity of a child's temper tantrum.
Worker's Bane	-10	720	Sickness	Sim is ailing from Worker's Bane. Just not feeling very productive today...
Unfocused	-10	variable	Mental	Sim's moderately low Focus is having a negative impact on Quest Performance.
Bad Taste	-5	60	Physical	Eating or drinking something that's not quite right leaves a bad taste.

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Focus	Effect	Length (in mins.)	Category	Description
Boring Conversation	-5	180	Social	Yawn! Will they ever stop talking?
Can't Sleep	-5	120	Mental	Ugh, I just can't sleep no matter how hard I try.
Confused	-5	120	Mental	Consternation! A voice rang out from the well right after Hero shouted into it.
Fatigued	-5	240	Physical	Too much physical exertion has left Sim exhausted.
Feeling Weird	-5	30	Physical	Feeling strange after eating a loaf of moldy bread is no surprise, but this is somehow different than expected.
Bland Meal	-5	360	Physical	What a thoroughly uninspiring meal.
Marked for Arrest! (Fist Fight)	-5	variable	Misc	Public pugilism is a quick way to win a free trip to the stocks. Better look out, Sim has been marked for arrest!
Marked for Arrest! (via Monarch)	-5	variable	Misc	Sim has been marked for arrest!
Marked for Arrest! (Pickpocketing)	-5	variable	Misc	Look out! Sim is marked for arrest! That last pickpocketing job didn't go so well, huh?
Marked for Arrest	-5	variable	Misc	Looks like Sim has a hot date with the stocks!
Marked for Arrest! (Responsibilities)	-5	variable	Misc	Sim has neglected his/her duties to the kingdom for too long. Watch out, the constable is coming to arrest him/her!
Passed Out	-5	variable	Mental	Hero is incapacitated.
Remembering a Loss	-5	variable	Mental	The heartache that comes from losing a loved one never truly goes away, especially when wearing a daily reminder of despair.
Searching	-5	180	Mental	There must be an answer out there, somewhere, but I just can't seem to find it.
Soaked	-5	120	Physical	Hero is wet and uncomfortable.
Angry	-5	variable	Mental	Sim is feeling angry over recent events.
Shamed	-5	variable	Mental	Sim is ashamed by recent events.
Sorrowful	-5	variable	Mental	Sim is feeling sorrowful from recent events.
Stressed	-5	variable	Physical	Sim is feeling a little stressed by recent events.
Worried	-5	variable	Mental	Sim is feeling a little worried about recent events.
Afraid	-5	variable	Mental	Sim is feeling a little scared after recent events.
Unknown Sickness	-5	variable	Mental	I don't know why I feel this way...
Whale Got Away	-5	360	Mental	The whale got away. Booooo!
You Call that Music?	-5	60	Mental	That is some awful fiddle playing. I'd rather listen to a dragon snore or a banshee scream than hear one more note.
Slightly Unfocused	-5	variable	Mental	Sim's mildly low Focus is having a small negative impact on Quest Performance.
Plague	-40	variable	Sickness	Sim has contracted the Plague!
Crying	variable	variable	Mental	Sometimes you just gotta let it all out...
Drunk	variable	variable	Physical	Feeling dizzy? Slightly warm? Everyone look attractive to you? Congratulations, you're drunk!
Eternal Sickness	variable	variable	Sickness	Oh dear, this isn't good at all! Umm, anyone got a spare Grail?

Crafting and Recipes

Cauldron	
Recipe	Required Ingredients
Gruel	None
Onion Soup	Onion
Turnip Soup	Turnip
Mushroom Soup	Mushroom
Potato Soup	Potato

Cauldron	
Recipe	Required Ingredients
Herring Soup	Herring
Eel Soup	Eel
Trout Soup	Rainbow Trout
Salmon Soup	Salmon
Swordfish Soup	Swordfish

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Recipe	**Required Ingredients**
Tench Soup	Tench
Turbot Soup	Turbot
Bear Soup	Bear Meat
Boar Soup	Boar Meat
Fowl Soup	Fowl Meat
Frog Soup	Frog
Pigeon Soup	Pigeon
Rabbit Soup	Rabbit Meat
Venison Soup	Venison
Meat Soup	Haunch of Meat
Whale Soup	Whale Meat
Rabbit Stew	Rabbit Meat
Rabbit Stew Large	Rabbit Meat, Turnip
Frog Stew Large	Frog x2, Potato
Vegetable Stew Large	Turnip, Cabbage, Mushroom, Onion

Cauldron	
Recipe	**Required Ingredients**
Fish Stew Large	Herring, Trout
Eel Stew Large	Eel, Cabbage, Onion, Egg
Boar Stew Large	Boar Meat, Mushroom, Cabbage
Stewed Fowl Large	Fowl Meat, Potato, Turnip
Venison Stew Large	Venison, Cabbage, Onion, Cheese
Bear Stew Large	Bear Meat, Potato, Mushroom, Potato x2, Cabbage
Double Boar Stew Large	Boar Meat x2, Onion, Cabbage
Hunter's Stew Large	Boar Meat, Bear Meat, Venison, Rabbit Meat, Fowl Meat
Seafood Stew Large	Salmon, Trout, Potato
Sweet Porridge	Barley, Apple, Honey
Whale Stew Large	Whale Meat x2
Sausage Stew Large	Gastrosausage, Spices, Potato

Oven	
Recipe	**Required Ingredients**
Flat Bread	None
Broiled Herring	Herring
Broiled Eel	Eel
Broiled Trout	Rainbow Trout
Broiled Salmon	Salmon
Broiled Sword	Sword
Broiled Tench	Tench
Broiled Turbot	Turbot
Broiled Bear	Bear Meat
Broiled Boar	Boar Meat
Broiled Fowl	Fowl Meat
Broiled Frog	Frog
Broiled Pigeon	Pigeon
Broiled Rabbit	Rabbit Meat

Oven	
Recipe	**Required Ingredients**
Broiled Venison	Venison
Broiled Meat	Haunch of Meat
Broiled Whale	Whale Meat
Barley Bread Large	Barley x3
Fine Loaf Large	Wheat x3
Fowl Pie Large	Wheat, Fowl Meat, Spices, Egg
Eel Pie Large	Wheat, Eel, Spices, Egg
Feast Bread Large	Wheat x3, Grapes x3, Egg x3
Apple Pie Large	Egg, Barley x3, Honey, Apple x2
Royal Custard Large	Egg x3, Honey x3, Wheat x3, Spices x3
Cheese Pie Large	Cheese x3, Egg x3, Wheat x3
Crafthole Pie Large	Mushroom x2, Cheese
Sausage Pie Large	Gastrosausage x2, Cheese x2, Egg x2, Wheat x2

Spit	
Recipe	**Required Ingredients**
Roasted Rat	None
Roasted Herring	Herring
Roasted Eel	Eel
Roasted Trout	Rainbow Trout
Roasted Salmon	Salmon
Roasted Sword	Sword
Roasted Tench	Tench
Roasted Turbot	Turbot
Roasted Bear	Bear Meat
Roasted Boar	Boar Meat
Roasted Fowl	Fowl Meat
Roasted Frog	Frog
Roasted Pigeon	Pigeon
Roasted Rabbit	Rabbit Meat
Roasted Venison	Venison
Roasted Meat	Haunch of Meat
Roasted Whale	Whale Meat

Spit	
Recipe	**Required Ingredients**
Bear Steak Large	Bear Meat, Mushroom, Cabbage
Fried Fowl Large	Fowl Meat, Turnip, Mushroom
Grilled Trout Large	Rainbow Trout, Spices, Potato
Delicious Venison Large	Venison, Potato, Cheese
Braised Boar Large	Boar Meat, Egg, Cheese
Sweet Sword Large	Sword, Honey, Spices
Seasoned Boar Meat Large	Boar Meat, Spices, Onion
Sweet Bear Large	Bear Meat, Apple
Spiced Venison Large	Venison, Spices, Turnip
Spiced Pheasant Large	Fowl Meat, Potato, Spices
Royal Rabbit Large	Rabbit Meat, Potato, Cheese
Grilled Sausage	Gastrosausage
Braised Whale Large	Whale Meat, Whale Steak, Mushroom
Unicornucopia Large	Unicorn Meat, Venison, Bear Meat, Boar Meat, Rabbit Meat, Spices

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Swords		
Item	Ingredients	Base Sale Cost
Longsword	Ferrous x5	70
Crude Longsword	Crudium x5	25
Untempered Longsword	Crudium x2, Ferrous x3	50
Greatsword	Crudium x3, Ferrous x6	175
Steel Longsword	Phosphorus x2, Ferrous x5	125
Embossed Longsword	Electrum x2, Adamantle x2, Phosphorus x2, Ferrous x3	250
Precise Scimitar	Phosphorus x2, Mithral x2, Ferrous x4	350
Watcher's Blade	Consecrated Well Water x2, Phosphorus x2, Adamantle, Ferrous x7	500
Sword of the Chinchilla	Mana Stones, Phosphorus x3, Ferrous x7	625
Mithral Longsword	Adamantle x3, Mithral x5	800
Tooth of Jacob	Watcher's Blade, Blessed Water x2, Mithral, Adamantle	1,200
Mana's Edge	Mana Stones x5, Mithral x7	2,000
Angelstalon	Angelstalon Fragment x4, Mithral x10	9,000
Doom Sword	Doom Sword Hilt, Doom Sword Blade, Adamantle x4, Mana Stones x4, Mithral x3	10,500
Fiery Greatsword	Great Sword, Flame Enchantment	675
Fiery Steel Longsword	Steel Longsword, Flame Enchantment	625
Fiery Embossed Longsword	Embossed Longsword, Flame Enchantment	750
Fiery Precise Scimitar	Precise Scimitar, Flame Enchantment	850
Fiery Mithral Longsword	Mithral Longsword, Flame Enchantment	1,300
Beast's Bane Sword	Bear Meat, Boar Meat, Venison, Adamanthral x2	400
Chinchilla Killer	Adamanthral x2, Ferrous x3, Adamanthral Hammer	Cannot sell
Smortlee Sword	Ferrous x5, Azurite, Wheat	175
Seraphim	Catalyst Divine, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500
Balmung	Catalyst Tremendous, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500

Swords		
Item	Ingredients	Base Sale Cost
Galatine	Catalyst Divine, Superior Alloy, Mithral x2, Adamantle x3, Mana Stones	500
Trenfher	Catalyst Tremendous, Superior Alloy, Mithral, Mithral, Adamantle, Adamantle, Adamantle, Mana Stones	500
Test Blade Mithral	Crude Longsword, Mithral x2	250
Test Blade Alloy	Superior Alloy, Crude Longsword	Cannot sell
Legendary Unfinished Blade	Superior Alloy, Adamantle, Mithral, Test Blade Alloy	Cannot sell
Test Blade Adamantle	Crude Longsword, Adamantle x3	200
Fish Sword	Swordfish, Ferrous x6, Azurite, Phosphorus x2	250
Wyrmslayer Sword	Azurite x3, Mithral x2, Ferrous x7	Cannot sell
Elegant Long Sword	Electrum x2, Adamantle x2, Phosphorus x2, Ferrous x3	250

Armor		
Item	Ingredients	Base Sale Cost
Chainmail	Ferrous x7	100
Ramshackle Chestguard	Crudium x7	40
Crude Plate Mail	Crudium x4, Ferrous, Ferrous x4	75
Bear Hide Armor	Bear Meat x2, Ferrous x2	200
Plate Mail	Crudium x3, Ferrous x8	100
Steel Plate Mail	Phosphorus x3, Ferrous x7	175
Advortonian Scale	Electrum x4, Phosphorus x2, Ferrous, Ferrous x5	300
Knight's Plate	Phosphorus x3, Mithral x2, Ferrous x6	400
Lord's Plate	Phosphorus x2, Mithral x4, Ferrous x4, Azurite x2	750
Adamantle Battleplate	Mithral x6, Adamantle x4, Electrum x4	1,300
Darkstone Bulwark	Mithral x7, Azurite x2, Mana Stones x7	2,500
Doom Plate	Angelstalon Fragment x3, Unicorn Horn Spike, Mithral x4, Adamantle x4	12,000
Angelsguard	Angelstalon Fragment x5, Mithral x8, Mana Stones x5, Electrum x3	11,000

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Hammers		
Item	Ingredients	Base Sale Cost
Crudium Hammer	Crudium x5	25
Ferrous Hammer	Ferrous x5, Crudium x2	200
Steel Hammer	Ferrous x5, Phosphorus x3	350
Watcher's Hammer	Mithral x4, Adamantle x3, Electrum x3	600
Angelshammer	Angelstalon Fragment, Mithral x5, Adamantle x2, Azurite x2, Mana Stones x3	2,000
Mithral Hammer	Mithral x2, Crudium Hammer	Cannot sell
Adamantle Hammer	Adamantle x2, Crudium Hammer	Cannot sell
Adamanthral Hammer	Adamanthral x2, Crudium Hammer	Cannot sell
Seven Arts Hammer	Blacksmith Badge, Tailor Badge, Agriculture Badge, Architecture Badge, Warfare Badge, Trade Badge, Cooking Badge, Mithral x3	Cannot sell

Staves		
Item	Ingredients	Base Sale Cost
Basic Staff	Crudium x1	10
Staff of the Watcher	Staff Core, Ferrous x3, Electrum x3	750
Staff of Indeterminate Evil	Staff Core, Mithral x4, Phosphorus x2	1,100
Magical Staff	Staff Core x2, Mithral x4, Adamantle x3	1,750
Doomstaff	Staff Core x2, Adamantle x3, Mana Stones x2, Arcane Edge, Soul Fragment x7	Cannot sell

Kingball Paddles		
Item	Ingredients	Base Sale Cost
Rustic Paddle	Ferrous x3	50
Expert Paddle	Electrum x2, Ferrous x2, Phosphorus x2	125
Excalipaddle	Mithral x3, Adamantle x2	500

Quest Items	
Item	Ingredients
Cultural Masterpiece	
Stone of History	Ferrous, Mithral, Adamantle, Crudium
Golem Bob	
Golem Arms	Ferrous, Mithral, Electrum x2
Golem Legs	Ferrous, Azurite, Crudium x2
Golem Body	Adamantle x2, Ferrous
Blacksmith's Apprentice	
Helpers Hammer	Phosphorus x2, Crudium
Tenderfoot Tongs	Ferrous x2, Phosphorus
Prototype Armor	Ferrous x2, Phosphorus, Mithral
Noble's Sword	Longsword, Decorative Gems
Training Scraps	Crudium x3
King For A Day	
Cheese Cage	Ferrous x2, Phosphorus, Crudium
Philosopher's Stone	
Philosopher's Stone	Crucible, Cockatrice Egg, Transmuting Agent
Crucible	Azurite x2
Golems Gone Wild	
Golem Outfit	Mithral x3
Seven Mechanical Arts	
Blacksmith Badge	Crudium x2
Tailor Badge	Ferrous x2
Agriculture Badge	Phosphorus x2, Crudium
Architecture Badge	Electrum x2
Warfare Badge	Mithral
Trade Badge	Adamantle
Cooking Badge	Forge Cooking, Mithral, Adamantle
Mech Arts Seal	Blacksmith Badge, Tailor Badge, Agriculture Badge, Architecture Badge, Warfare Badge, Trade Badge, Cooking Badge
Evolution of Chinchilla	
Mithral Hammer	Mithral Hammer, Chinchilla
Adamantle Hammer	Adamantle Hammer, Chinchilla
Chinchilla Trap	Crudium x2, Cheese
Adamanthral	Adamantle, Mithral
Chinchilla Armor	Crudium, Adamantle, Mithral
Armored Chinchilla	Chinchilla, Chinchilla Armor
Dust Box	Crudium, Ferrous x2
Mystic Amplifier	Amplifying Dust, Azurite x2
Cutting Edge	
Scrap Metal	Ferrous x2, Crudium x3
Courtly Cooking Pot	Broken Cooking Pot, Scrap Metal x2, Adamantle
Superior Alloy	Mithral x2, Adamantle x3, Ferrous
Sinister Sorcerer	
Battle Armaments	Ferrous x4

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Quest Items	
Item	**Ingredients**
Dragon Quest	
Flame Resistant Shield	Crudium, Ferrous
Flameproof Shield	Mithral, Ferrous
Gem Crown	Electrum x2, Gem Bag
Invasion!	
Oil Cauldron	Ferrous x2, Crudium x2
Armor of the Kingdom	Ferrous x2, Mithral, Hardening Crystals
Defender's Swords	Ferrous x4, Invader Metal
Invader Metal	Invader Armor
Old Man from the Sea	
Sword Breaker	Sword Breaker Handle, Sword Breaker Head
Sword Breaker Handle	Mithral x3, Azurite, Ferrous x2
Sword Breaker Head	Crudium x3, Ferrous x2
Shovel	Ferrous x2, Electrum x2
Fake Animus	Crudium x4, Mithral

Medical Potions		
Potion	**Ingredients**	**Base Sale Cost**
Weak Curative Tonic	Valoroot, Wildflowers x2, Grassweed x3	60
Moderate Curative Tonic	Valoroot x2, Wildflowers x3, Grassweed x5	100
Strong Curative Tonic	Valoroot x3, Wildflowers, Wildflowers, Lordleaf x2, Angelweed, Grassweed x3	200
Drunk Me Not	Sagewort x2, Eaglewood, Blood Moss x3	100
Potion of Energy	Well Water, Valoroot x2, Eaglewood x3, Seeds x4	235
Crafthole Energy Potion	Well Water, Valoroot, Eaglewood, Seeds x3	50
Sleeping Draught	Belladonna x3, Nightshade x2, Grassweed x4, Wildflowers	200

Poisons		
Poison	**Ingredients**	**Base Sale Cost**
Vomicious Venom	Belladonna x3, Lordleaf, Seeds x2	75
Reapers Scythe	Belladonna x2, Nightshade x4, Blood Moss x3, Angelweed	400
Truth Tonic	Sagewort x3, Belladonna x2, Grassweed x4	120
Pestilence Poison	Belladonna x3, Nightshade x2, Sagewort, Blood Moss x4	200
Preparation Potion	Eaglewood x2, Belladonna, Wildflowers x2	90
Rejuvenating Reagent	Valoroot x2, Nightshade, Blood Moss x2, Angelweed	200
Coagulating Compound	Sagewort x2, Nightshade, Blood Moss x3	90
Combustion Cordial	Eaglewood x2, Grassweed x2, Seeds x2	75

Magic Potions		
Potion	**Ingredients**	**Base Sale Cost**
Lesser Luck Potion	Sagewort x2, Electrum, Grassweed, Seeds x2	135
Greater Luck Potion	Eaglewood x3, Electrum x2, Angelweed, Seeds x3	435
Lesser Charm Potion	Valoroot x2, Phosphorus, Grassweed x3	60
Greater Charm Potion	Lordleaf x3, Phosphorus x2, Grassweed x2, Angelweed	245
Mystic Grog	Well Water, Belladonna x2, Lordleaf, Grassweed x3	75
Drunk Me Not	Sagewort x2, Eaglewood, Blood Moss x3	100
Potion of Energy	Well Water, Valoroot x2, Eaglewood x3, Seeds x4	235
Flamebait	Blood Moss x2, Belladonna, Seeds x2	60

Professions

Progression			
Level	**XP Required**	**Base Daily Income**	**Benefits & Unlocks**
1	n/a	22	
2	1,000	26	New songs unlocked
3	2,200	32	New songs unlocked
4	3,600	41	New songs unlocked
5	5,200	55	Can write Tragic Play and Epic Poems, new songs unlocked

Progression			
Level	**XP Required**	**Base Daily Income**	**Benefits & Unlocks**
6	7,000	77	New songs unlocked
7	9,000	111	New songs unlocked
8	11,200	166	New songs unlocked
9	13,600	257	New songs unlocked
10	16,200	411	Can write Legendary Plays

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Blacksmith Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	25	
2	1,000	30	New forging recipes (swords, armor, paddles), faster/better forging
3	2,200	37	New forging recipes (hammers, armor, staves), faster/better forging
4	3,600	48	New forging recipes (swords), faster/better forging
5	5,200	64	New forging recipes (swords, armor, paddles), faster/better forging
6	7,000	89	New forging recipes (swords, armor, staves), faster/better forging
7	9,000	129	New forging recipes (armor), faster/better forging
8	11,200	193	New forging recipes (swords, armor, staves), faster/better forging
9	13,600	299	New forging recipes (swords, staves), faster/better forging
10	16,200	478	New forging recipes (swords, armor), faster/better forging

Jacoban Priest Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	29	
2	1,000	34	Increased success at sermons, conversions, and absolution
3	2,200	42	Increased success at sermons, conversions, and absolution
4	3,600	54	Increased success at sermons, conversions, and absolution
5	5,200	72	Increased success at sermons, conversions, and absolution
6	7,000	100	Increased success at sermons, conversions, and absolution
7	9,000	145	Increased success at sermons, conversions, and absolution
8	11,200	217	Increased success at sermons, conversions, and absolution
9	13,600	336	Increased success at sermons, conversions, and absolution
10	16,200	537	Increased success at sermons, conversions, and absolution

Knight Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	30	
2	1,000	36	Restful Dance combat stance, increased fighting capability
3	2,200	45	Whirling Takedown special move, increased fighting capability
4	3,600	58	Steeled Defense combat stance, increased fighting capability

Knight Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
5	5,200	78	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability
6	7,000	109	Increased fighting capability
7	9,000	158	True Striking combat stance, increased fighting capability
8	11,200	237	Increased fighting capability
9	13,600	367	Increased fighting capability
10	16,200	587	Increased fighting capability

Merchant Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	32	
2	1,000	38	Increased profit margins, increased bribing success
3	2,200	47	Increased profit margins, increased bribing success
4	3,600	61	Increased profit margins, increased bribing success
5	5,200	82	Increased profit margins, increased bribing success
6	7,000	114	Increased profit margins, increased bribing success
7	9,000	165	Increased profit margins, increased bribing success
8	11,200	247	Increased profit margins, increased bribing success
9	13,600	382	Increased profit margins, increased bribing success
10	16,200	611	Increased profit margins, increased bribing success

Monarch Progression

Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	28	
2	1,000	33	Restful Dance combat stance, increased fighting capability
3	2,200	41	Whirling Takedown special move, increased fighting capability
4	3,600	53	Steeled Defense combat stance, increased fighting capability
5	5,200	71	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability
6	7,000	99	Increased fighting capability
7	9,000	143	True Striking combat stance, increased fighting capability
8	11,200	214	Increased fighting capability
9	13,600	331	Increased fighting capability
10	16,200	529	Ability to set tax level in kingdom, increased fighting capability

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Peteran Priest Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	20	
2	1,000	24	Increased success at sermons, conversions, and evangelizing
3	2,200	30	Increased success at sermons, conversions, and evangelizing
4	3,600	39	Increased success at sermons, conversions, and evangelizing
5	5,200	52	Increased success at sermons, conversions, and evangelizing
6	7,000	72	Increased success at sermons, conversions, and evangelizing
7	9,000	104	Increased success at sermons, conversions, and evangelizing
8	11,200	156	Increased success at sermons, conversions, and evangelizing
9	13,600	241	Increased success at sermons, conversions, and evangelizing
10	16,200	385	Increased success at sermons, conversions, and evangelizing

Physician Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	29	
2	1,000	34	New potion/tonic recipes, better chance at quality crafting
3	2,200	42	Better chance at successful treatment
4	3,600	54	Better chance at successful treatment
5	5,200	71	New potion/tonic recipes, use anesthetic, better chance at successful treatment
6	7,000	100	Better chance at successful treatment
7	9,000	145	Better chance at successful treatment
8	11,200	217	Better chance at successful treatment
9	13,600	336	Better chance at successful treatment
10	16,200	537	New potion/tonic recipes, better chance at successful treatment

Spy Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	27	
2	1,000	32	Restful Dance combat stance, increased fighting capability, increased crafting success
3	2,200	40	Whirling Takedown special move, increased fighting capability, increased crafting success
4	3,600	52	Steeled Defense combat stance, increased fighting capability, increased crafting success
5	5,200	70	Mortal Blow special move, Furious Onslaught combat stance, increased fighting capability, increased crafting success
6	7,000	98	Ability to rob Messenger Box, increased fighting capability, increased crafting success
7	9,000	142	True Striking combat stance, increased fighting capability, increased crafting success
8	11,200	213	Increased fighting capability, increased crafting success
9	13,600	330	Increased fighting capability, increased crafting success
10	16,200	528	Increased fighting capability, increased crafting success

Wizard Progression			
Level	XP Required	Base Daily Income	Benefits & Unlocks
1	n/a	38	Spells: Growth, Spirit Thief, Magic Arrow
2	1,000	33	
3	2,200	41	
4	3,600	53	
5	5,200	71	New spells: Mend, Ghostly Music, Telepathy, Miasma; new potion recipes, can make staves at Forge
6	7,000	99	
7	9,000	143	
8	11,200	214	New stave recipes at Forge
9	13,600	331	New stave recipes at Forge
10	16,200	529	New spells: Teleport, Sleep, Inferno; new potion recipes

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Foreign Relations

Tredony

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Jeweled Ring	3
Phosphorus		Magic Powder	2
Clothing		Gems	1
Barley		Gems	3
Bloomers		Barley	1
Bolt of Cloth		Tredonian Velvet	1
Prisoner		Basic Lute	1
Bloodmoss	8		
Grassweed	10		
Seeds	4		
Wildflowers	15		
Nightshade	30		
Belladonna	22		
Valoroot	18		
Eaglewood	25		
Sagewort	18		
Lordleaf	25		
Angelweed	1		

Crafthole

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Nightshade		Goose Feather	3
Wildflowers		Goose Feather	6
Mushroom		Wood	2
Cheese		Wood	1
Soap		Tredonian Velvet	1
Time Machine Part		Steel Hammer	1
Magic Powder		Lesser Luck Potion	1
Mithral	105		
Electrum	30		
Phosphorus	12		
Ferrous	15		
Crudium	2		

Aarbyville

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Jeweled Ring		Religious Tablet	3
Magic Powder		Prisoner	3
Watched Water		Gilded Paddle	2
Untempered Longsword	2		
Longsword	130		
Crude Longsword	50		
Untempered Longsword	110		
Greatsword	315		
Steel Longsword	225		

Aarbyville

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Embossed Longsword	450		
Precise Scimitar	630		
Watcher's Blade	900		
Sword of the Chinchilla	1,125		
Mithral Longsword	1,440		
Tooth of Jacob	2,160		
Mana's Edge	3,600		
Angel's Talon	16,200		
Doom Sword	18,900		

Advorton

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Unicorn Horn	3
Religious Tablet		Advertonian Scale	1
Adamantle		Precise Scimitar	6
Untempered Chainmail	2		
Chainmail	210		
Ramshackle Chestguard	100		
Crude Plate Mail	160		
Bear Hide Armor	420		
Plate Mail	210		
Steel Plate Mail	370		
Advertonian Scale	550		
Knight's Plate	760		
Lord's Plate	1,350		
Adamantle Battleplate	2,340		
Darkstone Bulwark	5,250		
Doomplate	25,200		
Angel's Guard	23,100		

Burdley

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Time Machine Part		Unicorn Meat	3
Magic Powder		Strong Health Salve	1
Crudium		Scrap Metal	2
Weak Curative Tonic	110		
Moderate Curative Tonic	170		
Strong Curative Tonic	250		
Sleeping Draught	460		

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Burdley

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Rejuvenating Reagent	420		
Coagulating Compound	170		
Weak Health Salve	110		
Moderate Health Salve	170		
Strong Health Salve	250		

Effenmont

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Darkstone		Flame Enchantment	2
Religious Tablet		Magic Staff	3
Bear Meat	140		
Boar Meat	190		
Fowl Meat	50		
Frog	100		
Pigeon	20		
Rabbit Meat	65		
Unicorn Meat	2,500		
Venison	100		
Whale Meat	100		
Whale Steak	150		
Succulent Goblin Meat	15		

Gastrobury

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Watched Water		Darkstone	5
Unicorn Meat		Angel's Talon Fragment	5
Boar Meat		Gastrosausage	1
Bear Meat		Gastrosausage	1
Fowl Meat		Gastrosausage	5
Rabbit Meat		Gastrosausage	2
Venison		Gastrosausage	1
Apple	15		
Barley	45		
Cabbage	8		
Grapes	35		
Mushroom	40		
Onion	10		
Potato	35		
Spices	115		
Turnip	20		
Wheat	15		

Snordwich

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Religious Tablet		Darkstone	2
Goose Feather		Mithral	1
Wood		Sleeping Draught	5
Eel	55		
Herring	20		
Rainbow Trout	25		
Salmon	105		
Sword	135		
Tench	20		
Turbot	70		

Tictop

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Magic Powder		Time Machine Part	4
Gem Bag		Mithral	1
Goose Feather		Combustion Cordial	3
Mana Stones	230		
Adamantle	60		
Azurite	45		
Shiny Stones	5		
Quartz	10		

Yacothia

Import Item	Value in Simoles	Export Item	# of Imports Req. for Export
Goose Feather		Watched Water	5
Prisoner		Watcher's Blade	1
Wood		Clothing	2
Oil Flask		White Smoke Powder	1
Mithral		Watcher Staff	6
Combustion Cordial	110		
Mystic Grog	130		
Vomicious Venom	145		
Reaper's Scythe	720		
Pestilence Poison	290		

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PRIMA Official Game Guide

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Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates diving into the bustling The Sims 3™ world. Her mastery of all things The Sims 3 helped her obtain her "Lifetime Wish", writing The Sims guides for you to enjoy. Some of her notable achievements include writing The Sims 3, The Sims 3: World Adventures, and The Sims 3: Ambitions guides, and The Sims 3 Late Night.

We'd love to hear from you! E-mail comments and feedback to cbrowne@primagames.com