






THE SIMS 4 VAMPIRES

UNOFFICIAL SIMSVIP GUIDE









THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

THIS IS A GAME GUIDE FOR:
THE SIMS 4 VAMPIRES
GAME PACK (PC/MAC)

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*This is an unofficial game guide for the Sims 4 Vampire Game Pack (PC/MAC)

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Contributors



Alexis

Editor-in-Chief

Hey everyone! My name is Alexis and I am the Editor-in-Chief for SimsVIP.com! I am a long-time simmer and community member, and am one of the writers for The Sims 4 Vampire Guide.

If you're reading my author bio, that means you're checking out the PDF version of our guide! I hope this guide helps you with having fun with the new Vampire life state, and thank you for your continued support!



Kerri

Designer

Hello! My name is Kerri and I am a designer here for the SimsVIP. My job is to essentially make things look good. I do info graphics for the site and now these game guides! So I really hope you enjoy it.

I have been a fan of the sims since the first game my favorite thing to do in the Sims 4 is build stuff and customize sims. Thank you for the support on this game guide and I hope to provide you with high quality PDF's like this one in the future :)



Kit McDonald

Guide Writer

Kit is a chocolate loving stay at home wife and mother with an overwhelming passion for The Sims.A legacy player at heart, she prefers the challenge of building something out of nothing. When she isn't trapping unsuspecting Sims in pools, Kit is often writing a new story, plotting for her next tabletop campaign, or experimenting with a new recipe. Cupcakes, yum!

Contributors



JackieGoOutside

Research and Testing

JackieGoOutside is from California, a fan of vampires, The Elder Scrolls, Fallout, and the Sims (of course!). They have been Simming proudly for 10 years with no end in sight. They're also not very good at talking about themself, but they could sure talk all day about everything they fansqueel over.



Lucie

Assistant designer

Lucie is just your typical French student. Crazy about little puppies. Avid Youtube watcher. Interior Designer (well in the Sims at least). She also loves to create short films because why not. Always the head in the clouds.

Hope you like the guide :)

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Basic Info - Continued

Traits

I am the Master (Reward Trait) - I am the Master grants supernatural control. Command Powers used on Vampire Offspring always succeed. **(From Completing the Vampire Family Aspiration)**

Regained Humanity (Reward Trait) - Vampires with Regained Humanity seem kinder and safer. Sims are more likely give permission to Drink. **(From Completing the Good Vampire Aspiration)**

A True Master (Reward Trait) - A True Master not only excels at Mind Control Powers, they also have greater stores of Vampire Energy to call **upon. (From Completing the Master Vampire Aspiration)**

Aspirations

Master Vampire - This Sim wants to become a wise and powerful Vampire!

Good Vampire - This Sim wants to control Thirst and remain as human as possible!

Vampire Family - This Sim wants to create a family of Vampires!

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Basic Info - Continued

Lot Traits

The Sims 4 Vampires has added 3 new lot traits available for use on all lots (including apartments and venues) in any world. Each trait has a unique effect that can change how your Sims interact with the lot, including visitors, animations, and offspring personality. Lot traits remain intact when the lot is shared on The Sims 4 Gallery.

Image	Name	Effect	Availability
	On A Dark Ley Line	The dark energy here has a impact on all nocturnal activities. You can expect babies conceived here to require extra care while teething.	Free
	Registered Vampire Lair	The lot registers as a vampire lair. The League will send various gifts from time to time. Through the mail, no less. Even the immortals use the public mail service. Only available on home residences.	Free
	Vampire Nexus	A dark void envelopes this lot in the upside down. Vampires are more likely to visit the area.	Free

Non-Vampiric Sims who “Try for a Baby” on a Dark Ley Line lot, have a very good chance of giving birth to Vampire offspring. This allows you to add a Vampire Sim to your family tree without having to turn the parents or woohoo with a Vampire. Once a baby ages up to their Teen years, various changes will signify a manifestation of Vampire powers.



Create A Sim

Create A Sim fashions

Female Adult/Teen/Elder - 6 Hairstyles and Hats, 4 Tops, 4 Bottoms, 3 Outfits, 11 Accessories, 2 Pairs of Shoes

Female Children - 1 Hairstyle, 1 Outfit

Male Adult/Teen/Elder - 2 Hairstyles and Hats, 3 Tops, 2 Bottoms, 5 Outfits, 1 Pair of Shoes

Male Children - 1 Hairstyle, 1 Outfit

Hairstyles and Hats








Create A Sim - Continued






Clothing






Create A Sim - Continued












Create A Sim - Continued











Create A Sim - Continued

Accessories / Shoes










Create A Sim - Continued








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Create A Vampire

The Sims 4 Vampires Game Pack adds the new “Vampire” life state. Aside from being able to find Vampires throughout the game, and turning into one as you play, players can also use the new “Create-an-Vampire” feature in CAS to make a Vampire family right from the start.



Just like human Sims, Vampires of any age group can be created and customized from head-to-toe. However, because Vampires are a special life state, they do have some additional customization, and boast some unique features like Skin Details, Fangs, Vampire Sockets, and Eye Colors, which are not available to regular Sims.



Create A Vampire - Continued

You can customize a Vampire using any of the Hairstyles, Clothing, and Accessories available within the game, but Vampire Sims also have their very own “Dark Form” option. This allows you to customize the “look” for your Sim when they perform Vampiric actions within the game and change into their “Dark Form”. Creating a Dark Form is optional. If you want both “sides” of your Vampire to look the same, simply use the “Copy Sim to Dark Form” option to carry over their looks to the dark side.



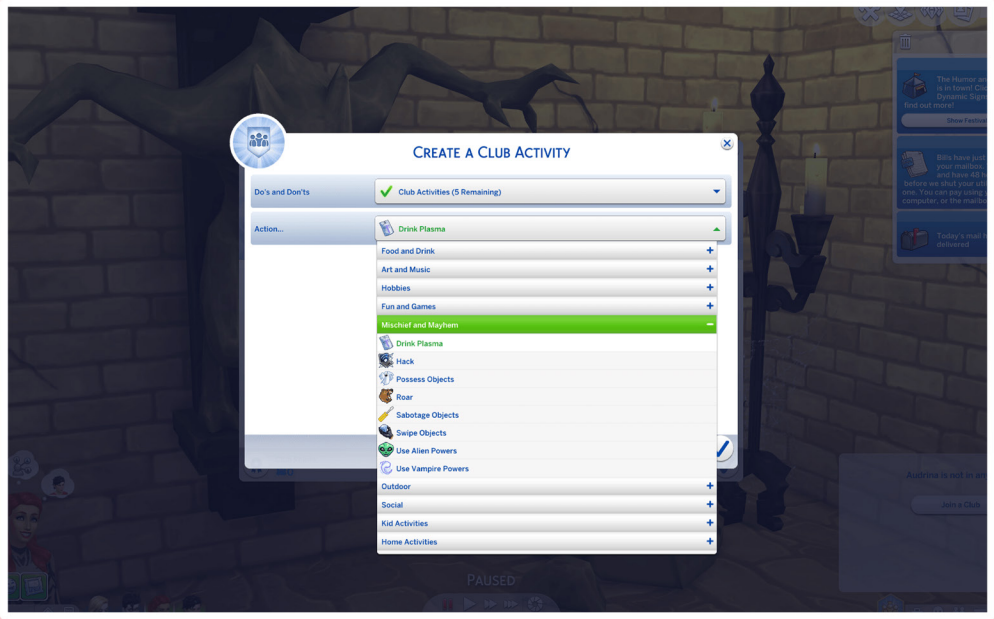
Vampires with “two sides” yield the self-interaction to use the “Dark Form” at any time. Vampires will stay in their Dark Form until commanded to change back. Vampires have many unique interactions and options within the game, so be sure to check out the Vampire section of this guide for further details.

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New Game Options

Club Activities

If you own The Sims 4 Get Together Expansion Pack, you will receive two new Club Activities with The Sims 4 Vampires Game Pack. “Use Vampire Powers” , “Play Pipe Organ” , and “Drink Plasma” are the new options available when picking club requirements.



Vampire Lore Skill

The Sims 4 Vampires introduces the all-new Vampire Lore Skill. Sims can master Vampire Lore by researching “Vampire Secrets” on a computer, asking others about Vampire History, or reading unlocked Vampire Books. Sims with a higher Vampire Lore Skill will unlock special interactions, crafts, recipes and drinks. This skill is essential for Vampires.

- Vampire Lore is a 15-level skill that is gained quicker than other skills.
- The Vampire based skill books (Encyclopedia Vampirica) can only be purchased at Level 2 Vampire Lore via the Vampire Secrets interaction on

New Game Options - Continued

Once a Sim reaches level 2 of the Vampire Lore Skill, they can purchase Vampire Tomes by using the Vampire Secrets > Purchase Vampire Tomes interaction on a computer. As a Sim levels up, they will continue to unlock all editions of the book. Each book allows Sims to raise their Vampire Lore to a certain level.

- **Encyclopedia Vampirica Volume 1 (§75)** - Level up to Vampire Lore Level 6
- **Encyclopedia Vampirica Volume 2 (§150)** - Level up to Vampire Lore Level 10
- **Encyclopedia Vampirica Volume 3 (§250)** - Level up to Vampire Lore Level 13
- **Ultimate Vampire Tome (§1000)** - Level up to Vampire Lore Level 15



- **Vampire Lore Level 1** - This Sim is delving deep into researching vampires. There is a lot of knowledge to unlock by continuing to research!
- **Vampire Lore Level 2** - VonFlavius Vampire Emporium is now unlocked. Sims can now purchase Encyclopedia Vampirica Vol 1 on the Computer under Vampire Secrets.
- **Vampire Lore Level 3** - Sims can now order Plasma Packs on the Computer.
- **Vampire Lore Level 4** - Sims can now make Plasma Packs from Fish or Frogs.
- **Vampire Lore Level 5** - Sims can now make Garlic Braids, Garlic Wreaths, and Garlic Garlands from available garlic harvestables in their inventory.
- **Vampire Lore Level 6** - Sims can now purchase Encyclopedia Vampirica Vol 2 on the Computer under Vampire Secrets.
- **Vampire Lore Level 7** - Sims can now Share Vampire Knowledge with other Sims.
- **Vampire Lore Level 8** - Sims can now purchase Plasma Fruit, Wolfsbane, and Sixam Mosquito Trap seeds from the computer.
- **Vampire Lore Level 9 - Sims can now prepare Plasma Fruit Salad and the Plasma Jane drink.**

New Game Options - Continued

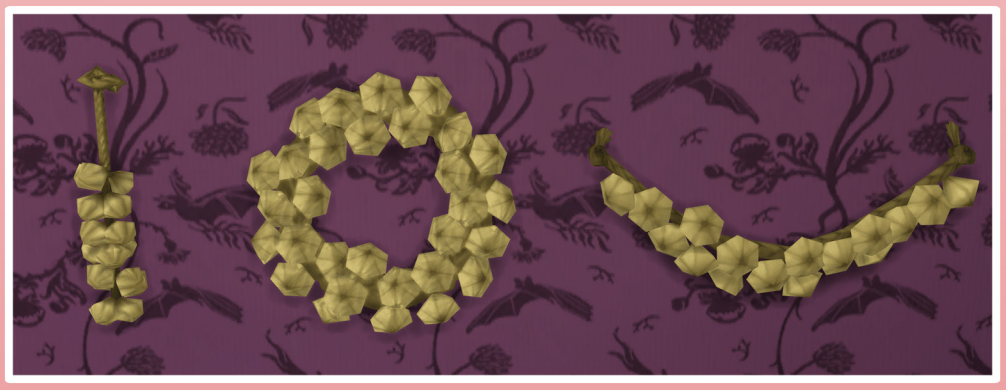
- **Vampire Lore Level 10** - Sims can now purchase Encyclopedia Vampirica Vol 3 on the Computer under Vampire Secrets.
- **Vampire Lore Level 11** - Sims can now craft the Sunlight Reversal Cocktail on the Bar.
- **Vampire Lore Level 12** - Sims can now craft the Vampire Resistance Cocktail on the Bar.
- **Vampire Lore Level 13** - Sims can now purchase Ultimate Vampire Tome on the Computer under Vampire Secrets.
- **Vampire Lore Level 14** - Sims can now make the Draught of Reconfiguration on the Bar.
- **Vampire Lore Level 15** - Sims can now craft the Ultimate Vampire Cure on the Bar.

Garlic Braids, Garlic Wreaths, and Garlic Garlands

Once your Sim has reached Level 5 of the Vampire Lore Skill, they will gain the ability to create garlic decorations that can be used to deter Vampires from a lot. Sims must have enough Garlic harvestables in their inventory to create decor.

The following decorations can be created when using the “Make Garlic Object” interaction on available garlic in a Sim’s inventory:

- **Garlic Braid** - Requires 5 Garlic harvestables.
- **Garlic Wreath** - Requires 10 Garlic harvestables.
- **Garlic Garland** - Requires 15 Garlic harvestables.



New Game Options - Continued

Pipe Organ Skill

The Sims 4 Vampires introduces the all-new Pipe Organ Skill. Sims can master this skill by playing the Pipe Organ found in buy mode. Sims with a higher Pipe Organ Skill will unlock new Songs and Interactions on the Pipe Organ, including the ability to Write Songs.

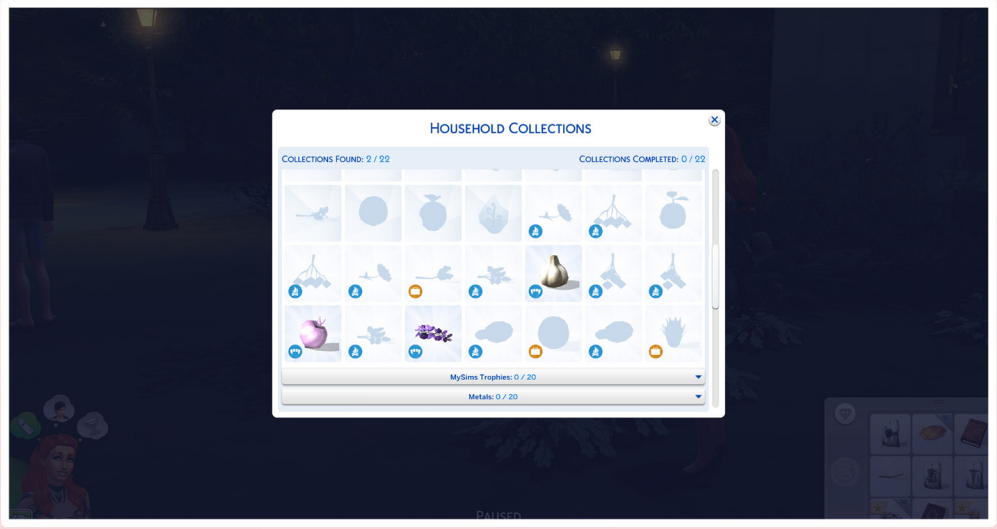
- **Pipe Organ Level 1** - Acquired the Pipe Organ Skill.
- **Pipe Organ Level 2** - Sims can now Plunk for Inspiration.
- **Pipe Organ Level 3** - Sims can now play Theme songs.
- **Pipe Organ Level 4** - Sims can now play Cinema songs.
- **Pipe Organ Level 5** - Sims can now play Jazz songs.
- **Pipe Organ Level 6** - Sims can now play Circus songs.
- **Pipe Organ Level 7** - Sims can now play Haunting Music and Drama songs.
- **Pipe Organ Level 8** - Sims can now play Gospel songs and write a new song.
- **Pipe Organ Level 9** - Sims can now play Classical songs and write new songs.
- **Pipe Organ Level 10** - Sims can now play Avant-garde songs and write new songs.



New Game Options - Continued

Collectibles

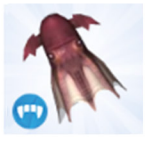
The Sims 4 Vampires Game Pack adds new collectibles to the game for Sims to find and add to their collection. There are a total of 5 new collectible items as detailed below.



Fish

The Sims 4 Vampires includes a new fish that adds to the already available “Fish” Collection. This new fish type can only be found in the waters of Forgotten Hollow.

- **Use Plasma Fruit as bait for a better chance of catching Vampire Squid.**

Image	Name	Rarity	Value	Description	Reel In It!
	Vampire Squid	Rare	§50	Do not succumb to its cuteness...or lack thereof.	Native to Forgotten Hollow. Requires Level 5 Fishing Skill.

New Game Options - Continued

Harvestables

The Sims 4 Vampires includes 4 new harvestables that adds to the already available "Gardening" Collection. These collectibles are used in the new game recipes.

Image	Name	Rarity	Value	Description	Collect it!
	Sixam Mosquito Trap Seed	N/A	§8	Non-edible and hard to find. It is rumored these seeds are carried by the mosquitos who escape the plant's trap.	Found in Forgotten Hallow, or purchased via computer.
	Garlic	Uncommon	§2	An annual bulbous plant. Its bulbs can be harvested for cooking or decorating.	Found in Forgotten Hallow, or purchased via computer.
	Plasma Fruit	Uncommon	§4	The juice in this fruit has very similar properties to plasma.	Found in Forgotten Hallow, or purchased via computer.
	Wolfsbane	Uncommon	§6	This flower is nothing special in its raw form. When used as an ingredient in food and drink it will affect the nocturnally oriented.	Found in Forgotten Hallow, or purchased via computer.

New Recipes

The Sims 4 Vampires adds 1 brand new food recipe. This recipe can only be created by Sims who hold a Level 9 Vampire Lore Skill, and have a Plasma Fruit available in their inventory.

Image	Name	Skill Level
	Plasma Fruit Salad	Level 1 Cooking Skill Level 9 Vampire Lore Requires Plasma Fruit

New Game Options - Continued

New Drinks

The Sims 4 Vampires adds 5 new drink options. All drinks are available for Sims to make at the bar, so long as they have the Vampire Lore Skill level and the required ingredients.

Image	Name	Available	Requirements
	Plasma Jane	Level 9 Vampire Lore Level 1 Mixology	(1) Plasma Fruit
	Sunlight Reversal Cocktail	Level 11 Vampire Lore Level 1 Mixology	(2) Garlic (1) Plasma Fruit
	Vampire Resistance Cocktail	Level 12 Vampire Lore Level 1 Mixology	(2) Wolfsbane
	Draught of Reconfiguration	Level 14 Vampire Lore Level 1 Mixology	(2) Garlic (2) Wolfsbane (2) Plasma Fruit
	Ultimate Vampire Cure	Level 15 Vampire Lore Level 1 Mixology	(10) Garlic (10) Wolfsbane (10) Plasma Fruit

Each of these drinks can be used for special purposes within the game. Everything from Sun Resistance to Vampire Cures, these drinks can do much more than quench a Sim's thirst.

New Game Options - Continued

- **Plasma Jane** - Just a basic drink for Vampires to enjoy. Human Sims feel ill when consuming this drink as it contains Plasma.

- **Sunlight Reversal Cocktail** - When consumed by a Vampire, this cocktail gives the 4-hour "Daywalker's Delight" moodlet. This moodlet allows Vampires to head outdoors during the day without the fear of burning to death...immediately.

- **Vampire Resistance Cocktail** - When consumed by a Human Sim, this cocktail gives the "Vampire Resistance" moodlet. This moodlet allows Human Sims to resist the mind boggling hypnotic tricks used by vampires.

- **Draught of Reconfiguration** - When consumed by a Vampire Sim, this cocktail completely resets all of their powers and refunds the power points. This allows you to re-select specific powers and weaknesses to reconfigure your Vampire.

- **Ultimate Vampire Cure** - This drink has several uses but one main purpose: To Cure Vampires. This cocktail can be taken voluntarily by Vampires to cure their vampirism, or be deliberately thrown onto a Vampire to take away their powers.

Human Sims who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with a Vampire, will eventually see the an option (Mean Social) to "Throw Vampire Cure" at a Vampire. This results in a Vampire losing their powers and turning into a regular Sim.

Human Sims who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with a Vampire, will eventually see the an option (Mean Social) to "Slay Vampire". If the Human Sim is successful at Slaying the Vampire, it results in a Vampire losing their powers and turning into a regular Sim. If the Human Sim fails to slay the vampire, it becomes nothing more than a wasted drink. Success depends on the Vampire Rank.

Vampires who avoid being slayed receive the "Defeated a Hunter" Moodlet

Vampires who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with another Vampire, will eventually see the an option (Mean Social) to "Slay Vampire". If the initiating Vampire is successful at Slaying the target Vampire, it results in a Vampire losing their powers and turning into a regular Sim. If the slaying fails, it becomes nothing more than a wasted drink. Success depends on the Vampire Rank.



New Game Options - Continued

Death by Sunlight (Vampires)

Going out into the sunlight during the day will cause a Vampire's Energy to deplete quickly, which can be deadly. They gain a +2 Uncomfortable moodlet when they first step into the light, and the longer they are exposed to sunlight, the more dangerous it becomes.



If they don't get out of the sun, their Energy will completely drain and they will burn to a crisp. Vampires are safe indoors and out of direct sunlight. Coffins, even when outside, protect them from Sun as long as they stay safely closed within them.

- **Vampires with the Sun Resistance and Greater Sun Resistance Powers will gain increased resistance to the sun.**
- **Vampires with the Perfect Sun Resistance Power will gain complete immunity to the sun.**
- **When consumed by a Vampire, the Sunlight Reversal Cocktail gives the 4-hour "Daywalker's Delight" moodlet. This moodlet allows Vampires to head outdoors during the day for 4 hours without the fear of burning to death.**
- **Vampires with the Thin Skinned weakness will burn faster in Sunlight.**

New Game Options - Continued

Vampires who pass away and return as ghosts will retain their Vampiric Powers, but they will also retain their weakness to sunlight as ghosts. Vampire Ghosts are the same as their "mortal" counterparts and should be treated as if they never left.



Death by Sunlight can occur faster or slower depending on whether a Vampire has resistance to the sun. Below is a calculation list of the time it takes for Vampires to die with or without different powers and weaknesses.

- **Time of Death Under Normal Conditions:**
  - **Part 1** - +2 uncomfortable "Sizzling Epidermis" moodlet (120 minutes)
  - **Part 2** - +10 Uncomfortable "The Third Degree" moodlet (60 minutes)
  - **Part 3** - Death

- **Time of Death With the Thin Skinned Weakness Level 1:**
  - **Part 1** - +3 Uncomfortable "Enhanced Sizzling" (60 minutes)
  - **Part 2** - +10 Uncomfortable "The Third Degree" (33 minutes)
  - **Part 3** - Death

- **Time of Death With the Thin Skinned Weakness Level 2:**
  - **Part 1** - +3 "Uncomfortable Flaming Flesh" (20 minutes)
  - **Part 2** - +10 Uncomfortable "The Third Degree" (15 minutes)
  - **Part 3** - Death

- **Time of Death With the Thin Skinned Weakness Level 3:**
  - **Part 1** - +3 Uncomfortable "Combustible Plasma" (15 minutes)
  - **Part 2** - +10 Uncomfortable "The Third Degree" (6 minutes)
  - **Part 3** - Death

- **Time of Death With Sun Resistance Power Level 1:**
  - **Part 1 - +1 Uncomfortable "Burning Despite Sun Resistance" (224 minutes)**
  - **Part 2 - +10 The Third Degree (90 minutes)**
  - **Part 3 - Death**

New Game Options - Continued

- **Time of Death With Sun Resistance Power Level 2:**
  Part 1 - +1 Uncomfortable "Burning Despite Greater Sun Resistance" (335 minutes)
  Part 2 - +10 The Third Degree (130 minutes)
  Part 3 - Death

- **Time of Death With Sun Resistance Power Level 3:**
  Complete Resistance. No Death.

Bat Woohoo

Once of the perks of being a Vampire is the ability to use the "Woohoo/Try for Baby as Bats" interaction. This option is available only to Vampires who possess the "Bat Form" power available in the Powers Panel, and have a high enough Romance level.

- **Babies that are conceived while "Trying for Baby as Bats" will automatically acquire the "Bat Form" power as teens without having to purchase it.**

- **Teen Sims who possess the "Bat Form" power can "Mess Around" as bats as well. This yields a +2 Flirty buff called "Cuddling Chiroptera"**



New Game Options - Continued

Coffin Woohoo

Vampires, or Sims who are in a romantic relationship with a Vampire, have the ability to "Woohoo/Try for Baby in a Coffin". This interaction can only be initiated by a Vampire.



Forgotten Hollow (World)

Forgotten Hollow is the brand new world introduced with The Sims 4 Vampires Game Pack. Unlike other worlds, Forgotten Hollow has an extended darkness that begins at 6pm, and this allows Vampires to emerge from their homes earlier in the evening. Forgotten Hollow is one Neighborhood in of itself, with 4 Residential Lots and a empty lot for you to do as you please.



New Game Options - Continued

In addition to this world having a dark and foggy atmosphere for Vampire Sims, it is also home to all the new collectibles in the game. Sixam Mosquito Traps, Wolfsbane, Garlic, Plasma Fruit, and Vampire Squid can only be found in this world.

Widowshild Townhome (Residential, 30×20, §17,293) - This simple townhome maximizes space by building up. There is now plenty of room for a garden. Minor repairs needed.



Includes the "Registered Vampire Lair" Lot Trait

Garliclauter Place (Residential, 30×20, §57,393) - This Victorian is in the gothic revival style. Its previous tenants went a bit overboard with the garlic decoration for unknown reasons



Includes the "Vampire Nexus" Lot Trait

New Game Options - Continued

Wolfsbane Manor (Residential, 30×30, §142,984) - This Victorian manor is large enough to really stretch your wings. The upscale decor suits those with a taste for fine design.



Straud Mansion (Residential, 40×30, §201,929) - This mansion has been slowly built up over the town's history. Plenty of space and spare coffins.



New Game Options - Continued

Fledermaus Bend (Empty, 30×30, §2000) - A perfect plot to call your final resting place. Don't build here if bats give you the creeps. Many make their home in a nearby cave.



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New Game Options - Continued

World Screenshots










New Gameplay

Vampires

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Just like human Sims, Vampires of any age group can be created and customized from head-to-toe. However, because Vampires are a special life state, they do have some additional customization, and boast some unique features like Skin Details, Fangs, Vampire Sockets, and Eye Colors, which are not available to regular Sims.



New Gameplay - Continued

You can customize a Vampire using any of the Hairstyles, Clothing, and Accessories available within the game, but Vampire Sims also have their very own “Dark Form” option. This allows you to customize the “look” for your Sim when they perform Vampiric actions within the game and change into their “Dark Form”. Creating a Dark Form is optional. If you want both “sides” of your Vampire to look the same, simply use the “Copy Sim to Dark Form” option to carry over their looks to the dark side.



Vampires with “two sides” yield the self-interaction to use the “Dark Form” at any time. Vampires will stay in their Dark Form until commanded to change back.

Becoming a Vampire

Having the powers of a Vampire is intriguing, and there are several ways turn a regular Sim into a Vampire without creating one off the bat in Create a Sim. The following methods are sure fire ways to turn regular Sims into Vampires within the game:

- Using the “Dark Ley Line” Lot Trait – Non-Vampiric Sims who “Try for a Baby” on a Dark Ley Line lot, have a very good chance of giving birth to Vampire offspring. This allows you to add a Vampire Sim to your family tree without having to turn the parents or woohoo with a Vampire. Once a baby ages up to their Teen years, various changes will signify a manifestation of Vampire powers.



New Gameplay - Continued

- **Ask to Turn** - Sims can ask a Vampire who is a "Minor" rank Vampire or higher to turn them, so long as they possess the "Vampire Creation" Power. Sims who are successfully bitten and begin the process of turning, will gain the Uncomfortable "Strangely Hungry" moodlet. This moodlet makes it impossible for Sims to eat anything, which eventually causes their "deadly" transformation.

The transformation period can take a few days to complete. Soon to be Vampires can still drink Plasma Packs or eat Plasma Fruit during the transition, although this will make them sick as they are technically still human Sims. Sunlight will not affect them during the transformation period.



- **Drinking a Vampire cure will not reverse the effects of being turned until they have completely become a Vampire.**

- **For the first 24 hours, new Vampires will have a Tense +1 moodlet to adjust to their new lifestate.**

- **The game considers Sims as Vampires during the transformation, therefore if two human Sims are transforming and try for a baby, the baby will be born a Vampire.**

Sims who are turned will inherit most of the Vampiric facial features of their "creator" along with a random "Dark Form" outfit. Sims will continue to have their original appearance under normal circumstances, and can change into their "Vampiric Form" via the "Dark Form" interaction. To change your Sim's features completely, simply click a mirror and use the "Change Sim" interaction.



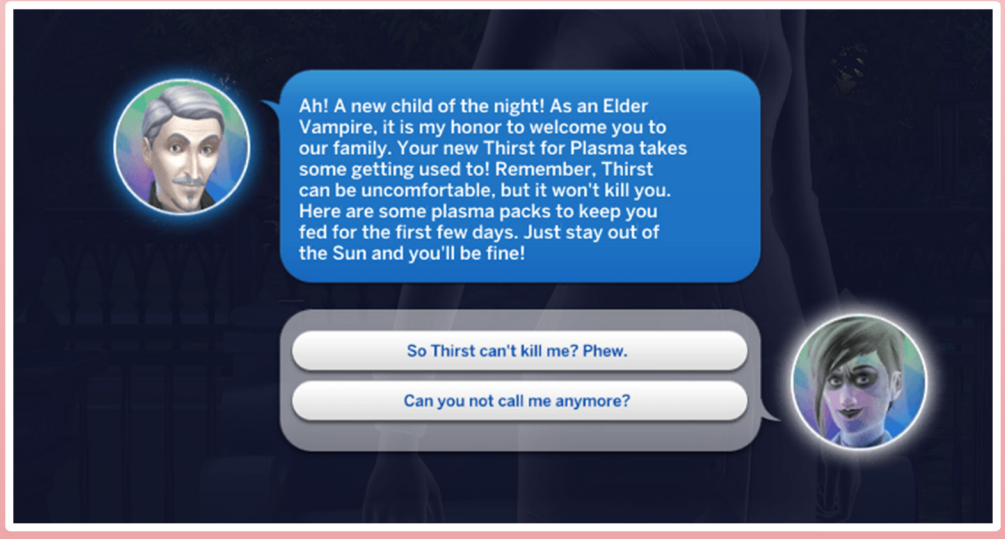
New Gameplay - Continued

- **Turn a Sim** - If you already have a Vampire in your household that possesses the "Vampire Creation" Power, you can use the "Turn Into Vampire" interaction on a human Sim. This is especially useful if you want to ensure all members of your household are Vampires.



Shortly after a Sim gets bitten by their Master, Vladislaus Straud will contact them, sensing that your Sim is turning into a Vampire. Vlad will continue to text and visit the new Vampire to ensure they get the tutelage they need. He'll explain Powers and Weaknesses, motives, how to gain experience to level up, and even gift them with the occasional Plasma Pack. During this time your Sim will also gain level 1 of the Vampire Lore Skill.

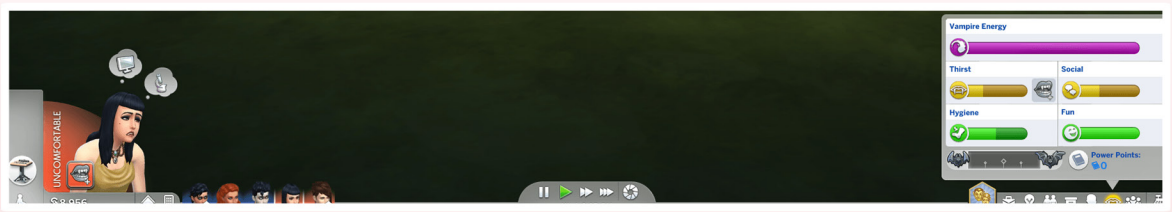
If you do not want Vlad to take your Sims under his wings, you can tell him to stop contacting your Sim. He is the only tutorial Sim for Vampirism, so if you kill him, delete him, or cure him of Vampirism, he can no longer help your Sim.



New Gameplay - Continued

Vampire Motives

Vampires have a slightly different set of Needs compared to regular Sims, needing only to maintain Hygiene, Fun, Social, Thirst, and Vampire Energy. The Motive panel is replaced with a new display upon becoming a Vampire or when a Vampire ages up to a Teen.



Becoming a Vampire

Vampires use Energy to perform powers and protect themselves from the harsh rays of the sun. As they perform Vampiric interactions or try to survive the heat of the sun outdoors, the Vampire Energy bar will continue to drain. Vampire Energy can be recovered by sleeping in a bed or coffin, or they can use the exclusive “Dark Meditation” self-interaction to recharge.

- **Vampires can also use a Coffin to “Hibernate” until they are forced to awaken.**



New Gameplay - Continued

Vampire Thirst

Thirst is the Vampire equivalent of “Hunger” for Sims. Eating normal food doesn’t fill this need, so instead, the Vampire will need to drink Plasma. Plasma can be obtained from Sims, Plasma Packs, Plasma Fruit, or other Plasma alternatives like Plasma Fruit Salad.



Vampires cannot die from Thirst depletion, but it will make them very uncomfortable, very hungry and they’ll eventually frenzy and drink from the first Sim in sight.

Drinking From Sims

Vampires will enjoy drinking from some Sims more than others. When a Vampire drinks Plasma from a Sim, the target Sim will become hungry, lose energy, and even temporarily pass out. Using the “Drink Plasma” interaction yields three options:

- **Ask Permission to Drink Plasma** - A friendly interaction that increases Thirst and will not result in a relationship decrease.
- **Compel for Small Drink** - Forces the Sim to let the vampire to drink from them for a small amount of Plasma. Will result in a relationship decrease.
- **Compel for Large Drink** - Forces the Sim to let the Vampire drink from them until their Thirst is almost full. The Sim will pass out afterward.

New Gameplay - Continued

The Sim who satisfies a Vampire's thirst will receive a cool down period so other Vampires cannot drink from them. Using these interactions in public will also affect bystanders around you, negatively impacting your relationship with them.

- **Ask Permission to Drink Plasma requires high friendship to work. Sims with high romantic relationships but low friendship will likely be rejected.**
- **Sims who become a meal for Vampires will not and cannot die from the interaction.**



If a Vampire has a hard time finding Sims who are willing to give them Plasma, and they possess the "Eternally Welcome" Power, they gain the ability to lock & unlock doors at other Sims' homes. Vampiric Entrances allows Vampires to enter any homes in the world and feed as they please. They can even allow or deny Vampiric access to everyone, or just them.



New Gameplay - Continued

Plasma Alternatives

Not all Vampires want to drink Plasma from Sims. In fact, one of the new Aspirations (Good Vampire) revolves around feeling guilty when your Vampire falls off the wagon. Luckily, there are plenty of safe alternatives for Vampires to fill their Thirst need.

- **Plasma Fruit** - For a quick fix, Vampires can drink harvested Plasma Fruit.
- **Plasma Packs** - Plasma Packs can be purchased through the Computer at Vampire Lore Skill Level 3, received in the mail, or crafted from Frogs and Fish at Vampire Lore Skill Level 4.
- **Plasma Recipes** - Plasma Fruit Salad, or any fruit based recipe that uses Plasma Fruit will help quench a Vampire's thirst.



Irresistible Thirst

The "Irresistible Thirst" moodlet is an Uncomfortable +40 buff that Vampires can't deny. If they get to this point, a Vampire will autonomously drink from the first human Sim they see, unless there are plasma alternatives laying around.

New Gameplay - Continued

- **Vampires who do not possess the "Tamed Thirst" power, will autonomously attack nearby Sims to fulfill their needs.**



Playing as a Vampire

Playing as a Vampire is a unique experience compared to other Sims and occults. Vampires do not age past the Young Adult life stage, can be customized with unique powers and weaknesses, and have a variety of social interactions to use on both Sims and Vampires.



Vampires do lack a mirror reflection, but that doesn't stop them from being able to Practice Speeches, Freshen Up, and use all other normal mirror interactions.

New Gameplay - Continued

Vampire Ranks

When Vampires use powers, get mentored, study Vampire Lore, or spar with other Vampires, they will automatically gain experience which gradually increases their Vampire Rank. As Vampires increase their rank, they will also receive Power Points that can be used to purchase Powers and Weaknesses.



The ranking system is tracked with the new purple experience bar at the bottom of the Vampire Motives panel. Interactions that yield experience will result in a purple bat icon appearing over the Vampire's head, and an increase in the rank meter.



There are a total of 5 ranks, along with additional sub-level ranks between, all of which grant Vampire Power Points and unlock new Vampire Powers. Each Vampire starts with 2 Power Points and continues to gain more as they unlock ranks.

New Gameplay - Continued

Image	Vampire Rank	Reward Points & Weakness Requirements
	Fledgling Vampire Level 1	Vampires start with 2 Power Points
	Fledgling Vampire Level 2	Rewards 1 Power Point
	Fledgling Vampire Level 3	Rewards 1 Power Point
	Fledgling Vampire Level 4	Rewards 1 Power Point
	Minor Vampire	Rewards 2 Power Points and Requires 1 Weakness selection when selecting powers
	Minor Vampire Level 2	Rewards 2 Power Points
	Minor Vampire Level 3	Rewards 2 Power Points
	Minor Vampire Level 4	Rewards 2 Power Points
	Prime Vampire	Rewards 3 Power Points and Requires 1 Weakness selection when selecting powers
	Prime Vampire Level 2	Rewards 3 Power Points
	Prime Vampire Level 3	Rewards 3 Power Points

New Gameplay - Continued

Image	Vampire Rank	Reward Points & Weakness Requirements
	Prime Vampire Level 4	Rewards 3 Power Points
	Master Vampire	Rewards 4 Power Points and Requires 1 Weakness selection when selecting powers
	Master Vampire Level 2	Rewards 4 Power Points
	Master Vampire Level 3	Rewards 4 Power Points
	Master Vampire Level 4	Rewards 4 Power Points
	Grand Master Vampire Level 1	Rewards 5 Power Points and Requires 2 Weakness selections when selecting powers
	Grand Master Vampire Level 2	Rewards 2 Power Points

Vampires with higher ranks can train lower rank Vampires, but both Sims will need to be in neutral or positive moods. Training a lower rank Vampire will not provide experience for a Vampire, but asking for Vampiric Training by a higher ranking Vampire will.



New Gameplay - Continued

Vampire Powers

Every Vampire unlocks perks as they level up in rank. As Vampires level up from Fledgling Vampire to Grand Master, they will unlock various powers and weaknesses. Powers and Weaknesses can be selected by clicking on the Vampire Powers icon.

- **Once a power is selected it cannot be changed. The only way to reconfigure a Vampire's powers, is for a Vampire to drink the Draught of Reconfiguration cocktail. This cocktail can be crafted at Vampire Lore Skill Level 14, and will reset all powers and refund the power points.**
- **Some powers offer multiple levels of the same power. Each level costs additional power points and may also unlock stronger powers.**

Image	Power	Level	Description
	Detect Personality	Fledgling Vampire	Learn all about another Sims' traits.
	Bat Form	Fledgling Vampire	Gains the ability to fly anywhere as a bat.
	Cast Hallucination	Fledgling Vampire	Make another Sim talk to themselves.
	Eternally Welcome	Fledgling Vampire	Gain the power to lock & unlock doors at other Sims' homes.
	Occult Student / Occult Disciple / Occult Master	Fledgling Vampire	Use less Vampire Energy!

New Gameplay - Continued

Image	Power	Level	Description
	Vampiric Charm / Vampiric Allure / Vampiric Fascination /	Minor Vampire	Make nearby Sims find you attractive. (Conflicts with Undead Aura Weakness)
	Vampiric Strength / Vampiric Brawn / Vampiric Might	Minor Vampire	Win fights more often and work out more efficiently, increases strength, and unlocks the ability to crush Metals and Crystals into Elements.
	Command	Minor Vampire	Control the minds of other Sims.
	Garlic Immunity	Minor Vampire	Gain immunity to the negative effects of Garlic objects.
	Vampire Creation	Minor Vampire	Gain the power to turn other Sims into Vampires.
	Mesmerize	Prime Vampire	Put another Sim into trance.
	Child of the Moon / Creature of the Night / Master of Darkness	Prime Vampire	Become stronger in the night time!
	Irresistible Slumber	Prime Vampire	Put another Sim to sleep.
	Manipulate Life Spirit	Prime Vampire	Gain the power to Drain Life Spirit from other Sims or Restore Life Spirit from those who have been drained.
	Vampiric Slumber / Greater Vampiric Slumber / Vampiric Trance	Prime Vampire	Increases the rate of Power gain during sleep and lets your Sim sleep more soundly. (Conflicts with Fitful Sleep Weakness)

New Gameplay - Continued

Image	Power	Level	Description
	Dampened Emotions / Suppressed Emotions / Deadened Emotions	Master Vampire	Become more resistant to changes in emotion. (Conflicts with Eternal Sadness Weakness)
	Supernatural Speed	Master Vampire	Gain the power to run at super speed.
	Deprive Needs	Master Vampire	Deplete the Needs of another Sim!
	Sun Resistance / Greater Sun Resistance / Perfect Sun Resistance	Master Vampire	Gain resistance to the harmful effects of sunlight, or become completely immune to the sun. (Conflicts with Thin Skinned Weakness)
	Odorless	Master Vampire	Hygeine Need doesn't decrease anymore.
	Influence Emotion / Alter Emotion / Control Emotion	Grand Master	Make nearby Sims feel a specific emotion.
	Mist Form	Grand Master	Gain the power to teleport anywhere as a cloud of Mist.
	Beyond the Herd	Grand Master	Social Need doesn't decrease anymore.
	Tamed Thirst	Grand Master	Your Sim will never drink from other Sims on her own when low on Thirst. (Conflicts with Insatiable Thirst Weakness)
	Immortal Pleasures	Grand Master	Fun Need doesn't decrease anymore.

New Gameplay - Continued

Vampire Weaknesses

For every powerful Vampire is a guaranteed weakness. As Vampires level up from Fledgling Vampire to Grand Master, and select a variety of powers, they will also be required to purchase weaknesses. Weaknesses are listed on the right side of the rank panel.

- **Once a weakness is selected it cannot be changed. The only way to reconfigure a Vampire's powers and weaknesses, is for a Vampire to drink the Draught of Reconfiguration cocktail. This cocktail can be crafted at Vampire Lore Skill Level 14, and will reset all weaknesses and refund power points.**
- **Some weaknesses offer multiple levels of the same weakness. Each level costs additional power points and may unlock stronger versions of the weakness.**

Image	Name	Unlock Level	Description
	Withered Stomach	Minor Vampire	Your Sim vomits when eating human food.
	Guilty Drinker	Minor Vampire	Become guilty when drinking from Sims without permission.
	Uncontrollable Hissing	Minor Vampire	Your Sim will occassionally disgust others by hissing controllably.
	Sloppy Drinker	Minor Vampire	Your Sim gains less Thirst when drinking.
	Thin Skinned / Flammable Flesh / Combustible Plasma	Minor Vampire	Makes the sun more hamrful than normal. (Conflicts with Sun Resistance Power)
	Sleep of the Undead	Prime Vampire	Only able to sleep in Coffins.

New Gameplay - Continued

Image	Name	Unlock Level	Description
	Fitful Sleep / Nightmarish Sleep	Prime Vampire	Power gained is reduced while sleeping. (Conflicts with Vampiric Slumber Power)
	Insatiable Thirst	Master Vampire	Your Sim gets Thirstier more quickly. (Conflicts with Tamed Thirst Power)
	Day Phobia / Intense Day Phobia / Nightbound	Master Vampire	Your Sim is weaker during the day and their powers fail far more often.
	Eternal Sadness	Grand Master	Your Sim will occassionally get really, really sad. (Conflicts with Dampened Emotions Power)
	Undead Aura	Grand Master	Relationships with other Sims start off negative. (Conflicts with Vampiric Charm Power)

Sunlight and Death

Going out into the sunlight during the day will cause a Vampire's Energy to deplete quickly, which can be deadly. They gain a +2 Uncomfortable moodlet when they first step into the light, and the longer they are exposed to sunlight, the more dangerous it becomes.



New Gameplay - Continued

If they don't get out of the sun, their Energy will completely drain and they will burn to a crisp. Vampires are safe indoors and out of direct sunlight. Coffins, even when outside, protect them from Sun as long as they stay safely closed within them.

- **Vampires with the Sun Resistance and Greater Sun Resistance Powers will gain increased resistance to the sun.**
- **Vampires with the Perfect Sun Resistance Power will gain complete immunity to the sun.**
- **When consumed by a Vampire, the Sunlight Reversal Cocktail gives the 4-hour "Daywalker's Delight" moodlet. This moodlet allows Vampires to head outdoors during the day for 4 hours without the fear of burning to death.**
- **Vampires with the Thin Skinned weakness will burn faster in Sunlight.**

Vampires who pass away and return as ghosts will retain their Vampiric Powers, but they will also retain their weakness to sunlight as ghosts. Vampire Ghosts are the same as their "mortal" counterparts and should be treated as if they never left.



New Gameplay - Continued

Garlic

Garlic is the bane of Vampires. They are the only ones that can see the stench coming from Garlic and find it to be repulsive. Garlic gives them the “Induced Irritation” moodlet which strengthens near Garlic plants, eating food with garlic in it, and anything else garlic.

- **With Vampire Lore Skill Level 5, your Sim is able to craft Garlic Braids, Garlic Wreaths, and Garlic Garlands by clicking on it in their Inventory.**
- **Garlic braids look great in the kitchen, in the den, in the hallways, above your Sims bed-fill your house full of garlic and Vampires won’t snack on your Sims, but it still doesn’t stop them from using their powers.**



It can take up to 12 hours to get rid of the moodlet depending on how much and how long they’ve been around the offensive foodstuff. When the moodlet reaches its third level, Vampires cannot drink Plasma from Sims or turn them into Vampires, but they can drink Plasma Packs and Plasma Fruit to keep their thirst in control.

New Gameplay - Continued

The Vampire Cure

There is only one way to cure a Vampire, and that is with the Ultimate Vampire Cure Cocktail. Vampires can voluntarily drink the cocktail to cure their vampirism, or it can be deliberately thrown onto a Vampire to take away their powers.

- **The Ultimate Vampire Cure Cocktail can only be crafted by Sims with a Level 15 Vampire Lore Skill, and requires 10 each of the following: Wolfsbane, Garlic, and Plasma Fruit.**



Human Sims who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with a Vampire, will eventually see the an option (Mean Social) to “Throw Vampire Cure” at a Vampire. This results in a Vampire losing their powers and turning into a regular Sim.

Human Sims who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with a Vampire, will eventually see the an option (Mean Social) to “Slay Vampire”. If the Human Sim is successful at Slaying the Vampire, it results in a Vampire losing their powers and turning into a regular Sim. If the Human Sim fails to slay the vampire, it becomes nothing more than a wasted drink. Success depends on the Vampire Rank.

New Gameplay - Continued

- **Vampires who avoid being slayed receive the “Defeated a Hunter” Moodlet**



Vampires who have the Vampire Cure cocktail in their inventory and have a less than satisfactory relationship with another Vampire, will eventually see the an option (Mean Social) to “Slay Vampire”. If the initiating Vampire is successful at Slaying the target Vampire, it results in a Vampire losing their powers and turning into a regular Sim. If the slaying fails, it becomes nothing more than a wasted drink. Success depends on the Vampire Rank.

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New Gameplay - Continued

Uninvited Guests

If your Sim is living in Forgotten Hollow, you might find Vladislaus Straud, and other NPC Sims, sneaking into a Sim's home for a bite to drink. Between 12 to 1 am, Vampires will enter homes regardless of door locks, and find a Sim eligible (a regular, run of the mill Teen to Elder) to mesmerize and drain. If there are no available Sims to drink from, they will leave without disturbing anyone. If he takes a particular liking to a Sim's plasma, they may even visit again. Hang a few garlic braids around...



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BUILD / BUY

The Sims 4 Vampires includes 151 buy and build mode items. This includes objects, build items, styled rooms, and every other item that was included with the game.



Ancient Resting Place
$4,800
The Ancient Resting Place is carved from wood so old, everyone who witnessed the original tree must now be surely dead. With silky soft sheets that carefully repel unnecessary rays and comfort even the oldest skin, The Ancient Resting Place is where you can catch a few Zzzs, or Vvvs, as you so need.

Energy: 7
Stress Relief: 5
Discomfort Relief: 5



Aged Wooden Coffin
$410
Classic and traditional, the simple wooden box has been a burial staple for centuries. The reclaimed wood finish and steel fasteners add a small, elegant touch to an otherwise frugal item.

Energy: 4
Stress Relief: 2
Discomfort Relief: 2



Paul's Bearer of Bad News
$950
This somber and sturdy coffin is cut from quality stone and features metalwork that is built to withstand the elements. Guaranteed to last a lifetime.

Energy: 7
Stress Relief: 5
Discomfort Relief: 5



All Inclusive Luxury Cruiser
$6,500
The motto of this prestigious manufacturer is "When all that matters is eternal luxury." 99% of the time this vessel is used to house the 1%. In fact it's so expensive and luxurious that it is always referred to as a casket; never a coffin.

Energy: 10
Stress Relief: 9
Discomfort Relief: 9



Framed Living Room Chair
$390
This chair is absolutely fantastic for reading. It's plush, deep, and offers a degree of privacy unmatched by rival chairs. A truly distinct piece.

Comfort: 5



Gothic Dining Chair
$110
This chair silently broods. Its beauty is enclosed in darkness. Various forms of this chair can be found around the world, but this particular design focuses on classic appeal.

Comfort: 2



Spiky Gothic Dining Chair
$360
Don't worry. This chair is actually quite comfy and inviting, despite the name. The only spikes are purely decorative adornments that rest on the top of the frame. To be honest, they're not even that spiky.

Comfort: 5



Thrill of the Chaise
$700
Want to get some serious reading done, but don't have a good place to settle in? Well sink into the Thrill of the Chaise lounge and get ready to tear through some chapters in style. Never before has reading been so comfortable.

Comfort: 5



Stone Hearted Love Seat
$400
Oh to be in love. It matters not if the stone is cold and the posterior recoils at its icy embrace, because the love of the heart warms all with its flame. But seriously, watch out for bird poop; the heart's love offers little to no protection against that.

Comfort: 2



Gothic Love Seat
$820
This is a very smartly designed love seat. See how the raised backing is centered in the middle of the couch? That's no accident. That is to help the couch occupants naturally move towards the center... and towards each other. See? Super smart design!

Comfort: 6



Modern Victorian Counter Isle
$320
A beautiful design; this counter features dramatic wood inlay and beautiful carved patterns throughout.

Environment: 2



Modern Victorian Counter
$320
It's the details that really sell this cabinet. From beautiful columned patterns to solid metal fixture, this cabinet has a little something for everyone. What's your favorite element?

Environment: 2



Modern Victorian Cabinet
$220
This cabinet attached to the wall or ceiling to really maximize space and allow for the most efficient layout possible. It's also a great place to hide things from short sims.

Environment: 1



Elegant Victorian Table
$555
What makes this piece of furniture so beautiful and sought after? Is it the sexy curve of its legs? The gorgeous wooden inlay? The perfectly adorned filigree? There is so much to love about this that it's hard to pinpoint a single reason.

Build / Buy - Continued



Formidable Table
§855

In true Gothic form this table is uncomfortable, ornate, and pretentious. As it should be. This table has a massive, dignified presence and speaks of high class and wealth. In fact, serving anything less than lobster on this table should be avoided.



Gothic Wall Shelf
§120

Despite it's Gothic name and signature styling, one can put anything they want on this shelf. But it'd be a lot cooler if the stuff was Gothic too. It would really tie the whole shelf together.



Gothic Pedestal Sink
§195

A free standing unit made from the combination of a beautiful porcelain basin, solid decorative base, and antique fixtures. This piece cleanly captures the elegance and class of the period. And it also cleanly captures whatever happens to fall into the sink!

Hygiene: 4
Reliability: 5



Old Fashioned High Tank Toilet
§680

Despite high tank models being around for centuries, it's still far too easy to fool this toilet. All you have to do is pull its chain.

Bladder: 10
Comfort: 1
Reliability: 5



Sheer Will Clawfoot Tub
§1,225

Clawfoot tubs are all the rage. This classic design turns functional utility into gorgeous decor. You'll want everyone to see you in this beauty; hence the sheer curtain that surrounds the tub.

Hygiene: 7
Stress Relief: 3
Discomfort Relief: 3
Reliability: 6



The Hart Rate Taproom
§870

Get behind the bar or grab a glass warmed to body temperature at The Hart Rate Taproom. This surprisingly old, yet resilient wooden piece will tell stories of the past while you gently sip a beverage that's just your type.

Drink Quality: 4
+Mixology Skill



Napri Parlour Organ
§1,220

Grand sound from an organ that will fit in any modest hall. Enchant your guests with haunting sounds and old world flair.

Fun: 3
Environment: 3
+Pipe Organ Skill



Small Wall Hole
§0

Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Medium Wall Hole
§0

Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Wall Hole
§0

Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Multiple Holes
§0

Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Multiple Small Holes
§0

Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Large Horizontal Crack
§0

Gosh! Good luck hiding this crack in the wall! What even happened to cause this? Time to find something large to place in front of this crack in the attempt to hide it.



Large Cracking Segment
§0

Gosh! Good luck hiding this crack in the wall! What even happened to cause this? Time to find something large to place in front of this crack in the attempt to hide it.

Build / Buy - Continued



Single Large Vertical Crack
§0
Gosh! Good luck hiding this crack in the wall! What even happened to cause this? Time to find something large to place in front of this crack in the attempt to hide it.



Multiple Large Vertical Cracks
§0
Gosh! Good luck hiding this crack in the wall! What even happened to cause this? Time to find something large to place in front of this crack in the attempt to hide it.



Large Tear
§0
Something created a tear. In the space-time continuum? No, just on the wall. Don't get so dramatic.



Small Tear
§0
Something created a tear. In the space-time continuum? No, just on the wall. Don't get so dramatic.



Large Decrepit Hole
§0
Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Medium Decrepit Hole
§0
Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Small Decrepit Hole
§0
Holy moley! How did the hole become whole? It's going to take quite the skilled craftsman to patch this up.



Small Water Stain
§0
Water damage leaves a telltale sign on walls. It's incredibly difficult to hide and will commonly bleed through wallpapers, paint, and other surface elements.



Large Water Stain
§0
Water damage leaves a telltale sign on walls. It's incredibly difficult to hide and will commonly bleed through wallpapers, paint, and other surface elements.



Medium Chipping
§0
Chips on the wall or surface are sadly fairly common. Paint chips; not potato chips in the wall. As delicious as that sounds how would one even embed potato chips into a wall? That makes no sense at all.



Small Chipping
§0
Chips on the wall or surface are sadly fairly common. Paint chips; not potato chips in the wall. As delicious as that sounds how would one even embed potato chips into a wall? That makes no sense at all.



Large Webbed Vertical Crack
§0
Gosh! Good luck hiding this crack in the wall! What even happened to cause this? Time to find something large to place in front of this crack in the attempt to hide it.



Hanging Ceiling Cobweb
§5
Perfect for those hard to reach ceilings that you can never clean!



Corner Cobweb
§5
This style web is the cornerstone of any untidy house. There is something almost magical about a perfect web spun from one corner to another.

Build / Buy - Continued



The Cobweb Connection
§5
This cobweb provides a very important function by connecting the wall to the ceiling. Not only does this hide unsightly lines, but offers the optimal angle to catch flies. If that's your thing.



Floor Cobweb
§5
Floor webs are the worst! You totally run into them and they get stuck all over your body. Gross.



Shrubbery Tapestry
§475
First find another shrubbery. Then place it next to the tapestry, only slightly higher and to the left. Then prepare for further shrubbery instructions.

Environment: 1



Moonlit Rose in the Garden
§695
Moonlit roses painted by the Duchess Lucine in the 17th century. It is said she only painted by the moonlight and despised the sunlit paintings done by her peers.

Environment: 1



Ancient Family Portraits
§715
While the history of this family has been lost to the ravages of time, the images are a constant reminder to days long past. The sims look so familiar though...

Environment: 1



Stone Faced Wall Fountain
§860
No matter how funny the joke, this face above this fountain will always remain serious. One day their expression will crack though!

Environment: 1



Hanging Werewolf Wall Jumper
§925
Chiseled with incredible detail and craftsmanship this stone Werewolf appears as if it's going to jump right down on top of their Sim victim. A little creepy? Sure. But a lot of folks pay good simoleons for that affect.

Environment: 1



Count Vladislaus Straud I
§2,890
Vladislaus was the town founder of Forgotten Hollow. The first settling party of 25 Sims disappeared and Vlad was the sole survivor. It impacted him so deeply he never explained what happened to them. In their memory, he did found the town on their last known location. This painting is in his memory.

Environment: 1



Widow's Peak Mirror
§480
A well carved wood frame can help simulate what you may look like as a vampire. It gives you that identifiable widow's peak without having to cut your hair. You don't want to have a widows peak? Just scrunch down a bit.

+Charisma Skill



Gilded Bat Mirror
§240
This medium sized mirror is gilded with a beautiful design and all comes together through the bat centerpice that is prominently featured on top. Adds a touch of style to any ordinary washroom or bedroom.

+Charisma Skill



Drapes de Rigeur
§180
Behind every window is a story. Perhaps one of mystery, or dread, or the creak of an organ so sweet, it brings tears to one's eyes. On the other side is the sun, the unexpected day and what it brings, and the allure is best hidden by de Rigeur.

Environment: 1



Century Curtains
§215
Draw back the richly woven heavy cloth of the Century Curtains to gaze into the transparent, troubled panes adorning any home. Surely, the tribulations of time are worth blanketing with lovingly stained and woven cloth, yes? Celebrate time and its mishaps with the Century Curtains.

Environment: 1



Grand Century Curtains
§235
Draw back the richly woven heavy cloth of the Century Curtains to gaze into the transparent, troubled panes adorning any home. Surely, the tribulations of time are worth blanketing with lovingly stained and woven cloth, yes? Celebrate time and its mishaps with the Grand Century Curtains.

Environment: 2



Chiseled Floral Pedestal
§50
These pedestals are great for elevating statues and can stand up to outdoor elements with ease.

Build / Buy - Continued



Squat Column Pedestal
$50
These pedestals are great for elevating statues and can stand up to outdoor elements with ease.



Rough Square Pedestal
$50
These pedestals are great for elevating statues and can stand up to outdoor elements with ease.



Winged Imp Gargoyle
$140
Wings outstretched, this creature is perched in an eternal action pose; ready at a moment's notice to fly high into the sky and rain terror upon its enemies.

Environment: 1



Kneeling Fairy Gargoyle
$145
The kneeling fairy reaches to the ground while simultaneously clutching at her chest. Historians have argued for centuries as to what this pose symbolizes.

Environment: 1



Forgotten Woman Statue
$150
The true history of this woman has been lost to the ravages of time. Where did she come from? Is she smiling? Why does the cloth on her arm drape so low? So many questions!

Environment: 1



Winged Llama of Death
$155
Every child has heard stories of the tiny winged llama who comes to terrorize the bad boys and girls of the world. Its wee beady little eyes, its sharp fangs... it's enough to make a grown Sim shudder in fear.

Environment: 1



The Winged Gargoyle
$190
In ancient tales, these winged creatures would defend lots against their enemies. It is also said that they would also torment whoever they would choose at a moment's notice.

Fair warning though, we have heard reports that whoever owns this statue can hear the shrieks of the gargoyles.



A Fairies Help
$195
Fairies are not known for helping without getting something in return. Be careful of the one holding its hand out to you, for it might be expecting something.



Forged Queen
$200
A queen of the vampires, forged in stone to be forever remembered. While pieces of her may be forgotten to time, her image will eternally last.



Upright Slab Headstone
$250
One-upmanship shouldn't end at death. Make sure your grave marker is the tallest in the cemetery. Even in the afterlife you should know that you stand out from the crowd.



Upright Granite Headstone
$250
Imported from Simlsilvania. With a quick sanding this headstone is ready to be reused.



Tilted Granite Headstone
$250
Imported from Simsilvania. With a quick sanding this headstone is ready to be reused.



Tilted Slab Headstone
$250
One-upmanship shouldn't end at death. Make sure your grave marker is the tallest in the cemetery. Even in the afterlife you should know that you stand out from the crowd.



Custom Victorian Rug End
$50
Combining the Custom Victorian Rug End pieces with the Custom Victorian Runners allows for many rug variations; including design and length modifications. Go crazy with your rug creation.

Build / Buy - Continued



Custom Victorian Runner
$50
Combining the Custom Victorian Rug End pieces with the Custom Victorian Runners allows for many rug variations; including design and length modifications. Go crazy with your rug creation.



Victorian Floor Rug
$310
An elegant woven rug, this piece comes in many different designs and patterns. It adds a warm touch to almost any environment and is amazingly easy to keep clean.



Soporific Fireplace
$1,897
Speculation still surrounds the reason Vladmir spent so much time crafting such an alluring fireplace. The warmth will draw you in close and keep you comfortable. The crackling fire keeps your attention focused with hypnotic dancing flames. The instinct to stay alert and watch the shadows behind you just melts away.

Environment: 6



Victorian Bath Towel
$45
One may think that this is for drying your hands after washing them. Pffft. You uncultured buffoon! Everyone knows hanging towels are for decoration ONLY! True nobility knows to wipe their hands on their pants.

Environment: 1



Lush Wall Ivy
$45
This ivy is lush and full of life. Sure, it may have some bugs and so forth living in it, but that's the price one must pay to have a truly natural look.

Environment: 1



Sparse Wall Ivy
$45
The tendrils of ivy reach and grasp, hooking into any crack they find to extend their reach. Leaves form regularly, but can hardly keep up with its own rapid growth.

Environment: 1



Dense Wall Ivy
$45
There's just something magical about a wall covered in ivy. Almost like there is a secret door or garden it must be hiding. One can dream, right?

Environment: 1



Small Bramble Cling
$55
The branches are brittle and dead with its small leaves barely clinging on. A sad sight to be sure. Where's the gardener?

Environment: 1



Medium Bramble Cling
$55
The branches are brittle and dead with its small leaves barely clinging on. A sad sight to be sure. Where's the gardener?

Environment: 1



Tiny Bramble Patch
$55
The branches are brittle and dead with its small leaves barely clinging on. A sad sight to be sure. Where's the gardener?

Environment: 1



Dense Bramble Cling
$55
The branches are brittle and dead with its small leaves barely clinging on. A sad sight to be sure. Where's the gardener?

Environment: 1



Cu Cu Cachoo Skull
$0
The long extinct Cu Cu Cachoo now only resides in the glass display cases of scientists and eccentric, wealthy individuals.

Environment: 1



Antique Book Stand
$225
This antique book stand comes complete with a very old, musty edition of Victorian Homes and Gardens. But please don't touch the book or try to turn it's pages. It would crumble to dust before your very eyes.

Environment: 1



Modern Iron Radiator
$185
A Victorian house wouldn't be complete without vintage radiators to circulate heat. Our newest edition of this timeless classic features all the beauty of past models, but now offers completely silent running! No more hissing.

Environment: 1

Build / Buy - Continued



Large Decorative Urn
$620
What says rosy and cheerful more than a giant urn? Anything else? Yeah, that's probably right. But hey, at least nothing is actually inside the urn. Wait. There's nothing inside the urn, is there!?

Environment: 1



Neoclassic Floor Cabinet
$780
Traditional-style cabinets with profiled doors and ornate moldings are really brought to life when adorned with decorative, old-world style handles, feet, and hinges.

Environment: 1



Ancient Bassinet
$300
Hush your little minion to sleep in this so-dark-it's-sweet crib bassinet. Extra-low sides give the baby a great world view while the bat mobile provides entertainment, so Mommy or Daddy can sleep like the dead, too!



Bearcula
$115
Is it a bat or is it a bear? It's both! It's Bearcula! Stuffed with cuteness, this unique toy is ready to receive your unconditional love. But he has a problem reflecting back.

Fun: 6
Children Only
+Creativity Skill
+Social Skill
Toddlers Only
+Communication Skill



Spooky Candelabra
$170
Sometimes the beauty of an object is defined by its imperfections. Get lost in the unique curves and lines of this holder and appreciate its rich history. Or you can just use it for light too.



Such a Tassel Table Lamp
$240
After perfecting the standing floor model our designers decided to go compact. Thousands of man hours were spent researching shrinking technology. In the end the lamp pole was just replaced with a shorter version.



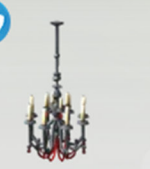
Gilded Flame Floor Lamp
$170
The best solution for a pyrophobic who really wants candle light in their house. The candles are safely locked away behind a metal cage preventing accidental burns. That is, unless it tips over.



Such a Tassel Floor Lamp
$240
Years and years of design revisions went into this lamp. It ships in 129 pieces and the instructions are written in 3 different dead languages. The tassels need to be removed and cleaned once a day. Just enjoy how good it looks once setup.



Small Victorian Candle Chandelier
$180
This chandelier hangs elegantly from the ceiling and is powered by candlelight. Despite it's old-world technology it outputs quite a lot of light. Beware dripping wax!



Large Vaulted Victorian Chandelier
$185
This chandelier is perfect for vaulted ceilings and large, open rooms. It's also the perfect lighting centerpiece for almost any costume party.



Gothic Candle Wall Sconce
$125
Add a bit of that old world charm and mood lighting to any household. Fully functional flames powered by modern day electricity.



Endless Timepiece
$2,200
It's good to invest in a timepiece that can withstand the test of time. Think of it as a family heirloom for you to celebrate in your lifetime, and your children to celebrate in theirs. You'll be here a very long time – shouldn't your preferred clock as well?

Environment: 5



Patterned Bat Column Print
$2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Reclaimed Pine Wood Wardrobe
$820
This dresser closes as tight as a coffin to keep your clothes protected. Made from reclaimed wood from all the no longer occupied coffins in the area. Don't worry about why those coffins were empty and just enjoy the fine craftsmanship.

Environment: 1

Build / Buy - Continued



Neoclassic Wall Paneling
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Brooding Brick Pattern
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Brooding Brick Pattern with Corner Accent
§2
Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Dry Pine Tree
§1
This evergreen pine is no longer so evergreen.



Scraggly Tree
§20
This tree suffers from neglect. Its scraggly branches are great for casting scary shadows on moonlit nights.



Dead Hawthorn Tree
§35
Lack of care has left this tree lacking in curb appeal. Legend says that once upon a time this tree was a beautiful tree, but now it seems it is not. Unless this style is something you fancy.



Bare Pine Tree
§40
This tree is past its prime. Its dwindling foliage gives it an ominous look.

Creeping Thorns
§35
This thorny ground cover will stick in your socks and generally isn't pleasant on picnics.



Dry Rose Bush
§50
This rose is making it a point to show off its thorns. It probably won't win any prizes in a rose competition.



Painted Fern
§60
A colorful fern that darkens any garden that gets too cheery.



Ornate Victorian Roof Line
§25
If beauty is in the details, then this ceiling railing is truly gorgeous. In a time long past rows of Victorian houses would have these amazing pieces decorating their entire roof lines. They don't make them like they used to.



Architectural Spines
§45
The bones of any building must be firm, beautifully crafted, and resilient if they are to last for generations. Even, dare we say, an eternity? The Architectural Spines will rigidly stand in any structure you choose to be appreciated now, and forever, by passersby.



Iron Stairway
§10
Sims love iron. Everyone loves iron. It seems that there's a heavy focus on thrones of iron, but most forget entirely that you probably need stairs leading up to it. So why not match the set and use the same iron materials. Simple really.



Ornate Victorian Column
§45
Columns started as merely tree trunks or stones used to bear the weight of beams and arches. But later, Columns became more refined and adorned with extravagantly carved details.

Build / Buy - Continued



Neoclassic Railing
§10
This railing adds the Neo to the standard classical look. What does that mean? Who knows, but it sounds like a pretty good selling point.



Triple Wrought Heavy Duty Gate
§245
Value privacy and make it happen with this gate! Solid, formidable, and permanent, it offers a grand entrance to any property. Anti-intruder alarm feature included free of charge - the gate creaks each time it opens.



Iron Victorian Fence
§25
This fence holds up extremely well in outdoor environments and will continue to give the clean, elegant look for years to come. It's high profile also helps it to act as a protection element.



Neoclassical Slim Fence
§25
Sure, this fence is obviously neoclassical in terms of its design and style. But why does it have to be Slim? Can we stop fat shaming everything!? It's a beautiful fence regardless of its proportions.



Concrete Victorian Fence
§25
Solid. Durable. Forever. These are the terms that come to mind when describing this particular fence. A thick and wide design gives it that foreboding touch.



Iron Railing
§27
Sturdy. Dependable. Beautiful. The three most important qualities to any good stair railing. The Iron Railing delivers solid performance against all testing. You're on good footing with Iron Railing.



The Gargoyle's Howl
§90
Look above yourself to eerie perches to spy The Gargoyle's Howl. Long has it been there, and long shall it remain, despite a thousand sunrises and moonfalls. Its gaze is everlasting. Isn't it comforting to know a piece of you will last forever?



Window d'Elegance
§70
This elegant window is neoclassical in style and would be right at home next to a colonnaded façade and pedimented front porch. It presents a classical, ageless beauty.



Neo's Classic Window
§70
Form and balance dominate the neoclassical style of this window and it's symmetrical purity. It's simple grace and refinement not only protects against the elements, but also against bad taste and temporary fads.



Rectangular Victorian Window
§70
This small window is straightforward and boxy, but with a twist. An elegant half circle sits atop the frame, decorated with classic Victorian finishing touches.



Narrow Victorian Window
§75
The Victorian era was grand and splendid and the windows of the time certainly followed suite. This single wide window is beautiful and elegant.



Double Wide Victorian Window
§80
When one narrow won't cut it just double up! Workers have taken two single glass panels and placed them in housing side-by-side. Great for allowing more light into the room.



Soulful Entrance
§275
Be careful all ye who enter, for this door is cast in the finest wood and metal filigree to beautifully adorn any room. Its rich, soulful craftsman ship defies aging and talent. Enter with glee, exit through its frame in somber reflection.



Arched Victorian Double Door
§510
A decadent style of a time long past, this double door is solidly made and contains some very beautiful details. The ornaments at the top of the door, the quality of the aged wood, the smoky glass panes - all are of unparalleled taste.

Build / Buy - Continued



Mausoleum's Gate
§550

Constructed by doors so thick no sound can enter, you'll house any creature of the day or night from behind these sturdy doors. Neither flame nor stone can breach these castle-like closed elements. Let the dead lie inside, behind the Mausoleum's Gate.



Eternal Arches
§240

Step through these arches, which have been here longer than, well, most of you, to truly reach your destination. The arches are finely crafted of the roughest stone, chiseled, and slimmed to perfection. The Eternal Arches will be here long after you're gone. Well, most of you.



Protruding Frieze
§20

Found only on the fanciest of buildings, this style of frieze is incredibly ornate and detailed. It's classic Victorian style is instantly recognizable and very much sought after.



Curved Victorian Frieze
§20

The lines of these curves are hot enough to warm your heart. Frieze? This should be named Fiery!



Accented Roof Dormer
§250

In-laws knocking at the door? Quick; to the attic! Hide in the last place they'll look and peep through the windows to find out when they walk away from the front door. Whew! Privacy protected!



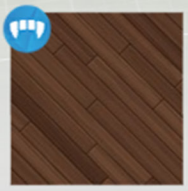
Werewolf Gargoyle
§600

Crouched menacingly as if to pounce, this werewolf is a vigilant, if not terrifying, sentry. Thank goodness it's just stone.



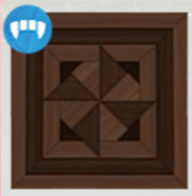
Finial Roof Vent
§110

This distinctive ornament sits atop the apex of the roof and is commonly used to add emphasis. It is a beautiful decorative piece that stands on its own or as a grouping.



Victorian Parquet
§4

Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Styled Parquet
§4

Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



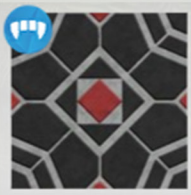
Floral Patterned Brocade
§4

Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Starry Patterned Brocade
§4

Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



Spider Tile
§4

Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.



"Play with Squares" Tiling
§4

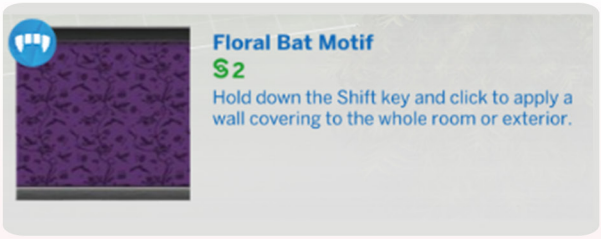
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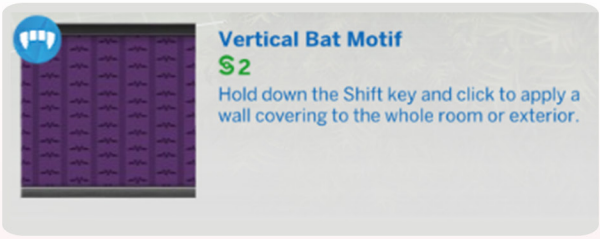


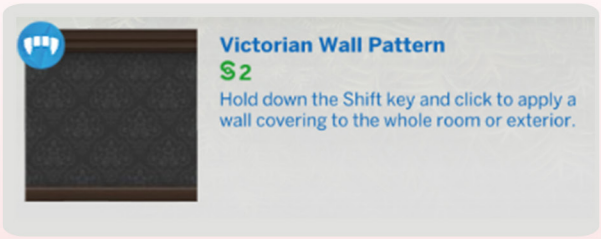
Dungeon-esque Stone
§4

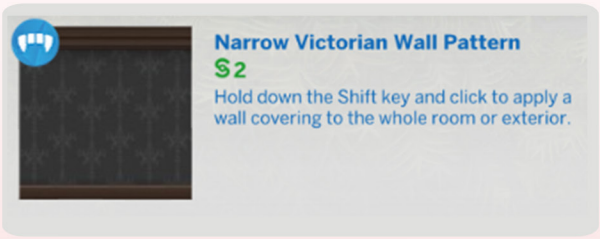
Hold down the Shift key and click to apply flooring to an entire room. While selecting a floor pattern, press Ctrl and F to apply a quarter of a tile.

Build / Buy - Continued









Styled Rooms



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GAME PACK (PC/MAC)

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