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SimsVIP

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THIS IS A GAME GUIDE FOR:
THE SIMS 3 SUPERNATURAL
EXPANSION PACK (PC)

SimsVIP's Sims 3 Supernatural Game Guide



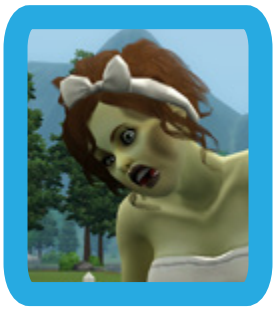
Text and pictures:
http://simsvip.com

Graphic and Design:
http://simhrvatska.com

PDF version created:
September, October 2012

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About Editors



Alexis

Hey everyone!My name is Alexis and I am the site owner and editor for SimsVIP! I am a long time simmer, community member, and I am also the one woman show who creates the text and photos for these awesomely free game guides!

For you to be reading this here section, means that you are reading the PDF version of this guide. These wonderful PDF versions of the Guide would not be available without the help of our partner Petar over at SimHrvatska.

Enjoy the guide and thank you for your continued support.

Petar



Hey Simmers, my name is Petar and I am owner of SimHrvatska. I am also designer of PDF version this guide and without great help I get from Alexis, we did our best to make this guide better than others. I live in Slatina, small town in east Croatia. Many people know me from the first guide I created for SimsVIP, and I like that job.

So you can always say if we did good job, so if we did that, contact me by e-mail: jadek.petar@gmail.com or at SimsVIP website



New Features

Welcome to The Sims 3 Supernatural! Before you dive into the game and create spooky Sims, take a minute to read about the all new game features. Everything from new social options, to brand new custom features that make your game play one of a kind.

New Social Options

This section includes details for all new game and social options available with The Sims 3 Supernatural. Images have been sized down in most cases, so click the images for a larger view.

Remember that all Social Options require a constant internet connection

Full In Game Sims 3 Store

Supernatural features an addition to build/buy mode that creates the ability to view the entire Sims 3 Store in game. This feature is not optional, but you will not see it unless you choose the "View only Store items" button. Disabling Shop Mode will not rid this feature.

In Game Friend Gifting



Supernatural has added a new in game gifting system that lets you send friends everything from Furniture to Elixirs! This new option is available via a new tab on the in game profile, or accessible right from your home lot mailbox!

PLEASE NOTE

• When sending elixirs that require certain expansions, the receiver of the gift must have that game registered to receive the gift.

• Players who receive elixirs that are Expansion specific, will need to have that EP installed to accept the gift.

• You are only allowed to send 5 gifts per day. Receiving is unlimited.

• Any Elixirs that you send to players will be removed from your inventory. Make sure you don't accidentally give away a much needed elixir!

• Each gift you send will add 600 Lifetime Happiness Points to your household.

Once you've been gifted by a fellow player, you can click the "Gift" Tab via the in game profile system. Once there, each gift you have received will be listed with the most recent at the top. Some gifts may be sent to you in a surprise gift box, but there is a chance you receive specific chosen elixirs as well.



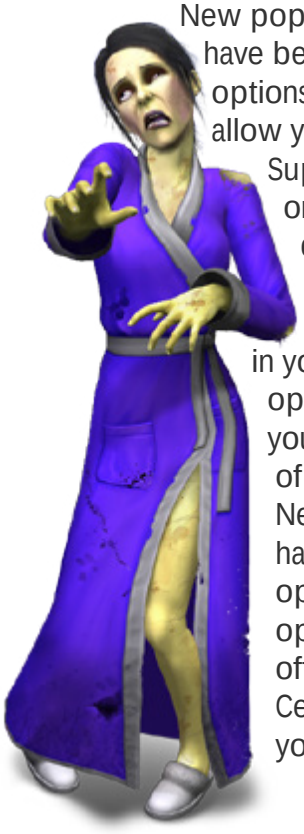
Click accept to receive the gifts. All gifts that come in the form of Decor or Furniture will be automatically placed in your Family Inventory. Gifts such as Elixirs will be added to your Sim's inventory. There is also a rare chance that a surprise gift may contain Simoleons! Once you have accepted a gift, you have the option of sending one back.



If you choose to send a gift back, you choose a name, a gift and even add a special note before sending. Once the gift has been sent, the receiver will be notified. Just remember, you only are allowed to gift 5 times every 24 hours.

New Game Options

New Population Controls



New population controls have been added to the options menu. These options allow you to turn off specific Supernaturals, Celebrities or Pets. Once you deselect any of the available options, they will no longer spawn in your town. Another option available is to opt your active household out of the Celebrity System. New population controls have been added to the options menu. These options allow you to turn off specific Supernaturals, Celebrities or Pets. Once you deselect any of the available options, they will no longer spawn in your town. Another option available is to opt your active household out of the Celebrity System.

PLEASE NOTE

• If you have Late Night installed, you will also have the option to turn off Celebrities & Vampires.

• If you have Pets installed, you will also have the option to turn off Horses and Pets

• If you have Supernatural installed, you will also be able to Turn off Witches, Fairies, Vampires & Werewolves







The Lunar Cycle



A Lunar Cycle has been added as a town option to the game, which controls everything from moon phases, to bizarre events around town. The complete rotating Lunar Cycle can be set to 2 to 10 days. The game's default is set to 6 days, but you can change this at any time by entering the Game Options menu. The continuous rotating Lunar Cycle contains the following 8 phases in order:



First Quarter



Waxing Crescent



New Moon



Waning Crescent



Third Quarter



Waning Gibbous



Full Moon



Waning Gibbous

The Lunar Cycle cannot be turned off or removed from the game, but you do have the option of choosing only one moon phase to take over your town. At any time you can check the moon phase by scrolling over the Moon near your Sim's UI icon.

PLEASE NOTE

• Performing Romantic interactions under a full moon will increase your relationship

• Trying for a baby while there is a full moon increases your chance of conceiving a baby

• During a full moon, Werewolves automatically transform, Sims turn into Zombies, Pets become skittish, and you will notice a significantly more ghosts in town



Updated Collection Journal



The Sims 3 Supernatural features a newly updated Collection Journal that shows everything, from what you've collected, to what types of collectibles there are in town. The new journal can be found in the UI under your Sims inventory. This journal also keeps tabs on how many of each collectible you've scooped up.



New Game Achievements

The Sims 3 update has added some brand new Achievements for you to complete starting today. There are a total of 60 New Achievements, with 49 specific to Supernatural and 11 specific to The Base Game. Below is a list explaining each brand new achievement in alphabetical order.



1 Boy, 15 Magical Consorts
As a Male Sim get a Witch Partner 15 times and break up with 14 of them



1 Girl, 15 Fairy Companions
As a Female Sim get a Fairy Partner 15 times and break up with 14 of them



Achieving Grapeness
Have a Sim harvest 100 Harvestables



All Things Great and Small
Make Out with a Werewolf, Fairy, Ghost, Vampire, Witch and regular Sim



All-Knowing Orb
Check the Orb of Answers 5 times



An Amazing Alchemic Achievement
Have your Sims create 300 Elixirs



And Your Little Gnome Too
As a Witch Kick gnomes 10 times



Big Meany
Be Mean to 200 Sims



Brood Sire
Turn 8 Sims into Vampires



Bugger
Collect 5 Insects



Celebratory Pschic
Earn the Celebrity Psychic Lifetime Wish





Clawsome!
Have a Sim win 10 Prizes from the Claw Machine



Covenant
As a Witch have 8 Witch Friends



Cross My Heart, Hope To Die
Fulfill 100 promised Wishes



Curiouser And Couriouser
Research the Supernatural at the Vault of Antiquity 5 times



Cutter McCuttington
Cut one of each kind of Gem cut



Enemy of the People
Have a Sim make 15 enemies



Fairly Fine Enchanter
Perform the Gold and Toads, Inner Beauty and Flight of Felicity Fairy Enchantments 8 times each then sleep until Well Rested



Fruitful Efforts
Harvest 60 Items



Glitter Groupies
As a Vampire have 5 Vampire Friends



Gratified Gifter
Send 30 gifts to Online Friends



I Don't Believe in Fairies
As a Witch have 8 Fairy Enemies



I Smelt Alot
Get 30 Metals smelted



It's All In The Wrist
Have your Sims throw 30 elixirs at other Sims



Makin' Magic
WooHoo in the Gypsy Caravan as a Witch



Master of Seduction
As a Vampire make 15 Sims Think of You



Master of the Literary Arts
Have a Sim write 2 Sci-Fi, Drama, Humor, Mystery and Romance novels then write 2 Vaudeville novels



Meatatarian
As a Werewolf Eat 30 Raw Fish or Meat



Metalhead
Collect 5 Metals



Mischievous Tokens of Divinity
Have a Sim become a Master of Mysticism then Give 25 Fairy Enchantments to other Sims



My Precious
Cut 20 stacks of gems with the Gem Cutter



Mystic Mastery
Earn the Master of Mysticism Lifetime Wish



Participatory Package
Send a gift to an Online Friend



Potent Possibilities
Visit the Elixir Consignment Store



Precocious Pollination
Plant 10 Plants



Profitable Botany
Have a Sim earn 50,000 Simoleons from selling Harvestables



Psychic Sycophant
Have a Sim become a Celebrity Psychic then hold 5 Psychic Conventions



Rocker
Collect 5 Rocks



Seeding
Collect 5 Seeds



Seeker of Signs
Have a Sim become a Horoscope reader then ask 5 other Sims what their Sign is



Self-Salving
Throw 5 Elixirs at yourself



Spacious Curiosity
Analyze a Space Rock



Spellslinger
Participate in 50 Spellcasting Duels





Swan Dive
As a non-Supernatural female, Make Out with your Vampire Partner, then break up and Make Out with a new Werewolf Partner, break up with them and marry a Vampire



Take a Break from those Monsters
Have a Witch Sim with a Vampire Spouse and a Ghost, a Fairy and a Werewolf as children ride their broom to a Community Lot



Talk to the Palm
As a Palm Reader have your Sim Conduct 2 Private Readings



Terrorizer
Have a Sim scare 5 other Sims



Thaumaturgist
Cast 25 Successful Charms



The Fairy House Party
As a Fairy have 8 Fairy Friends



The Odd Bunch
Get a Supernatural Fan Sim to have 3 Werewolf, Vampire, Fairy, Ghost and Witch Friends



Total Toadification
Toadify 10 Sims



Trickathalon
Trick 50 Sims



Unnatural Enemies
As a Fairy have 8 Witch Enemies



Van Helping
Have your Sims cure 15 Supernatural Sims



Waxing Poetic
Write a Poetry Novel



Weed 'Em and Reap
Have Sims Pull weeds on 50 plants



Where Opposites Attract
As a Werewolf Marry a Vampire



Where Wolves Hangout?
Visit a Supernatural Hangout



Your Mama The Llama
Have your Sim imply 6 Sims' mothers are llamas



You've Been Told
Have your Fortune told at he Gypsy Caravan

Create A Sim



The Sims 3 Supernatural comes with a variety of new clothing! While some may be supernaturally inspired, they are still available to all Sims.

New Skin Types

Turquoise? You got it. Purple? You got it! Supernatural has added 6 brand new skin types, two of which are multi-colored. These skin tones are available to Sims of all types, and makes the creating process unique. New Skin tones available are, Orange, Purple, Turquoise, Black, Light & Dark Color spectra.

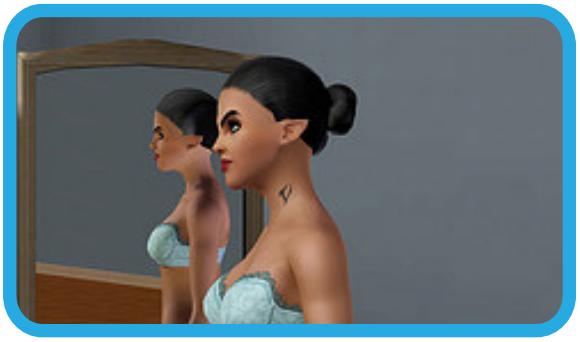


New Facial Sliders

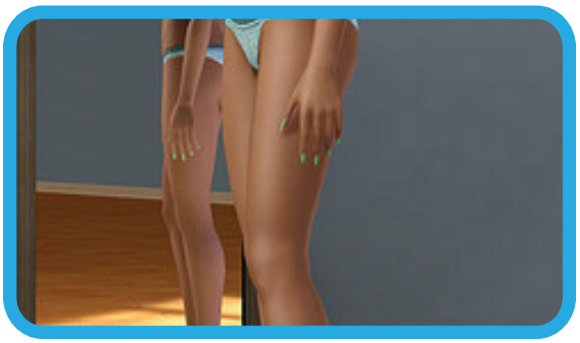
Overbite? Got it. Pointy Ears? Got it! The Sims 3 Supernatural adds Ear Orbit, Ear Point, Jaw Underbite, Brow Definition & Nostril Rotate sliders to your facial options. These new sliders are available to all Sims.

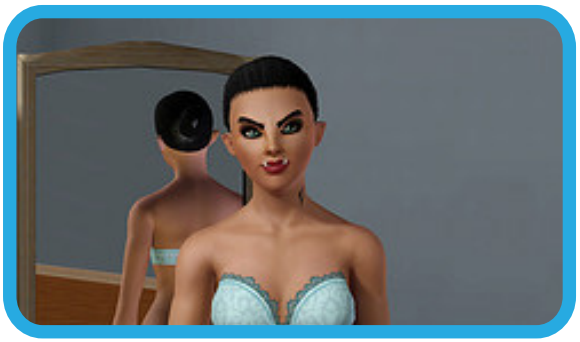


New Facial Sliders



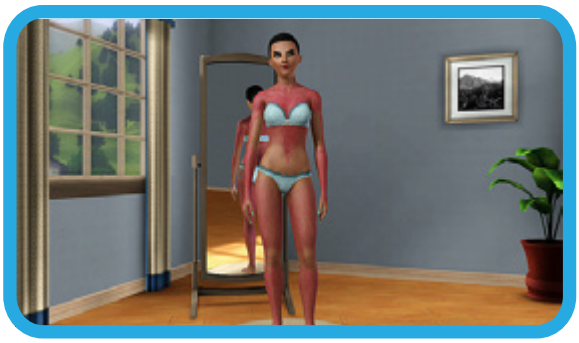
The Sims 3 Supernatural adds brand new accessories to enhance the way a Sim looks. These new accessory enhancements were added for specific Supernaturals, but they can be added to any Sim you create. You can now add a Vampiric Tattoos, Fingernails, Vampire Fangs & Werewolf Fangs to any Sim.





Female Body Hair

With the addition of Werewolves to the game, Supernatural has enabled body hair for females as young as children! No longer shall males be the only hairy ones!



Create A Sim Fashions

Female Adults/Elders –
13 Hairstyles, 16 Tops, 11 Bottoms, 7 Outfits, 6 Accessories, 2 Shoes, 5 New Makeup Options, 10 Tattoos

Female Teens –
13 Hairstyles, 7 Tops, 4 Bottoms, 1 Outfit, 6 Accessories, 2 Shoes, 5 New Makeup Options

Female Children –
3 Outfits

Female Toddlers –
NONE

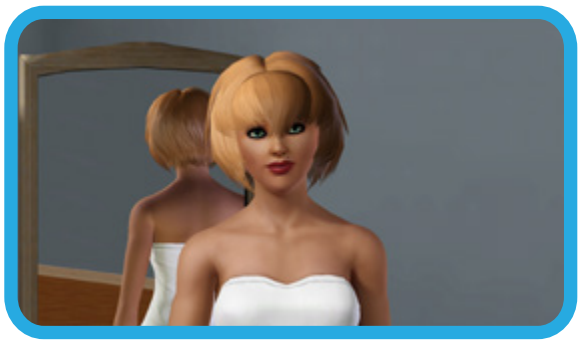
Male Adults/Elders –
11 Hairstyles, 2 Facial Hairs, 17 Tops, 9 Bottoms, 1 Accessory, 1 Shoe, 5 New Makeup Options, 10 Tattoos

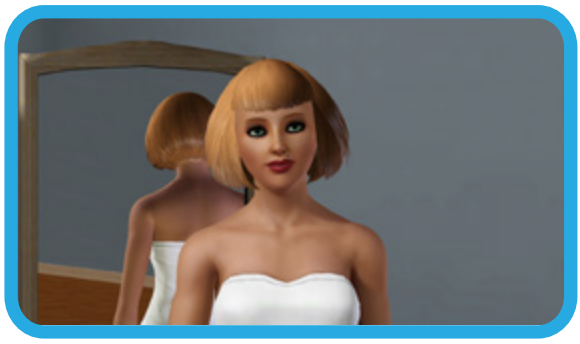
Male Teens –
11 Hairstyles, 9 Tops, 5 Bottoms, 1 Accessory, 1 Shoe, 5 New Makeup Options

Male Children –
2 Outfits

Male Toddlers –
NONE

Hairstyles





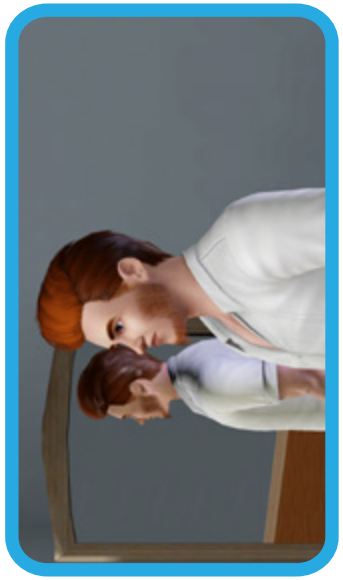
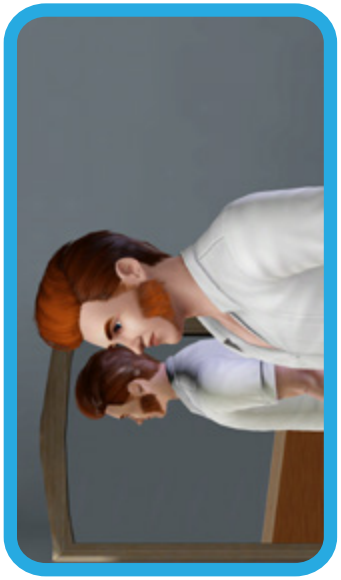
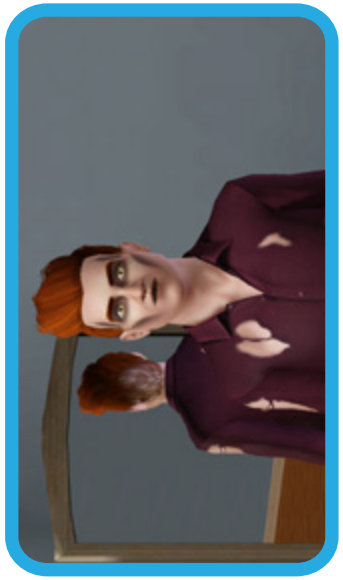
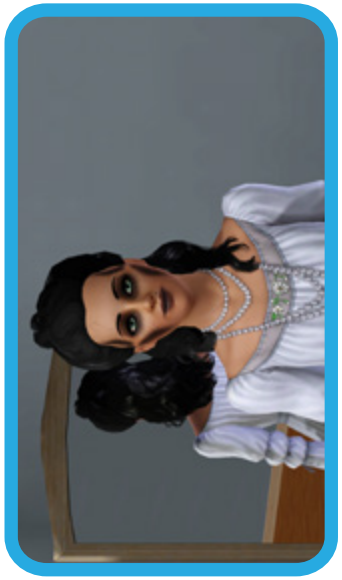




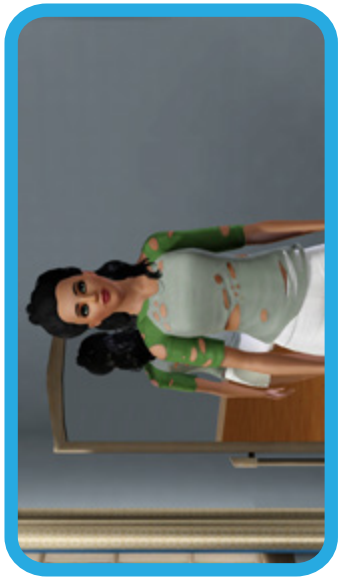


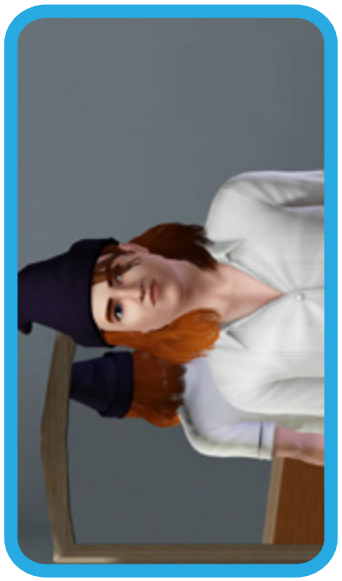
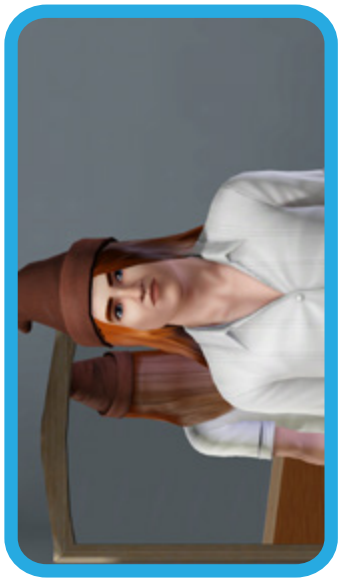
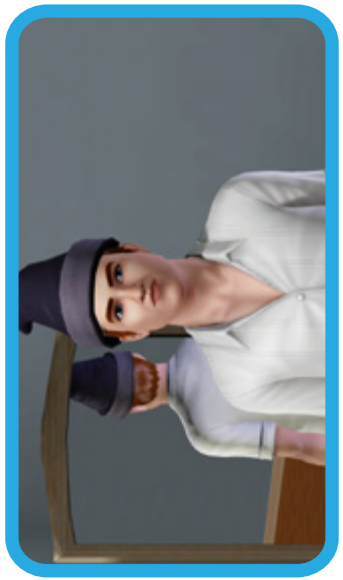
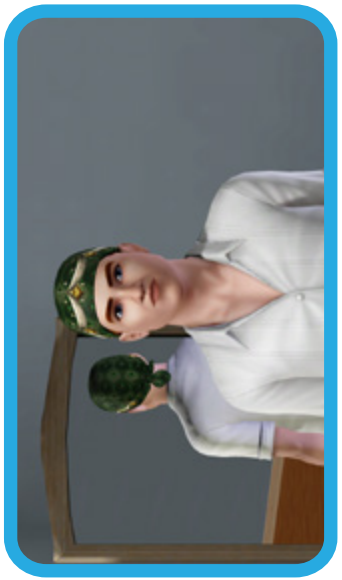
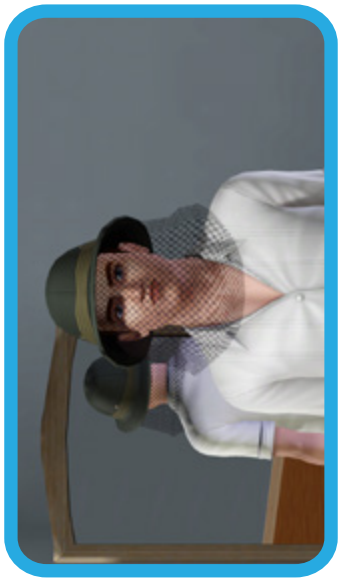
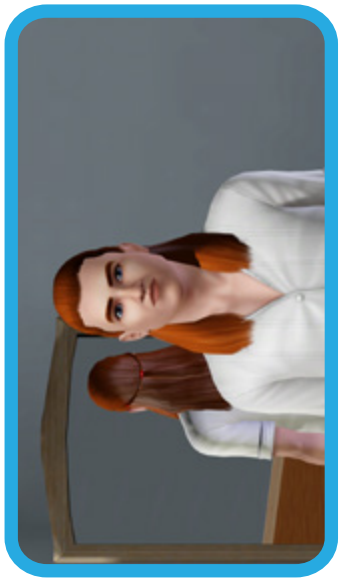


Facial Hair & Makeup

Clothing



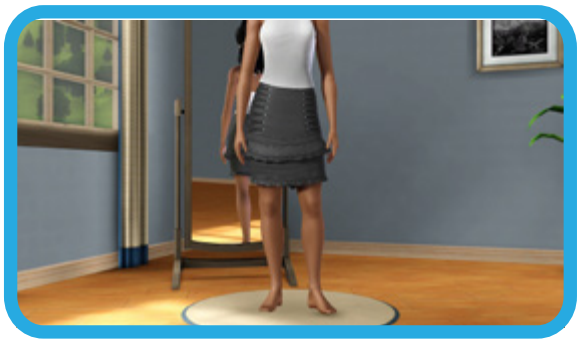







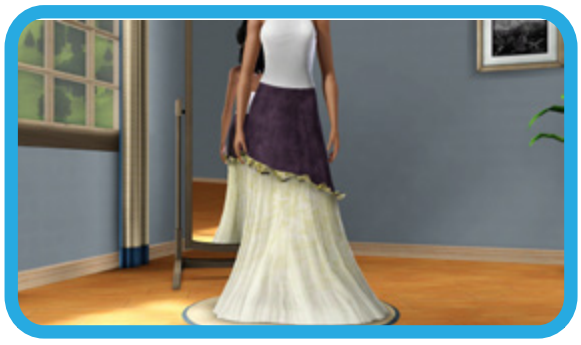






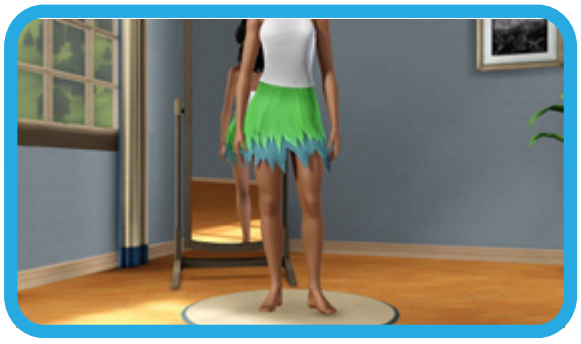




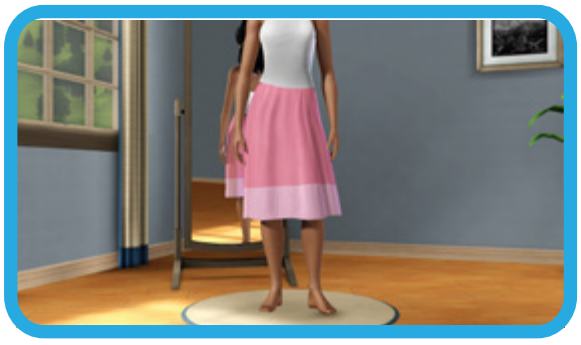


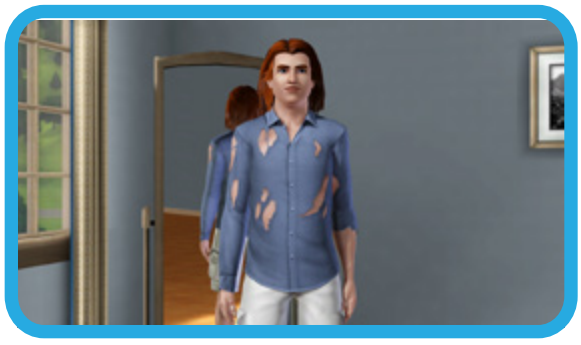


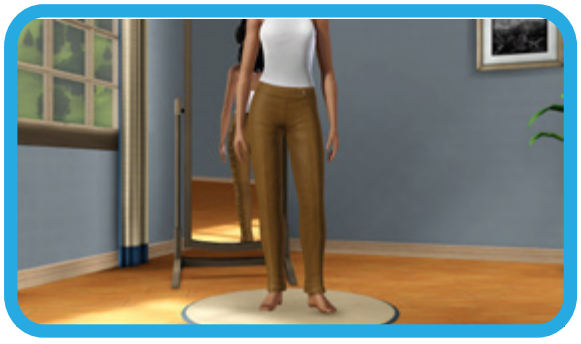




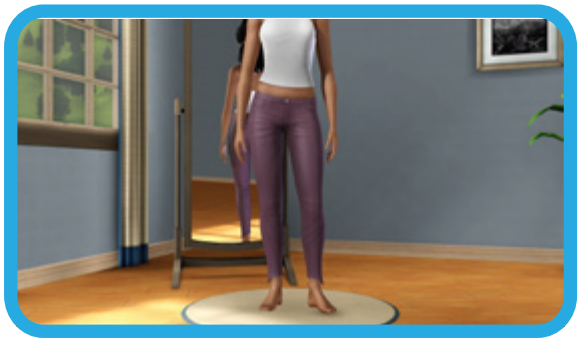












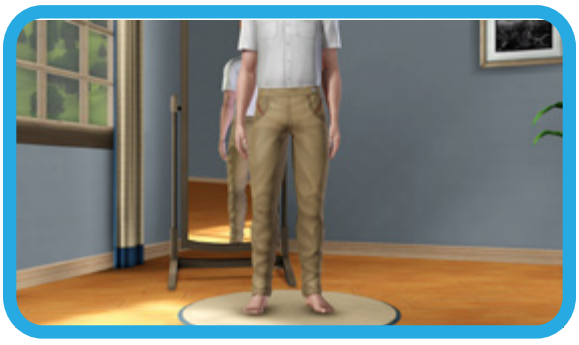




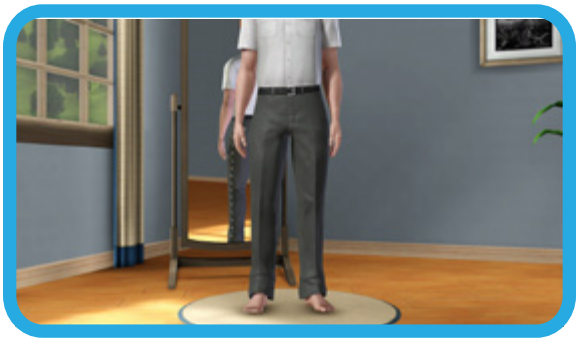


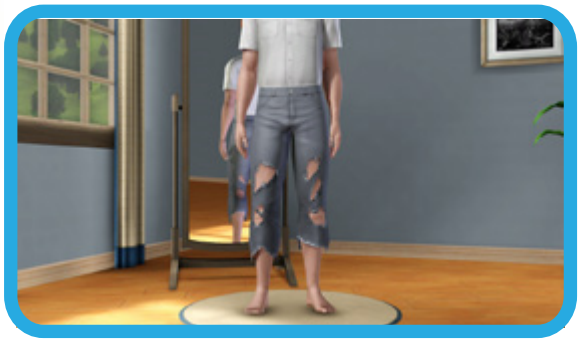


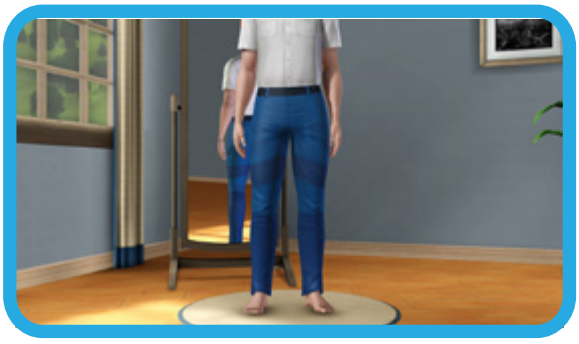


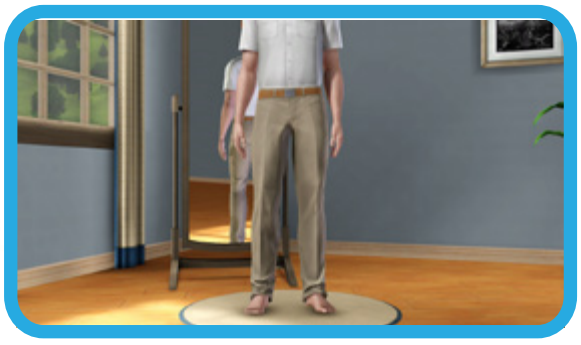


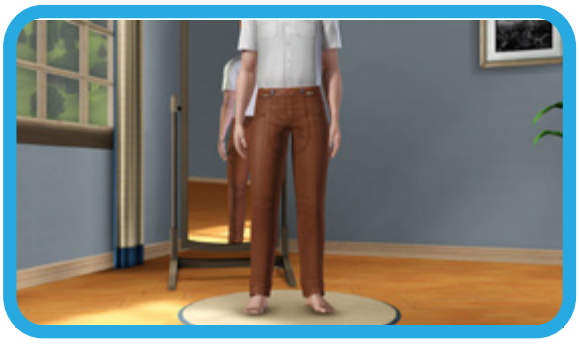




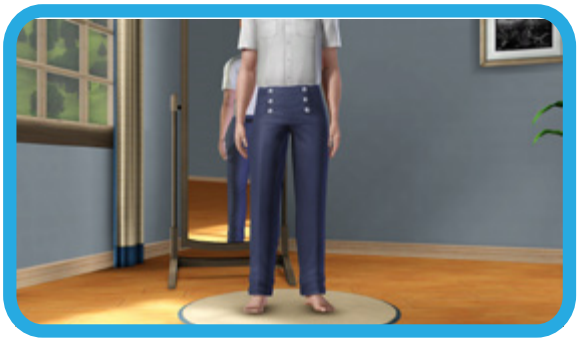


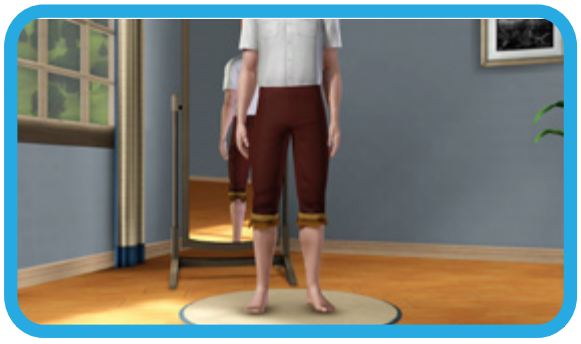


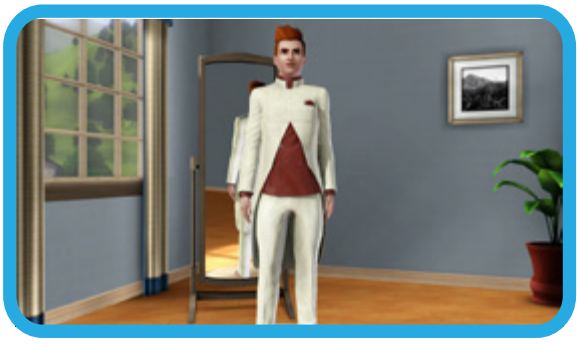


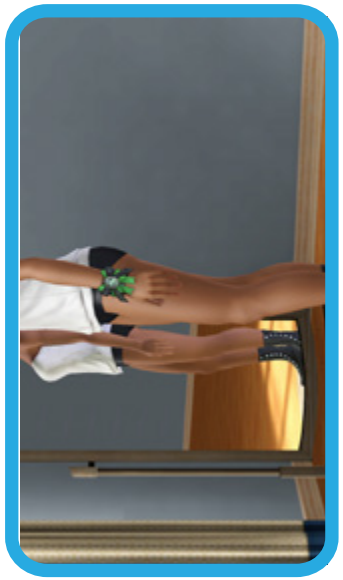
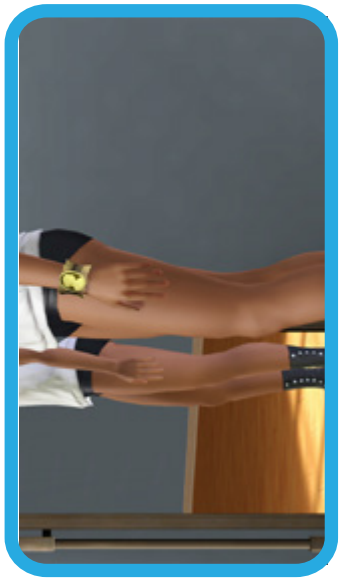
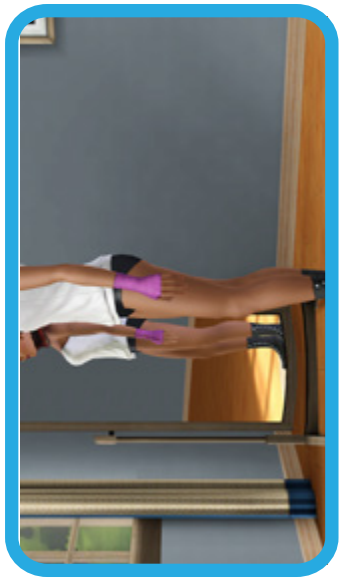
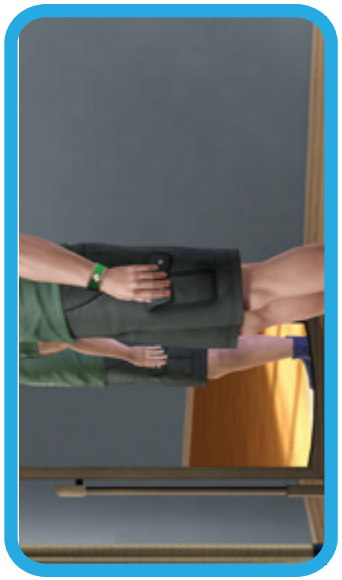
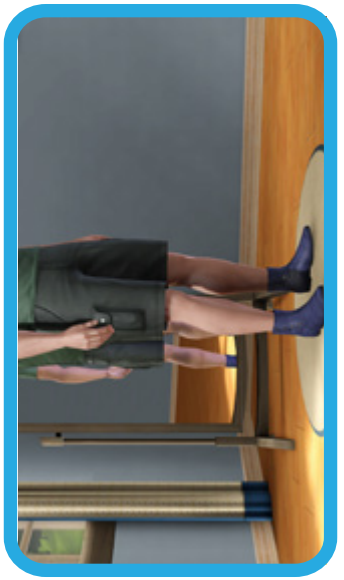




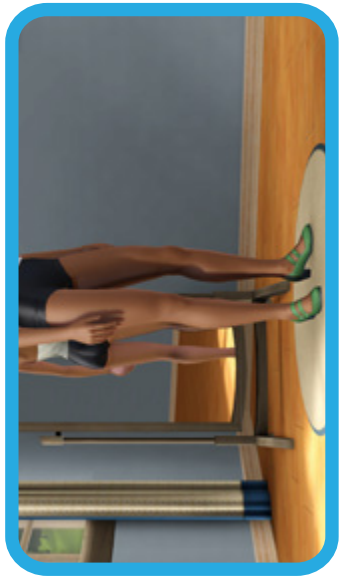
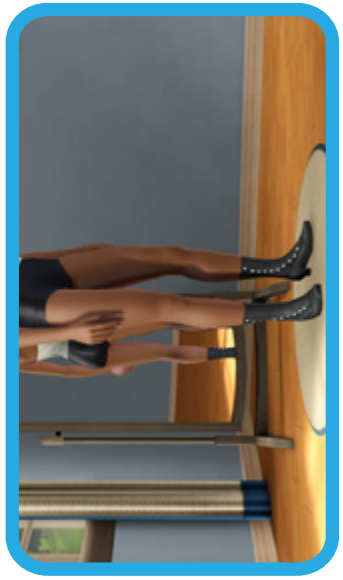
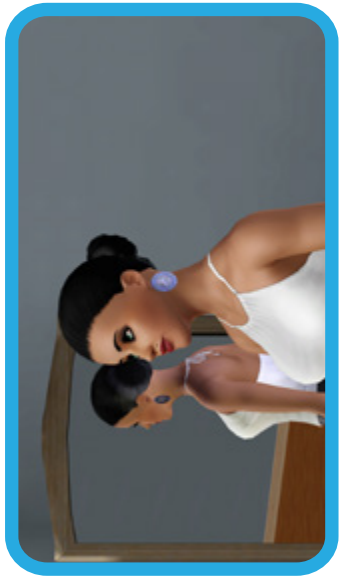
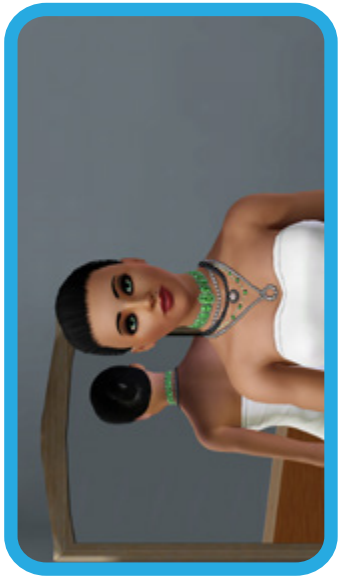
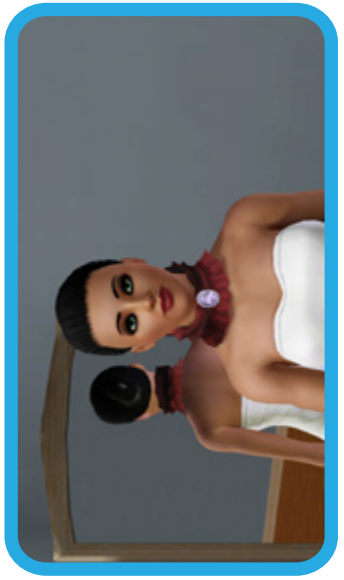






Accessories & Shoes

Tattoos



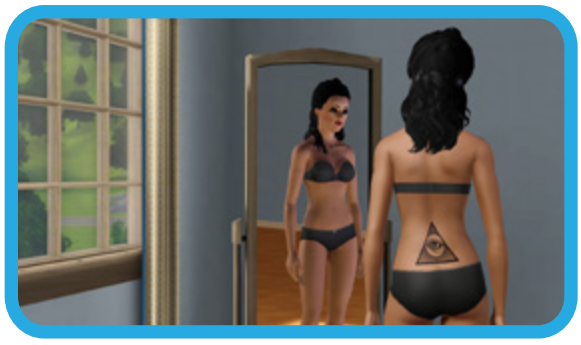




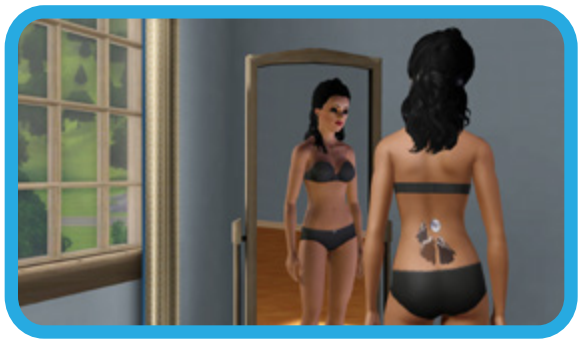




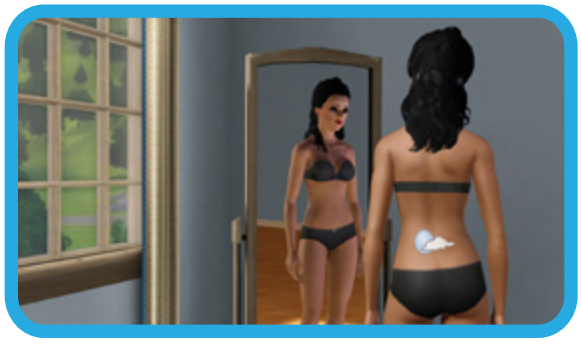
















New Simology

Whether you're looking to create a Zombie Master, or just create a Night Owl Sim,there are a ton of new Simology options.

Traits



Brooding – Brooding Sims often can't help themselves from contemplating the riddles, mystery and meaning of life. Sometimes the weight of theses incredibly deep thoughts can become a distraction, and can actually slow down the creative process slightly.



Gatherer – If you can pick it, plant it, or catch it, then a Gatherer is the right Sim for the job. Gatherers are especially talented at finding ingredients out in the world, and they produce the finest crops. They even achieve better results when working with rare materials like ore and gemstones!



Night Owl – Some Sims love the night life and occasionally feel the need to boogie. They are called Night Owls. While night Owls might come alive at night, do not even bother getting them out of bed before 10 AM.



Proper – Proper etiquette has quite become a thing of the past. Luckily, Proper Sims still remember the old ways and conduct themselves by a code of honor. Or at least a code of nice manners…



Supernatural Fan – Supernatural Fans love everything to do with supernatural Sims, be they vampires, or werewolves or witches or whatever! They like to hang out where supernatural Sims hang out, and they always have something special to say when meeting a supernatural Sim face to face.



Supernatural Skeptic – There's a word of magic and explainable wonders out there, and Supernatural Skeptics don't care for any of it. That stuff might be exciting for some, but Supernatural Skeptics prefer the security and comfort of normality.

Lifetime Wishes



Alchemy Artisan – When chefs combine ingredient, they make something tasty. When an Alchemy Artisan mixes ingredients, they rewrite the rules of human existence. Mastery of the Alchemy skill is not easy, but incredible powers await the dedicated. Only through constant practice, careful study, and the application of a wide variety of powerful elixirs will a Sim earn the title of Alchemy Artisan.

(Reach Level 10 in Alchemy and Use 50 Alchemy Elixirs)



Celebrity Psychic – Telling people what they want to hear can be an extremely lucrative busi ness, provided you can find the right people and anticipate what they desire. The ultimate destination for any pseudo seer is the position of Celebrity Psychic, where you are actually celebrated for vague promises and doublespeak. It's like being a politician, except people give you their money voluntarily!

(Reach Level 10 of the Fortune Teller Career – Scam Artist Branch)



Greener Gardens – Fairies have a natural green thumb that'll make others jealous with their pristine lawns and green gardens. But even for fairies, it's not easy to tame the lawn and make it their own. It requires a lot of practice and even more patience to reap the reward of having a yard that's the envy of the neighborhood.

(Reach Level 10 Gardening Skill and Make 100 Plants Grow Using Bloom)



Leader of the Pack – Anyone can be in a pack but few Sims are capable of being Leader of the Pack. Being the alpha dog takes hard work, discipline, and a nose for fine treasures. But it can't be alone – a loyal following of fellow werewolves is requires to show everyone who the big dogs are in town. It is not for the faint of heart to take the journey to become Leader of the Pack.

(Convert 5 Sims to Werewolves and Find 40,000 Simoleons Worth of Objects While hunting With Pack)



Magic Makeover – The fairest fairies know that everyone could use a little inner beauty. But it also takes a charismatic fairy to really know what inner beauty is. Teaching Sims about their inner beauty won't be easy, but it's a lesson well worth teaching. Spread the beauty and everyone will have a better day!

(Reach Level 10 Charisma Skill and Grant 12 Different Sims Inner Beauty)



Master of Mysticism – Why are we here? What does the future hold? Will it hurt? These questions are so large as to be exclusively rhetorical, yet we keep asking. What if you had the talent to discover the answers? What if you could nurture a unique ability to find understanding in the chaos of the universe? You could be the ultimate Mas- ter of Mysticism!

(Reach Level 10 of the Fortune Telling Ca- reer – Mystic Branch)



Mystic Healer – These days Sims can be transformed into all sorts of odd things like toads, zombies and tragic clowns. Even Sims that are feeling blue or have inner beauty can't catch a break! It takes a selfless Sim who cares deeply for others to cure these poor souls of their afflictions. Not many are up to the task of being a Mystic Healer, but for those who are they can feel good inside for doing so.

(Cure 12 Different Transformed Sims Using Sunlight Charm or Potent Cure Elixir)



Turn the Town – Some vampires believe that the measure of a vampire's greatness can be seen in their number of conquests. Rest during the day so the long nights can be spent quenching the thirst for a plas- ma and converting those you find worthy. There will be many challenges to face in order to Turn the Town, but the reward will be worth it when you leave a bite in town lore.

(Drink from 20 Sims and Turn 5 Sims into Vampires)





Zombie Master – For a Zombie Master, there's no better friend than a staggering brain craving Zombie. They're just soooo cute! But for other Sims, there's nothing more terrifying than seeing a relentless zombie off in the distance. To be a Zombie Master is to accept responsibility in the event of a zombie apocalypse.

(Turn 10 Different Sims into a Zombie Using the Reanimation Ritual or Potent Zombification Elixir)

Lifetime Happiness Rewards

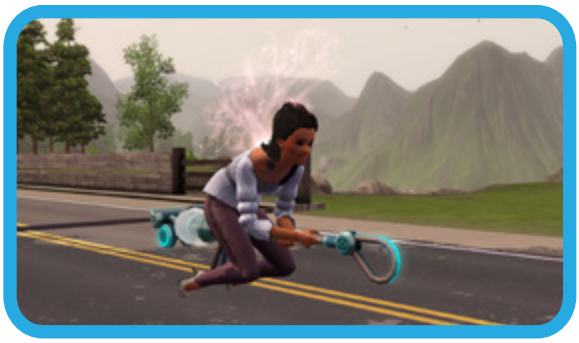


Alpha Dog (20,000) – Sims will tremble at your new Terrifying Howl, while Cursed Bites and growls are guaranteed to be fearsome. Cursed bites will never be denied! If they try, you can terrorize them with a frightening howl! The Alpha Dog is available to Werewolves only (Adult – Elder).





Flying Vacuum (10,000) – It's a bird! It's a broom! it's a flying vacuum! Step up and ride in the luxury and style that only a vacuum can provide. The Flying Vacuum serves a brand new form of transportation for Sims Teen to Elder. The flying vacuum is the fastest form of transportation apart from teleporting. The Flying Vacuum also increases a Sim's Hidden Broom Riding Skill which lets them learn new magical stunts!





Immortal (30,000) – Become the greatest of vampires by tolerating sunlight and never die of old age. Stay out all night and all day as a vampire. The Immortal LTR not only saves your vampire from death, it also gives them a sparkly coat to protect them from those UV Rays. Immortal reward is available to Vampires only (Adult – Elder).





King/Queen of the Fae (30,000) – Summon other fairies, change your wing color/shape at will, and make fairy magic less taxing. Instead of heading into CAS to customize your fairy, you can automatically change your Fairy wing shape and color anywhere! A self action provides custom changes. If your Sim has any Fairy friends, they can summon them at any time through a teleportation summon. King/Queen of the Fae is only available to Fairies (Adult – Elder).





Magic Hands (20,000) – Wands are for amateurs! Real witches can magic with only their hands, and their spells never fail. Tired of carrying a wand around? Give your witch the always executed, wand-less power! No more carrying around multiple wands for your powers. Magic Hands gives witches the upper hand! No pun intended! Magic Hands is available to Witches only (Adults – Elder).





Philosopher's Stone (40,000) – Creating gold from ordi nary objects isn't for the casual alchemy hobbyist – this is the big league! Grant yourself power never before imagined, but remember that with great power comes great responsibility. Want to add a ghost from around town to your family? How about creating some gold from the old newspapers laying around the house? Look no further than the Philosopher's Stone! Place any object on the philosopher's stone to Transmute Gold, or bind a ghost to your household.



New Recipes & Food



Firecracker Shrimp



Chili Con Carne



Aloo Masala Curry



Hot and Sour Soup



Porcini Risotto



Mushroom Omelette



Chili Con Carne



Ceviche



Jellybeans



Firecracker Shrimp



Potato Truffle Torte



Honey



New Music, Literary & Dance Genres



Dark Wave Music



Poetry (Level 7 of Writing)



Horror (Level 4 of Writing/ 2 for Sims with the "Supernatural Fan" trait)



The Smustle (Level 1 of Hidden Dance Skill)





Supernaturals

Supernatural beings are what make this game unique. There are a number of ways to create these new magical Sims, and a variety of ways to play with them. Just like human Sims, Supernaturals are able to interact with other Sims, and even excel in any of the game provided careers.

Creating Supernaturals





Creating a Sim in CAS has become much more interesting. Why create a plain ol' Sim, when you can create an amazing Supernatural and play as them instead? Well, to each their own of course, but there is a whole new way for everyone to enjoy the game.





Supernatural has added a brand new "Supernatural Type" feature in basics. Create any supernatural you want from scratch. Human is one of the options, and you can revert a Sim back in CAS at any time. Some Supernaturals have options specific to their being, but many of the new options are universal. Details on the Supernatural creation is explained in great detail in their respective sections.



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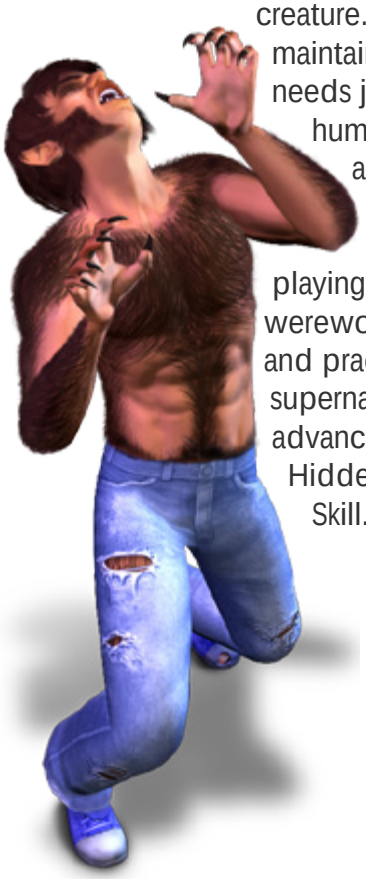
- You can create Supernaturals of all ages and genders in Create A Sim. Yes. Even Toddlers!

- If you have the Sims 3 Showtime expansion installed, you can also create Genies in CAS

Werewolves



Werewolves are a very powerful and social creature. They maintain basic needs just like humans, but there are brand new interactions available when playing with werewolves. With time and practice, these supernatural beings will advance in their Hidden Lycanthropy Skill.



PLEASE NOTE

There are four ways to become a Werewolf in Supernatural.

• Once you have reached Level 8 of the Alchemy Skill, you can create the "Bottled Curse of the Lycan" at the Alchemy Station.

• You can befriend werewolves around town and "Ask them to give you the Werewolf Curse".

• Check the Alchemy Consignment Shop daily for a chance to purchase the Bottled Curse of the Lycan.

• Create a Werewolf in Create A Sim

When creating a Sim in CAS, you can customize the looks of their human state, and their transformed state. The only major feature of their non transformed state, is their glowy eyes. Click the "Transform" button above their icon and begin customizing your werewolf in their natural form.



The clothing you select as their regular non-supernatural form, will be the clothing given to them in their supernatural form. While customizing a werewolf in their supernatural form you can change everything from hair color to body weight. Once you are finished customizing, head out to town!



When you first begin to play, werewolves will have the ability to transform into a werewolf and hunt solo. Once they transform into a werewolf, they can run around town sniffing Sims and pets inappropriately, growl at them, and even complain about their shedding.



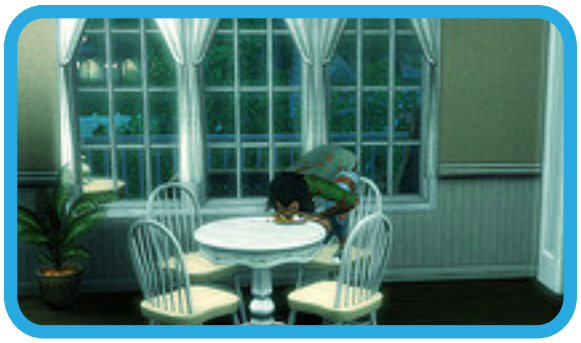
There are many perks to being a werewolf. Not only do they age slower, develop the Athletic skill much faster than other Sims and have a slower energy decay, but they are more likely to win a fight! Werewolf that become angry at other Sims will automatically transform and fight to win.



When being inappropriate to other Sims, they might whack you over the head!

Whether in human or supernatural form, werewolves love to eat like a beast. Pull out some raw meat or dive onto the table and stuff your face! Additionally, you can run around scratching and tearing apart furniture!





Werewolves eat almost every raw meat available. Some stuff is just too strange!



Werewolves can also be scolded for acting inappropriately!

Lycanthropy Skill

While performing all these lycan actions, werewolves are also leveling up their Hidden Lycanthropy Skill. Leveling up in this skill unlocks new interactions and benefits.

Become a master at gathering collectibles around town, frighten Sims with a terrifying howl, and even control when and where you Transform.

PLEASE NOTE

There are a total of 10 Lycanthropy Skill Levels.

• Levels 1 to 2 – Werewolves can now successfully hunt for collectibles around town

• Levels 3 to 5 – Werewolves can now approach unsuspecting Sims and use the "Cursed Bite" to turn other Sims into Werewolves. Pick and choose your hunting pals!

• Levels 6 to 7 – Werewolves can now "Hunt For" specific collectibles (Metals, Gems or Insects)

• Levels 8 to 9 – Werewolves can now control when and where they transform.

• Level 10 – Once a werewolf has reached level 10 of the lycanthropy skill, they are the best of their kind.

Now that your Sim has reached full potential, hopefully you have enough LTH points to purchase the Werewolf exclusive Reward, Alpha Dog. With the Alpha Dog Lifetime Reward, Cursed bites will never be denied and a new "Terrorizing Howl" is added to the werewolf.

Special Interactions

HUNTING IN PACKS



Any werewolf friends that you have can ask you to join your pack, and you can also ask them. Once you are in a pack with werewolves, you can hunt around town for collectibles and special objects. If you have the Leader of The Pack LTW and find 40,000 simoleons worth of objects when hunting with your pack, you will complete this wish. When it's time to go home, simply "disband: the pack.

PLAYING FETCH & RUB BELLY



Werewolves love to play fetch and have their bellies rubbed! These actions increase the social and fun motives.



Werewolf Offspring

Any two werewolves that try for a baby will always have a werewolf baby born into the family. If a werewolf tries for a baby with another Supernatural or human Sim, the chances are 50/50. If you do not have a supernatural child, you can always turn them into a werewolf once they become teens.



Toddlers cannot do anything as a werewolf, but once they become a child, they can grasp their supernatural self. Children can transform into werewolves and start using their supernatural self to practice hunting. Once children become teens, they are able to use all the same interactions an adult can use.

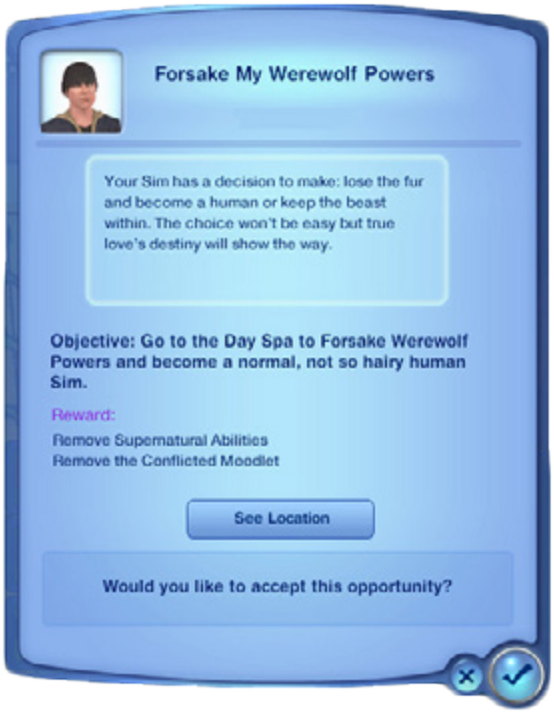


Curing Lycanthropy

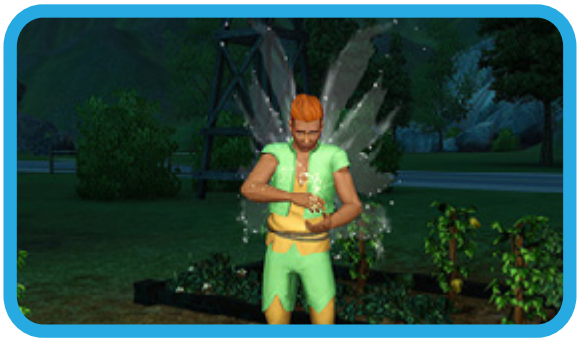
Don't think that you're stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!



Don't think that you're stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!



Fairies



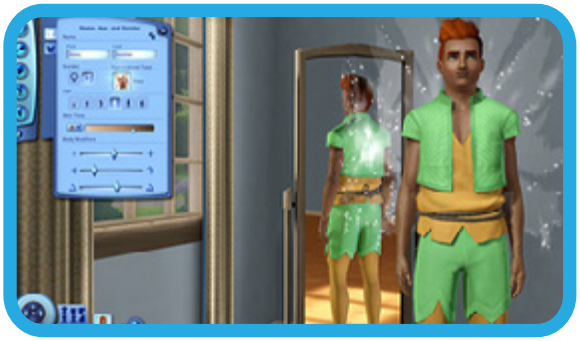
Fairies are a very elegant and tricky creature. They maintain basic needs just like humans, but there are brand new interactions available when playing with fairies. With time and practice, these supernatural beings will advance in their Hidden Fairy Magic Skill.

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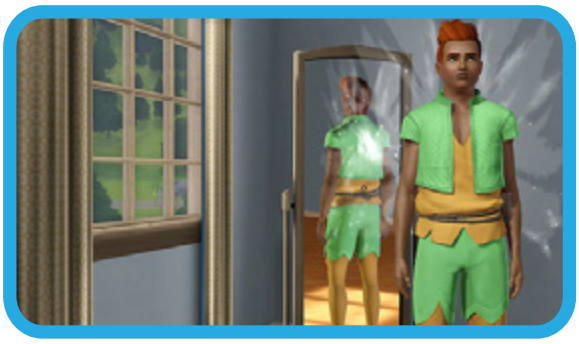
There are three ways to become a Fairy in Supernatural.

- Once you have reached Level 10 of the Alchemy Skill, you can create the "Bottled Blessing of the Fae" at the Alchemy Station.
- Check the Alchemy Consignment Shop daily for a chance to purchase the Bottled Blessing of the Fae.
- Create a Fairy in Create A Sim

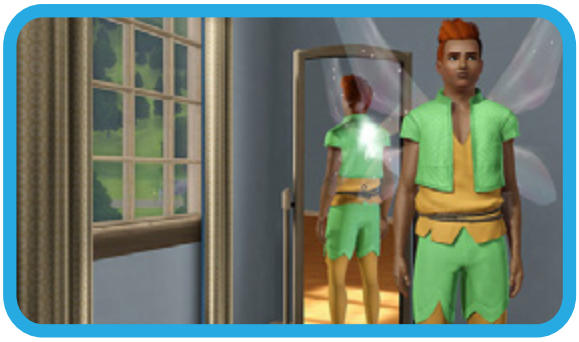
When creating a Fairy in CAS, they are automatically given wings which allow them to fly in game. You can customize their wing shape and their wing color.



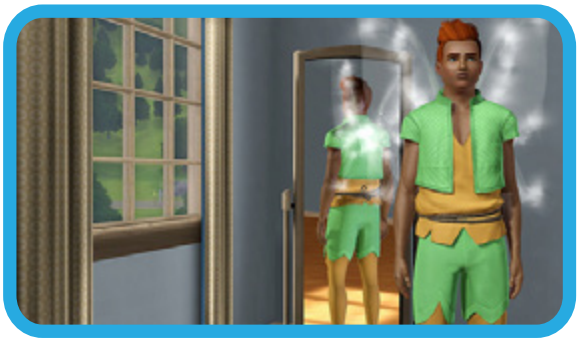
Once you choose the Fairy type, a second tab will appear beneath their basics named "Fairy Basics". When you click on the fairy basics tab, there will be 6 different types of Fairy Wings to choose from.



Willowed Wisps



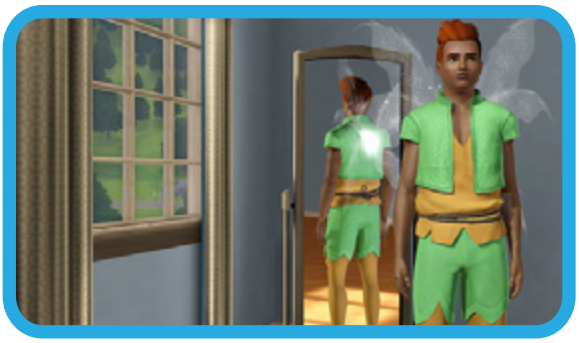
Dreamy Dragonfly



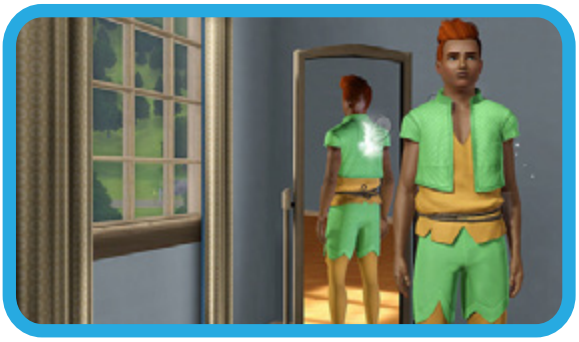
Majestic Monarch



Super Swirly



Fanciful Ferns

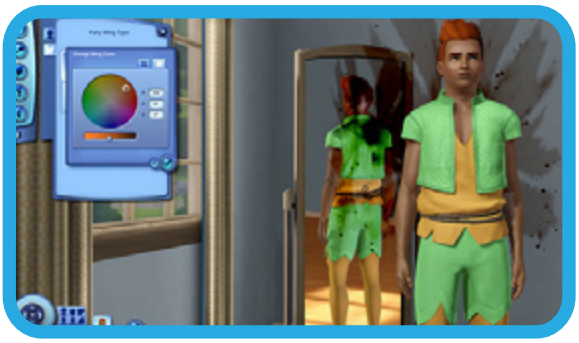


Busy Bumblebee

Once you have decided on a wing type, select the Custom Color Wheel. From there, you can customize the wing to be any color you choose.

PLEASE NOTE

Please note that you cannot save custom fairy wing colors. If you find a color you'd like to use in the future, remember the color code, or save that Sim to the bin.



There are plenty of new clothing options for you to dress your Fairies in, and more importantly, there are Fairy inspired pieces to use. Once you have finished customizing your Fairy, it's time to play!

Fairies are natural born tricksters and already have the Green Thumb trait by nature. They move at an increased rate as they fly around, and come already equipped with the Aura of Soothing and a few tricks.



As these tricksters play with magic, they will begin to deplete their magic power.

If you check the interface of the game, you will see a magic strip under your Sim's avatar. This bar displays how much magic your Sim has left. Once the magic has been used up, your fairy will need to wait for a recharge before attempting to practice magic again.



The fastest way to recharge magic is by drinking Pollen Punch & relaxing in a Fairy House!

Just because Fairies are natural born tricksters, doesn't mean that every trick will be successful. Until Fairies level up in their Hidden Fairy Magic Skill, they may run into a failed trick. You have to be experienced to guarantee success!



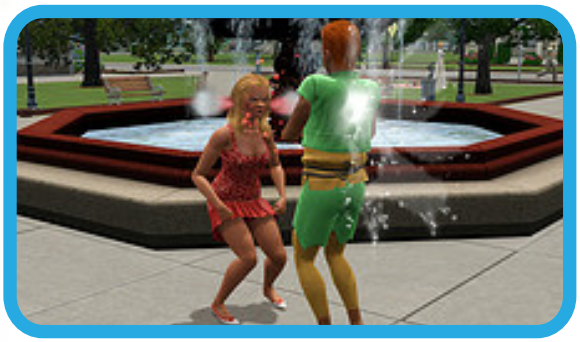
Failed Chattering Teeth Trick



Fairy Magic

Playing as a fairy and practicing tricks on other Sims, will eventually increase the hidden fairy magic skill. There are a total of 10 Fairy Magic Levels, each level giving new options to a fairy. Fairies come already prepared with some Supernatural powers, so as they start off with level zero magic, they have a few things to practice with!

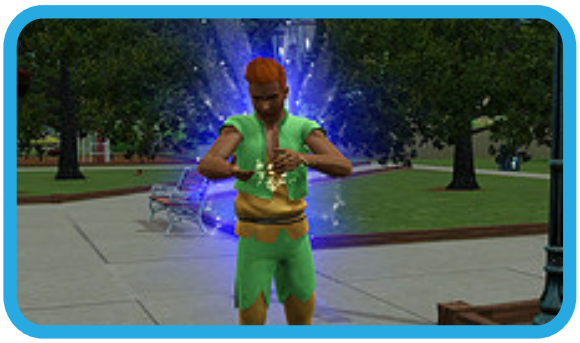
LEVEL ZERO



Hot Headed Trick – Dust a Sim with Red Hot Sprinkles that make their head blow smoke, and mouth blow fire.



Chattering Teeth Trick – Dust a Sim with cold snow flurries to make them cold.

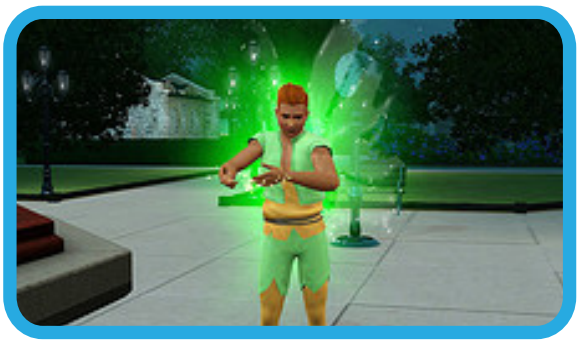


Aura of Soothing – When this Blue Aura is used, the fairy and all surrounding Sims will receive a relaxed mood boost.

LEVEL ONE

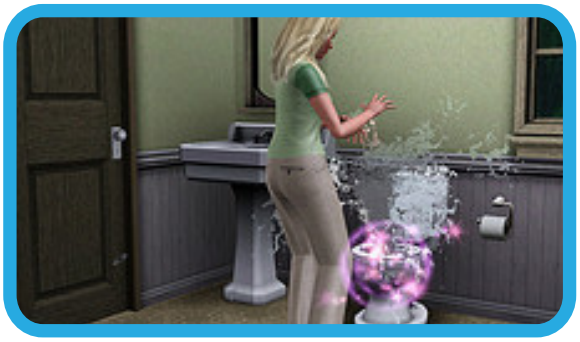


Bestow Flight of Felicity – Sprinkle Sims with the magic fairy dust that lets you fly! Sims will get a mood boost and the ability to fly like a fairy. (Temporary)

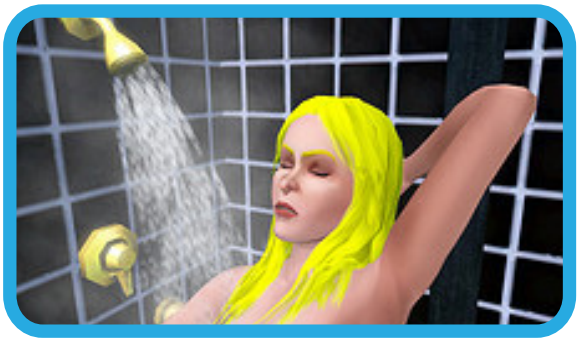


Aura of Creativity - When this Green Aura is used, the fairy and all surrounding Sims will receive an accelerated skill boost in Writing, Instruments & Painting.

LEVEL TWO



Fairy Trap Toilet – When a Sim flushes a Fairy Trapped toilet, water will spurt out of the toilet.

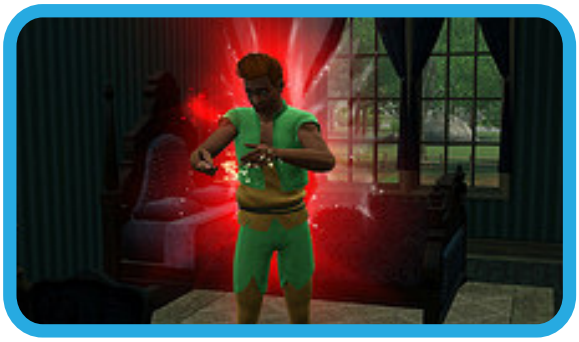


Fairy Trap Toilet – When a Sim flushes a Fairy Trapped toilet, water will spurt out of the toilet.

LEVEL THREE



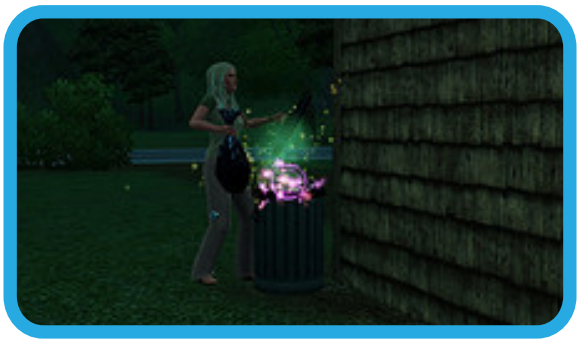
Fairy Repair – A Fairy will shrink to its true size and repair any broken objects. Use the “Fairy Repair” interaction.



Fairy Repair – A Fairy will shrink to its true size and repair any broken objects. Use the “Fairy Repair” interaction.



Tummy Twister – The tricked Sim will belch and throw up.



Fairy Trap Trashcan - Sims who throw out trash in a Fairy Trapped Trashcan, await an explosion of the trash!

LEVEL FIVE



Bloom – The Bloom interaction gives Fairies the ability to instantly grow any plant or tree. If your fairy reaches level 10 of the gardening skill & Blooms 100 Plants, they will be able to complete the Greener Gardens Lifetime Wish. This interaction is also useful for growing plants needed in the Alchemy Skill.

PLEASE NOTE

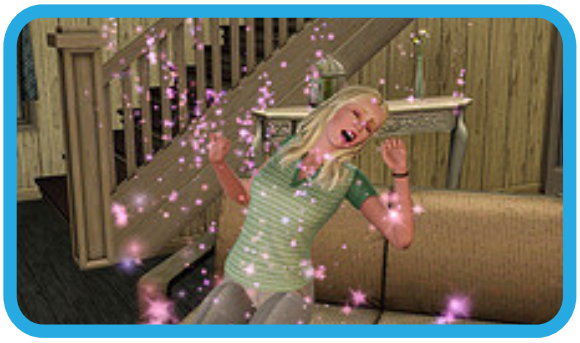
If you are performing this spell without much experience, it has the potential to backfire and leave you with Bad to Putrid Quality produce.



LEVEL SIX

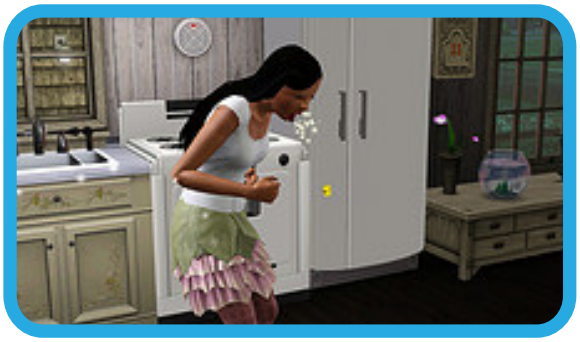


Skivvies – This trick embarrasses a Sim by automatically changing them to their underpants.



Fairy Trap Sofa or Loveseat - Sims who sit on a Fairy Trapped Sofa or Loveseat, will automatically fall asleep!

LEVEL SEVEN



Gold & Toads – This trick gives a Sim a 6 hour mood decrease. During this time they will throw up Fairy Gold, or slimy Toads!

LEVEL EIGHT



Fairy Trap Mailbox – The Mailman or any Sim who gets the mail/donates from the mailbox will have a swarm of bees to deal with!

LEVEL NINE



Fairy Trap the LLAMA – Sims who use the LLAMA to transport around town will be sent to the wrong location.

LEVEL TEN



Inner Beauty – Fairies can use this trick on Sims who they think need to learn a thing or two about inner beauty. This trick will transform a Sim into an ugly version of themselves for 24 hours. If a Fairy reaches level 10 in the Charisma skill and performs the Inner Beauty Trick 12 times, they will complete the Magic Makeover Lifetime Wish.

PLEASE NOTE

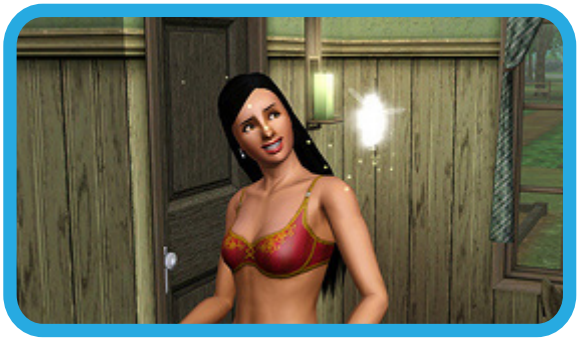
If the Sim who receives an Inner Beauty spell uses any mean interactions, their Inner Beauty timer will be reset back to one day!

Now that your Sim has reached full potential, hopefully you have enough LTH points to purchase the Fairy exclusive Reward, King/Queen of The Fae. With this Lifetime Reward, Fairies will get an option to change their wing type and color at will, as well as instantly summon any fairies they've met.

Special Interactions

PLAYFUL PESTER

When a Fairy wants to be nice, they will playfully circle the head of another Sim in their true form. This interaction boost social & fun motives.



When a Fairy wants to be nice, they will playfully circle the head of another Sim in their true form. This interaction boost social & fun motives.

FAIRY FROLIC

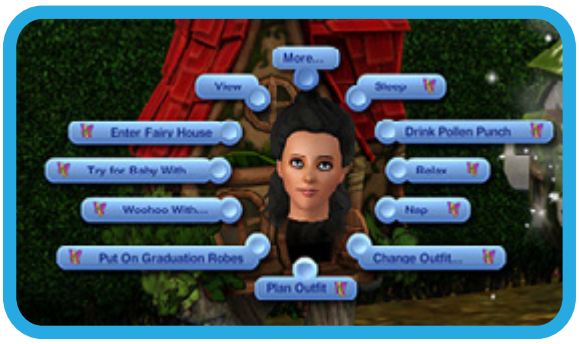


This interaction is the same as Playful Pester, however when performed by two fairies, the two turn into true form and play around.

FAIRY BUNGALOWS AND CASTLES



The Fairy Homes are just for fairies! Use these homes for a variety of exclusive fairy interactions. Magic bar low? Recharge in the fairy home! Thirsty? Grab some Pollen Punch!



Exclusive spot for Fairies: Woohoo or Try for a Baby!

Fairy Offspring

Any two fairies that try for a baby will always have a fairy baby born into the family. If a fairy tries for a baby with another Supernatural or human Sim, the chances are 50/50. If you do not have a supernatural child, you can always turn them into a fairy with the Bottled Blessing of the Fae.





Toddlers cannot do anything as a fairy except use their fairy hover, but once they become a child, they can grasp their supernatural self. Children can perform only 4 tricks as children, but are able to perform all other tricks as teens. Assuming they have a high enough fairy magic skill.



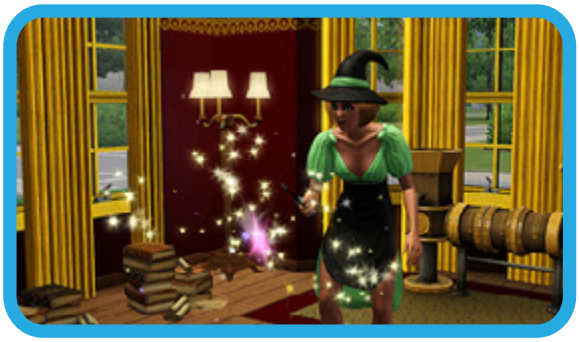
Curing Fairy Magic

Don't think that you're stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!



Another way to rid Supernatural powers is by asking your romantic interest to "Forsake The Fae". If the Supernatural Sim accepts the opportunity, they will be given an opportunity to go and rid their powers naturally. What will you do for love?

Witches



Witches are a powerful and crafty being. They maintain basic needs just like humans, but there are brand new interactions available when playing with Witches. With time and practice, these supernatural beings will advance in their Hidden Spellcasting Skill.

PLEASE NOTE

There are three ways to become a Witch in Supernatural.



- Once you have reached Level 9 of the Alchemy Skill, you can create the "Bottled Witches' Brew" at the Alchemy Station.
- Check the Alchemy Consignment Shop daily for a chance to purchase the Bottled Witches' Brew.
- Create a Witch in Create A Sim

There aren't any visible customizing options included that are specific to Witches in CAS, but you can use the variety of new sliders and clothing options to create your typical "story book"

witch. Once you select a witch in CAS, that Sim will include the ability to learn and cast spells & curses.



Once you customize your Witch, head into the game to explore your new powers! If you check the interface of the game, you will see a magic strip under your Sim's avatar. This bar displays how much magic your Sim has left.

Once the magic has been used up, your witch will need to wait for a recharge before attempting to practice magic again. Low magic bars result in failed spells!

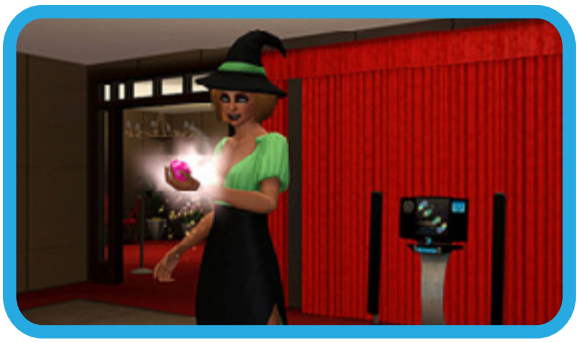
PLEASE NOTE

Owning a Cat or Rodent (and having them nearby), will allow a witch to only use up half the magic energy needed to perform a spell. Familiars also help boost the spellcasting skill quicker.

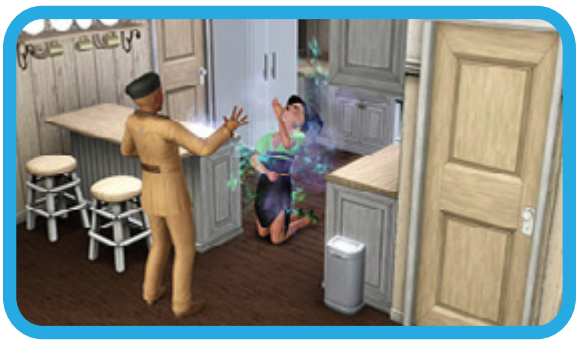


The fastest way to recharge magic is to drink the Essence of Magic elixir or ride a broom!

Witches come already equipped with ability to "Play With Magic" & "Conjure Apple". If you set the Evil trait to your Sim, they will automatically have the self selective option to "Conjure Poisoned Apple". Sims who eat the poisoned apple will be given the "Dark Slumber" moodlet and pass out.



Just because witches are powerful spellcasters, doesn't mean that every spell will pan out as planned. Witches need to practice their Hidden Spellcasting Skill to achieve perfection. Spells have the potential to backfire, and if they do, the end result will be the complete opposite of what was intended.



The failed Haunting Curse can result in death!

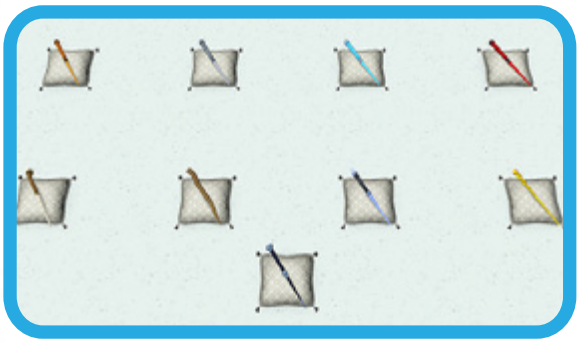
Spellcasting

Spellcasting is a major part of being a witch. As a witch practices their magic, they increase their hidden spellcasting skill. There are total of 10 spellcasting skills, each giving new spells, curses and options to the witch.

By default, witches are provided with a wand in their inventory. Without a wand, witches are unable to perform any magic. You can purchase nine different types of wands in buy mode under "Hobbies & Skills". Purchase one or purchase all, your witch can make any of them their preferred wand.

PLEASE NOTE

Wands are a big part of spellcasting, but Witches who carry the “Magic Hands” lifetime reward, are able to perform magic with their hands!



LEVEL ONE



Good Luck Charm – When casting this charm, the target Sim will receive the “Lucky” moodlet. If this spell fails, the witch will receive the “Unlucky” moodlet.



Conversion Ritual – Witches are able to convert any collectible in their inventory, to a more useful and valuable object. If this spell fails, the original object will be destroyed and lost forever. The conversion ritual can be attempted indefinitely to any object.



Successful attempt at the conversion ritual transformed Fluorite into a Min-now

LEVEL TWO

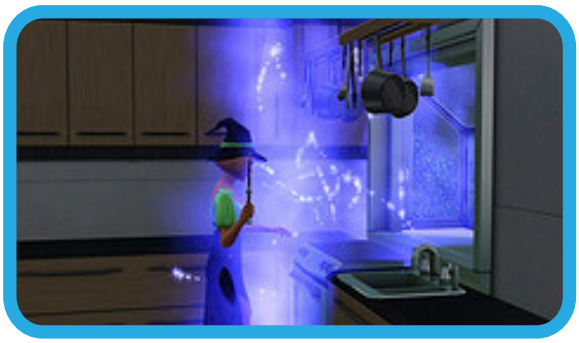


Ice Blast – When casting this spell, the target Sim will either receive the “So Cold” moodlet for 2 hours, or end up Frozen Solid…Literally! Is there a fire nearby? Perform the Ice blast spell and extinguish the flames!



Fire Blast – When casting this spell, the target Sim will end up Singed! There is also a good chance the Sim will catch fire! Be careful when trying this spell in your home though. You may start an unwanted fire!

LEVEL THREE



Magical Upgrade – Witches can magically upgrade any appliance that allows an upgrade. Want to improve the meal quality of your stove? You got it!

Witches have a special ability to upgrade either of the two new wardrobes that come with Supernatural. Purchase the wardrobe and magically upgrade it for an out of this world adventure! (Text Based)



Sims will have the option to "Enter Magic Portal"

Spellcasting Duels – Witches now have the ability to challenge another witch to a spellcasting duel! The challenging witch must have a level 3 or higher spellcasting skill to duel with a witch. During a duel, Witches will use a number of different spells they have learned. The higher the spellcasting skill, the more spells used!



You are not able to control which spells your Witch uses, but they will automatically try to counter block incoming spells. After a few minutes of this entertaining visual, a winner is selected.

LEVEL FOUR



Love Charm – When casting this charm, the target Sim will receive the "Imminent Romance" moodlet. This moodlet lasts for one day, and the first Sim to be romantically swayed by this Sim will instantly become a romantic interest.



Toadification Curse – When casting this curse, the target Sim will turn into a Toad! This spell is permanent, until the cursed Sim asks and successfully receives a "Toad Kiss".

LEVEL FIVE

Haunting Curse – When casting this curse, the target Sim will receive the "Haunted" moodlet, along with their very own ghost! The ghost will follow them around and haunt them for two days.





If this curse fails, the witch will die!

LEVEL SIX



Hunger, Bladder & Hygiene Charms – When casting any of these charms, the target Sim will have that specific need fulfilled. These charms can be used on your active Sim as well.

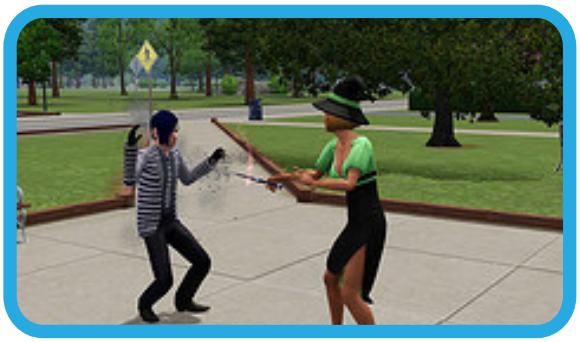
LEVEL SEVEN



Hunger, Bladder & Hygiene Curse – When casting any of these curses, the target Sim will have that specific need decreased. If failed, the witch will suffer the consequences!

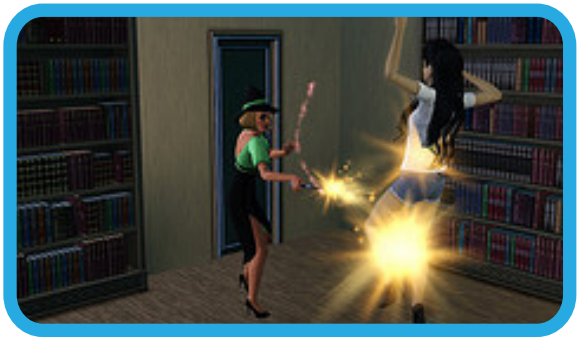
LEVEL EIGHT

Hunger, Bladder & Hygiene Curse – When casting any of these curses, the target Sim will have that specific need decreased. If failed, the witch will suffer the consequences!



The Sunlight Charm and Potent Cure Elixir will cure this curse.

Sunlight Charm – When casting this charm, the target Sim will receive the “Bathed in Sunlight” moodlet. This charm will remove any negative moodlets the target Sim has, as well as cure the Pestilence Curse and Zombification.



Vampires receive the “Too much Sun” moodlet, and werewolves will be transformed back into their human form.

LEVEL NINE



Restoration Ritual – If your home is a dirty mess and consists of broken appliances, electronics or plumbing, have your Witch cast the Restoration Ritual. This action will automatically clean and fix objects on any lot you are on.

Warning: If this curse fails, the lot becomes trash and broken objects!

LEVEL TEN



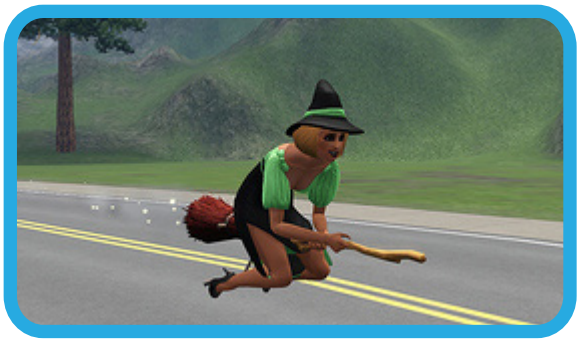
Reanimation Ritual – Use this spell to bring Sims back to life! Using this spell on urns and tombstones will bring back that Sim as a Zombie! On your home lot, this spell can be performed on any deceased remains, at any time. When using this spell in the cemetery, you must wait until the ghost comes out and roams.

Warning: If this curse fails, the witch become a Zombie!

Special Interactions

BROOM RIDING

Witches automatically use a broom as their form of transportation around town. Not only does this action help them replenish their magic energy, but it also helps them advance in the Hidden Broom Riding skill. You can purchase a variety of different brooms in buy mode under Transportation.



When a Fairy wants to be nice, they will playfully circle the head of another Sim in their true form. This interaction boost social & fun motives.

A Witch's Offspring

Any two witches that try for a baby will always have a witch's baby born into the family. If a witch tries for a baby with another Supernatural or human Sim, the chances are 50/50. If you do not have a supernatural child, you can always turn them into a witch with the Bottled Witches' Brew.





Toddlers cannot do anything as a witch except use their hidden power to make toys disappear, but once the child becomes a teen, they can grasp their supernatural self. Teens are limited to what spells they can/cannot perform, but once they become an adult, they will acquire full powers.

Curing Witchitude

Don't think that you're stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!

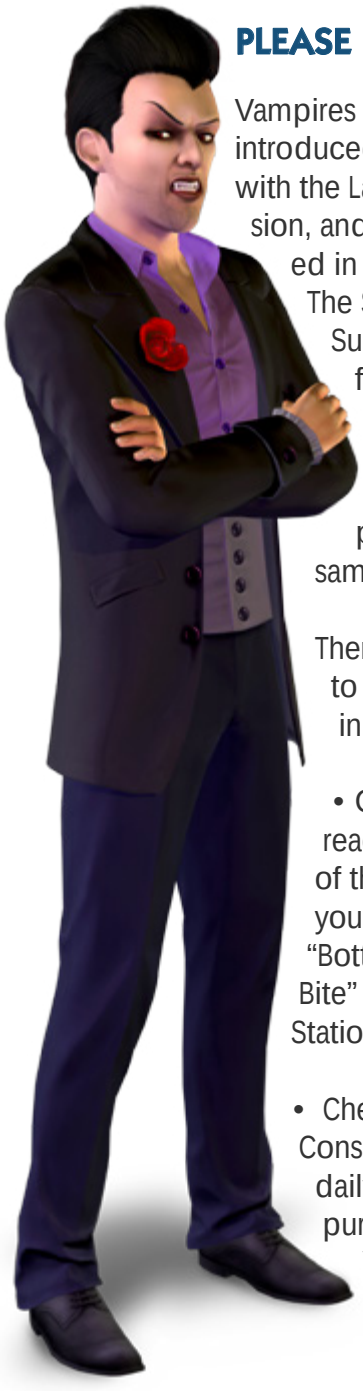


Don't think that you're stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!

Vampires



Vampires are the game's ruthless blood-suckers! Vampires maintain basic needs just like any other Sims, but also have their very own unique interactions. Being a Vampire does not give your Sim any hidden magic skills, but it does offer new ways to play as a creature of the night.



PLEASE NOTE

Vampires were first introduced to the game with the Late Night expansion, and are also included in Supernatural. The Sims 3 Supernatural adds a few new interactions and options, but the overall game play remains the same.

There are five ways to create a Vampire in Supernatural.

- Once you have reached Level 7 of the Alchemy Skill, you can create the "Bottled Vampire's Bite" at the Alchemy Station.
- Check the Alchemy Consignment Shop daily for a chance to purchase the Bottled Vampire's Bite.

• Befriend a Vampire and “Ask to be turned”

• Befriend a Sim and “Offer to Turn”

• Create a Vampire in Create a Sim

When creating a Vampire in CAS, the first visible difference to a human Sim are their glowing eyes. You can then further customize their fangs & neck tattoos – or remove them all together -, and also use the newest skin sliders to create the ultimate pale white Vamp.



Sunlight

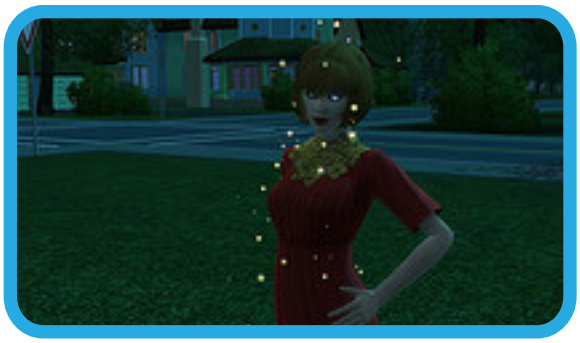
Vampires are creatures of the night for a reason. Sunlight not only makes them weak and ill, it can also burden them with a 2 day “Too Much Sun” moodlet that can only be cured by staying indoors.



To make sure that your Vampires are never burdened by the Sun’s effects, you can purchase the special “Immortal” (Permanent) Lifetime Reward for Vampires, or have your Sim create the level 3 Alchemy potion “Vampiric Sunscreen (Temporary)“.

PLEASE NOTE

The Vampiric Sunscreen & Immortal Lifetime Reward make your Vampire sparkle



Hunting & Feeding

Vampires are the one creature that have a special type of food to eat. Plasma! Whether they fulfill their hunger by drinking plasma from a Sim or drinking plasma orange juice, their hunger will be satisfied.



Drinking from a Sim will not always be successful, but you can purchase the Immortal Lifetime Wish to grant you the ability to drink and never be turned down. Vampires will drink plasma from a Sim’s neck or arm, and when drinking Fairy Plasma, the Vampire will receive a special moodlet!



PLEASE NOTE

With Late Night, Vampires can purchase, plant and eat plasma fruit.



When out and about in town, Vampires have the ability to hunt and track the best plasma that exists! Using the “Hunt” interaction, Vampires scan the surrounding Sims and collect information that determines which Sims have the most satisfying plasma.



Once the best plasma is found, the Sim (or Sims) will be noted in the relationship panel with a special avatar, and they will also have a special marker attached to them when viewing the town map.

PLEASE NOTE

Vampires can Die of Thirst, so be sure they drink enough plasma!



Special Skill Boost & Interactions

If there’s one thing Vampires can do the quickest, it’s learn skills. At night, vampires receive a special “Vampiric Vigor” moodlet, that gives them a boost in skill learning. Not only do they learn skills and do homework quicker, they also never get fatigued when exercising. This is an excellent ability!



If your Vampire is desperate to find the love of their life or a new best friend, use the “Make (Sim) think of me” interaction on any Sim. This interaction will make building a relationship much easier.



When a vampire wants to let another Sim know that they are not to be messed with, use the “Intimidate” mean interaction. This interaction will terrify the other Sim, but there is a chance that this interaction will lead to a fight!

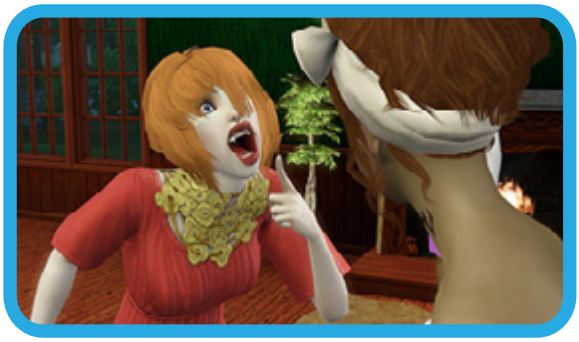




When a vampire wants to find out a specific piece of information about a Sim, they can use the “Read Mind” interaction. Vampires can then forcefully find out another Sim’s Career, Favorites, Relationships, Astrological Sign or Traits.



Vampires love to show off their special features! Use the “Show off Teeth” interaction to give another Sim a glance at your vampiric fangs! When using this interaction on another Vampire, both vampires will show them off.



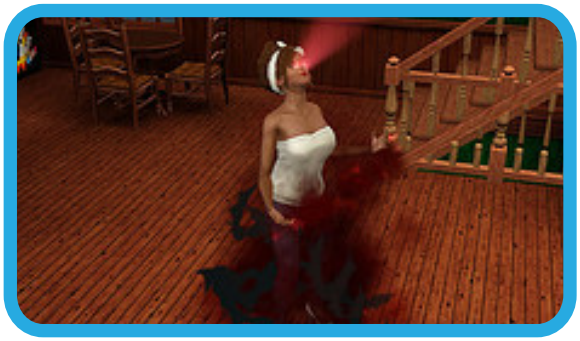
When Vampires run, they soar! Vampires have a special super speed that gets them where they’re going much faster than other Sims. Special effects included!



Turning a Sim



Turning a Sim is the fastest way to make sure your vampiric powers are spread to another Sim. Once a Sim has accepted your invitation to the dark side, your bite gives them the “Unusual Blemish” moodlet. After a few days, the bitten Sim will “Complete Metamorphosis” and turn into a full blown Vampire.



PLEASE NOTE

Turning Sims around town will help complete the “Turn the Town” Lifetime Wish!

Vampire Offspring

Any two vampires that try for a baby will always have a vampiric baby born into the family. If a vampire tries for a baby with another Supernatural or human Sim, the chances are 50/50. If you do not have a supernatural child, you can always turn them



into a vampire with the Bottled Vampire's Bite when they become a young adult.



Vampiric Toddlers, Children & Teens benefit from speedy skill & homework boosts, but once the teen becomes a young adult, they can grasp their full supernatural powers.

Curing Vampirism



If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!



Another way to rid Supernatural powers is by purchasing the "Vampirism Cure" for 3,000 simoleons at the Science Facility. Once you purchase the cure, drink away!

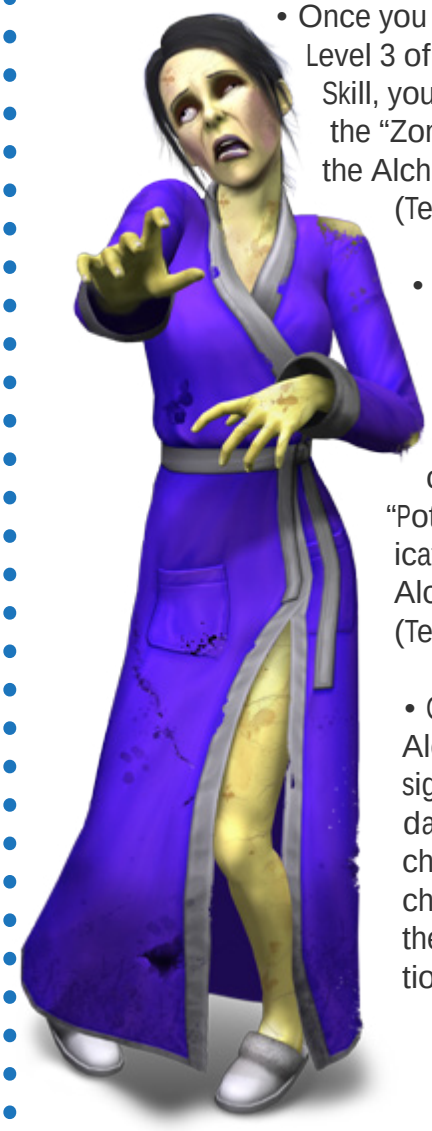
Zombies



Zombies are the hypnotized and animated corpses of the game. They maintain basic needs just like any other Sims, but also have their very own unique interactions. While being a Zombie does not have any magical perks, it is a great way to add a twist of fun to the game.

PLEASE NOTE

There are six ways to create a Zombie in Supernatural.



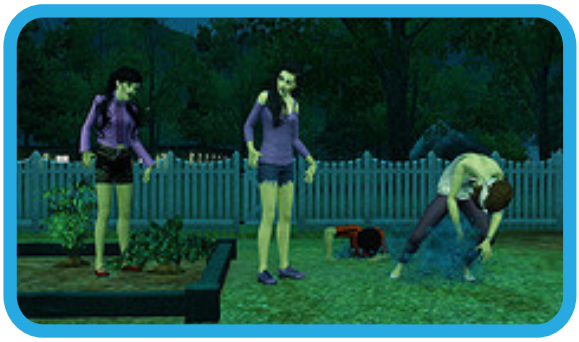
- Once you have reached Level 3 of the Alchemy Skill, you can create the "Zombification" at the Alchemy Station. (Temporary)
- Once you have reached Level 9 of the Alchemy Skill, you can create the "Potent Zombification" at the Alchemy Station. (Temporary)
- Check the Alchemy Con signment Shop daily for a chance to purchase either of the Zombification elixirs.

• Be bitten by a stray (rare) or active household Zombie.

• As a Witch, successfully use the Reanimation Ritual to bring back any Sim remains to life as a non-controllable Zombie (Permanent).

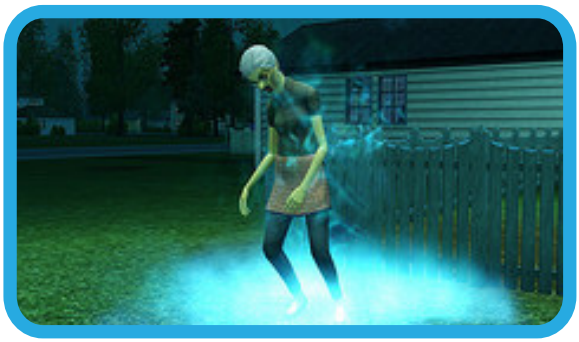
• As a Witch, fail the Reanimation Ritual, and receive the two day Zombification.

Although there are plenty of ways to become a Zombie, you are not able to create one in CAS. Zombies are creatures that can be found around town at any given time, but prepare yourself for a Zombie Apocalypse during a Full Moon. During the lunar cycle's stop as a full moon, Zombies will appear all around town as they emerge from the ground! There is no stopping them!



PLEASE NOTE

Add a Mood Lamp or Radio to your Lot and distract those Zombies! Zombies are drawn into the light of a mood lamp, and also love dancing the smustle!

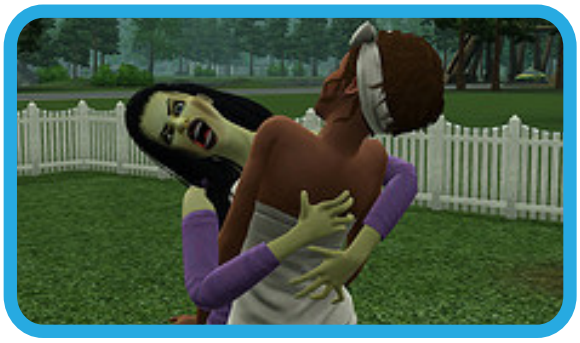


Zombie interactions are limited to a few "Aaaaaaaarrrrgg's" and "Brrrraaaiinnns" that help satisfy their motives, but they also have a second hunger interaction called "Grraaaiinss". When selecting "Grraaaiinss" on any plant types, Zombies will feast!

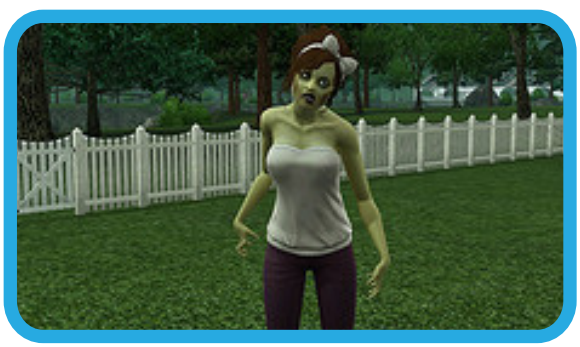
PLEASE NOTE



Zombies that spawn in your town will be attracted to your gardens autonomously. Make sure to build a fence (with a lock!) around your garden, or the zombies will completely devour your prized plants! Another good defense is to place a Limited Edition Pea Shooter on your lot.



When Zombies are hungry, plants are not the only food source to fill them up. When interacting with Sims & Supernaturals, a hungry Zombie can use the "Brrrraaaiinnns" interaction to bite a Sim and satisfy their hunger. This is also one of the many ways to turn Sims into Zombies!





Curing Zombification

Even though the life state may add some temporary fun to your game, you do not need to wait until the curse wears off to cure a Zombie. There are a total of five ways to cure and remove Zombies from the game; Some Permanent.

CURING ZOMBIFICATION VIA ALCHEMY



If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!

CURING ZOMBIFICATION VIA PEA SHOOTER



If you purchased the Limited Edition of Supernatural, you can use one of the "Bonus Pea Shooter objects" in buy mode and place it on your lot. There will be an interaction to choose on the pea shooter ("Attack Zombie…") and the shooter will automatically start shooting at the Zombie. After a few hits, the Zombie will fall to the ground and be cured of this curse.

There is a 95% chance of curing NPC Zombification, and a 5% chance the Zombie will eat the pea shooter.

CURING ZOMBIFICATION VIA SUNLIGHT CHARM



Once a witch reaches level 8 of their hidden spellcasting skill, they are able to perform the "Sunlight Charm" on Sims. This charm instantly cures Zombification.

Preventing Zombie Spawning

Since Zombies automatically spawn in your town during a full moon, the most effective way to make sure they never spawn again is to set your Lunar Cycle to one specific moon phase. Eliminating the Full Moon all together will take care of the Zombie Apocalypse, but you will lose out on other Full Moon wishes & activities.

Ghosts



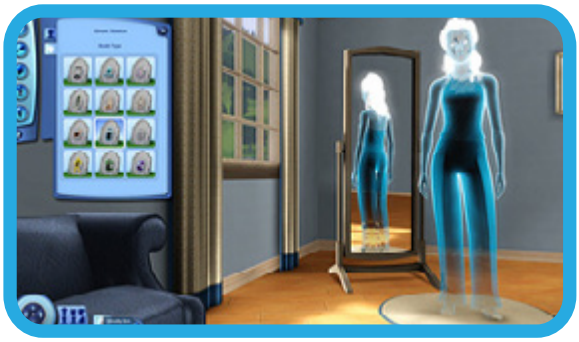
Ghosts have been a part of the Sims 3 since the start, with each additional expansion adding a new type of death ghost. Until Supernatural, adding a controllable ghost to your household has been hard. Supernatural has changed this, making it much easier to play as these spooky beings!

PLEASE NOTE

There are three ways to play with a controllable Ghost in Supernatural.

- Accept and complete the "Oh My Ghost" opportunity.
- Try for a baby with a ghost.
- Create a Ghost in Create A Sim

When creating a Ghost in CAS, you have the ability to pick and choose from 12 different death types. There is a new "Ghost Basics" tab to select - similar to the one for Fairies - that allows you to choose which ghost you want to create.



Create Ghost Sims of all ages! Even Toddlers!

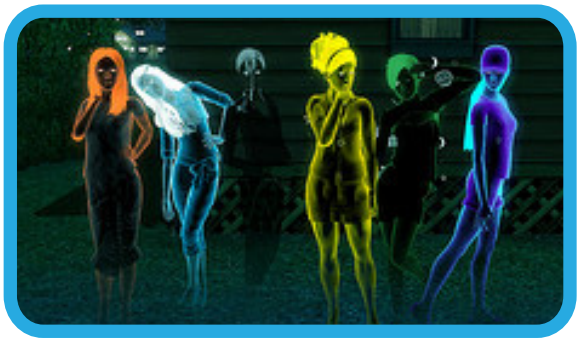
Customizing a ghosts is the same as customizing a human. The only real difference is that there will be no other color, except the one chosen as your ghost. Sorry, no pink shirt or green pants!

PLEASE NOTE

The Twelve Ghost types that you can create in CAS are:

- Old Age
- Drowning
- Starvation
- Electrocution
- Burn to Death
- Mummy's Curse
- Meteor
- Watery Grave
- Human Statue
- Transmuted
- Haunting Curse
- Jelly Bean Death

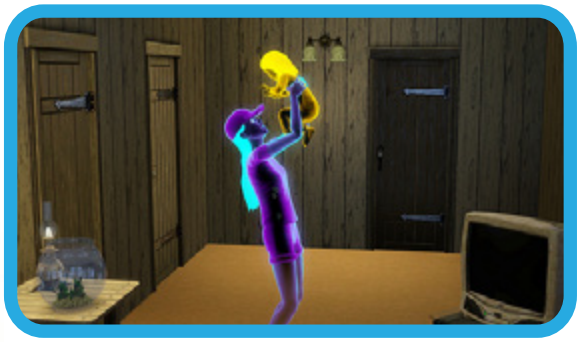




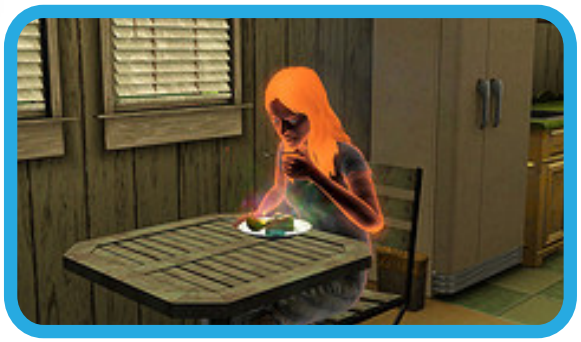


Ghost Offspring

Any two ghosts that try for a baby will always have a ghost baby born into the family. If you try for a baby with two different ghost types, chances are 50/50. If a ghost tries for a baby with a human Sim, the chances are 50/50. If you do not have a ghost child, try again!



Ghost Offspring



Don't think that you're stuck being a Ghost forever. If at any time you want to rid your ghostly being, have the ghost eat the Ambrosia meal. When consumed, a ghost will turn into their human self. Phew!



Genies



These creatures are only available if you have the Sims 3 Showtime expansion installed.

PLEASE NOTE

There are a total of Seven ways to create Genies with Supernatural Installed:

- Genie Lamp may be given to you as a gift for a Legendary Performance

- There is a chance you can return with a Genie Lamp if you enter the Dimensional Gate on the PlasmaPunch Gyroscopic Conductor.

- Exploring The Catacombs and returning with a Genie Lamp.

- Dusty Old Lamp Lifetime Happiness Reward

- Once you have reached Level 9 of the Alchemy Skill, you can create the "Vial of Bottled Genie" at the Alchemy Station.

- Check the Alchemy Consignment Shop daily for a chance to purchase the Vial of Bottled Genie.

- Create a Genie in CAS

When created in CAS (or via Elixir), the Genie will only have the powers of a one that has been freed from their lamp. They do not grant wishes, but they can Ensorcel Non household members, Banish Sims, Magically Clean Sims/Home, & Summon-Food of any type in perfect quality. Genies have a longer life span than regular human Sims.



An added bonus with Supernatural is unlocked Genie Clothing for all Sims!

This section details everything you need to know about the Genie. Information is provided via our Sims 3 Showtime Guide. There are plenty of fun ways to play with Genies when they come in the form of a Genie Lamp!

Genie Lamp via Lifetime Happiness Rewards

The easiest way to get the Genie Lamp, is to save on 30,000 Lifetime Happiness Points and purchase it directly through the LHR panel. Once you have purchased it, it will be placed into your Sim's inventory.



Genie Lamp via Exploring Catacombs



Head on over to the cemetery in your town after midnight, and Explore the Catacombs! The chances of coming back with the Genie Lamp are extremely rare, but it is possible if your Sim is lucky! The Cemetery in Starlight Shores offers a better than rare chance of giving your Sim the Genie Lamp.

Genie Lamp via The PlasmaPunch Gyroscopic Conductor



When your Sim reaches level 10 of the Handiness skill, they can upgrade the PlasmaPunch Gyroscopic Conductor, to add the "Dimensional Gate". The Dimensional Gate is exactly the same as "exploring the catacombs" in the cemetery.

During the time your Sim is inside the Dimensional Gate, a number of pop ups will appear allowing you to choose your Sim's Adventures. Sims will return with many different items from these adventures, but there is only a rare chance in finding and bringing back the Genie Lamp.



Genie Lamp via a Legendary Performance



As your Sim's progress in any of the new performance careers, the more likely they are to perform a "Legendary Performance" while on stage. There are a number of admirers that will attend your Concerts, but one of those admirers will offer your Sim a unique gift, which can be retrieved through your home mailbox.

Summon The Genie

Whichever way you have chosen to get your very own Genie Lamp, you are now able to Summon the Genie from it's lamp. Genie's offer a variety of wishes for you to choose from, but you only get 3 wishes, so choose wisely.

Once a Genie Lamp is present in a household, it can be used by any member of the home. Genie Lamps are not owner specific, but if you worked hard to get it, make sure no one else uses your wishes!

Genies need to rest after every wish, so you are only allowed one wish every 12 hours. There are a total of 11 wishes for you to choose from, with the 11th wish available to Sims with the Evil Trait.

PLEASE NOTE

Sims can interact with Genie's in the same manner they can other Sims. You can take your Genie out for night in town, be romantic with them, or make them your best friend.

GENIE WISHES

• Beauty – This wish increases a Sim's chance of flirting, being kissed, loved etc. This wish beautifies your Sim permanently, giving them a better chance to execute Romantic Interactions successfully. (Cannot be wished for twice)

• Fortune – Need some extra cash? This wish adds a whopping 100,000 Simoleons to your household fund.

• Free The Genie – In order to complete this wish, you must have a very high relationship with the Genie. Freeing the Genie from it's lamp will make it a member of the household. You will need to complete a number of steps to successfully free the Genie. (Explained Below)

• Happiness – The Happiness wish gives a Sim the Eternal Joy moodlet (+25) permanently. (Cannot be wished for twice)

• Large Family – The Large Family wish, gives a Sim the Feeling Fertile moodlet. This moodlet will last until the Sim Tries for a baby. The attempt for baby will result in triplets every time.

• Long Life – This wish extends your Sim's lifespan by 30 days, serving as a "Young Again" potion, or Ambrosia type wish. (Cannot be wished for twice)

• Love – This wish will allow you to choose any Sim in your relationship panel, and make them fall in love with you instantly! Sims will also be given the Enchanted Love moodlet (+10) for 24 hours.

• More Wishes – Your Sims can try wishing for extra wishes, but there is only a very rare chance the Genie will grant you two extra's!

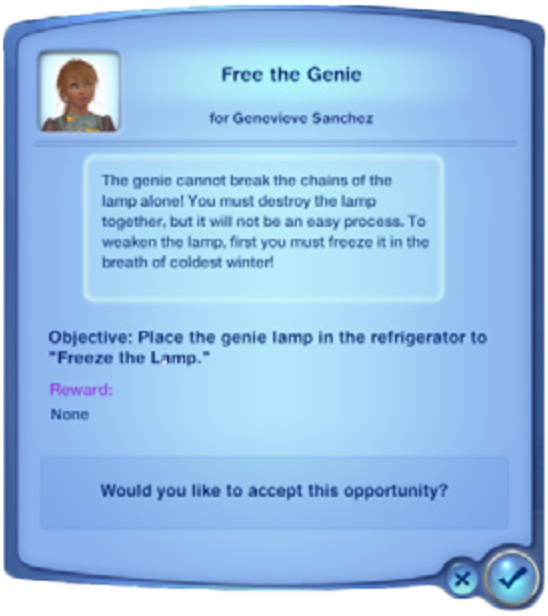
• Resurrect Sim – If you have any Sim remains on your lot, you will be able to wish that the Genie bring them back to life, resulting in a Resurrected Sim added to the household.

• World Misery (Evil Trait Required) – Finally, the world is as miserable as you are! Your Sim will receive the Miserable (+25) moodlet for two whole days. (Cannot be wished for twice)

• World Peace – The birds are chirping, the sun is shining, and the world feels just a peaceful as you! Your Sim will receive the Peaceful (+25) moodlet for two whole days. (Cannot be wished for twice)

Freeing The Genie

When choosing your wishes, one of the wishes is to Free The Genie from it's lamp. If complete the following steps, you will be able to free the Genie and make it a controllable member of your household. Once you select this wish, you will be greeted with an opportunity to complete.



• Step One – Freeze The Lamp – Click the refrigerator in your home and select "Freeze The Lamp".

• Step Two – Heat The Lamp – Click the oven in your home and select "Heat Lamp".

• Step Three – Explore Catacombs w/ Lamp – Go to your local cemetery, click the Mausoleum and select "Take the Lamp Underground"

• Step Four – Free the Genie – Summon the Genie from it's lamp in your inventory, and watch it set free from the chains!

PLEASE NOTE

Once a Genie is set free, they can no longer grant wishes



The Genie is now a member of your household, and has the same needs as all other Sims. Along with the new found freedom, your Genie can now Ensorcel Non household member Sims, Banish Sims, Magically Clean Sims/Home, & SummonFood of any type in perfect quality.

Genies can Ensorcel Sims that are not part of your household. Ensorcelling a Sim adds then to your Household for four hours, and removes all autonomy from the Sim. Do as you please with this Sim, but after four hours, he/she will return back to his normal life.



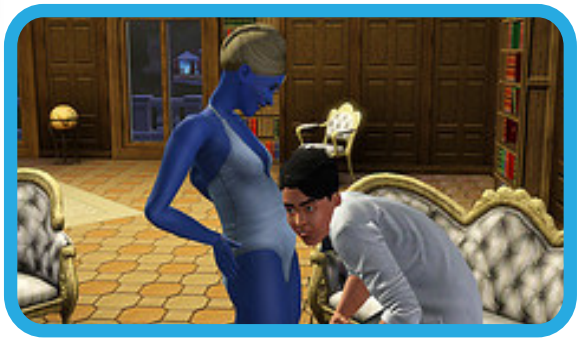
PLEASE NOTE

A genie can release a Sim from Ensorcellment at any time.

Genie Offspring



Once your Genie is freed from the lamp, your Sims can now “Try for baby” with a Genie. There is a 50/50 chance of your Babies being born with Powers. The powers a born genie will have are the same as their parent. They will not be able to grant wishes, but they do have the full powers of any freed from the lamp Genie.



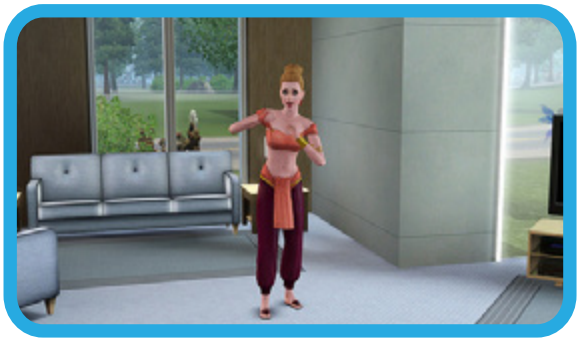
Genie offspring also carry on their genes, and have the opportunity to pass on their powers to their children later in life.

PLEASE NOTE

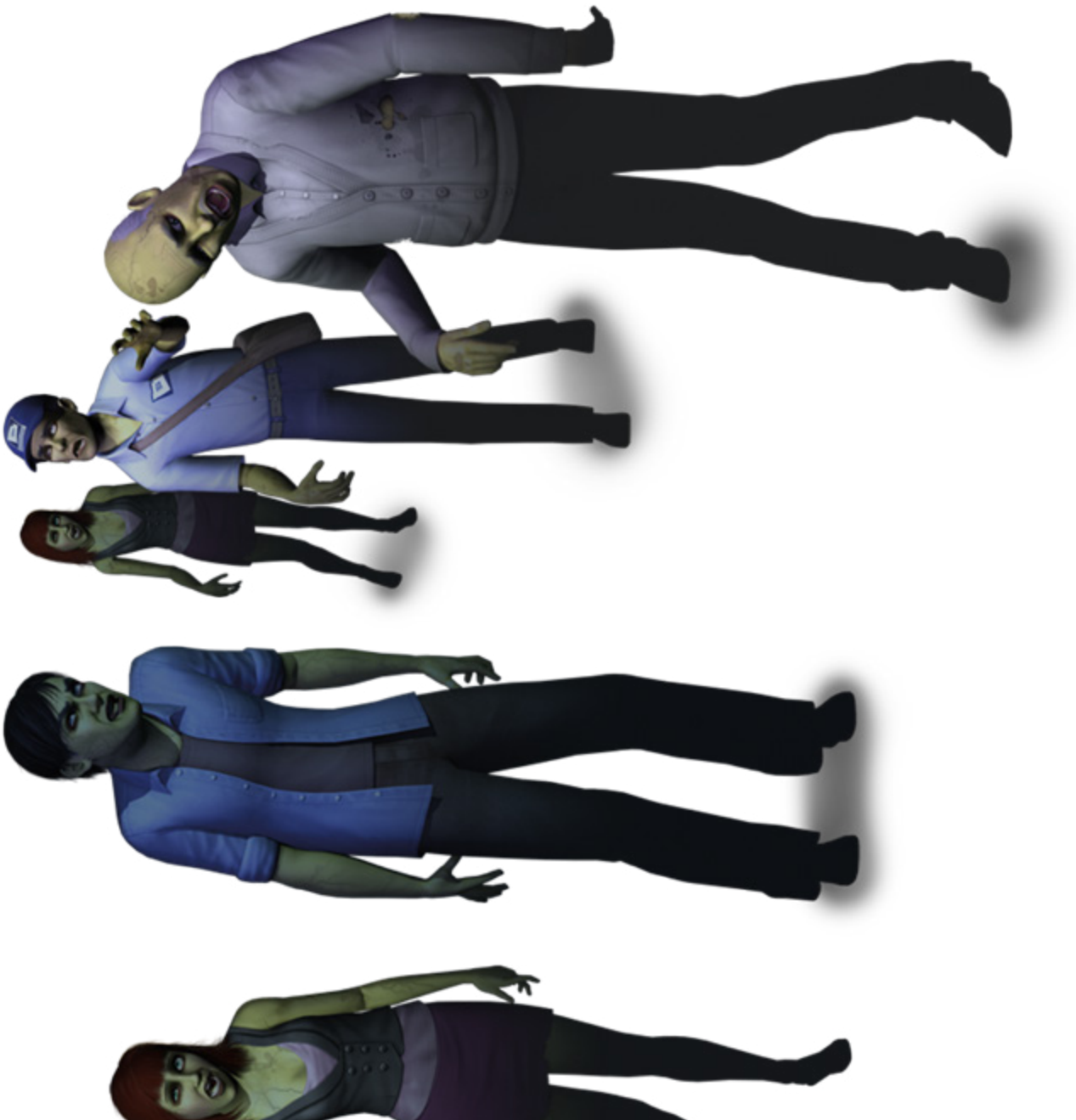


Genie Offspring can begin using their powers as a Child.

Curing the Genie Curse



Don’t think that you’re stuck being a Supernatural forever. If at any time you want to rid your supernatural being, purchase or create the Level 7 Potent Cure Elixir. When used on self, or thrown onto the supernatural Sim, any and all supernatural forms will be cured. Phew!



World and Objects

Moonlight Falls is the foggy and mystical new town included with Supernatural. This section of the guide goes into detail on the new lots, objects and collectibles added to the game.













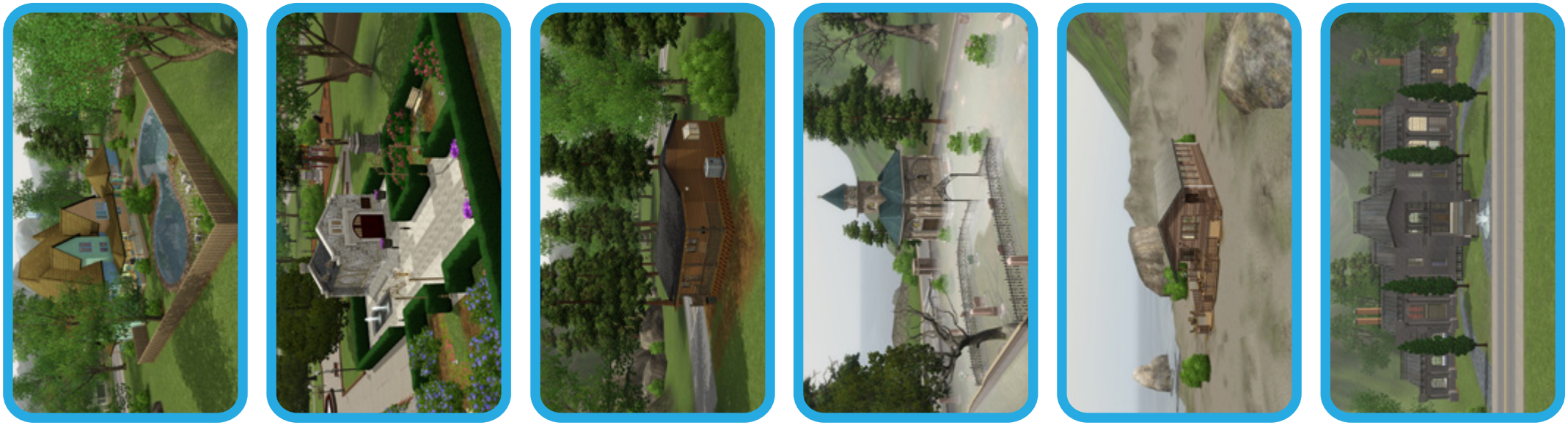


















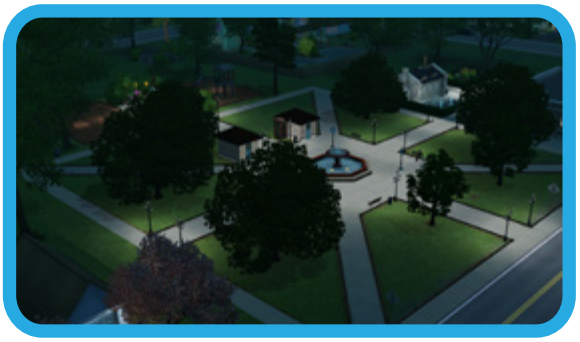


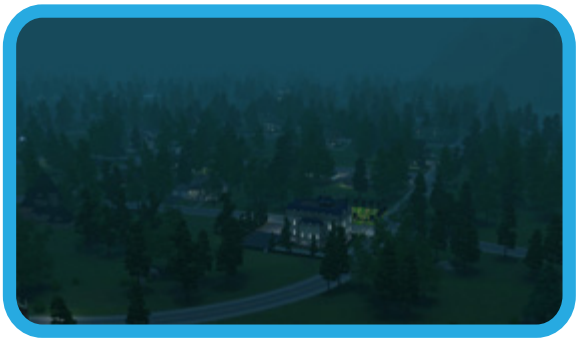












New Community Lot Types

A Lunar Cycle has been added as a town option to the game, which controls everything from moon phases, to bizarre events around town. The complete rotating Lunar Cycle can be set to 2 to 10 days. The game's default is set to 6 days, but you can change this at any time by entering the Game Options menu. The continuous rotating Lunar Cycle contains the following 8 phases in order:

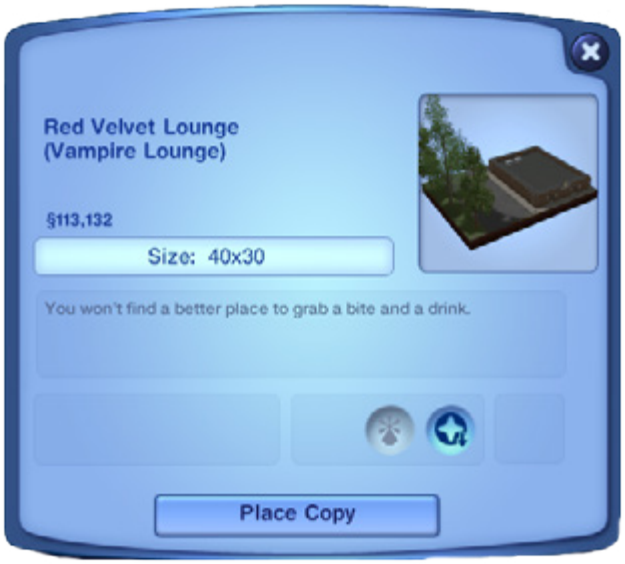
PLEASE NOTE

Supernatural adds 3 new lot types:

- Vampire Lounge
- Supernatural Hangout
- Elixir Consignment Store

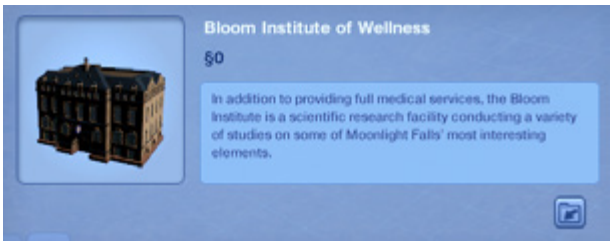
Vampire Lounges were introduced with The Sims 3 Late Night. Even without the Late Night expansion, players will still receive this new lot type option.

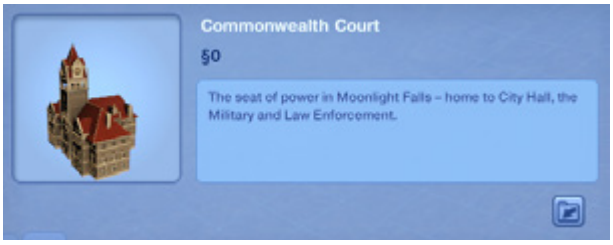






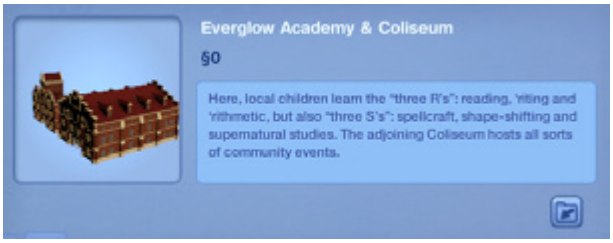
Edit Town Rabbit Holes & Community Lot Content

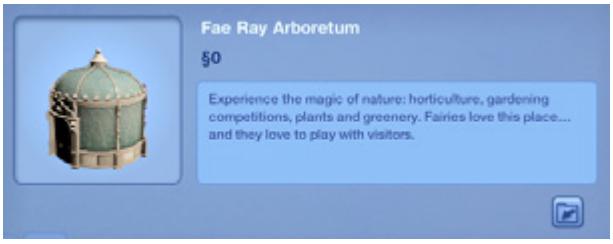


















Mind-Body Connection Bookstore & Spa

§0

Whether you're looking to be entertained or edified, pampered or purified, the Mind-Body Connection will keep you healthy, wealthy and wise!

Sam's Market Diner

§0

Going to the grocery store on an empty stomach is never a good idea, so why not stop by the diner before you shop.

Van Gould Merchant House & Cafe

§0

There's not a lot of "big business" in Moonlight Falls, but what there is, you'll find here. And stop in next door for a great cup of coffee or a quick bite (to eat, that is).

Vault of Antiquity

§0

As self-appointed town guardians of lore and knowledge, the Van Gould family constructed the Vault of Antiquity as an indestructible and sun-proof repository for ancient relics and texts.

Buy/Build Mode Objects

Adorable Shelf

§300

Environment: 2

Here's a hot tip for Sims looking for storage solutions: For something to qualify as being "put away" it only needs to be off the floor. It's true! And one of the easiest ways to keep things off the floor is to install a little surface above the floor and put things on that! Shelves get it done, and this shelf is especially adorable.

Aleister's Alchemy Cabinet

§415

Aleister has done it again! This time he offers you this handsome and handy display cabinet for all of your important elixirs, gems, and rocks. It helps keep your alchemy organized, and it gives you a nice place to show off your hard work. Bonus storage below is perfect for whatever odds and ends you want to keep close by.

Aleister's Alchemy Station

§850

Fun: 1

Finally, the powers of the universe can be yours for a price that won't have you wishing you could turn lead into gold! Aleister's Alchemy Station is user-friendly, safe-ish, and fully featured. Right out of the box you'll be brewing elixirs that'll make conventional science want to go take a little lie down somewhere. Let AI put the power in YOUR hands with Aleister's Alchemy Station.

Aleister's Antique Alchemy Cabinet

§475

Want to display all of your fine alchemy creations in a display cabinet as old and distinguished as the art of Alchemy itself? The legendary alchemist, Aleister Krummly, drew the original design for this cabinet, and this re-creation is perfect for displaying elixirs, containers or rare ingredients such as gems, insects and rocks. It even has extra storage below for any other odds and ends you want to keep handy.

Altar Bed

§2,625

Energy: 8
Environment: 4

For supernaturals who are trying to get the most out of undeath, there are few things as comfortable and cozy as stone and fire. Lay your body to rest on a bed that really gives bedtime a sense of ceremony. Tired of standard, cushiony beds? Here's your Altar-native!

Ancestral Wardrobe

§1,050

Environment: 6

With its gorgeous, antique facade the Ancestral Wardrobe looks like a piece of furniture that has served for generations. But don't worry, this wardrobe has years and years of reliable service left it in. No matter how many outfits you need to organize, the Ancestral Wardrobe will ensure that they are secure, straight, and neatly arranged.

Antique Basin

§75

Environment: 1

A reminder of a simpler age when all one needed to wash up was a simple basin and pitcher, a little clean water, and two to three hours to kill. Bring a little of this industrious old spirit to your home with this charming antique basin.

Antique Chess Table

§520

Fun: 4
+ Logic

A game as ancient and intricate as chess deserves a platform with its own rich complexity. Play a game on top of this meticulously hand-carved table, and you'll understand what those tiny warriors are fighting for. Give your chess pieces a home that gives worth to your pawn's sacrifice, justifies your bishop's gambit, and gives a kingdom to your king.

Antique Curtains

§190

Environment: 1

These curtains are based on a style that first became popular over a hundred years ago. They are just like the curtains found in the house of notorious suspected burglar Hiram Samuel Maddox. Unlike Hiram, however, these will be safe in your home. Great conversation piece!

Antique Stove

§550

Hunger: 5
+ Cooking

Some things just don't get better with age – like technology! And when it comes to cooking technology, trust us. You can pretty much stop when you get to heating things up. This antique stove heats things up, and it looks really cool while doing it. Do you need more than that?

Antique Vanity

§925

Fun: 4
Environment: 5

There are two kinds of vanity, and we make the good kind. Though with overuse, the second kind can happen. Every inch of this magnificent piece of furniture was constructed to make you feel better about staring at your own face. And why shouldn't you? Buy our vanity. You know you want both kinds.



Appropriate Coffee Table

§345

This coffee table sits very politely in the bedroom and doesn't ask any questions. Quiet. Unassuming. Exactly the kind of behavior you expect in your smaller tables. Increase the usable surface area of your bedroom without making things awkward. (Also compatible with other rooms.)

Environment: 2



Aurora Wardrobe

§995

Classic construction and uncompromising quality are the hallmarks of the Aurora Wardrobe. This is no mere cabinet, but a perfect vessel for holding a seemingly endless variety of outfits. Whether you're dressing up for a night on the town or dressing down for a night in with a good book, the Aurora Wardrobe is here to serve you.

Environment: 6



Autumn Bay Window

§350

With its big, beautiful, clear panes, the Autumn Bay Window brings the beauty of outside into the safety and comfort of inside. Watch the wheels of the world turn as you enjoy the privacy of your home. When people invite you outside, just glance out of the Autumn Bay Window one time and you'll think "Nah, I get the idea."

Environment: 3

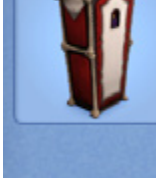


Antique Basin

§75

A reminder of a simpler age when all one needed to wash up was a simple basin and pitcher, a little clean water, and two to three hours to kill. Bring a little of this industrious old spirit to your home with this charming antique basin.

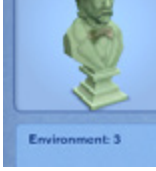
Environment: 1



Bonehilda Living Quarters

§3,999

This charming.... "cabinet" makes perfect living quarters for Bonehilda. It provides a cozy space for your trusty skeletal servant to recharge in between jobs. Who knows what a skeleton has that needs recharging, though.... marrow? Pick one up today and watch your Bonehilda happily rest... in pieces!

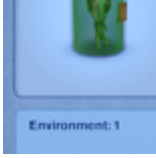


Boshentoffer Bust

§575

Here we see the legendary Rutherford Scott Boshentoffer. He was widely respected for his oddly-shaped head, which he covered with a tall hat so as not to frighten children, and his bionic "eye" that could fire powerful lasers at will. Always a gentleman, Rutherford would often aid his friends and neighbors by helping to carry the shopping, sharing one of his many jokes, or vaporizing large rats.

Environment: 3

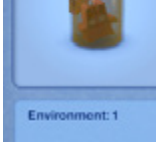


Bottled Oddity Alien

§55

Here's a cute little extraterrestrial who won't try to strip the planet of its natural resources. It's Zeedo, the friendly little alien in a jar. He never has to be fed or cleaned! He's perfectly content just to float in his jar and watch the world go by, silently reporting everything he observes to his masters telepathically. Try not to drop him!

Environment: 1



Bottled Oddity Bunnies

§50

Look at these curious little fellows! Who knows what they are, or how they came to be in this little bottle? Well, it doesn't look like they're going anywhere, so you have plenty of time to contemplate their strange origin.

Environment: 1



Bottled Oddity Nanopede

§40

The nanopede is a very rare arthropod that has up to a billion legs per specimen. Of course they tend to be over 120 feet long. The specimen in this bottle is the even more uncommon miniature nanopede, which is a few inches long and has about 40 legs. Still pretty impressive, though.

Environment: 1



Brittany's Tiny Garden Planter Bowl

§65

Bring a little of the classic outdoor hobby inside with these enchanting planter bowls from Tiny Garden. All the challenges and rewards of gardening are there in a perfectly manageable space. With Tiny Garden, you can have exactly as much garden as you can handle, and not a bulb more.



Brutal Lounge

§1,425

+++

You know how there's the alternative club you go to, and then when you get bored of it you find the alternative to that? The club that the normal Sims won't go to, either because they're scared or because they don't even realize it's there? This lounger was designed for that club, but now you can have it in your home!

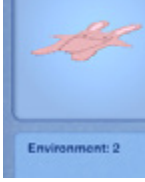
Environment: 3



Bug Lovers Display Case

§415

Is there anything more satisfying than watching little creatures scurry around and live out their day-to-day lives, completely unaware of the power you could wield over their lives if you wished it? Many people find this very entertaining. That's why we invented this handy display case for all of your insect terrariums. Also features extra storage for all your little odds and ends!



Bunny Rug

§120

This plush rug will delight everyone in the family the second it touches the floor. We dare you to walk over it and not smile! Make sure to tell all of your friends that this is just a very fanciful rug cut into a specific shape, because rumors about a giant race of rabbits are really on the rise and this rug is NOT helping.

Environment: 2

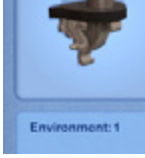


By The Book Food Processor

§325

There are hundreds of appliances that promise to mash, chop, puree, mix, beat, blend, and whip your food, but do you really need all the gory details? Wouldn't it be nice just to know that your food has been "processed?" Just press a single button, and you'll get your food processed efficiently and professionally. You don't need to know how it happened.

+ Cooking

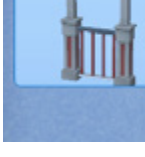


Candlequarium Wall Light

§100

It is said that a Sim's home is that Sim's castle. Well, we're no experts but don't castles usually have a bunch of cool-looking candles all along the walls? And don't YOU want a bunch of cool-looking candles all along the walls of your home? We recommend buying at least three dozen just to make sure you get that castle-like coverage. Drawbridge not included!

Environment: 1



Centennial Fence

§20

Celebrate the small towns of yesteryear with the classic Centennial Fence. Its proud design recalls images of brass bands, gazebos, and fireworks. Transport yourself back to a time when entire communities came together in day-long festivals. Music! Food! Green grass and sunshine! The Centennial Fence turns any yard into a celebration.





Chair of Madness

§725 +++

An anthropologist was studying a long-abandoned village in a faraway mountainous land when she stumbled across a large cave. Inside she found few signs of habitation, but there were many designs scrawled on the walls of the cave where someone had used a chunk of quartz as improvised chalk. All of the designs depicted this chair: half seat, half animal, all twisted.

Environment: 2



Children's Chest of Drawers

§300

The snazzy designs on this chest of drawers will delight your child each and every time they reach in for that fresh pair of knickers. Large handles make it easy for the young ones to open with their wee little hands, because even though they are mommy's darlings, they are old enough to fetch their own petticoats now!!

Environment: 2



Clay Tiny Garden Planter Bowl

§30

Our clay planter bowls put the beauty and durability of clay right in your hands. Fanciful designs around the bowl make these a pleasure to look at even before your tiny garden blooms! And the clay will never break. With Tiny Garden, you can have exactly as much garden as you can handle, and not a bulb more.



Clive's Fancy Window Hangs

§295

Got yourself a fancy window? Not until you've got a set of Clive's Fancy Window Hangs on 'em, you don't! Five minutes to install and BAM! You're in Fancytown. No, you're the mayor of Fancytown. You're leading the Fancytown parade in your honor! You can all thank Clive later.

Environment: 2



Coffee Lovers Table

§360

Are you tired of seeing coffee tables used for books, the remote, people's feet – almost anything but coffee? The Coffee Lovers Table is for you. Not just a coffee table in name, this altar to coffee has all of the features you've been looking for. It is heat and stain resistant, special polymers on its surface actually repel spills, and when the sunlight hits it you can actually smell coffee. Delicious!

Environment: 2



Collector's Plates

§150

Have you ever looked at your meal and thought, "Why is all this food messing up my view of this lovely plate?" Well for you, we offer this: a humble shelf of gorgeous collector's plates that adds a homey touch to any room. These certainly aren't plates you eat off of! Seriously, we wouldn't. The glaze we used may be toxic.

Environment: 2



ColuMaster Spiral Column

§400

Funny story... All of these columns were built straight, but were damaged when the column factory was hit by an extremely localized tornado. We grabbed 'em up cheap and now we're selling them back to you as premium ColuMaster Spiral Columns! Give your house a refreshing twist with the ColuMaster Spiral Column!

Environment: 3



Comforts of Home

§775

This portrait recalls all the cozy feelings of that place we call home. Painted by renowned artist Franco Delatissi, art historians believe this painting to show Delatissi's actual home. Art lovers appreciate Franco's muted use of color to evoke a warm sense of memory, but rarely seem to discuss the fact that Franco had mysteriously disappeared in the house. Stranger still is the fact that the painting didn't seem to surface until one year after Franco Delatissi's

Environment: 4



Commonwealth Court

§775

This stately portrait of Moonlight Falls' crown jewel proudly shines with the eminence and dignity associated with this iconic building. Built by the supernaturals who were first settled the town, Commonwealth Court has long served and protected the citizens of Moonlight Falls. And for all of those years, the building has stood completely un-haunted, though at times this painting might suggest otherwise...

Environment: 4



Cornucopia Toybox

§160

The Cornucopia Toybox and Life Lesson Generator is the perfect companion for your children! It will teach them the value of boring, repetitive tasks, like putting small things in a box. It will teach them that everything fun eventually comes to an end. It will remind them that every time they add a new toy to their expanding play narrative, that they are increasing the size of the mess they will soon be responsible for. Buy a Cornucopia for your children, and

Fun: 5

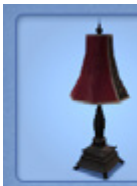


Corset Chair by Unmentionables

§365 ++

Normal chairs are for boring Sims. You deserve something with a little more flair. With its sensual curves and tight laces, the Corset Chair practically dares you to sit on its lap. Treat yourself to this sinful delight from the Unmentionable Collection and you (probably) won't be sorry. Who says chairs can't have a little drama?

Environment: 1



Corset Lamp by Unmentionables

§125

For too long, light has been associated with the concepts of safety and purity. Not anymore. With the Corset Lamp by Unmentionables, light finally gets a little bit naughty. With its tight laces and firm construction, this lamp will light up even your darkest desires!

Environment: 1



Cottonwood Tree

§195

Remember the classic children's rhyme: "I'll trick you and you'll trick me and we'll both trick each other by the cottonwood tree?" Plant one of these beauties in your backyard and you can teach that rhyme to a new generation of tree lovers, and then trick them.

Environment: 2



Cowboy Angel

§370

A note from this painter's journal reveals that the image was inspired by an old myth about a cursed group ghost riders chasing a spectral herd of cattle across the sky for eternity. This was a punishment for being wicked in their lives. The man in the painting still has the opportunity to change his ways before joining their cursed drive. Will he find redemption? Or will he show his true side?

Environment: 3



Dark Arcadia

§775

An unspoiled paradise beckons you closer and closer. You almost feel as though you could step into the painting, feel its soft grasses and smell its calming aromas. But there is something else... It feels like every part of this idyllic scene is drawing you into a dark center. It is inescapable! What secrets steal through the trees?

Environment: 4



Dark Luxe Pedestal

§175

Anything you place upon the Dark Luxe Pedestal instantly looks more important. The secret? Each pedestal hides a core of pure obsidian hewn from the darkest crevices of a cursed mountain. Each dark core is transported by vampires in the dead of night and installed in a pedestal before it ever sees sunlight. Also, the pedestal has a nice cut and people are drawn to symmetry.

Environment: 2



Decadent Hug by Unmentionables
§815
+++

The Decadent Hug surrounds you with plush cushions and polished curves. It's the most lavish piece in Unmentionables' impressive collection. Each is made using the finest materials known to Sims and a comfy cushion to keep it honest. Falling into the Decadent Hug is effortless. Convincing yourself to climb out again? Not so easy.

Environment: 2



Diatrode Crackler
§680
+++

That's right, friends, it's an old fashioned Diatrode Crackler radio! It uses an extra-phosphorescent diatrode to bring you sound so clear you can make it out. All of your favorite music programs will sound like they're being broadcast right into the room with you from somewhere far, far away. Never open the Diatrode Cracker!

Fun: 4
+ Athletic



Dual Candle Shell Sconce
§175

Bring a little romance into the halls of your manor with this attractive shell sconce. Twin candles provide plenty of light and offer a pleasing balance to the overall design without compromising your view of the shell centerpiece. Both candles are made with real dragon's wax so you'll never have to replace them!

Environment: 2



Earl's Non-Haunted Antique Canopy Bed
§3,000
+++

We know, it's hard to come across an antique canopy bed at this price that isn't haunted. There's just something about antique canopy beds! That's why Earl's Non-Haunted Antique Canopy Bed takes out all of the guess work for you. Earl personally researches each and every antique before purchase so he can make the Earl Guarantee: it's never been haunted! Pick one up today and rest easy.

Energy: 5
Stress Relief: 3



Elegance End Table
§465

End tables have a problem. Too often they are squat little affairs that barely look worthy to set a lamp upon. Why can't end tables be tall and slender like nature's perfect animal, the giraffe? Thanks to the artisans at Elegance, you can have that giraffe. By which we mean end table. It's delicate and beautiful, all the things their name would imply. The Elegance End Table: it's seriously like having the Queen Of All Giraffes in your living room.

Environment: 2



Elegant Repose by KidStackerz!
§1,300
+

Turn insufficient accommodations into an Adventure in Sharing with this classy set of bunk beds. Classic construction merges seamlessly with the patented QuikClimb Ladder technology to provide the ultimate bunking experience for your kids. With KidStackerz!, every bunk feels like the top bunk!

Energy: 4
Stress Relief: 3



Elegant Repose Single by KidStackerz!
§1,300
+

This classy bed doesn't have a lower bed like its bunk bed mate, but it still has all the Adventure in Sharing – just without the sharing. You'll love the high quality construction featuring classic techniques that you won't find using modern construction techniques. And the patented QuikClimb Ladder is still there to make getting into bed fast and adventurous.

Energy: 4
Stress Relief: 3



Endless End Table
§385

End tables make a great addition to any house. Put it in the corner. Or behind the couch. Wherever you choose, any place is a good one for an end table. The Endless End Table is the apex of end tables with a design that's easy to mix and match with anything. And best of all you can put lots of stuff on it! This is one end table that's as useful as it looks.

Environment: 2



Enigmatic Tapestry
§7,500

The Enigmatic Tapestry was an ancient piece of wall art blessed with unknown power by a unique group of both fairies and witches. Even though the original was lost ages ago, recently reproductions have sprung up around the globe, each claiming to be the true Enigmatic Tapestry. Even if the real tapestry is never found, any house with this beautiful wall art is sure to be blessed with great style!

Environment: 10



Everglow Academy
§770

The Everglow family – one of Moonlight Falls' first Fairy clans – established this school with the mission to "make magic learning and learning magic". Some say the school was built on haunted grounds, but nobody has been able to prove this. But some claim to have seen the truth...

Environment: 4



Expired Elixirs: Arcane Collection
§50

Give that barren shop the spice it needs with this snazzy collection of empty flasks. Each was handpicked to provide the variety that any demanding Sim requires. Not enough variety for you? No problem! The other Expired Elixirs round out the collection to provide just the right amount of variety, but without too much clutter.

Environment: 1



Expired Elixirs: Mystic's Collection
§60

At one time these were the most mystical elixirs known to Sims. But now, they're just empty bottles. Not just any empty bottle – but an intricate bottle at that! Although the powers contained within these bottles are long gone, there's nothing stopping you from impressing your friends with a good story about the powers that lurk within.

Environment: 1



Expired Elixirs: Paranormal Collection
§55

Looking to show the world your love of elixirs? Too timid or not enough ingredients to mix up your own? If you answered "yes" to either question (or even if you didn't), then the Expired Elixirs collection is here to help! Using only top shelf flasks that once contained a magical elixir, this collection will spice up your home or shop the way only an elixir can. And since they're empty, it makes for a great

Environment: 1



Fairy Bungalow
§475

This modest bungalow will provide your fairy family with cozy accommodations when in their true fairy forms. Fully furnished and move-in ready, this home has been thoroughly checked by fairy home inspectors. After all, even tiny specks of light have needs! Get what you need with the Fairy Bungalow.

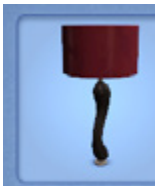
+ Hunger
+ Group Activity



Fairy Castle
§625

Your family deserves the best, especially when in their true fairy forms. Give them a home that satisfies their every need while giving them plenty of room to stretch their wings. Not only is the Fairy Castle a little piece of paradise for you and your tiny, flying loved ones, but it also makes a lovely decoration for a human-sized house!

+ Hunger
+ Group Activity



Fairy's Wing Lamp
§75

The body of this lamp was inspired by the elegant lines and curves of a fairy's wings. When this lamp lights up the room, you'll want to think happy thoughts and soar into the sky! A must have for any fan of the Supernatural. (NOTE: Lamp does not actually grant the power of flight.)



Faithful End Table

§350



This charming end table isn't just beautiful, it's functional. Its gently curved legs hide titanium reinforcements that guarantee your table will never buckle. We don't care if you sit an elephant on this thing, it will carry its burden with silent resolve. Don't you wish everything in life was as dependable as the Faithful End Table?

Environment: 2

Fancy Antique Lamp

§90



You know, there's a real market for antique lamps. Some lamps have been discovered in people's homes and have gone for hundreds of thousands of simoleons at auction! This isn't one of those lamps, but we've made sure that it really looks like one. Put one in your home, and your friends will be convinced you're using hidden treasure to illuminate your den!

Environment: 1

FancyTime Firebox (Extra Fancy Edition)

§6,000



The flame demons – their appetite is insatiable! Just in case one of the demons leaps forth from this decorative bastille, we've installed a large mirror above the firebox. We heard that when a flame demon sees his own reflection he is immediately extinguished from fright. Maybe it's true... Maybe we rushed the Extra Fancy Edition into production based on rumors and hearsay, but we're doing everything we

Fun: 6
Environment: 8

FancyTime Firebox Tools

§45



These tools will be your only weapons when the flame demons come. It is not a question of IF you will have to use them, but when. They look very nice next to a FancyTime brand firebox, but it probably wouldn't hurt to keep a spare set next to the bed.

Environment: 1

FancyTime Firebox

§4,750



Ahhhhh, fire... Safe, reliable fire... Is there any better way to heat the home? Of course not, so long as you're able to curry the favor of the terrible flame demons who dance upon your logs. Studies have shown that elaborate surroundings will confound and subdue the demons, and that's just what the FancyTime Firebox was designed to do. Of course, who knows what can really contain this mysterious force? Good luck!

Fun: 6
Environment: 7

FancyTime Olde Time Firebox

§2,970



Fire. It threatens to consume everything we love, and yet we couldn't survive just a few days without it. And thus, our strange, synchronized dance with fire continues. Our latest effort to contain and subdue the horrible flame demons is our Olde Time antique firebox. The hope is that its aged and dignified appearance will stir something in their ancient souls, if they even have such a thing. Bonus: it's easy to clean!

Fun: 6
Environment: 6

FancyTime Table Lightener

§150



At FancyTime, the tenuous concord we share with the flame demons continues to march along the razor's edge. Our newest product incorporates very tiny flame demons in the hope that they will be easy to appease. Use our Table Lightener to lighten up any dark surfaces you may have in your home. So convenient! (By purchasing the FancyTime Table Lightener, you are agreeing not to enrage the flame demons.)

Environment: 1

Faux Ardahkt Tree

§210



Some people claim that these trees are fully grown within days from a single leaf of the Ardahkt Tree, but those people are lying. There is only one Ardahkt Tree and it can only grow in the one location magical enough to support its power: the Valley of Nevermore. However, these faux Ardahkt Trees do resemble one of the smaller branches of the real thing.

Environment: 2

Finders Keepers Hutch

§2,690



The hutch: widely considered to be the best place to hold various cups, plates, and tchotchkes. One can't have those things lying around the house. It would be utter chaos! Bring order to all those little things with the Finders Keepers Hutch. Each piece is handcrafted, and we guarantee that no detail is overlooked. No home is complete without one!

Environment: 10

Finding Peace

§765



This captivating work has caused endless debate in art circles for decades. Most of the controversy surrounds the title of the work: "Finding Peace." Some suggest that Peace is the name of the young woman in the portrait. Others believe that she came to this place in the woods to begin a quest for personal peace, where still others argue that the painting clearly shows the moment that the woman achieves peace. Who was this young dreamer, and what

Environment: 4

Flawless Sink by Immaculate Living

§460



There's washing your hands, and then there's cleansing them. For Sims who demand the latter, may we suggest the Flawless Sink? With its perfectly smooth surfaces and classic beauty, your hands won't just look clean – they'll feel clean down in your very soul. Never settle for less than Immaculate Living.

Hygiene: 4
Environment: 2

Floor Helper

§525



How to dress up that boring old floor? Paints are too slippery, and stickers chip and peel. Try Floor Helper! By weaving together thousands upon thousands of threads, we've created this moderately sized fabric square that features a delightful visual pattern. And installation is as simple as dropping it onto the floor! Floor Helper: glad we could help!

Environment: 3

Frills Upon Frills

§315



If the phrase "nested frills" doesn't send little shivers down your spine, then you might not be ready for these gorgeous window tresses. Your eyes will get so lost tracing all of their swoops and folds, the actual view out of the window will be rendered irrelevant.

Environment: 2

Gem-U-Cut Machine

§975



Sometimes you find that a perfect gem, and other times you find a gem that could really use some sculpting. For those "other" times, might we suggest the fabulous one of a kind Gem-U-Cut Machine? With this contraption every gem you find can be beautiful! Attractive, easy to use, and much faster than the mailbox method, the Gem-U-Cut Machine will have you turning out your own high-quality gems in no time!

Giddy-Up Rocker

§75



Your little cowboy or cowgirl will be ready to ride into adventure with the Giddy-Up Rocker! They'll feel like they're dashing across the open plains, the frontier wind blowing in their hair – and the best part is, they don't really go anywhere! The Giddy-Up Rocker: keep your kid in one place for a while.

Fun: 5

Glass Houses Door

§300



At Glass Houses, we use glass to make everything. But glass is so much more than just an excellent building material, it can also be a canvas. And like any work of art, our glass doors make a statement. And that statement is "Look at our incredible and unique beauty, and also do not hit us really hard with like, ANYTHING."



Glass Houses Sliding Door

§590

Glass has long been recognized as the best material for doors, by everybody, but never has it been used so stylishly. Our stained glass doors are adorned with such intricately rendered details that anyone would think twice about throwing a brick through them, no matter how much of a jerk they were.



Glauer Tree

§475

Sometimes trees are a little too green and don't give off that eerie vibe to make visitors feel unwelcome. This reproduction of the famous tree from Miranda Glauer's residence in the early days of Moonlight Falls is just the tree you've been looking for! No one will dare mistake you for not being a witch ever again with a few of these in your yard.

Environment: 4



Gothic Tiny Garden Planter Bowl

§55

Bring the joy of gardening into even the gloomiest abode with the Tiny Garden gothic planter bowl. Like our other bowls, the gothic model allows you to grow any plant you want for any purpose you might have in mind – completely free of judgment! With Tiny Garden, you can have exactly as much garden as you can handle, and not a bulb more.



Granddaddy Clock

§1,300

If there's a more efficient way to tell time than with a 7-foot tall, 300-lb mechanical clock, we've certainly never heard of it. Bring the granddaddy of all timepieces into your home and show everybody what time it is. No single piece of furniture offers more atmosphere. Each brilliant tick is as clear and breathtaking as every magnificent tock. The Granddaddy Clock: it's about time!



Gymnasium Signpost

§775

Let the Sims of the world know that you've got the iron they want to pump with this gymnasium signpost. It's tall enough to ensure maximum visibility, and its bright, clear lettering makes it easy to read. We'll go ahead and guarantee it: no one's gonna think this is the bistro.



Highback Brackenridge

§1,050

++

This charming loveseat was designed by famous spine-enthusiast Hiram Brackenridge. As a child, young Hiram was diagnosed with a rare condition known as "spine coils." From that moment he dreamed of designing furniture that would correct his unique posture. Not only did his Highback design straighten out his coils, he gained a full three inches in height! Try the Highback Brackenridge today, and you'll say, "WOW, I'm sitting up straight!!"

Environment: 3



Handy End Table

§260

End tables can be handy little things, but they can be such a hassle to move! That's why we made our end table round, and surrounded it with a lot of little handles. No matter how you approach the Handy End Table, you are all set to grab and pull. Scooching has never been this easy! (You can also lift it – it doesn't weigh that much.)

Environment: 2



Sweet Heat Home Warmer from Romanco with Cement Chimney

§3,800

Romantic fireside rendezvous and bustlingly warm conversations now come standard with the Sweet Heat Home Warmer! Enjoy this sleek, new, polished facade that will cement the bond between you and your loved ones. Romanco - Warming homes and hearts for generations.

Fun: 6
Environment: 6



Huckleberry Bush

§45

Looking for a manageable plant with no maintenance required? Here's your huckleberry! Plant a couple dozen of these in your yard, and in no time at all you'll be enjoying the sweet, sweet smell of huckleberry. One whiff brings back memories of some place you've been where they had huckleberries.

Environment: 1



Library Signpost

§750

Books! People love to read them, but where can you find them? Place one of these charming library signposts and let people know: here's the books. People may also assume there are restrooms and last-generation computers here. Every library signpost is like a signpost to adventure!!



Lightning Leap Atomic Molecular Arranger

§1,500

It is a common misconception that portals are a recent achievement from the world of science. In fact, magical portals have been in use for thousands of years! And no name is more trusted in the field of instantaneous magical relocation than the LLAMA. Take your LLAMA to work, to the grocery store, or even to your best friend's house. You'll never be late when you're riding a LLAMA.

Stress Relief: 1

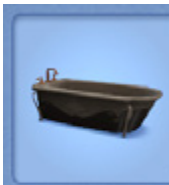


Lovely Lovely Drapes

§230

No one wants to see your bald windows. Style them with Lovely Lovely Drapes, and you'll have soft and manageable curtains that can be worn in almost any style! These curtains will add that pizazz that's so sorely missing from your windows. And thanks to our patented pre-treatment, your Lovely Lovely Drapes will never need to be cleaned!

Environment: 2



LuxeTub

§1,450

Scrubbit Solutions is proud to present the LuxeTub, the ultimate bathing vessel for today's supernatural being. The LuxeTub's patented OmegaDrain is designed to efficiently drain with ease, no matter how hairy its occupant (Scrubbit Solutions takes no responsibilities for clogged drains due to excessively hairy creatures!) This tub is so easy to clean that you'll wish cleaning yourself was this easy!

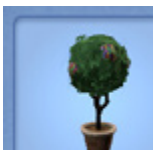
Hygiene: 5
Stress Relief: 6



Magic Broom Stand

§25

This handsome and reliable stand is here to hold your brooms and nothing else. If you are looking for the perfect place to rest the family brooms, your search is over! The Magic Broom Stand will do just that. Nothing more, and nothing less. We will not be held responsible for what happens if you try to hang anything else on this stand. It won't work. It's only for magic brooms.



Magic Jelly Bean Bush

§575

In a perfect world, all of life's food necessities like cookies and bacon would grow on magical little plants. Unfortunately, the world isn't perfect but at least jelly beans can grow on bushes! To be clear, it is not the jelly bean bush that is magic, but rather an ordinary bush which dispenses Magic Jelly Beans!

Fun: 2



Magic Mirror

§865

Ever wish you had a friend who was always there, happy to talk or just listen...AND you could hang them on a wall? With this incredible looking-glass you can share gossip, chit-chat, or just ask each other how your days were! And you while you may like to admire yourself in the mirror, but it's even better when the mirror is admiring you! You may never need another friend with this mirror in your house!

Fun: 3
Charisma: 2





Magic Wand: Argent

§540

Look no further for a wand that's as easy to use as the Classic, yet still provides the handling and ease of use that suits a novice spellcaster. Though not as powerful as other wands, it's on par with other first time wand upgrades for any witch that's ready to show they mean business. If the magical abilities of this wand don't make your opponent tremble, its dashing good looks will!

+ Portable



Magic Wand: Azure

§540

Take the first step in upgrading that obsolete Classic wand by laying your hands on the Azure with its perfect weight and balance to ease you into the journey of wand upgrades. Sleek, sophisticated, and robust, this wand sends a message that you're getting serious about spellcasting. This cool blue wand won't actually make your spells colder, but you'll certainly look cooler casting those spells!

+ Portable



Magic Wand: Classic

§360

This is the one that started it all. Carved out of wood from an enchanted forest, this magic wand is light, yet durable – a fine tool for a novice spell-caster. Other wands may be fancier, more accurate, safer or more powerful, but the Classic gets the job done....and they don't come any cheaper!

Spell Accuracy: Lowest

+ Portable



Magic Wand: Crimson

§540

The first step in wand upgrades, this wand was built for the beginner in mind as they work their way up the magic wand ladder. Though its name might suggest otherwise, it actually does not provide any benefits to hot headed or redhead Sims. Instead, it'll help you make a bold fashion statement to others that you truly are capable of color coordination.

+ Portable



Magic Wand: Crystal

§900

This wand is a favorite of experienced spell-casters because it requires the least amount of energy to use. With only average accuracy and safety, however, it may not be the best choice for less-skilled Sims. Heavier than wooden wands, and with more of the weight distributed toward the tip, many witches nonetheless prefer the performance of the crystal wand. It's also tough to beat the style of this beautiful wand.

+ Portable



Magic Wand: Elegant

§900

Wielding this wand can be exhausting, but with its incredibly high accuracy, there's less chance of wasting energy attempting spells over and over. A powerful tool for a developing spell-caster. Braided wands may seem a bit old-fashioned by current standards, but they are still favored by some witches who respect the fusion of elegance and spellcasting accuracy that this wand provides.

+ Portable



Magic Wand: Iridescent

§1,080

This, the most powerful wand ever created, provides a dazzling level of magical power. Highly accurate, safe and very efficient, it's the perfect implement for a master of magic. It might not be coincidence that a great majority of magical crimes committed by spellcasters are executed with Iridescent wands and have led to discussions about banning them. But the Iridescent wands are used far too widely for any of these discussions to gain traction.

+ Portable



Magic Wand: Ivory

§720

This wand is designed with the safety-conscious Sim in mind. While not the most efficient or accurate, there's little chance of suffering the agony, shame and potential death stemming from an Epic Fail. Technically the "ivory" in this wand is taken from the fore-tusks of a mythical creature called the Blandergriff, but the term is sufficient. And its magical properties are the secret to this safety conscious wand.

+ Portable



Magic Wand: Verdant

§720

A more affordable version of the high-end Iridescent wand, this nifty model is a breeze to use, requiring little energy, yet offering above-average safety from Epic Fails and solid spell-casting accuracy. Spellcasters who feel a strong connection to the natural world are inexorably drawn to Verdant wands, pulled from the roots of the enchanted Ardahkt Tree. As pilgrimages to the Ardahkt Tree become more popular, some have begun to speak out against over-

+ Portable



Majestic Rest

§2,400

++

Your bedroom is your sanctuary. No space should feel more intimate. For the Sim who demands luxury, we present the Majestic Rest. Every component is carved, assembled, and finished by hand, and even the tiniest detail gets our full attention. That's why it takes two years to produce each bed! The Majestic Rest: you'll want to sleep in it.... eternally!

Energy: 5
Stress Relief: 3



Marianne Hatsfordshire Bust

§575

This beautifully sculpted bust is a tribute to The Countess of Avenboro, Marianne Elizablanche Hatsfordshire. She is best known for declaring that if a Sim chooses not keep a television in his home, he should inform everyone he meets of this fact as quickly and often as possible – a custom which is still observed by many today!

Environment: 3



MaxiGlass French Doors

§585

MaxiGlass Doors are made with the most glass possible without threatening the structural integrity of the doors. You won't believe the incredible view you'll have through these doors! Always know what you're walking into or out to – give your home a set of MaxiGlass French Doors! (Not made in France.)



Modern Antique Coffee Table

§375

Every detail in this breathtaking coffee table has been designed to recall the timeless beauty and impeccable craftsmanship of days long gone. With this masterpiece in front of you, you'll swear you've gone back in time to a romantic age of industry and luxury. Just don't tell anyone that we based its shape on our kids' handheld video game.

Environment: 2



Twigs-n-Sticks End Table

§60

This beautiful table looks as if it was carved from a single piece of wood, but in fact that's just how it grew on the tree! A team of Fairy carpenters constantly scour the enchanted woods looking for branches that grow into this exact shape. They're exceedingly rare! Pick yours up today!

Environment: 1



Moondial

§180

For thousands of years, Sims have used sundials to tell time with astonishing accuracy. Get ready for the next big leap: the moondial! Now for the first time it's possible get a glimpse into the cryptic cycle of the moon. This sharp looking moondial isn't just for lunatics to count down to the next full moon. It'll dress up any drab corner of the house in a snap.



More Furnished Cabinet

§2,275

It's funny how one's definition of "furnished" changes over the years. There's a time when "furnished" means one crate to sit on and one to hold a bowl of cereal on while you watch the TV on the floor. Then, at a certain age, a room is not completely furnished until the number of decorative pieces matches the number of functional ones. Get closer to furnished with the More Furnished Cabinet.

Environment: 9

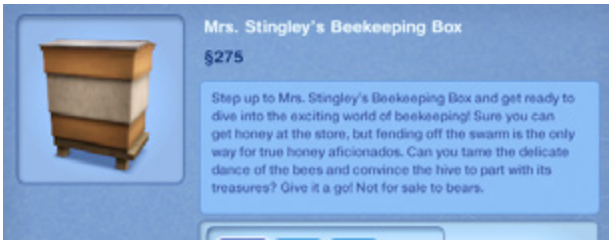


Mostly There Mannequin

§225

The original plans called for a full reproduction of a Sim, from head to toe. But that design was found to be out of scope. After a few strategic cuts, we are proud to present a tighter, more focused mannequin. It might not be as "feature rich" as our original vision, but we're confident that you won't even notice the difference!

Environment: 2



Mrs. Stingley's Beekeeping Box

§275

Step up to Mrs. Stingley's Beekeeping Box and get ready to dive into the exciting world of beekeeping! Sure you can get honey at the store, but fending off the swarm is the only way for true honey aficionados. Can you tame the delicate dance of the bees and convince the hive to part with its treasures? Give it a go! Not for sale to bears.



Nectar Tantalus

§625

Everyone loves a good juice, but it is possible to have one too many. Save that beverage for a special occasion with this charming tantalus. Do you know the special secret to unlocking the bottles from their handcrafted frame? Neither do we!

Environment: 3



No Secrets Dining Table

§850

Who can eat at an opaque dinner table? What are people hiding under there?! Finally, there's a table that lets you monitor your guest's laps while you eat! Using a revolutionary technology called "glass" the No Secrets Dining Table will let you see everything happening over and under the surface. Not intended for footsie enthusiasts.

Environment: 3



Ode de Wand: Classic

§70

The well-known artist Artro Ravenfoot's claim to fame is available once again due to high demand. Enjoy the elegance of these not so magical wands that sparked a revolution in displaying wands as art. Unlike higher end collections, these wands were never used by witches. They're just plastic reproductions of real wands!

Environment: 1



Ode de Wand: Imperial

§75

The crowning achievement in recycling used wands, this handsome sculpture looks great on any table, anytime, anywhere! Rest assured that artist Artro Ravenfoot chose only the finest wands used by the most powerful of witches for this decadent collection. And since these wands have been decommissioned, they're as safe as a twig and suitable to look at for all ages!

Environment: 1

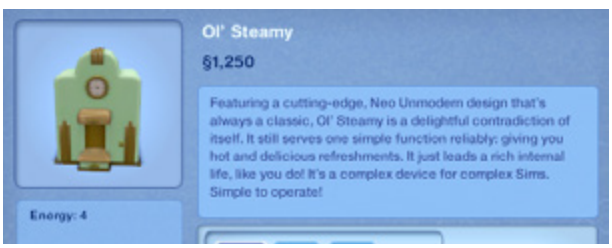


Ode de Wand: Trifecta

§65

Artro Ravenfoot did it again! He's found a new way to show off those used up wands in a powerful display piece that's interesting from all three angles! Just being in the presence of this piece will make anyone feel more magical, even if they really aren't. And best of all, you'll feel great knowing that these elaborate wands ended up in a sculpture – and not the garbage can!

Environment: 1



Ol' Steamy

§1,250

Featuring a cutting-edge, Neo Unmodern design that's always a classic, Ol' Steamy is a delightful contradiction of itself. It still serves one simple function reliably: giving you hot and delicious refreshments. It just leads a rich internal life, like you do! It's a complex device for complex Sims. Simple to operate!

Energy: 4

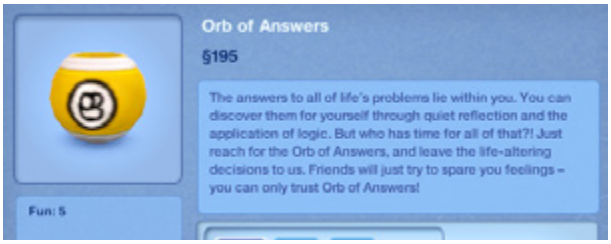


Old Looking New Fridge

§425

Old refrigerators are terrible. They're clunky and dangerous. Get rid of that nasty old fridge and treat yourself to a fridge that only looks old! Those are amazing! Shiny new refrigerators that only look old consistently win Customer Favorite every year at FridgeCon. Shouldn't your kitchen have a new Old Looking Refrigerator?

Hunger: 8
Environment: 4

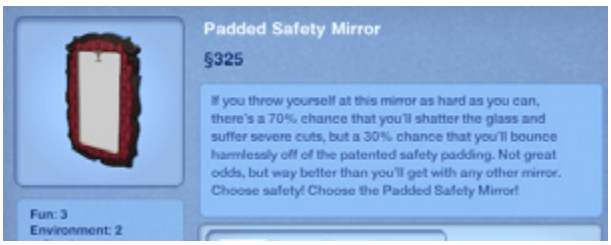


Orb of Answers

§195

The answers to all of life's problems lie within you. You can discover them for yourself through quiet reflection and the application of logic. But who has time for all of that?! Just reach for the Orb of Answers, and leave the life-altering decisions to us. Friends will just try to spare you feelings – you can only trust Orb of Answers!

Fun: 5

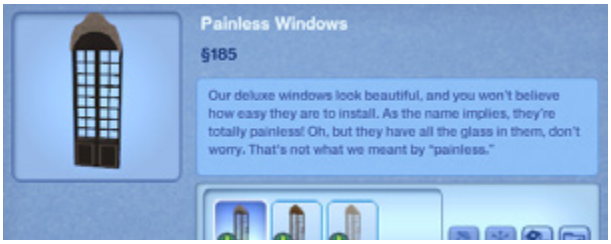


Padded Safety Mirror

§325

If you throw yourself at this mirror as hard as you can, there's a 70% chance that you'll shatter the glass and suffer severe cuts, but a 30% chance that you'll bounce harmlessly off of the patented safety padding. Not great odds, but way better than you'll get with any other mirror. Choose safety! Choose the Padded Safety Mirror!

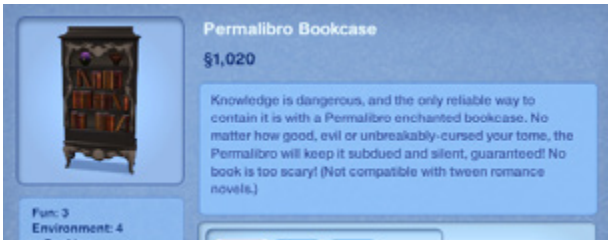
Fun: 3
Environment: 2



Painless Windows

§185

Our deluxe windows look beautiful, and you won't believe how easy they are to install. As the name implies, they're totally painless! Oh, but they have all the glass in them, don't worry. That's not what we meant by "painless."

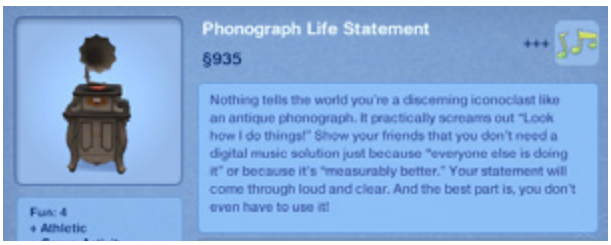


Permalibro Bookcase

§1,020

Knowledge is dangerous, and the only reliable way to contain it is with a Permalibro enchanted bookcase. No matter how good, evil or unbreakably-cursed your tome, the Permalibro will keep it subdued and silent, guaranteed! No book is too scary! (Not compatible with tween romance novels.)

Fun: 3
Environment: 4

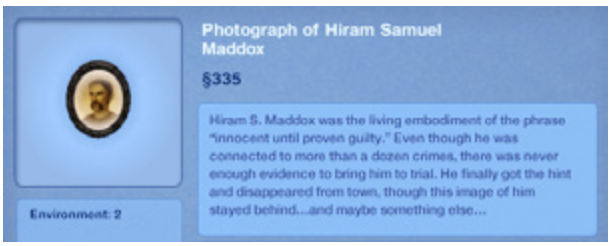


Phonograph Life Statement

§935

Nothing tells the world you're a discerning iconoclast like an antique phonograph. It practically screams out "Look how I do things!" Show your friends that you don't need a digital music solution just because "everyone else is doing it" or because it's "measurably better." Your statement will come through loud and clear. And the best part is, you don't even have to use it!

Fun: 4
+ Athletic

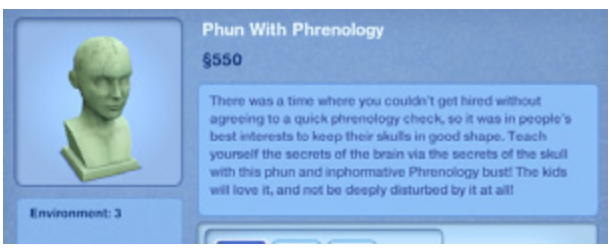


Photograph of Hiram Samuel Maddox

§335

Hiram S. Maddox was the living embodiment of the phrase "innocent until proven guilty." Even though he was connected to more than a dozen crimes, there was never enough evidence to bring him to trial. He finally got the hint and disappeared from town, though this image of him stayed behind...and maybe something else...

Environment: 2



Phun With Phrenology

§550

There was a time where you couldn't get hired without agreeing to a quick phrenology check, so it was in people's best interests to keep their skulls in good shape. Teach yourself the secrets of the brain via the secrets of the skull with this phun and inphormative Phrenology bust! The kids will love it, and not be deeply disturbed by it at all!

Environment: 3





Pile o' Books: Large Pile

§45

New from the Harried Alchemist catalog, it's Pile o' Books! This large pile of books and scrolls tells anyone who wanders into your lab that there is crazy amounts of research being done there. There must be! Why else would you have piles of books and scrolls lying around?

Environment: 1



Pile o' Books: Medium Pile

§40

If you fill your laboratory with the exact same pile of books over and over, people are going to catch on that you're only doing it for appearances. Break things up with the Harried Alchemist's famous Pile o' Books: Medium Pile. These books and scrolls offer a refreshingly different arrangement from our Large and Small Pile editions.

Environment: 1



Pile o' Books: Small Pile

§35

This Pile o' Books is popular with Alchemists who wish to appear busy, without looking ostentatiously so. It also provides much needed visual variation to laboratories filled with our Large and Medium Pile o' Books. Unlike real books, ours contain absolutely no information regarding Alchemy.

Environment: 1



Pleasing Art

§795

This art has been scientifically tested to provide the nicest "looking at" experience to Sims of all kinds. While sacrificing the possibility of deeply moving any given Sim, this art is practically guaranteed to elicit no reaction more negative than "That's nice." (Practically but not actually guaranteed, because even in science there is room for some error.)

Environment: 5



Pointer Timepiece Replica

§85

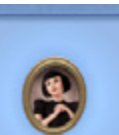
Back in the old days, before they were integrated into every other thing, the things that told time were actually stand-alone objects. But they didn't just display the current time. These objects had a ring of numbers, and little pointers that slowly rotated around and literally just pointed at the numbers you were supposed to be looking at that second. They were powered by black magic.



Pool Sign

§800

Nothing says family fun like a day at the pool! And this sign will let that family know exactly where the swimming is. It also displays a helpful warning in fine print that reminds families only to swim in approved chlorinated water, and not in lava or piles of gold.

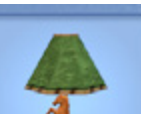


Portrait of Miranda Glauer

§315

Miranda Glauer never fit in. The other Witches at school ridiculed her practice of "old" witchcraft and treated her as an outcast. On the eve of graduation, a group of popular Witches decided to play a magical prank on Miranda as a final send-off. Dismayed by their trick, Miranda became a recluse but promised her schoolmates that she would never stop watching for her chance at revenge.

Environment: 2



Prancing Colt Lamp

§70

We all know that children will not appreciate something unless it is shaped like something else. That is more or less exactly why this lamp is 45% horse-shaped. This fanciful young colt, forever caught mid-caper, will delight boys and girls alike. Turning on the light just got fun again!!



Presumed Classic Microwave

§235

Does it ever bug you that new things can't look classy enough? The microwave is a relatively new appliance, and thusly has difficulty drumming up the respect that a really old refrigerator might get. Presumed Classics can change all that with their stunning retro design. You'll swear this microwave was made before most people had indoor plumbing!

+ Cooking



Pretty Tall Mirror by Glassfinders

§785

To be honest we were going to make much smaller mirrors, but the glass we found was just too big and we were scared to cut it. So we made really long mirrors instead. We think they turned out pretty nice, though! Small mirrors not your thing? Buy a Pretty Tall Mirror!

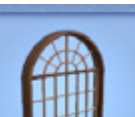
Fun: 3
Environment: 3



Priorities Double-Wide Window

§195

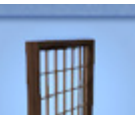
Certain Sims who were even more fixated on rectangles than we imagined have expressed their concern that our single Priorities Window was severely lacking in its number of perfect rectangles. We heard you, and we have responded. The double-wide has exactly twice the number of rectangle panes, but no additional foofaraw around the frame. Is that enough rectangles for you? Please say that's enough rectangles.



Priorities Mega-Window Topper

§205

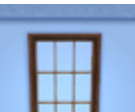
The Priorities Mega-Window quickly became one of our best-sellers. Just as quick were the complaints that our window was "a little too rectangle-y..." In a desperate, last-ditch effort to appease our customers, we now provide the Mega-Window Topper. It lines up nicely with the existing rectangles in your Mega-Window, but will add no additional rectangles – guaranteed! If this doesn't do it for you, we seriously give up!



Priorities Mega-Window

§205

Fans of perfectly-formed rectangles were delighted when we introduced a double-wide window boasting twice the expected number of rectangular panes; however, many critics were upset that the rectangles were separated by a thin strip of wood. We've heard your feedback, and at great personal expense, we now offer the Priorities Mega-Window: all the rectangles you want, in one gloriously uninterrupted frame. We good now?!



Priorities Window

§155

For slightly obsessive Sims, we introduce a window that really has its priorities straight. It may not have a lot of fancy dressing around the frame, but rest assured that each and every one of our windows is neatly divided up into the exact right number of frames. You could spend hours staring at each perfectly identical rectangle, and if you want you can even look through the window to the world outside!

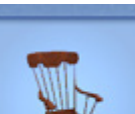


Pyro-Pit with Beige Brick Chimney

§3,950

New advances in fire technology originally led to the Pyro-Pit. Those same advances have now been applied to its new and improved chimney! This new chimney takes the Micro-Inferno's smoke and funnels it through the chimney with hurricane force. No coughing, no soot, no problem!

Fun: 6
Environment: 3



Relax-O-Rocker

§350

It's nice that recliners can go back, but aren't you tired of chairs that only go halfway? The Relax-O-Rocker with TruSway technology can go back AND forth! Now that's a chair with a full range of motion! Nothing soothes the soul like a gentle sway in a Relax-O-Rocker. You'll lose hours to the comfort and rhythm. It's like sitting – only better!

Environment: 1

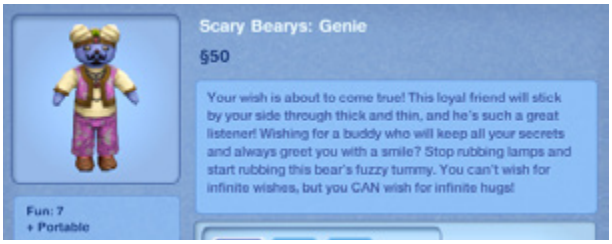


Scary Bearys: Fairy

§50

It's the Scary Bearys Fairy Bear! Designed with care by Mary Barry. Feeling wary? Don't tarry! You can't afford to stay sedentary. Carry one home, and bring one to share! They're not very scary but they're fairly rare. The Fairy Bear: by Scary Bearys.

Fun: 7
+ Portable



Scary Bearys: Genie

§50

Your wish is about to come true! This loyal friend will stick by your side through thick and thin, and he's such a great listener! Wishing for a buddy who will keep all your secrets and always greet you with a smile? Stop rubbing lamps and start rubbing this bear's fuzzy tummy. You can't wish for infinite wishes, but you CAN wish for infinite hugs!

Fun: 7
+ Portable



Scary Bearys: Imaginary Friend

§50

Tired of losing debates about whose imaginary friend is the coolest? The next time you hear some kid going on and on about how his imaginary friend can scare away the biggest monsters and transform into a jet and do his math homework for him, just pull this little guy out from behind your back and say, "Yeah... but mine's real."

Fun: 7
+ Portable



Scary Bearys: Mummy

§50

Beware disturbing the crypt of the ancient pharaoh Ursiris, or you might just be cursed with a new best friend for life! Completely dependable, this little teddy always keeps your secrets under wraps and he'll never get caught up in any pyramid schemes. Don't wait until the next dynasty, wrap this adorable mummy up – in your arms!

Fun: 7
+ Portable



Scary Bearys: Robo-Bearbot

§50

Robo-Bearbot is capable of performing 68 million calculations per second, but only you can teach him how to love. Each Robo-Bearbot is programmed according to the 3 laws of bearotics. 1. Now's a good time for a hug. 2. Honey is delicious. 3. Your orders must be obeyed (unless they conflict with the first two laws).

Fun: 7
+ Portable

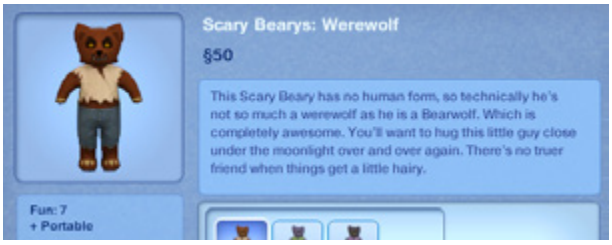


Scary Bearys: Vampire

§50

Here's a fuzzy little friend that will go straight to your heart like a wooden stake. He might not be able to turn into a mist or a pack of ferocious badgers at will, but he can turn a frown into a smile. And he's such a snappy dresser! Invite this Vampire buddy into your home and let him suck the sadness right out of you!

Fun: 7
+ Portable

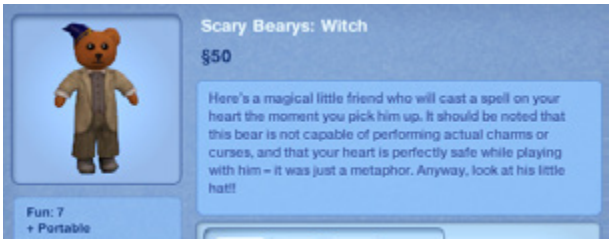


Scary Bearys: Werewolf

§50

This Scary Beary has no human form, so technically he's not so much a werewolf as he is a Bearwolf. Which is completely awesome. You'll want to hug this little guy close under the moonlight over and over again. There's no truer friend when things get a little hairy.

Fun: 7
+ Portable

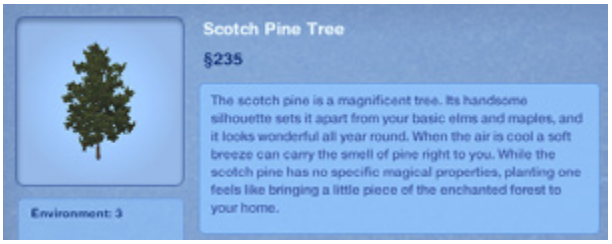


Scary Bearys: Witch

§50

Here's a magical little friend who will cast a spell on your heart the moment you pick him up. It should be noted that this bear is not capable of performing actual charms or curses, and that your heart is perfectly safe while playing with him – it was just a metaphor. Anyway, look at his little hat!

Fun: 7
+ Portable

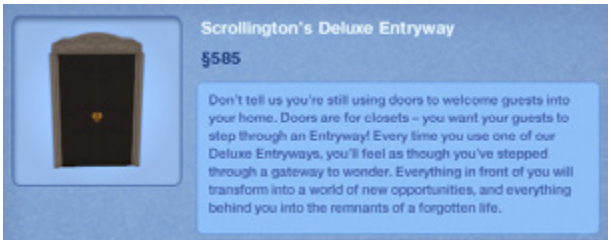


Scotch Pine Tree

§235

The scotch pine is a magnificent tree. Its handsome silhouette sets it apart from your basic elms and maples, and it looks wonderful all year round. When the air is cool a soft breeze can carry the smell of pine right to you. While the scotch pine has no specific magical properties, planting one feels like bringing a little piece of the enchanted forest to your home.

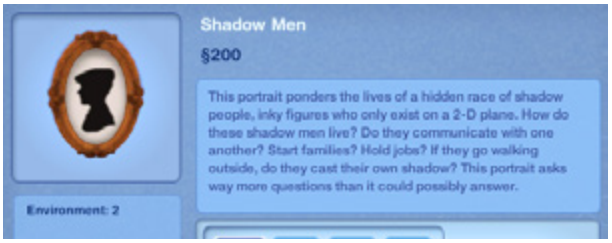
Environment: 3



Scrollington's Deluxe Entryway

§585

Don't tell us you're still using doors to welcome guests into your home. Doors are for closets – you want your guests to step through an Entryway! Every time you use one of our Deluxe Entryways, you'll feel as though you've stepped through a gateway to wonder. Everything in front of you will transform into a world of new opportunities, and everything behind you into the remnants of a forgotten life.



Shadow Men

§200

This portrait ponders the lives of a hidden race of shadow people, inky figures who only exist on a 2-D plane. How do these shadow men live? Do they communicate with one another? Start families? Hold jobs? If they go walking outside, do they cast their own shadow? This portrait asks way more questions than it could possibly answer.

Environment: 2



Sheppult Dresser by Aleckzandor Fleppe

§695

Celebrated furniture designer Aleckzandor Fleppe has captured lightning in a bottle once again with the Sheppult Dresser. This design was inspired by Fleppe's favorite breed of dog, the East Norrington Sheppult, a lesser-known breed that typically has a fat body, tiny legs, and smells like varnish. Treat your clothes to the Sheppult Dresser – they won't be disappointed!

Environment: 3



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Environment: 3



Sim-plicity Table Lamp

§65

The designers at Sim-plicity have reached the very zenith of simple design with their new table lamp. We know what you're thinking: wouldn't it be even simpler if the base had one leg instead of two? That may be, but if a design becomes too simple it can become minimalist, and that could be viewed as being fancy! This design is exactly as simple as it can be without being too simple. Another master stroke of Sim-plicity!

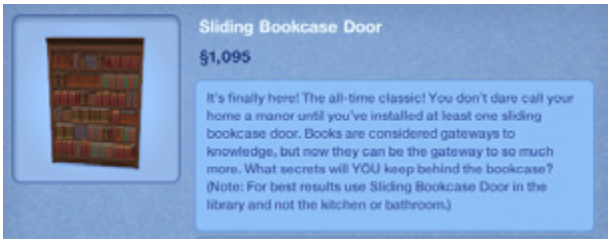


Sim-plicity Wall Clock

§130

At Sim-plicity, we strive to find elegance in simple designs, even in clocks that aren't quite so grand. Being fancy doesn't have to mean a million twists and contours. This philosophy is infused into our new wall clock, which provides uncompromising beauty with a minimum of fuss. Your friends will swear it's an antique, but you'll know it's Sim-plicity!

Environment: 3



Sliding Bookcase Door

§1,095

It's finally here! The all-time classic! You don't dare call your home a manor until you've installed at least one sliding bookcase door. Books are considered gateways to knowledge, but now they can be the gateway to so much more. What secrets will YOU keep behind the bookcase? (Note: For best results use Sliding Bookcase Door in the library and not the kitchen or bathroom.)





Smack-A-Gnome!

§795

You stand, mallet at the ready, muscles tightly coiled and ready to spring, waiting for the telltale snap that precedes the appearance of another disgusting monster. One after another they snap up, again and again, terrible little faces mocking you! There is only one recourse. Crush them! CRUSH THEM ALL!! Fun for all ages!!

Fun: 5
+ Never Breaks



Solid Backup Chair

§630

This chair might not be the first pick on anyone's list, but it is on a lot of people's lists so it's a pretty solid backup option. It doesn't make a huge impression, but it really doesn't offend in any way. That makes it pretty flexible, from a decorating perspective. The Solid Backup Chair: good enough.

Environment: 1



Spectrum Mood Lamp

§325

Understand, this is not some gimmicky lamp that will try to predict your mood. No no no. This is a magical lamp that causes people's moods to... shift in certain ways. A full spectrum of colors, a full spectrum of possibilities. Let the mood strike you with the Spectrum Mood Lamp.

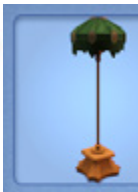


Spruce Tree

§210

This proud spruce tree lends its signature beauty to any yard. Foregoing the usual lollipop shape, the spruce instead resembles a man with a pointed hat in long, flowing robes. This guardian of the garden is ready to stand tall beside your home and scare off any skittish, extremely near-sighted intruders.

Environment: 2

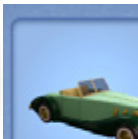


Standing Reginald Lamp

§440

This darling Reginald lamp is sure to become an instant classic in your living room. The style is named after a well-known lamp designer's uncle Reginald, a tall and very thin man who had the habit of standing behind people's sofas without making any noise for hours.

Environment: 1

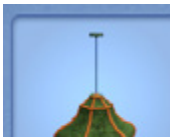


Sylvan Motor Carriage

§79,000

Sleek. Swift. Exquisite. You're way beyond "car" now. You're in a Sylvan Motor Carriage. Ride in a style that's all your own – from a different time, a different place. Drive a vehicle that keeps its priorities straight – more motor, less cup holder. Drive a Sylvan Motor Carriage and they'll see. They'll all see.

Speed: 6



Tasseled Ceiling Lamp

§160

The secret to this mysterious lamp is its many tassels. Each is a single thread spun by an enchanted Whisper Spider and treated with dew from a fairy's wing. Not only does it make our lamps beautiful to behold, but durable as well, since each tassel is capable of supporting up to 30 metric tons without breaking!

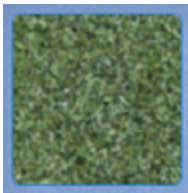
Environment: 1



Concrete Footpath

§0

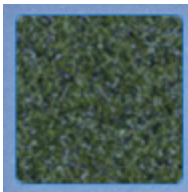
This slab of concrete not only looks stylish, but it makes a great path for Sims to walk on!



Great Grass

§0

Sims who demand the finest that grass has to offer turn to Great Grass. Guaranteed to make you the envy of all your neighbors!



Great Grass Dark Edition

§0

Not all Sims dig the lighter green look of grass. For those particular souls, we present the dark edition to add some spice to your lawn.



Rock

§0

Nothing special about this type of rock... It's just a regular old hard rock.



Shifty Sand

§0

Lots of itty bitty pebbles come together to make this comfortable sand.



The Aristocrat from Pedestal Warehouse

§200

At Pedestal Warehouse, pedestals are our life. All day, every day, we think about exciting new ways to put our things on top of other things. And The Aristocrat is one of our finest things to keep things on that we've created yet. It'll keep your things off the floor, but not so high as to be out of reach. And it's so solid you'll never worry about the thing falling onto the floor. The Aristocrat from Pedestal

Environment: 2



The Baron's Cascade

§290

You are a Sim of exquisite taste. You understand the value of presentation. So why would you let your windows wear anything but the best? Your curtains are going to color the way that people see into, and out of, your home. So clothe them in The Baron's Cascade: the first name in curtains.

Environment: 2



The Claaaaw

§795

Is there any feeling as satisfying as seeing that metal claw rise up from the pile with a shiny new prize gripped firmly in its talons? Watching as it deposits your winnings into the incredible victory chute? We sure wouldn't know, because it drops our stupid toy at the last second EVERY TIME. We're sure you'll have much better luck, though!

Fun: 4
+ Never Breaks



The Classic by Pedestal Warehouse

§95

This exciting new pedestal by Pedestal Warehouse refines thousands of years of pedestal design into one great looking pedestal that looks good in any room of the house. And it's not only stylish – it'll hold stuff too! Whether you have an expensive sculpture or just a cheapo trinket, it'll gain a few style points sitting atop this pedestal.



The Convince Collection: Loveseat

§1,275

The newest masterpiece in the Convince Collection is here! Every detail rings with authenticity. Look close enough and you'll find tiny tool marks around some of the joints. It's rich with the smell of old woods and fabrics, yet is made from neither of these materials! The Convince Collection: you'll be convinced.

Environment: 3



The Darkwood Swallow by EvrSleep

§980

Intricate and intense, the Darkwood Swallow is the king of EvrSleep's line of luxury single beds. Its unique design will engulf you in a deep slumber – what could be more relaxing? Fall into the Darkwood Swallow and get swallowed up by a good night's rest!

Energy: 4
Stress Relief: 3



The Emperor's Rest Loveseat

§1,350

There is no love without drama, and now, no loveseat! With The Emperor's Rest, we guarantee our luxurious settee will be broader and more plush than anyone you care to share it with. So sit down and get comfortable. This is the love seat that loves you back!

Environment: 3

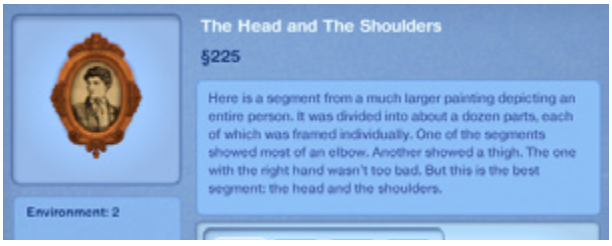


The Empress Vanity by Vanité

§975

Finally, a vanity that is special enough to frame your glorious visage. Just like your own stunning features, The Empress' every last detail is as perfect as you. It is carved by artisans, assembled by masters of craft, and painted by fairies. The only thing that could make The Empress Vanity more beautiful... is you!

Fun: 4
Environment: 5



The Head and The Shoulders

§225

Here is a segment from a much larger painting depicting an entire person. It was divided into about a dozen parts, each of which was framed individually. One of the segments showed most of an elbow. Another showed a thigh. The one with the right hand wasn't too bad. But this is the best segment: the head and the shoulders.

Environment: 2



The Impressor Bar Stools

§365

Don't tell us... You bought the Impressor Bar but didn't splurge for the matching stools. Not very impressive. Show everyone who enters your den that you don't do anything halfway. Complete the picture by surrounding your Impressor Bar with Impressor Bar Stools. How many do you need? That depends – have you ever heard of someone being too impressed?

Environment: 1



The Impressor Bar

§1,350

Why do Sims install bars in their home? To impress other Sims, that's why! So if you've already decided to purchase a bar, shouldn't you get the most impressive one? Of course you should! Buy this bar immediately! It's impressive!

Fun: 6
Environment: 3



The Marquee

§200

Turn any part of your house into a night at the theatre with this charming wall sculpture. Inject a little class and celebrity into any room. And wait until you see how it looks over a bed! You'll wake up every morning looking like a star!

Environment: 2



The Natural Synthetic Hide Floor Enhancer

§225

There is a great variety of applications for hide, but it's hard to beat the classic: splayed out on the floor. Reward your floors for all their hard work by treating them to one of these Sim-made hide floor enhancers. Better yet, buy one for every room in the house! You'd be surprised what one of these does for a kitchen!

Environment: 2



The Professor Rocking Chair

§425

For people who like old-timey things that aren't old-timey, here's the Professor Rocking Chair, from Xavier's Furniture Outlet. It offers the comfort of rocking slowly back-and-forth with significantly reduced "old-person-feel." Rock in style with the sleek and handsome Professor Rocking Chair!

Environment: 2

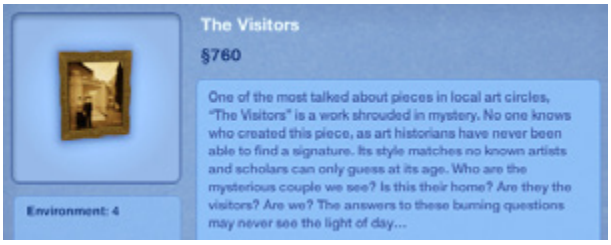


The Stately Reader

§895

First, we asked our designers to create the kind of chair a vampire would keep in his library. Then, we challenged our manufacturers to bring down the cost by replacing all of the old bones in the design with cheaper and sturdier materials. Now, we're proud to present the final product to you. The Stately Reader: very regal and completely legal!

Environment: 2



The Visitors

§760

One of the most talked about pieces in local art circles, "The Visitors" is a work shrouded in mystery. No one knows who created this piece, as art historians have never been able to find a signature. Its style matches no known artists and scholars can only guess at its age. Who are the mysterious couple we see? Is this their home? Are they the visitors? Are we? The answers to these burning questions may never see the light of day...

Environment: 4

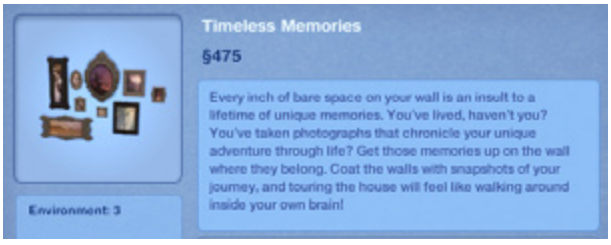


Throne of Distinction

§1,350

Whether it's personal or professional, you never compromise when handling your business. So why would you when you're conducting your most important business of all? Give these moments the comfort and dignity they deserve. Rest upon the Throne of Distinction, and conduct your business with confidence.

Bladder: 10
Environment: 2



Timeless Memories

§475

Every inch of bare space on your wall is an insult to a lifetime of unique memories. You've lived, haven't you? You've taken photographs that chronicle your unique adventure through life? Get those memories up on the wall where they belong. Coat the walls with snapshots of your journey, and touring the house will feel like walking around inside your own brain!

Environment: 3



Total Transparencies Double Window

§205

For an unparalleled view, you need Total Transparency. Look through one of these crystal clear wonders and you'll swear you're seeing the true beauty of the world for the first time. It might even inspire moments of wistfulness or deep self-reflection. WARNING: not compatible with ugly vistas.



Tri-Lamp by Lum

§465

The Tri-Lamp is manufactured with Lum's unflinching standards of quality. Its base begins at the floor and goes all the way up to the lights, every time. It features an easy-to-operate switch, allowing the Tri-Lamp to go from On to Off position – and back! And this high-quality floor lamp is a floor lamp all the way – it will NEVER stick to a wall or a ceiling. Guaranteed!

Environment: 2





Twigs-n-Sticks Canopy Bed

§1,060

It has all of the modern comforts you'd expect in a bed, but you'll swear you're lying on a soft bed of moss beneath the shade of an enchanted oak tree. It almost seems a shame to keep a bed like this indoors. Don't forget to water your Twigs-n-Sticks bed at least once a week and have it treated for pests twice a year.

Energy: 4
Stress Relief: 3



Twigs-n-Sticks Dining Chair

§45

Chairs simply are not made more naturally than this one. Each and every chair is assembled by hand by Fairy carpenters. They chop the wood, cut it into shape, and sand it smooth by hand. Every screw is chiseled out of raw iron ore with stone tools. And the special stain-resistant protective coating? You guessed it. Fairy dust.



Twigs-n-Sticks Dining Table

§735

Wood is not an uncommon material for a dining table, but why do so few dining tables actually look like wood? Many are painted, stained, or varnished beyond recognition! If you want to see the beautiful, natural wood in your table, then pull your seat up to the dining table from Twigs-n-Sticks. It's like eating on a big slice of tree!

Environment: 3



Twigs-n-Sticks Easy Chair

§210

Despite its name, this easy chair is actually very difficult to manufacture. Finding, shaping, and treating the wood for the frame is no real challenge, of course, but if the magical Upholstery Tree isn't harvested at the exact peak of ripeness you wind up with rotten cushions.

Environment: 1



Twigs-n-Sticks End Table

§60

This beautiful table looks as if it was carved from a single piece of wood, but in fact that's just how it grew on the tree! A team of Fairy carpenters constantly scour the enchanted woods looking for branches that grow into this exact shape. They're exceedingly rare! Pick yours up today!

Environment: 1



Twigs-n-Sticks Floor Lamp

§250

Grown in the electrically-charged Zimmetzap swamps, these floor lamps are a fun and natural way to light up any room in the house. Light electrical currents travel safely through the wood and react with the swamp gas trapped within the glow pods. The effect is breathtaking, and we guarantee that the odor of the swamp gas is completely contained.

Environment: 1



Twigs-n-Sticks Sculpture

§545

Sometimes, while gathering enchanted wood for our Twigs-n-Sticks furniture, we discover a piece so beautiful that we just can't bear to cut it down any further. We release these pieces as natural sculptures. Each one is its own unique study in growth. Sometimes, you just have to let the wood be.

Environment: 3



Twigs-n-Sticks Sofa

§895

Get back to nature by ditching symmetry, smooth lines, and fake materials. Built using well-kept secrets from real fairy artisans, this sofa is comfortable as well as interesting to view. Nature lovers and trendy Sims alike are sure to love this attention-grabbing sofa.

Environment: 2



Twigs-n-Sticks Vanity

§865

Like all of our furniture, the Twigs-n-Sticks vanity is 100% natural. The wood only comes from magical trees, and the nails and screws are all made by hand in Fairy workshops. Even the reflective surface is completely natural! Instead of manufactured glass we use water from an enchanted pond, held in place perfectly still by a proprietary spell. Not to sound vain, but no other vanity can match its beauty!

Fun: 4
Environment: 5



Urn of Mystery

§435

What kind of story can art tell? What mysteries hide within the cracks on this vessel's tormented surface? Can a fracture lead you to the truth? These are important questions, and every Urn of Mystery you buy could bring you closer to the answers. Or bring you more mystery.

Environment: 3



U-Stud Armoire

§860

Nothing tells the world that you're not messing around like putting studs on something. Who knows why those little metal dots hold such power? It's a mystery to even the smartest of Sims. Make a studly statement with the U-Stud Armoire – perfect for storing all your extra studs. Holds up to 500 pounds!

Environment: 5



U-Stud Armoire

§860

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Environment: 5



U-Stud Sofa Deluxe

§1,165

When you want your guests to be comfortable, but not TOO comfortable, try covering your plush, inviting sofa in cold, hard studs. Subtly let your guests know that they can sit down and relax, but they shouldn't overstay their welcome. This is your home, and with one look at this striking piece of furniture they'll exclaim, "Look at you, U-Stud!"

Environment: 3



Very Small Train Set

§100

You won't believe the attention to detail put into the latest and greatest locomotive microcosm from Very Small Trains. Modeled after the beautiful Sunset Valley, each set comes pre-assembled so you are ready for hours of fun out of the box. If you tried to operate a real train people would probably get hurt, so why not buy a Very Small Train?

Fun: 3



Victorian Bay Window

§295

This gorgeous window gives any house a classic Victorian look. You'll love the way it floods your house with sunlight, unless you're a vampire. If you are a vampire, consider that a window of this level of magnificence is quite a status symbol. You'll have to balance that against the strength of your personal aversion to the daystar, obviously.



Victorian Vikki Dollhouse

§705

Handcrafted and hand painted, this is the dream home for your Victorian Vikki dolls. Surrounded by such exquisite architecture, it's easy to imagine all the wild adventures that Vikki and her friends won't have as they adhere to their strict social code of conduct.

Fun: 7

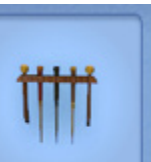


Wall Sconce by Unmentionables

§95

You're not the only one who thinks that "sconce" is one of the most intimate words in the Simlish language. If you've treated yourself to any of the fine furniture from the Unmentionables collection, don't stop now! Show your guests that you are absolutely not messing around by lining your home with the Unmentionables Wall Sconce. They will know exactly who they are dealing with, and they'll like it!

Environment: 1



Walled Wand Collection

§75

Cashing in on the success of Artro Ravenfoot's Ode de Wand collection, up and coming artist Ortra Swanfoot has found a new way to display spent up wands: on the wall! This evolution in wand displays keeps them off the table and away from little hands. Not that these wands actually do anything – but who wants fingerprints all over their precious collection?

Environment: 1



Wickerman's Coffee Table

§315

The Fine Furniture warehouse is home to many wicker wonders, including this beauty personally designed by Nicholas Wickerman himself. It was born in a high-concept wicker brainstorm, when someone asked Mr. Wickerman what wicker could be used for besides sitting on. A few sketches later, and we all get to enjoy the answer: the Wickerman's Coffee Table. Don't sit on it!

Environment: 2



Wickerman's Dining Table

§310

After proving the value of wicker in smaller tables, Nicholas Wickerman challenged himself to bring wicker up into the table big leagues: the family dining experience. Thanks to his bold vision the world now has the Wickerman's Dining Table. Think wicker can't hold up a full turkey dinner? You've gotta try a Wickerman's!

Environment: 1



Wickerman's Dining Chair

++

§220

From Nicholas Wickerman's Fine Furniture comes this charming dining chair. Simple, breezy; these chairs are perfect for any casual gathering. They provide comfort without sacrificing décor. And with their strong but lightweight frames, they're easy to rearrange for any occasion. You have a lot of options for your wicker needs, but you've gotta try a Wickerman's!

Environment: 1



Wickerman's End Table

§250

At Wickerman's Fine Furniture warehouse, we think big. We can't help it! We love wicker SO MUCH! But sometimes it's appropriate to think small, like when designing our charming end table. Fitting so much wicker into such a small package is its own challenge, but one that we take on willingly. Think wicker can't be coaxed into fine details? You've gotta try a Wickerman's!

Environment: 1



Wickerman's Living Chair

++

§310

For those who think that wicker is not up to the task of providing a heavy, "living" chair, we say you've gotta try a Wickerman's! Sure, other loungers might tempt you with their fancy cushions, but you have yet to experience comfort until your body sinks back into a weave of slender, pliant twigs.

Environment: 1



Wickerman's Loveseat

++

§1,020

When Nicholas Wickerman envisioned his greatest challenge, he imagined building an entire working automobile from wicker. Then he came to his senses a bit and decided a really nice sofa should do it. And now he's done it! Fresh from the Fine Furniture warehouse comes the Wickerman's Loveseat. Can't imagine snuggling on wicker? You've gotta try a Wickerman's!

Environment: 3



Ye Olde Sign

§235

Inspired by the signs of days gone by, this handsome sign is sure to attract Sims to your business! The intricately cut corners set this sign apart from lesser signs and it's guaranteed never to sway thanks to the patented NoSway technology that comes standard on every sign. Who'd have thought an old sign could learn new tricks?

Environment: 2



Yesteryear Armchair

++

§400

You know that one chair at grandma's house? The one she'd sit in while she sipped her tea, maybe scribbling away at a crossword puzzle or finishing up her cross-stitch? The one by the window, where she would just sit and people watch for hours until she began screaming bizarre things at the mailman and you brought her another cup of her "tea?" Thanks to Yesteryear, that can be your chair.

Environment: 1



Yesteryear Sofa

+

§650

Nothing says good, clean, livin' in the country like a big ol' sofa with a ruffle all the way around it. Sittin' on one of these, you can almost smell the grits cookin' and feel the cool iced tea in your hands. (These are the only sensations you should experience. If you ever smell cinnamon, discontinue use immediately.)

Environment: 2

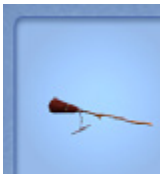


Zoomsweeper Broom Arena

§960

Tired of cruising around town and obeying the traffic laws? The folks at Zoomsweeper feel your pain. Get ready for the no holds barred world of tricks and stunts that will drop the jaws of your friends and leave them coming back for more! Going the speed limit is never fun. Don't you deserve a Zoomsweeper Broom Arena?

Fun: 6

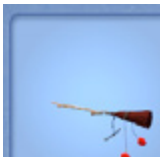


Zoomsweeper Classic

§265

Whether you're cruising around town or participating in death defying tricks, you just can't beat a reliable flying broom. Best of all you won't need air conditioning on those hot summer days! The Zoomsweeper Classic is our most popular model, but no matter which style you choose you can count on performance. Zoomsweeper: the first name in brooms for the last 14,000 years.

Speed: 2

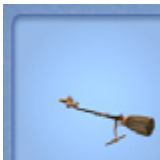


Zoomsweeper Junior

§165

There is an art, or rather a knack, to flying, and for those who are just starting to learn we offer our dependable line of Zoomsweeper Junior training brooms. Watch young riders push their limits and build confidence with our specially engineered flight simulators. They'll swear they're soaring miles above the ground!

Speed: 1
Child Only

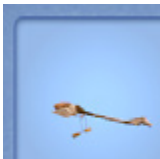


Zoomsweeper Neo-Classic

§385

Fly in style with the brand new Neo-Classic model of Zoomsweeper broom. When you want a little modern touch without sacrificing those classic broom elements, this is the broom you reach for. Like all of our brooms, the Neo-Classic runs on clean, efficient magic, but with its sturdy bolts and polished brass fixtures you'd swear it burns gasoline!

Speed: 4



Zoomsweeper Pegasus

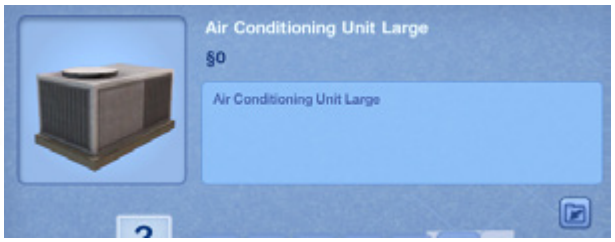
§455

Go beyond twigs with the luxury line of Zoomsweeper Pegasus brooms. The proud Pegasus figurehead informs your friends that you'll only accept the finest in your choice of vehicle. The wings are not only exquisite ornamentation, but also provide a stability you can't get on any other broom. When you need to fly the best, mount a Zoomsweeper Pegasus.

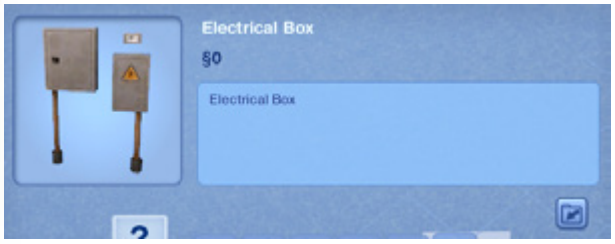
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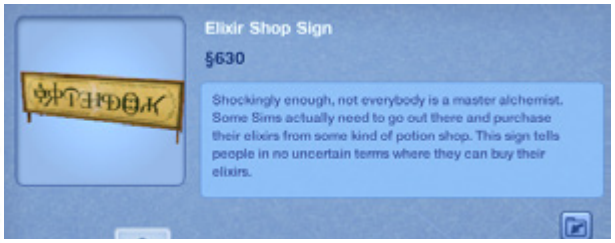


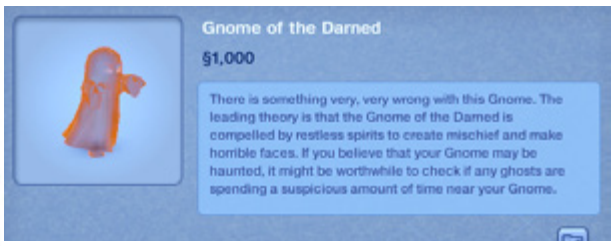
BuyDeBug Objects

















New Collectibles

This section includes details for all new collectibiles, plants and recipes.

New Plants

Gardening in The Sims 3 has been expanded, giving Green Thumbed Sims new plant options, indoor/outdoor garden planter bowls, and the chance to show off their skills in Gardening competitions.



There are 11 brand new plant options available in Supernatural , all of which are also used as ingredients for Elixirs.



Truffles



Red Valerian



Ghost Chili



Red Toadstools



Porcini Mushrooms



Spotlight Mushrooms



White Cap Mushrooms



Mandrake



Mycena Mushrooms



Glow Orb Mushrooms



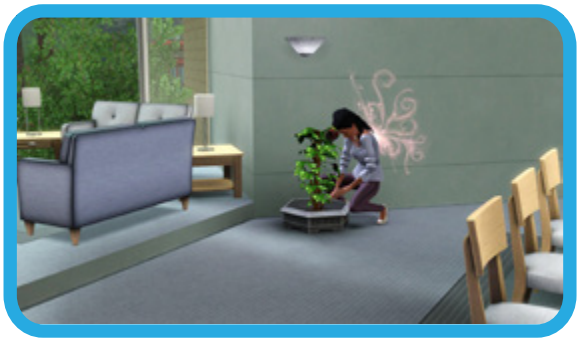
Wolfsbane

Garden Planter Bowls

Indoor/outdoor garden pots have been added to the game, allowing you to plant and bloom wherever you please. Simply purchase one of the 3 garden pots available in buy mode, and plant away! All the interactions available on an outdoor garden plot are available with these new indoor/outdoor garden pots.

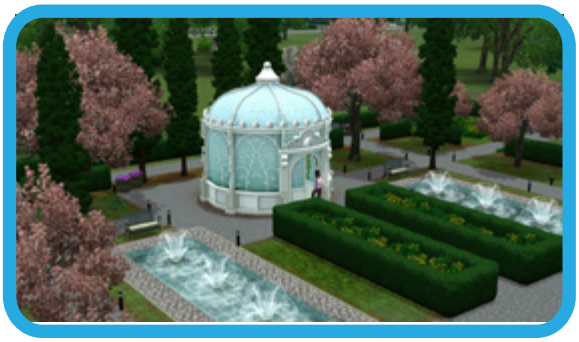
PLEASE NOTE

Larger plants such as trees and the Omni Plant cannot be planted in these pots.



Competitions

Once your Sim has gained at least one level in the Gardening Skill, they can head to the Fae Ray Arboretum and enter the Gardening competition. To enter a gardening competition, a Sim must have at least one plant in their inventory. The better quality a plant, the better your chance of winning!



New Fish



Toad Fish



Fairy Damsel



Luminous Salamander

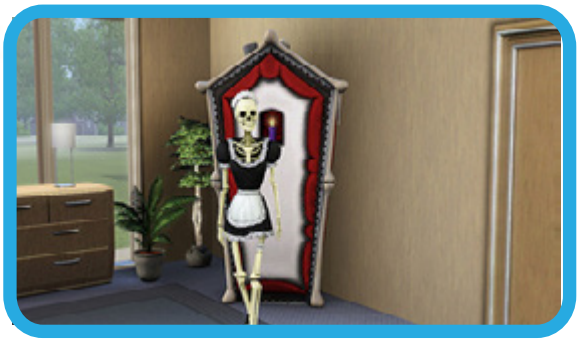
Magical Gnomes

The new magic gnomes introduced are called the “Gnome of The Darned”. These gnomes come in 5 different ghost shades, and chances of getting this type of gnome is higher when your Sim fails a casting spell. Throughout the night these gnomes will change color and may even become haunted by a real ghost!





Bonehilda



Bonehilda is an NPC maid that has made a return from The Sims Makin' Magic! Bonehilda is a live at home maid, who even comes with her own living quarters (you can find her in buy mode under Misc. Entertainment). Her services can be compared to those of a Butler from The Sims 3 Late Night.

Bonehilda will clean your home, cook dinner, take care of the kids and pets and even teach your pets some tricks! Typically, Bonehilda will automatically emerge from her coffin to tend to your home, but you can awaken and dismiss her at any time. To awaken Bonehilda, simply click her coffin.



Unfortunately Bonehilda cannot become a part of your active household or friendship panel. Bonehilda remains uncontrollable, but you can always take a moment of your time to chat with her. Who doesn't want to exchange words with a skeleton?

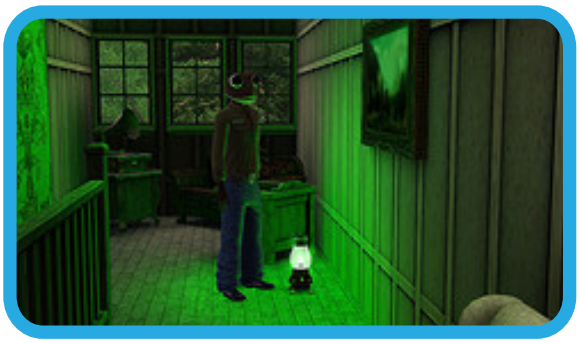


Interactive Objects

Supernatural includes interactive objects that add new game play options. Everything from Haunted Paintings to Beekeeping is included!

Spectrum Mood Lamp

Ever though a lamp could change your mood in an instant? The spectrum mood lamp is not your typical lamp, that's for sure! Purchase the mood lamp and place it anywhere in your home for an instant mood boost, and magical change!



PLEASE NOTE

• Blue Mood – The blue mood makes Sims feel exactly that. Blue. A slight decrease in mood occurs to Sims in the same room as the lamp. As an added effect, the blue lamp will sometimes release a puddle of water.

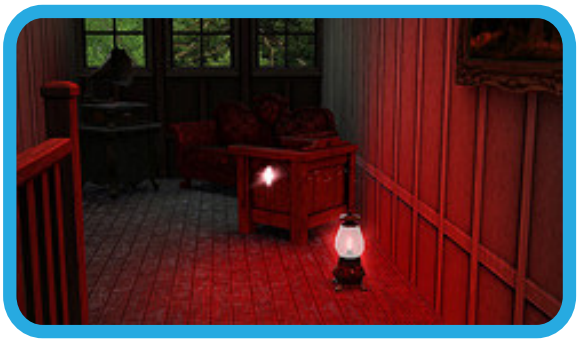
• Green Mood – The green mood applies a slight mood boost to any Sims in the room. If you are not a Supernatural being, there is a rare chance of becoming Toadified! Who says you need to be a witch to experience magic? Ribbit!

• Pink Mood – The pink moos adds a mood boost to any Sims in the room, and even makes them romantic! After being around a pink mood lamp, romantic relationships can flourish! Sims are more likely to autonomously flirt and be romantic with their partner. Woohoo anyone?

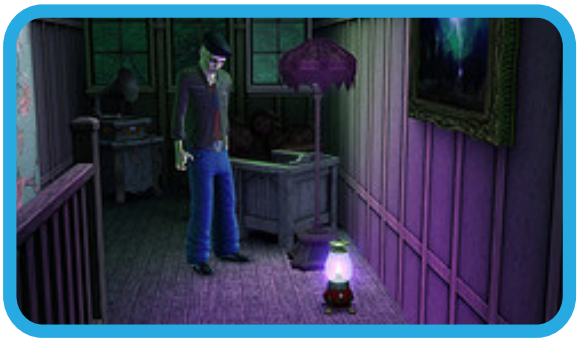
• Purple Mood – The purple mood is the best mood to be around. Had a bad day? Ate some Garlic? Be in the presence of the purple mood to rid any negative moodlets, and get a mood boost.

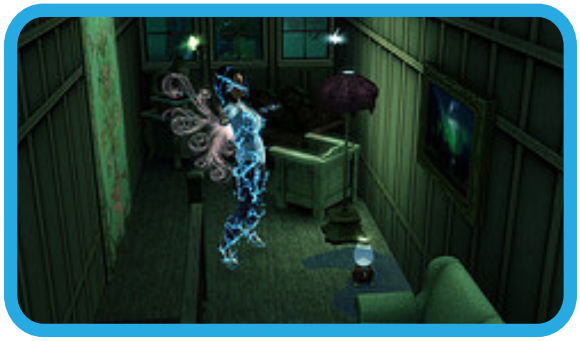
• Red Mood – The red mood give all Sims in the room the feeling red moodlet and lifts their mood.

• Yellow Mood – The yellow mood gives Sims a chance to be Silly! Feeling a bit childish today? Be in the presence of the yellow mood and be as silly as you'd like!



If you have Zombies that appear in your yard every once in a while, it would be a good idea to get one of the mood lamps. Not only do they provide these excellent mood boosts, but they all draw in Zombies! Why should they be eating your plants? Give them something shiny to stare at!



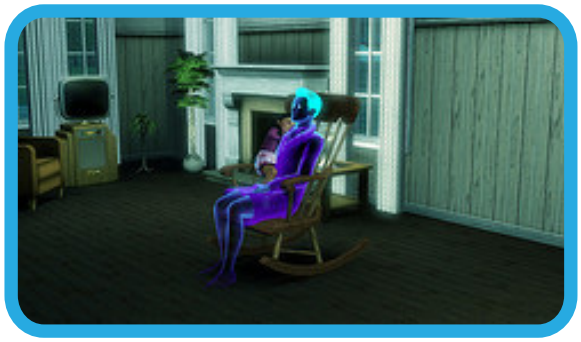


Fairies who are in the presence of mood lamps have an option to be drawn into the light. Fairies will shrink down into their natural form and play around inside the lamp. Be careful though, there's a chance of electrocution! You wouldn't want to walk around singed right?

Rocking Chair



The Rocking Chair is a brand new way to comfortably enjoy some quality time. Besides the typical rocking back and forth, Sims can also Nap, Read Books and Rock with infants and toddlers.





Whack A Gnome



A new Arcade Game has been added with Supernatural that lets Sims have fun bashing heads! Literally! Whack a Gnome includes 5 amazing heads to bash. Vampires, Witches, Werewolves, Fairies & Gnomes! Which will you choose?

PLEASE NOTE

Sim experience is based on their hidden arcade skill. The more they play, the better they'll be.

The Claaaw



Want a chance to win some special prizes? how about a few simoleons? Then the Claaaw is the right game for you! Use the claw to win a ton of cool prizes. Everything from basic toys, to the special Gnome of the Darned! Go on. Take a chance!



Fairies have an additional option when using the Claaaw. They can cheat the system by shrinking down to their natural form and picking their own prize.

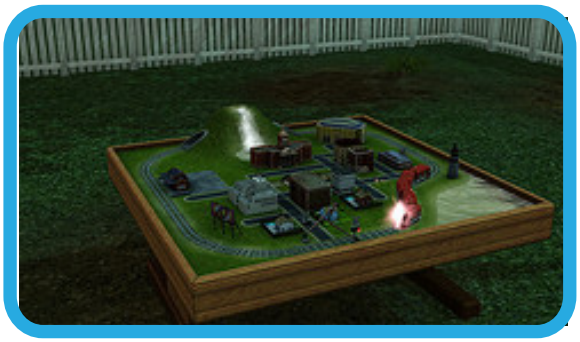
PLEASE NOTE

Sim experience is based on their hidden arcade skill. The more they play, the better they'll be.

Miniature Train Set



Want a chance to win some special prizes? how about a few simoleons? Then the Claaaw is the right game for you! Use the claw to win a ton of cool prizes. Everything from basic toys, to the special Gnome of the Darned! Go on. Take a chance!



Fairies have an additional option when using the train set. They can ride the train by shrinking down to their natural form and hopping aboard!

Beekeeping

Do you want to harvest your own Honey to drink, or your own Beeswax for Alchemy Elixir's? Then Mrs. Stingley's Beekeeping Box is what to buy! Beekeeping a new hobby for Sims to enjoy.



To make sure that the bees are always happy and produce the best quality ingredients, make sure you Sim takes good care of them. Beekeeping is almost like a full time job. If you neglect the bees, they will become very ornery and upset! Cleaning, Smoking & Feeding the bees on a regular basis is the best way to assure they are happy.



Once a day, check the beekeeping box to "Harvest Honey", and the ingredients will automatically be added to your inventory.



PLEASE NOTE

• Beware of angry bees! Leaving your bees unattended and hungry will result in them stinging you the next time you enter the box! Ouch!

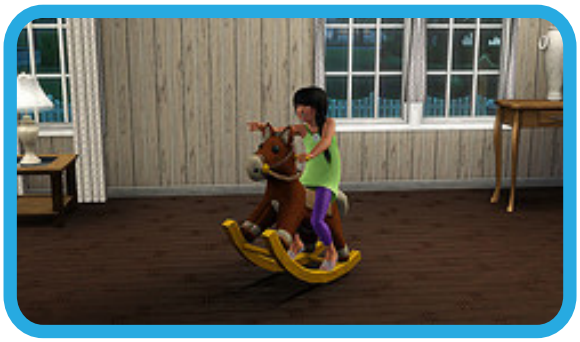
• Pregnant Sims Cannot use the Beekeeping box



Rocking Rider



The Rocking Rider is a brand new toy for Children to enjoy. Purchase it in Buy Mode under Children's furniture and add it to your home. Children will then have the choice to "Pet the Rocker", "Catch the Bandits" or "Rockin' Rodeo". Enjoy the ride!



Magical Brooms & The Broom Riding Arena





Brooms are a brand new form of transportation added to the game. Not only are they as fast as teleporting, but they are available to all Sims! Purchase any of the four new magical brooms in buy mode under transportation.



PLEASE NOTE

- Note that you need to purchase a Broomstand for the broom
- Have Children in the house? Make sure to purchase the Junior Broom that is available for children!

Besides using a broom as a form of transportation to practice, purchasing a broom riding arena is the fastest way to increase the Hidden Broom riding Skill. Sims start off as Joy Riding amateurs, and soon turn into broom riding experts! Flip, turn, twist and shout! Once a Sim gains one skill level, they can begin “Stunt Riding”.

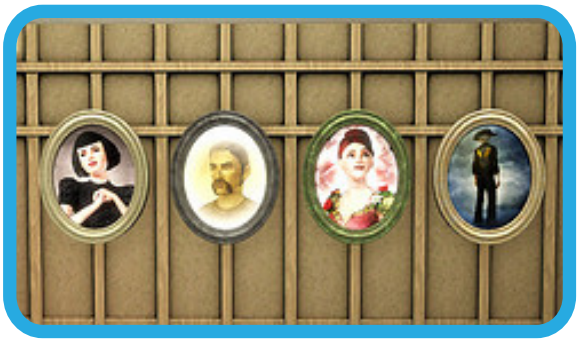
With each new skill level gained while stunt riding, comes new stunts that Sims will perform. Once a Sim reaches Level 5 in Broom Riding, they can then “Stunt Ride For Tips” Not only does this let your Sim gain even more experience, but it brings in some extra cash.



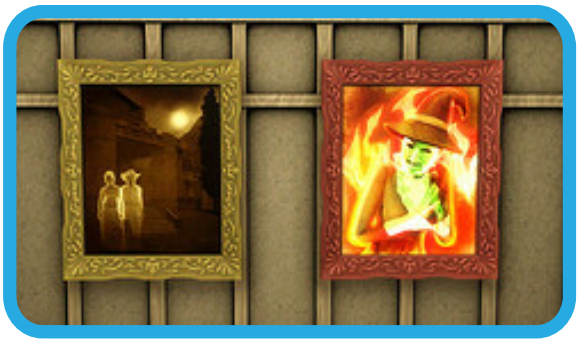
There are a total of 10 Broom riding Skill levels

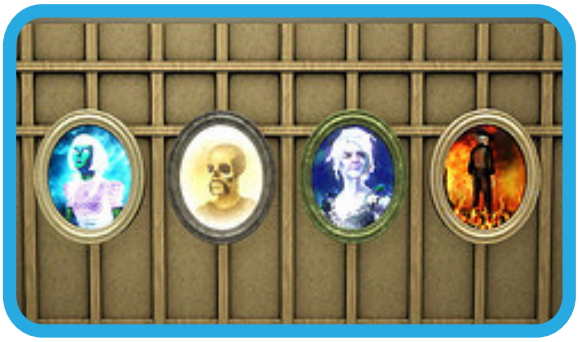
Haunted Paintings





What if you looked at a painting and saw two different scenes? Scared? Well you should be! Supernatural includes brand new Haunted Paintings that expose their true side during the night. You can find these paintings in buy mode under “Wall Paintings” and they will have a special purple border around them. There are a total of 11 haunted Paintings.





Moondial

Need to know the which moon phase presides? Check. Want your horoscope told? Check! Even though you can check the moon phase through your Sim's UI, it is still cool looking to watch the moon in your home.



PLEASE NOTE

The Moon Dial also provides Six horoscopes:

- Possibility of Betrayal
- Possibility of Great Success
- Possibility of Misfortune
- Possibility of New Friendship
- Possibility of Prosperity

These horoscopes last exactly 24 hours. Once a Sim asks for their horoscope, they will not get a new one until the next day. During this time, be alert for any fortune, misfortune and mood altering moodlets!

The LLAMA



In a hurry to go somewhere? Purchase the Lightening Leap Atomic Molecular Arranger (aka: The LLAMA)! This advanced transportation network will get you from here to there and everywhere in between.

Moonlight falls comes already equipped with these awesome LLAMA's, but you can quickly purchase them to add to any other town.

Orb of Answers

Do you have an important decision to make about your future? Not sure you can make the decision on your own? Then you need the Orb of Answers!



The Orb of Answers is a wish creating mechanism for your Sims. When a Sim asks one of 13 available questions, they will receive a yes, no, or try again later message. A Yes or No answer will result in a wish being created for that Sim. You can accept the wish, or right click to cancel.

Magic Mirror

Mirror Mirror on the wall, who is the fairest of them all? Your home is not complete until you purchase the Magic Mirror! The magic mirror looks just like a regular mirror, until you start interacting with it.



PLEASE NOTE

The following interactions are available with the Magic Mirror:

- Chat

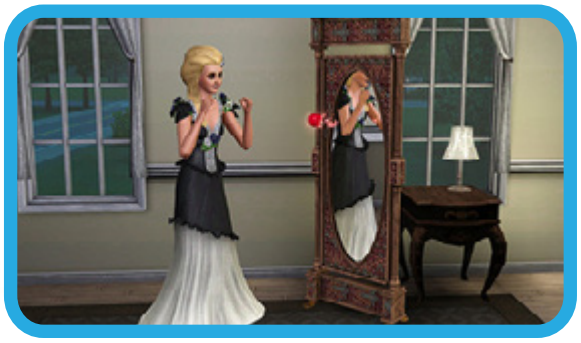


- Ask About Day
- Admire Me
- Practice Being the Most Charismatic of Them All
- Gossip
- Conspire With Me Against My Enemies*
- Magical Makeover
- Change Appearance

*Requires at least one enemy for option to appear.



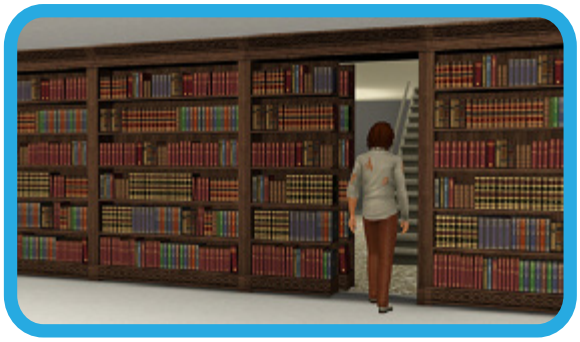
When getting a magical makeover, the mirror will automatically replace your current outfit with new snazzy looks. This is the best way to guarantee a great new look.



Another interaction that is available with the magic mirror, belongs to Evil and Mean Spirited Sims. Once you have made one enemy in game as an evil/mean Sim, ask the mirror to " Conspire Against My Enemies". When using this interaction, there is a good chance the mirror will hand you a poisoned apple to use on your enemies!

Sliding Bookcase (Door)

Secret passages and hidden dungeons? Done! Purchase the Sliding Bookcase Door in build mode, and create the most amazing hidden passages imaginable. The sliding bookcase door looks so much like a regular bookcase, Sims will never know what it is!



As an added bonus, The Sims 3 Supernatural has added a regular bookcase that matches the door!

Gem-U-Cut Machine

The Gem-U-Cut Machine has just made gem cutting a whole lot easier. With the convenience of cutting gems at home, not only does your Sim save money, but they also save time. Who want to wait 3 days for the mail anyway? Sims must collect and cut 100 gems, to unlock 2 brand new cuts.



PLEASE NOTE

The following 3 Gem options have been added to the game:

- Moon Cut
- Sun Cut
- Gem Dust

Skills and Careers

Supernatural beings are what make this game unique. There are a number of ways to create these new magical Sims, and a variety of ways to play with them. Just like human Sims, Supernaturals are able to interact with other Sims, and even excel in any of the game provided careers.

The Alchemy Skill



Alchemy is the brand new skill available in Supernatural. To begin the long journey down the Elixir road, purchase Aleister's Alchemy Station in buy mode under Hobbies & Skills. Once you have the Alchemy Station, click it to "Research Alchemy".

By researching alchemy, you will begin to gain skill, learning new elixir mixes on the way. The first elixir you will learn and be able to mix is The Vial of Bliss. Don't think that because you gained a skill level everything will create itself just fine. Even the best of the best run into a backfire once in a while.



PLEASE NOTE

Potion Mix backfires result in loss of ingredients and the elixir itself

Ingredients play a big role in Elixir mixing. As you level up in the alchemy skill, more elixirs will be learned. These elixirs will be listed in the journal on the alchemy station. Click "Mix Elixir" to see which elixirs you have learned, and what ingredients are required to create them. You can even sort the elixirs by category.

PLEASE NOTE

• Note that the Bottled Mummy Curse (WA), Bottled SimBot Converter (AMB) and Vial of Bottled Genie (SHT), require the associated expansions to be learned.

• It is required to collect all the ingredients needed for an elixir in order to create it.

• When a Sim reaches level 6 in the Alchemy skill, each elixir creation has a chance to produce 2-3 bottles at a time.



Not all elixirs are learned by researching the Alchemy station. There are 6 additional elixirs that require an Alchemy Recipe Book. You can purchase these books at the Alchemy Consignment shop, or the bookstore.

PLEASE NOTE

The Alchemy Recipe books will teach you the following elixirs:

- Procreation Elixir
- Liquid Job Booster
- Vial of Potent Enlightment
- Potent Personality Adjuster
- Fountain of Youth Elixir
- Origin of the Tragic Clown

Once you have learned to create every elixir there is to learn, you will have reached the highest alchemy level possible. So now what? Now that everything you could possibly need to know has been learned, get out into the world and pick yourself up the ingredients you need to create and use the elixirs.

PLEASE NOTE

- Scroll over the ingredient icon in your elixir journal to learn which ingredients you need.
- Sims who have the Gatherer Trait have a better chance of scooping up rare materials.
- Don't want to get dirty? Send your Pets and Werewolves to fetch collectibles!
- You can also visit the Alchemy Consignment shop to pick up some ingredients.



Once you have all the ingredients you need to create an elixir, head back to the alchemy station and brew it! Each elixir offers a variety of different effects and consequences. Sims can drink their bottled elixirs, or they can throw them at other Sims and let them worry about the side effects!

Alternatively if you do not wish to use your elixirs, you can leave them in your inventory, or proudly display them in one of two Elixir Display Cases.



These handy display cases store gems and metals too!

Alchemy Elixir List

In order to create the best possible Alchemy Elixir List, SimsVIP has collaborated with Platinum Simmers to bring you the most detailed list possible.

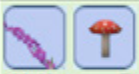
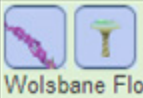
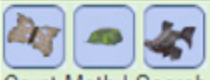
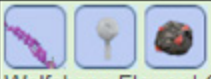
Do you want to know how to gather the ingredients needed to make an elxir? You got it. Do you want a complete list of elixir's including their worth and side effects? You Got it! Click Below!

Alchemy Guide provided by PlatinumSimmers.com

The list is on next page.



Level	Icon	Worth	Recipe	Ingredients	Type	Effect
1		16	Vial of Bliss	Any Food Ingredient	Beneficial, Temporary	Social and Fun do not decrease for 6h
1		20	Invigorating Elixer	Wolfsbane Flower	Beneficial, Temporary	Sleep does not decrease for 6h
1		27	Flask of Sleep	Any Mushroom	Harmful, Temporary	Sleep bar empties and your Sim will fall asleep for 6h
1		16	Ad Nauseum	Any Insect	Harmful, Temporary	Nauseous moodlet with -25mood for 2h
2		14	Jar of Friendship	Red Valerian Root	Beneficial, Permanent	**Your Sim:** Be friends with yourself **Other Sim:** Become friends with that Sim
2		64	Flask of Angry Bees	Beeswax | Honey	Harmful, Temporary	Bee attack! -200 for 15min moodlet, chance of bee sting (-30 24h)
2		18	Jar of Discord	Mandrake Root	Harmful, Permanent	**Your Sim:** Upset moodlet, -15mood 3h **Other Sim:** Lose friendship with that Sim, Upset moodlet, -15mood 3h
2		28	Cure Elixer	Red Valerian Root | Mandrake Root	Beneficial, Permanent	Cures zombification when your Sim has it
3		87	Vampiric Sunscreen	Any Metal | Any Insect	Beneficial, Temporary	When the Sim is a vampire he/she is protected from the sun
3		68	Vial of Enlightenment	Any Mushroom | Any Gem or Gem Powder	Beneficial, Temporary	While the Sim sleeps they get a small random skill boost
3		62	Zombification	Mandrake Root | Any Mushroom | Any Insect	Harmful, Temporary	Turns Sim into a zombie for 2 days which gives -30mood
3		33	Melancholy Serum	Mandrake Root | Any Fish	Harmful, Temporary	Slows down Social and fun gain for 6h
4		45	Vial of Potent Bliss	Any Food Ingredient | Red Toadstools	Beneficial, Temporary	Social and Fun do not decrease for 24h
4		104	Skill Booster	Red Valerian Root | Any Gem or Gem Powder	Beneficial, Permanent	Increases a random skill
4		60	Large and in Charge	Wolfsbane Flower | Links	Harmful, Permanent	Makes the Sim fat
4		48	Essence of Magic	Honey | Any Mushroom	Beneficial, Permanent	Recharges the magic bar

4		60	Lean and Mean	 Wolsbane Flower | Apple	Beneficial, Permanent	Makes the Sim fit
5		246	Personality Adjuster	 Red Valerian Root | Monarch Butterfly	Beneficial, Permanent	Changes one personality trait to something else
5		167	Procreation Elixir*	 Wolfsbane Flower | Red Toadstools	Beneficial, Temporary	Increased chance for twins and triplets for 8h
5		90	Flask of Potent Sleep	 Any Mushroom | Red Toadstools	Harmful, Temporary	Sleep bar empties and your Sim will fall asleep for 24h
5		159	Potent Melancholy Serum	 Mandrake Root | Any Fish | Spotlight Mushrooms	Harmful, Temporary	Slows down Social and fun gain for 24h
6		328	Jar of Potent Friendship	 Red Valerian Root | Beeswax	Beneficial, Permanent	**Your Sim:** Become Best Friends with yourself... **Other Sim:**Instant Best Friends with a Sim
6		257	Potent Invigorating Elixir	 Wolsbane Flower | Spotlight Mushrooms	Beneficial, Temporary	Sleep does not decrease for 24h
6		268	Jar of Potent Discord	 Mandrake Root | Beeswax	Harmful, Permanent	**Your Sim:** Upset moodlet, -15mood for 3h **Other Sim:**Loses entire friendship, Upset moodlet, -15mood for 3h
6		252	Liquid Job Booster*	 Smoky Quartz | Spotlight Mushrooms	Beneficial, Temporary	For 24h job performance is generated faster
7		295	Opposite Personality	 Toad | Any Metal	Beneficial, Permanent	2 traits turn to its opposite, neat -> slob for example
7		1475	Bottled Vampire's Bite	 Red Valerian Root | Bloodstone | Vampire Fish	Beneficial, Permanent	Turns Sim into a Vampire
7		295	Vial of Potent Enlightenment*	 Any Mushroom | Emerald | Red Toadstools	Beneficial, Temporary	During Sleep gain big skill boost
7		1413	Bottled Mummy Curse	 Crypt Moth | Scarab Beetle | Black Goldfish	Beneficial, Permanent	Turns Sim into a Mummy
7		664	Potent Cure Elixir	 Wolfsbane Flower | Glow Orbs | Ruby	Beneficial, Permanent	Cures any SuperNatural inflication



8		1937	Bottled Curse of the Lycan	Wolfsbane Flower | Moonstone | Silver	Beneficial, Permanent	Turns Sim into a WereWolf
8		432	Potent Personality Adjuster	Red Valerian Root | Monarch Butterfly | Glow Orbs	Beneficial, Temporary	Changes all personality traits to something else
8		462	Age of Instant	Royal Purple Butterfly | Any Fish | Red Valerian Root	Beneficial, Permanent	Make it instantly the Sims' birthday!
8		856	Clone Drone	Any Metal | Luminous Salamander | Diamond	Beneficial, Temporary	Creates a copy of the Sim who behaves like a friend, not a part of your household.
8		1862	Bottled SimBot Converter	Iron | Gold | Palladium	Beneficial, Permanent	Turns Sim into a Simbot
9		2039	Vial of Bottled Genie	Firefly pratinus | Firefly caeruleus | Firefly purpureus	Beneficial, Permanent	Turns Sim into a Genie
9		554	Potent Skill Booster	Red Valerian Root | Any Gem or Gem Powder | Mycenas Mushrooms	Beneficial, Permanent	Increases a random skill a lot
9		597	Fountain of Youth Elixir*	Tanzanite | Green Swallowtail Butterfly | Any Mushroom	Beneficial, Permanent	Makes the Sim a lifestage younger
9		655	Potent Zombification*	Mandrake Root | Glow Orbs | Rhinoceros Beetle	Harmful, Temporary	Turns Sim into a Zombie
9		1964	Bottled Witches' Brew	Toad | Light Beetle | Moonstone	Beneficial, Permanent	Turns Sim into a Witch
10		2114	Bottled Blessing of the Fae	Red Toadstools | Sunstone | Fairy Damsel	Beneficial, Permanent	Turns Sim into a Faerie
10		1238	Wish Enhancing Serum	Red Admiral Butterfly | Any Gem or Gem Powder | Any Mushroom	Beneficial, Temporary	Gives 24h moodlet that a wish is more satisfying
10		1627	Midas Touch	Gold | Yellow Sapphire | Luminous Salamander	Beneficial, Temporary	6h moodlet that allows any object to be turned into gold and worth twice its original value
10		836	Origin of the Tragic Clown*	Any Insect | Mycenas Mushrooms | Tragic Clown Fish	Harmful, Temporary	Turns Sim into a Tragic Clown

Let's take a look at a few of these elixirs first hand, shall we?

Zombification - This is a level 3 elixir, needs Mandrake Root, any Mushroom and any Insect to be created, and gives the Sim who ingests it a two day Zombie moodlet. For two days Sims will experience pure zombification.



Flask of Angry Bees - This is a level 2 elixir, requires Beeswax and Honey to be created, and gives the Sim who ingests it a 24 hour Bee Sting moodlet. For one day Sims will have a decreased mood and a sore bum!

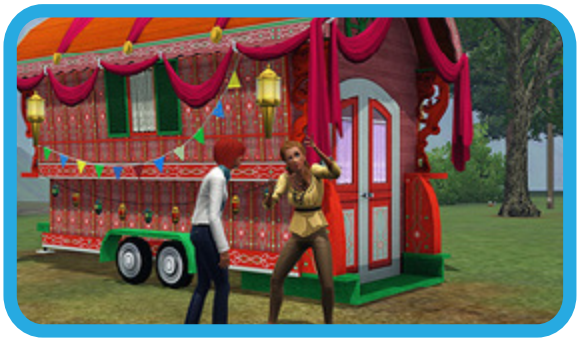


Origin of the Tragic Clown - This is a level 10 elixir, requires any Insect, Mycenas Mushrooms and a Tragic Clown Fish to be created, and gives the Sim who ingests it (and those around them!) a 24 hour negative Tragic Clown moodlet. For one day Sims will be transformed into the Tragic Clown.



Fortune Telling Career

The newest career for Sims is the Fortune Teller Career. While this is just like every other rabbit hole career, there are two separate branches attached with this career. The Mystic Branch & The Scam Artist Branch. It is important to know that besides clientele, your Sims will also need experience in Charisma, Logic & the Alchemy skills to progress.



To begin your mystical journey as a fortune teller, use the computer to apply for a job ad, or head over to the Gypsy Caravan and apply directly at the source. While you're there, you can even have your own fortune told!

PLEASE NOTE

• There are two career specific Lifetime Wishes for you to choose from in CAS. Master of Mysticism (Mystic Branch) & Celebrity Psychic (Scam Artist Branch)

• If you give your Sim the "Workaholic" trait, they can progress in this career right at home. No overtime pay though!

As you begin this career, finding and keeping stable relationships with clientele is important and helps you progress through the first 4 stages of this career. As you progress to Level 6 in your career, you will be given an option to choose your fortune telling career path. Will you focus on making money, or the strength of your mystic powers?



The Mystic Branch of this career requires a good relationship with your clientele, and good knowledge of the Alchemy skill. Making sure you build your relationship with others is key for this branch. (Pay: §1,560 – §3,352 a week)

The Scam Artist Branch of this career requires good knowledge of the Charisma & Logic skills. Since keeping great relationships with those you are going to scam in unlikely, clientele is not a requirement for progression of this branch. (Pay: §1,875 – §6,912 a week)



If a Sim denies your private reading, try and try again!

The Scam Artist Branch of this career requires good knowledge of the Charisma & Logic skills. Since keeping great relationships with those you are going to scam in unlikely, clientele is not a requirement for progression of this branch. (Pay: §1,875 – §6,912 a week)

PLEASE NOTE

The following tones are available when working:

• Business as Usual – Business as usual means putting in an average amount of effort at work, and receiving an average amount of recognition for your work.

• Really Sell It – Sometimes you just need to give it the extra metaphysical mile. Your hard work will be noticed.

• Fake It – Time to take it easy. Be vague, throw in some planet names, drop something about romance in the workplace and boom! Done.

• Meet Clientele – Socialize a little. Take the time to get to know your clients.

• Group Readings – This is a fun and exciting way for professional fortune tellers to get together and waste a bunch of time.

• Learn from Mentor – The best way to ascend to the next level is to find someone who has already done it, then suck up to them.

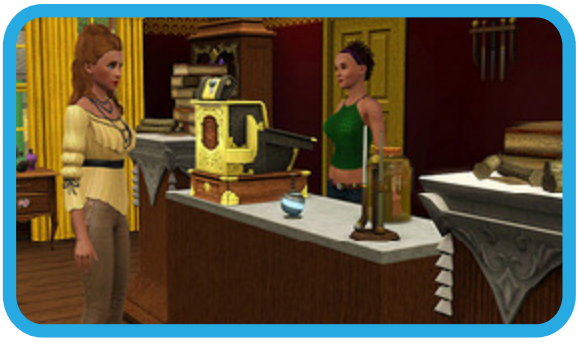
• Peer Into the Unknown – Just try not to freak out when it peers back! This tone increases your Sim's Alchemy Skill.

Once you progress to level 2 of the career, you are given the title "Fortune Guesser". This level unlocks a new action when interacting with Sims: Perform Private Reading. This allows you to earn more simoleons for your guesswork, and boosts your relationship with potential clientele. This is also a very important factor in progressing within the Mystic Branch.



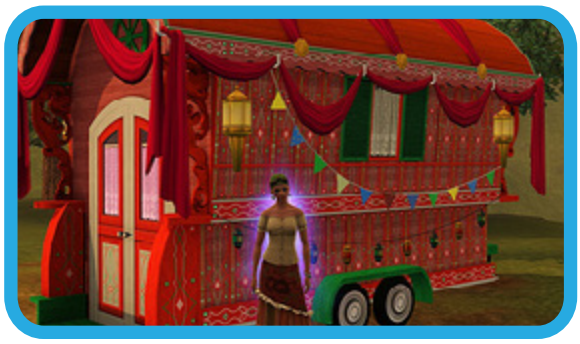
Talk to the hand!

Once you progress to level 7 of the Mystic Branch, you are given the title "Spiritual Guide". This level unlocks a new benefit for your Sim: Discounts at the Alchemy Consignment Shop



No one gets a better discount!

Once you progress to level 10 of the Mystic Branch, you are given the title “Master of Mysticism“. This level unlocks a new aura: Mystic Aura. This aura will provide a glow around your Sim when they are performing a private reading near the Gypsy Wagon.



Once you progress to level 8 of the Scam Artist Branch, you are given the title “Pseudo-Psychic“. This level unlocks a luxury: Limousine.



Once you progress to level 10 of the Scam Artist Branch, you are given the title “Celebrity Psychic“. This level unlocks a new interaction with the Movie Theater: Hold Psychic Convention. Conventions can only be held every 2-3 days.



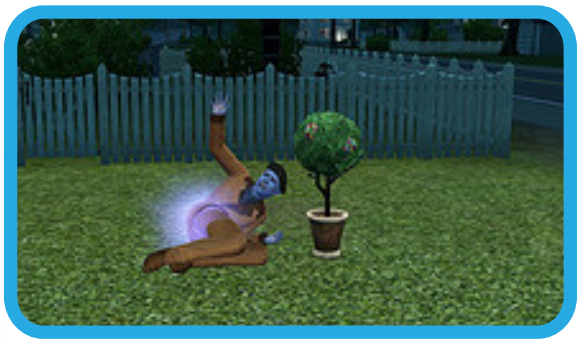


Death & WooHoo

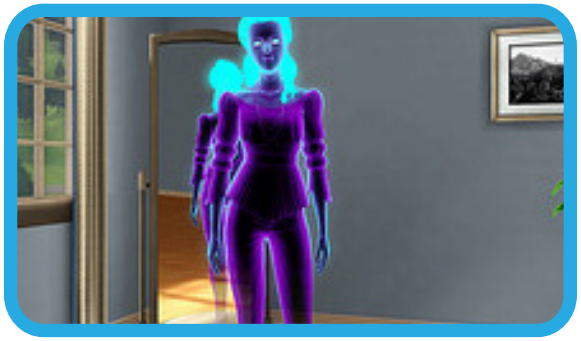
In this chapter you can learn all about new deaths, WooHoo spots and more about Supernatural details.

New Deaths

Death by Jellybean



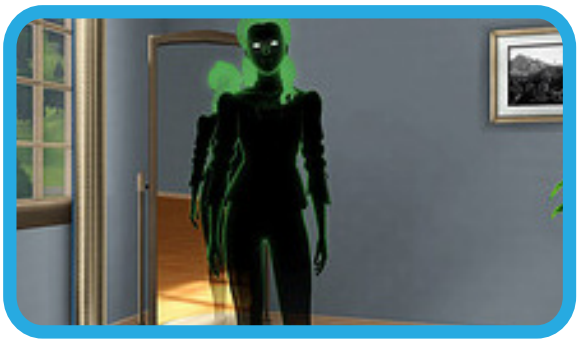
The Magic Jelly Bean Bush has a variety of flavors to eat, but there's the one bean that could be a Sim's last! Sims who eat from the jelly bean bush run a chance of eating the Jelly Bean of Death. If they do, it's adios amigo!



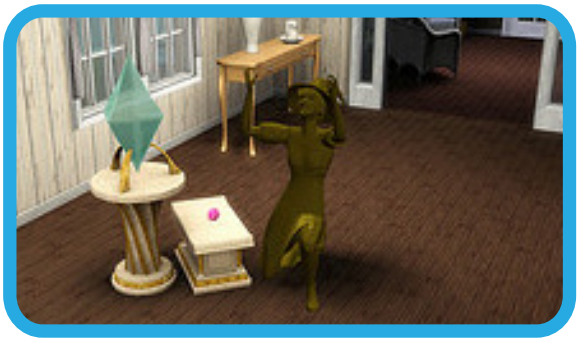
Death by Haunting Curse



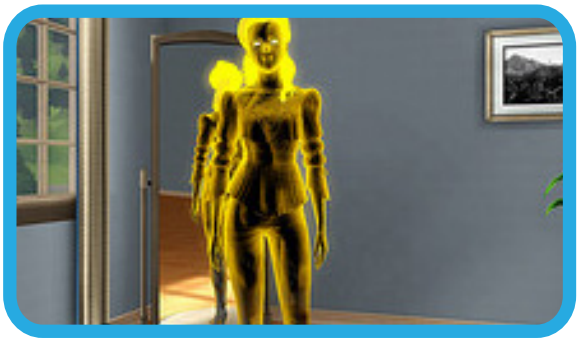
Witches who are at Level 5 or higher of the (hidden) Spellcasting Skill, are able to attempt the Haunting Curse on Sims. Even if the witch is experienced, this curse has the potential to backfire real bad! If this curse backfires, the witch will die.



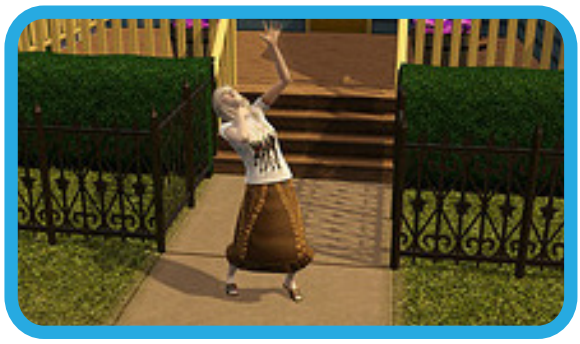
Death by Transmutation



The Philosopher's Stone is an expensive and deadly reward! When transmuting objects into gold, a Sim risks the chance of turning into gold themselves! If the transmutation backfires, your Sim will turn to gold, and die. The Gold Statue of your Sim's expression at the time of death will remain an object for you to keep.



Death by Thirst (Vampires)

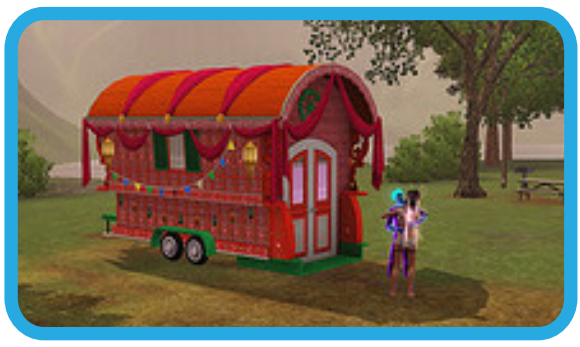


Death by Thirst was originally introduced with the Vampires of Late Night, however even without Late Night, Supernatural brings on this new death with its Vampires. Instead of dying of hunger, Vampires die of thirst and vanish into thin air.



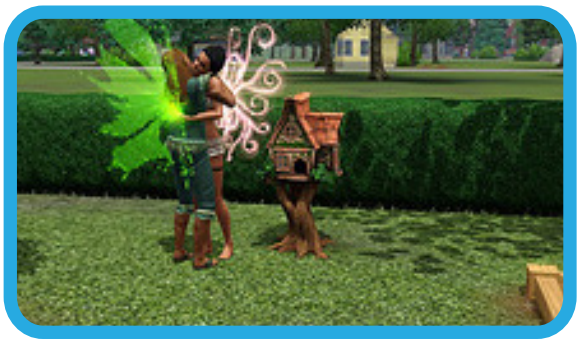
New Woohoo Spots

Gypsy Caravan



Besides being workplace to those in the fortune telling career, the Gypsy Caravan also turns into an instant woohoo spot! Try for Baby or Woohoo with your loved ones!

Fairy House



Where do two Fairies turn to for some privacy? Their Fairy homes of course! This magical woohoo spot is for Fairies only. Humans have no way to get in there!

Magical Wardrobe

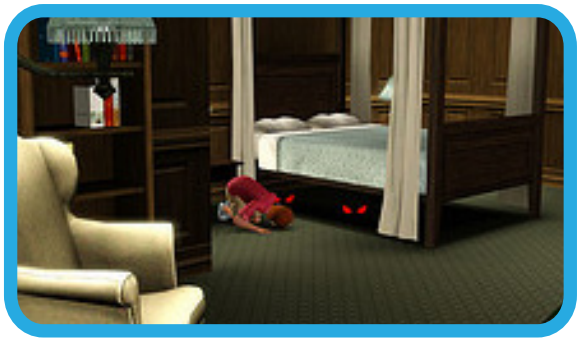


Magical wardrobes should do magical things! Get your Sims ready for some wardrobe woohoo! When Sims woohoo in the wardrobe, they may even end up wearing different clothes when they come out!

New Interactions

Checking for Monsters Under The Bed

Checking for monsters under the bed is a new interaction available for children. This option appears during the hours of 6pm to 6am.

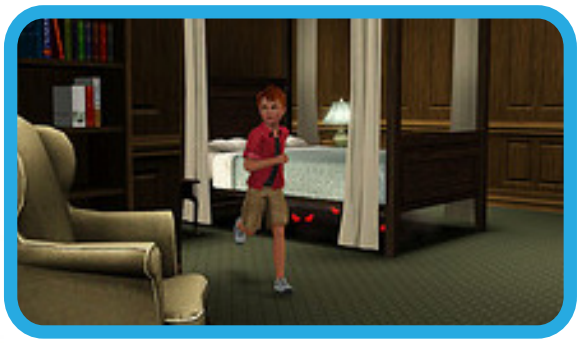


PLEASE NOTE

This interaction can have one of two results:

• No Monsters – When a child checks for monsters and none appear, they will receive a “No Monsters” moodlet and a +15 mood boost.

• Monsters!! – When a child checks for monsters and they appear, they will receive the “Monsters & Terrified” moodlets with a -15 mood decrease. Not only will the child run frantically from the room, but they will not want to sleep or relax on that bed for at least two hours.



Rock Paper Scissors



Use this brand new friendly interaction when socializing with Sims. This interaction will increase the fun and social needs. Also serves as a fun way to boost a relationship.

Skipping Stones



Are your Sims bored out of their mind and not sure what to do to pass time? Head on over to the bodies of water around town and Skip Stones! This interaction is available to all Sims Child through Elder, and raises the fun motive.

EMBRACE THE SUPERNATURAL!



- Become a Supernatural!
- Explore Moonlight Falls!
- Learn every Elixir there is to make with the all new Alchemy Skill!
- Sim Fashions
  Check out the new Fashions in CAS!

THIS GUIDE IS WRITTEN BY:
SimsVIP
www.simsvip.com
THIS IS A GAME GUIDE FOR:
THE SIMS 3 SUPERNATURAL
EXPANSION PACK (PC)

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