

THE SIMS 4 REALM OF MAGIC



UNOFFICIAL SIMSVIP GUIDE



THIS GAME GUIDE WAS WRITTEN BY:

SimsVIP

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

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

THE SIMS 4 REALM OF MAGIC



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CONTRIBUTORS



ALEXIS

EDITOR-IN-CHIEF

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

If you're reading my author bio, that means you're checking out the PDF version of our guide! I hope this guide helps you with becoming the most powerful Spellcaster and thank you for your continued support!

AUTHORS

SIMSERASERA



When not playing Sims or chasing around her toddler IRL, Sarah is usually baking. There are also rumors she might be a Vampire because she is frequently awake at 2 am and requires SPF 100+ for any outdoor activities.

PAUL BENTLEY



Paul is a writer and gamer from New Jersey, although he spends a lot of his time in Selvadorada in The Sims. He is an outgoing person with an aspiration to learn as much as he can. Let's just hope that his curiosity of Cowplants doesn't get in the way of his goals!

DESIGN

INES



My name is Ines and I love spending my days playing the Sims. I am a legacy player and hopeless builder but I occasionally try it anyway. I had so much fun designing this guide for you. Hope you enjoy and find it helpful with your gameplay!

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BASIC INFO

BASIC INFO

GAME SUMMARY

Explore a supernatural world and master the art of wizardry in The Sims 4 Realm of Magic. This countryside town may look and feel like other neighborhoods, but once the secret portal is unlocked, the true magic begins. Potions, wands, and even a floating world will charm your Sim, but beware of spells gone wrong! Learn the craft of wizardry, summon a familiar for protection, and immerse yourself in this spellbinding realm.

NEW GAME
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NEW ASPIRATION & TRAITS


ASPIRATIONS

The Sims 4 Realm of Magic adds two new Aspirations to the “Nature” and “Knowledge” categories.

IMAGE	NAME	DESCRIPTION
	Spellcraft & Sorcery	This Sim craves a deep knowledge of the arcane magical arts.
	Purveyor of Potions	This Sim wants to learn every potion's recipe and craft each one!

ASPIRATION REWARDS

The Sims 4 Realm of Magic adds a new aspiration reward to the game. When completing aspiration milestones in the game, Sims can earn enough points to purchase new rewards.

IMAGE	NAME	DESCRIPTION	COST	AQUIRED BY
	Curse Cleansing	A potion to remove all curses from a Sim.	500 Points	Rewards Store

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NEW ASPIRATION & TRAITS

TRAITS

The Sims 4 Realm of Magic Game Pack adds eight brand new traits for Sims. Two of the traits are earned by completing the new Aspirations, three are inherited by those born to Spellcasters, two are acquired by drinking potions, and one is given to Sims who die by Spellcaster Overload.

IMAGE	NAME	DESCRIPTION
	Death by Spellcaster Overload	Overload Ghosts are valid targets for Magical interactions including duels, training, and more. <i>(From Dying by Spellcaster Overload)</i>
	Slinger of Spells (Reward Trait)	A Slinger of Spells generates much less charge when casting spells. <i>(From Completing the Spellcraft & Sorcery Aspiration)</i>
	Master Mixer (Reward Trait)	A Master Mixer rarely fails when using potions on themselves. <i>(From Completing the Purveyor of Potions Aspiration)</i>
	Immortal (Reward Trait)	This Sim is immune from dying of old age. <i>(From Potion of Immortality)</i>
	Ancient Bloodline (Inherited Trait)	At least one of this Sim's parents had a Strong or Ancient Bloodline trait. Sims with the Ancient Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 50%.
	Strong Bloodline (Inherited Trait)	At least one of this Sim's parents had a Weak Bloodline trait. Sims with the Strong Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 20%.
	Weak Bloodline (Inherited Trait)	This Sim's parents had no Bloodline traits. Sims with the Weak Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 10%.
	Ghastly Consequences (Temporary Trait)	The pursuit of immortality is full of failures and accidents. Luckily, it looks like this will pass in a while. Try to enjoy your phantasmal existence while you can. <i>(From Potion of Immortality Fail)</i>

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CREATE-A-SIM FASHIONS

- Female Adult/Teen/Elder - 4 Hairstyles, 6 Tops, 4 Bottoms, 8 Outfits, 9 Accessories, 3 Makeup Options, 2 Pairs of Shoes
- Male Adult/Teen/Elder - 2 Hairstyles, 8 Tops, 2 Bottoms, 4 Outfits, 2 Accessories, 3 Pairs of Shoes

HAIRSTYLES



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CLOTHING



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CREATE-A-SIM ADDITIONS

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CREATE-A-SIM ADDITIONS

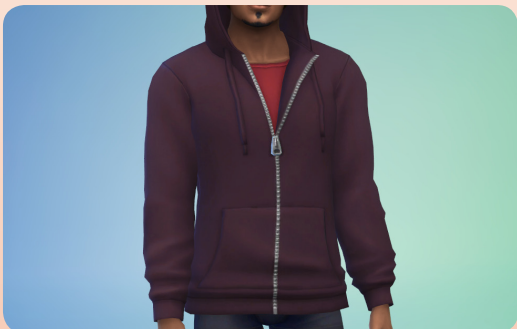
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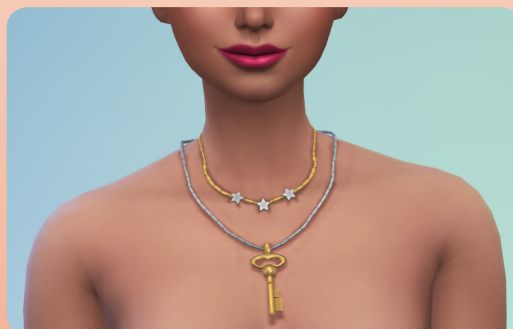
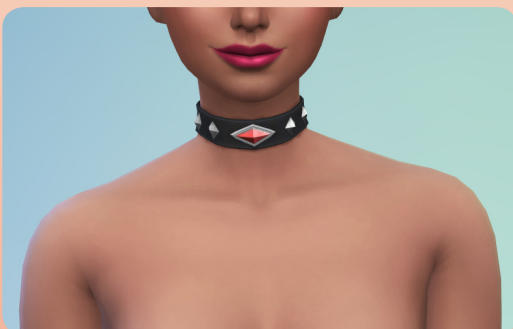
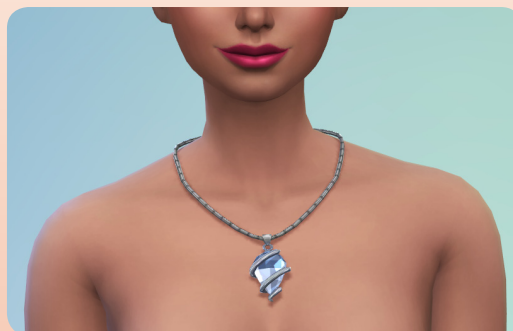
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CREATE-A-SIM ADDITIONS



ACCESSORIES, MAKEUP AND SHOES



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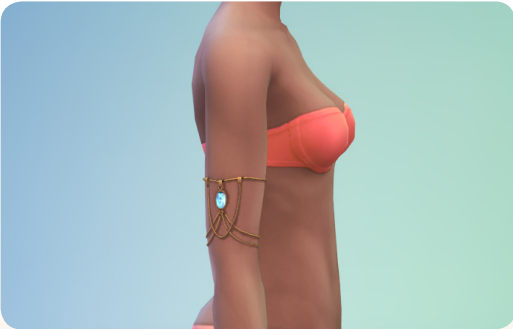
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CREATE-A-SIM ADDITIONS



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CREATE-A-SIM ADDITIONS

CREATE-A-SPELLCASTER

The Sims 4 Realm of Magic adds the new “Spellcaster” occult to the game. Aside from being able to find Spellcasters throughout the game, or becoming one when seeking a Sage as you play, players can also use the new “Create-an-Spellcaster” feature in CAS to make a Spellcaster family right from the start.



Just like human Sims, Spellcasters of any age group can be created and customized from head-to-toe with any of the available options in Create-a-Sim. The only difference is that Spellcasters automatically have the ability to practice spellcasting and alchemy.

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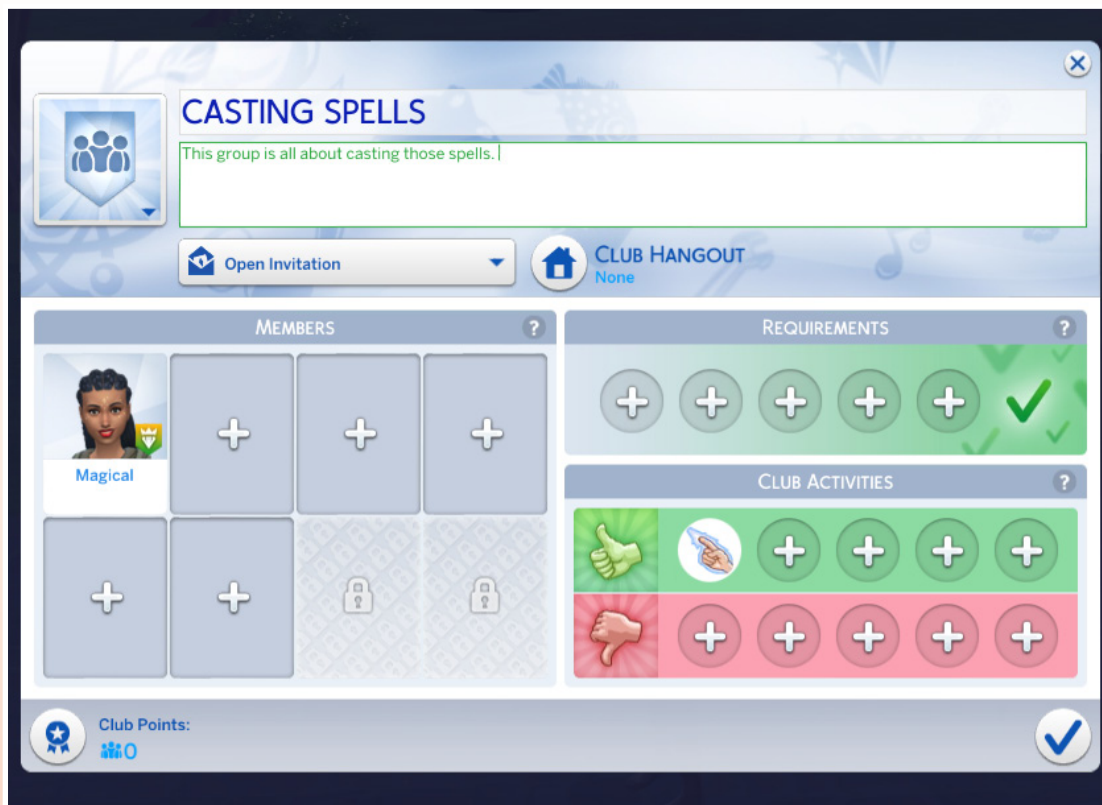
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BUILD/BUY

NEW GAME ADDITIONS

CLUB ACTIVITIES

If you own **The Sims 4 Get Together Expansion Pack**, you will receive two new Club Activity with The Sims 4 Realm of Magic Game Pack. “*Cast Spells*” and “*Use Cauldron*” are the two new options available when picking club activities for a club.



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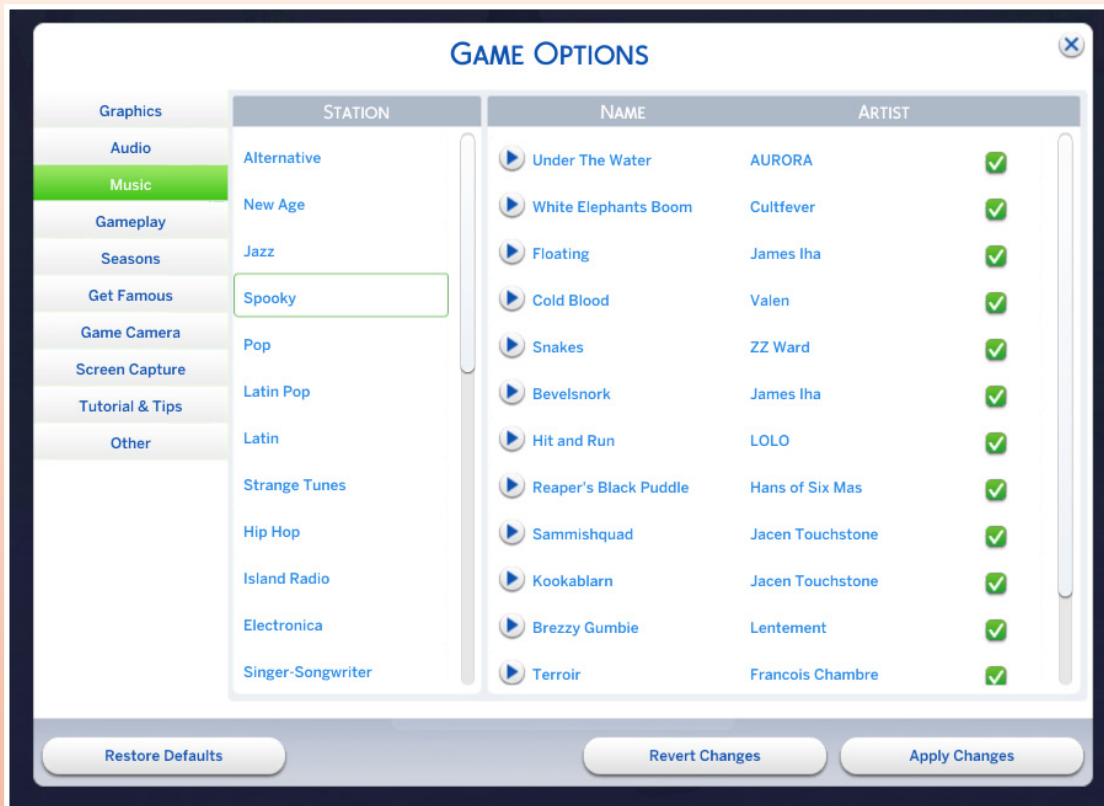
BUILD/BUY

NEW GAME OPTIONS

NEW MUSIC

The Sims 4 Realm of Magic adds new songs to the Pop, Alternative, and Spooky Stations. You can now listen to the new music track in game via the stereo and speaker systems.

- **Spooky Station**
 - Bevelsnork by James Iha
- **Alternative Station**
 - Hungry Child by Hot Chip
 - Explorers by The Midnight
 - whywhywhy by MisterWives
- **Pop Station**
 - Sister by K.Flay
 - About Work The Dancefloor by Georgia



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NEW BLOODLINE SYSTEM

BLOODLINES

Sims with at least one parent who is a Spellcaster will be born with a special “Bloodline” trait. This new bloodline system allows for the offspring of Spellcasters to carry the family bloodline for generations to come. Bloodline traits grant additional talent points at each Spellcaster rank, and they also help Sims gain Spellcaster experience faster.

IMAGE	NAME	DESCRIPTION
	Ancient Bloodline	At least one of this Sim's parents had a Strong or Ancient Bloodline trait. Sims with the Ancient Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 50%.
	Strong Bloodline	At least one of this Sim's parents had a Weak Bloodline trait. Sims with the Strong Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 20%.
	Weak Bloodline	This Sim's parents had no Bloodline traits. Sims with the Weak Bloodline trait gain an additional talent point at each Spellcaster rank to spend towards perks. They also gain Spellcaster experience faster and reduce the chance of overloading by 10%.

As a general rule, as long as one parent is a Spellcaster, the offspring will always have the “Weak Bloodline” trait. From there, if the offspring becomes a Spellcaster, their child will then gain the “Strong Bloodline” trait. And lastly, if that child becomes a Spellcaster, their child will receive the “Ancient Bloodline” trait.

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NEW BLOODLINE SYSTEM

- The offspring of two Spellcasters with different bloodline traits will receive the stronger bloodline trait. If two Spellcasters with Strong and Weak bloodline traits have a child, the child will inherit the Ancient Bloodline trait.



Bloodline traits can strengthen or weaken with each generation. If a Sim with the “Ancient Bloodline” trait does not pursue a life of Spellcasting, their offspring will then be born only with a “Strong Bloodline” trait. If that child never pursues Spellcasting, their offspring will have a “Weak Bloodline” trait. Eventually the trait disappears. That’s not to say that at some point down the road the bloodline can’t be strengthened again.

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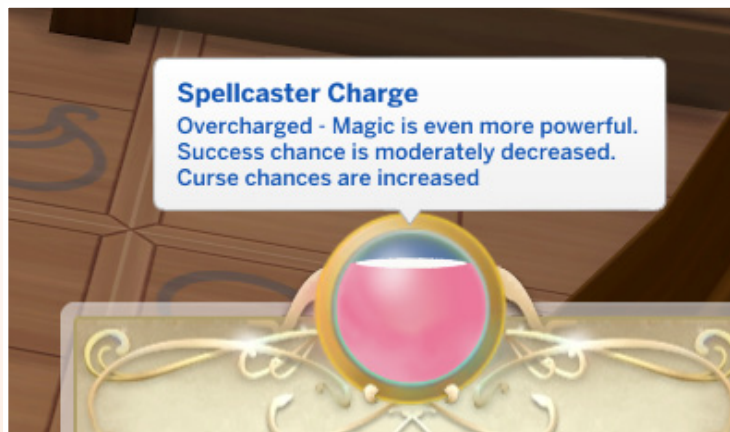
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NEW DEATH

DEATH BY SPELLCASTER OVERLOAD

Spellcasters can experience a new death type in Realm of Magic: Death by Magical Overload. This can occur when a Spellcaster attempts to use Magic while their magical charge is too high. The more a Spellcaster uses their Magic, the more of a Spellcaster Charge they build up, which can become dangerous. Being overcharged makes their magical abilities more powerful, but it also makes it more likely for their Magic to fail.



An overcharged Spellcaster will have a colorful electric aura glow around them, which serves as a warning to be careful using any more magic until the charge depletes.

Using magic while overcharged can hurt the Spellcaster due to a Magical Overload. If they are lucky, they can survive the magical shock, leaving them uncomfortable and singed. However, a Spellcaster might face an even more dire consequence, causing them to die by Magical Overload.



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NEW DEATH

Sims who die this way will receive the “Death by Spellcaster Overload” trait and have a magical “glow with stars” effect emitting from their bodies.



Spellcasters of the Master rank can lower the chances of their magical powers backfiring by applying the Master Caster perk. Sims with a Magical Bloodline trait are less likely to have their magic fail. A bound familiar may also resurrect their Spellcaster if they die this way.

Spellcasters who pass away and are not lucky enough to return as a playable ghost, receive their own unique tombstone and urn styles.



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BECOMING A SPELLCASTER



The swirling vortex appears to lead to realm beyond our own reality. Do you dare cross the threshold? Do you enter the Portal?

Your Sim has stepped through the mysterious portal at the edge of Glimmerbrook into a world that defies all laws of physics. You're now in the Magic Realm where Sims travel from far and wide to learn the art of magic. Magic isn't a mere skill to be gained, but a new way of life entirely. You watch as Sims fly on broomsticks, duel with wands and brew potions. No need to wait for an invitation to join these hallowed ranks. If you want to learn magic, all you need to do is ask.

To become a Spellcaster, locate one of the three sages in the Magic Realm. They will have an illuminated symbol above their head representing their school of magic. Spellcasters are free to practice any and all schools of magic so it doesn't matter which Sage you approach. Simply approach one, introduce yourself, then "Ask How to Use Magic".

BECOMING A SPELLCASTER

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- An alternative method of playing with a Spellcaster is to create one straight away with the Occult option in Create-a-Sim.



To test you, they will grant you temporary Mote Sight and ask you to bring them seven Motes. Motes are glowing orbs that appear around the magic realm. Simply click on one and pick it up. Once you have seven, return to the Sage who gifted you Mote sight and “Turn in Motes”. If you get distracted and fail to collect seven orbs before your temporary Mote Sight ends, simply return to the sage and “Ask for Mote Sight” again.

- Sims who have the Weak, Strong, or Ancient Bloodline trait will not have to participate in the Mote Sight quest. These Sims will automatically be able to ask a Sage for the “Rite of Ascension” and be turned into a Spellcaster.



BECOMING A SPELLCASTER

Once you have brought the Sage the seven Motes they will perform the “Rite of Ascension” and you will transform into a Spellcaster. Eventually, you can learn this spell as well and help other Sims become Spellcasters. If at any time you wish to stop being a Spellcaster you can ask a Sage for a “Rite of Dissolution”. This will reset all of your Spellcaster Perks to zero and strip you of your Spellcasting Powers.

If you want to become a Spellcaster again, you can return to the Sages and “Ask for the Rite of Ascension”. You won’t be required to collect Motes again, but there is a cool down period after the Rite of Dissolution, so you won’t be able to ask for your powers back right away. However, once you do gain them back you will return to the rank you previously held and will have all your Talent Points available to purchase new perks.

Like other Occult races, Sims that are born Spellcasters will come into their powers as teenagers. Unique to Spellcasters are **Bloodline Traits**. If you come from a Spellcaster parent, these bloodline traits will grant you special benefits as a Spellcaster.

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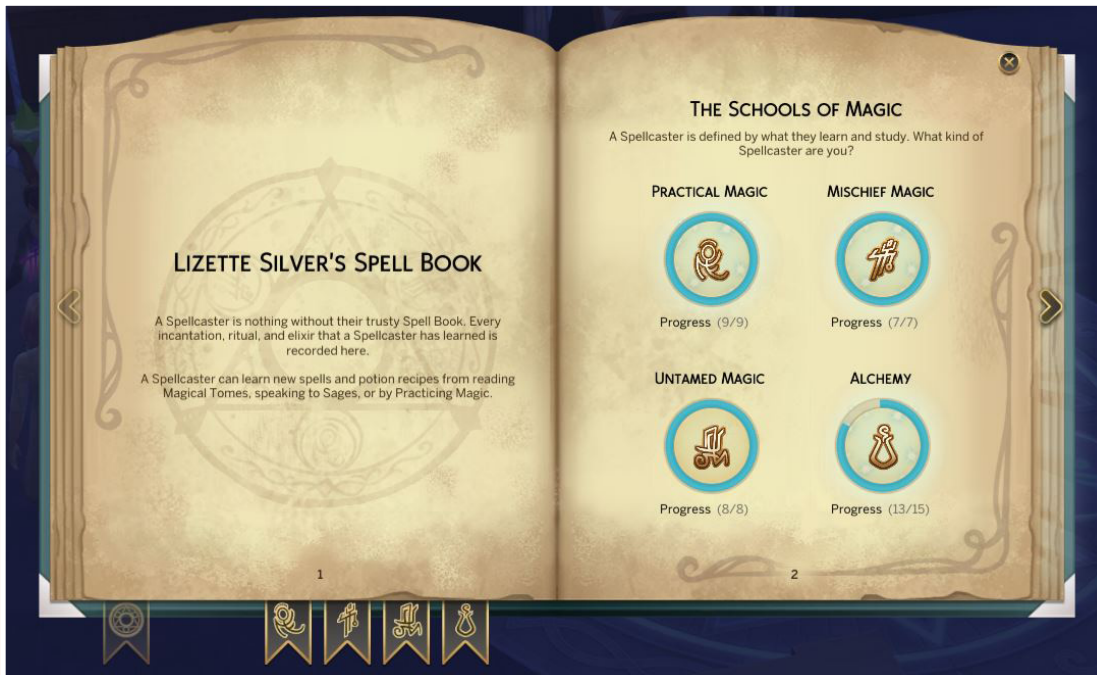
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SPELLCASTER FEATURES

SPELLBOOK

Each Spellcaster has a personal Spell Book. It is accessible by opening the [Spellcaster Perks](#) menu, then selecting “Open Spell Book” in the bottom left corner. It is also accessible through notifications when your Sim learns a new spell or potion.



Your Sim's Spell Book will open to a table of content that tracks your process across all the Schools of Magic. As your Sim discovers new spells and potions they will appear in your Sims' Spell Book. You can use the arrows on the side of the book to flip the pages or the bookmarks in the bottom left to navigate to a specific section.

There are four Schools of Magic: [Practical Magic](#), [Mischief Magic](#), [Untamed Magic](#), and [Alchemy \(Potions\)](#). To learn more about the three schools of magic, check out the [Spells](#) section. For more on Alchemy, check out the [Alchemy](#) section.

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SPELLCASTER FEATURES

SPELLCASTER PERKS

As your Sim learns new Spells/Potions and interacts with other Spellcasters, they will earn Spellcaster XP. As they accumulate this experience, they will level up to a new Spellcaster rank. In the bottom left of your Sim's needs panel you will see a meter that measures your Sim's Spellcaster XP and progress toward the next Spellcaster rank.

As your Sim levels up they will earn Talent Points they can then spend on Spellcaster Perks. You will find your current balance of Talent Points to the right of the Spellcaster XP meter along with a book icon. If you click on this icon, you will open the Spellcaster Perks menu.



Similar to Vampire Powers, Spellcaster Perks are arranged in columns. Each time your Sim levels up to a new Spellcaster Rank, a new row of Spellcaster Perks will be unlocked. You cannot purchase a Perk unless you have bought all the Perks directly below it. To choose a trait, simply click on the symbol. It will turn green and a Talent Point will be deducted.

If you change your mind you can hit the refresh button in the bottom right. Clicking on the submit button will save all changes. Once you have purchased your perks, you can choose to remove them and restore your Talent Point balance by drinking the Potion of Perk Purgings. This is a Potion that Sims can learn or can purchase from the Potion's Vendor in Caster's Alley.

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SPELLCASTER PERKS

Asking a Sage for the Rite of Dissolution, waiting out the cool down, then asking for the Rite of Ascension can also reset your perks and restore your Talent Points. The Potion of Perk Purging is just a much more efficient method.



The Spellcaster Perks are organized into groups. The first three columns (from left to right) correspond to Learning Spells, Potions, and Casting/Duels. If your Sim is pursuing the Purveyor of Potions aspiration, it can be beneficial to choose the Perks from the Potions column. The remaining Perks in the columns on the right are more general purpose perks. They can unlock new interactions with other Spellcasters or give you a discount on all purchases from Spellcaster Alley.

Unique to the Spellcaster Perks system are the **Bloodline Traits** and Overmax Spellcaster XP. If your Sim has a Bloodline trait, they will earn an extra Talent Point each time they level up. This allows them to purchase even more Spellcaster Perks. All Spellcasters can overmax their XP meter, but they must reach the final Spellcaster rank, *Virtuoso*. Once they achieve this, every time your Sim fills their XP meter, they will earn extra Talent Points.

IMAGE	PERK	DESCRIPTION	REQUIRED RANK
	Knowledge is Magic	Sim reads and does computer research at a faster rate. These interactions also provide Magical experience over time.	Neophyte
	Blender Arm	Potion crafting speed significantly increased.	Neophyte

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SPELLCASTER PERKS

IMAGE	PERK	DESCRIPTION	REQUIRED RANK
	Discharge	This Sims now cast Discharge which empties Spellcaster Charge.	Neophyte
	Incredible Forager	This sim now receives more items when harvesting magical ingredients in the magic realm.	Neophyte
	Experimenter	When experimenting and practicing, Sim gains experience faster with less failures.	Neophyte
	Mote Hound	Sim can now always see Magical Motes and collect them. Motes can be consumed for experience and minor, random motive boosts.	Acolyte
	Frugal Combination	Chance on potion creation that all of the requires ingredients will not be used.	Acolyte
	Power Shunt	Casting a spell now adds significantly less Spellcaster Charge.	Acolyte
	Insightful Eye	Research, experiment, and tome reading speeds are all greatly increased.	Acolyte
	Spellcaster Socialite	Unlock Magical social interactions with other Spellcasters that will provide some Spellcaster XP.	Acolyte
	Charge Control	All Spellcaster Charge increases are reduced.	Adept
	A Little Extra Chemistry	Potions crafted by this Sim are surprisingly tasty and have an additional small benefit triggered when the potion is consumed.	Adept
	Spectral Reach	Sims can now cast long distances (without having to move closer to the target). Also, Sims no longer know who cast the spell on them so they won't react negatively to you.	Adept

BASIC INFO









NEW GAME ADDITIONS

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SPELLCASTER PERKS

IMAGE	PERK	DESCRIPTION	REQUIRED RANK
	Practiced Practicality	Practical Spells & Potions always succeed when Sim is in a Normal Spellcaster Charge range. Failure is greatly reduced in Charged and Overcharge states.	Adept
	Mischief Master	Mischief Spells & Potions always succeed when Sim is in a Normal Spellcaster Charge range. Failure is greatly reduced in Charged and Overcharged states.	Adept
	Tame the Untameable	Untamed Spells & Potions always succeed when Sim is in a Normal Spellcaster Charge range. Failure is greatly reduced in Charged and Overcharged states.	Adept
	Hexproof	Sim is now protected from Curses.	Master
	Mix Master	Extra servings will be in the Cauldron each time a potion is successfully created.	Master
	Master Caster	Casting Spells no longer fails when the Sim is in a normal Spellcaster Charge range, Backfires are greatly reduced in Charged and Overcharged states.	Master
	Natural Mentor	Increased relationship and skill gains when training or experimenting with other Spellcasters.	Master
	Magical Discounts	Sim receives a 50% discount on all purchases from the market stalls in The Magic Realm.	Master

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SPELLCASTER PERKS

IMAGE	PERK	DESCRIPTION	REQUIRED RANK
	Magical Resonance	While in The Magic Realm, the Sim is extremely powerful. They are protected by Death from Overload and can more freely Build Charge and Discharge their Spellcaster Charge levels. Also increased success chance of potion making, drinking and spellcasting.	Virtuoso
	Potent Potables	Effects on all potions are increased and/or last significantly longer. Sim can now Hex their Potions to have them always fail.	Virtuoso
	Master Duelist	This Sim has significantly increased chances of winning a duel and reaps better rewards from them.	Virtuoso

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SPELLCASTER FEATURES

SPELLCASTER CHARGE

When your Sim becomes a spellcaster, the look of their needs panel will change. At the top is a round orb to measure your Sim's Spellcaster Charge. Your Sim will start to build a charge as they cast spells or participate in duels. The Spellcaster Charge can add a powerful boost, but it is unpredictable and risky.

The following charge levels are available in the game:

- **Regular** — In this range all magic behaves normal. No additional benefits or dangers.
- **Charged** — Spellcasting is more powerful but success is lightly decreased. There's also the possibility of becoming cursed.
- **Overcharged** — Magic is even more powerful. Success chance is moderately decreased. Curse chances are increased.
- **Dangerously Charged** — Final stage of charge. Great power and magic ability. Great chance of failures, backfires, and Curses. Also a chance of Death by Overload. Magic carefully!

Once your Sim reaches the level of Dangerously Charged, any addition charge buildup will trigger Magical Overload. During a Magical Overload all their stored charge violently surges through their body and the Spellcaster Charge level returns to normal.



If they are lucky, their hygiene level will drop to red and they will have an Uncomfortable moodlet for a while. There is also the chance the Magical Overload will kill your Sim and they will experience **Death by Overload**.

The Spellcaster Charge is a risky side effect to using magic, but it can also be managed with **Spellcaster Perks**. Certain Perks allow Sims to gain or discharge Spellcaster Charge at will. The Hexproof perk can even protect them from Curses. Experienced Spellcasters can learn to use the Spellcaster Charge to their advantage without as many risks.

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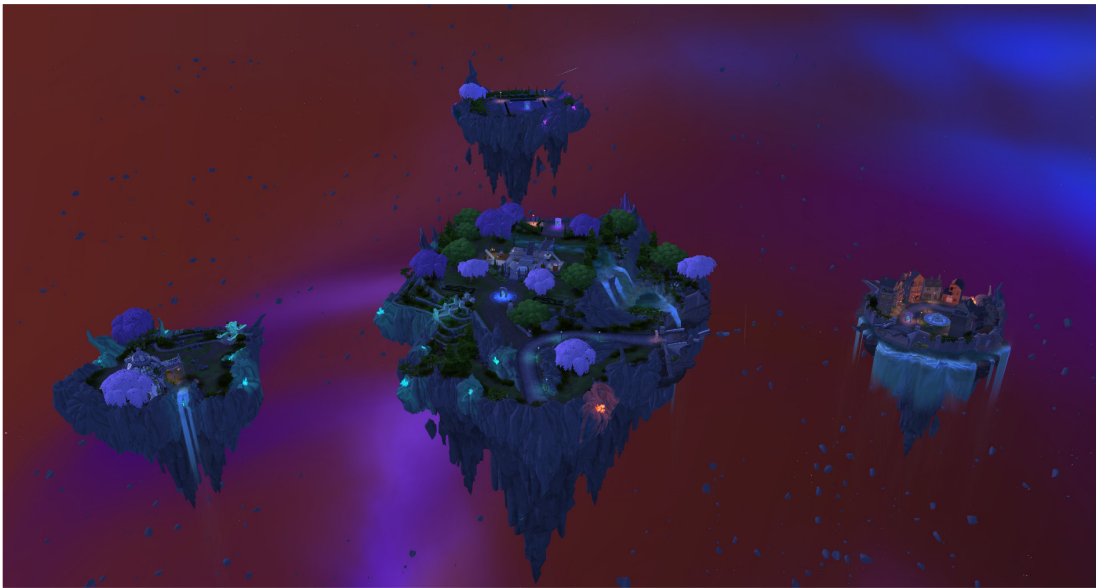
WORLD

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SPELLCASTER FEATURES

TRAVEL TO THE MAGIC REALM

You may notice that the Magic Realm appears to be floating precariously above a void. Have no fear, the Spellcasters before you have set up portals so you can safely travel between the different areas. Experienced Spellcasters can also use a Broomstick to fly or the Transportalate Spell. You can also toggle either of these to set them as your Sim's default mode of transportation. Why walk anywhere when you can fly or teleport?



To choose to fly, click on your Sim and choose “Always Use Brooms” or “Never Use Brooms.” To teleport, click on your Sim and find the spells options. Then choose “Always Transportalate” or “Never Transportalate.”

If your Sim knows the Transportalate Spell, you can also choose “Transportalate to The Magic Realm” from their spells options. Alternatively, Spellcasters can use a Glimmerstone to travel to the Magic Realm from anywhere. Glimmerstones are automatically given to new Spellcasters and is found in their inventory. There is a cool down period between uses and if they ever lose their Glimmerstone, they can ask any of the Sages for a new one.

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SPELLCASTER FEATURES

SAGES

There are three Sages located in The Magic Realm, each representing a different School of Magic: the Sage of Practical Magic, the Sage of Mischief Magic, and the Sage of Untamed Magic. They are distinguishable from other Spellcasters in the Magic Realm because they have an illuminated rune of their school above their head.

The Sages are a very important resource when it comes to learning how to use Magic. They can give you the Rite of Ascension and Rite of Dissolution. They will also replace your Glimmerstone if you ever lose or accidentally destroy yours.



The Sages each have a different type of magic they can teach. For example, the Sage of Practical Magic will only teach you Practical Spells and Potions. Sages will only share their knowledge if they trust you, so you'll need to establish a friendship with them first.

Once you are friends with a Sage, let's use the Sage of Mischief in our example, you can "Ask to Teach Mischief Magic." The Sage will then teach you a Mischief Spell. You can also "Ask to Teach a Potion Recipe" and they will share a new potion with you. Each of these interactions has a cool down period so you won't be able to spam the Sage to learn new spells and potions.

Once you've reached a Master level Spellcaster, you will be able to "Ask to Teach Ultimate Mischief Spell." Each Sage will have one Ultimate Spell that can teach you and this is the only means your Sim can learn these Spells.

BASIC INFO

NEW GAME
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SPELLCASTERS

WORLD

BUILD/BUY

SPELLCASTER FEATURES

CASTING SPELLS

It would make sense that the goal of any Spellcaster is learning to cast spells. There are four Schools of Magic introduced in The Realm of Magic and this section will focus on the first three. They are Practical Magic, Mischief Magic, and Untamed Magic. The fourth School of Magic is Alchemy, which you can learn more about in the [Alchemy](#) section.

In order to cast spells, your Sim must first learn them. Learned spells will then appear in your Sim's [Spell Book](#). Spellcaster Sims can learn spells in a few ways. They can [Duel](#) for knowledge with another Spellcaster, and if they win, they will learn a new spell. They can also learn Spells from the [Sages](#) or from reading [Magical Tomes](#).



Lastly, your Sim can learn Spells by practicing magic as well. To do this, click on your Sim and navigate to the Magic options. You can then choose to practice magic and select which type of magic to practice. Practicing magic will allow your Sim to learn any unknown spells for their Spellcaster rank. Once they have learned all Spells for their rank, they will need to level up to learn additional spells. Practicing magic is a great way to gain experience.

BASIC INFO

NEW GAME
ADDITIONS

SPELLCASTERS

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BUILD/BUY

CASTING SPELLS

When ready to cast a spell you'll need to first click on the subject of your spell. To zap another Sim with electricity you need to click on your target Sim. To repair an item, start by clicking on the broken object. Most spells are designed to work on specific targets. Once you have chosen the target, navigate to "Spells..." and select the spell you wish to cast.

- Always use caution when casting a spell, especially with novice Spellcasters. You never know if a Spell might backfire and make your Sim the Spell's new target.



Keep in mind that if you go around casting spells on other Sims, it can negatively affect relationships. It is a great idea to learn the Morphiate Spell though, because Sims can then turn their enemies into an inanimate objects just for fun. Lastly, keep an eye on your Sim's **Spellcaster Charge** when practicing magic or casting spells. Both of these actions build a charge, and can eventually lead to a **Death by Overload**.

BASIC INFO

NEW GAME
ADDITIONS

SPELLCASTERS

WORLD

BUILD/BUY

SPELLCASTER SPELLS

LIST OF SPELLS

A Practical Spellcaster studies all things helpful and useful. Life is much easier with a bit of magic! A Mischief Spellcaster loves nothing more than tormenting others with magical pranks. Why take everything so seriously? An Untamed Spellcaster dedicates themselves to only the most powerful and uncontrollable spells. Magic is a force to be controlled!

PRACTICAL MAGIC SPELLS

IMAGE	NAME	DESCRIPTION	REQUIRED RANK
	Repario	Fix a broken object, or make crafted objected higher quality.	Apprentice
	Scruberoo	Make something (or someone) squeaky clean.	Apprentice
	Delicioso	Create a tasty meal out of thin air.	Acolyte
	Floralorial	Keep your plants healthy and bug free.	Acolyte
	Transportalate	Move instantly to another location, regardless of distance.	Adept
	CopyPasto	Turn one small object into many.	Adept
	Herbio	Create a fully grown plant in even the most fallow of soils.	Master
	Homewardial	Return to The Magic Realm.	Master
	Rite of Ascension	Bestow the gift of magic to another Sim.	Master - Learned via Special Interaction with Sage

BASIC INFO

NEW GAME
ADDITIONS








SPELLCASTERS

WORLD

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LIST OF SPELLS

MISCHIEF MAGIC SPELLS

IMAGE	NAME	DESCRIPTION	REQUIRED RANK
	Despairio	Fill a Sim's mind with feelings of intense sadness.	Apprentice
	Deliriate	Reach into a Sim's head and scramble their thoughts.	Apprentice
	Furio	Convince two Sims to argue and fight with each other.	Acolyte
	Infatuate	Convince two Sims to get romantic with each other.	Acolyte
	Burgliate	Acquire something that doesn't belong to you.	Adept
	Morphiate	Transform a hapless Sim into an inanimate object.	Master
	Strangeify	Make a Sim appear repulsive to everyone around them.	Master - Learned via Special Interaction with Sage

BASIC INFO

NEW GAME
ADDITIONS









SPELLCASTERS

WORLD

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LIST OF SPELLS

UNTAMED MAGIC SPELLS

IMAGE	NAME	DESCRIPTION	REQUIRED RANK
	Inferniate	Instantly incinerate your target with the power of fire.	Apprentice
	Zipzap	Harness electrical energy and give something a jolt.	Apprentice
	Necrocall	Summon the dead from their final resting place.	Acolyte
	Chillio	Create a blast of cold air the freezes anyone it touches.	Acolyte
	Minionize	Control another Sim's mind and bend them to your will.	Adept
	Decursify	Free yourself from the effects of a magical curse.	Adept
	Dedeathify	Restore a ghost to their original physical form.	Master
	Duplicato	Create a perfect replica of yourself, for a time.	Master - Learned via Special Interaction with Sage

BASIC INFO

NEW GAME
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SPELLCASTERS

WORLD

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SPELLCASTER FEATURES

SPELLCASTER CURSES

There are nine Spellcaster Curses your Sim can have the unfortunate chance to acquire. Your Sim has a chance at becoming cursed if they cast spells with a high *Spellcaster Charge* level or from losing too many *Duels*. The most guaranteed way to find yourself cursed is by drinking from the Potion of Questionable Contents. So definitely try to resist doing something that foolish.



Drinking any potion has a small risk of going wrong, as does casting a spell. Inexperienced Spellcasters are more prone to backfires. These mishaps don't always result in a Curse. The result may not be pleasant, but it is temporary. For example, if you attempt to drink the Potion of Immortality you could find yourself in a Ghastly Condition.

Curses are different from these normal risks of learning Magic. Most Curses will remain with your Sim until they are removed by the Decursify Spell or the Potion of Curse Cleansing. Luckily, your Sim can only have up to three curses at once. Yay?

BASIC INFO










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SPELLCASTER CURSES

IMAGE	NAME	DESCRIPTION
	Curse of Night Wraith	A Spectral Stalker is hunting you. But where are they now?! Good Luck trying to sleep.
	Curse of Unwarranted Hostility	For some reason everyone just wants to be mean to you and even start fights with you.
	Curse of Scrambled Spells	You're losing control of your magic. Casting will sometimes have random powerful results.
	Curse of Repulsiveness	What a horrifying visage! This will cause terror and disgust in all nearby Sims. Socialization will be much harder.
	Curse of Awkward Embraces	You're just really into hugging and touching others now. It's too hard to resist. Awkward.
	Curse of Uncontrollable Charge	You now draw too much Magical Energy. All gains are increased.
	Curse of the Duelist	Be prepared to get into more duels! It's going to be a lot harder to win, and rewards won't be as good.
	Curse of Infectious Laughter	Sometimes you just can't stop laughing; even in inappropriate situations and often times spread it to others.
	Curse of Uncleansable Stench	You are eternally drenched in the smelliest of gym sweat constantly. Showering does nothing!

BASIC INFO

NEW GAME
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SPELLCASTERS

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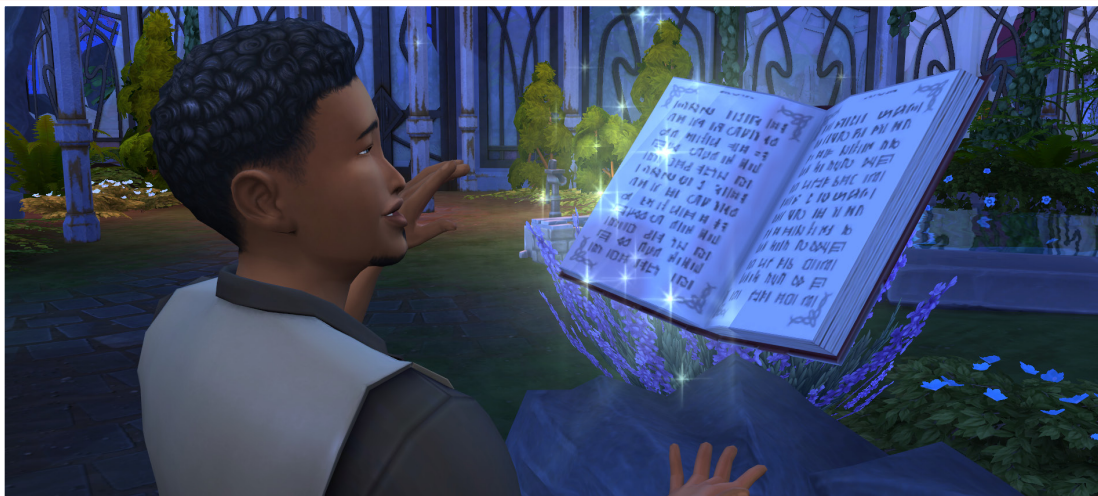
BUILD/BUY

SPELLCASTER FEATURES

MAGICAL TOMES

One way to learn new spells are by reading Magical Tomes. There are Magical Tomes for every **Potion** and all **Spells** (with the exception of the Ultimate Spells.) Tomes do have a Spellcaster rank requirement so you will not be able to read the Tome until you reach the rank. Sims can read Magical Tomes for Spells and Potions they do not already know.

There are two main ways to acquire a magical tome: “Searching” or “Buying” them. In the magical realm, you can click on any bookshelf and “Search for Tomes.” Your Sim will then search and discover a Tome for a spell they do not know. If your Sim has already mastered every spell, they may find other magical items such as a familiar orb. There is a cool down period for this action so your Sim will not be able to spam search the shelves for tomes.



To buy a Magical Tome, visit the first shop in Caster’s Alley and select “Buy Wands, Tomes and Familiars.” Each day the vendor will have three random tomes for sale. They may be duplicates of ones you already have, spells you already know, or have items that require a higher rank to learn. Check back daily for selection updates.

It does take time to collect all the Magical Tomes, and can it can be a slower method to learn spells for a singular Spellcaster Sims. However, it can be very beneficial if you are playing a Spellcaster family. Once your Sim acquires a Magical Tome, they can save it in a bookshelf at home for any Spellcaster in your household to read.

Another benefit to storing all your Magical Tomes in a bookshelf is the ability to quickly see which Tomes you’ve read. From your home lot, click on any bookshelf (all bookshelves have a shared library) and select “Study Magical Tome.” This will display a menu of all your household’s Magical Tomes and their level requirement. Tomes for Spells/Potions your Sim has already learned will appear with grey text.

BASIC INFO

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SPELLCASTER FEATURES

FAMILIARS

Familiars are magical companions that can provide perks for Spellcasters. These creatures can be obtained by buying their Orbs at the Wands, Tomes, & Familiars vendor at Casters Alley in the Magical Realm. Once a Spellcaster has a Familiar in their possession, they can bind them to themselves to summon it later.

- Even though multiple familiars can be bound to a Sim, only one bound Familiar can be *summoned* at a time. Summoning a Familiar will make the Familiar follow the Spellcaster around until it is dismissed.



One of the perks to familiars is that they help Spellcasters increase experience levels as they perform magical interactions. Familiars can also warn the Spellcaster they are bound to when their magical charge is too high before they become Dangerously Overcharged.

BASIC INFO

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FAMILIARS

If you have **The Sims 4 Cats & Dogs Expansion**, household pets can also be bound to a Spellcaster as a Familiar. Once summoned, the pet will have a magical glow surround them. Familiar Cats and Dogs can be sent to “Forage” for items to bring back to the Spellcaster.



If a Spellcaster dies while a Familiar is bound, there is a chance that the Familiar will revive them before the Grim Reaper takes them away. Be careful, though, because Familiars will not always be able to save a Sim from death.



BASIC INFO

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SPELLCASTERS

WORLD

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LIST OF FAMILIARS

While having a familiar is completely optional, it is clear that having one is very beneficial to a Spellcaster. Below is the list of Familiars that can be found and bound in the game.

IMAGE	NAME	DESCRIPTION	COST	RARITY
	Fairy	Bathed in pure energy it is nigh impossible to make out the true form of a fairy beyond its magical wings. One can feel when what can only be described as a slight spark when near.	\$100	Common
	Sixam Owl	The preeminent symbol of magic and ancient knowledge. they have a strong connection to the moon and stoically follow their chosen spellcaster.	\$100	Common
	Raven	The harbingers of prophecy and, some say, bad luck. Ravens are an ancient creature that remain steadfast alongside their favorite spellcasters.	\$100	Common
	Dragon	Regal and powerful, this dragon should never be discounted based on its size. It is a formidable foe as well as a cherished companion.	\$250	Uncommon
	Bunnerfly	This interesting creature is an unexpected entity that defies normal boundaries and demands a closer inspection. Its true nature is unknown.	\$250	Uncommon
	Glowfrog	Be warned o avoid the direct gaze of the glowfrog. They are usually quite mischievous characters although quite harmless when left to their own devices.	\$250	Uncommon
	Hex Doll	Despite this familar being the mysterious and silent typeyou may still catch yourself whispering to them. "Do that voodoo that you do!"	\$250	Uncommon
	Snub-Nosed Leaf Bat	A classic Spellcaster companion, bats have commonly been closely associated to magic users since the times of ancients.	\$250	Uncommon

BASIC INFO






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LIST OF FAMILIARS

IMAGE	NAME	DESCRIPTION	COST	RARITY
	Phoenix	The Phoenix is intimately familiar with the cycle of life, death, and rebirth. From the ashes they arise and into the ashes they fall. so has it always been.	\$500	Rare
	Skull	When you need a protector that ruely frightens your opponent consider the skull. It is hard not to be intimidated by this floating, haunting familiar.	\$500	Rare
	Velid	The Veild is a Voidcritter deep with knowledge of countless galaxies across space and time. No one really knows the true motivation of this critter, but that didn't stop one well known kids TV show from almost featuring the Veild as a main character.	\$777	Rare
	Cat	Requires The Sims 4 Cats & Dogs Expansion	N/A	N/A
	Dog	Requires The Sims 4 Cats & Dogs Expansion	N/A	N/A

BASIC INFO

NEW GAME
ADDITIONS

SPELLCASTERS

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SPELLCASTER FEATURES

DUELING

When challenging another Sim to a duel, you can choose “Magic Duel” to duel in a nearby location or “Challenge to Magic Duel at the Dueling Grounds.” The latter is an option only available when visiting the Magic Realm. Next a Sim can choose the duel stakes:

- Heated Duel (Decreases Friendship)
- Friendly Duel (Increases Friendship)
- Duel for Artifacts (Wands or Brooms)
- Duel for Ingredients (Potion Ingredients)
- Duel for Knowledge (Learn Spells)

If your Sim loses a duel they will get an “Agony and Defeat” (Angry +1) moodlet for a couple hours. If your Sim loses too many duels they may also become **Cursed**.

When winning a duel, Sims will gain the “It was All Skill” (Happy +1) moodlet, along with any reward from the duel stakes. Sims will also occasionally get calls from random Sims challenging them to a Duel at the Dueling Grounds. If you accept, your Sim will travel to the Magic Realm’s Dueling Grounds for the duel. Whether they win or lose, dueling is yet another way for Spellcasters to increase XP.



BASIC INFO

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ADDITIONS

SPELLCASTERS

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SPELLCASTER FEATURES

ALCHEMY

Alchemy is one of the four Schools of Magic that Spellcasters can master in the Spellbook.

Learning Alchemy allows a Spellcaster to discover and brew potions that they can use to either help a Sim out or wreak havoc on them.



Spellbook Description: A student of the alchemical arts studies potions, elixirs, and tonics of all kinds. Who knows what power can be brewed up by a skilled Spellcaster?

Experimenting at the Cauldron and reading Tomes about Potions will help a Spellcaster increase their rank and learn new Potion recipes. Once a Potion is learned, the Spellcaster will obtain one bottle of it in their inventory. And once a learned Potion is brewed, the Spellcaster can bottle it up into four different bottles. Spellcasters with the Mix Master perk may create extra servings of their Potions each time they are brewed.

BASIC INFO

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SPELLCASTERS

WORLD

BUILD/BUY

ALCHEMY: LIST OF POTIONS

IMAGE	NAME	DESCRIPTION	INGREDIENTS	REQUIRED RANK
	Good Fortune	A potion to find helpful items while doing everyday activities.	Turquoise and Valerian Root	Apprentice
	Plentiful Needs	A potion to fulfill all of a Sim's needs.	Apple	Apprentice
	Nausea	A potion to annoy an enemy and turn their stomach.	Mandrake and Dirt Frog	Apprentice
	Nimble Mind	A potion that will increase the speed your Sims gain skills.	Parsley and Spotted Dirt Frog	Apprentice
	Magical Aura	A potion that will display a Sim's magical aura.	Emerald and Goldfish	Apprentice
	Alluring Aura	A potion that makes those around the drinker more receptive to romantic conversation.	Spotted Heart Frog, Cherry, and Valerian Root	Neophyte
	Emotional Stability	A potion to remove unnecessary emotional baggage.	Obtainium and Potato	Neophyte
	Perk Purgings	A potion that allows a Spellcaster to choose different perks.	Mandrake and Valerian Root	Acolyte
	Forced Friendship	A potion that unlocks the power of friendly conversation.	Baconite, Potato, and Salmon	Acolyte
	Masterful Insults	A potion that unlocks the power of animosity.	Fire Opal, Dragon Fruit, and Furium	Adept
	Rejuvenation	A potion to allow a Sim to remain at their current age.	Valerian Root, Alabaster, and Lemon	Adept
	Curse Cleansing	A potion to remove all curses from a Sim.	Apple, Citrine, Angelfish, and Mandrake	Adept

BASIC INFO




NEW GAME ADDITIONS

SPELLCASTERS




WORLD

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ALCHEMY: LIST OF POTIONS

IMAGE	NAME	DESCRIPTION	INGREDIENTS	REQUIRED RANK
	Immortality	A potion to prevent death from old age.	Mandrake, Sage, Morcubus, and Diamond	Master
	Transcendent Charmer	A potion to unlock the power of romantic conversation.	Ruby, Kissing Gourami, and Rose	Master
	Prompt Resurrection	A Sim that drinks this potion will revive immediately if they die.	Death Metal, Death Flower, and Zombie Carl	Master

The more experienced a Spellcaster is with magic, and the better quality ingredients that they use for a Potion, the more likely the Potion is to be of a higher quality, which can have a stronger effect. Spellcasters of the Master rank with the Potent Potable perk can also use their magic to Hex Potions, which makes them have an opposite effect.

IMAGE	NAME	NORMAL EFFECT	HEXED EFFECT
	Good Fortune	The Sim receives a Happy "Luck of the Spellcaster" Moodlet, which will make them randomly gain ingredients or money from Experimenting on the Cauldron and performing other household interactions.	The Sim receives an Embarrassed "Do You Feel Lucky?" moodlet, which will make them more likely to fail at brewing Potions and performing other household interactions.
	Plentiful Needs	The Sim's needs completely fill, which gives them a Happy "Feeling Great" moodlet.	The Sim's green needs lower to halfway full.
	Nausea	The Sim becomes sick, which gives them an Uncomfortable "Poisoned" moodlet and makes them vomit.	The Sim receives a Happy "Pretty Tasty" moodlet.

BASIC INFO

NEW GAME ADDITIONS

SPELLCASTERS

WORLD

BUILD/BUY

ALCHEMY: POTION EFFECTS

IMAGE	NAME	NORMAL EFFECT	HEXED EFFECT
	Nimble Mind	The Sim receives a Confident "Skill Boost" moodlet, which makes it faster for them to gain skill points.	The Sim receives a bored "Uninspired" moodlet, which makes it harder for them to gain skill points.
	Magical Aura	The Sim receives a Happy "Magic Aura" moodlet, which gives them a yellow glow.	The Sim receives an Embarrassed "Aura of Failure" moodlet, which gives them a yellow glow.
	Alluring Aura	The Sim receives a Flirty "Pheromone Cloud" moodlet.	The Sim receives an Embarrassed "Pheromone Cloud" moodlet.
	Emotional Stability	The Sim receives a Happy "Clear Minds" moodlet, and all other moodlets are removed.	The Sim receives an "Emotional Overload" moodlet of every emotion all at once.
	Perk Purging	The Sim's mind becomes clear of previous teachings, which takes away all magic perks and refunds the Talent Points so different perks can be chosen.	The Sim receives a Dazed "Perk Purging" moodlet.
	Forced Friendship	The Sim receives a Confident "Friendship Forever" moodlet, which makes it easier to perform successful social interactions.	The Sim receives an uncomfortable "Forced Friendship" moodlet, which makes it hard to perform successful social interactions.
	Masterful Insults	The Sim receives an Angry "Insults at the Ready" moodlet, which makes it easier to perform successful mean interactions.	The Sim receives a Happy "Insults at the Ready" moodlet, which makes it harder to perform successful mean interactions.
	Rejuvenation	The Sim will revert back to the first day of their life stage.	The Sim will age to the final day of their life stage.

BASIC INFO





NEW GAME ADDITIONS

SPELLCASTERS

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BUILD/BUY

ALCHEMY: POTION EFFECTS

IMAGE	NAME	NORMAL EFFECT	HEXED EFFECT
	Curse Cleansing	The Sim will be cured of all curses.	The Sim will receive a random Curse.
	Immortality	The Sim gains the Immortal trait, which makes it so they cannot die of Old Age.	The Sim will receive a Tense "Ghastly Consequence" moodlet, which temporarily turns them into a Ghost.
	Transcendent Charmer	The Sim receives a Flirty "Potion of Love" moodlet, which makes it easier to perform successful romantic interactions.	The Sim receive a Confident "Power of Love" moodlet.
	Prompt Resurrection	The Sim receives a Confident "Death-Proof" moodlet, which makes it so they will be resurrected by the Grim Reaper if they die.	The Sim will receive a Sad "Irredeemable" moodlet, which makes it so they will not be spared by the Grim Reaper if they die.

Specific Potions can only be brewed once when a Sim has a high enough rank in Spellcasting. There are a total of 15 different potions that a Spellcaster can learn to brew, each of which have their own unique ingredients and effects. Any adult Sim can drink a Potion from a Cauldron or a bottle to receive the Potion's effects.



BASIC INFO

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ADDITIONS

SPELLCASTERS

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ALECHEMY

To assist with their brewing, a Spellcaster can purchase Starter Magical Plants for \$35 from the computer or from Build Mode to use as ingredients. Ingredients for Potions can also be obtained by purchasing them from the Potion Ingredients vendor at Casters Alley in the Magic Realm, and by harvesting and collecting what is available at the Gardens in the Magic Realm. Ingredients include different harvestables, metals, frogs, fish, and MySims Trophies.

Once a Spellcaster has learned how to create all 15 types of Potions, they can still Experiment at the Cauldron, which provides Spellcaster experience and the chance to obtain Potion ingredients and Simoleons.

Brewing a potion can fail, though, which will make the contents inside the Cauldron turn black and make everyone around it briefly pass out. Instead of the intended crafted Potion, a Potion of Questionable Contents will be produced instead. Drinking this Potion will give the Sim who drinks it a curse.



If a Spellcaster does not have the needed ingredients required to brew a certain potion, they can be duplicated using the Copypasto spell, although the spell can fail. The Potion of Curse Cleansing can be purchased from the Rewards Store for 500 Satisfaction Points.

BASIC INFO

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WORLD

GLIMMERBROOK (NEW WORLD)

Glimmerbrook is a new residential world for Sims to live in. You can move your current or new household to this world, or simply visit by using the travel interaction on the cell phone. Although a quiet town, Glimmerbrook has more to it than meets the eye...



Glimmerbrook is a one neighborhood world, but does have a portal in the upper left side of the map which can be used to travel to **"The Magic Realm"**. This special area of the world is the source of all things magic, and is described in further detail below.



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GLIMMERBROOK

WORLD SCREENSHOTS



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GLIMMERBROOK NEIGHBORHOOD

NEIGHBORHOOD AND LOTS

Glimmerbrook is one single neighborhood filled with pre-built residential and community lots. This section of the guide gives you information on all lots.

GLIMMERBROOK

The quiet town of Glimmerbrook may have more to it than meets the eye...

- **Glimmerbrook Watch (Residential, 30×20, \$3,175)** - An ancient plot nestled deep within Glimmerbrook. Some say the previous resident was tasked with guarding an ancient relic located atop the Glimmerbrook Waterfall. Legend has it the owner disappeared one night never to be seen again. Maybe they vanished into some other dimension?



BASIC INFO

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GLIMMERBROOK NEIGHBORHOOD

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- **Rock Ridge Canyon (Residential, Occupied by the Charm Family, 40×30, \$120,245)** - If peace and quiet appeals to you, the Rock Ridge Canyon is perfect. Nestled up against Glimmerbrook's towering boulders, this quaint location is sure to give any Spellcaster the silence they need to practice and study to hone their magical prowess.



- **Creek Side Corner (Residential, Occupied by the Amicable Acolytes Family, 30×20, \$67,245)** - With breathtaking views of Glimmerbrook Falls, this location is perfect for any cozy home.



GLIMMERBROOK NEIGHBORHOOD

- **Brooks Bridge Borough (Residential, 30×20, \$17,436)** - Situated in the center of Glimmerbrook this simple cottage is near the best fishing spots in all of Glimmerbrook. Not to mention the gorgeous Simstagram photos that can be taken from the nearby bridge.



- **Elixirs and Brews (Bar, 30×20, \$53,815)** - A local establishment that's been in Glimmerbrook as far back as anyone can remember, and though it has had some upgrades through the years, it's still full of nostalgic charm.



BASIC INFO

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HIDDEN NEIGHBORHOOD

THE MAGIC REALM

The Magic Realm is a separate hidden neighborhood that is accessed through the portal found in the upper left hand side of the Glimmerbrook map. Once the portal is found, Sims can click on it to enter the Magic Realm.

- Spellcasters with a Glimmerstone in their inventory can click on it to travel to the Magic Realm instantly. It does not have an option that works to return home though.



Once a Sim confirms they want to enter the portal and head into the Magic Realm, they will arrive at the headquarters of this neighborhood. Upon looking around, Sims will be greeted with meteor showers and aurora borealis.

Travel between these 4 areas is possible through the available portals, or via brooms and teleportation for Sims who already have their Spellcaster powers in order. The Magic Realm consists of 4 floating “sub-neighborhoods” that each have their own purpose.

BASIC INFO

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ADDITIONS

SPELLCASTERS

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THE MAGIC REALM

BASIC INFO

The Magic Realm is the source of all magic. Unfortunately, it is slowly being pulled apart by the swirling vortex surrounding it. The only thing that is keeping it together is the balance between the three houses of magic. Each house has a Sage that is the master in their respective style.

NEW GAME
ADDITIONS

SPELLCASTERS

WORLD

BUILD/BUY



The Magic Realm consists of the following areas: **Headquarters**, **Dueling Grounds**, **Casters Alley**, and **Gardens**. Each of these areas has a unique purpose.

The Headquarters is home to the Sage House where Sims can meet any of the three Sages, the Dueling Grounds is a place for Spellcasters to test their magical abilities, Casters Alley is home to the vendors that sell Brooms, Crystals, Wands, Tomes, and Familiars, and the Gardens is a special lot where Sims can find ingredients for Alchemy Potions.



GLIMMERBROOK WEATHER

WEATHER SYSTEM

If you have **The Sims 4 Seasons Expansion** installed, Glimmerbrook will have its own weather system. Being that it is a world similar to Willow Creek, Glimmerbrook is going to experience all 4 seasons. Below is a list of weather patterns to expect.

- The Magic Realm does not experience any Seasonal changes and only has one of two weather patterns every single day: “*Mystical Clouds*” or “*Swirls of Mystical Clouds*”.

SPRING	SUMMER	FALL	WINTER
Cold, Cool, and Warm Temps. Rain, Wind, and Snow possible.	Warm and Hot temps possible. Heat Waves possible. Chance of Rain.	Cold, Cool, Warm Temps possible. Chance of Rain, Wind, and Snow. Mysterious Weather possible.	Cold, Freezing Temps possible. Chance of Snow, Blizzards, and Wind.



NEW COLLECTIONS



COLLECTIBLES

The Sims 4 Realm of Magic includes the brand new “Magical Artifacts” collection, and adds brand new collectibles to the already existing **Gardening** Collection. Below is a detailed list of all the new collectibles and where to find them.

HARVESTABLES

The Sims 4 Realm of Magic adds 2 brand new harvestables to the Gardening Collection. The new harvestables are exclusive to Glimmerbrook and The Magic Realm, but can still be taken to other worlds for use and planting. Sims can acquire the new harvestables by purchasing the “Starter Magical Plants” in buy mode, or by harvesting them in the wild.



IMAGE	NAME	RARITY	VALUE	SEASON	DESCRIPTION
	Mandrake	Rare	\$2	Fall and Spring	This root, that is known to sometimes be shaped like a Sim, has strange properties when mixed with other ingredients.
	Valerian Root	Rare	\$2	Fall and Spring	Known to draw in many species of flies with its fragrant scent. Best keep them away from your home cooking...

BASIC INFO

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BUILD/BUY

NEW COLLECTIONS









MAGICAL ARTIFACTS

Magical Artifacts are a new type of collectible acquired via **Dueling**, or by purchasing them directly from a vendor in Caster's Alley. This new collection consists of Wands, Brooms, and Familiars, all of which are interactive. To learn more about each of these new items, check out the **Wands**, **Brooms**, and **Familiars** sections of this guide.



IMAGE	NAME	RARITY	VALUE	DESCRIPTION
	Ancient Wood Wand	Common	\$25	Crafted with the methods of old, this Ancient Wand hearkens back to a simpler time, a time when wands didn't represent your wealth or status, but your passion for the magic arts.
	Bone Wand	Common	\$175	The Bone Wand is slightly more robust than classic wood variant. Just don't ask where the bones came from...
	Classic Wood Broom	Common	\$300	The Classic Wood Broom is tried and true. With just enough power to get you from point A to point B, this is the perfect broom for any new Spellcaster.

MAGICAL ARTIFACTS

IMAGE	NAME	RARITY	VALUE	DESCRIPTION
	Familiar Orb of the Bunnerfly	Common	\$250	This interesting creature is an unexpected entity that defies normal boundaries and demands a closer inspection. Its true nature is unknown.
	Familiar Orb of the Fairy	Common	\$100	Bathed in pure energy it is nigh impossible to make out the true form of a fairy beyond its magical wings. One can feel what can only be described as a slight spark when near.
	Familiar Orb of the Raven	Common	\$100	The harbingers of prophecy and, some say, bad luck. Ravens are an ancient creature that remain steadfast alongside their favorite Spellcasters.
	Familiar Orb of the Sixam Owl	Common	\$100	The preeminent symbol of magic and ancient knowledge. They have a strong connection to the moon and stoically follow their chosen Spellcaster.
	Magic Mop	Common	\$50	Perfect for any practical Spellcaster, the magic mop not only can get you where you need to be, it has the power to remove the toughest of stains.
	Marble Wand	Common	\$130	Far more sturdy than the Wood Wand and the Bone Wand. The Marble wand is encrusted with an elemental gem and has all the markings of elegance.
	Natural Wand	Common	\$80	Hand-carved by the finest woodworkers in the land. This wand is not produced by mere machines. Each one is slightly different than the last.
	Wood Wand	Common	\$50	A basic wood wand. The perfect start to any Spellcasters collection.

BASIC INFO










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MAGICAL ARTIFACTS

IMAGE	NAME	RARITY	VALUE	DESCRIPTION
	Familiar Orb of the Dragon	Uncommon	\$250	Regal and powerful, this dragon should never be discounted based on its size. It is a formidable foe as well as a cherished companion.
	Familiar Orb of the Glowfrog	Uncommon	\$250	Be warned to avoid the direct gaze of the glowfrog. They are usually quite mischievous characters although quite harmless when left to their own devices.
	Familiar Orb of the Hex Doll	Uncommon	\$250	Despite this familiar being the mysterious and silent type you may still catch yourself whispering to them, "Do that voodoo that you do!"
	Familiar Orb of the Snub-Nosed Leaf Bat	Uncommon	\$250	A classic Spellcaster companion, bats have commonly been closely associated to magic users since the times of ancients.
	Gnarled Wood Broom	Uncommon	\$150	Carved from the ancient trees of The Magic Realm. The Gnarled Broom has a natural form, twisting and turning, hopefully it doesn't fly the way it looks.
	Magician's Wand	Uncommon	\$250	You want to see a magic trick? Perfect for any Spellcaster that likes pulling familiars out of hats... Though that trick has been banned for centuries due to familiar cruelty.
	Rocket Broom	Uncommon	\$1,000	Infused with wild magic, this Rocket Broom can reach insanely fast top speeds. Go faster! Higher! Up, up, and away!
	Wand of Astral Creation	Uncommon	\$100	Forged out of moonstones and imbued with astral vapors, this wand holds the power to a million galaxies.
	Wand of the Sylvan Forest	Uncommon	\$325	Hand-carved from the trees of Sylvan Glade, this wand holds immense power.

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MAGICAL ARTIFACTS

IMAGE	NAME	RARITY	VALUE	DESCRIPTION
	Crystal Zoomer	Rare	\$1,500	Powered by crystals from The Magic Realm, this broom travels so fast it can open inter-dimensional portals. Where they lead nobody knows!?
	Familiar Orb of the Phoenix	Rare	\$500	The Phoenix is intimately familiar with the cycle of life, death, and rebirth. From the ashes they arise and into the ashes they fall. So has it always been.
	Familiar Orb of the Skull	Rare	\$500	When you need a protector that truly frightens your opponent consider the skull. It is hard not to be intimidated by this floating, haunting familiar.
	Familiar Orb of the Veild	Rare	\$777	The Veild is a Voidcritter deep with the knowledge of countless galaxies across space and time. No one really knows the true motivation of this critter, but that didn't stop one well known kids TV show from almost featuring the Veild as a main character.
	Wand of the Elementals	Rare	\$425	Forged from the rocks deep within the crust of the Earth. This wand contains the power of every elemental.
	Wand of the Forgotten	Rare	\$500	Forged from the spirits of the the underworld. This wand holds strange mysteries that have yet to be discovered.
	Ancient Wood Wand	Common	\$25	Crafted with the methods of old, this Ancient Wand hearkens back to a simpler time, a time when wands didn't represent your wealth or status, but your passion for the magic arts.
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NEW GAME
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MAGICAL ARTIFACTS

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BASIC INFO





NEW GAME
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MAGICAL ARTIFACTS

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INTERACTIVE OBJECTS

The Sims 4 Realm of Magic adds a variety of new interactive objects. These objects allow for new game play not previously available in game. Details on these objects below.

WANDS

There are ten types of wands your Sim can own, each with two color variations. They are considered **Magical Artifacts** that can be found or won through dueling. You can also buy them from a vendor in Caster's Alley. The vendor will only carry a few random wands each day but you can keep checking back to find the one you are looking for. Some wands are also more common than others.



Wands are used in Spellcasting but are primarily cosmetic. You can toggle if you would like your Sim to use a wand by clicking a Sim and selecting “Always Use Wands” or “Never Use Wands.” These options are also found by clicking on a wand via the inventory. Your Sim can carry multiple wands in their inventory, but if you would like them to use a specific wand, click on the chosen wand and select “Set as Favorite Wand.”

INTERACTIVE OBJECTS

BROOMSTICKS

Broomsticks are objects that Spellcasters can purchase to use as an alternative method of travel. They allow Spellcasters to fly to locations almost instantly, whether it be just down the street or to a different lot in a different world entirely.



Flying around on a Broomstick is helpful for Spellcasters to gain Spellcasting experience, even if they end up having a hard landing. A variety of different Broomsticks can be purchased from the Brooms & Crystals vendor at Casters Alley in the Magic Realm.

Spellcasters can choose which of their Broomsticks they want to set as their default Broomstick to use when traveling, and can set Broomstick flying as their preferred method of travel.



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INTERACTIVE OBJECTS

CAULDRON

The Cauldron is an object that Spellcasters can use to obtain knowledge about Spellcasting and practicing Alchemy. Spellcasters can experiment Alchemy using the Cauldron alone or in groups to gain experience and discover how to create new Potions.

Once a Spellcaster learns how to create a certain Potion, they are then able to directly brew it from the Cauldron as long as they have the required ingredients in their inventory, which will produce four bottles of the Potion. This process can be done together by multiple Spellcasters at once.

Outside of their magical uses, Cauldrons can be used to create large portions of food, such as Mac and Cheese (\$18), Chili (\$27), and Cioppino (\$10). Cooking food in the Cauldron will give a Sim twelve servings of food.



Anything left in the Cauldron can be discarded at any time. And, for those who choose to live more of a simple life, Cauldrons are able to function on lots with the Off-the-Grid trait.

Multiple Cauldrons are available for use at the HQ in the Magic Realm.

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BUILD & BUY MODE ITEMS

BUY/ BUILD MODE OBJECTS

The Sims 4 Realm of Magic includes **84 buy and build mode items**. This includes objects, build items, styled rooms, and every other item that was included with the game.



The Mind's Eye Twin Bed

\$500

All spellcasters have a third eye: the invisible mind's eye which helps with clairvoyance and links them to a higher consciousness. But is yours getting its recommended eight hours of rest? This bed features a special inlay carving to promote serenity, comfort and serve as a reminder to take care of yourself so you can be at one with the energies of the universe. Includes 300 threadcount sheets!



Selene's Sanctuary Bed

\$1,200

You can't incant on a poor night's sleep! Retreat from the world into a peaceful night of magical replenishment with this elegant bed.

Energy: 5
Stress Relief: 2
Discomfort Relief: 2



Poseidon's Armchair

\$325

Sea god Poseidon doesn't surface much, but when he does, this seashell-carved chair is his favorite seat in the beach house.

Comfort: 5



Born to Boogie - The Funkenstein Collection

\$100

After hanging up his bass guitar in the 80's, Dr. Von Funkenstein opened a used furniture store. But selling other people's used furniture was not enough for the frustrated doctor. So, late at night, with funk music blasting, he would take "acquired" furniture pieces & cobble together his OWN creations. It is said the doctor's chairs would come back to life & dance to those pulsing beats as the doctor sunk deeper & deeper into funky chair madness. What? You never heard of Musical Chairs? Get yours today!



Loudini Séance Chair

\$100

This very chair was once the property of one of THE MOST average illusionists who ever lived - Larry Loudini. Touted as The OK Loudini (by some), he demonstrated his pure lack of magic & sleight of hand abilities to several people throughout much of the west side of Throckmorton, North Dakota. When Loudini finally passed over to the great beyond he left behind this fairly cool Séance chair which he never really used. Now, you can have it if you want it.



Pub Perch

\$290

Modeled after the pub stools at ancient spellcaster hangout O'Growley's pub, these stools bring a warm and relaxed atmosphere to any magical home.

Comfort: 5



The Farsighted Davenport

\$600

If you're looking for a new sofa, the back of this sofa is looking at you. How is that possible, you may ask? Well, one day, bespectacled soothsayer, Clair Voyant, was crystal ball gazing on a sofa when she accidentally dropped her soothsaying spectacles. Of course, the sofa ate her glasses, as sofas do, & they were lost forever. But those glasses had a mighty powerful prescription & over time the back of the sofa morphed into the upside down shape of Clair's glasses. To this day, the davenport keeps both eyes open to reunite the specs with their rightful owner.



On the Wings of a Loveseat

\$400

I don't know about you but when I begin my day I look at this loveseat and it just sings to me. I love it so much that it makes me smile & lights up my day from the inside out. I feel like I can fly on the wings on this loveseat. It's a dee-lightful and magical experience that can only be shared by two.

Comfort: 1



The Hardest Seat To Sit On

\$210

It started showing up in an old house. Some people were checking it out, it was a bench - some say - so we bought it anyway.

We named it in a whim, it was an ottoman? Eh...it was 1961 or 1981...so we went with it. It has no feelings, and it doesn't know who owns it.

I got a backyard, with nothing on it, except for this? The Hardest Seat to Sit On...

Comfort: 1



The Iron Counter

\$340

Made of iron from the thrones of kings and queens of old. This unit comes pre-enchanted for all your cooking and storing needs.

We are not responsible for anything odd happening to anything that gets placed on it though, specially if made with fire and plasma.

Environment: 2



The Iron Counter Island

\$340

Like all Kingdoms, they all wish to expand. Made of iron from the thrones of kings and queens of old — as its counterpart The Iron Counter, this unit offers significant space gain, without needing to plan a siege to get it.

Counter space was coming...and it was made.

Environment: 2



Magical Gatherings Séance Table

\$500

Got a coven load of friends coming over but you need to conjure up a bigger table if you're gonna make that next séance truly magical? Now you can make ALL your gatherings magical with the Magical Gatherings Séance Table. Plenty of room for 8 of your closest believers. The glass top ensures no under the table flim-flam from the invited guests or uninvited spirits. Plus, we won't pull the old coin trick on you for the price. It's great for a magical night of cards with friends too!

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The Magical Mystery Table \$150

This table is enchanted. No kidding. It changes to look like whatever it thinks YOU want it to look like. So, perhaps you can explain why the Magical Mystery Table has taken first place honors for best looking horseshoe mustache on an end table for the past 14 years running at the International Table Mustache Festival? Oh, you can also put stuff on it. Try doing that with any standard stache.



Fata Morgana Table \$200

This ethereal coffee table is hand tooled from the phantom planks of the wreckage from the doomed sailing vessel, the Flying Dutchman. This beautifully inlaid coffee table can often be seen on dark & stormy evenings, far off in the distance, mournfully sailing just above the horizon, endlessly seeking any matching sofa in the storm.



Will-o-the-Wisp Desk \$700

Perfect for creatives who are looking for a little spark of inspiration to light the way. This engraved desk harbors an actual will-o'-the-wisp, which are associated with hopes, dreams and goals. Make yours come true! *Region of Magic: 25*



Luxuriously Luxe Wand Display \$50

Do not be deceived by its simple look. This wand display was crafted from the wood of the ancient trees of Glimmerbrook, and has been passed down generations over generations of great Spellcasters. Display your favorite wand proudly, knowing that generations of wisdom has been passed down to you.



Q&A Curio Case \$100

Going Round & Round about how to display your Odds & Ends? Asking yourself, what are the Pros & Cons of furniture for my Odds & Ends? Can the Q&A Curio Case really keep all my Odds & Ends, Safe & Sound?...Or will the constant Opening & Closing of the Q&A Curio Case cause excessive Wear & Tear on its Fit & Finish? – Or worse - Slice & Dice my Odds & Ends? That's a lot to go Back & Forth about it? Put aside your Fear & Loathing. Just Get it & Forget it!



AbraCaTable \$400

Once upon a time, this big ol' beautiful table was just a tiny, magical stool belonging to Carl "left ear" Lemmkey. Carl, a porch toad, lived in the bayou, on the porch of the local Spellcaster. He loved to sit on that ol' magic stool & play his electric banjo all day & night. But that mean old spellcaster constantly nagged Carl to "turn it down!" One day, she'd had enough & tried to cast a spell on the magic stool. Unfortunately for her, it backfired & she was transformed into the AbraCaTable*. Hey, everyone knows it's dangerous to mess with a toadstool. Get your AbraCaTable today. Free home deliverance. *Note: No one croaked in the making of this table.



Hera's Peacock Sink \$295

In Greek mythology, goddess Hera took the eyes of many-eyed giant Argus and set them into the tail of the peacock. Gruesome? Perhaps. A lovely adornment for your bathroom? Definitely! No giants were harmed in the making of this sink.



Portal Potty \$400

"When ya gotta go, ya gotta go" - ya know? Butt what if you gotta go and get to another parallel dimension in a flash? Just Flush! The Portal Potty is THE fastest and most luxurious way to go. Voted #2 Time Traveling Toilety of the year by Home & Loo Magazine. Plus, it's got plenty of leg room & a lid that doubles as a panni press. Trust me, it's the Plumb I tell you!

*Please remember to wash hands before returning to the present dimension.

Bladder: 10
Reliability: 5



Loudini's Chamber of Sprinkles \$600

At the start of his career, average illusionist, Larry Loudini (known as the OK Loudini), had an idea for a magic trick he knew would catapult him to instant celebrity. He eagerly began construction of a water-filled, steel & glass tank. Inside the tank, he would be shackled & suspended upside down. He would then make his escape from this watery debacle. Well, it was plenty dangerous! So, the OK Loudini made a few slight safety modifications to the original design. Before his first performance, he added sliding doors, an adjustable showerhead, non-slip flooring & a soap dish. Captivating. Well, Safety First!



Paramount Cauldron \$800

For those Spellcasters that are just starting out! This low budget option is great to start tasting and testing your personal concoctions! *

Note: We don't guarantee the quality of the potions you brew with this, we are not sure if it really works, but hey, at least looks the part.

+Cooking Skill
Functional while Off-the-Grid



Cauldron Of Excellency \$1,350

Every Spellcaster's dream! Beautifully accented crystals to not only brew excellent potions, but brewing them with style. Show off how good of a Spellcaster you are by having this cauldron in your ritualistic toolkit.

+Cooking Skill
Functional while Off-the-Grid



"Don't Open That Jar" Bar \$800

There once was a spellcaster bar: haunted by things most bizarre. Exorcisms were held and the spirits expelled were then banished away in a jar.

Drink Quality: 4
+Mixology Skill



The Science of Magic Print Series \$200

Illustrations from the late 1800s encyclopedia "The Science of Magic" by Doctor Fen Bittern – the only known instance where a non-spellcaster secretly studied the magical arts. Bittern's research was dismissed and mocked by other non-spellcasters. However, in the magical community he has gained a cult-like following, and many still draw amusement from his work. Print options include "Sentient Swamp Creatures", "Poisonous Potions", or "Snowdrops and Skullflowers."

Environment: 1



Spellcaster Scheduler \$200

When you're a spellcaster you live on a pretty tight schedule. If you don't budget your magical time, it can get embarrassing – for everyone. Well, no need to stain the rug about it anymore. Just pick up the Spellcaster Scheduler and track the phases of the moon, and the ideal potion making times...but on YOUR time. Available at Badbibidibabidyboopidy.com

Environment: 1

BUILD & BUY MODE ITEMS

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Towne Scryer Mirror – by Towne Industries \$400

Forget about those old clunky Crystal Balls. They're so 5th century. Don't scry about it. Get with it! Get the Town Scryer Mirror and see who's at your door BEFORE you open it right from the comfort and safety of your full-length Town Scryer Mirror. Just look deeply. You'll be the Nostradamus of your neighborhood.

+Charisma Skill



Mirror Mirror \$150

Mirror Mirror, what the heck? Why doesn't thou pain my neck? I see my scalp, but that is all. Me thinks that I have shrunk so small. But then it's clear for me to see Tis hung too high for the size of me.

+Charisma Skill



Sprightly Curtains \$200

Looking for a lighter window treatment? These breezy curtains bring a sprightly bounce to any room. Perfect for the spellcaster who wants to soak up the sun during their morning chant or afternoon sage smudging.



Otherwordly Curtains \$200

A lighter, breezy window treatment for larger windows. Bask in the healing nature of the sun while you peruse your favorite spells, or spy on that neighbor you've been trying to hex! The possibilities!



Titania's Curtains \$200

Fairy queens have excellent taste, which we're bringing to you at bargain prices! Add a touch of royalty to your home with these elegant curtains -- replicas of what Queen Titania has in her boudoir. There's magic in every stitch!



Enchanting Awning \$300

Protector from the Sun, Rain, and the Darkness of the Night.



Relentless Rugs of Repetitiveness \$30

Four score and many moons ago, lived a king who inhabited a grand, stone castle with very lengthy hallways. Though he possessed boundless riches, the king's hallways were barren & cold. There was no known carpet that could cover such prodigious expanses at any cost. So, the king sought consultation with his wizard. The king queried the wizard, "Ever yank a large roll of toilet paper? Yeah, I want a rug that works kinda like that." And so, it was, in the wink of that wizard's eye, the Relentless Rugs of Repetitiveness was conjured. And, much like this description, the rug goes on and on and on and...



GuberLift Magic Carpets \$350

Is your broom in the shop again but you have an urgent levitation situation on your hands? Don't come unraveled, man! Call GuberLift Carpets. We'll come pick you up. Choose from 3 plush flying carpet discs that'll drop you at work or take you around the cosmos. Leave the soaring to a GuberLift Carpet!



Tapestry To Nowhere \$900

Where would you go if this thing worked? Where will you land? In another place? In another time? Is this a portal? We might be being deceived.



Crystal Garden Hearth \$2,500

The center of the home is the hearth -- especially in a spellcaster home! Features a cluster of gnome-mined crystals that have been charged by moonlight for over three months. Note: crystals may or may not attract faeries and faerie rings. To prevent this please see "Fae-Away" products.

Environment: 8
Functional while Off-the-Grid



"Drier, Drier" Plants Drier \$75

Drier, drier, plants be drier! Hanging by a magic wire! Not a deceiver, your herbs are drained!

Environment: 1



Antique 'Working' Scale \$220

While it is missing the numbers to measure, this scale is still in mint working condition. Take a leap and use it for recipes, potions, and whatever you please - anything that requires little to no accuracy!

Environment: 1



Mystical Reservoir \$620

Oh dear, a bit watery; On some days, it seems completely empty When not, it continues day and night Sometimes enhanced by fright.

Ignited by magic
Sprays into the sky's reaches
Then it brims over, going to sleep...

Environment: 3



Incantation Escritoire \$825

Has this ever happened to you? You've cast your circle. The candles are set. Your sacred altar is ready. But wait...where's the incantation?! This beautiful and functional piece of furniture displays your incantation sheets so you'll never lose them again!

Environment: 1

BUILD & BUY MODE ITEMS



Classic Apothecary Cabinet \$1,050

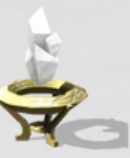
Hold onto your hemlock and nestle up to your nightshades! This classic apothecary cabinet is perfect for the organized herbalist. With ample shelf space for your canisters and vials, you'll never mix up your mugwort and nettles again.

Environment: 1



Antique Spellcaster Bassinet \$150

Beautiful bassinet, in very good vintage condition! It is very sturdy, we promise! Perfect for newborn Spellcasters as they are starting to get in touch with their magical powers.



Crystal of the Air \$125

For spellcasters looking to purify the air in their home! This particular type of crystal's porous surface absorbs negative energy and transforms it into pure positivity. Toxicity be gone!



Iona Knot Torch \$200

Recovered from an ancient Celtic ritual site, this torch glows only for those who possess a connection to the magic realm. But even if you don't, it still looks pretty snazzy.



Orb Torch \$250

Hauntingly beautiful light can be yours with this subtle yet stately orb torch. Engineered and enchanted by WiseWitch Inc. -- your source for environmentally friendly and energy conscious energy!



Light Of The Marasenna \$270

Named after the famous Queen of the Non-Sleepers, this light fixture is imponent and elegant, comprised of orbs filled with magical light.

Legend says that in the later days of her reign, the queen had sent knights to get these light orbs from the depths of the Moon, testing the consistence of reality.



Totally Lit Bug Light \$85

If I had a Simoleon for every time I've said to myself, "Man, I wish I had a sweet looking, jewel encrusted, artzee smartzee fly, that is also a light, to slap on my wall to brighten up my dull rooms" ... Yeah, I'd have me a bunch O' Simoleons. Even when the Totally Lit Bug Light is not lit, it's still totally lit, ya know. So, get the fly on the wall that everyone's buzzing about! — The Totally Lit Bug Light.



Sconce For Little Light \$205

Built from the light and energy from Spellcasters of old, this sconce guides new Spellcasters through the halls in their thirst of knowledge and greatness. Every sconce seeks out the darkness to vanquish it, like a scout. But alas, it is not immortal - or is it? Repairs may be necessary.



30 Day Glimmerbrook Fridge \$2,000

... My wife says "haunted". Personally, I don't really care what ya call it. All I know is that, over the past 30 days, every time I open my new Glimmerbrook Fridge, all my stuff seems to have been moved around. In fact, I think someone swiped the other half of my haggis & cheese sandwich. Who does that? Far be it from me to judge but making a guy's sammy disappear from the fridge... that just gives me the shivers.



Kitchen Witch Stove \$2,700

Like all good kitchen witches, this stove encourages productivity and safety in the kitchen. Modeled after traditional wood-burning stoves but comes pre-enchanted with several fire spells.

Food Quality: 6
Reliability: 8
+Cooking Skill
Functional while Off-the-Grid



Mandrake Bookshelf \$300

This bookshelf was once owned by spellcaster Francine Ville, a powerful herbalist. It wasn't until years later that her friends discovered Francine had been replaced with a mandrake doppelgänger of her own creation. Ville stored her extensive research of mandrakes in this very bookshelf, then hid it in the basement before running off to Sulani, leaving the mandrake to take over her "regular" life.

Fun: 5



Spellbound Bookcase \$1,975

Proudly display your affinity for the magical arts with this bookcase, complete with grimoire collection and power crystal. A built in cloaking spell disguises the bookcase to non-spellcasters, showing them shelves full of finance and budgeting literature.

Fun: 5
Environment: 5



Dresser of Divination \$500

In these drawers lies the answer to your most burning question: what should I wear tomorrow? This fine oak dresser comes pre-enchanted with a special spell that will show you what you were meant to wear. If only all of life was this simple and stylish!



Spill the Tea Leaves Dresser \$500

Spellcaster, divinator, and amateur furniture designer Osman Sparrow was inspired to design this ornate dresser after spilling an entire mug of tea leaves. The leaves showed him an embellished piece with botanical accents, and beautifully swirled carvings reminiscent of the tea itself. Please use coasters and drink tea responsibly!

BASIC INFO

NEW GAME ADDITIONS

NEW GAMEPLAY

WORLD

BUILD/BUY

BUILD & BUY MODE ITEMS



Starter Magical Plants

\$35

A basic packet of magical plants. What will you grow? How tall will it grow? Who knows!



Pixie Saver Ceiling Rail

\$25

This smartly designed ceiling rail brings style to any room, while preventing swarms of pixies from getting caught in your ceiling fan or rafters. Save the pixies without sacrificing style!



Conjured Column

\$275

Warlock Bixby Beetlestone first conjured this column in the early 1600s while trying to conjure dinner. After several unsuccessful attempts, Beetlestone's spouse took care of dinner and Beetlestone was demoted to taking out the trash. It's a very posh column, though.



Fae-Away Stair Rail

\$80

Another fine product from the Fae-Away line! Keep fairies from infesting your home with aesthetically pleasing pure iron railing solutions.



Razzle Dazzle Gate

\$415

First impressions are everything! This gate was previously owned by Wizard Valishbane, the legendary socialite and host of many-a-late-night-rager for magical high society. After an incident involving a levitating punch bowl, Valishbane retired from the party circuit and retreated into a hermit lifestyle. Dazzle your guests, but party responsibly!



Fae-Away Fence

\$95

A few friendly fairies are a welcome addition to any magical garden, but an infestation can cause tiny footprints, loud parties and fireballs. This sturdy fence utilizes iron -- a natural fairy repellent! Aesthetically pleasing design keeps hordes of wild fairy pests out of gardens to protect your home.



Phoenix Fence

\$105

Made from melted down fences of previous homes, Phoenix Fences are examples of recycling at its finest. Phoenix Fences: so durable, they'll outlive you!



Spellcaster's Delight Window

\$305

Useful for everyone! We swear! Special crystalline glass draws power from the full moon, this window amplifies moonlit spells. Increase your night-time productivity! Also perfect for night owls and insomniacs.



Waning Moon Window

\$50

Let the moonlight in with this understated yet brilliant window. Includes a special tint to maximize the power of moonlight. The moon may be waning, but the magic doesn't have to!



Astral Window

\$80

Most travelers who transcend to the astral plane wander aimlessly. Gazing into the Astral Window before the spiritual journey allows the viewer to lift the haze of unknowing and reach your true destination. It's like a GPS for astral projection!



Window of Opportunity

\$80

Opportunity knocks but once, but if you keep a window around, it might hang out for a long time! Legends say this particular window style is said to attract plentiful opportunities. Disclaimer: buyer must discern good opportunities from bad opportunities.



Divine Porthole Window

\$210

Magic pirates? Was that ever a thing? Yes! This window was owned by one such pirate: Baron Von Lapis, who insisted on having it in his quarters. Von Lapis claimed the window aided in the casting of elemental spells, but we think the main selling point is that it was owned by a pirate warlock. It just has a nice ring to it.



Banished Soul Window

\$295

Adopt the soul of a wayward spellcaster by placing this window in your home! As part of the Spellcaster Reform Program, witches or warlocks found guilty of major crimes are banished to these windows. Hopefully by observing actions of upstanding spellcaster citizens, they will one day be freed. Take a banished soul home today!



Door to Nowhere

\$50

This baronial double door is a replica of one found in a mysterious home in Dragon Valley (or so we are told! Not sure if it is true!). The door opened into oblivion: a void described as existing outside time and space itself. Inside, a single multi-faceted hovering green rhombus. The homeowners no longer let guests inside for fear of destroying the universe. Thankfully, this replica door opens up to whatever you put it in front of. Whew!



BASIC INFO

NEW GAME ADDITIONS

NEW GAMEPLAY

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BUILD/BUY

BUILD & BUY MODE ITEMS



The Thirteenth Door

\$620

Ancient grimoires tell of a phenomenon where every thirteenth door crafted from the same materials will bring good fortune to its owners each time they pass through it. Doors 1-12 are recycled sustainably.



Gnomish Crystal Arch

\$370

Originally built to hold up entryways in underground crystal mines, this arch can withstand thousands of pounds of surface pressure... or just hold up a second story. A fine specimen in gnomish architectural design!



Door of Yore

\$240

This enchanted door is rumored to have once possessed the ability to send spellcasters back in time. The enchantment has since worn off, but previous owners have reported hearing distant songs in dead languages emanating from the other side. One owner admits the noise could have been the neighbors affinity for polka music. Investigations remain ongoing.



Enchanting Dainty Daisy

\$7

Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Venerable Brick

\$4

Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Bewitching Wood

\$4

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



Lotus Door

\$700

This majestic double door brings serenity to any spellcaster's residence. Smooth, carved sandstone allows passage into a safe haven of magic. Crafted by WiseWitch Inc.



Ordinary Door

\$50

The cackling witch that donated this door said it was "just an ordinary door" and assured everyone there was nothing special about it. She said it's definitely not cursed, vexed, evil, sentient, haunted, and absolutely is not made from hallucinogenic wormwood. What a nice lady!



Bewitchingly Wicked Balcony

\$650

Over centuries, balconies have performed important roles - this one is not different. Perfect for Spellcasters and Non-Spellcasters to pretend to be star crossed lovers or practicing speeches, maybe even practicing their own spell delivery to the masses!



Spellbinding Tile

\$2

Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Magnificent Brick

\$6

Hold down the Shift key and click to apply a wall covering to the whole room or exterior.



Arciform Cobblestone

\$4

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

BASIC INFO

NEW GAME
ADDITIONS

NEW GAMEPLAY

WORLD

BUILD/BUY

STYLED ROOMS



Alchemist's Scullery

Purchase For: **\$15,723**

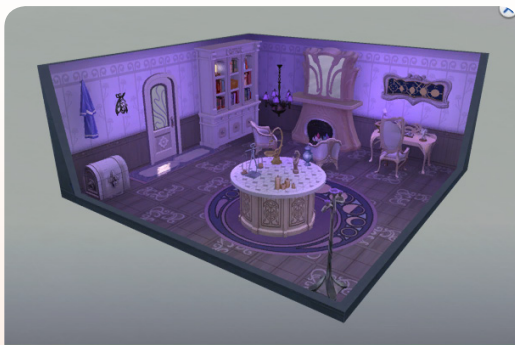
Buy Room



Arcanist's Retreat

Purchase For: **\$10,100**

Buy Room



Wizard's Lair

Purchase For: **\$14,315**

Buy Room



Summoner's Nook

Purchase For: **\$9,434**

Buy Room

BASIC INFO

NEW GAME
ADDITIONS

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WORLD

BUILD/BUY

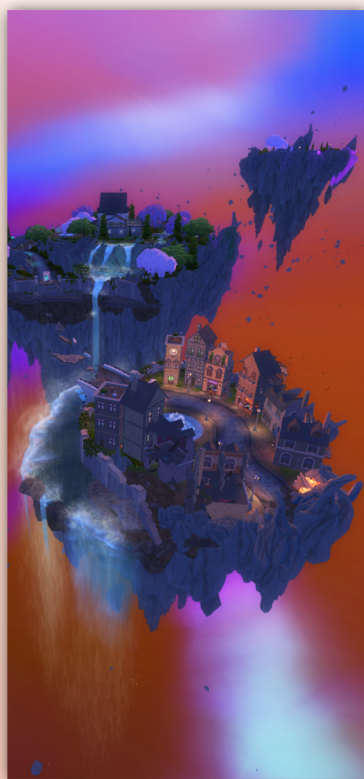
BECOME A POWERFUL SPELLCASTER!

THE SIMS 4 REALM OF MAGIC

UNOFFICIAL SIMSVIP GUIDE

Explore a supernatural world and master the art of wizardry in The Sims™ 4 Realm of Magic. This countryside town may look and feel like other neighborhoods, but once the secret portal is unlocked, the true magic begins. Potions, wands, and even a floating world will charm your Sim, but beware of spells gone wrong! Learn the craft of wizardry, summon a familiar for protection, and immerse yourself in this spellbinding realm.

- Step Through the Portal
- Learn the Craft
- Get Real Familiar
- Dress for Supernatural Success



SIMSVIP.COM

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

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