


Plumbobs and the Past's Ultimate DECADES Challenge



Rules adapted from Morbid Gamer's Ultimate Decades Challenge

Dear reader,

As Decades Challenges have gotten more and more popular, the rules have expanded depending on who plays the game and what they're looking for in their experience. It all began with Zombie Cleo's original rules and, from there, decades challenges have taken on a life of their own. I've used Morbid Gamer's rules as a foundation but changed a few things based on (1) research about the time period and (2) wanting a more realistic experience. Given that the Sims 4 is a happiness simulator, it felt too easy to make money, have a good life, and avoid the struggle; for me, this just isn't interesting enough to play for 700 years of in-game time. Additionally, the 1300s really weren't that great for most people since feudalism consolidated power at the top and the vast majority of people living at the time were serfs. For me, it is rewarding to play from the bottom and, hopefully, get to see my sims overcome seemingly insurmountable odds. For that reason, my rules for the 1300s focus heavily on serfdom and the costs associated with being a serf.

Spoiler alert:
it sucks.

This style of gameplay may not be for everyone, and that is totally ok. If you don't like it, adapt and change the rules in any way you'd like to. Try [Morbid's](#) rules or any other rules that are out there. Play the way you want to. Find what works for you.

⚠ Warning ⚠: This challenge goes through some really difficult moments in time and every stage of life requires a death roll for the likelihood of surviving. In fact, there are a lot of very triggering moments in this challenge and it may not be for everyone. Nothing is more important than your mental health, so be kind to yourself and only read/engage more if it is what's best for you.

Kindest regards,
Plumbobs and the Past

1. Beginning the Challenge

- These rules are taken from Morbid Gamer with very few changes -

1. Because the average life span is so short, you can (optionally) start your challenge with **THREE** different generation 1 sims.
 - a. One of the three must be the starting heir.
 - b. The other two will automatically become side households upon aging up to young adulthood and/or marriage.
 - c. These 2 sims will automatically be able to get married and have *up to* 10 pregnancies;
 - i. **Remember:** Having up to 10 pregnancies does not guarantee you will have 10 children in these households.
 - d. If you start with three sims, they must all be related.
 - i. Obviously, your sims didn't spawn out of thin air. You may go ahead and make parents for your sims.
 - ii. The parents DO NOT count as your first generation because the 3 starter sims are your automatic first gen.
 1. If you have parents, roll immediately to see if they survive at their current age stage.
2. You may marry off your starting heirs at the age of 16 or older.
 - a. In my rules, teenagehood starts off at 12 so you can marry them 4 years after the start of the teen stage.
 - b. If you are a serf, you may also have the lord of the area arrange a marriage for them at the age of 18, in which case you do not have to pay a dowry, only the marriage tax.
 - i. The 1300s average lifespan can be really short so marrying off your sims in their teen stage might be ideal for you.
 - ii. **However**, if you're not using mods you will have to wait until young adulthood.
 - iii. For female sims to get married, you must pay a dowry as well as associated marriage costs.
 1. If your sim cannot afford the payments, you may wait until the Lord creates a marriage match for you to reduce the dowry.
 - a. You *must* make the other payments to get married.
 2. When the male heir marries, you get the dowry from his partner.

2. Heirs

- These rules are taken from Morbid Gamer with very few changes -

1. Only the eldest male heirs can inherit in western Europe.
 - a. If you have NO male heir then the eldest daughter's husband may inherit.
 - i. If you have NO children left, then you can look to the next closest side household male to inherit.

3. Everyday Life

Life happened differently for different people in the middle ages. See the general rules here, then check the section related to your [social status](#) for more information.

1. No leftovers! There's no refrigeration yet.
2. You cannot adopt sims for now, unless it's from your own side household family who has a toddler or child with no parents.
3. If you're using mods (which is suggested), check pregnancy chances further down below for your *heir* age stage pregnancy percentage chance.
 - a. All side households have a 100% chance when they 'try for baby' or 'woohoo'.
 - b. If you're not using mods, the main household may ONLY "try for baby".
4. You can have pets (Cats & Dogs DLC) but if they get sick you cannot take them to the vet.
5. If a sim gets sick in-game then you cannot cure them with medicine. You can only use natural remedies, and trust me, these are better than the real medieval ones. 🤒
6. Weddings can use these traditions (My Wedding Stories DLC):

Walk Down the Aisle	Vows	Wedding Ring	Spousal Kiss
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then afterwards, **if** having the feast

Feast	Speeches	Toasts	Dancing
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** Even peasant weddings would bring their entire community together in celebration.

7. You can celebrate these Medieval holidays, though you don't have to.

St. Valentine's Day	Lent	Easter	Rogation Days
Ascension Day	All Fool's Day	Lord's Harvest Festival	All Soul's Day
Nativity Fast	Christmas	Twelfth Night	Candlemas

4. Harvesting

Since you're using the simple living lot trait (Cottage Living DLC) then you have to grow your own food or starve. Here are the crops you can grow according to each season (Season DLC) and during this time period. You can only harvest **ONCE** per season so be wary about how long you set your calendar.

- Morbid Gamer

 Spring 	 Summer 	 Fall 	 Winter 	 Year-Round 
Cabbage	Basil	Apple	Christmas Rose	Cereals (rye/barley)
Carrot	Blackberry	Carrot	Onion	Garlic
Daisy	Bluebell	Grape	Pear	Mushroom
Green Pea	Blueberry	Mushroom	Snowdrop	Sage
Mushroom	Cherry ¹	Onion	Spinach	Valerian
Parsley	Chrysanthemum	Pear		Watermelon
Rose	Lily	Raspberry		
Snapdragon	Green Bean			
Strawberry				
Tulip				

5. Marriage and Pregnancy

Marriage happened at different times and for different reasons during the middle ages. At the upper echelons of society, people were often married very young. For example, Isabella of France, wife of Edward II of England, was married at the very young age of 12. This was a marriage for political reasons, not for love. However, this wasn't true for most people of the time. Most people were able to marry for their own reasons and at a time that suited them, though there is also evidence of landowners involving themselves in marriage matches. While records of the time aren't that well-kept, **it is believed that most people married around the age of 20.**

¹ <https://cs-people.bu.edu/wdqin/HI244.pdf>

A. Dowries

So you're a serf...

- \$500 to marry another serf
- \$5,000 to marry a peasant or lower class freedperson
- \$8,000 to marry a middle class freedperson
- \$15,000 to marry a member of the gentry class
- You may marry a member of the nobility if they propose to you autonomously.

Yay, you're a freed person!

- \$100 to marry a serf and raise them from serfdom
- \$2,500 to marry another peasant or lower class freedperson
- \$5,000 to marry a middle class freedperson
- \$10,000 to marry a member of the gentry class
- You may marry a member of the nobility if they propose to you autonomously.

Oh, you're nobility?

- \$100 to marry a peasant and raise them to nobility
- \$5,000 to marry a member of the gentry class- appearances must be kept up
- \$10,000 to marry another member of nobility - appearances must be kept up
- You want to marry a royal?!
 - Your dowry will cost \$50,000
 - You must also be friends with the royal you wish to marry.

When your heir gets married, he will receive the same dowry that he would give if he were giving the dowry instead (ex: if he is a serf marrying another serf, he gets \$500).

B. Side Household Marriage and Pregnancy

Use Morbid's rules for side household marriage and pregnancy chances:

Marriage	Babies
Roll a d20 for marriage	Roll a d12 for # of baby attempts
1-2 = Never getting married	1 = No children
3-20 = Get married	2-12 = # of children

C. Divorce and Separation

So you want a divorce? At the time, people *could* actually get legal separations, so you can too! However, if you separate, you are **not** allowed to get married to anyone else until your former partner dies; you just don't have to live together anymore. The church will rule on how to separate your goods and children. If you are divorcing:

- roll a d10. The number represents the % you get to keep. (Ex: 1 = 10%, 8 = 80%)

D. Woohooing

In all cases, woohoos should be **risky** as preventative measures were just old wives' tales at the time. Children born as a result of unmarried woohoos will not be able to inherit, unless they are the only surviving child at the time of the previous heir's passing.

Pregnancy Chances
Teen = 30%
YA = 25%
Adult = 15%

E. Pregnancy and Babies

Women gave birth at home, usually with midwives, friends, and female relatives. They relied on these women to get them through the birthing process and the expectations for women changed depending on their social status. All women must breastfeed only.

So you're a serf...

- Serfs work until they give birth- no time off!
- Serfs pick up work right after they've given birth- you've got a job to do!

Yay, you're a freed person!

- You're supported by your family. Take time off if you need it, and come back to work when you feel ready.

Oh, you're nobility?

- Confine yourself from 6 weeks to 1 month before* giving birth (1 sim day)
 - During this time you may only see your 1 female servant and your doctor, if you have one.
- After giving birth, you must stay in confinement with your baby for 40 days (1 sim day)
 - During this time, windows must stay closed to keep bad spirits out

6. Life and Death

If a Sim dies, you can plead to the Grim Reaper to spare your Sim's life. You never know, it might work.....

A. Death Rolls

Death comes for us all equally in the Ultimate Decades Challenge. Good luck in your rolls.

Numbers that Kill	Life Stage	Sim Days	Length	Age
1, 11 (10%) *2, **15, ***20	Birth	3	9 months	
1, 5, 7, 10, 12, 15, 17, 20 (40%)	Babies	2	6 months	0 - 6 months
Not Applicable	Infant	6	1.5 years	6 months - 2 years
4, 8, 12, 16	Toddler	12	3 years	2-5 years
3, 9, 19	Child	28	7 years	5-12 years
7	Teen	36	9 years	12-21 years*
6, 14	Young Adult	36	9 years	21 - 30 years
3, 6, 11, 13, 18	Adult	60	15 years	30 - 45 years
<9, then (if you survive) roll D20 (# = # of years left)	Elder	?	?	?

*2 - This number only applies IF you are birthing your first baby **AND** no women who have already given birth successfully are with you at that time **OR** if you are in your adult life stage

**15 - If you have twins, not only must you roll twice, but the number 15 is now a deadly number for you.

*** 20 - If you have triplets, not only must you roll thrice, but the numbers 15 AND 20 are now deadly for you.

B. Prison Risks

If you go to prison at any time for any reason, things are going to be pretty bleak. In the first year you have your best odds for survival, but things will go downhill pretty quickly from there. Roll a d6

Year 1	1, 3, and 6 are safe numbers. Unfortunately, 2 means you get a disease, 4 means starvation, and 5 means you were injured either emotionally or physically.
Years 2-6	3 and 6 are safe numbers. Unfortunately, 1 and 2 means you get a disease, 4 means starvation, and 5 means an injury.
Years 7-10	6 is the only safe number. 1-2 means you contract a disease, 3-4 means starvation, and 5 results in injury.

C. Disease Risk

C1. Tuberculosis

Ah, a terrible and frightening disease: tuberculosis, aka: the king's evil, consumption, the white plague, phthisis.

For those with TB:	Flip a coin. Heads you survive, tails you don't.
Does it spread?	For those who live with the infected person, roll a d20. A roll of 3 or 8 means they've contracted TB and should also flip a coin.

C2. Typhus

Typhus was a devastating disease when it became an epidemic and it was spread by the poor, humble louse, who were a major part of human existence. Should your sims contract typhus, get ready!




For those with TB:	Roll a d10. The numbers 3, 4, 5, and 6 mean it was a fatal case.
Does it spread?	For those who live with the infected person, flip a coin. Heads means they get it and tails means they don't.
Recurrence	Unfortunately, typhus can reactivate up to 40 years later if the sim is in a period of stress, aging, or their immune system weakens. If that happens, reactivate the typhus and redo the rolls.

D. Alternate War Rolls/ Raid Rolls (choose at your own peril):

D1. Skill-Based War Outcomes

If you prefer a more skill-based war roll and play with the llazyneiph's royalty mod as well as Jane Simsten's archery mod, you can use war rolls below.

- **All** odd numbers mean death unless you skill up-

Fitness 	Archery 	Swordsmanship 
Lvl. 2-4 - remove number 3	Lvl. 2-4 - remove number 1	Lvl. 2 - remove number 5
Lvl. 5-9 - remove number 17	Lvl. 5-9 - remove number 11	Lvl. 4 - remove number 7
Lvl. 10 - remove number 9	Lvl. 10 - remove number 19	Lvl. 5 - remove number 15

D2. Random Chance War Outcomes

If you prefer a more diverse and random set of war rolls, roll a d20 where odd numbers mean the sims get a consequence!

1. Recognized for war efforts - interpret this how you would like to, maybe a gift?	11. Captured by the enemy - pay the ransom or the sim stays in the captivity
3. Physical injury - give your sim a scar or limit their physical abilities	13. Received respect from higher ups - gain reputation with the nobles*
5. Developed relationships - Friendships or romantic relationships, it's your choice!*	15. Contracted a disease - spin the wheel of diseases to see which one
7. Emotional injury - change a trait to one that is "bad"	17. Got loot - use a random number generator to see how much money your sim brings back
9. Built skills (skill boost) - add skill points to a skill you think your sim would have gained during their time at war	19. Dishonored for being a bad soldier - lose reputation, but never have to return to another war

* Get these results (#5 or #13) twice back to back in campaigns? Good news! You got promoted to being a noble! The bad news? Now you've got *those* taxes and those commitments to uphold. Hope you're lucky!

- Thank you to @tusneldatusindfryd6522 on YouTube for the suggestion!

D3. Home Attack Risk

For each house that an army passes by, roll a d10. **A roll of 4** means that the house has had some sort of consequence. You can roll a d10 to discover which of the below options or create your own.

1. Siege and Occupation	Either (a) your home has been besieged as part of the area the army is blockading, leading to an inability to get more food, water, or medical supplies, or (b) occupation leading to new people living in your home, taking your space, and eating your food.
2. Looting and Pillaging	Either (a) the army loots your home for goods, taking what you have, or (b) the home could be destroyed during the looting process, leaving the family homeless.
3. Forced Recruitment and Labor	Either (a) some members of the family are forced to join the army as support or (b) the family is forced to support the army from their home, by tending clothes or feeding the army or repairing their damaged items.
4. Famine and Disease	Either (a) the presence of the army dwindles food in the area, leading to a famine, or (b) they bring with them disease, affecting the family's health.
5. Refuge and Displacement	Either (a) the family flees to avoid the army, leaving them homeless, or (b) they might hide away in the woods, facing risk from natural disasters or exposure, until the army leaves.
6. Economic Disruption	Either (a) the army interferes with trade routes, leaving the family unable to purchase new items or food, or (b) the family is taxed by the army in addition to their other taxes.
7. Emotional Disruption	Either (a) the constant fear of violence and uncertainty for the future causes anxiety for the family, changing their personalities over time, or (b) witnessing the violence causes trauma, changing their personalities as well.
8. Death	The army makes their point by eliminating one family member.
9. Taken	The army takes one of the family members with them to ensure the family continues to support and/or do not work against the army.
10. Unexpected Love	All that time living nearby has led to some sort of unexpected relationship between a family member and a member of the army. The question is, will the love bird act on it?

7. Witchy Trades

Sometimes in a sim's life, things might happen that mean you just have to make a witchy trade. No one ever wants to, but sometimes you just *need* that something you can't get otherwise. Like a cure, or legs, or to break a curse. Well, if you've got to make a deal with a witch, it can be a little tricky to successfully get through. Get your desired goal, then roll or spin to see which of the following is the cost of getting your heart's true desire.

- | | |
|--|---|
| - <i>First surviving child</i> | - <i>All your money</i> |
| - <i>A goat</i> | - <i>5 excellent quality baked goods</i> |
| - <i>The law of surprise:</i> any positive thing that comes your sim's way, whether that's a positive outcome from your earl, money from a wishing well, or something else | - <i>10% of your earnings.</i> For life. |
| | - <i>A life for a life</i> (only if someone was at risk of dying) |
| | - <i>No cost for now</i> (if you get this, move on to the next steps) |

No Cost for Now: You didn't really think that delaying the cost due to the witch would be to your benefit, did you? Unfortunately, these costs are a little more... intense.

Step 1: Roll a d20 to see how many years you have before the true cost comes.

Step 2: When the appointed year comes, roll or spin for one of the below options.

- **All your money:** Hope you didn't save too much...
- **Beauty:** Spin to select a sim, then make them 'unattractive'.
- **Fertility:** Spin to select a sim. That sim can no longer have children. Hope they weren't the heir...
- **Hope:** This generation can no longer try to escape serfdom. It isn't until the next generation takes over that you can attempt to leave serfdom behind.
- **Luck:** Spin to select a sim. Add an extra **2 numbers** to all future dice rolls.
- **Reputation:** Lose all relationship with everyone you know; like they've forgotten you and they don't trust you (cheat or make your relationships low)
- **Youth:** Spin to select a sim. They must immediately go through their next 3 birthdays, rolling as they go.
- **First Surviving Child:** Who is still alive or is yet to be born - your choice

E. Status-Specific Rules

So you're a serf...

Taxes and Situations	Consequence(s)
<p>Hunting: Once per week you are permitted to go hunting for free on the Lord's lands.</p> <ul style="list-style-type: none"> - Need to go more than once per week? Pay \$50 for each person each time. No need to pay taxes for the meat. 	<p>If you didn't pay, roll a d10. Forests are owned by the nobility and the royals. Any unauthorized use is punishable by execution.</p> <ul style="list-style-type: none"> - Rolling a 7 results in being imprisoned for 2 sims days. - Rolling an 8 results in your immediate execution.
<p>Fishing: Your lord is kind.</p> <ul style="list-style-type: none"> - Pay \$100 to go fishing in a stream and catch no more than 10 fish during your trip. 	<p>If you didn't pay, roll a d10. Streams are owned by the nobility and the royals. Any unauthorized use is punishable by execution.</p> <ul style="list-style-type: none"> - Rolling a 1 results in being imprisoned for 2 sims days. - Rolling a 2 results in your immediate execution.
<p>Kingly Visits: Once per seasonal year (ex: spring to spring), the king and his entourage will come and visit your region.</p> <ul style="list-style-type: none"> - For 2 week long seasons, roll a d8 to see when he'll visit. <ul style="list-style-type: none"> - Ex: #1 = Week 1 of Season 1 - Ex: #2 = Week 2 of Season 2 - For 1 week long seasons, roll a d4 to see which season he'll visit. <ul style="list-style-type: none"> - Ex: #1 = Spring - Ex: #2 = Summer 	<p>Sadly, your lord needs ALL your food when this happens, so you MUST hand over everything you have. Yes, in your cupboards. Yes, under the bed. Everything.</p> <ul style="list-style-type: none"> - Luckily, you get to harvest once more during this gardening period! <p>When the king comes, roll a d4.</p> <ul style="list-style-type: none"> - If it lands on 2, your family happens to meet the royal family. Make the most of it! <ul style="list-style-type: none"> - If you get to meet the royal family, roll a d4 again. - If it lands on 2 again, your family is gifted with \$2,000! You must've made a good impression!
<p>War: So you've rolled a bad roll and are being sent to war?</p>	<p>If you choose, you can pay a scutage to get out of it. The cost is \$1,000.</p>

Heriot: <ul style="list-style-type: none"> - When the heir of your family dies, you owe the heriot tax to your earl/lord/king. 	He may take either: <ul style="list-style-type: none"> (a) your best animal OR (b) the best/most expensive equipment you have that isn't necessary for your job as a farmer
Main Heir Death Tax: <ul style="list-style-type: none"> - Ah, you died. Sorry. That's unfortunate. - In addition to the heriot tax, you also have to check the next box... 	Do you want your wife to be able to retain custody of your children? <ul style="list-style-type: none"> - If yes, the family owes the Lord \$250 per child. - If you can't pay that, choose which children she's keeping and pay the cost for them. The rest are being sent to other homes and can no longer be heir. Maybe they'll have a better life that way...
Merchet: <ul style="list-style-type: none"> - To have the honor of marrying another person, you must pay the lord a tax. 	The cost is \$100.
Not Getting Married Tax: <ul style="list-style-type: none"> - To have the choice of NOT getting married, you owe a tax. 	The cost is \$500. Just pretend it's your dowry.
Marriage Cost (to the Church): You've got to pay for the ceremony, silly!	The cost is \$1,000.
Secret Marriage Cost (to the Church) <ul style="list-style-type: none"> - Secret weddings are against the rules! 	The fine is \$2,000.
Leyrwite or Childwyte: <ul style="list-style-type: none"> - Ah, an illegitimate child? There's a tax for that. 	The cost is \$100 per child. * If the child was born to an unmarried woman, you also no need to pay her dowry
Mill Tax:	The cost is \$15 per flour batch if you're using Ye Olde Cookbook (since it yields 8 flours).

<ul style="list-style-type: none"> - The Lord charges you to use his mill, and requires that you use his mill if you wish to make bread. Sorry! 	<p>Did you not pay? This is a serious offense. Roll a d10.</p> <ul style="list-style-type: none"> - A roll of 4 results in you spending 2 sim days in prison. - A roll of 6 results in your immediate execution.
Tithe:	You owe the church 10% of everything you harvest or sell. Sorry!
Lord's Tax: <ul style="list-style-type: none"> - For being permitted to use the lord's land for farming, you owe taxes to the lord on everything you harvest or sell. 	<p>The initial lord only charges you 10% of all the goods you harvest every season and any goods you sell.</p> <ul style="list-style-type: none"> - Once that lord dies, roll a d4. - The # is the new (10x) tax percentage (Ex: 2 = 20%, 4 = 40%)
Tallage: <ul style="list-style-type: none"> - You still owe an annual tax, silly, but let's not go crazy since years are so short. Once each sims decade you'll pay your tallage. 	<p>Check the cost of your holding. Then, roll a d6.</p> <ul style="list-style-type: none"> - The # is the (10x) percentage you have to pay (Ex: 2 = 20%, 6 = 60%) - Calculate it, cry, and pay it off. <p>If you can't pay it off within 2 years, your male adult sim (or female sim if the male is dead) and the oldest male child must go to prison until you can.</p> <ul style="list-style-type: none"> - They will not live in your main household again until it has been paid off with your work. <ul style="list-style-type: none"> - They can't help from there. You're on your own to get it paid off.
Lord's Son is Knighted: <ul style="list-style-type: none"> - The Lord's son is getting knighted! How great for them! 	<ul style="list-style-type: none"> - You have to give him another \$500. Seriously? - At least he's throwing a banquet. Attend and eat/drink to your heart's content.
Lord's Daughter Marrying: <ul style="list-style-type: none"> - The Lord's daughter is getting married! How great for them! 	<ul style="list-style-type: none"> - You have to give him another \$1,000. - For real?! For HIS daughter's wedding?!! - Fine, another banquet. Great. <ul style="list-style-type: none"> - We really could've used that money...

So you're a peasant...

Taxes and Situations	Consequence(s)
Hunting: Hunting and Forests are for Lords, not Peasants! <ul style="list-style-type: none"> - Luckily the lord is always willing to take a bribe. You can go hunting as much as you want, so long as you pay \$80 each time you go. 	If you didn't pay, roll a d10. Forests are owned by the nobility and the royals, peasant! Any unauthorized use is punishable by execution. <ul style="list-style-type: none"> - Rolling a 7 results in being imprisoned for 2 sims days. - Rolling an 8 results in your immediate execution.
Fishing: Fishing is for lords, not peasants! <ul style="list-style-type: none"> - Luckily the lord is always willing to take a bribe. You can pay \$200 to go fishing with a maximum catch of 5 fish during that time. 	If you didn't pay, roll a d10. Streams are owned by the nobility and the royals, peasant! Any unauthorized use is punishable by execution. <ul style="list-style-type: none"> - Rolling a 1 results in being imprisoned for 2 sims days. - Rolling a 2 results in your immediate execution.
Kingly Visits: Once per seasonal year, the king and his entourage will come and visit. <ul style="list-style-type: none"> - For 2 week long seasons, roll a d8 to see which season he'll visit. <ul style="list-style-type: none"> - Ex: 1 = Week 1 of Season 1 - Ex: 2 = Week 2 of Season 2 - For 1 week long seasons, roll a d4 to see which season he'll visit. 	<p>Sadly, your lord needs ALL your food when this happens, so you MUST sell everything you have. Yes, in your cupboards. Yes, under the bed. Everything.</p> <p>Your lord isn't that great. He'll only pay you 10% of what it's worth (untaxed). Jerk.</p> <p>Luckily, you get to harvest once more during this gardening period!</p> <p>When the king comes, roll a d4.</p> <ul style="list-style-type: none"> - If it lands on 2, your family happens to meet the royal family. Make the most of it! <ul style="list-style-type: none"> - If you get to meet the royal family, roll a d4 again. - If it lands on 2 again, your family is gifted with \$2,000! You must've made a good impression!
War: So you've rolled a bad roll and are being sent to war?	If you choose, you can pay a scutage to get out of it. The cost is \$2,000.
Marriage Cost (to the Church):	The cost is \$1,000.

Secret Marriage Cost (to the Church) <ul style="list-style-type: none"> - Secret weddings are against the rules! 	The fine is \$2,000.
Mill Tax: <ul style="list-style-type: none"> - The Lord charges you to use his mill, and requires that you use his mill if you wish to make bread. Sorry! 	<p>The cost is \$15 per flour batch if you're using Ye Olde Cookbook (since it yields 8 flour).</p> <p>Did you not pay? This is a serious offense. Roll a d10.</p> <ul style="list-style-type: none"> - A roll of 4 results in you spending 2 sim days in prison. - A roll of 6 results in your immediate execution.
Tithe:	You owe the church 10% of everything you harvest or sell. Sorry!
Lord's Tax: <ul style="list-style-type: none"> - For being permitted to use his land for living, you owe taxes to the lord. 	<p>The initial lord only charges you 10% of all the goods you harvest every season and any goods you sell.</p> <ul style="list-style-type: none"> - Once that lord dies, roll a d6. - The # is the new (10x) tax percentage (Ex: 2 = 20%, 6 = 60%)
Tallage: <ul style="list-style-type: none"> - You still owe an annual tax, silly, but let's not go crazy since years are so short. Once each sims decade you'll pay your tallage. 	<p>Check the cost of your holding. Then, roll a d6.</p> <ul style="list-style-type: none"> - The # is the (10x) percentage you have to pay (Ex: 2 = 20%, 6 = 60%) - Calculate it, cry, and pay it off. <p>If you can't pay it off within a year, your male adult sim (or female sim if the male is dead) and the oldest male child must go to prison until you can.</p> <ul style="list-style-type: none"> - They will not live in your main household again until it has been paid off with your work. - If you cannot pay it off before the next tallage, any teens-elders in prison will be executed and your land will be stripped from you as well as all your belongings. - You and your family will immediately be sent back to serfdom.

Yay, you're a middle class freed person!

Taxes and Situations	Consequence(s)
<p>Hunting: Hunting and Forests are for Lords, not you!</p> <ul style="list-style-type: none"> - Luckily the lord is always willing to take a bribe. You can go hunting as much as you want, so long as you pay \$100 each time you go. 	<p>If you didn't pay, roll a d10. Forests are owned by the nobility and the royals! Any unauthorized use is punishable by execution.</p> <ul style="list-style-type: none"> - Rolling a 7 results in being imprisoned for 2 sims days. - Rolling an 8 results in your immediate execution.
<p>Fishing: Fishing is for lords, not you!</p> <ul style="list-style-type: none"> - Luckily the lord is always willing to take a bribe. You can pay \$250 to go fishing with a maximum catch of 5 fish during that time. 	<p>If you didn't pay, roll a d10. Streams are owned by the nobility and the royals! Any unauthorized use is punishable by execution.</p> <ul style="list-style-type: none"> - Rolling a 1 results in being imprisoned for 2 sims days. - Rolling a 2 results in your immediate execution.
<p>Kingly Visits: Once per seasonal year, the king and his entourage will come and visit.</p> <ul style="list-style-type: none"> - For 2 week long seasons, roll a d8 to see which season he'll visit. <ul style="list-style-type: none"> - Ex: 1 = Week 1 of Season 1 - Ex: 2 = Week 2 of Season 2 - For 1 week long seasons, roll a d4 to see which season he'll visit. 	<p>Sadly, your lord needs your food when this happens, so you MUST sell half of what you have.</p> <p>At least he kind of respects you now. He'll pay you 50% of what it's worth (untaxed). That's... better...</p> <p>Luckily, you get to harvest once more during this gardening period!</p> <p>When the king comes, roll a d4.</p> <ul style="list-style-type: none"> - If it lands on 1 or 2, your family happens to meet the royal family. Make the most of it! <ul style="list-style-type: none"> - If you get to meet the royal family, roll a d4 again. - If it lands on 2 again, your family is gifted with \$2,000! You must've made a good impression!
<p>War: So you've rolled a bad roll and are being sent to war?</p>	<p>If you choose, you can pay a scutage to get out of it. The cost is \$2,000.</p>

Marriage Cost (to the Church):	The cost for you is \$2,000.
Secret Marriage Cost (to the Church)	The fine is \$4,000 or 4 days of imprisonment.
Mill Tax: <ul style="list-style-type: none"> - The Lord charges you to use his mill, and requires that you use his mill if you wish to make bread. Sorry! 	<p>The cost is \$15 per flour batch if you're using Ye Olde Cookbook (since it yields 8 flours).</p> <p>Did you not pay? This is a serious offense. Roll a d10.</p> <ul style="list-style-type: none"> - A roll of 4 results in you spending 2 sim days in prison. - A roll of 6 results in your immediate execution.
Tithe:	You owe the church 10% of everything you harvest or sell. Sorry!
Lord's Tax: <ul style="list-style-type: none"> - For being permitted to use his land for living, you owe taxes to the lord. 	<p>The initial lord only charges you 5% of all the goods you harvest every season and any goods you sell.</p> <ul style="list-style-type: none"> - Once that lord dies, roll a 4. - The # is the new (10x) tax percentage (Ex: 2 = 20%, 4 = 40%)
Tallage: <ul style="list-style-type: none"> - You still owe an annual tax, silly, but let's not go crazy since years are so short. Once each sims decade you'll pay your tallage. 	<p>Check the cost of your holding. Then, roll a d6.</p> <ul style="list-style-type: none"> - The # is the (10x) percentage you have to pay (Ex: 2 = 20%, 6 = 60%) - Calculate it, cry, and pay it off. <p>Can't pay <i>immediately</i>? Your male adult sim (or female sim if the male is dead) and the oldest male child must go to prison until you can.</p> <ul style="list-style-type: none"> - They will NOT live in your main household again until it has been paid off with your work. - If you cannot pay it within the next 5 years, any teens-elders in prison will be executed, your land will be stripped from you as well as all your belongings, and your family will be sent back to serfdom. Yikes.

Oh, you're nobility?

Taxes and Situations	Consequence(s)
Hunting: Forests are for Lords, and that's now you!	Once per week you earn \$200 from your underlings' use of your forest.
Fishing: Fishing is for lords, and that's now you!	Once per week you earn \$400 from your underlings' use of your forest.
<p>Kingly Visits: Once per seasonal year, the king and his entourage will come and visit.</p> <ul style="list-style-type: none"> - For 2 week long seasons, roll a d8 to see which week he'll visit. - For 1 week long seasons, roll a d4 to see which week he'll visit. 	<p>Sadly, there are records of this almost destroying noble households, so this is a risky time for you.</p> <p>Check the cost of your holding. Then, roll a d6.</p> <ul style="list-style-type: none"> - The # is the 10x percentage you will have to spend. <ul style="list-style-type: none"> - Ex: 1 = 10%; 6 = 60%. - Calculate it, cry, and pay it off. - If you cannot pay this, you are immediately stripped of your belongings and your land but may keep the money you have in your pocket at that moment in time. <p>Luckily, you get to harvest once more during this gardening period!</p> <p>If you can pay, when the king comes roll a d4.</p> <ul style="list-style-type: none"> - If it lands on 2 again, your family is gifted with \$5,000 and friendship with a royal! You must've made a good impression!
War: Noble households are required to provide their rulers with military service.	<p>If you are a knight, each male child-elder must go.</p> <p>If you're a regular noble, male sims must attend ½ of the wars.</p> <p>If you want, you can pay a scutage to get out of it. The cost is \$2,000.</p>
Marriage Cost (to the Church):	The cost is \$3,000 for you.
Secret Marriage Cost (to the Church)	The fine is \$6,000 or 1 week's imprisonment - You have to be made into an example.

Tithe:	You owe the Catholic church 15% of everything you harvest or sell.
King's Tax: <ul style="list-style-type: none"> - For being permitted to use the king's land, you owe taxes to the king. 	The initial king charges you 10% of all the goods you harvest every season and any goods you sell. <ul style="list-style-type: none"> - Once that lord dies, roll a d4. The # is the new (10x) tax percentage Ex: 2 = 20%, 4 = 40% → You need to keep the king on your side.
Tallage: <ul style="list-style-type: none"> - You still owe an annual tax, silly, but let's not go crazy since years are so short. Once each sims decade you'll pay your tallage. 	Check the cost of your holding. Then, roll a d6. <ul style="list-style-type: none"> - The # is the (10x) percentage you have to pay (Ex: 2 = 20%, 6 = 60%) - Calculate it, cry, and pay it off. <p>Can't pay? Your male adult sim (or female sim if the male is dead) & the oldest male child must go to prison until you can. If a war comes up during this time, males must go to war.</p> <ul style="list-style-type: none"> - They will NOT live in your main household until it has been paid off with your work. - Can't pay within the next 2 years? Any imprisoned teens-elders will be executed. <ul style="list-style-type: none"> - If they are serving at war, they will be forgiven and escape execution. - Can't pay by the next tallage? You are immediately stripped of your belongings, your title, and your land <i>but</i> may keep the money you have at that moment in time. - Losing your title sends you back to being just another freedperson, at the middle or lower class depending on your money. <p>*Debt was one of the most serious offenses in these times.*</p>
Your Son is Knighted: <ul style="list-style-type: none"> - Your son is getting knighted! How great! 	<ul style="list-style-type: none"> - You get \$2,000 from all your serfs. Yay for you! - However, you do have to throw a banquet for the community.
Your Daughter Marries: <ul style="list-style-type: none"> - Your daughter is getting married! How great! 	<ul style="list-style-type: none"> - You get \$4,000 from all your serfs, so long as she marries at her station. Yay for you! - However, you do have to throw a banquet for the community.

8. Events of the Time: England

1307 - Edward I Becomes King

In 1307, Edward I- aka Edward Longshanks, aka Malleus Scotorum, the Hammer of Scotland- passes away after contracting dysentery. He's remembered as a king with great military might, who conquered Wales and attempted to conquer Scotland. He regulated both criminal and property laws, established Parliament, and was intimidating at 6'2". He was respected by his people as the 'ideal' of a king in medieval times: a wise administrator, a staunchly religious man, and a powerful soldier who escaped from captivity and went on to overtake many enemies, including William Wallace.

Edward II, the fourth son of Edward I, takes over rule of the country. He is betrothed to Isabella of France, who is 11 years old at the time, and makes great concessions to Piers Gaveston, who is disliked by his peers for the special attention he receives.

1314 - A Wet Year

1314 is one of the wettest years in memory. All it does is rain, rain, rain and snow, snow, snow. Hopefully this doesn't have any consequences!

1315-1317 - The Great Famine

Remember how it was super wet in 1314? Unfortunately, that has contributed to the great famine. Nothing was able to really take last year and very few are able to successfully plant. Since most people live on the edge of starvation at the best of times, this leads to a cataclysmic chain of events.

- You cannot plant, garden, or harvest during this time. Say goodbye to your crops.
- You must sell all your animals since you cannot feed them during this time.
- Food is scarce so now you can only feed your sims ONE meal a day.
- Your Sims can drink as much water as you'd like.

1316-1317 - Travel During the Famine



Famine Travel in 1316 - roll a d8	Result	Famine Travel in 1317 - flip a coin	Result
1, 4, 5	Attacked	Heads	Attacked
2, 6, 8	Money Stolen	Tails	Money Stolen
3, 7	Nothing Happens		

Attacked in 1316 - roll a d6	Result	Attacked in 1317 - roll a d4	Result
1, 6	Escaped	1	Escaped
2, 5	Injured	2	Injured
3	Kidnapped	3	Kidnapped
4	Murdered	4	Murdered

Famine Death Roll: In 1317, roll a D8 for EACH of your Sims (even your side households) to see who lives and who dies.

- These are your odds: Roll a 3 or 7 and your sims die of starvation.

1317-1319 - Animal Prices High



Unfortunately, animal populations really dropped during the famine. During this 2 year period, animals cost 2x as much as normal.

1319-1320 - The Great Bovine Pestilence



As a consequence of the previous years' poor weather, poor food, and high demand, people are already struggling. Sadly, this year the great Bovine Pestilence hits. During this time there are little to no dairy products available because 62% of cows that survived the past several years died as a result of the pestilence. Can Europe catch a break?

1. For each cow that you have, roll a d10. If you roll a 1, 3, 5, 7, 9, or 10, the cow perishes.

- a. Should you need to buy a cow during this time, you are in luck because you have a friend who has one spare cow and will sell it to you. However, it now costs 4x more than the stated price. Yikes!
 - i. Sadly, you have to roll for its survival again.
2. If you are buying dairy products, they now cost 5x as much as the stated price.
3. If you are selling dairy products because you have a healthy cow, you can sell them for 5x as much as well

1327 - Edward II Deposed

In 1327, Edward II was deposed due to general poor feeling between himself and the earls and a bunch of other complicating factors. Edward III technically ascends the crown, but as he is only 14 his mother rules in his place. Isabella of France, aka the She-Wolf of France, ruled the country for her son for several years.

1336 - Soup IS a Full Course

A law passes that states that no one may eat a meal of more than 2 courses, and expressly states that soup IS considered a full course, not just a sauce (we're looking at you, nobles!). The only time this rule may be broken is during Christmas.

1337-1360 - 100 Years' War: Part 1

The 100 years war had many causes and effects, including trouble in establishing a continuous line of succession in France (due to many untimely deaths that left the royal families heirless) and the fact that Edward III, who started it, was the son of Isabella of France. The conflict goes on for a long time, but has relatively low death rates for you.

Stage 1: In 1340 roll a D4 for any male Teen - Adult Sim to see if they head off to war. Do this for ALL your sims (even your side households).

- If your sim rolls a 4 then they go to war and must move out of your sims household to a war camp.
- Your Sims must live on the camp for 2 years.
- In 1342 roll a D20 for your currently enlisted sims. If your sim rolls a 3 then they die as a cause of war. If your Sim survives, then they can go back home.

*(If you want more complex rules for who goes to war, check the alternate 100 years war rolls at the end of the events section)

Stage 2: In 1345 roll a D4 for any male Teen - Adult Sim to see if they head off to war again. Do this for ALL your sims (even your side households) EVEN if they were enlisted once before.

- If your sim rolls a 4 then they go to war and must move out of your sims household to a war camp.
- Your Sims must live on the camp for 2 years.
- In 1347 roll a D20 for your currently enlisted sims. If your sim rolls an 11 then they die as a cause of war. If your Sim survives, then they can go back home.

Stage 3: In 1355 roll a D4 for any male Teen - Adult Sim to see if they head off to war again. Do this for ALL your sims (even your side households) EVEN if they were enlisted before.

- If your sim rolls a 4 then they go to war and must move out of your sims household to a war camp.
- Your Sims must live on the camp for 2 years.
- In 1357 roll a D20 for your currently enlisted sims. If your sim rolls a 7 then they die as a cause of war. If your Sim survives, then they can go back home.

1343 - Innkeeper Laws

1342- A new law is passed making rules for people staying at inns and innkeepers.

1. **Rule 1:** Any person staying at an inn has to leave their arms behind before going into the cities
2. **Rule 2:** Innkeepers must report on their guests so the authorities can judge them suspicious or not.
3. **Rule 3:** If a royal seizes your inn, all their guests can stay for free. Say goodbye to that profit!

1348 - The Black Plague

The Black Death, thought of at the time as Divine Punishment, decimated Europe. Contributed to by the factors of the bovine pestilence, the great famine, years of malnutrition, and some questionable medical understanding, the Black Death ravages Asia and Europe.

1. In 1348, flip a coin for each sim you manage.
 - a. If the coin lands on **Heads**, then your sim **dies** of the Black Plague.

- b. If the coin lands on Tails, then your sim lives and survives the Black Plague.
2. During this time, burial costs are 10x their normal price

1349 - Football is BANNED!

Football (or soccer, depending on where you're from) was not always as nice as it is today. It used to be a raucous, bloody game that injured a ton of people. In 1349, the game was banned.

- Getting caught playing football results in spending 2 sims days in prison.

1359 - A Very Bad Winter

The winter of 1363-64 was so severe that Italy was covered in a snow blanket for over a month. Use the bad winter rolls for 1363-64.

1361 - The Plague of Children

Another plague outbreak sweeps through Europe, this one being less severe but more bizarre. While the death rate was only 20% overall, many more males than females fell victim.

- For all sims you manage, roll a d10.
 - For male sims and newborn to child aged sims, the numbers 2, 7, or 9 result in immediate death.
 - For female teen and older sims, the number 2 results in death.

1363-64 - A Very Bad Winter

The winter of 1363-64 was reportedly quite terrible, leaving a lot of people who had been used to the more amenable conditions of the warm period in a bit of risk. You can choose to roll this in 1363 or 1364 in which you must roll a d20 to see what happens:

1 - Death of the Family	The entire family succumbs to starvation, illness, or exposure. Their home is found later, abandoned and snow-covered.
2 - A sickness calls	Roll to see which family member is affected, then flip a coin. Heads they survive, tails they do not.
3 - Frostbite, amputation	Someone went out to get firewood ill prepared. They survive, but have a permanent injury as a result.

4 - Starvation	Food runs out. Everyone suffers from malnutrition. You cannot harvest during the next season and must use the Great Famine roll for survival (on a d8, 3 and 7 are deadly).
5 - Livestock lost	All animals died due to exposure or a lack of food. You can't buy more until the spring.
6 - Roof collapse	Heavy snow causes part of the house to collapse. Roll on a d10 to see the cost where 1 is 10% of your total lot value. Roll on a d6 for the family's safety: 2 means death, 4 means injury.
7-8- Firewood shortage	Without enough firewood, the family has to burn their things. They lose moral and the house is permanently damaged. Roll on a d10 to see how much it costs to fix it where 1 is 10% of your total lot value.
9-10- Sickness spreads	A winter illness sweeps through the home. Roll a d4 for every family member. If they roll a 2, they get sick and must flip a coin for survival. Heads they live, tails they don't.
11-12- Barely hanging on	Hunger and cold press in, but the family survives. They cannot harvest the next season, but other than that have no additional cost.
13-14- Neighborly aid	Another family or the local church shares food and firewood, sparing the family suffering. You become closer as a result.
15-16- Winter crafting	The family is smart and uses the downtime to repair tools and make new clothes. Everyone gets 1 more outfit and they get to harvest an extra time in the spring.
17- Hidden cache found	A forgotten store of grains or preserved meat is discovered under the floorboards or snow. The family has no negative cost.
18- Healthy and warm	The good harvest and stocked larder provide for the family. No adverse effects.
19- Winter bonding	The family grow closer from being together for the long winter.
20- Unusual fortune	A noble needs the family's help and offers either money or friendship in exchange for shelter. If you get money, roll on a d10 where 1 is 1,000. If you get friendship, develop a relationship with a noble sim.

1369-1389 - 100 Years' War: Part 2

In this stage, Charles V reopened the conflict with England after his father died in English captivity. This conflict goes on until Charles V dies, leaving France in yet another state of uncertainty as to who will rule there.

Stage 1: In 1369, roll a D4 for any male Teen - Adult Sim to see if they head off to war. Do this for ALL your sims (even your side households).

- If your sim rolls a 4 then they go to war and must move out of your sims household to a war camp.
- Your Sims must live on the camp for 2 years.
- In 1371, roll a D20 for your currently enlisted sims. If your sim rolls a 9 then they die as a cause of war. If your Sim survives, then they can go back home.

Stage 2: In 1379, roll a D4 for any male Teen - Adult Sim to see if they head off to war. Do this for ALL your sims (even your side households).

- If your sim rolls a 4 then they go to war and must move out of your sims household to a war camp.
- Your Sims must live on the camp for 2 years.
- In 1381, roll a D20 for your currently enlisted sims. If your sim rolls a 14 then they die as a cause of war. If your Sim survives, then they can go back home.

1375-1380 - War Isn't Cheap, and Neither Are Taxes...

King: "War isn't cheap, guys, and we need you to pay for it! Yes, we know we're taking your men. Yes, we know a bunch of people just died because of the Great Mortality. Yes, we know population is low because of the Black Plague, too. Yes, yes, we get it, you're starving, you're poor, boo-hoo. More money please!"

During this period, high taxes are levied against peasants to provide for government spending.

You now owe an additional 25% on all your harvests, sold products, etc. for these 5 years. Let's hope your lord has been kind with his tax rate...

1380 - Poll Tax

Bringing the situation to a head, in 1380 a poll tax was levied against the population. It was the third poll tax in four years, following on from a time where taxes had risen again and again to pay for war efforts. The tax was twelve pence per individual (the average *skilled* laborer at the time made 1 pence per day)

- Only your main household must pay a one-time fee of \$5,000.

1381 - The Peasants' Revolt

"The Peasants' Revolt, also named Wat Tyler's Rebellion or the Great Rising, was a major uprising across large parts of England in 1381. The revolt had various causes, including the socio-economic and political tensions generated by the Black Death in the 1340s, the high taxes resulting from the conflict with France during the Hundred Years' War, and instability within the local leadership of London."

- Morbid Gamer
- About 1,500 rebels were killed in the peasants' revolt, which is too small of a pool to roll for. So pick ONE side household family of your choice (if you don't have any then skip this event), they are now rebels.
- Any teen - elder is automatically tracked down and executed.
- If there are any babies - children, they are now automatically orphans.

1389 - A Very Bad Winter

The winter of 1389 was reportedly very extreme, resulting in snowfalls so great even in the south of France that several people's homes caved under the weight and crushed them. Use the bad winter rolls from 1363-64.

*Alternate 100 Years War Draft Rolls

Knights:	Your job is war. You go 100% of the time, unless you pay a scutage to get out of it. To avoid going to war, you must pay \$2,000 to your king.
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Tradespeople:	You're pretty desirable due to your skills if you're a cobbler, horse carer, cook, etc. roll a d10. The numbers 3, 8, and 10 mean you've got to pack those bags and head to war.
Regular sims:	Are you an average joe? Well, roll a d10. The number 3 means you get the chance to see a new place, at a possible risk. Uh oh!
Boys aged 7+	If you only have 1 parent and they go to war, you can go with them or go to a relative. If you prefer a dice roll, roll a d20. The number 8 means you get to go along with the war camp.

Possible Positive Outcomes



If your serf/ peasant sim finds themselves in a position that they could receive something from their Lord, roll a d20 for the chance of a gift.

3- An animal Roll a d8 to decide which animal	6 - Forgiveness of a Debt or A Future Favor	9- Money Roll another d20 then add 2 zeros to the number
12- An apprenticeship in a trade for 1 child	15- Free Fishing for 1 Seasonal Year (ex: spring 1314 to spring 1315)	18- Free Extra Hunting for 1 Seasonal Year

9. Goal #1: Escape Serfdom:

There were a few ways to get out of serfdom.

Option 1: Escape

1. Get on the road and spend a day on it. At nighttime, roll a d4.
 - a. A roll of 1 means you got caught. Any other number means you've evaded capture.
2. Spend the night, either at the tavern or camping. The next morning, get on the road again. After the day's worth of traveling is over, roll a d8.
 - a. A roll of 1 means you got caught. Any other number means you've evaded capture.
3. Spend the night resting, then take off for your new life as a freed person.

Escape Consequences:

1. Got caught? So sad. Spend the year in prison as punishment.
 - a. Got caught a 2nd time? Spend another year in prison as punishment.
 - b. Got caught a 3rd time? They've had enough and execute you.
2. Escaped? You may not return to your previous home in this generation, or you will be captured and returned to serfdom after serving your prison time.

Option 2: Buy Your Way Out

Situation 1: Before the plague	Situation 2: After the plague
1. Save enough to pay off the land you were assigned to (the property value including all your belongings)	1. Save enough to pay off half the land you were assigned to (1/2 of the property value including all your belongings)
2. Save enough to pay \$3,000 for each member of your household to the lord	2. Save enough to pay \$1,500 for each family member to the lord
3. Become friends with the lord	3. Become acquaintances with the lord
4. Present him with an excellent or rare gift (as well as the simoleons indicated above)	4. Leave one child of his choosing to him to continue serfdom <ul style="list-style-type: none">- Roll a dice to decide which child- If this is your heir, your heir is no longer your heir and is left behind. Hope you have a backup!

UNLESS

If your lord has the AMBITIOUS, MATERIALISTIC, EVIL, MEAN, SNOB, or JEALOUS traits, you must:

- 1) pay 2x (option 1) the cost of the land or (option 2) the cost of the family members, whichever is more expensive,
- 2) however, you do NOT need to become friends with the lord
- 3) BUT, your gift has to be rare quality or very expensive

If your lord has the ERRATIC trait, you must also:

- 1) Flip a coin
 - a) Heads means he grants your family freedom at half the cost
 - b) Tails means he will not grant it at any cost

- 2) You may try once more with the same rules, but 2x tails means you won't become freed people under that lord.

10. *Goal #2: Become Accepted as a Freed Person*

Now that you're freed, you don't want to just be any old peasant. Peasants run the constant risk of ending up in serfdom, and you just got out of that crazy life. To move from just a peasant to a respected freed person, you must:

1. Buy your new land with your own money. No more land handouts here!
2. Build your new home with your own money.
3. Furnish it.
 - a. To consider this part as complete, your lot must have a value of \$20,000 or higher.
4. Distinguish yourself from the average peasant by:
 - a. Having a successful business (retail, restaurant, inn/tavern, market stall, etc.)
 - b. Reaching the top of a time-appropriate career
 - c. Befriending a noble house
 - i. In which case, you must visit with them once per week to maintain your friendship.
 - ii. Alternatively, you could marry one of your kids to theirs. That was often how families tied themselves together.
5. And survive 1 tallage with **at least \$10,000** left over.

Once you accomplish this, you have been accepted as a respectable freed person, a member of the middle classes, and are able to plan your move to rise even higher in social status.

11. *Goal #3: Class it up: Become a noble!*

Full disclosure: I've planned out several possible, challenging paths towards nobility. You can choose one or go your own way, because they get a little silly in some places. I drafted these while on a 7 hour train ride, and cannot defend them all.

To become a noble you must:

1. Befriend a noble family for 2+ generations OR befriend a living royal (must still be alive when you become a noble),
2. Amass a minimum of \$25,000 in liquid assets, despite taxes and despite furnishing your new place,

3. Have 2 immediate family members reach the top of a trade OR have a business that has made over \$75,000 OR have a family member or yourself win at a series of horse shows (using them as replacement tournaments),
4. Master reading **if** you use the 'royalty mod' ,
5. And choose one of the below options:

* Consequences carry on for the generation who becomes nobility AS WELL AS the generation that comes after unless explicitly indicated otherwise.

** Should you lose noble status, you must wait until the 2 generations AFTER the one who lost it to try again.

Option	Consequence
Option 1: Pay Your Way Pay your way in by giving the royal family \$250,000 but still having at least \$25,000 left over for your family.	No ongoing consequence.
Option 2: Be the Bard Master a music skill like guitar, singing, piano, etc. to go in as the court musician.	You MUST complete a new song every week OR pay a \$1,500 penalty. <ul style="list-style-type: none"> - Being unable to complete the song 3 times will result in you falling out of favor and losing your noble status.
Option 3: Treasure Finder Find or make a rare or expensive gift for the royal.	Every year you MUST continue to provide a gift of the same OR higher quality and cost, or give them \$5,000 in its place. <ul style="list-style-type: none"> - Are you unable to pay or provide? - Either: you and your sons are conscripted to go to every war for their lives OR you lose your noble status.
Option 4: Royal Botanist Complete any time-appropriate collection OR grow a cowplant.	You are now responsible for extra gardens for the next 100 years. <ul style="list-style-type: none"> - Each plant that dies under your watch results in a \$5,000 fine. <ul style="list-style-type: none"> - Can't pay? No longer a noble. - You must also produce 1 bottle of wine for the nobles each year. It must be excellent quality and they must get it for free. <ul style="list-style-type: none"> - Can't provide? Either: you and your sons are conscripted to go to every war for their lives OR you lose your noble status. <ul style="list-style-type: none"> - You must still tend the gardens during that time.

<p>Option 5: Lady Sims Only</p> <p>Master knitting and cross stitch, and befriend a female royal.</p>	<p>You must:</p> <ul style="list-style-type: none"> - Maintain your relationship as best friends for the remainder of your life. - Do a random task for her <i>each day</i>. <ul style="list-style-type: none"> - If you fail, you must pay a \$5,000 fine. - 3 failures in 1 week result in you being kicked out of court and losing your noble status. - If you cannot pay your fine, you are kicked out of court and lose your noble status. <p>This consequence does not carry on to the next generation.</p>
<p>Option 6: Royal Astrologer</p> <p>Master the paranormal skill/ career OR herbalism OR spellcrafting to be brought in as the royal astrologer.</p>	<p>However!</p> <ul style="list-style-type: none"> - If a royal dies of <i>anything</i> but old age or war for the remainder of that sim's life, your sim is immediately executed AND the rest of the family is tried for witchcraft using Morbid's witch trial rules. <p>This consequence does not carry on to the next generation.</p>
<p>Option 7: Good-Time Friend</p> <p>Throw 10 gold-rated parties of at least 6 different party categories to become a party noble.</p>	<p>Each week you must throw a silver or above party for the other nobles and royals.</p> <ul style="list-style-type: none"> - If you fail, you must pay \$10,000. - Have you failed a 2nd time? <ul style="list-style-type: none"> - You've fallen out of favor and are no longer a noble. <p>Additionally!</p> <ul style="list-style-type: none"> - Should any royal or noble who attended die the day after your party (even of old age), you are suspected of poisoning and your household is put on trial. - Any sim who fails the trial is executed. - If even 1 household member is found guilty, your house (as a new house) is kicked out of court & no longer noble. <p>This consequence does not carry on to the next generation.</p>

<p>Option 8: Vintner</p> <p>Max mixology skill as well as nectar making skill and throw 4 successful parties of different kinds to become a noble vintner.</p>	<p>Each week you must throw a silver or above party for the other nobles and royals OR provide the royal family with a free finely aged, excellent bottle of nectar.</p> <ul style="list-style-type: none"> - If you fail, you must pay \$10,000. - Have you failed a 2nd time? <ul style="list-style-type: none"> - You've fallen out of favor and are no longer a noble. <p>Additionally!</p> <ul style="list-style-type: none"> - Should any royal or noble who attended your party die the next day (even of old age) / any royal die the day after receiving the nectar, you are suspected of poisoning and your household is put on trial. - Any sim who fails the trial is executed. - If even 1 household member is found guilty, your house (as a new house) is kicked out of court & no longer noble. <p style="text-align: center;">This consequence does not carry on to the next generation.</p>
<p>Option 9: Love Conquers?</p> <p>Create and gift the flower arrangement that forces loyalty to an unmarried noble, but beware!</p>	<p>If they aren't married to you AND one of the 2 of you isn't pregnant after the 3 days of loyalty override is up, it didn't work. You are not a noble and they no longer trust you, so they become your enemy.</p> <ul style="list-style-type: none"> - This only applies to the sim who tries it.
<p>Option 10: Manipulation</p> <p>Turn your <i>favorite</i> family member into a plant sim OR witch.</p>	<p>Of course, you must then turn them in as a sign of commitment to the royal family.</p> <p>Sadly, they'll get tried, tortured, and burned to death for witchcraft. But you'll be a noble!</p>
<p>Option 11: Military Advisor - Master logic and sword fighting (with the royalty mod) to become the noble military advisor.</p>	<p>You and your entire line of male descendents for the next 100 years are automatically conscripted to <i>every</i> war.</p>

<p>Option 12: Knighted Op 1</p> <p>Master horse riding and/or max any 2 horse skills to get knighted.</p>	<p>You and your entire line of male descendents for the next 100 years are automatically conscripted to <i>every</i> war.</p>
<p>Option 13: Knighted Op 2</p> <p>Master sword fighting and archery to become a noble knight.</p>	<p>You and your entire line of male descendents for the next 100 years are automatically conscripted to <i>every</i> war.</p>
<p>Option 14: Noble Artist</p> <p>Master one of the arts and become respected as the next great painter/ sculptor/ writer/ etc.</p>	<p>Each week you must make and give 4 excellent quality paintings/sculptures/etc. to the nobles or royals (for free), as well as complete a painting OF a noble or royal (or equivalent depending on your chosen art form).</p> <ul style="list-style-type: none"> - Did you fail? You have 1 year to make up the backlog. - Couldn't catch up? You've lost your noble status.