MALAISEPIXELS VILLAINS LEGACY CHALLENGE

- SOURCES

THE RULES
- ASPIRATIONS & REWARDS
- HEIRS, SPARES & SPOUSES
  - HEIRS AND SPARES
  - SPOUSES

GENERATIONS
- GENERATION ONE: THE EVIL MONARCH
- GENERATION TWO: THE EVIL STEP PARENT
- GENERATION THREE: “CAPTAIN HOOK”
- GENERATION FOUR: THE EVIL FAIRY
- GENERATION FIVE: THE COUNT(ESS)
- GENERATION SIX: THE SEA WITCH
- GENERATION SEVEN: GOD’S GIFT TO SIMANITY**
- GENERATION EIGHT: THE GRAND VIZIER
- GENERATION NINE: THE POWER HUNGRY
- GENERATION TEN: THE GOD OF THE UNDERWORLD
- GENERATION ELEVEN: THE ARMED LEADER
- GENERATION TWELVE: THE EMPEROR’S ADVISOR
- GENERATION THIRTEEN: THE SPELLCASTING DOCTOR
- GENERATION FOURTEEN: THE GERASCOPHOBIC

- ABOUT MODS AND CHEATS
  - Questions?

SOURCES

I based this challenge on two others: SaphireGirlGamer on the Forums (only 8 generations) and Sims4ChallengesandStories (missing some of my favorite villains!). I’m sure there are more but these are the two I looked at to set up this one. You’ll notice I have taken away the “Disney” names - this is to avoid any copyright issues and because I also looked at the original fairy tales for inspiration where I could.

THE RULES

- Founder must be a young adult, but may be any gender or lifestate you like *except* vampire (because of the aging).
- Aging must be on and set to normal (or short) for everyone.
- No cheats (you can reset a sim if you need).

- BUT if there is a game quirk or bug that seems “cheaty” you can totally take advantage like a true villain would. For example, some aspirations say to do something 3 times and give you credit even if you cancel it right away and don’t finish.
- You may *ONLY* play the Legacy Family in this save so if you have spares, don’t get attached.
- NO restarting the game after bad events. Villains don’t always get their way! Find a way around it if you can.
- You must complete all requirements for each generation before they become an Elder (except when a generation explicitly says to wait on something).
- You can move on to your next heir when:
    - your current heir becomes an elder, OR
    - you have finished the current generation requirements AND your next heir is a teen (unless your current heir suffers an untimely demise, as villains do)
- Follow the generation order set below.

ASPIRATIONS & REWARDS

- You may not change a sim’s current aspiration until they are finished with their assigned aspiration.
- No cheating past aspiration milestones - if you don’t get it, you don’t get it.
- Each generation has an assigned reward trait or traits. But if you don’t earn enough points to collect it, that’s okay.
- An heir may not collect any reward traits other than their generation-specific trait(s). You may use as many moodlet potions (inspired, sleep replacement, moodlet solver, etc.) as you like, BUT you may never use: Quirk Remover, Re-traiting or Potion of Youth
- You can learn any of the magic spells and potions you’d like, but you may not use the perk purging, curse cleansing, rejuvenation, resurrection or immortality potion or the dedeathify spell.

HEIRS, SPARES & SPOUSES

HEIRS AND SPARES

- Heirs may be adopted (must be a baby/toddler) or born in game via "try for baby" - no using mods or cheats to cheat pregnancies or shortcut them, BUT
- You may use the CAS gender settings to grant your heir or their spouse the ability to impregnate or become pregnant if that’s what best suits their gender identity/expression.
- You may use mods that allow for things like risky woohoo or add complications to the “try for baby”/pregnancy process as long as your settings don’t make anything easier about getting/being pregnant or raising bitty villains.

- You may pick whichever child you want to be heir - but it's a good idea to do this early because some generations have an assigned childhood aspiration and may have limits on which toddler/child skills they can cultivate.
- If something happens to your heir and they haven't produced their own heir yet, a spare can take over - BUT if you've already sent them off to live their dream life you'll have to take away everything they love (what a shame, such a pity /s)
- Don't worry about the gender of your heirs - if you end up with a male sea witch or female pirate, embrace it and move on.

SPOUSES

- You may marry random townies or create your sim's spouse so you end up with one that suits your needs (villain perk!)
- Your spouse can have any job they want, traits, aspirations, etc. as long as they don't interfere with the rules of the generation. They're also permitted to collect reward traits your heirs may not, but they may not use the Potion of Youth, or purchase potions or traits on behalf of the heir. For example: no free services since that impacts the whole household.

GENERATIONS

GENERATION ONE: THE EVIL MONARCH

ASPIRATION: WORLD FAMOUS CELEBRITY* | **CAREER:** STYLE INFLUENCER* | **TRAITS**: JEALOUS, MEAN, SELF-ABSORBED
REWARD TRAIT/WEAKNESS: VAIN QUIRK*

After a troubled childhood with distant parents, you want nothing more in life than to be known and adored for your beauty - but what good is a little fame if it doesn't last? You may or may not have royal blood but either way, you're going to build a kingdom of your own making - that is if your spouse's bratty child doesn't ruin it for you first.

<u>Generation requirements:</u>

- Marry a sim with a teenage child
- Have a mirror in every room of your home
- Grow apple trees and find reasons to gift apples to the stepchild (no other gifts)
- You must not make friends with your stepchild - the more negative your relationship and/or sentiments the better

*Alternatives if you don't have the required packs:

GENERATION TWO: THE EVIL STEP PARENT

ASPIRATION: MUSICAL GENIUS | **CAREER:** MUSICIAN | **TRAITS**: MUSIC LOVER, PERFECTIONIST, GENIUS
REWARD TRAIT/WEAKNESS: CREATIVE VISIONARY
TODDLER SKILL: IMAGINATION **CHILDHOOD ASPIRATION & SKILL**: CREATIVITY

Remembering how your adopted sibling thought your parent's apple gifts were weird, you're determined to instill a little more gratitude in your own children and will always be a strict disciplinarian. Your success is important to you, but your children's success is included in that, so you'll want to perfect them and their images.

Generation requirements:

- Marry a sim with a toddler
- If you have Parenthood: always choose strict discipline actions
- Try to make your children perfect - have them max their toddler skills and complete at least one childhood aspiration
- Purchase the pirate ship for your children to play on

GENERATION THREE: "CAPTAIN HOOK"

ASPIRATION: THE CURATOR | **CAREER:** INTERSTELLAR SMUGGLER | **TRAITS**: HATES CHILDREN, KLEPTOMANIAC, LAZY
REWARD TRAIT/WEAKNESS: SHAMELESS

Forever saddled with the humiliating nickname "Captain Hook" (or sometimes just "Hook") after an unmentionable awkward incident as a pre-teen, you loathe children and everything to do with them because they can be so mean. Too bad you're not super great with birth control. You also fear running out of time to finish your precious collections and as a result don't get around to getting married until later in life.

Generation guidelines:

- Marry your childhood best friend only late in the adult stage or as an elder.
- Keep your childhood pirate ship on your lot (or upgrade it to the shipwreck debug item from Island living). Refuse to address it if anyone brings it up.
- No clocks allowed in your house
- Keep everything you collect on your home lot.

GENERATION FOUR: THE EVIL FAIRY

ASPIRATION: FREELANCE BOTANIST | **CAREER:** GARDENER | **TRAITS**: LOVES OUTDOORS, LONER, VEGETARIAN
REWARD TRAIT/WEAKNESS: GREEN THUMB

You fell hard and fast for your high school sweetheart, but it wasn't meant to be. They betrayed you and left you with your first child so you shut yourself and the child off from the rest of the world and only trust your plants.

Generation requirements:

- Betrayed by your one and only love, you'll never marry (totally okay to have lover(s) though)
- Have 1 child before your love betrays you (up to you if you have others later)
- Grow at least 8 perfect plants.
- Create (or download) a graveyard lot for your family because you don't want anyone around you, not even ghosts

GENERATION FIVE: THE COUNT(ESS)

ASPIRATION: MANSION BARON | **CAREER:** CRIMINAL | **TRAITS**: HOT HEADED, MATERIALISTIC, ERRATIC
REWARD TRAIT/WEAKNESS: FREE SERVICES

Coddled as you were, you think the entire world should belong to you and that the only way is, well, your way! Raised by a hermit of a parent, you're not clear on how relationships should work and only befriend those who can be useful to you in some way and manage to treat your own family like staff. Your tastes are a bit eccentric and you love fur, in fact, you might even say you live for it.

Generation requirements:

- Marry a Vampire Sim if you have the pack (Count De Ville is an alias for Bram Stoker's Dracula!)
- Have as many children as it takes to get a non vampire
- Wear loads of jewelry and even more fur in every outfit you can, even if it doesn't look great
- You may not have any pets - animals are for their fur, not friends
- Optional: You may become a vampire AFTER you finish your aspiration or the next heir comes of age

GENERATION SIX: THE SEA WITCH

ASPIRATION: PURVEYOR OF POTIONS* | **CAREER:** YARD SALES FOR YOUR POTIONS* | **TRAITS**: CHILD OF THE OCEAN, ROMANTIC, GLUTTON
REWARD TRAIT/WEAKNESS: MARKETABLE

Raised by a distant parent, you don't really know what love is but you love the idea and have many suitors. Realizing you need an heir, you'll try to steal one of your customer's spouses but you fail when they're forgiven for the affair. The good news is, you get your heir out of the encounter and you're quite happy to dote on them instead, and you won't listen to anyone who tells you you're spoiling them.

Generation requirements:

- Never Marry
- Have 1 child from your failed attempt at spouse-stealing. No potty training allowed, no matter how tired you get of changing diapers.
- Keep at least 2 fish for pets
- Set up your own business selling your potions as soon as you're able but don't charge more than 50% markup
- Optional: Become merfolk

*Alternatives if you don't have the required packs: Chief of Mischief, buy a very small retail lot and sell it when you become an elder or go into the business career

GENERATION SEVEN: GOD'S GIFT TO SIMANITY**

ASPIRATION: PAINTER EXTRAORDINAIRE | **CAREER:** ART CRITIC* | **TRAITS**: SELF-ABSORBED, BRO, ACTIVE
REWARD TRAIT/WEAKNESS: GYM RAT, VAIN QUIRK
TODDLER SKILLS: MOVEMENT AND IMAGINATION ONLY **CHILD ASPIRATION**: RAMBUNCTIOUS SCAMP

There's no one in town as admired as you. Everyone's awed and inspired by you and it's not very hard to see why (though anyone who doesn't know can ask, because you'd be happy to tell them). Quickly identify the sim you want to marry but lose them to someone else because, well, you don't actually have a thing in common. That's okay, you have plenty of other admirers and there's bound to be someone worthy of making sure you pass on your perfect genes to the next generation.

Generation requirements:

- CHILD/TEEN: Refuse to read books or do homework
- Eat mostly eggs and protein
- Starting as a teen, maximize your fitness skill and turn your body in to a well-built machine
- Marry a sim who wants nothing more than to stay at home and raise your children
- Paint 10 Excellent self portraits to hang around the house (use a mirror and paint from reference)

*Alternative if you don't have the required packs: Painter Career
** I'm using god here in a non-religious way as a reference to the idiom "god's gift to humanity" but if you are uncomfortable with this term for whatever reason please substitute whatever you prefer (ex. "The Watcher")

GENERATION EIGHT: THE GRAND VIZIER

ASPIRATION: PUBLIC ENEMY | **CAREER:** WRITER | **TRAITS**: BOOKWORM, EVIL, LONER
REWARD TRAIT/WEAKNESS: INDEPENDENT

Early on you wanted someone you couldn't have, but you learn your lesson about trying to force people to love you and eventually find the love of your life. Your family is important to you and the only people who don't end up the victims of your evil ways. Still, as much as you love them, you need some space where you can lock them out so you add a tower to the family home.

Generation requirements:

- Marry any sim you'd like. Oddly enough, you're a solid spouse.
- Wear a lot of red
- Maintain a good relationship with your sibling(s)
- Have a loud and obnoxious sidekick
- Leave copies of your books in the family home for them to read (it's okay to publish them, just make copies first!)

GENERATION NINE: THE POWER HUNGRY

ASPIRATION: LEADER OF THE PACK | **CAREER:** POLITICS* | **TRAITS**: JEALOUS, LAZY, ROMANTIC
REWARD TRAIT/WEAKNESS: PROFESSIONAL SLACKER

Your childhood years were great - until a normal 'adventure' with your siblings goes wrong, destroying your relationships with them forever. You crave power and relationships with others though you're just a little too lazy to work as hard as you need to accomplish your goals.

Generation requirements:

- Marry any sim of your choosing, but if they already have kids they need to be babies or toddlers
- Your favorite hangout? The graveyard.
- You may have 3 close friends or 3 dogs
- Have terrible relationships with your siblings
- Optional: Kill one of your siblings

*Alternatives if you don't have the required packs: Business or Detective

GENERATION TEN: THE GOD OF THE UNDERWORLD

ASPIRATION: JOKE STAR | **CAREER:** COMEDIAN | **TRAITS**: GOOFBALL, CLUMSY, CHILDISH
REWARD TRAIT/WEAKNESS: CAREFREE

Your parent was too self absorbed to pay much attention to what you were doing, but that meant you got away with whatever you wanted and learned that life should be about having as much fun as you can. Sure, you'd like to rule the world but maybe it's just as good if you can own them with your sense of humor. You're a decent spouse and parent and if nothing else you can say your home is a happy one.

Generation requirements:

- Marry a sim who is better than you in every way.
- Have multiple children. You're not a bad parent.
- But for some reason, you can't stand your sibling's kid and it puts a damper on your relationship with your sibling
- Wear a lot of blue. Flame print is optional.
- Never develop the movement or fitness skill, even as child
- Have 2 close friends

GENERATION ELEVEN: THE ARMED LEADER

ASPIRATION: BODYBUILDER | **CAREER:** MILITARY* | **TRAITS**: EVIL, SELF ASSURED, HOT HEADED
REWARD TRAIT/WEAKNESS: OBSERVANT, GYM RAT
MAX TODDLER SKILL: MOVEMENT **MAX CHILD SKILL:** MOTOR **CHILD ASPIRATION**: RAMBUNCTIOUS SCAMP

A happy home? What a waste - no one but you ever accomplished anything. There was little discipline in your life so you had to create it for yourself and now you'll never stop until you've imposed it on everyone. You expect excellence from everyone and can't stand anything you perceive as a weakness.

Generation requirements:

- Marry a sim you meet at work. Your marriage is based more in respect than love, but it works
- If you have Parenthood: always choose strict discipline actions
- Demand the family follow a daily schedule that includes exercise for everyone.
- Have the worst possible reputation
- Max the fitness skill and have a massively muscular frame

Alternative if you don't have the required packs: Athlete

GENERATION TWELVE: THE EMPEROR'S ADVISOR

ASPIRATION: MASTER MIXOLOGIST | **CAREER:** MIXOLOGIST | **TRAITS**: CHILDISH, ERRATIC, HIGH MAINTENANCE
REWARD TRAIT/WEAKNESS: GREAT KISSER

You were the youngest child and a constant disappointment to your father - probably because your head is always in the clouds, but also because you're pretty weak. You're great at daydreaming and scheming but no matter how complicated your scheme is you'll always take the easy way and minor details are so not your thing. That almost always backfires on you, especially in your relationship with your kids.

Generation requirements:

- Obsess over a sim until they break down and marry you - take advantage of those alluring aura and transcendent charmer potions!
- Have children, but not cause you want them, just cause you love their other parent
- Wear a lot of purple and a lot of makeup. You think you look beautiful though not everyone agrees.
- You love llamas and use them in all of your decorating/clothing choices when available
- Focus your magic use and studies on alchemy

GENERATION THIRTEEN: THE SPELLCASTING DOCTOR

ASPIRATION: SPELLCASTER | **CAREER:** NONE | **TRAITS**: OUTGOING, MEAN, EVIL
REWARD TRAIT/WEAKNESS: OBSERVANT, BEGUILING

Your family's legacy has you set so there's no need to work. This means lots of long hours with not much to do other than practice magic and torment others with it for fun and occasionally profit. You're charming enough to get away with it! Tradition is important to you so you stay in the family house but you wish you could move to a smaller house away from it all or at least in Glimmerbrook where you'd feel understood.

Generation requirements:

- Marry a ghost, or not at all. It maaaay be your fault they're a ghost.
- Wear a necklace you never remove; formalwear should include a top hat
- Keep something of your parent's around
- Keep 2 frogs in the house
- Have a negative reputation
- Get your magic skill to the highest level
- Max the charisma skill
- Have 5 voodoo dolls (unlocked at level 3 of mischief (easiest) or can be found fishing)
- Optional: Master the Herbalism skill

Alternatives if you don't have the required packs: Angling Ace

GENERATION FOURTEEN: THE GERASCOPHOBIC

ASPIRATION: MASTER CHEF | **CAREER:** CULINARY | **TRAITS**: PARANOID, SELF ABSORBED, PERFECTIONIST
REWARD TRAIT/WEAKNESS: 1 POTION OF YOUTH

Your family has built quite a legacy and you want nothing to do with making a place for yourself in history because you're obsessed with keeping yourself young at any cost. You heard children keep you young, so you get one (through totally legal and not at all shady means) but then you live in fear for their safety, not even letting them have a haircut. You know you're going overboard, trying to keep them out of the scary outside world, so you never marry because you know no one would put up with your behavior, but you can't seem to stop yourself either. That's probably why the child runs away as a teen.

Generation requirements:

- Never marry, but you may have a lover who never comes inside the fence
- Adopt 1 child (must be child age)
- Paranoid that something will happen to your precious only child, you keep them locked up in the tower where they can't go out for any reason except school and only when they have to (if you have a mod that lets them quit school you may use that for this generation only)
- Try to keep your child a child for as long as possible - even as a teen, they should only do things children can do - and never let them cut their hair
- Plant a garden of only spinach
- You may not have a computer or radio in the house, but you can keep a laptop in your inventory in case you need it for something.
- Use a potion of youth one time only
- Optional: If you want to continue the legacy past this generation, you can adopt a second child after the first one runs away. You'll have learned a little and won't lock this one up but the urge to protect them is a bit too much to completely overcome.
- Optional: You may marry after the teen runs away and you use the Potion of Youth

ABOUT MODS AND CHEATS

- My ONE exception to the no cheating rule is money. It's the root of all evil after all. Go ahead and set your sim up in whatever lifestyle you'd like them to have. Maybe they're the worst of the 1% and you want to ruin their lives by taking it all away. Have at it - add and remove money at will
- Mods that make gameplay more functional (ex., MCCC, Carl's) are okay, but avoid mods that make it easier than vanilla gameplay (no setting pregnancy risk to 100%). If you want to add a mod that makes gameplay harder or adds functions, go for it
- CC build/buy and CAS items are totally fine, even if they're "underpriced" or free (see my note about money cheats - villains get all the luck)

Questions?

If anything comes up that I haven't covered here, please feel free to message me on instagram or tumblr. My username is MalaisePixels on all platforms!