

Introduction

Our default assumption here is a fantasy world, using the basic Fate Core skill list (although we have introduced skills where it seems necessary; sidebars will explain these). Optional weapon and armor ratings have been assigned to creatures, using the assumptions of a fairly cinematic fantasy setting. In more detail, comparisons would be:

Weapon Rating 1: one-handed weapons: daggers, short swords

Weapon Rating 2: weapons that can be wielded one or two-handed: swords, axes, light spears

Weapon Rating 3: two-handed weapons: two-handed swords, halberds, heavy spears

Weapon Rating 4+: magical weapons, siege weaponry

Armor Rating 1: light armors: leather, padded, partial mail

Armor Rating 2: medium armors: mail, partial plate, Roman legionary armor

Armor Rating 3: heavy armors: reinforced mail, full plate

Armor Rating 4+: magical armor, walls, buildings

Note that these are lower than the numbers given in the Fate Core book (page 277), since those are intended for a gritty fantasy setting.

Demons

Demons are evil extraplanar creatures, originating in the multitudinal realms of Hell.

All demons share the following immunities:

- * immunity to fear, sleep, charm, and paralysis
- * immunity to poisons, disease, aging, and death magic

Demons can understand any spoken language. Intelligent demons can speak any language, and may be literate. Those of average human intelligence or better are almost always literate.

The truly innocent are protected from demons; to represent this, no demon may use a trait bonus against any character with the aspect *Truly Innocent*, or with similar aspects as judged by the GM. (Note that the GM has veto power over aspects!) Further, demonic mental attacks which can force specific behavior (e.g., charm or seduction abilities) are completely ineffective against such characters. (Note, however, that attacks that create an emotional state (e.g., fear or anger) or a physiological reaction (e.g., paralysis or sleep) may still be used against them. They may be influenced, but their freedom of choice cannot be taken. Some demons have further restrictions against the innocent, which will be mentioned in their descriptions.

Demon, Shadow

High Concept: Demonic Spy and Seducer

Trouble: Light Drives Away Shadow

Other Aspects: Naught But a Whispering Shadow, Possession is Nine-Tenths of the Law, Lust for Gems
Skills:

Superb: Deceive

Great: Stealth, Investigate

Good: Lore, Empathy, Will

Fair: Notice, Fight, Contacts (represents others it has its hooks in)

Stunts: Mind Games, Lie Whisperer, Eavesdropper, Vanish into Shadows (as Ninja Vanish), A Mind of Shadows and Mirrors (use Deceive to defend against mental attacks), Shadow Magic (use Lore to create darkness and manipulate shadows)

Extras: Immune to normal physical attacks (2 stunt cost); Harmed by Magical Light (-1 stunt cost)

Physical Stress: OO

Mental Stress: OOOO

Refresh Value Used: 5, 8 additional skill levels

Optional: Incorporeal claws (Fight attacks ignore armor)

Creatures of living shadow, these vicious and spiteful demons are thankfully rare. When found, they are often in service to some stronger evil force, such as a stronger demon or an evil mage or cleric of great power.

Shadow demons have no normal physical body, and can only be harmed by magic, magical weapons, and blessed (with Create Advantage by an appropriate character) or silver weapons. Neither can they move or carry anything in their natural form, and hence their treasures tend to be small but valuable items that they have had possessed victims secret away.

They are, however, vulnerable to holy light, magical light created by characters with an appropriate High Concept which will act as an attack against them. In such light, they are unable to vanish into shadows, and can be seen to be man-sized shadowy forms with small bat wings, horns, and goat-like legs. Magical light of a non-holy nature will burn them less strongly, allowing them to ignore the first two points of damage, and does not reveal their form.

A shadow demon's wings are not large enough to support true flight for them. Instead, they use them to make longer, higher, more controlled jumps and to fly in brief bursts. This is usually more than enough to assist them in getting away from a ground-bound pursuer, but shadow demons are intelligent enough not to put their flying ability up against that of a true flier.

Their favored trick is to pose as someone's shadow and whisper to them of evil things they could do, slowly wearing down the victim's will until they either begin to do evil things themselves, or are ripe for possession upon suffering an extreme consequence. Having possessed or seduced a victim, a shadow demon can then cause the victim to forget events and actions that take place during the possession, or about things they have willingly done.

Shadow demons are psychically powerful, and those unwary enough to engage in direct psychic battle with one will find themselves in a mind that seems to be made of shadows itself, where targets appear and disappear, and things they thought were enemies are themselves or their allies.

Because of these abilities, shadow demons make ideal spies, and they are often used in this capacity by their masters. Although they are chaotic, and would thus normally serve poorly in such an independent capacity, shadow demons' love for knowing secrets helps bind them into such service, and many masters will also make use of their love for gems.

Elementals

All elementals are immune to non-magical weapons, poison, disease, sleep, and aging.

Immortal and sexless, elementals do not reproduce as familiar creatures do. Instead, an elemental who has grown to massive size splits into three new elementals. The chthon, undine, and zephyr only do this when in a safe place, as for them it is a process that takes hours to days. Salamanders, however, can split quickly, and may even do so in combat if they have consumed enough with their flame!

Elemental, Salamander (Fire)

High Concept: The Living Essence of Fire

Trouble: Water and Fire Don't Mix

Other Aspects: Gentle and Beautiful When Tranquil, Consumed By Flames, Hot-Tempered Destroyer
Skills:

Superb: Physique

Great: Fight, Demolish (as Crafts, but only for destroying things)

Good: Empathy, Rapport

Fair: Will, Shoot

Stunts: Dangerous & Hypnotic Flames (can use Demolish to Create Advantages that dazzle opponents), Creature of Flame (can use Physique to Create Advantages based on flames), Flame Burst (use Shoot to attack all in zone; once per combat), Consuming Flames (pay a Fate Point to reduce a consequence by one step or remove a Mild Consequence when burning something)

Extras: Immune to non-magical weapons (2 stunt slots), Vulnerable to water (common; reduces immunity 1 stunt slot), Parental Melt (use Create an Advantage when burning things to split into two Salamanders. Each has all consequences the parent had, and each loses their top Physical Stress box. Treat as an Extreme Consequence for how often it can be done.)

Physical Stress: OOOO

Mental Stress: OOO

Refresh Value Used: 6, 3 extra skill levels

Optional: Flaming Tail (Weapon:2 (Fight)), Tongue of Flame (Weapon:3 (Shoot)), Tough Carapace (Armor:2)

Rumored to have spawned in the hearts of volcanoes, salamander were named after their resemblance to a lowly lizard. Nonetheless, a casual observer would note that the similarity is fleeting at best, since these creatures are extremely large and covered in a cracked carapace made of ever-cooling magma. An appearance by one of these fire elementals is often greeted with trepidation - for one can never be sure what they will do. Many horror stories abound of villages and their occupants being overrun and reduced to ashes by a salamander, yet there are just as many tales that praise the elementals' beauty and devotion to protecting villages they call home. Unless one incurs the wrath of this elemental, it will typically be very docile, and by some accounts, almost affectionate. Few are truly aware of the actual nature of these creatures, and even fewer have survived to give first hand accounts of events once they provoke a salamander.

However, there are some physical warning signs that provide insight into the elementals' current state. A tranquil salamander will always be crawling on all fours, and its carapace will have the appearance of cooled lava, with a few cracks showing the fires beneath. As salamander become more agitated, these cracks will widen and the temperature around the creature will begin to drastically rise. When preparing to attack, the salamander will shed the remainder of its carapace, revealing its true fiery nature, and stand up on its hind legs.

Woe unto those that are close enough to witness this transformation, for they too are likely to be considered opponents, along with the individual(s) that caused this reaction. It is usually far too late when said opponents discover that normal weapons are often ineffective against salamander. To confuse things even further, most survivors can't even recall how they escaped such explosive confrontations. Some have theorized that a salamander is more likely to attack when it is preparing to reproduce, but there has been no evidence to support this.

The sheer power of a salamander is an awesome thing to behold, as survivors and those under one's protection can attest. Those who would oppose the elemental usually meet their end in its embrace, providing fuel for salamander as they do. When salamander are not rampaging, it is not uncommon to see one destroying forests, isolated buildings or wildlife in an effort to feed itself.

Hell Hound

High Concept: Demon Hound

Trouble: The Stench of Hell

Other Aspects: Sees the Hidden, The Pack Torments the Weak, More Cunning than Smart

Skills:

Great: Athletics

Good: Physique, Fight, Notice

Fair: Shoot (Fire, Hell Stink), Investigate, Stealth

Average: Provoke, Lore, Deceive, Will

Stunts: Release Hell Stink (Create Advantage with Shoot to place *Stench of Hell* aspect on targets in zone who are behind; can only use once per day. Stench aspect causes those with it to detect as evil to magic), Breathe Fire (Shoot vs. up to three opponents in front of the hound at once)

Extras: Immune to Fire

Physical Stress: OOOO

Mental Stress: OOO

Refresh Value Used: 1, additional Good skill

Optional: Claws (Weapon:1), Fire (Weapon:2), Armor:1

Hell hounds appear as very large, demonic dogs. They are generally a sooty black to dull red in color, with glowing red eyes, black mouths and tongues, and with small spiky growths around their shoulders. They are not native to the prime material plane, but many have been brought here as guardians by evil creatures and wizards.

They make exceptional guardians, due to their ability to smell intruders, track by scent, and to see invisible creatures and things. While not greatly intelligent, they are far more intelligent than any normal animal. They have their own language, and can be taught other languages. Beyond basic intelligence, they have the cunning common to all pack predators.

Hell hounds stink extremely badly, badly enough to cause nausea, dizziness, and even vomiting. This stink is the stench of hell - physically, it smells sulfurous, much like rotten eggs. It also stinks on a psychic/magical level, and hell hounds can spray the stench in much the same manner as a skunk. Those sprayed not only smell physically, but smell psychically as well, detecting as evil to spells and powers while affected. Someone who has encountered this effect before may be able to tell the difference between the truly evil and those affected by this; difficulty to determine is a Lore roll of Great.

Hell hounds are evil, and will torment weaker creatures for the sheer joy of it, 'playing with' prey until they tire of the game before killing. Understanding most creatures' fear of fire, they will use their ability to breathe fire to frighten, and to herd prey into ambushes. They will also release their stench onto

passers by just to torment them.

In their native environment (i.e., Hell) hell hounds are opportunistic predators and scavengers, as they are among the weakest creatures there. They will band together into packs of 12 to 30 members, which are led by a dominant female. Like earthly spotted hyenas, female hell hounds have a pseudo-penis, and cannot be distinguished from males except by experts in most circumstances.

They will lair in caves and abandoned buildings. In Hell, they will attempt to avoid leaving stink there, since many stronger creatures hunt them. On the prime material plane, they will leave stink in their lairs to weaken intruders. Since hell hounds do have a low intelligence, the entrances to their lairs will be concealed when possible, and they may construct crude traps, limited by their lack of hands. Rarely, a band will have a trap constructed for them by another creature.

Piranha Swarm

High Concept: Devouring Swarm of Fish

Trouble: More Teeth Than Brains

Other Aspects: They're Everywhere!, Blood in the Water, Frenzied Feeders

Skills:

Great: Fight

Good: Athletics

Fair: Physique, Will

Average: Notice

Stunts: Swarm (can attack all in their zone as one action; separate rolls for each target), Separating (can use Create an Advantage with Fight to move targets apart)

Extras: Mindless (cannot be reasoned with)

Physical Stress: OOO

Mental Stress: OOO

Refresh Value Used: 1

Piranha are legendary for the ability of a school to kill a large animal in minutes. Individually, they are capable of biting off fingers and toes, and creating painful wounds. Schools can kill people, cattle, and even larger animals.

In the real world, piranha are not very aggressive, attacking mainly when they feel threatened or their food supply has been diminished by drought or other factors that lower the water levels; in fiction, however, piranha are extremely aggressive, and can strip a cow to the bone in minutes. Real-world piranha are scavengers as well as hunters, and are omnivores, eating plants as well as meat; the fictional piranha are pure carnivores. This version is, of course, of the fictional variety.

When breeding, piranha dig small pits in riverbeds and lay their eggs in them, then defend the egg's location. Stumbling into a school's spawning bed while trying to cross a river is extremely hazardous.

The most common variety of piranha have silvery bodies with reddish bellies. They are aggressive toward each other, and individuals with only one eye are often found, the other having been lost to fights. They are tropical in origin, but specimens have been found in the wild as far north as New York in the real world, apparently having been released into the water by people who had bought them as pets.

Note that intelligent players will realize that they can use the "They're Everywhere!" aspect to their own advantage, utilizing it to make area effect attacks more powerful. This should certainly be allowed!

Rat Swarm

High Concept: Swarm of Hungry Rats

Trouble: Easily Frightened, But Never Corner It!

Other Aspects: They're Everywhere!, An Incredible New Smell You've Discovered, Gnawing Through
Skills:

Great: Notice

Good: Athletics

Fair: Fight

Average: Physique

Stunts: Swarm (can attack all in their zone as one action; separate rolls for each target), Infection Carrier (zero cost; consequences inflicted can be infections)

Extras: Mindless (cannot be reasoned with)

Physical Stress: OOO

Mental Stress: OO

Refresh Value Used: o

While an individual rat is generally no threat to a human - and especially to an adventurer! - swarms can be. Such swarms form either when a population of rats have experienced rapid growth due to an abundant food source, which then suddenly runs out, driving hundreds or thousands of starving rats to seek whatever food they can find, or when rats are controlled by magic or by monsters capable of controlling them.

These statistics represent a small swarm, of a few dozen rats. Thankfully, the individual rats that make up a swarm are by no means brave; hence, a swarm can be dispersed by far less damage than it would take to kill all the rats who make it up.