



## ICHOR FIENDS

Calamities often come without warning, be them natural disasters or man's own folly, the chaos of life is inevitable. Ancient cultures often blamed the gods for these events, or at least, that was what scholars assumed when studying various beast tribe wall paintings depicting monsters falling from fire in the sky; or when the An'Shyvann Star Sage scrolls talked of a shooting black star crossing the heavens and bringing death in its wake.

Many historians agree that these vastly different cultures were likely depicting the same event, a comet passing over the planet leaving horrific devastation. Due to the vast number of documentations of this event across the ancient world, historians have chosen to use the translated collection of texts found in the celestial libraries of Gludeo as the baseline for further study.

The comet has many names, but the Kingdom of Gludeo referred to it as the Bleeding Star, most likely named for the rain of blood that would trail behind it.

Though myths talk of monsters falling from the sky it is believed they spawned from smaller meteorites broken off from the main body. Reports describe that on impact the debris would reveal a fleshy blood like core, either quickly forming into a strange creature or covering the environment in strange cancerous growths. The living substance inside does not match any existing blood type, despite it being very similar in nature. As such it is referred to in many texts as Ichor. Hence the creatures spawned from it were named Ichor Fiends.

Gludeo describes Ichor Fiends as simple creatures, almost mollusk-like. Their flesh is semi-translucent, containing the eerie crimson glow of the Ichor that spawned

them. But one should not underestimate their sluggish appearance. Many are said to have lightning fast reflexes and strike without prejudice. As such further study is difficult, as any creature that comes into contact with Ichor is doomed to either die and become raw material for the substance to feed on, or is horrifically mutated beyond repair.

Places where the Ichor lands and its fiends manifest must be dealt with swiftly before their corruption takes root on the land. If left to their own devices they will consume all life in the area where they land and then die off from starvation.

## TRAVELING DOOM

Another troubling detail about the comet is the lack of consistent trajectory, appearing in inconstant stretches of history around the world, from one night in three hundred year increments to three months every two hundred years. Thus its arrival was impossible to predict for future civilizations. Some scholars have theorized the comet has a celestial will of its own, crossing over the planet like some malignant creature. While others suggest the later depictions of the comet in history prove it is getting closer. What was once described as a thin line of crimson light drawn across the night sky has now become a wandering celestial body that draws its blood-soaked trail across the night, tinting the world below crimson red.

More troubling, the time between sightings in the last two hundred years has been growing shorter, and the comet stays longer. Some fear it is only a matter of time before it crashes into the planet.

## ICOR COAGULON

The Icor Coagulon is one of the more primitive Ichor Fiends to spawn from the comet's vile debris. The molusk-like body is embedded in the rock that birthed it, acting as a powerful shield for the Ichor within.

Most curiously the Coagulon is able to move small appendages that sprout from its shell, making one wonder where the creature begins and ends. Its carapace is highly resistant to damage; anyone who seeks to kill this creature will have to wait for an opportune time to strike at the tender flesh within. On further study, sightings of the creature also suggest it is an ambush predator, using its clinging legs to find secure spaces on ceiling or walls to rest, or wait for potential prey.

Once in a favored position, it uses its sensitive organs to detect the presence of a creature in reach. Then with a swift lash of its tendrils it will capture its prey. Digestion follows as the Ichor Fiend attempts to dissolve the body with caustic fluids secreted from its tendrils, absorbing the resulting goop.

### ICOR COAGULON

*Small Aberration*

**Armor Class** 18 (natural armor)

**Hit Points** 22 (3d6 + 12)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	18 (+4)	2 (-4)	14 (+2)	6 (-2)

**Proficiency** +2

**Skills** Perception +3, Stealth +2

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Challenge** 1 (200 XP)

**Rock Camouflage.** The Icor Coagulon has advantage on Dexterity (Stealth) checks to hide among rocks and rock formations.

**Spider Climb.** The Icor Coagulon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Weakspot.** Any damage to the Icor Coagulon caused by an attack roll made with advantage ignores its innate resistance to bludgeoning, piercing, and slashing damage.

#### ACTIONS

**Tendrils.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage and the target is grappled, escape DC 14. Until the grapple ends, the creature is restrained and the Icor Coagulon can't attack another creature with its tendrils.

**Digest.** Each creature grappled by the Icor Coagulon takes 10 (3d6) acid damage.

#### REACTIONS

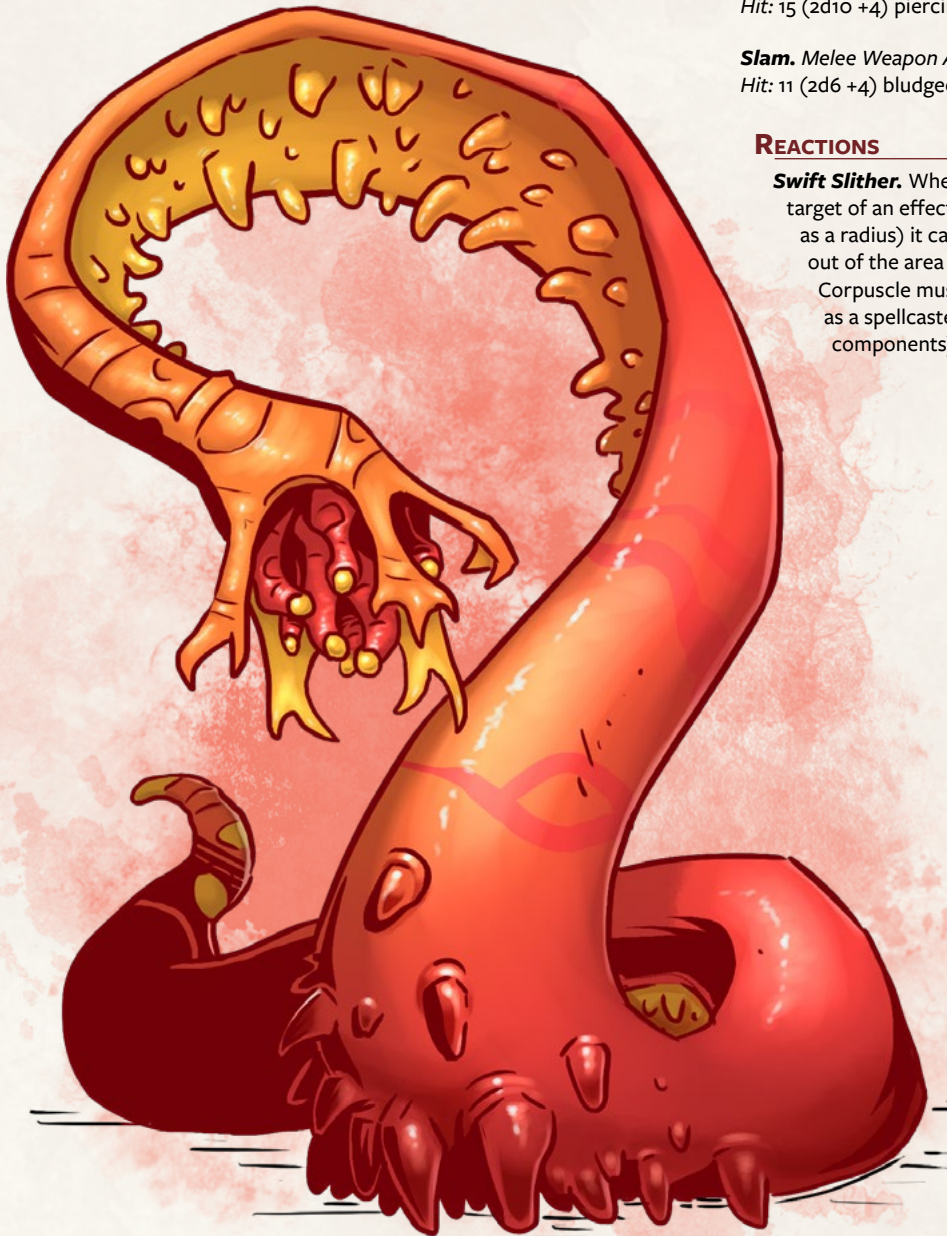
**Retract.** The Icor Coagulon adds +4 to its AC against one attack that would hit it. To do so the Icor Coagulon must see the attacker. When the Icor Coagulon does so it releases any creature it is currently grabbing with its tendrils.



## Ichor Corpuscule

Ichor Corpuscules rise from pure Ichor, depicted as being unique among the other Ichor Fiends as it lacks any kind of shell. They are also highly predatory creatures with the instinct to hunt the moment they are spawned. Despite their slug-like appearance they can slither at high speeds to easily ambush and overwhelm prey from tree tops and borrowed tunnels. Their flexible bodies allow them to squeeze through tight spaces uninhibited, and more horrifying still records have shown these creatures to be capable of hunting underwater as well. One mid-century tapestry displayed a large specimen curled around a fishing boat; it is unclear if the size was an exaggeration. Combined with an incredibly sensitive cognitive organ that can detect incoming danger, not only are Ichor Corpuscule fast, they are near impossible to approach without detection

Despite its ability to swim these Ichor Fiends seem to spawn on land, there is no documentation suggesting Ichor Fiends spawn from the ocean, and no large body of water has ever been depicted as becoming corrupted by Ichor. Curiously, the large downpours from the Bleeding Star throughout history seem to only infect land masses as if aimed with malicious intent.



## Ichor Corpuscule

Medium Aberration

**Armor Class** 16 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	2 (-4)	14 (+2)	6 (-2)

**Proficiency** +3

**Skills** Perception +5

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 15

**Challenge** 5 (1,800 XP)

**Flexible.** Squeezing through tight spaces does not impede the Ichor Corpuscule's movement and it ignores difficult terrain.

**Slippery.** Opportunity attacks against the Ichor Corpuscule have disadvantage.

### ACTIONS

**Multiattack.** The Ichor Corpuscule makes two attacks; one with its Bite and one with its Slam.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 9 (2d8) acid damage.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

### REACTIONS

**Swift Slither.** When the Ichor Corpuscule becomes a target of an effect or spell that targets an area (such as a radius) it can move up to 10 ft., possibly moving out of the area of effect. To use this reaction, the Ichor Corpuscule must see the origin of the effect (such as a spellcaster cast a spell with somatic or vocal components).

## ICOR EMBOLUS

Large Aberration

**Armor Class** 18 (natural armor)

**Hit Points** 147 (14d10 + 70)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	21 (+5)	5 (-3)	15 (+2)	6 (-2)

**Proficiency** +4

**Skills** Perception +6

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 16

**Challenge** 9 (5,000 XP)

**Ambusher.** The Icor Embolus has advantage on attack rolls against creatures that are surprised and each surprised creature has disadvantage on its saving throw against the Icor Embolus' Ensnaring Appendages.

**False Appearance.** While the Icor Embolus remains motionless, it is indistinguishable from a rock, albeit the appearance of the rock might be unusual.

**Weakspot.** Any damage to the Icor Embolus caused by an attack roll made with advantage ignores its innate resistance to bludgeoning, piercing, and slashing damage.

### ACTIONS

**Multiattack.** The Icor Embolus makes three pseudopod attacks.

**Pseudopod.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 +4) bludgeoning damage.

**Ensnaring Appendages (Recharge 5-6).** The Icor Embolus explosively extends its guts in a 30 ft. cone. Each creature in the area must succeed a DC 16 Dexterity saving throw. On a failed save a creature takes 31 (10d6) bludgeoning damage and is pulled up to 30 ft. towards the Icor Embolus. On a successful save a creature takes half as much damage and is not moved.

In addition the area is covered by viscous goo until the end of the Icor Embolus' next turn, causing the area to become difficult terrain.

## ICOR EMBOLUS

Icor Emboluses resemble Coagulons, some early texts suggest perhaps the Embolus is an advanced form of the Coagulon. Often found in larger chunks of debris from the Bleeding Star, they actually remain dormant until the surrounding Ichor has siphoned enough matter from the surrounding area.

Like the Coagulon, the Icor Embolus resides in a powerful shell taking on a unique shape based on the sustenance that gave it life. One fossilized Embolus shell excavated in the past appeared suspiciously human skull-shaped.

But unlike its smaller kin the Embolus moves on a twisted pseudopod body that drags its mighty carapace. The soft body of the Embolus resembles a confusing arrangement of sticky appendages that greedily grab and pull for anything it identifies as edible.

Unlike its siblings, the Embolus moves its burdensome body at a slower pace, seeking out large pieces of matter to consume over time with its soft tendrils. However, if no immediate food is available it will lie in wait for prey like the Coagulon. Using its stone shell as camouflage, when prey is near it launches its entire soft body at its target. This soft mass acts like a net that lunges at anything it can grab and pulls it toward itself to consume. Once entrapped in its organic web there is little hope for its prey to escape.





## Icor Polyp

The theory of the Bleeding Star drawing closer has clear evidence. The more recent texts report an increase in physical matter falling from the comet's body along with its Ichor. This would suggest in earlier times any mass not protected by rock would disintegrate when breaching the planet's firmament. These chunks of tissue, usually charred and destroyed by the impact, would gradually begin to remain intact. The mass would then form a perplexing growth, collecting the debris around it to form an Icor Polyp.

Icor Polyps are huge floating creatures, among the largest forms of Ichor Fiends documented and very rare. Once an Icor Polyp forms it takes flight like a graceful jellyfish, it glides through the air, using its many tendrils to navigate its flight.

Unlike its kin, an Icor Polyp appears driven with purpose. One cannot fathom its desires, but older scholars suggest it exceeds the basics of food and proliferation.

## ICOR POLYP

*Huge Aberration*

**Armor Class** 18 (natural armor)

**Hit Points** 152 (16d12 + 48)

**Speed** 20 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	17 (+3)	5 (-2)	17 (+3)	8 (-1)

**Proficiency** +4

**Skills** Perception +4

**Condition Immunities** grappled, paralyzed, restrained (see Unfettered)

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 17

**Languages** Understands Draconic but doesn't speak

**Challenge** 11 (7,200 XP)

**Evasion.** When the Icor Polyp is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and half damage if it fails.

**Lightning Reflexes.** Once per turn, the Icor Polyp can use its Warding Tendrils reaction without having to use a reaction unless it is incapacitated. When the Icor Polyp does so, it can't use its reaction to use its Warding Tendrils until the end of the turn.

**Unfettered.** As long as the Icor Polyp is not incapacitated it is immune to being grappled, paralyzed, or restrained.

### ACTIONS

**Multiattack.** The the Icor Polyp makes two Tendril attacks or three Slicing Winds attacks.

**Tendrils.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (3d4 +6) bludgeoning damage.

**Slicing Winds.** *Ranged Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 +6) magical slashing damage.

### BONUS ACTION

**Quickening (1/day).** The Icor Polyp disengages, dashes, and makes a Multiattack.

### REACTION

**Warding Tendrils.** When a creature enters the Icor Polyp tendril's range of attack it makes an attack with its Tendrils. To do so the Icor Polyp must see the creature.

Once formed the creature immediately begins patrolling the site of its impact, almost with curiosity. Perhaps due to its sensitive sensory organs, it will fly into a frustrated rage towards anything that inhibits its set path, such as trees, buildings, or rock formations alike. With swift super sonic motions of its tendrils, foreboding cracks give birth to cutting winds that are sharper than any mortal blade, able to split tree, rock, and men like paper. Its only path seems to be forward motion and the way shall be cleaved if necessary.

Most terrifying of all is the Polyp's ability to tap into surges of logic defying speed, allowing itself, despite its considerable size, to dart through the air and strike within a single heartbeat.

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