Massive, hard-shelled chuuls lurk just below the water in murky swamps. With one touch of a chual's tentacles, a victim is paralyzed, unable to escape a grisly death between the creature's claws.

Chuuls want only two things: to be left alone and to eat people. Fortunately for the creatures, when the first want is denied, the other is usually fulfilled. Chuuls coexist peacefully with only a small subset of creatures, and intruding on their terrain is extremely dangerous.

Like many aberrant creatures, chuuls have psychic powers, but they rarely access those abilities early in their life cycle. As chuuls age, they begin to exude psychic static as they gain limited control over their natural psychic powers.

Aquatic Lairs: Chuuls live in small groups, called pods, in bodies of still water large enough to support the pod. They use rivers and even oceans to travel, but they prefer to settle in swamps, jungle lakes, and underground seas. Some find comfort in lairs closer to urban areas, such as a sewer tunnel or a shipwreck near a coastline, since those sites provide a more accessible food supply. Some chuuls, especially older ones, create lairs by digging up lake bottoms and building rudimentary structures from trees and stones. Chuuls construct these lairs as a series of roughly circular rooms (including a trophy room) connected by tunnels just big enough for the largest chual in the pod to squeeze through.

Egg Layers: Chuuls hatch from clusters of slimy, yellow-green eggs. Adults lay egg sacs only rarely, so they viciously protect them. They are also intelligent enough to understand the value in protecting the egg sacs of other chuuls in their pod. In environments that offer little food, adult chuuls collect humanoid prisoners to feed to hatchlings. Chuuls have been known to attach egg sacs to the undersides of ships and rafts to spread their race to new lands.

Susceptible to Mutation: Polluted water, planar rifts, and magical experimentation alter chuuls much more easily than they do other creatures. Aberrant spellcasters love to experiment on their six-legged kin, warping them into bizarre servants and fully unlocking the chuuls’ mental powers. Even chuuls that aren’t altered in this way still display mutations, such as growing to immense size or becoming poisonous.

“I fought a chual once. My sword bounced right off its carapace! It still has that sword—and the arm I swung it with.”

—“Lefty” Lormengard
## Hatred of Humanoids

These aberrant creatures are born with a racial memory, clearly recalling events from the previous generation and able to access cloudier information from far back in the race’s history. The memories deliver one clear message: Hate the humans. Kill them. Chuuls will attack humans (and elves, dwarves, halflings, or other intelligent humanoids of similar ilk) whenever they have the opportunity. They do not prey on other aberrations or subterranean creatures. Chuuls ally with mind flayers, grimlocks, and troglodytes against surface-dwellers.

## Trophy Collectors

Born hoarders, chuuls keep trophies from their kills. Shining armor, glittering amulets, and well-crafted saddles can all be found in chuul hoards. The creatures are savvy enough to barter, but only when they are offered captive humanoids or other delicacies. If a victim carries no treasure or trinkets, the chuul keeps and displays its skull. The one part of a humanoid that a chuul never keeps is the brain. Brains are poisonous to them, so they either discard them far from the lair or trade them to mind flayers.

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**Chuul**

Large aberrant magical beast (aquatic)  
XP 500

<table>
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<tr>
<th>HP 109; Bloodied 54</th>
<th>Initiative +15</th>
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<tbody>
<tr>
<td>AC 26, Fortitude 23, Reflex 20, Will 21</td>
<td>Perception +9</td>
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<tr>
<td>Speed 6, swim 6</td>
<td>Darkvision</td>
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**Traits**

- **Aquatic**
  - The chuul can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

- **Tentacle Net (poison)**
  - A creature hit by the chuul’s opportunity attack is immobilized until the end of the chuul’s next turn.

**Standard Actions**

- **Claw** ♦ At-Will
  - **Effect:** The chuul uses *claw* twice. If both attacks hit the same creature, the chuul makes a secondary attack against it.
    - **Secondary Attack:** +13 vs. Fortitude.
    - **Hit:** The target is immobilized until the end of the chuul’s next turn.

- **Double Attack (poison)** ♦ At-Will
  - **Effect:** The chuul uses *claw* twice. If both attacks hit the same creature, the chuul makes a secondary attack against it.
    - **Secondary Attack:** +26 vs. Fortitude
    - **Hit:** The target is immobilized (save ends).

**About the Author**

Logan Bonner’s credits include *The Slaying Stone™* and *Monster Vault™*. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he’s @loganbonner.