

# Chuul

March 8, 2023



Large aberration, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

**Saving Throws**

**Skills** Perception +4

**Damage Resistances**

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** understands Deep Speech but can't speak

**Challenge** 4 (1100 XP)

**Amphibious.** The chuul can breathe air and water.

**Sense Magic.** The chuul senses magic within 120 feet of it at will. This trait otherwise works like the “” spell but isn't itself magical.

## Actions

**Multiattack.** The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

**Pincer.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

**Tentacles.** One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.