



Image by David Griffith, © Wizards of the Coast. Accessed at the Stormwrack Art Gallery [here](#)

[The uchuulon, or slime chuul, is one of the rare D&D variant monsters that is weaker than its basic counterpart. In the source material, it is said to be the result of an illithid tadpole implanted into a chuul, but it doesn't have any psychic abilities. In fact, it doesn't have much in the way of unique abilities at all. So I've mechanically differentiated it a little more from the chuul, as well as tying it to aboleths, and not illithids. For one thing, they're Pathfinder canon. For another, aboleths have slime abilities and illithids don't.]

Uchuulon

CR 6 LE Aberration

This horse-sized creature looks like a hybrid of aquatic horrors—part crab, part lobster, part octopus. A thick coat of slime seems to seep through the cracks in its exoskeleton, and places are transparent enough to reveal the organs within. Its legs seem stunted and barely able to support its weight, but its claws are large and strong.

Uchuulons, or slime chuuls, are a result of aboleth fleshwarping in their drive to create better servitors. The first uchuulons were created by soaking a chuul egg in concentrated aboleth slime throughout incubation, which permeates the creature's organs and provides it with both protection and a potent offense. The monsters now breed true and are occasionally found wild away from aboleth activity, although they instinctually respect aboleth and their creations, such as skum and faceless stalkers.

An uchuulon is weaker than a true chuul and is much slower on land, and they tend to dwell in underground oceans and flooded caves. True chuuls can and do prey on their slime chuul descendants, so the weaker uchuulons avoid them whenever possible. An uchuulon is faster underwater, however, and is capable of deforming its softer shell to fit into tight spaces, perfect for setting ambushes. Most uchuulons possess a pathological territoriality, and an uchuulon will defend its home cavern to the death. They make fanatical guardians, and are sometimes used as mounts by faceless stalkers that need to navigate flooded regions in a master aboleth's territory.

Uchuulon CR 6

XP 2,400

LE Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft., Perception +12

Defense

AC 20, touch 15, flat-footed 18 (-1 size, +2 Dex, +4 natural, +5 deflection)

hp 65 (10d8+20)

Fort +7, **Ref** +5, **Will** +5

Immune poison

Defensive Abilities fortification (50%), protective slime; **Weakness** weak willed

Offense

Speed 10 ft., swim 40 ft.

Melee 2 claws +11 (2d6+4 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+6), slimy tentacles

Statistics

Str 18, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 3

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 29 (37 vs. trip)

Feats Blind-fight, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (claw)

Skills Escape Artist +19, Knowledge (dungeoneering) +11, Perception +13, Stealth +9, Swim +23;

Racial Modifiers +6 Escape Artist

Languages Aboleth, Undercommon

SQ amphibious

Ecology

Environment aquatic and underground

Organization solitary, pair or pack (3-6)

Treasure standard

Special Abilities

Protective Slime (Su) An uchuulon's slime grants it a deflection bonus to Armor Class and Combat Maneuver Defense equal to ½ its Hit Dice.

Slimy Tentacles (Ex) An uchuulon can transfer a grappled victim from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage, instead exuding a transmuting slime secretion. Anyone held in the tentacles must succeed on a DC 17 Fortitude save each round on the chuul's turn or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+4 points of damage each round from the creature's mandibles.

Weak Willed (Ex) An uchuulon has no good saves.