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[Commissioned by [@wannabedemonlord](#). The cuegle is famous enough to have been in an episode of Grimm, so basic information about it isn't as uncommon as some of these other Spanish creatures. My take on it was inspired by the seeming dichotomy between its power level (it can see past, present and future) with its actions (stealing babies and attacking livestock). What if it was being very selective about its attacks? It ended up being an embodiment of “for want of a nail”, which I quite like.]

### Cuegle

*This hideous creature is vaguely humanoid, but its three arms end in stumps rather than hands. Its three eyes glow red, green and blue beneath a curving horn. Multiple rows of sharp teeth glisten in its wide maw. Its skin is a dark gray and accented with a black mane around its neck and down its back, as well as black fur on its arms and legs.*

Cuegles are awful creatures devoted to thwarting the process of fate and intercepting good fortune throughout the world. A cuegle's three eyes allow it to see past, present and future with equal clarity, and they watch the strands of destiny in search of chosen ones, golden ages and

renaissances. These they kill or suppress to their best of their abilities. Although a cuegle's attacks may seem random to an outside observer, they are engineered to set into motion cascades of actions that result in the worst possible outcome for as many good or neutral entities as possible. Unsurprisingly, cuegles are the enemies of all but the most spiteful of gods, and they are frequently aligned with the asuras in their goals of overturning divine providence.

A cuegle is rarely caught unaware, as their magical gifts allow them to gain insight into their known and potential enemies alike. They are remarkably strong for their size and are a capable match for even the heartiest warrior. Perhaps most feared to adventuring types is the cuegle's bite, for it carries a curse that suppresses many of the magical and mundane advantages granted by beneficial spells and effects such as bardic music. A cuegle will not hesitate to flee a fight that turns against it, but such a retreat is likely only to be temporary—cuegles are skilled at holding grudges and researching the best ways to make their enemies suffer.

## **Cuegle CR 14**

**XP 38,400**

LE Small monstrous humanoid

**Init** +15; **Senses** darkvision 120 ft., low-light vision, Perception +19, *true seeing*

**Defense**

**AC** 30, touch 23, flat-footed 30 (+1 size, +7 Dex, +4 insight, +1 Dodge, +7 natural); uncanny dodge

**hp** 200 (16d10+112); regeneration 10 (electricity, fire)

**Fort** +14, **Ref** +17, **Will** +14

**Immune** curses, disease, poison; **Resist** acid 10, cold 10; **SR** 25 (29 vs. divinations)

**Defensive Abilities** precognition

**Offense**

**Speed** 50 ft.

**Melee** 3 slams +23 (1d4+6/19-20), bite +23 (1d8+6 plus suppress glory)

**Special Attacks** sneak attack +2d6

**Spell-like Abilities** CL 14<sup>th</sup>, concentration +19

Constant—*nondetection* (self only), *true seeing*

At will—*clairaudience/clairvoyance*, *dimension door*, *retrocognition*

3/day—*analyze aura*, quickened *displacement*, *greater dispel magic*

1/day—*discern location*, *divination*, *vision*

**Statistics**

**Str** 22, **Dex** 25, **Con** 24, **Int** 19, **Wis** 18, **Cha** 21

**Base Atk** +16; **CMB** +21; **CMD** 39

**Feats** Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative, Mobility, Quicken SLA (*displacement*), Stealthy, Step Up

**Skills** Acrobatics +21 (+29 when jumping), Climb +21, Escape Artist +23, Intimidate +22, Knowledge (arcana) +18, Perception +19, Spellcraft +18, Stealth +30, Survival +19, Swim +21

**Languages** Common, Draconic, Infernal, Undercommon Ecology

**Environment** underground

**Organization** solitary or gang (2-5)

**Treasure** standard

**Special Abilities**

**Precognition (Su)** A cuegle's ability to see the future protects it in combat, giving it an insight bonus to Armor Class and initiative rolls equal to its Wisdom modifier. It retains this insight bonus even when flat-footed; only if a cuegle is helpless does it not gain this benefit.

**Suppress Glory (Su)** A creature struck by a cuegle's bite attack must succeed a DC 23 Will save or be unable to gain any benefit from morale, competence or luck bonuses. This effect lasts for 1

day, but can be removed with a *break enchantment*, *remove curse* or similar ability against CL 16<sup>th</sup>. This is a curse effect, and the save DC is Charisma based.