



“Dagon” © deviantArt user Vindrea, accessed at their gallery [here](#)

[Commissioned by [@wannabedemonlord](#) from the list of Iberian creatures. Basically no information exists online about Cazamentides, except that it’s a bogey with metal arms that drags lying kids into the ocean to eat them. So that gave me a lot of leeway to play with, and I decided to go with a unique fiend. In part, this was to give me an excuse to fill in a gap in my CRs—this is the first CR 24 creature in the Codex.]

### **Malebranche, Cazamentides**

#### **Old Longarms, the Fisherman**

**Concerns** drowning, honesty, punishment

**Domains** Evil, Knowledge, Law, Water

**Subdomains** Devil, Oceans, Thought, Tyranny

**Worshippers** inquisitors, interrogators, sahuagin

**Minions** coral golems, drowning devils, sea monsters

**Unholy Symbol** a hook in the center of a pentagram

**Favored Weapon** gaff (treat as heavy flail, but does piercing damage only)

**Obedience** bathe in salt water while recounting lies you have heard recently, or that have affected you personally. Gain a +4 profane bonus on saves vs. charm and compulsion effects

**Boons** 1: *detect thoughts* 2/day; 2: *control water* 2/day; 3: *true seeing* 2/day

### **Cazamentides CR 24**

#### **CR 24 LE Outsider**

*This immense creature appears to be an aquatic humanoid the size of a building, with a fish like head and an underslung jaw. Its arms are overlong and made of iron, ending in enormous clawed hands.*

Cazamentides, Old Longarms, is an immense fiend obsessed with the painful consequences of the truth. He and his followers punish liars savagely, in order to spread the fear and paranoia of the getting caught lying. He delights in exposing truths that cause people to doubt themselves, their allies and powerful institutions, leading to wide-spread mistrust in all but the word of Hell. He does not see his association with such notorious liars as devils as being hypocritical, and will happily allow others to lie on his behalf.

In combat, Cazamentides lives up to his title as “the Fisherman”, using his enormous hooked claws to drag enemies towards him. Once they are within reach of his powerful jaws, he gobbles them up

—a favorite tactic is to use Great Cleave to swallow multiple opponents in a single round. Against foes who keep their distance, he uses devastating spell-like abilities, and his divinatory skills ensure he understands the tactics of his opponents so as to better counter them.

The demesne of Cazamentides is beneath the frozen oceans of Cocytus, the seventh layer of Hell. Impossibly ancient horrors lurk in these black depths, and Cazamentides was formerly among these. The thing that became Cazamentides attacked and consumed a troop of elite horned devils who were training and competing to see which one would be promoted to the rank of malebranche. Baalzebul, the lord of Cocytus, decided that the monster's punishment should be to replace those he destroyed in the hierarchy of Hell. This transformation occurred millennia ago, and Cazamentides is now a loyal cog in the machinery of the Pit.

Cazamentides stands sixty feet tall, with arms that are almost that long. He is rarely found without a company of drowning devils, fiendish scyllas and charibdises, and other aquatic monsters.

### **Cazamentides CR 24**

**XP 1,230,000**

LE Colossal outsider (aquatic, devil, extraplanar, evil, lawful)

**Init** +9; **Senses** Perception +50, see in darkness, *true seeing*

**Aura** *shield of law* (DC 27)

Defense

**AC** 42, touch 11, flat-footed 37 (-8 size, +5 Dex, +30 natural, +4 deflection)

**hp** 542 (31d10+373); regeneration 15 (chaotic or epic)

**Fort** +26, **Ref** +26, **Will** +31; +8 vs. mind-influencing effects

**DR** 20/chaotic and silver; **Immune** charm and compulsion effects, death effects, divinations, fire, poison; **Resist** acid 30, cold 30; **SR** 35

Offense

**Speed** 50 ft., swim 100 ft.

**Melee** 2 claws +38 (4d8+15/19-20 plus pull plus trip), bite +28 (6d8+15 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (45 ft. with claws)

**Special Attacks** capsize, fast swallow, inescapable grip, metal claws, pull (15 ft.), swallow whole (AC 29, 54 hp, 8d6 bludgeoning damage)

**Spell-like Abilities** CL 24<sup>th</sup>, concentration +33 (+37 casting defensively)

Constant—*mind blank*, *shield of law* (DC 27), *true seeing*

At will—*control water*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. objects only), [\*mind probe\*](#) (DC 24), *order's wrath* (DC 23), *telekinesis* (DC 24)

3/day—*analyze dweomer* (DC 25), *dictum* (DC 26), *discern location*, quickened *greater command* (DC 24), *greater scrying* (DC 26), empowered *horrid wilting* (DC 27)

1/day—*astral projection*, *gate* (DC 28), *moment of prescience*, summon (9<sup>th</sup> level, 1 devil of CR 20 or lower, 100%), [\*tsunami\*](#) (DC 28)

Statistics

**Str** 40, **Dex** 21, **Con** 34, **Int** 27, **Wis** 31, **Cha** 28

**Base Atk** +31; **CMB** +54 (+58 grapple or sunder); **CMD** 73 (75 vs. sunder)

**Feats** Alertness, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Empower SLA (*horrid wilting*), Great Cleave, Greater Sunder, Improved Critical (claw), Improved Initiative, Improved Sunder, Power Attack, Quicken SLA (*greater command*), Staggering Critical, Stand Still, Stunning Critical

**Skills** Bluff +43, Diplomacy +43, Intimidate +43, Knowledge (arcana, engineering, history, religion) +39, Knowledge (planes) +42, Linguistics +42, Perception +50, Sense Motive +60, Spellcraft +39, Stealth +23, Swim +57; **Racial Modifiers** +10 Sense Motive

**Languages** Celestial, Draconic, Infernal, 31 others, telepathy 300 ft.

**SQ** amphibious, unerring honesty

Ecology

**Environment** any land or aquatic (Hell)

**Organization** unique

**Treasure** triple standard

Special Abilities

**Inescapable Grip (Su)** Any creature grappled by Cazamentides is treated as being under a *dimensional anchor* effect. Cazamentides may make grapple checks against creatures under the effects of *freedom of movement*—the spell grants such creatures a +10 to their CMD against Cazamentides instead of its usual effect.

**Malebranche Traits (Ex/Su)** Cazamentides is a malebranche, a powerful unique fiend. He possesses the following traits:

- Immunity to charm and compulsion effects, death effects, fire, and poison.
- Resistance to acid 30 and cold 30.
- Telepathy 300 feet.
- Cazamentides' natural weapons, as well as any weapon he wields, are treated as epic, evil and lawful for the purpose of overcoming damage reduction.

**Metal Claws (Ex)** Cazamentides' claw attacks are treated as silver, cold iron and adamantine for the purposes of overcoming damage reduction and hardness.

**Swallow Whole (Ex)** If an opponent cuts its way out of Cazamentides, he may use his swallow whole ability immediately thereafter without penalty, as long as his regeneration is functioning.

**Unerring Honesty (Su)** Cazamentides cannot tell a lie. He also automatically knows if a creature is lying, although he does not necessarily know the truth.