

Porphyra



Bosch Fiend
by Mark Gedak

Bosch Fiend

A bosch fiend is an example of a horde fiend, one of a multitude of damned creatures while a multitude of forms and ability. Despite their varied abilities and form they share the following characteristics.

Bosch Fiend	
Languages	Abyssal, Infernal, +1d4 random languages
Ecology	
Environment	planes (Realms Beyond)
Organization	solitary
Treasure	none
Special Abilities	

Bosch Diversity (Ex/Sp/Su) Bosch fiends are a diverse group of creatures in a multitude of forms. Each bosch fiend possesses one or more special abilities based upon their form. As detailed below.

Bosch Fiend Menu A

A 1st level, 2nd level, or 3rd level bosch fiend selects one special ability for each level it possesses from this menu.

Aquatic: The bosch fiend gains the aquatic subtype and the amphibious special ability. It gains a swim speed equal to its base speed +10 ft.

Blindsight: The bosch fiend is eyeless but possesses blindsight 60 ft.

Bonus Feat: The bosch fiend may select any combat feat that it qualifies for as a bonus feat. This ability can be taken multiple times.

Climbing: The bosch fiend has a climb speed equal to one-half its base speed.

Energy Resistance, Lesser (Ex): The bosch fiend gains resistance 5 to two of the following energy types: acid, cold, electricity, fire, or sonic. This ability can be taken multiple times, if the same energy types are selected the resistance value stacks.

Wings, Lesser: The bosch fiend gains wings that are capable of flight. Its fly speed is equal to its base speed and its maneuverability is based on the fiend's size as follows: Small/Medium – Average, Large/Huge – Poor, Gargantuan/Colossal – Clumsy.

Long Limbs: The bosch fiend's reach with its natural attacks is increased by 5 ft. This ability can be taken multiple times and the reach increase stacks.

Quadruped: The bosch fiend's base speed is increased by +10 ft. Additionally, quadrupeds are able to carry heavier loads (as per the carrying capacity rules) and qualify for additional attack forms from menu B and C.

Subterranean: The bosch fiend can see in darkness (as per the universal monster rule) and gains a burrow speed equal to one-half their base speed.

Superior Body: The bosch fiend gains +2 Str, +2 Dex, and +2 Con. This ability can be taken multiple times. Its effects stack.

Superior Mind: The bosch fiend gains +2 Int, +2 Wis, and +2 Cha. This ability can be taken multiple times. Its effects stack.

Tougher Skin: The bosch fiend's natural armor bonus is increased by +2. This ability can be taken multiple times. Its effects stack.

Bosch Fiend Menu B

A 4th level, 5th level, or 6th level bosch fiend selects one special ability for each level it possesses greater than 3rd from this menu. Alternatively, it can select two menu A abilities in place of a single menu B ability.

Armored Form: Hard chitinous plates, metallic armor or warty skin cover the bosch fiend. The fiend's natural armor bonus is increased by +4. This ability can be taken multiple times. Its effects stack.

Blasphemer (Sp): The bosch fiend is able to cast *blasphemy* as a spell-like ability a number of times per day equal to its level – 3. The caster level for this ability is the bosch fiend's Hit Dice.

Damage Reduction (Ex): The bosch fiend gains DR 5/good.

Energy Attacks (Ex): The bosch fiend deals an additional 1d6 points of acid, cold, fire, or electricity (select one) damage with its natural attacks. This ability can be taken multiple times. If the same energy type is chosen the damage stacks.

Energy Resistance, Greater (Ex): The bosch fiend gains resistance 10 to two of the following energy types: acid, cold, electricity, fire, or sonic. This ability can be taken multiple times, if the same energy types are selected the resistance value stacks.

Fiendish Weapon: The bosch fiend is proficient and carries a +1 *melee* or *ranged* weapon. This fiendish weapon often appears to be strangely formed but acts normally as a martial weapon of their choice. This ability may be taken multiple times. Each additional time taken it can either grant the bosch fiend an additional weapon (and limb to wield it) or it increases the enhancement bonus of the weapon.

Grab (Ex): The bosch fiend gains the grab special ability with one natural attack.

Insane Body: The bosch fiend gains +4 Str, +4 Dex, +4 Con. This ability can be taken multiple times. Its effects stack.

Insane Mind: The bosch fiend gains +4 Int, +4 Wis, +4 Cha. This ability

can be taken multiple times. Its effects stack.

Multiple Limbs: The bosch fiend gains two additional secondary natural attack forms (hoof, pincers, tail slap, tentacle, or wing). This ability can be taken multiple times. Each additional time taken only adds one more secondary natural attack.

Poisonous Bite (Ex): The bosch has an additional bite attack from fanged jaws that delivers poison as well as normal damage for its size.

Bosch Poison—injury; *save* DC 10 + ½ hit dice + Con modifier; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves.

This ability may be taken multiple times. Each time it is taken the bosch fiend adds an additional set of fanged jaws.

Serpentine: The bosch fiend has a serpentine body that gives it the constrict special ability. This ability deals damage equal to a bite attack for its size plus 1-1/2 times its Strength modifier.

Wings, Greater: The bosch fiend gains wings that are capable of flight. Its fly speed and maneuverability is based on the fiend's size as follows: Small 40 ft. (good), Medium 60 ft. (good).

Bosch Fiend Menu C

A 7th level, 8th level, or 9th level bosch fiend selects one special ability for each level it possesses greater than 6th from this menu. Alternatively, it can select two menu B abilities in place of a single menu C ability.

Acidic Skin (Ex): A layer of acidic slime coats a bosch fiend's skin. Any creature that strikes it with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a Reflex save DC 10 + ½ hit dice + its Constitution modifier. A creature that strikes a bosch fiend with a melee weapon must make a Reflex save (same DC) or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition.

Breath Weapon (Su): Once per 1d4 rounds, the bosch fiend can breathe a 30 ft. line or 20 ft. cone of acid, cold, electricity, fire, or sonic damage (pick one) from one of its orifices. The breath deals 4d6 points of the appropriate damage but may be halved with a successful Reflex save DC 10 + ½ Hit Dice + its Constitution modifier.

Damage Reduction, Improved (Ex): The bosch fiend gains DR 10/good.

Fast Healing (Ex): The bosch fiend gains fast healing 5.

Fiend of Fire (Su): The bosch fiend gains the fire subtype. Additionally, it is surrounded by a fiery nimbus of energy that deals 1d6 points of fire damage each round to any creatures or objects within its reach. Combustibles within

this nimbus immediately catch fire. You may not select the Fiend of Fire if you have already selected the Fiend of Ice option.

Fiend of Ice (Su): The bosch fiend gains the cold subtype. Additionally, it is surrounded by a chilling nimbus of energy that deals 1d6 points of cold damage each round to any creatures or objects within its reach. All terrain within its reach becomes caked with snow and ice and is treated like difficult terrain. This ice and snow will melt naturally after the fiend is gone.

Hollow Thing (Ex): The bosch fiend is hollow and can carry smaller creatures within it. The bosch fiend may allow creature to enter it or exit is as a move action. Additionally, the bosch fiend gains the swallow whole special ability. The damage taken when swallowed is equal to ¼ the bosch fiends Hit Dice in d6s of acid damage.

Trample (Ex): The bosch fiend gains the trample special ability.

1st level Bosch Fiend (CR 1/2; XP 200)

NE Small outsider (evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., scent; Perception +5

Defense

AC 13, touch 13, flat-footed 11

(+2 Dex, +1 size)

hp 8 (1d10+3)

Fort +2, **Ref** +4, **Will** +1

Offense

Speed 20 ft.

Melee natural attack +3 (1d4+1)

Statistics

Str 12, **Dex** 14, **Con** 11, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 13

Feats Toughness

Skills Acrobatics +6, Perception +5, Stealth +10

Special Abilities

Bosch Diversity (Ex/Sp/Su) 1st level bosch fiends possess one special ability from Menu A.

2nd level Bosch Fiend (CR 1; XP 400)

NE Medium outsider (evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

Defense

AC 12, touch 11, flat-footed 11

(+1 Dex, +1 natural)

hp 15 (2d10+4)

Fort +4, **Ref** +4, **Will** +1

Offense

Speed 30 ft.

Melee natural attack +5 (1d6+4)

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 17

Feat Toughness

Skills Acrobatics +6, Intimidate +5, Perception +6, Stealth +6

Special Abilities

Bosch Diversity (Ex/Sp/Su) 2nd level bosch fiends possesses two special abilities from Menu A.

3rd level Bosch Fiend (CR 2; XP 600)

NE Medium outsider (evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., scent; Perception +7

Defense

AC 14, touch 11, flat-footed 13

(+1 Dex, +3 natural)

hp 22 (3d10+6)

Fort +4, **Ref** +4, **Will** +2

Offense

Speed 30 ft.

Melee natural attack +6 (1d6+4)

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 17

Feats Power Attack, Toughness

Skills Acrobatics +7, Intimidate +6, Knowledge (planes) +5, Perception +7, Stealth +7

Special Abilities

Bosch Diversity (Ex/Sp/Su) 3rd level bosch fiends possesses three special abilities from Menu A.

4th level Bosch Fiend (CR 3; XP 800)

NE Large outsider (evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., scent; Perception +8

Defense

AC 15, touch 9, flat-footed 15

(+6 natural, -1 size)

hp 38 (4d10+16)

Fort +7, **Ref** +4, **Will** +2

Offense

Speed 40 ft.

Melee natural attack +10 (1d8+10)

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

Statistics

Str 24, **Dex** 10, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +12; **CMD** 22

Feats Power Attack, Toughness

Skills Acrobatics +7, Intimidate +7, Knowledge (planes) +6, Perception +8, Stealth +3

Special Abilities

Bosch Diversity (Ex/Sp/Su) 4th level bosch fiends possesses one special abilities from Menu B or two special abilities from Menu A.

5th level Bosch Fiend (CR 5; XP 1,600)

NE Large outsider (evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., scent; Perception +10

Defense

AC 18, touch 9, flat-footed 18

(+9 natural, -1 size)

hp 57 (6d10+24)

Fort +8, **Ref** +5, **Will** +3

Offense

Speed 40 ft.

Melee natural attack +12 (1d8+10)

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

Statistics

Str 24, **Dex** 10, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14; **CMD** 24

Feats Cleave, Power Attack, Toughness

Skills Acrobatics +9, Intimidate +9, Knowledge (planes) +8, Perception +10, Stealth +5

Special Abilities

Bosch Diversity (Ex/Sp/Su) 5th level bosch fiends possesses two special abilities from Menu B, one from Menu B and two special abilities from Menu A, or four special abilities from Menu A.

6th level Bosch Fiend (CR 7; XP 3,200)

NE Huge outsider (evil, extraplanar)

Init -1; **Senses** darkvision 60 ft., scent; Perception +13

Defense

AC 20, touch 7, flat-footed 20

(-1 Dex, +13 natural, -2 size)

hp 84 (8d10+40)

Fort +11, **Ref** +5, **Will** +3

Offense

Speed 50 ft.

Melee natural attack +11 (2d6+16)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 32, **Dex** 8, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +21 (+23 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +10, Intimidate +11, Knowledge (planes) +10, Perception +12, Stealth +2

Special Abilities

Bosch Diversity (Ex/Sp/Su) 6th level bosch fiends possesses: three special abilities from Menu B, two from Menu B and two special abilities from Menu A, or one special abilities from Menu B and four special abilities from Menu A, or six special abilities from Menu A.

7th level Bosch Fiend (CR 9; XP 6,400)

NE Huge outsider (evil, extraplanar)

Init -1; **Senses** darkvision 60 ft., scent; Perception +16

Defense

AC 23, touch 7, flat-footed 23

(-1 Dex, +16 natural, -2 size)

hp 115 (10d10+60)

Fort +12, **Ref** +6, **Will** +4

Offense

Speed 50 ft.

Melee natural attack +19 (2d6+16)

Space 15 ft.; **Reach** 15 ft.

Statistics

Str 32, **Dex** 8, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +23 (+25 bull rush); **CMD** 32 (34 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Toughness

Skills Acrobatics +12, Intimidate +13, Knowledge (planes) +12, Perception +14, Stealth +4

Special Abilities

Bosch Diversity (Ex/Sp/Su) 7th level bosch fiends possesses one special ability from Menu C, or two items from menu B.

8th level Bosch Fiend (CR 11; XP 12,800)

NE Gargantuan outsider (evil, extraplanar)

Init -1; **Senses** darkvision 60 ft., scent; Perception +18

Defense

AC 25, touch 5, flat-footed 25

(-1 Dex, +20 natural, -4 size)

hp 162 (12d10+96)

Fort +15, **Ref** +7, **Will** +5

Offense

Speed 60 ft.

Melee natural attack +23 (2d8+22/19-20)

Space 20 ft.; **Reach** 20 ft.

Statistics

Str 40, **Dex** 8, **Con** 25, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +31 (+33 bull rush); **CMD** 40 (42 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (natural attack), Power Attack, Toughness

Skills Acrobatics +12, Intimidate +13, Knowledge (planes) +12, Perception +14, Stealth +2

Special Abilities

Bosch Diversity (Ex/Sp/Su) 8th level bosch fiends possesses two special abilities from Menu C, or one special abilities from Menu C and two special abilities from Menu B, or four special abilities from Menu B.

9th level Bosch Fiend (CR 13; XP 25,600)

NE Gargantuan outsider (evil, extraplanar)

Init -1; **Senses** darkvision 60 ft., scent; Perception +22

Defense

AC 28, touch 5, flat-footed 28

(-1 Dex, +23 natural, -4 size)

hp 189 (14d10+112)

Fort +16, **Ref** +8, **Will** +5

Offense

Speed 60 ft.

Melee natural attack +25 (2d8+22/19-20)

Space 20 ft.; **Reach** 20 ft.

Statistics

Str 40, **Dex** 8, **Con** 25, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +14; **CMB** +33 (+35 bull rush); **CMD** 41 (45 vs. bull rush)

Feats Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (natural attack), Power Attack, Toughness

Skills Acrobatics +16, Intimidate +17, Knowledge (planes) +16, Perception +18, Stealth +4

Special Abilities

Bosch Diversity (Ex/Sp/Su) 9th level bosch fiends possesses: three special abilities from Menu C, two special abilities from Menu C and two special abilities from Menu B, one special ability from Menu C and four special abilities from Menu B, or six special abilities from Menu B.

On Porphyra

During the NewGods War many bosch fiends fought alongside deist forces. After the war, they seem to pop up unexpectedly when conjuration magic goes awry. Stranger still, they seem to naturally appear in the magic wastes of Nor-Du-Mag with alarming frequency.

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