

Though all schirim pay lip service to their creator, the demon prince Azazel, not all serve the progenitor of their race. Perhaps due to their incredible fecundity, schirim have spread to nearly every inhabitable layer of the Abyss, and rare is the demon noble who does not employ at least a pack of the creatures somewhere in its vast retinue.

Schirim speak Abyssal, relying upon their *tongues* spell-like ability to communicate with mortals.

Combat

Schirim care little for tactics, preferring to attack the nearest enemy regardless of the dictates of combat. If facing multiple foes, allied schirim gang up on a single opponent, making sure that enemy has been dealt with before moving on to the next.

A schir's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Charge (Ex): A schir typically begins combat by lowering its head and charging at an opponent, aiming to gore its enemy upon powerful horns. In

This creature has the head and legs of a goat and the torso and arms of a humanoid. It is covered in coarse fur, growing especially thick at the legs and shoulders, and it has a tangled beard. Its legs feature two knees apiece, the lower set of which bend backward just above its hooves.

addition to the normal benefits and hazards of a charge, this allows the schir to make a single gore attack that deals 3d6+3 points of damage. A schir may move up to three times its speed as part of a charge.

Disease (Su): Though they are immune to disease, the grotesque inner physiology of schirim make them ideal hosts for infectious

agents. Using this to their advantage, schirim continually lick the blades of their halberds, coating their weapons with disease-ridden spittle.

- **Demon Fever:** Injury, Fortitude DC 18, incubation period 1 day; damage 1d6 Con (when damaged, creature must succeed at another Fortitude save or 1 point of Con damage is Con drain instead).

Spell-Like Abilities: At will—arcane lock, expeditious retreat, jump, protection from good, see invisibility, tongues. Caster level 6th.

Summon Demons (Sp): Once per day a schir can attempt to summon 1d3 schirim with a 20% chance of success. This ability is the equivalent of a 2nd-level spell.

Skills: A schir has a +8 racial bonus on Spot checks.

Shiggarrebe

(Qlippoth Lord)

Huge Outsider (Chaotic, Evil, Extraplanar, Qlippoth)

Hit Dice: 20d8+100 (190 hp)

Initiative: +2

Speed: 50 ft. (10 squares), climb 30 ft.

Armor Class: 31 (–2 size, +2 Dex, +21 natural), touch 10, flat-footed 29

Base Attack/Grapple: +20/+36

Attack: Claw +26 melee (2d4+8)

Full Attack: 2 claws +26 melee (2d4+8) and bite +24 melee (2d6+4) and slam +24 melee (2d6+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Eldritch mastery, fascination, rend 2d6+12, spells, summon qlippoth

Special Qualities: Damage reduction 15/cold iron and good, demon traits, immunity to cold, mind-affecting effects, and poison, resistance to acid 10, electricity 10, and fire 10, shapechange, spell resistance 32, telepathy 100 ft., tongues

Saves: Fort +17, Ref +14, Will +14

Abilities: Str 26, Dex 14, Con 20, Int 24, Wis 14, Cha 15

Skills: Balance +25, Bluff +25, Climb +39, Concentration +28, Diplomacy +6, Disguise +25 (+27 acting), Hide +17, Intimidate +27, Jump +31, Knowledge (arcana) +30, Knowledge (the planes) +30, Listen +25, Search +30, Sense Motive +25, Spellcraft +32, Spot +25, Survival +2 (+4 on other planes, +4 following tracks)

Feats: Blind-Fight^B, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Maximize Spell, Multiattack^B, Quicken Spell

Environment: The Abyss

Organization: Unique

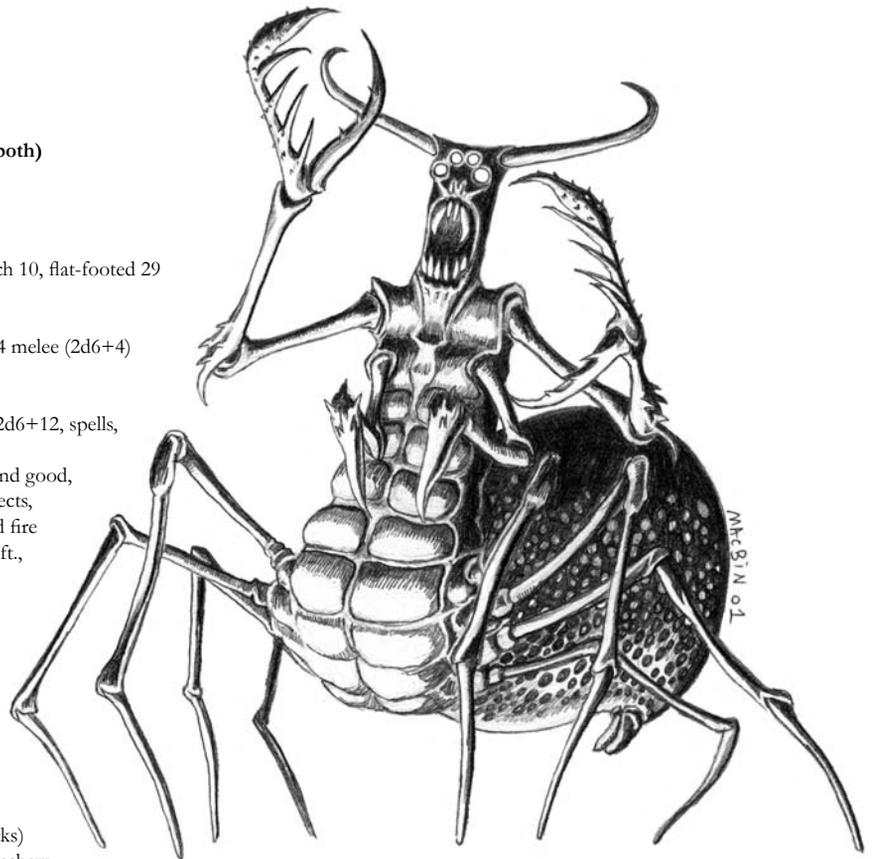
Challenge Rating: 21

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: —



In the days when qlippoth ruled the Abyss, Shiggarrebe controlled the great foundry-city of Vorath. With millions of minions at her command, she built her metropolis into the ultimate expression of cosmic evil. In her slave pits and laboratories, new monstrosities were birthed every day.

Shiggarrebe and her followers used the primordial stuff of chaos to create and destroy, to twist and corrupt. Unconcerned with the rest of the multiverse, they continued their mad experiments until hosts of ghaeles brought the qlippoth civilization tumbling down. While countless qlippoth died, Shiggarrebe escaped the wrath of the celestials by an expeditious flight to Hades. When she returned, she found the demons in the process of taking