

## -Chapter Four: Retainers & Steeds-

papillon's last successful attack. Papillons can also ignite flammable materials with a touch. The save DC is Constitution-based.

**Fiery Aura (Ex):** Anyone within 20 feet of a papillon must succeed on a DC 14 Fortitude save or take 1d6 points of fire damage each round from the intense heat. The save DC is Constitution-based.

**Melt Weapons (Ex):** Any metal weapon striking a papillon must succeed on a DC 14 Fortitude save or melt away into slag. The save DC is Constitution-based.

### Training a Papillon

A papillon must be trained before it can bear a suitably fire-immune rider in combat, requiring six weeks of work and a DC 18 Handle Animal check. Riding a

papillon requires a fireproof exotic saddle (at quadruple the regular price; see **Chapter Six: Equipment** in the *PHB*), and though a papillon can fight while carrying a rider, the rider must succeed on a Ride check in order to attack as well. When serving as a mount, the papillon obeys the commands of its master, attacking only when instructed to do so.

Papillon young are worth 8,000 gp each on the open market, and professional trainers (assuming one can be found with the necessary immunity to the effects of the papillon's fiery nature) charge 4,000 gp to rear or train the creatures.

**Carrying Capacity:** A light load for a papillon is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A papillon can drag 3,450 pounds.

## Scions of Sleipnir

**Large Outsider (Extraplanar, Lawful)**

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +3

**Speed:** 60 ft.

**Armor Class:** 21 (–1 size, +3 Dex, +9 natural), touch 12, flat-footed 18

**Base Attack/Grapple:** +12/+23

**Attack:** Hoof +18 melee (1d6+7)

**Full Attack:** 4 hooves +18 melee (1d6+7), bite +13 melee (1d8+3)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Smite chaos, spell-like abilities, trample 2d6+10

**Special Qualities:** Damage reduction 10/chaotic and magic, outsider traits, resistance to cold 10, electricity 10, fire 10, and sonic 10, spell resistance 20

**Saves:** Fort +13, Ref +11, Will +9

**Abilities:** Str 24, Dex 17, Con 20, Int 7, Wis 12, Cha 13

**Skills:** Diplomacy +16, Jump +22, Listen +16, Sense Motive +16, Spot +16, Survival +16

**Feats:** Diehard, Endurance, Lightning Reflexes, Multiattack, Run

**Environment:** Any lawful plane

**Organization:** Solitary, pair, herd (4–24)

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Always lawful neutral

**Advancement:** 17–32 HD (large)

**Level Adjustment:** +3 (cohort)

*This creature looks like a great warhorse with eight powerful legs. Its mane and tail shine silver, its eyes burning with fierce intelligence.*

The scions of Sleipnir are the children of a mythological steed of the gods who inherited their progenitor's physical qualities. Great herds of these beasts roam on



lawful planes, but on occasion, a scion of Sleipnir will journey to the Material Plane to befriend and bear a noble warrior (but as an equal, never a servant). Prized for their combat prowess, intelligence, and loyalty, a scion of Sleipnir makes a much-coveted steed, and the sight of a charging warrior mounted on a scion and bearing down with lance raised is all it takes to break the resolve of many an enemy.

Scions of Sleipnir may have coats of any color (see the **Basic Steed Colors** sidebar), and are larger than heavy warhorses, standing over 6 feet at the shoulder on