

• GHAFFIR (PALADIN) •

Originally little more than temple guardsmen back in the days of the Old Kingdom, the ghaffir have grown in power, number and devotion, to become the true champions of their deities and the causes those deities espouse. Few others can claim the zealous faith, and none other the single-minded devotion, of the ghaffir acting in the name and the interests of his god. Focused largely on civilization and the Black Lands, but not absent from even the deepest deserts of the Red, ghaffir wander the length and breadth of Khemti —few have the stomach to bar their way.

ADVENTURES

Ghaffir are, in many respects, tailor-made adventurers. They travel wherever they must not only in the interests of their god, but to support those causes and concepts with which that god is associated. Wherever knowledge is sought, one finds the ghaffir of Thoth. Where powerful magic runs amok, the warriors of Isis rein them back. Should undead plague a town who have been neglecting the proper rites of burial, the ghaffir of Anubis come to set matters right — though whether they do so by driving off the undead or punishing the townsfolk further for their transgressions depends on the ghaffir in question. Ghaffir are engaged so often in adventure because, truth be told, they are born to do little else.

CHARACTERISTICS

The ghaffir are empowered and strengthened by the forces of the divine, in some ways even more so than clerics. They enjoy substantial protection from harm, the ability to resist

debilitating plagues, and the power to heal themselves and others of physical injury. They can strengthen themselves in the face of danger, and smite their enemies and the foes of their god. Ghaffir are holy warriors in the truest sense of the word, and all their abilities make them greater soldiers in the service of their holy cause.

ALIGNMENT

Ghaffir must be lawful. Absolute unshakable devotion, every moment of their lives, not only to a god but also to all the causes of that god, requires a rigid and strictly disciplined mind and spirit. They may, however, be good, neutral or evil, depending on their chosen methods for carrying out that devotion and supporting those causes.

RELIGION

While ghaffir obviously acknowledge the existence of all 27 deities, and might even pray to numerous gods under the proper circumstances, each devotes himself to one specific deity above all others. It is said the deity calls the ghaffir as much as the ghaffir chooses the deity, and all his energies and efforts must be bent to fulfilling the wishes and purposes of his chosen god. Though ghaffir are technically outside the hierarchy of their god's temples, they usually work in cooperation with priests and worshippers of their deity, and are normally welcome in any temple of their god. Ghaffir are almost fanatic about observing their deity's religious rites and duties, though they will forebear if doing so would put their immediate objectives in danger.

TABLE 2-3: THE GHAFFIR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Divine aura, <i>detect evil/good/chaos</i> , smite evil/good/chaos 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, lay on hands/baleful touch	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, divine health	—	—	—	—
4th	+4	+4	+1	+1	Turn undead	0	—	—	—
5th	+5	+4	+1	+1	Divine blessing, smite evil/good/chaos 2/day	0	—	—	—
6th	+6/+1	+5	+2	+2	<i>Remove disease/contagion</i> 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2	—	1	—	—	—
8th	+8/+3	+6	+2	+2	—	1	0	—	—
9th	+9/+4	+6	+3	+3	<i>Remove disease/contagion</i> 2/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil/good/chaos 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3	Hand of god	1	1	0	—
12th	+12/+7/+2	+8	+4	+4	<i>Remove disease/contagion</i> 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4	—	1	1	1	—
14th	+14/+9/+4	+9	+4	+4	—	2	1	1	0
15th	+15/+10/+5	+9	+5	+5	<i>Remove disease/contagion</i> 4/week, smite evil/good/chaos 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	—	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5	—	2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6	<i>Remove disease/contagion</i> 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6	—	3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Smite evil/good/chaos 5/day	3	3	3	3

BACKGROUND

From the perspective of the character, the path of the ghaffir is not one chosen; rather, the call goes out from a patron deity, and one cannot help but respond. Ghaffir are almost always called from the ranks of a god's faithful, or even its priests. Sometimes, however, for reasons of his own, a god may choose someone who has shown no particular devotion for that deity at all— though no god has ever chosen a devout worshipper or priest of a different deity. Occasionally, one who hears the call to serve ignores that summons and goes on to do other things, but this is highly unusual in so religious a land as Khemti.

Of course, the call to service is not, in and of itself, sufficient preparation to wage war in a god's name. Those called as ghaffir receive months or even years of training at the nearest temple of their god. They learn the secrets of divine magic by priests, and the techniques of the sword and spear by soldiers of the temple. Most ghaffir serve for some time as temple guardsman, training on a daily basis, before considered sufficiently skilled to serve their god out in the world. The temples accept all those who hear the call of their god, even if age, gender, race, or social class would normally forbid such service. Some priests are not as open to these unusual ghaffir as are others, and may treat them poorly, but almost none are so arrogant as to refuse them outright.

Once a ghaffir goes out into the world, he is outside the temple hierarchy. He does not take orders, and need not answer to priests who would normally "outrank" a follower of his experience. This does not mean, however, that a ghaffir can ignore the needs and requests of his temple, or any temple of his god. A ghaffir must always act in what he truly and honestly believes are the wishes and best interests of his god, and his god's causes. In the majority of cases, this means working alongside the god's other followers; a ghaffir who turns down a request from one of his deity's temples — especially a call for aid — courts disfavor.

RACES

Ghaffir exist in roughly equal proportions among the various races, though the specific traits and personalities of the ghaffir differ rather dramatically. Humans make up the majority of ghaffir in terms of sheer numbers, simply because humans make up the majority of Khemti's population. As children and worshippers of all the gods, humans may serve as ghaffir to any single deity. Members of other races can become ghaffir, but they are largely restricted to serving the deity who is the patron and creator of their race — that is, elves become ghaffir of Isis, dwarves of Ptah, gnolls of Anubis, and so forth. Technically, it may be possible for a member of a nonhuman race to become a ghaffir of some deity other than that race's patron, but doing so forever marks them as an outsider at best, or a traitor and heretic at worst.

OTHER CLASSES

Ghaffir are willing to work with anyone whom they feel can assist them in advancing the cause of their deity. They are particularly well disposed toward clerics (of their own deity, particularly) and fighters, both of whom share many of the ghaffir's abilities or goals. Ghaffir recognize the common source of magic between their own abilities and those of arcane casters as well, and are willing to work alongside such characters, though they harbor a bit more suspicion for kheri-heb, shenu

and hekai than they do for priests. Most other classes are judged on a case-by-case basis, depending on the personality and the goals of the ghaffir himself. Perhaps the only class that truly makes the ghaffir uncomfortable is the kama'at, for that mystical naturalist calls upon magic that does not have its source in the divine, as the ghaffir understand it.

GAME RULE INFORMATION

Ghaffir have the following game statistics.

Abilities: Charisma is critical to the ghaffir, as most of his special abilities are modified by force of personality. Strength is important, due to the ghaffir's frequent position as a front-line fighter, and Wisdom determines how effective the ghaffir is at spellcasting.

Alignment: Any lawful.

Hit Die: d10.

CLASS SKILLS

The ghaffir's class skills (and the key ability for each skill) are Charioteering (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ghaffir.

WEAPON & ARMOR PROFICIENCY

Ghaffir are proficient with all simple and martial weapons, with all types of armor (light and medium) and with shields (except tower shields).

CHANNEL ENERGY (Ex)

Many of the ghaffir's class abilities involve channeling divine energy. This energy can be used either for healing purposes or to attack one's foes. Ghaffir must choose, upon gaining their first level of the class, whether their ability to channel energy will heal or harm. Once this decision has been made, it applies equally to all the ghaffir's abilities, and can never be changed. This choice is *not* restricted along alignment lines; an evil ghaffir might choose to be able to heal himself or his allies, and a good ghaffir might decide that she requires access to more martial abilities.

DIVINE AURA (Ex)

A ghaffir radiates an aura based on his alignment (good for good ghaffir, evil for evil ghaffir, and lawful for neutral ghaffir). The strength of this aura (see *detect good*, *detect evil* and *detect law*) is equal to his ghaffir level.

DETECT GOOD/EVIL/CHAOS (Sp)

A good-aligned ghaffir may *detect evil* at will, as per the spell. An evil ghaffir may *detect good* at will. Neutral ghaffir *detect chaos*.

SMITE GOOD/EVIL/CHAOS (SU)

Once per day, a ghaffir may attempt to smite evil (if he is good-aligned), smite good (if he is evil), or smite chaos (if he is neutral) with one melee attack. He adds his Charisma bonus (if any) to his attack roll, and deals 1 extra point of damage per ghaffir level. If the ghaffir accidentally smites a creature not of the appropriate alignment, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the ghaffir may smite one additional time per day, as indicated on **Table 2-3: The Ghaffir** to a maximum of five times per day at 20th level.

DIVINE GRACE (SU)

At 2nd level, the ghaffir gains a bonus equal to his Charisma bonus (if any) on all saving throws.

LAY ON HANDS/BALEFUL TOUCH (SU)

Beginning at 2nd level, a ghaffir with a Charisma score of 12 or higher can either heal or cause wounds (based on the choice he made at 1st level) by touch. Each day, he can heal or inflict a total number of hit points of damage equal to his ghaffir level x his Charisma bonus. A ghaffir may choose to divide his healing or inflicting among multiple recipients, and he doesn't have to use it all at once. Using lay on hands or baleful touch is a standard action.

Note that both lay on hands and baleful touch have a reversed effect against undead. That is, lay on hands *inflicts* damage to undead and baleful touch *heals* damage to undead.

Any use of lay on hands or baleful touch against an unwilling target requires a successful melee touch attack that does not draw an attack of opportunity. Further, unwilling subjects receive a Fortitude save with a DC equal to 10 + half the ghaffir's class level + his Charisma bonus. Those who succeed suffer only half the normal effect, though the ghaffir still spends the full number of points he intended. (Thus, a ghaffir attempting to cause 20 points of damage still loses 20 points worth of his baleful touch ability, even if the subject saves and takes only 10.)

AURA OF COURAGE (SU)

Beginning at 3rd level, a ghaffir is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the ghaffir is conscious, but not if he is unconscious or dead.

DIVINE HEALTH (EX)

At 3rd level, a ghaffir gains immunity to all diseases, including supernatural and magical diseases.

TURN UNDEAD (SU)

When a ghaffir reaches 4th level, he gains the supernatural ability to turn undead. He may use this ability a number of times per day equal to 3 + his Charisma modifier. He turns undead as a cleric of three levels lower.

SPELLS

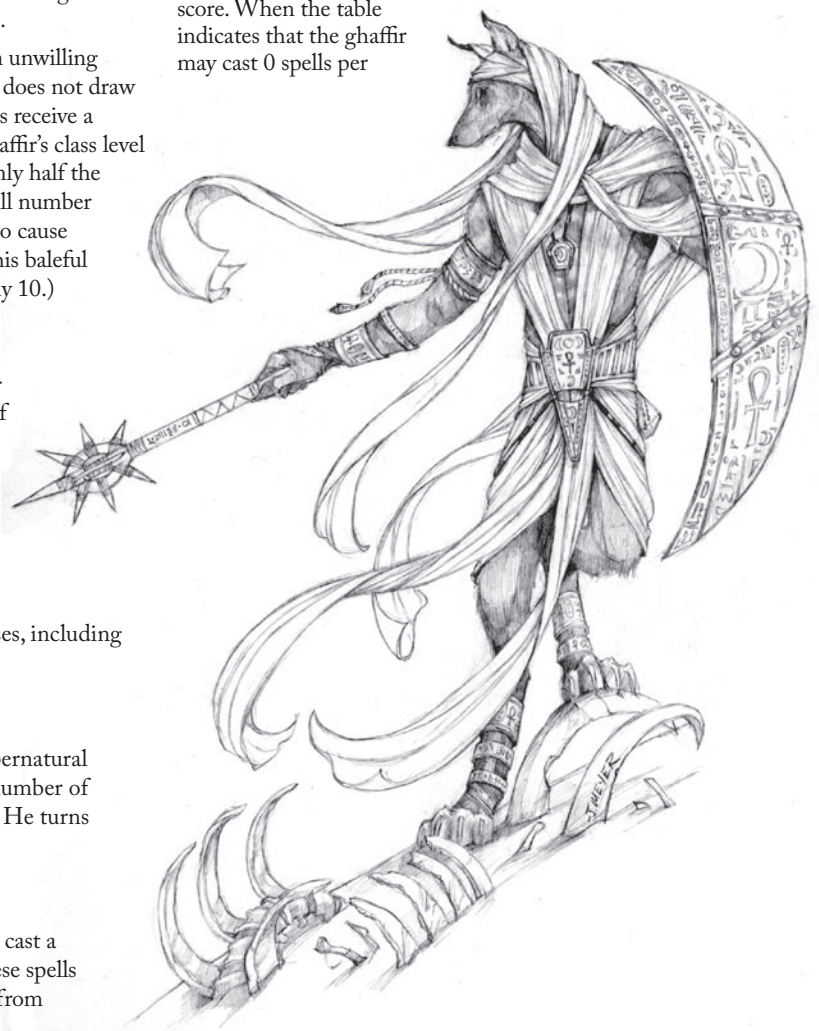
Beginning at 4th level, a ghaffir gains the ability to cast a small number of divine spells. He must prepare these spells in advance, as a cleric does. These spells are drawn from

two sources: the limited "ghaffir spells" list and all the domains granted by the ghaffir's deity. Unlike priests, ghaffir do not gain extra spell slots per day for the use of these domain spells; rather, they are simply added to the list of spells from which the ghaffir can choose his daily allotment. A ghaffir must be of sufficiently high level to cast a domain spell, exactly as he must be to cast any other. For instance, a 6th level ghaffir of Anubis could choose *detect undead* as one of his daily 1st-level spells, even though it is not on the ghaffir spell list, because it is a Death domain spell and Anubis includes the Death domain in his portfolio. The ghaffir could not, however, choose *death knell*, the 2nd-level Death spell, because he cannot yet cast 2nd-level spells.

This means that ghaffir of lesser deities have fewer spells from which to choose — one per spell level, to be exact — than ghaffir of deities of the Pesedjet, because greater deities grant five domains, while lesser deities grant only four. This does not mean they can cast fewer spells per day, only that their selection of spells is slightly smaller.

To prepare or cast a spell, a ghaffir must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ghaffir's spell is 10 + the spell level + the ghaffir's Wisdom modifier.

Like other spellcasters, a ghaffir can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the accompanying table. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the ghaffir may cast 0 spells per



day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ghaffir does not have access to granted powers from his god's domains, as a priest does.

A ghaffir prepares and casts spells the way a priest does, though he cannot lose a prepared spell to spontaneously cast a domain spell in its place. A ghaffir may prepare and cast any spell on the ghaffir spell list or from any of his god's domains, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a ghaffir has no caster level. At 4th level and higher, his caster level is one-half his ghaffir level.

DIVINE BLESSING (Su)

At 5th level, the ghaffir's lay on hands or baleful touch ability are improved. Ghaffir who heal may now bestow temporary hit points upon themselves or others, rather than merely heal those that have already been lost. These extra hit points are lost first in combat; they otherwise fade away at the rate of 1 every 10 minutes, beginning one hour after they are first bestowed.

Ghaffir who harm with a touch gain a different ability. From this point onward, any damage they cause with their baleful touch ability also heals themselves of the same amount. The ghaffir can gain extra hit points in this fashion, which are lost or fade as described above.

This ability still requires a melee touch attack against unwilling subjects, who also receive a Fortitude save with a DC equal to 10 + half the ghaffir's class level + his Charisma bonus. Those who succeed suffer only half the normal effect, though the ghaffir still spends the full number of points he intended.

REMOVE DISEASE/CONTAGION (Sp)

At 6th level, a ghaffir who has lay on hands can produce a *remove disease* effect, as the spell, once per week. Ghaffir who have baleful touch instead produce a *contagion* effect, also as the spell. They can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

HAND OF GOD (Su)

At 11th level, the ghaffir need no longer touch a subject to use lay on hands, baleful touch or divine blessing. Instead, he may use these abilities on any subject within (10 x Cha modifier) feet to a minimum of 0 feet. This requires a ranged touch attack against unwilling subjects, who receive a Fortitude save with a DC equal to 10 + half the ghaffir's class level + his Charisma modifier. Those who succeed suffer only half the normal effect, though the ghaffir still spends the full number of points he dedicated.

CODE OF CONDUCT

A ghaffir must remain lawful, and must remain absolutely devoted to his deity and his deity's causes. A ghaffir loses all class abilities if he ever knowingly acts against his god's interests or desires.

EX-GHAFFIR

A ghaffir who ceases to be lawful, who willfully commits an act contrary to his god's wishes or objectives, or who regularly fails to pursue those objectives, loses all ghaffir spells and abilities (but not weapon, armor and shield proficiencies). He may not progress any farther in levels as a ghaffir. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell description), as appropriate.

Like a member of any other class, a ghaffir may be a multiclass character, but multiclass ghaffir face a special restriction. Ghaffir may freely multiclass only as priests, beqenu, shenu and hekai. A ghaffir who gains a level in any other class may never again raise his ghaffir level, though he retains all his ghaffir abilities.

GHAFFIR SPELL LIST

Ghaffir choose their spells from the following list, *as well as* from the domain spells available to their chosen deity:

1st level: *bless*, *bless/corrupt weapon***, *detect undead*, *divine favor*, *endure elements*, *know deity**, *lesser restoration*, *light*, *magic weapon*, *resistance*, *tireless vigil*.*

2nd level: *bull's strength*, *darkness*, *eagle's splendor*, *owl's wisdom*, *revive**, *spiritual weapon*.

3rd level: *daylight*, *deeper darkness*, *dispel magic*, *greater magic weapon*, *invisibility purge*, *prayer*.

4th level: *break enchantment*, *holy/unholy sword***, *mark of justice*, *restoration*.

*indicates a new spell, see **Chapter Three: Magic** for details.

** See following for special rules on *corrupt weapon* and *unholy sword*.

Evil ghaffir have access to two special spells. The first, *corrupt weapon* is the opposing counterpart of the spell *bless weapon*. Instead of improving a weapon's effectiveness against evil foes, *corrupt weapon* makes a weapon more effective against good foes. The second, *unholy sword*, is the opposing counterpart of the spell *holy sword*, causing the weapon to function as an unholy weapon and generate a *magic circle against good*. Neutral ghaffir choose which versions of the spell they want upon first gaining spells, and may never again change their mind. They must choose either *bless weapon* and *holy sword*, or *corrupt weapon* and *unholy sword*; they cannot mix and match.

NEW PRESTIGE CLASSES

As in other settings, characters in *Egyptian Adventures: Hamunaptra* games have the option of adopting prestige classes if and when they qualify for them. The following prestige classes are perhaps the most common of those unique to Khemti. This is not to say that no others exist, merely that those presented herein are the most exemplary of the setting and its ideas. Remember that the GM is the final arbiter of which prestige classes are allowed.

• DEATHBLADE •

Nearly all Khemtians are fascinated with death and the afterlife, but some take their reverence even more seriously. Priests and ghaffirs of the death gods are often fanatically concerned with ensuring proper respect for the dead, but many are also willing to use the dead to achieve their goals. This may strike some as hypocrisy, but these individuals know they will treat their undead servants with reverence, and when they are through, they will allow the departed to return to their rest. Nowhere is this dichotomy more evident than in the deathblade, a holy warrior as skilled in necromancy as he is in swordplay. Some are concerned with ensuring the dead are properly laid to rest, others with punishing the living for their sins of religious neglect, but all are aided in their objectives by the dead themselves.

Given the requirements of the class, only ghaffirs and priests become deathblades, though other classes may multiclass to meet the prerequisites.

As NPCs, most deathblades serve the priesthoods of Osiris, Anubis, Nephthys, Seker, or Serqet. They operate much as ghaffirs of those temples, though they focus even more strongly on burial rights and the dead than do other holy warriors. Some evil deathblades instead act as marauders, sweeping down with undead minions on villages and communities who have been judged wanting in the deathblade's own (not necessarily impartial) view.

Hit Die: d10.

REQUIREMENTS

To qualify to become a deathblade, a character must fulfill all of the following criteria.

Base Attack Bonus: +4.

Skills: Heal 5 ranks, Knowledge (religion) 8 ranks.

Spells: Must be able to cast spells from the Death domain as Divine *Akhu*.

Special: Must be able to command and rebuke undead.

CLASS SKILLS

The deathblade's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the deathblade prestige class.

WEAPON & ARMOR PROFICIENCY

Deathblades are proficient with all simple and martial weapons, with all types of armor, and with shields (except tower shields).

COMMAND UNDEAD (Su)

A deathblade's class levels stack with ghaffir or priest levels to determine his level for commanding and rebuking undead.

DETECT UNDEAD (Sp)

At will, a 1st-level deathblade can *detect undead* as per the spell.

NECROMANTIC AURA (Ex)

A deathblade radiates necromantic energies, detectable to other undead. Unintelligent undead will not attack a deathblade unless she attacks them first, though they may still attack her companions. Against intelligent undead, the deathblade receives a +4 divine bonus to any Charisma or Skill checks made to influence the undead creature's reactions.

SPELLS

A deathblade has the ability to cast a small number of divine spells. To cast a deathblade spell, a deathblade must have a Wisdom score of at least 10 + the spell's level, so a deathblade with a Wisdom of 10 or lower cannot cast these spells.

Deathblade bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the deathblade's Wis modifier. When the deathblade gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The deathblade's spell list appears below. A deathblade has access to any spell on the list and can freely choose which to prepare. A deathblade prepares and casts spells just as a priest does (though a deathblade cannot spontaneously cast domain spells).

ANIMATING TOUCH (Su)

Starting at 2nd level, a deathblade can briefly animate a corpse with only a single touch. A deathblade may animate a total number of Hit Dice worth of undead per day equal to his deathblade class level multiplied by his Cha modifier. These undead are either skeletons or zombies, and follow all the rules for those creatures. They are completely under the deathblade's control, with no roll required. These corpses remain animated for 10 minutes per deathblade class level, until the deathblade allows them to return to death, or until destroyed, whichever comes first. Once a corpse has been animated by this power once, it can never be so animated again (though other animating magics, such as the *animate dead* spell, work normally). Undead created and controlled via animating touch do not count against a deathblade's Hit Die limit for other means of controlling undead.

TABLE 3-1: THE DEATHBLADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Command undead, <i>detect undead</i> , necromantic aura	0	—	—	—
2nd	+2	+3	+0	+0	Animating touch	1	—	—	—
3rd	+3	+3	+1	+1	Heightened necromantic aura	1	0	—	—
4th	+4	+4	+1	+1	—	1	1	—	—
5th	+5	+4	+1	+1	Animating attack	1	1	0	—
6th	+6	+5	+2	+2	—	1	1	1	—
7th	+7	+5	+2	+2	Disrupting attack	2	1	1	0
8th	+8	+6	+2	+2	—	2	1	1	1
9th	+9	+6	+3	+3	Improved animating touch	2	2	1	1
10th	+10	+7	+3	+3	Undead companion	2	2	2	1

HEIGHTENED NECROMANTIC AURA (Ex)

At 3rd level, a deathblade's aura grants him a +2 divine bonus to all saves against any energy damage, energy drain, ability damage, or ability drain caused by undead opponents. In addition, the deathblade suffers only half damage from any such attacks (rounded down).

ANIMATING ATTACK (Su)

At 5th level, a deathblade can animate a corpse by touching it with his melee weapon or another object, rather than touching it by hand. Further, he may use this ability (or his normal animating touch) as a free action, albeit still only once per round. This allows the deathblade to instantly animate a foe just slain with his last melee attack; the new undead does not even finish dropping to the ground before animating under the deathblade's control. All other rules and mechanics apply as per animating touch above.

DISRUPTING ATTACK (Su)

Once per day per point of Cha modifier (if positive), a deathblade of at least 7th level can declare any attack to be a disrupting attack. He must make this declaration before the attack roll. Any undead successfully struck by the ensuing attack must succeed a Fort save against a DC 10 + the deathblade's Cha modifier or be slain instantly, becoming a normal corpse or dissipating into nothingness, if incorporeal. If the attack misses or fails to beat an incorporeal undead's miss chance, or if the deathblade mistakenly strikes a non-undead creature, this power has no effect but is still counted as used.

IMPROVED ANIMATING

TOUCH (Su)

At 9th level, a deathblade can animate his temporary undead servants as ghouls or ghosts, as well as skeletons

and zombies. Each of these counts as double the normal hit dice for purposes of determining how many hit dice of undead a deathblade may animate per day. This power may also be delivered through the deathblade's animating attack.

Although these undead normally have Intelligence scores, all undead animated through a deathblade's animating touch powers are mindless. They obey the deathblade's orders, and accompany him wherever he goes, but otherwise take no actions and have no capacity for independent thought.

UNDEAD COMPANION (Ex)

At 10th level, a deathblade may choose a small number of undead he has animated with his animating touch to be permanent companions. These undead creatures may be of any variety he can create, but may have a total Challenge Rating of no more than 9 (if a single creature) or, if a group of undead, may have a combined Encounter Level of no more than 9. Because deathblades believe in the sanctity of death, a deathblade is expected to "swap out" his companions every so often, allowing them to return to their rest and replacing them with others. These undead are absolutely loyal and obedient, and are considered neutral in alignment. As detailed under improved animating touch, they are considered mindless, regardless of the normal intelligence for undead of that type.

SPELL LIST

Deathblades choose their spells from the following list:

1st level: *cause fear*, *deathwatch*, *disrupt undead*, *hide from undead*, *ray of enfeeblement*, *touch of fatigue*.

2nd level: *command undead*, *death knell*, *gentle repose*, *ghoul touch*, *lesser restoration*, *remove paralysis*.

3rd level: *animate dead*, *halt undead*, *magic circle against evil*, *ray of exhaustion*, *searing light*, *speak with dead*.

4th level: *bestow curse*, *death ward*, *enervation*, *fear*, *restoration*.

