

# COMPENDIUM CLASS: THE GHOST WARRIOR

When you **suffer greatly at the hands of the undead and swear upon your ancestors to fight them wherever they may be**, you may take this move when you next level up:

## DEADSLAYER

When you **face undead in combat**, they never scare you, and you take +1 armor against them.

Once you've taken *Deadslayer*, the following moves count as class moves for you; in addition to your normal list of moves, you may choose from this list when you level up:

## EATER OF THE DEAD

When you defeat an undead creature, you may choose to consume its essence. If you do so, heal 1d4 HP. If the creature was an intelligent undead, you may instead choose to mark XP.

## HYMN OF DENIAL

When you **chant the many reasons why it is good to be alive**, you may choose one move you have seen an intelligent undead creature perform. As long as your chant continues, they are overwhelmed with melancholy and yearning for what they have lost, and cannot use that move.

## WALKER IN THE NIGHT

As long as you carry a charm of bone carved by your own hand, you are invisible to mindless undead.