

# The Spirit-Slayer

When you **triumph over the dead through force of arms, quick thinking or iron will**, you may take this move when you next level up:

## **Ghostslayer**

When you **face undead in combat**, take +1 armor and +1d6 damage ongoing.

Once you've taken **Ghostslayer**, 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:

## **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.

## **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.