

BARBARIAN: PATH OF THE ZOMBIE

"Barbarain: Path of the Barbarian

"Uraaga luruhh RAGE!"

"What did they say?"

"I don't know but I think we should run."

ZOMBARIAN

Overcome with peculiar magic or infected with a unique virus, you have become a zombified version of your previous self. Because of the curious nature of your zombification, you have maintained your conscious mind but cannot directly infect others. You likewise cannot be cured by traditional means. You stand against the concept death, while bringing others to it all the same. In and out of combat, your gruesome form instills fear in the heart of those around you.

DEATH DEFIANCE

When you are infected at 3rd level, you gain the following attributes. While you are technically undead, you are not affected by spells or magic designed for undead (such as Turn Undead). When you reach 0 hit points, you still make Death Saving Throws but you can expend one of your Hit Dice to make the roll with advantage.

EVIL BITE

At 3rd level, you've begun to tap into your traditional zombie powers. As an attack, you can bite a creature, dealing 1d4 + your Strength modifier piercing damage and inflicting a low-grade version of the infection into them. The creature must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier) or be infected for 1 minute. Infected creatures take 1d4 necrotic damage at the start of each of their turns. Infected creatures can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. If a creature succeeds on the Constitution saving throw, or if the effect ends for them, they become immune to the additional effect of this attack for 24 hours.

The piercing and necrotic damage of this ability increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

FAST ONES

When you embrace this path at 3rd level, you become surprisingly fast for a zombie while raging. While in a rage, you gain 5 feet to your movement speed. This increases to 10 feet at 6th level, 15 feet at 10th level, and 20 feet at 14th level. This ability can stack with the **Fast Movement** ability.

Additionally at 10th level, you are no longer impeded by difficult terrain while you are raging.

CORPSE CONSTITUTION

At 6th level, your body has become nearly impossible to keep down. While raging, no hits against you can be considered critical. In addition, whenever you are in a rage and hit with a non-magical attack that deals bludgeoning, piercing, or slashing damage, you can use your reaction to expend a single Hit Dice to recover hit points equal to the roll.

At 14th level, you can expend 2 hit dice with your reaction.

DOOM DEALER

At 10th level, your rage has become more of a frenzy. If you are hit with an attack while raging, your rage's duration extends an additional turn, to a maximum of 10 additional turns. In addition, your rage damage bonus on your next turn is increased by +1 for each successful attack made against you before the start of your next turn (max +10).

ZOMBODY

At 14th level you have become almost impossible to put down. You are immune to necrotic damage and gain temporary hit points equal to the necrotic damage you would have taken from a spell or other magical effect. In addition, if you are targeted by a spell or forced to make a saving throw against a spell or magical effect, you can use your reaction to become resistant to the damage type of the spell until the start of your next turn.

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