

PATH OF THE VIRUS

The Path of the Virus is not a discipline but an infection. Those who walk this path are no longer warriors in the traditional sense—they are shifting horrors of muscle and bone, evolving mid-battle and consuming the fallen to fuel their survival. Whether created through dark experiments, ancient parasitic magic, or something beyond mortal understanding, these barbarians straddle the line between predator and monster.

FLESHBOUND ARSENAL

3rd-level Path of the Virus feature

Your body is no longer your own—it is a weapon. When you enter a rage, you mutate your arms into one of the following weapons, which count as unarmed strikes for your barbarian abilities:

- **Claws (Two-Handed, Light, Multiattack).** 1d6 slashing damage. When you take the Attack action, you can make one additional attack as part of the same action.
- **Blade (One-Handed).** 1d10 slashing damage. Only one hand transforms, allowing you to wield a shield, hold an item, or keep a free hand.
- **Hammer Fist (Two-Handed, Heavy).** 1d12 bludgeoning damage. This attack has the heavy property, making it harder for Small creatures to wield effectively.
- **Whip (One-Handed, Reach).** 1d6 Piercing damage. This weapon has 10-foot reach, allowing you to strike from a distance.
- **Shield (One-Handed, Shield).** 1d6 bludgeoning damage. When you are hit by an attack, you can use your reaction to roll a 1d8 and add the result to your AC against that attack.

When you gain this feature, choose two of these weapon options. When you enter a rage, you can select one of your chosen weapons to manifest. You can change your weapon choices after a long rest.

CONSUME THE FALLEN

3rd-level Path of the Virus feature

Your hunger sustains you. A number of times per long rest equal to your Constitution modifier, when you reduce a creature within 5 feet of you to 0 HP with a melee attack, you can consume its vitality.

You regain hit points equal : 1d4 at level 3, 1d6 at level 6, 1d8 at level 10, and 1d10 at level 14. If you are already at full HP, you instead gain temporary hit points equal to the same amount. These temporary hit points do not stack.

MIMIC THE FALLEN

3th-level Path of the Virus feature

- You can now cast *disguise self* at will, but you can only take the form of a humanoid creature you have consumed. This illusion perfectly replicates their appearance, including their voice and minor mannerisms. The disguise lasts until you dismiss it or take damage.
- Additionally, you gain brief flashes of insight into the memories of those you have consumed, though they are fragmented and unreliable. The depth of these insights is subject to DM discretion.

MASS

6th-level Path of the Virus feature

- You learn to weaponize your own mass and vitality. As an action, you can consume 10 hit points or temporary hit points to create an explosion in a 10-foot radius. Each creature in the area must make a Dexterity saving throw (DC 10 + your proficiency bonus + your Constitution modifier), taking 3d10 damage on a failed save, or half as much on a success. The damage type matches your Fleshbound Arsenal (slashing, bludgeoning, or piercing). This damage increases to 4d10 at level 12 and 5d10 at level 17, this feature can be used proficiency bonus times a day.
- You cannot use *Consume the Fallen* in the same turn you trigger this explosion.
- Your unarmed strikes from this subclass count as magical for overcoming resistance and immunity to nonmagical attacks.

EVOLUTION OF THE DEVOURER

10th-level Path of the Virus feature

You begin to adapt to those you kill:

- Your natural weaponry becomes exceptionally lethal. When using your Fleshbound Arsenal, your attacks roll double the normal number of damage dice.
- (optional) You can instead imbue your Fleshbound Arsenal with the properties of a magic weapon to which you are attuned, provided that the weapon's properties align with your Fleshbound Arsenal's form and damage type.
- Your altered biology grants you resistance to poison and immunity to disease, and advantage on saving throws against mind-affecting effects such as charm or fear.
- Your parasitic nature enhances your mobility. You gain a climbing speed equal to your walking speed and can move along walls and ceilings without needing an ability check.

Your body is no longer your own—it is the battlefield of countless lives.

APEX PREDATOR

14th-level Path of the Virus feature

Your parasite has reached its ultimate evolution, granting you unstoppable endurance and adaptability:

- **Perfect Mutations.** You can now switch between your Fleshbound Arsenal weapons as a bonus action instead of only when you enter a rage.
- **Regenerative Flesh.** At the start of each of your turns while raging, if you have less than half your maximum hit points and have taken damage since your last turn (excluding fire and acid damage), you automatically regain hit points equal to 1d6 + your Constitution modifier.

You are no longer a barbarian. You are the hunger made flesh.



THIS DOCUMENT WAS LOVINGLY CREATED
USING **GM BINDER**.

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.