



MUTOPHAGE

Horust tried to ignore the sideling glances of the fearful villagers as he made his way through town. He was a monster, and he needed no reminders of it. But unlike his brothers and sisters, who had given into the plague and become nothing more than mindless beasts. Horust had learned to harness his morbid affliction.

As the light of the day faded, Horust allowed his body to warp and shift in any number of vile ways. The people of this village might fear him. But without his protection, the creatures of the otherworld would have destroyed their settlement long ago. Tonight was no different.

As the abomination that was once his sister Seraph barrelled towards him out from the tainted forest, Horust unleashed a monstrous bellowing screech and charged, headlong, into the fray. There would be no respite from the pain of transformation tonight. Only a monster could hope to hold it's own against a monster.

AFFLICTED BEINGS

Mutophages are wholly unlike other adventurers and classes - they are beings afflicted by a terrible curse. This curse may take the form of a virulent disease, a pestilent cancer, or a parasitic defilement of their body, but whatever it's form, it is an affliction that warps the body in painful and grotesque ways.

For this suffering, the power a Mutophage might unleash is terrifying in it's might. Harnessing grotesque abilities from both this world and the next, no two Mutophages are alike, and with a strong enough will, these monsters among men are capable of turning their greatest affliction into their greatest strength.

CREATING A MUTOPHAGE

When creating a Mutophage, the first question to ask yourself is how you came by your mutagenic powers. For those afflicted from birth, there is rarely any course left to them but to become a monster. But to others, the unbridled power of mutation holds such a draw that they are willing to inflict terrible consequences upon themselves to experience it's potential.

A mutophage may draw their power from an arcane experiment gone horribly wrong, or from a birth too close to lands tainted in fel or otherworldly energies. Perhaps your parentage includes some terrible unknown from the far realm, or maybe your affliction is a literal curse, placed upon you as punishment for crimes against a powerful coven or spell caster.

Mutation is a violent process which tears and rends flesh, warping the body into new shapes. Do you seek redemption by slaying the monsters you have been cursed to become, or do you simply lose yourself in the power of becoming an unstoppable nightmare all your own?

A Mutophage can rarely walk the world unaccosted by the terrified looks of children, or the sideling glances of society. Their power comes at the price of forever being marked as an outcast and a monster; and what's more each mutation brings new pain which they must bear. Whatever the source of your affliction, consider how these mutations have affected your life, and how you may have learned to cope with the painful transformations that accompany your power.

Some Mutophages seek drugs or alcohol as a way to escape their torment, while others revel in the uniqueness of their own being. A Mutophage is always acutely aware of how the world must inevitably see them. Do you seek to undo your curse and return to a former life, or are you happy with your newfound power? Perhaps your rush headlong into battle, hoping each day that this fight might be your last.

MUTOPHAGE

Level	Proficiency Bonus	Features	Mutations Known	Maximum Active Mutations
1st	+2	Unnatural Weapon, Mutation	6	1
2nd	+2	Vile Affliction	7	2
3rd	+2	Monstrous Evolution	9	2
4th	+2	Ability Score Increase	10	3
5th	+3	Vile Affliction	11	3
6th	+3	Uncanny Strike	12	4
7th	+3	Monstrous Evolution	14	4
8th	+3	Ability Score Increase	15	4
9th	+4	Vile Affliction	16	5
10th	+4	Disturbing Transformation	17	5
11th	+4	Monstrous Evolution	19	5
12th	+4	Ability Score Increase	20	5
13th	+5	Vile Affliction	21	5
14th	+5	Reactive Adaptation	22	6
15th	+5	Monstrous Evolution	24	6
16th	+5	Ability Score Increase	25	6
17th	+6	Vile Affliction	26	6
18th	+6	Monstrous Evolution	28	6
19th	+6	Ability Score Increase	29	6
20th	+6	Metamorphosis	30	7

CLASS FEATURES

As a Mutophage, you gain the following class features.

HIT POINTS

Hit Dice: 2d6 per Mutophage level

Hit points at 1st Level: 12 + your Constitution modifier

Hit points at higher Levels: 2d6 (or 8) + your Constitution modifier each level after 1st.

PROFICIENCIES

Armor: Light Armor

Weapons: Simple Weapons, Shortswords, whips.

Tools: Alchemist's Kit or Disguise Kit.

Saving Throws: Strength, Constitution.

Skills: Choose two from Acrobatics, Athletics, Arcana, Deception, Insight, Intimidation, Medicine, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Two daggers or a Shortsword.
- Two sets of Travellers Clothes.
- Your choice of an Alchemist's Kit or a Disguise Kit.
- Your choice of an Explorer's pack or a Dungeoneer's pack.

STRANGE HIT DICE

A Mutophage's Hit Dice are a little different from other classes and are meant to represent the resilience that a mutophage has developed as they learn to control their mutations.

The Mutophage gains 2 hit dice each level, which can be spent independently of each other when healing or activating class features. While this also has the potential to increase their average hit point gain each level, keep in mind that a mutophage's hit point maximum is almost always reduced

MUTATION

A Mutophage's unique ability involves warping their body in painful and dangerous ways.

PREPARING AND ACTIVATING MUTATIONS

The Mutophage table shows how many mutations you have access to based on your level, chosen from the list at the end of this class description. At the end of each long rest, you prime a number of mutations equal to your constitution modifier + half your level (rounded down).

As a bonus action on your turn, you may choose to expend hit dice to activate primed mutations. When you do so, your hit point maximum is reduced by the maximum value of the hit dice spent until the mutation ends. You may expend a number of hit dice equal to no more than your proficiency bonus in a single round.

The maximum number of mutations you may have active at one time is listed on the Mutophage table at the beginning of this class. Activating a mutation does not remove it from your list of primed mutations.

Once activated, a mutation remains active until you complete a long or short rest, are knocked unconscious, or until you choose to end it as an action. When reduced in this way, your hit point maximum cannot be restored except by ending the mutation.

MUTATION SAVE DC

Some of your features or abilities may require creatures to make saving throws against the horrifying effects of your mutations. The DC of these saving throws is equal to 8 + constitution modifier + proficiency bonus. This reflects your ability to contain or control the terrible effects of your mutations on yourself and others.

UNNATURAL WEAPON

Your mutated physiology is capable of shaping itself into devastating weapons. Beginning at 1st level, when you choose to activate a mutation, you may instead transform one of your limbs into any weapon you are proficient with. When you do so, you do not expend a hit dice, and your hit point maximum is reduced by the weapons' maximum damage instead of the maximum value of the hit dice spent. This transformation lasts until you complete a long or short rest, are knocked unconscious, or until you choose to end it as an action. Any weapon created in this way counts as a natural weapon for the purposes of your abilities and class features. While your Limb is transformed, it cannot be used except as a weapon. The maximum number of these unnatural weapons that you may have active at one time is equal to your proficiency bonus.

Weapons with the ammunition property, when created in this way, do not require ammunition, but instead reduce your current hit points by 1 each time they are fired.

If a thrown weapon produced using your unnatural weapon feature is lost or destroyed, your hit point maximum cannot be restored until you complete a short or long rest.

VILE AFFLICTION

Beginning at 2nd level, your mutations have begun to manifest into a distinct abnormality. Choose one of the following Afflictions: The Parasite, The Contagion, or The Cancer, each of which is detailed at the end of this class description.

MONSTROUS EVOLUTION

Beginning at 3rd level, your body has been permanently corrupted by your ever-increasing mutations. Choose one mutation you know of with a cost of 1/2 your proficiency bonus or lower. This mutation becomes permanently active, and can no longer be deactivated by any means.

Mutations chosen as part of this feature no longer require you to spend hit dice to activate or count against the total number mutations you may know, Although you must still spend additional hit dice to activate the effects of mutations which require you to do so. You gain an additional Monstrous evolution at 7th level, and again at levels 11, 15, and 18. Whenever you Gain a new Monstrous Evolution, you may choose to replace that mutation in your list of mutations known with a new mutation.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. You can choose to gain a feat as per the Player's Handbook instead of improving ability scores.

UNCANNY STRIKE

Beginning at 6th level, your unnatural physiology allows you to strike in unnatural ways. When you take the attack action on your turn, you can make a number of additional attacks equal to 1/2 your proficiency bonus. Each of these attacks must be made with a natural weapon.

In addition, your Natural Weapons are considered magical for the purposes of overcoming resistances and immunity to non-magical attacks and damage.

DISTURBING TRANSFORMATION

Your Mutations have become so repulsive that by 10th level, when you activate a mutation, you may choose to force all creatures that can see you to make a wisdom saving throw against your Mutation save DC or become frightened of you until the end of their next turn. Allies have advantage against being intimidated in this way.

REACTIVE ADAPTATION

By 14th level, Your mutative physiology reflexively hardens itself against damage. As a reaction when you would take damage, you may spend a hit die as if activating a mutation to gain resistance to the triggering damage type until the end of your next turn. You may use this ability a number of times between long rests equal to your constitution modifier. Maximum Hit points reduced as part of this ability remain reduced until you complete a long rest.





METAMORPHOSIS

At 20th level, your mutations have become terrifyingly transformative, twisting your body into grotesque and terrible creatures. As an action on your turn, you may warp your body into the mutated likeness of any creature with a challenge rating equal to your level or lower by spending a number of hit dice equal to the CR of the creature as if you were activating a mutation

Your game statistics are replaced by the statistics of the chosen creature, though you retain your alignment and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus listed in its statistics is higher than yours, use the creature's bonus in place of yours. You can't use any legendary actions or lair actions of the new form.

You retain your normal hit points and hit dice while in this form, as well as the benefits of any features from your class, race, or other source and can use them, provided that your new form is physically capable of doing so. You also retain the benefits of any active mutations and evolutions, and may activate additional mutations as normal. You can speak in this form, regardless of whether or not the creature can normally speak.

When you transform, you choose whether your equipment falls to the ground, merges into the new form, or is worn by it. Worn equipment functions as normal. The GM determines whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change shape or size to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge into your new form. Equipment that merges has no effect in that state.

The creature you transform into cannot be a construct or elemental or undead, and you must have seen the creature at least once. You transform into a grotesque approximation of the creature, one without any Spellcasting traits.

This transformation lasts for one hour, or until you choose to end it as an action on your turn. While the transformation is active, you can use your action to assume a different form following the same restrictions and rules for the original form. You may use this feature a number of times each day equal to your constitution modifier

VILE AFFLICTION

Nothing defines a Mutophage more than the source of their affliction. Unlike other classes, a Mutophage's Affliction is something they choose - rather, it is a terrible curse which they have learned to harness in order to survive. The Afflictions outlined here represent the most common manifestations of such terrible mutation.

THE PARASITE

Many Mutophages feel as if the mutations which twist their body take on an almost parasitic life of their own. But for some, this parasitic nature is all too real.

PARASITIC HOST

Your mutations begin to take the form of parasitic abominations which are capable of separating from your body to act on their own.

Beginning at 2nd level, when you spend hit dice to activate a mutation, you may instead choose to form a parasite with the statistics shown on the stat block below, which appears in your space. The parasite acts on your turn, and you may telepathically command it as a free action.

MUTOPHAGE PARASITE

Tiny aberration, unaligned

Armor Class 15

Hit Points See Parasitic Nature

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	2 (-4)	3 (-4)	2 (-4)

Saving Throws Str +3, Dex +2, Con +1

Senses Passive Perception 6

Languages -

Challenge 1/2 (100 XP)

Parasitic Nature. The Parasite's starting hit points equal 1d6 + the Mutophage's constitution modifier, per hit dice spent, and no maximum hit point value. The Parasite cannot gain hit points except through the use of its **Feed** action.

Symbiotic Link. The Parasite adds the Mutophage's Proficiency bonus to its attack rolls and damage rolls, as well as to skill checks and saving throws in which it is proficient.

Spider Climb. The Parasite can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Latch On. *Melee or Ranged Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 6 (1d8+2) piercing damage and the Parasite attaches to the target. While attached the Parasite cannot make this attack again. A creature may use its action to attempt to remove the parasite by making a strength check contested by the Parasite's strength saving throw.

Feed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature the Parasite is attached to. *Hit:* 7 (1d8+3) necrotic damage. The target's hit point maximum is reduced by the damage taken, and the Parasite gains hit points equal to the same amount.

SYMBIOSIS

Starting at 5th level, you have formed a type of symbiosis with the abhorractions that spawn from your flesh. As a bonus action on your turn, you may choose to absorb one parasite within 5 ft of you. When you do so, your maximum hit points are restored by the maximum value of any hit dice spent to create the parasite, and you regain hit points equal to the parasite's current hit point total. If this would restore your hit points above your hit point maximum, you instead gain the remainder as temporary hit points.

BLOODBURST

At 9th level you have begun to unlock the truly gruesome power of your parasitic creations. If one of your parasites takes bludgeoning, piercing or slashing damage while its current hit points are greater than its starting hit points, it explodes violently.

Creatures within 5ft of a parasite when it explodes must succeed on a dexterity saving throw against your Mutation save DC, or take acid damage equal to the exploding parasite's final hit points. If a parasite is attached to a creature when it explodes, that creature automatically fails its dexterity save.

When a parasite explodes, your maximum hit points are restored as if you had deactivated a mutation, however you do not recover any hit points.

SYMBIOTIC GROWTH

By 13th level, your body is capable of generating parasites at a horrific rate. When you spend hit dice to create a parasite and have temporary hit points from your Symbiosis class feature, you may subtract the hit point cost from your temporary hit points instead of your maximum hit points.

PARASITIC MUTATION

At 17th level, you have unlocked the true potential of your grotesque parasites. When you spend hit dice to create a parasite, you may spend additional hit dice as if activating a mutation in order to apply that mutation to the parasite. A parasite can have a number of active mutations equal to 1/2 your constitution modifier.

When you use your symbiosis feature to absorb a parasite with one or more mutations, your hit points are restored by the maximum value of all hit dice spent in the creation of the parasite, including those spent to apply its mutations.



THE CONTAGION

There are some Mutophages who's virulent malady is not content within their own body. Spreading their mutations like a plague, these Mutophages have the power to corrupt everything they touch, friend, foe, or otherwise.

INFECTIOUS MUTATION

Beginning at 2nd level, the affliction that causes your vile mutations is not content to ravage your body alone. Once per round when you make an attack against target using your unarmed strike or natural weapon, you may expend a hit dice as if activating a mutation to force the target of the attack to make a constitution saving throw against your mutation save DC. On a failure, the target gains your choice of one of the following effects:

- The Target is Blinded.
- The target has Disadvantage on attack rolls and ability checks.
- The Target's speed is halved.
- The Target cannot maintain effects which require concentration.
- The Target's AC is reduced by 2.
- The Target cannot regain hit points.

This effect lasts for 1 minute. The target may repeat it's saving throw at the beginning of each of it's turns. On a success, the effect ends.

CONTROLLED INFECTION

By 5th level you have learned to control the infectious aspects of your mutation. As an action on your turn, you may touch a willing creature and cause them to mutate as if they had activated a mutation you know. You expend Hit Dice as if activating the mutation yourself, however, your maximum hit points are not reduced.

This mutation remains active on the target for a number of rounds equal to your proficiency bonus. At the end of this period the Mutation Deactivate, and the target must make a constitution saving throw against your mutation save DC, or gain a level of exhaustion

VIRULENT STRAIN

By the time you reach 9th level, your mutagenic curse has become increasingly virulent. Living creatures have disadvantage on saving throws against your infectious mutation feature.

COMPOUNDING SEVERITY

By the time you reach 13th level, the corrupting nature of your viral mutation has become exponentially more potent. Each time an enemy fails a saving throw against your infectious mutation feature, it suffers an additional effect, up to a maximum of 6.

MUTAGENIC PLAGUE

Beginning at 17th level, those you mutate become infectious as well. Whenever an ally currently mutated by your Controlled Infection feature deals damage with a melee attack against a living creature, they may choose to spend a hit dice of their own to subject the target to your Infectious Mutation feature.





THE CANCER

To those Mutophages unlucky enough to be afflicted by the cancer, their ghastly mutations are both chaotic, and unpredictable. But with such entropic mutation often comes terrifying power.

UNNATURAL RECOVERY

Beginning at 2nd level, when you gain this affliction, you begin to recover your life force far faster than natural. Whenever you complete a short rest, you regain a number of hit dice equal to your proficiency bonus.

CANCEROUS MUTATION

Also beginning at 2nd level, any time you spend hit dice to activate a mutation or other class feature, roll a d20. On a 1, you must immediately roll on the Cancerous Mutation Table, and suffer its effect. This effect lasts until you complete a long rest, or until ended by an effect such as Lesser Restoration.

VOLATILE EVOLUTION

Starting at 5th level, you have learned to use the unstable nature of your mutations to your advantage. Whenever you complete a long rest, you may replace one of the permanent mutations granted by your Mutagenic Evolution feature with any other mutation you know.

CONTROLLED CHAOS

By the time you reach 9th level, you have gained some level of mastery over the chaotic effects of your mutations. When you roll on the Chaotic Mutation Table, you may roll twice, and choose either result.

MALIGNANT GROWTH

By 13th level, your greatest weakness has become your greatest strength. When you spend a hit dice to activate a mutation or other class feature, you may choose to roll on the Cancerous Mutation Table once for each hit dice spent. If you do so, your maximum hit points are not reduced. A Mutation or class feature activated in this way is still subject to the rules of your Cancerous Mutation Feature as normal.

CHAOTIC MUTATION

At 17th level, your Mutagenic prowess has expanded to make you a true and terrible creature of your own design. Whenever you activate a mutation, You gain the benefits of one additional mutation you know at random. (Roll 1d12 to determine this random mutation, re-roll if the random mutation is already active.)

CANCEROUS MUTATION

ROLL	EFFECT	ROLL	EFFECT
1-2	Roll on this table once at the start of each of your turns for the next minute, ignoring this result on subsequent rolls	51-52	Your metabolism speeds up, requiring you to consume food on an hourly basis or gain a level of exhaustion.
3-4	One of your active mutations deactivates at random.	53-54	Your teeth rot away within your jaw. You lose access to any bite attacks you might have
5-6	Your mouth stitches itself shut, and re-opens at the back of your head.	55-56	Your mind becomes slow and hazy, causing you disadvantage on all intelligence checks.
7-8	Sunlight seems to sear your skin. You have disadvantage on skill checks and attack rolls while in direct sunlight.	57-58	Your vision expands to show you colors where there should be sounds.
9-10	You have disadvantage on perception checks as your eyes cloud over.	59-60	You develop extra fingers on your hands. Roll 1d8 to determine how many.
11-12	Your skin sears with burning pain. You are vulnerable to fire damage.	61-62	One of your arms begins to act independently of you, as controlled by the DM.
13-14	One of your fingers grows to a bony and unnatural length.	63-64	Your eyes double in size, their pupils becoming irregular and pulsing bizarrely.
15-16	Tumorous growths cause you disadvantage on all dexterity checks.	65-66	All hair falls from your body and you gain vulnerability to cold damage.
17-18	Your body becomes covered in a coat of thick fur. You gain resistance to cold damage.	67-68	A strong magnetic field seems to resonate from your body, causing you to adhere to metallic items and surfaces.
19-20	All color and pigment rapidly disappears from your body, leaving your skin translucent and your inner organs visible	69-70	You are unable to deactivate your most recently activated mutation.
21-22	Senses seem to shift, causing you to taste anything you touch.	71-72	At a random point during each hour, you cough up small creature decided by the DM
23-24	Your eyes fuse together into one large cyclopean sphere. Giving you disadvantage on ranged attack rolls.	73-74	You develop a tumourlike growth which constantly spouts vile and offensive phrases.
25-26	Your hands become too small to wield weapons without the light property. Damage dice for Natural weapons are reduced by one step.	75-76	Your eyes stitch themselves shut, but a new functional eyeball opens in each palm or at the tip of each of your fingers.
27-28	Your tongue swells to almost entirely fill your mouth, muffling your speech.	77-78	You suddenly develop one random mutation you do not normally know. You cannot willingly deactivate this mutation.
29-30	Your Limbs reposition themselves, causing you disadvantage on attack rolls.	79-80	As your limbs and torso elongate, your size category increases by 1, but you gain none of the benefits of this change.
31-32	Your hands contort themselves into a unsettling backwards grip.	81-82	Activating Mutations costs twice the normal amount of hit dice.
33-34	Your skin shifts into jarring neon hues, pulsing violently through fluorescent colors.	83-84	Each strand of your hair becomes capable of complex and independent movement.
35-36	Your skin barely protects your vital flesh. You gain vulnerability to acid damage	85-86	Your face twists, rearranging your facial features into an alien configuration.
37-38	Your Irises split, becoming twined or even triplicate pupils	87-88	Your skin sheds moisture and dirt, repelling any liquid or filth that would adhere to it.
39-40	You breathe through microscopic pores on your skin. Heavy clothing or armor is suffocating	89-90	You are unable to regain hit points through any means short of Greater Restoration.
41-42	Your sex changes. roll 1d6 to determine your new sex. 1: Sexless, 2-3: Male, 4-5: Female, 6: hermaphroditic.	91-92	Activating a mutation causes you to become poisoned until the end of your next turn.
43-44	You gain vulnerability to all bludgeoning, piercing, and slashing damage.	93-94	Your voice resonates any spoken words exclusively in deep speech, even if you do not understand the language.
45-46	You lose the ability to see color. Everything is seen as a shade of puce.	95-96	Your jaw splits in 2 parts, opening your mouth into thirds.
47-48	Your skin bubbles and blisters, seeping vile yellow-green puss.	97-98	Your eyes extend out from your head on thin elongated stalks.
49-50	Thousands of small holes the size of nail heads open up across your skin.	99-100	You regain all expended hit dice as if you had taken a long rest



MUTATIONS

As a Mutophage, you have learned to harness the terrible and gruesome mutations that warp your flesh. The Mutations listed here represent a broad array of the abhorrent ways in which your body might be capable of twisting as your power and control grows. You must meet all prerequisites of a mutation in order to learn it.

Mutations must be activated by spending a number of hit dice (noted in parenthesis), and remain active until you complete a long or short rest, are knocked unconscious, or until you choose to deactivate them as an action on your turn. When a Mutation ends, any benefits or effects it has on the mutated creature end as well.

You are considered proficient with any natural weapons granted by a mutation. Natural weapons cannot be disarmed.

Many Mutations represent violent physical changes to the body. At your DM's discretion, these mutations may be violent enough to damage or destroy armor or equipment.

ABOMINABLE FIST (1)

PREREQUISITE: LVL 1

Your limb swells into a grotesque club-like appendage. You gain the following natural weapon:

Slam: Melee weapon, 1d8 Bludgeoning damage and you may push the target 5 ft.

This natural is considered to have the light property.

AQUATIC ADAPTATION (1)

PREREQUISITE: LVL 5

The growth of grotesque webbing and gills allows you to function in the water as well as any creature of the sea. While this mutation is active, you gain a swim speed equal to your base movement speed, and can breathe water as well as air.

ARCANE RESISTANCE (2)

PREREQUISITE: LVL 9

Your veins pulse or your eyes glow as you develop an unnatural resistance to the arcane. While this mutation is active, you have advantage on your saving throws against spells or other magical effects that would affect you.

ARMORED CARAPACE (3)

PREREQUISITE: LVL 9

A hardened shell of bone like armor plating spreads out from around you providing security against attacks. While this mutation is active Your base AC becomes 17, and you cannot benefit from wearing armor.

Additionally, as an action on your turn, you can withdraw into your armoured carapace, gaining a +4 bonus to AC, and advantage on constitution, dexterity, and strength saving throws until you emerge. While withdrawn in this way, your speed is reduced to 0 and the only action you can take is a bonus action to emerge from the carapace.

When you take this action, you may choose to reduce the AC bonus by half. If you do so, you may choose one medium creature or two small creatures within 5ft of you. These creatures are pulled into your space and protected by your carapace until you emerge. While protected by your carapace, a creatures speed becomes 0 and cannot be increased. It is considered to have total cover and attacks against it target you instead. A creature protected by your carapace cannot see outside your carapace

BIOLUMINESCENCE (1)

PREREQUISITE: LVL 1

Bioluminescent glands pulse along your body. While this mutation is active, choose all or a portion of your body to produce an eerie glowing light. You choose the color and intensity of this light and may change it at will. At maximum, you may shed bright light in a 20-foot radius and dim light for an additional 20 feet.

BURROWING (1)

PREREQUISITE: LVL 5

Shovel-like claws, or insectoid mandibles shape themselves gruesomely from your flesh, While this Mutation is active, you gain a Burrow speed equal to your base movements speed.

CAUSTIC BLOOD (3)

PREREQUISITE: LVL 9

Your blood quickly eats away at flesh and stone when it is spilled. Whenever you take piercing, or slashing damage, all creatures within 5 ft must succeed on a dexterity save against your Mutation Save DC or take 1d4 acid damage.

CEREBRAL EXPANSION (3)

PREREQUISITE: LVL 13

Your skull expands to afford space to a growing mass of throbbing brain tissue. While this mutation is active, your intelligence score is increased by 1, and you have advantage on saving throws against being charmed or frightened.

CONSUMING MAW(3)

PREREQUISITE: LVL 9

The digestive acids within your body can dissolve flesh, bone, and metal. While this mutation is active, you may consume any non-magical item large enough to fit in your mouth. The item is destroyed, and you regain hit points equal to the item's value divided by 10.

DEFENSIVE SPINES (3)

PREREQUISITE: LVL 9

Sharp bony protrusions erupt from your body, making attacks against you a dangerous gamble. When you are hit by a melee attack, the attacker must succeed on a dexterity saving throw against your Mutation Save DC or take 1d6 piercing damage.

DIGITIGRADE (1)

PREREQUISITE: LVL 1

Your legs suddenly seem to break and bend in an unnatural way, reforming themselves into something far more bestial. While this mutation is active, your base speed increases by 10 ft, and you may add double your proficiency bonus to Athletics or Acrobatics checks made to jump.

ELEMENTAL ADAPTATION (2)

PREREQUISITE: LVL 9

Your body roars with flame or crackles with lightning, turning you into an elemental monstrosity. Choose an elemental damage type from the following; acid, fire, cold, lightning, necrotic, or radiant.

While this mutation is active, you gain resistance to damage of that type, and attacks you make using your unarmed strike or natural weapons deal additional damage of the chosen elemental type equal to your proficiency bonus.

EXTRASENSORY PERCEPTION (1)

PREREQUISITE: LVL 13

The growth of some unknown sensory organ gives you an uncanny insight into the world around you. While this Mutation is active, your wisdom score increases by 1. In addition, you gain one of the following:

- Darkvision 60 ft
- Tremorsense 30 ft
- Blindsight 30ft

FIBRODYSPLASIA (3)

PREREQUISITE: LVL 9

Bony growth hardens your flesh around each injury you take. While this Mutation is active, each time you take damage from a physical source, you gain +1 to ac, but your dexterity score is reduced by 1. If your dexterity is reduced to 0, you are encased in bone, and become petrified.

FLESHROOT (2)

PREREQUISITE: LVL 5

Rootlike tendrils grow from your flesh, burrowing deep into the ground. While this mutation is active your speed is reduced to zero, and you are unaffected by forced movement which does not involve teleportation.

In addition, you may use a bonus action on your turn to create a zone of rootlike tendrils centered on a point within 20 ft that you can see. This zone has a radius of 5ft, and is considered difficult terrain.

GANGLY LIMBS (2)

PREREQUISITE: LVL 5

Your arms and legs stretch into gangly proportions. While this mutation is active, you can make melee attacks with a range of 10 ft.

GRISLY ENDURANCE (2)

PREREQUISITE: LVL 5

Your veins pulse with an unseemly glow as your body hardens itself as if against terrible sickness. While this mutation is active, you have advantage on constitution saving throws, and are immune to poison and disease.



HEINOUS SPEED (3)

PREREQUISITE: LVL 13

Your muscles writhe and shift, rearranging themselves for movement and speed. While this mutation is active, your dexterity score increases by 1, and you may take the dash, dodge, or disengage action as a bonus action on your turn.

HYPERMUSCULATURE (3)

PREREQUISITE: LVL 13

Your muscles pulse and bulge beneath the surface of your skin, transforming you into a lumbering behemoth. While this mutation is active, Your Strength Score increases by 1, and you are considered one size category larger for the purpose of wielding weapons and calculating carrying capacity.

HYDROVASCULAR(1)

PREREQUISITE: LVL 1

Your body becomes soft and malleable as your bones gelatinize into a system of fluid-filled tubes. While this Mutation is active, You can move through any space large enough for your head without squeezing, and have advantage on checks made to escape a grapple. Equipment that would not fit through a space you move through is left behind.

HIDEOUS WINGS (3)

PREREQUISITE: LVL 13

Crude and grisly wings burst forth violently from your back. While this mutation is active, you gain a fly speed of 30, and can hover in mid-air.

HALLUCINOGENIC SPORES (1+)

PREREQUISITE: LVL 9

Mushroom like pustules form along your body, capable of releasing potent mind-altering spores. While this mutation is active, you may use your action to spend an additional hit dice and release a cloud of spores in a 5-foot radius centered on a point within 20 ft that you can see. Creatures entering the area for the first time or starting their turn there must succeed on a constitution saving throw against your Mutation Save DC or suffer one of the following Effects

- The Target is Confused
- The Target is Charmed by you
- The Target is Frightened of you
- The Target has Disadvantage on attacks that don't include you as a target

This effect lasts for a number of rounds equal to your proficiency bonus. A creature may repeat it's saving throw at the beginning of each of it's turns. On a success, the effect ends.



LIVING HIVE (1+)

PREREQUISITE: LVL 1

Your body becomes host to a seemingly endless swarm of biting, stinging insects, which hatch out from beneath your skin. While this mutation is active, you may use your action to deal piercing damage to yourself equal to your constitution modifier releasing a swarm of biting, stinging insects which fills a 5-foot radius zone centered on a point within 20 ft that you can see.

This swarm lasts for one minute or until you summon an new swarm, and you may use a bonus action on your turn to move it up to 10 ft. Creatures entering the swarm for the first time or starting their within it must make a Dexterity saving throw against your Mutation Save DC, taking 2d6 piercing damage on a failed save or half as much on a successful one.

MONSTROUS CLAWS (1)

PREREQUISITE: LVL 1

Blade like claws of bone or chitin rip themselves out form beneath the flesh of your limb. You gain the following natural weapon:

Claws: Melee weapon, 2d6 slashing

This natural weapon is considered to have both the light and finesse properties.



MUCUS MEMBRANE (1)

PREREQUISITE: LVL 5

While this mutation is active, vile secretions ooze from your pores, covering you in a thick layer of sticky mucus. When you are hit by a melee attack, the attacker must succeed on a dexterity saving throw against your Mutation Save DC or take a -2 penalty to AC and Dexterity Saving Throws, and have its movement speed reduced by half until the end of its next turn.

PHONOMIMICRY (1)

PREREQUISITE: LVL 1

Your mutated vocal physiology allows you to perfectly mimic the cries of others. While this Mutation is active, you can mimic sounds and voices you have heard. Creatures must succeed on an insight check against your mutation save DC to recognize the sounds as false.

MUTABLE FLESH (3)

PREREQUISITE: LVL 5

Your skin becomes oozelike and pliable, able to shift itself into a seemingly perfect disguise. While this mutation is active, You may use an action on your turn to transform your appearance.

You decide what you look like, including your height, weight, facial features, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You cannot appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time while this mutation remains active, you can use your action to change your appearance in this way again.

A creature who sees you may attempt a wisdom saving throw against your Mutation Save DC to recognize your appearance to be as false. A creature who touches the disguise finds your flesh to be slimy and ooze-like, and immediately recognizes your appearance as false.

MYOPIC SPIT (2)

PREREQUISITE: LVL 5

Inky bile pours from glands deep within your throat. While this mutation is active, you may use your action to make the following attack:

Spit Bile: Ranged Weapon 10/20, The target of the attack must succeed on a constitution saving throw against your Mutation Save DC or be blinded until the start of their next turn.

This natural weapon does not require a free hand wield.

NOXIOUS FUMES (3)

PREREQUISITE: LVL 17

Swollen pores across your body emanate noxious fumes powerful enough to make most creatures sick to their stomach. While this Mutation is active, you gain a 5 ft aura of stench. Creatures that move into or begin their turn within this aura must succeed on a constitution saving throw against your Mutation Save DC, or be poisoned until the end of their next turn. A creature that succeeds on this check is immune to this effect for 24 hours.



OCCULAR TUMORS (2)

PREREQUISITE: LVL 5

Strange unseemly eyes sprout from open wounds on your body. While this mutation is active, You cannot be surprised. In addition, each time you take piercing or slashing damage, a new eye opens up from within the wound, granting you a cumulative +1 to perception. For each eye that opens up in this way the DC to critically hit you with an attack is reduced by 1.

PARALYTIC STRIKE (1+)

PREREQUISITE: LVL 13

Needle-like fangs or syringe like claws allow you to inject a paralytic toxin into your prey. While this mutation is active, once per round when you hit with a natural weapon attack against a living creature, you may spend an additional hit dice to force the target of the attack to make a constitution saving throw against your Mutation Save DC. On a failure the creature is paralysed until the end of its next turn.

PEROMONE BLOOM (3)

PREREQUISITE: LVL 13

Strange growths along your skin excrete powerful pheromones capable of instilling both desire and fear. While this mutation is active, your Charisma score increases by 1, and you have advantage on checks made to charm or cause fear.

POLYCEPHALOUS (2)

PREREQUISITE: LVL 5

A horrifying second head boils up from out of your flesh. While this mutation is active, you have advantage on Wisdom (Perception) checks and on Saving Throws against being Blinded, Charmed, Deafened, Frightened, Stunned, or knocked Unconscious. In addition, when you uses the attack action to make a bite attack, you can use a bonus action to make a second bite attack against the same creature.



PREHENSILE TAIL (1)

PREREQUISITE: LVL 1

A long tail capable of complex movements slowly extends from your spine. While this mutation is active, you gain a prehensile tail which is capable of lifting and manipulating objects that do not exceed 5 pounds, making attacks using unarmed strikes or light weapons.

Mutations and features which would alter your hands, such as your Unnatural Weapon Feature, May be applied to the tail instead.

PROJECTILE VOMIT (1)

PREREQUISITE: LVL 1

Glands on your neck swell with toxic puss, allowing you to spit caustic secretions with deadly accuracy. You gain the following natural weapon.

Projectile Vomit: Ranged weapon 20/40, 1d8 + Proficiency bonus Acid

This natural weapon does not require a free hand wield

RAMMING HORNS (1)

PREREQUISITE: LVL 1

Large horns or antlers burst violently from your skull. While this mutation is active, you gain the following natural weapon:

Horns: Melee weapon, 1d8 slashing, or twice as much damage when used as part of a charge attack.

This natural weapon does not require a free hand wield

REGENERATIVE FLESH (4)

PREREQUISITE: LVL 17

Your body heals at an astounding rate, recovering from injuries that should otherwise be devastating. While this mutation is active, you regenerate hit points equal to your Constitution modifier + your Proficiency Bonus at the start of each of your turns. This regeneration does not restore your maximum hit points.

SEDATIVE SPORES (1+)

PREREQUISITE: LVL 13

Fungal Like growths along your body produce a powerful sedative in the form of pollen-like spores. While this mutation is active, you may use your action to spend an additional hit dice and release a cloud of spores in a 5-foot radius centered on a point in range.

Living Creatures entering the area for the first time or starting their turn there must succeed on a constitution saving throw against your Mutation Save DC at the start of each of it's turn or be incapacitated until the end of their next turn. If the a creature fails three saving throws against this effect, it falls unconscious.

SHARPENED QUILLS (1)

PREREQUISITE: LVL 1

Hair along your body sharpens into long needlelike spines. You gain the following natural weapon:

Quills: Ranged weapon 10/20, 2d6 piercing damage.

This natural weapon does not require a free hand wield

SPIDERCLIMB (1)

PREREQUISITE: LVL 5

Tiny Hook-like hairs, or squid-like suckers spread across allow your skin, allowing you to climb difficult surfaces, including upside down on ceilings without needing to make an ability check.

SPINNERET (3)

PREREQUISITE: LVL 9

Strange pores on your body begin to secrete a sticky web-like substance, which can be used to bind and ensnare your foes.

While this mutation is active, you may use an action on your turn to create a mass of thick, sticky webbing at a point of your choice within 20 ft. The webbing may be used to restrain a single target, or to fill a 5-foot cube. The webs are difficult terrain and lightly obscure their area.

Each creature that starts its turn in the webs or that enters them during its turn must succeed on a Strength saving throw against your Mutation Save DC, or be restrained. A creature may Attempt an additional Strength saving throw as an action to attempt to break free of the webs.

The webs last for up to a minute or until burned away by fire. Any creature restrained by the webbing when it is burned takes 2d4 fire damage as the webbing burns away.

STRANGE TENDRILS (2)

PREREQUISITE: LVL 5

Formless tendrils extend out from your body, easily latching onto those who come too close. While this mutation is active, you gain the following natural weapon:

Pseudopod: Melee weapon, 1d6 bludgeoning damage, and the target must succeed on a strength saving throw against your Mutation Save DC or be grappled.

This natural weapon does not require a free hand wield.

TENTACLE (2)

PREREQUISITE: LVL 5

Part of your body warps itself into a writhing mass of tentacles. These tentacles cannot be used to wield any objects or weapons, however while this mutation is active, you may attempt to grapple a target from up to 10 ft away, and may attempt a grapple as part of the two-weapon fighting action, if you have at least one tentacle-set of tentacles free.

You may have a number of instances of this mutation active at one time equal to 1/2 your proficiency bonus. You may have a number of creatures grappled at one time equal to the number of instances of this mutation you have active.

THERMAL VISION (2)

PREREQUISITE: LVL 5

Your eyes are capable of seeing in a spectrum others cannot, sensing heat from living creatures. While this mutation is active, You can see the location and general shape of living creatures even while they are invisible or behind cover. This sight is blocked by 3ft of wood or soil, 1 foot of stone, or one inch of metal.

TOUGHENED HIDE (2)

PREREQUISITE: LVL 1

Plates of dense bone, chitinous scales, or stony crystallized skin make you nearly impervious to attack. While this mutation is active, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier while you are not wearing any armor.



TUMOROUS APPENDAGE (2)

PREREQUISITE: LVL 5

A warped and grasping limb sprouts from your body, granting you a grotesque helping hand. This arm is capable of wielding weapons and manipulating items in the same way as your off-hand, and can work in conjunction with your natural limbs to accomplish tasks such as wielding two-handed weapons.

You may have a number of instances of this mutation active at once equal to 1/2 your proficiency bonus. While you have at least one instance of this mutation active, you have advantage on grapple checks.

UNNERVING TELEPATHY (1)

PREREQUISITE: LVL 1

Your mind warps along with your body, allowing you to project your thoughts onto others. While this mutation is active, you can telepathically speak to any creature within 60 ft. You do not need to share a language to be heard. This communication is one-way, although you are capable of understanding the creature's basic emotional response.

VENEMOUS STRIKE(2)

PREREQUISITE: LVL 9

Venomous glands pulse with a sickening bile. While this Mutation is active, creatures that take Piercing or Slashing damage from your natural weapons must succeed on a constitution saving throw against your Mutation save DC, or become poisoned until the end of your next turn.

VOCAL RESONANCE (2)

PREREQUISITE: LVL 5

A resonating vocal chamber or some other malformation allows you to produce sound loud enough to cause harm. While this mutation is active, you may use your action to make the following attack:

Roar: Each creature in a 10-foot-radius sphere must make a Constitution save against your Mutation Save DC. A creature takes 1d6 thunder damage and is pushed 5 ft on a failed save or, takes half as much on a success.

VICIOUS BITE (1)

PREREQUISITE: LVL 1

A mouth full of needle-like teeth, or a razor-sharp beak grants you the following natural weapon, with which you are considered proficient:

Bite: Melee weapon, 1d8 Piercing

This natural weapon does not require a free hand wield. While you have at least 2 instances of this mutation active, you may use your reaction when hit by a melee attack to make a bite attack against the attacker.

VILE BREATH (1)

PREREQUISITE: LVL 5

Your throat or chest bulges and glows as elemental energy infuses your breath. Choose one of the following damage types: Acid, Cold, Fire, Lightning or Poison. While this mutation is active, you may use your action to spend an additional hit dice and make the following attack:

Breath: Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 damage of the chosen type on a failed save, or half as much damage on a successful one. The damage caused by this mutation increases to 3d6 at 8th level, 4d6 at 14th level, and 5d6 at 20th level.



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NOTES BY THE AUTHOR

The Mutophage has Honestly been one of the toughest projects I have worked on. With something as chaotic and open-ended as mutation, there are just so many options that attempting to organize them in some way was a nightmare, and i spent almost a month on the parasite subclass alone.

The original Idea I had for this class revolved more firmly around choosing permanent mutations that you would only be able to change when you gained a level. But when it came down to it, not only did that make mutations hard to balance, it also meant the class was essentially just a "choose your own melee fighter," allowing the player to simply pick and choose what features they wanted at every level. And to keep them balanced, each level was going to need it's own list.

Ironically, while I was working on this class, Wizards of the Coast released the Symbic Hybrid race as part of their unearthed arcana series, which does just that.

I also had a lot of people suggest that this class should be able to just gain the abilities from the monsters it defeats, or something similar, and believe Me, I tried. But most monster abilities are only balanced for monsters, who are meant to be a challenge for players over the course of a single encounter. When you take those same abilities, and give them to a player, they become very broken, very fast.

In the end I settled for a class that makes use of both permanent and temporary mutations, and tried to provide an extensive list of Possible Mutations. And while the very nature of mutation makes it impossible to provide a comprehensive list of every possible mutation, The mutations I have listed are created with the idea that by combining them in unique ways, you can create almost anything. But just in case, I've tried to provide guidelines below for creating your own, or modifying existing mutations.

CREATING MUTATIONS

While I've tired to make the list of mutations included with this class as comprehensive as possible, there will always be people with new ideas. The guidelines Listed here can be used to help you imagine new mutations of your own.

Option one: Re flavor

There are a number of potential mutations that I decided not to include in this class because mechanically, they provided too similar an effect to something I had already included. One of the first steps to adding a new mutation is to imagine what effect it might have mechanically, and check to see if another mutation already has that effect. For example, a Sharp beak might provide the same sort of attack as the Vicious Maw mutation. or a chameleon-like adhesive tongue might well be represented by the tentacle or pseudopod mutations. In these cases, its as simple as changing the name and description of a mutation that is already there.

Option Two: Collect

While working on this project and others, I have come across some truly astounding documents, such as the Metamorphica, which contain thousands of mutations. If you find a mutation in one of these books that you think would fit your character, just sit down with your DM and discuss what the cost and prerequisites for such a mutation might be.

Option Three: Rework

Reworking existing spells or features from other classes can sometimes be a great way to envision new mutations. While this certainly requires more effort to maintain balance than other options, I cant count the number of times I have slightly tweaked (or overhauled) an existing ability to create something new. Sit down with your DM to discuss what you want out of the mutation, and what might be too powerful. many spells are meant to be limited use, or to last for a very short period of time, so bear that in mind when using them to create new mutations.