Mutagens
Mutate your characters to take the aspect of monsters

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May 2022

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CHAPTER 1: MUTAGENS 101

HAVE YOU EVER FOUGHT A MONSTER and wondered "I wish I had that one ability it used"?. Mutagens allow PCs to extract the essence of monsters and gain a permanent ability. The only catch is that mutating oneself does not come without the risk of harm for the individual, so it is only recommended for the healthier individuals.

USING A MUTAGEN

Mutagens are a refined form of monster bits neatly packaged inside a syringe ready for injection. While the mutation takes a while to activate, when it does the effect is permanent and cannot be removed. If injected by accident, make sure to remove the effect as you would a curse before it activates!

A character can have a number of mutagens **up to their Constitution modifier** with a maximum of 5. When a mutagen is injected, mark it on your character as inactive. Every day at dawn roll a d20 and when you roll a natural 20 the mutagen activates and its effect becomes permanent. If two or more mutagens are inactive at once, when they activate gain a **Disability** instead of activating them (see the Disability table.). If the activated mutagen makes the total number of active mutagens exceed your limit the ability activates along with a **Disability**. In addition, due to potential errors made during the creation process of a mutagen, the effect may also carry a **Malfunction** (see the Malfunction table).

CREATING A MUTAGEN

A mutagen can contain any aspect of a monster that is available on it's monster block, including Legendary and Lair actions. Often the strength of a monster is overwhelming for the body of an everyday character and in such cases only a fraction of the monster's energy resides inside the mutagen. While the following sections provide some general rules, always consult with your DM before determining the power of a mutagen.

To create a mutagen, there are two steps: extracting the creature's components and then refining them into a mutagen.

To extract the components of a creature, roll a **Survival** check with a DC *10 + half the creature's CR*. Take note that this can be performed only once per creature to harvest useable parts.

To create the mutagen you require **Alchemist's supplies** and a sum of **100 gp** *

the creature's CR in various supplies which are consumed upon an attempt. Before attempting the creation, determine the nature of the mutagen you want to create (with the DM's discretion). Creating the mutagen is a three step process including an **Investigation** check to determine the nature of the mutagen, a **Sleight of Hand** check to accurately perform the delicate operation and finally an **Alchemist supplies or Medicine** check (whichever is higher) to finish the refining process. The DC for all 3 rolls is *10 + half the creature's CR*. If two or more rolls succeed, the creation process is successful. If only one roll is successful a flawed mutagen is created, giving the ability along with a malfunction upon use. The flawed mutagen can alternatively be used as a base on a subsequent attempt to gain advantage on one of the three rolls on a mutagen made from the same creature. If no rolls are successful, the process fails destroying all materials in the process.

Creating a Mutagen: An Ancient Black Dragon has a **CR of 21**, so the **DC of the rolls is 20** (10+10.5 rounded down). A player must first succeed on a Survival check to harvest the corpse. On the next long rest, a character with Alchemist's supplies consumes **2100 gp** and attempts to create a Mutagen of it's **Acid Breath**. That player rolls three ability checks for Investigation, Sleight of Hand and Medicine. Due to bad luck he succeeds only one of the three rolls, consuming the monster's parts and 2100 gp and creates a mutagen that gives the following skill (according to the rules of making a rechargeable attack):

Acid Breath. Exhale acid on a 30-foot line. Creatures in range must make a DC 8 + your Constitution modifier + your proficiency bonus Dexterity saving throw or take 3d8 acid damage on a failure or half as much damage on a success. The damage increases when you reach 5th level (7d8), 11th level (10d8) and 17th level (15d8). Can be used once every short rest. Flaw: When the ability is used, treat yourself as an additional target.

A player can inject themselves with the mutagen and when they do, they roll a d20 every day at dawn until they roll a natural 20, activating the mutagen permanently, or a remove curse effect is used on them, removing the mutagen.

ABILITY SCORES

Select one of the creature's ability scores. Increase your ability score by *1+ 1 * the creature's CR/10* not exceeding the original creature's score on the same attribute.

Example: *Mutagen of Ancient Black dragon's Strength.* Increase your Strength by +3 (1 +

21/10 = 3 rounded down) up to a maximum of 27.

BASIC STATS

ARMOR CLASS

Can only be selected if the creature has Natural Armor. Add *1+ 1 * the creature's CR/10* to your Dexterity modifier when determining AC, not exceeding armor restrictions and the creature's base AC

Example: *Mutagen of Ancient Black dragon's Scales.* Gain +3 Dex modifier when determining your AC up to a maximum AC of 22. Cannot exceed +2 when wearing medium armor and has no effect when wearing heavy armor.

HIT POINTS

Gain a number of hit points equal to *1 * the creature's CR/10* for every level of your character. You gain no bonus hit points if you exceed the creature's original hit points. Has no effect on creatures with a CR 9 or lower.

Example: *Mutagen of Ancient Black dragon's Vitality.* Gain +2 hit points per level. The bonus hit points are capped when your total hit points exceed 367.

A barbarian at Level 19 with perfect rolls and a Constitution modifier of +5 with perfect rolls can have 323 + 38 for a total of 361 hit points. If the barbarian had a +6 Constitution modifier instead they would have 342 + 25 hit points instead, reducing the bonus from the mutagen to not exceed 367. When the barbarian levels up to level 20 and increases their hit point maximum by 18 without the mutagen, they would have 360 + 7 hit points, effectively staying at the same hit point total until the bonus of the mutagen becomes zero.

MOVEMENT AND SENSES

If the mutagen's creature has a new form of movement or sense, gain the movement ability. The speed of the new movement ability is the same as your race's base movement speed(usually 25ft or 30ft) while senses have half your base vision (usually 60ft) as long as they don't exceed the creature's range. If you already have the movement/sense the range is enhanced by up to 10ft not exceeding the creature's range.

Example: *Mutagen of Ancient Black dragon's Darkvision.* Gain Darkvision with a range of 30ft. If you already have darkvision gain +10ft range up to a maximum of 120ft.

Example2: *Mutagen of Ancient Black dragon's flight.* Gain flight with a speed of 30ft. If you already have flight gain +10ft range up to a maximum of 80ft.

SIZE

Increase your character's size by one tier uo to the size of the creature.

Example: *Mutagen of Ancient Black dragon's Size.* Increase your size by one tier up to Gargantuan.

Warning: Creatures large and above take up more than one space. Consult with your DM before use!

TYPE

Change your type to the target's creature. Your character visually changes and you are considered to be of both your base type and the creature's type when determining skill effects.

Example: *Mutagen of Ancient Black dragon's Kin.* You are considered dragonkin. Your skin and facial features become slightly draconic. A humanoid creature consuming this mutagen is considered both Humanoid and dragonkin.

RESISTANCES

Damage resistances come in five tiers: vulnerable, neutral, resistance, immunity, absorption. Status effect resistances come in three tiers: neutral, resistant, immune. Increase your resistance to the selected damage type or condition by one tier up to the tier of the creature.

Example: *Mutagen of Ancient Black dragon's Acid immunity.* If you have no resistance to acid damage you become resistant to Acid damage. If you are resistant to acid damage you become immune to acid damage. If you are vulnerable to acid damage remove the vulnerability. If you are immune or absorb acid damage nothing happens.

SKILLS AND SAVING THROWS

If the creature has a bonus on a skill or saving throw that exceeds the base value of it's corresponding ability score, gain proficiency on that skill or saving throw.

PERKS AND ACTIONS

Gain the ability to use a passive perk or understand a language of the creature. As these perks may have many unwanted effects, do so with the DM's discretion.

Legendary Resistance can be obtained as a perk with a maximum of 1 use per day

Perks of the same physical source (e.g. a Fire elemental's Fire Form, Illumination and Water Suceptibility) must be taken all together as a single mutation.

If an effect has more than one use (e.g. a Beholder's Eye Rays) each use case is considered a different perk.

Innate spellcasting

Select one spell that the creature knows. You can use the same spell with the same spellcasting ability and the same number of charges per day requiring no additional components. If the spell has unlimited charges you can use it 5 times per day.

Spellcasting

Select a single level of spell slots from those available on the creature. You gain Spellcasting using the same spellcasting ability, gain the same number of spell slots of the selected level and learn the spells the creature knows of that level. If your character already has spellcasting, treat the mutagen's spellcasting as a separate ability (you cannot use your own spell slots and ability to cast the mutagen's spells and vice versa).

Weapon Attacks

Weapon attacks that use the creature's body can be inherited. Attacks that use external tools or weapons cannot be inherited. The damage dice of the attack remain the same while the hit and damage bonuses are re-calculated based on your stats. Treat your character as proficient with the weapon as well as assign weapon attributes (e.g. finesse, reach) using the DM's discretion.

Multiattack

Each creature has a unique set of attacks when multiattacking (e.g. a claw attack and a tail attack). Multiattack can only be inherited if the character can perform all of the mentioned attacks (e.g. has claws and a tail) and can only be used as an action to perform the same combo.

Rechargeable actions

Some actions either have a chance to recharge per turn or have a set number of casts per day. In these cases, adjust the recharge time using the following table:

Recharge timers

Monster's recharge	PC recharge
Recharge 5-6	Once per short rest
Recharge 6	Once per long rest
X times/day	Once per day

Magical actions

Magical actions include all actions that resemble the activation of spells (e.g. a Beholder's Eye Rays). Magical actions either require a saving throw or spell attack in order to determine their effects. Treat the magical attack's spellcasting attribute the same as the original creature's spellcasting attribute (if it does not have spellcasting take it's highest ability score excluding STR and DEX) and caclulate the spell's attributes similar to calculating a player character's spellcasting (spellcasting score = basic ability score, spellcasting attack = ability score + proficiency, Spell save DC = 8 + ability score + proficiency). If a spell requires rolling dice treat the number of dice rolled with the same scaling as a cantrip, with a base value equal to 25% of the total dice increased by an additional 25% at levels 5, 11 and 17.

Example: *Beholder's Death ray.* (Beholder's highest ability score is INT and it has no spellcasting) Death Ray. The targeted creature must succeed on a DC 8 + INT + proficiency bonus Dexterity saving throw or take (2d10) necrotic damage. The target dies if the ray reduces it to 0 hit points. The damage is increased at 5th (5d10), 11th (7d10) and 17th (10d10) levels.

Legendary actions

Gain one legendary action of the creature. You have the same number of legendary actions available as the base creature which recharge at dawn each day instead of every turn. You can use legendary actions at the end of another creature's turn. If a legendary action requires specific physical attributes (e.g. wings or spellcasting) you are required to have them in order to use it and you do not gain them along the legendary action. If the legendary action includes attacks or saving throws, balance the numbers similar to how you would treat a Magical action.

Lair actions

Gain one Lair action that the creature used. The lair action can only be used once per day and it can only be used during the initiative order as if it had an initiative of 20. When you obtain the ability, select a specific location (e.g. a specific castle, city or dungeon) or a favored terrain as written on the Ranger's rules as your lair. The Lair action can only be used inside your lair. Lair actions have the same restrictions as legendary actions.

Negative effects

Mutations are a risky business that often leaves side effects. Mutagens made by inexperienced users may come with unwanted side effects called **Malfunctions** while mixing two or more mutagens before they activate can lead to permanent **Disabilities**.

A Disability gives a permanent random debuff

to the character. One disability is gained for every mutagen activated that exceeds your constitution modifier and another if two or more inactive mutagens are injected and activated simultaneously. Roll a d8 and consult the disability table to determine the effect of the disability. One disability is removed if your Constitution modifier is increased by one. Alternatively, a disability can be removed by the effects of a Wish spell.

d8	Disability
1	Roll 1d6. Reduce that ability score by 1 (1=STR...6=CHA)
2	You lose 5ft of movement of all types
3	Lose a limb or sensory organ (eye, ear etc.)
4	Retain your gained exp, but treat your character as one level lower
6	Roll a d20. Gain a -3 to the rolled ability score (1=Acrobatics...18=Stealth, 19=Intiative, 20=Passive Perception)
7	Once per day, treat your first natural 20 as a natural 1
8	After every long rest roll a d6. On a 6 gain 1 level of exhaustion.

Malfunctions alter the effects of activating a mutagen. The malfunction's effect depends on the nature of a given mutagen. Permanent effects such as score increases have permanent malfunctions, while activated mutagens, such as learning spells, have a side effect every time they are activated or they recharge. The malfunction is determined upon the creation of a mutagen and cannot be removed or changed, but a creature is aware of the malfunction before injecting it upon inspecting the mutagen. A mutagen with a malfunction can be consumed as a material in the creation of another mutagen made from the same creature and provides advantage on one ability check made to create the new mutagen.

MUTAGEN MALFUNCTIONS

Mutagen	Potential Malfunction
Increase score/proficiency	Option 1: On activation roll a d4. On a 4, reduce the ability score instead Option 2: Lose proficiency on one/all saving throws or ability checks of the same attribute. Option 3: Disadvantage on saving throws/ability checks of the same attribute
Gain ability	Gain a negative effect (e.g. Darkvision -> Bilndness or gain flight -> halve base speed)
Offensive ability/spellcast	When the ability is used, treat yourself as an additional target for the attack
Defensive ability/spellcast	When the ability is used roll a concentration check. On a failure, the target receives a debuff instead (e.g. Stoneskin -> Petrification)
Healing ability	When the ability is used roll a concentration check. On a failure, the target takes damage instead
Rechargeable ability	Option 1: When the ability should recharge (short/long rest) instead roll a d6. The ability recharges only if you roll a 6. Option 2: If you roll a d6 to recharge the ability at the start of your turn, if you roll a 1 the ability becomes unusable until your next long rest.
Legendary/Lair action	You can use the ability normally, but only once. Ever.