

COLLEGE OF MISCHIEF

A BARD SUBCLASS FOR 5E



5E HOMEBREW

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PREFACE

WHY PLAY THIS SUBCLASS

This subclass is different from other bard subclasses that focus on charms, deception, and other charismatic feats. This subclass aims to provide a balanced and easy-to-manage companion system. In our opinion, a good system doesn't require companions to wait outside, leaving them behind, or the headache of finding a qualified NPC nanny while you're away.

WotC has previously printed subclasses that fulfill the companion archetype, but they tend to fall flat, be underwhelming, or miss the mark entirely. Our core goal was to allow PCs to have one companion (or many) that can come and go as needed while ensuring they felt impactful in battle, roleplay, and various other use cases.

CLASS OVERVIEW

FEATURES BY LEVEL

Level	Subclass Features
3rd	Skill Proficiencies
3rd	Mouse-iplication
3rd	Practical Performers
6th	Mighty Mice
14th	Mischief's Mirage

- **Mouse-iplication** : Summon companion mice using your inspiration dice to aid your adventure or best foes in battle.
- **Practical Performers** : Your Mice take on your charismatic traits and can perform to draw in a crowd and gain tips.
- **Mighty Mice** : Your companion Mice grows in strength, you can cast spells from their location, and gains new abilities.
- **Mischief's Mirage** : You can empower your mice with an aura that extends in a 15 foot radius.

WHY WE MADE THIS SUBCLASS

The idea for this subclass actually came from a conversation with my partner about our cat. Our cat covets those toy mice with the little shaky things inside and is always trying to get a willing creature to play fetch with her. Naturally, as a good cat dad, I always carry a handful of mice in my pocket for just this occasion. However, this resulted in our cat harassing me to pull a toy mouse out of thin air like I was magic. Thus, the idea for the College of Mischief was born.





BARD

College of Mischief

COLLEGE OF MISCHIEF

ABOUT THE COLLEGE

Bards of this variety have learned the art of Mouse-O-Mancey. The ability to use inspiring acts to bring a small toy mouse to life. Through the magic of Mouse-iplication, the toy can manifest as one mouse or a group of mice, more commonly called a mischief.

Unlike other disciplines, the College of Mischief is not studied in any academies. Its knowledge is often passed on by bards dwelling in the outskirts through a long line of tradition.

Due to the many stigmas surrounding mice, masters of this craft often relocate to solitude to avoid being rejected, harassed, or possibly exile from higher-class societies. Hence, why it's not commonly practiced and most have never heard of it.

SKILL PROFICIENCIES

Due to your new knowledge of the College of Mischief, you gain proficiency with the **Animal Handling**, **Sleight of Hand**, and **Survival** skills.

MOUSE-IPPLICATION

You gain the ability to use your inspiring acts to bring a toy mouse to life. As a bonus action, you can expend one of your inspiration dice to toss a toy mouse into a space you can see within 20ft and manifest a companion of either a Mouse or a Mischief.

The magical effects end and the toy returns to its original form if any of the following happens: 1-hour passes, if the mouse's hit points drop to 0, you become unconscious, the mice are more than 60ft away from you, or you recast this feature.

Your mice summoned this way can understand you, can communicate with other mice, and respond back to you with simple gestures or mannerisms you understand. They can also perform simple tasks similar to Mage Hand. However, due to their size, the tasks may be slightly limited.

During battle, your Mice are considered allies to you and your companions. Your Mice share your initiative and take their turn directly after yours. Their turn consists of a movement and a single action.

PRACTICAL PERFORMERS

Your charismatic abilities have rubbed off on your mice. They can now perform tricks and feats of amazement which will attract a crowd of onlookers in towns, cities, or settlements. While drawing a crowd you can make one performance check and gain gold equal to your roll as listed in the table below.

PERFORMANCE RESULTS

The example amount is based on a gold-only currency system. Work with your DM to scale this appropriately to your campaign setting.

Performance DC	Amount Tipped	Example Amount
< 5	None	0
5	Very Small	1 - 5
10	Small	5 - 15
15	Medium	15 - 25
20	Large	25 - 50
25	Very Large	50 - 100

MIGHTY MICE

Your knowledge of Mouse-O-Mancey grows to new depths, strengthening your Mice. Your Mice now use the "Mighty" stat blocks. You may also cast spells as though you were in your mouse or mischief's space, but you must use your own senses.

MISCHIEF'S MIRAGE

You've become a master of mischief and honed your skills to a remarkable degree. Once per long rest when you animate a toy mouse with your Mouse-iplication feature can empower your mice with an aura that extends in a 15 foot radius around the mouse or mischief. You may choose one of the following auras:

Charming Distraction : The enchanted presence of your mice distracts and captivates those within the aura. Hostile creatures within the aura have disadvantage on Wisdom saving throws against spells and effects you cast.

Folly's Blessing : Your mice squeak, squeal, and chant a blessing upon surrounding allies. As a bonus action, you may expend one Hit die and grant all allies in the aura $1d8$ temporary hit points plus your charisma modifier. Temporary hit points from Folly's Blessing can only be gained once per long rest.

Mirthful Trickery : Your mice seize the moment and react while the target is preoccupied. Whenever a creature within the aura fails a saving throw against a spell you cast, you can use your reaction to have your mice make a pounce and do $1d4$ slashing damage.

MOUSE

Tiny, Unaligned

Armor Class 8 + Charisma Modifier

Hit Points 1d6 (4) per bard level

Speed 30ft.

Condition Immunities Charmed, Diseased, and Poisoned

Senses Darkvision 30 ft.

Languages Can communicate with other mice, understand you, and respond to you with simple gestures or mannerisms you understand

Shared Stats Has the same ability scores as its summoner. For any of the listed actions, you must use your spell attack bonus or spell save DC as if it was this creature's

Magical Mice For all combat, resistances, damage calculations, or other spell effects the mice are considered magical.

Species Sense When you summon this creature you must choose a species of a mouse from the following:

- Deer - Advantage on perception checks that rely on sounds
- Harvest - Advantage on perception checks that rely on smells
- House - Climb speed of 20 ft
- White-footed - Advantage on checks relating to stealth

ACTIONS

Claws. Spell Attack Bonus : reach 5ft., single target.

Hit: 1 inspiration dice + Charisma Modifier, Slashing Damage

Burdening Bite. Save Spell DC : reach 5ft., single target.

Your Mouse lunges forward and makes a biting attack. The target must succeed a Dexterity saving throw or take 1d8 piercing damage and the next attack against the target has advantage.

MISCHIEF

Tiny, Unaligned

Armor Class 6 + Charisma Modifier

Hit Points 1d8 (5) per bard level

Speed 30ft.

Condition Immunities Charmed, Diseased, and Poisoned

Senses Darkvision 30 ft.

Languages Can communicate with other mice, understand you, and respond to you with simple gestures or mannerisms you understand

Shared Stats Has the same ability scores as its summoner. For any of the listed actions, you must use your spell attack bonus or spell save DC as if it was this creature's.

Magical Mice For all combat, resistances, damage calculations, or other spell effects the mice are considered magical.

Mouse King When the Mischief would be reduced to 0 hit points but not killed outright, it drops to 1 hit point instead. A Mischief can only use this ability once per summon.

ACTIONS

Claws. Spell Attack Bonus : reach 5ft., single target.

Hit: Inspiration dice + Charisma Modifier, Slashing Damage

Tangling Tail. Spell Save DC : reach 5ft., single target.

The target must succeed a strength saving throw or take 1d6 bludgeoning damage and become restrained by the tails of the mischief. At the beginning of the restrained creature's turn, it must try to succeed a strength saving throw to try and free itself.



MOUSE (MIGHTY)

Tiny, Unaligned

Armor Class 8 + Proficiency Bonus + Charisma Modifier
Hit Points 1d8 (5) per bard level
Speed 30ft.

Condition Immunities Charmed, Diseased, and Poisoned
Senses Darkvision 60 ft.

Languages Can communicate with other mice, understand you, and respond to you with simple gestures or mannerisms you understand

Shared Stats Has the same ability scores as its summoner. For any of the listed actions, you must use your spell attack bonus or spell save DC as if it was this creature's.

Magical Mice For all combat, resistances, damage calculations, or other spell effects the mice are considered magical.

Species Sense. When you summon this creature you must choose a species of a mouse from the following, after choosing the species you may pick another benefit from the list that your mouse gains.

- Deer - Advantage on perception checks that rely on sounds
- Harvest - Advantage on perception checks that rely on smells
- House - Climb speed of 20 ft
- White-footed - Advantage on checks relating to stealth

ACTIONS

Claws. *Spell Attack Bonus* : reach 5ft., single target.

Hit: 1 inspiration dice + Charisma Modifier, Slashing Damage

Burdening Bite. *Save Spell DC* : reach 5ft., single target.

Your Mouse lunges forward and makes a biting attack. The target must succeed a Dexterity saving throw, on failure the target takes 1d10 piercing damage and can not use their reaction until your next turn.

Whisker Whip. *Spell Attack Bonus* : reach 5ft., single target.

Hit: The target takes 1d8 damage and the next attack against the target is made with advantage. This effect ends at the start of your next turn.

MISCHIEF (MIGHTY)

Small, Unaligned

Armor Class 6 + Proficiency Bonus + Charisma Modifier
Hit Points 1d10 (6) per bard level
Speed 30ft.

Condition Immunities Charmed, Diseased, and Poisoned
Senses Darkvision 60 ft.

Languages Can communicate with other mice, understand you, and respond to you with simple gestures or mannerisms you understand

Shared Stats Has the same ability scores as its summoner. For any of the listed actions, you must use your spell attack bonus or spell save DC as if it was this creature's.

Magical Mice For all combat, resistances, damage calculations, or other spell effects the mice are considered magical.

Mouse King When the Mischief would be reduced to 0 hit points but not killed outright, it drops to 1 hit point instead. A Mischief can only use this ability once per summon.

ACTIONS

Claws. *Spell Attack Bonus* : reach 5ft., single target.

Hit: Inspiration dice + Charisma Modifier, Slashing Damage

Tangling Tail. *Spell Save DC* : reach 5ft., single target.

The target must succeed a strength saving throw or take 1d8 bludgeoning damage and become restrained by the tails of the mischief. At the beginning of the restrained creature's turn, it must try to succeed a strength saving throw to try and free itself.

Squeaky Screams range 10ft radius.

The mischief lets out an ear-piercing chorus of noise. Until your next turn, no sound can be created within or pass through a 10-foot-radius sphere centered on your mischief. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

You can use this action a number of times equal to half your charisma modifier per summon.



CREDITS

LICENSES & CREDITS

- This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.
- Full Page Watercolor Stains by [/u/flamableconcrete](#)
- PHB Style Template by [Kaiburr_Kath-Hound](#)

CHANGE LOG

You can view the full [change log](#) for this brew on our [website](#).

SPECIAL THANKS

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EXPANSIONS FOR EVERY OCCASION

We truly hope you enjoyed this expansion!

Families & Dragons is a collaborative group project to create new modules, expansions, and homebrews for 5th Edition D&D.

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<https://familiesanddragons.github.io>.



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