

WAY OF THE MISCHIEVOUS HEART



**PUT BEAR TRAPS ON BAR STOOLS, WITH THIS NEW MONK SUBCLASS
FOR THE WORLDS GREATEST ROLEPLAYING GAME.**



CREDITS

Lead Designer: Braydon Fiveash

Special Thanks: Bob Nelson, /r/UnearthedArcana, TheAdventuringGuild

Illustrator: Yosi Saputra

We joined forces once more with Yosi Saputra, who helped to bring this document to life with beautiful artwork. You can find more of their work at: saputras.deviantart.com

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We welcome any feedback you may have, feel free to leave it on the DMsguild page. We also love hearing campaign stories, so please share any fun experiences you have with this subclass, it brings us great joy to hear your tales.



THE CHAOS PLAN

Braydon at B5 homebrews has joined the Chaos Plan game of the Adventuring Guild network. The Chaos Plan is a unique D&D 5e game that pits a rotating roster of adventurers against different challenges. The games are a set of different one-shot style games that piece together in an overarching story. The genius DM and creator of the Adventuring Guild, Bob Nelson, randomizes many factors of these games. This adds a pinch of chaos to every aspect of the adventure, which keeps both the players and the DM on their toes at all times.

The Chaos Plan introductory podcasts are available on *iTunes* and every other great podcast hosting network. The full Chaos Plan episodes will be available on the Adventuring Guild *Patreon*, as listed below. Joining the *Patreon* at the *party member* tier allows you to join the Chaos Plan podcast, and play alongside us here at B5 Homebrews.

You can help support the podcast on *Patreon* at: patreon.com/adventuringguild

The character Braydon will be playing in the Chaos Plan is Danderbin Commonhorn (as pictured), an old halfling man with a the heart of a prankster. Up until recently, he had been working his entire life as a merchant, slaving day in and out to make coin to support himself, his wife, and his struggling business. His wife recently passed away from a terrible sickness, and wished upon him to enjoy his life a little more, and to not be so consumed in his work. Ever since that moment, he has turned a new leaf, and left his previous life behind. He has now set out in the world, to have fun, play pranks, make friends, and spread kindness and joy to all who he encounters.

WAY OF THE MISCHIEVOUS HEART

Monks dedicated to the Way of the Mischievous Heart are known as mischief hearts or prank monks. Monasteries dedicated to this tradition teach their students to go about life in a jovial fashion, and spread joy through simple pranks and gags. These monks play harmless pranks on the innocent of the world, and deadly pranks on those who would harm that same innocence. Monasteries dedicated to this tradition are hard to come by, and operate in complete secrecy to avoid persecution.

WAY OF THE MISCHIEVOUS HEART

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk, in addition to those offered in the Player's Handbook: the Way of the Mischievous Heart.

WAY OF THE MISCHIEVOUS HEART FEATURES

Monk Level Feature

3rd	Bonus Proficiencies, Up To Mischief
6th	Have a Nice Trip, Up to Mischief improvement
11th	Swip-Swap
17th	Friend and Foe

BONUS PROFICIENCIES

When you choose this tradition at 3rd level, you have been taught the intricacies of playing pranks, and have acquired a number of useful skills because of that. You gain proficiency in the Sleight of Hand and Stealth skills if you don't already have them.

UP TO MISCHIEF

At 3rd level, you learn how to quickly execute some of your favorite pranks. You can take the Use an Object action as a bonus action on your turn. For example, you could do one of the following: Spill a bag of ball bearings, pour a flask of oil, spread a bag of caltrops, or attach manacles to one limb of a Small or Medium creature within 5 feet of you, or an object of similar size.

When an object you use requires a creature to make a saving throw, you can replace the original saving throw DC with your ki save DC.

At 6th level, damage you deal with objects counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

HAVE A NICE TRIP

Starting at 6th level, you have mastered the oldest trick in the book, the simple trip. You can use either Strength (Athletics) or Dexterity (Acrobatics) when attempting to shove a creature. If you successfully shove a creature, they are pushed 5 feet away from you and knocked prone.

Additionally, when a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to attempt to shove that creature.

SWIP-SWAP

When you reach 11th level, you have learned to take things that people are holding, and replace them with other objects for hilarious effect. As an action on your turn, if you have at least one hand free you can attempt to disarm a creature within 5 feet of you, forcing it to drop one item of your choice it's holding. You must make a Dexterity (Sleight of Hand) check opposed by their Strength (Athletics) check if they are aware of your presence, or Wisdom (Perception) check if you are hidden from them. If you succeed, the creature drops the object you chose, and you can choose to grab it in one of your free hands.

If you use this feature against a creature you are hidden from, you can spend 1 ki point to replace the object you took with something else. You must be holding the object you want to use as a replacement in one of your hands. A creature may be unaware of this change if the two items are of similar weight and size.

FRIEND AND FOE

At 17th level, you exploit the fact you are a source of entertainment and inspiration for your allies, and a burdening nuisance for your enemies. As an action, you can spend 2 ki point to cast both the *Bless* and *Bane* spells with a range of 60 feet. You can maintain concentration over both spells at once, but you make separate concentration checks for each spell.

