

# Anjol Hillfollower's Recumbent Carpet of Flying

August 4, 2022

Wondrous Item, very rare

This 3 x 5 ft. carpet adjusts to your body's shape and support needs when you sit on it. You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are sitting on it. It has a carrying capacity of one medium sized creature and any gear they can carry and a flying speed of 80 ft.

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# Angkathi's Calming Circlet

August 4, 2022

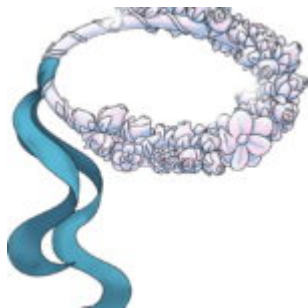
Wondrous Item, common

This silver and amethyst circlet calms the mind, reducing [Startle Amplification](#) by 2 IEs while worn. Because of its calming effect, it also causes a -2 penalty on all initiative rolls while worn.

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# Angélique's Circlet of Empathy

August 4, 2022



Wondrous Item, common

This gossamer blown glass circlet of vines and flowers with ribbons flowing from behind belies its sturdiness. The circlet of empathy allows you to experience the feelings of those within a 5-foot sphere, giving you advantage on Wisdom (Insight) checks in that range. If more people than your Wisdom modifier (minimum 1) are within that range, you have disadvantage on all Constitution saving throws to maintain concentration due to experiencing multiple emotions. When used in conjunction with [Lyssa's Necklace of Remembering](#), it also applies emotions to the recorded memory.

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# Amelia's Depth Perception

August 4, 2022

Wondrous Item, uncommon

This simple wooden-framed monocle was created by a powerful witch after losing sight in one eye. The monocle has 2 charges for the following properties:

**Farsight.** While wearing the monocle, you can expend 1 charge as a bonus action to know the exact distance between you and any person or object that you can see up to 120 feet, and you have advantage on Wisdom (Perception) checks made to determine the distance to a location beyond 120 ft.

**Depth Theft.** While wearing the monocle, you can expend 1 charge as a reaction. When a creature you can see makes an attack roll, you can take away its depth perception, giving it disadvantage on actions within 10 ft. including melee attack rolls, jumping, and anything else dependent on depth perception of nearby objects or locations. It does not affect depth perception or ranged attack rolls beyond 10 ft. The monocle regains all expended charges daily after a long rest.

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# Almasa's Breastplate of Breathing

August 4, 2022

Wondrous Item, common

This royal blue breastplate offers the same protection as the nonmagical equivalent, but when worn, it relaxes the diaphragm to reduce chronic hiccups' IE by 2. Because of this relaxing effect, you cannot speak louder than a whisper or cast spells requiring a verbal component, and because you can't take deep breaths, your ability to hold your breath is measured in rounds instead of minutes.

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# Alaric's Mask of Protection

August 4, 2022



Wondrous Item, uncommon

This mask covers the mouth and nose and, when worn, reduces the IE of disease transmission by 2 in addition to giving advantage to potential targets. While worn, it muffles the wearer's voice, causing a -2 penalty on Charisma (Performance) checks related to singing or speaking and disadvantage on Charisma (Performance) checks when attempting to play an instrument that requires blowing into it.

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# Adsiz's Olfactory Optics

August 4, 2022



Wondrous Item, common

These dark-rimmed spectacles have a nasal cap with bristles attached to the bottom, giving the appearance of a mustache. The bristles detect the particles that most brains process as smells and convert them to colors and patterns. As you use them, you learn to recognize the various patterns and associate them with sources of smells. While wearing these, you also have advantage on Disguise checks.

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## Adriana's Compression Socks of Balance

August 4, 2022



Wondrous Item, uncommon

These knee-high to thigh-high socks are woven from a fine wool and enchanted to cling to your legs tightly. While wearing these

socks, if you fail an ability check or saving throw that would cause you to become prone, you may choose to succeed instead. You may use this feature up to  $1 + \text{your Dexterity modifier}$  (minimum 1) times per day, recharging after a long rest.

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## Aaron's Axles of Agility

August 4, 2022

Wondrous Item, uncommon

These magic axles can be adjusted and installed on nearly any wheelchair by someone with smith's tools or carpenter's tools. Once installed, these axles have 3 charges. While sitting in the wheelchair, you can expend 1 charge as a reaction to dodge without using your action. The axles regain all expended charges daily after a long rest.

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## Appendix 4: Magic Assistance

August 4, 2022



Real-world assistive devices tend to have trade-offs – side

effects, discomfort when used too long, or other drawbacks. Real-world prostheses tend to be designed for a specific function but can't do everything the original would be able to do. The items and spells in this book reflect this reality. This may include a side effect penalty from use, limited uses per day, consumable (like a potion), requires a spell slot, may wear off unexpectedly, must be removed during a long rest, etc. Assistance is just that – it helps, but it doesn't eliminate the disability.

Note: This is just a starting list. Join our newsletter to get updates and frequent exclusive additional items.

Most prostheses and assistive devices don't require attunement slots, because the way they become part of you creates a unique personal attunement apart from magical abilities. Because of this personal attunement, others cannot benefit from their magical qualities unless stated, and assistive attunement takes 1d4 weeks.

## Eye

Replacement eyes can be made of many materials such as glass, metal, or bone. Replacement eyes often have Moisture Deficiency [IE 1]. Any magical lenses or goggles found have 5% chance of being prosthetic eyes instead and will change size to accommodate the amputee.

## Teeth

Replacement teeth take some getting used to. For the first 1d4 days, you may have some trouble speaking, enough that you must succeed on a DC 8 saving throw using your casting ability to successfully cast a spell with verbal components. You may also experience [Mouth Discharge](#) (Saliva) [IE 1] for 1d4 days. You

must remove them during a long rest or succeed on a DC 10 Constitution saving throw to avoid developing a [Rash](#) (Mouth) [IE 1]. Permanent prosthetic teeth are not available in most fantasy settings. Any magic wands found have 5% chance of being prosthetic teeth instead and will change size to accommodate the amputee.

## Ear

Prosthetic ears take the shape of plugs in the ear canal with an external arm that wraps around behind the external ear where available. When you insert them, they adjust in size to fit, although they're still not as comfortable as going without, and wearing them for more than a day without removing at least for a short rest requires you to succeed on a DC 8 saving throw or develop a [Rash](#) in your ear that require healing magic or 1d4 full days without them to heal. Prosthetic ears that require a long rest to recharge must be removed during that long rest.

## Arm/Hand

Due to fit and weight imbalance, prosthetic limbs can cause [Pain](#) (Back), [Arm/Hand Pain](#) ([intact] Arm), [Rash](#), or [Fatigue](#). If you don't remove them during a long rest, you must succeed on a DC 10 Constitution saving throw or add 1 IE of one of those, cumulative per day, until taking two long rests without them. A prosthesis designed to hold a weapon will still have a penalty of -1 per IE on attack rolls with that hand due to the prosthesis's lack of feeling and fine motor control. 5% of magical gloves or gauntlets and 1% of magic rings are prosthetic arms or hands instead and will change size to accommodate the amputee.



# Leg/Foot

Due to fit and weight imbalance, prosthetic limbs can cause [Pain](#) (Back), [Pain](#) ([intact] Leg), [Rash](#), or [Fatigue](#). If you don't remove them during a long rest, you must succeed on a DC 10 Constitution saving throw or add 1 IE of one of those, cumulative per day, until taking two long rests without them. Any magical boots or shoes found have 5% chance of being prosthetic legs or feet instead and will change size to accommodate the amputee.