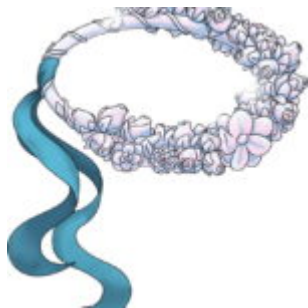


Angélique's Circlet of Empathy

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.

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.

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.

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.

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.

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.

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.

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

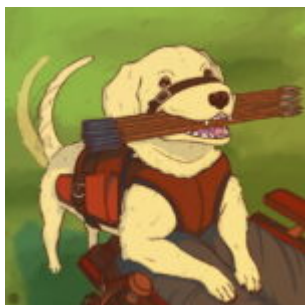
Due to fit and weight imbalance, prosthetic limbs can cause [Pain](#) (Back), [Arm/Hand Pain](#) ([intact] Arm), [Rash](#), or [Fatigue](#). If you don't remove them during a long rest, you must succeed on a DC 10 Constitution saving throw or add 1 IE of one of those, cumulative per day, until taking 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.

Cameo

August 4, 2022



Medium fey (blink dog), lawful good

Armor Class 23 (half plate barding)

Hit Points 99 (18d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)
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Saving Throws DEX +9, CON +7, INT +6

Skills Acrobatics +9, Perception +7, Stealth +9

Senses passive Perception 17

Languages blink dog, understands Sylvan but cannot speak it

Challenge 4 (1100 XP)

Proficiency Bonus +6

Evasive Maneuvering. If Cameo is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, Cameo instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Guiding Support. Cameo gains advantage on Wisdom (Perception) checks to navigate through new locations and crowded spaces.

Keen Hearing and Smell. Cameo has advantage on Wisdom (Perception) checks that rely on hearing or smell.

On The Job. Cameo is immune to being charmed by magical and non-magical means.

Reactive. Cameo can take two reactions per turn instead of one.

Bonus Actions

Maneuvering Protector (3/Short or Long Rest). Cameo can use her bonus action to help her adventuring partner avoid a misstep or potentially dangerous positioning. She can choose one of the following:

- Give her adventuring partner advantage on their next attack
- Give the next enemy to target them disadvantage on their next attack
- Allows her adventuring partner to immediately move up to

half of their movement speed without provoking an attack of opportunity.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

A Calming Presence (6/Long Rest). As an action Cameo exudes an aura in a 30-foot radius around her for one minute. While in this aura, their adventuring partner has advantage on saving throws to become frightened, and they become immune to any illusory magic that would alter their perception of reality such as phantasmal force, hypnotic pattern, or major image.

Teleport (Recharge 4–6). Cameo magically teleports, along with any equipment she is wearing or carrying, up to 40 feet to an unoccupied space she can see. Before or after teleporting, Cameo can make one bite attack.

Reactions

Fetch. Cameo can use her reaction to Dash and pick up an item (a potion, sword, or piece of adventuring gear, for example) and bring it back to her partner. Moving like this does not provoke an attack of opportunity.

Summoning Call (1/Long Rest). Cameo can manifest her will to help her adventuring partner when no one else can. Describe the assistance she seeks, and roll a percentile dice. If Cameo rolls a number equal to or lower than 42, the GM manifests their will to the best of their ability that makes sense for the situation. If the roll fails, Cameo can use her bonus action to try again, adding an additional +10 to the roll. If she is still unsuccessful, she can use her action to attempt again, adding another +10 to the final roll.

If a creature is summoned by this feature, they appear in an unoccupied space within 5 feet of Cameo and obeys any command from her adventuring partner, vanishing after 10 minutes or when the task has been completed, whichever comes first.

Cameo is a trained [Mobility Service Animal](#). She trained at Forged Ahead Academy for 6 months and then was matched with her handler who continued her training. Over time, the team adjusted her training to include individualized aspects of [emotional support](#) to meet the handler's needs.

Emotional Support Animal Class

August 4, 2022

Emotional Support Animals are trained to assist their adventuring partners in dealing with [anxiety, depression](#), and some [phobias](#), as well as other [mental health traits](#). They are distinctly separate from Service Animals and, while may receive some similar training, Emotional Support Animals serve a different but equally important role.

Many different creatures can function and be trained as Emotional Support Animals. A half-giant may rely heavily on his [triceratops](#) partner to ground him in overly stimulating situations, or a [gnome](#) could keep their [flying snake](#) draped protectively around their shoulders, functioning as an anchoring tool. A subterranean elf may have colorful oozes as tactile devices, helping with high anxiety or acting as a focus for tasks for which the adventurer is easily distracted from.

General Emotional Support Animal Features

Getting Started. To create an Emotional Support Animal for your character, first choose a creature stat block. We recommend a creature that is a beast type no more than CR 3, though you may elect to choose a creature one size larger than the player character. Unless otherwise stated, Emotional Support Animals retain their ability scores, actions, and abilities while gaining new abilities as they level and grow with their adventuring partner.

Variant Rule: Customizing Ability Scores. When selecting a stat block for your Service Animal, you can elect to keep the ability's original scores or roll for new stats. Roll 4d6, taking the three highest dice rolls and adding them together. Repeat this five more times. Then assign each totalled number to one of the six ability scores. Alternatively, you can use the standard array 15, 13, 12, 11, 10 and 8, allocating them as previously described.

Keeping Pace. While some creatures can move faster than humanoids, Emotional Support Animals are trained to keep pace with their adventuring partner. Unless otherwise directed, they move at their adventurer's walking speed.

Spells. Your Emotional Support Animal cannot cast spells – though spells with the range of self also affect them – and you may cast touch spells through your Emotional Support Animal.

Combat. While you and your Emotional Support Animal are Soul-Bounded, their job is to assist you while you are adventuring. As such, while they can attack, they generally only do so in self-defense or in the direst of circumstances. They retain all actions, attacks, or abilities listed on their stat block, but will use their turn to support and assist their adventuring

partner before making attacks of their own.

1st Level Features & Above

Proficiencies

Armor: Light Armor (Barding)

Saving Throws: Charisma, Wisdom

Skills: Insight, Medicine, Perception

Soul-Bonded. Starting at 1st level, you and your Service Animal become bonded. Your partnership with each other is the key to becoming successful adventurers. Your Service Animal gains the following benefits:

- Their hit points are equal to your own. You have separate hit point pools, but when you gain a level, your Service Animal's hit points increase to mirror your own.
- Your proficiency bonus is added to the Service Animal's AC, attack and damage rolls, as well as any saving throws and skills they are proficient in.
- The Service Animal uses your initiative while in combat but takes their own actions, bonus actions, and reactions separate from yours.

On The Job. Beginning at 1st level, your Emotional Support Animal has become trained to resist all forms of distraction, both magical and non-magical. They are resistant to being charmed and have advantage on saving throws against being controlled by spells such as Dominate Animal, [Command](#), [Polymorph](#), or similar magic.

Attentive. At 1st level, your Emotional Support Animal has been trained to be in tune with your emotional needs. They gain advantage on Insight (Wisdom) checks to perceive your mood and

can use their reaction to help you steady yourself in stressful or distracting situations, giving you advantage on Wisdom saving throws for the next minute.

Supportive. Starting at 3rd level, your Emotional Support Animal is able to give you comfort when you need it most. As a bonus action on their turn, the Emotional Service Animal can spend one of their hit dice to help you regain hit points. The amount of hit dice that they can use at a given time increases to 2 dice at level 11 and 3 dice at level 17. All other hit dice recovery mechanics apply, and the Emotional Support Animal can only recover half of the hit dice spent on a long rest.

Ability Score Improvement. When your Emotional Support Animal reaches 4th level, and again at 8th, 12th, 16th, and 19th level, they can increase one ability score of your choice by 2, or they can increase two ability scores of your choice by 1. They can't increase an ability score above 20 using this feature.

Evasive Maneuvering. At 6th level, your Emotional Support Animal can nimbly dodge out of the way of certain area effects, such as an [ancient red dragon's](#) fiery breath or an [Ice Storm](#) spell. When subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, the Emotional Support Animal instead takes no damage if they succeed on the saving throw, and only half damage if they fail.

A Calming Presence. Beginning at level 7, your Emotional Support Animal helps you to remain calm when the world feels like it is closing in on you. As an action, the Emotional Support Animal can exude an aura in a 5-foot radius around them for one minute (as if concentrating on a spell). While in this aura, you have advantage on saving throws to become frightened, and you become immune to any illusory magic that would alter your perception of reality such as Phantasmal Force, [Hypnotic Pattern](#), or [Major](#)

Image. This aura extends to 15 feet at level 11 and 30 feet at level 17. The Emotional Support Animal can use this feature a number of times equal to your proficiency bonus, and regain all expended uses at the end of a long rest.

Reactive. Beginning at level 11, your Emotional Support Animal has honed their attentiveness even further. Instead of taking one reaction, they can now take two reactions per turn.

Guiding Support. Starting at 14th level your Emotional Support Animal can assist you by guiding you through new areas and crowded spaces. The Emotional Support Animal gains advantage on Perception (Wisdom) checks to navigate through new locations, choosing the best path to take.

Take It From the Top. At level 18, your Emotional Support Animal is able to bolster your confidence when it comes to difficult tasks. If you fail an ability check or saving throw, they may use their reaction to help you attempt to reroll, using the higher of the two outcomes. The Emotional Support Animal can use this feature a number of times equal to your proficiency bonus, and regain all expended uses at the end of a long rest.