

Vision Subclass

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Vision Service Animals are trained to lead adventurers who are blind or have visual impairments around obstacles and help them navigate through various forms of terrain.

Creatures that can be trained to be Vision Service Animals include, but are not limited to, [blink dogs](#), [owlbears](#), ponies, goats, [flying snakes](#), [pseudodragons](#), [giant lizards](#), etc.

Proficiencies

Armor: Medium Armor (Barding)

Saving Throws: Dexterity, Wisdom

Skills: Perception, Survival

Navigator. Beginning at 3rd level, while within 5 feet of your Service Animal, you can travel stealthily at a normal pace, and gain advantage on Dexterity-based ability checks to navigate difficult terrain.

Got Your Six. Starting at 7th level, while you are within 5 feet of your Service Animal, opportunity attacks against you are made at disadvantage.

Swift. At 14th level, while within 5 feet of your Service Animal, you can double your movement speed for the round. The Service Animal can use this feature a number of times equal to their Constitution modifier (minimum of 1). They regain all uses at the end of a short or long rest.

Shadow Step. Starting at 18th level, your Service Animal can help you evade detection while in dim light or darkness, and reposition you to a more favorable location. Using their action,

the Service Animal can teleport you to an unoccupied space that they can see within 30 feet of you that is also in dim light or darkness. This movement does not provoke an attack of opportunity. Once they use this feature, they cannot use it again until they complete a short or long rest.

Steady Subclass

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Steady Service Animals are trained to provide physical support and assistance with balance and stability to adventurers with mobility disabilities.

Creatures trained to be Steady Service Animals can include, but are not limited to, [owlbears](#), [giant badgers](#), bears, oozes, ponies, [triceratops](#), [griffons](#), hippogriffs, etc.

Proficiencies

Armor: Heavy Armor (Barding)

Saving Throws: Strength, Constitution

Skills: Athletics, Intimidation

Bolster. Starting at 1st level, your Service Animal can provide you support and stability when you need it most. As a bonus action, they may give you advantage on Strength and Constitution saving throws or ability checks that would knock you prone. Your Service Animal can use this feature a number of times equal to their Strength modifier (minimum of 1), and regain all expended uses at the end of a long rest.

Plant. Your Service Animal has trained to plant their feet to resist being pushed or pulled against their will. Beginning at 3rd level, they gain the following benefits:

- Increase their Strength score by 1, to a maximum of 20.
- Gain advantage on Athletics (Strength) checks.

Supportive Protector. At 7th level, your Service Animal provides further support and stability. If you have been knocked prone, they can use their action to help you to your feet, costing you only 5 feet of your movement. They can do this a number of times equal to their Strength modifier (minimum 1) and regain all expended uses at the end of a long rest.

Tough. Beginning at 14th level, your Service Animal's hit point maximum increases by an amount equal to twice your level. Whenever you gain a level thereafter, their hit point maximum increases by an additional 2 hit points.

Steadfast. Starting at level 18, your Service Animal can use their action to push an object 15 feet in any chosen direction, un-crowding spaces around you and providing accessible passage. The object's weight cannot exceed more than your Strength score multiplied by 15.

Once they use this ability, they cannot use it again until they complete a short or long rest.

Mobility Subclass

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Mobility Service Animals are trained to assist adventurers in retrieving items such as weaponry, adventuring gear, and other

items, or pulling wheelchairs.

Creatures that can be trained to be Mobility Service Animals include, but are not limited to, [blink dogs](#), [wolves](#), [goats](#), [giant lizards](#), giant frogs, animated objects, etc.

Proficiencies

Armor: Medium Armor (Barding)

Saving Throws: Dexterity, Intelligence

Skills: Acrobatics, Stealth

Fetch. Beginning at 1st level, your Service Animal can use their reaction to Dash and pick up an item (a potion, sword, or piece of adventuring gear, for example) and bring it back to you. Moving like this does not provoke an attack of opportunity.

Maneuvering Protector. Starting at 3rd level, your Service Animal can help you avoid a misstep or potentially dangerous positioning. Using their bonus action, they can choose one of the following:

- Give you advantage on your next attack
- Give the next enemy to target you disadvantage on their next attack
- Allows you to immediately move up to half of your movement speed without provoking an attack of opportunity.

They can use this feature a number of times equal to their Dexterity modifier (with a minimum of 1) and regain all expended uses at the end of the long rest.

Quick-Footed. At 7th level, your Service Animal's ability to perceive oncoming danger is heightened. While within 10 feet of your service animal, you gain advantage on Dexterity saving throws. This aura extends to 30 feet at level 15.

Sure-Footed. Beginning at 14th level, your Service Animal is able to lead you through dangerous terrain without losing your footing. You both gain advantage on checks made to navigate through difficult terrain, and when you take the Dash action on your turn, difficult terrain doesn't cost you extra movement.

Summoning Call. Starting at level 18, your Service Animal manifests their resolve to help you when no one else can. Once per long rest, as a reaction, they can attempt to project their will, summoning help to your side. Describe the assistance you seek, and roll 1d100. If your Service Animal rolls a number equal to or lower than your level multiplied by 2 + your proficiency bonus, the GM manifests their will to the best of their ability that makes sense for the situation. If the roll fails, your Service Animal can use their bonus action to try again, adding an additional +10 to the roll. If they are still unsuccessful, they can use their 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 the Service Animal and obey any command from the adventurer, vanishing after 10 minutes or when the task has been completed, whichever comes first.

Alert Subclass

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Alert Service Animals are trained to assist adventurers who are deaf or hard of hearing to the presence of people or sounds, help adventurers with disabilities by preventing or interrupting impulsive or destructive behaviors, provide diabetic support, or

assist an adventurer during a seizure.

Creatures that can be trained to be Alert Service Animals include, but are not limited to, imps, owls, flying snakes, pseudodragons, dragon wyrmlings, frogs, lizards, etc.

Proficiencies

Armor: Light Armor (Barding)

Saving Throws: Intelligence, Wisdom

Watchful Protector. Beginning at 1st level, your Service Animal gains proficiency with Insight and Perception. They gain advantage on Perception ability checks to detect hidden creatures within 60 feet of their adventurer. At level 11, they gain expertise in these skills.

Undying Partnership. At 3rd level your Service Animal is able to help you when you are at your most vulnerable. Using their action, they can stabilize you when you have become unconscious, restoring you to 1 hit point. Once they use this ability, they cannot use it again until they complete a short or long rest.

The number of times they can use this ability before a short or long rest increases to 2 at 11th level, and 3 times at 17th level.

Observant. Starting at level 7, your Service Animal is quick to note the details of the surroundings around you, receiving a +5 bonus to their passive Wisdom (Perception) and passive Intelligence (Investigation) scores. Furthermore, they cannot be surprised while they are conscious, and at level 15 grant their adventuring partner a +5 to initiative rolls.

Heightened Perception. Beginning at 14th level, your Service Animal can detect changes and abnormalities around you. As an

action they can extend their awareness for the next hour, gaining one of the benefits below:

- They can detect invisible creatures and sensors within 60 feet of them.
- They can sense the presence of magic within 30 feet of them.
- They can detect the presence of poison and disease within 30 feet of them.
- They can sense other creatures' alignments per the Detect Good And Evil spell

Once they use this ability, they cannot use it again until they complete a short or long rest.

Stalwart Companion. At 18th level, your Service Animal bolsters your resolve when you need it the most. You gain advantage on Death saving throws, and can be restored to 1 hit point when you roll a 19 or 20.

Service Animal Class

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An [owlbear](#) stands resolutely next to their adventuring partner, providing them steady support as the duo navigates treacherous grounds. An [imp](#) keeps an ear out in the surrounding area as they move with their adventuring partner, alert for unusual noises. A [pseudodragon](#) expertly guides their adventuring partner through a bustling city marketplace, vigilant for any and all potential dangers.

Whatever function a Service Animal has been trained to perform,

they are always there, ready to support their adventuring partners through whatever challenges they may face together. A Service Animal is first and foremost a working animal, but also forms a symbiotic bond with their adventuring partner, collaborating as a team to overcome obstacles.

This section is meant to be used as a set of foundational guidelines, and while you may use the subclasses and features here as written, these mechanics are not the “be all, end all”. We hope you can use this tool as a starting point in your adventurer’s journey with an amazing partner. Remember, Service Animals are not automatons, unless your character elects to build one, but living creatures wanting to provide support.

A Working Partnership

Service Animals are neither pets nor battle companions. They are trained to help and support their adventuring partner navigate the world around them in whatever way they need. Service Animals also are distinctly different from **Emotional Support Animals**, providing similar yet different roles. While Service Animals can be trained to be Emotional Support Animals, and vice versa, their primary role as the former is being a supportive working companion to their adventuring partner.

Specialized Training

Though Service Animals can be raised and/or trained specially by their adventuring partner, several training academies do exist to facilitate this need, raising and training various forms of service animals for their important roles. When their basic training is completed, the animal is paired with a partner and receives additional one-on-one training to further hone their skills to their partner’s needs. However, the training does not end there. Both the partner and service animal continue to train

with each other, refining their skills so that the service animal may better help and assist them. The working pair may elect to train alone, or return to the academy to receive further specialized instruction.

Familiars As Service Animals. Due to the nature of familiars in Dungeons & Dragons 5th Edition, per the Find Familiar spell, it is not recommended that they are trained as Service Animals. Familiars are commonly used as tools in combat or scouts, whereas Service Animals are trained to work with their adventuring partner as supportive companions, and non-combative creatures. If a player is insistent upon using their familiar as a Service Animal then that familiar would obey all rules and restrictions listed below in regard to how Service Animals are used during a session. They would function mechanically as a Service Animal first, and a familiar second.

Mix And Matching Subclasses

While this supplement presents four subclasses that your service animal can specialize in, we understand that some service animals may serve multiple functions and encourage you to mix and match features to help create your perfect service animal. Unlike other traditional subclasses, you may choose to multiclass your service animal into an additional service animal subclass upon leveling up. We recommend that you draw from 3 subclasses at a maximum, as more than that would be overwhelming to the animal. A few examples are listed below, as well as a sample write-up of a Service Animal at the end of this section.

You may choose to start in one subclass (ie. [Vision Subclass](#)) and multiclass into another subclass (ie. [Steady Subclass](#)).

Upon level up, you may choose to select a feature from a different subclass, swapping it with the subclass feature that

you would get from your primary subclass. **Example:** Winnie's service animal Lokey, first subclassed into [Mobility](#). When Lokey reaches level 3, instead of taking the Maneuvering Protector feature, she elects for Lokey to take the level 3 [Alert subclass](#) feature Undying Partnership instead.

Alternatively, upon gaining a new feature from their primary subclass, a player could choose to select a feature from another subclass for their Service Animal that is at or below their current level. **Example:** Gregory's service animal Tilapia, just reached level 14. They are a [Vision Service Animal](#), but instead of getting the level 14 Swift feature, the player instead selects the level 3 feature Plant from the Mobility subclass for Tilapia.

You may also use any of the above mechanics to multiclass your Service Animal into the [Emotional Support Animal Class](#), or vice versa. Lastly, since Service Animals are not combat oriented animals, we do not recommend that they multiclass or take levels in any subclasses available to player characters.

A Note on Mobility Service Animals, or Any Service Animal as a Mobility Aid. While the aim of this supplement is not to focus on mobility aids, there is no reason why your service animal cannot also act as your physical mobility aid. Discuss with your GM during a Session Zero, or while planning your character if this is something that you would like to craft into your character design. We recommend looking at building in Feats such as Mounted Combatant, or features like Powerful Build, and custom designing a saddle that would provide support and functionality for your character.

General Service Animal Features

Getting Started. To create a Service Animal for your character, first choose a creature stat block. We recommend a creature that is a beast type no more than CR 3 and of Medium size, though for the Steady subclass, you may elect to choose a creature one size larger than the player character. Some training academies do breed and train rare creatures, including but not limited to small [pseudodragons](#) or dragon wyrmlings, [owlbears](#), or fey creatures such as [blink dogs](#). Unless otherwise stated, Service 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, Service Animals are trained to keep pace with their adventuring partner. Unless otherwise directed, they move at the walking speed of the adventurer.

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

Combat. While you and your Service 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.

***Variant Rule: Distractions.** While Service Animals are trained for a variety of different scenarios, they still may become distracted by random stimuli. A GM may choose to have a service animal make a Constitution saving throw to continue to remain focused on the task at hand. This saving throw starts at 10 and increases by 5 depending on how distracting the situation is. On a failure, the adventurer must spend their bonus action to regain their Service Animal's attention. If the animal fails by 5 or more, the adventurer must spend their full action instead.*

1st-Level Features & Above

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.
- At level 15, the Service Animal gains proficiency in Constitution saving throws. If they already have proficiency, they gain expertise instead.

On The Job. Beginning at 1st level, your Service Animal has become trained to resist all forms of distraction, both magical and non-magical. They are immune to being charmed, and cannot be controlled by spells such as Dominate Animal, [Command](#), [Polymorph](#), or similar magic.

Service Animal Specializations. At 1st level, your Service Animal chooses a specialization that reflects the nature of their training to assist you in your travels. The Service Animal's specialization grants them additional features at 3rd, 7th, 14th, and 18th level.

Ability Score Improvement. When your Service 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 Service 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 they are subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

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

Rally. Starting at 20th level, your Service Animal can boost your resolve when you need it the most. As a bonus action, they exude a bolstering aura within 5 feet of you. Until the start of your next turn, you have a +5 to your AC, and you can add 1d8 to your next ability check, saving throw, or attack roll. They 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.

Appendix 3: Service Animals

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- [Service Animal Class](#)
- [Alert Subclass](#)
- [Mobility Subclass](#)
- [Steady Subclass](#)
- [Vision Subclass](#)
- [Emotional Support Animal Class](#)
- [Cameo](#)

Nausea

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You feel nauseated and will vomit if you fail a DC 8 + (IE) Constitution saving throw, which will leave you incapacitated

for 1d4 rounds.

Toxic Shock

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With this specific form of [Infection](#), you experience 2d4 of the following (Choose or roll 1d12, duplicates increasing the IE by 1): [Fever](#), [Head and Neck Pain](#) (Head), [Fatigue](#), [Rash](#) (Body), [Fainting](#), [Nausea](#), [Diarrhea](#), [Pain](#) (Muscles), [Confusion](#), [Shock](#), [Shortness of Breath](#), and/or [Heart Palpitations](#). Infection begins at IE 1. Each day, you must succeed on a DC 9 + (IE) Constitution saving throw. On failure, the IE increases by 1. On success, it decreases by 1. If you roll exactly the number needed, the IE remains unchanged. A successful DC 10 + (IE) Wisdom (Medicine) check by someone helping you gives you advantage on one Constitution saving throw. When the IE increases above 4, you begin to make death saves once per day. If you succeed on three death saves, you return to IE 4 Toxic Shock. On three failures, you experience [Organ Failure](#).

Thrombosis

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Blood clots can occur nearly anywhere in the body but are most common in the legs. If you have a blood clot in an organ, use the rules for [Organ Failure](#). When you have a blood clot, the

area around it may swell, turn slightly red or blue, and feel warm or itchy. You will also experience [Pain](#) (Affected Area) starting with IE 1 and increasing by 1 every 1d8 days until dissolved. You must succeed on a DC 15 + (IE) Constitution saving throw to reduce the IE. When the IE reaches 0, the blood clot is dissolved. A successful DC 12 + (IE) Wisdom (Medicine) check will treat a blood clot, giving advantage on the Constitution saving throw. If the IE increases above 4, the limb will need to be amputated, or it may travel to an organ, resulting in [Organ Failure](#).

Shock

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When experiencing extreme mental or physical trauma, your blood pressure may drop while your body releases adrenaline, resulting in physical shock. In addition to subtle physical appearance changes (pale, blue or ashen skin, clammy skin, and/or enlarged pupils), you experience 2d4 of the following (IE 1): [Heart Palpitations](#), [Shortness of Breath](#), [Nausea](#), [Weakness](#), [Fatigue](#), [Dizziness](#), [Fainting](#), [Baseless Emotion](#) (Restlessness), [Baseless Emotion](#) (Panic). The IE will increase by 1 every minute until you lay prone for 1d20 minutes per IE. Once prone, the IE will decrease by 1 every time you succeed on a DC 10 Constitution saving throw, which you can attempt every hour. A successful DC 10 + (IE) Wisdom (Medicine) check by someone helping you gives you advantage on one Constitution saving throw per day until recovered. If the IE increases above 4, you become unconscious and must begin making death saves.