

Leggo's Lexical Lenses

November 18, 2022

Wondrous Item, common

These ivory-framed spectacles help you read text that is inaccessible to you. While wearing these, any written words that you see appear to change their font, size, and layout to make them easier for you to read, reducing the Impact Extent of [Dyslexia](#) and other traits involving word shape or placement by 2. The lenses will transliterate words written in an alphabet that you can't read but not translate them. These lenses have 1 charge.

While wearing them, you can use an action to expend the charge and cast the [Comprehend Languages](#) spell. The lenses regain their charge daily after a long rest. Wearing them in environments with a lot of words (e.g., libraries) can disorient you as words constantly morph around you. You have a -2 penalty on all Wisdom (Perception) checks in such environments while wearing the lenses.

Learning Difference

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You have trouble processing information in certain ways, making learning via those methods more difficult. Choose or roll on the following table. If you have multiple traits, you may choose [Attention Difference](#), [Sense Processing Difference](#), or [Language Processing](#) (Dysgraphia) or more than one Learning Difference as one or more of the others.

Generate Learning Difference

d20	Learning Difference
1-5	Dyscalculia
6-17	Dyslexia
18	Dysorientia
19-20	Visual Processing

- **Dyscalculia.** You have difficulty understanding numbers, arithmetic facts, and processing mathematical problems into equations. You have a -(IE) penalty on all mathematical ability checks.

Variant Rule: More Dice, Less Math

To reduce the amount of math calculations, when your trait requires you to add or subtract the IE from the die roll, you can instead roll 1d6. If you roll at or under your IE, make your ability check with advantage/disadvantage. (e.g., You have Dyscalculia (IE 2) and need to make an Intelligence check to solve a math problem. Roll 1d6: 1-2, roll the Intelligence check with disadvantage; 3-6, roll the Intelligence check normally.)

- **Dyslexia.** You have difficulty accurately reading words. Reading or preparing a spell from a spellbook takes you an additional (IE) × 20% of the standard time unless you have

someone assisting you by reading it to you.

- **Dysorientia.** You have difficulty determining directions, distinguishing right and left, and navigating to avoid getting lost. You have a $-(IE)$ penalty on all Wisdom (Survival) checks to avoid getting lost, and preparing a spell with somatic components from a spellbook takes you an additional $(IE) \times 20\%$ of the standard time as you practice the movements in the correct direction. If someone helps you prepare those spells, the extra time reduces to $(IE) \times 10\%$.
- **Visual Processing.** You have difficulty understanding and using visual information, including judging physical distances, differentiating between similar letters or objects, and understanding spatial relationships. You have a $-(IE)$ penalty on all ranged attack rolls and Wisdom (Investigation) checks. Preparing a spell from a spellbook takes you an additional $(IE) \times 20\%$ of the standard time unless you have someone assisting you by reading it to you.

Real-world Examples

Dyslexia, Dyscalculia, Directional Dyslexia, Visual Processing Disorder, Irlen Syndrome

Assistive Options

Wearing asymmetrical clothing or jewelry can help with Dysorientia, reducing the spell preparation penalty by half. Using a map reduces the Disorientia Wisdom (Survival) penalty by 1. Sunglasses with yellow tinted lenses may reduce Dyslexia IE by 1 while worn.

Magical Assistance

The [Comprehend Languages](#) spell can be used for known languages to eliminate the reading penalty for the duration, but note that the caster must touch the printed words.