

Blinded

- The creature cannot see.
- The creature moves at half speed.
- Attacks against the creature have advantage, and the creature's attacks have disadvantage.

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Deafened

- The creature can't hear anything. As a result, anyone attempting to sneak up on the creature succeeds automatically, unless it has a chance to see them or sense them through some other ability.

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Ethereal

- Creature exists in Ethereal Plane. Spectral appearance.
- The creature takes only half damage from non-ethereal sources and deals only half damage to non-ethereal targets. Neither effect applies to force damage.
- Creature can pass through creatures & objects., but is blinded when doing so.

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Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any speed bonus.
- The condition ends if the Grappler is **incapacitated**.
- The condition also ends if an effect removes the grappled creature from the reach of the Grappler or Grappling effect.

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Incapacitated

- An incapacitated creature can't take actions or reactions.

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Invisible

- The creature is impossible to see. For the purpose of hiding, it is heavily obscured. The creature can still be detected by the noise it makes or the tracks it leaves.
- Attacks against the creature have disadvantage.

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Charmed

- The creature cannot attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any check to interact socially with the creature.

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Frightened

- The creature has disadvantage on checks and attacks while the source of its fear is within line of sight.

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Poisoned

- A poisoned creature has disadvantage on Attack rolls and Ability Checks.

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Intoxicated

- The creature has disadvantage on attacks & checks.
- To cast a spell, the creature must first succeed on a DC 10 Constitution check. Otherwise, the spellcasting action is wasted, but the spell is not.
- Damage against the creature is reduced by 1d6.

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Paralyzed

- A paralyzed creature is **incapacitated** & can't move or speak.
- The creature automatically fails Strength & Dexterity saves.
- Attack rolls against the creature have advantage.
- Any Attack that hits the creature is a critical hit if the attacker is within 5 feet.

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Petrified

- Creature is transformed, along with any object it is wearing or carrying, into a solid inanimate substance.
- The creature is **incapacitated** & **paralyzed**.
 - Resistance to all damage.
 - Immune to poison & disease, those already in its system is suspended, not neutralized.

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Prone

- The creature's only movement is to crawl, unless it stands up.
 - The creature takes a -2 penalty to attack rolls.
 - Any melee attack against the creature has advantage, whereas any ranged attack has disadvantage, unless attacker is within 10ft.
- Standing up** takes more effort & costs movement equal to half your speed.

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Restrained

- Creature's speed is 0, & can't benefit from speed bonuses.
- Attacks against the creature have advantage, and the creature's attacks have disadvantage.
- The creature has disadvantage on Dexterity saving throws. A restrained creature is usually entangled, ensnared, or otherwise caught

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Stunned

- The creature is only semiconscious and cannot move or take actions.
- The creature automatically fails Strength and Dexterity saving throws.
- Attacks against the creature have advantage.

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Unconscious

- The creature drops whatever it's holding and falls prone.
- The creature cannot move, take actions, or perceive its surroundings.
- The creature automatically fails Strength and Dexterity saving throws.
- Attacks against the creature have advantage.

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Exhaustion

Level I

Your muscles are sore and your eyelids grow heavy. You have **disadvantage on ability checks**.

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Exhaustion

Level II

Your legs feel like they weigh more than you do. You have **disadvantage on ability checks, and your speed is halved**.

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Exhaustion

Level III

Your weapon feels like a ton of metal. You have **disadvantage on ability checks, your speed is halved, and you have disadvantage on saving throws & attack rolls**.

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Exhaustion

Level IV

It feels as if gravity is pushing your body to the ground. You have **disadvantage on ability checks, your speed is halved, you have disadvantage on saving throws & attack rolls, and your hit point max is halved**.

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Exhaustion

Level V

It's starting to feel like every breath you take requires all your strength. You have **disadvantage on ability checks, your speed is reduced to ZERO, you have disadvantage on saving throws & attack rolls, and your hit point max is halved**.

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Dying

Death Save

You feel death approaching.
When you have three of these
cards, you are dead.

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Stabilizing

Death Save

Your vision fades and then
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