

STATUS AILMENTS

Bleeding

If a creature fails a constitution saving throw against a severing weapon's hemorrhaging DC, then the creature is considered to be bleeding. If the bleeding creature moves during its turn, it immediately takes true damage equal to $\frac{1}{2}$ of the damage dealt by the blow which caused the bleeding. The bleeding stops after 1 minute, or if the creature takes no movement action for 3 turns in a row.

Blinded

A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

Cursed (level 1)

The first stage of curse plants seeds of doubt in the target's mind. The target gains vulnerability to radiant damage, and healing effectiveness is halved.

Cursed (level 2)

At the second stage of curse, the creature begins to lose its sanity; the target gains disadvantage on all Intelligence, Wisdom, and Charisma ability checks and saving throws.

Cursed (level 3)

At the third stage of curse, black crystals begin to protrude from the creature's body; the target gains vulnerability to dark damage and its maximum hit points is halved.

Cursed (level 4)

At the final stage of curse, the target is wreathed entirely by black crystals and instantly dies. A creature killed by curse cannot be revived through any means.

Deafened

A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhausted

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to exhaustion. Exhaustion is measured in six levels, and the effects stack as one progresses up each level. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink that day.

Exhausted (cont.)

Level 1: Disadvantage on ability checks

Level 2: Speed halved

Level 3: Disadvantage on attack rolls and saving throws

Level 4: Hit point maximum is halved

Level 5: Speed reduced to 0

Level 6: Death

Frightened

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

Frostbitten

A frostbitten creature gains vulnerability to bludgeoning, piercing, and cold damage, but is resistant to fire damage. Its speed is reduced by 10ft and it has disadvantage on dexterity ability checks and saving throws. Frostbite is cured if the creature takes fire damage or is in a warm location for 10 minutes.

Grappled

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. 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.

Ignited

The target is on fire and takes 1d10 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Incapacitated

An incapacitated creature cannot take any actions or reactions.

Invisible

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

A paralyzed creature is incapacitated and can't move or speak. The creature automatically fails strength and dexterity saving throws. Attack rolls against the creature have advantage. Any melee attack that hits the creature is a critical hit.

Petrified (level 1)

At the beginning stages of petrification, the target's joints begin to lock up and harden; the creature's speed is halved, and it cannot perform any reactions.

Petrified (level 2)

During the intermediate phase of petrification, the creature's body partially turns into stone. The creature's speed is reduced to 0, and it can only perform 1 action or bonus action during its turn.

Petrified (level 3)

At the final stage of petrification, the creature and any nonmagical items it is holding completely transforms into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

A poisoned creature has disadvantage on attack rolls, ability checks, and constitution saving throws.

Prone

A prone creature's only movement option is to crawl, unless it stands up (which takes up half of its movement) and thereby ends the condition. The creature has disadvantage on attack rolls. Melee attack roll against the creature has advantage, while ranged attack rolls have disadvantage.

Restrained

restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on dexterity saving throws.

Stunned

A stunned creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails strength and dexterity saving throws. Attack rolls against the creature have advantage.

Toxic Poisoned

A toxic poisoned creature has disadvantage on attack rolls, ability checks, and constitution saving throws. It also takes 1d6 poison damage at the end of each of its turn until cured.

Unconscious

An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails strength and dexterity saving throws. Attack rolls against the creature have advantage. Melee attacks that hit the creature are an automatic critical hit.