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| <div> <div>Blinded</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ 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. </div> | <div> <div>Charmed</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ 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. </div> | <div> <div>Deafened</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ A deafened creature can't hear and automatically fails any ability check that requires hearing. </div> |
| <div> <div>Frightened</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ 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. </div> | <div> <div>Grappled</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ 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 (see the condition). ◆ The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the <i>thunderwave</i> spell. </div> | <div> <div>Incapacitated</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ An incapacitated creature can't take actions or reactions. </div> |
| <div> <div>Invisible</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ 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. </div> | <div> <div>Paralyzed</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ A paralyzed creature is incapacitated (see the condition) and can't move or speak. ◆ The creature automatically fails Strength and Dexterity saving throws. ◆ Attack rolls against the creature have advantage. ◆ Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature. </div> | <div> <div>Petrified</div> <div>Condition</div> <ul style="list-style-type: none"> ◆ A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. ◆ The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. ◆ Attack rolls against the creature have advantage. ◆ The creature automatically fails Strength and Dexterity saving throws. ◆ 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. </div> |

Poisoned

Condition

- ◆ A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

Condition

- ◆ A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- ◆ The creature has disadvantage on attack rolls.
- ◆ An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

Condition

- ◆ A 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

Condition

- ◆ A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- ◆ The creature automatically fails Strength and Dexterity saving throws.
- ◆ Attack rolls against the creature have advantage.

Unconscious

Condition

- ◆ An unconscious creature is incapacitated (see the condition), 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.
- ◆ Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.