

All Markers

Updated 12th May 2020

(Folder)

Conditions:

- Bleeding Out (Essentials)
- Blinded (Essentials)
- Deafened (Essentials)
- Exhausted (Essentials)
- Grappled (Essentials)
- Incapacitated (Essentials)
- Invisible (Essentials)
- Paralyzed (Essentials)
- Petrified (Essentials)
- Poisoned (Essentials)
- Prone (Essentials)
- Restrained (Essentials)
- Stunned (Essentials)
- Confused (Set2)
- Unconscious (Set2)
- Charmed (Essentials)
- Frightened (Essentials)
- Possessed (Set3)

Combat:

- Bleeding Out (Essentials)
- Concentration (Essentials)
- On Fire (Set1)
- Flying (Set1)
- Stabilized (Set2)
- Dodge Action (Set2)
- Reaction Used (Set2)
- Holding Action (Set3)
- Summoning (Set3)

Spells:

- Banned (Set1)
- Divine Favor (Set1)
- Mage Armor (Set1)
- Hunter's Mark (Set1)
- Mirror Image (Set2)
- Highlighted (Guiding Bolt / Fairy Fire) (Set2)
- Hexblade's Curse (Set2)
- Hex (Set2)
- Hasted (Set2)
- Blur (Set2)
- Sanctuary (Set2)
- Blink (Set2)
- Armor of Agathys (Set3)
- Blessed (Set3)
- Enhance Ability
 - o Bear's Endurance (Set3)
 - o Bull's Strength (Set3)
 - o Cat's Grace (Set3)
 - o Eagle's Splendor (Set3)
 - o Fox's Cunning (Set3)
 - o Owl's Wisdom (Set3)
- Spirit Guardians (Set3)
- Shield of Faith (Set3)
- Truesight / Detect Magic / See Invisibility (Set3)
- Warding Bond (Set3)

Race Related:

- Shifted (Shifter) (Set2)
- Shell Defense (Turtle) (Set3)

Class Related:

- Symbiotic Entity - Druid (Set1)
- Raging - Barbarian (Set2)
- Inspired - Bard (Set2)
- Ancestral Protectors - Barb (Set3)
- Compelled Duel - Fighter (Set3)
- Insightful Fighting - Rogue (Set3)
- Slayer's Prey - Ranger (Set3)

Miscellaneous:

- Cause of Fear (Set2)
- Advantage (Set2)
- Disadvantage (Set2)

Use only for private games, not commercially.

Suggestions and questions are appreciated.

Contact me at jinxshadow8086@gmail.com or on Reddit at [u/JinxShadow](https://www.reddit.com/user/JinxShadow)

Show your gratitude by sending a tip to my PayPal at the same email address.