

CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class power, a proficiency, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't. The following definitions specify what happens to a creature while it is subjected to a condition.

GENERAL RULES FOR CONDITIONS

The following rules apply to all conditions, except where otherwise noted:

- A condition that prevents a creature from casting spells also prevents the creature from using spell-like abilities that require one full round or more, and from using scrolls.
- A condition that prevents a creature from moving also prevents the creature from taking actions in lieu of moving, such as standing up from being knocked down, sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.
- A condition that prevents a creature from attacking also prevents the creature from taking actions in lieu of attacking that could not be taken as actions in lieu of moving, such as drinking a magic potion, lighting a torch, using a magic item, or turning undead.

ESCAPING FROM THE GRABBED AND RESTRAINED CONDITION

The grabbed, grappled, and restrained conditions can be ended with a successful escape.

When attempting to escape from being grabbed or grappled, a creature has two options. First, it may attempt to slip free with a saving throw versus Paralysis. Second, it may attempt to break free with a proficiency throw to open doors. If the creature has Contortionism proficiency, it gains a +4 bonus on either throw. If the creature is grabbed, grappled, or restrained by a large or imposing creature, it may suffer a penalty on this throw. In either case, if the throw succeeds, the creature has escaped.

When attempting to escape from being restrained, a creature may in some cases have the option to slip free or break free, as above. Sometimes the creature may also or instead have the option to cut free by, e.g., slashing off the tentacle which is restraining it. To cut itself free, a creature must successfully deal a particular amount of damage (noted in the monster's description) to the creature or appendage that has restrained it.

LIST OF CONDITIONS

BLINDED

- A blinded creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.
- A blinded creature suffers a -4 penalty to all attack throws.
- A blinded creature has its movement rate reduced to ¼ its normal rate.

CHARGING

- A charging creature gains a +2 bonus to melee attack throws, but a -2 penalty to its Armor Class.
- A charging creature equipped with an appropriate weapon or natural weapon will deal double damage.
- The condition is ended on the creature's next initiative.

CHOKING/VOMITING

- A choking/vomiting creature cannot attack, cast spells, move, or speak. However, it can still defend itself (it is not **vulnerable**).

CONCENTRATING

- A concentrating creature is able to sustain a continuous spell or effect which requires concentration.
- The condition is ended immediately if the creature takes damage or fails a saving throw.
- The condition is also ended immediately if the creature attacks, casts a spell, moves more than one-half its combat movement distance during a round, moves more than one-half its exploration movement rate during a turn, or moves more than one-half its wilderness movement rate during a day. Taking an action in lieu of moving, however, does not end the condition.
- If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

CONCENTRATING AND STATIONARY

- A concentrating and stationary creature is able to sustain a continuous spell or effect which requires stationary concentration.
- The condition ends if the creature takes damage or fails a saving throw.
- The condition also ends if the creature attacks, casts a spell, or moves, or takes an action in lieu of moving.
- If a concentrating creature is mounted, use the mount's movement rates in lieu of the concentrating creature's movement rates to determine whether the condition is ended. If a concentrating creature is standing on a vehicle controlled by others (such as a ship), ignore the vehicle's movement and use the creature's movement rates across the vehicle to determine whether the condition is ended.

DEAFENED

- A deafened creature is easy to sneak up on, and suffers a -2 penalty to surprise rolls.
- Due to its inability to hear itself, a deafened creature has a -4 penalty on ceremony throws and spellsinging throws.
- A deafened creature has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word.

ENGAGED

- An engaged creature may not move except (1) as part of an overrun, (2) to perform defensive movement, or (3) to take one of the following actions in lieu of moving: sheathing one weapon and drawing another, readying or loosing a shield, picking an item off the ground, or retrieving an item from a pack or sack.
- The condition ends immediately when the creature is no longer within 5' of an opponent that is not helpless.

EXHAUSTED

- Exhausted creatures may not run or charge.
- The condition is ended when the creature rests for one turn (10 minutes).

FATIGUED

- Fatigued creatures suffer a cumulative -1 penalty on attack throws, proficiency throws, and damage rolls per day until the condition ends.
- The condition is ended when the creature rests as its major activity for a day.

FEEBLEMINDED

- A feeble-minded creature cannot attack, cast spells, speak coherently, or understand complex instructions.

FRIGHTENED

- A frightened creature cannot attack, cast spells, or speak (except to make exclamations of peril and warning such as “DRAGON!” or “Flee for your life!”).
- A frightened creature will run from the source of its fear at its full movement rate until the condition ends.
- If a frightened creature cannot flee, it cower in terror. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the condition ends. However, it is not **vulnerable**.
- An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement.

GRABBED

- A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape.
- While a creature is grabbed, the opponent which grabbed it can automatically deal damage on its initiative each round to the grabbed creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever natural weapon it has used to grab the creature. A grabbed creature still receives a saving throw against any special effects of the attack (such as poison, etc.).
- While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grabbed creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grabbed creature is at least one size category smaller than the opponent.
- A grabbed creature also has the **vulnerable** condition while it is grabbed.
- The grabbed condition is ended immediately when the grabbed creature escapes or when the creature which grabbed it releases it.

GRAPPLED (AKA GRABBED BY WRESTLING)

- A grappled creature cannot attack, cast spells, move, or take any other action except to attempt to escape.
- While a creature is grappled, the opponent which grappled it can perform a brawl, force back, disarm, or knock down action each round without having to make an attack throw so long as the grapple continues. The opponent still receives a saving throw.
- While a creature is grappled, the opponent which grappled it can move (bringing the grappled creature with it), but the grabbed creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the grappled creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the grappled creature is at least one size category smaller than the opponent.
- A grappled creature also has the **vulnerable** condition while it is grabbed.
- The grappled condition is ended immediately when the grappled creature escapes or when the creature which grappled it releases it or performs a force back or knock down.

GYRATING

- A gyrating creature is highly unstable and has difficulty moving. If a gyrating creature has a surface it can push against, it can move at ½ its normal movement rate. If the target does not have a surface it can push against, it cannot move at all. It can take actions in lieu of moving without penalty, however.
- A gyrating creature suffers a cumulative penalty to its attack throws each time it attacks. . Its first attack throw will suffer a -1 penalty, its second a -2 penalty, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the target creature to begin again at -1.

HELPLESS

- A helpless creature cannot attack, cast spells, or move, or take actions in lieu of attacking or moving.
- A helpless creature gains no benefit to its AC from its shield (if any).
- A helpless creature can be **ambushed** or **backstabbed** by creatures capable of doing so.
- All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.
- Melee attack throws against helpless creatures automatically hit if the If the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

INFURIATED

- An infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the animal has no eligible targets, it will wait motionless in seething fury until a target presents itself.
- An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage.
- An infuriated creature is immune to fear and ignores morale rolls.
- An infuriated creature cannot speak.

MESMERIZED

- A mesmerized creature cannot attack, cast spells, move, or speak.
- A mesmerized creature can still defend itself (e.g. it is not **vulnerable**).

NAUSEATED

- A nauseated creature cannot attack, cast spells, or speak.
- A nauseated creature can move away from the source of nausea, but cannot otherwise move or take actions in lieu of moving.
- A nauseated creature can still defend itself (e.g. it is not **vulnerable**).

PARALYZED

- A paralyzed creature is **helpless** (as above).
- A paralyzed creature cannot speak.

PETRIFIED

- A petrified creature is **helpless** (as above).
- A petrified creature cannot see, hear, smell, taste, touch, speak, or think.
- A petrified creature does not age, and is immune to all enchantments and transmogrifications except **stone to flesh**, and to all death spells except **disintegrate**.
- A petrified creature is damaged as a stone structure. It has 1shp per 2,000lbs, rounded up.

PRONE

- A prone creature can move, but only to crawl at a movement rate of 5', to take an action in lieu of moving, or to end the condition by using an action in lieu of moving to stand up.
- A prone creature that is engaged is subject to the movement restrictions of being engaged, so it can only crawl if using defensive movement, and cannot stand up in lieu of moving.
- A prone creature can attack, but suffers a -4 penalty on its attack throws. A prone creature can stand up in lieu of attacking.
- A prone creature can be **backstabbed** by creatures capable of doing so.
- Attack throws against prone creatures gain a +2 bonus, or a +4 bonus if the attacker **backstabs** the stunned creature. The stunned creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **backstab**.
- The condition is ended immediately when the creature stands up.

RECUPERATING

- A recuperating creature cannot be healed above 1 hit point.
- A recuperating creature cannot attack or cast spells.
- A recuperating creature has its movement rate reduced to ¼ its normal rate.
- The condition is ended when the recuperating creature has recuperated for the required number of days.

RESTRAINED

- A restrained creature cannot move, but can still attack, cast spells, take actions in lieu of attacking, or attempt to escape.
- The opponent which restrained the creature can automatically deal damage on its initiative each round to the restrained creature without having to make an attack throw. Doing so counts as the opponent's attack with whatever special natural weapon it used to restrain the creature. The restrained creature still receives a saving throw against any special effects of the attack (such as poison, etc.).
- A restrained creature also has the **vulnerable** condition while it is restrained.
- Sometimes a creature can be restrained by multiple causes (such as several tentacles); when this occurs, the restrained creature suffers an additional -1 penalty on its attack throws for each additional cause of restraint, in addition to the effects above.
- While a creature is restrained, the opponent which restrained it can move itself (bringing the restrained creature with it), but the restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent. If the restrained creature's weight causes the opponent to exceed its maximum load, the opponent cannot move. Regardless of encumbrance, however, the opponent cannot charge or run unless the restrained creature is at least one size category smaller than the opponent.
- If a creature is restrained by long appendages (such as tentacles), the opponent which restrained it can, in lieu of an attack with that appendage, move the creature with its appendages while remaining stationary itself. Some creatures may have the movement rate at which they can move restrained opponents listed; if not otherwise noted, a restrained creature can be moved at the same rate as the opponent's combat movement rate, subject to encumbrance. The restrained creature's weight (lbs / 12) is applied as stones of encumbrance to the opponent's appendage(s). Calculate the normal load for the opponent's appendage(s) as (creatures' normal load x number of appendages restraining creature / total number of appendages) for purposes of calculating the rate at which the restrained creature can be moved.
- The restrained condition is ended immediately when the restrained creature escapes or when the creature which restrained it releases it. If restrained by multiple causes, each must be escaped separately.

SLUMBERING

- A slumbering creature is **helpless** (as above).
- A slumbering creature cannot see, hear, or speak.
- The condition is ended immediately if the slumbering creature is attacked, damaged, or moved.

STUNNED

- A stunned creature cannot attack, cast spells, move, or take actions in lieu of attacking or moving.
- A stunned creature is **vulnerable**.

UNCONSCIOUS

- An unconscious creature is **helpless** (as above).
- The condition is ended when the creature is slain.
- The condition is also ended when the unconscious creature's wounds are treated. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table and apply any appropriate modifiers listed.
- The condition is also ended if 24 hours pass. When this occurs, the unconscious creature must roll 1d20+1d6 on the **Mortal Wounds** table, with no bonus for treatment and at the full -10 penalty for being treated 1 day later.

VULNERABLE

- A vulnerable creature gains no benefit to its AC from its shield (if any).
- A vulnerable creature can be **ambushed** or **backstabbed** by creatures capable of doing so.
- All attack throws against vulnerable creatures gain a +2 bonus, or a +4 bonus if the attacker **ambushes** or **backstabs** the grabbed creature. The vulnerable creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from **ambush** or **backstab**.