

EXHAUSTION

Condition Level I

LEVEL
I



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

EXHAUSTION

Condition Level II

LEVEL
II



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

EXHAUSTION

Condition Level III

LEVEL
III



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

EXHAUSTION

Condition Level IV

LEVEL
IV



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

EXHAUSTION

Condition Level V

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 0, your hit point maximum is halved, and you have disadvantage on attack rolls and saving throws.

SAVING THROW

Dying



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

SAVING THROW

Stabilizing



Your vision fades and then returns. You're cold but sweating. You feel your strength returning little by little. When you have three of these cards, you are stabilized.

UNCONSCIOUS

Condition



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 and attack rolls against the creature have advantage. Any attack that hits is a critical hit if the attacker is within 5 feet.

PETRIFIED

Condition



You're incapacitated & you and all nonmagical items in your possession have turned to stone. You cease ageing & your weight factor increases by 10. Attacks against you have advantage. You automatically fail all dexterity and strength saving throws. You are immune to all poison and diseases while in this condition while all pre-existing poison or diseases you had are suspended.

BLINDED

Condition



Blinded creatures can't see and automatically fail any ability check that requires sight. Attack rolls against a blinded creature have advantage while the creature's attack rolls have disadvantage.

CHARMED

Condition



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 that creature.

DEAFENED

Condition



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

FRIGHTENED

Condition



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

POISONED

Condition



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

RESTRAINED

Condition



A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attacks rolls against the creature have advantage, and the creature's attack rolls have disadvantage as well as the creature's dexterity saving throws.

STUNNED

Condition



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

INVISIBLE

Condition



An invisible creature is impossible to see without the aid of magic or a special sense. 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.

INCAPACITATED

Condition



An incapacitated creature can't take actions or reactions.

GRAPPLED

Condition



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, or if an effect removes the grappled creature from the reach of the grappler or grappling effect.

PRONE

Condition



A prone creature's only movement option is to crawl, unless it stands up, ending the condition. The creature has disadvantage on attack rolls and an attack against the creature has advantage if the attacker is within 5 feet, otherwise, the attack has disadvantage.

PARALYZED

Condition



A paralyzed creature is *incapacitated* and can't move, speak and automatically fails strength and dexterity saving throws. Attack rolls against the creature have advantage and any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

HERE LIES...



You have died.
Whether good or bad, tales of you and what you've done will be shared for years to come.
REST IN PEACE.

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