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..

Condition

Poisoned

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

Condition

Prone

• 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.

Condition

Restrained

• 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.

Condition

Stunned

• A stunned creature is incapacitated (can't take actions or reactions), can't move, and can speak only falteringly.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.

Condition

Unconscious

• An unconscious creature can't take actions or reactions, 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.

Condition

Condition

Condition