

Restrained



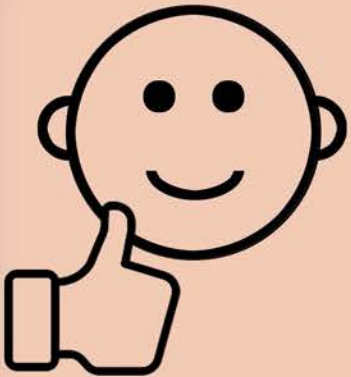
Prone



Poisoned



Blinded



**Temporary
Condition**



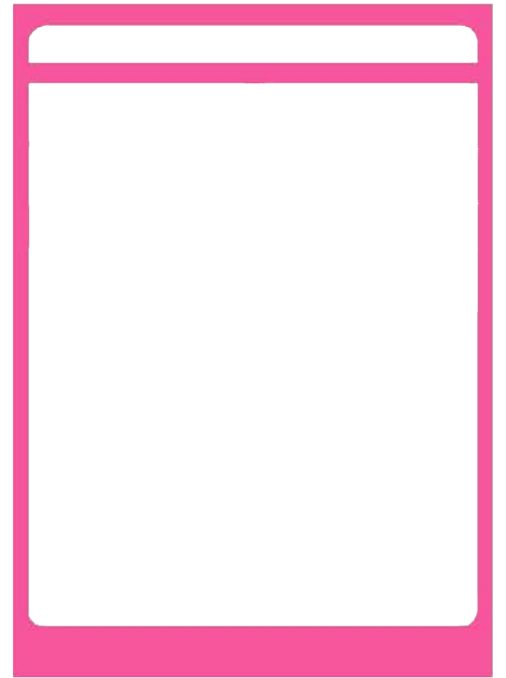
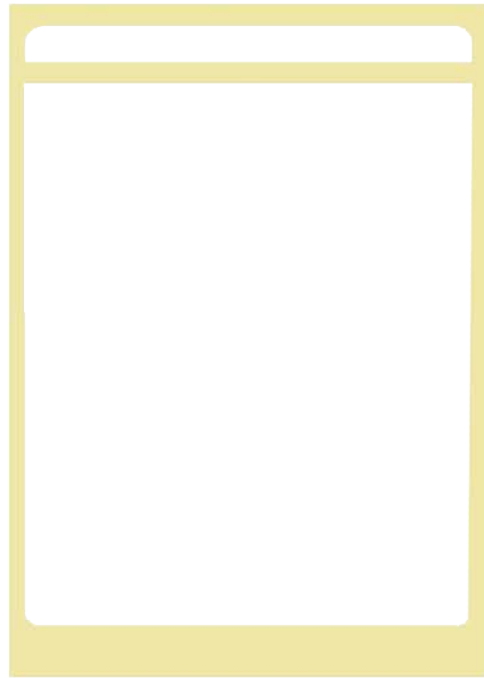
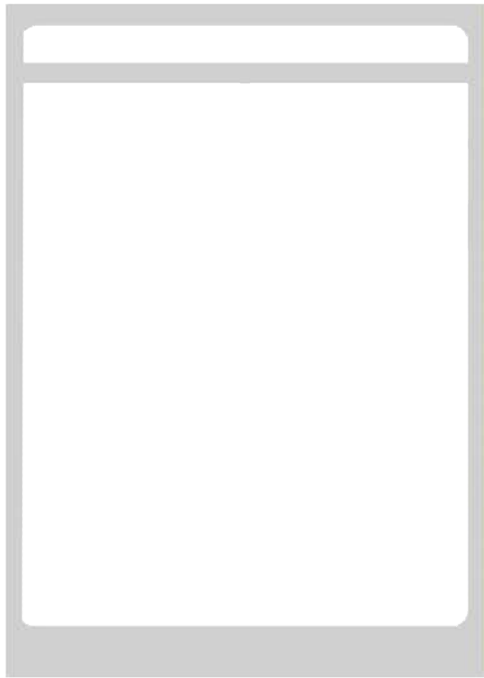
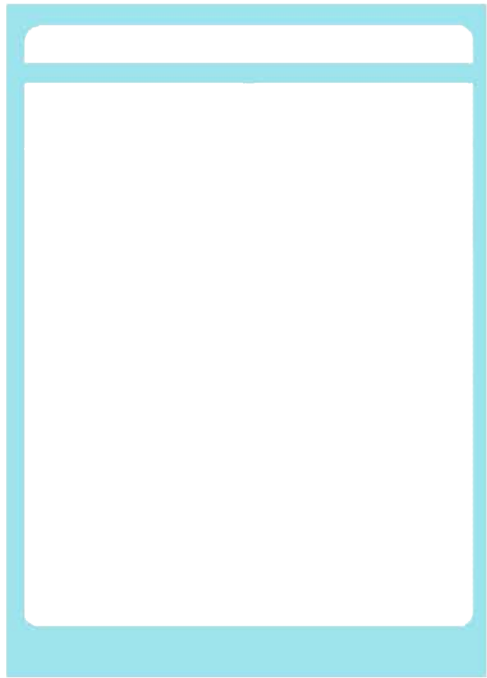
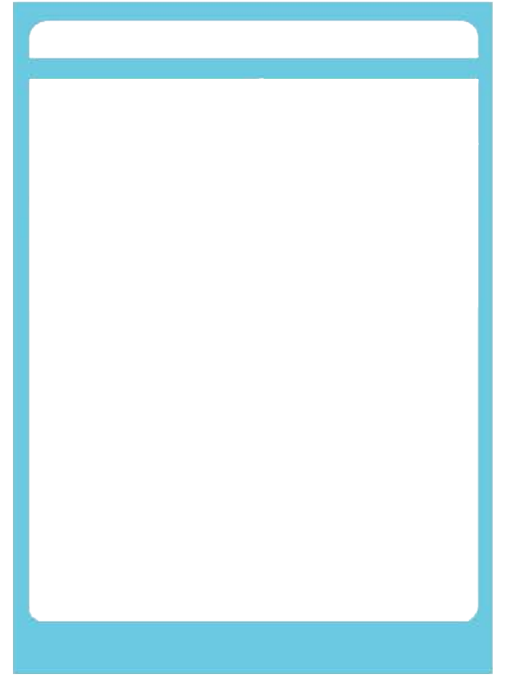
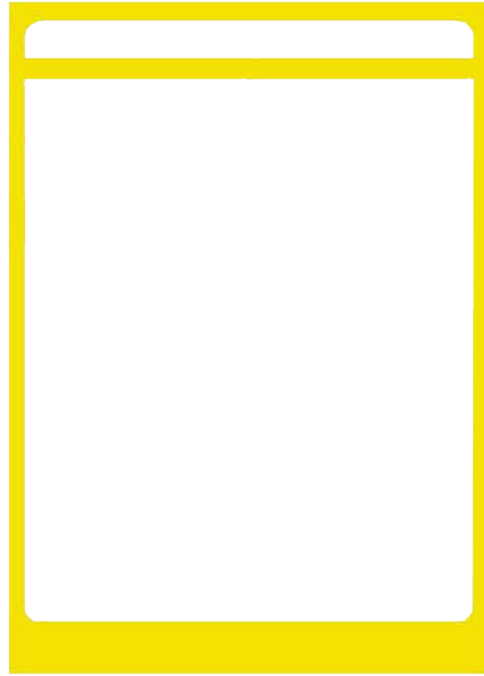
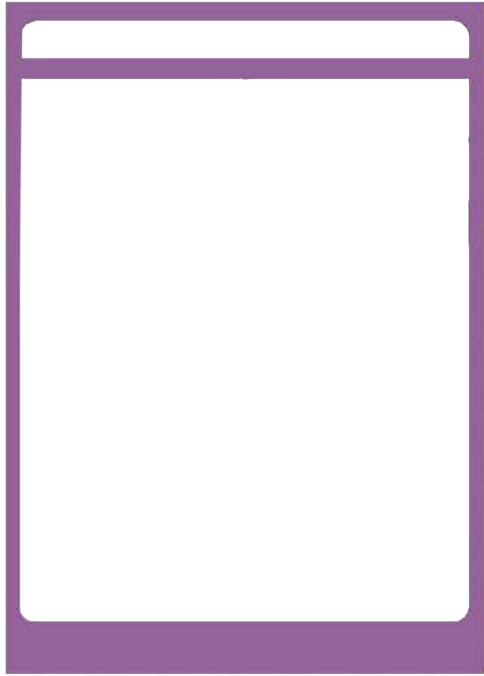
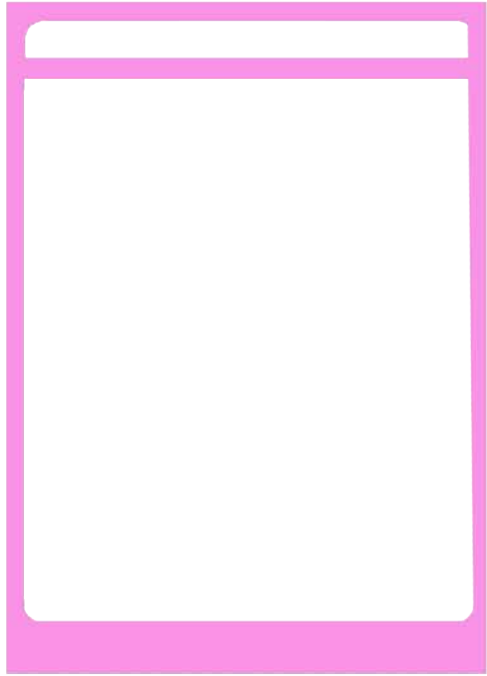
Hidden



Unconscious



Incapacitated

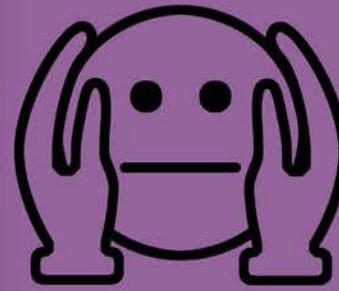




Grappled



Frightened



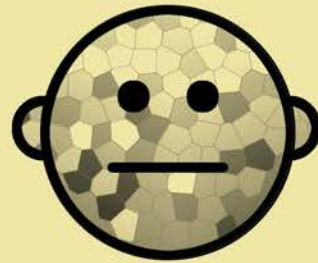
Deafened



Charmed



Paralyzed



Petrified



Invisible



Stunned