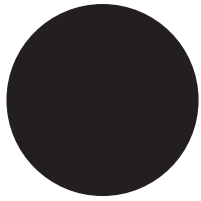
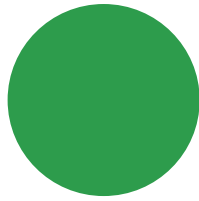


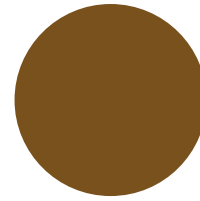
D&D Color Codes



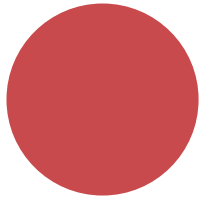
Whatever



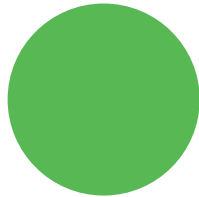
Slowed



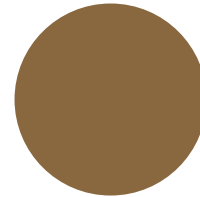
Restrained



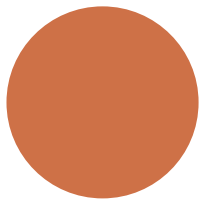
Bloodied



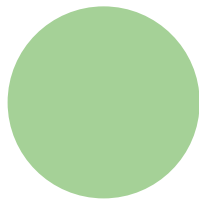
Poisoned



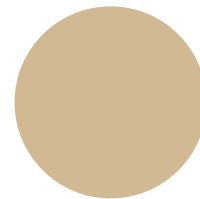
Unconscious



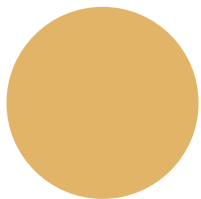
Damage
Over Time



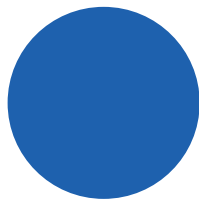
Weakened



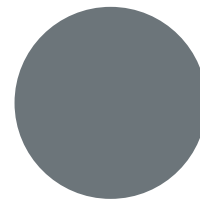
Dominated



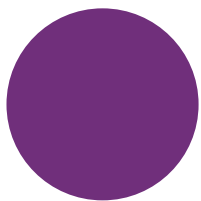
Blinded



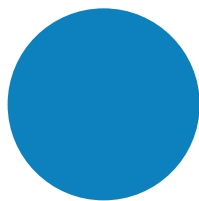
Petrified /
Immobilized
/ Rooted



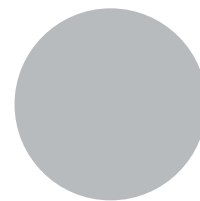
Deafened



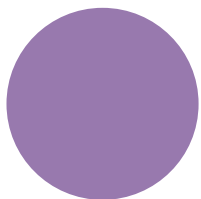
Helpless



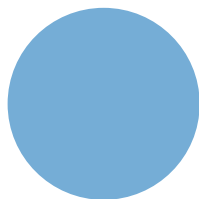
Stunned



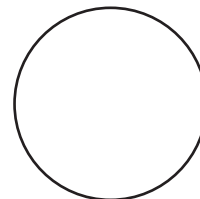
Diseased



Marked



Dazed



Heal Over
Time