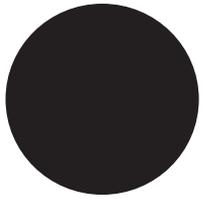
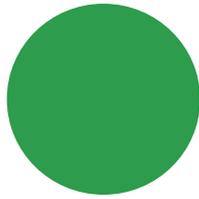


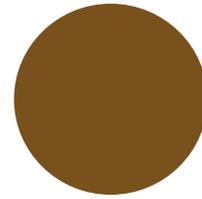
# D&D Color Codes



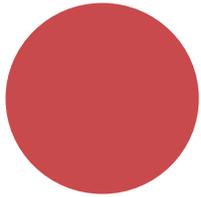
Whatever



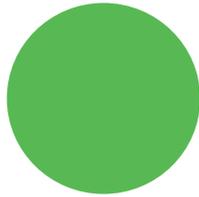
Slowed



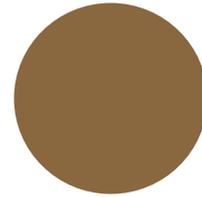
Restrained



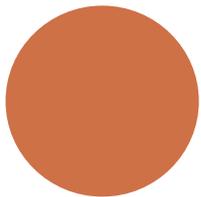
Bloodied



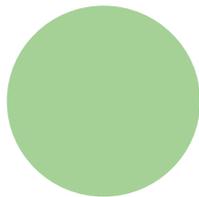
Poisoned



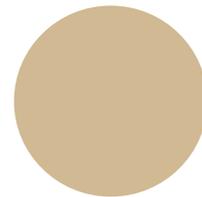
Unconscious



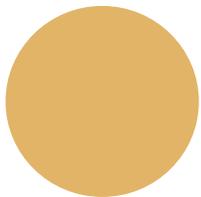
Damage  
Over Time



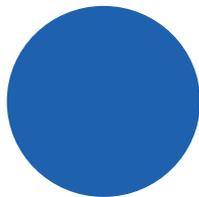
Weakened



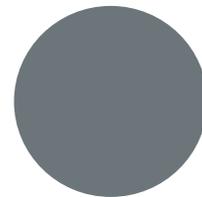
Dominated



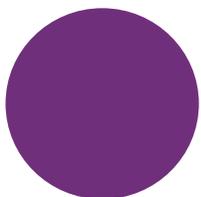
Blinded



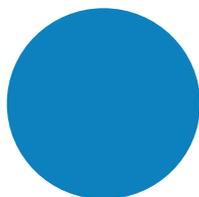
Petrified /  
Immobilized  
/ Rooted



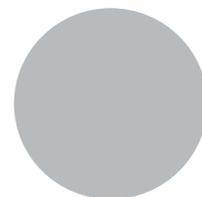
Deafened



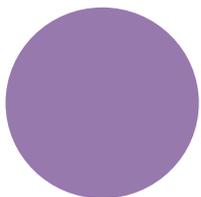
Helpless



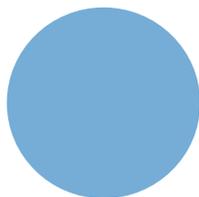
Stunned



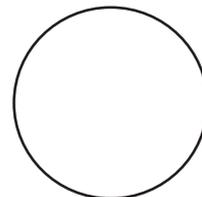
Diseased



Marked



Dazed



Heal Over  
Time