

EXPANDED CONDITIONS

The following conditions either already exist in the game, but are now codified, or are additions to provide more granularity.

WEAKENED

- A weakened creature suffers a -1 penalty on Strength, Dexterity, and Constitution ability checks, attack rolls, and saving throws.

CREATURES THAT COULD CAUSE WEAKENED

Example Creature How it is applied (duration, if applicable)

Blue Slaad While infected with chaos phage; **Bulezau** While diseased; **Death Dog** While diseased; **Otyugh** While diseased; **Specter** Upon reducing a creature's hit point maximum; **Stirge** Upon draining the target of blood; **Wight** Upon reducing a creature's hit point maximum

DRAINED

- A drained creature has disadvantage on Strength, Dexterity, and Constitution ability checks, attack rolls, and saving throws.

CREATURES THAT COULD CAUSE DRAINED

Example Creature How it is applied (duration, if applicable)

Chasme Upon reducing a creature's hit point maximum;

Mummy While cursed with mummy rot; **Vampire** Upon draining the target of blood; **Wraith** Upon reducing a creature's hit point maximum

SHAKEN

- A shaken creature suffers a -1 penalty on Intelligence, Wisdom, and Charisma ability checks, attack rolls, and saving throws.

CREATURES THAT COULD CAUSE SHAKEN

Example Creature How it is applied (duration, if applicable)

Cambion A creature subjected to Fiendish Charm;

Incubus/Succubus A creature subjected to Charm; **Mind**

Flayer A creature that succeeds against Mind Blast (1

round); **Mind Mage** A creature that fails a save against its

spells (1 round); **Rakshasa** A creature hit by a claw; **Stone**

Giant Dreamwalker A creature subjected to

Dreamwalker's Charm;

(special action to use intimidation to cause it)

DISCOMBOBULATED

- A discombobulated creature has disadvantage on Intelligence, Wisdom, and Charisma ability checks, attack rolls, and saving throws.

CREATURES THAT COULD CAUSE

DISCOMBOBULATED

Example Creature How it is applied (duration, if applicable)

Elder Brain A creature subjected to Mind Blast (1 minute);

Incubus/Succubus A creature subjected to Draining Kiss;

Mind Flayer A creature that fails against Mind Blast (1

round); **Night Hag** A creature subjected to Nightmare

Haunting

BLEEDING

- A target of this effect must be a creature that isn't an undead or a construct.
- At the start of each of its turns, it loses hit points based on the effect. This does not deal a specific type of damage, and thus can not be reduced in any way.
- If a wounded creature is the target of this effect multiple times, the damage dealt increases based on the damage of the effect.
- Any adjacent creature can take an action to staunch this effect with a successful Wisdom (Medicine) check. The DC for this action is the same as the DC to resist the condition. If the creature is the target of magical healing, all bleeding immediately ends.

CREATURES THAT CAUSE BLEEDING

Example Creature (DC to resist the effect, lost hit points)

Bearded Devil (DC 12, 1d10 hp)

SWALLOWED

- A target of this effect is blinded and restrained, has total cover against attacks and other effects outside the creature that swallowed them.
- At the start of the creature's term that swallowed them, the swallowed target takes acid damage based on the swallower.
- A creature can only swallow a number of others, based on its size. If the swallower takes an amount of damage or more from a single turn from a target inside of it, they must succeed on a Constitution saving throw with a DC equal to 10 + their Constitution saving throw or regurgitated all swallowed targets.
- If the swallowing creature dies, a swallowed target is no longer restrained and can escape the corpse using 10 feet of movement, exiting prone.

CREATURES THAT CAUSE SWALLOWED

Example Creature (maximum size of creature that can be swallowed (how many the monster can swallow), the amount of acid damage dealt while swallowed, how much damage the monster takes before it must succeed on a Constitution saving throw, the DC of the Constitution saving throw to avoid regurgitating all swallowed creatures) A creature that doesn't list damage, how many creatures it can swallow, or a DC doesn't inflict damage, have a limit, or have to make a save if it takes damage from a swallowed target.

Official Sources: **Behir** (Medium or smaller (x1), 6d6 acid, 30, DC 14); **Froghemoth** (Medium or smaller (x2), 3d6 acid, 20 damage, DC 20); **Giant Subterranean Lizard** (Medium or smaller (x1), 3d6 acid); **Giant Toad** (Medium or smaller (x1), 3d6 acid); **Remorhaz** (Medium or smaller, 6d6 acid, 30 damage, DC 15); **Tarrasque** (Large or smaller, 16d6, 60 damage, DC 20)

EXAMPLE STATBLOCK FOR BLEEDING

CANNIBAL CORN

Medium Plant, Unaligned

Armor Class 13
Hit Points 58 (9d8 + 18)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	1 (-5)	14 (+2)	3 (-4)

Skills Athletics +3
Condition Immunities Blinded, Deafened, Exhaustion, Prone
Senses Blindsight 30 ft., passive Perception 12
Languages --
Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the corn remains motionless, it is indistinguishable from an ordinary plant.

Regeneration. If the corn is grappling a creature that is bleeding, the corn regains an amount of hit points equal to the damage dealt by the bleeding.

Actions

Multiattack. The corn makes two attacks with its vines. It can also use its grasping vines or constrict.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained. The cannibal corn can constrict only one target at a time.

Grasping Vines. The corn targets one Medium or smaller creature that it can see within 15 feet of it. The target must make a DC 13 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the cannibal corn, and the cannibal corn can make a constrict attack against it as a bonus action.

Vines. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage. The target must succeed on a DC 12 Constitution saving throw or begin bleeding (DC 12, 1d4).

CANNIBAL CORN

Cannibal corn, despite the name, isn't always formed from corn stalks but from any plant that is soaked in the blood of the dead. At the sites of great battles and slaughter, the plants exposed to lakes and rivers of blood began morphing and changing, relying on blood instead of water and nutrients from the ground. Eventually, they would evolve and morph, giving up their reliance on the sun and soil for hunger that could only be quenched by the blood of creatures.

EXAMPLE STATBLOCK FOR SWALLOWED

WIHWIN

Large Fiend, Neutral Evil

Armor Class 14 (Natural Armor)
Hit Points 76 (9d10 + 27)
Speed 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	7 (-2)	14 (+2)	11 (+0)

Saving Throws Dex +3
Damage Immunities Acid, Cold
Senses Darkvision 120 ft., passive Perception 12
Languages Abyssal
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The wihwin can breathe air and water.

Actions

Multiattack. The wihwin makes two attacks; one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage, and the target must succeed on a DC 13 Dexterity saving throw or be swallowed by the wihwin (Medium or smaller (x1), 2d6 acid).

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

WIHWIN

When viewed from afar, it is difficult to tell the difference between a wihwin and a horse, but as one gets closer, odd differences begin to appear. Strange webbing on the wihwin's hooves, with long fins where their mane would be. Their pelt is often a mixture of blue-black, though some have traces of green or brown as alternating stripes. The biggest difference is reserved for when they open their mouth and reveal their jaw filled with three circular rows of horrid, jagged teeth.

The wihwin hunts humanoids, and other intelligent prey, during the nights. When it finds suitable prey, it enjoys torturing them by ripping and tearing pieces of them away with its teeth and crushing them beneath its hooves. They most often remain in waterways, like rivers and lakes, where they swim underneath the water, hoping to catch their prey by surprise. Other times, they've been known to leave the water and prowl through mountain tops when it gets hot during the summer.