

BLINDED**BLINDED****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.

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CHARMED**CHARMED****CHARMED**

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.

The charmer has advantage on any ability check to interact socially with the creature.

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The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED**DEAFENED****DEAFENED**

A deafened creature can't hear and automatically fails any ability check that requires hearing.

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