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Dnd 5e restrained rules

Good evening everybody, today's post will be, Restrained DnD 5e. This comes up quite often in DnD so it's good for it to have its own dedicated post. First, we'll go over what it means to be restrained in DnD and then we'll answer some questions on it. So strap yourself into your chair and get comfy while we dive right into this post! Restrained I've covered this a little bit before in our post about Conditions in DnD 5e, but I figure that this situation comes up so often, that it might as well have its own little post. As mentioned, Restrained is a condition in DnD 5e, by condition, I mean it is a mechanical effect that a character can be considered to be. Think of it like when you've played old RPGs where your character is "frozen" or "poisoned", like in Final Fantasy or Pokémon. The way this condition works in DnD is that the creature that is restrained has their movement speed set to 0 (meaning they can't move normally). Attacks against the creature have advantage, and the creature is at disadvantage to attack. Finally, the creature has disadvantage on Dexterity Saving Throws. So pretty simple, right? Being restrained could mean that they are tied up, which comes up ALL. THE. TIME. You could be using my grappling suggestion from our post on Grappling, where enough successful grapple rolls in a row can cause the grappled creature to become restrained. Spell wise, there is the Web spell, which on failure can cause a creature to become restrained. Entangle, which has a similar effect. Ensnaring Strike is also a spell that can cause this condition. Restrained Questions How do I get out of Restrained in DnD 5e? If it's a spell that has caused the Restrained condition, then the spell will describe how the restrained creature stops the effect. Normally they just get to make a similar Saving Throw to the one they had to make in the first place. If the creature is tied up, I'd say that they can break out of it using either a sufficient Strength (Athletics) check to break out of their binds, or a Dexterity (Acrobatics) check to slip free of what's holding them in place. Can you dodge while Restrained in DnD 5e? According to the RAW (Rules as Written), there is nothing preventing you from taking the Dodge action while you are restrained. Now I would say that depending on the circumstances of the situation that has caused the creature to become restrained, they may NOT be able to take the dodge action. Can you teleport while Restrained DnD 5e? Yes, in fact, it's one of the best ways to get around being restrained. Using something like Misty Step, to slip free from what's restraining you, or similar spells can be a great way around this condition that doesn't require finesse or strength. Just keep in mind that if the person is restrained in such a fashion they cannot use the spell properly. So if they are gagged and the spell required a Verbal component, or their hands are bound and it requires a Somatic component then they won't be able to cast the spell. Wrap Up Short but sweet post on this condition. Like I mentioned, tying someone up in DnD is a situation that arises almost all the time. I don't think I've had a campaign occur where this doesn't happen at least once. Hopefully, I explained it well and answered some of the common questions I see around the condition. So until next time, may your day be a Critical Success! TheGM So here's a question for any Dungeon Masters out there... have you ever pit your adventurers against an awesome and powerful foe and looked forward to the epic battle that was going to ensue between them... only for one of the characters to shout out on round one of the combat "I'm going to grapple him!" One lucky roll later and your supposedly awe-inspiring NPC is restrained by a weedy 1st level halfling rogue whilst the others rain blows on his motionless ass. making short work of him. The 5e D&D grappling rules have a lot to be desired in my opinion, and are also pretty vague. For a start the condition of being grappled (p290 in Player's Handbook) states only that the subject cannot move, however most players will expect some kind of advantage over an NPC they have successfully wrestled with. It would make more sense if the conditions of being restrained (p292 PH) were also applied to the grappled subject. In short, I've come up with what I think are improved rules, which effectively reduce your chances to grapple in armed combat, when such circumstances would realistically make this very difficult indeed, but do make grappling well worthwhile in the right circumstances. I also made some slight tweaks, for example whilst it makes sense that you can avoid being grappled using Dexterity / Acrobatics, once grappled it makes sense that only Strength / Athletics will set you free (you can hardly cartwheel out of danger if someone is holding your ankles). These rules are a little more complicated than Wizard of the Coast's but I am confident that they will improve your gameplay and help you create realistic scenarios that your players will understand. IMPROVED GRAPPLING RULES (5e DnD) When you want to grab a creature or wrestle with it you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action this attack replaces one of them. The target of your grapple must be within your reach and can be the same size as you, one size larger than you (in which case you suffer disadvantage), one size smaller (you gain advantage), or two sizes smaller (disadvantage... it's hard to grab a rabbit!). You can choose to use one hand (at disadvantage), or two hands. You must drop anything in this round in order to grapple. If your target is armed you provoke an opportunity of attack from your opponent. If this attack is successful you take damage and the grapple automatically fails. If the creature is unarmed and / or they fail on their attack of opportunity you make an Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target may choose which). If you succeed you subject the target to the restrained condition. Escaping A Grapple A Grappled creature can use its action to escape. To do it must contest a Strength (Athletics) check with its opponent. Note that the original contest would count as the victim's reaction, so if they have not used their action this round (ie. they were after their attacker in the initiative sequence) they may use it in the same round to try and escape. Alternatively they may try to attack (with disadvantage, see conditions for being restrained). If they hit their target (who cannot add their dex modifier to their AC), the grappler must make a Strength check with DC 10 + damage of the attack to maintain the grapple. If the victim of a grapple fails to escape for three turns, including the turn they were grappled in, then they are considered to be incapacitated (can speak only). Moving a Grappled Creature When you move you can drag or carry the grappled creature with you but your speed is halved, unless the creature is two or more sizes smaller than you. RESTRAINED (GRAPPLED) (Modified from Player's Handbook p292). A restrained creature's speed become 0. Attack rolls against the creature have advantage (also they can't add their dex modifier to their AC), and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws. Spellcasters must roll DC 15 (modified by spellcasting ability) to cast spells that include more than verbal components (spells with only verbal components can be cast as normal). Further Notes Note that monsters with a different physiognomy to humans that naturally grapple in their attacks, such as giant scorpions, do not provoke an opportunity attack when trying to grapple. Once a creature is grappled, a second person, with at least one free hand, can use their action to confer advantage on keeping the subject grappled, provided he moves before the victim in the initiative chain. (The DM may rule that a third person renders the victim incapacitated provided they are of the same size as the one being grappled). A grappler may use their bonus action to attack their victim (with advantage, as per the conditions of being restrained) either with an unarmed strike or a weapon (in the latter only if they succeeded in grappling with one hand... which remember they do with disadvantage). This means however, if they were not already, that they are now grappling with one hand, and so contest any escape attempt in this round at disadvantage. The person who is being grappled normally has disadvantage on their attack rolls (see restrained condition above), however if they attack their grappler with unarmed strike or short weapon (dagger or smaller) they can lose that disadvantage. The DM may rule that they need to make a sleight of hand check to be able to draw a dagger if they were not already carrying it. Suggested DC10. EXAMPLE OF NEW RULES IN PLAY Nada a 4th level fighter / rogue PC with strength 14 is speaking with Xenia (a 4th level rogue assassin with strength 10, dex 18), a mysterious half elf with a scared face, in The Thirsty Goat Tavern. She decides she can't trust Xenia and without warning jumps across the table to grab her. Xenia is alert so Nada doesn't get a surprise, but the DM gives Nada first initiative for the round without rolling. She rolls 12 for her attempted grapple and has proficiency in athletics making a total of 16, but Xenia has proficiency in acrobatics +4 dex modifier rolls 11 and gets a total of 17, ducking aside as Nada goes flying over the tabletop, sending two flags of ale flying. Xenia promptly draws her shortsword, stabs Nada (who the DM rules is prone) and then uses her move turn to run out of the tavern door. Here she runs into Grunder a half orc paladin PC who was guarding the door. He drops his sword and also tries to grapple her, using both his hands. Xenia now is armed though, so he provokes an opportunity attack – which unfortunately for Xenia pings off his plate mail, allowing him to go through with the grapple. Grunder has strength 18 and rolls a 15 (+2 +4 = 21)... Xenia rolls a 3 (+2 +4 = 9). Xenia is grappled and subjected to conditions of being restrained. They roll for initiative and Xenia wins. She has a choice... contest the grapple using strength (athletics), as she can no longer use acrobatics. Or make an attack at disadvantage that might force Grunder to let go of her. As she isn't proficient in athletics, she prefers her chances at making an attack at disadvantage. She has +6 to hit AC18 and luckily rolls a 12 and a 19. She deals Grunder a meaty 9 hp damage, meaning he has to make DC 19 to maintain the grapple. The lucky half orc rolls 13, which with his proficiency and str bonus is just enough. Xenia is still grappled. It's then Nada's turn to act and she leaps to her feet and attacks Xenia with her longsword with advantage dealing 10hp damage. Grunder then uses his bonus action to punch Xenia, again at advantage, dealing 5hp damage. Realising she's in a bind, Xenia begs for mercy. For an in depth discussion on grappling check this conversation out on Facebook that these rules prompted (I should add that many defended the original rules for their simplicity, and stressed that grappling is just for reducing the movement of your opponent). If you've had any issues with grappling or playtested my rules please leave a comment below. Related

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