

HERO CARD

# MYSTICAL THWART

NATURAL 20

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## TRIGGER

PLAY WHEN YOU ROLLED A CRITICAL  
SUCCESS RESULTING FROM A NATURAL 20  
ROLL ON THE ATTACK DICE ON A TARGET  
THAT CAST A SPELL ON THEIR LAST TURN

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The target must succeed on a Fortitude saving throw against your class DC.

On a Failure, the target can't activate magic items, cast spells, or use Quick Alchemy until the end of its next turn.

On a Critical Failure, the target can't activate magic items, cast spells or use Quick Alchemy until succeeding a Fortitude saving throw against your class DC as an action on its turn.

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