

HERO CARD

PETRIFIED

NATURAL 20

TRIGGER

PLAY WHEN YOU ROLLED A CRITICAL
SUCCESS RESULTING FROM A NATURAL 20
ROLL ON THE ATTACK DICE

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

On a Critical Failure: The target is Petrified for 2d4 turns.

On a Failure: The target is Petrified for 1d4 turns.
