

HERO CARD

MYSTICAL THWART

NATURAL 20

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

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 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.
