
STRUGGLE (SWORDS)

When you are struggling, it's either against something or for yourself. In *Black Mass*, this action is about using your body. Using your body to evade spectral handcuffs, falling trees, charging animals, and whatever the forest holds. Using your body to stay on the broomstick, the branch over the river, or to hang on the matted fur of something tremendous.

When you inhabit Catherine or Lydia, add three cards from the deck to your cairn.

Flipping a suit card from the top of the cairn is a success related to the action, including a benefit. Flipping a matching suit card (swords) is a great success, including two benefits. You may spend additional cards for additional benefits.

ROGUE (WANDS)

When you are a rogue, you are moving with the night. In *Black Mass*, this is about using your eyes and your ears and your touch. Whether you're avoiding a maddened and lost town patrol, the black goat of the woods, or a spectral axe, this is the action for staying hidden.

When you inhabit Catherine or Lydia, add three cards from the deck to your cairn.

Flipping a suit card from the top of the cairn is a success related to the action, including a benefit. Flipping a matching suit card (wands) is a great success, including two benefits. You may spend additional cards for additional benefits.

KEEN (CUPS)

Keen is using intuition or smarts to keep your cool. Whether you're striking a deal with the devil, convincing the Forest Thing you're on its side, or calming down another to-be-witch, this action is about using your head.

When you inhabit Catherine or Lydia, add three cards from the deck to your cairn.

Flipping a suit card from the top of the cairn is a success related to the action, including a benefit. Flipping a matching suit card (cups) is a great success, including two benefits. You may spend additional cards for additional benefits.

BENEFITS

- † Remain unhurt.
- † Gain ground.
- † Reverse positions.

EPILOGUE

Optionally, spend a card to put the character in a situation of your choice or fulfill one of your black mass requirements. You can only complete one black mass requirement each turn. If you don't spend a card, or if you can't, the proctor may take an action (as if drawing a major arcana).

BENEFITS

- † See what they're hiding.
- † Disappear without a sound.
- † Discover something about the situation.

EPILOGUE

Optionally, spend a card to put the character in a situation of your choice or fulfill one of your black mass requirements. You can only complete one black mass requirement each turn. If you don't spend a card, or if you can't, the proctor may take an action (as if drawing a major arcana).

BENEFITS

- † They won't hurt you.
- † You find what they really want.
- † Have them unawares.

EPILOGUE

Optionally, spend a card to put the character in a situation of your choice or fulfill one of your black mass requirements. You can only complete one black mass requirement each turn. If you don't spend a card, or if you can't, the proctor may take an action (as if drawing a major arcana).