

Story 1: The Fall of House Lynch

These paragraphs enable one or more players to play Mansions of Madness without a Keeper player. Do not read any paragraph without having been specifically told to do so. It is advisable to print out this document for ease of reference.

This system was created and wrote by [Darrell Pavitt](#) and modified by [Jaime Mayol](#). You can find the originals files by Darrell [here \(Story 1\)](#), [here \(Story 2\)](#) and [here \(Stories 3, 4 and 5, and general instructions\)](#). This document includes [flavour text](#) created by [RedMonkeyBoy](#). This version includes the revised scenario rules created by [Chris Davis](#).

Together with this manual you will need two different kinds of tokens (or one kind of double sided token) as additional material (1 for each room in the board game). You can use [those ones](#) (created by [Chris Davis](#)) for example.

Setting up:

Set up the game as normal with the next exceptions:

-Instead of seeding the board place an unexplored token in each room and a lock unchecked token on every room but the starting one. You can place the lock unchecked tokens on top of the unexplored tokens. If you are using double sided tokens you can use one side to represent the lock unchecked tokens and the other side for the unexplored tokens, so when you have to discard the lock unchecked token just flip over the token instead.

-Prepare a random deck using the following cards:

Whiskey, Sedative, Nameless Cults, Ruby of R'lyeh, 5x Nothing of Interest.

-Instead of choose an objective and story options, read the next introduction and write down the results of your rolls. **In the paragraphs, these cards are referred to as “drawn”:**

Introduction:

Resolve the following once (not for each Investigator):

Last week, you consulted a fortune teller as a joke, while out with friends. Your fortune was disturbing, to say the least.

The old woman takes your money, and begins laying out tarot cards. “The first card represents the past,” she croaks.

First card: (roll)

1-3:	The Hanged Man	“You feel you have been too easily influenced by others”.
4-6:	The World	“You have been delayed recently”.
7-9:	Death	“You fear change”, the old gypsy reassures you.
10:		reroll.

The old woman is unconcerned by this. “This next card represents the present”

Second card: (roll)

Odd:	The Moon	“You are being deceived by someone”
Even:	The Star	“You have doubts about your abilities”

The old woman frowns at the reading. “Never worry, sweetie,” she says. “This card represents what is to come.”

Third card: (roll)

Odd:	The Fool	“You will act irresponsibly”
Even:	The Emperor	“You will meet an untrustworthy man”

“Oh, my!” The old woman is somewhat shocked. Her hand trembles. “The final card ..” She stops. Finally, the old woman turns over the final card: the Tower. “A great disaster awaits! You must take the utmost care!” It is a good thing you don’t believe in such superstitious nonsense!

To increase replayability don’t roll before playing, you can do each roll at the first time that a paragraph asks for some drawn (write down the word in that moment for further paragraphs).

Keeper cards:

To avoid that you have to look in the Keeper Story Guide here is the information that you need to set up the game:

Mythos cards: Use the **Door**, **Stairs up** and **Bat** cards.

Keeper Actions Cards: **Evil Presence**, **Command Minion**, **Take Sample**, **Uncontrollable Urges** and **Maniac Attacks**.

Keeper starts with 1 Mythos and 1 Threat.

Playing the game:

Investigators turn:

When the game starts read the paragraph #E0 for the introductory text.

When an investigator moves to a room with a lock unchecked token, read the **L** paragraph corresponding to the number of the room (check the room guide), remove the lock unchecked token, and place the lock card on the room or move the investigator to the room (if there is no lock or the lock has been solved).

When an investigator explores a room with an unexplored token read the **R** paragraph corresponding to the number of the room (check the room guide) and remove the token. If the investigator find an obstacle and it isn’t solved immediately take a piece of paper and write down the paragraph that will be read when the obstacle is solved and place it on the room under the obstacle card.

Don’t play any Mythos card on the investigator turn, they will be played during the Keeper turn.

When Gloria Goldberg uses successfully her “Remote Viewing” skill, read the **G** paragraph

corresponding to the number of the chosen room.

Keeper Turn:

Always play trauma cards when possible. Select one randomly from the Keeper's hand until the correct type of card (Injury or Insanity) is drawn, and apply it, try to check only the top of the card to know if it's playable on that condition.

Whenever the keeper would make a choice, first chose the most prejudicial option for the investigators, then determine the choice randomly (for example, when moving one of two zombies in the same area, do not check their bases but decide randomly which one will move).

Keeper Action Step:

The last 4 pages in this document content the automated instructions to play the Keeper actions. The first page is to be used before the objective of the game has been revealed, and the other 3 once that the objective has been revealed.

Read every step in order and take the action if it fulfill all the requirements (including the Threat cost).

If the step finishes with the  symbol, do the step again. Once that the last step has been read or there are no more Threat points, finish the Keeper Actions phase.

If the players agree that a different action would be more appropriate in the current situation, feel free to apply that instead.

Mythos Cards Step (new step):

The Keeper's hand of Mythos cards is placed face up. Play then after the Keeper Action and before the monster attacks. The requirements of the card must be fulfilled but no Threat have to be payed to play it. If a card stipulates that lasts for one turn, it means the next turn of the investigator. The limit to one card per investigator and turn must be satisfied. The card should be played on the Investigator who a) would suffer the most or b) has the least negative cards currently attached.

Monsters Attack Step:

When determining monster attacks, if there is a choice:

- Unwounded, if 1+ injury cards available;
- The Investigator with the highest weapon damage;
- The Investigator with the lowest remaining health;
- The Investigator with the lowest Luck.

Event Step:

When an event card reach the count down read the #E paragraph corresponding to the number of the event instead of read the card. Then, discard the event card. *For example: read #E3 when the Event card III should be flipped over.*

Room guide:



Locks Paragraphs

- #L2 No lock.
- #L3 No lock.
- #L4 No lock.
- #L5 Place **Sealed Door**.
- #L6 No lock.
- #L7 No lock.
- #L8 If you drew **The Moon**, go to #L19, else go to #L20
- #L9 If you drew **The Emperor**, go to #L21, else go to #L22
- #L10 Place **Padlocked Door**.
- #L11 No lock.
- #L12 No lock.
- #L13 If you drew the **Fool** go to #L21, else go to #L22
- #L14 No lock.
- #L15 No lock.
- #L16 No lock.
- #L17 No lock.
- #L18 If you drew **The Star** go to #L19, else go to #L20.
- #L19 Place **Magical Lock**.
- #L20 Place **Jammed Door**.
- #L21 Place **Dark Room**.
- #L22 Place **Locked Room**.

Room Paragraphs

- #R1** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R2** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R3** If you drew **The Emperor**, go to #R22, otherwise go to #R23
- #R4** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R5** There is nothing of interest in this room.
- #R6** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R7** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R8** If you drew **The Moon**, go to #R50, else go to #R39
- #R9** If you drew **The Emperor**, go to #R40, else go to #R41
- #R10** If you drew **The Fool**, go to #R43, else go to #R42
- #R11** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R12** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R13** If you drew **The Fool**, go to #R45 else go to #R44
- #R14** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R15** If you drew **The Emperor**, go to #R33, else go to #R34
- #R16** If you drew **The Fool**, go to #R36, else go to #R35
- #R17** Draw a random card. If you drew the Ruby of R'lyeh go to #R100, otherwise place the card in the room.
- #R18** If you drew **The Star**, go to #R50, else go to #R19

- #R19 Place an **Axe** here.
- #R20 If you drew **The Moon**, place **Clue 2A** here, else place **Clue 2B**
- #R22 Place the Silver Key and Clue 3A in this room.
- #R23 Place the **Fire Extinguisher** in this room. There is nothing else of interest in this room.
- #R33 Place a **Power Failure Obstacle** here. When the obstacle is removed, go to #R48 (Note this down).
- #R34 Place a **Power Failure Obstacle** here. When the obstacle is removed, go to #R49 (Note this down).
- #R35 You have found a locked Suitcase. Place the **Suitcase obstacle** in this room. When you solve it, go to #R43 (Note this down).
- #R36 You have found a Puzzlebox. Place the **Puzzlebox Obstacle** in this room. When you solve it, go to #R42 (Note this down).
- #R39 Place a **Lantern** here
- #R40 Place **Startling Evidence** here, and there is nothing else of interest. Go to #E20 if you use Startling Evidence.
- #R41 Place the **Magic Phrase** here. **Go to #R20**
- #R42 Place an **Elder Sign** here.
- #R43 Place a **Shotgun** here.
- #R44 You have found a Puzzlebox. Place the **Puzzlebox Obstacle** in this room. When you solve it, go to #R41 (Note this down).
- #R45 You have found a locked Suitcase. Place the **Suitcase obstacle** in this room. When you solve it, go to #R47 (Note this down).
- #R47 Inside is some **Startling Evidence**. Go to #E20 if you use Startling Evidence.
- #R48 Place a **Fire Extinguisher** here.
- #R49 Place the **Silver Key** and **Clue 3B** here.
- #R50 If you drew **Death** go to #R51, if you drew **The World** go to #R52, else go to #R53.

#R51 Place **Clue 1A**. Read the next text if the objective has not been revealed:

“You hear running footsteps, and maniacal laughter. Walter Lynch is nearby, and it's clear that there's no point wasting time trying to reason with him. He must be stopped before he can kill again.”

#R52 Place **Clue 1B**. Read the next text if the objective has not been revealed:

“The blood freezes in your veins as you finally release that Walter is attempting to se you to summon some kind of monstrous creature. You cannot – will not – allow that to happen. If Walter summons up something from Hell, then you will make it your personal mission to put it straight back down, or die in the attempt. “

#R53 Place **Clue 1C**. Read the next text if the objective has not been revealed:

“The dead walk the corridors of this damned house, and with mounting horror you realise you have been lured here in order to feed these disgusting fiends. Walter Lynch is clearly beyond help, and now the only course left to you is to run. The garden walls are high, and you have no doubt all other exits are barred. Your only chance is to try to get out the way you got in: The Foyer.”

#R100 Remove Ruby of R'lyeh from the game. If you drew **the Star**, take the **Axe**, otherwise take the **Lantern**.

Events Paragraphs

#E0 “Light rain falls on your face as you exit your car in front of the state. The house is huge, unkept, and shrouded in eerie silence as you approach. You rap on the door, and there is no response. A moment later, the door creaks open of its own accord, and you enter the foyer of the enormous mansion.”

If you drew **The Emperor** go to #E6, else go to #E10

#E1 If you drew **The Emperor**, go to #E7, else go to #E9

#E2 If you drew **The Moon**, go to #E8, else go to #E11

#E3 “A Living corpse rises up from its resting place. Judging from the pictures you’ve seen, the corpse is undoubtedly Edith Lynch, albeit dead for weeks”.

If you drew **The Star**, go to #E15, else go to #E13

#E4 If you drew **Death** go to #E18, **The World** go to #E17, else go to #E19

#E5 “As the clock strikes 2 the ground begins to shake. Something ancient and deep beneath the house rapidly pulls the foundation down into the ground. The answers no longer matter as the investigators and monsters struggle for their lives.”

At the end of each round, remove 2 tiles from the board containing rooms in the following order: *Ceremony Room & Garden; Dining Room & Master Bedroom; Basement & Laboratory; Guest Bedroom & Hallway 2; Hallway 4 & Foyer*. Any figure on a removed tile is killed.

If the Objective hasn’t been revealed and you drew **Death**, go to #E12, the **World**, go to #E14, else go to #E16.

#E6 “As you set foot in the vacant home you notice the faint smell of burnt food. Perhaps someone forgot to turn off the stove?”

#E7 “A fiery figure bolts down the hallway towards the bedroom. You can only presume this is what became of the previous investigators to venture here.”

Place a *flaming zombie* in *Hallway 2*. The Keeper gains the “*Pyromania*” action card.

#E8 “Walter Lynch picks up his axe and runs down the hall”.

If there are no *maniacs* on the board, the Keeper may place one in the *Foyer*. He may then move any *maniac* up to 2 spaces.

#E9 “The skinless remains of a man throws open the door of the Laboratory. You can only presume this is what became of the previous investigators to venture here.”

Place a *zombie* in the *Foyer*. The Keeper gains the “*Raise Dead*” action card.

#E10 “Although the house is ancient, it doesn’t make a single groan. It feels like the house is holding its breath, waiting for something awful to happen. The silence is suddenly shattered by a bloodcurdling screaming, echoing from the direction of the laboratory. The house shakes like there’s an earthquake, and dusty paintings fall off the walls.”

#E11 “A ghostly scene plays out before you. There is an explosion of gunfire!”

Attack each investigator in a *bedroom* or *hallway* space as if they were a humanoid monster. You are considered to be using a ranged weapon with a damage value of 2, and pass all attribute tests on a roll of 5 or lower.

#E12 “Walter Lynch’s maniacal laughter rings in your ears, and the very foundations of the house tremble as if in fear of what this mad man might do next. Plaster cracks and stonework groans.

You must find Walter. You must continue hunting for the clues that will finally uncover what has really happened here. And you must do it quickly.”

Reveal Objective 1A.

#E13 Place 1 Zombie in the Basement Landing.

#E14 “Walter Lynch’s maniacal laughter rings in your ears, and the very foundations of the house tremble as if in fear of what this mad man might do next. Plaster cracks and stonework groans.

You must find Walter. You must continue hunting for the clues that will finally uncover what has really happened here. And you must do it quickly.”

Reveal Objective 1B.

#E15 Place 1 Zombie in the Garden.

#E16 “The dead walk the corridors of this damned house, and with mounting horror you realise you have been lured here in order to feed these disgusting fiends. Walter Lynch is clearly beyond help, and now the only course left to you is to run. The garden walls are high, and you have no doubt all other exits are barred. Your only chance is to try to get out the way you got in: The Foyer.”

Reveal Objective 1C.

#E17 “Something indescribable in the depths of the house begins to prepare its escape.”

Discard all lock cards. Remove all the lock unchecked tokens. Such locks are already unlocked.

#E18 “Walter laughs at you maniacally. The man has clearly lost his mind!”

If Clue 1 has been found, place 1 time token on the next Event card.

#E19 “The Front door locks with a loud click.”

In order to escape, investigators must solve **Puzzle #6B** (see event card).

#E20 **If you drew the World, go to #E30.**

#E30 “Walter has managed to summon some kind of monstrous creature: A ghastly abomination beyond human imagination. With a horrible ululation it begins its greasy, slithering journey from the basement. If that thing gets out into the world, who knows what damage it might cause?”

Reveal **Objective 1B**, carry on reading on the *Objective 1B* revealed page.

Gloria Goldberg's Remote Viewing Paragraphs

- #G1 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G2 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G3 If you drew **The Emperor**, go to #G22, otherwise go to #G23
- #G4 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G5 Place **Sealed Door** and nothing of interest here.
- #G6 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G7 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G8 If you drew **The Moon**, go to #G50, else go to #G39
- #G9 If you drew **The Emperor**, go to #G40, else go to #G44
- #G10 If you drew **The Fool**, go to #G43, else go to #G42
- #G11 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G12 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G13 If you drew **The Fool**, go to #G45 else go to #G44
- #G14 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G15 If you drew **The Emperor**, go to #G33, else go to #G34
- #G16 If you drew **The Fool**, go to #G36, else go to #G35
- #G17 Draw a random card. If you drew the Ruby of R'lyeh go to #G100, otherwise place the card in the room.
- #G18 If you drew **The Star**, go to #G50, else go to #G19

#G19 Place **Jammed Door** and **Axe** here.

#G22 There is a Clue here.

#G23 Place the **Fire Extinguisher** in this room. There is nothing else of interest in this room.

#G33 Place a **Power Failure Obstacle** and a **Fire Extinguisher** here.

#G34 There is a Clue here.

#G35 Place the **Suitcase obstacle** and the **Shotgun** here.

#G36 Place the **Puzzlebox Obstacle** and an **Elder Sign** here.

#G39 Place a **Jammed Door** and a **Lantern** here.

#G40 Place **Dark Room**, **Startling Evidence** and there is nothing else of interest here.

#G42 Place **Padlocked Door** and **Elder Sign** here.

#G43 Place **Padlocked Door** and **Shotgun** here.

#G44 There is a Clue here.

#G45 Place **Dark Room**, the **Suitcase obstacle** and **Startling Evidence** here.

#G50 There is a Clue here.

#G100 Remove Ruby of R'lyeh from the game. If you drew **the Star**, take the **Axe**, otherwise take the **Lantern**.

Keeper Actions: Objective not revealed

*Never play **Uncontrollable Urges** on and investigator with more than 9 remaining *Sanity*, or for a cost of 2 Threat on and investigator with more than 7 remaining *Sanity*, or for a cost of 3 Threat on an investigator with more than 5 remaining *Sanity*. Never play it more than 3 times in the same turn.
This paragraph is applicable to all the Keeper Actions automatic instructions.

1. If there are 2 *samples* on the altar read #E20.
2. If there are less than 2 *samples* on the board (on the altar and been carried by a monster) **and** one monster is on an investigator's space in the *Basement* or the *Foyer*, play **Take Sample**. ☞
3. If there are less than 2 *samples* on the board **and** there is a monster on an investigator's space, roll the dice, with 3 or less play **Take Sample**. ☞
4. If there is a monster carrying a *sample* play **Command Minion** to move it towards the altar.
☞
5. If there is a corpse *token* **and** less than 4 *zombies* on the board, play **Raise Dead** to create a *zombie*. ☞
6. If there is not a *Maniac* on the board, play **Maniac Attacks**.
7. If there is not a *Maniac* on the board **and** there is enough Threat **and** one investigator can be moved to be alone, play **Uncontrollable Urges** to move the investigator and play **Maniac Attacks** just after. ☞
8. If there are no Mythos cards **neither** Trauma cards in Keeper's hand, play **Evil Presence**.
9. Play **Command Minion** to move monster without *sample* to the nearest investigator. ☞
10. If *Pyromaniac* is on play **and** there are less than 2 rooms on fire, play **Pyromaniac** to put a room that isn't the *Foyer* or the *Basement* on fire.
11. If there are less than 2 *samples* on the board (on the altar and been carried by a monster) **and** one monster is on an investigator's space in the *Basement* or the *Foyer*, play **Take Sample**.
12. If an investigator with 3 or less *lore* has a tome, play **Uncontrollable Urges** to make him use the tome. ☞
13. If the Keeper doesn't have 4 Mythos cards **and** 4 Trauma cards **or** there aren't playable Mythos cards for this turn, play **Evil presence**.
14. If a player could be moved to a location where a Mythos card (currently in the Keeper's hand) could be played on, use **Uncontrollable urges** to do so. ☞

Keeper Actions: Objective 1A revealed

*If *Walter* is not in play use the **Objective not revealed** automated instructions.

1. If event 4 has not been revealed play **Command Minion** to move *Walter* away from the investigators (not closer to another investigator), if not possible, do not play this action. If event 4 has been revealed move *Walter* to the *Foyer*, the *Guest Bedroom*, or a *Hallway* and away from any investigator, do **not** take this action if *Walter* is already in one of those rooms **and** can not move away of any investigator without getting closer to another one.
2. If there is a *corpse token* **and** less than 4 *zombies* on the board, play **Raise Dead** to create a *zombie*. ☞
3. If there are other monsters, play **Command Minion** to move it towards the nearest investigator. ☞
4. Play **Uncontrollable Urges** on the nearest investigator to *Walter* with the most damaging weapon/spell, to move him/her away from *Walter*. ☞
5. Play **Pyromania** to put on fire a room between *Walter* and any investigator. ☞
6. Play **Pyromania** to add a fire token to a room on fire between *Walter* and any investigator. ☞
7. If *Walter* is cornered and in range of investigator's weapons/spells, play **Command Minion** to move *Walter* to the nearest investigator with the lowest damaging weapon/spell.
8. If there are no Mythos cards **or** Trauma cards in Keeper's hand, **or** no other action has been played, play **Evil Presence**.

Keeper Actions: Objective 1B revealed

1. If the *Shoggoth* is not on the board follow this branch:
 - 1.1 If there are no monster on the board, play **Maniac Attacks** (and **Uncontrollable Urges** if you need to move an investigator to be alone and there is enough Threat) on the nearest investigator to the altar.
 - 1.2 If there are less than 2 *samples* on the board **and** a monster on an investigator's space, play **Take Sample**.
 - 1.3 If there is any monster carrying a *sample*, play **Command Minion** to move it towards the altar. ↻
 - 1.4 If there is a corpse *token* **and** less than 4 *zombies* on the board, play **Raise Dead** to create a *zombie*. ↻
 - 1.5 If there are less than 2 *samples* on the board **and** a monster without *sample* is at 2 spaces from an investigator, play **Command Minion** to move the monster to the investigator's space and just after play **Take Sample**.
 - 1.5 Play **Command Minion** to move a monster without *sample* towards the nearest investigator. ↻
 - 1.6 If there are no Mythos cards **neither** Trauma cards in the Keeper's hand, **or** no other Keeper action have been played this turn, play **Evil presence**.
 - 1.7 Finish Keeper Actions Step.

2. Play **Command Minion** to move the *Shoggoth* towards the *Foyer*.
3. Play **Uncontrollable Urges** to move the character with the most damaging weapon/spell away from the *Shoggoth*. 🔄
4. Play **Command Minion** to move a monster to the nearest investigator. 🔄
5. **If** there is a *corpse token* between the *Shoggoth* or the *Foyer* and an investigator, play **Raise Dead** on that *corpse*. 🔄
6. Play **Command Minion** to move a monster to the nearest investigator. 🔄
7. **If** there is a *corpse* within 2 spaces from an investigator **and** there is at least 4 Threat, play **raise Dead** and **Command Minion** to create and move the zombie towards the nearest investigator to the *Shoggoth* or the *Foyer*. 🔄
8. **If** there is a room that can be put on fire between the *Shoggoth* or the *Foyer* that is not the *Foyer* itself or other room between the *Shoggoth* and the *Foyer*, and an investigator, play **Pyromaniac** on that room. 🔄
9. **If** there is a room on fire between the *Shoggoth* or the *Foyer* and an investigator, play **Pyromaniac** to place another fire token in that room. 🔄
10. **If** there are no Mythos cards in the Keeper's hand, play **Evil Presence**.

Keeper Actions: Objective 1C revealed

1. If there is no *Maniac* on the board play **Maniac Attacks** and place the *Maniac* on the investigator's space closer to the *Foyer*.
2. If a monster is closer to the foyer than to an Investigator, play **Command Minion** to move that minion towards the *Foyer*. 🔄
3. Play **Command Minion** to move monster to the nearest investigator. 🔄
4. Use **Uncontrollable Urges** to move an Investigator into a monster's space, if no other Investigator is in that space and that space is not closer to the *Foyer*. 🔄
5. Use **Uncontrollable Urges** to move an Investigator away from the *Foyer*. 🔄
6. If there is a *corpse token* and less than 4 *zombies* on the board, play **Raise Dead** on the nearest *corpse* to the *Foyer*. 🔄
7. Play **Command Minion** to move monster to the nearest investigator. 🔄
8. Play **Pyromaniac** to put on fire the nearest room to the *Foyer*. 🔄
9. Play **Pyromaniac** to add a fire token to a room on fire that is the *Foyer* **or** is between the *Foyer* and an investigator. 🔄
6. If there isn't any *Mythos* **or** *Trauma* card in the Keeper's hand, play **Evil Presence**.