

*Lola Hayes

The Actress



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Performer:

You begin the game in the Neutral role.

You can only play or commit Neutral cards or cards of your current role.

Forced – When your turn begins: Switch your role (♠, ♡, ♢, ♣, ♠, ♡, ♢, ♣, or Neutral).

★ effect: +2. You may switch roles.



* Lola Hayes

The Actress



Deck Size: 40.

Class Choices: At deck creation, choose 2 classes (, , , , or ).

Deckbuilding Options: Neutral cards level 0–5, cards from your chosen classes level 0–4, cards from other classes level 0–1.

Deckbuilding Requirements (do not count toward deck size): 2 copies of Improvisation, 2 copies of Crisis of Identity, 1 random basic weakness.

Additional Requirements: Your deck must contain at least 6 cards from each class (, , , , and ).

Lola had assumed that her days of performing The King in Yellow were behind her. Recently, however, she has heard a lone violin play the haunting melody from the show's last production. The music creeps into her mind in moments of silence and solitude, and she's compelled to visit the Ward Theatre one last time.

1

EVENT



Leading Lady (Heroine)

Tactic. Improvised.

Lola Hayes deck only. Replacement.

Fast. Play only during your turn.

Play a card from your hand, regardless of your current role (*paying its cost*). If that card was a Guardian (♣) card, you may either draw 1 card or immediately take a fight action.

"I'm done waiting in the wings."



1

EVENT



Leading Lady (Mentor)

Insight. Improvised.

Lola Hayes deck only. Replacement.

Fast. Play only during your turn.

Play a card from your hand, regardless of your current role (*paying its cost*). If that card was a Seeker (🔍) card, you may either draw 1 card or immediately take an investigate action.

"I've learned a thing or two on stage."



1

EVENT



Leading Lady (Femme Fatale)

Trick. Improvised.

Lola Hayes deck only. Replacement.

Fast. Play only during your turn.

Play a card from your hand, regardless of your current role (*paying its cost*). If that card was a Rogue (♠) card, you may either draw 1 card or immediately take an evade action.

"Trust me, honey, I'm lead material."



1

EVENT



Leading Lady (Enchantress)

Ritual. Improvised.

Lola Hayes deck only. Replacement.

Fast. Play only during your turn.

Play a card from your hand, regardless of your current role (*paying its cost*). If that card was a Mystic (▲) card, you may either draw 1 card or remove 1 doom from a player card at your location.

"The trick is to only show them what you want them to see."



1

EVENT



Leading Lady (Final Girl)

Spirit. Improvised.

Lola Hayes deck only. Replacement.

Fast. Play only during your turn.

Play a card from your hand, regardless of your current role (*paying its cost*). If that card was a Survivor (🦋) card, you may either draw 1 card or heal 1 damage/horror.

"Come on, Lola, just make it to the final bow."



3

ASSET

*Samuel Blake

Obsessive Producer



WEAKNESS

Humanoid. Cultist.

Lola Hayes deck only. Replacement. Peril. Hidden.
While Samuel Blake is in your hand, you cannot switch roles or play cards belonging to another role.
While Samuel Blake is in play, as an additional cost for you to switch your role, you must take 1 horror.





Enthralling Encore

EASY / STANDARD



–X. X is the number of measures.



–2. If you fail, you must either spend 1 clue or take 1 damage.



–3 (–5 instead if there are 3 or more classes among cards you control).



–2. If Sinister Soloist is at your location, reveal another token.

Measures

Enthralling Encore

HARD / EXPERT



–X. X is 1 more than the number of measures.



–3. If you fail, you must spend 1 clue and take 1 damage.



–4 (–6 instead if there are 3 or more classes among cards you control).



–3. If Sinister Soloist is at your location, you automatically fail instead.

Measures

The Haunting of The Ward Theatre

The theatre is closed and quiet, as it has been since those days during the phantom production of The King in Yellow. As you take in your surroundings, you hear it again—the haunting violin. Someone is here, and they are keeping the memory of that production alive.

⚡ While at Sinister Soloist's location, discard 1 card of each class from your hand (♠, ♡, ♢, ♣, and ♠): **Parley**. Automatically evade Sinister Soloist. Treat

Sinister Soloist's text box as if it were blank (except for **Traits**) for the remainder of the round.

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Dirge of Dim Carcosa

The soloist haunts your steps, ever present and always playing that maddening song. You feel the musical notes take root in your mind, threatening to pull you out of the theatre and into another world, one you think you've visited before ...

Place 1 resource on the scenario reference card, as a measure. Then, if there are 5 or more measures, each investigator is defeated and suffers 1 mental trauma.

Otherwise, each investigator must test  (3). Each investigator who fails takes 1 horror and sets aside 1 non-permanent, non-weakness asset they control. Then, shuffle each asset set aside by this effect into the Props deck. If all investigators fail this test, remove 1  damage from Sinister Soloist.

Place clues on each revealed location, up to its clue value.

Shuffle the encounter discard pile into the encounter deck.

Reset this agenda to agenda 1a.



Break Free from the Past

The soloist stands on stage, their gangly arms moving with mechanical precision as they play the violin. Their face is shrouded in shadow, but their song follows you throughout the theatre.

⚡ Investigators at the same **Private** location spend 1  clues, as a group: **Parley**. Reveal the top 3 cards of the Props deck and choose an investigator to draw 1 of them. Shuffle the remaining cards together and place them on the bottom of the Props deck.

Objective – When Sinister Soloist is in the victory display, advance.





Final Bow

The soloist crumples before you, collapsing to the floor in a puff of acrid, black smoke and glowing embers, reeking of rosin. Your skin burns and your eyes water, forcing you to turn away. Coughing and waving your arms to clear the air, the smoke eventually dissipates. The soloist is nowhere to be seen. The theatre is quiet once again, as is your mind. Whatever unresolved business this stage held seems to be finished now. You turn and head back to the lobby, ready to put the Ward Theatre behind you for good.

(→R1)

*Sinister Soloist

Minstrel of Carcosa



4

6



5



Monster. Elite.

Alert. Aloof. Elusive. Hunter.

As an additional cost to play a non-Neutral card at Sinister Soloist's location, you must take 1 horror.

Forced – When the enemy phase ends, if Sinister Soloist is ready: Each investigator at Sinister Soloist's location and each connecting location takes 1 direct horror.

Victory 2.



ENEMY

