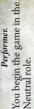
*Lola Hayes

The Actress







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

Forced - When your turn begins: Switch your role (A) (O) (A) (A) (A) (OI

★ effect: +2. You may switch roles Neutral







*Lola Hayes

The Actress

Deck Size: 40.

Class Choices: At deck creation, choose

from other classes level 0-1. cards from your chosen classes level 0-4, cards Deckbuilding Options: Neutral cards level 0-5, 2 classes (₺, ₺, ₺, ₺, or +).

Deckbuilding Requirements (do not count

copies of Crisis of Identity, 1 random basic weakness toward deck size): 2 copies of Improvisation, 2

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

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 her. Recently, however, she has heard a lone violin play the haunting melody from Lola had assumed that her days of performing The King in Yellow were behind



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."





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."





Play a card from your hand, regardless of your currer 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."





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.'

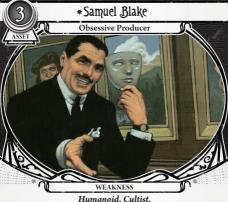




Play a card from your hand, regardless of your current role (paying its cost). If that card was a Survivor (*) card, you may either draw 1 card or heal 1 damage/horror.

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





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



-X. X is the number of measures.



-2. If you fail, you must either spend1 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

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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

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| (X) Agenda 1a

The Ward Theatre The Haunting of

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

While at Sinister Soloist's location, hand (E, Q, Q, A, and +): Parley. discard 1 card of each class from your

Sinister Soloist's text box as if it were blank (except for Traits) for the

Dirge of Dim Carcosa



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

test, remove 1 amage from Sinister Soloist by this effect into the Props deck. If all investigators fail this weakness asset they control. Then, shuffle each asset set aside who fails takes I horror and sets aside I non-permanent, non-Otherwise, each investigator must test (3). Each investigator defeated and suffers 1 mental trauma Then, if there are 5 or more measures, each investigator is

Keset this agenda to agenda 1a Shuffle the encounter discard pile into the encounter deck Place clues on each revealed location, up to its clue value



victory display, advance.

Final Bow



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

(→R

*Sinister Soloist

Minstrel of Carcosa



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.



