

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### ENTHRALLING ENCORE

#### CHALLENGE SCENARIO

*Enthralling Encore* is a special challenge scenario for *Arkham Horror: The Card Game* and an alternate version of Lola Hayes. This scenario can be played as a standalone scenario, or as a side-story inserted into any campaign. **In order to play this scenario, a copy of the *Arkham Horror: The Card Game* core set and *The Path to Carcosa Campaign Expansion* are required.**

#### Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- When building a Lola Hayes deck, you may choose whether to use the original version or the parallel version of both her front side and her back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.

#### Replacement Cards

Signature cards with the Replacement keyword are optional replacements for the given card. When building a deck, you may choose to replace the specific cards listed under “Deckbuilding Requirements” with all of that investigator’s replacement cards. Doing so satisfies your Deckbuilding Requirements. During a campaign, this choice cannot be unmade.

*For example: Marta is building a Lola Hayes deck. Improvisation and Crisis of Identity are listed under Deckbuilding Requirements for Lola Hayes. Marta may choose to instead replace those four cards with all five versions of Leading Lady, as well as Samuel Blake.*

You may also choose to include all cards listed under “Deckbuilding Requirements” as well as all of that investigator’s replacement cards. Replacement cards added in this manner do not count towards the investigator’s deck size.

*For example: Marta is building a Lola Hayes deck. Instead of deciding between her typical signature cards and her replacement signature cards, Marta may choose to add all ten cards to her deck.*

#### Challenge Scenarios

Challenge scenarios are special print-and-play scenarios that utilize existing products in the *Arkham Horror: The Card Game* collection, along with additional print-and-play cards, to create new content. These scenarios are designed with certain prerequisites in mind, in order to craft a challenging puzzle-like experience.

The *Enthralling Encore* challenge scenario has the following prerequisites:

- At least 1 investigator with parallel content must be chosen when playing this scenario. These include, but are not limited to: Agnes Baker, “Ashcan” Pete, Daisy Walker, Father Mateo, Jenny Barnes, Jim Culver, Lola Hayes, Monterey Jack, Rex Murphy, Roland Banks, “Skids” O’Toole, Wendy Adams, and Zoey Samaras. (Parallel content can be downloaded at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com))

#### Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. Refer to the section below for additional setup instructions. When played as a standalone scenario, *Enthralling Encore* has four difficulty modes. Construct the chaos bag with the following tokens:

- Easy:** +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
- Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
- Hard:** 0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
- Expert:** 0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠.

#### Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

**Playing the *Enthralling Encore* side-story costs each investigator 2 experience.**

#### Expansion Symbol

The cards in the parallel investigator series can be identified by this symbol before each card’s collector number:



## Featured Keywords

### Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

### Elusive

If a ready enemy with the elusive keyword attacks or is attacked, after that attack resolves, that enemy immediately disengages from all investigators, moves to a connecting location (with no investigators, if able), and exhausts. This effect occurs whether the enemy was engaged with the attacking investigator or not.

### Hidden

When a card with the hidden keyword is drawn, it is added to your hand in secret, without revealing that card or its text to the other investigators. While a hidden enemy is in your hand, it is not considered to be engaged with you or in your threat area, and it does not attack unless otherwise specified. Hidden cards in your hand count toward your hand size, and cannot leave your hand by any means except by those described on the card.

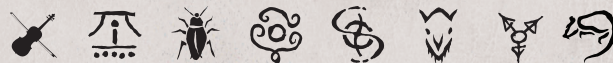
## Challenge Scenario: Enthralling Encore

*Everyone has their role to play in the performance of life. You're not sure how long it has been since The King in Yellow came to Arkham's Ward Theatre. Since then, you've put it out of your mind, dismissing it as an unexplained, and incredibly vivid, hallucination. But then you heard it. At first it came to you in your dreams, the haunting melody of the production's orchestral score, now presented by a single violin. It has led you to a corner of Arkham you had been avoiding: the Ward Theatre. The Theatre is dark and quiet, save for that melody only you can hear...*

Proceed to **Setup**.

## Scenario Setup

- ① Gather all cards from the following encounter sets: *Enthralling Encore*, *Curtain Call*, *Decay and Filth*, *Delusions*, *Hauntings*, *Ghouls*, *Striking Fear*, and *Rats*. Each of these sets except for *Enthralling Encore* can be found in the Core Set and *The Path to Carcosa* Campaign Expansion. These sets are indicated by the following icons:



- ② Remove the original scenario reference card, acts, and agendas from the *Curtain Call* encounter set from the game. Use the new scenario reference card, act, and agenda provided in the downloadable *Enthralling Encore* encounter set when setting up the game.
- ③ Build the Props deck. This is done by searching your collection for 3 level 0 non-**Ally** assets from each class (♣, ♠, ♦, ♠, and ♣), for a total of 15 cards (no duplicates, if possible). Shuffle these cards together to form the Props deck. Place this deck near the scenario reference card.
  - ◆ As a suggestion, if none of the following cards are used in investigator decks, you can use this list to create your Props deck: Physical Training (♣ #17), First Aid (♣ #19), Machete (♣ #20), Old Book of Lore (♣ #31), Hyperawareness (♣ #34), Medical Texts (♣ #35), Burglary (♣ #45), Pickpocketing (♣ #46), Hard Knocks (♣ #49), Holy Rosary (♣ #59), Scrying (♣ #61), Arcane Studies (♣ #62), Baseball Bat (♣ #74), Rabbit's Foot (♣ #75), Dig Deep (♣ #77).
- ④ Remove The Man in the Pallid Mask and Royal Emissary from the game.
- ⑤ Set each copy of Lobby Doorway and each copy of Backstage Doorway aside, out of play.
- ⑥ Put the Theatre, Lobby, Balcony, and Backstage locations into play.
  - ◆ Each investigator begins play at Theatre.
- ⑦ Put the Sinister Soloist enemy into play at Backstage.
- ⑧ Shuffle the remainder of the encounter cards to build the encounter deck.
- ⑨ You are now ready to begin.



## DO NOT READ until the end of the scenario

**If no resolution was reached because each investigator was defeated:** Skip to Resolution 2.

**Resolution 1:** *With the violinist defeated, you can only hope that the last specter of that unholy production is finally put to rest. Every day following the events at the Ward Theatre, your nerves are coiled tight, always expecting to hear the melody. The days pass, the melody never returns, and it would seem you are allowed to continue your life as if the events surrounding The King in Yellow had never truly happened. But they did, didn't they?*

- ② Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- ② Each investigator may either upgrade their signature card to its advanced version, or downgrade the advanced version of their weakness to its original version (if able).
  - ◆ Each investigator unable to upgrade their advanced signature card or downgrade their advanced weakness earns 2 bonus experience, instead.

**Resolution 2:** *Unable to withstand the soloist any longer, you drop to your knees, letting the overwhelming power of the melody wash over you like an unstoppable flood. The notes fill your ears, drowning out every other thought. Your vision fades, the reality of the Ward Theatre growing dark, warping and stretching at odd angles.*

*You squeeze your eyes shut, trying to focus on what you can feel, to keep yourself grounded. Your hands are pressed into coarse sand, and every few seconds you feel cold water lapping at your fingertips. After what feels like minutes you open your eyes again to see the tall spires of that ancient city, reaching up to a sky lit with black stars. The violin is now joined by an unseen orchestra, reaching a deafening crescendo. You try to rise from your knees, but your shaking legs give out, and you fall onto your back...*

*...and land on the dusty wooden boards of a stage. The sound of your collapse echoes off of the cavernous walls of the Ward Theatre. You stare up at the dark ceiling above as you lie on the proscenium. The soloist is gone. The monsters are gone. The Theatre is dark and seemingly abandoned, save for you.*

*You rise slowly, then turn and flee, not wanting to look for any signs of your experience. You are convinced that this place is cursed, that the production is cursed, and that this curse will haunt you for the rest of your days.*

*As you push through the front doors of the theatre and back out into the street, you hear the haunting melody in your head once more...*

- ② Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- ② Each investigator must either upgrade their weakness to its advanced version, or downgrade the advanced version of their signature to its original version, if able.
  - ◆ Each investigator unable to upgrade their advanced signature card or downgrade their advanced weakness suffers 1 mental trauma, instead.

## Credits

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