

ARKHAM HORROR[®]

THE CARD GAME

Campaign Guide

JENNY'S CHOICE

A Dilettante's Dilemma

You had thought the cult of the Green Man had been removed—expunged from the world—nature returned to its proper course. But it appears that the Green Man's worshippers are more resilient. Like the Black Goat of the Woods with a Thousand Young, the Green Man's cult remains a fertile breeding ground for horror. You had hoped, after your previous encounter, that Izzie had gotten away. You were wrong, but they have isolated themselves, and your search is nearing its end.

Jenny's Choice is a user created custom scenario for *Arkham Horror: The Card Game* for 1-4 players.

Signature Scenarios

Signature Scenarios are a new type of scenario that can be played on its own in Standalone Mode, or played in between two scenarios in a campaign as a side-story. Signature Scenarios are meant to provide additional story that is personal to a specific investigator and present opportunities to enhance a specific investigator's signature cards as well as grant other rewards. Experience costs to attempt the scenario need only be paid by the investigator who is the primary subject of the Signature Scenario (in this case Jenny Barnes). Weaknesses, trauma, experience, and rewards granted by playing the side-story stay with the investigators who attempt the scenario for the remainder of the campaign. Each side-story may only be

played once per campaign.

When played as a side-story during a campaign, play this scenario 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 *Jenny's Choice* costs Jenny Barnes 2 experience. Other investigators may accompany Jenny if they like at no additional experience cost.

Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode on page 19 of the Rules Reference. Refer to the section below for additional setup instructions.

When played as a standalone scenario, *Jenny's Choice* has only two difficulty modes. Construct the chaos bage with the following tokens:

◆ **Easy:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠,

☠, ☆, ♣.

◆ **Hard:** +1, 0, -1, -2, -2, -3, -3, -5, ☠, ☠, ☠, ♠, ♠, ♠,

☠, ☆, ♣.

Jenny's Choice

Several months ago, Izzie's letters to you had become increasingly infrequent and then stopped altogether. Growing worried, you decided to make a trip to Arkham, Massachusetts, to investigate. After arriving, you had followed your instincts, which led you to a case of multiple missing persons, a harvest festival depicting the fertility deity known as the Green Man, and a ritual murder that summoned something so nightmarish that you still see it when you close your eyes. All of the events were seemingly connected to some entity named Shub-Niggurath.

Although the event resulted in the tragic loss of **some** lives, Izzie was not one of them. She had disappeared in the final moments, pursued or dragged off by the last remaining cult members.

It has taken every resource you had left, but at long last you have stumbled upon some evidence—evidence that suggests that Izzie may still be in trouble. You finally know exactly where they have taken her.

There ain't nothing that's gonna stop you from finding Izzie now. Those Green Men goons won't know what hit 'em.

Proceed to Setup.

Required Products

To play *Jenny's Choice* you need the *Arkham Horror: The Card Game* base game as well as *The Dunwich Legacy* expansion box.

Additional Rules

New Keyword: 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.

This rule can be found in *The Forgotten Age* Campaign Guide (available at Fantasy Flight Games' website).

Resource Test

Your base skill value for this test is equal to half the number of resources in your resource pool (rounded down).

This rule can be found on the rogue card *Money Talks* released with *The Circle Undone* deluxe expansion.

Story Cards

Story cards are a new cardtype introduced in *The Path to Carcosa* campaign. These cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text, if any.

Setup

◆ Gather all cards from the following encounter sets: *Bad Luck*, *Dark Cult*, *Agents of Shub-Niggurath*, and *Lost Cathedral*. These sets are indicated by the following icons:



◆ Set the following cards aside, out of play: *Aimless*, *Emerald Light*, *I Killed Her*, *Isabelle Barnes: Double Trouble*, *Izzie's Violin*, *Lost In Thought: Isabelle Barnes Only*, *Lost in Thought Jenny Barnes Only*, *Isabelle Barnes (Investigator Card)*, *Isabelle Barnes: The Virtuoso at the Gates of Dawn*, *Isabelle Barnes: Captive*, *Herald of the Green Man (X3)*, *Amphitheatre*.

◆ Set aside one of the two versions of the following locations: *Organ Room*, *Wine Cellar*, *Inner Chamber*, *Balcony*. Set the other copy of each location out of play only to be used to determine 'Random Locations' as noted below.

◆ Put all other locations into play. Investigators begin the scenario in **Hidden Grove**.

◆ Shuffle the remainder of the encounter cards to build the encounter deck.

Spawning at Random Locations

During this scenario, you will be instructed to spawn certain cards at separate random locations. This should be done by shuffling together the 4 locations that are out of play and drawing 1 at random. Spawn the indicated card, and remove the location from your pool before drawing for the next card so that each card is spawned in a separate location.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned and/or was defeated): All this way only to lose Izzie at the very end. You're not sure whether you are going to be able to go on. This was all for her. To find her and keep her safe. Now what will you do? What you can, you suppose. Farewell, Isabelle, dear.

☞ The player controlling Jenny Barnes must add one **Madness** basic weakness to his/her deck.

☞ The player controlling Jenny Barnes must remove **Searching for Izzie** from his/her deck for the remainder of the campaign. Add the **Aimless** weakness to his/her deck.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 1: "Izzie! Isabelle! Wake up! I'm here, I'm here! I need you, Izzie. Come back to me!"

Izzie's face grimaces with strain as she fights whatever hex has her insensate. At last, she she opens her eyes with a shocked expression on her face. "Jenny!"

"Not now Izzie, there's some trouble and this canceled stamp is trying something funny."

You turn around, twin .45s at the ready, but Mrs. Olmstead has vanished. With the ritual interrupted, the music has finally stopped, and the cathedral has grown silent. It's time to get of here, *with your sister*, and find a place that's got some jazz to get this terrible tune out of your head.

☞ The player controlling Jenny Barnes must remove **Searching for Izzie** from his/her deck for the remainder of the campaign. Add the **Isabelle Barnes: Double Trouble** player card to his/her deck.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 2: You'll never know how the song ends, and it will likely haunt your dreams and waking thoughts for the rest of your living days. Izzie's violin clatters to the floor. The amphitheatre grows quiet. Your friends don't know what to say. You are glad they say nothing. It's over. You were too late. But she is at least at peace. You're sorry you can't say the same for yourself.

You spend the next hour crawling through the wreckage of the cathedral that the vibrations from Izzie's—no, the Green Man's—song left in its wake.

All you can do is move forward. Maybe next time, for the next girl, you'll get there in time. Maybe.

☞ The player controlling Jenny Barnes must remove **Searching for Izzie** from his/her deck for the remainder of the campaign. Add the **I Killed Her** weakness to his/her deck.

☞ The player controlling Jenny Barnes must add **Izzie's Violin** to their deck.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 3: You awake surrounded by the devastated cathedral. There is nothing left where Izzie once was. The forest glade looks as if a tornado had swept through the area. You are lucky you were not crushed by the rubble as the cathedral collapsed.

Izzie is gone for good. Nothing could bring her back from that. Her last moments trapped in torment, bound to the Green Man. The perfect vessel not so perfect in the end, I suppose. But that light, that green light, what did it mean?

You close your eyes. All you see is green.

☞ The player controlling Jenny Barnes must remove **Searching for Izzie** from his/her deck for the remainder of the campaign. Add the **Emerald Light** weakness to his/her deck.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

Resolution 4: You are not sure you are making the right decision. What else can you do? It's Izzie—the little girl you always used to warn to leave you alone, when all she ever did was look up to you. And then one day, she did leave you alone. This is your fault. You knew it might come to this. How can you fight what you can't even see?

The Heralds that you had bribed earlier see to the care of Izzie as she is slowly awakened from her trance. Mrs. Olmstead takes your hand and leads you to the center of the amphitheatre. Your friends move to stop you, but you shake your head and they understand. It is your choice. You feel a pressure; the pitch of a staccato of measure leaves you reeling. You cannot even focus on the god-forsaken music. The last thing that you think is that they probably never needed the music anyway.

Isabelle wakes up hours later. She does not remember how she got to this place. A strange man in a green cloak explains that Jenny took your place in the ritual. You don't understand why she would do that, but her friends tell you it is true. What happened after, they refuse to say. Some things we are better off not knowing. You're not sure what to do. You consider what Jenny would do. And the answer comes to you, she'd do what she could.

☞ Jenny Barnes has been killed. Do not return the cards in your deck to your collection. This will be your new investigator's deck.

☞ If you are playing in Campaign mode, the player that was controlling Jenny Barnes must start the next scenario using the Isabelle Barnes investigator included with this scenario. Isabelle has the same deck requirements as Jenny with the exception of the ability to add lvl 0-3 **blessed** cards to her deck. Isabelle can include and use **Jenny deck only** signature cards.

☞ Remove **Searching for Izzie** from Isabelle's deck for the remainder of the campaign. Add the **Lost in Thought (Isabelle Barnes deck only)** weakness to Isabelle's deck.

☞ Each investigator, including Isabelle Barnes, earns experience equal to the Victory X value of each card in the victory display.

Resolution 5: Mrs. Olmstead sways to the piping as if she does not even notice the degree of her wounds at first. Then her eyes start to dim, and she looks at you sadly, "My life is but one. It is my master's loss that is truly the tragedy. The vessel—look—it withers and dies." Mrs. Olmstead falters and abruptly leans into the wall. "The vessel cannot be sustained without my sorcery as the anchor. You've doomed her." She coughs, then trips, and falls lifeless to the floor.

You rush to Izzie's side, but it is too late. Mrs. Olmstead was not lying. Your sister no longer suffers, and you had not known any better. Bitterly, you wonder what you could have done differently. Which of your many decisions has led you down this path?

It is weeks before you realize that the Green Man cult has been eradicated. That, in the end, it was a decision made for the greater good. Maybe Izzie would have wanted it this way. You'll never get to ask.

☞ The player controlling Jenny Barnes must remove **Searching for Izzie** from his/her deck for the remainder of the campaign. Add the **Lost in Thought (Jenny Barnes deck only)** weakness to his/her deck.

☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.

☞ Each investigator earns 2 bonus experience points for putting an end to the Green Man cult.