

ACT 3b

The Ultimate Price

Mrs. Olmstead smirks at you with glee and claps her hands in enthusiasm. "Why didn't you say so dear? You come in here snooping around, and waving guns in our faces! What's a girl to think? So, so admirable. A girl is but a price, and this one is a mere initiation. It was you who had the original medalion all along, as we both now know. Come, along then."

(→R4)

ACT 3b

No Time to Waste

The large stone door to the Cathedral grinds open, light pouring in for seemingly the first time in a decade. A distant piping grows louder, and you see a man in a green cloak disappear around the corner. He appears to be playing a set of bone pipes in disarray with the clearer music coming from deeper within the Cathedral. Maybe he can tell you what is happening. Or maybe you can disrupt whatever it is.

You wonder if you should think harder to avoid acting recklessly. But every moment spent in thought is a moment Lizzie may not have.

- Put the set aside Inner Chamber, Wine Cellar, Balcony, Organ Room, and Amphitheatre locations into play.
- Spawn the set aside **Herald of the Green Man** enemies into play each at a different random Inner Chamber, Wine Cellar, Balcony, or Organ Room location.
- Shuffle the encounter discard into the encounter deck.

ACT 3a

An End to the Ritual

This story ends with the death of Mrs. Olmstead or the death of Lizzie. Make a choice, or one will be made for you. The final note must not be played.

Mrs. Olmstead gains:

→ **Parley**: If you have bribed at least 2 Heralds of the Green Man, test ♣ (3). If you succeed, advance to act 3b.

Objective – Defeat Mrs. Olmstead or set Lizzie free. One way or another.

ACT 1a

Gaining Entrance

The woods surrounding the cathedral must first be explored for signs of ambush. Though dwindling, there's no telling how many members of the Green Man cult are left.

At the very least, you think you should acquaint yourself with the dangers present now before putting Lizzie at further risk. But time is of the essence!

Objective – Investigators at Cathedral Entrance may spend the requisite number of clues to advance.

Agenda 3a

An Audience of One

Mrs. Olmstead, consort and high priestess of the Green Man, stands before you. She is not happy about your intrusion. The gods play on, and for Isabelle only. The perfect vessel is waiting in the wings.

4

AGENDA 3b

Transcendental Metamorphosis

The piping stops. The outro to the otherworldly music is as abrupt as Lizzie's disappearance was.

"At long last!" squeals Mrs. Olmstead. "He has come. Isabelle has surrendered, and the unification is complete. Iai Shub-Niggurath! Iai Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!"

The doors to the Cathedral suddenly slam shut.

If **Isabelle Barnes: Captive** is in play, remove her from the game.

Spawn the set aside enemy **Isabelle Barnes: The Virtuoso at the Gates of Dawn** in the Amphitheatre.

- Remove all **Woods** locations from the game. Enemies in **Woods** locations are discarded. Investigators in **Woods** locations are moved to Cathedral Entrance.
- Shuffle the encounter discard into the encounter deck.

Act 2a

A Plan Unfolds

You need to decide quickly. Stuss out where they've hidden Isabelle and go in guns blazing, or discover what unnatural ritual is about to be performed. There's no more time to think. You must act now.

Objective—Investigators at the Amphitheatre may spend any number of clues to advance.

Forced – If it is Agenda 4, advance.

?

ACT 2b

The Ingénue

What investigating you have done has made it clear that the Cult of the Green Man is planning to use Isabelle as a vessel for the Green Man himself. They have been channeling his power through that horrible piping this whole time. That means Lizzie must be close.

How far are you willing to go to end this nightmare?

- If investigators cannot spend at least 3♣ clues, flip this card back to Act 2a. Having reached the Amphitheatre, you have little idea what to do next and must search for more information.
- If investigators spent 5♣ clues or more and it is not Agenda 4, spawn the set-aside **Isabelle Barnes: Captive** card in the Amphitheatre.
- If investigators spent less than 5♣ clues, and it is not Agenda 3 or 4, remove all doom in play and advance to Agenda 2b. Shuffle the encounter discard pile into the encounter deck.

Agenda 4a

i'm too late

Ezzie's eyes fill with a sudden emerald light, and she lifts her previously fixated eyes to yours... and leers.

"Oh, help me sister! The scary Green Man is gonna get me!" She begins to laugh, multi-octave voice resonating throughout the Amphitheatre.

She picks up a violin from the floor, and begins to play.

You can no longer parley with or advance to resolutions on Mrs. Olmstead.

6

1/1

Agenda 4b

Tarantellasmic Fugue

Isabelle's body, too strained from the forces contained within, cracks and then shatters like a dropped vase. An emerald radiance spills out. All of your senses have been rendered useless.

It all fades to black.

(→R3)

1/1

Agenda 2a

The Growing Dissonance

The piping has become a growing staccato of notes, and you hear other incongruent flourishes coming from down the hallway of the Cathedral. The echoes of the music catch in each other and pitch up and down your spine making your ears hum.

A crescendo is building.

8

1/1

***Mrs. Olmstead**
The Green Man's Consort

3 3 4

Lunatic. Consort. Priestess. Monster.

Spawn – The Amphitheatre

While Discordant Piping is in play, you may not parley with Mrs. Olmstead and she cannot be damaged while she is engaged.

When Mrs. Olmstead is defeated: (→R5)

Victory 1

ENEMY

1/1 1b

Agenda 1a

Remnants

You have tracked down the last known whereabouts of Isabelle to an isolated temple devoted to the Green Man. You had thought the cult destroyed, but it appears an escaped priestess of the cult has brought your sister here. But to what end?

Ezzie's fate is in your hands.

4

1/1

Agenda 1b

Atonal Chords

A piping begins to stir the air, and a haunting and discordant melody echoes through the halls of the Cathedral.

You must hurry. If Ezzie is somehow involved, whatever the Green Man cult has gathered to do it is beginning.

Search the encounter deck for a Discordant Piping treachery. Attach it to the current Act.

If there is already a copy of Discordant Piping attached to the current Act, Investigators who have taken any horror must test ☛ (2). If you fail, take one direct horror or lose half your resources rounded up.

1/1

Jenny's Choice
EASY / STANDARD

-1. -2 if you are at a **Resonant** location.

Reveal another token. If you fail this test, shuffle an asset you control into your deck.

-1. If you fail, ready an exhausted enemy at your location.

-2. If you succeed, discard an **Omen** in play.

1/1 1a

Jenny's Choice
HARD / EXPERT

-1. After this test is resolved, each readied **Cultist** enemy moves one location away from you.

Reveal another token. If you fail this test, discard an asset you control.

-2. If you fail, ready the nearest exhausted **Monster** enemy; if it engages you, it attacks.

-4. If you succeed, discard an **Omen** in play if you are at a **Resonant** location.

1/1 1b

Amphitheatre

3 **LOCATION** **2**

Resonant. Ground Floor.
Forced – Monsters at this location gain alert.

"If death meant just leaving the stage long enough to change costume and come back as a new character... Would you slow down? Or speed up?"
 — Chuck Palahniuk, *Invisible Monsters*

Victory 1

Illus. James Winston

Amphitheatre

LOCATION

Ground Floor.

The empty amphitheatre ominously awaits a grand performance. Is that piping coming from behind the curtain? It's difficult to tell as the music, if it can be called that, is echoing throughout the chambers.

Illus.

Balcony

2 **LOCATION** **1**

Upper Floor.

➔ **Test** ♠ (3): If you succeed, move to the Amphitheatre below. If you fail, you decide it looks a little too high: cancel the move.

A small balcony, there is not much here except a lovely view of the Amphitheatre below.

Illus. Jules-Edmond-Charles Lachaise

Balcony

LOCATION

Upper Floor.

A small stairwell leads to a viewing balcony above. The balustrade is held together by a growth of tangled vines. Perhaps a bird's eye view of the area below will offer some clues as to Izzie's whereabouts.

Illus.

Balcony

2 **LOCATION** **1**

Upper Floor.

➔ **Test** ♠ (3): If you succeed, move to the Amphitheatre below. If you fail, you decide it looks a little too high: cancel the move.

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LOCATION

Upper Floor.

A small stairwell leads to a viewing balcony above. The balustrade is held together by a growth of tangled vines. Perhaps a bird's eye view of the area below will offer some clues as to Izzie's whereabouts.

Illus.

Cathedral Entrance

2 **LOCATION** **2**

Entrance.

You hear a disharmonious piping from further within. Could Isabelle really be inside?

Illus. Johann Jakob Hoch

Cathedral Entrance

LOCATION

Entrance.

Everything is quiet. It's as if the woods around you are intently listening. Waiting for you to make one final mistake.

Illus.

Wine Cellar

4 **LOCATION** **1**

Resonant. Underground.

After you successfully investigate this location: Gain a resource. Remember that *You have tasted the Green Man's fermented fruits.*

As excellent as you would expect from the Green Man himself. This should take the edge off. Now, where's Izzie again?

Illus. Simpson 1/1 1

Wine Cellar

LOCATION

Underground.

A fairly unexceptional wine cellar appears to be at the end of the steps below.

No matter the religion, there's always alcohol involved. Just why is that, anyway?

Watch out. It's dark.

Illus. 1/1 1

Inner Chamber

2 **LOCATION** **2**

Resonant. Ground Floor.

Forced – Increase the shroud of this location by 1 for each **Omen** card in play.

After successfully investigating at this location: Draw a card (group limit once per round).

Trinkets and doodads are displayed here as if they are fated for some grand purpose. Maybe there is something of use.

Illus. Edward Bradley 1/1 1

Inner Chamber

LOCATION

Ground Floor.

This room appears to be ceremonial in nature. You wonder if there is anything here that might help Izzie.

Illus. 1/1 1

Wine Cellar

4 **LOCATION** **1**

Resonant. Underground.

After you successfully investigate this location: Heal a horror. Remember that *You have tasted the Green Man's fermented fruits.*

As excellent as you would expect from the Green Man himself. This should take the edge off. Now, where's Izzie again?

Illus. Simpson 1/1 1

Wine Cellar

LOCATION

Underground.

A fairly unexceptional wine cellar appears to be at the end of the steps below.

No matter the religion, there's always alcohol involved. Just why is that, anyway?

Watch out. It's dark.

Illus. 1/1 1

Inner Chamber

4 **LOCATION** **2**

Resonant. Ground Floor.

Forced – Decrease the shroud of this location by 1 for each **Omen** card in play.

After successfully investigating at this location: Draw a card (group limit once per round).

Trinkets and doodads are displayed here as if they are fated for some grand purpose. Maybe there is something of use.

Illus. Edward Bradley 1/1 1

Inner Chamber

LOCATION

Ground Floor.

This room appears to be ceremonial in nature. You wonder if there is anything here that might help Izzie.

Illus. 1/1 1

Organ Room

2 LOCATION **2**

Resonant. Ground Floor.

Forced – Do not discover clues at this location when successfully investigating. Instead, you may discard a card from your hand to discard Discordant Piping from play.

Forced – When Discordant Piping is discarded, investigators in this location each gain 1 clue.

Victory 2

Illus. Pieter Jansz. Saenredam

Organ Room

1 LOCATION

Ground Floor.

At one time it looks as if this organ may have been used for regular mass services. You are loath to think how patient the Green Man must be to have seen entire religious sanctuaries be erected and fall into disrepair. His worshippers scheme into the far-flung future; the lives of two sisters mere blips in the vast ocean of time.

Illus.

Dismal Creek

2 LOCATION **4**

Woods.

This location's shroud value may not be reduced by any means.

The creek bed looks shallow enough, but the murky water flowing toward the cathedral gives off the pungent stench of decomposition.

Victory 1

Illus.

Dismal Creek

1 LOCATION

Woods.

The life-giving waters of this forest appear to be greedy as well. The creek bank is littered with the remains of countless small animal corpses.

Illus.

Organ Room

2 LOCATION **2**

Resonant. Ground Floor.

Forced – Do not discover clues at this location when successfully investigating. Instead, you may spend 2 resources to discard Discordant Piping from play.

Forced – When Discordant Piping is discarded, investigators in this location each gain 1 clue.

Victory 2

Illus. Pieter Jansz. Saenredam

Organ Room

1 LOCATION

Ground Floor.

At one time it looks as if this organ may have been used for regular mass services. You are loath to think how patient the Green Man must be to have seen entire religious sanctuaries be erected and fall into disrepair. His worshippers scheme into the far-flung future; the lives of two sisters mere blips in the vast ocean of time.

Illus.

Hidden Grove

3 LOCATION **2**

Woods.

➔ **Resign.** There's no helping Izzie now. All this work, only to turn away...

This forest grove is so off the beaten path, you are beginning to worry you will not be able to find your way back.

Victory 1

Illus. William Crotch

Hidden Grove

1 LOCATION

Woods.

There's no path through the forest that does not inspire dread. You remind yourself that Izzie is somewhere in these woods.

Illus.



TREACHERY

Aimless

WEAKNESS

Flaw.

Jenny Barnes deck only.

Revelation – Test ♣ (4): If you fail, put Aimless into your threat area.

While Aimless is in your threat area, at the start of your turn you must (choose one): not spend resources this turn OR lose one action this turn.

Forced –At the end of your turn, discard a card from your hand and discard Aimless

What's the point? It'll all go up in smoke in the end.




TREACHERY

I Killed Her

WEAKNESS

Flaw. Madness.

Jenny Barnes deck only.

Revelation – Take 1 direct horror. Then, shuffle I Killed Her into your deck.

"I'm sorry Izzie. I thought I had more time."




TREACHERY

Emerald Light

WEAKNESS

Mystery.

Jenny Barnes deck only.

Revelation – Put Emerald Light into play in your threat area.

You cannot commit cards to investigate actions.

Forced –When you fail an investigate action, discard the card with the highest resource cost from your hand.

➡➡➡ Test ♣ (4): If you succeed, discard Emerald Light.




2

***Isabelle Barnes**

Double Trouble

ASSET

?

?

Ally. Sister. Conspirator.

Jenny Barnes deck only.

☞ When you pass a skill test, exhaust Isabelle Barnes: Resolve all effects as if you had succeeded by two or more.

"What do you say we go for some giggle-water when this is all wrapped up, hey sis?"

2 **2**



1

ASSET

Isabelle Barnes

Captive

Drifter. Hexed.

When this card is spawned, place four resources from the token pool on it.

♣ If You have tasted the Green Man's fermented fruits: Remove one resource from this card (group limit, once per turn).

➤ Test ♣ (4): If you succeed, remove one resource from this card (group limit, once per turn).

If there are no resources on this card, flip this card.

1/1

1

Fight Back!

You know that Izzie is in there somewhere. You use every ounce of willpower you have to bring her back. The Green Man's grip on your sister is tight, but nobody is going to take Izzie from you now that you have finally found her. (→R1)

STORY

Herald of the Green Man

Conductor of rites and rituals

1

2

4

Cultist.

Aloof.

➤ Parley. Perform a resource test (2). Your base skill value for this test is equal to half the number of resources in your resource pool (rounded down). If you succeed, remember you have bribed a Herald of the Green Man (group limit once per game per source).

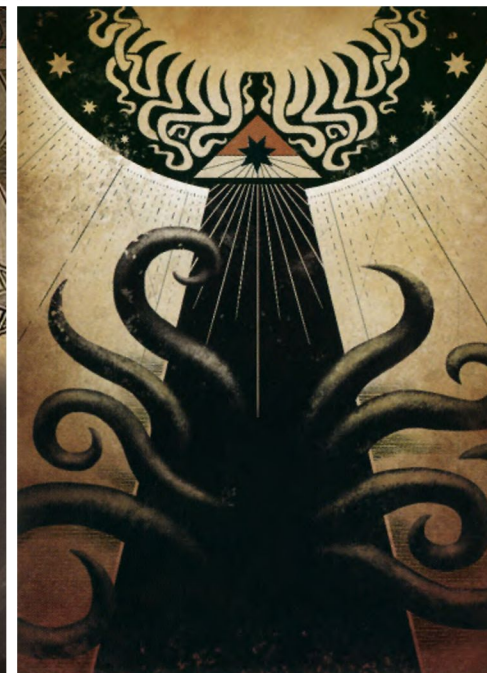
"A little green for the Green Man? Isabelle does not need to die, you know. Let's make a deal..."

Victory 0

ENEMY

1/1

1



Isabelle Barnes

The Virtuoso at the Gates of Dawn

4

6♣

4

Avatar. Elite. Monster.

Massive.

When Isabelle Barnes attacks, remove a location from the game that is not the Amphitheatre. Isabelle Barnes deals horror equal to the number of locations that have been removed from the game.

When Isabelle Barnes is defeated: (→R2)

"People haven't always been there for me but music always has."

Victory 3

ENEMY

1/1

1



Herald of the Green Man

Conductor of rites and rituals

1

2

4

Cultist.

Aloof.

➤ Parley. Perform a resource test (2). Your base skill value for this test is equal to half the number of resources in your resource pool (rounded down). If you succeed, remember you have bribed a Herald of the Green Man (group limit once per game per source).

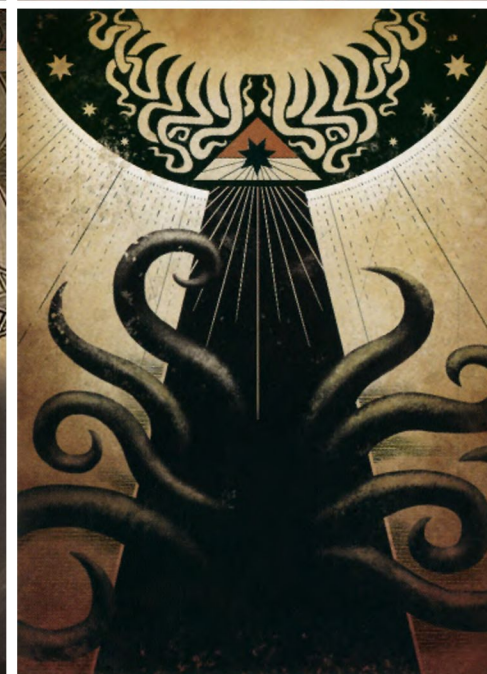
"A little green for the Green Man? Isabelle does not need to die, you know. Let's make a deal..."

Victory 0

ENEMY

1/1

1



Herald of the Green Man
Conductor of rites and rituals

1 2 4

Cultist.

Aloof.

► **Parley.** Perform a resource test (2). Your base skill value for this test is equal to half the number of resources in your resource pool (rounded down). If you succeed, remember you have bribed a Herald of the Green Man (group limit once per game per source).

"A little green for the Green Man? Isabelle does not need to die, you know. Let's make a deal..."

Victory 0

ENEMY



1/1 1



TREACHERY

Half-Cocked

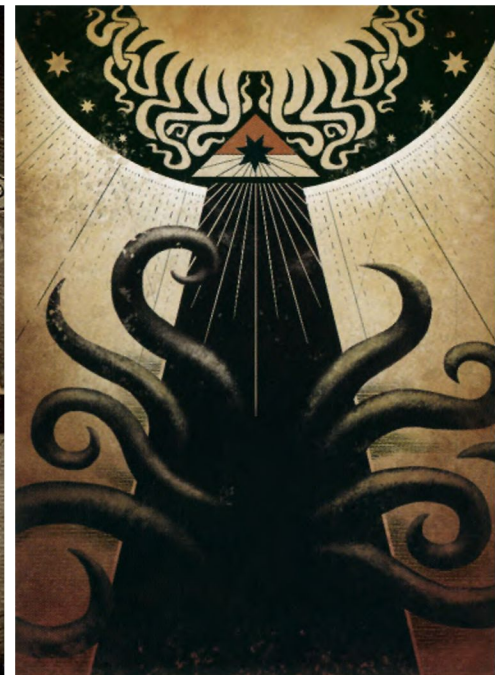
Flaw.

Revelation – Discard any number of cards from your hand, then lose resources equal to the cost of the highest resource card in your hand.

"I'm the one that's got to die when it's time for me to die, so let me live my life the way I want to."
— Jimi Hendrix - Axis: Bold as Love



Illus. Michael Franchina 1/1 1



TREACHERY

Half-Cocked

Flaw.

Revelation – Discard any number of cards from your hand, then lose resources equal to the cost of the highest resource card in your hand.

"I'm the one that's got to die when it's time for me to die, so let me live my life the way I want to."
— Jimi Hendrix - Axis: Bold as Love



Illus. Michael Franchina 1/1 1



TREACHERY

Half-Cocked

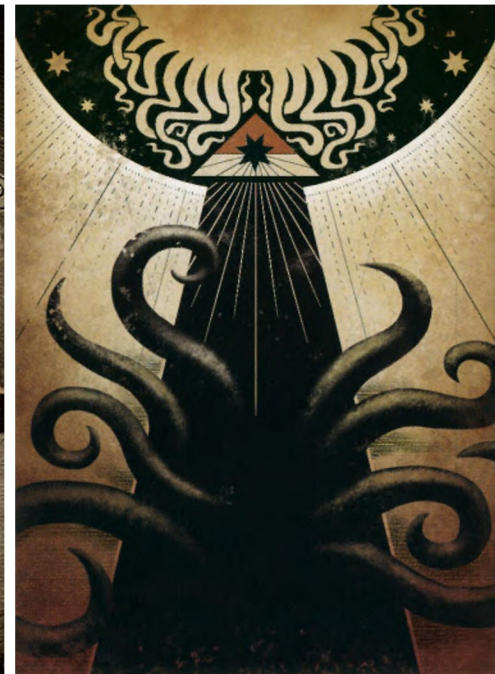
Flaw.

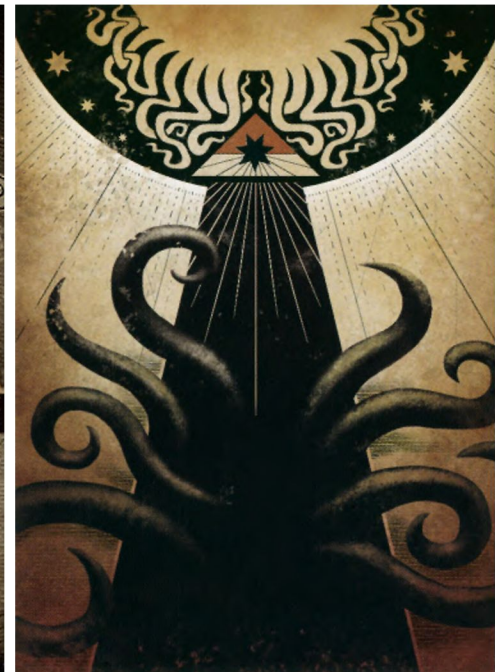
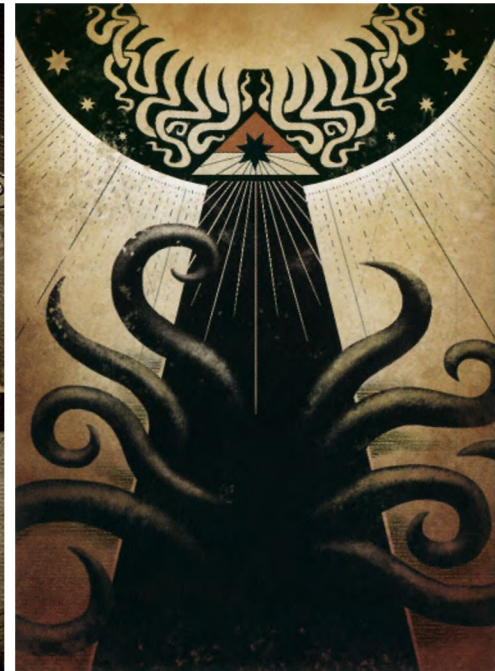
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"I'm the one that's got to die when it's time for me to die, so let me live my life the way I want to."
— Jimi Hendrix - Axis: Bold as Love



Illus. Michael Franchina 1/1 1





X

ASSET

*Izzie's Violin

Touched by the Green Man

Item. Relic.

Jenny Barnes deck only. Uses (X Charges).

When you take horror, spend 1 charge and exhaust Izzie's Violin: Deal 1 damage to an enemy at your location.

1

2

3



TREACHERY

WEAKNESS

Flaw.

Isabelle Barnes deck only.

Revelation – Put Lost in Thought into your threat area.

Forced – Before you perform any action, lose a resource or discard a card from your hand.

Shuffle Lost in Thought into the top 10 cards of your deck.

What if I had just tried harder to resist? Or maybe the Green Man could have saved her. Should I have let him take me instead?



TREACHERY

WEAKNESS

Flaw.

Jenny Barnes deck only.

Revelation – Put Lost in Thought into your threat area.

Forced – Before you perform any action, lose a resource or discard a card from your hand.

Shuffle Lost in Thought into the top 10 cards of your deck.

What did I overlook? There had to have been another way. Maybe I should have let the Green Man take me instead?



Isabelle Barnes

The Reclaimed

3

3

3

3

Paradox Drifter.

You collect 1 additional resource during each upkeep phase.

effect: +1 for each resource you have.

"It should have been me."

Isabelle Barnes

The Reclaimed

3

3

3

3

Isabelle Barnes has been found at last. Shaken from her encounter with the Green Man cult, and reeling at the sacrifice her sister has made for her safe return, Isabelle vows to carry on with Jenny's mission. Still not quite sure what her role is in all of this, Isabelle is going to make sure that Jenny's death was not in vain and that her absence won't leave others in harm's way. If only it could have all turned out differently...

Deck Size: 30.

Deckbuilding Options: Rogue cards level 0-5, Neutral cards level 0-5, Blessed cards level 0-3, up to five level 0 cards from any other class.

Deckbuilding Requirements (do not count toward deck size): Jenny's Twin .45s, Lost in Thought

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.