

3 *Jewel of the Winter Wind
Coveted Bauble

ASSET

Item. Amulet.
Your investigator has +1 .

After an investigator draws a *Ritual* card from the encounter deck, exhaust this card and place one doom on it: Cancel that encounter card.

24/25  1



Frozen Tracks
EASY / STANDARD

 -2. If you fail, lose 2 resources.

 -1. If a *Cultist* enemy is at your location, -3 instead.

1/25  1a

Frozen Tracks
HARD / EXPERT

 -X, where X is the number of resources you control.

 -3. Each *Cultist* enemy at your location attacks you.

1/25  1b

*The Ritualist

4 2 4

Elite. Cultist.

Retaliate.
The Ritualist gets +1  Health.

Forced – After this enemy deals damage to an investigator, that investigator loses 1 clue.

After this enemy is evaded, investigators at its location may spend a combined total of 3 clues to defeat this enemy.

Victory 1

ENEMY

25/25  1



Mysterious Passenger

2 2 2

Human.

Aloof.

Forced – If an investigator has 2 or more clues, Mysterious Passenger loses Aloof and gains *Cultist*.

ENEMY

1/6  2



Mysterious Passenger

2 2 2

Human.

Aloof.

Forced – If an investigator has 2 or more clues, Mysterious Passenger loses Aloof and gains *Cultist*.

ENEMY

2/6



Mysterious Passenger

2 2 2

Human.

Aloof.

Forced – If an investigator has 2 or more clues, Mysterious Passenger loses Aloof and gains *Cultist*.

ENEMY

2/6



Observant Passenger

3 2 3

Human.

Aloof.

Forced – If an investigator has 2 or more clues, Observant Passenger loses Aloof and gains *Cultist*.

Only the investigator engaged with this enemy may commit cards to skill tests made against this enemy.

ENEMY

4/6



Observant Passenger

3 2 3

Human.

Aloof.

Forced – If an investigator has 2 or more clues, Observant Passenger loses Aloof and gains *Cultist*.

Only the investigator engaged with this enemy may commit cards to skill tests made against this enemy.

ENEMY

5/6



Experienced Passenger

4 4 4

Human. Cultist.

Prey – Most clues.

Retaliate.

Forced – After this enemy attacks, the defending player must discard 1 card.

Victory 1

ENEMY

6/6 2



Engine

4 0

LOCATION

Train.

Engine Car is connected to the location to the left of it.

► **Investigate.** If successful, instead of discovering a clue, you figure out how to slow the train. Remove one Doom from the current Agenda (group limit once per game).

7/25 1

Engine

LOCATION

Train.

Engine Car is connected to the location to the left of it.

1

Train Car

Passenger Car

3 1

LOCATION

Train.

Train Car is connected to the locations to the left and right of it.

Forced – When this location is revealed, discard cards from the top of the encounter deck until an enemy is discarded. Spawn it here.

8/25 1

Train Car

LOCATION

Train.

Train Car is connected to the locations to the left and right of it.

1

Train Car

Passenger Car

3 1

LOCATION

Train.

Train Car is connected to the locations to the left and right of it.

► Spend 1 clue: Search the top 5 cards of your deck for an *Ally* asset and add it to your hand. You may play it immediately, reducing its resource cost by (group limit once per game).

9/25 1

Train Car

LOCATION

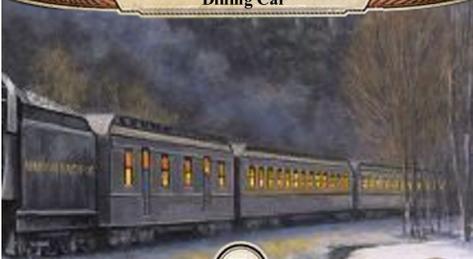
Train.

Train Car is connected to the locations to the left and right of it.

1

Train Car

Dining Car



2

LOCATION

1

Train.

Train Car is connected to the locations to the left and right of it.

Forced – When this location is revealed, discard cards from the top of the encounter deck until an enemy is discarded. Spawn it here.



10/25

Train Car

Luggage Car



4

LOCATION

2

Train.

Train Car is connected to the locations to the left and right of it.

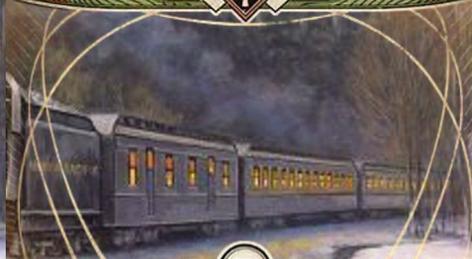
➤: Discover one clue from this location and draw 1 card (group limit once per game).

Victory 1



12/25

Train Car



LOCATION

Train.

Train Car is connected to the locations to the left and right of it.



11/25

Train Car



LOCATION

Train.

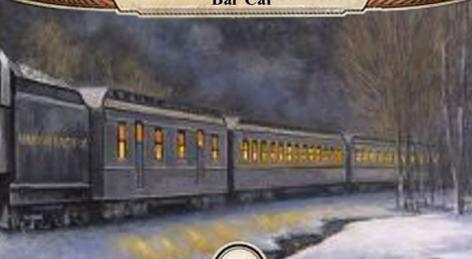
Train Car is connected to the locations to the left and right of it.



12/25

Train Car

Bar Car



2

LOCATION

1

Train.

Train Car is connected to the locations to the left and right of it.

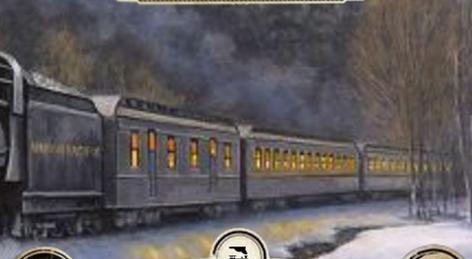
Forced – When this location is revealed, discard cards from the top of the encounter deck until an enemy is discarded. Spawn it here.



11/25

Train Car

Cargo Car



5

LOCATION

1

Train.

Train Car is connected to the locations to the left and right of it.

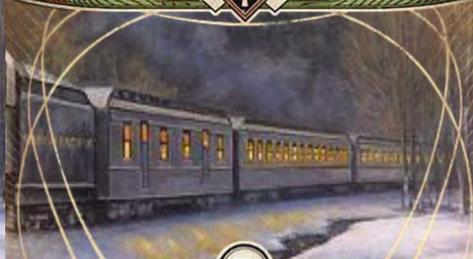
➤ **Investigate.** If successful, instead of discovering a clue, you may search the top five cards of your deck for an **Item** asset and put it into play under your control (group limit once per game).

Victory 1



13/25

Train Car



LOCATION

Train.

Train Car is connected to the locations to the left and right of it.



12/25

Train Car



LOCATION

Train.

Train Car is connected to the locations to the left and right of it.



13/25

DO NOT READ
until the end of the scenario

If no resolution was reached (each investigator was defeated):
Overwhelmed by the numbers and zeal of the cultists, you are thrown from the moving train. You tumble through the deep snow as the train roars off into the distance. You watch as snow avalanches down the mountainside, burying you before you can make your retreat.

- ◆ In your campaign log, record that the investigators were buried in snow.
- ◆ In your campaign log, record that the jewel was stolen.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Each investigator gains 1 physical trauma.
- ◆ Add 1  to the chaos bag.

5

DO NOT READ
until the end of the scenario

Resolution 1: *You make your way through the deep snow, heading back in the direction of the village you spotted from the train. The sun is setting behind you, casting long shadows through the trees and rocks all around. Where once you were nearly overwhelmed with the calamity of the train, you're now caught in the silent stillness of the Ural wilderness. Pulling your overcoat tighter, you trudge onward.*

- ◆ In your campaign log, record that the investigators have recovered the Jewel. Choose an investigator to add the set-aside *Jewel of the Winter Wind* to their deck. This does not count against deck size.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.

6

DO NOT READ
until the end of the scenario

Resolution 2: *The avalanche dislodges the train with a sudden violence, and everyone on board is thrown about like rag dolls as the cards tumble over and over before sliding to a halt halfway down the mountainside.*

- ◆ In your campaign log, record that the investigators were hit by the avalanche.
- ◆ In your campaign log, record that the Jewel was stolen.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Each investigator gains 1 physical trauma.
- ◆ Add 1  to the chaos bag.

7

Frozen Tracks

The train out of Yekaterinburg didn't have many passengers; a group of wilderness explorers looking to brave the perils of the Ural mountains, Piotr Torkowski - your employer - and you.

Hired to help protect Piotr as he transported the valuable Jewel of the Winter Winds through the cold reaches of Russia, you take solace in the fact that this job was easy money.

Until, on the second night of the trip, you were awakened by screams of terror. You stumble out of your bunk to find another passenger has come across the body of Piotr Torkowski, stabbed to death in the cold night. And what's worse, his luggage lies open in disarray - the Jewel of the Winter Winds is missing!

2

Winter Winds: Scenario One

Frozen Tracks is the first scenario in a campaign titled *Winter Winds*. This campaign will take investigators through the frigid wilderness of the Ural Mountains as they attempt to uncover the mystery of Torkowski's death and recover the famed Jewel of the Winter Winds.

The Chaos Bag

Set up your chaos bag based on the following difficulties:

- ◆ **Easy:** +1, +1, 0, 0, 0, -1, -1, -1, -2, -3, , , 
- ◆ **Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, , , 
- ◆ **Hard:** 0, 0, -1, -1, -2, -2, -3, -4, -5, -6, , , 
- ◆ **Expert:** 0, -1, -1, -2, -3, -4, -5, -6, -7, -8, , , 

3

Setup

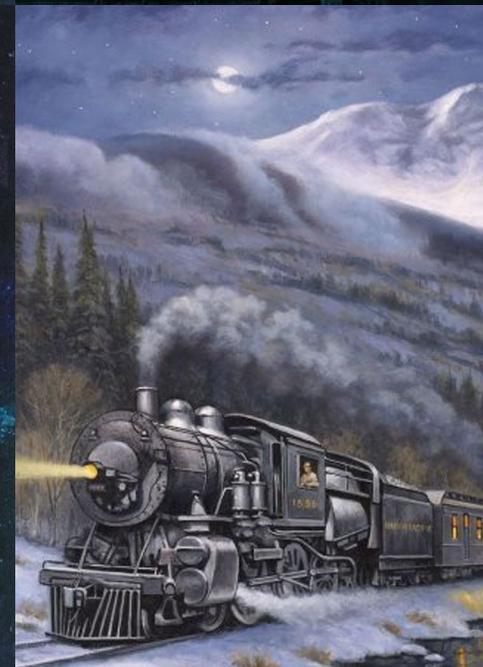
- ◆ Gather all encounter cards from the following encounter sets: *Frozen Tracks*, *Chilling Cold*, *Dark Cult*, *Mysterious Passengers*, *Gaze of the North* and *Ancient Evils*.
- ◆ Set aside the Engine location and the Train Car - Cargo Car location. Shuffle the remaining five Train Car locations and place them in a straight line, side by side, in a random order. Place the Engine location at the right end of this line, and place the Cargo Car at the left end of this line.
- ◆ Set aside the *Experienced Passenger*, *The Ritualist* and the *Jewel of the Winter Winds*.
- ◆ Shuffle the remaining encounter cards to form the encounter deck.
- ◆ Each investigator begins at Train Car - Cargo Car.

4



Thanks for playing *Frozen Tracks!*

Look for *Stranded in the Urals*, scenario two of *The Winter Winds*, coming soon!





Frozen Tracks

The first scenario in the Winter Winds campaign

Designed by Nicholas Kory

This campaign is fan-made, scenario by scenario, from the ground up. The artwork featured in this campaign is a collection of themed art found via the internet and used without consent simply for the purposes of maintaining theme and quality in these cards.

This campaign was created with the intentions of providing a fun and engaging alternative campaign for anyone who enjoys the Arkham Horror LCG experience.

1

TREACHERY

Between the Cars

Hazard.

Revelation – If you are not engaged with an enemy, *Between the Cars* gains surge. If you are engaged with an enemy, test **♣** (4). If you fail, you are pushed through the door. Disengage from your enemy, move one location to the left (if possible) and lose 1 action.

14/25



TREACHERY

Between the Cars

Hazard.

Revelation – If you are not engaged with an enemy, *Between the Cars* gains surge. If you are engaged with an enemy, test **♣** (4). If you fail, you are pushed through the door. Disengage from your enemy, move one location to the left (if possible) and lose 1 action.

15/25



TREACHERY

Unnatural Rockslide

Hazard. Ritual.

Revelation – Each investigator at your location must test **♣** (4). Each investigator who fails takes 2 damage.

The rocks and boulders seem to change course during their tumble, always moving for your car.

16/25





Unnatural Rockslide

Hazard. Ritual.

Revelation – Each investigator at your location must test (4). Each investigator who fails takes 2 damage.

The rocks and boulders seem to change course during their tumble, always moving for your car.

17/25 1



Icy Tracks

Hazard.

Peril.

Revelation – You must choose one:
◆ Place two doom on the agenda.
◆ Deal 1 damage to each investigator.

18/25 1



Icy Tracks

Hazard.

Peril.

Revelation – You must choose one:
◆ Place two doom on the agenda.
◆ Deal 1 damage to each investigator.

19/25 1



Pushed Off

Hazard.

Revelation – If there is no **Cultist** at your location, Pushed Off gains surge. If there is a **Cultist** at your location, test (2). If you fail, take 2 direct damage, disengage from each enemy and move to the leftmost location. If you are in the leftmost location, you are defeated.

20/25 1





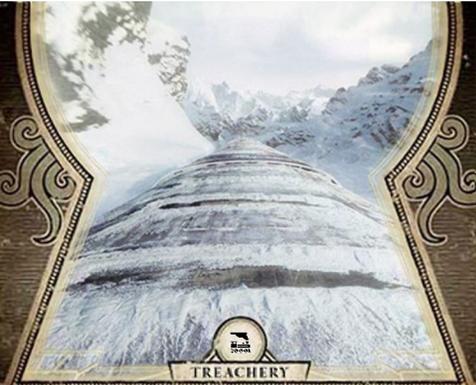
TREACHERY

Pushed Off

Hazard.

Revelation – If there is no *Cultist* at your location, Pushed Off gains surge. If there is a *Cultist* at your location, test **W** (2). If you fail, take 2 direct damage, disengage from each enemy and move to the leftmost location. If you are in the leftmost location, you are defeated.

21/25 1



TREACHERY

Onto the Roof

Revelation – Attach Onto the Roof to a *Cultist* in play, and then place 1 doom on attached *Cultist* and, if engaged, it disengages.

Attached *Cultist* gains: “This enemy does not engage investigators on its own. **Forced** – As an additional cost to engage this enemy, spend 1 action.”

22/25 1



TREACHERY

Onto the Roof

Revelation – Attach Onto the Roof to a *Cultist* in play, and then place 1 doom on attached *Cultist* and, if engaged, it disengages.

Attached *Cultist* gains: “This enemy does not engage investigators on its own. **Forced** – As an additional cost to engage this enemy, spend 1 action.”

23/25 1



TREACHERY

Gaze of the North

Ritual.

Peril.

Revelation – You must choose one:
◆ Discard cards from hand with at least 4 total **W** icons.
◆ Flip one of your clues to its doom side and place that doom on the current agenda.

1/4 3





Biting Breath

Ritual.

Peril.

- Revelation – You must choose one:
 - Each player discards cards from hand with at least 2 total icons or loses 1 action.
 - You lose 2 actions.

2/4 3



Icy Veins

Ritual.

Peril.

- Revelation – You must choose one:
 - Discard cards from hand with at least 4 total icons.
 - Each investigator takes 1 direct damage.

3/4 3



Shifting Aurora

Ritual.

Peril.

- Revelation – You must choose one:
 - Each player discards cards from hand with at least 2 total icons or loses 1 action.
 - You discard the top five cards of your deck.

4/4 3



Act 1a

Question the Passengers

Someone here is a murderer and a thief, and a train doesn't offer many places to hide. You are confident that you will locate the culprit and obtain the Jewel of the Winter Winds in short order.

Each non-Elite Cultist enemy gains "➔: Parley. Test (3). If successful, defeat this enemy."

4

5/25



ACT 1b

Finding a Lead

You drop the man back into his seat, his face bruised from your questioning. What the coward has told you is that the train is filled with members of a secret society, and their leader - the one who took the Jewel and killed Piotr - has made his way to the front of the train. You don't know what he plans to do up there, but you don't want to wait around to find out.

If *The Ritualist* is not in play, spawn it at the Engine.

Act 2a

Recovering the Jewel

Now knowing exactly where your target is, you steel yourself and head towards the front of the train.

Objective – If *The Ritualist* is defeated, advance.

6/25



ACT 2b

A Hasty Retreat

As the cult leader falls back out of the train, you grasp the Jewel and rip it from his neck. With a scream of fright he falls back and bounces down the mountainside below. But what do you do now, with a train full of hostile cultists?

You turn to the controls and hastily find the brake lever. Wrenching on it, the train screeches to a halt. You've bought yourself some time, but not much. Leaping from the engine to land in the deep snow, you decide to head for the village you spotted a short distance back. Hopefully those cultists won't follow you into the growing twilight.

➔R1

Agenda 1a

A Killer on the Train

Wrapping the body of Piotr Torkowski, you bring it to the cargo car of the train, passing from the silent suspicion of the cars to the howling, biting wind between them. Alone in the cargo car, you gather your thoughts and determine to get to the bottom of this.

6

2/25



AGENDA 1b

A Devious Endeavor

There is a slight lurch and you stumble back a step as the train speeds up. As if it's increased speed wasn't bad enough, you now realize you're the subject of many harsh glares from your fellow passengers. As you attempt to leave this car, one of the passengers leaps up and attacks!

If *The Ritualist* is not in play, spawn it at the Engine.

Spawn the set-aside *Experienced Passenger* at the Cargo Car.

If Act 1a is in play, the lead investigator discards cards from the top of the encounter deck until an enemy is discarded (or two if there are three or more players). Spawn that enemy at the lead investigator's location.



Agenda 2a



Hostile Takeover

These people are more than just mountaineers and explorers - they're cultists! You're not sure what they're aim is in killing Torkowski and taking over the train, but it's obvious they don't want you aboard.

Forced – After an investigator discovers a clue, immediately move each non-*Elite Cultist* enemy one location towards that investigator.

6

3/25 1



Agenda 3a



Call of the Winter Winds

You hear chanting as you move through the cars, the voices of the cultists swell with the winds around you.

Each investigator is considered to control two additional clues for the purpose triggering enemy abilities.

4

4/25 1

AGENDA 2b

A Ritual in Progress

The train continues to pummel forward, an iron bullet weaving through the wooded foothills of the Ural mountains. As you speed ever onward, you catch a glimpse of a collection of abandoned buildings standing like dark guardians in the snow. Enclosed within a barbed wire fence, this strange, forgotten village passes you in silent mystery.

Suddenly your window shatters and glass flies inward, as if you had seen something you weren't meant to, and the Urals themselves were seeking their vengeance. The icy winds whipped into the car, stinging your face and drowning out all other sounds with their deafening howl. You start to get the feeling that the train is approaching its last stop.

Each investigator must either take 2 damage or discard 2 cards.

AGENDA 3b

Buried in Snow

In a strange moment of chilling solace, everyone else on the train turns to face out the side of the train, arms extended up and out. The wind reaches howls to a tumultuous crescendo, and then falls silent. The only sound is the grinding of the train on the rails as everyone stands still. You look out the broken windows to see the snowy Urals rising high above you. As you arch your neck to look further up, you realize that the entire side of the mountain is moving, cascading down towards the train.

You back away from the window, and know there isn't much you can do. You crouch low and cover your head as the avalanche of snow slams into the train and knocks if from the tracks.

→R2