



Item.

⚡ Exhaust Winter Gear: Give a skill of your choice +1 for your next test. This can only be applied to skills being tested by *Environment* encounter cards.



Item.

⚡ Exhaust Ural Map: If an encounter card is forcing you to move to a random location, cancel that move.



Item.

Uses (3 supply)

⚡ Spend 1 supply: Choose an investigator at your location to draw a card.
⚡ Spend 1 supply: Choose an investigator at your location with a *Hunger* card in their threat area. Discard that encounter card.



Item.

Uses (2 supply)

👁 When an investigator at your location draws a *Darkness* card from the encounter deck, spend 1 supply: Cancel that card and reveal a token from the chaos bag. If a ☠️ 🗡️ 🦋 or 🦂 is revealed, add a doom to the current Agenda.



Stranded in the Urals

EASY / STANDARD

- 1. If you fail, you lose 1 action.
- 2. If you fail, move to a random connected location (this does not trigger attacks of opportunity).
- 2. Reveal another token. If you fail, take 1 damage.
- 4. If you fail during Agenda 2, add 1 doom to the current Agenda.

1/33 1a

Stranded in the Urals

HARD / EXPERT

- 2. Lose 1 action.
- 3. Move to a random connected location (this does not trigger attacks of opportunity).
- 3. Reveal another token or take 2 damage.
- 5. If you fail during Agenda 2, add 1 doom to the current Agenda.

1/33 1b

Awakened Bear

5 6 3

Beast.

Awakened Bear cannot leave its current location.

Forced – After an investigator discovers a clue at this location, Awakened Bear readies and engages that investigator.

Victory 1

ENEMY

25/33 1

Hungry Wolves

4 4 6

Beast. Hunger.

Prey – Least remaining health.
Hunter. Retaliate.

Forced – After an investigator deals any amount of damage to this enemy, Hungry Wolves immediately disengages and moves to an empty connecting location.

ENEMY

4/5 1



Hungry Wolves

4 4 6

Beast. Hunger.

Prey – Least remaining health.
Hunter. Retaliate.

Forced – After an investigator deals any amount of damage to this enemy, Hungry Wolves immediately disengages and moves to an empty connecting location.

ENEMY

5/5 1



Mysterious Predator

5 6 4

Beast. Monster. Elite.
Mysterious Predator has +2 health.

Do not remove tokens from Mysterious Predator when it is removed from play.

Forced – If Mysterious Predator is unengaged, remove it from play.

Forced – At the end of the enemy phase, if Mysterious Predator is out of play, remove 1 damage from it.

ENEMY



Deep Drift

Snowy Grave

3 1

LOCATION

Disaster.

This location is investigated using instead of .

Forced – Investigators at this location cannot leave this location until they spend 1 clues, as a group.

Deep Drift

LOCATION

Disaster.

The snow packs in around you, cutting you off from the rest of the world. You think you can dig yourself out, but it will take some effort.

Overhanging Car

Suspended Death

3 1

LOCATION

Disaster.

This location is investigated using instead of .

Forced – Investigators at this location cannot leave this location until they spend 1 clues, as a group.

Overhanging Car

LOCATION

Disaster.

The car, still coupled to the rest of the train, teeters back and forth in the wind as it hangs over the edge of the cliff. You'll have to move carefully, and you'll have to move fast.

Rail-Side Ridge

Mountain. Forest.

4 0

LOCATION

Investigate. If successful, instead of discovering clues, you may take control of one random set-aside story assets.

Rail-Side Ridge

LOCATION

The ridge-line snakes its way back and forth along the tracks, a steep drop on one side, a steep climb on the other. The only passable terrain nearby is a small path leading into the mountains, down into a wooded vale.

Shattered Grove

5 LOCATION **2**

Forest.

Forced – When an investigator discovers the last clue on this location, each investigator at this location draws an encounter card.

Snowy Woods

LOCATION

The woods are dark, the snow sparkling in the moonlight. This part of the vale seems quiet, but the lack of sound is not reassuring or peaceful...

Gaping Cave

5 LOCATION **2**

Forest.

Forced – The first time an investigator moves into Gaping Cave, spawn the set-aside *Awakened Bear* at this location.

Deep Woods

LOCATION

As you descend the mountain, the woods grow even darker, almost as if they were masked by some supernatural force.

Victory 1

Vantage Point

9/34

Vantage Point

Victory 1

Tangled Thicket

10/34

Snowy Woods

3 LOCATION **3**

Forest.

➔ Spend 1 clue: Reveal one unrevealed *Snowy Woods* location.

11/34

Vantage Point

LOCATION

The small path leading away from the ridge looks down over the vale below. Deep, dark woods cover the mountain side like a blanket. Navigating the forest will be difficult at night.

5 LOCATION **2**

Forest.

This location may be investigated with instead of .

Forced – When an investigator moves from this location, that investigator must test (4). If failed, that investigator takes 1 damage or cancels the move.

Victory 1

12/34

Snowy Woods

LOCATION

The woods are dark, the snow sparkling in the moonlight. This part of the vale seems quiet, but the lack of sound is not reassuring or peaceful...

Frozen Lake

3 LOCATION **2**

Forest.

► Spend 2 clues: Reveal one unrevealed *Deep Woods* location.

Forced – When an investigator moves from this location, that investigator must test (4). If failed, that investigator takes 1 horror or cancels the move.

Snowy Woods

LOCATION

The woods are dark, the snow sparkling in the moonlight. This part of the vale seems quiet, but the lack of sound is not reassuring or peaceful...

Sheer Cliff

4 LOCATION **2**

Forest.

Forced – After an investigator fails a test at this location, that investigator takes 2 damage.

Deep Woods

LOCATION

As you descend the mountain, the woods grow even darker, almost as if they were masked by some supernatural force.

13/34

14/34

14/34

Victory 1

15/34

Precarious Path

3 LOCATION **3**

Forest.

Investigators can only move into a *Dark Woods* location if there are no clues on Precarious Path.

Forced – After an investigator fails a test at this location, that investigator must move to a random connected location.

Deep Woods

LOCATION

As you descend the mountain, the woods grow even darker, almost as if they were masked by some supernatural force.

Village Outskirts

3 LOCATION **0**

Village.

The buildings stand like dark monuments to a time long forgotten. The Ural wilds claimed this small town long ago, but hopefully it will provide you with a temporary haven against the dangers of the night.

Dark Woods

LOCATION

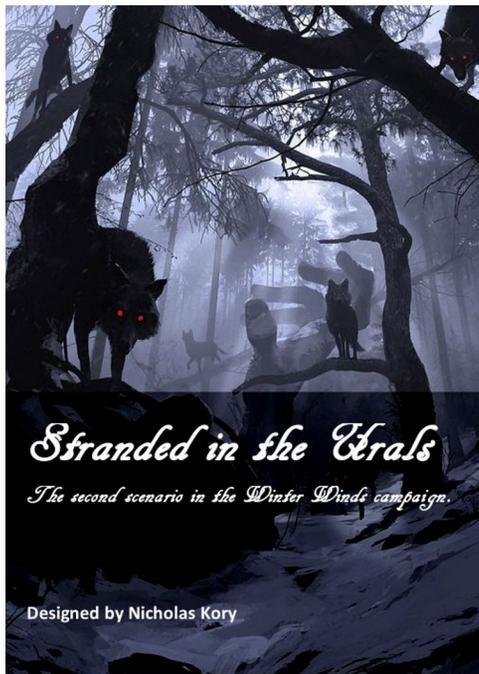
You're not certain, but you think you can see the roofs of the village up ahead.

15/34

16/34

16/34

17/34



Stranded in the Urals

The second 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.

Stranded in the Urals

If the investigators recovered the jewel:

You walk through the deep snow along the tracks, seeing the train behind you has become dislodged from the avalanche. You're not sure what those cultists were doing, but the mountain itself seemed to come alive at their mysterious chanting. There was no hope for following the tracks back the way you had come.

The mysterious village - your only real choice for decent shelter in the growing twilight - was located a ways behind your current position, further down the mountain side. With the tracks buried in snow and rocks, you'll have to find another way down.

If the investigators were buried in snow:

The snow is packed all around you, making movement and even breathing a difficult endeavor. You shift a bit, checking to see if you're able to move on your own. You breathe a sigh of relief when you realize that you haven't broken any bones. Other than some bumps and bruises, you think you're okay. Now if you can dig yourself out of this snow bank...

1

2

3

Setup

◆ Gather all encounter cards from the following sets: *Stranded in the Urals*, *Chilling Cold*, *Snowblind*, *Gaze of the North*, *Dark Forest* and *Pursuit*.

◆ Place the *Rail-Side Ridge* location into play. Then check your campaign log:

◆ If the Investigators were *Buried in snow*, place the *Deep Drift* location into play and return the *Overhanging Car* location to the game box. Each investigator begins at *Deep Drift*.

◆ If the Investigators were *hit by the avalanche*, place the *Overhanging Car* location into play and return the *Deep Drift* location to the game box. Each investigator begins at *Overhanging Car*.

1

Setup (Cont.)

◆ If the investigators *recovered the Jewel*, each investigator begins at *Rail-Side Ridge*. Return the *Deep Drift* and *Overhanging Car* to the box.

◆ Set aside all other locations.

◆ Set aside the *Awakened Bear*, and the encounter sets *Dark Forest* and *Pursuit*.

◆ Shuffle together the remaining encounter cards to form the encounter deck.

2

If the investigators were hit by the avalanche:

You're still inside the train, but you begin to wonder if that's better than the alternative...

The car you're in is dangling over the ridge along the tracks, swaying back and forth in the Ural winds. The couple between cars is the only thing keeping your car from plummeting to the ground far below. Before you can do anything else, you'll have to gingerly make your way to the rest of the train above.

4

Winter Winds: Scenario Two

Stranded in the Urals is the second scenario in a campaign titled *Winter Winds*. This scenario will take the investigators from the stopped train deep into the uncharted wilds of the Ural Mountains, racing against the night itself and avoiding the beasts that inhabit the wilderness.

As the night stretches on, the investigators may come to realize there is something else hunting them in the darkness!

5

DO NOT READ
until the end of the scenario

Each investigator that was defeated reads the following:

Running blindly from the creature hunting you, you stumble and fall down the mountainside for what feels like hours. Finally you come to rest along the base of a chain-link fence.

- ◆ This investigator adds one copy of *Beast-Scarred* to their deck. This deck does not count against the investigator's card total.
- ◆ Add one  to the chaos bag. Do this once only, regardless of how many investigators were defeated.
- ◆ If this investigator has the *Jewel of the Winter Winds* in their deck, remove it. Record in your campaign log that *the Jewel was stolen*.
- ◆ If at least one investigator resigned, proceed to **R1**. If all investigators were defeated, proceed to **R2**.

9

DO NOT READ
until the end of the scenario

R1: *Moving swiftly, you ignore the sounds of pursuit - seemingly right on your heels - and you climb the fence around the village, falling heavily into the snow on the other side. You've found safety, for now...*

- ◆ Record in your campaign log that *the Investigators reached the village safely*.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ If an investigator resigned with the *Jewel of the Winter Winds* under their control, each investigator earns 1 additional experience.
- ◆ Proceed to **Interlude 1A**.

10

DO NOT READ
until the end of the scenario

R2: *"Hey!" You hear faintly. "We've got a live one!" Your eyes slowly open, your head pounding and your body aching. Lying in the snow, you see another person standing nearby, lantern held high as they inspect you.*

- ◆ Record in your campaign log that *the Investigators were saved by the survivors*.
- ◆ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ◆ Add a  token to the chaos bag.
- ◆ Proceed to **Interlude 1B**.

11

Thanks for playing *Stranded in the Urals!*

Look for *The Forgotten Village*, scenario three of *The Winter Winds*, coming soon!

Interlude 1A

As you regain your bearings, you take a quick look around the village. The buildings are small, dark, and caked in ice and snow from countless storms. The fence seems in tact and strong, encircling the small village in its entirety. However, as you follow the fence-line with your eyes, you spot the gate, which at one time opened onto a now lost - road. The gate is wide open. Surely whatever was hunting you could make it into the village through there.

As you begin to head towards the gate, you're taken off guard when the flickering light of a camp fire ignites inside one of the buildings.

The lead investigator must choose:

- ◆ Close the gate and proceed to **Interlude 1C**.
- ◆ Investigate the fire and proceed to **Interlude 1D**.

1

Interlude 1B

The smell of a fire and the sound of hushed chatter rouse you from unconsciousness. You open your eyes and see that you're inside a small house, the windows long since broken out, the furniture and interior covered in snow and ice. Nearby is a small fire, and huddled around it are two individuals you vaguely remember seeing on the train. "You're awake," one of them says. "Don't move too suddenly. You're still recovering from that nasty stumble down the mountains."

- ◆ If an investigator was defeated while a *The Jewel of the Winter Winds* was under their control, remove it from that investigator's deck. Record in your campaign log that *the jewel was stolen*, and add a  token to the chaos bag.

2

Interlude 1C

You trudge through the deep snow, keeping the fence to your left as you head towards the gate. Grabbing hold of its icy bars, you wrench it closed, the creaking hinges echoing through the forest. The wind picks up, and you see dark clouds slowly rolling in. A storm is on its way.

- ◆ Record in your campaign log that *the investigators closed the gate*. Each investigator earns 1 additional experience.
- ◆ Record in your campaign log that *the survivors were left to their own ends*. Add a  token to the chaos bag.

3

Interlude 1D

You slowly and carefully make your way into the house where the fire is lit. Inside you see the windows are long since broken out, the furniture and interior covered in snow and ice. Nearby is a small fire, and huddled around it are two individuals you vaguely remember seeing on the train. "Whoa there, stranger," one of them says, hands up defensively. "We're all friends here. Good thing you found this shelter. Storm's on it's way."

- ◆ Record in your campaign log that *the gate was left open*.
- ◆ Add a  token to the chaos bag.

4



Lost Bearings

Environment.

Revelation – Test ☠ (5). If failed, add Lost Bearings to your threat area.

You cannot leave your current location.

Forced – At the end of the round, discard Lost Bearings.

17/34



Lost Bearings

Environment.

Revelation – Test ☠ (5). If failed, add Lost Bearings to your threat area.

You cannot leave your current location.

Forced – At the end of the round, discard Lost Bearings.

18/34



Exhaustion

Environment.

Revelation – Test ☠ (X), where X is your current damage. If you fail, discard an *Item* asset you control (if you control a story *Item*, it must be discarded to this effect).

19/33



Exhaustion

Environment.

Revelation – Test ☠ (X), where X is your current damage. If you fail, discard an *Item* asset you control (if you control a story *Item*, it must be discarded to this effect).

20/33





Going Hungry

Hunger.

Revelation – Add Going Hungry to your threat area.

Forced – At the end of your turn, test ♠ (3). If you fail, take 1 direct damage. If you succeed by 2 or more, discard Going Hungry.

21/34



Going Hungry

Hunger.

Revelation – Add Going Hungry to your threat area.

Forced – At the end of your turn, test ♠ (3). If you fail, take 1 direct damage. If you succeed by 2 or more, discard Going Hungry.

22/34



Slippery Slope

Environment.

Revelation – Test ♠ (X), where X is the Shroud of your current location. If you fail, lose 1 action and move to a random connected location.

23/34



Slippery Slope

Environment.

Revelation – Test ♠ (X), where X is the Shroud of your current location. If you fail, lose 1 action and move to a random connected location.

24/34







Dark Forest

Darkness.

Revelation – Test ☠ (5). If you fail, discard a card and move to a random connected location.

2/5



Dark Forest

Darkness.

Revelation – Test ☠ (5). If you fail, discard a card and move to a random connected location.

3/5



Signs of the Beast

Revelation – Add 1 doom to the current Agenda. Then, either spend 1 clue or test ☠ (X), where X is the number of Doom on the current agenda. If you fail, take 2 horror.

1/7



Signs of the Beast

Revelation – Add 1 doom to the current Agenda. Then, either spend 1 clue or test ☠ (X), where X is the number of Doom on the current agenda. If you fail, take 2 horror.

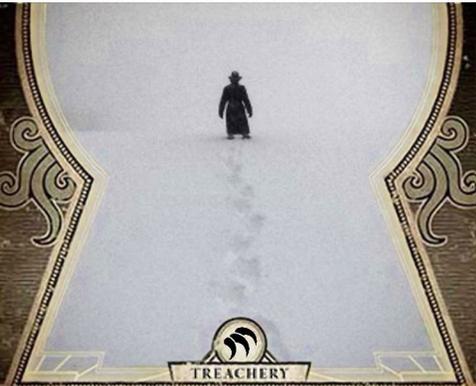
2/7





Hunting the Prey

Revelation – Each investigator alone at a location must choose one: Spend 1 clue or add 1 doom to the current agenda.



Hunting the Prey

Revelation – Each investigator alone at a location must choose one: Spend 1 clue or add 1 doom to the current agenda.



Unnerving Roar

Revelation – If you are alone at a location, you must either spend 2 clues or take 2 horror. Each investigator at a connecting location takes 1 horror.



Unnerving Roar

Revelation – If you are alone at a location, you must either spend 2 clues or take 2 horror. Each investigator at a connecting location takes 1 horror.





TREACHERY

Beast-Scarred

WEAKNESS

Revelation – Add to your threat area.

Forced – Each time you engage with a *Beast* or *Monster* enemy, take 1 direct horror.

☞: After you defeat a *Beast* or *Monster* enemy, discard *Beast-Scarred*.



TREACHERY

Beast-Scarred

WEAKNESS

Revelation – Add to your threat area.

Forced – Each time you engage with a *Beast* or *Monster* enemy, take 1 direct horror.

☞: After you defeat a *Beast* or *Monster* enemy, discard *Beast-Scarred*.



TREACHERY

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TREACHERY

Beast-Scarred

WEAKNESS

Revelation – Add to your threat area.

Forced – Each time you engage with a *Beast* or *Monster* enemy, take 1 direct horror.

☞: After you defeat a *Beast* or *Monster* enemy, discard *Beast-Scarred*.



Act 1a

Regrouping

The train sits at rest on the tracks, half buried in snow, half resting normally. Crates from the cargo car are scattered about, perhaps holding useful items, should you decide to take the time and search them. Leading away from the wreck are multiple sets of footprints, heading deeper into the woods.

Objective – As long as each investigator is at *Rail-Side Ridge*, the investigators may choose to advance this Act at any time.

4/33



ACT 1b

You can only spend so much time at the train, and so you finally decide to turn and head into the Ural wilderness.

Place all set-aside *Snowy Woods*, *Deep Woods* and *Dark Woods* locations into play. Move all investigators to the *Vantage Point* location, then remove *Rail-Side Ridge* and any *Disaster* locations from the game.

Into the Woods

Act 2a

A Light In The Darkness

The woods of the Urals are dark and foreboding, territory where men have not tread, an open wilderness of mystery and danger. You hear the howling of wolves in the distance, and know that if you want to reach the village safely, you had better make haste.

Objective – When each surviving investigator enters the *Village Outskirts*, advance.

5/33



ACT 2b

You see the dark silhouettes of the village buildings emerging from the trees around them, a shadowed haven against the terror that has been stalking you down the mountain.

Resign.

Safe At Last

Agenda 1a

Setting Sun

Behind you is the train, half-buried in snow. Ahead of you is the ridge line of this side of the Urals, dropping away into a deep, wooded vale. The sun is setting, and you only have a few hours before you'll be plunged into total darkness.

5

2/33



AGENDA 1b

The sun finally sinks fully below the line of mountains to the west, bathing this side of the world in darkness. Despite the many stars, and even a full moon, little light makes it down below the trees. The snow in the few open clearings you come across glitters like diamonds, and the wind has seemed to fall away to a mere whisper. A distant howl is heard, answered by another a fair bit closer. You know you'll have to hurry if you want to avoid these nocturnal predators.

Remove the *Snowblind* encounter set from the encounter deck and discards and return it to the box. Then, set aside the *Mysterious Predator* card, out of play. Finally, shuffle the *Dark Forest* and all remaining *Pursuit* cards into the encounter deck.

Darkness Falls



Agenda 2a



Stalked in the Night

As you make your way through these deep, pathless woods, you pause. Was that the sound of breathing you just heard? Were there footsteps mirroring your own in the darkness around you? Urged on by the eerie sounds - and eerier stillness - of the woods, you make haste.

But the trees around you look oddly familiar ...

4

3/33



1

AGENDA

2b



Descended Upon

You look about frantically, your body shivering from both the cold and the fear encroaching upon you. You hear a roar of unearthly baritone cut through the silent forest, freezing you in your tracks.

If no investigator has *Mysterious Predator* in their threat area:

If there are no investigators alone at a location, then flip this back to side 2a and add 2 doom to it. Otherwise, choose an investigator alone at a location. That investigator adds the *Mysterious Predator* card to their threat area. Flip this back to side 2a and add 1 doom to it.

If an investigator has *Mysterious Predator* in their threat area:

That investigator takes 1 damage and 1 horror. Flip this back to side 2a.