

# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### Campaign Guide

### Disruption Tracker

Current Disruption Level: I

**1-2:** *Is that shadowy figure following you? Perhaps you are imagining things...*

**3:** Draw a card from the Disruption Deck.

**4-5:** *A headless doll arrives in the mail. A warning?*

**6:** Draw a card from the Disruption Deck.

**7:** If there are no ▲ tokens in the chaos bag, add 1 for the remainder of the campaign.

**8:** *The phone rings, the voice on the other side strange and menacing. "You've had your warnings. Stay out of our business."*

**9:** Each player adds a copy of Unexpected Gift to their deck.

**10-11:** *Strangers have been seen around town asking after your whereabouts.*

**12:** Draw a card from the Disruption Deck.

**13:** *A symbol appears on your door overnight.*

**14:** Add 1 ▲ token to the chaos bag for the remainder of the campaign.

**15:** Draw a card from the Disruption Deck.

**16-17:** *You awake suddenly. Just a dream. Or was it?*

**18:** Each player adds a copy of Unexpected Ally to their deck.

**19-20:** *You sense something, just out of view but at the edge of your mind, watching you.*

**21:** Add 1 ▲ token to the chaos bag for the remainder of the campaign. Draw a card from the Disruption Deck.

**22-23:** *"Stay away from me, you're trouble!" Your friend barks and slams down the phone.*

**24:** Draw a card from the Disruption Deck.

**25-26:** *You have horrible nightmares all week.*

**27:** Each player adds a copy of A Friendly Face to their deck.

**28:** Add 1 ▲ token to the chaos bag for the remainder of the campaign.

**29:** *Flashbacks plague you. Are you sure it will all be worth it?*

**30:** Draw a card from the Disruption Deck.