

ARKHAM HORROR

THE CARD GAME

Campaign Guide

Disruption Tracker

Current Disruption Level: | |

- 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.