

Arkham Horror 2nd Edition: Core Set + Dunwich

Locations: Encounters

Location	Check								+ : -	Most Extreme Result
	Combat	Fight	Lore	Luck	Sneak	Speed	Will	None		
Administration Bldg			5				4	5	13:1	5x Money, 2x Spell, 2x Retainer, Clue, Skill, Travel, Lose San
Arkham Asylum		1	4	1	1	1	1	5	12:2	3x Gain San, 2x Clue, Clues, U Item, Gain San+Clues, Skill, Spell, 2x <u>Discard Madness</u> , 2x Kickout
Bank of Arkham	1			2		1		3	12:2	4x Money, 2x <u>Bless</u> , C/U Item, U. Item, Spell, Free ride, Clue, <u>Good Loan</u> , Lose Money, Lose Sanity
Black Cave	1		1	4			2	6	6:8	2x Ally, C. Item, U. Item, Lantern, U. Tome, 4x Lose Sta, Lose San, Monster, Gate + Monster, Lose Turn
Curiositie Shop		1		3		1		9	9:5	4x C/U Item, U. Item, 2x Sell U. Item, Spell, <u>Nerf Mythos Card</u> , 2x OW Encounters, Lose Item, Cursed, Kickout
General Store			1	1			1	11	12:2	3x Money, 2x C. Item, Spell, 2x Sell Item, U. Item, Gain San+Clue, Clue, 2x No Encounter, Lose San
Graveyard	1		1	3			1	8	11:3	4x Clue, 2x Ally, Gain San, Spell, 2x Monster trophy, Cross Item, Monster, Lose turn, Lose San/Sta
Hibbs Roadhouse				4			1	9	10:4	3x Clue, 2x Ally, 2x Whiskey, 2x Money, C. Item, Lose Money, Lose Money/Item, Monster, Arrested
Historical Society				5	1			8	11:3	2x Travel, 2x Spell, 2x Clue, Skill, U. Item, Free Ride, Ally, Gain San, Monster, Lose San, Lose Sta
Independence Square		1		3			3	7	8:6	2x Ally, Gain Sta, Gain San, U. Item, Clue, <u>Peek Mythos Deck</u> , No Encounter, 2x Lose Sta, 2x Gate + Monster, Kicked Out, Lose Item
Inner Sanctum			1	3				10	11:3	Clues, U. Item, Gain Sta/San, Money, Monster Trophy, <u>Close Gate</u> , <u>Seal Location</u> , Gain Task, <u>Move open Gate</u> , <u>Protection</u> , Gain Mission, Cursed, Lose Money, Monster
Library			3	2			2	7	11:3	3x Spell, 2x Money, 2x Clue, 2x U. Item, U. Tome, <u>Rare Book Collection Condition</u> , Lose San, Lose Money, OW Encounter
Ma's Boarding House			1	2			1	10	11:3	2x Gain Sta/San, Spell, C/U Item, Clue, Gain Sta, Gain San, C. Item, Clue+Sta, U. Item, Lose Sta/San, OW Encounter, Travel, Lose turn
Newspaper			1	1				12	11:3	3x Retainer, 2x Clue, 2x Free Ride, 2x Money, Trade Clues/Money, <u>Coded Messages Condition</u> , Lose San, Lose Sta, Kick Out
Police Station				3	1		2	8	9:5	3x Clue, 2x Money, C. Research Mat'l, .38 revolver, C. Weapon, U. Item, Lose Item, Lose Weapons, Lose San, Kickout, Lose Turn
River Docks		1	1	4		1	2	5	11:3	2x Money, 2x C. Item, 2x <u>Defeat Monster</u> , U. Item, Clues, Spell, C. Items, Gain San, 2x Lose San, LiTaS
Science Building		1	1	3				3	10:4	2x U. Item, 2x Ally, Gain Sta/San, <u>Blessed</u> , <u>Close Gates</u> , Start New Char, <u>Despawn Monsters</u> , <u>Move Monsters</u> , Lose Item, Monster, Lose San/Sta, Kickout
Silver Twilight Lodge		2	2	2	2		4	2	11:3	4x <u>Silver Twilight Membership</u> , 2x Clues, 2x Ally, U/C Items, U. Item, Spell, Cursed, Lose San, Monster
South Church (c) 2021 Old Man Metal				2	1			11	10:4	2x <u>Blessed</u> , 2x Gain San, Holy Water, U. Tome, <u>Remove Doom Token</u> , Gain San/Sta, <u>Discard Environment</u> , <u>Uncurse all</u> , Lose San, Lose Sta, Lose Money/Items, Kickout

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St. Mary's Hospital	1		1	1	1		2	8	10:4	3x Clue, 2x Gain Sta, 2x <u>Discard Injury</u> , Gain San, Spell, U. Item, Free Ride, Lose Clue, Kickout, Lose Turn
The Unnamable			1	2		4	1	7	6:8	2x U. Item, 2x Ally, Skill, Clues, Monster + Gate, Lose Sta, Lose San, LiTaS, Monster, Kickout, Gain Madness, Gain Injury
The Witch House	1		2	3			2	6	9:5	3x Clues, 2x Spell, U. Item, C. Item, Ally, Gain Sta, Lose San, Monster, 2x monster + gate, OW encounter
Train Station				4	1	1		8	14:0	2x U. Item, 2x Gain Sta/San, U/C. Item, C. Item, Spell, Clues, Spell + Clue, 2x Free Ride, 2x <u>Rail Pass</u>
Unvisited Isle					3		3	8	8:6	2x Clue, Spell, Clue + Spell, 2x Ally, 2x <u>Replace Gate</u> , 2x Gate + Monster, 2x Lose San, Lose Sta/San, Cursed
Velma's Diner				2	1		2	9	13:1	3x Money, Gain Sta, 3x Gain Sta/San, 2x C. Food, C. Items, <u>Blessed</u> , Retainer, <u>Velma's Gratitude Condition</u> , Lose Sta
Woods			1	3	3	2		5	9:5	2x <u>Sheldon Gang Membership</u> , 2x Ally, Skill/Spell/Clue Choice, C/U. Item, Clues, Gain San, <u>Shotgun</u> , 2x monster+gate, lose Items, lose Sta, Lose turn
Ye Olde Magick Shoppe			2	1				11	10:4	2x Lose San, 2x Clue, 2x Spell, Gain Sta/San, U. Item, Money, <u>View Next Location Encounter</u> , Trade Spell, <u>Gain Mission</u> , Cursed, Kickout
Bishop's Brook Bridge				5		1		8	10:4	2x <u>Rail Pass</u> , Money, Clues, Gain San/Sta, U. Item, Free Ride, 2x Travel, 2x Lose Sta, Kickout, Lose Turn, <u>Arrested</u>
Cold Spring Glen				3			1	10	8:6	2x Ally, Spell+Lose Sta, Gain Sta/San, U. Item, 2x <u>Skip Mythos Phase</u> , <u>Blessed</u> , 4x Lose San, Lose Sta/San, Monster
Darke's Carnival		1	1	3			1	8	13:1	2x Clues, 2x Money, Spell, U. Item, <u>Blessed</u> , Map of Arkham Item, Gain San, Gain San/Sta, Restore San, Retainer, <u>Darke's Blessing Condition</u> , Lose Turn
Devil's Hopyard		1	1	4				8	10:4	2x Ally+Injury, 2x Ally, 2x U. Item, Clues, Spell, Clue+Lose Sta, Kickout, Lose Turn, Monster, Madness, Lose Sta/San
Dunwich Village			1	1				12	11:3	2x Clue, 2x Money, Clues, Spell, Travel, <u>Blessed</u> , Free Ride, 2x No Encounter, Lose San, Lose San + Turn, Kickout
Gardner's Place				2		1	1	10	8:6	2x Restore+Gain Sta, 2x Ally, Clues, 2x Skill+Madness, U. Item, Lose San, 2x Lose Sta/San, Gate and Monster, <u>Devoured</u> , Monster
Harney Jones Shack				1				13	14:0	3x C. Item, Gain San/Sta, Gain San, Spell, Clue, Gain Sta, U. Item, Whiskey, <u>Trade C./U. Item/Spell</u> , 3x No encounter
Whateley Farm			1	5				8	11:3	2x Ally, 2x <u>Remove Dunwich Horror Token</u> , Spell+Clue, Money, Spell: Alchemical Process, Clue, Spell, Clues, No Encounter, Lose San, Monster, Kickout
Wizard's Hill				4			1	9	8:6	2x Ally, Money, Money + Clues, Spell, Spells, Skill+Ally, U. Item, 2x Gate + Monster, Kickout, 2x <u>add Dunwich Horror Token</u> , Lose San+Turn

Most Extreme Result = best result for a positive card, worst result for a negative card.