

## Arkham Horror 2nd Edition: Core Set + Lurker

### Gate and Clue Spawn Rates from Mythos Cards

Location	# Gates	# Clues	# Burst	% Chance Gate	% Chance Clue	Clue:Gate	% of Gates that Burst
Black Cave	8	14	1	8.7%	15.1%	1.73	12.5%
Graveyard	8	3	1	8.7%	3.2%	0.37	12.5%
Hibbs Roadhouse	3	7		3.3%	7.5%	2.31	
Historical Society	3	12		3.3%	12.9%	3.96	
Independence Square	14	4	1	15.2%	4.3%	0.28	7.1%
Science Building	3	12		3.3%	12.9%	3.96	
Silver Twilight Lodge	3	3		3.3%	3.2%	0.99	
The Unnamable	8	13	1	8.7%	14.0%	1.61	12.5%
The Witch House	14	2	1	15.2%	2.2%	0.14	7.1%
Unvisited Isle	14	7	1	15.2%	7.5%	0.49	7.1%
Woods	14	7	1	15.2%	7.5%	0.49	7.1%
(no clue)		9			9.7%		

4 cards of 89 (4.5%) spawn two gates and two clues:

#### Gates:

Independence Square/The Witch House  
 Independence Square/Woods  
 Unvisited Isle/The Witch House  
 Unvisited Isle/Woods

#### Clues:

Black Cave/Science Building  
 Black Cave/The Unnamable  
 Historical Society/The Unnamable  
 Historical Society/Science Building