

The ARKHAM GAZETTE *Second Edition*

Gate Tables and Location Tables for Arkham Horror

Ancient Egypt

Roll D6:

- 1- You find a strange scroll: draw 1 spell card.
- 2- Trapped in a sandstorm! Lose 3 strength points and 1 turn.
- 3- You see the Sphinx move: lose 2 sanity points.
- 4- You mistakenly read a cursed scroll: lose 1 skill card.
- 5- Scrolls are everywhere: draw 1 spell card.
- 6- From a hidden tomb a monster appears.

Atlantis

Roll D6:

- 1- A friendly wizard takes you under his wing: draw 1 spell card.
- 2- You get a chance to visit a very interesting laboratory. A successful Fast Talk gains you 1 item.
- 3- They want you for a human sacrifice! Make a successful Fast Talk or die.
- 4- Tentacles reach out from the sea. Roll a successful Fight or lose D6 strength points.
- 5- An Atlantean prince challenges you to a duel. Make a successful Fight or lose D6 strength points.
- 6- In the library are many books; one teaches you a spell: draw 1 spell card.

Carcosa

Roll D6:

- 1- The dead city frightens you: lose 2 sanity points.
- 2- A monster attacks you.
- 3- Among some ruins you find a strange artifact. Make a successful Knowledge roll and draw 1 item card; fail and lose D6 strength points when the artifact explodes.
- 4- A Star-Spawn pursues you. Make a successful strength roll or die.
- 5- In an otherwise empty building you find this single object: draw 1 item card.
- 6- An invisible Star Vampire wants a snack: lose D6 strength points.

Fomalhaut

Roll D6:

- 1- A fiery entity wants to give you something. Lose 2 strength points and draw 1 item card.
- 2- The intense heat saps you. Make a successful strength roll or lose 3 strength points.
- 3- You're attacked by Flame Vampires: lose 3 strength points.
- 4- You feel purified by the flames: gain 2 sanity points.
- 5- A horrid monster attacks.
- 6- You become lost in the smoke: lose 1 turn.

The Hall of Nyarlathotep

Roll D6:

- 1- A guardian monster attacks.
- 2- An ibis-headed statue speaks to you: lose 2 sanity points and draw 1 spell card.
- 3- A Shantak swoops down at you. Make a successful Fight roll or be carried to the Throne of Azathoth; roll for 1 encounter there and return to this box next turn.
- 4- A frightening monster attacks.
- 5- You watch two green suns spin across the sky: lose 2 sanity points.
- 6- Nyarlathotep whispers something in your ear; lose 3 sanity points and draw 2 skill cards.

The Hideous Caverns

Roll D6:

- 1- A hideous monster attacks you.
- 2- Two hideous monsters attack you.
- 3- In the darkness you stumble over a horribly mangled corpse: lose 1 sanity point and draw 1 item card.
- 4- Something reaches out from a subterranean lake. Make a successful Sneak roll or be devoured.
- 5- Nightgaunts swoop down and carry you to Irem. Roll for 1 encounter there and return to this box on your next turn.
- 6- You are witness to a horrible ceremony: lose 1/3 points of sanity.

Frozen Hyperborea

Roll D6:

- 1- Frozen to the ground is a carved stone tablet. Make a successful Knowledge roll and draw 1 spell card.
- 2- You must cross a frozen wasteland. Make a successful strength roll or lose 3 strength points.
- 3- Snowblind, you barely have time to react when a monster suddenly springs at you.
- 4- In a copper box you find an unusual object: draw 1 item card.
- 5- Something moves in an abandoned temple: lose 2 sanity points.
- 6- The freezing cold numbs you to the bone: lose 2 strength points.

The Interior of the Moon

Roll D6:

- 1- You stumble upon a vast cavern, nearly filled with a hideous, ropy, mass: lose D6 sanity.
- 2- A monster attacks you.
- 3- A monster attacks you.
- 4- You find a strange device: draw 1 item card.
- 5- You accidentally discover the wrong gate back to Arkham. Roll on the gate appearance table for the location at which you appear.
- 6- You find the room where the pink, crab-like beings perform their terrible surgery: lose 2 sanity points

Irem, City of Pillars

Roll D6:

- 1- You accidentally bump into a pillar: lose 2 strength points.
- 2- A drooling monster attacks!
- 3- The shifting sands reveal a talking skull: lose 1 sanity point and draw 1 spell card.
- 4- A strange meeping sound is heard: lose 1 sanity point.
- 5- You find a tattered scroll. Make a successful Knowledge roll and draw 1 spell card.
- 6- Bronze plates, set into the streets, are pushed aside and hordes of ghouls pour forth. Make a successful sanity roll or lose 3 sanity points; then make a successful strength roll or die.

The Nameless City

Roll D6:

- 1- You become temporarily lost in the labyrinthine passages: lose 1 sanity point.
- 2- You are standing near an ancient mummy when you hear a soft rustling sound: lose 2 sanity points.
- 3- From an ancient scroll you are able to learn something of value: draw 1 spell card.
- 4- Cold howling winds blow across the desert. Make a successful sanity roll or lose 2 sanity points; then make a successful strength roll or lose 2 strength points.
- 5- You have become lost in the desert. You must find your way out. Make a successful Knowledge roll or die from exposure.
- 6- A horrifying monster attacks.

Saturn

Roll D6:

- 1- The unnerving geometry disorients you: lose 2 sanity points.
- 2- You meet up with Tsathogghua in his Saturn form. Make a successful Fast Talk or be swallowed alive.
- 3- A terrible monster attacks you.
- 4- You discover and explore the wreck of an alien space vehicle: draw 2 item cards.
- 5- A monster suddenly attacks.
- 6- Freezing alien winds cause you to lose 2 strength points.

The Throne of Azathoth

Roll D6:

- 1- Unthinkably powerful forces threaten to tear you apart. Make a successful strength roll or perish.
- 2- The complete blackness and utter silence unhinge your mind: lose 2 sanity points.
- 3- The freezing temperatures of outer space take their toll: lose 2 strength points.
- 4- Azathoth beckons to you. Make a successful sanity roll or comply and be destroyed.
- 5- The insane piping of the hideous flautists threatens to drive you mad: lose 2 sanity points.
- 6- The Daemon Sultan takes pity upon you: draw 1 Spell card.

Valusia

Roll D6:

- 1- You discover a scroll: draw 1 spell card.
- 2- You find a mysterious object: draw 1 item card.
- 3- A monster attacks you.
- 4- On an open plain you are spotted by a hungry dinosaur. Outrun him with a successful strength roll or be eaten.
- 5- You find a book written in the language of the Serpent Men. Make a successful Knowledge roll and draw 1 skill card.
- 6- The serpent men have noticed your presence and give chase. Lose 3 strength points escaping them.

SECOND EDITION Location Tables

Black Cave

D6 Event

- 1-Strange whistling draws you deep into the cave to investigate. Make a Knowledge roll or spend your next turn lost.
- 2-A monster appears.
- 3-You stumble onto one of the Sheldon Gang's still; Successful Fast Talk or eat D6 lead.
- 4-You find an unidentifiable trail of slime in the depths of the cave. Sanity roll or lose 1 sanity point.
- 5-For \$5, hire Tom Big-Mountain; take his local character card. He adds to your fight. He may be substituted once for you in defending against a monster attack but then must be discarded. If no hire or not available, then treat as no encounter.
- 6-Carved on the wall you find some alien writing. Successful Knowledge roll and draw 1 spell.



A Strange Trail of Slime

Boarding House

D6 Event

- 1-In the basement you find something useful- draw 1 Item.
- 2-When you return to your room you find that someone has robbed you. Discard 1 Item.
- 3-In Ma Mathison's gossip, you detect a valid clue. You may move immediately to any Arkham location for another encounter.
- 4-Asleep, you enter the Dreamlands for one roll on that gate table and then return to Arkham.
- 5-Something must have been wrong with the seafood chowder you ate for supper. Lose 1 Strength point.
- 6-A monster appears.

Listening to Ma's Gossip



City Hall

D6 Event

- 1-The Mayer thanks you or your help in saving his town and offers you a \$10 reward.
- 2-Talking with the City Council gives you new confidence. Add 1 sanity point.
- 3-A Monster appears.
- 4-Your plead for military help becomes delayed in red tape. Lose your next turn.
- 5-The mail clerk gives you a strange package; Pay \$3 postage and draw 1 Item and 1 Spell card. If no cash, treat as no encounter.
- 6-You are accused by the town fathers as the person responsible for this curse that has now gripped this town. Successful Fast Talk or lose 2 strength points.

The Mayer Thanks You



Curiositie Shoppe

D6 Event

- 1-A Gate and Monster appear.
- 2-You are arrested by Deputy Dingby for attempting to steal an old Tome. Move token to Police Station and lose your next turn.
- 3-Hideous sculpture appears to move. Make a Sanity roll or lose 1 Sanity point.
- 4-5-Purchase 1 Item for list price. If no sale, treat as no encounter.
- 6-Find an old book for \$5. Draw 2 Spell cards if purchased. If no sale, treat as no encounter.



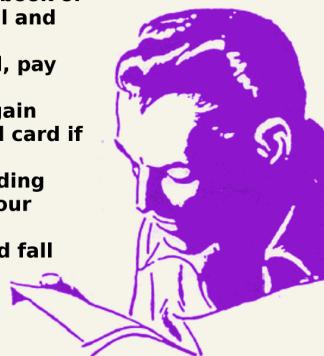
The Hideous Sculpture Moves

Items can be sold here. See rules.

Dagon Mission

D6 Event

- 1-A Gate and Monster appear.
- 2-In the Order's library you find a book of spells. Successful Knowledge roll and draw 1 spell.
- 3-Membership dues are requested, pay \$3 or move out onto the street.
- 4-Talk with a senior member and gain some of his wisdom. Draw 1 Skill card if any are available.
- 5-In the silence of the Order's reading room you find safety. Add 1 to your sanity.
- 6-You listen to a boring lecture and fall asleep. Lose your next turn.



A Peaceful Moment in the Reading Room

Dark's Carnival

D6 Event

- 1-The laughter of the festive crowd makes you feel better about Arkham's future. Add 1 Sanity point.
- 2-Your ride through the Tunnel of Terror turns out to be just that! Successful Fight or lose 2 strength points.
- 3-A Gate and Monster appear.
- 4-At the target range you gain the attention of some members of the opposite sex. Lose your next turn impressing them.
- 5-A Monster appears.
- 6-You are taken by some fast talking con artists. Lose \$10.

Devil's Beach

D6 Event

- 1-On the beach you find a weathered scroll of canvas with a sailor's prayer painted on it. Saying the prayer gives you hope. Add 2 sanity points.
- 2-Seeing something floating in the waves you rush in to get a closer look and are attacked by Deep Ones. Successful Strength roll or suffer D6 loss of strength.
- 3-4-A Gate and Monster appear.
- 5-In an old boat you find something useful. Draw 1 Item.
- 6-Laying on the beach you fall asleep and are picked up by a white ship and are taken to the Dreamlands. Gain 1 Sanity point for the delightful voyage and roll 1 time on the Dreamlands table then return here.



You See Something in the Waves

Founder's Rock

D6 Event

- 1-A vision of the founding fathers appears before you with useful advise on how to save their town. Successful Knowledge roll and gain 1 Spell.
- 2-A Gate and Monster appear.
- 3-A vision of the hanging witch Hasper Paine appears before you and cackles a curse upon you. Lose 1 Sanity point.
- 4-Many of the town folk gather for safety and you may hire any Local Character not already in service for \$5.
- 5-The thankful townsfolk offer you an item to help defend their town. Draw 1 Item card.
- 6-A Monster appears.



Stunned by the Vision

Graveyard

D6 Event

- 1-Late at night you dig-up a curious old grave and find 1 Item.
- 2-A Monster appears.
- 3-Buddy Walker, the local grave-digger, shares the words to a chant he overheard from a coven of witches that met at the graveyard the night before. Make a successful Knowledge roll and learn 1 Spell.
- 4-A Gate and Monster appear.
- 5-While studying some old tombstones, you are attacked by an insane grave-digger with a shovel. Roll your Fight or less or lose 3 strength points.
- 6-Pamela Nash, a student from the university, shows you something she found near the shunned graves to the north of the graveyard. You make take 1 Item or use it as a clue to go to any location of Arkham.



A Sudden Gust of Cold

Harney Jones' Shack

D6 Event

- 1-You are hit by sudden gust of wind and drop in temperature. Make a successful Strength roll or lose 1 point of Strength.
- 2-A Monster appears.
- 3-From your questions, Harney assumes that you are a Revenuer. Make a successful Sneak or Harney gets the drop on you and ties you up in his barn where you remain until you can make a successful Sneak to escape.
- 4-A Gate and Monster appear.
- 5-With a successful Sneak, find an old book in Harney's house. Draw 1 Spell.
- 6-Harney shows you a gift Spell from his Mi-go friends which he will give you with a successful Fast Talk.

Hib's Roadhouse

D6 Event

- 1-A bar-room brawl breaks out over the poker game. Successful Strength roll or lose 1 Strength point.
- 2-The poker game is in full swing, bet any amount and roll 1 die. If the roll is even you win double your money. If the roll is odd you lose all your money.
- 3-You overhear an interesting conversation about the events in town. Make successful Sneak and gain a clue. Move immediately to any location and roll for encounter.
- 4-Sheriff Engle raids the place for illegal whiskey. Bribe him for \$5 or spend your next turn in jail.
- 5-You talk with Abner Weer, the town drunk, and he teaches an old Spell he learned long ago. Draw 1 Spell card.
- 6-The Sheldon gang hold up the Roadhouse. You lose all your money and Items.

Items can be sold here. See rules.



The Crazy Grave-Digger Attacks

Historical Society

D6 Event

- 1-The eerie resemblance of the founding father Eli Smith and the current president Allan Smithson chill you to the bone. Lose 1 Sanity point.
- 2-In the city's historical records you find a worthwhile clue. You may immediately move to any location of Arkham and have an encounter there.
- 3-A Monster attacks.
- 4-You fall asleep reading an old book and lose your next turn.
- 5-Among the antiques you find a useful item that you may purchase at list price.
- 6-Carved on an old piece of bark, you see what resembles a Spell. Make a successful Knowledge roll and gain 1 Spell.



"Feeling Poorly?"

Hospital

D6 Event

- 1-2-From the types of wounds you witness here, you gather a clue to what you are up against. Move to any location immediately.
- 3-4-Dr. Mortimore Simm is excited by the stories you tell him. Make a successful Fast Talk and he joins you. Take his Character Card.
- 5-Half unconscious you cannot react as an evil looking nurse gives you a shot, one that you never wake-up from. Start a new Investigator.
- 6-The doctor offers you some items that might be useful. They belong to the investigators that no longer have use for them. Draw 2 Item cards.

Ante Up!



Lake Miskatonic

D6 Event

- 1-Fishing you catch a nourishing meal. Increase your strength by 2 points.
- 2-The quiet of the lake makes you feel peaceful once more. Gain 2 sanity points.
- 3-On the dock you find something useful. Draw 1 Item card.
- 4-A Gate and Monster appear.
- 5-Sheriff Engle finds you while on patrol and offers you a ride to any location. Accept and move there immediately for an encounter. Refuse and treat as no encounter.
- 6-A nervous Deputy Barney Dingby takes a shot at you. Successful Sneak or lose 2 Strength points.



Someone Fires at You!

Library

D6 Event

- 1-Make a successful Fast Talk or be thrown out into the street by Abigail Foreman for making too much noise.
- 2-Books fall from their shelves as the building begins to quake in an unnatural manner. Make a successful Sanity roll or lose 1 Sanity point.
- 3-You get the feeling that you should not have mumbled the strange spell that you found in an old book as a Monster appears before you. Draw a Monster to appear.
- 4-On one of the back bookcases, you find something left behind. Draw 1 Item card.
- 5-You are chilled to the bone with fear from what you read in an old Tome. Lose 1 Sanity point.
- 6-Your research has paid off. Draw 1 Spell.

Lighthouse

* Fast Talk to gain access to the tower. Kill hunting Horrors with beam.

* D6 Event:

- 1-In the lighthouse tower you find an item. Draw 1 Item.
- 2-A storm comes up while you are at the lighthouse. Lose 1 turn for it to pass.
- 3-A Gate and Monster appear.
- 4-A Monster appears.
- 5-Use the beam of the Lighthouse to automatically destroy any Hunting Horrors on the game board. Add them to your trophy case.
- 6-In an old sea chest in the attic, you find a crumbling parchment. Draw 1 Spell.



The Professor Working on his Theory

Miskatonic University

* Sell Monograph, roll D6: (1-3) sells for \$2; (4-5) sells for \$5; (6) sells for \$10. Unavailable if on retainer.

* D6 Event:

- 1-2-A Monster appears.
- 3-4-A successful Fast Talk convinces Professor Nadelman to loan you his experimental Time Machine. Take the Local Character card if successful; if not, treat as no encounter.
- 5-In the professor's study you find a useful Spell. Draw 1 Spell.
- 6-A concerned student offers you a useful item. Draw 1 Item.