

# ARKHAM HORROR<sup>®</sup>

## THE ROLEPLAYING GAME

### Church Basement Scene

The scene begins when the player characters descend the steps into the basement of the church. At the bottom of the steps, an old wooden door opens into a hallway 10 feet wide and 90 feet long. There is no light in the basement, but a half-full unlit kerosene lantern sits on the floor next to the door.

There are three open entrances along the right side of the hallway, one 15 feet away, one 45 feet away, and one 75 feet away. The entrances are 5 feet wide and open into 30 foot by 30 foot rooms.

The first room is full of disused and broken furniture from the church. The second room has two crates of old and dusty hymnals in one corner, and a crate with a false bottom in the other. If a PC performs a successful complex action using **Wits**, they can discover the false bottom and find eight bottles of “communion” wine hidden within.

When the PCs enter the third room, read aloud or paraphrase the following:

*As you enter the last room of the church basement, your light falls across a dozen figures in long brown robes lying prone upon the floor. The air in here is markedly drier than the rest of the basement, as if you've entered a long-abandoned tomb. The closest figure has its arms outstretched towards the doorway you stand in, and even from several feet away, you can see its hand is a wrinkled claw covered in liver spots.*

If the PCs inspect the bodies, they may perform a successful complex action using **Knowledge** to find that all have aged far beyond a natural lifespan. All are also dead except one who is sitting

slumped in the center of the room, clutching a large hourglass. If the PCs approach him, read aloud or paraphrase the following:

*Suddenly, the figure's head rises and you find yourself staring into the withered and wrinkled face of an ancient man. His eyes are cloudy with cataracts and a thin halo of white, wispy hair adorns his skull. His gaze slowly focuses on you.*

*“She did this,” he gasps. “She used...us.” His cough is a dry rattle in his chest. “We never...should...have trusted...her.”*

*His head rolls back and as you watch, his body starts to flake apart and drift away like dust. All around you, the other bodies do the same. The hourglass, no longer held, falls to the floor and you hear a slight cracking sound.*

All PCs present may perform a complex action using **Resolve**. If they choose not to or fail, they suffer 1 horror.

When the hourglass cracks, a trickle of sand falls out of it. The sand and the dust from the corpses starts swirling around the room. As it does, **four Sand Dwellers** appear; one in each corner of the room. They immediately attack the PCs in order to feed on the investigators' remaining “time” (in this case, their lifespan), beginning a structured scene in which the NPCs have the first turn.

Whenever the PCs kill all the Sand Dwellers in the scene, during the start of the next NPC turn, **1d3+1 Sand Dwellers** appear anywhere in the basement that is at least 20 feet away from a PC.

The scene ends when the PCs leave the church basement and get outside the church, where the Sand Dwellers cannot follow them.

ADD THE CHURCH BASEMENT  
SCENE TO YOUR GAMES OF  
ARKHAM HORROR: THE ROLEPLAYING GAME

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# THE GRAVEYARD

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## ABIGAIL OLMSTEAD

- CULT LEADER -

6+	6+	4+	4+	5+
AGI	ATH	WITS	PRES	INT
4+	3+	6+	6+	2+
KNOW	RES	MELEE	RANGED	LORE



### SPELLS

**Reverse The Flow of Time.** When this NPC would be hit by an attack, they may perform a reaction using **Resolve**. If they succeed, they vanish and reappear up to 10 feet in any direction, and the attack automatically misses.

**Azure Flame.** This NPC may select one target within 100 feet and perform a complex action using **Lore**. If they succeed, the target suffers 1 damage per success. If this NPC rolls any results of 6, the target suffers an injury. However, if this NPC rolls any results of 1, until the end of their next turn they perform all complex actions and reactions with disadvantage as they are burned by their own spell.

### ABILITIES

**Major NPC.** This NPC may strain themselves once to restore their dice pool limit to their dice pool maximum. If this NPC is wounded after they have strained themselves once, they are immediately killed or knocked unconscious at the GM's discretion.

### EQUIPMENT

\$150, fashionable dress and coat, concealed cult symbol.

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## ABIGAIL OLMSTEAD'S STORY

Abigail Olmstead used to have it all. She was once a wealthy, important citizen of Arkham, and the owner of a considerable farmstead as well as one of the great houses in French Hill. With her husband Winthrop and son August (Auggie for short), Abigail organized events and influenced local politics in Arkham. Behind this genial façade, however, Abigail and her family were actually cultists, hoping to summon an Ancient One and harness its power.

Abigail's path crossed with the Barnes sisters' not long after Isabelle arrived in Arkham and began seeing Auggie. Abigail recognized the pendant Isabelle wore as a replica of a potent occult artifact—one that Abigail needed for her ritual. To fuel the rite, Abigail would need blood as well, and so she orchestrated the kidnapping of young women from across the city. Unfortunately for Abigail, Jenny wasn't about to let her sister get sacrificed by a cult. In the resulting confrontation to disrupt the ritual, Winthrop and Auggie were killed. Abigail used the chaos of the fight to escape with Isabelle, and Jenny has stayed on their tail ever since.

Now, Abigail has reemerged, leading a new cult of followers who seek to turn back time in their favor—and reverse the deaths of Winthrop and Auggie.

ADD ABIGAIL OLMSTEAD AND THE CULTIST  
OF THE FEASTER TO YOUR GAMES OF  
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## CULTIST OF THE FEASTER

- CULTIST -

5+	5+	5+	6+	5+
AGI	ATH	WITS	PRES	INT
4+	4+	4+	5+	5+
KNOW	RES	MELEE	RANGED	LORE



### ABILITIES

**Minor NPC.** When this NPC is wounded, they are immediately killed or knocked unconscious at the GM's discretion.

**Fanatical Fervor.** This NPC performs complex actions using **Melee Combat** and **Resolve** with advantage as long as they are within 30 feet of another member of their cult. This NPC's horror dice limit starts play set at 3.

### EQUIPMENT

**Cult Robes.** When performing a reaction to avoid a ranged attack, the wearer may reroll the result once.

**Ritual Knife.** *Engaged.* 2 damage. Skill (**Melee Combat**). Injury Rating 3.

**.32 ACP Pistol.** 30 feet. 2 damage. Skill (**Ranged Combat**). Injury Rating 4.

**Other equipment.** One extra clip of .32 APC, a talisman, tattoo, or symbol representing their cult.



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THE CULTISTS OF THE FEASTER

The Cultists of the Feaster worship the Feaster at the End of Time and wish to gain just a little bit of his power. The cultists plan to use this power to manipulate time. These cultists all have different reasons for wanting to do this, but most would fall under the category of regret. They regret something from their pasts and wish to change it. Abigail Olmstead, the leader of these cultists, for example, wishes to bring back her dead family.

Manipulating time, though, is unknowable and dangerous. Some members found this out after a ritual left them as ancient husks. Their time on earth had been robbed of them. The remaining cultists continue their worship of the Feaster and continue to follow their leader, Abigail, willing to take the risks in order to gain some form of dominion over time.

# ARKHAM HORROR

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## SAND DWELLER

-ABOMINATION-

3+	5+	6+	6+	5+
AGI	ATH	WITS	PRES	INT
6+	4+	4+	6+	4+
KNOW	RES	MELEE	RANGED	LORE



### ABILITIES

**Minor NPC.** When this NPC is wounded, it is immediately killed or knocked unconscious at the GM's discretion.

**Fast.** This NPC may perform the Move simple action as a free action once per turn.

**Small.** Ranged attacks targeting this NPC always suffer disadvantage.

**Time Parasite.** If this NPC performs a successful attack, it latches onto its target. While latched, whenever its target moves, it moves as a free action to remain engaged. The target may remove this NPC by performing a successful complex action using **Athletics**. If this NPC is still latched when the target is wounded or at the end of the encounter, this NPC vanishes into thin air and the target's lifespan decreases by 1d3 years.

### EQUIPMENT

**Sharp Teeth and Large Claws.** *Engaged.* Skill (**Melee Combat**), Damage 2, Injury Rating 3. If this attack roll generates at least two successes, this attack deals +1 damage.

ADD THE SAND DWELLERS  
TO YOUR GAMES OF  
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SAND DWELLERS

These frightening creatures spring to existence from the sand inside the broken, mysterious ancient hourglass. With the right knowledge and power, Sand Dwellers can be controlled and used to do one's bidding, as Abigail Olmstead does. Sand Dwellers consume time out of their victims. They use their sharp claws and teeth to hold their prey while they suck time energy out of them, leaving their prey as empty husks. A Sand Dweller's hunger is rarely satiable.