

TERROR ON THE ARKHAM EXPRESS

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Arkham, Massachusetts, 1926. The party boards an express train for a three-day ride to Chicago. But strange happenings begin to occur. It turns out to be the work of cultists worshipping Yth'hawal, the elder god of darkness. The cultists must be passengers on the train, but who?

Little does the party know that the train is in fact destined for Yth'hawal's realm of darkness, as a sacrifice to the dark god. Can the party identify the cultists and stop them before it's too late?

Schedule

Day 1

The train departs, and the party gets to know the other passengers. Questions arise when an evil **relic** is discovered in the dining car.

Day 2

At noon, a short layover in Syracuse for repairs. All suspects have lunch at the station. Near the station is a dusty antique shop with 3 random **relics** in stock.

Day 3

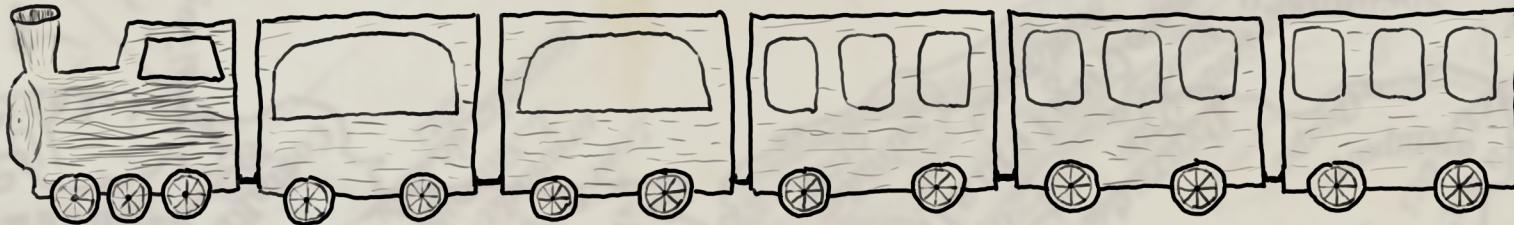
Layover in Karthinar (meaning: "Last stop before the darkness"). Deserted except for a man with fogged up eyes babbling nonsense. A **mi-go** lurks nearby. Sara knows (if asked) that the train has gone astray from its planned route.

Relics (d6)

1. Book of dark rituals
2. Protective amulet
3. Ritual candles
4. Idol of a tentacled monster
5. Rambling diary
6. Magic dagger

Monsters

- Byakhee** - Huge bat-like creature with long, sharp talons
Shoggoth - Dark green, slimy monstrosity with many eyes and tentacles
Mi-go - Human-sized being with multiple sets of crab claws and bat-like wings



Engine

Carl runs the train.

Dining Car

Sara serves meals and snacks.

Lounge Car

Comfy couches. Pool table.

First Cabin

Jack and Sonia's rooms

Second Cabin

Edgar and Doris's rooms.

Third Cabin

The party members' rooms.

Suspects

Night 1

At midnight, cultists summon a **byakhee** in the lounge car. Inspecting the ritual site reveals this is the work of the cult of Yth'hawal.

Night 2

At midnight, cultists summon a **shoggoth** in the Second Cabin. Edgar may be injured or killed if the party doesn't come to help in time.

Night 3

At midnight, the cultists will complete the final ritual in the engine room, which irreversibly sends the train to Yth'hawal's realm. Will the party stop them in time? It will be easier if they've figured out who the cultists are...



Edgar Hall

The Socialite

An outgoing fellow always happy to spin a tale about an interesting character he met on his travels. Knows nothing about Yth'hawal.



Jack Friedman

The Photographer

Says he is traveling the world to photograph it, but has a cheap camera and little knowledge of the subject. An undercover FBI agent sent to investigate the cult.



Doris Scott

The Aristocrat

A wealthy old woman who comes across as a kind grandmotherly figure. Is a **CULTIST** who believes her final destiny is to unite with Yth'hawal, and the other passengers should be honored to have this fate as well.



Sonia McLane

The Student

Studies at Miskatonic University. Soft spoken, and hesitant to talk about her studies. Luggage contains (suspiciously) some **relics**. Her studies in fact specialize in Yth'hawal. Knows how to stop the cult if the party trusts her.



Carl Turner

The Engineer

Tries to remain removed from the passengers, focused on driving the train. The **CULT LEADER**, who plans to take the train not to Chicago, but to Yth'hawal's realm.



Sara Johnson

The Conductor

Performs various jobs on the train, like helping with luggage and running the dining car. Genuinely devoted to her job, and wants passengers to have a comfortable trip.