

The Edinburgh Diversions

The **Edinburgh Diversions** are designed as short and straightforward investigations, ideal for one-shots or for when time is tight.

Alternatively, they can be slotted into existing scenarios or campaigns if Keepers find that investigators have a few hours to kill.

They are structured around a *framework*, mostly consisting of bullet lists, which outline the key points, NPCs, locations and events that may occur.

Rolls that investigators are likely to make are highlighted, together with the results of successes or failures where appropriate.

In some cases, a success on one roll will open up additional options. If this is the case, those options are presented in an indented section beneath the 'opening' roll.

The framework does not attempt to present

every possible option that investigators may choose.

Nor does it include stats for every NPCs, monsters, or entities of the Mythos.

Keepers should use stats from the *Keeper Core Rulebook* or of their own devising should the need for them arise.



THE ICE MAIDEN

Edinburgh, 1923

PREMISE

The investigators are invited to a private showing of a new exhibit at the **Royal Scottish Museum**.

An explorer - Sir Anthony Hallister - has returned from the Andes with an intact ice mummy of a young female, a macabre but sensational find.

SYNOPSIS

After a civilised reception, the investigators find themselves falling asleep and waking up in darkness.

Sir Hallister is dead, a look of terror on his face, and the mummy is nowhere to be seen. Investigating the eerie interior of the museum at night, they discover that one of Hallister's team has stolen the mummy, but the power of Yog-Sothoth has been transferred to Vasquez, an Argentinian aristocrat, who is now attempting to enact a ritual that will call on the power of the twisted god.

BACKGROUND

The mummy is a sacrifice made by Yog-Sothoth worshipping cultists in the 16th century. Yog-Sothoth accepted the offering, and imbued some of its eldritch essence into the preserved corpse.

The cultists protected the site for centuries, before the last of their number died, leaving the mummy unguarded.

Sir Anthony Hallister, an explorer, found it on one of his frequent expeditions in the Andes, and brought it back to Edinburgh, where it was dated, catalogued and is now about to go on public display.



NPCs

- **Sir Anthony Hallister**
Explorer, 49, handsome, charming
- **Robert McDowell**
Archaeologist, 42, quiet, awkward
- **Charles Little**
Head of South American Antiquities, 56, bookish, mild-mannered
- **Augustina Vasquez**
Argentinian aristocrat now living in Edinburgh, 32, stylish, polite
- **Bobby Simmons**
Journalist, *Edinburgh Reporter*, 29, desperate for a story

The reception

- Sir Hallister gives a talk on his Andes expedition. It is extremely boring.
- McDowell talks briefly about the provenance of the mummy, positing that it was an offering to the 'heathen gods' of the Incas
- A successful **Spot Hidden** reveals Vasquez's distaste at the mummy being treated like an object
- The mummy is eerily well-preserved. It has an amulet around its neck.
- A member of staff serves drinks (alcoholic and non-alcoholic) and

canapés

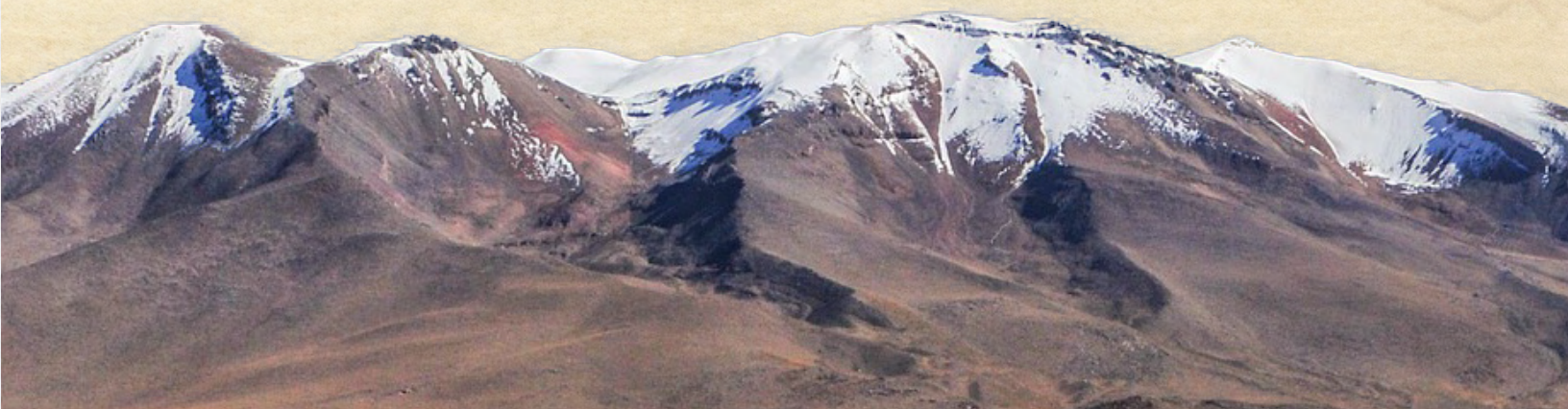
- McDowell proposes a toast to Sir Hallister
- McDowell has laced the drinks; anyone drinking falls unconscious after 10 minutes
- When the investigators awaken, McAllister is lying face up, dead. McDowell and Vasquez are nowhere to be seen

What if..?

- If an investigator doesn't drink, McDowell looks for an excuse to bump into them, pricking them with an analgesic-filled syringe that has the same effect
- A successful **Spot Hidden** roll opposed by McDowell's **Stealth** detects the act and the culprit
- If the investigator stops McDowell, the theft of the mummy is averted but not the possession of Vasquez. The investigator witnesses her seize the amulet from around the mummy's neck, embrace McAllister, then run in the direction of the South American gallery at unnatural speed

What's going on?

- Ten minutes have passed when the investigators awaken
- McAllister's body is freezing cold. A



successful **Medicine** roll reveals he has died from hypothermia

- If they were all drugged, on a successful **Listen** roll, investigators hear a noise coming from the animal gallery
- On a successful Hard **Spot Hidden** roll, the investigators notice movement coming from the South American gallery
- Charles Little calls for the police, but asks the investigators to help before they arrive
- Bobby Simmons tags along unless specifically told not to



The animal gallery

- Spooky in the dim light; taxidermy animals and skeletons
- A dropped phial with some clear viscous liquid inside. A successful **Science (Chemistry)** roll identifies it

as a powerful anaesthetic

- **Spot Hidden:** flakes of something resembling dried skin (the mummy beginning to crumble without Yog-Sothoth's power)
 - **Track:** investigators can follow the trail to where McDowell is hiding
- As investigators approach his hiding place, McDowell cuts the ropes holding a suspended blue whale's skeleton in place
- **Dodge:** failure results in 1D6 damage
- Combat to overpower him; or
- Hard **Fast Talk**, **Intimidate** or **Persuade** to make him see sense
- He was jealous of Hallister and wanted to display the mummy himself
- The mummy is crumbling to dust in front of investigators' eyes
- **Spot Hidden** - the mummy's skin is covered in tattoos of strange symbols
- **Cthulhu Mythos** - symbols are signs of Yog-Sothoth

Simmons loses his head

- If Simmons is with the investigators, he runs into the Medieval gallery, claiming he heard a noise
- The gallery is maze-like - **Track** is required to follow Simmons
- Simmons has been decapitated by a guillotine - **Sanity** (1/1D4 points of Sanity loss)
- *Vasquez overpowered him and killed him before returning to the South American Gallery*

South American gallery

- Vasquez is kneeling in front of a stone tablet, reciting words in Quechuan
- She has an aura of cold around her that investigators can feel as they approach
- If she is left to complete the words, a Shoggoth will manifest
- **Spot Hidden** - she is wearing the amulet that was around the mummy's neck
- Investigators can attempt to grab the amulet as a combat manoeuvre, using their **Fighting (Brawl)** skill opposed with Vasquez's **Dodge** (60%)
 - If investigators have not defeated Vasquez after the third round of combat, a Shoggoth will manifest
 - If the Shoggoth manifests, one or more investigators will almost certainly die.
- If the amulet is removed, Vasquez is freed from Yog-Sothoth's possession.
 - She admits that she wanted the amulet for herself, but didn't understand its power (**Psychology** - she is telling the truth)
 - She has no memory of what happened after wearing it
 - The police arrive and Vasquez is arrested

Characters

Robert McDowell

Jealous archaeologist

STR 35 **CON** 40 **SIZ** 60 **DEX** 55 **INT** 85
APP 50 **POW** 40 **EDU** 80 **SAN** 60 **HP** 10
DB: 0 **Build:** 0 **Move:** 7 **MP** 8 **Luck:** -

Attacks per round: 1

Brawl 25% (12/5), damage 1D3
 Dodge 27% (13/5)

Skills:

Archaeology 75%, Psychology 60%, Sleight of Hand 65%, Foster Loathing for Hallister 89%

Languages:

English (own) 80%, Spanish (30%), German (25%)

Augustina Vasquez

Possessed aristocrat

STR 65 **CON** 50 **SIZ** 40 **DEX** 65 **INT** 65
APP 80 **POW** 70 **EDU** 70 **SAN** 20 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP** 14 **Luck:** -

Attacks per round: 1

Brawl 45% (22/9), damage 1D3
 Dodge 32% (13/5)

Skills:

Charm 75%, Persuade 60%, Exude Stylish Superiority 89%

Languages:

Spanish (own) 70%, English (60%), Quechuan (80%)

Rewards

- 1D4 Sanity for stopping Vasquez
- 1D2 Sanity for stopping McDowell