

The Trismegistus Club

An Introduction



by Kevin Ross

The Trismegistus Club: An Introduction

The Trismegistus Club was intended to play a major role in the aborted Shiva, in Silvered Glass campaign for Miskatonic River Press. This Gaslight era mystic organization would have served many purposes in the campaign, from providing a reason for the investigators to meet, to offering NPC assistance and possible adventure hooks, to say nothing of its role in the campaign itself. Sadly, I couldn't make the Shiva story and scenarios work to my satisfaction, so the project has been shelved indefinitely.

The Trismegistus Club itself, however, might still be of interest and/or use to Keepers wishing to run Gaslight campaigns. For this reason I've allowed Tom Lynch to post it as an online "freebie" from your friends at Miskatonic River Press. Herein you'll find a plethora of interesting characters and possible adventure ideas, and a complete description of the club and its members. Some of these folks may seem familiar to those knowledgeable of 1890s occult circles, period fiction, Hammer Films, and Jack the Ripper lore. Have fun identifying them all. But most of all, have fun with the T Club, as we called it.

Now get going! The game's afoot!

Kevin Ross
Happy Halloween 2010

The Trismegistus Club

The Club's History and Philosophy

The Trismegistus Club was formed in 1889 by a small group of men and women with a common interest in the study of magic, philosophy, and the occult. The club's founders had been members of various other societies with similar interests (the Theosophists, the Golden Dawn, etc), but had found those organizations' rules and studies to be too restrictive. Businessman Charles Bishop, spirit medium Walter Westlake, investment broker Edward Mason, and the wealthy young widow Eleanor Van De Grift were variously acquainted with each other through those occult societies, and each sought something different. As plans for the Trismegistus Club formed, the mysterious Charles Bernard Tower offered to help fund the new organization. Even as the Club's charter was being written, Charles Tower purchased a large two-story house in Greville Street in London (just east of Gray's Inn) to serve as the headquarters of the Trismegistus Club.

The founders of the club named their new mystical society after Hermes Trismegistus (Hermes the Thrice-Powerful), known as Hermes to the Greeks and Thoth to the Egyptians -- the giver of esoteric wisdom to each of those cultures. The Trismegistus Club was to serve as a meeting place for the discussion and exchange of mystical experiences and ideas, whether witchcraft, eastern philosophy, psychic phenomena, the occult, or the supernatural. News of the club spread throughout the fall of 1889, attracting everyone from eastern mystics to stage magicians, Anglican priests, university professors, ghost-hunters, spirit mediums, and a variety of would-be witches and occultists. By the start of the Shiva campaign, the Trismegistus Club boasts nearly three dozen members, the most prominent of whom are discussed below.

Rules, Meetings, Etc

Membership in the Trismegistus Club requires a recommendation by a current member, a simple written application, an interview with the founding members, and a vote by all attending members at the club's monthly meeting. A 2/3 majority is required to pass the vote, and the application may also be rejected if two founders vote no. The entrance fee is 5£ 5s, and a similar sum for annual membership dues.

Membership in the Trismegistus Club gives access to the club's headquarters during regular hours (generally 6 AM to midnight, noon to 8 PM Sundays, with some exceptions for special circumstances or events). Members are free to socialize in the lounge, attend private meetings or consultations, browse the library, or study or work in the club's magical "laboratories". Members can -- with the founders' approval -- also schedule speeches, seminars, seances, or magical demonstrations which are held on Tuesday, Wednesday, and Friday, and Saturday afternoons. Monthly club meetings, open to all club members, are held on the first Saturday night of each month. The club's "Magi" hold their own private meeting on the last Saturday night of each month. Both

types of meeting generally consist of prayers and invocations to Hermes and Thoth, mundane club business, and member announcements.

There are two levels of membership in the Trismegistus Club. All members are referred to as "Adepts", but those who demonstrate advanced knowledge or magical prowess are invited to petition for status as "Magi". Adepts consist of laymen or those with more casual mystical interests, while Magi are considered more serious about the study of occult matters, and thus have special privileges within the club. Petitioners wishing to be Magi are voted upon at the monthly Magi meeting. Magi have access to restricted volumes in the club library, and their seminars and demonstrations are given precedence in scheduling events.

Disputes between members, should they arise, are initially adjudicated by the club administrator, an elected office. If problems persist the matter is given to the founders for final judgment. Members accused of using "magic" against other members are immediately suspended pending final judgment.

The Club Headquarters

The Trismegistus Club's headquarters is located in a large tree-shrouded two-story house in Greville Street in London, near Gray's Inn. It is an old house nearly a century old, stately and solidly built.

The Ground Floor

In the front, a small entry hall is abutted on either side by a waiting room and a coatroom. The club's doorman, Barclay, is usually present to take coats and relay messages from visitors to members inside. Inside, a long hallway snakes around to the back of the house, past a small meeting/dining room to the kitchen. The main lounge contains several upholstered chairs, well-polished antique tables, a small bar, a large fireplace, and numerous sculptures and paintings from a variety of styles and cultures; most of these are anthropological or occult in nature. Whitford, the club butler, usually attends to members' needs in the lounge, assisted by one or more serving girls. The kitchen staff consists of a cook and a pair of servers/assistants. A stairway in the lounge descends to the club basement, and there is another in the kitchen.

The Upper Floor

The club's upper story includes the main meeting room, where the club's monthly meetings are held. Near this room are a pair of small chambers sometimes used as offices, storage, or as lodgings for special visitors to the club. The Trismegistus Club's library is also found on this floor. There are hundreds of volumes lining the shelves here, on subjects such as history, philosophy, the Bible, witchcraft, folklore, classical mythology, demonology, alchemy, and magical grimoires, from nearly every corner of the globe. There are a few plush chairs and divans, a pair of long wooden tables and

chairs, and a fireplace in one corner. Among the more notable volumes present are: an English translation of De Vermiis Mysteriis called The Mysteries of the Worm (+10 Cthulhu Mythos, -1D6/2D6 SAN, and spells include Create Zombie, Command Ghost, Summon/Bind Byakhee, Contact Yig, Voorish Sign, Prinn's Crux Annsata, Create Scrying Window, Create Liao Drug, Summon/Bind Star Vampire, Summon/Bind Dark Young of Shub-Niggurath, and Spirit Transfer) published in London by Charles Leggett in 1821; The Emerald Tablet, The Golden Bough, The Key of Solomon, Malleus Maleficarum (see 6th edition CoC for details); three minor Mythos tomes (1D6-1 Cthulhu Mythos, -1D6 SAN, 1D4-2 spells); and eight other occult volumes (1D8-3 Occult, 1D6-3 SAN, 1D4-2 spells). These latter works are left for the Keeper to define as he sees fit. The final room on the upper floor is the office of the club's president, Charles Bishop. The office is as coldly austere as its occupant, containing an old desk with a cushioned chair, four high-backed wooden chairs, a small filing cabinet, coat rack, and a locked glass-fronted bookcase (Bishop has the only key). The latter contains several old rare manuscripts accessible only to valued members. Among these works are a nine-volume set of The Revelations of Glaaki, and copies of the Sussex Manuscript and Cultes Des Goules, the latter of which Edward Mason often has in his possession, as he is translating it. Bishop only allows access to these books to Magi-level members, and only if a Persuade, Occult, or Cthulhu Mythos roll is made.

The Basement

The basement of the club headquarters includes a pair of "laboratories" where members can experiment with various magical and alchemical workings. Shelves and cabinets here contain a wealth of supposed spell components: herbs, spices, ritual knives and other accoutrements, chalk, candles, feathers, bones and teeth, wine, and other, far more bizarre items and substances. Members are forbidden to attempt any dangerous workings here, on penalty of expulsion from the club. Elsewhere in the basement is another large meeting room used for seminars, speeches, and entertainments. Below the kitchen are the food pantry, a small locked modestly-stocked wine cellar, a coal/wood room, and a storage room. (Devious intruders could gain entry to the club by forcing open the door to the coal chute and sliding into the coal room.)

The Staff

As stated earlier, the club sports a small, unwavering loyal staff. Whitford, the butler, is the chief of staff. He and the doorman Barclay take turns opening and closing the club during regular hours. The kitchen staff includes the cook, Mrs. Lowe, and two assistants/servers who also run other errands within the club (eg. stoking fires, running messages, etc). The club often hires 1-3 serving girls to work in the afternoons and evenings and during club meetings and functions.

Trismegistus Club Members

The following list of club members is not necessarily complete. If the Keeper wishes there may be up to ten or more additional members in the Club. These openings are left for the Keeper to create as desired. The selection below includes statistics for the founders and major members of the club. These details can be fleshed out, altered, or omitted if needed. Several of these club members are featured throughout the Shiva campaign.

** = *Founder (also Magi, except Tower, who is Founder only)*

* = *Magi*

**Charles Willesford Bishop

The President of the Trismegistus Club is Charles Willesford Bishop, aged 59, a scholarly gentleman with icy blue eyes and a cold demeanor. Bishop is gaunt, sallow-cheeked, and clean-shaven, with swept-back hair forming a widow's peak. He was educated at Eton, taking degrees in history and anthropology. His parents were Arthur and Emily Bishop, and his family's wealth was made through mills and heavy investments in shipping and electrical utilities. Charles Bishop himself is very comfortably wealthy. His wife Nora died some 24 years ago, and he has never remarried. He has no children, only a younger brother and sister, both residing in Cornwall.

Charles Bishop was one of the club's founders, along with Walter Westlake and the mysterious Charles Tower. Bishop leads the Trismegistus Club with a stern hand. All applications for membership are voted on by the founders, but Bishop retains a final veto power. He is firm but fair, and it is very difficult to gain his favor.

Bishop's study of the occult includes various eastern philosophies, black and white witchcraft, some demonology, and even a smattering of the Cthulhu Mythos. His personal magical workings have primarily been auguries, minor protective spells, and the creation of a few magical items.

Charles Bishop should be played as a cold, sinister-seeming figure. He has little patience for dabblers and poseurs, and anyone who breaks the rules or questions his authority won't stay in the Trismegistus Club long.

CHARLES BISHOP, President of the Trismegistus Club, age 59

STR 10 CON 12 SIZ 13 INT 17 POW 19

DEX 13 APP 12 EDU 22 SAN 65 HP 13

DAMAGE BONUS +0

WEAPONS: .32 revolver 35%, damage 1D8; enchanted knife 35%, damage 1D4+2; walking stick 45%, damage 1D6.

SPELLS: Augur, Bind Enemy, Bless Blade, Cast Out Devil, Chant of Thoth, Circle of Nausea, Command Ghost, Conjure Glass of Mortlan, Deflect Harm, Elder Sign, Enchant Brazier, Enthrall Victim, Identify Spirit, Prinn's Crux Ansata, Stop Heart, Summon/Bind ????????, Voorish Sign, Warding.

SKILLS: Anthropology 75%, Credit Rating 65%, Cthulhu Mythos 10%, German 50%, History 80%, Latin 60%, Library Use 70%, Occult 70%, Persuade 55%, Psychology 50%, Spot Hidden 55%.

****Charles Bernard Tower**

Charles Bernard Tower is another of the Trismegistus Club's founders. Unlike Charles Bishop, however, Tower is a complete cipher: he never attends Club meetings, and no one has actually seen him. Instead, Tower communicates with the Club and its members via letters and telegrams usually sent to Bishop. Anyone wishing to contact Tower can leave messages for him at the Trismegistus Club.

Charles Tower is said to be a rich and powerful shipping magnate, born in America in 1829 and raised in London. Anyone checking into Tower's background finds that he does indeed own the Tower Shipping Company of Liverpool; oddly enough, no one there seems to have ever seen him either. Following Tower's trail back to America finds that a Charles B. Tower was born in Boston in 1829 and emigrated to Europe (England?) shortly thereafter, at which point the trail ends.

Charles Tower's true nature is left for the individual Keeper to decide. He may be a genuinely reclusive world-traveller, with motives innocent or otherwise. Or he may be a sinister figure using the Trismegistus Club for some selfish purpose: is his formation of a magical society a rich man's dabbling, a philosophical curiosity, or a search for specific information? Is Tower a shadowy criminal? An insane villain? Or merely a fiction created by Charles Bishop, the true identity of Tower?

****Walter Westlake**

Walter Westlake is a middle-aged spirit medium, a heavysset, balding man with muttonchop whiskers, very friendly and very well-read. Westlake is one of the founders of the club, and a very clever fake medium with a genuine belief in spirits and the afterlife. Where Bishop is cold and aloof, Westlake is genial and outgoing. His mediumship is moderately successful, but his main trade is insurance sales. Westlake's skill as a medium derives from his ability to gauge his clients, glean information from and about them, and use this knowledge in his "trances". Westlake lives with his wife and son in Clerkenwell.

WALTER WESTLAKE, (fake) spirit medium, club founder, age 52
STR 11 CON 11 SIZ 15 INT 14 POW 14
DEX 11 APP 12 EDU 16 SAN 65 HP 13
DAMAGE BONUS +1D4

WEAPONS: None.

SKILLS: Accounting 55%, Bargain 55%, Conceal 65%, Credit Rating 35%, Fast Talk 50%, French 40%, Listen 55%, Occult 45%, Persuade 60%, Psychology 65%.

****Edward Mason**

Edward Mason is another of the Trismegistus Club's founders. Mason is physically imposing: tall, broad, and ugly, with protruding, sneering lips, and a narrow, furry brow. Mason is a successful investment broker employed at a prominent firm in The City. His interest in the occult stems from the fact that he is a ghoulish changeling, a ghoulish swapped for a human infant at birth. Mason knows his true ancestry, and has been in contact with others of his kind over the years; no one else in the club knows this terrible secret. He is currently laboring to translate the club's copy of the Comte D'Erlette's Cultes Des Goules into English. Mason lives with a handful of servants in a house in Hampstead. Mason should seem sinister and almost bestial at times, but he would probably only be a threat if his secret were exposed. His role is left for the individual Keeper to fashion as desired.

EDWARD MASON, dilettante, ghoulish changeling, age 41

STR 15 CON 17 SIZ 15 INT 14 POW 14

DEX 14 APP 8 EDU 15 SAN 30 HP 16

DAMAGE BONUS +1D4

WEAPONS: Fist 75%, damage 1D3+db; heavy walking stick 55%, damage 1D6+1+db; grapple 70%, damage special; .455 revolver 35%, damage 1D10+2.

SPELLS: Contact Ghoulish, Contact Rat-Thing, Create Zombie, Voice of Ra.

SKILLS: Accounting 65%, Bargain 65%, Credit Rating 65%, Cthulhu Mythos 35%, French 35%, Hide 50%, Library Use 45%, Sneak 40%.

**** Eleanor van de Grift**

Eleanor van de Grift is another of the club's founders, a beautiful and fashionable lady witch with a taste for art. Mrs. Van De Grift is shockingly frank in her speech and morality, and she enjoys the company of men who capture her interests, be it the theater, magic, flaunting conventions, or sex. Mrs. Van De Grift's husband Lawrence was lost at sea returning from the Continent four years ago, and she she has lived well on the estate he left behind. Mrs. Van De Grift has made quite a study of witchcraft over the years, and is a formidable sorcerer. Whether her many male friends are attracted by her wealth, her beauty, or her sorcery, is unclear. Acquaintance with Eleanor Van De Grift can be risky, given her many suitors, her questionable motives and morals, and her extensive magical researches.

ELEANOR VAN DE GRIFT, wealthy widow, witch, club founder, age 31

STR 8 CON 12 SIZ 9 INT 15 POW 17

DEX 13 APP 17 EDU 16 SAN 65 HP 11

DAMAGE BONUS +0

WEAPONS: Stiletto 70%, damage 1D3; 2-barrelled .41 derringer 30%, damage 1D10.
SPELLS: Bless Blade, Cause Disease, Chant of Thoth, Charm Animal, Cloud Memory, Command Ghost, Contact Nyarlathotep, Dream Vision, Elder Sign, Enthrall Victim, Evil Eye, Flesh Ward, Mindblast, Pose Mundane, Power Drain, Sekmenkenhep's Words, Send Dreams, Spirit Vision*** (new spell -- see below), Summon/Bind ????????, Voice of Ra, Voorish Sign, Warding, Wrack.
SKILLS: Anthropology 40%, Art (Theater) 50%, Credit Rating 75%, Cthulhu Mythos 15%, French 75%, History 50%, Latin 35%, Occult 55%, Persuade 65%, Spot Hidden 45%.

* Jonathan Cox

Jonathan Cox is a headstrong young street magician with a strong social conscience. He has a sarcastic wit and little but contempt for the rigors of British society. He tolerates the mostly-Middle Class members of the Trismegistus Club, but often rails against the Upper Classes. Cox grew up on the streets of Whitechapel and Hackney, and having lived with the poor he has become an avowed Socialist. He is also a small-time con artist, and the bits of magic he has picked up over the years from gypsies and foreigners are often put to good use aiding the people on the streets where he grew up. A few coins here, a few Pounds there, a constable's attention is diverted, and a family's rent is paid, or an entire building is fed. Cox may have grown up poor, but he dresses decently. Cox can be a somewhat unreliable friend, but his only true enemies are those who would oppress the lower classes.

JONATHAN COX, socialist agitator, urban magician, con-man, age 23

STR 11 CON 11 SIZ 13 INT 15 POW 18

DEX 13 APP 15 EDU 12 SAN 55 HP 12

DAMAGE BONUS +0

WEAPONS: Fist 65%, damage 1D3; large knife 45%, damage 1D6.

SPELLS: Augur, Circle of Nausea, Cloud Memory, Enthrall Victim, Spirit Vision***, Vanish, Voice of Ra, Wrack.

SKILLS: Bargain 45%, Conceal 70%, Dodge 55%, Fast Talk 75%, Hide 55%, Occult 45%, Psychology 60%, Spot Hidden 45%.

* Evelyn Martin & Jakart-Sonec

Evelyn Martin is a middle-aged spirit medium in her early 60s, plump, widowed, and grandmotherly. Her spirit guide claims to be a Hyperborean wizard named Jakart-Sonec: surprisingly enough, Jakart-Sonec is genuine. The Hyperborean is more adept at reading minds and telling fortunes than contacting spirits of the dead, but he can do so. Jakart-Sonec is comparatively benign as far as ancient undead Cthulhu-knowledgable wizards go, but he may be deeper than he seems, with motives thus far unexpressed. The Keeper can use Jakart-Sonec to create scenario ideas, if desired. Jakart-Sonec's statistics are given in parentheses below.

EVELYN MARTIN AND JAKART-SONEC, grandmotherly spirit medium and ancient Hyperborean wizard, age 63 and unknown, respectively
STR 9 CON 10 SIZ 14 INT 12 (16) POW 12 (22)
DEX 11 APP 11 EDU 15 (20) SAN 50 (55) HP 12
DAMAGE BONUS +0

WEAPONS: None.

SPELLS (Jakart-Sonec): Baneful Dust of Hermes Trismegistus, Banishment of Yde Etad, Bless Blade, Brew Dream Drug, Call/Dismiss Yog-Sothoth, Charm Animal, Command Ghost, Contact Tsathoggua, Contact Ghoul, Dread Curse of Azathoth, Elder Sign, Find Gate, Grasp of Cthulhu, Heal, Identify Spirit, Implant Suggestion, Mental Suggestion, Mindblast, Red Sign of Shudde M'ell, Spirit Vision***, Summon/Bind Byakhee, Summon/Bind Fire Vampire, View Gate, Voorish Sign.

SKILLS -- Evelyn Martin: Art (Cooking) 55%, Bargain 45%, Credit Rating 30%, Listen 35%, Occult 35%, Persuade 40%, Psychology 45%. Jakart-Sonec: Cthulhu Mythos 40%, Hyperborean 80%.

* Dr. Alan Benedict

Dr. Alan Benedict is a suave, sophisticated London physician with a small practice in St. Marylebone. He is of average build, darkly handsome, with an almost leering smile, and dark hair and goatee. Dr. Benedict is a collector of fine art and a noted student of the occult. Benedict is also rumored to be sexually voracious, satiating his desires with women of all classes and races, from fashionable West End ladies to cheap Stepney slatterns. His occult researches are rumored to have summoned dangerous entities that did physical and mental injury to those present before Dr. Benedict ended the summoning. Dr. Benedict has threatened to expose the questionable pursuits of his fellow experimenters in order to keep them quiet, but rumors abound. At the very least, Dr. Benedict has little regard for the safety of those he deals with, and he may in fact use others to his own ends. Benedict is featured in various scenarios in the Shiva campaign, where more details of his life and behavior can be found.

DR. ALAN BENEDICT, physician, amoral occultist mage, age 41

STR 12 CON 13 SIZ 14 INT 16 POW 20

DEX 12 APP 12 EDU 18 SAN 40 HP 14

DAMAGE BONUS +1D4

WEAPONS: .38 revolver 40%, damage 1D10; ceremonial dagger 55%, damage 1D4+2+db; walking stick 40%, damage 1D6+db.

SPELLS: Bind Enemy, Bind Soul, Cause/Cure Blindness, Chant of Thoth, Cloud Memory, Detect Enchantment, Dream Vision, Enchant Knife, Evil Eye, Implant Fear, Mental Suggestion, Mindblast, Prinn's Crux Ansata, Send Dreams, Spirit Vision***, Stop Heart, Summon/Bind Dimensional Shamblers, Voice of Ra, Voorish Sign, Warding the Eye, Wrack.

SKILLS: Anthropology 40%, Art (Painting) 40%, Credit Rating 50%, Cthulhu Mythos 20%, Fast Talk 60%, First Aid 70%, History 60%, Medicine 60%, Occult 65%, Pharmacy 50%, Psychology 50%, Spot Hidden 55%.

* **Oliver Samuel Sheridan**

Oliver Samuel Sheridan is a young Irish poet and playwright. Sheridan is tall, bespectacled, and slight of build. He supplements his thus-far minor artistic successes by tutoring young adults. Sheridan is shy, studious, and incredibly well-versed in the arts. The unassuming Sheridan is a romantic, well-liked by the fairer sex for his way with words. He is also passionate about Irish politics, but disdains violence of any kind. Sheridan's interest in the occult is primarily mystical/spiritual and scholarly, though he has a fair knowledge of British folklore and various mystic philosophies, and even some minor magics. Like Dr. Benedict, Oliver Sheridan features prominently in the Shiva campaign, where his character is discussed in more detail.

OLIVER SAMUEL SHERIDAN, Irish poet, playwright, scholar, mystic, age 26

STR 10 CON 12 SIZ 14 INT 15 POW 16

DEX 11 APP 14 EDU 16 SAN 70 HP 13

DAMAGE BONUS +0

WEAPONS: Walking stick 25%, damage 1D6.

SPELLS: Augur, Chant of Thoth, Voorish Sign, Warding the Eye.

SKILLS: Anthropology 35%, Art (Theater) 50%, Art (Writing) 70%, Credit Rating 30%, French 45%, History 60%, Library Use 65%, Occult 45%, Persuade 45%, Psychology 55%.

Jason Rickard

Jason Rickard is a stout, bearded stage magician in his early 50s. Rickard's gloomy expression is belied by his twinkling eyes, and he can be quite friendly. He is also extremely knowledgeable about stage magic and illusions and the history of the craft. Most of his acts are wildly-ingenious card tricks and bewildering bits of sleight of hand. Rickard lives with his wife and children in The City.

SKILL: Conceal 90%.

Moira Springer

Moira Springer is a pretty young physical medium whose seances sometimes involve the extrusion of ectoplasm -- a strange cheesecloth-like substance -- from her body that independently takes the form or faces of the dead persons she is in contact with. This bizarre phenomena doesn't always occur, and many of Miss Springer's seances are faked with the help of an accomplice (glowing hands or items, musical instruments, disembodied voices, table-rapping or -levitation, etc). Nevertheless, the young medium is quickly becoming one of the most talked-about psychics in London. Miss Springer figures prominently in the first scenario in the Shiva campaign, which see.

MOIRA SPRINGER, physical medium -- ectoplasm-emitter, age 20

STR 9 CON 10 SIZ 12 INT 13 POW 14

DEX 12 APP 12 EDU 11 SAN 45 HP 11

DAMAGE BONUS +0

WEAPONS: None.

SPELLS: Contact Spirits of the Dead (variant).

SKILLS: Art (Theater) 30%, Conceal 55%, Fast Talk 40%, French 35%, Hide 45%, Occult 20%, Psychology 40%.

Dr. Maclean Richardson D'Arcy

Dr. Maclean Richardson D'Arcy is a middle-aged bachelor with a drooping moustache and sunken eyes. "Dr." D'Arcy sells a variety of homemade medicines and his medical credentials are spurious at best. The sinister Dr. D'Arcy is keenly interested in black magic, and probably harbors unsavory intentions for using any magical knowledge he may acquire. Robbery? Rape? Murder?

Silas Honeywell

Silas Honeywell is a slim chipper man in his 40s. Honeywell, a former music hall performer, now makes a decent living as a fake spirit medium. His seances include the usual medium tricks: the levitating table, table-rapping, disembodied voices, vague communications supposedly from dead relatives, wild tales from Honeywell's spirit contacts, and so on. Sly Silas has been experimenting with incorporating magic lantern and cinema effects into his sittings, but as yet has not perfected these improvements.

Catherine DeWitt

Catherine DeWitt is a mousy little woman in her 30s. Catherine's husband works in a men's clothing store and she supplements their income by holding spirit readings at which she goes into trances and performs automatic writing. Mrs. DeWitt doesn't know how this happens, but it often seems to have genuine results. Are the spirits of the dead communicating through her? Or is it something else?

David Powell

David Powell is a young, good-looking, and opportunistic stage magician who has performed throughout London. His repertoire includes card tricks, mechanical props (rings, balls, animals, etc), and larger illusions (fake hanging, sawing a woman in half, vanishing boxes). Powell is almost ruthlessly ambitious, and is eager to learn some REAL tricks -- real magic?

*** Arthur Munson**

Arthur Munson is a middle-aged solicitor deeply interested in mysticism, philosophy, and British folklore. Munson can recount a variety of lore about British myths and traditions, from Grail legends to even more ancient Celtic rites. Munson has given lectures and written monographs on his researches.

SPELLS: Bless Blade, Spirit Vision***.

Allan Maxwell

Allan Maxwell, 51, owns a company that makes gas fixtures. He is also an amateur inventor and ghost-hunter. Maxwell's clever detection methods include photography, temperature readings, tripwires and powders to detect movements, and extensive interviewing and research into each haunting he investigates. Maxwell's very professional methods have gained him a small but growing reputation as a ghost-hunter. While most of his cases have either been inconclusive or rationally explained, a few have apparently involved SOMETHING inexplicable, even supernatural.

Albert Suffin

Albert Suffin, 22, is a young grocery clerk who, like Allan Maxwell, has dabbled in ghost-hunting and spiritualism. Albert, however, is naive and impressionable, if enthusiastic.

*** Reverend William Everett Leick**

Reverend William Everett Leick is a 55-year old Anglican priest who lost his parish in Yorkshire for performing an exorcism on one of his flock. Reverend Leick migrated to London to serve as a subordinate in an East End parish. The haggard, grim-looking priest has no regrets for his actions, and in fact he has secretly performed other exorcisms throughout England.

SPELL: Cast Out Devil.

*** Reverend Morris Cosbie**

Reverend Morris Cosbie is 75 years old, and is greatly-respected as a cleric and scholar. He has written several books and monographs on Biblical history, the Middle East, and Celtic history and legend. Reverend Cosbie is good friends with Arthur Munson. While he disapproves of some of the Trismegistus Club's researches, he remains because of its members' curiosity about spiritual matters. Reverend Cosbie currently serves as the club's administrator, responsible for scheduling events and judging disputes between members.

Major William Dale Berger

Major William Dale Berger, 48, is a gruff retired army officer who served in India for many years. The tall, powerful-looking ex-military man's interest in the supernatural stems from things he saw and experienced in India, from things as mundane as snake-charming and rope tricks to a skirmish he and his men once had with an invisible desert

wind-spirit (flying polyp!). Only Major Berger and a handful of men survived, and he has sought information about such entities and their ilk for years afterward.

William Duffy

William Duffy, 31, is a smallish bespectacled man with a subtle sense of humor and a shock of almost whitish hair. Duffy is an accomplished hypnotist, with a popular London stage show played largely for laughs. He also consults, very discreetly, with physicians and alienists on especially troubling cases.

SKILL: Hypnotism 60%.

Alice King

Alice King, 19, is a young female fan of spiritualism. Her family owns several dairy farms around London, and they disdain her interest in ghosts, but they spoil her anyway. Alice and Albert Suffin would probably make a cute couple.

Felicity Williams

Felicity Williams, 28, is a popular actress in London's West End theater community. Her membership in the Trismegistus Club stems from her pursuit of personal spirituality. Miss Williams devoutly believes in astrology and other forms of divination, and she also believes she has a psychic gift for such methods. Whether this is true or not...?

*** Han Wuming**

Han Wuming, 37, is a Chinese mystic living in London. He is quietly cheerful, and always willing to share his knowledge of Eastern mysticism with occidentals. He gives frequent exhibitions at the Trismegistus Club. Han uses his martial arts for self defense only, and is more the scholarly type than the adventure-seeker. Han may well make an appearance in *Tales of the Sleepless City*, upcoming from [Miskatonic River Press](#).

SKILLS: Martial Arts 65%, Occult 60%

SPELL: Spirit Vision***.

***NEW SPELL: Spirit Vision: A variant of this spell was featured in Pagan Publishing's Golden Dawn book, though it may have originated elsewhere. My apologies to its creator, if indeed it wasn't me. Spirit Vision costs 2 Magic Points per 5 rounds of use. During this time the caster is able to view invisible objects and entities, ley lines, Gates, the Astral Plane, and similar phenomena. Normal Sanity losses are incurred, if applicable, and normally-invisible entities may single out Spirit Viewers for persecution or destruction.



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