CASTLES IN THE SKY: A Mad God's Dream

Character Profile:

Mahalael Jeremiah

ID#: 897342

This document is a character profile for **Mahalael Jeremiah** , being played by **Player Name**. It should not be read by any other players.

Produced for Castles in the Sky on 24 July 1990 by Dave Policar and Drea Brandford.

Ananim Isachar

Your name, your *real* name, is Ananim Isachar. And the fact that you can make that claim with such assurance is a perfect indication of how incredibly badly things are going for you.

Things were just beginning to look up for you at the Thieve's Guild; your boss, Leannot Hiram, was being really liberal with the responsibilities he'd been giving you. There was some sort of fracas with the big boys up top, including the ousting of Barak from the Shadow Cabinet. From the sounds of things, it was starting to look like the time was right for ol' Isachar to step into Barak's shoes, and run the illegal gambling rings for the Guild. This was the break you'd been hoping for ...

And then you get the summons from your leader in your true quest; the Head of the House of the Sceptre had need of you.

You'd done it! You don't quite know how, but you'd done it! You made it through the Time of Trials! You're exhausted, battered, and drained, and **relieved***! There has been no prouder moment for you than when you master in the House of the Spear approached you with your own red robes, wearing the first smile you'd seen on his face in the three years you'd been his apprentice ...*

Dammit, *those are not your memories*! You'd never been though the Time of Trials, though not for lack of courage. You'd wanted to be a mage for as long as you could remember, but you never could find a mage willing to be your mentor and sponsor you to the Time of Trials. You thought you were doomed to die without ever having touched on that supreme taste of power, when you were approached by a mage of the Sceptre, that outlawed House ... the rest, as they say, is history. The current leader of the Sceptre is an Untalented female named Ezakiel Leah; you nearly balked at serving under her, but she has shown great ability to manage and motivate a team. You chose to tolerate her leadership -- at least, until she slipped up (but, by the Three Gods, why did you have to take orders from a *woman*!).

Unfortunately, she shows no sign of 'slipping up'. Frankly, you are impressed with her brilliant planning. By using you, she's managed to kill two birds with one stone in the Sceptre's bid for power. Leah needed to get control of one of the seats on the Table of Peers, and so made some overtures to Mahalael Enoch's son Jeremiah. Unfortunately, using him proved to be untenable; the snivelling weakling's views were so very opposed to your own. He'd had to be eliminated.

Hiram arranged for the power necessary to perform a transformation spell on you, such that you would have the face, form and memories of the dead Jeremiah. He set up a 'shuttle' spell that let him tap the mythril from the Thieve's Guild treasury. You needed to get up to the Castle to find and perform the final step in your plan; you had to find the spell that would transfer the Peership Tatoo to your own person in the case of Mahalael Enoch's "all-to-untimely" death. In this way, you meant to plant yourself on the Table of Peers, as an agent of the House of the Sceptre. But in the rush to get you up to the Castle, you haven't had a chance to tell anyone in the Sceptre that the spell was incomplete -- you didn't get all of Jeremiah's memories, and the ones that you did made little sense to you.

Power ... power. Where is it coming from? Why is it so much easier to cast white spells than black ones? There must be some artifact, somewhere that makes it easier to draw deva from the realm of white magic, sort of a gate ... where would the most likely place for it be?

Think, Jeremiah ... a source of Tualohic power that strong ... it probably wasn't affected by things like the Darktime... **That's it!** *The only thing I can think of that wasn't affected by the Darktime was Cloud Castle ... where the Great Wizard Kalerege is reputed to live. Makes sense, he being a Great Wizard, and all ...*

So big deal, Jerry, what's the practical application of all this? Well, if this artifact is a gate-like thing, well, gates can be opened ... what would that mean? Hmm, definitely a large influx of Tualohic power, probably in the form of deva ... must mean that opening this hypothetical gate would increase the base level of power in this realm waiting to be tapped. Maybe I should talk to the other mages about getting this hypothetical gate, or one like it, openned ...

Wait a minute! *I just thought of a problem! If this hypothetical gate were to be openned ....*

....

Damn, but this was getting frustrating! Jeremiah seemed to spend a lot of time thinking about the theories of magic (too bad nothing of obviously extensive knowledge was coming thorough), and he seems to have hit on an idea that would make casting spells easier and less psychically expensive! One of the Sceptre's biggest problems was not a lack of knowledge of magic, but the power to perform it. With one of you with a link to the Orb, you'll have that power ... and you, personally, will have enough power to oust Leah as SceptreHolder, and take that position which is yours by right of power!

As such, Leah's choice of Jeremiah as your victim was truly inspired. Not only was Jeremiah the son of a Peer, he was also a red-robed mage of the House of the Spear -- complete with a link to the Orb of the Nairaphi. And not just *any* mage of the Spear -- Jeremiah was one of the few who could take the dead Segwina's place as the next Heirophant!

"C'mon, Gomer, I need your help on this!"

"No way, Jerry! I'm tired of your harebrained schemes! Don't we have enough trouble just keeping up with fighting the war?"

"Gomer, this is going to make our life so much simpler! The reason this war is still being fought is because the Clans have magic, am I right?"

"Yeah, so?"

"So I think I've worked out the theory by which we can take magic from them! Listen to this, see what you think ..."

By the Three Gods, Mahalael Jeremiah was a clever planner! Too bad he couldn't be converted to the House of the Sceptre, he would have been a real asset. From what you were able to glean from this memory, he was working on a project with Hazarnaveth Gomer, something that would tamper with the flow of mana. You should talk with him,, and find out exactly what they were up to -- but careful, Gomer was a good friend of his (that is, yours), he's likely to notice that there are some things about you that just don't add up.

It is fifteen years ago ... one of the Peers, a distant relative of yours, had recently been murdered. The Table of Peers were in a state of confusion; the Peership Tatoo, which appears on the chest of the closest relative of a deceased Peer, had not surfaced.

You were sitting in the parlor with your mother, Jada. Your father entered, dark and solemn. You'd never seen him like this; no matter how hard his days had been, he was always glad when he returned home. He loved both you and your mother very much, and you feared that he had dark news for you ...

Your mother rushed to his side, to comfort him. He hugged her briefly, then moved her away from him. He *opened his shirt.*

He wore the Peership Tatoo.

"Your" father Enoch is one of the obstacles to power you must overcome. While you managed to absorb most of Jeremiah's memories, you know next to nothing about the man as a person. Enoch would be the most likely to spot any slips you make, even more so than Gomer; you should avoid him at all costs.

"Father, I don't understand!"

"Jeremiah, please. I really don't want to discuss this at length."

"Too bad! We're a family, this concerns all of us, Father, not just you! Why won't you explain?"

"The Peership is more of a burden than I care to bear, son. I don't like living my life with the entire Realm poking and prodding at me, trying to figure out what makes me tick, how to manipulate me. It would make me much happier for you to be Peer -- you've got the right attitude for the job."

"I will get to be Peer, soon enough, in it's own time! Dammit, Father, you're a good Peer, one of the most influential, and certainly one of the most level-headed! I don't want to see you give up the Peership, not when there's so much good you can accomplish!"

"Son ... can you accept that giving up the Peership is important to me, for my own reasons? As soon as this war ends, I'll be researching the spell we used ... that is, was used on Benedicht Judas, and see if I can't transfer this Tatoo to you."

Your second problem will be with the Mage's Guild in general; how are you supposed to explain the fact that you need a new link to the Orb, because you lost your old one?!? Arriz, the Heirophant is no fool; and you've never heard of a case where someone *lost* thier linkl to the Orb! Been unjustly deprived of it, as were your now-deceased comrades in the Sceptre, yes -- but no one just lost a link! You'd better come up with a good reason, and fast, especially if your bid for Heirophant is to be successful.

"Gomer, it works!"

"It **sort of** *works. What use is it if the range is so short?"*

"We can work on it, increase the range ..."

"How do you expect to overcome that inverse-radius-squared factor, huh? C'mon, Jerry, admit, it's good for short range, non-military stuff, maybe for working with dangerous stuff. Other than that, it's a toy."

"Look, Gomer, let's just give it a few weeks more work, see what we get out of it ..."

Finally, you should see if you can influence the voting of the Table of Peers on the magic licensing bill; they want to restrict the flow of magic so that it all flows through their own hands, which suits you and your purposes quite well. Damnably, though, Enoch seems to be wholy in sympathy with his "beloved son" in this matter; he doesn't want to restrict the freedom of the mages, all for love of his son.

It's going to be a busy week.

1 Items, Abilities, and Spells

You begin the game with the following items:

- A longsword
- A large pouch of mythril
- An assortment of small gems
- A deck of marked cards
- A pair of weighted dice

Your abilities are:

- Weapons skill -lepip 2
- Knots
- Pick pockets
- Hide self
- Hide item
- Awareness

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