

MARIEL

ÆJINN PRINCESS OF OBLIVION

In the end, the world will be forgotten.

History

Angelic history records: "... And Lucifer was cast out from Heaven by Michael, firstborn of the Host. And in his wake the rebels followed, and amongst their number Fell Valor, and Love, and Laughter, and Fear, and Memory. All of Heaven mourned their loss and their betrayal. Blandine most of all wept for her fallen lover ..."

This is wrong. Memory did not Fall with Lucifer, nor did she Fall for many centuries after. Like all things associated with the Demon Princesses of Oblivion, the facts have been forgotten, and obscured. Only Yves might remember the truth of what happened, and perhaps Raphael did before her death.

Mariel's Fall was, if anything, a greater tragedy than the rebellion. Previously it was thought that it was Lucifer's direct influence and betrayal, and God's subsequent punishment of those who followed him, that caused the Fall. Mariel shattered that illusion alongside her Heart.

Lucifer had indeed spoken with Mariel whilst canvassing for support for his rebellion, but she had refused to support him, her word giving her full recollection of God's glory and the way Heaven was. She stood, with Novalis, on the sidelines of the war, offering solace and refuge to the casualties. It was only after the Fall that Mariel began to show signs of withdrawal from Heavenly society.

No-one noticed, since Blandine's cold isolation was seen to be the bigger problem. In essence, Heaven began to forget about Mariel. Where her Word had given her the strength to resist the Morningstar's twisted truths, now it sowed a seed of bitterness within her heart. Memory was her nature, and as such she could never - ever - forget the horrors she had witnessed. The council spires had been rebuilt, the charred expanses of the Glade and the Groves had re-grown, the animal souls had finally returned from hiding in the far places of the Savannah, and all seemed well in Heaven. And yet Mariel remembered with utter clarity when all around her had been flames, when angel fought angel, when angel slew angel. She still heard in the recesses of her mind the hideous scream, never heard before, as Metatron's soul fragmented and was no more. She remembered Beleth and Blandine, she remembered their wedding and Love's ascension, both as clear as yesterday. The others pretended that it had not happened, or made excuses, or rationalised it as best they could. Mariel did not have that luxury. She found herself hating the others for their ability to forget, one that she would never have. She longed for the pain in her skull to go away, then, with absolute clarity, she remembered Lucifer's last words to her.

"... If you ever change your mind, you know what to do..."

Mariel held her heart in her hands, gazing at its shimmering sapphire depths, and remembered everything, all at once. With an effort of will, she forced her heart to draw the flood of images into itself before she dashed it from the highest peak of her fortress-archive. As the Heart of Memory shattered, Mariel turned from the window and cast herself into the abyss, a prayer for sweet oblivion on her lips.

The Lightbringer found Mariel's emaciated body lying on the banks of the River Lethe, and recognised her. With a touch he roused her to consciousness, and with his silvered tongue, he filled her empty mind with lies.

"I... I wanted to... forget..." she stammered, still dazed from her Fall, and further confused by the First Liar's powerful resonance.

"And so you shall" the shining one replied. "I name you Oblivion, the end of memory and the death of knowledge. And I give you this as a gift..." He gestured, and a mighty tower rose from the surging ice cold waters. Lucifer smiled gently at the fallen Cherub, and bade her enter her citadel, then turned and walked away. As he left, he smiled again, but there was no gentleness in his features this time, only the cruel smile of one who knows he's won.

Outlook

Mariel's main priority was the opposition of Raphael, Jean, and (to an extent) Yves. In this endeavour, she was assisted by the Princes of Secrets and Madness. Her servitors were charged with the destruction of knowledge. When Raphael sacrificed herself to destroy Legion, Mariel and her allies made their move. The Dark Ages swiftly ensued, and would almost certainly have continued much longer had Haagenti not made his play for Princehood.

Former Servitors

Almost all of Oblivion's servitors were slain fighting the forces of the nascent Prince of Gluttony, but those that survived passed swiftly into the service of her allies, where their skills made them useful undercover agents.

Amongst her Wordbound stood the demons of Loneliness, Darkness, Sensory Deprivation, and Overdoses.

Dissonance

It is Dissonant for servitors of Oblivion to keep records of anything. They must survive on their wits alone, so that their knowledge is lost when they die. It is also Dissonant for them to pass on knowledge of any form, be it information or songs or skills. Oblivion's servitors were never team players.

Band Attunements

Several of the Attunements below affect memory, dependant on the CD. This table gives some guidelines as to the significance of the memory involved.

- CD 1 A minor or insignificant memory, such as what the person had for supper the night before, or the name of the parking lot attendant at the cinema he visited last week.
- CD 2 An unimportant and mundane memory: Where he put his keys last night, how much a train ticket costs.
- CD 3 A major, but relatively unimportant memory: What day it is. What His pet goldfish are called. A phone number he rarely uses.
- CD 4 A moderately important or personal memory: The name of his first girlfriend. The name of his *alma mater*. A dental check-up appointment. What time his flight is.
- CD 5 An important memory, that is infrequently used: His anniversary. An infrequent business appointment. His Social Security number. The name of a friend he hasn't seen for a while
- CD 6 A significant memory regularly accessed by the victim: His address. His PIN number. His Boss' name. A regular appointment. The name of a close friend.
- CD 7+ An extremely significant memory, rooted into the core of consciousness: The name of the victim's partner, mother, or best friend, or his own name. A traumatic experience (such as being abused as a child)

Balseraphs (restricted)

Mariel's Balseraphs do not consider themselves the takers of memory, but rather the givers. They may use their resonance to inflict a false memory on the person in question. They must state what memory they wish to imprint before rolling, and must equal or beat the appropriate CD on the table above in order to do so. Failure to imprint the memory is not dissonant.

Djinn (restricted)

Stalkers serving Oblivion find it far easier to forget their obsessions, frequently seeking new toys as the old ones bore them. They may add their Celestial forces to any Will roll to sever an attunement.

Calabim (restricted)

Perhaps the most subtle of their band, Calabim of Oblivion may destroy their victim's memories using their resonance. Like their band-brothers of other words however, their resonance is indiscriminate. The actual memory destroyed is up to the GM, but the significance of the memory should be guided by the CD according to the table above.

Habbalah (restricted)

Oblivion's Punishers consider themselves truly blessed amongst others of their choir. Through their Lady's grace, their divine nature is so strengthened that they may impose Emptiness without incurring dissonance for simply doing so (although they can still suffer backlash), adding their Celestial forces to the CD of such attempts. Used as they are to the emptiness of oblivion, they are immune to the spontaneous redemption other punishers risk in imposing this emotional state.

Lilim (restricted)

Anyone under Geas hook from one of the Tempters who serve Mariel will forget that they owe the favour until it is called in, giving them a -2 to their roll to resist.

Shedim

Mariel's Shedim are used to living on the edge of oblivion. They may make a will roll (minus the host's celestial forces) at the point of host-death to avoid taking dissonance.

Impudites (restricted)

If successful at the second part of their Resonance, Mariel's Takers may steal a memory along with the essence. The Impudite may specify the memory it wants to steal before rolling to drain essence, but will fail to transfer the memory unless the CD equals or beats the level of the memory (as on the CD table above)

Servitor Attunements

Casket of Silence

For 1 Essence, a touch and a Will roll, the demon may strip a person of one sense for (Celestial Forces) hours. Further senses may be removed for a further 1 Essence each. This attunement was transferred to Andrealphus by a disloyal servitor.

Walk The Void

A servitor with this attunement may enter Limbo of his own volition, needing only to spend 2 Essence and make a Will roll. Unfortunately, once in Limbo, they are subject to the same conditions for exiting as any other Celestial. This attunement is usually used as a last-ditch escape when the Malakim come knocking.

Distinctions

Knight of Mists

A Knight of Mists may add his Celestial Forces to his Will rolls to escape Limbo. This Distinction is deliberately crafted into the Demon's Heart, so that if he chooses to go Renegade he may no longer access it. (This caveat was added at Asmodeus' insistence, with Lucifer's backing.)

Captain of Loss

A Captain of Oblivion may if he so wishes become instantly forgettable. As soon as the Baron leaves a person's presence, the person will begin to forget him – what he

looked like, what he said, what he did. If the Demon is ever in that person's presence again, they get an immediate Will roll (plus Celestial Forces if Celestial) to recall what happened last time. The CD indicates the clarity of recollection.

Baron of the Abyss

Mariel's Barons are so linked with their Superior's word that even the Symphony quickly forgets their actions. Demons bearing this distinction never cause echoes if they disturb the symphony, neither will they ever suffer "sticky" disturbance. In addition, any disturbance they make is reduced by their Celestial forces.

Relations

Allied: Aballam, Gebbeleth

Associated: Kobal, Meserach

Neutral: All others, except...

Hostile: Asmodeus

Enemy: No one.

Basic Rites

- Destroy a repository of knowledge (1 Essence for a book, +2 for a library)
- Spend an hour wandering aimlessly round a maze
- Send an angel to oblivion (i.e. kill its vessel) +2 if the angel is soul-killed

Chance of Invocation: 0

- +1 Alone, in utter darkness.
- +2 A book burning.
- +3 A human, Blind drunk (or otherwise oblivious due to substance abuse)
- +4 A suicide victim
- +5 A mass suicide brought about by hopelessness
- +6 Destroying the last instance of a particular piece of knowledge, such that it is lost forever