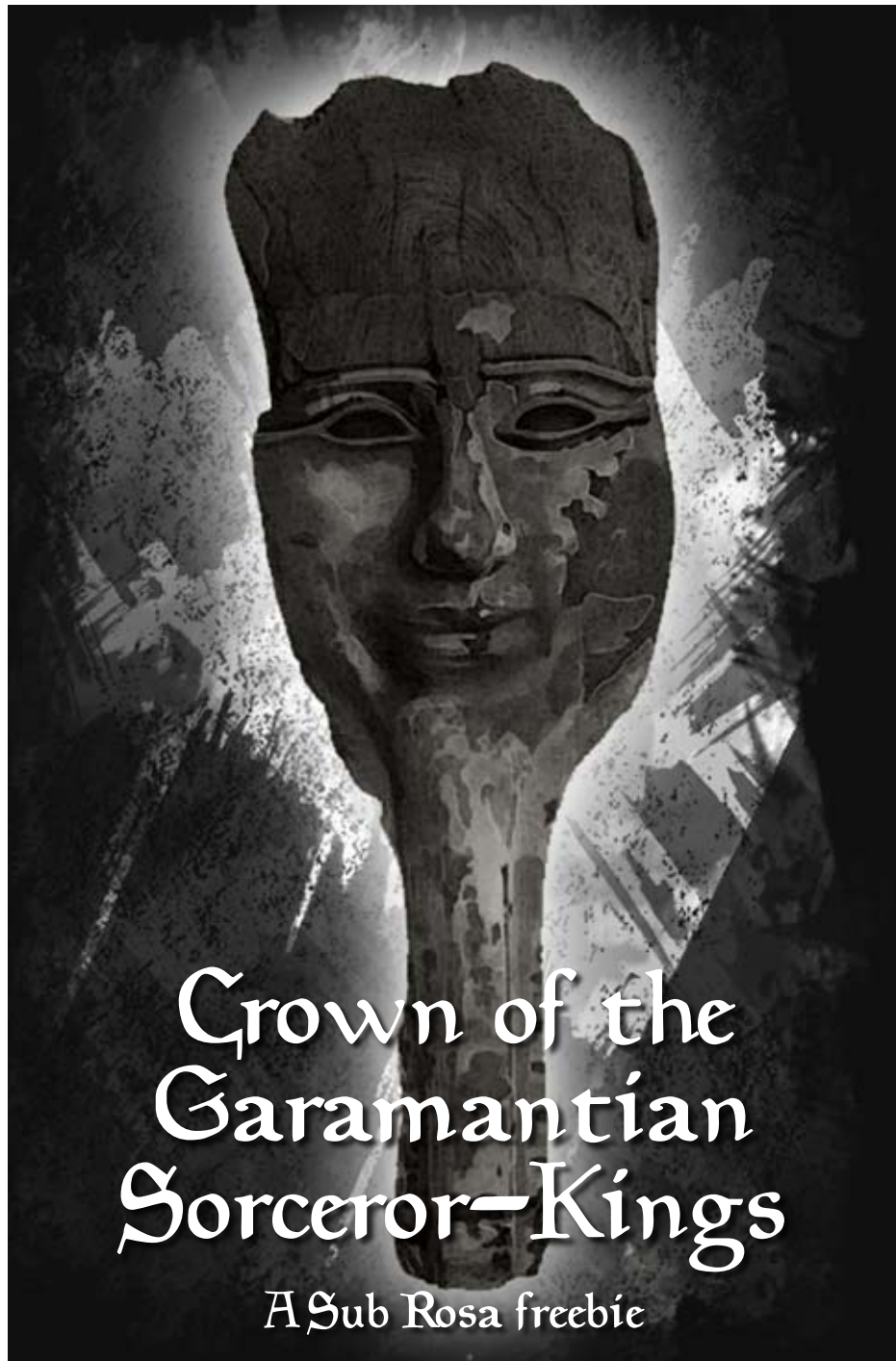


Sub Rosa

An Ars Magica Magazine



Crown of the Garamantian Sorcerer-Kings

A Sub Rosa freebie

A Pointless Mental Cruelty Production

www.subrosamagazine.org

Contents



Freebie 1

October 2009

Reviving the Slaver Kingdom	Page 4
Tamen-Set, Garamantian Sorcerer-King	Page 6
New Creature: Cornossis	Page 8
New Creature: Mummified Garamantian Slaves	Page 8
New Creature: Garamantian Slave Ghost	Page 9
New Magic Device: Crown of the Garamantian Sorcerer-Kings	Page 10
New Magic Device: Jewels of Tritonis	Page 11
Garamantian Breakthroughs	Page 12
Location: Pyramid of Phla	Page 13

Contribute to Sub Rosa

Sub Rosa is made up of fan driven content. Contributors receive a complementary copy of the issue their work appears in.

To contribute articles or illustrations, visit the Sub Rosa website (<http://www.subrosamagazine.org>) and follow the guidelines.

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Under the Rose: The First Sub Rosa Freebie

Welcome to the first Sub Rosa freebie.

Sub Rosa is all about high quality fan driven, fan produced content for Ars Magica. The contributors – the authors, illustrators and us here at Sub Rosa – all aim to make Sub Rosa equal in quality to any given Ars Magica supplements. Indeed, many regular Ars authors have written for Sub Rosa. My hope is that future contributors to Sub Rosa will join the ranks of Ars Magica authors.

These freebies will be irregular supplements to the quarterly (or thereabouts) Sub Rosa issues. They are intended to be extra material that would otherwise be included in a regular issue, but which I've decided to give away (for free) to the fans.

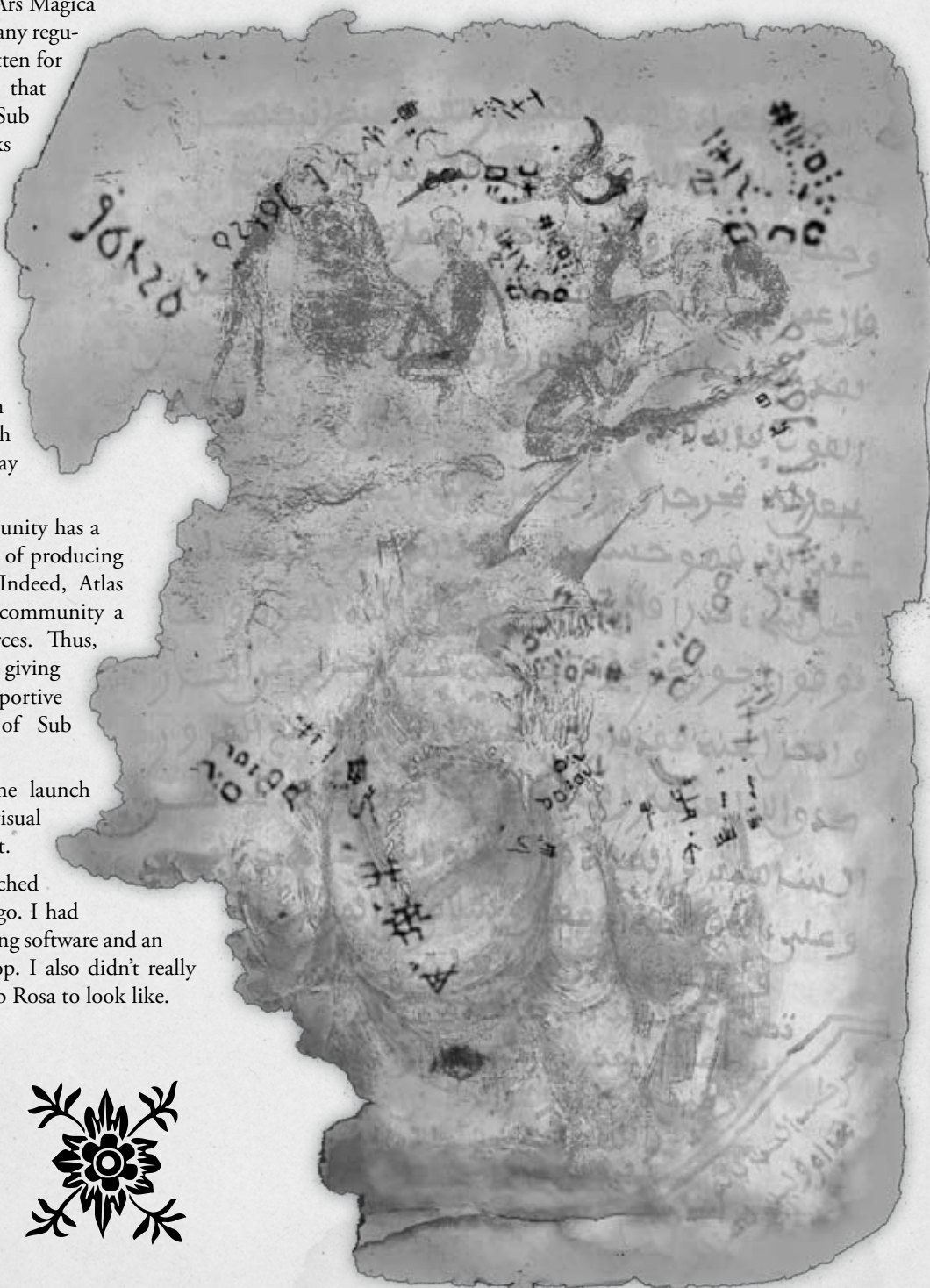
The Ars Magica community has a long and great tradition of producing amazing free content. Indeed, Atlas has also given the Ars community a number of free resources. Thus, freebies are my way of giving back to the many supportive subscribers and fans of Sub Rosa.

This freebie is also the launch of the new Sub Rosa visual design. I hope you like it.

When I originally launched Sub Rosa, a few years ago. I had barely adequate publishing software and an old version of Photoshop. I also didn't really know what I wanted Sub Rosa to look like.

Over the past year or so, I've been slowly experimenting. I now have a lot more experience in design. I have better publishing software. And I think I've come up with something I'm happy with.

This is the first freebie for Sub Rosa. It won't be the last. Unfortunately freebies won't be a particularly common feature – they are time intensive to produce. There will be more freebies though.



Crown of the Garamantian Sorcerer-Kings

Long before the philosopher-priests of Egypt founded Memphis and the fabled King Solomon built his temple, there existed a mighty kingdom in the now arid deserts of *Desertum Africanum*. The Garamentes were a tribe of desert warriors, ruled over by a great sorcerer-kings who held the secret knowledge of a system of underground water tunnels. At the heart of the Garamentian kingdom was the legendary lake of Tritonis, where the Libyan Poseidon ruled the sunken Atlantis. After the destruction of Atlantis, the Garamentians invaded the lands of Egypt, merging their pyramid building culture with the sphinx-carving practices of the Egyptians. When the Egyptians fought back, the Garamentians retreated to their desert kingdom.

They were famed for the ability to grow numerous crops in the desert, for herding cows that grazed backwards, and for hunting Ethiopian troglodytes from four-horse chariots. Their empire relied heavily on slaves, and the Garamantians were known as a slaver-empire. They worshipped a strange mix of the Greek and Egyptian gods, burried their kings in pyramids and mummified the dead.

The kingdom of the Garamantians finally collapsed in 500AD after their

seemingly endless supply of subterranean water dried up overnight. Until that time, the Garamantean warriors held at bay the Egyptians, Carthaginians, Romans, Byzantines and every other empire of the ancient world. With the drying up of their water supplies, they quickly fell to the Muslim armies sweeping across northern Africa in the late 600s AD.

This short *Ancient Magic*-themed adventure-vignette revolves around a lost magic artifact that holds one of the many secrets of the power of the Garamantian sorcerer-kings. The spirit of an ancient Garamantian sorcerer-king, called Tamen-Set, is trying to recover the lost-artifact,

From Augila at a distance again of ten days' journey there is another hill of salt and spring of water and a great number of fruit-bearing date palms, as there are also in the other places: and men dwell here who are called the Garamantians, a very great nation, who bring in earth to lay over salt and then sow crops. ... Among them also are produced cattle which feed backwards; and they feed backwards for this reason, because they have their horns bent forwards, and therefore they walk backwards as they feed; for forwards they cannot go, because their horns run into the ground in front of them; but in nothing else do they differ from cattle except in this and in the thickness and firmness to the touch of their hide. These Garamantians of whom I speak hunt the "Cave-Dwelling" Ethiopians with their four-horse chariots, for the Cave-Dwelling Ethiopians are the swiftest of foot of all men about whom we hear report.

From Herodotus, *The Histories*, Book IV, 182.

Alex White

reanimate himself and revive his empire.

This vignette is not a full blown adventure, but simply a small module that could be dropped into an existing saga. Troupes can use this vignette to battle several new monsters based on Garamantian legends, introduce a new villain to your saga, research a new Hermetic breakthrough and explore a remote area on the far fringe of Mythic Europe. The entire vignette could be played in a similar theme to the movies *The Mummy* or *Indiana Jones and the Raiders of the Lost Ark*.

Reviving the Slaver-Kingdom

Tamen-Set's spirit has long possessed the bodies of merchants, using them to find his stolen canopic jars. When he does find them, he plans on travelling to his ruined pyramid, reanimating his mummified body and taking possession of the Crown of the Garamantians. In addition to his canopic jars, he is also searching for the lost Jewels of Tritonis.

Your troupe can be involved through a number of ways.

1. **Tamen-Set needs allies:** in his spirit form and while possessing a mortal, Tamen-Set cannot use most of his powers. He needs allies to reclaim his canopic jars and crown.
2. **The troupe possesses one of the Garamantian artifacts:** Somehow, the troupe comes into the possession of one or more of Tamen-Set's canopic jars, Tritonis Jewels or the Garamantian Crown. Tamen-Set is thus an antagonist, seeking to steal the artifacts from the troupe.



The Garamantians, Japheth and the Curse of Ham

Biblical lore teaches that the inhabitants of Libya are the descendants of Ham, Noah's son who defied his father. Ham had four children, one of whom, Phut, fathered the Libyan people. Although the Berbers may be descended from Phut, the Garamantians are actually descended from the people of Atlantis. Garamas, the father of the Garamantians was a son of Apollo, and thus Japhetic (or descended from Japheth, son of Noah, and father of the northern peoples). The Garamantians thus do not suffer from the "Curse of Ham" (*Genesis 9:20-27*).

3. **The troupe learns of Tamen-Set's goals:** The artifacts sought by Tamen-Set are in the possession of third-parties. The troupe learns of Tamen-Set's goals and must race against him to stop the re-birth of his kingdom.
4. **The secret master:** The troupe's characters may discover the Jewel of Neilos or Crown of the Garamantians, or one of Tamen-Set's canopic jars, and seek to find the Pyramid of Phla for their own purposes, without realising that Tamen-Set's spirit is manipulating them.
5. **Unleashing the mummy:** Tamen-Set is actually locked away in the Pyramid of Phla, and the characters either accidentally release him and must stop his rampage, or must stop him after someone else accidentally releases him (think blockbuster epic!).
6. **The dark lord:** Tamen-Set is actually an Infernalist, and his reanimation would spell the rise of a diabolical empire. The troupe could be warned by divine prophecy or angelic visitation of the dread reanimation of the Garamantian sorcerer-king, and tasked with stopping it.

New Free Virtue: Garamantian Mummy

The Garamantes mummified their kings and other important leaders. Like ancient Egyptian mummification, Garamantian mummies had their innards removed and placed in canopic jars, and were interred in small pyramids. A few of the truly venerated Garamantian sorcerer-kings were transformed into the living dead through this arcane process. The process for becoming a Garamantian mummy has been long lost, but is likely to be similar to the mystery processes of apotheosis long sought after by Hermetic magi.

Garamantian mummies are magical creatures that have several unique qualities and powers laid out below. They typically have Magic Might scores of between 15-30, depending on their power in life. As undead creatures, Garamantian mummies are immune a number of natural and magical threats. They are not harmed by poisons or disease, and are not killed by wounds (although their bodies can be destroyed through massive damage or fire). Garamantian mummies are immune to supernatural effects that seek to invoke fear, cause death through disrupting humors or destroying organs, or magic that invokes sleep. Damage sources caused by extreme cold also have no effect. Obviously, Garamantian mummies do not age, do not gain Decrepitude or Aging points, and do not have a Warping Score. They can be warded against like any other creature with Might, and their Might can be targeted with Vim magic.

Most Garamantian mummies also have individual powers reflecting their sorcerous knowledge in life.

Spirit nature, 0 points, Init +5, Mentem: Garamantian mummies can leave their bodies and become spirits. While in spirit form, they are completely insubstantial and invisible to normal sight. They can travel as far as a flying arrow and fly through solid objects and into the sky. While in spirit form, Garamantian mummies' bodies are empty vessels, effectively the corpses they appear, and are defenceless. Garamantian mummy spirits have no physical traits. They can also attempt

to possess a person by overcoming their will.

Terrifying aura, 0 points, Init +2, Mentem: Garamantian mummies exude an aura that terrifies animals. Animals can sense the mummy within a one mile radius and act skittish. They refuse to approach closer than 50 feet and panic if forced to do so.

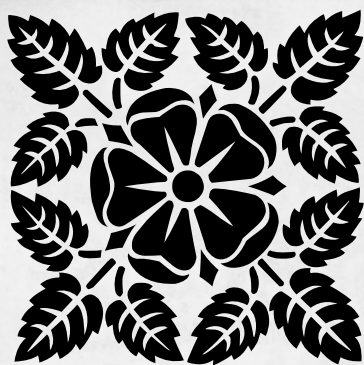
The parching curse, 1 point, Init +2, Aquam: Living beings who are struck by the hands of the Garamantian mummy have the vital liquid drained from their body, inflicting a Medium Wound each time.

Regal underworld presence, 1 point, Init +1, Mentem: Garamantian mummies generally hold a high rank in the spiritual hierarchy and can command ghosts and spirits of the underworld with a Magic Might equal to their own Might minus five (that is, if the mummy has a Magic Might of 30, it can command a ghost that has a Might of 25 or less).

Enslave the defeated, 1 point, Init +1, Corpus: A living creature killed by The Parching Curse can be raised as a zombie-like corpse under the perpetual mastery of the Garamantian mummy that killed them. The mummy can activate this power at any time; they need not use it immediately. A person who is buried with a divine rite (such as a Christian burial) is immune to this power.

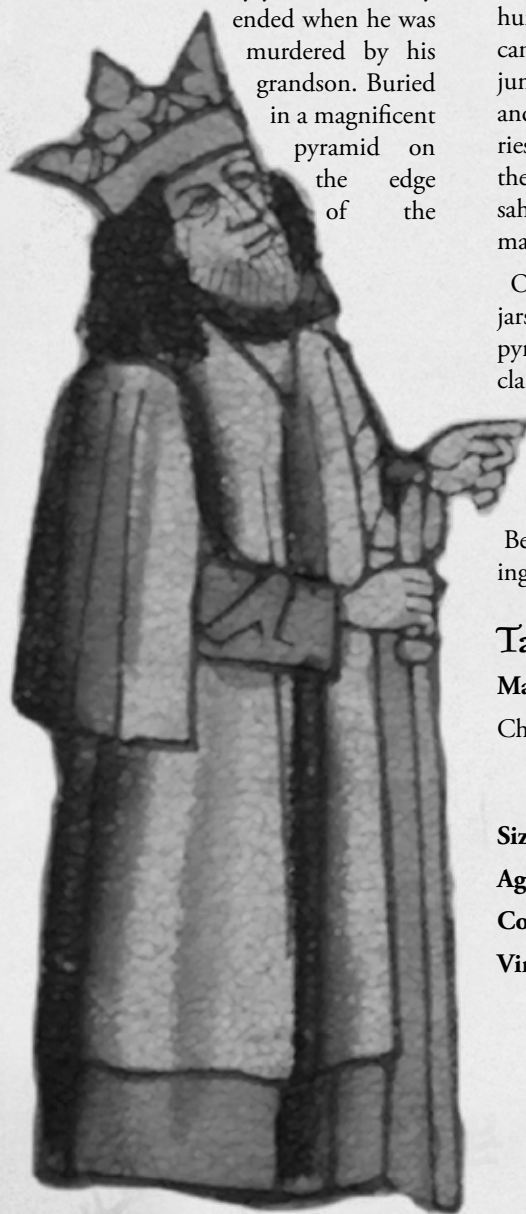
Sense the pulsing vitality, 0 points, Init +1, Corpus: The Garamantian mummy can sense the living water in humans and animals. This has the Range of Structure (if in a building) or Boundary (if outside).

Voiceless whisper, 0 points, Init +5, Mentem: In their mummified or spiritual forms, Garamantian mummies cannot speak naturally. This power allows them to communicate directly into the mind of those in its presence. The mummy can also choose to communicate simultaneously with multiple people (up to hundreds at a time), with each person able to "hear" a unique message if it chooses. This communication is in a spirit language (similar to Adamic) – allowing the mummy to talk to people or other beings that do not speak the same language as the mummy.



Tamen-Set, Garamantian Sorcerer-King

Tamen-Set is one of the greatest of the Garamantian sorcerer-kings, and ruled over the Garamantes during the reign of Augustus. His reign lasted for over sixty years, and finally ended when he was murdered by his grandson. Buried in a magnificent pyramid on the edge of the



Garamantian kingdom, Tamen-Set's loyal priests ensured that in death, his spirit remained tied to his mummified corpse.

Tamen-Set lay in peace in the underworld for over one thousand years, as his pyramid fell into ruin and the world forgot the existence of his people. Then, just after the turn of the millennium, his rest was disturbed by grave robbers.

A group of professional grave-robbler mystics broke into his tomb, ransacked his sarcophagus and awoke his spirit. The grave-robbers desecrated his body, hacking apart his lifeless corpse and burning much of it. His canopic jars were dispersed throughout the Mediterranean.

The spirit of Tamen-Set possessed the body of one of the grave-robbers' servants, and has spent the last two hundred years searching for his canopic jars. As one body ages, he jumps into another, then another and another. Over the last two centuries he has learned a great deal about the new world. He has dealt with the sahirs of the Order of Suileman and magi of the Order of Hermes.

Once he reunites his canopic jars, he plans on returning to his pyramid, restoring his body and claiming the Garamantian Crown.

His ultimate goal is to renew the old Garamantian Kingdom and revive the old religion. Until then, he typically takes on the role of a Berber or Syrian merchant specialising in the trade of esoteric goods.

Tamen-Set

Magic Might: 25 (Corpus)

Characteristics: Int +3, Per +2, Pre +5, Com +5, Str +4, Sta +2, Dex 0, Qik +2

Size: 0

Age: NA

Confidence Score: 3 (16)

Virtues and Flaws: Mummy (Special), Entrancement (Major), Special Circumstances (when standing in water), Second Sight, Strong Willed; Driven (revive Garamantian kingdom), Susceptibility to Divine Power



Personality Traits: Driven +5, Proud +3, Patient +1, Merciful -2

Reputations: Long-dead (mythic) +2, cruel (mythic) +1

Combat:

Fists: Init +2, Attack +8, Defense +10, Damage +4*

*This damage is in addition to The Parching Curse.

Soak: +5

Fatigue levels: None

Wound Penalties: -0, -1, -3, Incapacitated

Abilities*: Area Lore: Libya +7 (ancient landmarks), Awareness +9 (intruders), Brawl +7 (fists), Concentration +6 (mind-control), Dead Language: Garamantian +9 (ceremonial), Deand Language: Latin +3 (diplomacy), Dead Language: Ancient Libyan +3 (diplomacy), Entrancement +9 (command slaves), Faerie Lore +2 (jinn), Folk Ken +4 (magic-folk), Infernal Lore +7 (false gods), Intrigue +6, Leadership +9 (servants), Living Language: Berber +4 (trading), Living Language: Arabic +4, Living Language: Magic Lore +11 (Underworld), Penetration +6 (icons), Second Sight +11 (spirits), Single Weapon +4 (spear)

* **Note:** Tamen-Set has an understanding of the whole of mystical landscape of Mythic Europe—such as the true nature of Faeries, existence of mystery cults, the location of mystic creatures or land (such as Ladon or mystic Thule), the



New Dead Languages and Script: High Garama, Garama and proto-Tifaniq

The language of the Garamantian kingdoms is known as Garama. In its High Garama form, it is a debased relic of the language spoken in Atlantis. "Common" or Ancient Garama is the old form of the Berber language Tamarshak, having the same relationship that Latin does to Italian.

High Garama is a mystic language. A person fluent in High Garama and cast spells (such as Hermetic spells) in that language gains a bonus of +1 for every four levels the person possesses in the language. High Garama may also be used to speak "natively" to spirits and daemons of the Magic Realm.

Proto-Tifaniq is the script used for Garama, and is hieroglyphic in nature, similar to Ancient Egyptian hieroglyphics, with over 5,000 symbols. Like High Garama, proto-

Tifaniq is a debased form of the script used in Atlantis. Proto-Tifaniq developed over time, and towards the end of the Garamantian kingdom, it had evolved into a complex script. By the time of the kingdom's collapse, proto-Tifaniq was only used by the priestly caste.

As a mystic script, proto-Tifaniq can be used to record magical formulas, such as Hermetic Laboratory notes. A person fluent with this script (with an Ability score of 4 or greater) can more accurately describe mystical concepts and activities than non-mystic scripts (such as Latin script). Users of proto-Tifaniq gain a +1 bonus to mystic activities (such as reading Lab Notes) for every four levels in the Ability the person has, so long as the original script had at least a score of 4 or greater.

There is a "low" proto-Tifaniq that is similar to Egyptian hieratic, although as this was only written on perishable materials, finding examples of this would be extremely rare. Low proto-Tifaniq is not a mystic script.

basic structures of magical organizations like the Order of Hermes and the Order of Suileman. He does not know insider details of course. Storyguides should use their discretion as to how much detail Tamen-Set knows, and how much is guess-work.

Powers:

Enslave the weak-willed masses, 1 or 4 points, Init +1, Mentem: As per *Enslave the Mortal Mind*; for 4 points the power is with a Group Target, and he may expand the Size

of the Group by 2 magnitudes for each point of Magic Might spent.

Steal the essence of life, 1 point, Init +4, Corpus: This power allows Tamen-Set to drain Fatigue levels from a target he touches and use it to 'heal' himself. For every two Fatigue levels drained, Tamen-Set heals one Wound level.

Sight beyond the Mortal Veil, 3 points, Init +4, Mentem: Tamen-Set may peer through the veil separating life and death to sense a specific person in the underworld. He must have an Arcane Connection

(such as a True Name or similar). A person who has been buried with a Divine rite is immune to this power.

Summon the spectral servant, 1 point, Init +1, Mentem: Tamen-Set was interred with many servants and body guards. Their ritual deaths linked their spirits to his. In death, their tormented ghosts may be called upon by Tamen-Set. He does not need an Arcane Connection to summon them, and need not penetrate their Magic Resistance.

Sight beyond sight, varies, Init +5, Mentem: Tamen-Set possessed many wondrous powers of divination in life. For every Might point spent with this power, he can achieve ten levels of success in Divination and Augury (see *The Mysteries Revised*).

Spell-eater, 5 points, Init +5, Vim: Tamen-Set can consume spells and spell-like powers, drinking them from the air like water. Using this power, he can dispel any magical spell or effect with a Level of 50 or less.

Equipment: None.

Encumbrance: 0

Vis: 5 pawns Corpus vis, in hands.

Appearance: Tamen-Set appears to be a withered, mummified body, with blackened skin. He moves in a disjointed, stilted manner, as though his dried, desiccated limbs were resisting his every move. In spirit form, he is a gaunt but regal man in his late forties, dressed in a linen kilt, leopard-skin cloak and leather sandals. His eyes appear as dried orbs hanging in his sockets.



New Creature: Cornossis

The cornossi (sing. cornossis) are the ceremonially slaughtered Garamantian cows, buried with the sorcerer-kings. They have been magically animated to serve a Garamantian mummy (Tamen-Set in this case). Because they are not alive, they do not suffer from Fatigue or suffer from Wound Penalties.

Cornossis

Magic Might: 10 (Animal)

Characteristics: Cun -1, Per 0, Pre -2, Com 0, Str +5, Sta +5, Dex +1, Qik +1

Size: +3

Confidence Score: 1 (4)

Virtues and Flaws: Affinity with Brawl (claws), Ferocity (charging), Tough, Oversensitive (to provocation)

Personality Traits: Docile +2

Combat:

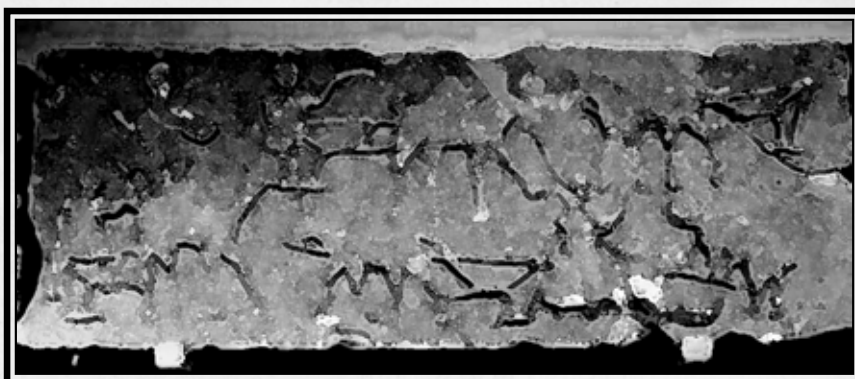
Claws: Init +2, Attack +14, Defense +10, Damage +11

Horns: Init +2, Attack +13, Defense +9, Damage +8

Bite: Init +2, Attack +10, Defence +7, Damage +8

Soak: +10 (the cornossis tough hide has a Protection of +4)

Fatigue levels: NA



Wound Penalties: -0 (1-7), -0 (8-14), -0 (15-21), Incapacitated (22-28)

Abilities: Athletics +4 (charging), Awareness +3 (predators), Brawl +6 (claws)

Powers:

Sight in darkness, 0 points, Init +10, Imaginem: Cornossis can see as well in the pitch-darkness as they do during the day.

Poison, 1 points, Init +1, Animal: The bite of the cornossis is a potent poison, which drains the strength and vitality of its victim. This causes the victim to experience the equivalent of a Heavy Wound, and takes a season to recover.

Encumbrance:

Vis: 2 pawns Animal vis, located in jaw bones.

Appearance: The cornossis is the animated corpse of the Garamantian backwards-grazing cattle. Its boney head and hide are covered with serrated spines and spikes, and its horns are enormous. Its hooves are twisted and sharpened

like claws. It stands slightly larger than a destrier at its shoulder.

New Creature: Mummified Garamantian Slaves

Hundreds – even thousands – of slaves were mummified with the sorcerer-kings of Garamantia. They serve the sorcerer-kings in the afterlife.

Mummified Garamantian Slave

Magic Might: 5 (Corpus)

Characteristics: Cun +2, Per +2, Pre NA, Com NA, Str +4, Sta +3, Dex 0, Qik -2

Size: 0

Age: NA

Confidence Score: 0 (0)

Virtues and Flaws: Tough

The lost crown

The crown of the Garamantians was lost around 500AD just before the collapse of the kingdom. There are several rumours as to its whereabouts.

One rumour says that towards the end of the kingdoms, dynastic disputes tore the Garamantian kingdoms apart, as rival claimant to the throne fought for power. During this period, one of the pretenders to the throne fled the kingdom to Egypt with the crown in his possession. The pretender died in exile, and his

possessions, including the crown, were acquired by the Byzantine rulers of Egypt. Eventually the crown, and several Jewels of Tritonis were taken to Constantinople. After the sack of Constantinople by the Fourth Crusade, the Jewels and Crown were looted, and could be anywhere in Europe.

Another legend holds that the crown was lost when the last Garamantian king vanished during a hunting expedition on the desert edges of the kingdom. Despite years of searches, it was

not found, and within a generation, the kingdom collapsed. It was finally found by Muslim scouts as they swept across North Africa, ending up with a noble family in Al-Andalus, who split them up over successive centuries.

A third legend talks of how the magic of the crown and Jewels failed completely. They were buried with the last Garamantian king, whose pyramid is now lost. A group of intrepid explorers could seek it out and uncover the pyramid and the treasures inside.



Personality Traits: Determined +5,
Loyal +3, Fearless +2

Combat:

Fists: Init -2, Attack +4, Defense +2,
Damage +4*

Ceremonial Spear: Init +1, Attack
+8, Defense +4, Damage +11

* Damage in addition to *The Parching
Curse*.

Soak: +6

Wound Penalties: -0 (1-5), -0 (6-10),
-0 (11-15), Incapacitated (16-20)

Abilities: Awareness +2 (defending),
Brawl +3 (fists), Great Weapon
+4 (ceremonial spear), Single
Weapon +3 (short-sword)

Powers:

The parching curse, 1 point, Init +2,
Aquam: Living beings who are
struck by the hands of the mum-
mified Garamantian slaves have
the vital liquid drained from their
body, inflicting a Medium Wound
each time.

Equipment: Slaves carry items befit-
ting their station; for example
those who were bodyguards carry
ceremonial spears.

Encumbrance: 0

Vis: 1 pawn of Corpus vis in hands.

Appearance: Garamantian slaves
appear as desiccated corpses, with
skin blackened by the centuries.
Some may still wear faded and
brittle clothes – grey linen kilts
and vests. Those slaves who were
bodyguards carry ceremonial
spears.

New Creature: Garamantian Slave Ghost

Garamantian slave ghosts
are the restless spirits of
the slaves ritually killed
during Tamen-Set's burial
ceremonial. The ghosts' mis-
sion in death is to protect the
pyramid and the king buried
inside.

Garamantian Slave-Ghost

Magic Might: 10 (Mentem)

Characteristics: Int 0, Per
0, Pre 0, Com 0, Str NA,
Sta NA, Dex +3, Qik +3

Size: 0

Personality Traits: Vindictive +5,
Destructive +3, Slandorous +1

Combat:

Unbodied hand: Init -2, Attack +3,
Defence 0, Damage +3

Abilities: Awareness +3, Brawl +3

Powers:

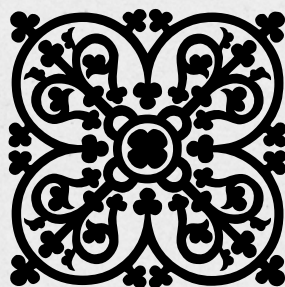
Whispers in the night, 1 point, Init
+3, Imaginem: Slave-ghosts can
project in a human voice, which
they usually do to lead intruders
astray.

Unbodied hand, 1 point, Init +3,
Terram: The ghost is able to hurl
an object not tied down with
considerable force. If a target is
struck with the object, it does +3
damage.



Vis: 2 pawns of Mentem vis, appears
as fine salt dust in the air.

Appearance: The slave ghosts are
entirely invisible and insubstan-
tial. As they are undead and
incorporeal, they have no Wound
or Fatigue levels. If magically seen
(with Intellego or Second Sight
for example), they appear as pale
shadows of the men and women
they once wear, dressed in gray
kilts or skirts and linen vests.



New Magic Device: Crown of the Garamantian Sorcerer-Kings

One of the foundations of the mystical power of the Garamantian sorcerer-kings was their crown of office. The crown is a silver crown that is similar to deshret crown (lower kingdom) of the Egyptian pharaohs. It is chair shaped with a low front and tall back. In the centre of the crown's brow is an empty space around an inch in diameter. It once held one of the Jewels of Tritonis.

The crown grants the wearer great authority over and awareness of the lands of Garamantians. The former sorcerer-kings could command the herds, gauge whether his people were happy or content, and raise great sand storms against invading armies. The crown was a mystic representation of the people of Garamantes, and is a potent Sympathetic Connection to anyone with Garamantian blood.

The powers of the crown were further increased when combined with one of the Jewels of Tritonis.

Know the hearts of the children of Garamas

InMe 65

Pen +0, 1 per year

R: Arc, D: Mom, T: Group

Garamas is the legendary ancestor of all the Garamantes. This power allows the wearer of the Crown of the Garamantians to ask a single question to each of his subjects. For example, this question could be "are you content" or "should we invade the Egyptians". This takes enormous concentration and willpower to not be overwhelmed by the response; the wearer must roll Stamina + Concentration against an Ease Factor of 18, or else be knocked into a coma for a number of days equal to the number of points you failed the roll. Once you awaken, you must make a Stamina roll against an Ease Factor of 9 or gain the Enfeebled Major Flaw.



A person with the Enfeebled Flaw may never use this power.

(Effect: base +15, Arc +4, Group +2, Size +4, up to 100,000 people)

Guide the backwards- grazing herds

ReAn 70

Pen +0, 1 per month

R: Arc, D: Conc, T: Group

The Sorcerer-Kings knew that the prosperity of their people lay in the safety of their backwards grazing cattle. If there was grave danger, such as invasions, natural disaster or drought, the Garamantian sorcerer-kings would command the herds to move to safety – the great walled towns or underground water-citadels. When this power was used, a spectral image of the Garamantian crown would appear above the horns of each cow. This power requires a lot of concentration, requiring an initial Stamina + Concentration roll against an Ease Factor of 18. Failure means that the herds remain out of the control of the wearer – a very inauspicious sign for any king. A botch results in the herds being startled and panicking.

(Effect: base +15, Arc +4, Conc +1, Group +2, Size +5, up to 1,000,000 head of cattle)

The blistering wall of the desert

ReTe 40

Pen +0, 1 per day

R: Sight, D: Sun, T: Boundary

In times of great crisis, the sorcerer-kings could summon raging sand-storms around their kingdom's borders. These storms are blisteringly hot, even at night, and can strip the flesh from a person's bones if left exposed. A creature exposed to the sand-storm suffers +2 damage every hour. The sand completely obscures sight for more than a few paces, and makes it difficult to breathe without mouth covering. This power is very draining, and the crown's wearer loses one Fatigue level each day that the power is used. If used by a creature without Fatigue levels, it requires a point of Might to activate.

(Effect: Base +3, Sight +3, Sun +2, Bound +4)

The iron mind of the King

ReVi 44

Pen +0, constant

R: Touch, D: Sun, T: Ind

Already people of great will and majesty, the crown of the sorcerer-kings grants a metal to their minds above and beyond mere mortals. While wearing the crown, the wearer gains a Magic Resistance of 30 to any Mentem effect. This constant effect causes Warping in mortals.

(**Non-Hermetic:** Base 30, Sun +2, Constant +4 levels)

Know the pulse of the land

InTe 65

Pen +0, 1 per season

R: Arc, D: Mom, T: Boundary

The sorcerer-kings knew their lands personally, sensing its tremors, fertility and thirst as though their own. The wearer learns of floods, droughts, newly fertile areas and so on each season.

(**Effect:** Base 4, Arc +4, Bound +4, Size +5)

New Magic Device: Jewels of Tritonis

There were once thirty-six Jewels of Tritonis that solidified the majestic power of the Garamantian sorcerer-kings over their lands and people. The most powerful one, the Neilos Jewel, was responsible for sustaining the waterways that ran in subterranean tunnels and aqueducts throughout Garamantia. Other Tritonis Jewels allowed the sorcerer-kings to increase the fertility of crops, harness the mystic power of the Garamantian pyramids to command the gods, transform salt into soil and command powerful elementals.

The Jewels by themselves – that is, separated from the Crown of Garamantes – are potent magical foci, and grant significant Shape and Material bonuses.

When the Kingdom of Garamantia collapsed in the early 500s AD, the

jewels were separated from the crown. Most of the jewels fell into the hands of the Order of Suileman, and several were destroyed, cut up into small gems.

Neilos Jewel

The Neilos Jewel is the most important of the Jewels of Tritonis, and for thousands of years was responsible for the prosperity and power of the Garamantians. When detached from the Crown, it grants a +7 bonus to all Aquam or water related spells. If used to invest powers as a magical device, it can be used to invest Creo Aquam powers with a level higher than 50, or that would normally be rituals.

WATER IS LIFE

CrAq 60

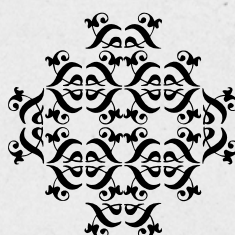
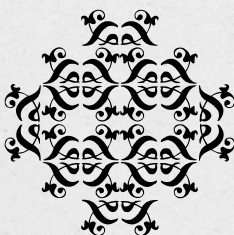
R: Arc, D: Mom, T: Structure

Pen +0, 1 per day



When the Neilos Jewel is united with the Crown of Garamantia, it allows the wearer of the crown and jewel to summon water from the fossil sediments beneath the Sahara. This effectively draws water from the primordial elemental plane of water. Unlike other magical water, it can sustain life and quench thirst. The structure is the tunnel system that runs underneath Garamantia.

(**Non-Hermetic:** Base 3, Arc +4, Struc +4, Size +5)



Reality check, or what I made up

The Garamantians were a real people, about which archaeologists and historians know virtually nothing. They did have an enormous network of underground water tunnels, and their kingdom was supported by widespread slavery (as were most kingdoms at that time). Herodotus wrote about their hunting of troglodytes and "backwards-grazing" cattle. They mummified their dead, built pyramids and fought along side the Roman empire in the early first centuries AD. Their civilisation collapsed overnight after the water in their subterranean tunnel dried up. The tunnels, pyramids and ruins of their cities can still be seen in Libya.

The bits about Atlantis, mummies with supernatural powers, the skeletal cattle, Jewels of Tritonis and magical Crowns, is all fantasy. So are the details about the Garamantian language. All of this is a hotch-podge or amalgam of Egyptian mythology, modern Atlantis myths, a sprinkling of ludicrous theosophy and stuff I just plain made up.

Garamantian Breakthroughs

There are two Garamantian Breakthroughs: Creation of life-giving magic water; and Iron Mind of the King. The first is a Hermetic Breakthrough and requires 57 breakthrough points, and the second is a Major Breakthrough requiring 49 breakthrough points. This section uses the Breakthrough rules described in the introduction to *Ancient Magic*.

Creation of life-giving water

This Hermetic Breakthrough allows the creation of water that can sustain life without the use of vis. The Neilos Jewel is the only source of insight for this breakthrough. Study of the jewel grants a +3 bonus to investigation rolls. The effect created using this breakthrough must be one that creates fresh water.

Implications: Like all Hermetic Breakthroughs, this discovery would have a considerable impact on Hermetic society and economy. It would allow Hermetic habitation of areas previously impossible without large stores of Creo or Aquam vis.

Iron Mind of the King

This Major Breakthrough allows for the creation of a spell that grants Magic Resistance to Mentem effects. No Hermetic spell apart from Aegis of the Hearth can afford

Magic Resistance. As this is a Major Breakthrough rather than a Hermetic one, it is still limited to a single Form. The Crown of the Garamantian Kings is the only source of insight for this breakthrough, and the spell created must be identical to the Crown's Iron Mind power, except with a Personal Target.

Implications: The discoverer of this breakthrough will be likely considered the new Notatus. This spell will quickly be disseminated throughout the Order of Hermes, and may form

the basis of future research into creating general Magic Resistance using spells.

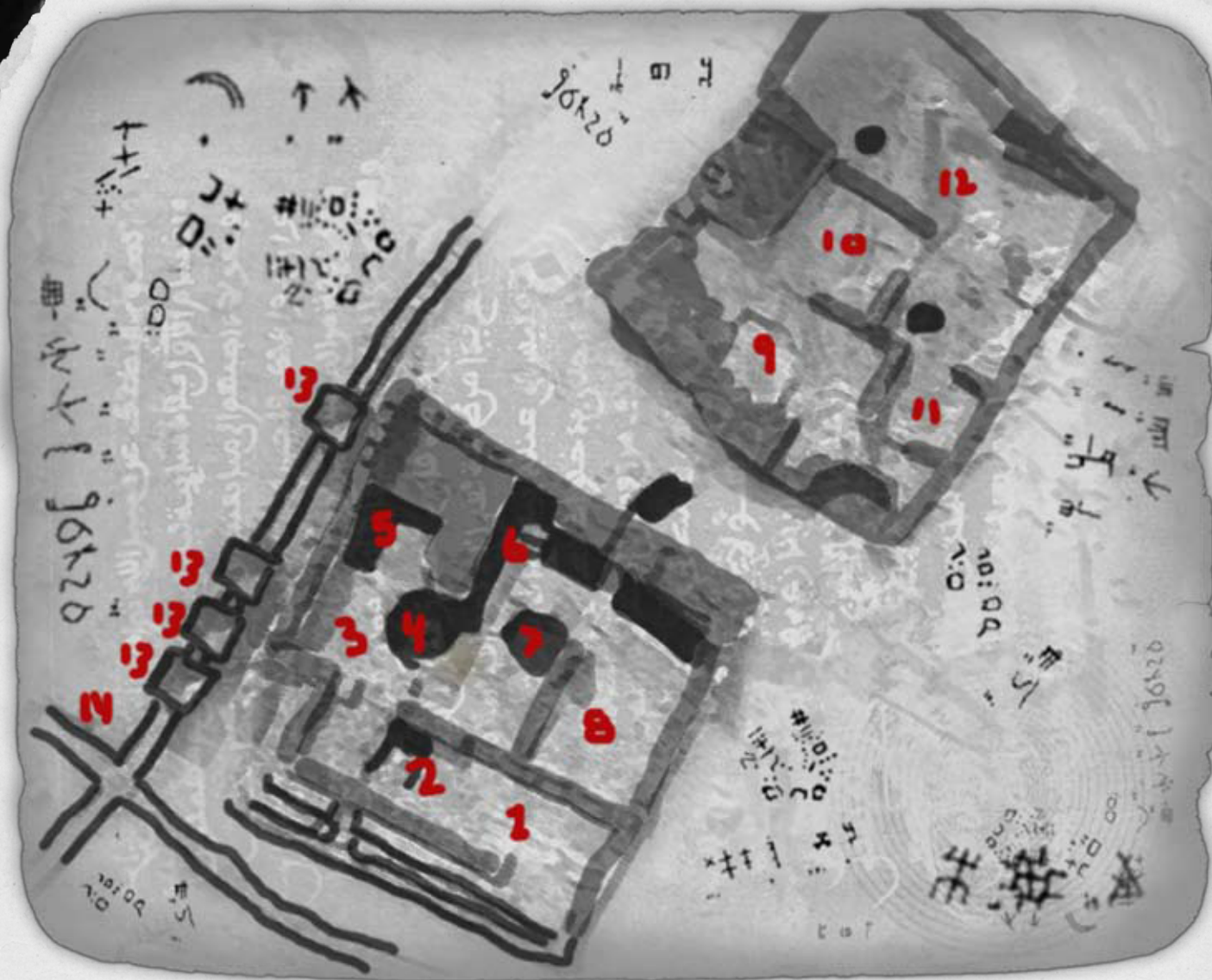
Becoming a Garamantian Mummy

The secrets ceremonies and rituals required to become a Garamantian mummy are genuinely lost to time, and even the sorceror-kings did not know the arcane rites performed by their priesthood. Tamen-Set is just one of the mummies in the Sahara; there may be yet more, with even more terrifying powers.

Integrating Garama into Hermetic Magic

A dedicated Hermetic magus could try to use Hermetic magic using High Garama. The rules for this are outlined at the end of the Adamic Chapter in *Ancient Magic*. This is original research rather than integration. Doing so however may have beneficial consequences, and a magus that knows High Garama and Ancient Egyptian could also start to conduct research into the language spoken in Atlantis.





Location: Pyramid of Phla

The Pyramid of Phla is the resting place of Tamen-Set, one of the greatest sorcerer-kings of Garamantia. Located in a regio on the marches between the old Garamantian kingdom and the Muwahhidun Empire in North Africa. Once it rested on a small island in a lake; the lake has now dried and is little more than a salty dip in the desert. It is a ten-day hard-march from Tripoli.

Finding the Pyramid

There are only a few ways to find the Pyramid of Phla; there are almost no records of its location or even of it ever having existed. Research into finding references of it requires

a great library (one that provides at least a +4 bonus) and requires a relevant lore roll (such as Area Lore: Libya or Ancient History) against an Ease Factor of 21. The roll cannot be attempted unless using an appropriate library.

The table below lays out what characters may know or learn with a relevant Lore roll.

Ease Factor 17: The Garamantians were an ancient North African slaver-empire that rivalled Egypt and Rome, and collapsed 700 years ago.

Ease Factor 19: The Garamantes were ruled over by powerful sorcerer-kings, their prosperity relied on a network of subterranean water channels, and they built pyramids to bury their dead.

Ease Factor 21: One of the greatest sorcerer kings was buried in the Pyramid of Phla, on an island in a small lake in north Garamantia.

Because the pyramid is located in the wastelands between two sparsely populated and rarely visited areas, even if your character knows of its rough location, it is still difficult to find. The ancient landmarks are almost completely worn away through the passage of time.

Exploring the Pyramid

Once the troupe has found the Pyramid of Phla, they must discover how to penetrate its two-level regio.

OUTSIDE THE REGIO

The mundane pyramid is just a set of stone foundations, level with the

ground around it. The pyramid itself has long since vanished, as has the lake that once surrounded the island. There is a small Magic Aura (level 3) within the pyramid's ruins. The dry island has a Magic Aura with a rating of 1. Excavating the pyramid reveals only a few minor trinkets – a few ancient pieces of jewelry and some ceremonial arrow and spear heads.

Magical excavation involving Intellego Mentem will reveal the presence of a few of the slave-ghosts. Intellego Terram magic reveals several subterranean waterways that run around and through the pyramid. Most are filled with silt, or have collapsed, although some have a small trickle of water running through.

Visitors who spend more than a few days at the pyramid will be harassed

by the ghosts, who try to spook pack-animals and grogs, and damage equipment.

REACHING REGIO LEVEL 1: The OUTER CHAMBERS

Access to the first level of the regio is gained through proper propitiation to the gods at the ruined entrance to the pyramid. The performance of this magic rite allows entrance to a tunnel leading to the underground chambers of the pyramid. The regio has a Magic Aura rating of 4 throughout.

AREA 1: ENTRANCE CORRIDOR

The entrance of the pyramid is a short hall decorated with shallow, faded carvings in proto-Tifaniq (the Garamantian script) and scenes of war, hunting, agriculture and

the afterlife. Most of the carvings have almost completely vanished. The hall has a steep decline deeper underground.

AREA 2: RITUAL SHAFT

At the base of the entrance hall is a pit, some half a meter wide, that drops away to the deep subterranean waterway that runs through the pyramid. A person who falls down this pit can wander the waterways, but there is no way back into the main pyramid complex unless some excavation work is done.

AREA 3: OUTER ANNEX

A large annex filled with several collapsed pillars and ritual shafts. There are nine statuettes of Garamantian gods (who appear to be a mix of





ancient Greek and Egyptian deities). The ceiling is quite low in the annex. On the wall are carvings of scenes depicting the life of Tamen-Set, including his various wars, images of him acting as judge, and him using the Crown of Garamantians and Jewels of Tritonis to save his people.

Next to each statuette stands a mummified slave, carrying a ceremonial spear. They do not animate unless commanded to by Tamen-Set or if he is threatened.

Area 4: Ritual Shaft

This large circular ritual shaft drops twenty or so feet until it narrows and abruptly ends. This ritual shaft can lead to the inner level of the pyramid, but requires that the person successfully see into Level 2 of the pyramid's regio (see ArM5, Chapter 12).

Area 5: Ritual Shaft

This ritual shaft drops 20 feet to a dead end. There are twenty or so mummified slaves whose bodies have been thrown down the shaft at the bottom. They do not animate unless commanded to by Tamen-Set or if he is threatened, in which case they crawl up the wall of the shaft to the outer annex.

Area 6: Stairs to Inner Chambers

Narrow, almost vertical stairs lead down for fifteen feet or so, until it abruptly ends at a cave-in. The stairs

once led to the inner chambers. If the cave-in is excavated, the stairs lead to a dead-end. The inner chambers can only be accessed by reaching Level 2 of the pyramid's regio.

If a person successfully sees to the next level of the pyramid's regio, the stairs do not cave in, but rather leads to Area 9 (the inner annex).

Area 7: Ritual Shaft

This ritual shaft is similar to Area 4, although its diameter is smaller, and it can lead to Level 2 of the regio if successfully seen.

The Garamantian Astrological Symbols

Extensive study of the astrological symbols in the Pyramid of Phla will reveal that they are of great antiquity. The Garamantians are descended from the refugees from Atlantis, and the astrological symbols are debased versions of those used in Atlantis. Deciphering the symbols requires a Season of study and an Intelligence + Artes Liberales (Astrology) roll against an Ease Factor of 18.



Area 9: Ruined Antechamber

The stairs in Area 6 lead to a ruined antechamber, where the roof and walls have caved in. This area has also been ransacked, and once contained Tamen-Set's treasures. There are fifteen mummified slaves, half of them buried in the rubble, and wandering invisibly around the antechamber are as many ghostly slaves. In the centre of the antechamber is a dried ceremonial pool. With the right rituals and filled with consecrated water, this pool can be used as a portal to the underworld (similar to the Gate of Eurydice in Coeris).

Area 10 and 11: Antechambers to The Burial Chamber

The antechambers were once filled with treasures, their walls covered with elaborate carvings. They have a ceiling that is much higher than the rest of the chambers on this level. Elaborate astrological symbols are painted on the ceiling but are very faded. Most of the astrological symbols are fantastical – they do not look like the symbols used by Western European or

Egyptian astrology.

Area 12: Burial Chamber

Tamen-Set's burial chamber is a large chamber with two rows of columns on either side of a raised dias. Atop the dias is Tamen-Set's sarcophagus. It lies torn open, with the desecrated remains of the long-dead Garamantian sorcerer king inside.

There are two pits in this room that lead from the first level of the pyramid, and descend much deeper. The pits were once filled with water, when the water-table was much higher. As the



Area 8: Antechamber

This antechamber was once filled with many treasures of Tamen-Set. Ransacked long ago, only the five large mummified remains of the Garamantian backwards-grazing cattle. The walls of the antechamber were once covered in precious metals and gems, which depicted scenes of the journey of the soul from the world of the living to the underworld. The images are almost entirely destroyed.

The animal corpses are those of the cornossi. They will animate upon the command of Tamen-Set. There are

also fifteen mummified slaves, many of which have been dismembered or partially destroyed.

Reaching Regio Level 2: The Inner Chambers

The inner chambers of the Pyramid of Phla are located on the second level of the regio. In the terrestrial world and in the first level of the regio, the chambers simply do not exist. The second level of the regio has a Magic Aura rating of 6 throughout. All of the chambers in Level Two are ruined, just like Level One.

lake around the pyramid dried up, so too did the pits. At the base of the pits, which are around sixty feet deep, are sacrificed slaves, who were drowned in the pits when Tamen-Set was buried. The dead slaves will arise on the command of their undead king, and climb up the shafts.

If Tamen-Set enters this room, he abandons his possessed body and re-enters his damaged, mummified body, using his magic to repair it. Depending on his relationship with the characters, he may summon his many mummified slaves to attack the characters, or rise from the Pyramid of Phla and start to rebuild his kingdom.

Area 13: Wells

Surrounding the pyramid are a number of dried wells and water-ways. The wells go deep into the bedrock of the ancient island on which the Pyramid of Phla rests. Centuries ago, the wells were deepened as the waters dried up. In some of the wells, scores of slaves died in the deepening, and although their bodies have vanished, their tormented spirits remain, still enslaved to the will of their Garamantian king.

The Magic Aura of the wells has a rating of 2 throughout, although in some areas the aura is overwhelmed by an Infernal Aura of 3. At the base of some of the deepest wells, the Infernal Aura rises to 4.

Not all of the slave spirits are magic spirits. Some have become Infernal ghosts. Despite this, they can still be commanded by Tamen-Set.

Area 14: Subterranean Water-Ways

Most of the water-ways throughout the island are dried and filled with sand. The water-ways connect the wells. Once they led off the island and beneath the (now dried-up) lake to fields plowed by slaves of the Garamantians. None of the water-ways lead into the pyramid.





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