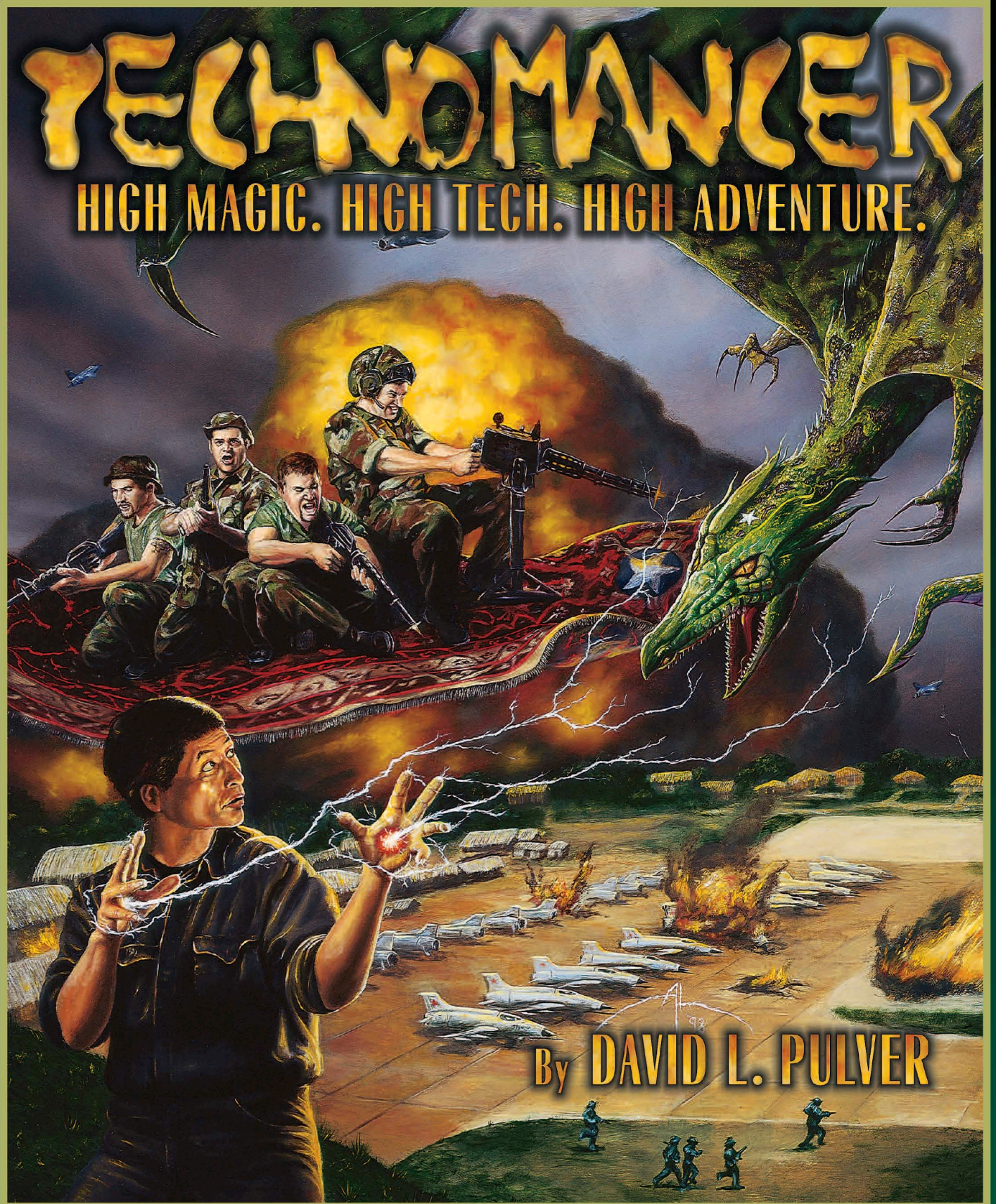# GURPS®

TECHNOMANCER

HIGH MAGIC. HIGH TECH. HIGH ADVENTURE.

By DAVID L. PULVER

STEVE JACKSON GAMES

an Alternate World
## where magic and technology BOTH work

. . . all too well

On July 16, 1945, the first atomic bomb was detonated at Trinity Site in New Mexico. The explosion ripped a hole in the fabric of space. Dr. Oppenheimer's words *". . . I am become Death, the destroyer of worlds"* unwittingly closed a necromantic ritual. The fireball vanished, but the mushroom cloud remained. This was the Hellstorm, a tornado of seething magical energy.

A pattern of enchanted fallout drifted across the southern United States and Mexico. The effects would not be felt immediately, but over the next generation, they would transform the world . . .

Magic had come to the 20th century. But like the power of the atom on our own Earth, it would prove a Pandora's Box.

This book contains a detailed campaign setting allowing Game Masters and players to explore this strange, yet familiar world.

Do you have what it takes to live in the world of the technomancer?
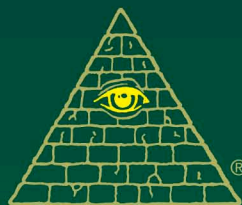
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GURPS

TECHNOMANCER
HIGH MAGIC. HIGH TECH. HIGH ADVENTURE.

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Note: **GURPS Technomancer** is completely unrelated to White Wolf's **MAGE: The Ascension** roleplaying game and does not in any way challenge the copyrights and terms used therein.

STEVE JACKSON GAMES

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PAGE REFERENCES

See *GURPS Compendium I,* p. 181, for a full list of abbreviations for *GURPS* titles. Any page reference that begins with a B refers to the *Basic Textbook of Magical Formulae* (also known as the "Berkeley Grimoire" or *GURPS Basic Set, Third Edition Revised*); e.g., p. B144 refers to page 144 of the Berkeley Grimoire. BIO refers to *Bio-Tech,* CI refers to *Compendium I,* CII to *Compendium II,* G to *Grimoire,* M to *Magic, Second Edition* and VE to *Vehicles, Second Edition.*

INTRODUCTION

What would happen if reliable, high-powered magic emerged at the end of World War II? What if the powers of sorcery – far from being the opposite of science – were fully compatible with modern technology? What if the United States used the resources that went into the building of a nuclear arsenal in our world to become a *magical* superpower instead?

GURPS Technomancer begins with the bizarre results of the first atomic bomb test and goes on to answer these questions, exploring the emergence of a world of high-tech wizardry and industrial enchantment.

This is *not* intended to be a "realistic" look at the physics of sorcery, nor is it a treatise on how "real" magic would work as practiced today. Instead, it's an entry in the old SF game of playing "what if" with alternate Earths. The result is a science-fantasy world of high adventure and low intrigue, whose history and society is both familiar and strangely askew . . .

About the Author

David L. Pulver is a full-time freelance writer and game designer based in Kingston, Ontario in Canada. He is the author of over twenty roleplaying game supplements and novels, most recently *GURPS Bio-Tech* (SJ Games) and *Bubblegum Crisis: Before and After* (R. Talsorian). David's works have been translated into Japanese, German, French and Portuguese.

About the Editor

Sean "Dr. Kromm" Punch is the *GURPS* line editor and overall *GURPS* guru at SJ Games. He is also the author of *GURPS Wizards* and *GURPS Undead,* the co-author of *GURPS Fantasy Folk,* Second Edition, compiler of *GURPS Compendium I & II,* and designer of *GURPS Lite.* Sean has been a fanatical gamer since 1979. His other interests include cinema, military science, tigers and wine. He and his wife, Bonnie, presently live in Montréal, Québec with four cats and one bird.

GLOSSARY

Antarctica Event: The Hellstorm and magical phenomena surrounding the 1949 Soviet atomic bomb detonation (see p. 7).

Berkeley Grimoire: Nickname for 20-volume *Basic Textbook of Magical Formulae* (contains all spells in **GURPS Basic Set**).

Black Magic: Skull-Spirit and Summon Demon spells. Considered racist by some.

Changeling: A mage or chimera born from normal human parents.

Chimeras: A magical multi-species hybrid. The first were changelings; the current generation includes the children of chimeras.

Condor Group: Front corporation for Nazi exiles in Argentina (see pp. 119-121).

Hellstorm: The residue of the Trinity and Antarctica Events: very high-mana areas inside stationary tornadoes.

Mage: Someone who can cast spells outside a high- or very high-mana area.

Manabelt: The zone of high mana around the Trinity Event.

Merlin: Infinity Unlimited (see **GURPS Time Travel**) code word for this alternate Earth.

Mundane: In popular usage, "not magical." As in "mundane technology." Also used to refer to someone who isn't a mage or chimera (considered mildly impolite).

"Special Friends": CIA jargon for zombie servants. Used in public situations.

"Strictly Berkeley Grimoire": Refers to a mage who knows only common spells. A term of derision among wizards.

SWAT: Special Weapons and Thaumaturgy. Large police departments have SWAT officers trained to deal with magical criminals.

Technomagic: Magic studied and practiced scientifically, as distinct from traditional magical rituals.

Technomancer: Popular name for a wizard who specializes in spells that manipulate high technology. Coined in the 1970s best-seller *Technomancy: Paramagical Phenomena,* by Bob Anson.

Trinity Event: The strange phenomena that occurred when the first atomic bomb was detonated, including the increase in global mana level, the manafall radiation and the Hellstorm.

Trinity's Shadow: The region upon which mana-active fallout landed after the Trinity Event.

Wizard: A mage who knows spells; also, a professional spell-caster.

O n July 16, 1945, the Manhattan Project reached fruition. The first atomic bomb was detonated at the Trinity Site near Alamogordo, New Mexico. The explosion ripped a hole in the fabric of space, and Dr. Oppenheimer's words ". . . I am become Death, the destroyer of worlds" unknowingly closed a necromantic ritual. The fireball vanished, but the mushroom cloud remained. It began to rotate, a stationary tornado shot with red lightning.

Radio reception within 20 miles of Trinity was jammed by static. The southern United States experienced freak weather conditions: violent lightning storms, hail, torrential rain, even snow. Shimmering auroras filled the night over the Western Hemisphere. These died down after a week, but the tornado – officially the "Trinity Event," but nicknamed the "Hellstorm" – remained. It's still there today.

The immediate result was a suspension of the U.S. atomic weapons program. Plans for the atomic bombing of Japan were canceled. "Nearly unconditional surrender" terms were offered to Japan: the emperor's position would be guaranteed. World War II ended on August 14. The United States retained two atomic bombs, but would make no more until the Hellstorm was understood.

More important were the invisible effects of the detonation. A wave of magical radiation spread out from the blast, transforming reality. Carried by hurricane-force winds, magically enhanced fallout was blasted high into the atmosphere, where freak weather conditions scattered it across America in a zone 2,000 miles in radius that would become known as "Trinity's Shadow."

The Chimeras

The "manafall" altered the chromosomes of those it touched. In 1946, nearly 300,000 newborns were "changelings." More were born every year. Most had magical aptitude, but 10 percent were *chimeras* with human bodies that exhibited bestial features. Snake-people, cat-people – what they had in common was that they were "hybrids" of humans and wild carnivores native to the region. It was soon realized that chimeras weren't random mutations, but new races. A few were killed or abandoned at birth, while others were sent to orphanages, and some were raised by loving parents. Animal births were also affected, and strange supernatural creatures began to appear in the world . . .

The Science of Magic

A working theory explaining the Hellstorm's effects was not formulated until recently.

The first step was the Gell-Mann/Finnegan discovery of the *oz* particle in 1960, although its role as a carrier of mana was not confirmed until the Sandia Labs experiments of the 1960s. The nature of the Hellstorm as a gateway for oz particles – long hypothesized – was demonstrated by Bonewits' trans-dimensional mana flow experiments in 1972 (popularly known as the Restore Mana equation). Full mathematical understanding of the Hellstorm and the nature of the "Oppenheimer Backfire" that triggered it did not come until 1984, when Hawking's proof of the Many-Worlds Hypothesis demonstrated what most people already knew: We Are Not Alone, and You Can Get There From Here. Everyone hopes that he'll get back safely some day.

Such musings are best left to those with advanced degrees in thaumaturgy and paramagical physics, though. In layman's terms, the Trinity Event (and the *Antarctica Event,* p. 7) weakened the boundaries between Earth and a nearby magic-rich parallel dimension. In the region in close proximity to the detonation, a zone of high mana was formed. In America, this was a circle 200 miles in radius, known as the "Manabelt." The mana level here was so high that anyone could use magic. Elsewhere, only people with a rare, inborn magical talent ("magery") could cast spells. Before the Hellstorm, only about one person in 10,000 had magery, but as many as one in *100* people born in Trinity's Shadow would be mages.

$10,000 per "socket" it has. This enchants the control system and prepares the shaft to receive heads. Heads can then be added later as desired, with each "head enchantment" costing 500 energy (failure kills the head). Energy from the soulburner itself can power "quick and dirty" enchantments to add heads.

Prerequisite: Powerstone, Soul Jar, Zombie.

Weapon Enchantments

Bane   *p. M45*

Bane spells can be designed to affect equipment. An entire category of equipment (e.g., "vehicles") counts as a "race": ½ cost. A subcategory (e.g., "tanks") counts as a "specific type of creature": ⅓ cost. A specific model of equipment (e.g., "Soviet T-72 tank") counts as a "specific family": ¼ cost.

Mana Warhead/TL   *Enchantment*

This enchantment binds a Clumsiness, Curse, Itch, Pain, Spasm or Strike Blind/Deaf/Dumb spell into a projectile like a bullet or an arrow. The projectile's damage must penetrate armor DR to deliver the curse. The moment the missile touches flesh, it vanishes in a splash of greenish magical energy; it inflicts no physical damage, even on non-living things.

This spell can also bind an Area spell into a grenade or 20mm+ cannon shell, bomb or missile warhead. Non-damage statistics are as a CHEM round (see p. VE112). The following spells are usable:

Awaken, Create Fire, Darkness, Destroy Air, Destroy Water, Drain Mana, Earthquake, Essential Flame, Ether Static, Fear, Flash, Fog, Frost, Glue, Ice Slick, Irradiate, Mass Daze, Mass Detonation, Mass Sleep, Melt Ice, Phantom Flame, Prismatic Mist, Purify Air, Restore Mana, Silence, Stench, Sterilize, Stop Power, Terror, Thunderclap, Turn Zombie and Wither Plant.

Maximum area is a (bore size in mm)/20 hex radius, or a 4-yard radius for hand grenades. The warhead is fully consumed when it detonates. Mana warhead effects cannot be maintained, and expire after the normal duration ends.

Energy cost to create: 20 times the cost to cast the underlying spell.

Prerequisite: Curse-Missile. The mage must also know the spell being bound into the warhead at skill 15+.

Spell Targeting/TL (VH)   *Enchantment*

Enchants an active targeting system (laser rangefinder, targeting radar, targeting sonar, etc.) so that it can be used by a mage to assist in spell casting at long range.

If a mage is operating the enchanted targeting system and has it locked onto a target, he will receive a flow of magical imagery, cabbalistic symbols, etc., on the targeting display that will help him aim Regular spells at the target: replace normal penalties (-1 per hex) with the long-distance modifiers on p. M10. If the spell would require gestures, the act of using the system's controls is integrated into the ritual. These benefits also apply when using magic items that are physically integrated into the targeting system (wired in, part of same vehicle, etc.).

The subject of any spell targeted this way must be within the normal range and line of sight of the targeting system, which is subject to all its usual limitations; e.g., laser rangefinders can't lock onto objects behind walls or smoke. The target must also have been successfully detected by the system; thus, radar jammers and similar countermeasures *can* prevent spell targeting.

Energy cost to create: 50 per mile of range the system can target spells out to (minimum 250 energy). Range cannot exceed that of the targeting system, but may be less. Note: The range of many systems is increased in space. Use basic "atmospheric" range to work out cost. The range of the enchantment *will* increase in space.

Prerequisite: Accuracy, Spectrum Vision.

Fire Spells

Cold   *p. M37*

Item: (b) At TL6+, a machine that requires or would benefit from a cooling system. Magically keeps parts cool, replacing or supplementing fans, coolant or heat sinks. For devices where a cooling system is standard (e.g., electronics or engines), this reduces overall weight by 5-15 percent *or* improves reliability. For automatic firearms and beam weapons, Malf improves by one step. Energy cost to create: 500 for most machines, 1,000 for machines that run at very high temperatures (e.g., nuclear reactors or turbojets).

High-Explosive Fireball   *Missile*

The caster throws a ball of fire from his hand. It has SS 13, Acc 1, ½D 25, Max 50. When it strikes something solid, it produces a blast identical to an ordinary explosion. As per *Concussion Damage* (p. B121), full damage applies to everyone in the target and adjacent hexes, ¼ damage at 3-4 yards, ¹⁄₁₆ damage at 5-6 yards, etc. Only sealed, rigid armor protects against this damage at all, but except on a direct hit, such DR is *squared*.

Cost: 10 per 6d concussion damage, to a maximum of 40 energy points (6d×4 damage).

Time to cast: 1 second per 10 energy points.

Prerequisite: Explosive Fireball, TL7+.

Item: Staff or wand – bolt is fired from its end. Energy cost to create: 1,800; must include a ruby worth $1,200. Usable only by a mage.

Shaped-Charge Fireball   *Missile*

Caster throws a bolt of molten metal that mimics the behavior of a shaped-charge projectile. It has SS 13, Acc 1, ½D 25, Max 50.

Cost: 5 per 1d(10) damage (i.e., armor protects at ¹⁄₁₀DR), to a maximum of 30 energy points (6d(10) damage).

Time to cast: 1 second per 5 energy points.

Prerequisite: Magery, Fireball, Shape Metal.

Item: Staff or wand – bolt is fired from its end. Energy cost to create: 1,600; must include obsidian worth $800. Usable only by a mage.

Detonate   *Regular*

Causes one chemical explosive device (bomb, explosive warhead, etc.) to immediately detonate. Stable, heat-resistant compounds (like most modern explosives) *are* affected. Will *not* detonate primers in non-explosive ammunition.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Ignite Fire, Shape Plastic.

Mass Detonate   *Area*

As Detonate, but affects all explosives within its area. The caster can exclude explosives that he is aware of.

Base Cost: 5.

Time to cast: 1 minute.

Prerequisite: Detonate.

ENCHANTMENT COST

How much do magic items sell for? The table on p. M20 accounts for neither the Draw Power spell (p. 32) nor changes in starting wealth from $1,000 (medieval) to $15,000 (present day), so new standards are required.

Manufacturing Cost: For enchantments requiring up to 165 energy, the "quick and dirty" technique is cheapest; see the table below for costs. Above 165 energy, industrial enchantment is more economical, costing ($50 × energy). If no one has set up a production line (or if enchanting people, buildings, etc.), "slow and sure" enchantment is economical for items over 215 energy, and costs ($375 × energy).

Materials Cost: The costs above exclude any special materials (e.g., "a $100 ruby") required. Add these costs directly to the manufacturing cost.

Wholesale & Retail Prices: The costs above cover the expense of hiring a circle of mages or operating an enchantment factory to manufacture the item. Large wholesale or direct procurement orders are usually 1.5 times that cost; retail prices are typically 2 times the manufacturing cost.

Quick and Dirty Enchantment Costs

Energy	Cost
Up to 128	$15×Energy
130	$1,922
135	$1,967
140	$2,073
145	$2,341
150	$2,828
155	$3,641
160	$5,616
165	$6,194*
170	$9,795
175	$10,733
180	$16,740
185	$18,165
190	$27,960
195	$30,060
200	$44,040
205	$46,965
210	$68,340
215	$72,390**

Energy is the energy cost to create the item. *Cost* is the bare minimum cost of labor to manufacture it.

* Beyond this, industrial enchantment is cheaper, if available.

** After this, slow and sure enchantment is cheaper if no industrial enchantment is available.

Across Trinity's Shadow, over a million mages work as enchanters, manufacturing magic items. They use three different methods: "quick and dirty," "slow and sure," and industrial.

"Quick and dirty" enchantment is most economical for items requiring up to 165 energy. Industrial enchantment is used for higher-energy enchantments *if* someone has set up a production line to produce that particular item; if not, then the "slow and sure" method is cost-effective above 215 energy.

For "quick and dirty" and "slow and sure" enchantment rules, see pp. M18-19, although the economics of medieval enchantment (p. M20) are superseded by the *Enchantment Cost* sidebar. For industrial enchantment, see below.

Form and Magic Items: GMs should not feel bound by the suggested form (jewelry, etc.) of magic items. As p. M17 indicates, this is *optional.* In fact, the GM should encourage variant forms that fit the modern world. For example, while the item entry for Night Vision suggests "Staff, wand, or jewelry," a modern mage might enchant sunglasses, a helmet visor, a telescopic scope or a helmet head-up display (HUD).

Industrial Enchantment

Industrial enchantment is high-tech enchantment rooted in the mass-production paradigms of the Industrial Revolution. Instead of the "craft shop" approach, a factory production line is constructed to manufacture a specific item and nothing else.

The hardware in a magical production line is a set of specialized technomagical "machine tools" used by wizards to make one item. Some resemble slightly modified versions of factory machines, others things from a mad scientist's laboratory.

Items travel on conveyer belts from one white-coated mage to the next, each performing a single process that is only one fraction of the total spell. They are gestured over, irradiated with oz-particle beams, doped or sprayed with alchemical or necronium (p. 44) aerosols, baked in elemental furnaces, inscribed with incantations carried on modulated laser or microwave beams . . . the rhythm and operation of the production line *is* the spell: its precise, perfectly timed processes a potent ritual as intricate and complex as any shaman's dance.
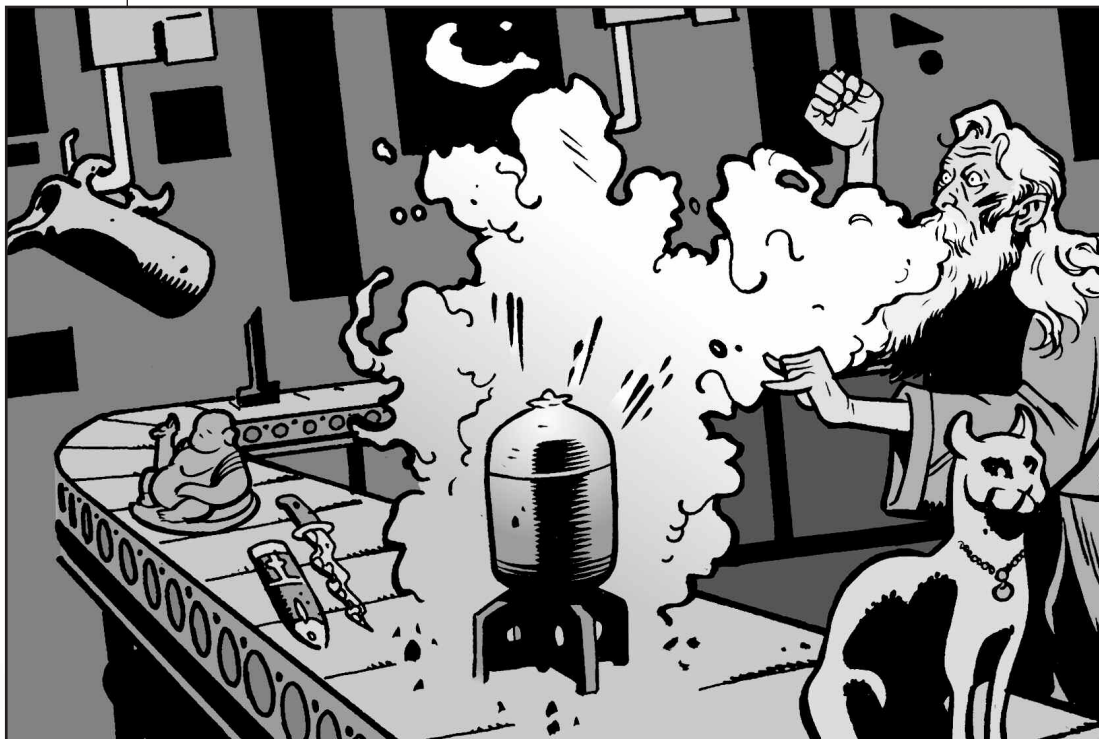
EMERGING DISEASES

Hosts of frightening new diseases have emerged:

Magic-Resistant Diseases

Strains of conventional bacteria and viruses that possess Magic Resistance (usually 1-6 levels) are becoming more common as germs that lack this defense are wiped out. A typical example is Guatemalan Flu, a strain of influenza that struck in 1997, which possessed Magic Resistance 4.

Magic-Resistance Deficiency Syndrome (MRDS)

This virus was first noticed among vampires, hence its other popular name, "Helsing's disease." Since then, several thousand cases have been diagnosed, mostly among wizards.

MRDS propagates when someone receives magical energy from an infected person, either by leading a ceremonial spell casting or via a Lend Health, Lend Strength, Steal Health, Steal Strength or Share Strength spell. Anyone who gets ST or HT from an infected subject must make a HT roll or become infected himself, as the virus siphons off energy from the exchange in order to transmute his cells. No physical contact is necessary!

The virus attacks the body's ability to resist magic. A MRDS victim must make a HT roll each month. Failure means he gains a level of the Magic Susceptibility disadvantage (p. CI98). MRDS is not itself lethal, but individuals afflicted with it are extremely vulnerable to both other magic-related diseases and malign sorcerous influences.

MRDS is immune to the Cure Disease spell. Time spent in a no-mana area or in Suspended Animation does not count toward the progression of the disease, however. For each full month spent in a no-mana area, roll 3d vs. (HT-4); on a success, it's cured.

Ambulatory Necrotic Plague

This dread disease is caused by an *undead* bacterium. The only known carriers are toxic zombies, humans and mundane animals. Evidence suggests that it originated in zombie rats living in a death-aspected mana-active waste dump in Elizabeth, New Jersey.

Preventing Magical Domination

Everyone is aware of the dangers posed by Mind Control and possession spells, especially where Permanent Forgetfulness or False Memory is involved. If someone starts behaving oddly or out of character, or has gaps in his memory, psychic domination is one of the *first* things that people will suspect. The number-one fear of parents isn't kids getting into drugs, but that someone will use magical mind control to abuse them.

This is a very real threat. In 1998, 11 percent of all magic-related crimes reported in America involved magical domination, typically for the purposes of fraud, sexual assault, theft, kidnapping or slavery. This is generally treated as "magical domination" (p. 101) *plus* an aggravated form of any other offenses committed, much as if drugs were used. The most dramatic cases involve cult leaders or organized crime enslaving scores of victims, but more often than not, the criminal dominates only a few victims at a time. Most insidious of all is the use of such spells within the family: this is very hard to detect, and can lead to long-term damage.

The corporate and government worlds take the security risk posed by domination very seriously. Fortunately, spells like Aura offer fast, non-invasive ways to determine influence. Many schools and workplaces employ psychologists or security staff to test students, employees, managers and each other every so often – much as they would conduct random drug tests or psych evaluations. For people in sensitive government jobs, or in corporations worried about industrial espionage, aura scans may be needed to enter the premises. The bodyguards of VIPs also perform regular scans of their principals, and have procedures ready in event that their superiors' minds are "compromised."

Mind control or possession is a valid legal defense; the controller can be charged with any acts committed, plus psychic assault. Contracts or transactions made under magical influence are considered void. The standard police procedure when investigating alleged magical domination is:

1. Cast Aura to determine if there are any spells still on the subject, followed by Dispel Magic or Remove Curse, if necessary.

2. If the subject is presently free of domination, but claims that it occurred, Compel Truth or Mind-Search is used to determine if the subject is telling the truth.

3. If there's cause to suspect that the subject was controlled but his memory was erased, a psychologist will be called in. An examination will be used to locate possible memory gaps, followed by reversed Permanent Forgetfulness to restore lost memories, if necessary.

Animal Relations

Animal rights are a huge issue. The use of Beast Speech to "talk with animals," the Rider Within and Shapeshifting spells, and the existence of chimeras all make it easier than ever for people to identify with animals – especially smart ones like dolphins, whales and chimps. Wealthy pet owners or mages who have Beast Speech spells or magic items bond very closely with the pets they can now talk to, and Healing spells (especially Youth) are often used on beloved animals. Both opposition to animal experimentation and militant vegetarianism are growing.

There is another side to the story, however. Government regulations on magic, especially elixirs and genetic enchantment, mandate animal testing before human trials. Now that a scientist can monitor a lab rat's condition with Aura and ask it how it feels using Beast Speech, the experimental data is *much* more precise . . .

Manufacturing and Industry

Magic is a huge part of the industrial sector, especially in aerospace (e.g., flying carpets), consumer goods, defense, health care, luxury items, magical electronics (e.g., computers and software), power systems and tools (e.g., golems, Shape Earth items, enchanted farm tools, Powerstones).

It is common for magical components to be integrated into a mundane product instead of enchanting the whole thing. For example, a car might have "stainless"

windows or upholstery enchanted with the Clean spell, a Harmonic Converter™ engine (p. 115) or, if it uses a gasoline engine, a Purify Air grid on its exhaust. The more expensive the mundane item, the more cost-effective it becomes to integrate enchantments; thus, luxury limousines and jet aircraft often have *many* magical components.

Magic is increasingly being used at the manufacturing level, too: Find Weakness is vital for quality control. Purify Air lowers plant emissions, raises health and safety standards and, in combination with Wall of Silence, makes it possible to put industry closer to residential areas. Inscribe and Small Vision are used to develop prototype computer chips. Shape Metal drastically reduces the cost of machining hard-to-work metals like titanium. Finally, "industrial manabots" – like animated machine tools – are common in high-tech factories.

Spells like Earth to Air, Earth Vision, Seek Earth/Metal and Seek Fuel have made prospecting child's play, and have discovered or opened up many inaccessible resources. With the availability of Breathe Water spells and golems, underwater mining is also becoming an affordable option. Many nations have contracts with American or Mexican mining companies that can provide magical specialists.

All of this is powered by Pentagram-shielded nuclear reactors and mana-engines (p. 115), which are slowly replacing coal- and oil-fired generators.

The bacillus is apparently a mutated intestinal bacterium. The mutation may occur spontaneously in someone exposed to high levels of radiation. The disease can also be contracted from the bite of a toxic zombie or by eating toxic zombie flesh; e.g., a dog could bite a zombie rat, become infected and go on to bite and infect humans. The bacterium has been cultured in labs as well; it is not airborne, but it could be injected into someone . . .

Anyone bitten or clawed by a toxic zombie must *fail* a roll vs. (damage taken) to avoid coming down with the disease. If the roll is less than the damage, infection occurs; a 3 or 4 always causes infection. Roll only once per day, no matter how often the victim is bitten or clawed that day. Those who ingest tainted meat must roll vs. HT to avoid the disease; those injected directly must roll vs. (HT-5).

One infected, the victim's skin and organs slowly rot, but this doesn't affect ST or HT, as the bacteria transform the vital organs into undead tissue. Symptoms manifest after (victim's HT) hours and progress through three stages:

Stage 1 (after HT hours): Body temperature drops. Skin becomes pale. Sores develop. Lose one level of Appearance. If still alive, lose 1 point of DX and acquire High Pain Threshold and Slow Healing 1 (p. CI104).

Stage 2 (after HT × 2 hours): Body temperature unnaturally low. Patches of skin peel off. Lose another level of Appearance. If still alive, lose 2 points of IQ and acquire Bad Smell (p. CI80).

Stage 3 (after HT × 6 hours): If still alive, the victim dies. Either way, he will transform into a toxic zombie (see p. 56).

The victim can be saved if properly treated *before* the disease reaches Stage 3.

The bacterium is immune to conventional drugs, radiation and chemotherapy, as well as the Cure Disease, Sterilize and Suspended Animation spells. There are only two known ways to halt the disease: a successful Exorcism spell will kill it, and moving the patient into a no-mana area will stop its progress.

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