

By Kevin Siembieda

**One game system – every genre – countless worlds – endless adventure**

The [Rifts® Bestiary Volume One](#) is nearing completion. [Volume Two](#) is close on its heels.

**The Rifter #82**

also nears completion. The new PDF release on DriveThruRPG this week is

[The Northern Hinterlands](#)

™ for the

*Palladium Fantasy RPG®*

. The T-shirt sale is over, but we have a

[new sale](#)

we think you will enjoy. Otherwise we are working away on many fronts.



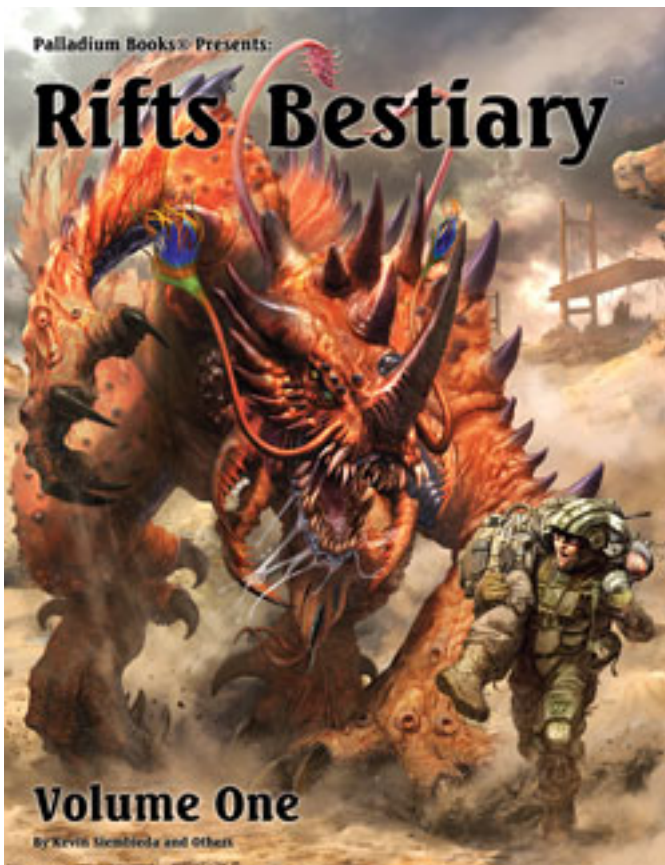


### **Gaming Artistry Sale – all prints are half off! So are select other items**

- [ALL Prints, new and old, are half price](#) . And so are the following art books and other items:

- **Future Visions – The Art of Charles Walton**
- **Path of the Storm – art by Charles Walton**
- **Rifts® and the Megaverse® – The Art of John Zeleznik Softcover**
- **Rifts® Coloring Book – art by John Zeleznik**
- **Rifts® Machinations of Doom – Graphic Novel and Sourcebook by Ramon K. Perez**
- **Rifts® Adventure Guide**, because it is the art of building and running games.
- **Rifts® Greeting Cards**
- **Rifts® Bookmarks, Set One**
- **Rifts® Bookmarks, Set Two**

- **Old Ones Mouse Pad**
  - **Dead Reign®, Zombies Rising Mouse Pad**
  - **AND Rifts® Ultimate Edition RPG** at a 40% discount, just because.
  - **Note:** Don't miss out on **original artwork** by Charles Walton, Kevin Long and others plus one-of-a-kind negatives (look like woodcut art) on sale at my Ebay store:  
<http://stores.ebay.com/kevinstoys-artandcollectibles>
- . More details below.
- **Offer ends September 23, 2018.**



### **UPDATE: Rifts® Bestiary, Volume One – Ships October**

All the pieces are coming together and should go to the printer in a couple weeks. The writing and artwork are clicking (there will be previously published and new

art). All creatures are updated and new monsters add plenty of spice. [The Rifts® Bestiary Volume One](#) will be an October release. [Volume Two](#) end of November.

In addition to existing creatures collected from various **Rifts® World Books** and sourcebooks, it has new beasties created by me, Chuck and a few other freelance writers. This includes creatures that are not just predators or monsters, but beasts that player characters can use as war mounts, attack animals, familiars, companions and pets.

**What are the Rifts® Bestiary™, Volume One and Two?** We are collecting the hundreds of monsters and beasts of Rifts Earth into easy to use reference books, similar to what we did with

*D-Bees of North America*

. Only there are so many wondrous and fierce creatures that we cannot squeeze them into one book – plus we are adding a bunch of new creatures to add more fun and menace to your

**Rifts**

® campaigns. Some will be a nuisance, others pets and companions, some are suitable M.D.C. riding animals, and some are slobbering monsters.

The first two **Rifts® Bestiary™ sourcebooks** are being created simultaneously, right now! Between them, these two volumes compile the beasts of

*Rifts North America*

(unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. Add new life to the savage wilderness of Rifts Earth (particularly the USA, Canada, and Mexico). Presented in alphabetical order, with maps showing their range and location, in two big books.

- **Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks.**
  - Updated descriptions and information to existing monsters.
  - Updated and uniform stat blocks.
  - New predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.
    - A map for every creature showing where it is found.
    - Fully illustrated, much of the art by Charles Walton II, along with Siembieda and many others.
  - 192-224 pages each volume – \$26.99 retail – [Cat. No. 896](#) (Volume One) and [Cat . No. 897](#) (Volume Two). In production. Release Date: Soon – i.e., as fast as we can kick these bad boys out!



**UPDATE: The Rifter® #82 – Ships October**

**The Rifter #82** is another great issue with source material for **Rifts®**, **Chaos Earth®**, **Nightbane®** and other game settings. My heartfelt thanks to those of you who submitted remembrances of Erick Wujcik. Readers will enjoy new insight into the life and work of the man. And there is a lot of Palladium history peppered in with these loving missives.

**UPDATE: Garden of the Gods™, a Palladium Fantasy® Sourcebook**

*Matthew Clements* has been hot writing his contribution to [Garden of the Gods](#). He is living in California these days, but will be in town soon



and we will be getting together for a day to brainstorm on this book and a few other projects. Good stuff is coming your way.

**UPDATE: Rifts® Chaos Earth® – Psychic Screams™  
Sourcebook**

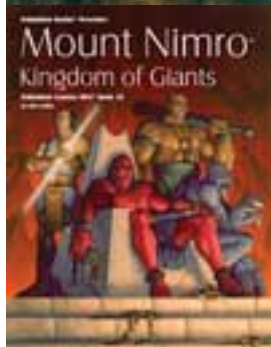
I authorized the cover sketch after speaking with the artist, newcomer *Anthony Moravian*.



## **UPDATE: Dead Reign®: In the Face of Death™ Sourcebook**

[This book](#) remains actively buzzing around inside my head wanting to get out. It is still planned for a fall release. There is a lot of creative energy flying around the office right now. Looking to use it to produce a lot of books.





**New on DriveThruRPG.com – *The Northern Hinterlands***

TM

– a Palladium Fantasy RPG

®

sourcebook

**New: [The Northern Hinterlands](#)™ (Fantasy)**  
includes 18 monsters, the Shadow Coast,  
Magic of the North (new cold and snow spells),  
15 magic artifacts plus Wizard Stones,  
barbarians and more.

**Recent PDF additions include [Eastern Territory](#)™  
(Fantasy)**

which explores key people, places and dangers  
of the Eastern Territory. Includes new races,  
creatures and the Disputed Lands that threaten  
war between the Wolfen and humans.

**[Mount Nimro](#)**

## **™ (Fantasy)**

, which has the fearsome  
*Kingdom of Giants*

and includes the Blade Priest, Life Force Wizard, Were-Shaman, Conjuror, Gigante Warlord, Gromek-Giant War, notable people, places and more.

## **[Baalgor Wastelands](#)**

## **™ (Fantasy)**

, a 216 page sourcebook with info on the Wastelands, 17 monstrous beings and creatures, notable places mapped and described, survival in harsh environments, and the many monstrous beings and creatures.

## **[The Western Empire](#)**

## **™ (Fantasy)**

, with 224 pages of key locations, notable people, Western society, city generation rules, The Slayer of Mountains, vampires, 20 new herbs/poisons, and adventure.

## **[Beyond the Supernatural™ RPG, 2nd Edition](#)**

:

The complete, revised core game, 14 character classes and 42 occupations for “ordinary people,” 100+ psychic abilities, 16 monsters, the Lazlo Agency, world setting and rules.

### **Nightbane® RPG**

, the core rules for this modern horror setting with elements of the monstrous, demonic and tormented superheroes (the Nightbane).

### **Nightbane® Survival Guide**

:

Everything to know about the Nightbane, their Morphus, Talents, magic, skills, contacts, new dangers, history, a complete adventure and more.

### **Nightbane® Between the Shadows™ Sourcebook**

, the Dreamstream™, the Astral Plane, the sinister Spook Squad, world info, and more.

### **Nightlands™ Nightbane® Sourcebook**

, secrets of the Nightlords™, the Nightlands, 41 wicked NPC villains, 12 monsters, 12 demons, and more.

### **Nightbane®: Through the Glass Darkly**

™ presents Fleshsculptor magic, the Mirrormage, Cybermage, the Shadowleague, dangerous brotherhoods, magic artifacts, 50 spells, 3 full adventures, adventure ideas;

[\*\*The Rifter® #77\*\*](#)

, and

**FREE Sneak Previews for**

[\*\*The Rifter® #80\*\*](#)

AND

[\*\*The Rifter® #81\*\*](#)

, and more.

- **Rifts®** is a genre-bending setting that combines science fiction, fantasy, horror, post-apocalypse survival, magic, and endless possibilities for adventure. Imagine a near perfect world of advanced technology 100 years in the future. Then imagine that world crashing

down overnight in an apocalyptic upheaval not seen since the formation of the planet. A Great Cataclysm caused by the explosive return of magic. Now fast forward 300 years into the future where magic, dragons, and mythic gods coexist with cyborgs, giant robots and super-science rediscovered from humanity's Golden Age as humans rise from a lengthy Dark Age. But they must contend with countless alien life forms, monsters, and supernatural horrors from beyond the Rifts.

- **Rifts® core titles** we would suggest: [Rifts® Ultimate Edition](#)

,

[Rifts® Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[D-Bees of North America](#)

TM,

[Rifts® World Book 11: Coalition War](#)



## Campaign

and

## Rifts® Sourcebook One

. Note: The

## Rifts® RPG, 1st Edition

and

## Rifts® Ultimate, 2nd Edition

are both available.

- **80+ Rifts® supplements**, most of them available as PDFs with more coming. Where to start? Wherever sounds fun.

- **Rifts® Dimension Books™**: Travel to alien worlds and dimensions via the Rifts for off-world adventure and intrigue.

- **Rifts® Chaos Earth® RPG** and sourcebook series (all). Live through the Great Cataclysm and the Coming of the Rifts.

## Rifts® Chaos Earth® RPG

,

## Creatures of Chaos

TM,

[Rise of Magic](#)

TM, and

[Chaos Earth® Resurrection](#)

TM are all available.

- FREE Sneak Previews for [Nightbane®](#)

[Dark Designs](#)

TM,

[Rifts® Secrets of the Atlanteans](#)

TM,

[Rifts® CS Heroes of Humanity](#)

, and many other previews as well as free and low cost items that we make available. All of it adds to the growing list of

**Rifts**

and other Palladium RPG game titles available as PDF books, cards and support. A new title should be added every week or two, so keep watching for them.

- [The Rifter® #1-77](#). Each issue is a wealth of source material and ideas for several game

lines, but most material can be easily adapted to ANY Palladium game world. Each issue a gem.

- [\*\*Splicers® RPG\*\*](#) is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *living body armor* and wield living, organic weapons and devices. Created in 2004 by writer and game designer Carmen Bellaire,

## **Splicers**

® was nominated for an *Inquest Gamer Magazine Fan Awards Game of the Year*

, and has since developed a rabid fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- [\*\*Splicers®: I Am Legion™ Adventure\*\*](#)

**Sourcebook** : 6 new Great Houses, 4 new Host Armors, 6 new War Mounts, 19 new Bio-Weapons, 15 new killer machines, new Bio-Enhancements, Amalgam creation tables, Legion and a series of adventures that build into a small campaign, and more.

- **Palladium Fantasy RPG®, 1st Edition Rules and sourcebooks** . A unique world of magic, monsters and heroes. Dozens of nonhuman player characters including Wolfen, Bearmen, Ogres, Orcs and more. 100,000 years of history.

- **Palladium Fantasy RPG®, 2nd Edition Rules and many sourcebooks** . The expanded world of high fantasy, magic, mystery and heroes of every variety. Includes the Mind Mage and psychic abilities, mages and spells, magic circles and symbols, men-at-arms, scoundrels and a wide range of inhuman player characters including Wolfen, Bearmen, Ogres, Orcs and many more. 100,000 years of history.

- **Heroes Unlimited™ RPG** first edition rule book and sourcebooks.

- **Heroes Unlimited™ RPG Second Edition** rule book and sourcebooks.  
Create any type of superhuman you can desire and bring comic book adventures to life.

- **Dead Reign® RPG (Zombie Apocalypse)**. The dead have risen. It is the battle for survival in the zombie apocalypse, but this setting is much more than your typical zombie game. Play ordinary people or special characters better equipped to survive and hunt zombies. Many unusual types of zombies.

- **Dead Reign® Sourcebooks: 6**  
sourcebooks from  
**Civilization Gone**  
™ to  
**Hell Followed**

™ (the latter features stats for 23 disasters, masked lunatics, 11 new zombies, 7 apocalyptic character classes, and more) are available.

- [\*\*Beyond the Supernatural™ RPG, 1st Edition Rules\*\*](#) . Supernatural horror in the modern world. Play ordinary people, psychics, paranormal investigators or for something different: Victim Characters!

- [\*\*Beyond the Supernatural™ RPG, 2nd Edition\*\*](#) : The complete, revised core game, 14 character classes and 42 occupations for “ordinary people,” 100+ psychic abilities, 16 monsters, the Lazlo Agency, world setting and rules.

- [\*\*Nightbane® RPG and sourcebooks\*\*](#). An RPG setting we call superhero horror. Dark conspiracy, a secret, demon invasion starting with world leaders and law enforcement, and it is spreading. The player characters are the Nightbane®, reluctant superhumans who must



turn into monsters themselves to unleash their powers and battle the evil that is clear only to them. A dark, sinister and challenging world of horror.

- [\*\*After the Bomb® RPG\*\*](#) and **sourcebooks**

Planet of the Apes meets the X-Men! Animal creations, powers and more. Create any type of intelligent mutant animal you can imagine as friend or foe.

- [\*\*Ninjas & Superspies™ RPG\*\*](#) and the [\*\*Mystic China™ sourcebook\*\*](#)

. James Bond meets Enter the Dragon. 41 types of martial arts, ninjas, and super-spies with gadgets, gizmos and advanced weapons.

- [\*\*The Mechanoid Invasion® Trilogy RPG\*\*](#) is a long time, cult favorite with a fatalistic world-view of humans vs aliens with superior technology.

- [\*\*The Palladium Weapon Series\*\*](#) of real world weapons, armor and castles throughout history. Designed for use with ANY game system.
  
- **200+ Palladium titles in all, plus G.M. kits, paper miniatures and more.**
- **Heroes Unlimited™ Paper Miniatures – Two sets are now available!**
- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now.** More are coming in the weeks ahead.
- [\*\*Rifts® Paper Miniatures: Men at Arms\*\*](#) – **\$2.99**
  
- [\*\*Rifts® Paper Miniatures: Coalition Dead Boys\*\*](#) – **\$2.99**
- [\*\*Rifts® Paper Miniatures: Adventurers\*\*](#) – **\$2.99**
  
- [\*\*Rifts® Paper Miniatures: Practitioners\*\*](#)

**of Magic** (new) – \$2.99

- **Rifts® Paper Miniatures: Extras** (new) – \$2.99

- And more to come in the weeks ahead.

***Charles Walton II Artwork, Toys and Collectibles “on sale”*** now in Kevin’s Online Toy & Collectibles eBay Store along with other good things

For the first time ever, **Charles “Chuck” Walton** has decided to offer a dozen or two dozen pieces of original artwork via [my online store](#)

.

*All money goes to the artist.*

Includes original art from

**Rifts® Sovietski, Secrets of the Atlanteans, Rifts® Chaos Earth® Resurrection**

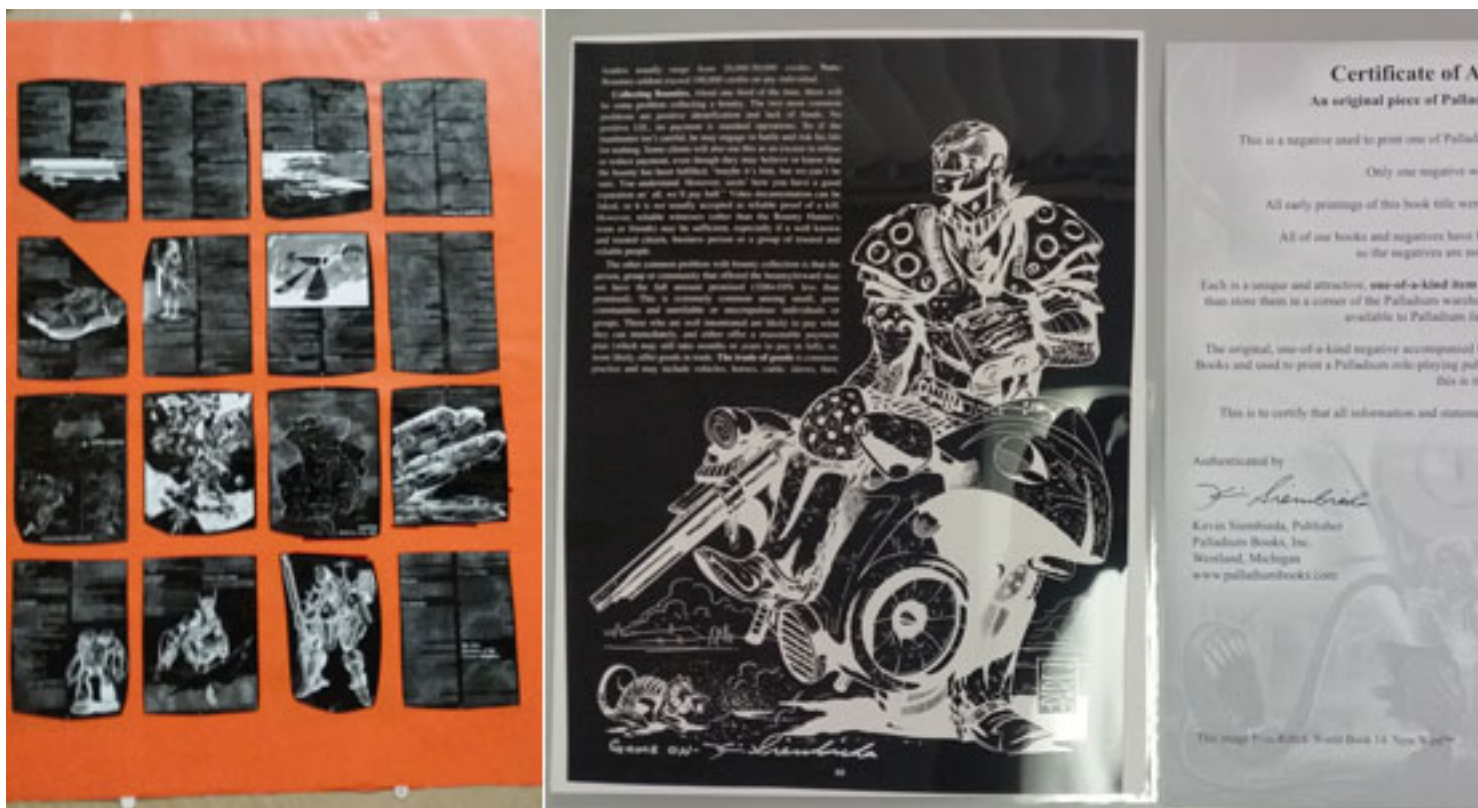
and others. This is a fun and unique opportunity to get some of Chuck's art other than having to attend one of the few conventions where Chuck is a guest. He sold a good number at Gen Con and was wondering how he might make his art more available to people. I suggested trying my online store. Most prices range from \$50-150, with a few more expensive pieces. Artwork make a great gift for the hard to surprise gamer. Enjoy. Chuck says thanks.

## **Other one-of-a-kind original artwork**

available by

*me (Kevin Siembieda), Kevin Long, Mark Evans* (money goes to the artist), as well as prints, limited edition hardcovers, proofreader copies, out of print items, Star Wars toys, Marvel toys

and many other toys and collectibles from my personal collection. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Hundreds of items. Take a look every weekend for new additions.



## **Available now: One-of-a-kind book**

**negatives.** Negatives were very popular items at the Palladium Open House and people went crazy over them at Gen Con – including actor *Joe Manganiello*

who scooped up a pile of TMNT negatives, while Palladium's own

*Mark Oberle, Carmen Bellaire, Brandon Aten* and a whole lot of Palladium gamers went for negatives from Rifts® New West, Lone Star and Free Quebec. Fun.

Negatives are unique and attractive, one-of-a-kind (on rare occasions two-of-a-kind if a page was replaced or a second edition was made) works of art that resemble *woodcut art* and are very dynamic conversation pieces. Before digital printing, pages of a book were laid out by hand on a board, and each page was photographed. The *plastic film negatives*



were then “ganged” on a massive sheet of Mylar 16 pages per big sheet, and the printing plates were made from the negatives – everything white, printing black.

When our printer, *McNaughton and Gunn*, went completely digital, they asked if Palladium Books wanted the negs, otherwise they would be destroyed. Regrettably, I let a few dozen be destroyed, but the negatives of many books were sent to Palladium. They have sat in our warehouse for years until I started to offer them for sale. I have also started signing the negatives in silver and each comes with a *Certificate of Authenticity*

. Each negative comes on a white board inside a plastic magazine bag and looks fabulous framed! Fits in an 8x10 inch matt opening in a frame (each neg is roughly 8½ x 11 inches).

<http://stores.ebay.com/kevinstoys-artandcollectibles>

## Closing Thoughts

The Alliance Trade Show went well and our distributors are excited about the spate of new books we are gearing up to unleash ( [Rifts®](#)

[Bestiary Volume One](#)

, [The Rifter® #82](#),

[Rifts® Bestiary Volume Two](#)

and

[Dead Reign®: In the Face of Death](#)

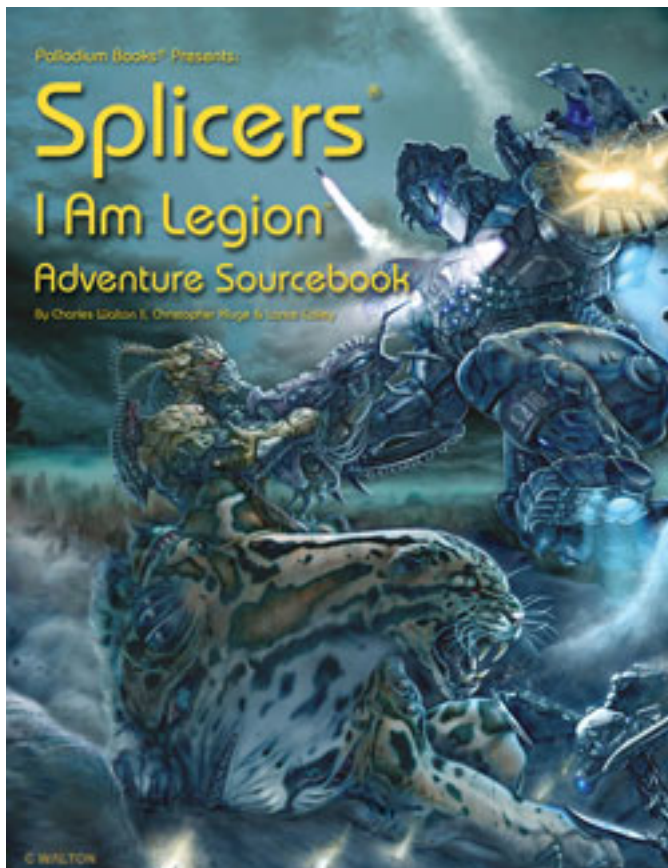
™). I hope you enjoy

[the Art Sale](#)

with RUE and a few other books tossed in for good measure. Gotta get back to work. Have a great weekend.

– *Kevin Siembieda, Game Designer, Writer,*

## Artist



**New! Splicers® Sourcebook: I Am Legion™ Adventure –**

## available now

This big, 256 page adventure sourcebook for **Splicers®** is jam-packed with new Host Armors, War Mounts, Bio-Enhancements and a sweeping six part adventure, plus many additional adventure ideas, non-player characters, monsters and more. It introduces the new, megalomaniacal Machine personality known as Legion and her horde of nightmarish robots.

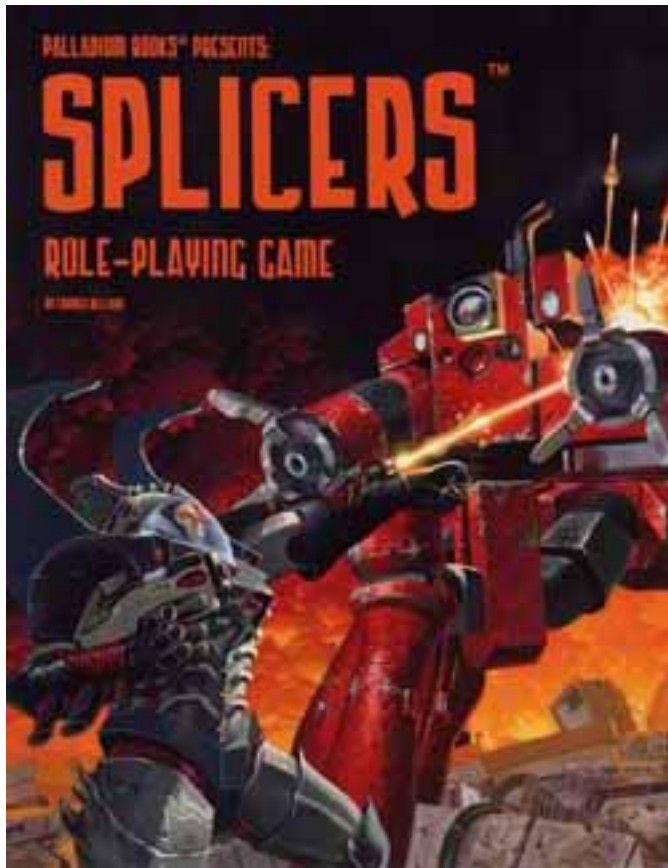
- **6 new Great Houses.**
- **4 new Host Armors.**
- **6 new Splicers War Mounts, plus monsters.**

- **7 new Bio-Enhancements and augmentation.**
- **19 new Bio-Weapons, including the Hive Sword, Bug Bombs and more.**
- **15 new machines – robots and amalgams of the murderous Legion.**
- **The Factory Walker – the single largest robot on the planet.**
- **Amalgam creation tables, new alien predators, many NPCs and more.**
- **Legion: A new and psychotic personality of N.E.X.U.S., stated and described.**
- **All built into a sprawling and epic multi-part adventure!**
- **Written by Chuck Walton II,**

## **Christopher Kluge, Lance Colley and others.**

**- Cover and interior art by Charles Walton II.**

**- 256 pages – [Cat. No. 201](#) –  
\$26.99 retail – available now.**



## **Splicers® RPG – Available now**

**Splicers®** is a dark world of the future where a nano-plague has made touching metal deadly, and humans are forced to use genetically engineered, living weapons and organic war

machines to battle N.E.X.U.S., an insane Artificial Intelligence and her legion of robots and genetic abominations and amalgams.

This is the core rule book to get your Splicers campaign started. A complete role-playing game. Compatible with Rifts® and other Mega-Damage® settings.

**- The Machine, her 7 personalities, and 19 robots, like the Necrobots, Necroborgs,**



**Assault Slayers, Steel Troopers and many others.**

- **The Human Resistance and their living organic weapons and technology.**

- **Super-powerful Host Armor, War Mounts and Bio-Weapons.**

- **10 O.C.C.s like the Archangel, Dreadguard, Packmaster and others.**

- **All built into a sprawling, multi-part adventure!**

- **Written by Carmen Bellaire.**

- **224 pages – [Cat. No. 200](#) – \$23.95 retail – available now.**



## **NEW! The Rifter® #80 –**

## Available now

The **Rifter**® is all about new ideas, pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure! Role-playing games (and **The Rifter**®) are all about expressions of *your* imagination. Of making ideas, characters and stories come to life. There is no one way to look at things. Open your mind to the infinite possibilities.

This issue of **The Rifter®** presents new settings and people, monsters, villains, heroes, and the bizarre to expand your worlds of adventure. The creatures, villains, magic, weapons, powers and gear for one game world can be easily imported into almost any other world setting. Adventures for one setting can also be adapted to completely other worlds with some easy and obvious modifications. Unleash your imagination. Use **The Rifter®** to fuel your own campaigns. Game

Masters, surprise your players with a creature or villain they never see coming because it is adapted from material for another game setting. Or give your players optional characters to play or special abilities or gear from the pages of The Rifter®. Most of all, have fun.

## **Rifter® #80 Highlights:**

**- Palladium Fantasy RPG® –  
Wayfarers™ by Julius  
Rosenstein & Kevin Siembieda.**  
Rogues who travel the world in  
caravans, robbing, beguiling and  
trading with everyone from the

monster races to humans. They arrive with entertainers, *Seers, Psi-Healers*, exotic trade goods, rumors and news. They also bring thieves, con artists and vagabonds, all happy to rob people blind. You will never think of thieves the same way after you read the *Swapper's Code, the Wayfarer Thief* and *Wizard-Thief*. 7 Wayfarer O.C.C.s to add spice to your adventurer group and can be encountered *anywhere*

as NPC villains. “Official” source material.

- **Splicers® – House of the Red Sands™ by Kris Tipping & Charles Walton II.** An epic desert setting and new Splicer House and their unique, new Host Armors, War Mounts, Desert Rose, bio-engineered ants, other creations and plenty of adventure ideas. “Official” source material.

- **Heroes Unlimited™ – Masters Unlimited™, by Paul Herbert.** An insidious, new villainous organization, notable

super-villains and adventure ideas galore.

- **Rifts® Chaos Earth® – Nebraska by Daniel Frederick, Megan Timperley & Kevin Siembieda.** The chaos of the Great Cataclysm is different around the globe. This source material examines the events and survivors of Nebraska, and monsters such as the *Ash Worm, Undead Fossils, Demon Hoppers* and *the Whispering Field*. Part One. “Official” source material.



- **News, coming attractions,  
product descriptions and more.**

- **112 pages – \$14.99 retail – [C](#)  
[at. No. 180](#)**

**. Available now.**

**[Free Sneak Preview](#)**

**available on [DriveThruRPG.com](http://DriveThruRPG.com).**



## **NEW! The Rifter® #81 – Available now**

**The Rifter® #81** is at the printer and ships July 30, 2018. This issue is all about the gaming experience, mystery, new character classes, adventure, strange people, exotic

lands, monsters, and battling the forces of evil. A fun read with material for players and Game Masters alike.

**Every issue of The Rifter® is an *idea factory***

for players and Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready to go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. And

the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to

*any*

Palladium setting. Every issue has material for

**Rifts®**

and usually 2-3 other Palladium game lines. The focus of this issue is

**Palladium Fantasy®**, **Heroes**

**Unlimited™**, **Rifts® Chaos**

**Earth®**

, and RPG advice. Don't forget, unofficial material can be easily

adapted for use in ANY Palladium game setting.

## **Rifter® #81 Highlights:**

**- Rifts® Chaos Earth® – Nebraska Part 2 by Siembieda, Frederick, and Timperley.**

Four new Chaos Earth character classes: the Ash Fallen (raiders), Lost Skeletons Militia, National Guard, and Prepper/Survivalists, plus a new D-Bee, the Lohran River People, Uncontrolled Psychic Powers Table, and adventure ideas. “Official” source material.

**- Heroes Unlimited™ source material by Matt Reed.** A sweeping and epic look at the expanded Super Sleuth power category. New and expanded abilities, specialized gear, different types of Super Sleuths, sample characters, and more. Reading it will make you want to roll up a character and start unraveling mysteries and solving crimes.

**- Palladium Fantasy RPG® – Gnomes by Hendrik Härterich.**

Learn about the Gnomes of Ophid's Grasslands, their fighters, their

land-ships, their secrets, their homesteads, why they enjoy adventuring and how such small beings pack a big punch.

**- Palladium Fantasy RPG® adventure by Kevin Siembieda.**  
An entire village in the Disputed Lands have gone missing. Rumors of Werewolves and Wolfen Vampires abound. Your team of adventurers have taken up the challenge to find the missing people and put a stop to the evil that has invaded these woodlands. A fully-fleshed out adventure, with 25 characters. Includes 12

pre-generated heroes and 13 villains. “Official” source material.

**- Rifts® and all Game Settings – Game Master and Player Tips by Greg Diaczyk and Kevin Siembieda.**

A fun and insightful article on how to determine player styles, accommodating players, and setting up games from low to high level.

**- News, coming attractions, product descriptions and more.**

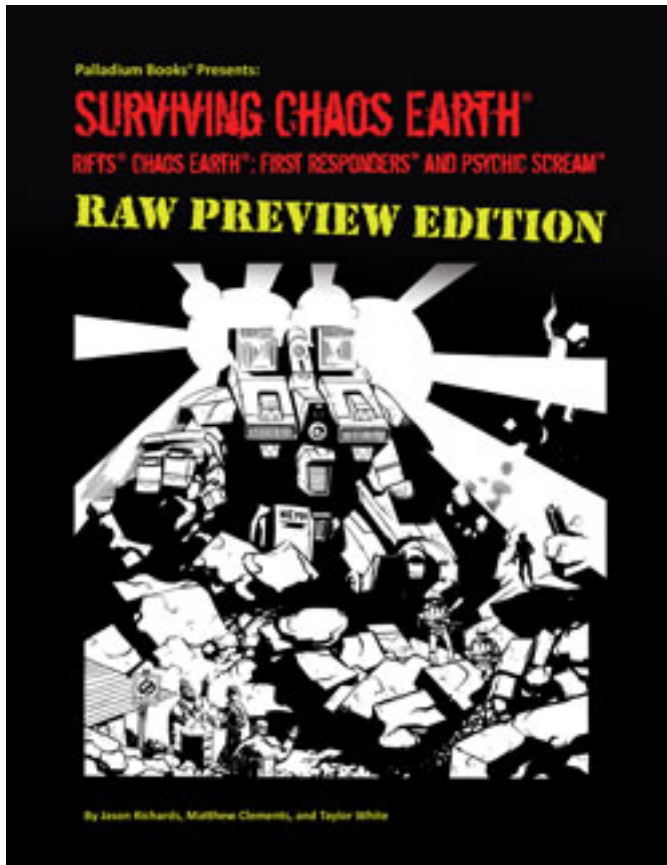
**- 112 pages – \$14.99 retail – [C](#)  
[at. No. 181](#)**



**. Available now.**

**[Free Sneak Preview](#)**

**available on DriveThruRPG.com.**



**Surviving Chaos Earth® Raw Preview Limited Edition – fewer than 40 copies available**

You can still get the **Surviving Chaos Earth® Raw Preview**

**Limited Edition – limited to  
150 copies –**

while supplies last. Fewer than  
40 copies remain available.

Sold on a first come, first  
served basis.

This is a limited edition Raw  
Preview of the unedited,  
unillustrated, final working  
manuscripts for the next TWO  
**Chaos Earth® sourcebooks:  
First Responders**

™ and

## **Psychic Scream**

™. It enables you to see the unfinished books months before the final titles are released. A rare look at the *raw, unedited, unfinished manuscripts* before publication. Limited to a total of 150 copies.

**The Surviving Chaos Earth®  
Raw Edition** contains

background information on the early days immediately following the advent of the Great Cataclysm, new O.C.C.s, new weapons and gear, lifesaving medical robots and equipment, new D-Bees, new monsters, Apocalypse Plagues, and adventures. The Psychic Scream section of this Raw Preview Edition includes Psychic Super-Soldiers, Cleansers, Lifegivers, Listeners, Old Souls, Psychonauts, Faith Healers,

the Lazlo Society, monsters and much more!

- **Presents two upcoming sourcebooks: Chaos Earth® First Responders™ and Psychic Scream™.**

- **Limited collector's edition – only 150 copies made!**

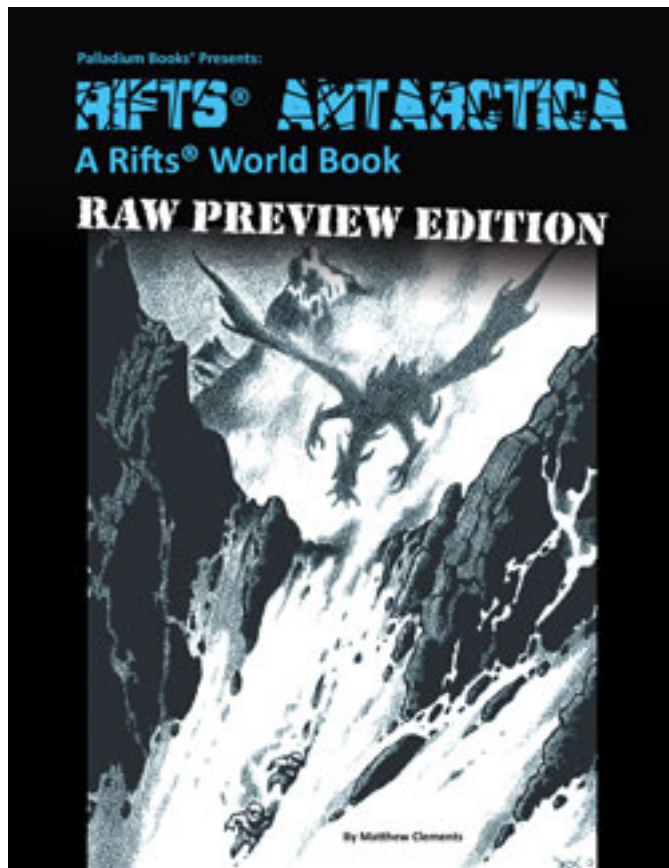
- **Sold on a first come, first served basis, while supplies last.**

- **A rare glimpse at the**

**virgin manuscripts and  
works in progress.**

**- By Jason Richards,  
Matthew Clements, Daniel  
Frederick and Taylor White.**

**- 160 pages – Limited  
Edition – \$24.99 – [Cat.](#)  
[No. 665-RAW](#)  
– Available now.**





**Rifts® Antarctica™ Raw  
Preview Limited Edition –  
fewer than 40 copies  
available**

**You can still get the Rifts®  
Antarctica Raw Preview  
Limited Edition – limited  
to 150 copies  
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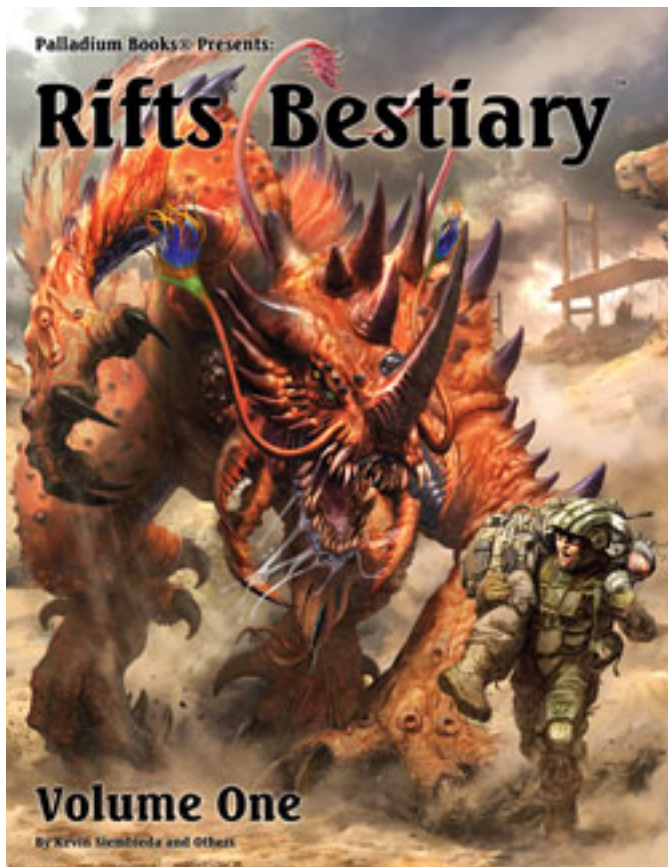
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# UPDATE: Rifts



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trouble.

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middle of  
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weapons offer  
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could be the  
doom of  
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material that

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described.**

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**Techno-Wizard  
weapons and  
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**- Experiment  
al**

**Techno-Wizard  
items that call  
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