

By Kevin Siembieda

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

This has been a wildly creative week. I did some writing on the [Rifts® Bestiary](#), some work on [Garden of the Gods](#) (a

Palladium Fantasy RPG® sourcebook), a little on a

Heroes Unlimited

project, and even a little writing on

Beyond the Supernatural.

It is a bit unusual for me to work on four different books as I prefer to sit down and work on one, sometimes two, books at a time. But the ideas and inspiration have been coming from all directions and I went where the energy took me. It's fun and exciting when you are hot writing, and I've been on fire. I just wish I could divide myself into four people to work on the four books all at once. I'm back to work on the Bestiary books and jotting down ideas as they come along.

Our thanks to everyone who made the two *Rifts® Bundles of Holding* a success, with 10% of every sale going to the *National Center for Missing and Exploited Children*

People are enjoying the opportunity to get original artwork by Charles Walton II. There is a nice selection available in [my ebay store](#). All proceeds go to the artist. Folks are also enjoying picking up one-of-a-kind Rifts® and TMNT® negatives from old books. More details below or at <http://stores.ebay.com/kevinstoys-artandcollectibles>

. Alex and I will be posting new negatives from time to time. Otherwise, I'm just happy to give Chuck a place to sell some of his fabulous original artwork.

Speaking of art, we are expanding the number of art prints available in the Palladium store. Four new classic covers we thought people might enjoy. I feel like there is more to talk about, but we are so immersed in getting books finished and in your hands that I can't think of anything other than getting back to writing. Read on for more news and updates.

New Rifts® Savage Worlds books for 2019

Did I mention we have been approving art, text and ideas for new **Rifts® Savage Worlds**

sourcebooks? Well, we have, and they are looking good.

New artists

You will be seeing some new faces with a small number of new artists appearing in the pages of Palladium sourcebooks in the months ahead. Along with our many regulars, of course. Some new writers, too. Especially as we gear up for the many book releases we want to put into your hands.





Four new prints – Available now

These four classic Rifts® covers debuted at Gen Con and are available now. Three are offered for the first time ever. The Chaos Earth® cover has never been offered in the smaller, 8½ x 11 inch size. All are in vivid color. \$10.00 each and suitable for framing. Sized to fit perfectly in an 8x10 inch matt.

- [Robot Legion – original Rifts® Sourcebook One cover](#) . Art by Kevin Long. **Cat. No.:** PR822.
Total Size: 8½ x 11 inches.
Image Area: 8x10 inches, perfect for framing or matting.
Retail: \$10.00 and available only from Palladium Books.

- [Crimes Against the Coalition – Rifts® Mercenaries sourcebook cover](#) . Art by Kevin Long. **Cat. No.:** PR823.
Total Size: 8½ x 11 inches.
Image Area: 8x10 inches, perfect for framing or matting.
Retail: \$10.00 and available only from Palladium Books.

- [Stand Strong – Rifts® Chaos Earth® Glitter Boy cover](#) . Art by Scott Johnson. **Cat.**

No.:

PR820.

Total Size:

8½ x 11 inches.

Image Area:

8x10 inches, perfect for framing or matting.

Retail:

\$10.00 and available only from Palladium Books.

- [Traveling the Rifts® – Rifts® Ultimate cover](#) . Art by Scott Johnson. **Cat.**

No.:

PR821.

Total Size:

8½ x 11 inches.

Image Area:

8x10 inches, perfect for framing or matting.

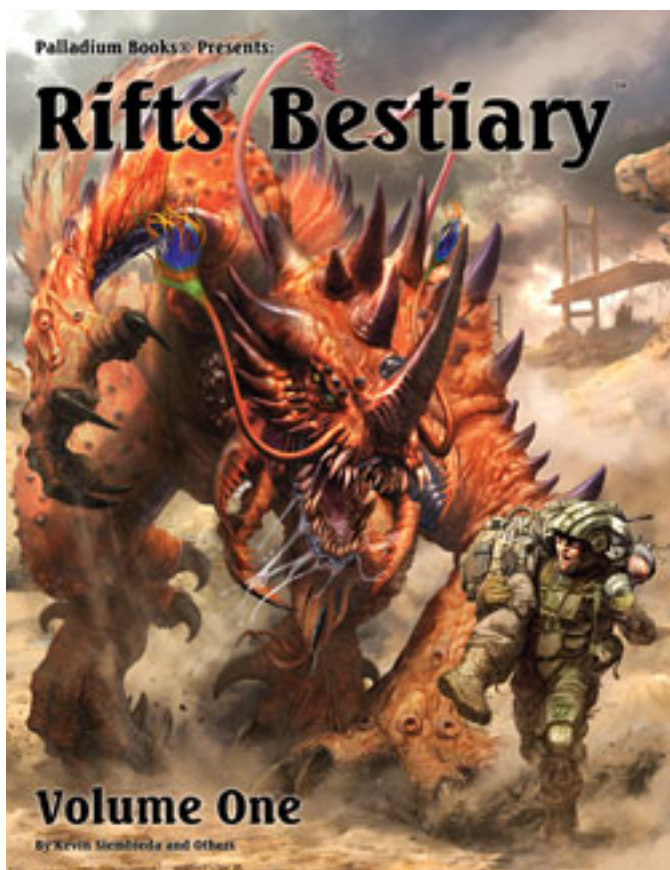
Retail:

\$10.00 and available only from Palladium Books.



UPDATE: The Rifter® #82 – Erick Wujcik remembered

The remembrances of Erick have been coming in at a nice pace and range from funny to touching. I think you'll enjoy them and all the little insights to Palladium history. Of course, **The Rifter® #82** will have a bunch o' good source material too. Including some darn good stuff for **Rifts®**, **Chaos Earth®**, **Nightbane®** and other game settings.



UPDATE: Rifts® Bestiary, Volume One and Volume Two

Chuck has been drawing away while I work on the writing of new monsters and updating of known creatures. It is all good stuff. [The Rifts® Bestiary Volume One](#) is tentatively slated for an end of September release.

[Volume Two](#)

end of October or 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. A little something for everyone. A few fun surprises, too. The two Bestiary books are developing into something truly fun

and special.

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 all 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. In addition to a growing number of brand new critters and monsters by

Kevin Siembieda, Chuck Walton, Carl Gleba, Greg Diaczyk and others! All adding 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. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.

- Updated descriptions and information where applicable.

- Updated and uniform stat blocks.

- A good number of brand new creatures are being added too.

- 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: Summer – i.e., as fast as we can kick these bad boys out!

UPDATE: Garden of the Gods

Just wanted to let you know that I spent some time on this book when ideas came out of nowhere and invaded my head. Good stuff you are going to enjoy.

UPDATE: Dead Reign® In the Face of Death Sourcebook

This book is on my mind and planned for release this fall. 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 Baalgor Wastelands* sourcebook for the Palladium Fantasy RPG®

New: The 216 page [Baalgor Wastelands](#) sourcebook presents info about the region, 17 monstrous beings and creatures, notable places mapped and described, survival in harsh environments, and the many monstrous beings and creatures.

Recent PDF additions include [The Western Empire](#), a 224 page sourcebook for the Palladium Fantasy RPG® that maps and describes key locations, notable people, Western society, city generation rules, The Slayer of Mountains, vampires, 20 new herbs/poisons, adventures and more.

[**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**](#)

™,

[**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](#)

™,

[Rise of Magic](#)

™, and

[Chaos Earth® Resurrection](#)

™ are all available.

- FREE Sneak Previews for [Nightbane® Dark Designs](#)™, [Rifts®](#)

[Secrets of the Atlanteans](#)

™,

[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 Hell Followed**](#)™ to

™ (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 now available 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.

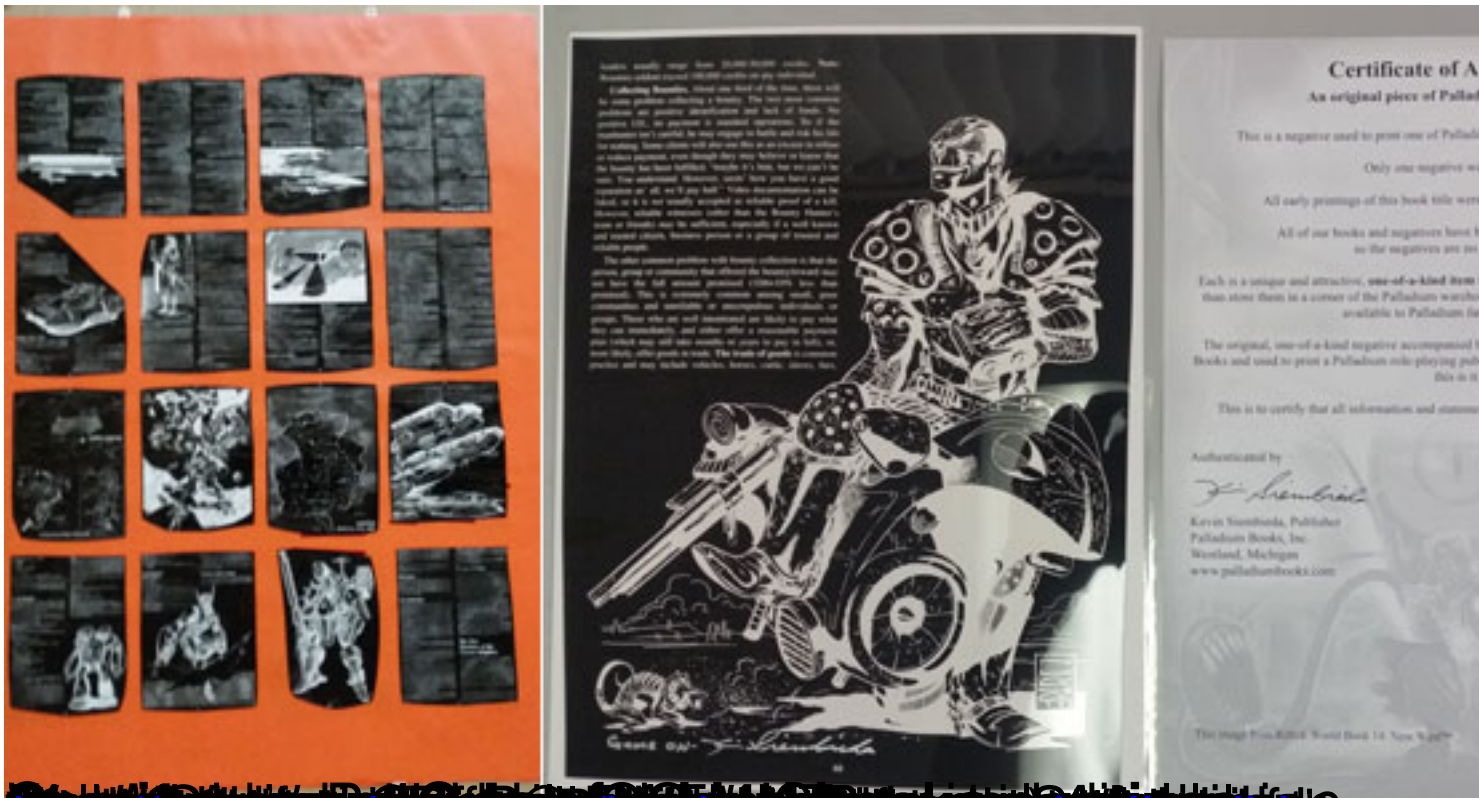
Includes original art from

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.



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

Closing Thoughts

Working away to bring you new book releases starting with the Rifts® Bestiary titles and followed by much, much more. Some are things you are expecting and will be happy to see, others – even some of the things you are expecting – may surprise you, as we are pushing the envelope and looking to wow you. I'd better get back to it.

– *Kevin Siembieda, Game Designer, Writer, Artist*

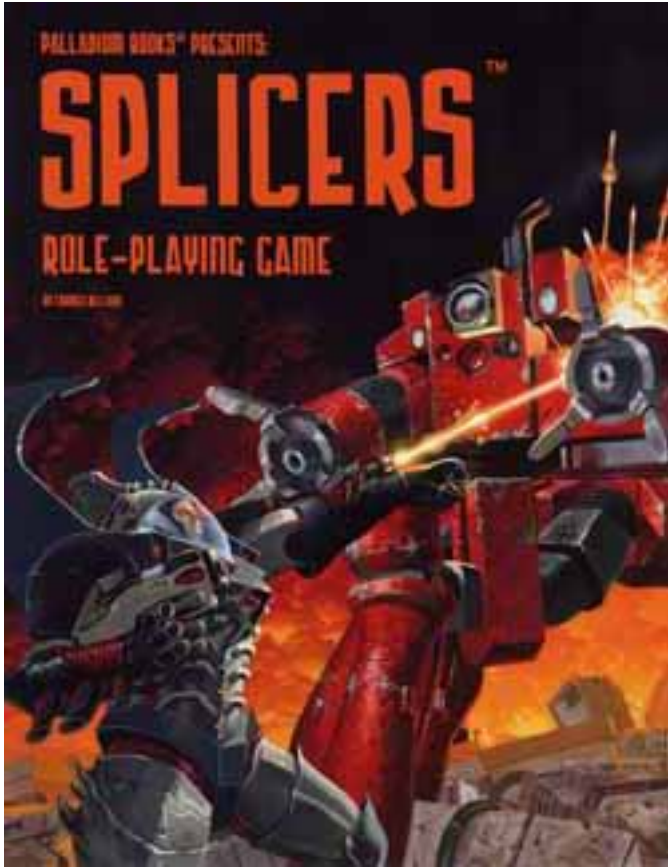


New! Splicers® Sourcebook: I Am Legion™ Adventure – available now

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 – [Cat](#)
[. No. 180](#)**

. **Available now.**

[Free Sneak Preview](#)

available on 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.

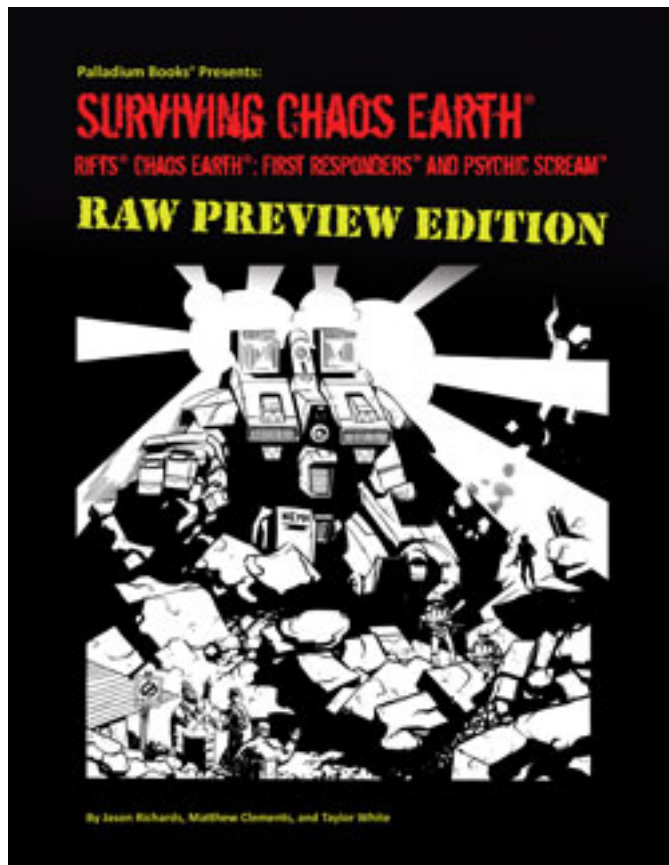
**- News, coming attractions,
product descriptions and more.**

**- 112 pages – \$14.99 retail – [Cat](#)
[. 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.

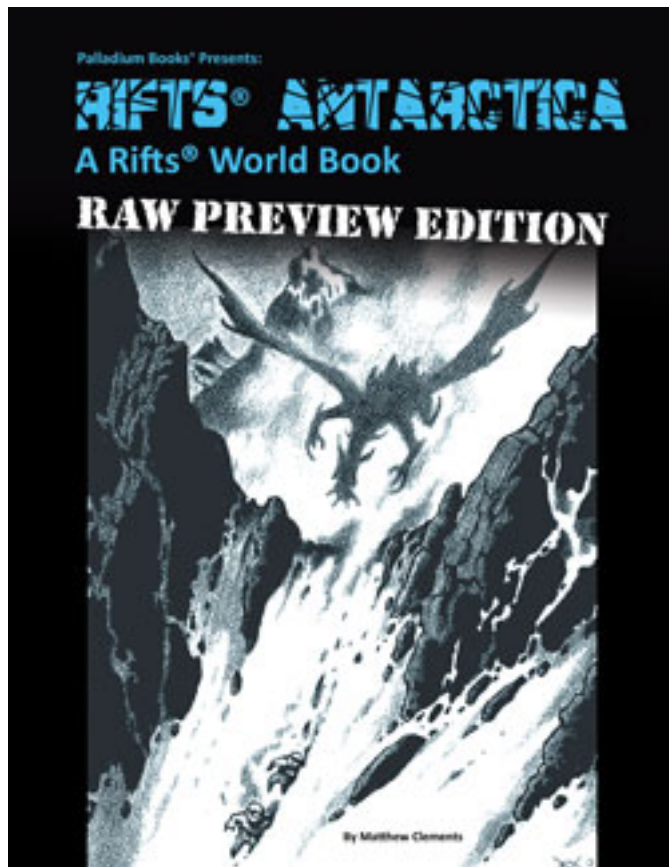
The Surviving Chaos Earth® Raw Edition contains background information on the early days immediately following the advent of the Great Cataclysm, new O.C.C.s, new weapons and gear, lifesaving medical robots and equipment, new D-Bees, new monsters, Apocalypse Plagues, and adventures. The Psychic Scream 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

– 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 manuscript for the upcoming

Rifts® Antarctica World Book

. It enables you to see the unfinished book months before the final title is released. A rare look at the *raw, unedited, unfinished manuscript* before publication. Limited to a total of 150 copies.

Contains information about **Ri**

fts® Antarctica

and its many mysteries and secrets. Includes the Ice Witch, Icecraft, Ice Magic, the War of the Elementals, possessed volcanoes, ghost camps, the Krellik threat, Splugorth, aliens, demons, monsters, cold weather rules and more.

- 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 manuscript and a work in progress.

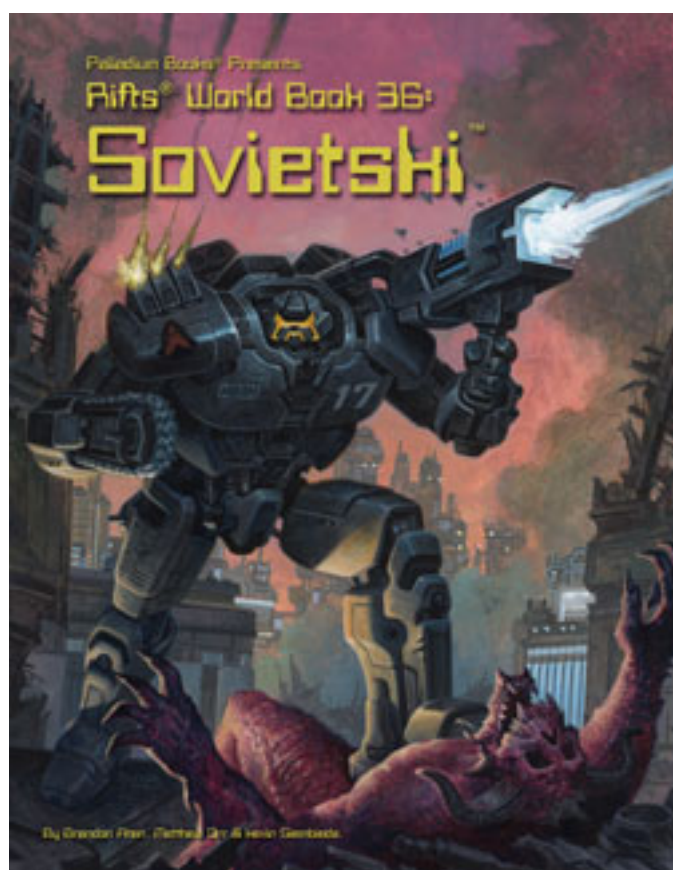
- By Matthew Clements.

- 128 pages – Limited

Edition – \$20.99 – [Cat.](#)

[No. 898-RAW](#)

– Available now while supplies last.



New! World Book 36: Rifts® Sovietski™ – Now Shipping!

Now shipping! And jam-packed with a wide array of source material. New cyborgs, new O.C.C.s, new skills, new D-Bees, new cyborgs and bionics, new weapons, new vehicles, underground

bunker tables, tons of
adventure ideas and a
whole lot of fun.

The Sovietski faces danger
from the high-tech but
savage and ruthless
Warlords of Russia, the
expanding Brodkil invasion
sponsored by *Mindwerks*
and the Angel of Death

, Werewolves in the north, Gargoyles spilling in from the west, and the coming of the Minion War.

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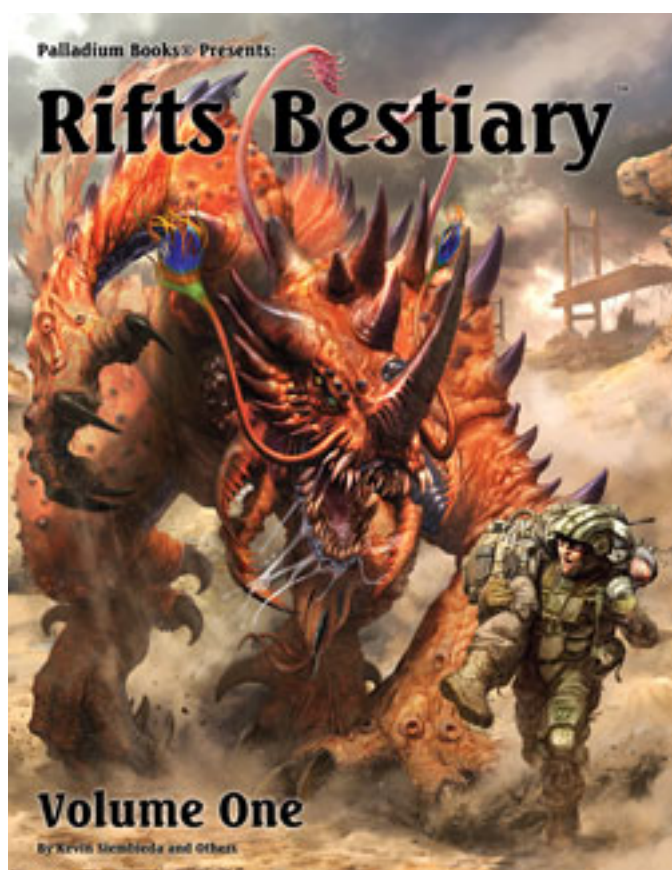
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