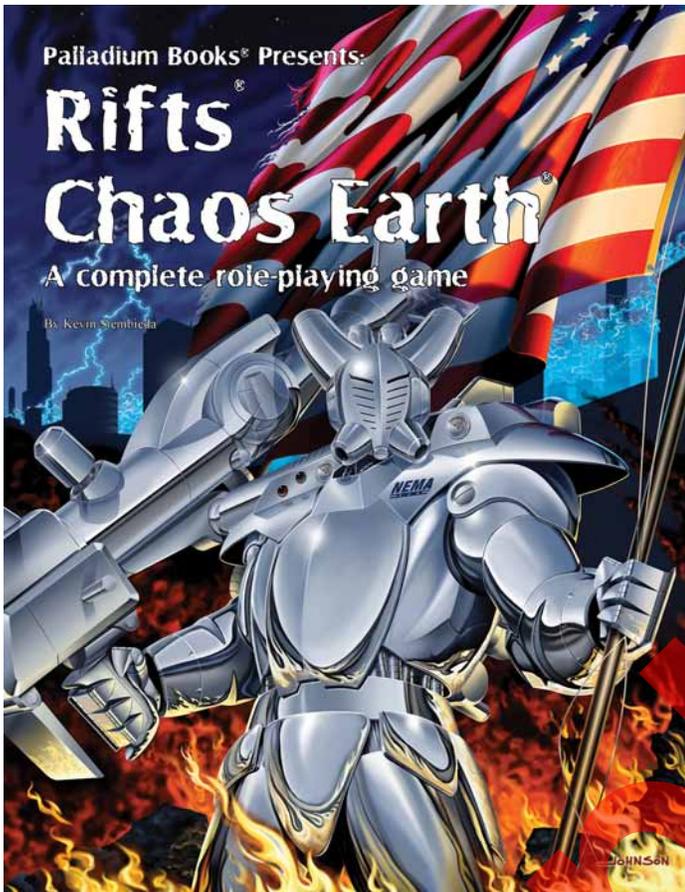


# Rifts® Chaos Earth® RPG



## Rifts® Chaos Earth® RPG

– Play the Great Cataclysm as it is happening

There have been many “post-apocalyptic” games, but Chaos Earth® is the apocalypse! Players go through the global and social carnage and mass destruction as the world of a near perfect, future Earth is torn apart and remade. Transformed into a world of magic, monsters and madness that, after a 200 year Dark Age, will become Rifts Earth, but even that is in the future.

Rifts® Chaos Earth® is a complete setting and time-line in and of itself and takes place 300 years before the current Rifts® setting with the Coalition States. Thus, Chaos Earth® is truly unique and different, with new O.C.C.s, heroes, villains, magic and concepts.

- Overview and history of the Great Cataclysm.
- Introduction of NEMA – the Northern Eagle Military Alliance – heroes who struggle to save lives and bring peace to the chaos.
- 11 different character classes.
- NEMA power armor, robots, weapons, and equipment.
- Powerful life and death adventures.
- A Mega-Damage setting role-playing game.
- Complete stand-alone RPG with skills, weapons, rules and guidelines for using other Palladium settings.
- \$20.95 – 160 pages. Cat. No. 660 – ISBN 1-57457-084-6.

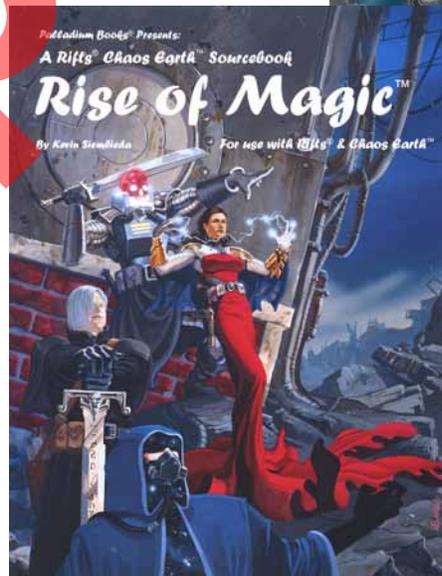
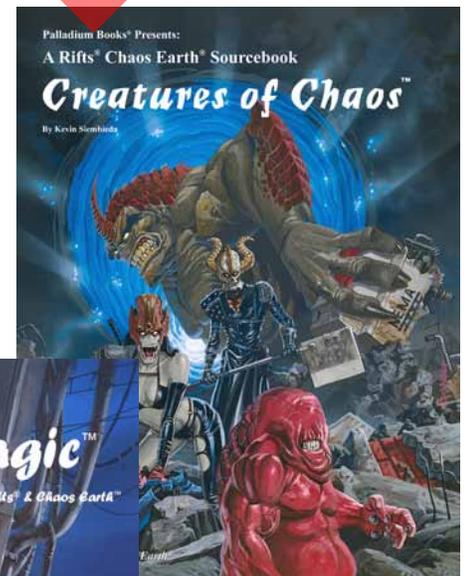
## Rifts® Chaos Earth® Sourcebook One:

### Creatures of Chaos™

The surface of the planet has been devastated by storms, earthquakes, tidal waves and the return of magic. Only pockets of civilization have survived.

Then come the Demon Plagues.

- 20+ demons and monsters specific to the Apocalyptic setting.
- Information on Chaos Storms and Ley Lines.
- The Demon Plagues and “Blue Zones”, the Rifts of Chaos Earth®.
- Day Demons and Night Demons and their strengths and weaknesses.
- More on NEMA and how they respond to the Demon Plagues.
- Written by Kevin Siembieda.
- \$12.95 – 64 pages. Cat. No. 661 – ISBN 1-57457-092-7.

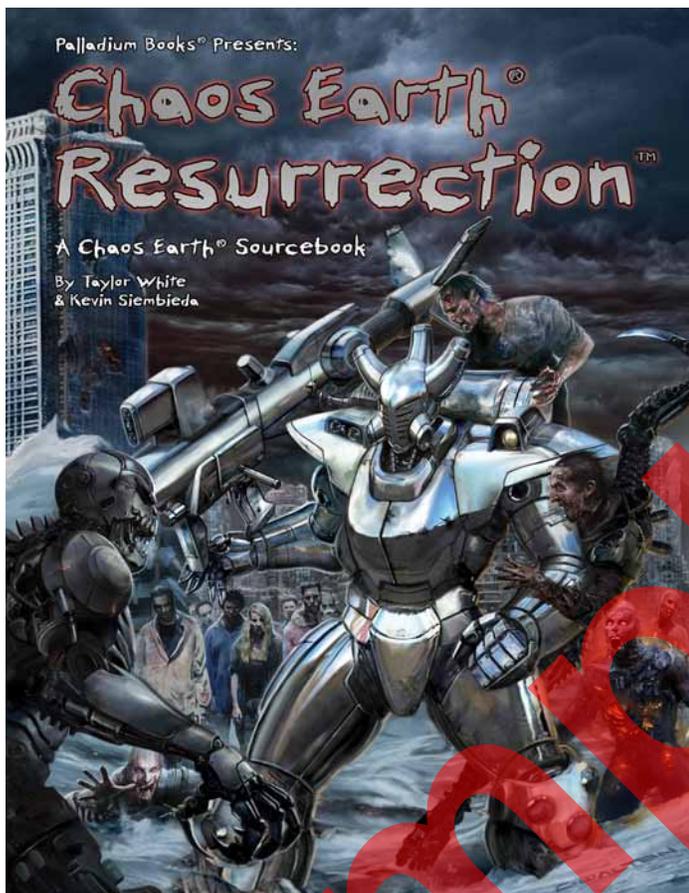


## Rifts® Chaos Earth® Sourcebook Two:

### Rise of Magic™

The return of magic has empowered humans with strange and wondrous powers, unlike anything quite yet seen (and different from most conventional types of magic). This only complicates things for Earth’s defenders as the line of distinction between “good guys” and “bad guys” begins to blur.

- Chaos Magic, new magic specific to the Chaos Earth® setting.
- More than 100 unique Chaos Magic spells.
- New magic O.C.C.s like the Blue Zone Wizard and Chaos Wizard.
- New evil magic users like the Chaos Witch and Demon Caller.
- More on NEMA and the Demon Plagues.
- Written by Kevin Siembieda.
- \$12.95 – 64 pages. Cat. No. 662 – ISBN 1-57457-093-5.



## Rifts® Chaos Earth® Resurrection

As humanity reels from the Great Cataclysm, the first invasion from another world begins. But the invader's army is not a legion of hell-spawned demons, but something much more familiar, something thought to just be a myth: Zombies. The dead rise to attack the living, propelled by an alien energy directed by a malevolent mind. And it's not just animated corpses the player characters need to worry about.

- Do you hear the Transmission? If you do, it may drive you mad.
- Classic and new zombies like the Chaos Zombies, Scrap Zombies, Garbagemen, Headbangers, Living Dead Girls and much, much more. Some of the undead are lumbering armored & weaponized horrors, while others are scary fast – all are deadly.
- The Black Obelisk, a zombie factory, and dark magic.
- More monsters and plagues from beyond the Rifts.
- Setting background, adventure and random encounter table.
- Written by Taylor White and Kevin Siembieda..
- \$20.95 – 160 pages. Cat. No. 666 – ISBN 1-57457-206-7.

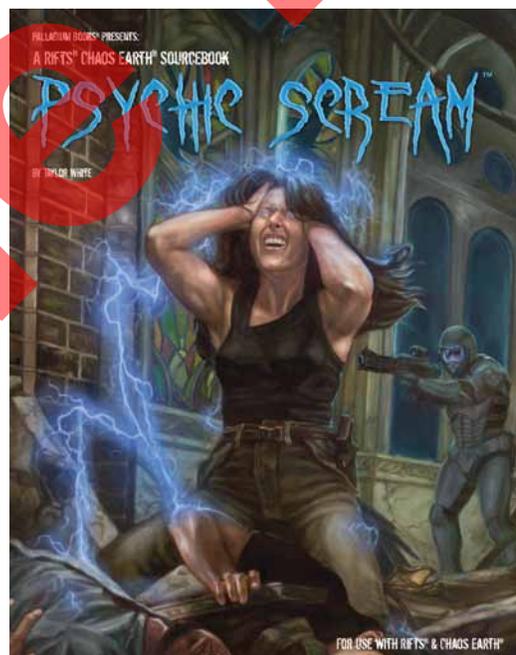
## COMING:

### Rifts® Chaos Earth® Sourcebook:

## First Responders

Data about the chaos and madness during the early days of the Great Cataclysm, and the brave men and women who try to stem the tide of destruction and save lives, the First Responders.

- Apocalypse Plagues: Strange diseases, symbiotes and mutations that transform, torment, harm and kill Earth's survivors.
- First Responder O.C.C.s, skills and special equipment.
- Civilian O.C.C.s, skills and orientation.
- Notable rescue vehicles, robot drones, and technology.
- New weapons, vehicles, mecha and more.
- Character modification and enhancement rules.
- Creatures from the Rifts and adventure ideas galore.
- Written by Jason Richards & Kevin Siembieda.
- \$17.99 – 96-128 pages. Cat. No. 665 – ISBN 1-57457-205-9.



### Rifts® Chaos Earth® Sourcebook:

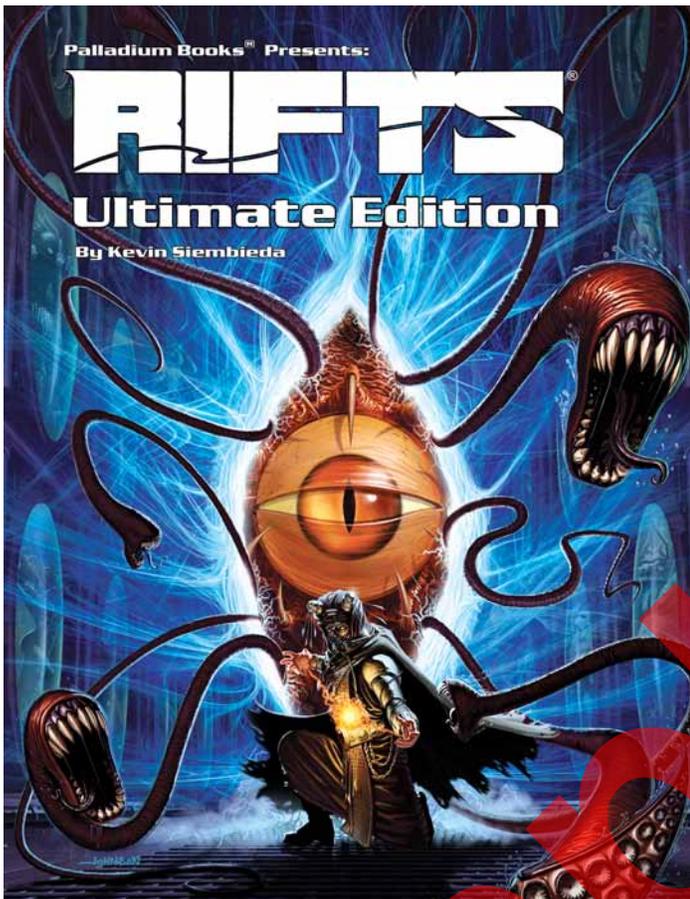
## Psychic Scream™

The manuscript is in and I recently approved the tightened and tweaked sketch for the cover by artist Anthony Moravian. I can't wait to do the final edits and additional writing for this book.

In the wake of the Coming of the Rifts, people begin to see ghosts and demons, battle monsters and manifest psychic abilities. The problem? Most people cannot control their newfound powers. Psionic abilities run amok, and people are driven to the brink of madness.

- Untamed psychic abilities.
- New psionic powers and O.C.C.s.
- Insanity and horror.
- Adventure ideas and more.
- Written by Taylor White.
- \$17.99 – 96-128 pages. Cat. No. 667 – ISBN 1-57457-115-X.

## Rifts® Core Books:



## Rifts® Ultimate Edition

Limited only by your imagination™

Rifts® Ultimate Edition is an updated, revised and expanded edition of the original core rules. It is packaged as a gorgeous hardcover edition with color cover, interior color pages, and nearly double the page count of the original edition. The rules are fundamentally unchanged and suitable for use with all Rifts® sourcebooks and supplements.

The concept behind Rifts® is simple and provocative . . .

Sometime in Earth's future, after a Golden Age of peace and technological advancement, the face of the planet is decimated by the return of magic and the Coming of the Rifts. Cities fall, civilization collapses, billions of people perish and portals to a thousand alien worlds open across the face of the planet.

The story of Rifts® picks up 300 years later. Humankind has, at last, crawled out of a 200 year long Dark Age to reassert itself in the world. Only this world – Rifts Earth – is as strange as any thousand alien worlds. Reshaped by dimensional energies, inhabited by alien beings and changed by magic from the Rifts, it is a place of contradiction and infinite possibilities.

The Rifts are tears in the very fabric of space and time. They are found along ley lines – natural lines of psychic energy. Where two or more ley lines intersect, a Rift may form (or be opened) to create a dimensional portal to virtually any place or time. Open-

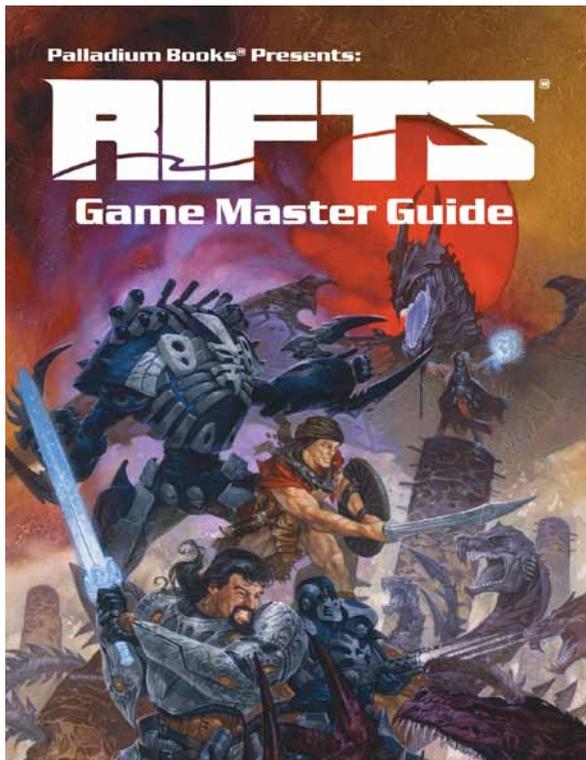
ing a Rift enables characters to travel from one end of the planet to the other in a heartbeat, and beyond, to an infinite number of alien worlds and dimensions. The problem is, hundreds, perhaps thousands, of alien, demonic, magical and superhuman beings have used the Rifts to cross into Earth. Supernatural beings who now reside alongside humans and often compete for dominance over the land and its people.

Beyond Rifts Earth is the infinite Megaverse® – worlds without end accessible through the dimensional Rifts!

Rifts® is a multi-genre role-playing game that captures elements of magic, horror, and the supernatural combined with super-science, high technology and the ordinary. The game spans countless dimensions, making anything and everything possible. Players are truly limited only by their imaginations!

Rifts® may be used as a stand alone role-playing game or combined with characters and elements from the entire Palladium Megaverse®.

- More than 30 unique Occupational and Racial Character Classes, including the Cyber-Knight, Combat Cyborg, Glitter Boy, Psi-Stalker, Dog Boys (mutant canines), Juicer, Crazies, Techno-Wizard, Ley Line Walker, Elemental Fusionist and many others.
- Supernatural and magical creatures, like dragons, are available as player characters, others are horrifying menaces from the Rifts.
- Bionics and cybernetics offer a vast range of mechanical augmentation. Meanwhile chemical enhancement (Juicers) and brain implants (Crazies) can turn a human into a superman, but not without tragic results.
- More than 80 different psychic powers, the source of the Burster, Mind Melter and Mystic's abilities.
- More than 150 different magic spells at the command of characters like the Ley Line Walker, Shifter, Elemental Fusionist, Rifter and Techno-Wizard (who combines magic and technology).
- Super-technology with Mega-Damage™ body armor, energy weapons, rail guns, power armor, robots, cyborgs and human augmentation.
- The Coalition States: humanity's salvation or its own worst nightmare?
- Techno-Wizard device construction rules.
- Rules for surviving M.D.C. damage.
- Over 250 skills for making unique player characters.
- Expanded, Rifts-specific Insanity Tables (100 phobias).
- How to get started and use the Rifts® time-line.
- Rifts® supplement reference guide.
- Rifts® Ultimate Edition provides more background, details, information, characters and artwork than ever before.
- Complete stand-alone RPG with psychic powers, magic spells, weapons, rules and guidelines for using other Palladium settings.
- Written and created by Kevin Siembieda.
- \$41.99 – 376 pages, 24 pages of color (75+ color illustrations).
- Cat. No. 800HC – ISBN 1-57457-150-8. Hotter than ever.



## Rifts® Game Master Guide

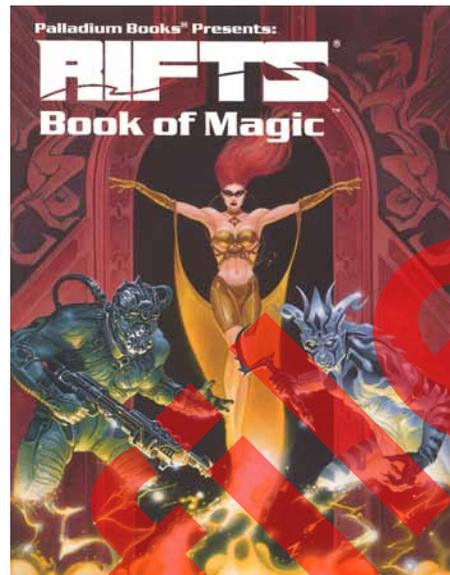
The ultimate Rifts® reference and sourcebook, it contains all the weapons, equipment, body armor, power armor, robots, vehicles, skills and psionics from Rifts® World Books 1-23, Sourcebooks 1-4, and Siege on Tolkeen 1-6, collected into one big reference. Plus, maps, lists and indexes of O.C.C.s, R.C.C.s, experience tables and more.

- 503 weapons, explosives, plus E-Clips & ammo notes.
- 300 skills listed and described.
- 290 pieces of equipment.
- 104 suits of body armor and 86 suits of power armor.
- 182 vehicles.
- 58 robots.
- Optional combat rules and examples of play.
- Index of O.C.C.s, R.C.C.s, P.C.C.s, and Monsters.
- Experience tables for hundreds of character classes.
- Designer notes, rules clarifications and reference notes.
- Game Master tips and hints for running Rifts®.
- Maps, adventure ideas, and a lexicon of terms.
- 352 pages of reference material galore.
- \$28.99 – 352 pages. Cat. No. 845 – ISBN 1-57457-067-6.

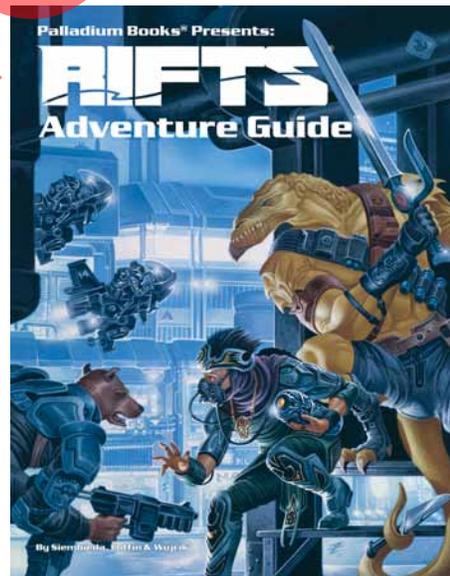
## Rifts® Book of Magic

This is it, the ultimate guide to magic for Rifts Earth. All the magic spells, magic tattoos, Techno-Wizard items, magic weapons, equipment, body armor, restraints, parasites, symbiotes, magic items, Bio-Borgs, automatons, Iron Juggernauts, and more from Rifts® World Books 1-23, Sourcebooks 1-4, and Siege on Tolkeen 1-6, collected into one big reference.

- 850+ spells of great variety.
- 370+ magic items, weapons and devices.
- Elemental Magic, Temporal Magic and Ley Line Magic.
- Cloud Magic, Necromancy, Whale Singer Spellsongs and Ocean Magic.



- Tattoo Magic, Nazca Line Magic, Nature Magic, and more.
- Magic Songs, Chants, Biomancy, Magic Herbs
- Techno-Wizard weapons and devices, Rune Weapons
- Magic herbs, plants, components and symbiotes.
- Shamanistic Magic, Fetishes, Talismans and more.
- Comprehensive index of Practitioners of Magic.
- \$28.99 – 352 pages. Cat. No. 848 – ISBN 1-57457-069-2.

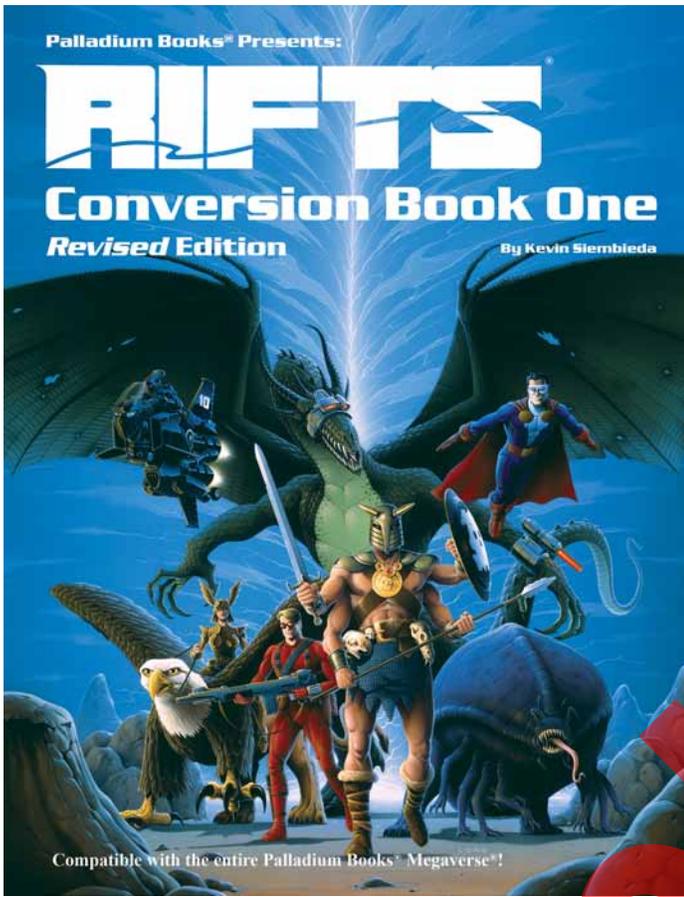


## Rifts® Adventure Guide

Great for new G.M.s, this is the ultimate beginner's reference for creating and running Rifts® adventures. Full of game suggestions, tips, information, world concepts and creation tables.

- More than 150 adventure ideas!
- Notes on campaign design, power gaming & tools for the G.M.
- Information on Rifts® Earth, the Coalition, and how to craft stories in the Rifts® setting.
- Tables for creating unique cities, towns, mercenary companies, organizations & traveling shows.
- Finding and building on ideas, and creating names.
- Tips on adventure design, running the game and more.
- \$24.95 – 192 pages. Cat. No. 849 – ISBN 1-57457-072-2.

# Rifts® Conversion Books:



## Rifts® Conversion Book One, Revised

The new, updated and expanded edition for adapting and bringing characters, weapons and powers into Rifts® or vice versa, as well as rules clarifications, optional tables, and ideas for adventure.

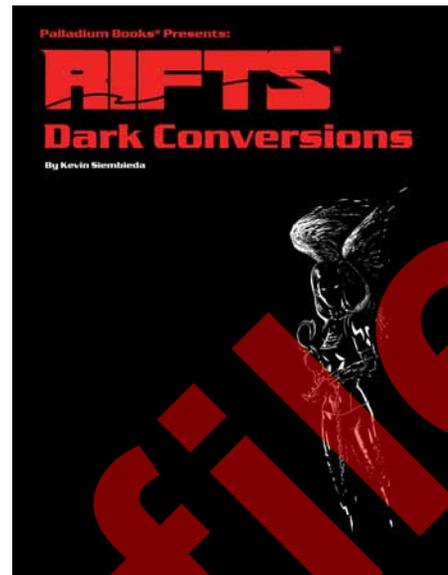
- Specific conversions for over 120 different characters.
- Rifts® stats for 75 monsters, giants, and humanoids.
- 40+ optional player races.
- Conversion rules for adapting characters from other Palladium game lines: Heroes Unlimited™, After the Bomb®, and Palladium Fantasy RPG®, and Ninjas & Superspies™.
- Written by Kevin Siembieda.
- \$24.95 – 192 pages. Cat. No. 803 – ISBN 0-916211-53-6.

## Rifts® Conversion Book 2:

### Pantheons of the Megaverse®

The gods and immortals of the Megaverse®, presented in all their glory and adapted for use on Rifts® Earth. Familiar gods and heroes from myth and legend as well as Alien Intelligences, imposters and demi-gods from all corners of the Palladium Megaverse®.

- 150 gods and pretenders; Aztec, Babylonian, Greek, Indian and others. More than a dozen optional R.C.C.s.
- Demigod, Godling and Minion R.C.C.s; Priest O.C.C.
- Written by C.J. Carella. Countless adventure ideas.
- \$24.95 – 224 pages. Cat. No. 811 – ISBN 0-916211-68-1.

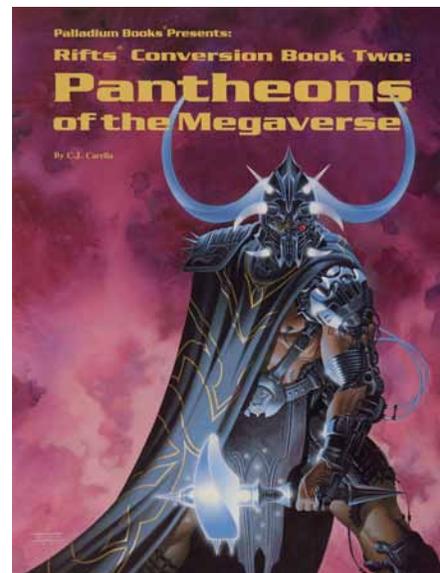


## Rifts® Conversion Book 3:

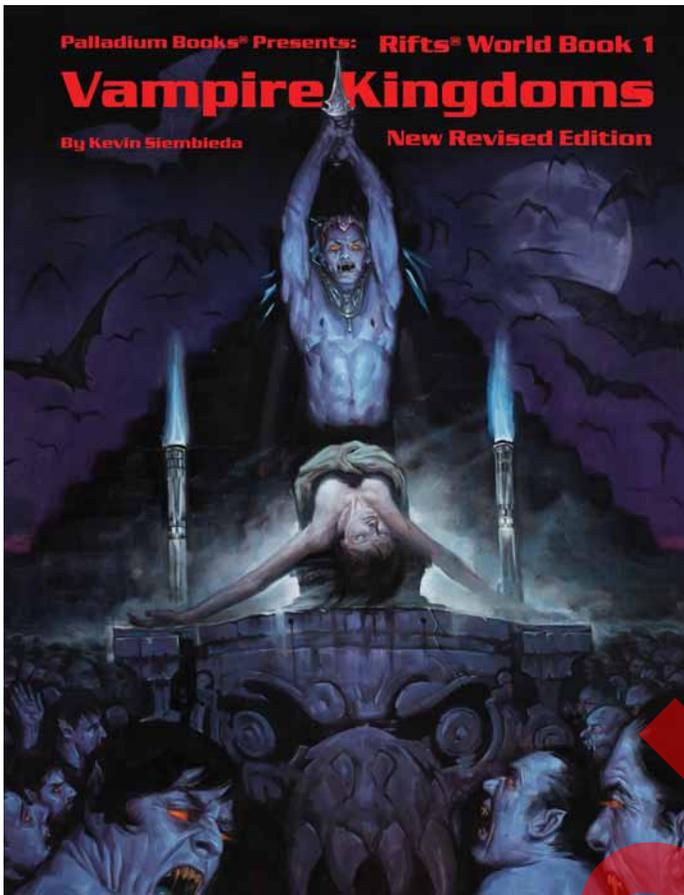
### Dark Conversions™

The focus of Dark Conversions™ is on creatures of darkness and other monsters such as Alien Intelligences, Elementals, Werebeasts, vampires, weird supernatural beings, the Nightbane and others. If you are looking for practitioners of dark magic, villains, monsters and vile horrors to pit against your heroes, this is the sourcebook for you.

- 130 monsters statted out and described for your inclusion in Rifts®, Chaos Earth®, Phase World® or any Mega-Damage setting.
- Werebeasts, Gremlins, Gargoyles and spirits.
- Undead legions & demons from The Palladium Fantasy RPG®.
- Conversions for creatures from the Nightbane® RPG.
- Alien Intelligence creation rules and tables.
- Elemental beings of lesser and greater stature.
- Entities and monsters from Beyond the Supernatural™.
- Dark Magic: Witches, Shifters, Diabolists, and Summoners.
- Written by Kevin Siembieda and others.
- \$26.99 – 192 pages. Cat. No. 852 – ISBN 1-57457-079-X.



# Rifts® World Books:



## Rifts® World Book 1:

### Vampire Kingdoms™ *New Revised Edition*

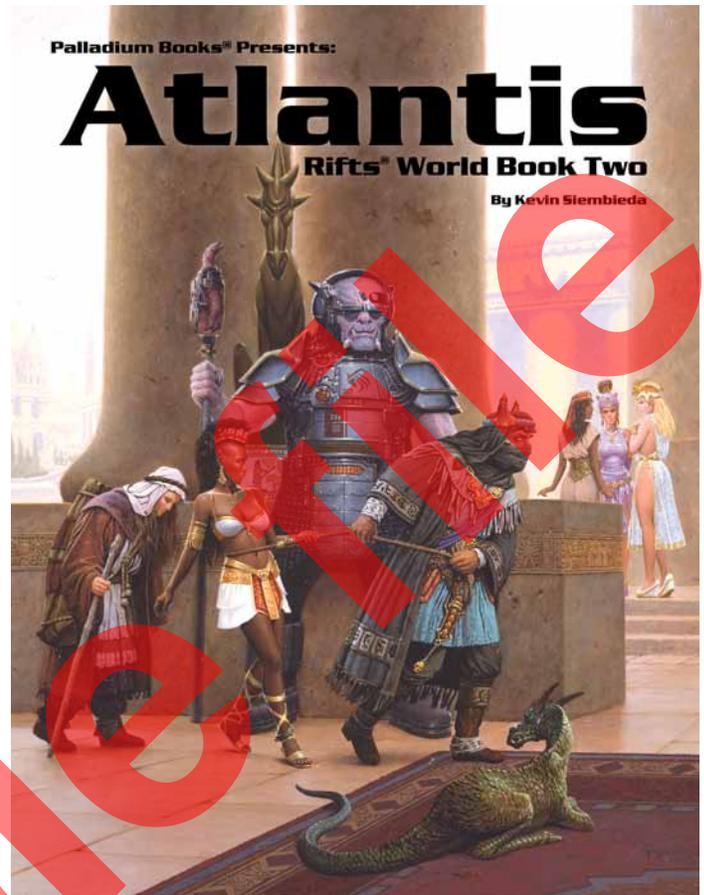
This fan favorite has been completely rewritten, reorganized, and expanded by original author Kevin Siembieda. Updated to 109 P.A., there is so much new material that it is a new book. It preserves most of the original characters, concepts and information while rewriting, clarifying and substantially expanding upon it all.

- Vampire Hunter O.C.C.s, all new.
- Vampires: Their strengths, weaknesses and powers.
- Vampire strategies and plans for conquest.
- Vampire minions, henchmen and protectors, all new.
- Hero and Deluded Vampires as player characters, all new.
- The methods, weapons and gear to hunt and kill vampires.
- El Paso and Ciudad Juarez mapped and described.
- Vampire ruled towns and the hold they have over them.
- Wild Vampires and the secret behind them.
- Town creation rules, tables and vampire domination.
- Vampire strategies and plans for conquest.
- \$26.99 – 224 pages. Cat. No. 802-E – ISBN 1-57457-186-9.

## Rifts® World Book 2:

### Atlantis

Rifts® Atlantis is an alien civilization transplanted to Earth. It is a multi-dimensional kingdom inhabited by monstrous aliens dominated by the infamous Splugorth warlord, Splynncryth. Ley



lines are tapped by giant, mystic pyramids. Anything and anyone can be bought or sold at the Dimensional Market at Splynn, while the city of Dragcona serves as a haven for dragons and supernatural beings. A Gargoyle Kingdom, giant slave ports, Kittani cities and Metzla hives are also found on Atlantis. Alien creatures lay claim to the land and others are sold at the trans-dimensional slave markets.

- Over 20 optional player characters, including Tattooed Men, True Atlanteans, Undead Slayers, Sunaj Assassins, Stone Masters and others.
- Stone Magic: The manipulation of rock, drawing power from gems, and the wonders of pyramid technology.
- Tattoo Magic that enables T-Men to bring their tattoos to life, creating mystic weapons, animals and monsters. More than 50 magic tattoos and rules for creating new tattoo powers.
- Bio-Wizardry: Splugorth magic incorporating living organisms for transmutation, augmentation and the creation of magic weapons.
- 23 different Bio-Wizard parasites, microbes and symbiotes.
- Rune Magic, types of weapons, a dozen specific rune items and other magic weapons, statues, gems, & creations of all kinds.
- Nearly 40 high-tech weapons, power armor suits and robot drones designed by the Kittani and others.
- Complete stats on the Splugorth and their many minions.
- Splugorth slave stock and 12 new species of Splugorth slaves.
- The lost continent of Atlantis, returned to Earth and described in full.
- \$20.95 – 160 pages. Cat. No. 804 – ISBN 0-916211-54-1.