

Warning!

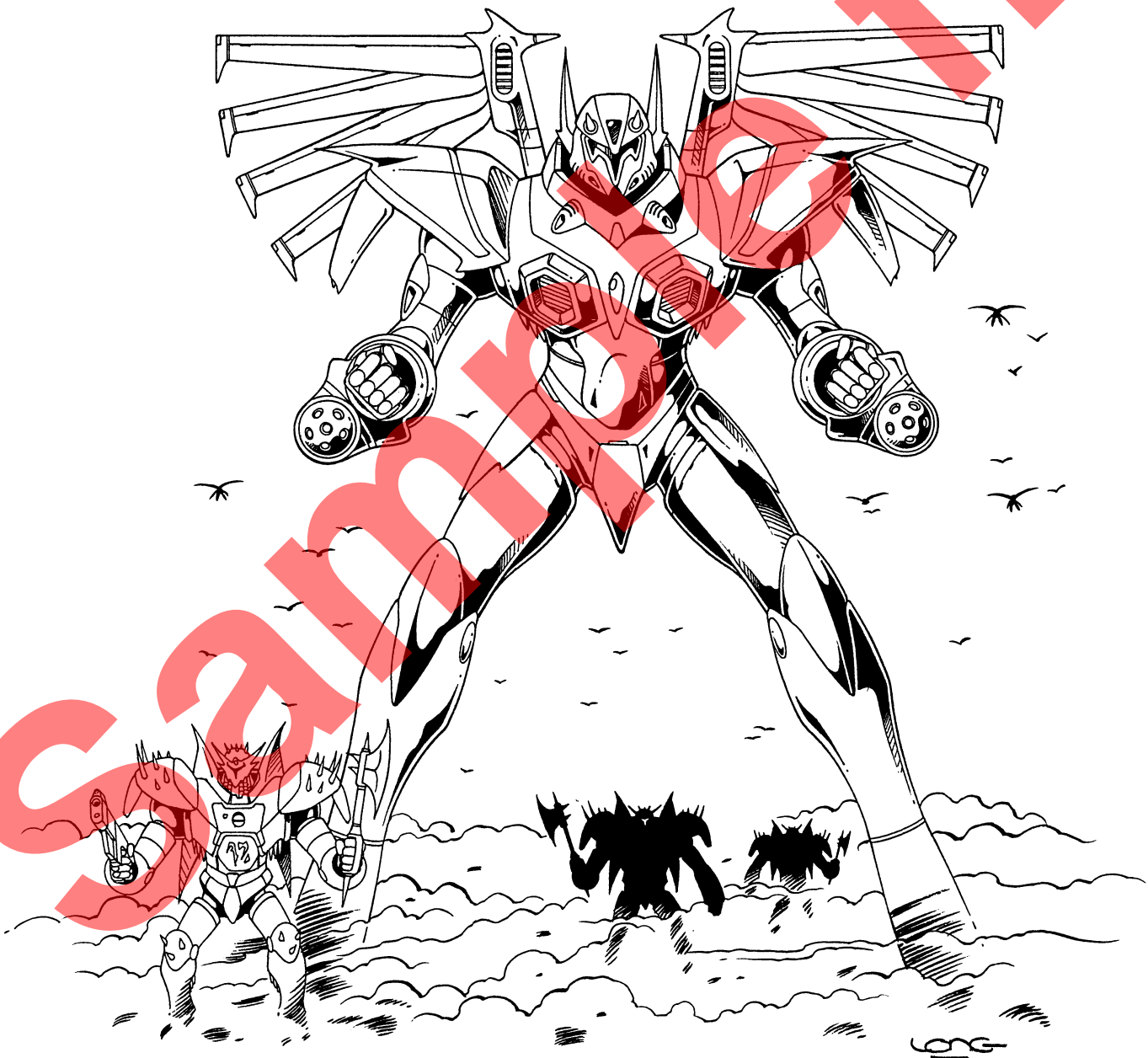
Violence and the Supernatural

This book may be inappropriate for young readers.

The fictional world of **Mindwerks and Rifts** is violent, deadly, and filled with supernatural **monsters**. Other-dimensional beings often referred to as “demons,” torment, stalk, and prey on humans. Other alien life forms, monsters, and demigods, as well as magic, insanity and mind altering cybernetics are all elements in this book.

Some parents may find the violence and supernatural elements of the game **inappropriate for young readers/players**. We suggest parental discretion.

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The cover painting is Kevin Long's incredible depiction of the laboratories at Mindwerks. It is here that the infamous and evil Angel of Death conducts her mind and body altering experiments.

Checklist of notable Rifts® titles:

Rifts® Ultimate Edition (RPG core rules)
Rifts® Game Master Guide (tons of equipment)
Rifts® Book of Magic (600+ spells)
Rifts® Conversion Book One
Rifts® Conversion Book Two: Pantheons of the Megaverse®
Rifts® Conversion Book Three: Dark Conversions™
Rifts® World Book One: Vampire Kingdoms™
Rifts® World Book Two: Atlantis
Rifts® World Book Three: England
Rifts® World Book Four: Africa
Rifts® World Book Five: Triax & The NGR™
Rifts® World Book Seven: Underseas
Rifts® World Book 10: Juicer Uprising™
Rifts® World Book 11: Coalition War Campaign™
Rifts® World Book 12: Psyscape™
Rifts® World Book 16: Federation of Magic™
Rifts® World Book 20: Canada
Rifts® Sourcebook One, Expanded
Rifts® Sourcebook Two: The Mechanoids®
Rifts® Sourcebook Three: Mindwerks™
Rifts® D-Bees of North America™
Rifts® Deep South (Coming)
Rifts® Voodoo (Coming)
Rifts® Triax™ 2

Other great Palladium RPG titles:

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Rifts® Dimension Books™ & Phase World®
Robotech® RPG
Splicers®
The Palladium Fantasy RPG®
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Beyond the Supernatural™
And more!

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Rifts® Sourcebook Three**

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Mindwerks

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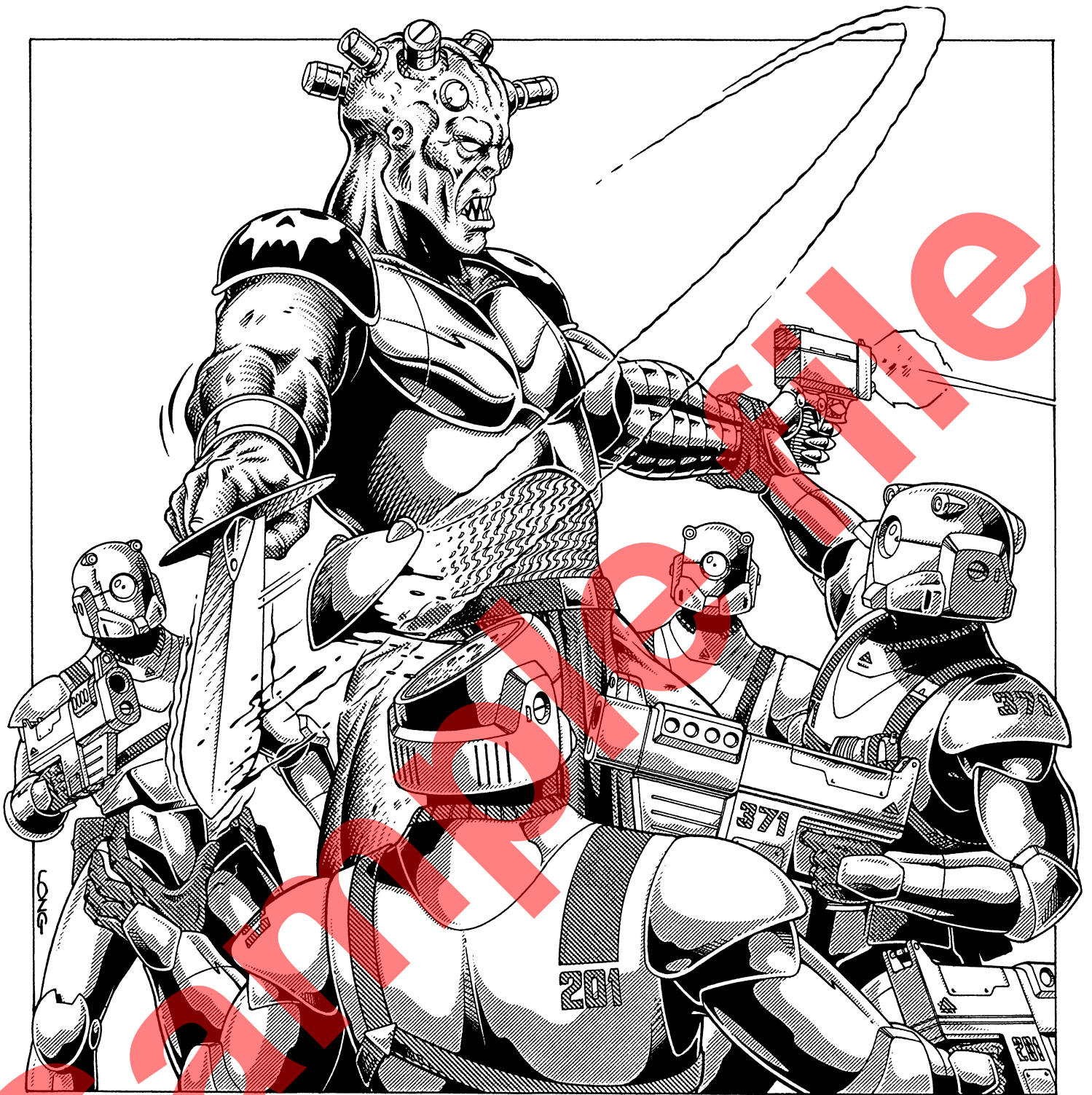
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A Few Opening Words

Rifts® Mindwerks is specifically a companion to **Rifts® World Book Five: Triax & The NGR™**, because it delves into people, monsters and places around the New German Republic. People like the *Angel of Death*, monsters like the *Gene-Splicers* and their weird creations, and places like the *Brodkil Empire*, *Black Forest*, *Tarnow* and others. Not to mention a bunch of weapons, vehicles, gear & cybernetics.

Ironically, the ideas for the *Mindwerks Complex*, the *Angel of Death*, new *M.O.M. implants*, *Psynetics*, *Gene-Splicers* and the *Evil Millennium Tree* were the source of my original inspiration for doing **Triax and The NGR™** in the first place. However, as Kevin Long and I dove into the complexities and ideas behind *Triax* and vehicles, and the Gargoyle Empire, they took over World Book Five. Add Mister

Long's designs for 'bots, 'borgs and vehicles and it was a hopeless situation. We just had too many fun designs and ideas for *Triax*. So, at the very onset of writing **Rifts Triax & The NGR**, I decided to do two or three books dealing with the technology, conflicts, people and places of Germany and Poland. I simply divided the ideas and combined the material that seemed to be most closely related to each other for inclusion in each respective book.

In **Mindwerks™** we see the more sinister and chaotic elements afoot in this part of Europe. What awaits you in the pages to follow are new ideas, technology, magic, mystery, D-Bees, villains, transmutation, chaos and insanity. There are enough adventure ideas, sub-plots, intrigue, gizmos and danger to keep a campaign running for a year (heck, maybe a decade!).

Over the years, *Triax* and the New German Republic were joined by **Rifts® World Book 17: Warlords of Russia™** (more bionics and cy-