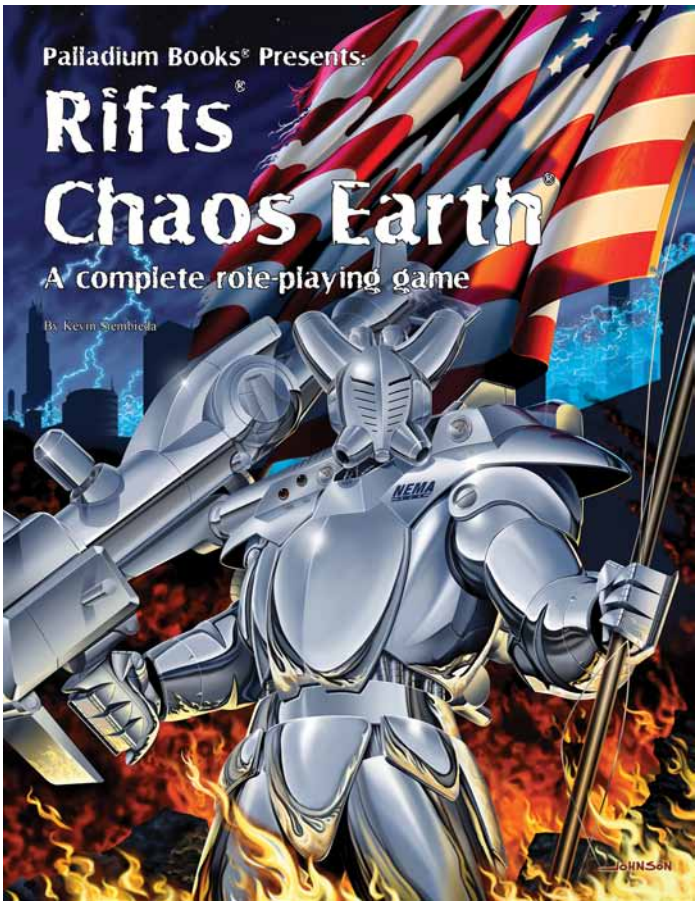
Catalog of Palladium Books®

January 2019

Discover the infinite Megaverse®

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.**

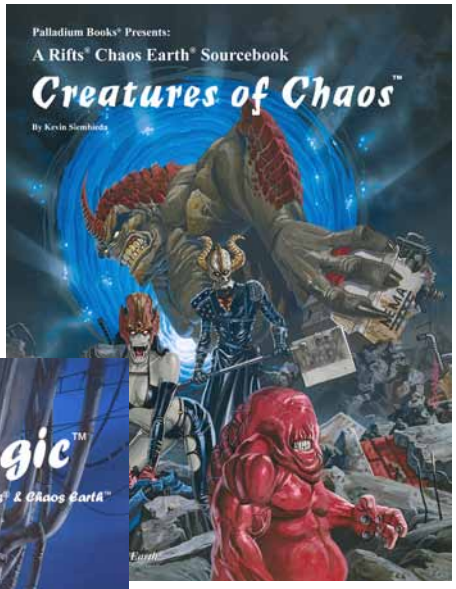
Rifts® Chaos Earth® Sourcebook One:

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.**

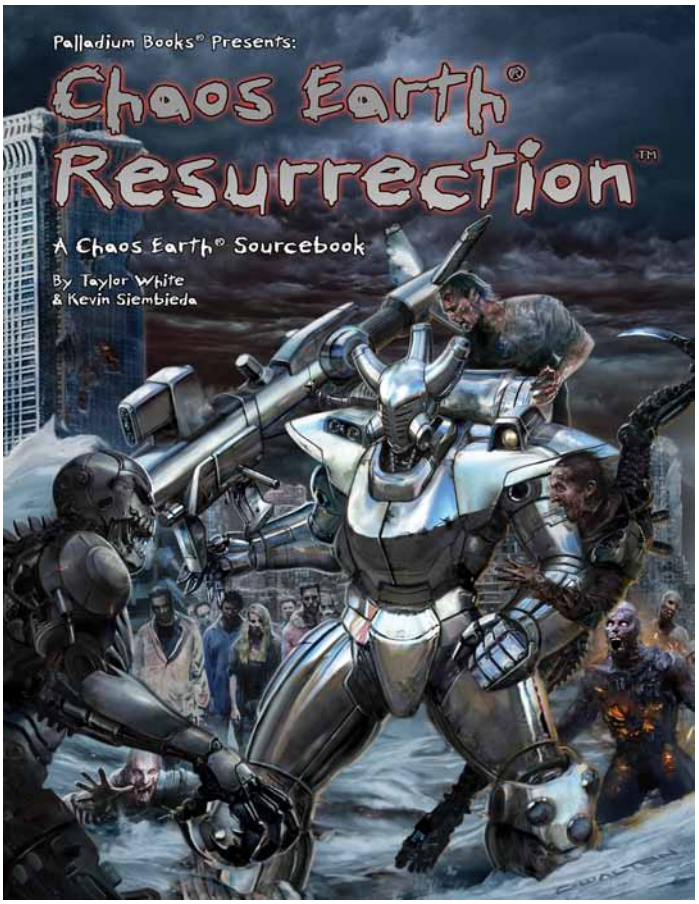


Rifts® Chaos Earth® Sourcebook Two:

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.**

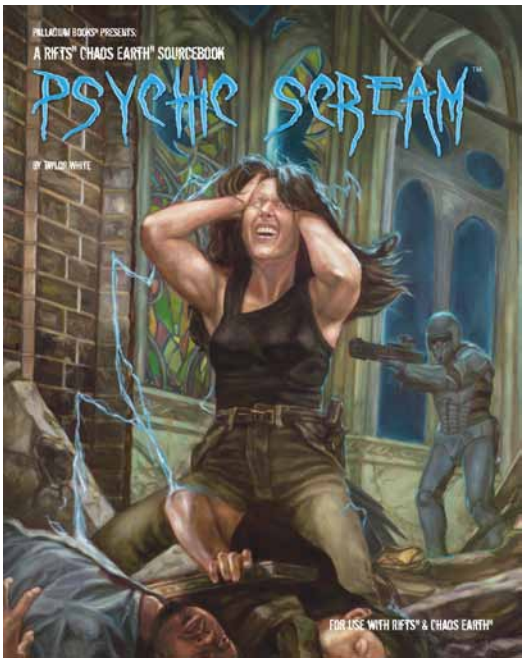
COMING:

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:

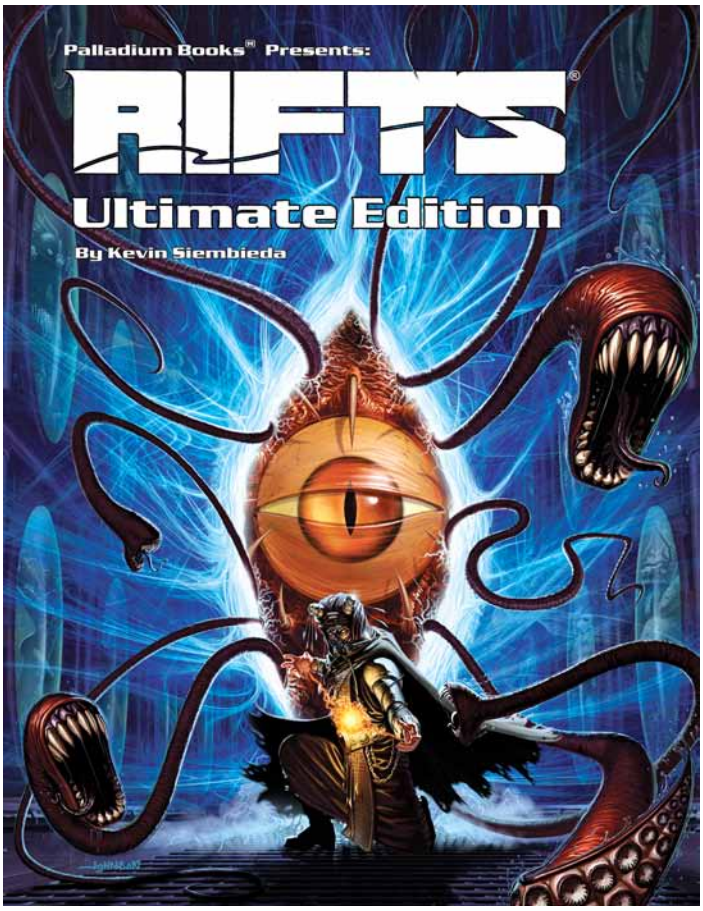
Psychic Scream™

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.

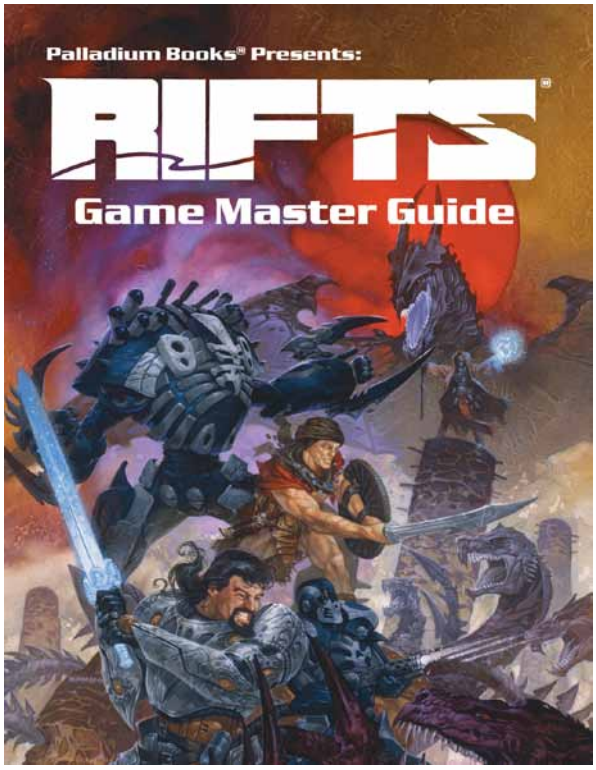
The Rifts are tears in the very fabric of space and time. They are found along ley lines – natural lines of psychic energy. Where two or more ley lines intersect, a Rift may form (or be opened) to create a dimensional portal to virtually any place or time. Opening a Rift enables characters to travel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

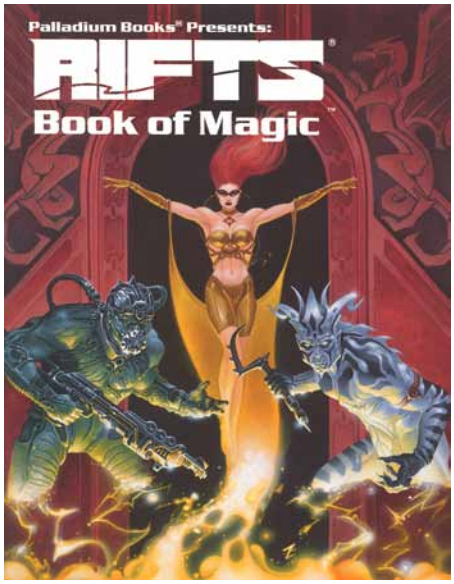
The ultimate Rifts® reference and sourcebook, it contains all the weapons, equipment, body armor, power armor, robots, vehicles, skills and psionics from Rifts® World Books 1-23, Sourcebooks 1-4, and Siege on Tolkeen 1-6, collected into one big reference. Plus, maps, lists and indexes of O.C.C.s, R.C.C.s,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

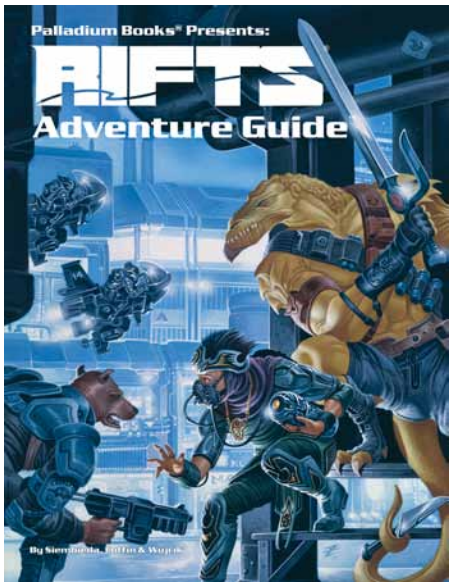
Rifts® Book of Magic

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.**
- **$26.95 – 352 pages. Cat. No. 848 – ISBN 1-57457-069-2.**

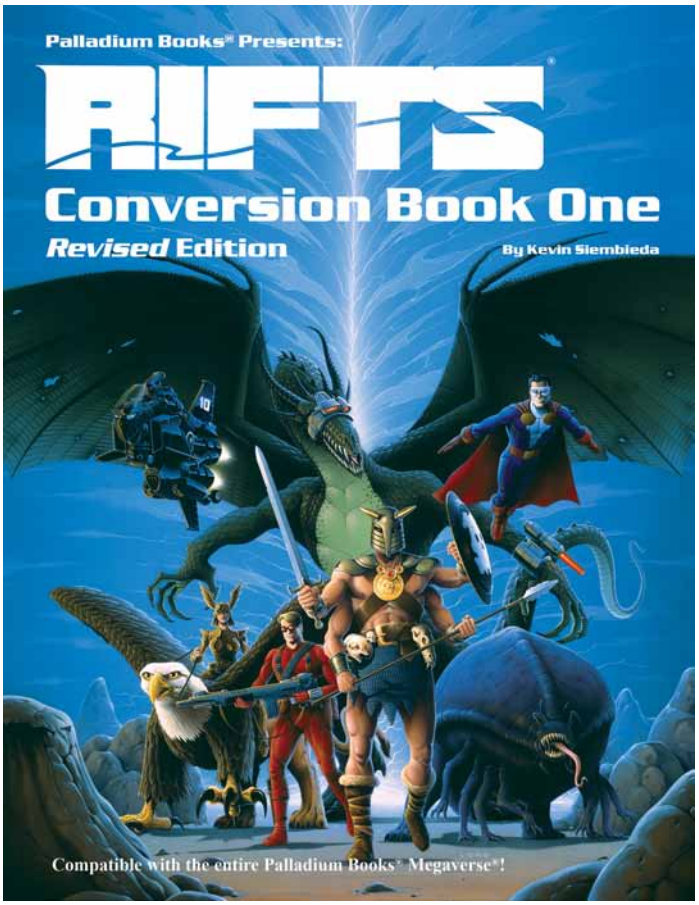


Rifts® Adventure Guide

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.

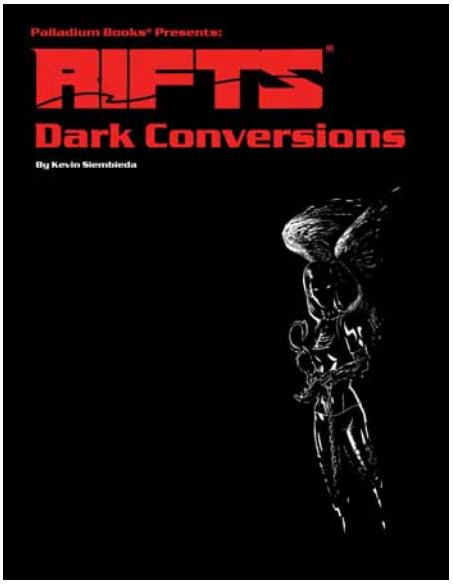
- **Specific conversions for over 120 different characters.**
- **Rifts® stats for 75 monsters, giants, and humanoids.**
- **40+ optional player races.**
- **Conversion rules for adapting characters from other Palladium game lines: Heroes Unlimited™, After the Bomb®, and Palladium Fantasy RPG®, and Ninjas & 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.**

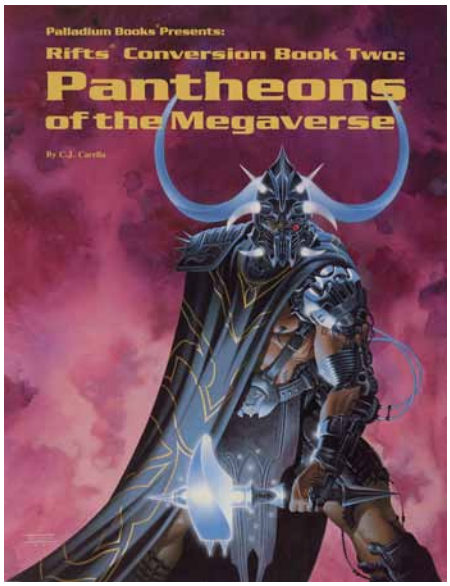


Rifts® Conversion Book 3:

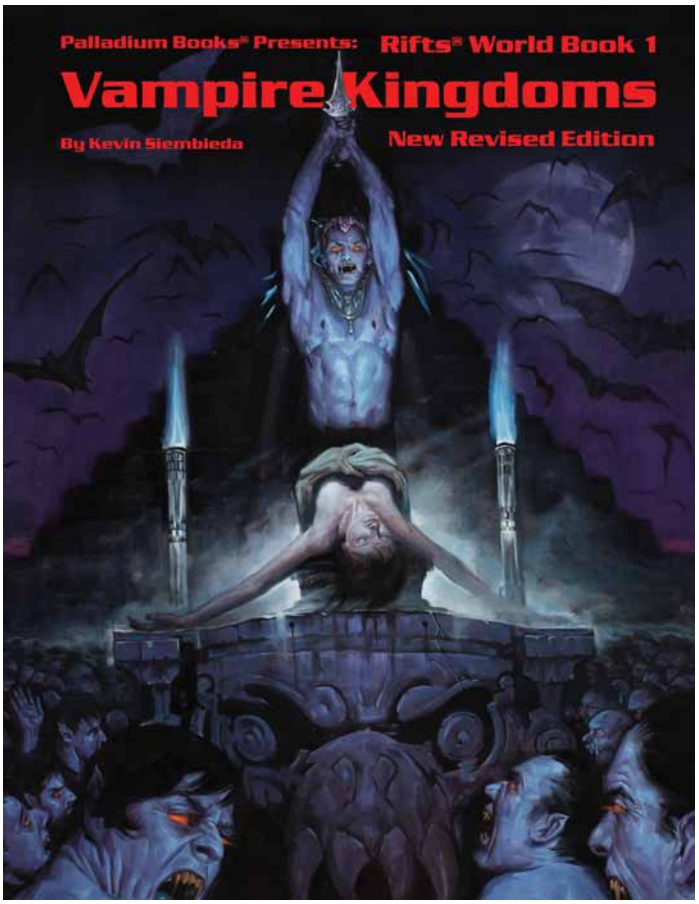
Dark Conversions™

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.**
- **$24.95 – 192 pages. Cat. No. 852 – ISBN 1-57457-079-X.**



Rifts® World Books:



Rifts® World Book 1:

Vampire Kingdoms™ *New Revised Edition*

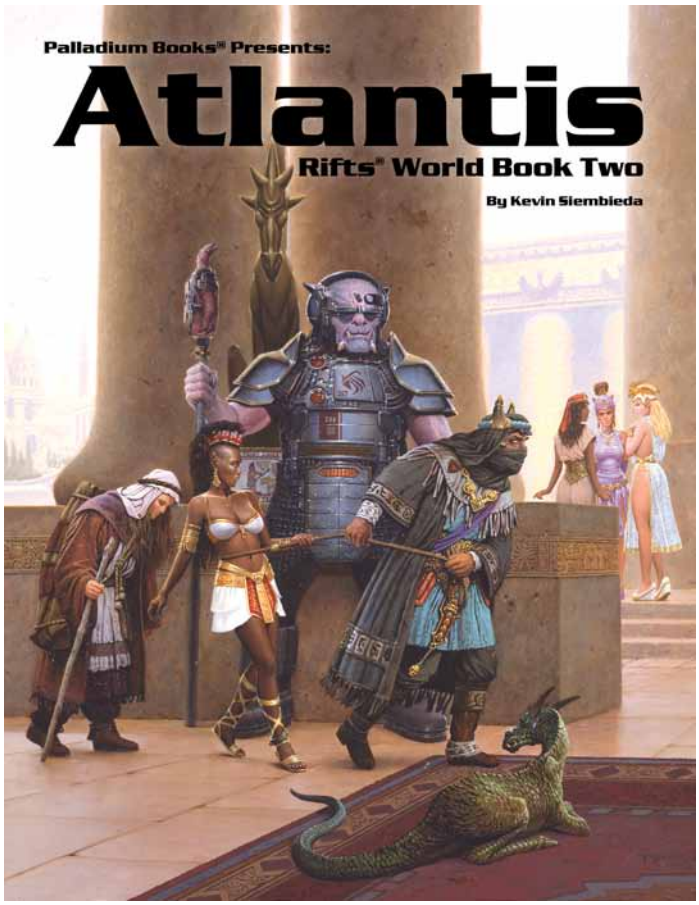
This fan favorite has been completely rewritten, reorganized, and expanded by original author Kevin Siembieda. Updated to 109 P.A., there is so much new material that it is a new book. It preserves most of the original characters, concepts and information while rewriting, clarifying and substantially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

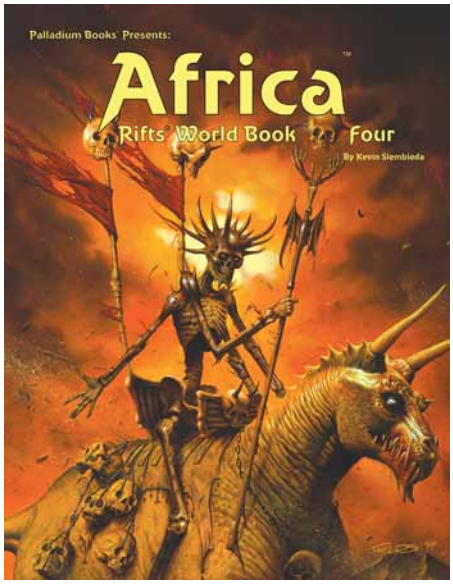
Rifts® World Book 2:

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 Metztla 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.**



Rifts® World Book 3:

England

Rifts® England seethes with mystic energy from hundreds of ley lines and nexus points, transforming the British Isles into a land of enchantment and home to the legendary Millennium Tree, Brain Trees, ancient gods, Temporal Raiders and Wizards, Woodland Druids, Dryads, Blood Druids, Nexus Knights, Ghost Knights, Stonehenge and more.

- **Temporal Magic, with 25 new spells and three related O.C.C.s.**
- **The Herbalist O.C.C.: herb magic, magic teas, potions, wands, and more.**
- **21 O.C.C.s including the Chiang-Ku dragon & Temporal Wizard.**
- **The Millennium Tree, intelligent, benevolent and magical.**
- **New Camelot, a place of bright hope and dark magic.**
- **Knighthood, chivalry, Ghost Knights and Nexus Knights.**
- **Celtic gods and information on Ireland, Scotland and Wales.**
- **Monsters, villains and other NPCs.**
- **$20.95 – 152 pages. Cat. No. 807 – ISBN 0-916211-57-6.**

Rifts® World Book 4:

Africa

Rifts® Africa outlines key types of magic, places, people, customs, and societies of Rifts Africa. Plus the demonic Four Horsemen of the Apocalypse who threaten to destroy all life on Earth. Once life has been obliterated on Earth, the monsters will use the dimensional Rifts to carry their destruction throughout the Megaverse®. If they can be defeated one at a time, the Earth and the entire Megaverse may be spared. Failure means oblivion for all.

- **The Four Horsemen of the Apocalypse!**
- **9 O.C.C.s and R.C.C.s**
- **The Mind Bleeder psychic and 15 new Mind Bleeder psionics.**
- **Necromancy and the Necromancer O.C.C.**
- **Character stats for Erin Tarn and Victor Lazlo.**
- **Egyptian Gods, their minions, and magic.**
- **The Phoenix Empire, its monsters, slaves, weapons, vehicles and relationship with Atlantis.**
- **Pharaoh Rama-Set, an ancient dragon who rules as a god.**
- **More Splugorth weapons and technolog.**
- **Profiles for Erin Tarn, Victor Lazlo and other famous NPCs.**
- **$20.95 – 160 pages. Cat. No. 808 – ISBN 0-916211-58-4.**

Rifts® World Book 5:

Triax and the NGR™

The New German Republic (NGR) is surrounded and besieged by the hostile Gargoyle Empire – an empire of giant monsters. Only the superior robotics and weapons technology of Triax keeps the monsters at bay, but for how long? The Triax robots, power armor, cyborgs, and world setting that is Rifts Germany and surrounding region. More than 100,000 copies sold! (Note: see Rifts® World Book 31: Triax™ 2 for more great content!)

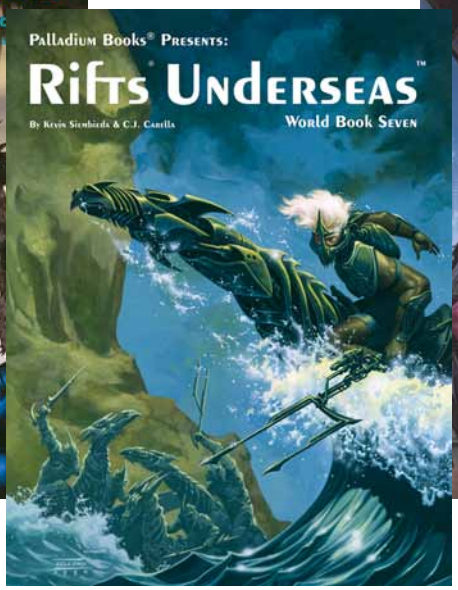
- **11 NGR Military O.C.C.s.**
- **35+ weapons and explosives, plus body armor and other gear.**
- **19 combat vehicles from tanks to jet aircraft.**
- **12 Triax giant robot suits and vehicles.**
- **8 Triax Cyborgs plus bionic components.**
- **Gypsy O.C.C.s and their special abilities.**
- **The Gargoyle Empire and its technology and war machines.**
- **21 notable weapons of the Gargoyle Empire and 4 R.C.C.s.**
- **Setting and regional overview, Brodkil, Gene-Splicers & more.**
- **13 pages of comic book story and more!**
- **$24.95 – 224 pages. Cat. No. 810 – ISBN 0-916211-60-6.**

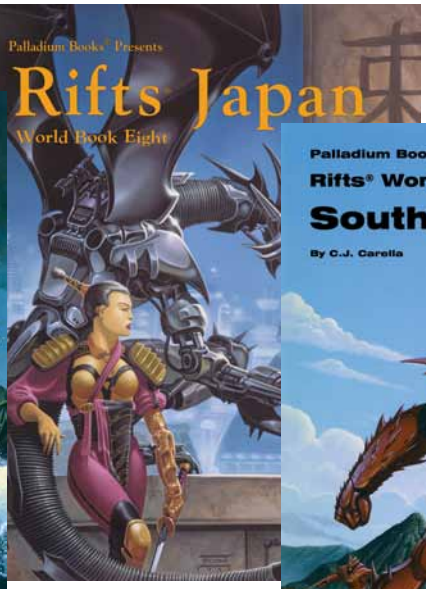
Rifts® World Book 6:

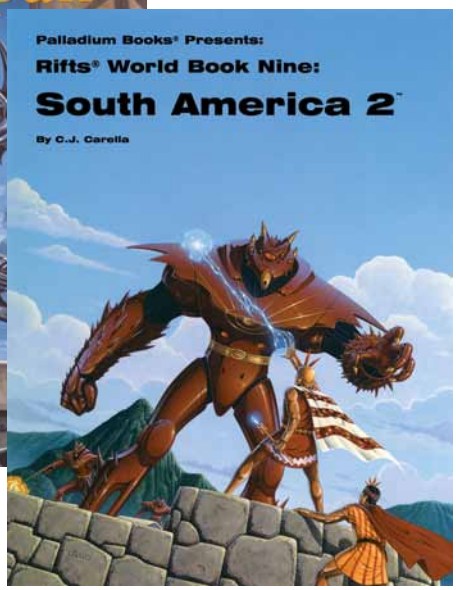
South America One

Explore the jungles of South America and discover the secrets of Biomancy, living power armor, anti-monster cyborgs, bio-modified female super-warriors, reptilian D-Bees, pincer warriors, voodoo priests, and dark conspiracies. Plus, pirates, insectoid D-Bees, dragons, new weapons and equipment, magic, adventure and more!

- **20 new O.C.C.s and R.C.C.s, including the Amazon warrior, Anti-Monster, Lizard Man, Felinoid and others.**
- **Biomancy, the Magic of Life, with over 20 Biomancy spells.**
- **The Biomancer O.C.C. and bio-weaponry.**
- **Voodoo magic, priests, spirits and characters.**
- **Kittani weapons, high-tech and magic weapons and gear.**







- **The legendary lost city of El Dorado, the Pyramid City, Pirate Kingdoms, vampire wars, D-Bees, monsters and more.**
- **$20.95 – 168 pages. Cat. No. 814 – ISBN 0-916211-71-1.**

Rifts® World Book 7:

Rifts Underseas™

Rifts® Underseas is a fabulous world as unique and expansive as any Rifts® Dimension Book™! Gamers may be surprised at the scope of characters, abilities and adventures available to them, both undersea and on dry land. Also good for campaigns set in the Great Lakes, along the Mississippi River and in the Gulf of Mexico, the Amazon or the Mediterranean Sea.

- **10 O.C.C.s like the Whale Singer, Ocean Wizard, & Sea Druid.**
- **20 aquatic R.C.C.s. like the Naut Y'll, Sea Titan and Amphib.**
- **40+ Ocean Magic spells, 20 Whale Songs & Dolphin Magic.**
- **Dolphins and whales, intelligent creatures sensitive to magic.**
- **Bionics, power armor, robots, weaponry, aircraft, subs & ships.**
- **Tritonia, a floating city that has survived the Great Catacysm.**
- **Atlantis underseas, the Horune Pirates, and their Dream Ships.**
- **The New Navy, descendants of the US Navy patrol the sea.**
- **The USS Ticonderoga submersible aircraft carrier and other incredible Golden Age technology in the hands of the New Navy.**
- **Info on the NGR/Triax™ navy's underwater war machines.**
- **Gene-Splicer™ creations, mutants, Dead Pools, & more.**
- **$24.95 – 216 pages. Cat. No. 815 – ISBN 0-916211-72-X.**

Rifts® World Book 8:

Rifts® Japan™

This fan-favorite sourcebook is filled with high-tech wonders, magic and monsters. There are 20 O.C.C.s (Occupational Character Classes) that range from the traditional ninja and samurai to power armor, giant robots and cyborgs.

- **20 O.C.C.s including the Mystic Ninja, Ninja Cyborg, Ninja Juicer, Cyber-Samurai, Japanese Demon Queller & more.**
- **12 suits of power armor, Samurai SAMAS, and Glitter Boys.**
- **9 giant robots.**
- **Cyborgs of Japan, Dragon Cyborgs, and other bionics.**
- **Mystical powers and martial arts.**
- **Enchanted items including the Living Samurai Sword.**
- **11 notable demons, goblins and dragons of Japan.**
- **Kyoto Millennium Tree, visions, wands and weapons.**
- **Overview of Japan, its people, magic and technology.**
- **$26.99 – 216 pages. Cat. No. 818 – ISBN 0-916211-88-6.**

Rifts® World Book 9:

South America Two™

Rifts South America is a hotbed of intrigue and conflict. There are the mysteries of the Nazca Lines (a magic, alien defense system), the return of ancient gods, alien invaders, mutants, Inca undead, trans-dimensional raiders, and more.

- **Over 30 new O.C.C.s and R.C.C.s, including the Inca Sun-Priest, Mutant Capybara, Neo-Human & Larhold Barbarian.**
- **The Nazca line maker and line drawing magic.**
- **Larhold magic of the Blue Flame and 10 Blue Flame spells.**
- **The return of the Inca Empire led by the Inca gods.**
- **The Silver River Republic, conspiracies and war.**
- **The Arkhons, an alien invasion fleet that crashed on Earth.**
- **The Megaversal Legion, human and D-Bee mercenaries equipped with ultra-sophisticated alien technology.**
- **$24.95 – 192 pages. Cat. No. 819 – ISBN 0-916211-89-4.**

Rifts® World Book 10:

Juicer Uprising™

A Coalition plot fools a number of innocent people into undergoing Juicer augmentation. When the lies are revealed, a Juicer army rises up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the countryside. Action-packed adventure and source material.

- **15 new types of Juicer O.C.C.s including the Hyperion Juicer, Titan Juicer, Coalition Juicer and rare Coalition Psycho-Stalker.**
- **Techno-Wizard Juicers: the Dragon Juicer & Murder-Wraith.**
- **The Juicer O.C.C. developed and expanded**
- **New Juicer weapons and vehicles**
- **Prometheus Treatment: Juicer immortality or a Coalition lie?**

- **Newtown, Fort El Dorado, and world information.**
- **Juicer sports like Deadball and the Murderthon.**
- **Juicer organizations including the Juicer Army of Liberation.**
- **Juicer Wannabe O.C.C. and drugs that act like "the juice".**
- **$20.95 – 160 pages. Cat. 820 – ISBN 0-916211-92-4.**

Rifts® World Book 11:

Coalition War Campaign™

In 105 P.A., Emperor Prosek has unveiled the Coalition's new Campaign of Unity, a plan to expand the CS and sweep aside demons, aliens, and users of magic. The Siege on Tolkeen begins and the secessionist state of Free Quebec must be punished and brought back into the fold!

- **CS power armor: the classic SAMAS and new Super SAMAS. The Glitter Boy Killer, Terror Trooper, Mauler & others.**
- **Robots like the Hellraiser, Hellfire and mighty Skull Smasher.**
- **Tanks, APCs, the Spider Scout Walker, hover cars, rocket bikes, mobile strike fortress, aircraft and more.**
- **New Skelebots, new Dead Boy armor, weapons & equipment.**
- **More than a dozen CS military O.C.C.s, including the CS Cyborg Strike Trooper, CS Juicer, RPA Ace and Special Forces.**
- **The ISS, Psi-Net, and NTSET city protectors & police.**
- **The Coalition's military structure, ranks, key leaders, etc.**
- **Profiles for Emperor Prosek, Joseph Prosek and top generals.**
- **Updated profiles for Erin Tarn and Sir Winslow Thorpe.**
- **World information and maps. Written by Kevin Siembieda.**
- **$24.95 – 224 pages. Cat. No. 821 – ISBN 0-916211-93-2.**

Rifts® World Book 12:

Psyscape™

Fabled Psyscape™, the stuff of myths and legends revealed at last! The history, power and key figures of this mysterious realm of psychics, psychic energy and psionic mastery.

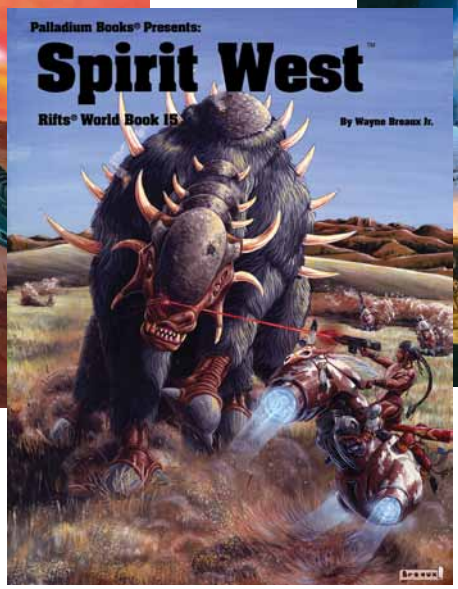
- **11 New psychic O.C.C.s like the Psi-Ghost, Psi-Nullifier, Psi-Slayer, Zapper & others.**
- **28 new psychic abilities; notes on psychic powers and combat.**
- **20 new monsters, some psychic, many just evil.**
- **Cybernetic psi-implants and side effects.**
- **Notable factions, villains, heroes and the Harvester of Souls.**
- **Psi-Cola, a highly addictive drink that can grant temporary psychic abilities along with various unexpected side effects.**
- **Psyscape, D-Bees, aliens, dark secrets and world info.**
- **$20.95 – 160 pages. Cat. No. 822 – ISBN 0-916211-94-0.**

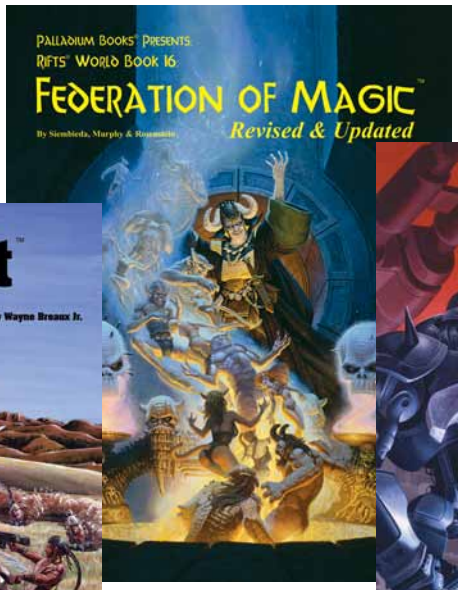
Rifts® World Book 13:

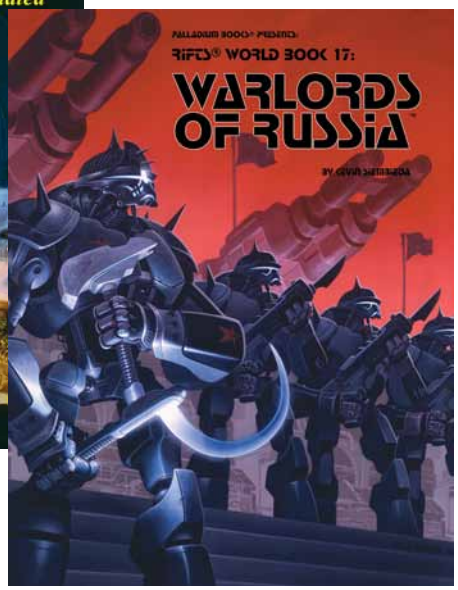
Lone Star™

The Coalition State of Lone Star is a wild place of contrast and conflict. The Coalition States claim the entire State of Texas as their own, but they only control a small corner of it. It is here, at the Lone Star Complex, that the CS engages in genetic engineering and creates the famous Dog Boys and a host of other mutants. The rest of the state is held by the Pecos Empire – an empire of bandits, outlaws and rebels. The perfect companion to Rifts® New West™, Rifts® Spirit West™ and Rifts® Machinations of Doom™.

- **New O.C.C.s and 19 R.C.C.s, many of which are mutants**
- **Dog Boys – how they are designed, bred and trained.**
- **Dog Boy armor and CS weapons.**
- **Hover cycles of the Lone Star State.**
- **Notable characters in the region.**
- **Overview of Lone Star and the Pecos Empire.**
- **Overview of the Lone Star Complex**
- **A wealth of background material and adventure ideas.**
- **Written by Kevin Siembieda.**
- **$22.99 – 176 pages. Cat. No. 825 – ISBN 1-57457-000-5.**







Rifts® World Book 14:

New West™

At last, the Western Wilderness. Called the New West, it is a no man's land filled with bandits, Simvan Monster Riders, dinosaurs, demons, intrigue and danger.

- **17 new O.C.C.s, including the Cowboy, Gunslinger, Psi-Slinger, CyberSlinger, Bounty Hunter, and Justice Ranger.**
- **9 R.C.C.s and 25 monsters of the New West.**
- **Rodeos and Cowboy skills like Branding, Roping and Trick Riding.**
- **The history of Wilk's Inc. and a new array of weapons.**
- **Bandito Arms, a Black Market manufacturer.**
- **Tons of new body armor, robot vehicles and weapons.**
- **Cloud Magic and Techno-Wizard weapons & vehicles.**
- **The Colorado Baronies and the 1st Apocalyptic Cavalry.**
- **The Lyn-Srial Sky Knights, noble D-Bees that have claimed the Grand Canyon as their home.**
- **Overview of the New West™, maps & world information.**
- **$26.99 – 224 pages. Cat. No. 826 – ISBN 1-57457-001-3.**

Rifts® World Book 15:

Spirit West™

An in-depth look at the new American Indian, various tribes, cultures, magic, and gods. While the White Man wars with D-Bees, sorcerers and his brothers in the East, the Red Man is quietly building new nations in the West.

- **11 new O.C.C.s, different Shamans, Totem Warrior & others.**
- **New magic spells, powers and Fetish magic.**
- **Magic Weapons and Kachina Dolls.**
- **Animal Totems that help shape and empower characters.**
- **Ancient Indian Spirits and Gods; Indian history & culture.**
- **Robots and power armor used by the Native Americans.**
- **$24.95 – 208 pages. Cat. No. 827 – ISBN 1-57457-002-1.**

Rifts® World Book 16:

Federation of Magic™ *Revised*

Rifts® Federation of Magic™ delves into the legendary Magic Zone and explores the many factions, faces and different mystic arts of the Federation of Magic. Visit famed sites like the City of Brass and the Techno-Wizard enclave of Stormspire.

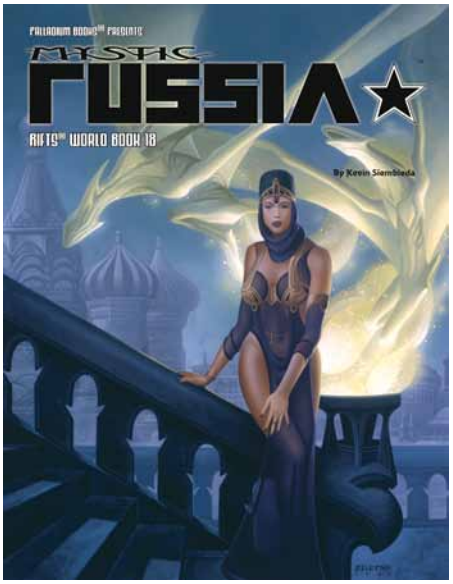
- **34 pages of brand new source material on the city of Dweomer.**
- **Eight magic O.C.C.s including the Magus & Mystic Knight.**
- **28 new Techno-Wizard weapons, vehicles, gadgets & gizmos.**
- **7 different Automatons, combat golems of incredible power.**
- **Stormspire, the capital of Techno-Wizardry in North America.**
- **Alistair Dunscon, diabolical leader of the Federation.**
- **Magic guilds, brotherhoods and secret societies.**
- **History and overview, cities and key figures.**
- **$22.99 – 160 pages (34 new). Cat. No. 829 – ISBN 1-57457-005-6.**

Rifts® World Book 17:

Warlords of Russia™

Rifts Russia is a savage wilderness infested by demons and other supernatural horrors. The Warlords and their cyborg legions have risen as Russia's self-proclaimed saviors, but they are also its conquerors and tyrants. Hordes of monstrous cyborgs dominate the land, but protect the people from supernatural monsters. This book focuses on the cyborgs, technology and people of Russia.

- **Over 20 O.C.C.s. Includes new cyborgs like the Avenging Angel, Demonfist, Holocaust, Mantis and White Tiger.**
- **New cybernetic systems and bionics.**
- **The Warlords of Russia, their armies, politics & plans.**
- **The Sovietski, its history, weapons & war machines.**
- **Monsters and riding animals of the Russian steppes.**
- **World information, monstrous enemies & adventure ideas.**
- **$24.95 – 224 pages. Cat. No. 832 – ISBN 1-57457-010-2.**

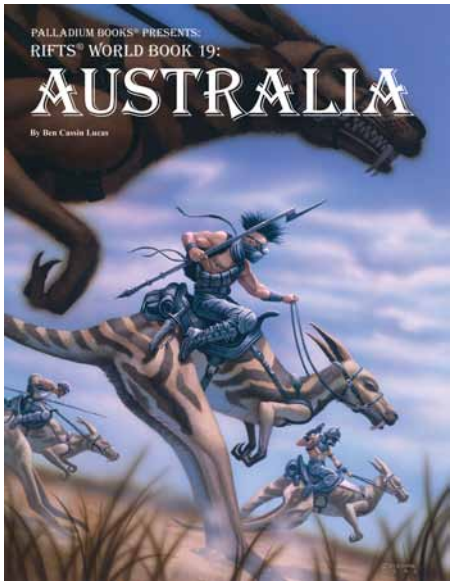


Rifts® World Book 18:

Mystic Russia™

Russian mythology and magic come to life in this fan favorite Rifts® World Book. The book includes all kinds of demons, monsters, new magic character classes (O.C.C.s), and nine different types of Gypsies – some of whom are adventurers, others mystics and mages, some psychics and one is even a beguiling shape-shifter. Plus more background about Russia and the Sovietski.

- **36 Fire Magic spells and 29 Nature Magic spells.**
- **18 Russian Demons, their powers and hierarchy.**
- **10 Russian Woodland spirits, the Man-Wolf, & Werebeasts.**
- **The Night Witch, Hidden Witch and Born Mystic O.C.C.s.**
- **Necromancy expanded and its place in Russia.**
- **The Russian Ley Line Walker character class (O.C.C.).**
- **The Russian Shifter/Summoner O.C.C. (and demons to call on).**
- **Mystic Kuznya O.C.C.: Warrior & maker of magic weapons.**
- **Plus Gypsy O.C.C.s and combat vehicles of the Sovietski**
- **$22.99 – 176 pages. Cat. No. 833 – ISBN 1-57457-011-0.**

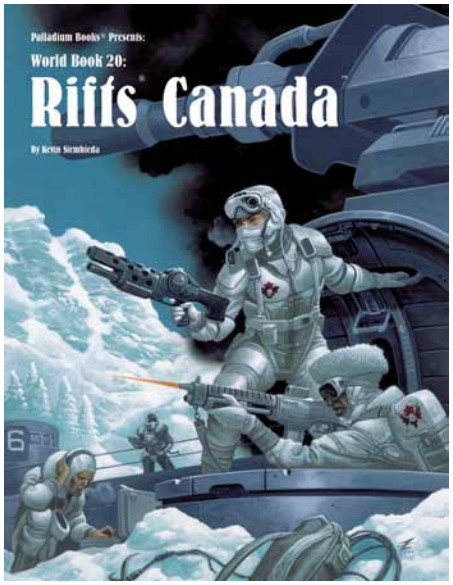


Rifts® World Book 19:

Australia

Rifts Australia is a savage and alien land reshaped by the Coming of the Rifts and the brutality of survival. A land inhabited by strange creatures and forces of magic. Humankind survives as Outbackers (low-tech survivalists and scavengers) and the City-Goers (the few who live amongst technological splendor after turning their backs on the rest of humanity).

- **The Tech-Cities and Outback towns.**
- **Over 20 O.C.C.s like the Roadganger and Jackaroo.**
- **Mystic O.C.C.s include the Sham-Man and Songjuicer.**
- **Mutants, monsters, Dreamtime menaces and more.**
- **The Gods of the Dreamtime, returned to protect Australia.**
- **Tables for creating communities within the remote Outback.**
- **New weapons, technology and world information.**
- **$24.95 – 224 pages. Cat. No. 834 – ISBN 1-57457-018-8.**

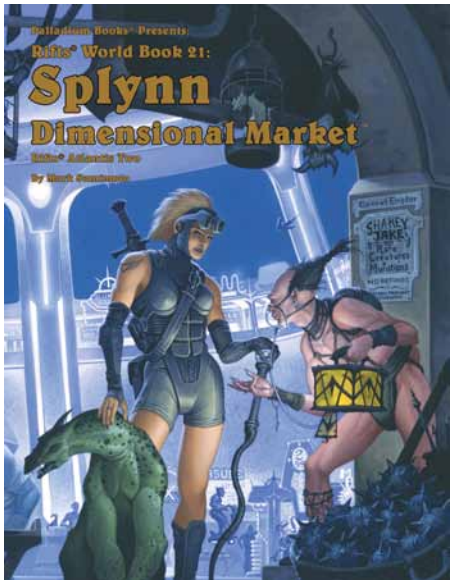


Rifts® World Book 20:

Rifts® Canada™

A comprehensive overview of Canada, including notable places, cities, towns, people, O.C.C.s, monsters and conflicts. While much of Canada has reverted to wilderness, there are pockets of civilization and technology, though not all of them human.

- **The Inuit Shaman O.C.C. and abilities.**
- **12 Monsters of the North**
- **7 demonic beings including Demon Bears, Windigo & more.**
- **8 D-Bee R.C.C.s from Canada, Cyber-Horsemen, & more.**
- **The Headhunter O.C.C. defined, expanded with specialties**
- **Tundra Ranger O.C.C.s: Ranger, Scout, Cavalry, & more.**
- **Techno-Wizard Bionics and gear of the Tundra Rangers.**
- **The Canadian frontier mapped and described.**
- **City of Old Calgary, Fadetowns and more.**
- **Rules for storms, flash floods and other weather.**
- **Rules for hypothermia, exposure and arctic travel.**
- **$24.95 – 192 pages. Cat. No. 835 – ISBN 1-57457-025-0.**

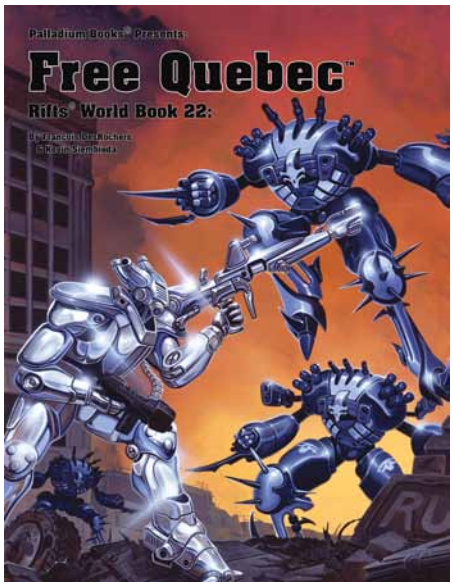


Rifts® World Book 21:

Splynn Dimensional Market™

Another fan favorite packed with information about the Splynn Dimensional Market, its merchants, D-Bee slaves and lots and lots of magic items.

- **Splynn Dimensional Market described.**
- **30+ Splynn merchants and key locations in Splynn.**
- **Splynn underground, the authorities and NPC characters.**
- **14 alien R.C.C.s; Splugorth slave stock.**
- **30 Bio-Wizard organisms: 19 Parasites and 11 Symbiotes.**
- **26 Bio-Wizard weapons, restraints & Bio-Borg creation rules.**
- **Tattooed Archer O.C.C. and 20 Magic Tattoos.**
- **Notable Kittani and other weapons and vehicles.**
- **Written by Mark Sumimoto and Kevin Siembieda.**
- **$24.95 – 192 pages. Cat. No. 836 – ISBN 1-57457-027-7.**

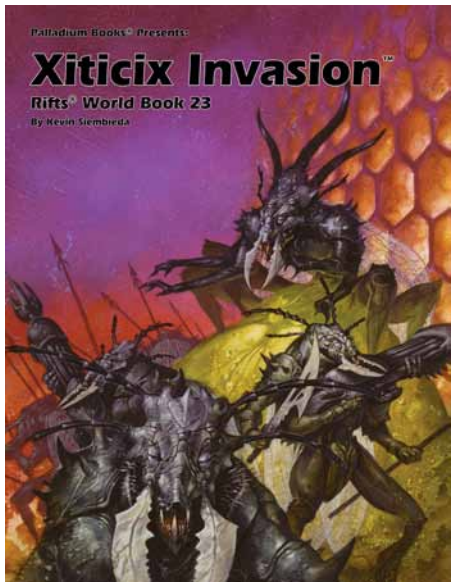


Rifts® World Book 22:

Free Quebec™

This World Book contains a wealth of information about Free Quebec, Glitter Boys and notable people and places.

- **Overview of Free Quebec and its military.**
- **6 Quebec Military O.C.C.s including variant Glitter Boy Pilots.**
- **6 types of Glitter Boys plus the Glitter Boy Sidekick.**
- **Pale Death SAMAS and other Quebec power armor.**
- **Free Quebec's Navy, Cyborgs and technology.**
- **Notable places including Old Bones and various combat groups.**
- **Many adventure ideas and more.**
- **Written by Kevin Siembieda and Francois DesRochers.**
- **$24.95 – 192 pages. Cat. No. 837 – ISBN 1-57457-030-7.**



Rifts® World Book 23:

Xiticix Invasion™

One of the strangest and most dangerous alien species on Earth is the Xiticix. Armed with new breeds of aggressive warriors, new weapons and legions of insectoids willing to fight to the death, people are beginning to wonder if they are the next threat to humanity.

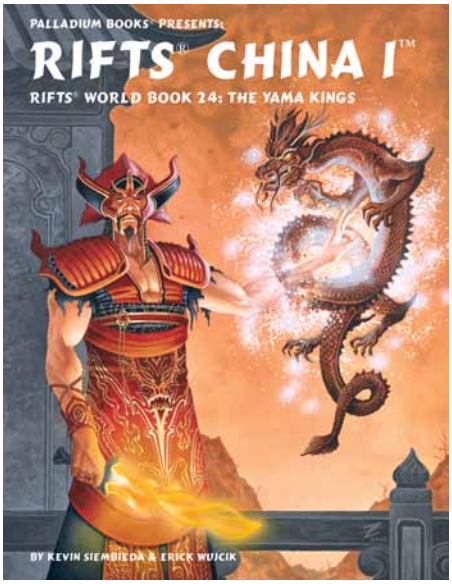
- **9 different types of Xiticix, their hierarchy and society.**
- **Xiticix Hive Cities, defenses and plans for expansion.**
- **Xiticix powers, abilities and weapons.**
- **Psi-Stalker Tribes fighting the Xiticix & new R.C.C. data.**
- **Heroes and Hardcases: Groups & 15 Non-Player Characters.**
- **Fort Barron of the Coalition Army, mapped and described.**
- **Adventures, maps and many adventure ideas.**
- **Written by Kevin Siembieda and Wayne Breaux Jr.**
- **$22.99 – 160 pages. Cat. No. 838 – ISBN 1-57457-031-5.**

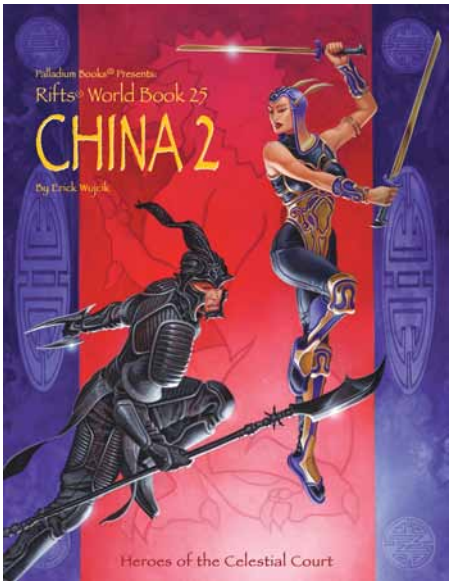
Rifts® World Book 24:

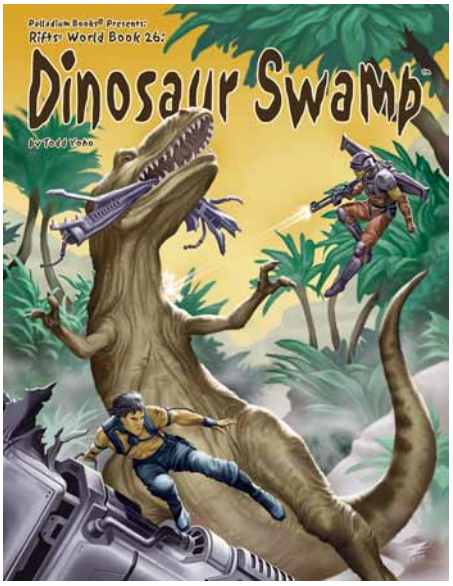
Rifts® China One

There is no place on Rifts Earth more exotic, magical and dangerous than China, especially since the Hell of the Yama Kings has bled into the mortal plane.

- **33 Chinese Demons, including Yaksha the Tiger & the Naga.**
- **8 Chinese Goblins & the Naga-Spawn (semi-divine humans).**
- **5 Chinese Ghosts, plus the Terra-Cotta Warriors.**
- **24 Demonic curses.**
- **11 provinces and the Yama Kings who rule them.**
- **The eight Hells on Earth.**
- **The Dragonlands, the Ghost City, & many other places.**







- **World overview, maps and adventure ideas galore.**
- **Written by Erick Wujcik and Kevin Siembieda.**
- **$20.95 – 160 pages. Cat. No. 857 – ISBN 1-57457-094-3.**

Rifts® World Book 25:

Rifts® China Two

– Heroes of the Celestial Court

Rifts® China Two presents the heroes of the Celestial Court, champions of the people, along with the secret high-tech army of Geofront. This book is filled with awesome player characters (O.C.C.s) to challenge the evil Yama Kings.

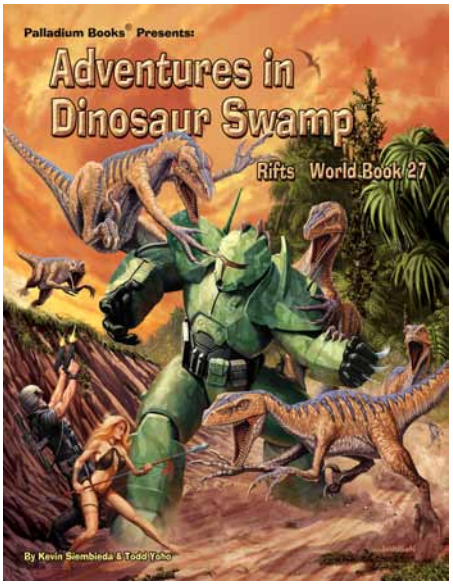
- **12 Mystic Martial Arts Powers – Rifts® style!**
- **Fighting Monks, Blind Mystic, Soothsayers and more!**
- **The Great Demon Catching Hero, Goblin Wrangler and Spirit Host.**
- **Magical weapons, Chi weapons and Demon Queller items.**
- **The people, weapons and army of the Geofront.**
- **The Green Scarf Taoist Sect, a Black Market group that trades in mystical items and demon slaves!**
- **Written by Erick Wujcik and Kevin Siembieda.**
- **$20.95 – 160 pages. Cat. No. 858 – ISBN 1-57457-095-1.**

Rifts® World Book 26:

Dinosaur Swamp™

The swamps of Florida and other parts of the south are described and mapped for intrepid explorers and treasure seekers. Populated by mutants, monsters and dinosaurs from a forgotten time, Dinosaur Swamp™ is the ultimate nature preserve on Rifts® Earth. The perfect place to do a little big-game hunting.

- **Mega-Damage dinosaurs and monstrous mutants.**
- **8 O.C.C.s, including Barbarians and Dinosaur Hunters.**
- **Eco-Wizards and Eco-Wizard weapons and magic.**
- **The Secrets of the Swamps – Florida, Georgia, and the Carolinas.**
- **Man-eating plants, diseases, toxins and natural remedies.**
- **Region mapped and described, and adventure ideas.**
- **Written by Todd Yoho. Cover by John Zeleznik.**
- **$20.95 – 160 pages. Cat. No. 862 – ISBN 1-57457-104-4.**

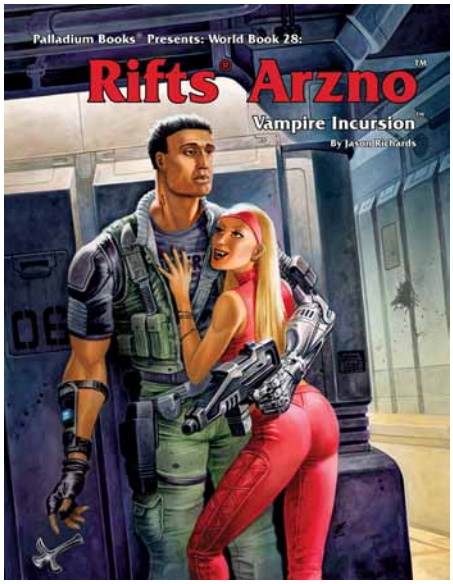


Rifts® World Book 27:

Adventures in Dinosaur Swamp™

More dinosaurs, only stranger and more dangerous than you can imagine. Dinosaurs that think and use magic, and more background on the Dinosaur Swamp™ and its unusual inhabitants.

- **More than 20 new dinosaurs, mutants and monsters.**
- **New R.C.C.s, Native Americans, weapons and equipment.**
- **Camp Cherokee, the Ocmulgee Mound, City of Char and the Second Neenok Expedition described and profiled.**
- **More information on the notorious Horune Pirates.**
- **101 different adventure ideas that take place in Dinosaur Swamp™.**
- **$20.95 – 160 pages. Cat. No. 866 – ISBN 1-57457-120-6.**



Rifts® World Book 28:

Arzno™ – Vampire Incursion

Mercs and vampires clash. The city-state of Arzno (located in Arizona) is completely mapped and described, along with the Arzno Mercenary Corps, a full mercenary company of Techno-Wizard equipped Vampire Hunters. Opposing them is Xavier Stuart, a vampire "general" who dreams of spreading the undeath into Arizona and then all of North America! Key characters, villains, cults and Cyber-Knight clans. Plenty of adventure ideas.

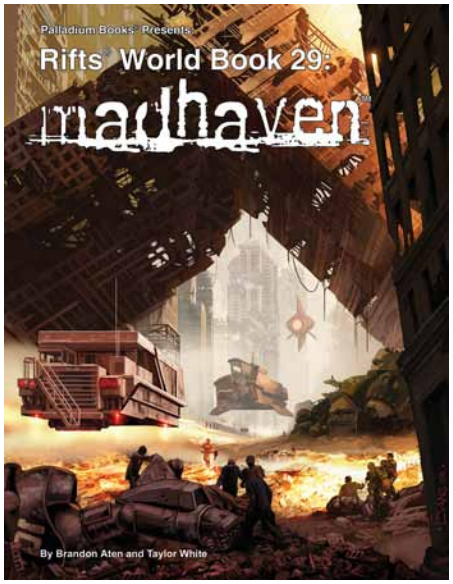
- **Arzno, a mercenary fort city located along the Grand Canyon.**
- **The Arzno merc market, the perfect place for mercs looking to stock up, especially in Techno-Wizard equipment.**
- **16 strange new Techno-Wizard weapons and gadgets, including anti-vampire gear like the Stake Driver.**
- **11 new suits of Techno-Wizard magic armor & power armor.**
- **7 new Techno-Wizard vehicles & aircraft with mystic powers.**
- **Vampire General Xavier Stuart, his henchmen & their mission.**
- **Fort Tombstone, Gen. Stuart's headquarters & vampire lair.**
- **The Blood Cult, Blood Priest and vampire worship.**
- **Coalition investigations into vampires, Arzno & the New West.**
- **The Black Swords, fallen Cyber-Knights who range over Arizona.**
- **Regional monsters, wildlife and danger.**
- **$20.95 – 160 pages. Cat. No. 868 – ISBN 1-57457-157-5.**

Rifts® World Book 29:

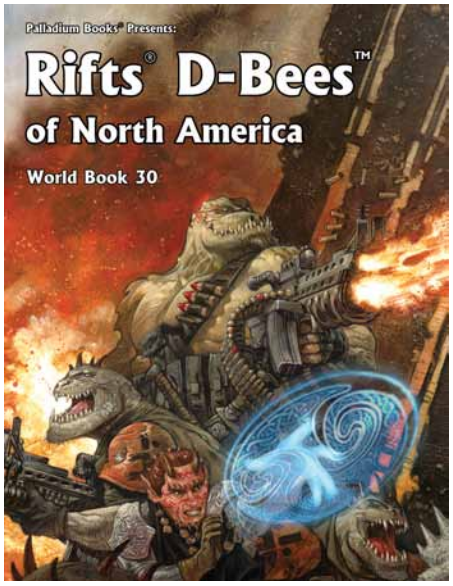
Madhaven™

Rifts® Madhaven™ is a place of terror and legend. Formerly known as Manhattan, it is a land so plagued by ghosts and monsters that no one has been able to conquer it in 300 years. Bold adventurers come to loot the ruins, but only half live to tell the tale. Ghosts, deadly monsters, weird mutants, and madness conceal and protect secrets of the past and present.

- **8 Mutant R.C.C.s that will boggle the mind.**
- **Mutant society and the various clans of Madhaven™.**
- **7 Ghostly Entities who torment the living.**
- **11 strange monsters not found elsewhere.**
- **The Knights of the Order of the White Rose (4 O.C.C.s).**
- **The fabulous healing powers of the mystical White Rose.**



- **Techno-Wizard weapons and devices. M.D. Bone weapons.**
- **51 Madhaven™ encounter ideas.**
- **The history, curse and inhabitants of Madhaven™.**
- **$17.99 – 128 pages. Cat. No. 869 – ISBN 1-57457-158-3.**



Rifts® World Book 30:

D-Bees of North America™

This huge sourcebook is the brainchild of freelance writer, Levi Johnstone, who suggested it at the 2006 Palladium Open House. A book that presents 35 new D-Bees (all very cool and different) and almost 50 old favorites gathered from other World and Sourcebooks into one handy reference guide. Old D-Bees have been updated and expanded by Kevin Siembieda, who also reviewed and tweaked the new characters to be sure they fit our plans for Rifts®.

- **35 brand new D-Bees (alien beings from other dimensions).**
- **47 favorite D-Bees collected from previous books**
- **82 alien beings in all for players to create characters.**
- **82 beings G.M.s useful for villains, NPCs & foils for adventure.**
- **More world information and history behind every character.**

- **General information about D-Bees on Rifts® Earth, their numbers and perspective on mankind.**
- **Dave Dorman cover and great artwork throughout.**
- **$26.99 – 224 pages. Cat. No. 874 – ISBN 1-57457-170-2.**

Rifts® World Book 31:

Triax™ 2

The Gargoyle War rages on. The NGR appears to be winning. When you see the myriad new robots, power armor and vehicles, you'll know why.

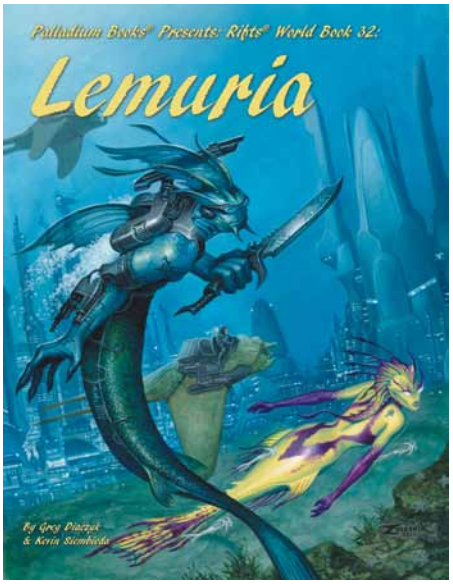
- **Overview of the New German Republic, circa 109 P.A.**
- **27 new Triax weapons plus body armor & additional gear.**
- **10 new Triax giant robots including the Talon and Devastator Mk II.**
- **10 cars and commercial vehicles, plus more than 50 special features.**
- **9 new robot drones: robot pets, assistants and spy-bots.**
- **6 new types of power armor, 5 aircraft and other combat vehicles.**
- **NGR mobile fortress, many adventure ideas and more.**
- **$26.99 – 192 pages. Cat. No. 881 – ISBN 1-57457-181-8.**

Rifts® World Book 32:

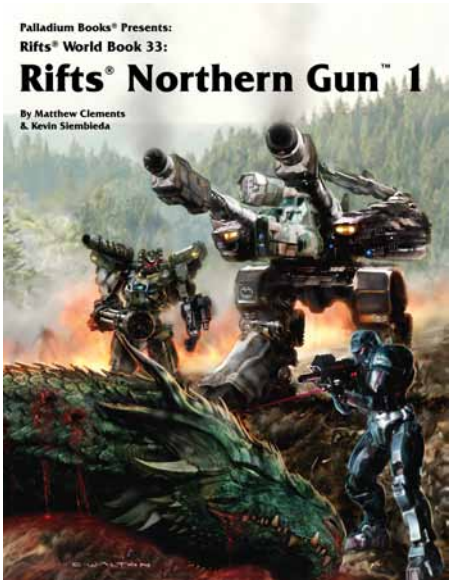
Lemuria™

Fans have gone wild over this world book, which is jam-packed with new magic, weapons, living power armor, monstrous war steeds, dragons, sea monsters, and more. The Lemurians are an amphibious people with floating cities and magic-based technology that allows for land and underwater adventures alike.

- **The Lemurians, their race, history and society.**
- **New aquatic races – Lemurians, Junk Crabs, and others.**
- **8 expansive, new O.C.C.s including the Serpent Hunter.**
- **9 monstrous and wondrous Lemurian War Steeds.**
- **10 suits of living Bio-Armor, plus Bio-Skins.**
- **10 Biomancy plants and creatures from the Gardens.**
- **19 types of Lemurian weapons, herbs and magic.**
- **Symbiotic stone vehicles, exotic animals and dragons.**
- **50+ new Biomancy spells & some new Ocean Magic spells.**



- **The Stone Guardians of Easter Island & other mysteries.**
- **Symbiotic creatures and Biomancy constructs.**
- **New dangers, new challenges, adventure ideas and more.**
- **$24.95 – 224 pages. Cat. No. 885 – ISBN 1-57457-182-6.**

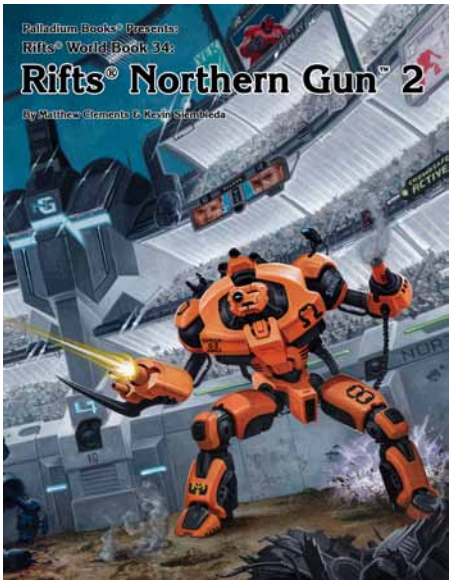


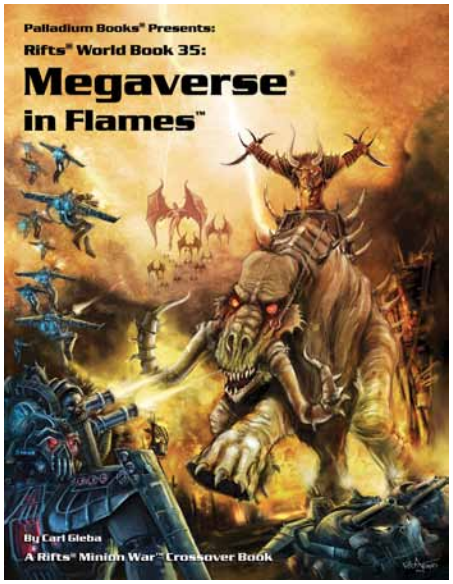
Rifts® World Book 33:

Northern Gun™ One

The robots, weapons and vehicles of Northern Gun™, the largest independent weapons manufacturer in North America. Plus background and information about the people and government of Northern Gun.

- **In-depth look at Northern Gun, the business & community.**
- **Giant combat robots; new and old.**
- **Robot drones; new and old.**
- **Weapons and combat gear; new and old.**
- **Bionic and cybernetic services.**
- **Freighters and hover trains.**
- **Northern Gun character classes and more.**
- **Key locations, people and much more.**
- **Written by Clements, Siembieda & others.**
- **$26.99 – 160 pages. Cat. No. 887 – ISBN 1-57457-199-0.**





Rifts® World Book 34:

Northern Gun™ Two

More information about the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat.

- **Power armors; new and old.**
- **Hovercycles and vehicles; new and old.**
- **Aircraft, boats, ships and submarines; new and old.**
- **Robot Gladiatorial Arena & Robot Gladiator O.C.C.**
- **The NG Bounty Board, mercenaries, pirates and more.**
- **$26.95 – 160 pages. Cat. No. 888 – ISBN 1-57457-200-8.**

Rifts® World Book 35:

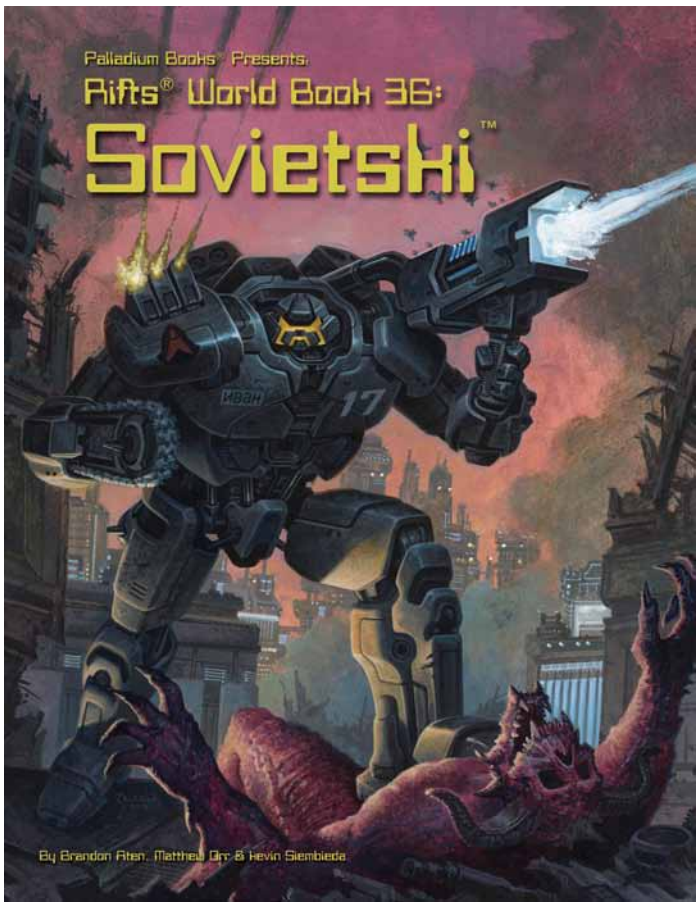
Megaverse® in Flames™

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. Supernatural beings run rampant and wreak havoc across the world. Note: Part of the Minion War™ "Crossover" series.

- **Demon plagues and global chaos.**
- **Soulmancy and Blood Magic revealed.**
- **Magical and demonic weapons and war machines.**
- **Demonic armies, strongholds and places of evil.**
- **Hell Pits, Rune Forges and Demon Lords.**
- **Demonic and monster kingdoms and Hell holes on Earth.**
- **Horune treachery, Dimension Stormers and other villains.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Epic battles and adventure ideas galore.**
- **$24.95 – 192 pages. Cat. No. 876 – ISBN 1-57457-171-0.**

Megaverse® in Flames™
Gold Hardcover Edition

- **$50.00 – 192 pages. Cat. No. 876HC.**



Rifts® World Book 36:

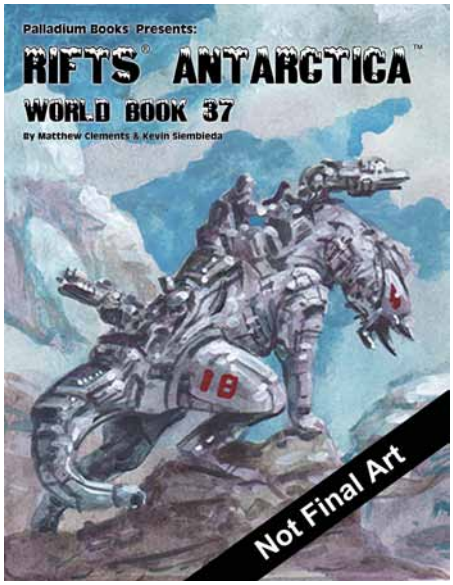
Sovietski™

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.

Rifts® Sovietski™ is a treasure trove of new ideas for cyborgs, player characters, D-Bees, and the fledgling, Sovietski nation. This book brings the Russian landscape to life and ready for adventure. Learn about its soldiers, army, people and their

dreams, beliefs, and politics, plus Dead Zones, Spetsnaz Intelligence force, new cyborgs, bionics, and more.

- **9 Sovietski O.C.C.s.**
- **40+ M.O.S. Skill Packages and 4 unique D-Bees.**
- **11 unique new Cyborgs, plus new bionics and body armor.**
- **Light, Heavy & Superheavy Machines (cyborgs), revisited.**
- **Cyborg animals for scouting and combat – new concept.**
- **Sovietski war machine: new vehicles, tanks, aircraft, & more.**
- **16 unique weapons plus grenades, tank shells and special ammunition.**
- **Spetsnaz Sovietski Special Forces – the new KGB.**
- **Bunker creation tables and Dead Zone tables.**
- **Soldier Motivation/Origins, new skills and other tables.**
- **Russian D-Bees like Wolverine People and the elemental Yaganar.**
- **Overview of the Sovietski, notable cities & places of interest.**
- **Notable groups, enclaves, people, many adventure ideas and more.**
- **$26.95 – 224 pages. Cat. No. 891 – ISBN 1-57457-240-7.**

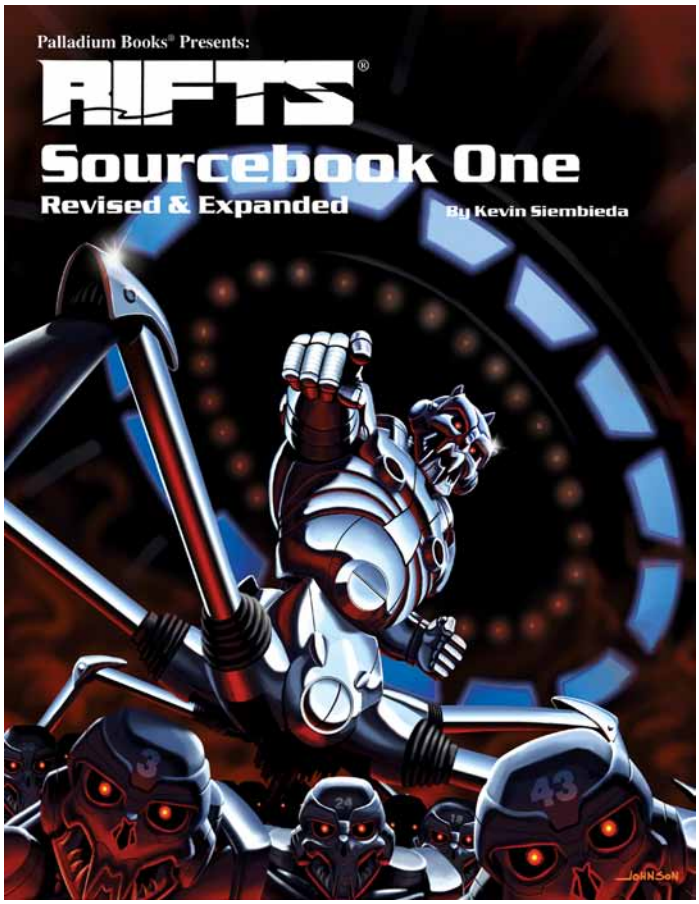


COMING: Rifts® Antarctica

Magic, D-Shifting and the Rifts bring the frozen continent of Antarctica within reach of the rest of the world, But that is neither a good thing nor desirable. The continent of ice and snow is more alien and dangerous than ever with its ice jungles, strange monsters, dazzling auroras in the sky, and what appears to be city lights deep beneath the ice.

- **New alien and D-Bee monsters.**
- **Snow and Ice Golems and the Ice Jungle.**
- **A city of magic carved from the ice itself.**
- **Ice Witches, Icecraft & the Dark Berg, horrors of the South Pole.**
- **New weapons and vehicles left over from the Golden Age of Humanity, including technology designed to take advantage of the cold.**
- **The Kalmek Game Park, Lord Splynncryth's cold-weather animal preserve. or is it something darker and deadly?**
- **Antarctica's McMurdo-Scott Space Research Complex.**
- **The ongoing War of the Elements.**
- **Cold-weather technology, survival and more.**
- **Written by Matthew Clements and Kevin Siembieda.**
- **$22.99 – 160 pages. Cat. No. 898 – ISBN 1-57457-270-9.**

Rifts® Sourcebooks:



Rifts® Sourcebook One

Revised & Expanded

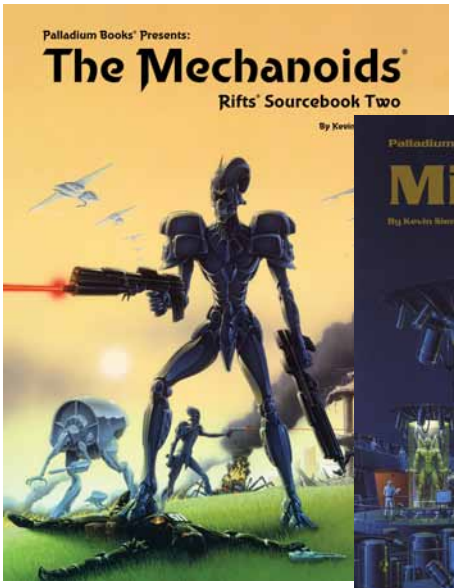
Rifts® Sourcebook One, Revised & Expanded profiles the ancient pre-Rifts supercomputer ARCHIE 3, left behind from before the Great Cataclysm and equipped with robot legions and weapons factories. ARCHIE 3's sanity may be questionable, but its hyper-intelligence is not. Rifts® Sourcebook One, Revised & Expanded is a smash hit shattering previous online/mail order sales records and selling well for distributors and stores. This book is an excellent companion to Rifts® Ultimate Edition and full of fun material for players and Game Masters alike.

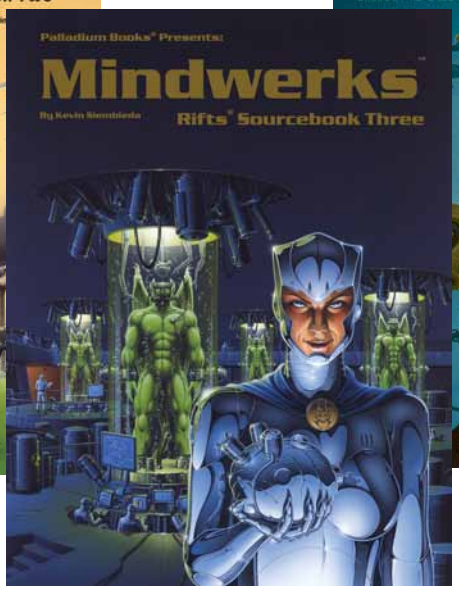
- **Robot creation rules with over 20 new robots and vehicles**
- **Power armor, weapons and vehicles, new and old.**
- **A.R.C.H.I.E. Three, the ultimate inhuman villain.**
- **Hagan Lonovich, A.R.C.H.I.E.'s human collaborator.**
- **Notable monsters, updated and with adventure ideas.**
- **The Republicans revealed for the first time.**
- **Republican power armor, weapons and schemes.**
- **The Face of Evil, an adventure involving A.R.C.H.I.E. Three.**
- **$22.99 – 160 pages. Cat. No. 801 – ISBN 1-57457-151-6.**

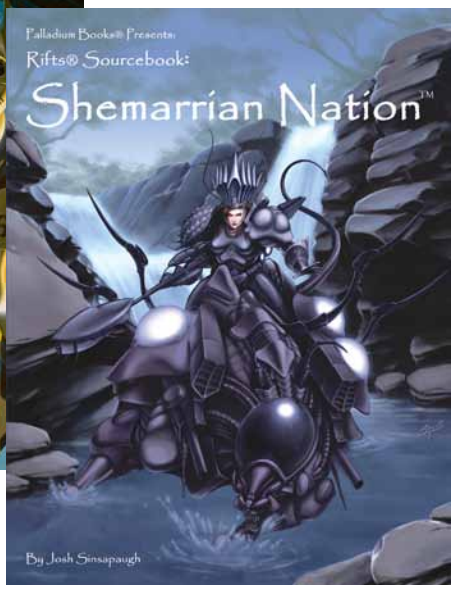
Rifts® Sourcebook Two:

The Mechanoids®

Archie 3 and Hagan Lonovich are two of the most beloved villains (anti-heroes?) in the Rifts Earth setting. This sourcebook highlights their strange relationship, plots and blunders. One







of which is inadvertently unleashing the Mechanoids® into the world!

- **The prophecies of the Seven Dangers.**
- **20+ Mechanoids and their robot legion.**
- **Optional Mechanoids® Player Characters & character sheets.**
- **Archie Three and Hagan: Heroes or villains?**
- **The weapons and robot minions of Hagan Lonovich.**
- **New creations from Archie Three and Hagan, plus more history and insight about the unlikely duo.**
- **Five adventures, random encounter tables & adventure ideas.**
- **$17.99 – 112 pages. Cat. No. 805 – ISBN 0-916211-55-X.**

Rifts® Sourcebook Three:

Mindwerks™

The Brodkil Empire, Angel of Death, Gene-Splicers, monsters and dangers that haunt Poland and other regions around the New German Republic.

- **14 O.C.C.s and R.C.C.s, including a dozen D-Bee races.**
- **Mindwerks 'bots, cyborgs, weapons & equipment.**
- **Mindwerks M.O.M. conversions, Crazies and insanity.**
- **Gene-Splicers and their presence on Rifts® Earth.**
- **An evil Millenium Tree & Germany's infamous Black Forest.**
- **Massive, new war machines for the Gargoyles & the NGR.**
- **The Kingdom of Tarnow, its namesake magical crystal and anti-Gargoyle weapons and equipment.**
- **More information on Europe after the Coming of the Rifts®.**
- **$17.99 – 112 pages. Cat. No. 812 – ISBN 0-916211-69-X.**

Rifts® Sourcebook Four:

Coalition Navy™

An in-depth look at the burgeoning power of the Coalition Navy, its robots, subs, ships, weapons, troops and organization. Can this fledgling military branch stand up to the power of the Splugorth? To Horune Pirates, sea monsters, and the looming prospect of a naval war with secessionist Free Quebec?

- **5 navy O.C.C.s including the Naval Infantryman, Nautical Commando and Sea Dog.**
- **CS navy ranks, deployments and objectives.**
- **Sea SAMAS, Trident power armor, & other Navy equipment.**
- **CS warships, submarines, patrol boats, water sleds & more.**
- **Coalition aircraft carriers and naval aviation.**
- **Details on the Coalition States nuclear arsenal.**
- **10 new sea monsters.**
- **4 pirate and privateer O.C.C.s and information on pirate groups, operations & sanctuaries around North America.**
- **$16.95 – 128 pages. Cat. No. 828 – ISBN 1-57457-003-X.**

Rifts® Sourcebook:

Shemarrian Nation™

The Shemarrians are the phantom right arm of A.R.C.H.I.E. Three and a force to be reckoned with in the Eastern Wildlands. An in-depth look at the fabricated warrior women, their false society, and the schemes and dreams that ARCHIE and Hagan have in store for them and the world. The sourcebook has great artwork, is a fun read, and is packed with new information and ideas.

- **7 types of Shemarrians, including the Shemarrian Warrior, Berserker, War Chief, War Goddess, Pariah, Spinster, and Male Shemarrian Hunter.**
- **New Shemarrian war mounts, weapons, from energy guns to Vibro-Blades (all ARCHIE tech).**
- **Shemarrian history, society, culture and rumors.**
- **Shemarrian Secrets: Androids made by A.R.C.H.I.E. Three.**
- **Other ARCHIE robots.**
- **Random Encounter Tables and many adventure ideas.**
- **The war against the Minions of Splugorth & Horune Pirates.**
- **The Shemarrians' declaration of the "Shemarrian Nation" and their place in the Eastern Wildlands. How the regional factions and power blocs view the warrior women, rumors & lies.**
- **ARCHIE's opinion of & plans for different world factions.**
- **$17.99 – 96 pages. Cat. No. 878 – ISBN 1-57457-128-1.**

Rifts® Bionics Sourcebook

A compendium of cybernetics and bionics found on Rifts® Earth. Includes new and old items, information, and stats in one useful book.

- **160+ cybernetic systems: weapons, sensors, implants, etc.**
- **120+ bionic systems: weapons, tools, sensors & armor.**
- **More on the Cyber-Doc and Black Market cybernetics.**
- **The Cyborg O.C.C. redefined – Four main types: Partial 'Borg, Full Conversion 'Borg, Cyber-Humanoid, and Mining 'Borg, as well as notes on Slave 'Borgs.**
- **Six new City Rat O.C.C.s. & the Cyber-Snatcher Villain NPC.**
- **$17.99 – 112 pages. Cat. No. 850 – ISBN 1-57457-075-7.**

Rifts® Vampires Sourcebook™

Unknown to most humans, deep within Mexico the vampires have established entire kingdoms. There they live like tyrants and gods, dominating an underclass of cattle people used as slaves and food stock. Learn more about the vampires, their rivals, allies and the humans who willingly serve their supernatural masters for a chance to join the undead.

- **More human kingdoms within Mexico & human strongholds.**
- **Firefighting robots, hover firetrucks, & anti-vampire gear.**
- **Magic based Vampire Hunters & Werecat Vampire Hunters.**
- **Techno-Wizard anti-vampire weapons & magical devices.**
- **Profiles for Doc Reid and Reid's Rangers.**
- **Fort Reid, an entire city devoted to hunting the undead.**
- **The Bloodwatch, a secret vampire intelligence agency that tracks down and exterminates Vampire Hunters.**
- **The Yucatan Peninsula and its many mysteries & monsters.**
- **The werebeasts of Mexico and Central America.**
- **$20.95 – 128 pages. Cat. No. 884 – ISBN 1-57457-187-7.**

Rifts® Sourcebook:

Rifts® Black Market™

Gamers have gone wild over Rifts® Black Market™. It contains a wealth of information about the inner workings of the Black Market, the Five Factions, new Bandito Arms/Black Market weapons and gear, how to make any O.C.C. a Black Marketeer, special abilities of the Black Marketeer, criminal enterprises, Black Market loans, merc and crime jobs, and much more. And a lot of this material can be easily adapted to just about any world setting, not just Rifts Earth.

- **Rules to make any O.C.C. (or R.C.C.) a Black Marketeer.**
- **Special abilities and benefits of the Black Marketeer.**
- **Specialized O.C.C.s of the Black Market.**
- **Black Market criminal enterprises, jobs & inner workings.**
- **The five most powerful Black Market Factions.**
- **Black Market services, products, and practices.**
- **New weapons & equipment of Bandito Arms/Black Market.**
- **Smuggling corridors and methods, including magical.**
- **Traveling Black Market Merchants and Market Towns.**
- **$26.99 – 192 pages. Cat. No. 886 – ISBN 1-57457-198-2.**

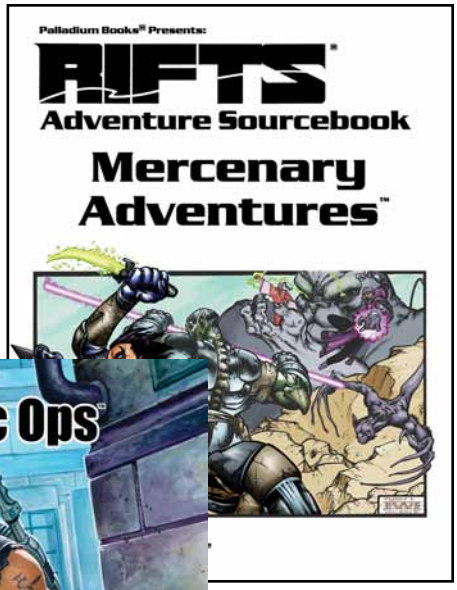
Rifts® Sourcebook:

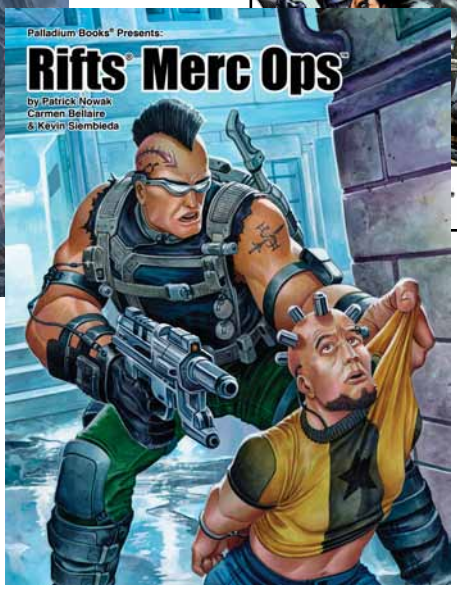
Secrets of the Coalition States™: Heroes of Humanity™

Rifts® CS Heroes of Humanity™ changes the landscape of Rifts North America and beyond as the Coalition States grapple with the factions of the Minion War™ amid the repercussions of the Siege on Tolkeen™.

- **New ways to form unprecedented mixed groups of heroes that would otherwise be ideologically opposed to one another.**
- **New Coalition O.C.C.s like the Death Knight and Skelebot Specialist, with other military O.C.C.s like the CS Juicer, Combat Cyborg and Psycho-Stalker expanded.**
- **CS strategies, tactics, battle plans, and world information.**
- **Summary of Demon and Deevil vulnerabilities.**
- **A Xiticix battle plan and who really pays the price.**
- **$20.95 – 160 pages. Cat. No. 889 – ISBN 1-57457-238-5.**

Mercenaries Collection:





Rifts® Sourcebook:

Rifts® Mercenaries

This fan favorite sourcebook is packed with information about mercenaries, creating mercenary companies, merc O.C.C.s and a vast array of weapons, vehicles, armor and equipment.

- **9 O.C.C.s including Master Assassin, Smuggler, Super-Spy, Forger, Thief, Bounty Hunter and others.**
- **6 Mercenary companies, including Larsen's Brigade.**
- **The weapons, gear, and vehicles of Golden Age Weaponsmiths, Wellington Industries, Iron Heart Armaments, Naruni Enterprises, and Northern Gun.**
- **Angrar Robotics and Chipwell Armaments.**
- **A few Coalition vehicles.**
- **A mercenary adventure and more. Many adventure ideas.**
- **$20.95 – 160 pages. Cat. No. 813 – ISBN 0-916211-70-3.**

Rifts® Sourcebook:

Rifts® MercTown™

MercTown is set in the Magic Zone, near the Federation of Magic, but is a town run by mercenaries and for mercenaries. Many of the townspeople and businesses cater to the mercenary trade, have secrets to preserve or intriguing pasts. Others have their own agendas and ties to merc outfits, the Black Market, the Ravenshome Thieves' Guild, the Coalition States or other nefarious organizations.

- **220 locations and nine pages of maps.**
- **New mercenary groups, gangs, the Black Market & Thieves' Guild.**
- **Magic, weapons dealers, job brokers & augmentation clinics.**
- **Interesting characters and countless adventure ideas.**
- **$20.95 – 160 pages. Cat. No. 863 – ISBN 1-57457-105-2.**

Rifts® Sourcebook:

Rifts® Merc Ops™

An adventure sourcebook packed with new merc weapons and equipment, as well as criminals, desperados and fugitives wanted by the CS and other authorities, each an opportunity for adventure.

- **Over 40 new weapons as well as equipment from Golden Age Weaponsmiths, the Northern Gun, Wilk's, Wellington and others.**
- **More than 20 new robots, vehicles, power armor suits and body armor from the Northern Gun, Titan Robotics & others.**
- **41 new Techno-Wizard weapons, vehicles, armor & oddities.**
- **A rogue's gallery of wanted fugitives & adventure ideas.**
- **Written by Nowak, Bellaire and Siembieda.**
- **$20.95 – 160 pages. Cat. No. 865 – ISBN 1-57457-109-5.**

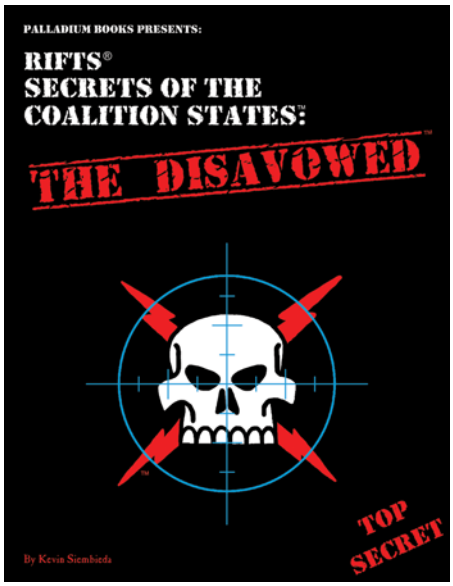
Rifts® Sourcebook:

Rifts® Merc Adventure Sourcebook™

New! Boot Camp at the MercTown Headhunter Academy (and a way to earn experience and bonuses for first and second level characters). New merc O.C.C.s, Psi-Stalkers and Hook, Line & Sinker adventures.

- **A half dozen new, tricked out, "optional" O.C.C.s.**
- **Devil Rider Psi-Stalker Clan & merc companies.**
- **A dozen adventure outlines and Boot Camp adventures.**
- **11 new magic spells designed specifically for combat.**
- **$12.95 – 64 pages. Cat. No. 867 – ISBN 1-57457-124-9.**

Coming Soon:



Rifts® Secrets of the Coalition States:

The Disavowed™

The Disavowed are so Top Secret that their existence is known only to a handful of the Coalition States' most elite, with Joseph Prosek II the mastermind behind the Disavowed operation, and Colonel Lyboc its shadowy face. Find out who they are. How they get away with using magic, traveling even to other dimensions in pursuit of enemies and strategic information that cannot be had through conventional means.

- **CS operatives so secret that even the top military & political leaders right up to Emperor Prosek know nothing about them.**
- **Unsung heroes who keep the CS safe, or thugs and pawns of a shadow agency within the Coalition government?**
- **What role does the Vanguard play in this group?**
- **Do D-Bee "teammates" survive when the mission is over?**
- **What happens to the Disavowed when they have seen or learned too much? Adventure ideas galore & so much more.**
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The name, CS Heroes of Humanity™ Arsenal says it all. New Coalition armor, power armor, robots, combat vehicles, and related material.

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Rifts® Living Nowhere™

This title presents three interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All fun locations to visit and find adventure and trouble. Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of everyone living there. Big ideas. Building upon material that appeared in The Rifter®, expanded.

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- **New Techno-Wizard weapons and devices.**
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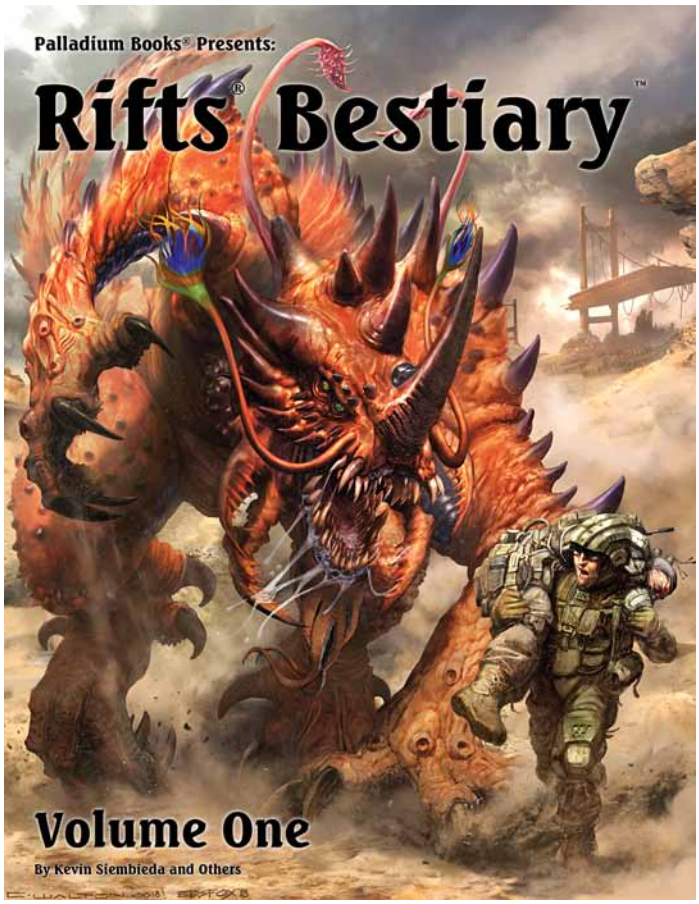

Rifts® Bestiary, Volume One

You requested it, so we are doing it: 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 we cannot squeeze them into one book. The first two Rifts® Bestiary sourcebooks are being created simultaneously. Between them, these two volumes compile all the beasts of Rifts North America (unintelligent mon-sters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks, plus some new monsters by Siembieda and Walton. 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 & more.**
- **Some new creatures, but most are existing creatures.**
- **Updated information where applicable.**
- **Updated and uniform stat blocks.**
- **A map for every creature showing where it is found.**
- **Fully illustrated.**
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More monsters and exotic animals of Rifts North America as part of an ongoing series of Rifts® Bestiary sourcebooks.

- **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 & more.**
- **ome new creatures, but most are existing creatures.**
- **Updated information where applicable.**
- **Updated and uniform stat blocks.**
- **A map for every creature showing where it is found.**
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The Coalition Wars® – Siege on Tolkeen™ Series

Magic vs Technology. All-out war between the Coalition and the Magic Kingdom of Tolkeen. Even if you don't play the war, the series offers fantastic source material: magic artifacts, Spells of Legend, Techno-Wizard war machines, maps, cities, towns, monsters and scores of NPCs you can drop into any campaign.

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Magic vs Technology. The infamous Coalition/Siege on Tolkeen story arc starts with this 160 page sourcebook. Not only does it lay the groundwork for the Coalition's all-out siege on the kingdom of magic, but it includes a vast number of Techno-Wizard weapons and vehicles, powerful magic artifacts, demons, monsters, magic & a Crisis Time-Line from 12 P.A. to 106 P.A.

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Coalition Wars® Two:

Coalition Overkill™

The war escalates on both sides. A new breed of Coalition officers begin to come to the forefront, and with them, cruelty, murder and genocide. The Coalition Army is ruthless, but Tolkeen has a few tricks up its sleeve, like an alliance with a race of ancient demons known as the Daemonix – one of Tolkeen's unholy allies.

- **Introducing the Daemonix demons.**
- **40+ NPCs, Coalition combat squads and operations.**
- **Coalition Flying Leviathan Stratocarrier.**
- **Tolkeen strategies and tactics.**
- **The Coalition's campaign of revenge.**
- **Bounty Hunters, mercenaries, adventure ideas and more.**
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Coalition Wars® Three:

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The sorcerers of Tolkeen strike back in a murderous fury that stuns and bewilders the mighty Coalition Army. Combat and hatred heats up as both sides escalate the level of war.

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- **Dozens of inhuman and magic wielding villains and NPCs; Tolkeen's most notorious defenders (some would say madmen).**
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- **World information, history, and Adventures galore**
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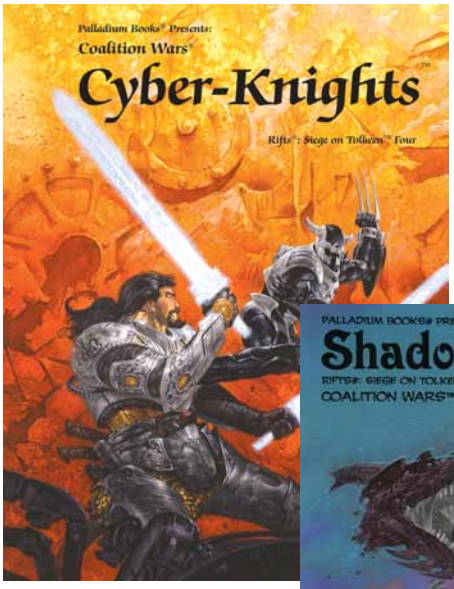

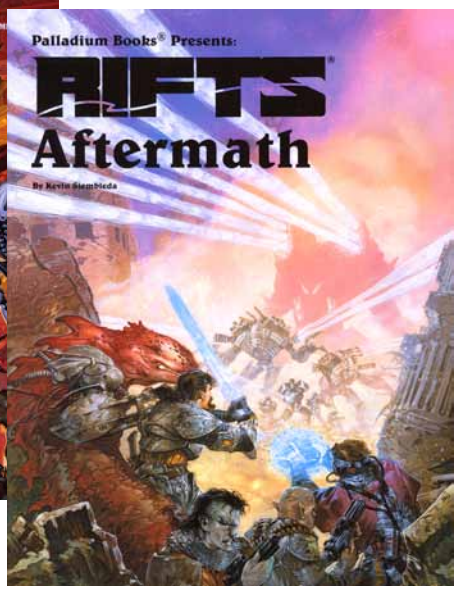

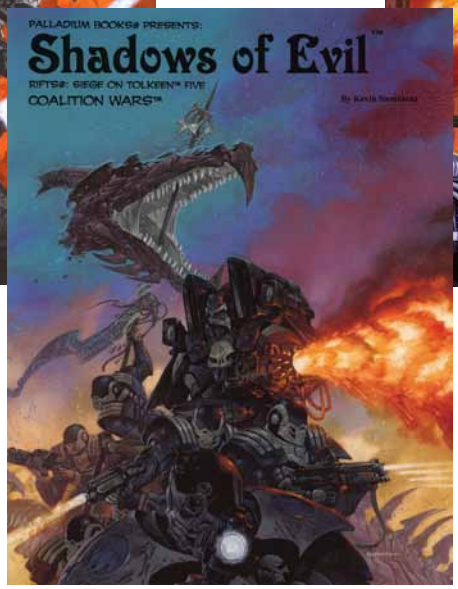

Coalition Wars® Four:

Cyber-Knights™

The history and secrets of the Cyber-Knights, and more.

- **Cyber-Knight O.C.C., secrets and powers revealed.**
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The City of Tolkeen in its final days, mapped and detailed along with Freehold, the city of dragons. King Creed and 40 NPCs profiled in detail. Plus secret weapons and the fall of Tolkeen. In the end, only one side will stand triumphant. Winner take all. And the world will tremble.

- **The City of Tolkeen mapped and described.**
- **Tolkeen's King Robert Creed, the Circle of 12 and Warlords described in detail.**
- **Tolkeen's newest demonic allies and monsters.**
- **Tolkeen's secret weapons!**
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- **Another Juicer Uprising led by Julian the First as he stares down death.**
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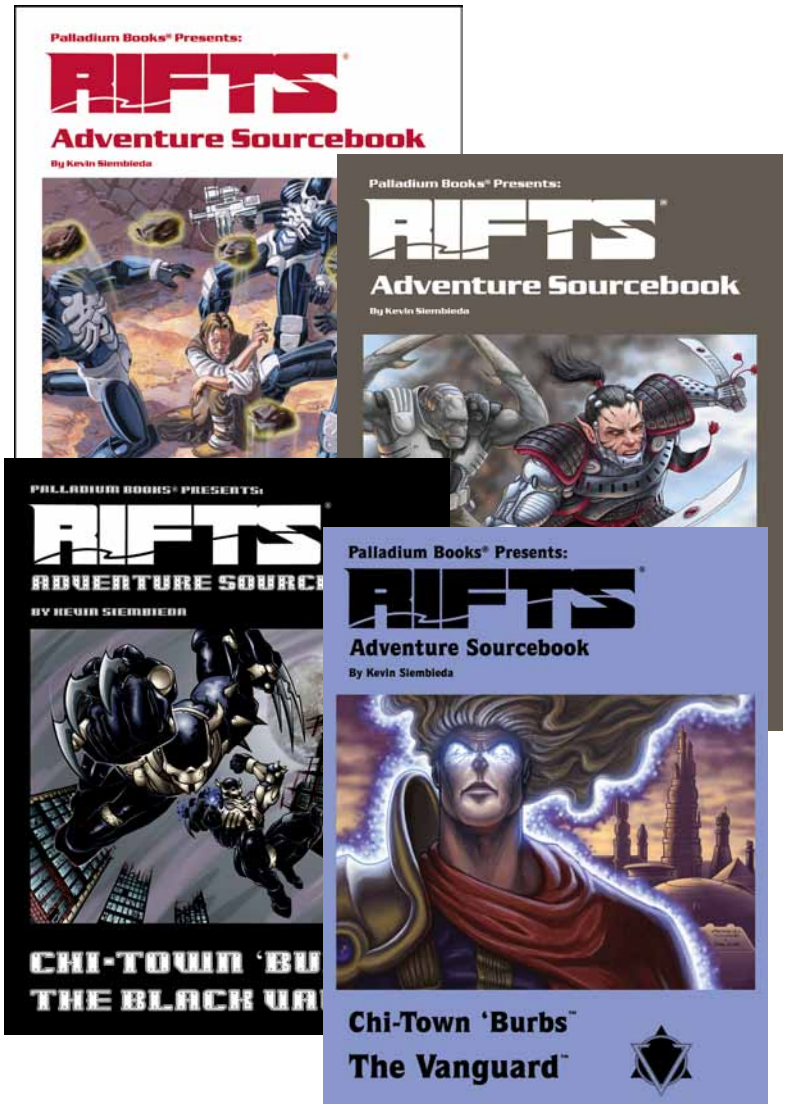

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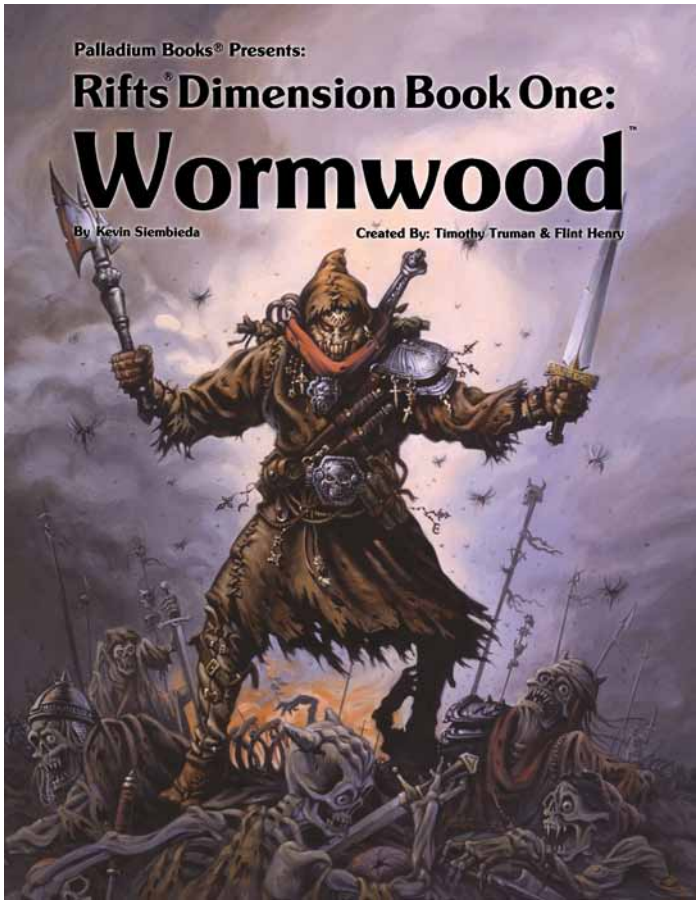

Rifts® Dimension Book™ 1:

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Wormwood™ is a weird, decadent, and violent world ruled by demonic creatures and evil clergy who control powerful kingdoms of monsters and enslave humans. The demonic destroyers command the Crawling Towers and Life Force Cauldrons to do their bidding. One of countless alien worlds linked to Rifts® Earth by the many dimensional gateways of the ley lines.

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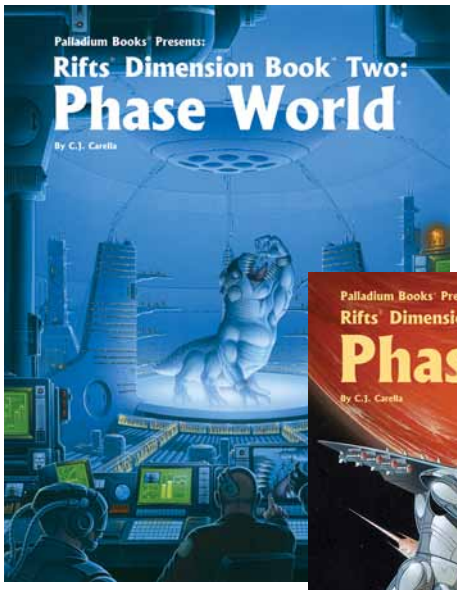

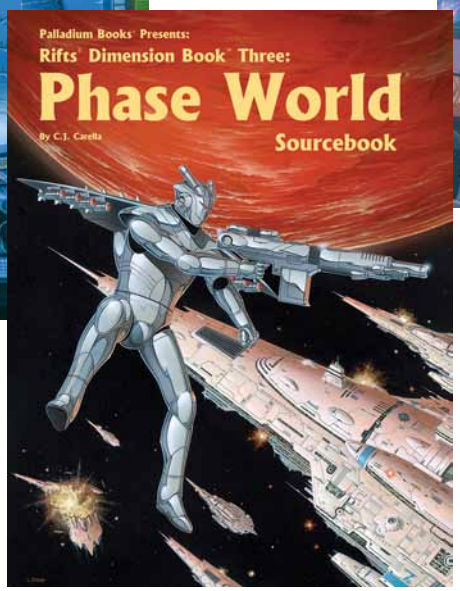

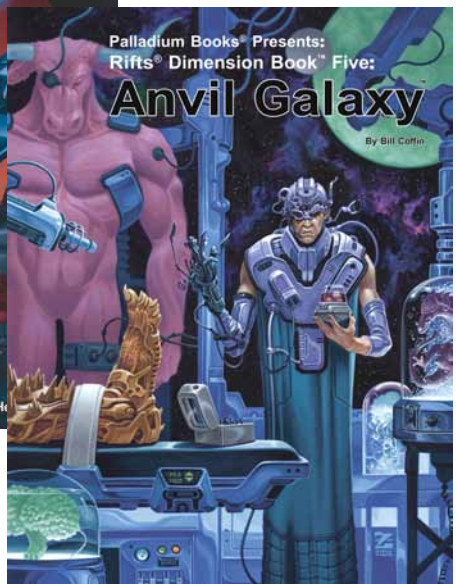

Rifts® Dimension Book™ 2:

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Phase World™ is an incredible trans-dimensional city that is also a space port located within the Three Galaxies. Visitors come not only from other dimensions but from the neighboring galaxies and other dimensions. Consequently, Phase World is one of the more unique ports in the Palladium Megaverse. Engage in cosmic adventure, space exploration, smuggling, bounty hunting and more.

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- **Solid energy spaceships and body armor!**
- **Galactic adventure as only Palladium can provide!**
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Epic super-hero adventure on an alien planet, as alien heroes fight to liberate their world from the tyranny of the world-conquering space aliens known as the Tarlok.

- **Invading Tarlok aliens, heroes and world information.**
- **20 new O.C.C.s and R.C.C.s for player characters.**
- **25 new weapons and vehicles.**
- **New superpowers, aliens, equipment and villains.**
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- **Written by Kevin Siembieda.**
- **Cover, interior art & concepts by John Zeleznik.**
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Rifts® Dimension Book™ 5:

Anvil Galaxy™

This popular, fan-favorite Phase World® sourcebook presents a dynamic overview of the Anvil Galaxy™ and its many alien races, technologies, conflicts and secrets. A great resource for any Phase World® fan and valuable addition for campaigns involving the Minion War™.

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- **Planet Creation Tables and more. By Bill Coffin.**
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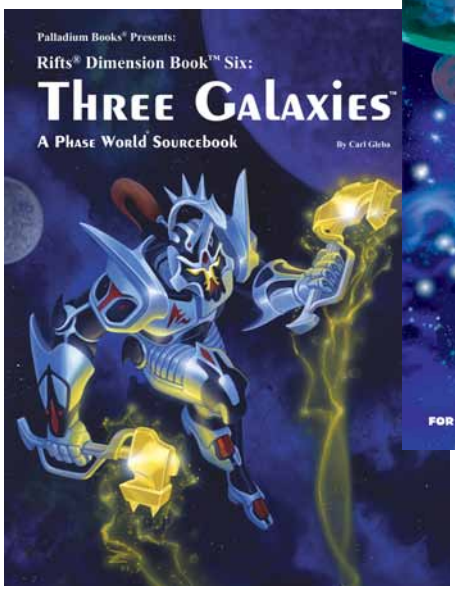

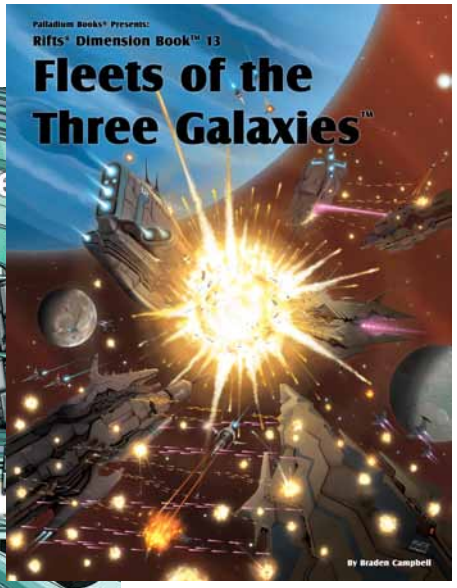

Rifts® Dimension Book™ 6:

Three Galaxies™

A guide to the Three Galaxies, this book takes a look at dozens of solar systems, notable planets, select alien races, people, civilizations and monsters, as well as space anomalies, spaceships and more. This is another sourcebook that is ideal for campaigns involving the Minion War™, the Thundercloud Galaxy™, Phase World® and adventures in the Three Galaxies.

- **An overview of the Three Galaxies.**
- **16 O.C.C.s/R.C.C.s including the Obsidian Spell Thief and Space Warlock.**
- **A half dozen monsters plus the mysterious Necrol.**
- **Galactic Organizations (Atorian Empire and more).**
- **More information on the Intruders, Kreeghor, Splugorth and others.**
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- **The monstrous Necrol and their living weapons & spacecraft.**
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- **Written by Carl Gleba.**
- **$22.99 – 160 pages. Cat. No. 851 – ISBN 1-57457-078-1.**

Rifts® Dimension Book™ 7:

Megaverse® Builder™

Carl Gleba, author of the popular Phase World®: Three Galaxies™, has created a sourcebook and guide to help Game Masters create their own alien dimensions and worlds. A great tool for G.M.s and fun for players.

- **Rules, suggestions and tables for generating dimensions.**
- **Dimensional anomalies and other strangeness.**
- **The Shifter "Revisited," Dimensional Familiars and new O.C.C.s.**
- **Many adventure ideas, including The Mechanoids® & more.**
- **Written by Carl Gleba. Cover by Mark Evans.**
- **$16.95 – 96 pages. Cat. No. 859 – ISBN 1-57457-099-4.**

Rifts® Dimension Book™ 8:

Naruni™ Wave Two

The Naruni are back! They have returned to Rifts Earth and are offering a new array of weapons, armor and vehicles, not to mention looking to give the Coalition States some payback for ousting them from the planet.

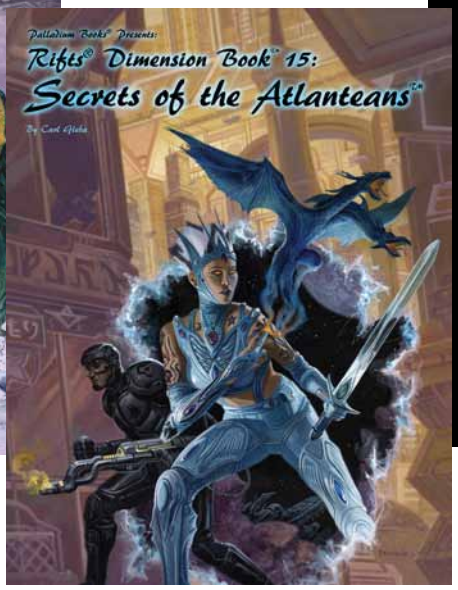
- **32 new Naruni weapons and explosives.**
- **11 new suits of body armor and armor accessory packs.**
- **25 new power armor suits, robots, armored vehicles and aircraft.**
- **The Molock Enforcer, background on the Naruni & adventure ideas.**
- **Written by Bellaire, Siembieda & others.**
- **$16.95 – 96 pages. Cat. No. 860 – ISBN 1-57457-102-8.**

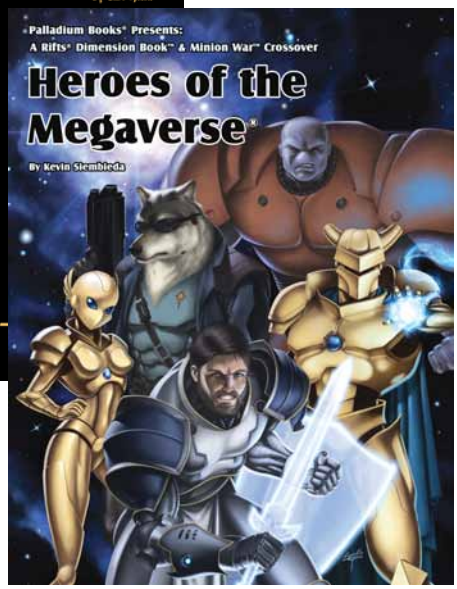
Rifts® Dimension Book™ 13:

Fleets of the Three Galaxies™

This is much more than a book of spaceships. In addition to new spacecraft from fighters to dreadnoughts, there are ship creation guidelines, damage tables, additional space gear, discussions about Faster-Than-Light speed, FTL combat, planet-side sieges, strategies, tactics, ranks for each fleet, a time-line, history on key races and their technology, notable figures, ship-building, hints at upcoming events and potential dangers, and much more. A must for fans of Rifts®, Phase World®, the Three Galaxies™, or space opera. Suitable for use with Robotech®.

- **17 new spacecraft, from fighters to dreadnoughts.**
- **Space tugs, lifeboats, missiles and special gear.**
- **Spaceship creation guidelines & classification by type.**
- **Random ship damage table, plus strategies & tactics.**
- **History and insight to key fleets and races.**
- **Fleet ranks, background and notable figures.**
- **Fleet formations of the Altess, CCW, TGE, UWW, & others.**
- **Three Galaxies time-line.**
- **Space magic spells and Techno-Wizard weapons.**
- **Written by Braden Campbell with Siembieda & Marker.**
- **$17.99 – 128 pages. Cat. No. 880 – ISBN 1-57457-147-8.**





Rifts® Dimension Book™ 14:

Thundercloud Galaxy™

The Thundercloud Galaxy is a where several civilizations are making a mad scramble to claim and colonize thousands of worlds. Colonists flock to the Thundercloud filled with dreams. Space pirates and an array of cutthroats also flock to the galaxy, guns in hand, ready to rob and fleece the colonists. Lawmen and heroes are in great demand, and the opportunities for clever adventurers are said to be without limit. The galaxy is a place of discovery, adventure and treachery like no other.

- **17 new alien R.C.C.s plus the Elder Races, Dominators & more.**
- **9 notable monsters and strange creatures, plus minions.**
- **Learn about the mysterious Elder Races, complete with stats.**
- **Dominator weapons, gear and salvage available to players.**
- **Gene-Tech and their alien gear available to players.**
- **Colony Creation and Indigenous People Tables.**
- **101 Ruin Adventures and Monster Creation Tables.**
- **Notable spacecraft, weapons, power armor and gear.**
- **Overview of the Thundercloud Galaxy & adventure ideas.**
- **Any type of space opera and science fiction scenario you can imagine can be played out in the Thundercloud Galaxy.**
- **Written by Braden Campbell and Kevin Siembieda.**
- **$20.95 – 160 pages. Cat. No. 883 – ISBN 1-57457-183-4.**

Rifts® Dimension Book™ 15:

Secrets of the Atlanteans™

True Atlanteans are among the most mysterious and storied heroes across the Megaverse®. Forced to flee Earth more than 15,000 years ago, they have made themselves into a force for good wherever they go. Learn about their civilization, clans, hatred of the undead, Tattoo and Crystal magic, and so much more. These masters of dimensional travel are constantly seeking out new knowledge and wonders while standing against evil and injustice and helping those in need. True Atlanteans are indeed Champions of Light. But every light casts a shadow. Even the fabled True Atlantean clans are not free of the thirst for power or the darkness of great evil, a secret darkness that could destroy them all.

- **60+ new Magic Tattoos.**
- **60+ Shadow Magic Spells.**
- **50+ Crystal Magic Spells.**
- **New O.C.C.s like the Crystal Mage O.C.C., Sunaj Shadow Mage and Shadow Assassin, and the Stone Master and Undead Slayer O.C.C.s revisited.**
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- **Who are the Sunaj, and why do they hunt True Atlanteans?**
- **The Shadow Dimension and notable monsters.**
- **Written by Carl Gleba and Kevin Siembieda.**
- **$24.95 – 224 pages. Cat. No. 890 – ISBN 1-57457-239-3.**

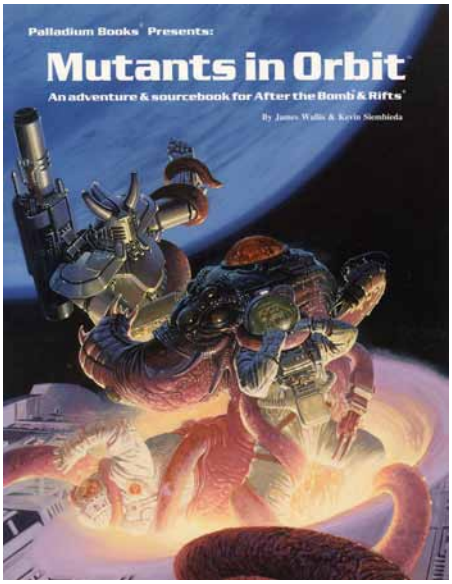
Secrets of the Atlanteans™
Gold Hardcover Edition

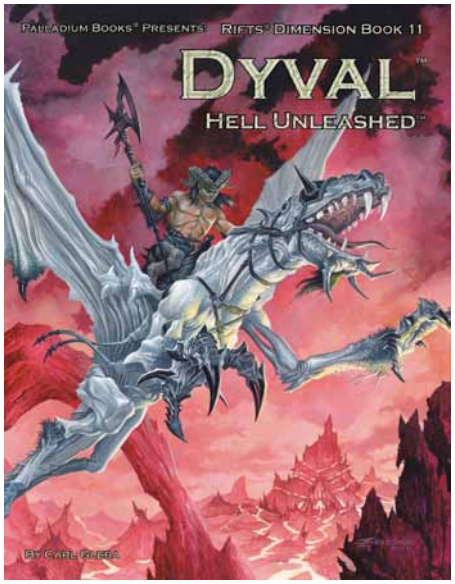
- **$50.00 – 224 pages. Cat. No. 890HC.**

Heroes of the Megaverse®

The Book of Heroes is an ancient magic tome that empowers those with that potential for greatness. (Your player character?) In times of fear and darkness the Book is said to appear to make sure the forces of evil don't get the upper hand. The Minion War™ is such a dark time as the forces of Hell ripple across the Megaverse bringing death and destruction. Are the legends true? Is there a magic book that inspires and empowers new heroes to rise up and make a difference when they are needed most?

- **The legend and magic of the Book of Heroes.**
- **The powers of the book itself.**
- **The ability to empower and turn worthy heroes into superhumans.**
- **101 detailed super abilities (not reprints from other books).**
- **Hero Avatars, Hero Mentors, and their powers.**





- **Quick roll creation tables**
- **Why the book must never fall into the hands of any Lord of Hell.**
- **Nearly a dozen NPC heroes and surprises.**
- **For use with Rifts® and Phase World®/the Three Galaxies, as well as Heroes Unlimited™, Palladium Fantasy RPG® and other S.D.C. settings. Includes stats and conversions for M.D. and S.D.C. settings.**
- **Contains the names of nearly 2,000 real life gamers who purchased the special print during Palladium's Crisis of Treachery (and other heroes).**
- **$16.95 – 112 pages. Cat. No. 877 – ISBN 1-57457-173-7.**

Mutants in Orbit™

Rifts® Space: The startling answers to the question of what lays within Earth's orbit, on the moon and Mars. A.R.C.H.I.E. Seven, the Cyberworks Corporation, CAN Republic, Virtual Reality Defense System, three new Glitter Boys, the Steel Dragon, robots, killer satellites, mutants, monsters and more!

- **Rules for creating mutant characters, including mutant insects!**
- **The killer space stations and deadly debris blocking Earth's orbit and trapping those below on the surface.**
- **Details on the moon, Mars, the Asteroid Belt and beyond.**
- **Robots, space ships and satellites.**
- **Space weapons & technology, including 3 new Glitter Boys.**
- **Half the book (60 pages) has stats and history applicable to Rifts® and half for After the Bomb®.**
- **Written by Kevin Siembieda and James Wallis.**
- **$16.95 – 120 pages. Cat. No. 514 – ISBN 0-916211-48-7.**

The Minion War™ Series

Rifts® Hades sets the stage for an epic, crossover adventure series called the Minion War™. The Minion War series will include Dimension Book Hades, Dimension Book Dyval, Dimensional Outbreak (Phase World®), Armageddon Unlimited (Heroes Unlimited), and a Rifts Earth finale, Megaverse® in Flames, plus a possible Minion War Aftermath book. But each is also a stand-alone title.

Rifts® Dimension Book™ 10:

Hades, Pits of Hell™

The demons and monsters of Hades have been part of Palladium role-playing games for 25 years. Now, for the first time ever, we explore the demons' home dimension. The landscape of Hades, the evil denizens who populate it, and their plans for conquest and war across the Megaverse®.

Suitable for use with Rifts®, Rifts® Chaos Earth™, Phase World®, Heroes Unlimited™, Palladium Fantasy RPG®, Beyond the Supernatural™ and other Palladium games.

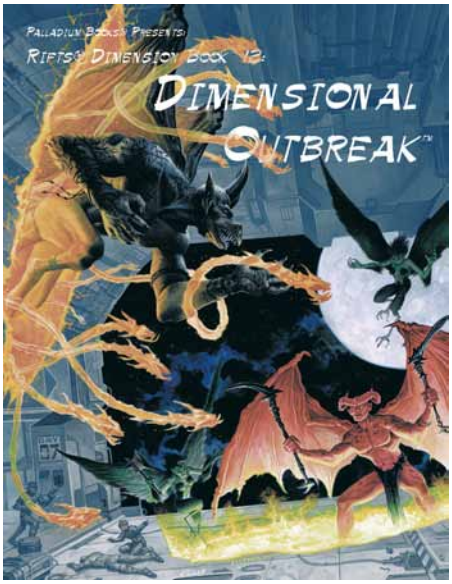
- **The realms of Hades mapped and described.**
- **33 demons and Demon Lords.**
- **Demon worshipers and the Demon High Priest O.C.C.**
- **Netherbeasts, Black Vultures, Ant Lions, Pit Vipers & more.**
- **Soulmancy, dark magic practiced by the demons of Hades.**
- **Demon Bone Weapons, Soul Cannons & magic weapons.**
- **The Minion War™: a plan by the demons of Hades to invade and conquer their arch-rivals, the demons of Dyval. But the demonic battles will spill into the worlds of man and wreak havoc across the Megaverse!**
- **$24.95 – 224 pages. Cat. No. 872 – ISBN 1-57457-164-8.**

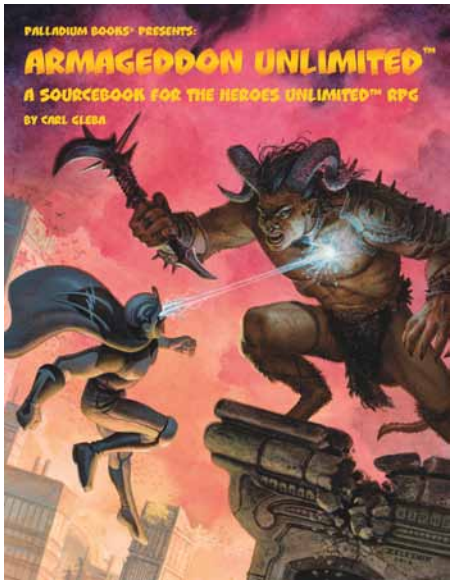
Rifts® Dimension Book™ 11:

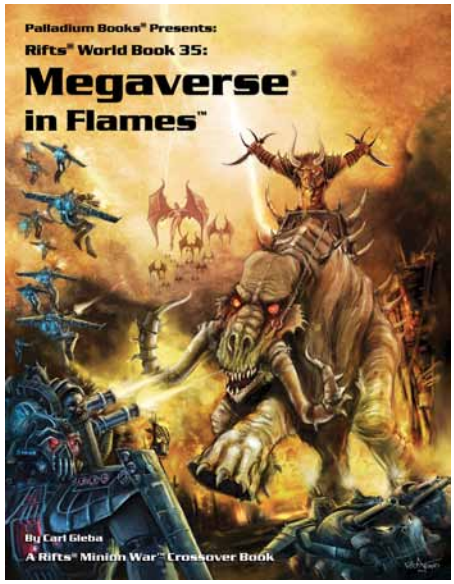
Dyval, Hell Unleashed™

Dyval™ is a dimension of Hell that is completely unique and different from Hades. The Deevil Host, evil monsters and minions, Deevil society, monstrous War Steeds, magic, adventure settings and more make this another welcomed addition to the Palladium Megaverse®. Moreover, it advances the Minion War and offers endless hours of potential adventure.

- **18 Deevils, 7 Infernal War Steeds and other monsters.**
- **5 Host races, plus the Ice Golem and Magma Golem.**
- **Deevil Lords and their plans for war.**
- **Magic weapons, Soul Gems, ancient magic and more.**
- **Key locations, weird phenomena and citadels of Hell.**
- **Encounter tables galore and countless adventure ideas.**
- **The hellish dimension of Dyval™ mapped and described.**
- **Companion to Hades & the next chapter in the Minion War™.**
- **$24.95 – 224 pages. Cat. No. 873 – ISBN 1-57457-166-4.**







Rifts® Dimension Book™ 12:

Dimensional Outbreak™

This Minion War™ book is brimming with amazing source material, ideas, new demons, new Deevils, new magic spells, new spaceships, more about Phase World® and Center, and the escalating Minion War. A companion to Hades and Dyval™ as war spills into Phase World®, the city of Center and the Three Galaxies.

- **Phase World's Center described and mapped.**
- **Demon Knights, Star Slayers, demonic legions & more.**
- **Demonic spaceships, magic weapons and new horrors.**
- **Deevil fortifications and defenses.**
- **Demon Magic (new).**
- **Spaceships, power armor and other gear.**
- **The plot for conquering the Three Galaxies and more.**
- **A stand-alone Dimension Book that is also the third step in the epic, five book Minion War™ series.**
- **$24.95 – 192 pages. Cat. No. 875 – ISBN 1-57457-166-4.**

The Minion War™ Part Four:

Armageddon Unlimited™

Armageddon Unlimited™ is the ultimate good vs evil setting and adventure. The fate of the world hangs in the balance and only you can stop its destruction as demons and Deevils fight for control of the Earth and bringing about the end of life as we know it.

- **7 new Minor and 14 Major Super Abilities.**
- **Deevil and Demon magical Chaos Weapons.**
- **Demon Hunter Power Category and abilities.**
- **Crusader of Light Power Category and abilities.**
- **Heroic Hellion Power Category – play a "reformed demon."**
- **Hellion monster creation table.**
- **Magically Bestowed Variant Power Categories and abilities let you wield weapons that empower good and destroy evil.**
- **Doctor Vilde, the mastermind behind the Armageddon plot.**
- **The secret island base of Doctor Vilde and 16 maps.**
- **The Church of Unity's role in bringing about Armageddon.**
- **The Chaos Generators – the key to stopping Armageddon.**
- **The Armageddon scenario, adventures, & the Minion War™.**
- **$20.95 – 160 pages. Cat. No. 527 – ISBN 1-57457-172-9.**

Rifts® World Book 35:

Megaverse® in Flames™

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. Supernatural beings run rampant and wreak havoc across the world. Note: Part of the Minion War™ "Crossover" series.

- **Demon plagues and global chaos.**
- **Soulmancy and Blood Magic revealed.**
- **Magical and demonic weapons and war machines.**
- **Demonic armies, strongholds and places of evil.**
- **Hell Pits, Rune Forges and Demon Lords.**
- **Demonic and monster kingdoms and Hell holes on Earth.**
- **Horune treachery, Dimension Stormers and other villains.**
- **Battleground: Earth – as demons and infernals amass their legions.**
- **Epic battles and adventure ideas galore.**
- **$24.95 – 192 pages. Cat. No. 876 – ISBN 1-57457-171-0.**

Other Rifts® Books:

Rifts® and the Megaverse®:

The Art of John Zeleznik

On one level it is a beautiful art book to be looked at and enjoyed on an aesthetic level. Page after page of color covers, plus scores of drawings and images provide a look at the behind the scenes process of creating each cover. The reader gets a unique view of the artistry you seldom get to see from a painter, his drawings, ideas and designs.

For Palladium fans, the book provides a window into the inner workings at Palladium Books and the artist's mind by showing dozens and dozens of concept sketches, alternative designs, color roughs and brief notes and comments by John Zeleznik. Fun, informative and often funny. 15 years of John Zeleznik's work for Palladium Books® in one beautiful package.

- **Paintings, artwork, design and layout by John Zeleznik.**
- **Color throughout. More than 200 different art images.**
- **Softbound, 8 ½ x 11 inches. Color cover, glossy paper stock.**
- **$22.95 – 128 pages of full color. Cat. No. 2510 – ISBN 1-57457-163-X. Also see the Collector's Masterwork Limited Edition.**

Rifts® and the Megaverse®:

The Art of John Zeleznik

Collector's "Masterwork" Edition

An unprecedented offer. To our knowledge, no artist has ever included an actual pencil sketch used in the creation of one of the works of art depicted in the art book. But that's exactly what John Zeleznik is doing. One of his sketches, used in the creation of one of his many paintings, will be hand glued, by Kevin Siembieda, into each copy of the signed and numbered Masterwork Edition. You will actually own one of the pieces of artwork used to create one of the paintings inside this beautiful art book.

- **A truly one-of-a-kind collectible for fans of Rifts®, Palladium Books, and John Zeleznik. A perfect birthday or Christmas gift for serious collectors and fans.**
- **Limited to 200 copies, half are already sold!**
- **The hardcover "Masterwork" book has a different color image on the cover and end sheets, plus the original pencil sketch by John Zeleznik. A unique collector's item.**
- **Numbered and signed by John Zeleznik & Kevin Siembieda.**
- **128 pages of full color – Cat. No. 2510-CML – available only from Palladium Books and only while supplies last.**
- **$125.00 each, plus $15 for shipping in the USA, $20 to Canada, and $35 to all other countries for shipping. MUST be sent UPS, Priority Mail/Certified or some other way it can be tracked and is insured to arrive.**
- **Available on a first come, first served basis.**

Rifts® Machinations of Doom™

Graphic Novel & Sourcebook – Available now

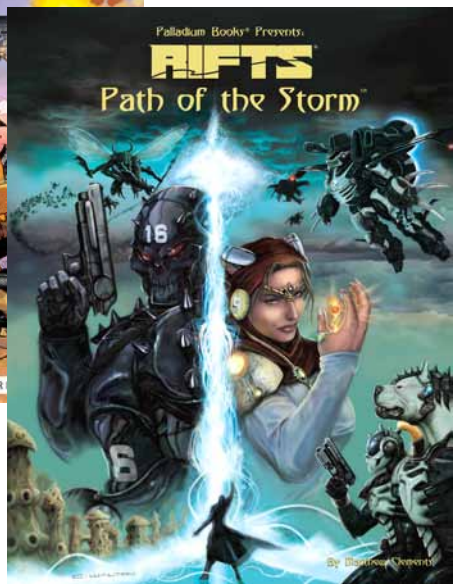
There has never been anything like it in role-playing. A graphic novel that is the introduction to a new crisis and numerous adventures for a Rifts® sourcebook.

The graphic novel is a 72 page black and white tour de force by fan-favorite artist, Ramon Perez. The comic originally appeared serialized in the pages of The Rifter® and, due to popular demand, has been collected for the first time, cleaned up, re-lettered and tweaked to make it better than ever.

The game section picks up where the comic strip leaves off, providing numerous adventure ideas and one potentially catastrophic scenario that could reshape life in North America – perhaps the world. Plus, game stats for all the heroes, villains, monsters and characters in the comic strip.

Machinations of Doom™ is an epic story with new source material that reveals a dark plot that threatens to shake the foundation of magic on Rifts Earth. The Machinations are those of Doctor Desmond Bradford, the Doomed could be the Federation of Magic.

- **72 page comic/graphic novel.**
- **43 pages of gaming source material.**
- **Dozens of adventure ideas and character stats.**
- **Game section written by Kevin Siembieda and Julius Rosenstein.**
- **Plus pinups, concept sketches, and wrap-around, color cover by Ramon Perez.**
- **$18.95 – 128 pages. Cat. No. 871 – ISBN 1-57457-125-7.**



Rifts® Path of the Storm™

– One writer's vision for the Rifts® movie

Want to know what's going on with the Rifts® movie? Well, this book presents some insight and behind the scenes info on that front by Kevin Siembieda, plus an entire screenplay written on

speculation by Matthew Clements as well as game stats and artwork for major characters in the script. Kevin was so impressed with the writer's screenplay that he had Matthew make changes and improvements and sent the second draft to Jerry Bruckheimer Films for their consideration. Meanwhile, Matthew and Kevin hit it off and the next thing he knew he became Palladium's new staff writer.

This is a unique product and a fun read that should appeal to all Palladium fans. After all, it lets the reader step behind the veil and see what goes on behind the scenes.

- **A complete movie screenplay, with dialog.**
- **A story that captures the feel and attitude of Rifts®.**
- **Character stats for inclusion in your own games.**
- **Three new demons and other villains.**
- **Use the story and ideas in your own Rifts® campaign.**
- **Some concept art and character illustrations.**
- **A fun read and insight behind the scenes at Palladium.**
- **Written by Matthew Clements. Additional notes by Kevin Siembieda.**
- **$12.95 – 96 pages. Cat. No. 305 – ISBN 1-57457-196-6.**

The Rifter®

Each issue features optional and/or official rules, adventures, characters, O.C.C.s, R.C.C.s, psionics, magic, powers, villains, monsters, weapons and other source material for the entire Palladium Megaverse®. Plus news, coming attractions, special offers, fiction and more.

The Rifter® #80

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 easy 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.

Rifter® #80 Highlights:

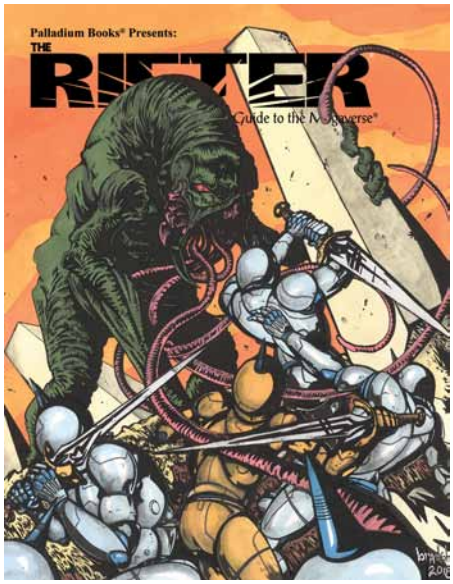
- **Palladium Fantasy RPG® – Wayfarers™ by Julius Rosenstein & Kevin Siembieda.** Rogues who travel the world in caravans, robbing, beguiling and trading with everyone from the monster races to humans. They arrive with entertainers, Seers, Psi-Healers, exotic trade goods, rumors and news. They also bring thieves, con artists and vagabonds, all happy to rob people blind.
- **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.
- **$14.99 – 112 pages. Cat. No. 180 – ISBN 1-57457-258-X.**

The Rifter® #81

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.

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.
- **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 be-ings pack a big punch.
- **Palladium Fantasy RPG® adventure by Kevin Siembieda.** An entire village in the Disputed Lands have gone missing.
- **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.**
- **$14.99 – 112 pages. Cat. No. 181 – ISBN 1-57457-271-7.**



The Rifter® #82

The Rifter® #82 is all about discovery and unleashing the power inside of you. That's true whether you are playing a **Chaos Earth® Pyromancer™** learning to survive and save lives after the Great Cataclysm; or a newly awakened **Nightbane®** seeking his or her purpose in a dark world of conspiracy and demons; or a **Heroes Unlimited™** vigilante trained to the height of physical perfection in a war against evil; or an **RPG gamer** like you and me, unleashing our imaginations to create wonderful new characters and epic adventures. This issue of **The Rifter®** also lovingly celebrates a master of unleashed imagination and big thinking, **Erick Wujcik**, ten years after his untimely passing. Bits of Palladium history and heartfelt sentiments revealed along the way. Enjoy.

Rifter® #82 Highlights:

- **Rifts® Chaos Earth® – Pyromancy, Nebraska Part Three – by Daniel Frederick, Matthew Clements & Kevin Siembieda.** 50+ Pyromancy spells, the Pyromancer O.C.C., Zone Twisters, notable characters, and more. "Official" source material.
- **Rifts® Bestiary Sneak Preview – by Kevin Siembieda and Charles Walton II.** A few choice new monsters to whet your appetite for the Rifts® Bestiary, Volumes One and Two, and the books to follow. "Official" source material.
- **Heroes Unlimited – by Matt Reed.** An expanded look at the unique heroes who do not possess super abilities, but rather turn their bodies into fighting machines via physical training and dedicated force of will.
- **Nightbane® – Age Modifiers and Education Rules – by Mark Oberle.** Tables and stats for determining an occupation and skills based on the age of the character. Plus more insight to being a Nightbane and a few new skills. "Official" source material.
- **Gaming Advice from Erick Wujcik –** *Thinking Big* and *The Name Giver*, sage advice reprinted from *The Rifter® #1 & #2*.
- **Erick Wujcik Remembered –** Erick touched countless lives with his big personality, inspiring mind, and body of work. Ten years after his death, Erick continues to inspire everyone who met him. Friends and fans remember this unique individual and his work. Insight to the man and Palladium Books, the company he loved. Written by Kevin Siembieda and many, many others. A celebration of life.
- **News, coming attractions, product descriptions and more.**
- **$14.99 – 112 pages. Cat. No. 182 – ISBN 1-57457-272-5.**

COMING – The Rifter® #83

Every issue of The Rifter® presents new settings and people, monsters, villains, heroes, and the bizarre to expand your worlds of adventure. This issue will contain material for Rifts, Heroes Unlimited, Palladium Fantasy RPG and more.

- **$14.99 – 96 pages. Cat. No. 183 – ISBN 1-57457-273-3.**

Heroes Unlimited™ RPG

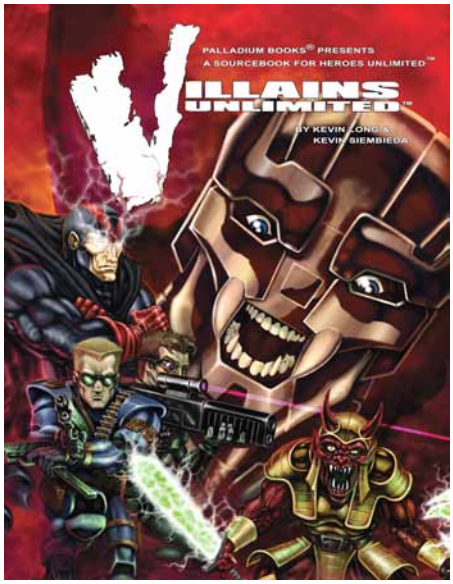
Heroes Unlimited™ RPG,

2nd Edition

Heroes Unlimited™ 2nd Edition is one of the few comic book inspired role-playing games on the market. So if you're looking to create and play superhumans, this is the game for you. Not just superhumans, but every type of hero and villain imaginable: aliens, mutants, super soldiers, super-detectives, geniuses, tricksters and vigilantes, robots, power armor, cyborgs, weapons experts, martial arts masters, sorcerers, Mega-Heroes, super beings of all kinds and others! Cut loose and create every type of superhuman and hero conceivable!

(See the Powers Unlimited™ series for even more powers and options.)

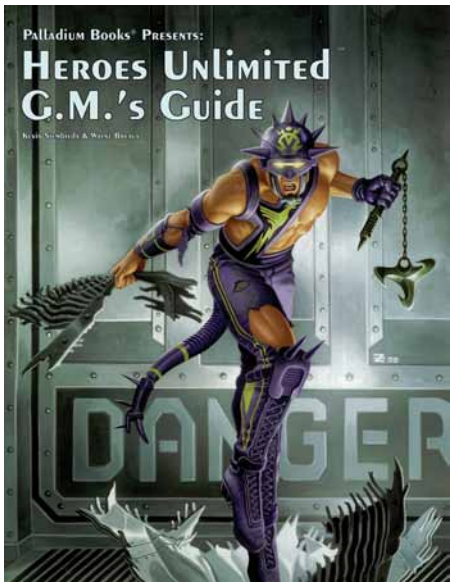
- **Creation rules for virtually every genre of hero, including mutants, experiments, magic users, psychics, aliens & robots.**
- **Over 100 super-abilities plus special skills and genius.**
- **Over 40 psionic powers and 100 magic spells.**
- **Cyborg and robot hero creation rules.**
- **Super-vehicle creation rules, gimmicks & high technology.**
- **Secret identities and secret organizations.**
- **Rules clarifications, tweaks and additional information.**
- **Adventure ideas, guidelines and tons of fun.**
- **$28.99 – 352 pages. Cat. No. 500 – ISBN 1-57457-006-4.**



Villains Unlimited™, *Revised*

The dark side of Heroes Unlimited™, Villains contains page after page of unique and interesting villains, anti- heroes and secret organizations. 16 pages of new material and new cover art.

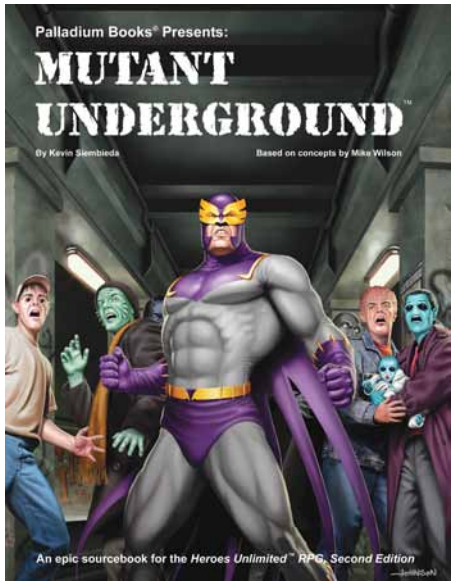
- **The Jury – self-appointed policemen of superheroes.**
- **Over 80 villains and a dozen heroes/anti-heroes.**
- **Secret villainous organizations like Fabricators Inc.; eight in all. Plus rules to design your own organizations.**
- **S.C.R.E.T. and other government agencies to counter the threat of "super humans."**
- **New weapons, gadgets, equipment and adventures.**
- **$24.95 – 224 pages. Cat. No. 501 – ISBN 0-916211-49-5.**



Heroes Unlimited™ G.M.'s Guide

A giant adventure sourcebook with Game Master guidelines, reference information, playing tips, optional rules, clarifications, additional equipment, new characters, new villains, new magic, ten adventures and adventure ideas.

- **Rampage combat rules and quick roll villains.**
- **Vigilantes and the law. Crime and punishment.**
- **Anti-Heroes and tips on playing in character.**
- **New NPCs, both good and bad, for use in campaigns.**
- **New vehicles and equipment, weapons and more.**
- **More than 70 new magic spells.**
- **10 full adventures and ideas for many more.**
- **$24.95 – 224 pages. Cat. No. 516 – ISBN 1-57457-035-8.**



Heroes Unlimited™ Sourcebook:

Mutant Underground™

Advancements in genetic engineering have created an array of mutants and superhumans. Some are heroes. Some are villains. Others are monsters. Many have gone underground and begun to build a secret mutant society and subculture. A sourcebook for Heroes Unlimited™.

- **The Mutant Underground, its champions and its enemies.**
- **Genetic Mutation Tables for creating mutants of all kinds.**
- **The mutant slave trade.**
- **Mutant Recovery Teams and government agents.**
- **20+ superhumans and mutant characters.**
- **New combinations of super abilities plus genetic mishaps.**
- **Mutant animals with super abilities and more.**
- **$16.95 – 96 pages. Cat. No. 520 – ISBN 1-57457-065-X.**

Powers Unlimited™ One

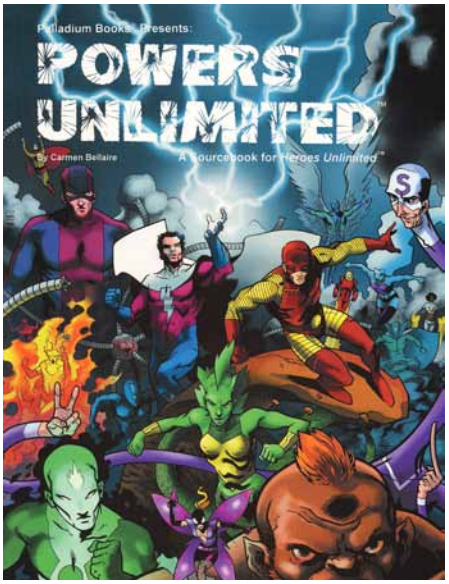
Page after page of new super abilities by Carmen Bellaire and Kevin Siembieda: Matter Explusion, Battle Rage, Energy Shield, Gun Limb, Hyperdensity, Immunity to Magic, Sensory Orb, Sliding, Swing Line, Tractor Beam, Blur, Liquefaction, Mega-Wings, Weapon Melding, and more.

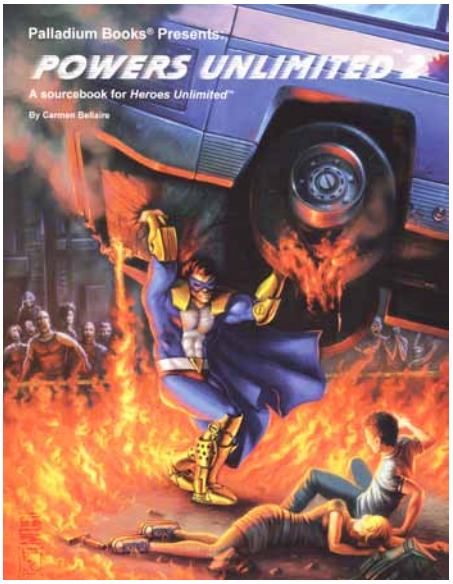
- **More than 120 new Minor Super Abilities.**
- **More than 45 new Major Super Abilities.**
- **More than 20 new psionic powers.**
- **$16.95 – 96 pages. Cat. No. 521 – ISBN 1-57457-087-0.**

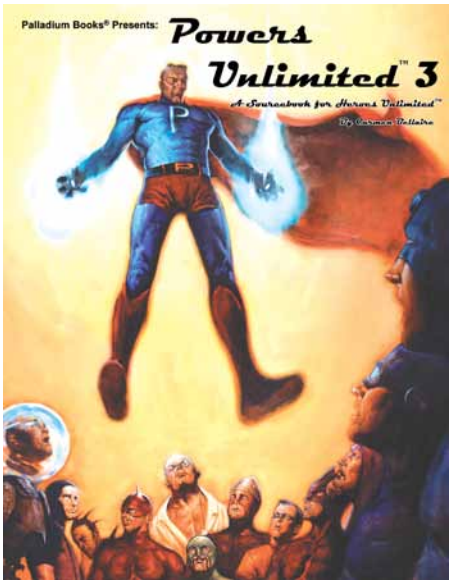
Powers Unlimited™ Two

New, amazing types of heroes via 11 new Power Categories and their unique abilities, gimmicks and vulnerabilities. Palladium fans have gone wild over this book.

- **11 new Power Categories and many sub-sets of heroes.**
- **Immortals, Empowered, Natural Genius, Gestalt & other heroes.**





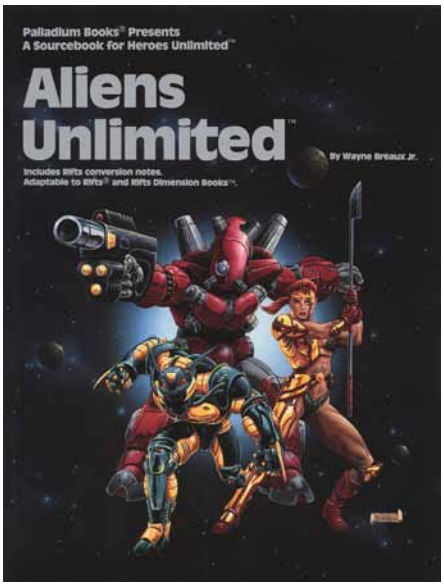


- **Supersoldiers, designer (genetic) heroes, and symbiotes.**
- **Weaknesses, minor abilities, inventions and more.**
- **$16.95 – 96 pages. Cat. No. 522 – ISBN 1-57457-090-0.**

Powers Unlimited™ Three

A spectacular range of new super abilities.

- **130 new super abilities.**
- **83 Major and 43 Minor new super abilities.**
- **Written by Carmen Bellaire.**
- **$16.95 – 112 pages. Cat. No. 523 – ISBN 1-57457-177-X.**

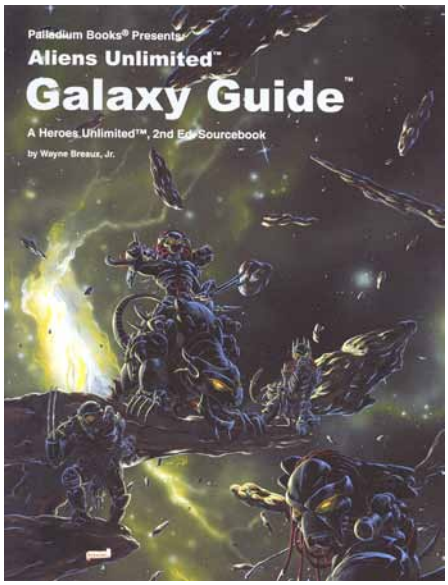


Aliens Unlimited™

Aliens Unlimited™ brings alien beings to your Earth-based Heroes Unlimited™ setting and enables you to take your Earth heroes to alien worlds. This sourcebook has everything you need to launch an alien based campaign or galactic adventures, or introduce alien invaders, villains, heroes and campaign ideas.

Aliens Unlimited™ also makes the perfect resource and companion to the Thundercloud Galaxy™ or any of the Rifts® Dimension Books and Minion War™ series. Looking for some new space aliens, villains and monsters to add to your Thundercloud Galaxy™ or Minion War™ campaign? Need some unique Splugorth slaves? Demon henchmen? Take a look at Aliens Unlimited™ (and the Aliens Unlimited™ Galaxy Guide™ companion sourcebook); easy to adapt.

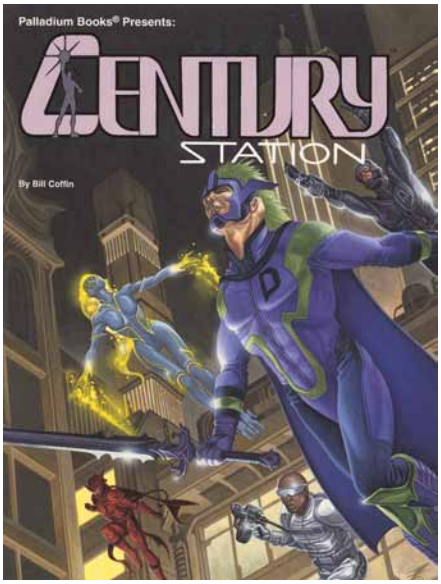
- **Super abilities, spell magic and psionics.**
- **85 alien races/R.C.C.s., plus a bonus alien.**
- **15 alien monster races, plus NPC villains.**
- **Galactic Organizations (Atorian Empire and more).**
- **Rules and tables for Creating Alien Characters.**
- **90+ alien weapons plus miscellaneous gear.**
- **A handful of vehicles and miscellaneous equipment.**
- **UFO watch groups, alien spies, NPCs and more.**
- **Suggestions, rules and information for your galactic campaigns.**
- **Adaptable to Rifts®, Phase World® and Dimension Books.**
- **$24.95 – 208 pages. Cat. No. 515 – ISBN 0-916211-76-2.**

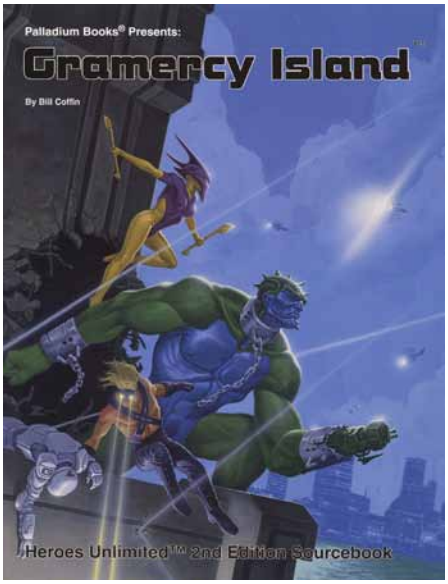


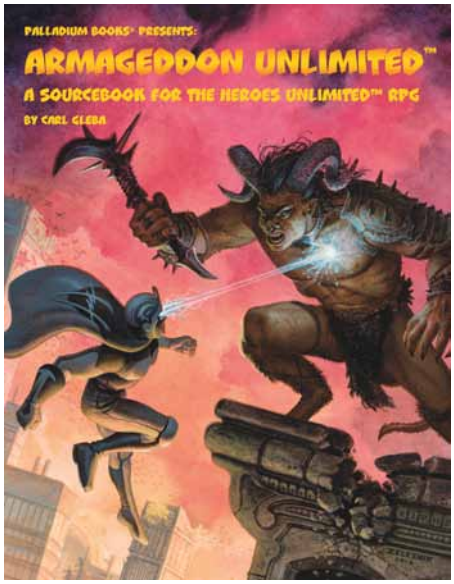
Aliens Unlimited™ Galaxy Guide™

At last, outer space Heroes Unlimited™ style! Rules for space travel, combat and building spaceships along with more information on the galaxy's important people and places.

- **Space oriented super abilities and magic spells.**







- **New alien races, alien worlds and space skills.**
- **Space survival rules and gear.**
- **More on the Riathenor, TMC and the Atorian Empire.**
- **Standard spacecraft designs and rules for creating your own.**
- **Overview of the galaxy, monsters and adventure ideas.**
- **Written by Wayne Breaux Jr. & Kevin Siembieda.**
- **$24.95 – 224 pages. Cat. No. 519 – ISBN 1-57457-054-4.**

Heroes Unlimited™ Sourcebook:

Century Station™

The entire city of Century Station is described, complete with its resident heroes, villains, underworld, and notable people and places. With a higher population of superheroes than anywhere else on Earth, what does the future have in store for Century Station?

- **Over 40 villains, 50 heroes, 101 adventure ideas.**
- **Over 90 NPCs: 51 villains, 40 heroes & others.**
- **Century Station described in full detail.**
- **Criminal masterminds, syndicates and organizations.**
- **Written by Bill Coffin. Cover by Zeleznik.**
- **$24.95 – 224 pages. Cat. No. 517 – ISBN 1-57457-040-4.**

Heroes Unlimited™ Sourcebook:

Gramercy Island™

Gramercy Island is a penitentiary in the tradition of Alcatraz and Ryker's, only it specializes in the containment of "superhumans." A great sourcebook for G.M.s and players alike with scores of villains, Mega-villains, and lunatics.

- **90+ new super-villains & criminal masterminds.**
- **The prison and its superhuman containment systems.**
- **The superhuman prison culture and 101 adventure ideas.**
- **Gangs, groups and squads of superhumans.**
- **Written by Bill Coffin, additional text by Kevin Siembieda.**
- **$24.95 – 224 pages. Cat. No. 518 – ISBN 1-57457-055-2.**

Heroes Unlimited™ Sourcebook:

Armageddon Unlimited™

The forces of good and evil face off when two warring factions of demonic beings invade the Earth and wreak chaos. Both fight one another in a war that has spilled into numerous worlds and dimensions. At least one of these demonic factions seeks to cause the Earth's destruction in a maniacal plot to seize power and exact revenge upon their enemy, and only our heroes can stop them.

The 4th chapter in the Minion War™ crossover series, but it is also a standalone sourcebook for Heroes Unlimited™.

- **New Crusader & Demonic Hellion hero categories.**
- **Demonic Mystically Bestowed Anti-Heroes.**
- **New super abilities and magic spells.**
- **Demonic magic, enchanted weapons, and magic items.**
- **Heroes, villains, ancient gods, dark forces & much more.**
- **Written by Carl Gleba**
- **$22.99 – 160 pages. Cat. No. 527 – ISBN 1-57457-172-9.**

Ninjas & Superspies™

Revised Ninjas & Superspies™ RPG

Forty (40) forms of martial arts combat as you have never seen them in any other role-playing game. Oriental combat skills accurately portrayed, each with its own unique fighting style, methods of attack and defense presented on an epic scale, complete with legendary mystic powers. Cyber agents, gadgeteers, secret organizations, secret identities, gimmick weapons and clothing, cyber-disguises, implants, and more.

- **40 types of hand to hand combat — effectively offering 40 types of martial arts character classes!**
- **17 Occupational Character Classes for spies, mercenaries, martial artists and special operatives.**
- **48 mystic martial art powers.**
- **Dim Mak, Chi Mastery, the Arts of Invisibility and more.**
- **Bionic implants, disguises, weapons, & equipment.**
- **Secret identities, spy agencies & super-vehicles.**
- **Rules for creating Secret Organizations.**

- **Complete stand-alone RPG with skills, weapons, rules and guidelines for using other Palladium settings.**
- **Compatible with Heroes Unlimited™, Rifts®, Rifts® China, and the entire Palladium Megaverse®!**
- **Written by Erick Wujcik.**
- **$22.99 – 176 pages. Cat. No. 525 – ISBN 0-916211-31-2.**

Ninjas & Superspies™ Sourcebook:

Mystic China™

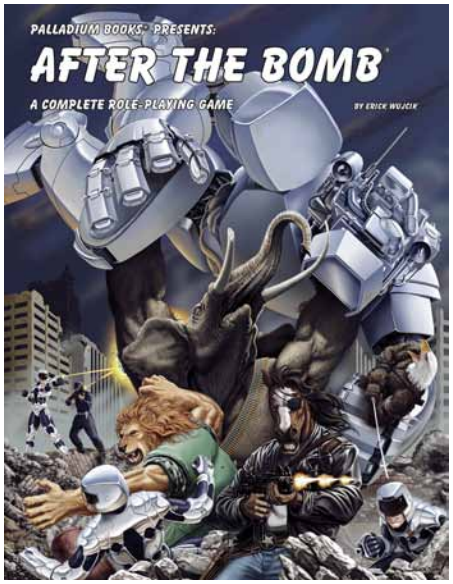
China as you never envisioned it! Ancient magic, martial arts masters, supernatural predators, and the dark underworld of mystic China as you have never dreamed.

- **14 new classes of Chinese martial arts.**
- **Mudra, Atemi, Chi, Katas, Zenjoriki, & other mystic abilities.**
- **Over a dozen new character classes suitable for Rifts® China, Heroes Unlimited™, Ninjas & Superspies™, BTS™ and Nightbane®.**
- **Chi Magic with 87 spells, Celestial Calligraphy & more.**
- **10 different types of Immortals, adventures and ideas.**
- **New weapons, vehicles, computers and spy equipment.**
- **Written by Erick Wujcik.**
- **$24.95 – 208 pages. Cat. No. 526 – ISBN 0-916211-77-0.**

After the Bomb® RPG

After the Bomb® RPG

After a devastating nuclear war, intelligent, mutant animals have evolved and inherited the Earth. Forced to fight for survival amongst one another and the tattered remains of mankind, this is the ultimate book of mutant animals and completely compatible with Heroes Unlimited™ or used as a standalone game. Easy to learn and a blast to play.

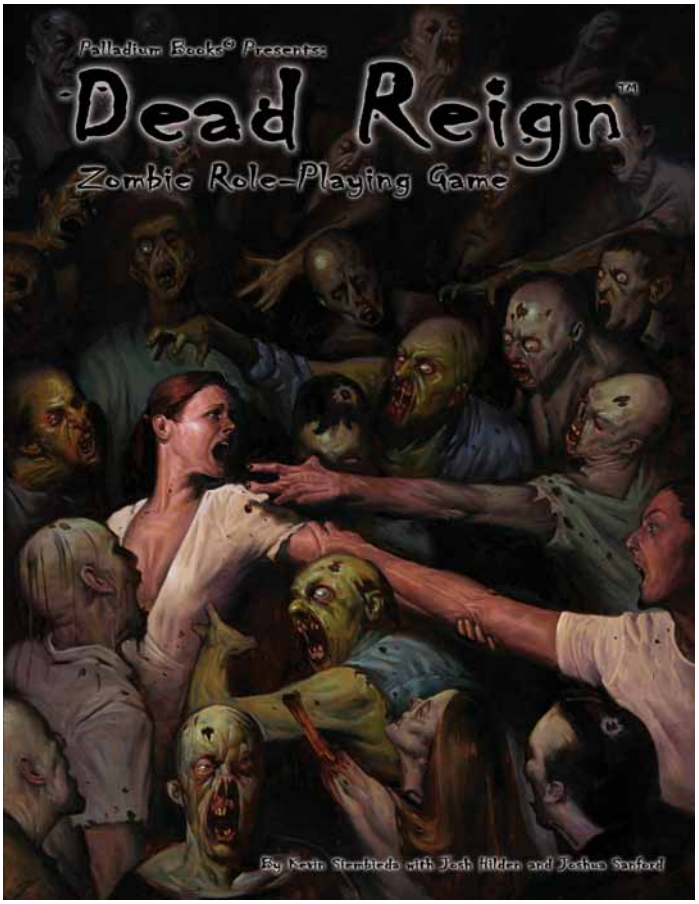


- **Nearly 100 mutant animals, chimeras and human mutation.**
- **Over 40 special mutant animal powers, plus sub-powers.**
- **Mutant animal psionics, appearance and background tables.**
- **The Empire of Humanity and mankind's efforts to regain Earth.**
- **Complete stand-alone RPG with psychic powers, magic spells, weapons, rules and guidelines for using other Palladium settings.**
- **Adventures, history and background.**
- **Includes art by Kevin Eastman and Peter Laird, the duo best known for creating the Teenage Mutant Ninja Turtles.**
- **$24.95 – 224 pages. Cat. No. 503 – ISBN 0-916211-15-0.**

After the Bomb® Sourcebooks

- **Road Hogs™:** 20 new mutant animals, vehicle combat and creation rules as well as four adventures. By Erick Wujcik. $9.95 – 48 pages. Cat. No. 505 – ISBN 0-916211-20-7.
- **Mutants Down Under™:** Nearly 30 new mutant animals from Australia. Plus giant insects, Dream Time magic, psionic powers, airship construction, new villains and adventures. By Erick Wujcik. $9.95 – 48 pages. Cat. No. 507 – ISBN 0-916211-34-7.
- **Mutants of the Yucatan™:** Over 20 new mutant animals, more trouble from the Empire of Humanity, Empire vehicles and equipment, the Tribes of the Yucatan and adventures. By Wujcik. $9.95 – 48 pages. Cat. No. 511 – ISBN 0-916211-44-4.
- **Mutants in Avalon™:** King Arthur is back, but as a mutant animal! More mutant animals, mutant insects, druids, druid magic, invasion and adventure. $16.95 – 80 pages. Cat. No. 513 — ISBN 0-916211-47-9.
- **Mutants in Orbit™:** Killer satellites, space stations, a moon base, the planet Mars, the Asteroid Belt, new villains, monstrous insects, adventure ideas and more. Includes material for use with After the Bomb® and Rifts®. $16.95 – 112 pages. Cat. No. 514 – ISBN 0-916211-48-7.

Dead Reign® – The Zombie Apocalypse



Dead Reign® RPG

– The Zombie Apocalypse

It is the aftermath of the zombie apocalypse. Civilization is gone, the dead reign, and the living fight two survive against impossible odds. Tales of zombies, human survival and horror as a fast-paced, easy to learn game and sourcebooks. Think you know all about zombies? Think again.

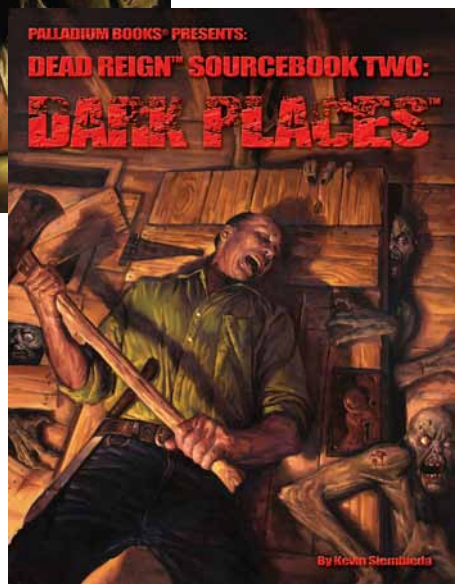
- **Zombie combat rules, vehicles and equipment.**
- **Six iconic Apocalyptic Character Classes (O.C.C.s) and Ordinary People with 40+ occupations to choose from.**
- **Seven types of zombies plus the Half-Living.**
- **Secrets of the Dead and tips on fighting zombies.**
- **Death Cults, their Priests, power over zombies and goals.**
- **101 Random Scenarios, Encounters and Settings.**
- **100 Random Corpse Searches and other tables.**
- **Quick Roll Character Creation tables (10 minutes).**
- **A complete role-playing game by Siembieda and others.**
- **$26.99 – 224 pages. Cat. No. 230 – ISBN 1-57457-140-0.**

Dead Reign® Sourcebook One:

Civilization Gone™

It has been months since the dead rose to attack the living. Civilization has crumbled. There is no army, no government, no help coming. You are on your own and things are only getting worse.

- **Madmen and Psychopaths including the Zombie Master, Ghost Walker, Backstabber, Messianic Leader, Zombie Lover, Deathbringer and others.**
- **Bandits and Raiders who prey upon other survivors.**
- **Street Gang Protectors and their mission to save lives.**
- **Phobia and Obsession tables. Many adventure ideas.**
- **House and home resource and encounter tables.**
- **Random encounter and survivor camp creation tables.**
- **Additional world information and survival advice.**
- **$14.99 – 64 pages. Cat. No. 231 – ISBN 1-57457-146-X.**



Dead Reign® Sourcebook Two:

Dark Places™

Secrets of survival, including using railroad tracks and the urban underground to travel unseen and undetected by zombies.

- **Worm Meat, Bug Boy, Sewer Crawler and Impersonator Zombies.**
- **"Live Bait" zombie lures with human beings as bait.**
- **Traveling the rails and boxcar encounter tables.**
- **Traveling sewer tunnels, steam tunnels & other dark places.**
- **The pitfalls and dangers of the urban underground.**
- **Diseases, infection and additional world information.**
- **Random encounter tables, boxcar content tables, and more.**
- **$12.95 – 64 pages. Cat. No. 232 – ISBN 1-57457-176-1.**

Dead Reign® Sourcebook Three:

Endless Dead™

Endless Dead says it all. The zombie hordes grow in number and strangeness. Can humankind survive? Where is the military? What's next for the survivors of the zombie apocalypse?

- **New types of zombies, including the Walking Mass Grave.**
- **New O.C.C.s like the Wheelman and Zombie Hunter.**
- **The military, their bases, soldiers and encounters.**
- **Random tables for military bases, police and more.**
- **Weaponizing vehicles and vehicle combat rules.**
- **Random encounter tables for military bases, police, gun stores, buildings, suburbs, industrial parks, small towns, farmland and wilderness.**
- **Tables for Survivor caravans, hideouts and more.**
- **Written by Siembieda, Clements and Rosenstein.**
- **$16.95 – 96 pages. Cat. No. 233 – ISBN 1-57457-197-4.**

Dead Reign® Sourcebook Four:

Fear the Reaper™

What is a hero? Explore the nature of heroism in the age of zombies in Fear the Reaper™, an epic 48 page sourcebook that details the legendary group called the Road Reapers™. Can you keep your humanity and be a hero?

- **Comprehensive background on the legendary Road Reapers™ – zombie hunters and heroes of the new age, their way of life, missions, strategies and tactics.**
- **The Road Reapers' code of ethics, structure and organization of units.**
- **Road Reaper areas of specialty and bonus skills, as well as Optional Specializations like the Ex-Con and Fix-It Man.**
- **Notable weapons and gear used by the Road Reapers.**
- **The Terror Zombie, and amalgamation of horror fused to a Mock zombie.**
- **Zombies in water and combat notes and stats for boats and snowmobiles.**
- **$12.95 – 48 pages. Cat. No. 234 – ISBN 1-57457-210-5.**

Dead Reign® Sourcebook Five:

Graveyard Earth™

The Zombie apocalypse expanded around the world! Find out what's happening in other countries, see what threats might be coming from neighboring lands and read about the best locations to set up Safe Havens. Have any governments survived? Was any country left unscathed?

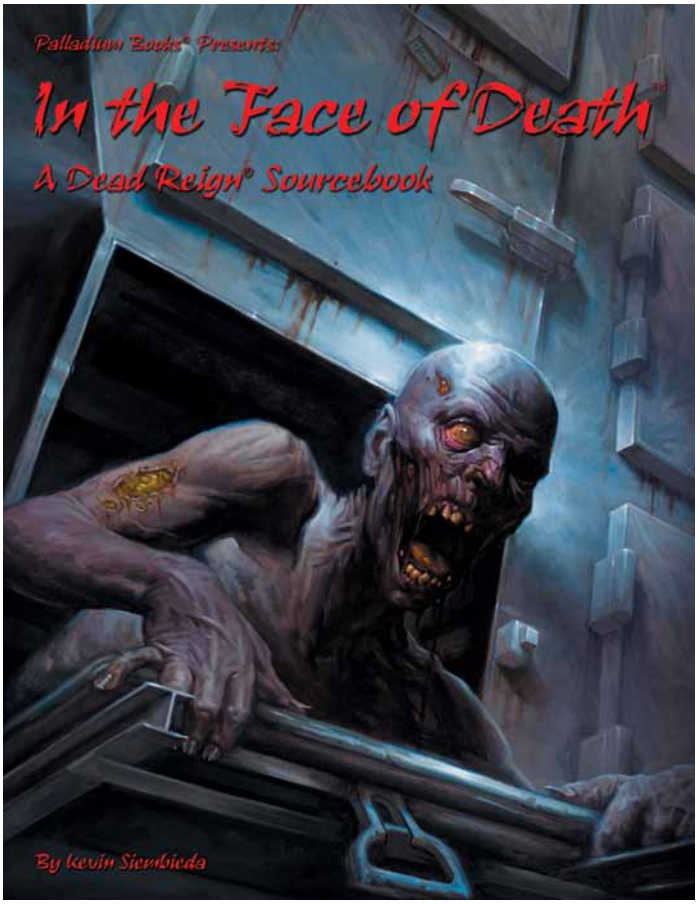
- **The state of the world. Adventure ideas galore!**
- **The Zombie World Tour presents how the Wave and the Zombie Apocalypse have played out across the globe.**
- **Many Random Tables for generating Settings, Locations, Safe Havens and more.**
- **Trapped abroad? How do you get home in a world of zombies? Data and tables for aircraft landing conditions and travel by road and by sea.**
- **Zombies Threat Level table and encounters on the road.**
- **$12.95 – 64 pages. Cat. No. 235 – ISBN 1-57457-236-9.**

Dead Reign® Sourcebook Six:

Hell Followed™

The Wave has passed, the dead have risen, and the world has been made into a living hell. As everyone struggles to survive, some will rise up to be heroes. They fight to protect others from all manner of evil, be it living or dead. Do you have what it takes to be more than just a survivor?

- **7 New Apocalyptic Character Classes.**
- **11 New types of zombies, including the Armored Brute, Dead Mound Giant, Seeker and more.**
- **Masked Lunatics – heroes or madmen?**
- **Cults, good and bad, plus weirdness and dangers.**
- **23 Disasters, both natural and manmade, to complicate survival. Each described in detail with damage stats, penalties and consequences.**
- **Government enclaves and 8 Government Conspiracy Theories – does the government (and the military) still exist? If so, where are they? And just what are they doing?**
- **Abandoned Emergency Relief Centers and the resources they may still have.**
- **Written by Taylor White and Kevin Siembieda.**
- **$20.95 – 160 pages. Cat. No. 236 – ISBN 1-57457-237-7.**



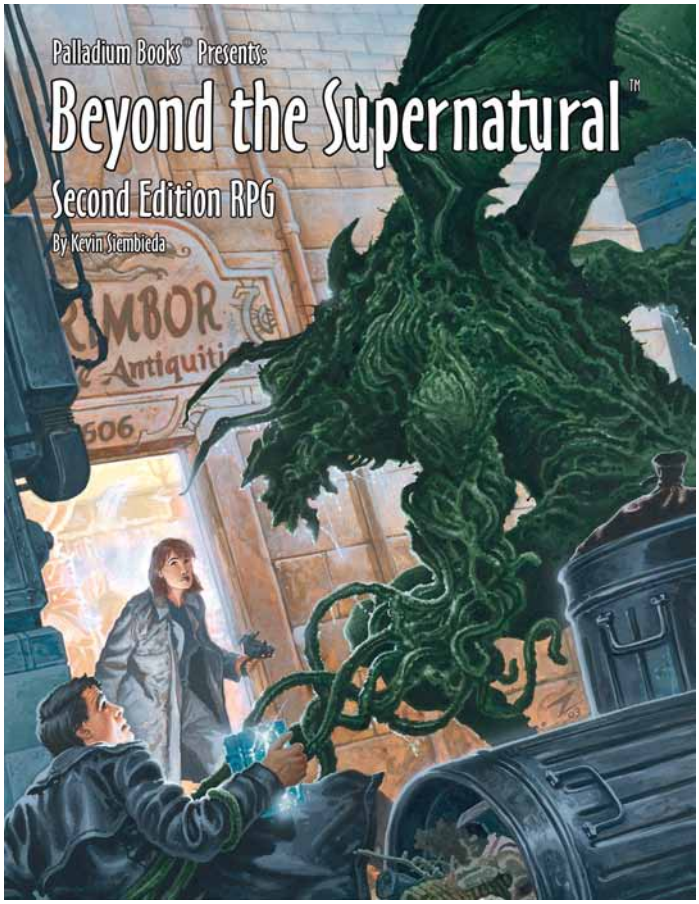
COMING: In the Face of Death™

– A Dead Reign® Sourcebook

This sourcebook is all about inner city survival. Survivor colonies finding a way to live and prosper in the big city. The conventional wisdom is that living in the big population centers is impossible. These survivors prove otherwise.

- **Inner city survival. Old and new O.C.C.s.**
- **Skyscraper communities and life on the rooftops.**
- **Cults – the new power in the city.**
- **Gangs, street runners, the new underground, and more.**
- **Take your zombie campaign to new heights!**
- **Cover by E.M. Gist. Interior art by Nick Bradshaw.**
- **$17.99 – 96-128 pages. Cat. No. 237 – ISBN 1-57457-266-0.**

Beyond the Supernatural™



Beyond the Supernatural™ RPG,

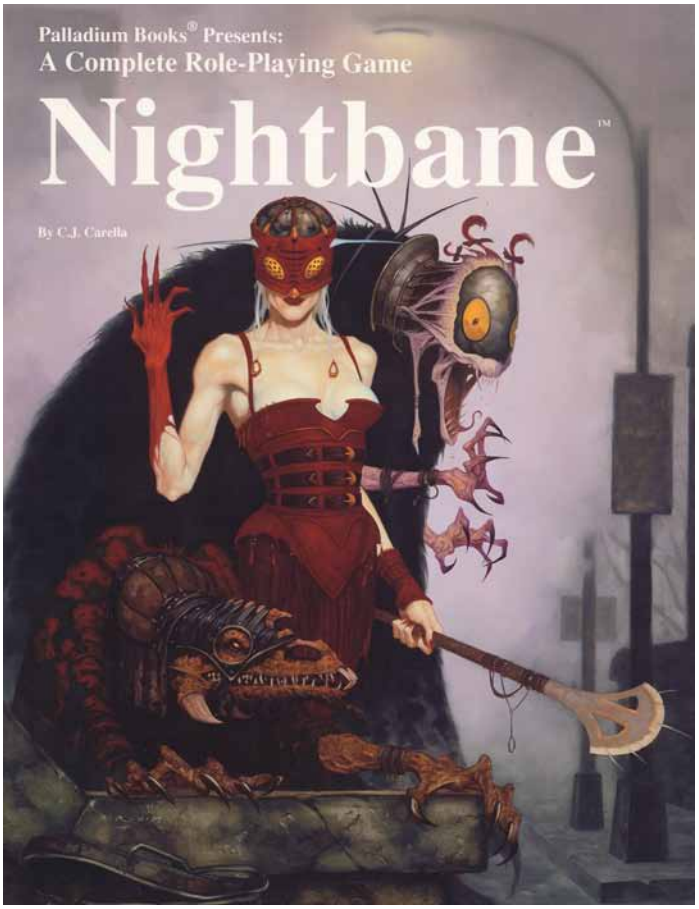
2nd Edition

Science refutes the ideas of magic, ghosts, demons and psychic phenomena, ignoring and covering up the fact that they really exist! However, the player characters are gifted with paranormal abilities, know the truth and dare to take a stand against dark forces that threaten the world.

The game drips with a creepy atmosphere that may be taken in whatever direction suits the player group, from psychic investigation and discovery, to supernatural conspiracy, to hunter-killer missions, to battling cultists and the creatures they serve, to the mystical and spiritual. Unravel the mysteries of the unknown and see the world through a whole new lens.

- **14 psychic character classes – 42 occupations.**
- **More than 100 psychic abilities.**
- **The Lazlo Agency and Lazlo Society.**
- **Demons, ghosts and other creatures of darkness.**
- **Plenty of world background and setting atmosphere.**
- **New rules and twists, all easy to learn and play.**
- **$26.99 – 256 pages. Cat. No. 700 – ISBN 1-57457-083-8.**

Nightbane® Horror RPG



Nightbane® RPG

The world was forever changed after Dark Day – the day that was 24 hours of night. Earth has been invaded by a supernatural force known as the Nightlords and their minions, including Dopplegangers who can take a human's place without anyone being the wiser. These inhuman and evil minions have already infiltrated the top seats of most (all?) world governments and law enforcement, while others lurk in the shadows, assume the shape of humans and work behind the scenes to enslave all mankind.

The only ones who see the truth are the Nightbane® – teens and young adults who woke up one day with superhuman powers. The catch? To use their powers they must turn into an inhuman monstrosity that frightens their fellow humans and alerts the minions of the Dark to their presence. And although the Nightbane® don't know how or why, they intuitively know that only they can fight the Nightlords and save humankind.

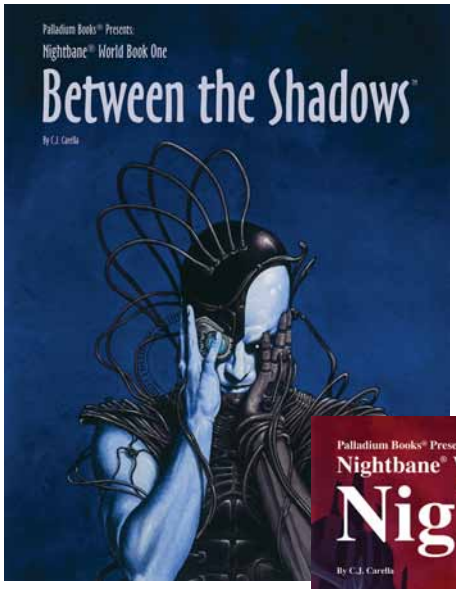
A truly off-beat setting that combines elements of super-heroics with horror, conspiracy and suspense.

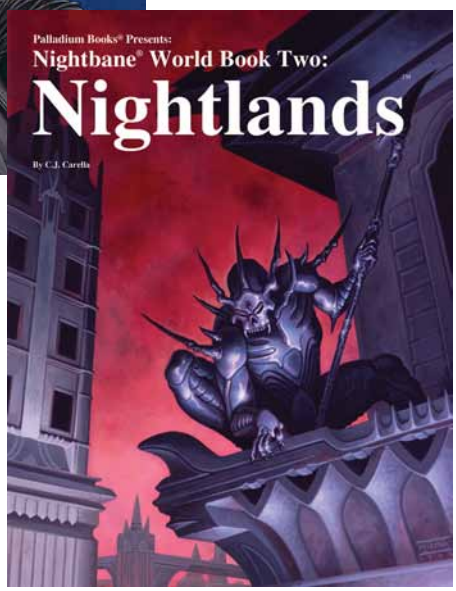
- **Information about Dark Day and the Nightlords.**
- **Nightbane O.C.C.s; more than a dozen O.C.C.s in all.**
- **Nightbane Morphus Tables, "talents" (special powers) & magic.**
- **The Nightlords, their minions & other creatures of the night.**
- **Psychics, Vampires and Magic Users as characters & villains.**
- **Complete stand-alone RPG with psychic powers, magic spells, weapons, rules & guidelines for using other Palladium settings.**
- **World information and adventure ideas. By C.J. Carella.**
- **$24.95 – 240 pages. Cat. No. 730 – ISBN 0-916211-86-X.**

Nightbane®: Between the Shadows™

Thousands (perhaps tens of thousands) of people have discovered another fabric of reality concealed Between the Shadows™ of the world they once knew. A terrifying supernatural world upon which they are charter members – the Nightbane™.

- **The secrets of the Astral Plane & the Dreamstream.**
- **Additional Nightbane Talents, Morphus shapes & Nightbane data.**
- **More about the shadow world of the Nightbane.**
- **Additional psionic abilities, magic and campaign ideas.**
- **Strange creatures and entities that inhabit the Astral Plane.**
- **12+ character classes and strange powers. By C.J. Carella.**
- **$20.95 – 144 pages. Cat. No. 731 – ISBN 0-916211-90-8.**

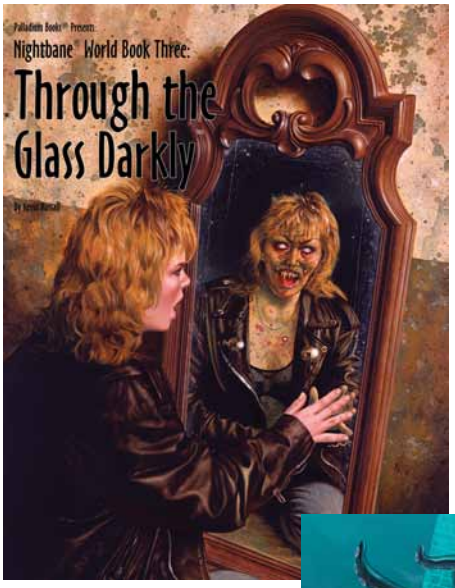




Nightbane®: Nightlands™

Visit the Nightlands™, the dark dimension and frightening domain of the demonic Nightlords! Visit places like Doom Harbor, a twisted version of New York City, and Devil City, the Nightlands' evil, mirror image of Los Angeles, and others. Discover the true power behind the Ba'al and their plans for Earth and the Nightbane.

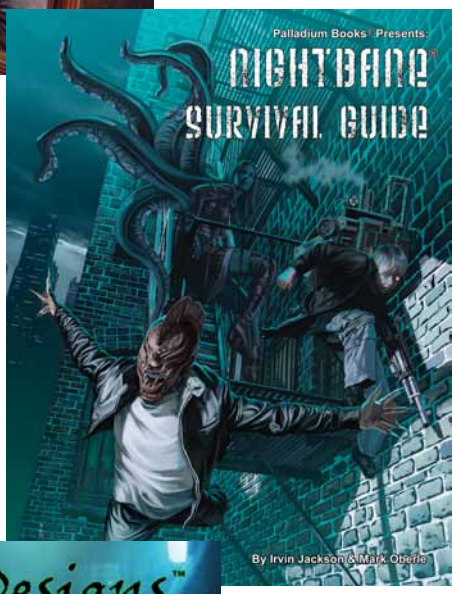
- **The Nightlands and the Nightlords revealed!**
- **The Hierarchy of the Nightlords and villains galore.**
- **Demons, monsters, and servants of the Nightlords.**
- **More Nightbane® Talents, Morphus shapes and data.**
- **The Atlantis Foundation and other groups and characters.**
- **Campaign and adventure ideas. Written by C.J. Carella.**
- **$20.95 – 160 pages. Cat. No. 732 – ISBN 0-916211-97-5.**



Nightbane®: Through the Glass Darkly™

Could magic spells be alive and intelligent? Can they take on a life and identity all their own? These and other questions are addressed as we explore the underground world of magic and sorcerers in the world of the Nightbane®.

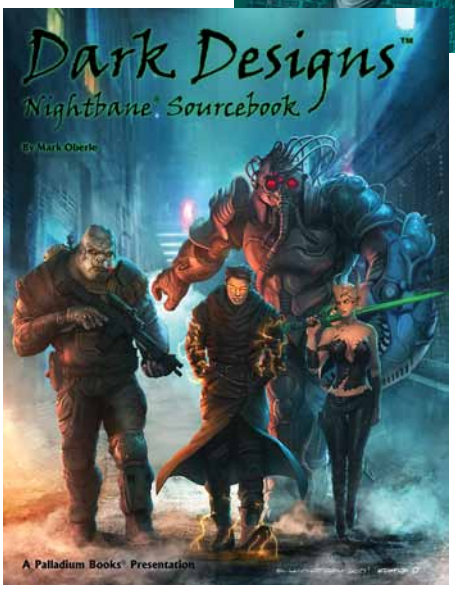
- **Magic O.C.C.s, like the Flesh Sculptor, Cybermage, & Mirror Mage.**
- **Over 50 new magic spells.**
- **Magic artifacts, talismans & charms.**
- **Rules for creating new magic and modifying current spells.**
- **Places of magic and underground Brotherhoods.**
- **Nemesis R.C.C. – a dangerous reflection from the Nightlands.**
- **Three adventures, scores of adventure ideas and more.**
- **Cover by Fred Fields. Written by Kevin Hassall.**
- **$20.95 – 152 pages. Cat. No. 733 – ISBN 1-57457-004-8.**



Nightbane® Survival Guide

The focus of the Nightbane® Survival Guide is on the Nightbane themselves, the Becoming, their survival, the Hidden War against the invading Nightlords, the psychology behind the Morphus, keeping secrets, making contacts, being hunted, recruitment by factions, more info about various factions, new Morphus descriptions and tables, new Nightbane Talents, new skills, and more.

- **Nightbane survival tips.**
- **The world and life of the Nightbane.**
- **The Nightbane's role in the Hidden War.**
- **25 new Nightbane Morphus Tables & Talents!**
- **New Nightbane Creation Guideline Tables.**
- **Nightbane history, theories of origin, and psychology.**
- **Rules for Nightbane Contacts.**
- **Rules for creating your own Nightbane faction.**
- **Faction Recruiting and new data about the factions.**
- **A complete adventure, adventure ideas and world information.**
- **Written by Mark Oberle and Irvin Jackson. Additional text, Morphuses, and ideas by Kevin Siembieda.**
- **$20.95 – 160 pages. Cat. No. 735 – ISBN 1-57457-145-1.**

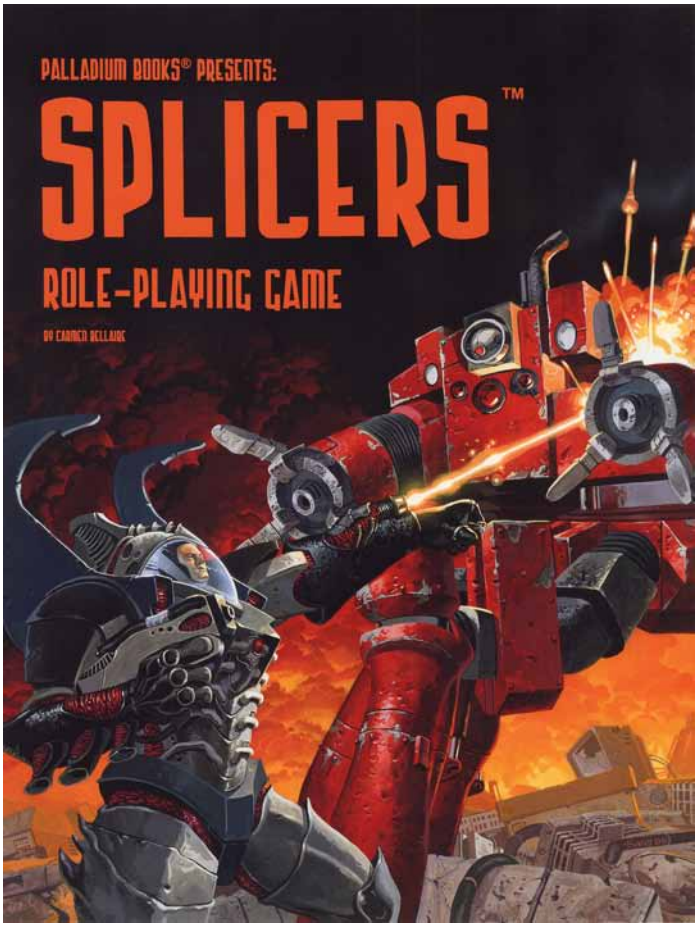


Nightbane® Dark Designs™

Nightbane® Dark Designs not only is a guide to creating the Nightbane but is also a sourcebook for players and Game Masters alike. It contains new Nightbane creation and Morphus tables, new Talents, information about the Ancient Nightbane and frequently asked questions and answers. Great for taking your game up a notch.

- **18 new and comprehensive Morphus Tables.**
- **60new Common Talents.**
- **38 new Elite Talents.**
- **Transformation Transition Table & insight to the Becoming.**
- **Talent creation and conversion rules.**
- **The Ancient Nightbane fully statted out, creation tables to make ones of your own, and adventure hooks and tips on how to use them in your campaign.**
- **Written by Mark Oberle.**
- **$20.95 – 160 pages. Cat. No. 736 – ISBN 1-57457-267-9.**

Splicers® RPG

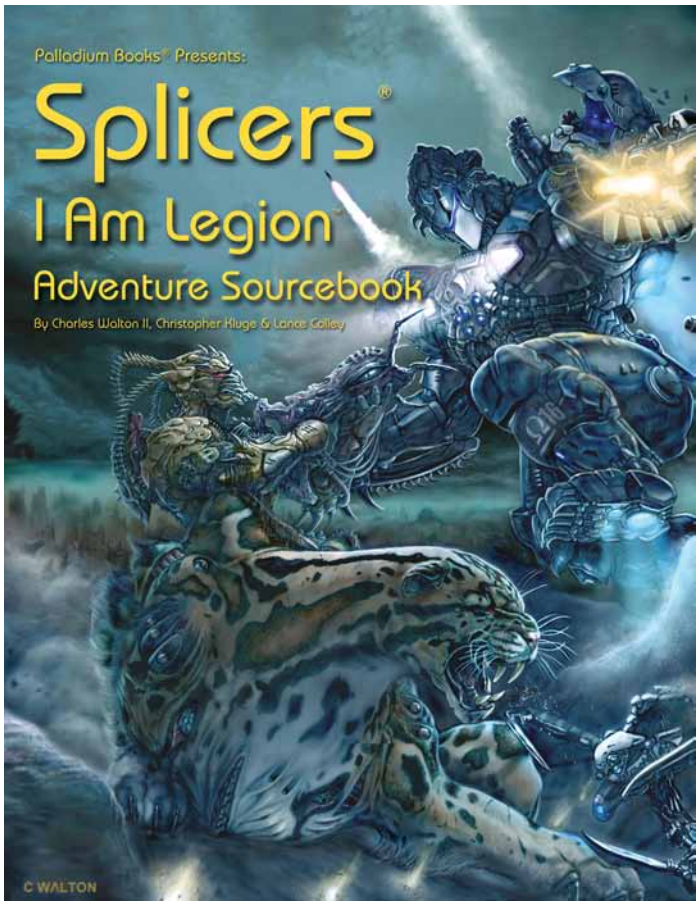


Splicers® Role-Playing Game

A wild science fiction role-playing game

Splicers® is set on a high-tech world where robots and machines rule. Humans are vermin to be hunted and exterminated, but who refuse to lay down and die. Mankind's struggle is complicated by a nano-plague that instantly turns metal objects into killing machines when touched by human flesh. Consequently, humans have been forced to turn to organic technology – living weapons and armor – to battle the world-dominating machines.

- **Genetically grown power armor and weaponry that improve over time.**
- **Player Characters sacrifice their humanity to save their race.**
- **10 O.C.C.s like Skin Jobs, Packmasters, Biotics & Dreadguard.**
- **War Mounts, Bio-Weapons, Host Armor, & augmentation.**
- **The machine mind and her legions of killer robots.**
- **19 enemy robots of unique designs and combat capability.**
- **Complete stand-alone RPG with skills, weapons, game rules and guidelines for using other Palladium settings.**
- **Mega-Damage system compatible with Rifts®, Phase World® and Robotech®.**
- **Written by Carmen Bellaire. Some text by Kevin Siembieda.**
- **$23.95 – 224 pages. Cat. No. 200 – ISBN 1-57457-112-5.**



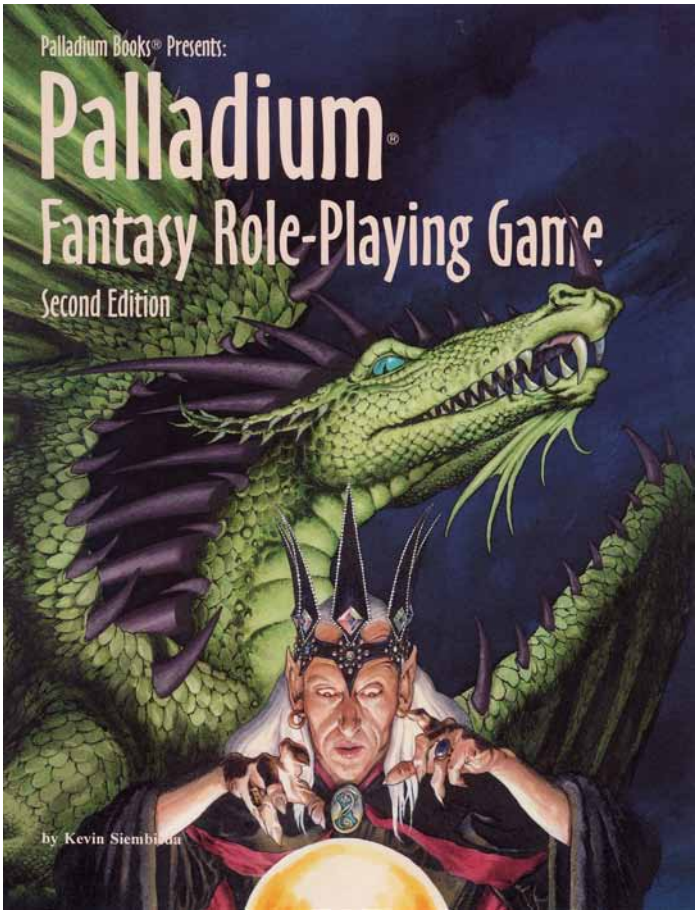
Splicers® Sourcebook:

I Am Legion™ Adventure

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., statted 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.**
- **$26.99 – 256 pages. Cat. No. 201 – ISBN 1-57457-232-6.**

The Palladium Fantasy Role-Playing Game®

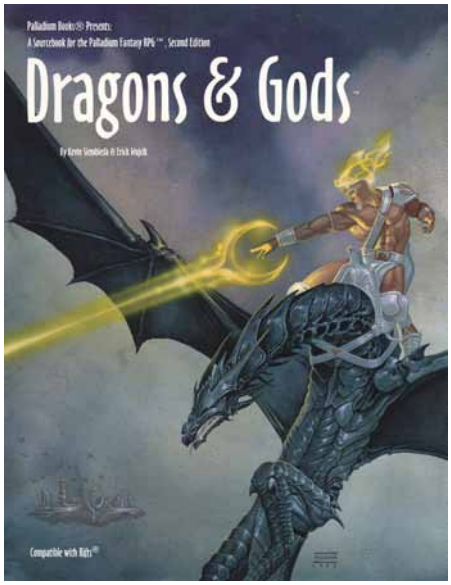


Palladium Fantasy RPG®,

2nd Edition

A complete role-playing game set in a unique realm of high fantasy and epic adventure that has thrilled fans for 27 years. All the fantasy elements you'd expect are there, but spun in ways that you may not expect. Magic has replaced science. The elder races of Dwarves, Elves and Titans have given way to the rise of humanity and the Wolfen Empire. While the monster races – Goblins, Orcs, Ogres and Trolls – lay claim to the Old Kingdom, from which they launch their pillaging raids. And that's just the beginning.

- **13 different races.**
- **25 Occupational Character Classes to select from.**
- **Magic unlike any you've ever seen before.**
- **300+ Wizard and Warlock spells. 80+ psionic powers.**
- **40 magic items plus magic potions, powders and fumes.**
- **20 Curses and magical Faerie Foods.**
- **Summoner and his circles of power and summoning.**
- **Diabolist and his Runes, Wards and Power Words.**
- **Mind Mage, Psi-Mystic, Psi-Healer and Psi-Sensitive.**
- **Poisons, herbs, potions and magic components.**
- **Holy Swords and Rune Weapons.**
- **100,000 years of history.**
- **A complete game with all the rules you need to play (additional sourcebooks, characters, abilities & settings optional).**
- **$28.99 – 336 pages. Cat. No. 450 – ISBN 0-916211-91-6.**



Sourcebook for the Palladium Fantasy RPG®:

Dragons & Gods™

An expansive book about the mythical dragons and gods of the Palladium World. Includes sections about Dragonwright, the Gods of Taut, Elementals, Demon Lords, dragons, and the forces of light and dark. Suitable for use with the Palladium Fantasy RPG®, Rifts®, Heroes Unlimited™, and Beyond the Supernatural™, or any fantasy game.

- **14 dragons, including the Hydra, Lo-Dox and others.**
- **40+ Gods with minions, magic weapons & worshipers.**
- **20 Demonic Lords, their goals, enemies and powers.**
- **Elementals and Creatures of Light.**
- **Deific powers of the gods and how they use them.**
- **Rune and holy weapons. Magic items made from dragons.**
- **Information on Alien Intelligences & other god-like beings.**
- **$24.95 – 232 pages. Cat. No. 451 – ISBN 0-916211-98-3.**

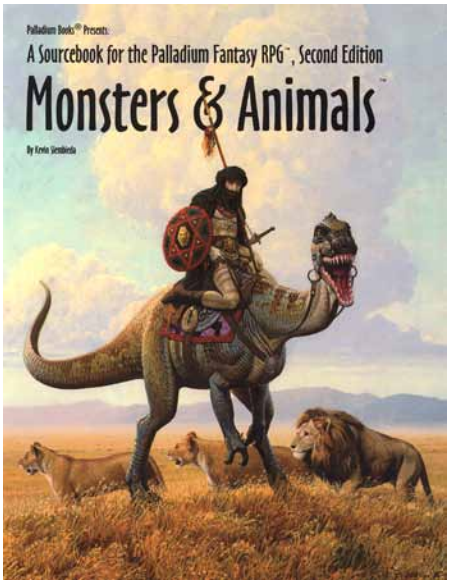
Sourcebook for the Palladium Fantasy RPG®:

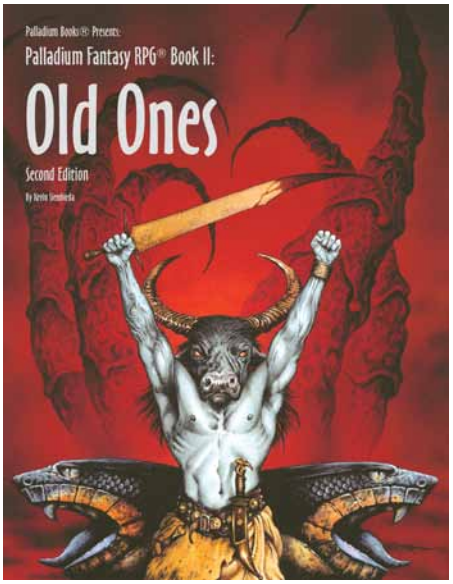
Monsters and Animals™, *2nd Edition*

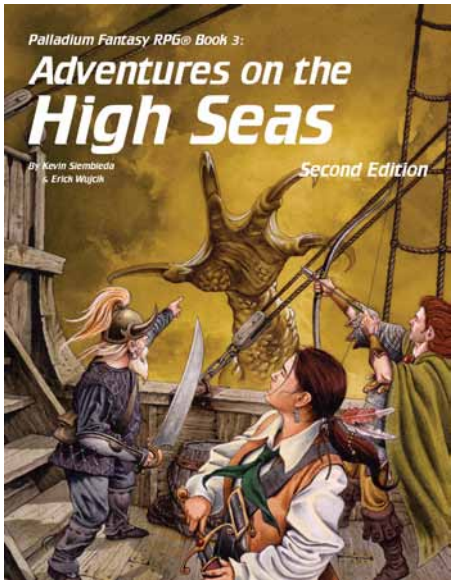
A big, juicy book of strange and exotic creatures, monsters and animals. Most of its 90 monsters are new and original, not the usual fare of typical monsters from myth. Many, like the Bearman, Coyle, Eandroth, giant Rahu-Man, Ratling, Dwarvling, Lizard Mage, and others are available as optional player character races. Monstrous beasts include the conniving Waternix, the ferocious Devil Digger, Bogeymen, Beast Dragon, Rock Crawler, Scorpion Devil, Snaggletooth Gobbler, Serpent Beast, Tri-Fang, Waterbat and Wing Tips, which are but a few of the wondrous creatures waiting to fill your campaign.

Suitable for use with the Palladium Fantasy RPG®, Rifts®, Heroes Unlimited™, and Beyond the Supernatural™, or any fantasy game.

- **Over 100 Monsters, even some as optional player characters.**







- **More than 30 different types of faeries, leprechauns and others.**
- **Nearly 200 animals.**
- **Each monster & animal has a map showing its range in the Palladium World. Includes Rifts® conversion notes.**
- **World information and adventure ideas.**
- **$26.99 – 240 pages. Cat. No. 454 – ISBN 0-916211-12-6.**

Palladium Fantasy RPG® Book 2:

Old Ones™

This is a massive adventure book with maps and descriptions of more than 50 locations in the Timiro Kingdom. As if that were not enough to make this the ultimate adventure book, there is also information about the Old Ones and a few O.C.C.s.

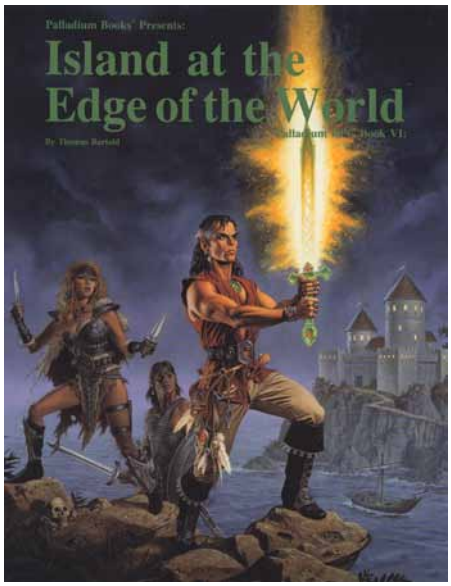
- **50+ cities, towns, and forts described and mapped. Each suitable as a place for adventure.**
- **7 fully fleshed out adventures and scores of adventure ideas.**
- **Includes the fabled "Place of Magic," an ancient Dwarven Ruin reputed to date back to the Elf-Dwarf War.**
- **Minotaur R.C.C., Illusionist P.C.C. & Monk/Scholar O.C.C.**
- **Background & rumors about the Old Ones & adventure galore.**
- **Travel notes, world information about Timiro and more.**
- **$24.95 – 224 pages. Cat. No. 453 – ISBN 0-916211-09-6.**

Palladium Fantasy RPG® Book 3:

Adventures on the High Seas™

Six big adventures on the high seas and oceans of the Palladium world take you from an uncharted island in the Sea of Despair to the noble walls of the Bizantium Kingdom, the isles of Y-Oda and Zy, then south to the pirate and serpent infested waters of the Floenry Isles (all 14 islands are described), and finally west to the seldom visited Island of the Cyclops and its four sister islands. A truly comprehensive addition to the Palladium RPG fantasy system.

- **Gladiator, Pirate, Shaman & 10 other Character Classes.**
- **Six adventures plus scores of adventure ideas.**
- **New magic items and world information.**
- **More than 20 islands and 20 cities mapped and described.**
- **Ship to ship combat rules and ship stats.**
- **$24.95 – 224 pages. Cat. No. 455 – ISBN 0-916211-17-7.**



Palladium Fantasy RPG® Book 6 *(1st Edition Rules)*:

Island at the Edge of the World™

Is it the end of the Palladium World as foretold in the Tristine Chronicles? Are the oceans disappearing? Epic adventures carry our heroes through the Old Kingdom, ancient tombs, crystal palaces, and the south seas. Crystal magic, mystic swords, death traps, strange encounters, insanity, and dark secrets are all part of the adventures. Travel beyond the known world to a mysterious island locked in a deadly confrontation that threatens the entire planet. Temporarily out of print.

- **Crystal magic, swords, wands and weapons.**
- **Five powerful rulers, their fortresses, their insanities & more**
- **The mysterious lord of the Crystal Fortress.**
- **Ghost Kings of the haunted tombs,**
- **The maniacal Lord Axel and his evil minions. His goal: to reshape the world in his own twisted vision.**
- **More history and data about Changelings**

- **Many adventures, adventure ideas and more.**
- **$20.95 – 144 pages. Cat. No. 458 – ISBN 0-916211-61-4.**

Palladium Fantasy RPG® Book 7 *(1st Edition Rules)***:**

Yin-Sloth Jungles™

The infamous Yin-Sloth Jungles are finally mapped and described. This tome is filled with new character classes, monsters, skills, places, villains and adventures.

- **Occupational Characters Classes, including the Undead Hunter, Witch Hunter, Enforcer and Beastmaster.**
- **Monsters, animals, villains and world information.**
- **The Yin-Sloth Jungles, towns and villages mapped & described.**
- **Five different adventures based around the Yin-Sloth Jungles™.**
- **Written by Patrick Nowak & Kevin Siembieda. Brom cover.**
- **Easily adapted to Palladium Second Edition.**
- **$20.95 – 160 pages. Cat. No. 459 – ISBN 0-916211-81-9.**

Palladium Fantasy RPG® Book 8:

The Western Empire™

The nefarious "Empire of Sin" is at last revealed, beginning with its history and continuing on with its politics, Noble Houses, the Emperor Itomas, its greatest cities and developing wars.

- **13 regional provinces and their lords.**
- **18 cities; all mapped & described.**
- **The history of the Empire. Western society, trouble spots & war.**
- **Emperor Itomas and the Imperial House of Itomas profiled.**
- **The Noble Houses of the Empire & their political intrigue.**
- **New magic items, herbs, poisons and drugs.**
- **Adventures & adventure ideas. Maps & world information.**
- **City generation rules and tables.**
- **$24.95 – 224 pages. Cat. No. 462 – ISBN 1-57457-015-3.**

Palladium Fantasy RPG® Book 9:

Baalgor Wastelands™

This is an epic adventure sourcebook detailing the notorious Baalgor Wastelands, the massive desert of the Palladium world. Eandroth tribes, Gromek war bands, monstrous raiders, forgotten catacombs, pirates, Minotaurs and much more can all be found amongst the shifting sands.

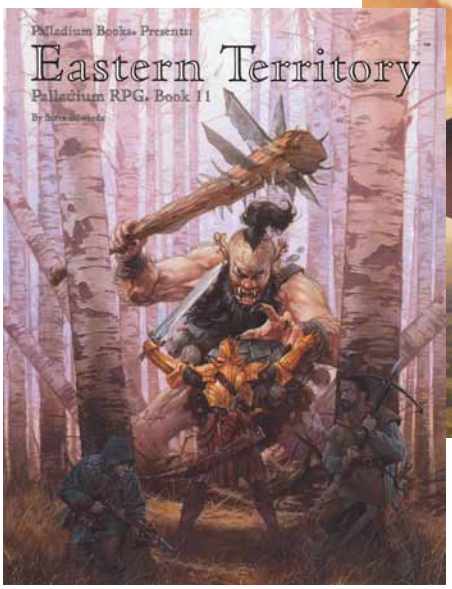
- **Eight monster races, many available as player characters.**
- **Monsters and giants of the Wastelands.**
- **Ancient ruins, buried secrets and inhuman assassins.**
- **History of the legendary Elf-Dwarf War.**
- **The cities of Troker and Ghurthasi.**
- **The Gromek-Giant War. Maps and world information.**
- **Pirate coves, Western Empire colonies & other places of note.**
- **$24.95 – 216 pages. Cat. No. 463 – ISBN 1-57457-022-6.**

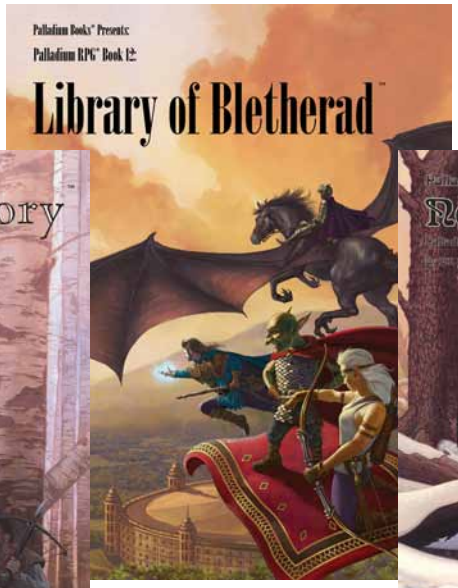
Palladium Fantasy RPG® Book 10:

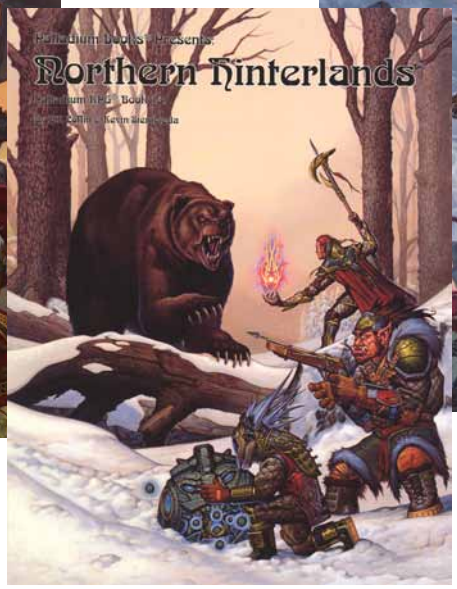
Mount Nimro™

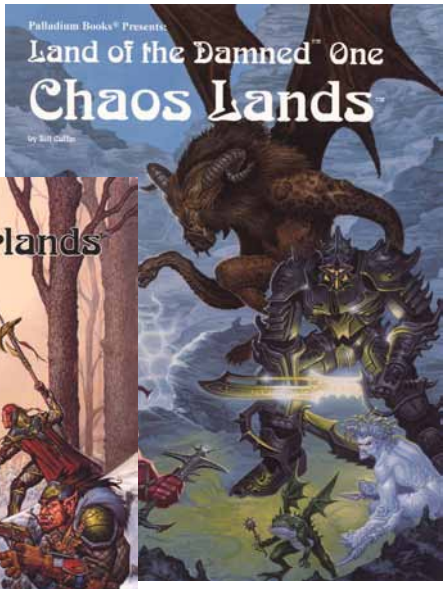
The Mount Nimro region is the domain of giants: Jotan, Nimro, Gigantes, Cyclops, Trolls and others. A gathering of clans, tribes and refugees that is quickly becoming a true "kingdom" rather than a motley collection of misanthropes. Small races of the world beware, because the giants have joined forces.

- **New player O.C.C.s and monster races.**
- **The Kingdom of Giants. More on the Gromek-Giant War.**
- **Giant clans and their relationship with the outside world.**
- **History and world information, maps, adventures & NPCs.**
- **Mount Nimrod, Mount Nimro, the Nimro Plains, the Old Kingdom Grasslands & the South Wind Marshes profiled.**
- **$20.95 – 160 pages. Cat. No. 464 – ISBN 1-57457-028-5.**









Palladium Fantasy RPG® Book 11:

The Eastern Territory™

A land that holds its share of secrets and treachery, committed at the hands of humans and nonhumans alike. All of this makes for a fertile land of adventure. A place where heroes, adventurers and opportunists (even rogues) can carve out a reputation, become famous and build a fortune or maybe even their own kingdom!

- **Overview of the land, society and political intrigue.**
- **Dozens of places noted & described, each unique & different.**
- **New monsters, menaces, magic items and ancient secrets.**
- **The Danzi R.C.C., Spirit Tattoos and Bone Weapons.**
- **Palladium Millenium Trees and their gifts & unique magic.**
- **Elven Mosaic magic, the Merchants' Guild and Collectors.**
- **The Disputed Lands, the border between human and Wolfen holdings.**
- **More than 20 pages of maps! Tons of adventure ideas.**
- **By Steve Edwards with Kevin Siembieda.**
- **$24.95 – 224 pages. Cat. No. 465 – ISBN 1-57457-034-X.**

Palladium Fantasy RPG® Book 12:

Library of Bletherad™

Library of Bletherad is an adventure sourcebook cleverly built around this legendary place of arcane knowledge and secrets. Bletherad is a stepping stone for mystery and intrigue that can carry adventurers around the Palladium World.

- **The Library of Bletherad described and mapped.**
- **21 legendary Rune Weapons.**
- **Shadowcasting and Fulmination magic.**
- **Spirit, Cold and Ice magic and more. Over 50 new spells in all.**
- **A dozen exotic monsters, history, secrets & adventure ideas.**
- **The Zealotry, the Monks of Bletherad & secret Guardians.**
- **History, political intrigue and conspiracies.**
- **$20.95 – 160 pages. Cat. No. 466 – ISBN 1-57457-047-1.**

Palladium Fantasy RPG® Book 13:

The Northern Hinterlands™

A giant sourcebook packed with towns, ancient secrets, monsters and adventure in the Ophid's Grasslands and other remote regions at the doorstep of the mountains that wall off the Land of the Damned. For Palladium Second Edition.

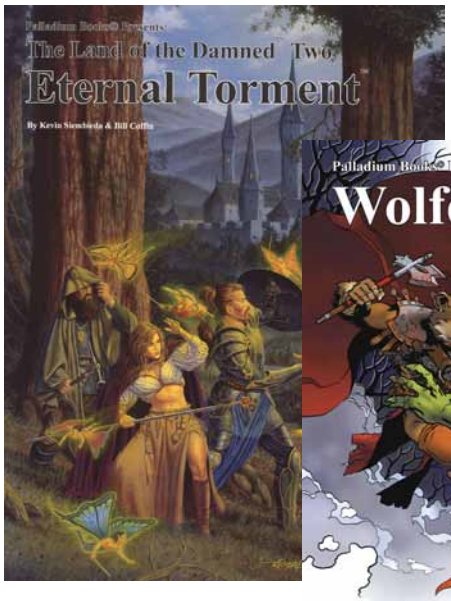
- **Overview of the Hinterlands, the Shadow Coast and Kiridin, The Sorrowful Land.**
- **Cold Weather Rules and the Long Winter.**
- **Legendary magic items and treasure troves.**
- **The Shadow Coast of Bizantium and Kiridin, land of barbarians.**
- **8 optional character classes; barbarian included.**
- **16 new monsters and the Wild Lords.**
- **19 new ancient magic artifacts & 15 new winter magic spells.**
- **The Vault of Destiny & the legendary Palladium of Desires.**
- **$24.95 – 192 pages. Cat. No. 467 – ISBN 1-57457-058-7.**

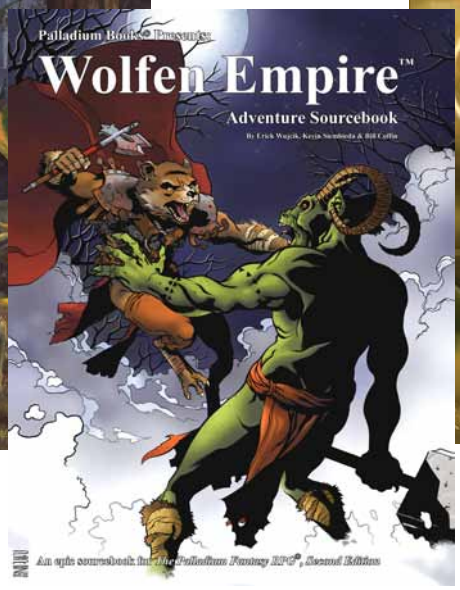
Palladium Fantasy RPG® Book 14:

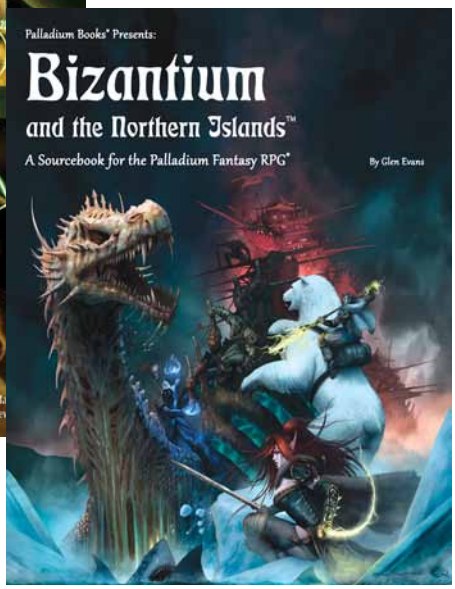
Land of the Damned™ 1: Chaos Lands™

The legendary Land of the Damned is presented as a pair of "stand-alone" books that explore and describe the various unexplored regions of this forbidding land. They also reveal the strange creatures and beings who dominate the Land of the Damned™, many extinct elsewhere in the world, as well as the dark powers that rule over mortals and lesser beings.

- **Key people and places; exotic new R.C.C.s.**
- **20+ new monsters, demons and races (some from the Age of Chaos).**
- **Over a dozen new demons.**
- **Campaign ideas and Hook, Line & Sinker™ adventures.**
- **Written by Bill Coffin.**
- **$24.95 – 192 pages. Cat. No. 468 – ISBN 1-57457-059-5.**







Palladium Fantasy RPG® Book 15:

Land of the Damned™ 2: Eternal Torment™

The Land of Eternal Torment is a place dominated by species of undead not known to the outside world. There is also a magical Faerie kingdom corrupted by the Old Ones, and a forest ruled by Were-Beasts.

- **15 types of undead, all but the vampires are new.**
- **15 Beasts of Chaos – the monstrous creations of the Old Ones.**
- **More than 50 new curses, along with over a dozen from the Palladium Fantasy RPG revised and expanded.**
- **The enchanted forest known as the Darkest Heart.**
- **More than 100 adventure hooks and ideas. By Bill Coffin.**
- **$24.95 – 224 pages. Cat. No. 469 – ISBN 1-57457-061-7.**

Sourcebook for the Palladium Fantasy RPG®:

Wolfen Empire™

This juicy adventure-sourcebook is authored by Erick Wujcik, Kevin Siembieda and Bill Coffin. It presents a comprehensive background and history of the Wolfen Empire, the Wolfen tribes, their military and their plans for the future. It also includes several adventures, strange animals, random encounter tables and more. Wolfen Empire is a fan favorite, and one of Erick Wujcik's last published role-playing works.

- **101 Adventures Table.**
- **4 fully-fleshed out adventures plus a few notable places, including the Bones of Belimar, the Village of Wrijin and the town of Badd Land (a Bandit's Paradise).**
- **13 notable animals of the North.**
- **The Great Northern Wilderness and Killer Winters.**
- **Wolfen history, religion and economics.**
- **Wolfen military, ranks and types.**
- **$20.95 – 160 pages. Cat. No. 471 – ISBN 1-57457-063-3.**

A sourcebook for the Palladium Fantasy RPG®:

Mysteries of Magic™ Book One: The Heart of Magic™

This is the first of a new series of magic books for the Palladium Fantasy RPG® that explores the mysteries of magic: How it works, nuances and details about magic, historic revelations, and more. Each book in the series will include additional information and details about magic, new and specialized areas of magic, and in most cases, new spells and other types of magic.

Book One: The Heart of Magic includes:

- **How magic works and the history of magic.**
- **New approaches to magic and ways of acquiring P.P.E.**
- **Wizard sub-classes, split-class wizards and more.**
- **34 new Wizard spells and 28 new elemental Warlock spells.**
- **Rules & guidelines for creating your own unique magic spells.**
- **Additional skills & information about the Palladium world.**
- **Written by Mark Hall with additional text Kevin Siembieda.**
- **$16.95 – 96 pages. Cat. No. 472 – ISBN 1-57457-149-4.**

Palladium Fantasy RPG® Book 16:

Bizantium and the Northern Islands™

To the civilized world, Bizantium and the waters and lands around it are frightening. A realm of sea serpents, monsters and barbarians. To the heroes and people who live there, it is a realm of adventure, beauty and opportunity.

- **Bizantium, its islands, people and enemies as never before seen, including the Waterchanter, Serpent Chaser, Necromancer and other O.C.C.s both heroic and villainous.**
- **90+ spells in all, including Ocean Magic, Necromancy and new Earth and Fire Warlock spells.**
- **15 monsters and animals unique to the far North including.**
- **The Iceborn, man-eating raiders from the sea who use forgotten necromancy spells to build and power their massive**

Necroilus – ships formed from the animated remains of dead sea serpents.

- **The lost Seven Treasures, vengeful gods, Byzantium history, lore and culture.**
- **People and places of note. Adventure hooks galore.**
- **Written by Glen Evans, Matthew Clements and Kevin Siembieda.**
- **$24.95 – 192 pages. Cat. No. 474 – ISBN 1-57457-235-0.**

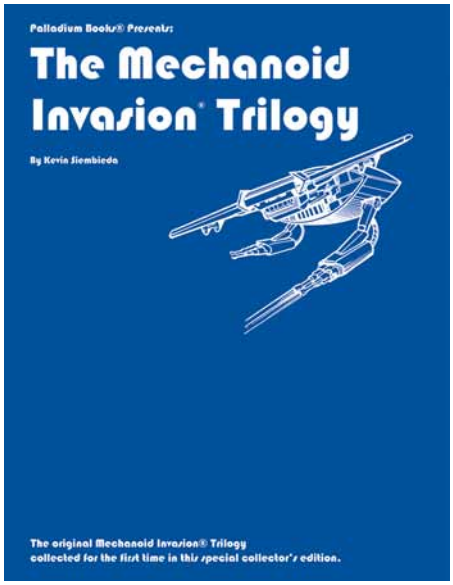
Garden of the Gods™

A Palladium Fantasy RPG® Sourcebook

This has been a secret project of Kevin Siembieda's that he has been plotting and writing in what little spare time he has. The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of the gods. According to legend, the god may visit heroes and followers in dreams or in person by an avatar of the god, to be given guidance, inspiration, heroic quests, and gifts of knowledge and magic. More details about this title will follow.

- **The Garden of the Gods described in detail.**
- **Godly insight and visitations.**
- **Gifts of magic and knowledge.**
- **Sanctuary and more.**
- **The Black Pit, a place of evil and dark secrets. Is it a counter-balance to the good of the Garden or a trick of the Old Ones?**
- **Written by Kevin Siembieda.**
- **$17.99 – 96 pages. Cat. No. 475 – ISBN 1-57457-250-4.**

Other Fun Products by Palladium Books®



The Collected Mechanoid Invasion® Trilogy

The story of the Mechanoid Invasion,® is a tragic one that spans the galaxy and generations of people. The Mechanoid Invasion,® starts on a distant planet being colonized by humans, until the Mechanoids arrive. The seemingly alien mechanized monsters intend to strip the planet of all its resources and literally carve it up into pieces and haul it away. The loss of human lives mean nothing to them. Indeed, the Mechanoids seem to delight in capturing, torturing and slaughtering what humans they can find. Can nothing stop the destruction?

The Journey follows the story of human colonists from the doomed planet surviving by living between the walls and tunnels like rats on a ship.

- **29 Mechanoids and their robot minions.**
- **18 human O.C.C.s, combat troops, psychics and others.**
- **7 alien races including the insectoid allies, the Dionii.**
- **All kinds of energy weapons, combat armor, vehicles, spaceships and more.**
- **Suitable for other Palladium world settings.**
- **Classic recreation of the original white and blue cover by Kevin Siembieda.**
- **$24.95 – 208 pages. Cat. No. 400.**

Deluxe Revised RECON® RPG

Deluxe Revised RECON® is a fast playing, realistic simulation of the Vietnam War and other conflicts of that time period. However, this game is easily adapted to modern day military conflict around the world.

The Deluxe Edition collects the original Revised RECON® RPG and the Advanced RECON® sourcebook into one big package. A dynamic new cover, some new interior art and artful repackaging completes this classic RPG.

It is a fast-paced, realistic game of jungle combat and military operations in Southeast Asia. The setting is Vietnam, Laos, Cambodia, Burma and Thailand.

Note: This RPG does not use the Palladium Megaversal role-playing game rules found in all its other books. This is a different game system.

- **A complete role-playing game of military combat.**
- **Character creation in a matter of minutes.**

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