

By Kevin Siembieda

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

I'm glad so many of you enjoyed our Horror and Chaos Earth Sale. October just seemed like the time to offer a sale for titles like **Beyond the Supernatural™**, **Dead Reign®** and **Nightbane®**, each with its own unique approach to horror. The good people at Bundle of Holding must agree, because earlier this week they launched the

### [Palladium Horror Bundle of Holding](#)

, offering PDFs of these same RPGs along with a selection of key sourcebooks. As always, you save money and a portion of the proceeds goes to a worthy charity. More details below.

We have all been working mainly on the [Rifts® Bestiary Volume One](#) and [The Rifter® #82](#) . The new PDF release on DriveThruRPG this week is

### [Mysteries of Magic™ One](#)

. Last week was

### [Wolfen Empire](#)

(Fantasy)

and just prior to it

### [Land of the Damned™ One](#)

and

### [Two](#)

, all for the

*Palladium Fantasy RPG® series*

. Wayne also continues to replace the fast, not-so-great scans of books DriveThru did for us a few years ago, with clean, sharp PDFs.



**NEW! Palladium *Horror Bundle of Holding* Sale – Launched Monday, October 8, 2018**

<http://bundleofholding.com/presents/PalladiumHorror>

The [Bundle of Holding](#) people are offering PDFS of Palladium's horror RPGs and many sourcebooks as part of their *October Horrors* celebration! It just started Monday, so you can still get in early to snag PDFs of the **Dead Reign® RPG**

, **Nightbane® RPG**

and

**Beyond the Supernatural™ RPG**

, and select sourcebooks for each in the

[Palladium Horror Bundle](#)

**Starter Collection**

and the

**Bonus Collection**

. Available now and perfect to add a little scare to your month of October. This bargain-priced bundle is your starting point for countless campaigns of mind-numbing terror.

**How the Bundle of Holding Works:** You can pay any price (minimum \$9.95) to get all the titles in the Starter Collection. *If you pay more than the threshold (average) price,* which was set at **\$19.95 to start**

(*but goes up as more people make purchases*), you also get all the titles in the Bonus Collection.

**Palladium Horror Starter Collection (US \$9.95 – total value \$44.96):**

- **Beyond the Supernatural™ RPG, 2nd Edition** (256 page core rule book).
- **Nightbane® RPG** (240 page core rule book).
- **Dead Reign® RPG, the Zombie Apocalypse** (224 page core rule book).
- **Dead Reign®: Civilization Gone™** (64 page sourcebook).

Total PDF retail value of \$44.96, all for only **\$9.95!**

**BONUS Collection (currently US \$19.95 – total value \$50.45):** If you pay more than this offer's threshold (average) price (\$19.95 to start, but the longer you wait, the higher it will go), you will level up and also get this offer's entire Bonus Collection.

- **Nightbane®: Between the Shadows™** (144 page sourcebook).
- **Nightbane®: Nightlands™** (144 page sourcebook).
- **Nightbane®: Through the Glass Darkly™** (152 page sourcebook).
- **Nightbane® Survival Guide™** (160 page sourcebook).
- **Dead Reign®: Dark Places™** (64 page sourcebook).

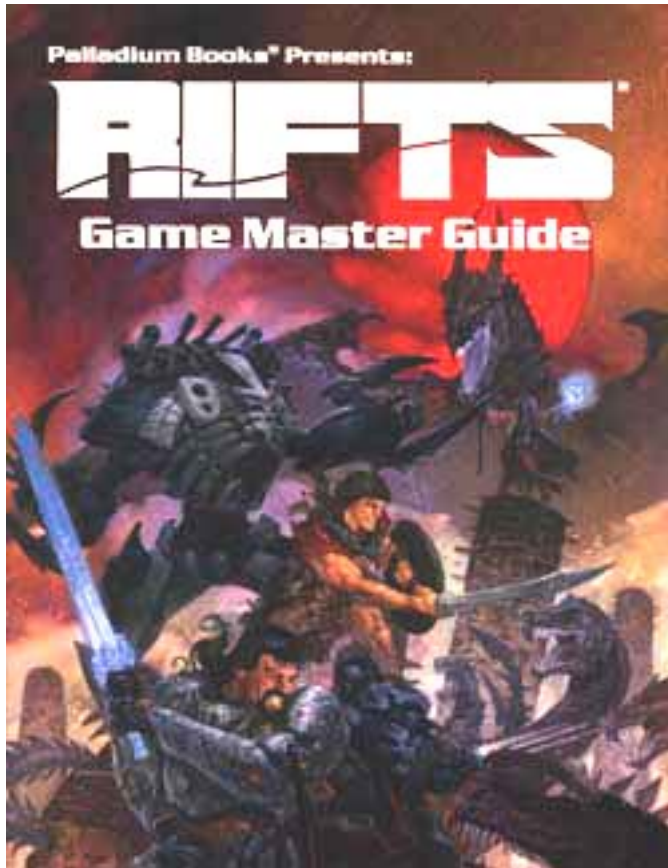
A total combined PDF retail value of \$95.41, all for only **\$19.95** to start!

**Bargain price and charity support.** Not only do you get to try something new or build your existing e-library at a *bargain price*, but 10% of every purchase goes toward charity! We chose to support the **National Center for Missing and Exploited Children** ([www.missingkids.com](http://www.missingkids.com)) with this bundle. They provide desperately needed help and services to those in need of them.

**If you have never played Dead Reign®, BTS™ or Nightbane®,** the Essentials Bundle gives you plenty to get rolling. **WAR**

**NING:**

Read a few of these books and you may get hooked on playing thrilling and suspenseful games filled with supernatural horror. Sale ENDS October 29, 2018.



**COMING Back in Stock – Rifts® Game Master Guide™ – Available October 19**

I always forget how jam-packed with valuable reference stats and comprehensive info the **Rifts® Game Master Guide™** really is, with every Rifts® robot, power armor, body armor, vehicle, weapon, gadget, skill, experience table, and map that has appeared in

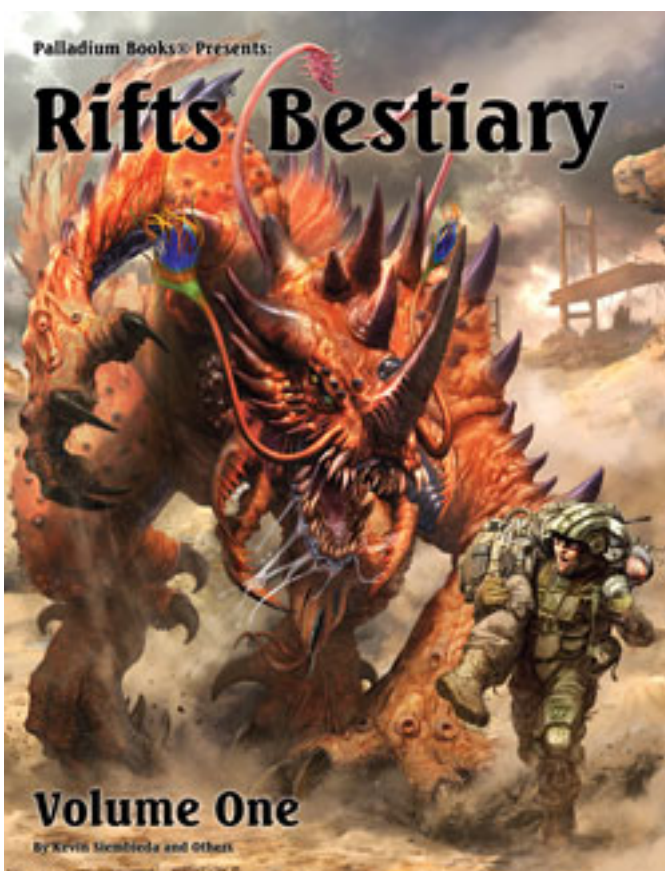
**1-23**

**1-4**

**Rifts® World Books**  
**and Sourcebooks**, plus a bionics index, an O.C.C.s and R.C.C. index, rules clarifications, combat examples, advice on how to run a game and more.

- **500+ weapons.**
- **300+ skills.**
- **290 pieces of equipment.**

- 180+ vehicles.
- 100+ suits of body armor.
- 80+ suits of power armor.
- 352 pages – \$28.99 retail – [Cat. No. 845](#) – Available October 19, 2018.



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

We are working like crazy on this book. Wayne and Alex are busy editing, Chuck is putting the finishing touches on his artwork and doing a few additional illustrations, Nick Bradshaw is doing art for a few last minute new monsters, and I have been writing and updating as fast as I

can. The new monsters are awesome and some of the updates will make familiar and forgotten creatures feel new again. I'm behind where I wanted to be on this book, but it and Volume Two are going to be something special.

We are all excited by how much new material has been added to the [Riffts® Bestiary, Volume One](#)

(and

[Two](#)

). Every single creature has extra information and updates, but many are much more expanded and detailed than I had originally imagined I would make them. It has been fun to revisit and expand upon these monsters and animals. These comprehensive rewrites only serve to make two better and more useful books for gamers. And the new beasts? I'm loving them and so will the fans. We know the customer will enjoy and get a lot of use out of these tomes.

The two upcoming **Riffts® Bestiary** books are great resources for players and G.M.s alike, with creatures that can be used as familiars, pets, riding animals, guard animals, and in some cases, even unlikely allies. Others are slobbering monsters or malicious predators who include humans and D-Bees among their prey. All giving you plenty of spice to add to your characters and adventures. And each comes with a map that shows at a glance exactly where to find these beasts.

**The Riffts® Bestiary, Volume One**

ships early November.

**Volume Two**

end of November or December.

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



**UPDATE: The Rifter® #82 – October or November release**

[The Rifter® #82](#) is a splendid issues of magic and monsters, and nearing completion.

**The Rifter® #82**

contains gaming advice, adventure source material, magic, monsters and mayhem for

**Rifts® Chaos Earth® (official)**

,  
**Nightbane® (official)**

,  
**Rifts® (official), Palladium Fantasy (official by Erick Wujcik**

, a lost work recently discovered), and more. Plus touching and informative remembrances of

*Erick Wujcik*

in memorial 10 years after his death. 112 pages – see the full



description elsewhere in this Update.

## **UPDATE: Rifts® Bestiary, Volume Two – November or December**

As stated last week, I approved the cover sketch, I have assigned artwork and I will be moving from Volume One into [Volume Two](#) immediately.

- **More monsters and animals of Rifts North America organized in two big, easy to use sourcebooks.**
  - **Updated descriptions and information for existing monsters.**
  - **Updated and uniform stat blocks.**
  - **New predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.**
  - **A map for every creature showing where it is found.**
  - **Fully illustrated, much of the art by Charles Walton II, along with Siembieda and many others.**

- 192-224 pages each volume – \$26.99 retail – [Cat . No. 897](#)  
(Volume Two). In production. Release Date: End of November or December.

## **UPDATE: Garden of the Gods™ – A Palladium Fantasy Sourcebook** ®

*Matthew Clements* is still adding to his considerable contributions to [Garden of the Gods](#) before turning it in to Palladium. Matthew has also started work on another Fantasy sourcebook and other projects.

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 counterbalance to the good of the Garden or a trick of the Old Ones?**
- **Written by Kevin Siembieda.**
- **Final page count and price yet to be determined, but probably 96 pages – \$17.99 retail – [Cat. No. 475](#). A winter release.**



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

I spoke to Nick Bradshaw about the art and some ideas and expect to plunge into finishing [this book](#) as soon as the Bestiary books are done. Cannot wait.



## **UPDATE: Rifts® Antarctica**

Artist *John Zeleznik* is painting away while author *Matthew Clements* is making changes and improvements to the

manuscript to ensure that

[Rifts® Antarctica](#)

is a truly compelling and exotic land you'll want to explore.

## **UPDATE: Chaos Earth® Psychic Scream <sup>TM</sup>**

I approved the final cover art for [Psychic  
Scream](#)

this week, the artist  
*Anthony Moravian*

has transferred it to masonite and should be painting away. Another book I'm dying to get into your hands as soon as

possible.

## **UPDATE: The Rifter® #83 and #84**

As mentioned last week, we are already thinking about and reviewing material for these two issues. **The Rifter® #83**

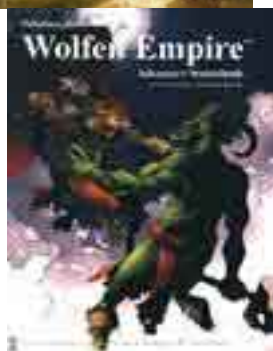
should have a Heroes Unlimited™ theme cover by

*Anthony Moravian*

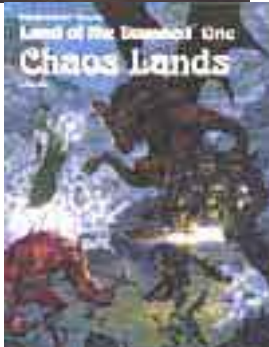
, and

**The Rifter® #84**

will have a Rifts® cover by John Zeleznik.







**New on DriveThruRPG.com –**  
***Mysteries of Magic***  
***TM***

**One – a Palladium Fantasy RPG**

®

## sourcebook

New: [\*\*Mysteries of Magic™ Book One: The Heart of Magic\*\*](#) <sup>TM</sup>

reveals how magic works, Wizards and Apprentices, 25 new Wizard spells, 29 new Warlock spells, and more.

Recent PDF additions include [\*\*Wo\*\*](#)  
[\*\*lfen Empire™ Fantasy\*\*](#)  
[\*\*sourcebook\*\*](#)

, the Great Northern Wilderness

and Killer Winters, 12 Wolfen Tribes, Wolfen military and society, 15+ creatures, 5 full adventures, 101 adventure ideas, random encounter tables, notable people, places and more.

**Land of the Damned™ Two:  
Eternal Torment™ Fantasy  
sourcebook**

, 15 different undead, 15 Beasts of Chaos, curses, key places and people, 100+ adventure ideas, and more;

**Land of the Damned™ One:  
Chaos Lands**

**™ (Fantasy)**

, 20 monsters, 14 demons, 11 dying

races, Random Monster Generator, the Great Rift, cold weather rules, key places, and more than 200 adventure hooks;

## **The Northern Hinterlands**

**™ (Fantasy),**

## **Eastern Territory**

**™ (Fantasy),**

## **Mount Nimro**

**™ (Fantasy)**

the Kingdom of Giants,

## **Baalgor Wastelands**

**™ (Fantasy)**

with 17 monstrous beings and more;

## **The Western Empire**

**™ (Fantasy)**

with city generation rules, vampires, herbs, poisons, and adventure.

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

:

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

## [Nightbane® RPG](#)

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

## [Nightbane® Survival Guide](#)

:

Everything to know about the Nightbane, new dangers, a complete adventure and more.

## [Nightbane® Between the Shadows™ Sourcebook](#)

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

## [Nightbane® Nightlands™ Sourcebook](#)

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

## [Nightbane®: Through the Glass Darkly](#)

™ presents Fleshsculptor magic,

the Mirrormage, Cybermage, the Shadowleague, dangerous brotherhoods, magic artifacts, 50 spells, 3 full adventures, adventure ideas.

**[The Rifter® #77](#)**

, plus

**[The Rifter® #77](#)**

**FREE Sneak Previews for**

**[The Rifter® #80](#)**

AND

**[The Rifter® #81](#)**

, and more.

- **Rifts®** is a genre-bending setting that combines science fiction, fantasy, horror, post-apocalypse survival, magic, and endless possibilities for adventure. Imagine a near perfect world of advanced technology 100 years in the future. Then imagine that world crashing down overnight in an apocalyptic upheaval not seen since the formation of the planet. A Great Cataclysm caused by the explosive return of magic. Now fast forward 300 years into the future where magic, dragons, and mythic gods coexist with cyborgs, giant



robots and super-science rediscovered from humanity's Golden Age as humans rise from a lengthy Dark Age. But they must contend with countless alien life forms, monsters, and supernatural horrors from beyond the Rifts.

- **Rifts® core titles** we would suggest: [Rifts® Ultimate Edition](#)
- ;
- [Rifts® Game Master Guide](#)
- ;
- [Rifts® Book of Magic](#)
- ;
- [Rifts® Adventure Guide](#)

;

**D-Bees of North America**

TM,

**Rifts® World Book 11: Coalition War Campaign**

and

**Rifts® Sourcebook One**

. Note: The

**Rifts® RPG, 1st Edition**

and

**Rifts® Ultimate, 2nd Edition**

are both available.

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

- **Rifts® Dimension Books™:**

Travel to alien worlds and dimensions via the Rifts for off-world adventure and intrigue.

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

**[Rifts® Chaos Earth® RPG](#)**

,

**[Creatures of Chaos](#)**

™,

**[Rise of Magic](#)**

™, and

**[Chaos Earth® Resurrection](#)**

™ are all available.

- FREE Sneak Previews for [\*\*Nightbane® Dark Designs\*\*](#)

™,  
[\*\*Rifts® Secrets of the Atlanteans\*\*](#)

™,  
[\*\*Rifts® CS Heroes of Humanity\*\*](#)

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

**Rifts**

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

watching for them.

- [\*\*The Rifter® #1-77\*\*](#). Each issue is a wealth of source material and ideas for several game lines, but most material can be easily adapted to ANY Palladium game world. Each issue a gem.

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

## Bellaire, **Splicers**

® was nominated for an *Inquest Gamer Magazine Fan Awards Game of the Year*, and has since developed a rabid fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- [\*\*Splicers®: I Am Legion™\*\*](#)  
[\*\*Adventure Sourcebook\*\*](#) : 6

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

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

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



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

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

- **Dead Reign® Sourcebooks:**

6 sourcebooks from

**Civilization Gone**

™ to

**Hell Followed**

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

- **Beyond the Supernatural™**

**RPG, 1st Edition Rules**

Supernatural horror in the modern world. Play ordinary people, psychics, paranormal investigators or for something different: Victim

## Characters!

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

- [\*\*Nightbane® RPG\*\*](#) and **sourcebooks.**

An RPG setting we call superhero horror. Dark conspiracy, a secret, demon invasion starting with world leaders and law enforcement, and it is spreading. The player characters

are the Nightbane®, reluctant superhumans who must turn into monsters themselves to unleash their powers and battle the evil that is clear only to them. A dark, sinister and challenging world of horror.

- **After the Bomb® RPG and sourcebooks**

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

- **Ninjas & Superspies™**

**RPG** and the **Mystic China™**  
**sourcebook** .

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

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

- **The Palladium Weapon Series** of real world weapons, armor and castles throughout

history. Designed for use with ANY game system.

- **200+ Palladium titles in all, plus G.M. kits, paper miniatures and more.**

- **Heroes Unlimited™ Paper Miniatures – Two sets are now available!**

- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are coming in the weeks ahead.**

- **Rifts® Paper Miniatures: Men at Arms – \$2.99**

- **Rifts® Paper Miniatures: Coalition Dead Boys – \$2.99**

- **Rifts® Paper Miniatures:  
Adventurers** – \$2.99
- **Rifts® Paper Miniatures:  
Practitioners of Magic** (new)  
– \$2.99
- **Rifts® Paper Miniatures:  
Extras** (new) – \$2.99
- And more to come in the weeks ahead.

***Charles Walton II Artwork,***

# ***Toys and Collectibles “on sale”*** now in Kevin’s Online Toy & Collectibles eBay Store along with other good things

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

.  
*All money goes to the artist.*

Includes original art from **Rifts® Sovietski, Secrets of the Atlanteans, Rifts® Chaos Earth® Resurrection**



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

**Other one-of-a-kind original artwork** available by *me* (Kevin Siembieda), Kevin Long, Mark Evans (money goes to the artist), as well as prints, limited edition hardcovers, proofreader copies, out of print items, Star Wars toys, Marvel toys and many other toys and collectibles from my personal collection. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Hundreds of items. Take a look every weekend for new additions.



**Available now: One-of-a-kind book negatives.** Negatives were very popular items at the Palladium

Open House and people went crazy over them at Gen Con – including actor *Joe*

*Manganiello*

who scooped up a pile of TMNT negatives, while Palladium's own *Mark Oberle, Carmen Bellaire, Brandon Aten*

and a whole lot of Palladium gamers went for negatives from Rifts® New West, Lone Star and Free Quebec. Fun.

Negatives are unique and attractive, one-of-a-kind (on rare

occasions two-of-a-kind if a page was replaced or a second edition was made) works of art that resemble *woodcut art* and are very dynamic conversation pieces. Before digital printing, pages of a book were laid out by hand on a board, and each page was photographed. The *plastic film negatives* were then “ganged” on a massive sheet of Mylar 16 pages per big sheet, and the printing plates were made from the negatives – everything white, printing black.

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

in an 8x10 inch matt opening in a frame (each neg is roughly 8½ x 11 inches).

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

## **Closing Thoughts**

This has been a little bit of a crazy

week. Trying to write the [Rifts®](#) [Bestiary](#) , and it is coming along wonderfully, but I also spent time speaking to a number of Palladium freelancers since our last Update – *Carmen Bellaire, Matthew Clements, Brandon Aten, Nick Bradshaw, Mark Dudley, Anthony Moravian, Todd Spencley* , and *Ben Rodriguez* , among others. In addition to moving product along, it was great talking with everyone. I've been so busy for so many months, I have not spoken to many of our regular



crew of freelancers since the Open House in April. Everyone is doing well and pumped up about the Palladium projects they are working on.

Then there were a number of unexpected business opportunities. Some involved advertising and promotion, a couple were about potential new products, one was a line on a possible new distributor in Australia, and one was the launch of the [\*\*Palladium Horror Bundle of Holding\*\*](#) . We had made

arrangements for such a Bundle with Allen Varney a couple months ago, but we didn't know it was going to launch *th*  
*is week*

. No worries, we sent out notices to you all right away, and again in this Weekly Update. The Horror Bundle makes perfect sense with this being October,

*Walking Dead*

Season Nine starting (first episode was pretty good), and Halloween coming up fast. Enjoy the

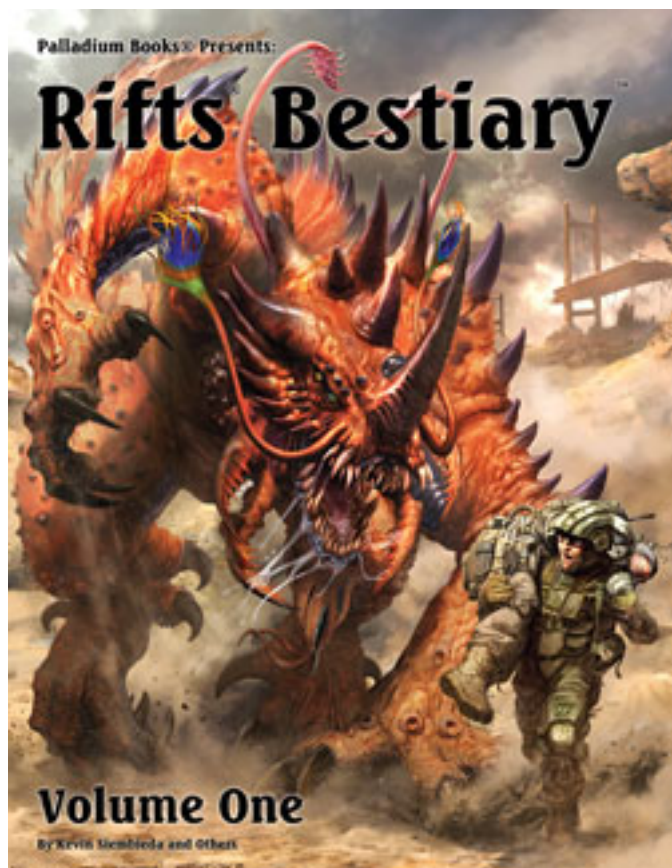
**Palladium Horror Bundle of Holding**

and order sooner than later to get

lowest price and the best deal.

That's it for this Update. Enjoy the Horror Bundle Sale, keep the faith and game on!

*– Kevin Siembieda, Game Designer  
& Publisher*



# New! Rifts® Bestiary™ : North America, Vol. One

A series of books that collects all the notable monsters, dinosaurs and creepy crawlers and creatures of Rifts® North America (US, Canada and Mexico) into two juicy volumes with a number of new creatures. Each volume includes maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of *Rifts North America*

(unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition, Kevin Siembieda, Chuck Walton and Greg Diaczyk are adding some new monsters to make life in the wilderness interesting. Presented in alphabetical order, with maps showing their range and location, in two big books.

Winter releases, both volumes are being worked on simultaneously, right now, so that Volume Two will quickly follow Volume One within 4-6 weeks. Other volumes, like a Bestiary of Spirits and the Supernatural, are likely to follow.

Future volumes will include

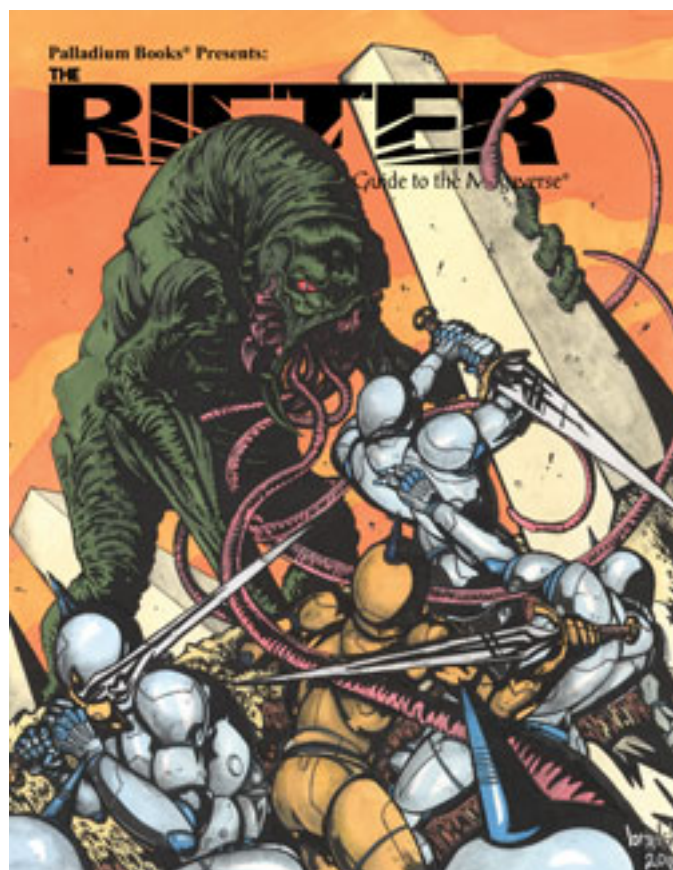
spirits, ghosts and entities, another on dragons, other volumes on creatures in other parts of Rifts Earth, and so on.

**- Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.**

**- 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.**
- **Art by Chuck Walton, Siembieda and many others.**
  
- **192-224 pages – \$26.99 retail – [Cat. No. 896](#). In production.**



# **NEW! The Rifter® #82 – October or November release**

**The Rifter® #82** is well underway and nearing completion.

**The Rifter® #82** is another great issue with gaming advice, adventure source material, magic, monsters and mayhem for

various settings, including

**Rifts® Chaos Earth®**

,

**Nightbane®**

,

**Rifts®, Palladium Fantasy**

and more, plus touching and  
informative remembrances

of

*Erick Wujcik*

in memorial 10 years after  
his death.

The **Rifter**® is all about new ideas, pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure! Role-playing games (and **The Rifter**

®) are all about expressions of *your*

imagination. Of making ideas, characters and stories come to life. There is no one way to look at things. Open your mind to the infinite possibilities.

Remember, adventures and source material for one game setting can also be adapted to other world

settings with some easy and obvious modifications. Unleash your imagination and use **The Rifter®** to fuel your own campaigns. Game Masters, surprise your players with a creature or villain they never see coming because it is adapted from material for another game setting. Or give your players optional characters to play or special

abilities or gear from the pages of The Rifter®. Most of all, have fun.

## **Rifter® #82 Highlights:**

**- Rifts® Chaos Earth®  
– Pyromancy, Nebraska  
Part Three – by Daniel  
Frederick, Megan  
Timperley, Matthew  
Clements & Kevin  
Siembieda.      The chaos**



of the Great Cataclysm is different around the globe. This source material examines the events and survivors of Nebraska, and the new Chaos Magic of Pyromancy and the Pyromancer who wields it. Plus *Zone Twisters*, and notable NPCs . Final Chapter. “Official” source material.

**- Palladium Fantasy  
RPG® – From North to Far  
North – by Erick Wujcik.**

A lost story setting for  
adventure in the Great  
Northern Wilderness  
recently rediscovered.

Published for the very first  
time. “Official” source  
material.

**- Rifts® Bestiary Sneak  
Preview – by Kevin**

**Siembieda and Charles Walton II.** A few choice new monsters. “Official” source material.

- **Nightbane® – Age Modifiers and Education rules – by Mark Oberle.** “Official” source material. ‘Nuff said.

- **Gaming Advice from Erick Wujcik –** *Thinkin*

*g Big*

and

*The Name Giver*

, sage advice reprinted from

*The Rifter® #1 & 2*

.

- **Erick Wujcik**

**Remembered** – 10

years after his death, 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.

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

- **112 pages – \$14.99 retail – [Cat. No. 182.](#)  
**Ships November.****

**NEW! Rifts® Bestiary  
Volume Two – ships  
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**- Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks.**

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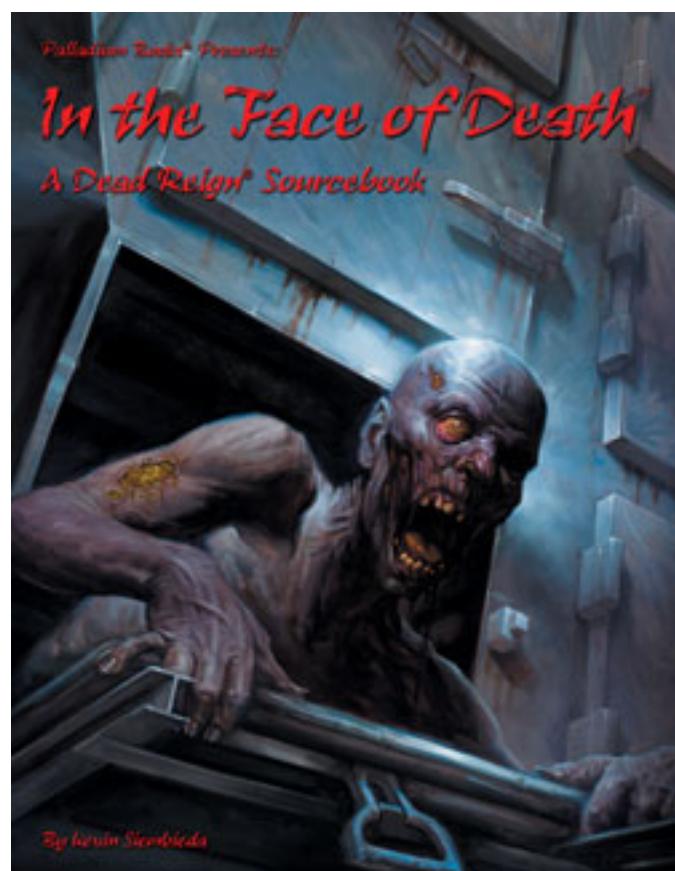


**much of the art by Charles Walton II, along with Siembieda and many others.**

**- 192-224 pages each volume – \$26.99 retail –**

**[Cat. No. 897](#)**

**(Volume Two). In production. End of November or December.**



# **COMING: In the Face of Death <sup>TM</sup> – A Dead Reign ®**

## **Sourcebook**

**“People will tell you no one can survive in the big cities. They are wrong.” – Brad Ashley,**

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**- Take your zombie campaign to new heights!**

**- Cover by E.M. Gist. Interior art by Nick Bradshaw.**

**- Written by Kevin**

**Siembieda. Adaptable  
to other settings.**

**- 96-128 pages –  
\$17.99 retail – [Ca](#)  
[t. No. 237](#)  
**. Winter release.****



# **UPDATE: Garden of the Gods <sup>TM</sup> – A Palladium Fantasy ®**

## **Sourcebook**

*Matthew Clements* is  
still adding to his  
considerable

contributions to  
**Garden of the Gods**  
before turning it in to  
Palladium. Matthew  
has started work on  
another Fantasy  
sourcebook and other  
projects.

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 counterbalance to the good of the Garden or a trick of the Old Ones?**

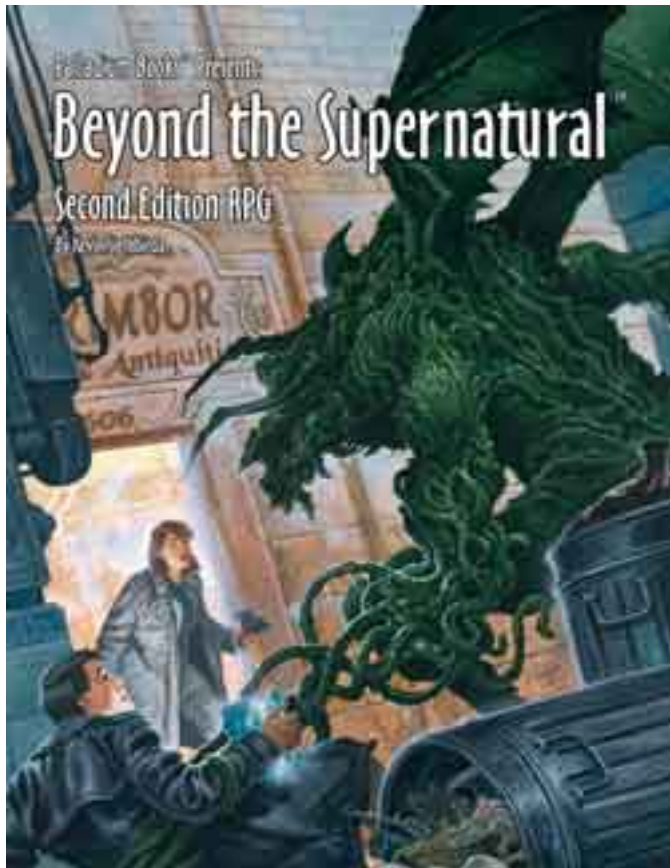
**- Written by**

# Kevin Siembieda.

- Final page count and price yet to be determined, but probably 96 pages – \$17.99 retail – Cat. No. 475.  
Winter release.







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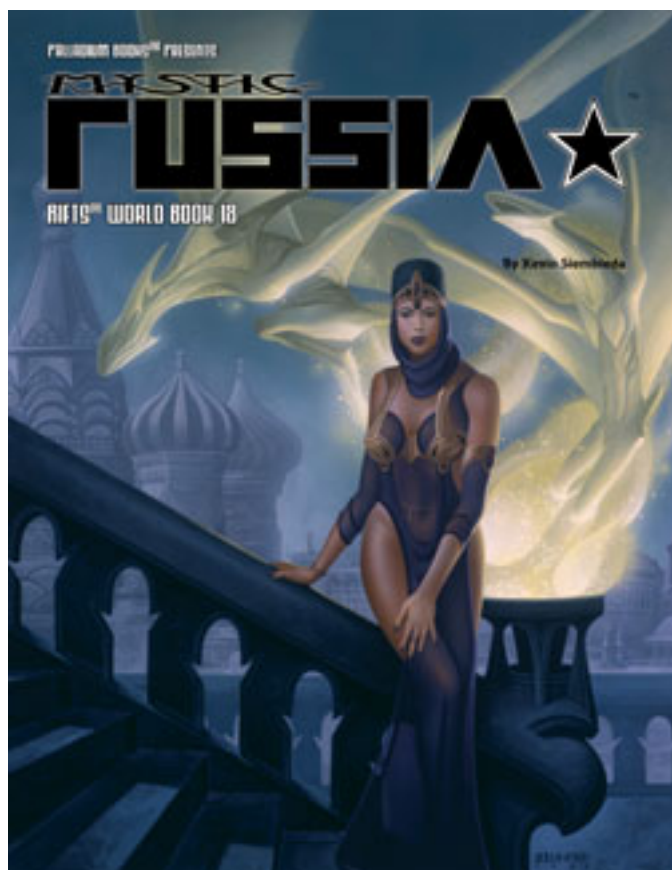
**planned for 2019.**

**- 256 pages –**

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**Rifts® Mystic  
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and magic galore.

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weapons maker.**

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Mystic Kuznya,  
Fire Sorcerer, Old  
Believer and  
Necromancer.**

**- 9 Gypsy  
O.C.C.s, vehicles**

**and more.**

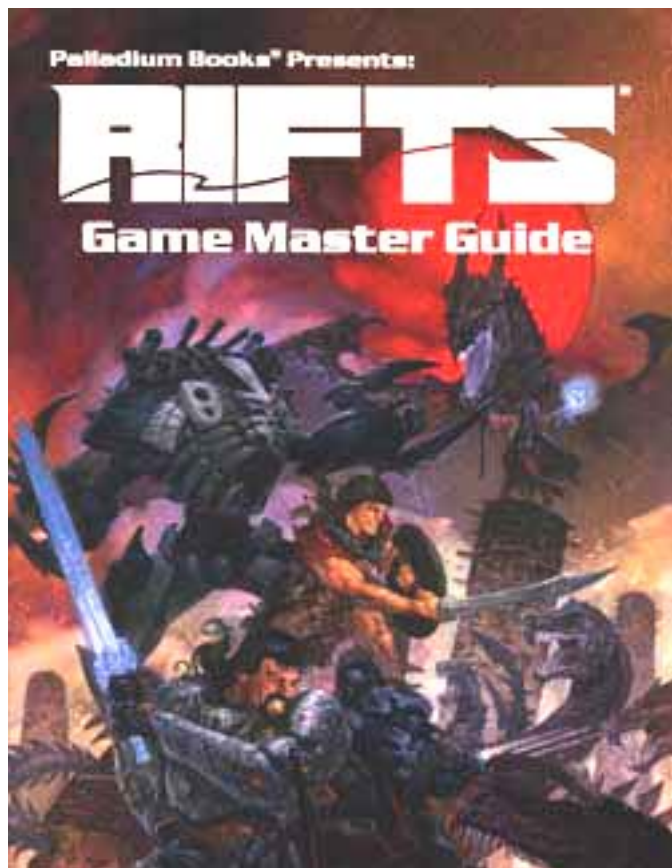
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# **COMING Back in Stock – Rifts**

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**Books 1 , 2**

**&**

**3**

**■**

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**Bionics**

**Sourcebook**





# What's

**Coming (in  
production or  
development):**

**- Rifts®  
Bestiary™,  
Volume One  
– November**

**release.**

- **The Rifter®**

**#82**

–

**October or  
November  
release**

– **special Erick**

Wujcik tribute +  
source material  
for Rifts® Chaos  
Earth®  
(Pyromancer and  
more),  
Nightbane®,  
Rifts® and more.

- **Rifts®**  
**Bestiary™**,  
**Volume Two**  
– November or  
December  
release.

- **In the Face**  
**of Death** **TM,**  
**Dead Reign®**  
**Sourcebook**  
– November or  
December  
release.

- **The Rifter®**

**#83** –

December or  
January release.

- **Rifts®**

**Chaos Earth®:**

**Psychic**

# Scream

–

First Quarter  
release.

– Rifts®

# Antarctica

– First Quarter  
release.



- **Garden of**  
**the Gods** **TM**  
**, (Fantasy)**  
**– First Quarter**  
**release.**

- **The Rifter®**

**#84 – First  
Quarter release.**

**- Rifts® The  
Disavowed™**

**- Rifts®  
Chaos Earth®:**

**First**

**Responders**

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