

By Kevin Siembieda

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

A lot is going on this week. The [Rifts® Game Master Guide](#) is back in stock. In fact, it arrived Tuesday, a few days early. [Rifts](#)

[® Northern Gun™ One](#)

is now available on

DriveThruRPG

as a PDF title. We are putting the final wraps on

[The Rifter® #82](#)

so we can send it to the printer next week.

[Rifts® Bestiary Volume One](#)

will follow shortly thereafter. And

[Christmas Grab Bag/Surprise Package](#)

season starts this week. But first ...

Time is running out to get the [October Horror Bundle of Holding](#) featuring Palladium horror titles

Beyond the

Supernatural™, Dead Reign®, Nightbane®

, and select sourcebooks. The Bundle of Holding offer is about half done. It has been going gangbusters and you don't want to miss out. As always, you save money and a portion of the proceeds goes to a worthy charity. More details below.

It's that time of year for the ultimate holiday offer anywhere, especially for gamers – [the Palladium Christmas Surprise Package](#)

– and it starts today. For those of you new to this insane and beloved holiday tradition, you get \$90-\$100 worth of Palladium game product for \$46 plus shipping, AND available staff, freelancers and I will sign all your books if you request it. For many people this is the only way to get autographs. See the longer description in this update for details, or go directly to the store description.

I know first-timers may be hesitant to try a sort of “Grab Bag” – but you will not be disappointed. Many regulars buy one or two [X-Mas Surprise Packages](#) every season. Some maniacs purchase 5 or 6! That's how good they are. And I personally try to make sure each and every one of them is special. They are pretty awesome. Get all the details below or from the store description and enjoy.



Only two weekends left! Palladium *Horror Bundle of Holding* – happening right now – ends October 29, 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! Snag PDFs of the **Dead Reign® RPG**, and

Nightbane® RPG

Beyond the Supernatural™ RPG

, and select sourcebooks 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 is

\$21.29

as we post this (

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 (total value \$50.45): If you pay more than this offer's threshold (average) price (\$21.29 as we post this, 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 **\$21.29!**

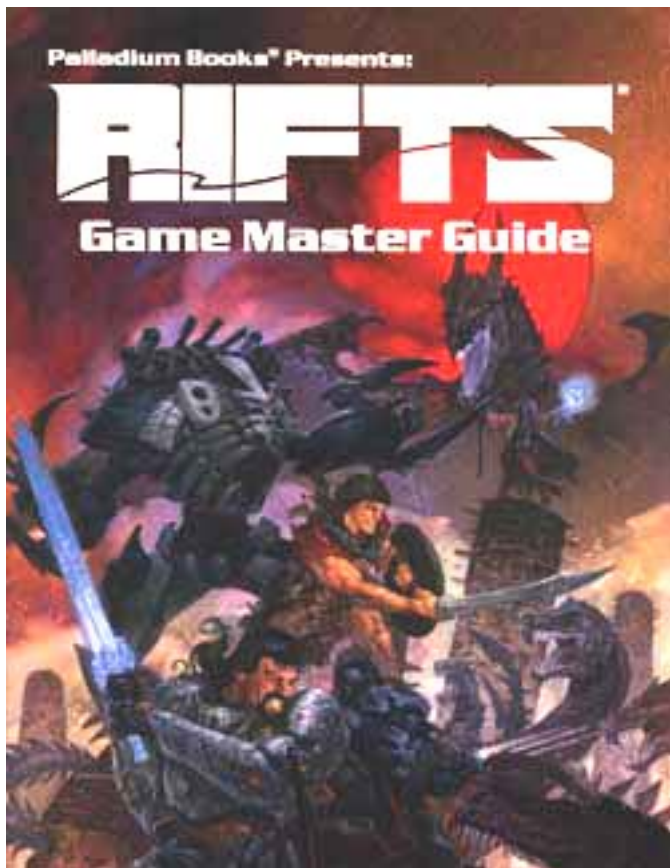
Bargain price and charity support. Not only do you get to try something new or build your existing e-library at a *bargain price*, but 10% of every purchase goes toward charity! We chose to support the **National Center for Missing and Exploited Children** (www.missingkids.com) with this bundle. They 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.



BACK IN STOCK – Rifts® Game Master Guide™ – Available now

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

Rifts® World Books
and **Sourcebooks**

1-23

1-4

, plus a bionics index, an O.C.C. 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 now.**

Other core Rifts® titles:

- **[Rifts® Rifts® Ultimate Edition RPG](#) , Hardcover** – core rules, epic setting of science fiction, fantasy, and horror in a future Earth post-apocalyptic setting. 30+ player characters – play a Dragon Hatchling, Cyborg, Juicer, Crazy, Cyber-Knight, Power Armor Pilot, Psi-Stalker, Dog Boy and others! Magic, psionics, weapons, bionics, and more. If you can imagine it, it can happen in **Rifts®**.
. 376 page hardcover – \$41.99 retail – Cat. No. 800HC – available now.
- **[Rifts® Book of Magic](#)™** – 900+ magic spells, plus Techno-Wizard devices, Magic Tattoos, Nazca Lines, Whale Songs, Herbs, Symbiotes, Bio-Wizard Weapons, Rune Weapons, magic items and more! 352 pages – still \$26.95 retail – Cat. No. 848 – available now.
- **[Rifts® Adventure Guide](#)™** – 150+ adventure ideas, Random

Rifts, making towns, cities, merc companies, and traveling shows, gaming tips and much more. 192 pages – \$24.95 retail – Cat. No. 849 – available now.

- [Rifts Conversion Books 1 , 2 & 3](#).
- [Rifts® Bionics Sourcebook](#)



UPDATE: The Rifter® #82 – November release – in final production

The Rifter® #82 is personal. Within this 112 page sourcebook is a colorful, funny and touching memorial to *Erick Wujcik*

, game designer, Game Master and friend. It is also packed with useful source material, magic, monsters, and heroes. All source material can be adapted to other world settings with some easy and obvious modifications. Unleash your imagination and use

The Rifter®

to fuel your own campaigns. In final production!

- **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.

- **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.

- **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** – *Thinking Big* and *The Name Giver*

, sage advice reprinted from
The Rifter® #1 & 2

.

- And, space permitting, **Heroes Unlimited™** source material

Matt Reed

by

.

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

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



Palladium Christmas Surprise Packages start NOW!

Can you believe it? It's that time again for the [Palladium Christmas Surprise Package](#) offer. Palladium Books® has been doing **Christmas Surprise Packages**, or "Grab Bags," for 20 years! And what a great tradition it has become.

It enables you to get several RPG titles (\$90-\$100 worth) for ONLY \$46 (plus shipping and handling) as gifts for others or for yourself. It is our way of saying *thank you* to our many fans for

being so kind and patient, and for your years of support. You are appreciated more than you may realize.

Christmas Surprise Packages are not just for Christmas.

Whether you celebrate *Christmas*
as, Hanukkah, Kwanzaa,

or the

Winter Solstice

, or you're looking for that special gift for a

birthday, anniversary, graduation,

or any

special occasion

that falls between now and February, a

Surprise Package

may be the ideal way to go. You get a ton of stuff on the cheap, you can get a bunch of autographs (if you want 'em), and you look like you spent a fortune.

This is also a great way to try that game setting you've wondered about (**Splicers®**, **Dead Reign®**, **Chaos Earth®**, **Palladium Fantasy®**, **Nightbane®**, **Mechanoid Invasion®**, **Rifts®**, **After the Bomb®**, etc.), or to get something for your favorite Game Master. Or perhaps, to get your player group to consider a new game or setting.

Your “Wish List” is vital – *The Palladium Surprise Packages* are designed to simulate the joy and surprise of the Christmas Season of Giving. To do this, you submit a list of *2-15 Palladium products* (or more) 1

FOR EACH

Surprise Package you order. This list of 12-15 items for EACH Grab Bag

is critical

, because you will not know which items we will select to send you. That makes it just like a

Christmas gift

because it's

a surprise.

Plus, Santa Kevin, who personally hand-picks every item for every Grab Bag, may toss in something extra like a limited edition print, or color maps, or T-shirt, or issue of The Rifter®, or something else he thinks you'll enjoy.

Autographed books. For those of you who want them (which are most people), available members of the Palladium staff, and any freelancers we can lasso at the time, are happy to autograph each and every book in your Surprise Package. This is the only way many fans, especially those in other countries, can EVER get signed books.

Send us your brief comments. There is a special form and format to fill out for **Christmas Surprise Packages**, including a place where you can offer your *brief* comments, suggestions, greetings and salutations.

It only costs \$46 plus shipping to get \$90-\$100+ worth of Palladium products! First-timers are always nervous until they see the great value in their first Surprise Package. A typical Grab Bag has \$90-\$100 worth of product, sometimes more! Yes, sometimes more. Many people order 2-3. Some order 4-6, and some maniacs order even more! It makes sense, because it is a great way to fill holes in your own collection, treat yourself, get autographs, try new games and settings, and get your gaming pals gifts. PLEASE spread the word about this great offer.

To those of you outside the USA, the X-Mas Surprise Package is a way to get books and circumvent the damn high cost of shipping from the United States. Since you are getting \$90-\$100 worth of product and only paying \$46 plus a small handling charge, shipping via *Priority Mail International*

(required for packages weighing more than four pounds) to most locations in Europe, Canada and many other countries is around

\$50-\$60 US dollars.

HOWEVER, because the cost of the product is so low, that's the equivalent of paying retail for the products and only \$0-\$30 for shipping. A very good deal. Plus you get autographs if you want them! X-Mas Surprise Packages are the way to go for those of you outside the USA. Please take advantage of it to get all those products you've wished you could get except the shipping was too prohibitive. We feel your pain. Game on!

IMPORTANT NOTE: The X-Mas Surprise Package is a *Grab Bag*

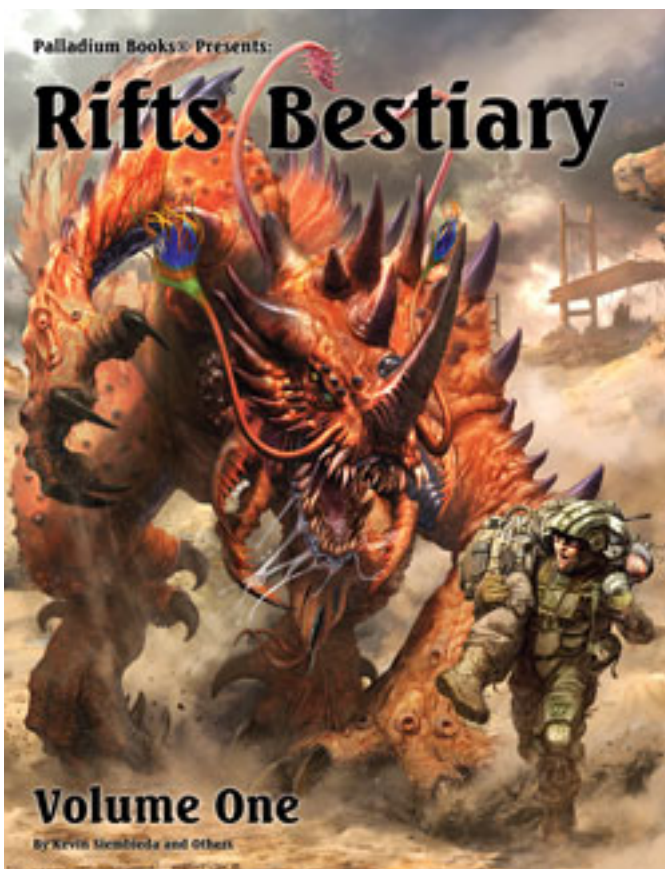
As such, while we always try to send you items from your Wish List, you may NOT get everything you ask for and you are likely to get one or more items NOT on your list, like The Rifter®, or other item(s) we think you should enjoy. PLEASE give us a long Wish List and fill out other questions (favorite Palladium games, would like to try X, and so on) because it helps us to make your Surprise Package special. If you need or want specific items, do NOT use the Surprise Package; place a regular order at full retail to guarantee you get the books you want. Offer ends December 24, 2018.

Please tell everyone about the [Christmas Surprise](#)

Packages

. We want to put

smiles on the faces of gamers around the world.



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

I'm sorry this book is taking longer than we had hoped, but we want to make it truly inspiring with cool monstrous pets, riding animals and alien familiars for players to use and monsters and dangers that inspire Game Masters to build better adventures. We have been working like crazy on this book, and it is coming along great, but it is taking time to get everything just the way we know you want it.

Wayne and Alex are busy editing, Chuck is drawing the beasts, 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 [Rifts® 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 **Rifts® 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 Rifts® 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) and [Cat. No. 897](#)
(Volume Two). In production. Release Date: Early November.



UPDATE: In the Face of Death for Dead Reign

®

I spoke to Nick Bradshaw about the art and some ideas for [this book](#) and expect to plunge into finishing it 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

TM

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

last 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

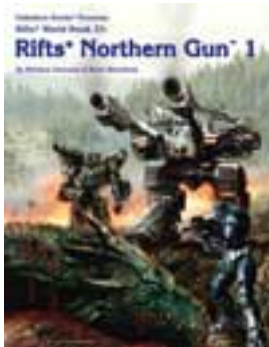
As mentioned last week, we are already thinking about and reviewing material for

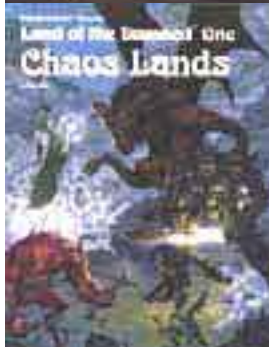
these two issues. **The Rifter® #83** should have a Heroes Unlimited™ theme cover by *Anthony Moravian*

, and

The Rifter® #84

will have a Rifts® cover by John Zeleznik.





New on DriveThruRPG.com – *Rift*

S

®

Northern Gun

TM

One

– a Rifts

®

World Book

New: **[Rifts® Northern Gun™ One](#)**.

This fan favorite might be thought of as the big book of giant robots – an in-depth look at Northern Gun, 70+ weapons, 27 robots, NG O.C.C.s, key people and places, and much more.

Recent PDF additions include [Mysteries of Magic™ Book One: The Heart of Magic](#)

™ with Wizards, their Apprentices, nearly 60 new magic spells and remember, magic and monsters in the Fantasy RPG are easily adapted to Rifts®, Chaos Earth®, HU2 and other settings.

[Wolfen 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.

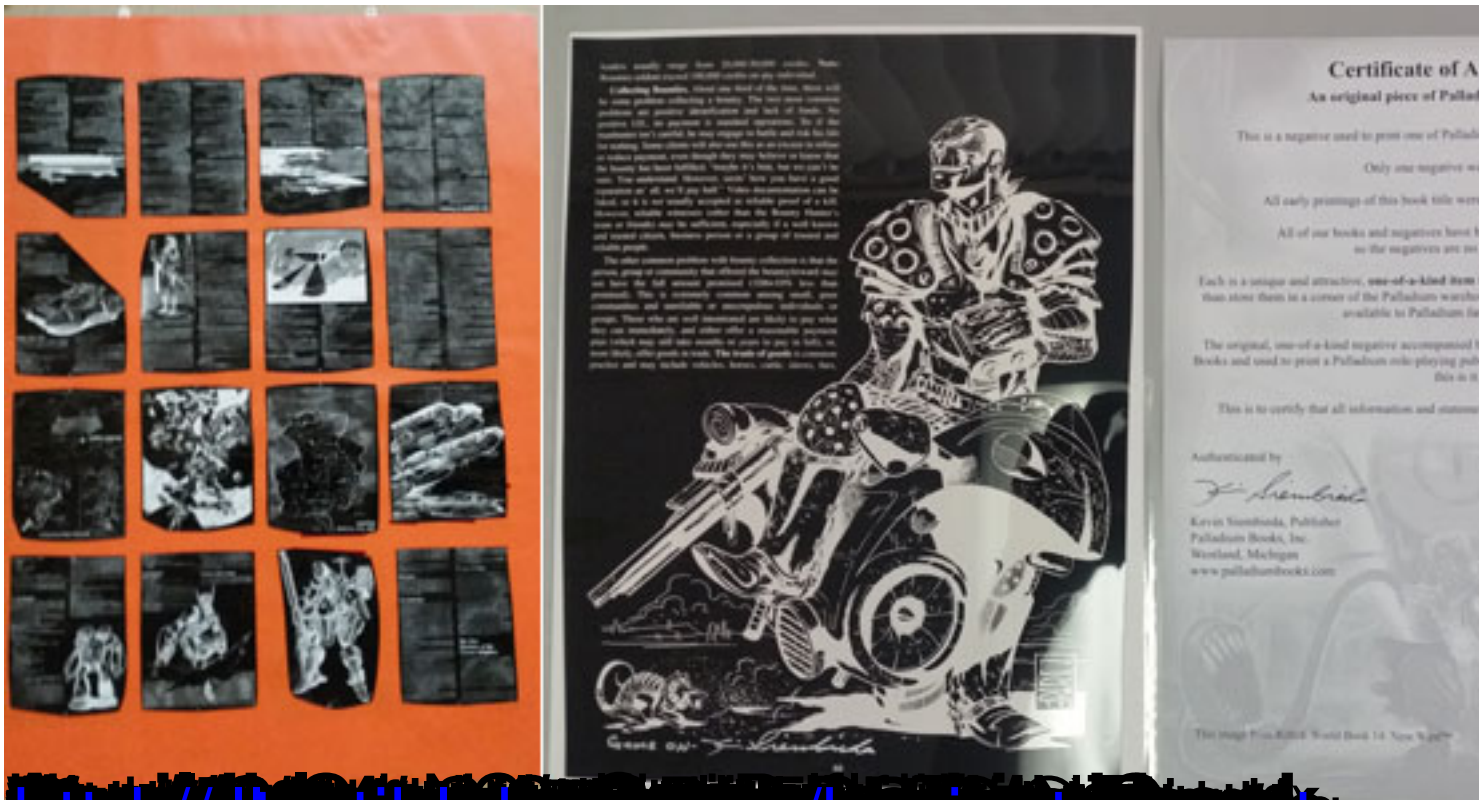
Includes original art from **Rifts® Sovietski, Secrets of the Atlanteans, Rifts® Chaos Earth® Resurrection**

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.



<http://www.ebay.com/kevinstoys-art>
Closing Thoughts

It is nice to have several books coming closer to completion, starting with **[The Rifter® #82](#)**. This issue is particularly special and personal for me and the Palladium crew because it remembers and captures the joy and brilliance of

Eric

k Wujcik

. It is full of fun and life, and bits of humor, and a lot of insight to Palladium in those earlier days of TMNT and the 1980s and 1990s. Heck, there was information that I didn't know or had forgotten. The rest of the issue is rock solid with fun source material for various game lines and a sneak peak at the Rifts® Bestiary. It will be followed by the [**Rifts® Bestiary™ Volume One**](#) and

[**Volume Two**](#)

,

[**In the Face of Death**](#)

TM,

[**Psychic Scream**](#)

™ and several other titles.

We have also been working on or considering some third party projects, including approvals for a few upcoming **Rifts® Savage Worlds** titles. Things that we think will be fun and helpful to our fans. Take advantage of the

[Palladium Horror Bundle of Holding](#)

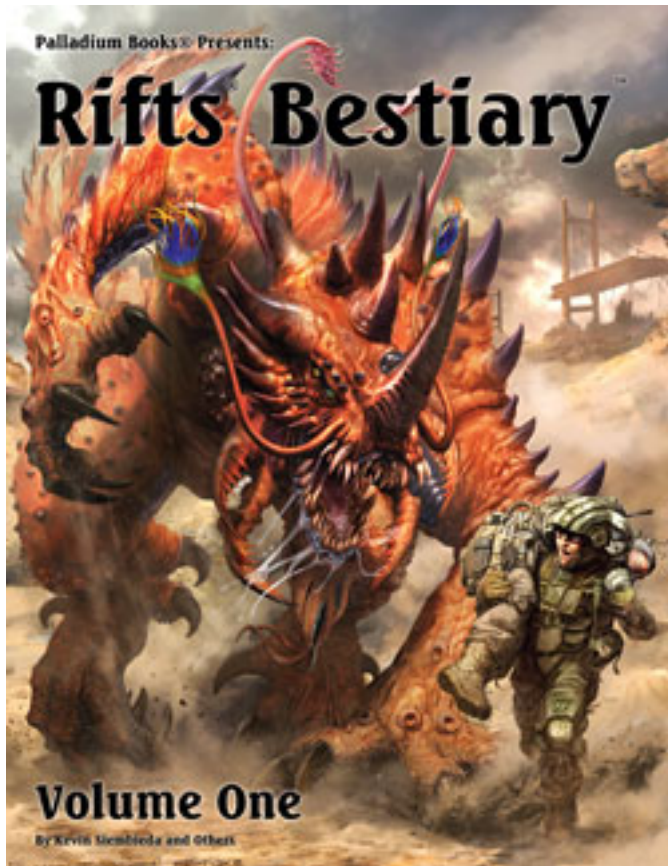
while you can. The Palladium Horror Bundle is ideal for the month of October with Halloween just around the corner. Don't let this very limited offer be overshadowed by Palladium's

annual

Christmas Surprise Package

. The Surprise Package is a phenomenal deal, but you have till just before Christmas to take advantage of it. The Surprise Package really is a gift of love from us to you. Enjoy both sales and let your imaginations soar.

– 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 – November release

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

T

he 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.

- **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 – *Thinking
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.

- And, space permitting, **Heroes Unlimited™**
source material by Matt Reed.

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

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

NEW! Rifts® Bestiary Volume Two – ships November or December

More of notorious Rifts®
monsters and animals, old
and new, everything
updated and expanded.

**- 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. End of
November or December.**



**COMING: In the Face
of Death TM – A Dead
Reign [®]
Sourcebook**

“People will tell you no one can survive in the big cities. They are wrong.” – Brad Ashley, Leader of the Road Reapers in the Zombie Apocalypse.

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.

- **Living on the rooftops.**
- **Surviving in big cities crawling with zombies.**
- **Death Cults, a different type of danger.**
- **Gangs, street runners, the new underground, and**

more.

- **Heroic Masked Lunatics as player characters.**

- **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 – [Cat.](#)

[No. 237](#)

. Winter release.

UPDATE: Garden of the Gods TM – 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**

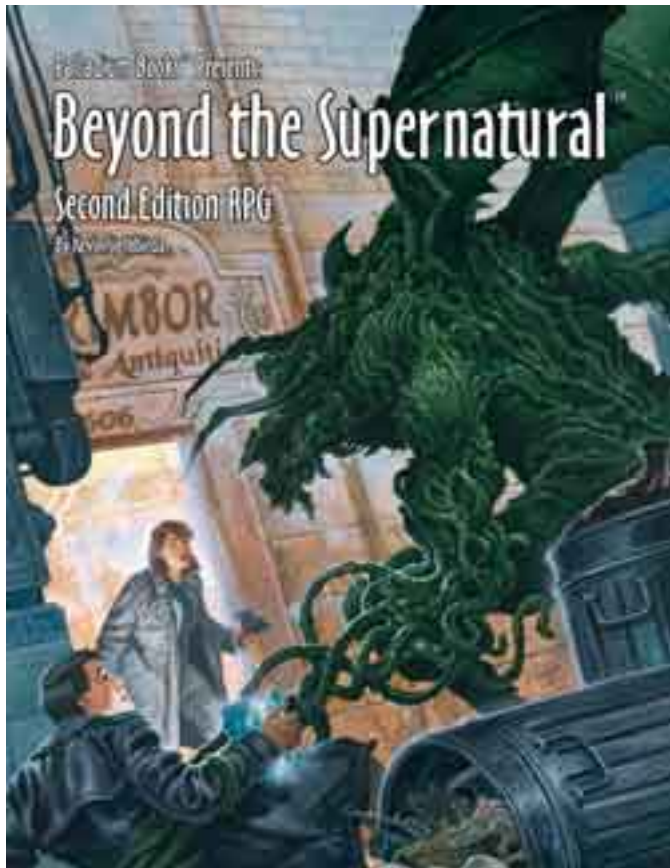
Garden or a trick of the Old Ones?

- Written by Kevin Siembieda.

- Final page count and price yet to be determined, but probably 96 pages – \$17.99 retail – C

at. No. 475

. Winter release.



**Back in Stock –
Beyond the
Supernatural TM
RPG – available
now**

**Beyond the
Supernatural™
RPG is supernatural
horror in the modern
world. A plausible
modern horror
setting that makes
sense and will have**

you wondering if this stuff could be for real. Play ordinary people, psychics or paranormal investigators.

**- 14 Psychic
Character Classes.**

- 42 occupations for “ordinary” people.

- 100+ psychic abilities, including Fire Walker abilities.

- Creatures of darkness, the Lazlo

Agency, and more.

**- Three new
sourcebooks
planned for 2019.**

**- 256 pages –
\$26.99 – Cat.**

No. 700

– available now.



**Back in Stock –
Rifts® World
Book 18: Mystic
Russia™ –
available now**

**Rifts® Mystic
Russia™** – setting
information, key
people and places,
demons, monsters,
gypsies and magic
galore.

**- 18 Archaic
Russian Demons
and 10 monsters.**

**- Russian
magic including
Fire and Bone
Magic & magic**

weapons maker.

- Magic

O.C.C.s including

Night Witch,

Hidden Witch,

Mystic Kuznya,

Fire Sorcerer, Old

Believer and

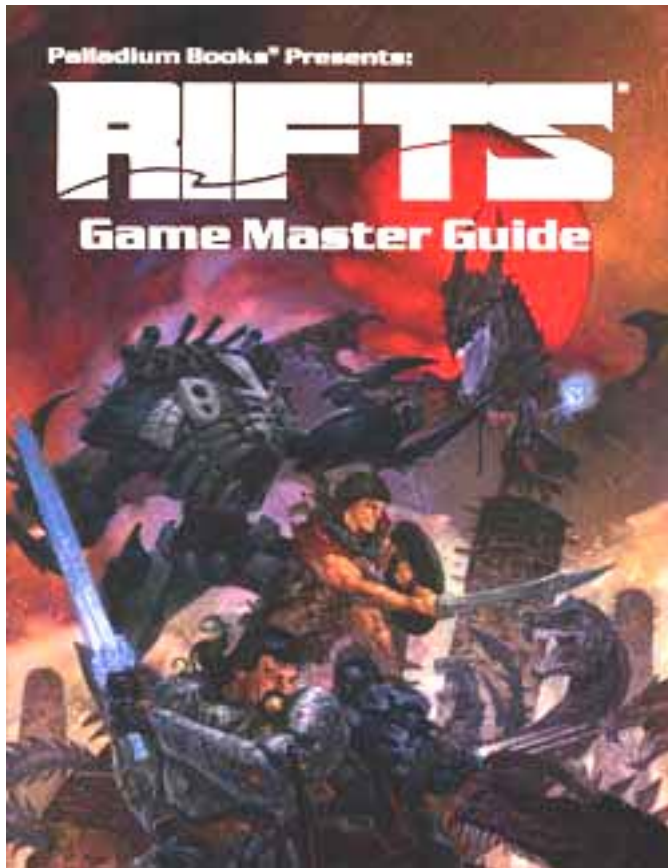
Necromancer.

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

**- 176 pages –
\$22.99 – Cat.**

No. 833

– available now.



COMING Back in Stock – Rifts

®

Game Master

Guide

TM

– Available
October 19

**The Rifts® Game
Master Guide™**

is a massive 352
page reference
book with short
stats and
description on
every Rifts®
robot, power
armor, body

armor, vehicle,
weapon, gadget,
skill, experience
table, and map
that appears in
**Rifts® World
Books 1-23**
and

Sourcebooks

1-4,

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.

Other core

Rifts® titles to remember:

- Rifts®

Rifts® Ultimate Edition RPG

, Hardcover

– core rules, epic

setting of science
fiction, fantasy,
and horror in a
future Earth
post-apocalyptic
setting. 30+
player characters
– play a Dragon

Hatchling,
Cyborg, Juicer,
Crazy,
Cyber-Knight,
Power Armor
Pilot, Psi-Stalker,
Dog Boy and
others! Magic,

psionics,
weapons, bionics,
and more. If you
can imagine it, it
can happen in
Rifts®

. 376 page
hardcover –

\$41.99 retail –
Cat. No. 800HC –
available now.

- **Rifts® Book**
of Magic **TM**

– 900+ magic
spells, plus

Techno-Wizard
devices, Magic
Tattoos, Nazca
Lines, Whale
Songs, Herbs,
Symbiotes,
Bio-Wizard
Weapons, Rune

Weapons, magic
items and more!
352 pages – still
\$26.95 retail –
Cat. No. 848 –
available now.

- **Rifts®**

Adventure

Guide TM —

150+ adventure ideas, Random Rifts, making towns, cities, merc companies, and traveling

shows, gaming
tips and much
more. 192 pages
– \$24.95 retail –
Cat. No. 849 –
available now.

- **Rifts**

Conversion

Books 1

, 2

&

3

■

- Rifts®

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™,**
(Fantasy)
– First Quarter
release.

- **The Rifter®**

**#84 – First
Quarter release.**

**- Rifts® The
Disavowed™**

**- Rifts®
Chaos Earth®:**

First

Responders

- **Rifts® CS**

Arsenal™

- **And much
more in
development**

for
Rifts®, *Palladium*
Fantasy RPG®,
Heroes
Unlimited™,
Dead Reign®,
Beyond the
Supernatural™,

Splicers®
and more!

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Rifter®,
RECON®,
Splicers®,
Powers
Unlimited®,
Palladium
Books®, The

Palladium
Fantasy
Role-Playing
Game®, Phase
World®,
Nightbane®,
Megaverse®, The
Mechanoids®,

The Mechanoid
Invasion®,
Coalition Wars®,
Chaos Earth®,
Dead Reign®,
and After the
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Superspies,

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