

By Kevin Siembieda

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

The book-making frenzy continues as I have been lining up artists for various projects and am about to assign art for a handful of upcoming titles. There was a snafu at the printer, so [The Rifter® #80](#)

will not ship today as planned.

[The Rifter® #80](#)

AND

[#81](#)

will both ship on July 30th. A one week delay for

[#80](#)

and on time shipping for

[#81](#)

. I approved the proof for

[The Rifter® #81](#)

earlier this week and it looked great. Wayne and I are already plotting and selecting the material for

[The Rifter® #82](#)

(a September release), and Charles Walton is busy working away on artwork. Wayne posted the

[Nightbane® Through the Glass Darkly™ sourcebook](#)

and a

[Rifter® #80 Sneak Preview](#)

on DriveThruRPG, and he and I spent some time this week working on Gen Con preparations and business matters. We are very excited about everything coming your way, including some epic stuff in these and upcoming

**Rifters**

®. Read on for more details.



**UPDATE: The Rifter® #80 – Ships July 30**

I spoke with the printer today and there was a SNAFU in scheduling. As a result they will be shipping [The Rifter® #80](#) to Palladium the same day as they ship **#81** on July 30, 2018. We already had subscriber packages prepped and ready for the book to arrive this afternoon when we got this news. They apologized and promised we will get both **#80** and **#81** on July 30th. We apologize for this slight delay of about one week.

As I have been saying, [The Rifter® #80](#) is a fun read and is almost entirely “official” source material. I highly recommend it. Includes **Splicers® House of the Red Sands™ (official source material)**, a new and secretive Great House hidden in the desert, with new O.C.C.s, enhancements, creatures and more, by

*Kris Tipping*

and others. For the

**Palladium Fantasy RPG®: The Wayfarers (official source material)**

, gypsy-like nomads who travel the Palladium World and have their own secret ways, by

*Julius Rosenstein*

.

**Rifts® Chaos Earth® Nebraska, Part One (official source material)**

by Dan Frederick, Megan Timperley and Kevin Siembieda. For

**Heroes Unlimited™: Masters Unlimited™**

by Paul Herbert; plus news and coming attractions. 112 pages. See the full description elsewhere in this Update. And check out the free

*Sneak Preview*

on DriveThruRPG.com!



## The Rifter® #81 – Ships July 30

I approved the digital proofs for [The Rifter® #81](#) earlier this week. The printer confirms it will arrive at the Palladium Warehouse on July 30th along with **#80**. This is

another great book filled with compelling and useful adventure source material. At least half of which is “official.” That includes my

*official*

### **Palladium Fantasy RPG**

® fully fleshed out adventure featuring

*Wolfen Vampires*

and iconic Lord DeSilca characters;

### **Navigating Game Power Levels**

by Greg Diaczyk and me (Kevin Siembieda); for the

### **Palladium Fantasy RPG**

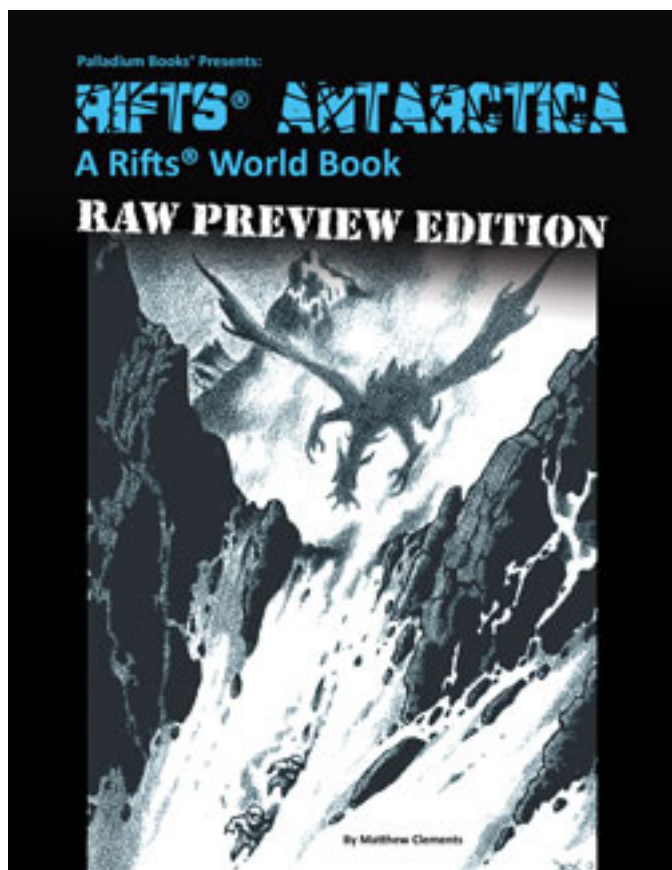
®, an in-depth look at Gnomes of Ophid’s Grasslands by Hendrik Härterich;

### **Rifts® Chaos Earth® Nebraska, Part Two**

“official” source material) by Kevin Siembieda, Dan Frederick and Megan Timperley; a new and expanded look at the

### **Heroes Unlimited™**

Super-Sleuth by Matt Reed, and more. See the full description elsewhere in this Update.



## UPDATE: Rifts® Antarctica™

As mentioned in the last Update, I have assigned the cover to John Zeleznik and will be assigning interior art very soon. Looking at an autumn or winter release.

Until then you can still get the [Rifts® Antarctica Raw Preview Limited Edition](#) – limited to **150 copies – available now**

. This is a limited edition Raw Preview of the unedited, unillustrated, final working manuscript for this exciting new **Rifts® World Book**

. It enables you to see the unfinished book months before the

final title is released. A rare look at the *raw, unedited, unfinished manuscript* before publication. Limited to a total of 150 copies.

**Note:**

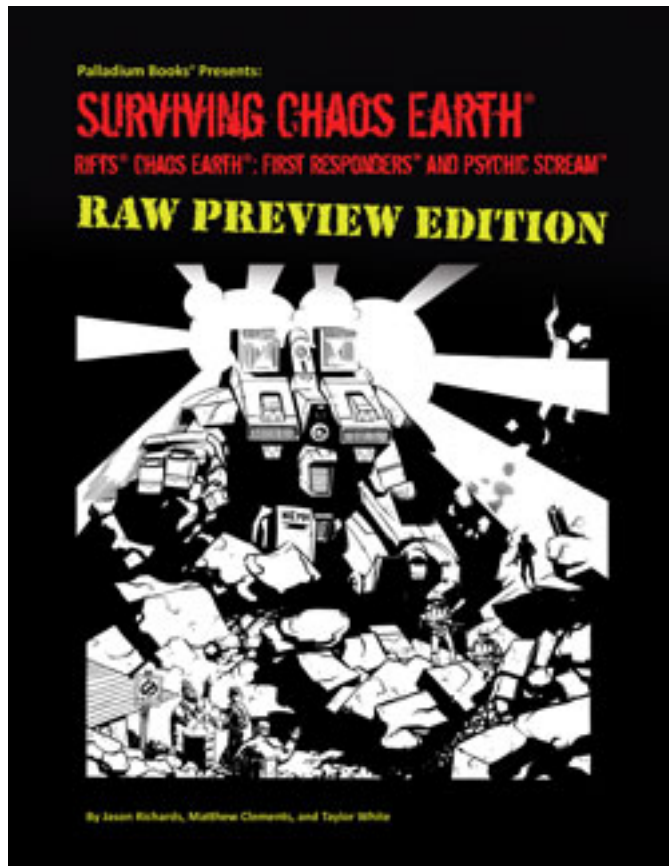
We do not know if we will come back from Gen Con with any copies left, so we recommend you order before August 1st to ensure you get a copy.

Contains information about **Rifts® Antarctica** and its many mysteries and secrets. Includes the Ice Witch, Icecraft, Ice Magic, the War of the Elementals, possessed volcanoes, ghost camps, the Krellik threat, Splugorth, aliens, demons, monsters, cold weather rules and more.

- **Limited collector's edition – only 150 copies made!**
- **Sold on a first come, first served basis, while supplies last.**
- **A rare glimpse at the virgin manuscript and a work in progress.**
- **By Matthew Clements.**
- **128 pages – Limited Edition – \$20.99 – [Cat. No.](#)**

**[898-RAW](#)**

**Available now.**



## UPDATE: Chaos Earth® First Responders™

As noted last week, I have assigned the cover to artist *John Zeleznik* and will be assigning interior art this weekend. Looking at an autumn or winter release.

Until then you can still get the [Surviving Chaos Earth®](#)

## Raw Preview Limited Edition

**– limited to 150 copies – available now**

. This is a limited edition Raw Preview of the unedited, unillustrated, final working manuscripts for the next TWO **Chaos Earth® sourcebooks: First Responders**

™ and

### **Psychic Scream**

™. It enables you to see the unfinished books months before the final titles are released. A rare look at the *raw, unedited, unfinished manuscripts* before publication. Limited to a total of 150 copies.

#### **Note:**

We do not know if we will come back from Gen Con with any copies left, so we recommend you order before August 1st to ensure you get a copy.

Contains background information on the early days immediately following the advent of the Great Cataclysm, new O.C.C.s, new weapons and gear, lifesaving medical robots and equipment, new D-Bees, new monsters, Apocalypse Plagues, and adventures. The Psychic Scream section of this Raw Preview Edition includes Psychic Super-Soldiers, Cleansers, Lifegivers, Listeners, Old Souls, Psychonauts, Faith Healers, the Lazlo Society, monsters and much more!



- **Presents two upcoming sourcebooks: Chaos Earth® First Responders™ and Psychic Scream™.**
  - **Limited collector's edition – only 150 copies made!**
  - **Sold on a first come, first served basis, while supplies last.**
  - **A rare glimpse at the virgin manuscripts and works in progress.**
  - **By Jason Richards, Matthew Clements, Daniel Frederick and Taylor White.**
  - **160 pages – Limited Edition – \$24.99 – [Cat. No. 665-RAW](#)**
- Available now.**

## **UPDATE: Rifts® Bestiary Vol. One and Vol. Two**

Charles Walton II has been working away on artwork and notes and descriptions for the 20 new creatures he has created (there are another 12-20

new monsters by various other people). I am currently putting my full attention into the two Bestiary titles. Very excited about these two books as they develop into something truly special.



## What are the *Rifts*® *Bestiary of North America*™, Volume One and Two?

We are 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 that we cannot squeeze them into one book – plus we are adding a bunch of new creatures to add more fun and menace to your Rifts® games. Some will be a nuisance, others pets and companions, some are suitable M.D.C. riding animals, and some are slobbering beasts.

The first two **Rifts**® **Bestiary**™ **sourcebooks** are being created simultaneously, right now! 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 to a growing number of brand new critters and monsters by Kevin Siembieda, Chuck Walton, Carl Gleba, Greg Diaczyk and others! All adding new life to the savage wilderness of Rifts North America (US, Canada, Mexico). 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 and more.**

- **Updated descriptions and information where applicable.**

- **Updated and uniform stat blocks.**
- **A good number of brand new creatures are being added too.**
- **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: Summer – i.e., as fast as we can kick these bad boys out!**

**Gen Con – Indianapolis, Indiana – August, 2018**

Gen Con is almost here! We look forward to seeing many Palladium fans there. Of course, we will bring a bunch o' books for ALL game lines, new and old, including the Raw Preview Editions, new releases, The Rifter, some T-shirts, prints, original art, out of print collectibles and maybe a surprise or two.

- Meet a number of Palladium creators and get books signed by characters like:
  - Kevin Siembieda, Writer and Game Designer
  - Carmen Bellaire, Writer and Game Designer
  - Brandon Aten, Writer and Game Designer
  - Wayne Smith, Editor, Rifter®
  - Mark Oberle, Writer
  - Glen Evans, Writer
  - Charles Walton II, Artist
- Get the latest game releases.

- Enjoy coupon book Gen Con specials.
- Get Raw Preview editions and collectibles.
- Pick up back issues and even some out of print titles.
  - Buy art prints, one-of-a-kind negatives, and original artwork.
  - Buy published art by Charles Walton II or a character sketch.
  - Get collector items and other rare or unusual items.
  - We are all happy to chat and sign books.
  - Please swing by to say hello.

## **New on DriveThruRPG.com – Nightbane**

®

**: Through the Glass Darkly**

™

## sourcebook and FREE Rifter

®

### #80 Sneak Preview

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

™ offers truly weird and gruesome Fleshsculptor magic, the Mirrormage, Cybermage, the Shadowleague, dangerous brotherhoods, magic artifacts, 50 spells, three full adventures, ideas for additional adventures and more. It joins the Palladium library of more than 200 PDF game titles available.

#### [The Rifter® #80 Sneak Preview](#)

is a free look at the upcoming issue, which is expected to ship on July 30.

**Recently made available:** The [Splicers®](#):



## **I Am Legion™ Adventure Sourcebook**

contains 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.

## **Nightbane® RPG**

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

## **Nightbane® Between the Shadows™ Sourcebook**

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

## **Nightlands™ Sourcebook**

for the

## **Nightbane® RPG**

, containing secrets of the Nightlords™,

their minions and their home dimension: the Nightlands, a twisted mockery of our own Earth. Plus 41 wicked NPC villains, 12 monsters, 12 demons, notable Nightlands™ locations, and more!

### [Library of Bletherad](#)

™, an epic Palladium Fantasy sourcebook containing 21 Rune Weapons, 50+ new spells, Shadowcasting™ Magic, Fulmination Magic, forgotten history, secrets and more!

### [The Rifter® #76](#)

offers Rifts®/Phase World® Elemental Primorda™, the Rifts® Pecos Badlands town of Gohjjunk™, Doc Feral™ and some Mutants for

*Heroes Unlimited*

™, a

*Ninjas & Superspies*

™ adventure, a

*Savage Rifts*

® preview, and

## *Splicers®: I Am Legion™: Part 5*

.

### **Adventures on the High Seas™**

#### **(Fantasy, 2nd Edition)**

with 13 O.C.C.s, 20+ character sheets, 30 ships, 12 ports, cities and towns, the Island of the Cyclops, Floenry Islands, ship combat rules, and adventures.

### **Old Ones**

#### **™ (Fantasy 2nd Edition)**

, has 50 different cities, towns and forts (all mapped!), Illusionist and Monk O.C.C.s, 7 adventures (and ideas for many more), plus the Old Ones!

### **Hell Followed**

™ for

#### **Dead Reign**

® features masked lunatics, 11 new

zombies, 7 apocalyptic character classes, stats for 23 disasters, and more.

- More than 50 Rifts® titles are currently available, including the [Rifts®](#)

[Ultimate Edition](#)

,

[Rifts® RPG](#)

(1990),

[Rifts® Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Atlantis](#)

,

**Splynn Dimensional Market**

(more about Atlantis),

**D-Bees of North America**

TM,

**Lemuria**

, the original

**Vampire Kingdoms**

and

**Vampire Kingdoms New Revised Edition**

,

**Rifts® World Book 28: Arzno**

TM (more vampires, TW items and mercs),

**Rifts® World Book 26: Dinosaur Swamp**

TM,

**Rifts® World Book 27:**

**Adventures**

**in Dinosaur Swamp**

TM,

**Rifts® Canada**

,

**Rifts® World Book 22: Free Quebec**

,  
**Rifts® World Book 23: Xiticix Invasion**

TM,  
**Rifts® Australia**

TM,  
**Triax & The NGR**

TM,  
**Rifts® New West**

TM,  
**Spirit West**

,  
**Lone Star**

TM,  
**Rifts® Psyscape**

TM,  
**Federation of Magic**

TM,  
**Coalition War Campaign**

TM,  
**Rifts® Juicer Uprising**

TM,

**Rifts® South America 1**

and

**South America 2**

,

**Rifts® China 1**

and

**China 2**

, the original

**Rifts® Sourcebook One**

and

**Sourcebook One Revised**

,

**Rifts® Mechanoids**

®,

**Mindwerks**

,

**Coalition Navy**

,

**Shemarrian Nation**

TM,

## [Rifts® Bionics Sourcebook](#)

,

## [Rifts® Black Market](#)

(one of my faves),

## [Madhaven](#)

TM,

## [Rifts® Mercenary Adventures](#)

TM,

## [Rifts® Mercenaries](#)

,

## [MercTown](#)

TM,

## [Merc Ops](#)

TM,

## [Rifts® Tales of the Chi-Town ‘Burbs](#)

(short stories by 13 writers), the rest of

**Rifts® World Books 1-32, Rifts®**

**Sourcebooks, Rifts® Coalition**

**Wars®/Tolkeen series**

, the

**Minion War**



™ series, and dozens of other famous titles. Check back every week to see which new PDFs of

## **Rifts**

® and other titles have been added!

- **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](#)

TM,  
,

## [Rifts® Secrets of the Atlanteans](#)

TM,  
,

## [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® #1-76.** 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!

- **Palladium Fantasy RPG®** first edition rule book and sourcebooks. 2nd edition sourcebooks to come. Not your father's

fantasy RPG, this is a unique world of magic, monsters and heroes. Many nonhuman player characters and 50,000 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® (Zombie Apocalypse) and sourcebooks** . 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.

- **Beyond the Supernatural™ RPG.**

Supernatural horror in the modern world. Play ordinary people, psychics or paranormal investigators.

- **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.**

**Palladium Collectibles, Artwork, Books, Toys and More in Kevin's Online Toy & Collectibles eBay Store**

Sale on all Star Wars toys, as Alex and I

continue to add *Star Wars toys* and a growing number of all kinds of collectibles – and we'll be adding more *Palladium Books* original art and items to the store, so keep an eye out for them.

This includes one-of-a-kind original artwork, prints, **Rifts**® and **Robotech**® artwork by *Kevin Long, me* and *others*

. There is also a range of limited editions, rare book titles and limited edition hardcovers, toys and more that are all being added to

[my online store](#)

over the next several weeks, so keep an eye out. 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. Items include original art, out of print titles, redlined proofreader photocopies signed by me and the staff, signed manuscripts with editors' corrections, some original art, hardcover books (including **Rifts® Lemuria, Northern Gun™ One, Northern Gun™ Two, Megaverse® in Flames™, Beyond the Supernatural™ Gold, Rifts® Machinations of Doom™ Gold** and **Rifts® Ultimate Gold**) and other items available. There are also hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend for new items added.

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

**RIFTS® Tournament by the  
RPGLeague® – August 11, 2018 – San  
Diego**

**At Ease Games Gaming &  
Tournament Center is the location –  
8-11-2018**

8990 Miramar Rd #140  
San Diego, CA 92126

<https://crassus6680.wixsite.com/rifts-tourney-sign-up/about>

This is the group's second role-playing tournament. Yes, ladies and gentlemen, the Game Masters will be judged by the **RPGLeague**

which is why this is an **Open Call**

for all players and friends of a friend of a friend, to come down play in these *3-4 hour adventures.*

Player judges will fill out score cards per each game master per game.

**This is open to all people** – not just group members – who wish to try their hand at running a

**Rifts®**

game. If you are already experienced in running

**Rifts®**

this is a good opportunity to show off your stuff.

**Tournament requirements:** Each game must have at least TWO social talking sessions between Player Characters (PCs) and one or more Non-Player Characters (NPCs). Mission briefings and PCs talking to each other during combat does not count.

## **Please Note:**

Lack of this requirement may disqualify the game session from being entered for scoring!

**Tournament Schedule:** Saturday 9:00 am to 10:00 pm of 2 game sessions for 3 separate rounds with each session consisting of 4 hrs each.

**For the Tournament the following is strongly suggested:**

- Utilize music and sound effects at

least once per adventure.

- Utilize handouts, pictures, and visual aids using any media.
- Utilize 5 point scene formula for adventure creation.
- Demonstrate and encourage immersive role-playing and thematic storytelling.
- Use the blank group adventure document for uniform adventure presentation.
  - 1) Social dilemma.
  - 2) Combat.
  - 3) Investigation.
  - 4) Something weird and or funny.
  - 5) World-building.

Each of the Group's G.M.s will be writing their own adventures for the tournament and the content is strongly encouraged to demonstrate and show off what your personal monthly campaign is going to be about.

## **Closing Thoughts**

I'm feeling a number of emotions and sensations as we approach Gen Con this year. One is *raw excitement* for the many high-octane books that are in production and coming out as quick as

we can make them happen. A lot of great ideas and role-playing are coming your way.

*Nostalgia* is another. [The Rifter® #81](#) marks

## **The Rifter®'s 20th Anniversary**

. Hard to believe, right? There are a lot of good memories, friends, artists and writers tied up in all those issues and years. 2018 also marks 10 years since *Erick Wujcik*

passed on. While his death was a deeply felt loss that impacted me for many years, the memories are all good and I feel like Erick is often looking over my shoulder and whispering ideas as I write.



Another is *fatigue*. The Palladium crew and I have been locked in high-gear for weeks now. And while I'm thrilled with everything we are producing (because I know you are going to love these books), there are days where I just feel beat – in a good way – but beat.

Ah, but that feeling goes hand in hand with a sense of *accomplishment*. We are finally grinding out the books people have been waiting for, and more, and they are going to fuel your imaginations like never before. Everyone is excited about these books, from staff to

freelancers. We are getting a great many things done and have a great many more in motion.

Finally, there is *friendship*. Is that an emotion? If not, it should be. Maybe it's all the nice emotions that come with friendship. Like seeing old friends, awesome Palladium fans, and industry buddies you only get to see once or twice a year at shows like Gen Con.

Appreciate your friends while you can. I had a dear friend drop by for an hour the other day. We hugged and chitchatted

and then he floored me with the news that four weeks after the Palladium Open House (he was there), he had a heart attack! He's not even an old fart, like me, either! It was shocking. Happy to report he is doing well, losing weight and looks great, but yikes! Love ya, Chris. Keep kickin' butt because I'll expect you to be around for many, many years to come.

That's it for me this week. A couple of fun popcorn movies I've seen recently are *Skyscraper* (this is a very polished and action-packed movie) and

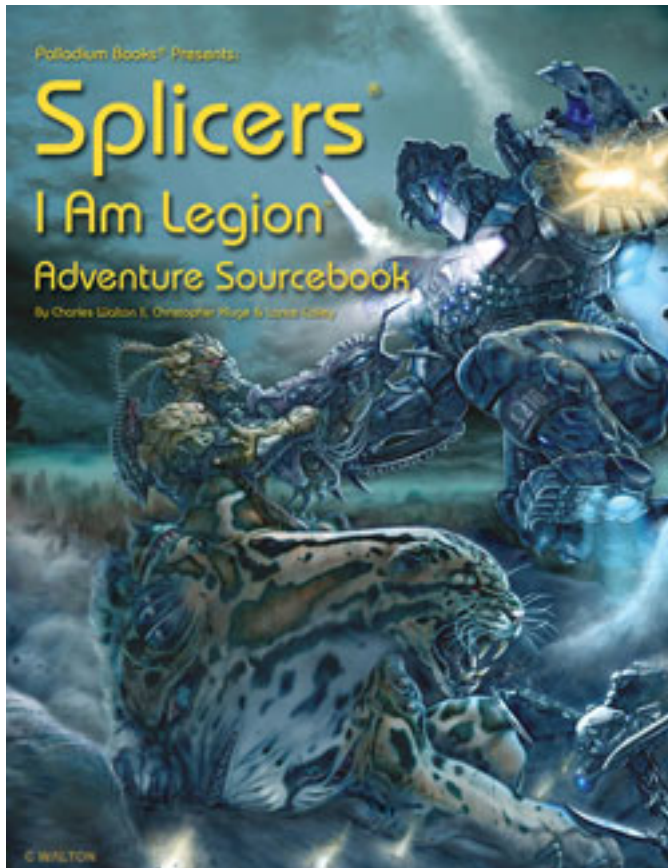
*Ant-Man and the Wasp*

. If you haven't seen 'em, check 'em out. Otherwise, check out the

## [Rifter® #80 Free Preview](#)

and enjoy your weekend. I'm afraid I be working at least part of it.

*– Kevin Siembieda, Publisher, Game Designer, Artist, Gamer*



# New! Splicers® Sourcebook: I Am Legion <sup>TM</sup> Adventure – available now

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., stated and described.**

- **All built into a sprawling and epic multi-part adventure!**

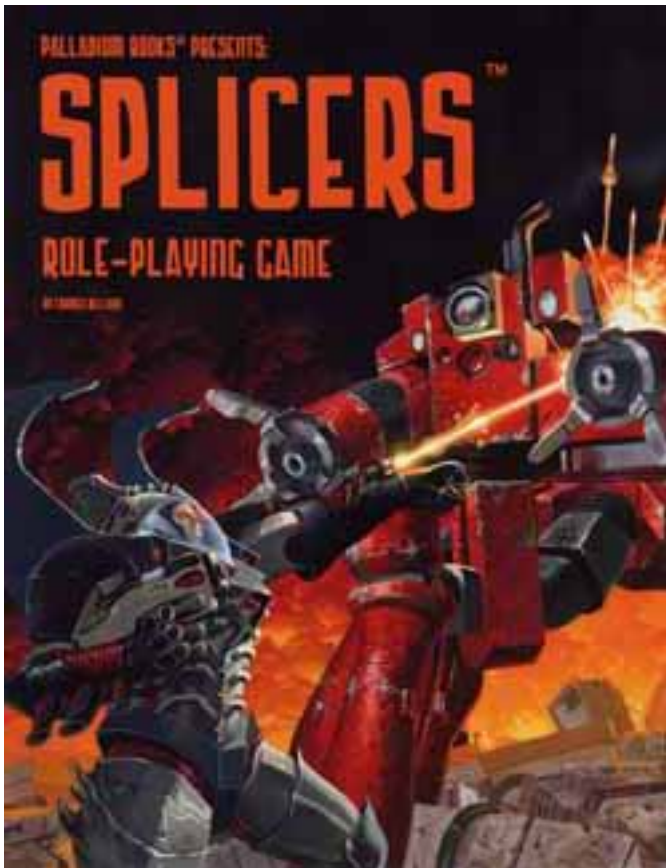
- **Written by Chuck Walton II,**

# **Christopher Kluge, Lance Colley and others.**

**- Cover and interior art by  
Charles Walton II.**

**- 256 pages – [Cat. No. 201](#) –  
\$26.99 retail – available now.**





## **Splicers® RPG – Available now**

**Splicers®** is a dark world of the future where a nano-plague has made touching metal deadly, and humans are forced to use

genetically engineered, living weapons and organic war machines to battle N.E.X.U.S., an insane Artificial Intelligence and her legion of robots and genetic abominations and amalgams.

This is the core rule book to get your Splicers campaign started. A complete role-playing game. Compatible with Rifts® and other Mega-Damage® settings.

- **The Machine, her 7 personalities, and 19 robots, like the Necrobots, Necroborgs, Assault Slayers, Steel Troopers and many others.**

- **The Human Resistance and their living organic weapons and technology.**

- **Super-powerful Host Armor, War Mounts and Bio-Weapons.**

- **10 O.C.C.s like the**

# **Archangel, Dreadguard, Packmaster and others.**

- **All built into a sprawling,  
multi-part adventure!**
  - **Written by Carmen  
Bellaire.**
  - **224 pages – [Cat. No. 200](#)**
- \$23.95 retail – available  
now.**



# **NEW! The Rifter® #80 – Ships Monday, July 30**

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.

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 easily 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. 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® #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. You will never think of thieves the same way after you read the *Swapper's Code*, the *Wayfarer Thief* and *Wizard-Thief*. 7 Wayfarer O.C.C.s to add spice to your adventurer group and can be

encountered

*anywhere*

as NPC villains. “Official”  
source material.

**- 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.

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

- **112 pages – \$14.99 retail – [Cat. No. 180.](#)**

**Ships July 30, 2018.**

**[Free Sneak Preview](#)**

**available on**

# DriveThruRPG.com.





**NEW! The Rifter® #81  
– Ships Monday, July 30**

**The Rifter® #81 is at the  
printer and ships July 30,**

2018. 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.

**Every issue of The Rifter® is an *idea factory* for players and Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready to go source material you can just drop into your ongoing games. A doorway to new**

possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to *any* Palladium setting. Every issue has material for

## **Rifts®**

and usually 2-3 other  
Palladium game lines.

The focus of this issue is

**Palladium Fantasy®**,

**Heroes Unlimited™**,

**Rifts® Chaos Earth®**

, and RPG advice. Don't

forget, unofficial material

can be easily adapted for

use in ANY Palladium

game setting.

# **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. New and expanded abilities, specialized gear, different types of Super Sleuths, sample characters, and more. Reading it will make you want to roll up a character and start unraveling mysteries and solving crimes.



**- Palladium Fantasy  
RPG® – Gnomes by  
Hendrik H. J. Herberich.**  
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  
beings pack a big punch.

# **- Palladium Fantasy RPG® adventure by Kevin Siembieda.**

An entire village in the Disputed Lands have gone missing. Rumors of Werewolves and Wolfen Vampires abound. Your team of adventurers have taken up the challenge to find the missing people and put a stop to the evil

that has invaded these woodlands. A fully-fleshed out adventure, with 25 characters. Includes 12 pre-generated heroes and 13 villains. “Official” source material.

**- 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.**

- 112 pages – \$14.99  
retail – [Cat. No. 181](#)  
. Ships July 30, 2018.



# **New! World Book 36: Rifts ® Sovietski TM**

## **– Now Shipping!**

Now shipping! And jam-packed with a wide array of source material. New cyborgs, new O.C.C.s, new skills, new D-Bees, new cyborgs and bionics, new weapons, new vehicles, underground bunker tables, tons of adventure ideas and a

whole lot of fun.

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. See how the Sovietski came into being and where it is

going, learn about its soldiers, army, people and their dreams, beliefs, and politics, plus Dead Zones, Spetsnaz Intelligence force, new cyborgs, bionics, and more.

When combined with the

**Rifts® Mindwerks™**

# Sourcebook, Warlords of Russia

TM  
,

# Mystic Russia™

and the

# Triax™

books, you have a  
setting as large as  
North America.

- **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 and Superheavy Machines**

**(cyborgs), revisited.**

**- Cyborg animals for scouting and combat – new concept.**

**- Sovietski war machine – 18 new vehicles, tanks, aircraft, and 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 and places of interest.**

**- Notable groups, enclaves, people, many adventure ideas and more.**

**- Written by Brandon Aten, Matthew Orr and Kevin Siembieda.**

- 224 pages –  
\$26.95 retail – [Ca](#)  
[t. No. 891](#)  
. Available now!

**Rifts® Titles to**

# **expand your Rifts**

®

# **Sovietski**

TM

# **gaming experience:**

Here are some other Rifts® titles you may find useful when running a campaign in

# Eastern Europe.

- **Rifts® Warlords**  
**of Russia**      **TM** —

Overview of Russia,  
the Warlords and their  
legions of cyborg  
warriors, the Sovietski,  
20 O.C.C.s, 20  
cyborgs, Russian

weapons, vehicles,  
and more. 224 pages.

- **Rifts® Mystic**

**Russia**      **TM – 18**

Archaic Russian  
Demons, 10 monsters,  
Night Witch, Hidden  
Witch, Mystic Kuznya,  
Fire Sorcerer, 9 Gypsy  
O.C.C.s, Russian

magic, 6 vehicles, and more. 176 pages.

- **Rifts®**

**Sourcebook 3:**

**Mindwerks**      **TM** —

The techno-horrors of the Angels of Death and Vengeance, 27 monsters and D-Bees of Eastern Europe,

Mindwerks™  
weapons, robots,  
MOM Implants,  
Brodkil,  
Gene-Splicers, the  
Kingdom of Tarnow,  
the Black Forest,  
maps and more. 112  
pages.

- **Rifts® Triax**

# **& NGR** **TM** —

The New German Republic vs the Gargoyle Empire, 16 O.C.C.s, 20 vehicles, 15 robots, 9 cyborgs, plus power armor, body armor, weapons, overview of Europe, maps and more. 224 pages.



- **Rifts® Triax™ 2**

– More about the NGR, the Gargoyle and Brodkil Empires, and the rest of the NGR war machine: Triax robots, power armor, vehicles, aircraft, and weapons galore. 192 pages.

- **Rifts® Bionics**

**Sourcebook**

TM —

A compendium of bionics and cybernetics, and info about partial cyborgs, Cyber-Humanoids, combat cyborgs, the Black Market and more. 160+ cybernetic

systems and 120+  
bionic items –  
weapons, sensors,  
optics, implants, plus 6  
City Rat O.C.C.s,  
Cyber-Snatcher,  
Cyber-Doc,  
Techno-Wizard  
Bionics, repair rules,  
and more.

## - Rifts® Game

### Master Guide TM

– If you are looking for more weapons and gear, this sourcebook contains every Rifts® robot, power armor, vehicle, weapon, experience table, map, and more that appeared in World

Books 1-23 and  
Sourcebooks 1-4, plus  
O.C.C. and R.C.C.  
index, rules  
clarifications, and  
more. 352 pages.

- **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.

- **Rifts®**

**Adventure Guide**

**TM**

– 150+ adventure ideas, Random Rifts, making towns, cities, merc companies, and traveling shows, gaming tips and much more. 192 pages.



**New! Nightbane®**



# Dark Designs

TM

– Available now

**Nightbane® Dark Designs™** is a guide to creating the Nightbane and a sourcebook for

*players*

and

*Game Masters*

alike. It presents all

sorts of new

Nightbane creation

tables, new Morphus

tables, new Talents,

and new information.

Info and powers that

enable players to make memorable Nightbane characters and G.M.s to take their games up a notch. All Nightbane fans are going to love this sourcebook that focuses on the

# Nightbane.

- **18 new and comprehensive Morphus Tables.**

- **60 new Common Talents.**

- **38 new Elite Talents.**
- **Transformation Transition Table.**
- **Talent creation and conversion rules.**
- **Ancient Nightbane R.C.C.**

**fully statted out  
and creation tables.**

**- Insight to the  
Becoming.**

**- Answers to  
some common  
questions & more.**

**- Appendix of 23**

**Morphus Tables  
gathered from the  
Nightbane® RPG  
and Sourcebooks.**

**- Appendix of 53  
Talents gathered  
from the  
Nightbane® RPG  
and Sourcebooks.**

- **Written by  
Mark Oberle. Cover  
by Charles Walton  
II and Eduardo  
Dominguez.**

- **\$20.95 – 160  
pages – [Cat.](#)  
[No. 736](#)  
– Available now.**



**Four New  
T-shirts –  
Available now**

We have four new T-shirts that will make a nice addition to your wardrobe (and hint at some things to come).

- **New Rifts®**

**Take Aim™ T-shirt**

is powerful and dynamic. It features a CS soldier firing his energy pistol. Is he friend or foe? You decide. It fits the current Rifts® story arc with the Minion War™ and most Rifts® and Coalition

States themes. Art  
by comic book artist  
Freddie Williams II.  
Enjoy.

- **New Game**

**Master T-shirt**

features the dynamic  
artwork of  
*Kevin Long's*

original Villains

Unlimited cover.

Why this art? A)

Because G.M.s

unleash the villains

and challenges that

await their players.

B) Heroes

Unlimited™ needs

some loving. And C),

because it is a dynamic piece of art that screams, “get ready for adventure.”

- **Heroes**

**Unlimited™ T-shirt!**

You have been asking to see more for

**Heroes Unlimited**  
**™**, we heard you  
and offer this striking  
T-shirt as just the  
beginning of more  
support for  
**Heroes Unlimited**  
**™**. It was certainly a  
hit at the Palladium  
Open House.

- **2018 Palladium  
Books® Open  
House T-shirt**

is fun and the favorite of many people. It features art by Ramon K. Perez. You did not have to be at the



Open House in person to get this fun T-shirt. If you were there in spirit or just like the design, snap it up. Limited to 120 shirts. Available only while supplies last.

- **All T-shirts are**

**high quality,  
pre-shrunk, 100%  
cotton Gildan  
T-shirts and look  
great. I love all  
four. Wore the POH,  
G.M. and Heroes  
Unlimited T-shirts  
during the event and  
I'm wearing the**

Rifts® shirt for inspiration as I write this.

**- Available in most sizes, Medium to 5XL, as usual.**

**- \$18.95 each for Medium to XL, \$20.95 for XXL, and**

**up for larger sizes.**

**New! Rifts®**  
**Bestiary**  
**TM**

# : 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! Rifts®**

**Bestiary**

**TM**

**: North America,  
Vol. Two**

**More monsters**

and exotic  
animals of Rifts®  
North America as  
part of an ongoing  
series of **Rifts®**  
**Bestiary**  
**sourcebooks**  
. The first two

**Rifts® Bestiaries**  
are being created  
simultaneously.  
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,  
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 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

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**New! The  
Rifter ® #79 –  
Available now**



**The Rifter® #79**  
is all about  
pushing the  
envelope, trying  
new things and  
alternative  
methods, rules  
and approaches

to create epic  
adventure!  
Role-playing  
games are all  
about  
expressions of  
*your*  
imagination. Of

making ideas,  
characters and  
stories come to  
life. RPGs are  
flexible.

Malleable. Alive  
and changing.

There is no one

way to look at things because there are infinite possibilities. This issue of **The Rifter®** explores some of those new

possibilities.

**Rifter® #79**

**Highlights:**

**- Gaming  
Through  
History – any**

**game setting.**

**Do not sell**

**history short.**

**There are epic**

**events, battles**

**and mysteries**

**throughout**

**history that**

would make  
amazing RPG  
campaigns.  
Create  
adventures that  
are, in effect,  
parts of our  
unknown history.

**Hendrik H**

**ä**

**rterich**

shows you how

with a wonderful

set of guidelines,

rules and ideas



for using  
characters from  
just about any  
modern RPG to  
create settings  
and adventures  
from Earth's  
past. Suitable for

use with any  
Palladium RPG.

**- Rifts® –  
The Kingdom of  
New Oslo™ by  
David Collins.  
Explore the**

European  
Northlands and  
face the  
would-be god of  
Hell Hounds and  
Fenry. A monster  
that calls itself  
Fenrik. Oslo

overview,  
notable people  
and places,  
vehicles, gear,  
and adventure  
ideas.

- **Heroes**

# **Unlimited™ – The Stage Magician, Revisited, by Matt Reed.**

**An exciting look  
at a unique  
crime-fighter.**

**- Rifts® and  
any game  
setting –  
Different ways  
to run a  
campaign, by  
Julius**

**Rosenstein.  
Game Master  
tips, suggestions  
and alternative  
rules.**

**- Rifts®  
short story**

**about  
redemption and  
Justice, by  
Mark Oberle.**

**- News,  
coming  
attractions,**



**product  
descriptions  
and more.**

**- 96 pages –  
\$13.95 retail –**

**Cat. No. 179**

**. Available now.**

**UPDATE:**  
**Rifts ® Living**  
**Nowhere**

**TM**

**– A Rifts**

**®**

**Sourcebook  
set in the  
Pecos Empire**

This title  
presents four  
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.



**- Four  
towns  
described.**

**- New  
Techno-Wizard**

**weapons and  
devices.**

**- Experimental**

**Techno-Wizard  
items that call  
upon entropy**

**and death.**

**- Dark  
magic,  
madness, and  
deadly secrets  
spawn**

**dangerous  
adventures.**

**- Many  
adventure  
ideas,  
Non-Player**

**Characters,  
and fun.**

**- Written by  
Brett Caron.**

**Additional text  
and ideas by  
Kevin**

# Siembieda.

- 96 pages –  
\$17.99 retail –

**Cat. No. 895**

**. In production.**





# COMING! In the Face of Death <sup>TM</sup> – 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.  
Conventional  
wisdom says  
that living in  
the big  
population  
centers is

impossible.

These

survivors prove

otherwise.

- **Inner-city**

**survival. Old  
and new  
O.C.C.s.  
- Skyscrap  
er  
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.**

**- Written  
by Kevin  
Siembieda.**

**Adaptable to**

**other**

**Palladium**

**settings.**

**- Size and  
price not yet  
determined,  
but probably**

**\$17.99 – 96**

**pages – C**

**at. No. 237**

**. In  
production.**

**U**

**UPDATE:**

**Convention  
Calendar**

**2018 Gen**

**Con – August**

**2-5, 2018 –**

# Indianapolis, Indiana

As noted  
earlier, we  
need Game

Masters to  
submit their  
Palladium  
Gaming Event  
descriptions  
over the next  
few weeks. As

with years  
past, please  
coordinate with  
NMI and the M  
egaversal  
**Ambassadors**  
to be part of

the Palladium  
Books gaming  
block at Gen  
Con and to get  
listed in the  
onsite Gen  
Con Program



Book (very  
important).  
Thank you.

The usual

Palladium crew  
will be present  
at the  
Palladium  
booth to chat  
and sign  
books.



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

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

Megaverse®,  
The  
Mechanoids®,  
The  
Mechanoid  
Invasion®,  
Coalition

Wars®<sup>®</sup>, Chaos  
Earth®<sup>®</sup>, Dead  
Reign®<sup>®</sup>, and  
After the  
Bomb®<sup>®</sup> are  
Registered  
Trademarks of



Palladium  
Books Inc.  
RPG  
Tactics™,  
Beyond the  
Supernatural,  
Coalition

States, Heroes  
Unlimited,  
Ninjas &  
Superspies,  
Minion War,  
Mysteries of  
Magic,

SAMAS,  
Thundercloud  
Galaxy, Three  
Galaxies,  
Vampire  
Kingdoms, and  
other published

book titles,  
names,  
slogans and  
likenesses are  
trademarks of  
Palladium  
Books Inc.,

and Kevin  
Siembieda.

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sole purpose of  
advertising,  
promotion and

sales  
solicitation.