

By Kevin Siembieda

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

Another productive week. Chuck and I have been mainly working on the [Rifts® Bestiary Volume One](#). I also did some writing and notes for [Garden of the Gods](#), a sourcebook for Palladium Fantasy RPG® (hey, when inspiration strikes you need to get the ideas down). Wayne made [Nightbane®: Through the Glass Darkly](#)™ available as a PDF title on DriveThruRPG.com last week, and this week it is the [Beyond the Supernatural™ RPG, 2nd Edition](#) and a free [Rifter® #81 Sneak Preview](#). Next week, **The Rifter® #77** will be made available.

In addition to writing and other things, I plotted the tentative order for our upcoming product releases, assigned some art (need to assign more!), and helped guide a few titles further along in development. That includes a few new projects freelancers are working on for the future, but I'm not going to reveal them until we get you a number of the books you have been waiting for.

Below is the list of upcoming releases in the *tentative* order we see for them. None of this is written in stone, and we may slot in a few surprises or change the order shown here.

- [Rifts® Bestiary™ of North America, Vol. 1](#)
- [Rifts® Bestiary™ of North America, Vol. 2](#)
- **The Rifter® #82**
- [Dead Reign® Sourcebook: In the Face of Death™](#)
- **The Rifter® #83**
- **Chaos Earth® Psychic Scream™**
- [Rifts® Chaos Earth® First Responders™](#)
- **Rifts® Antarctica**
- **The Rifter® #84**
- [Rifts® The Disavowed™ Sourcebook](#)
- [Rifts® Heroes of Humanity™ CS Arsenal](#)
- [Garden of the Gods™, Palladium Fantasy RPG® Sourcebook](#) by Siembieda.
- **And more.** As you know, there are other books in the pipeline like *Rifts® Living Nowhere™*, *Lopan™ (for Fantasy)*

and much more. Palladium intends to support ALL our game lines including *Splicers®*, *Nightbane®*, etc., but our primary focus is going to be on **Rifts®**, **Palladium Fantasy RPG®**, **Heroes Unlimited™** and **Beyond the Supernatural™**. And we have some amazing plans for them all.



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

I spoke with the printer to confirm we can expect to receive [The Rifter® #80](#)
AND
The Rifter® #81

, on Monday, July 30, 2018. As soon as they hit the floor of the Palladium warehouse they will be shipped out to subscribers and distributors. Both

#80

and

#81

are pretty freakin' awesome and contain a large amount of official source material we know you will enjoy.

[The Rifter® #80](#) contains material for players and Game Masters alike and 90% is “official” source material. I highly recommend it. Includes: **Spli**

cers® 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 Monday – July 30

Yesterday, I spoke with Palladium’s printer rep to confirm that we can expect to receive **The Rifter® #80** AND [The Rifter® #81](#) , on Monday, July 30, 2018. This is another good issue, 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

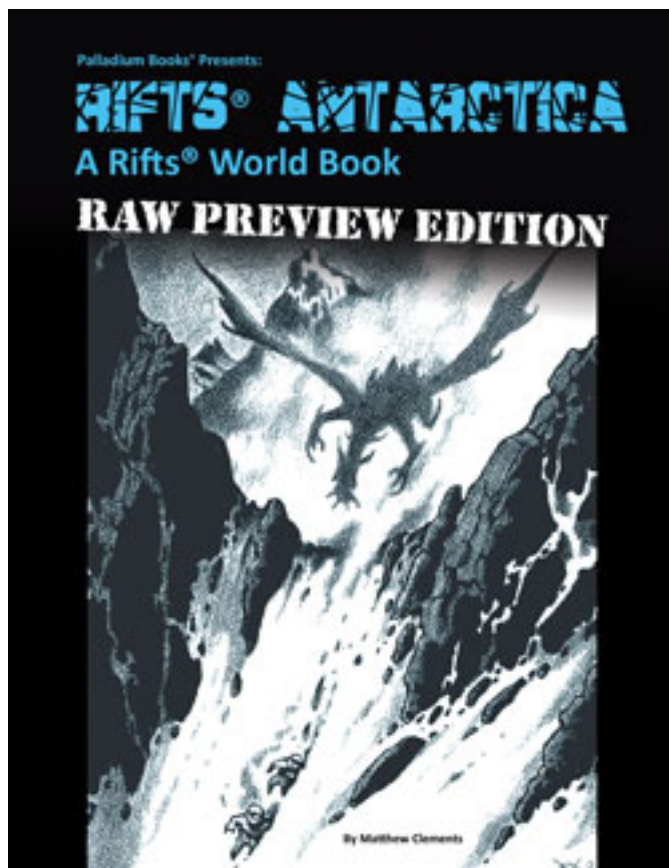
“official” source material) by Kevin Siembieda, Dan Frederick and Megan Timperley; a new and expanded look at the

Heroes Unlimited™

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

[Sneak Preview](#)

on DriveThruRPG.com!



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**

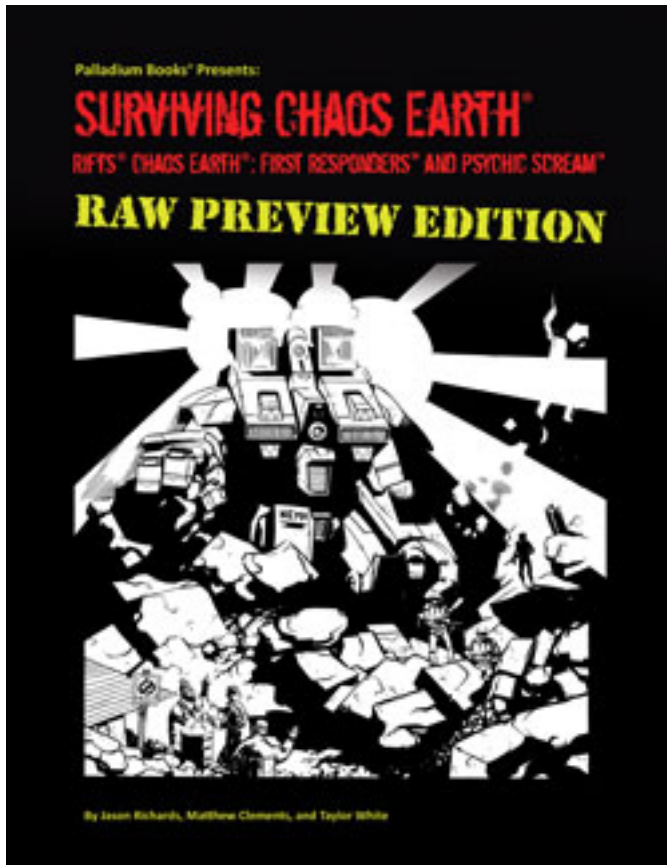
. It enables you to see the unfinished book months before the final title is released. A rare look at the *raw, unedited, unfinished manuscript* before publication. Limited to a total of 150 copies.

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

What you see here is the pencil art by Charles Walton II for the cover of **Rifts® Bestiary Volume One**. It was sent to the digital painter Chuck works with a few weeks ago. And yes that is a new creature. Charles and I have been working away on artwork and writing for the new and old creatures (Chuck has created 20 new critters, plus there are another 12-20 new monsters

by various other people and a few by me). One of the things I am really enjoying about some of the new creatures is that among the predators and monsters are beasts that players can also use for their characters as war mounts, attack animals, companions and pets. I think there will be some fun surprises you will very much enjoy. These two books are developing into something truly fun and 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 – Beyond the Supernatural™ RPG, 2nd Ed., and FREE Rifter® #81 (and #80) Sneak Preview

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

[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](#)

AND

[Rifter® #81 FREE Sneak Previews](#)

offer you a glimpse at the two new
Rifters

® that ship as printed books on July 30, 2018, from Palladium. Both offer a wealth of official source material for

Rifts® Chaos Earth, Palladium Fantasy RPG®

and more.

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](#)

™,

[Lemuria](#)

, the original

[Vampire Kingdoms](#)

and

[Vampire Kingdoms New Revised Edition](#)

,
[Rifts® World Book 28: Arzno](#)

™ (more vampires, TW items and mercs),

[Rifts® World Book 26: Dinosaur Swamp](#)

™,

[Rifts® World Book 27:](#)

[Adventures](#)

[in Dinosaur Swamp](#)

™,

[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 *armor* *living body* 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-artandcol
lectibles](http://stores.ebay.com/kevinstoys-artandcol
lectibles)

**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-tourny-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 – See you at Gen Con

We are pumped about **Gen Con**, next week, and look forward to seeing many

of you there. The Palladium Gen Con crew –

Chuck Walton, Brandon Aten, Carmen Bellaire, Glen Evans, Mark Oberle, Wayne Smith, me,

and others – are always delighted to chat and sign books. Of course, we are bringing the

Raw Preview Editions,

[The Rifter® #80](#)

and

[#81](#)

hot off the press

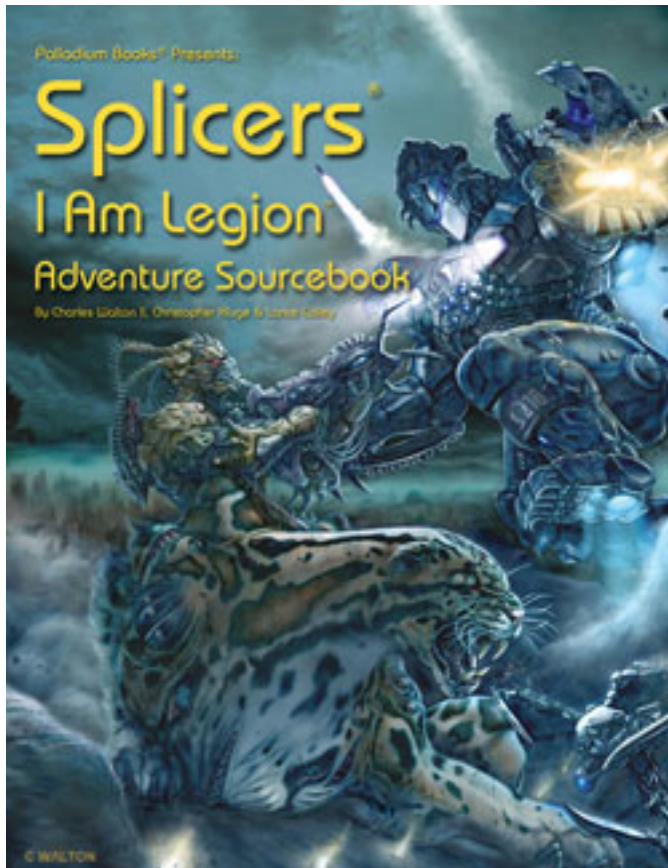
, a number of out of print titles, rare collectibles, new prints, original art, T-shirts, and the whole library of

Rifts

® books and most of our other game settings. Come on over to say hello, buy

some stuff and hang out.

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



New! Splicers® Sourcebook: I Am Legion TM 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.**

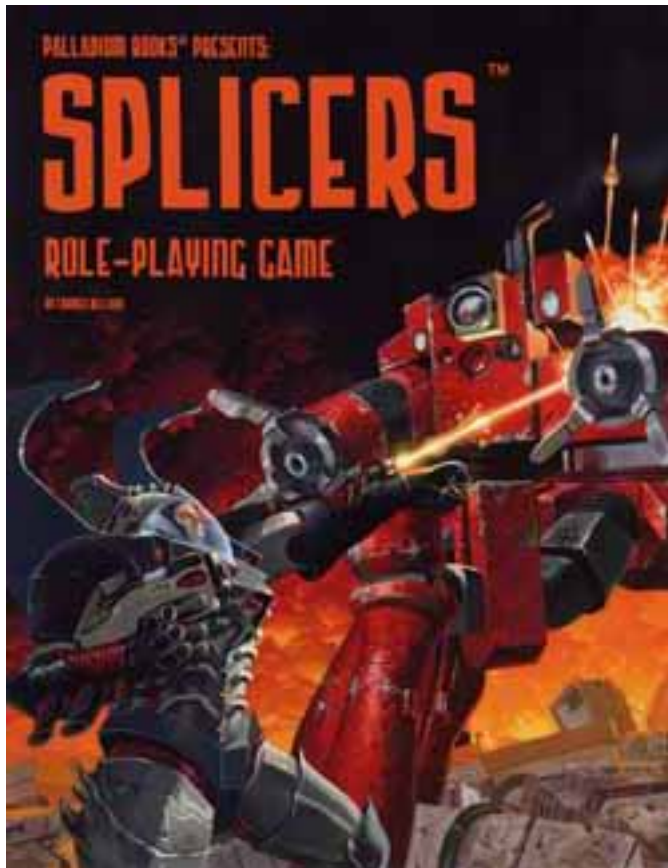
- **All built into a sprawling and epic multi-part adventure!**

- **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

pages – \$26.99

retail – Cat.

No. 897

. In production.



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.**

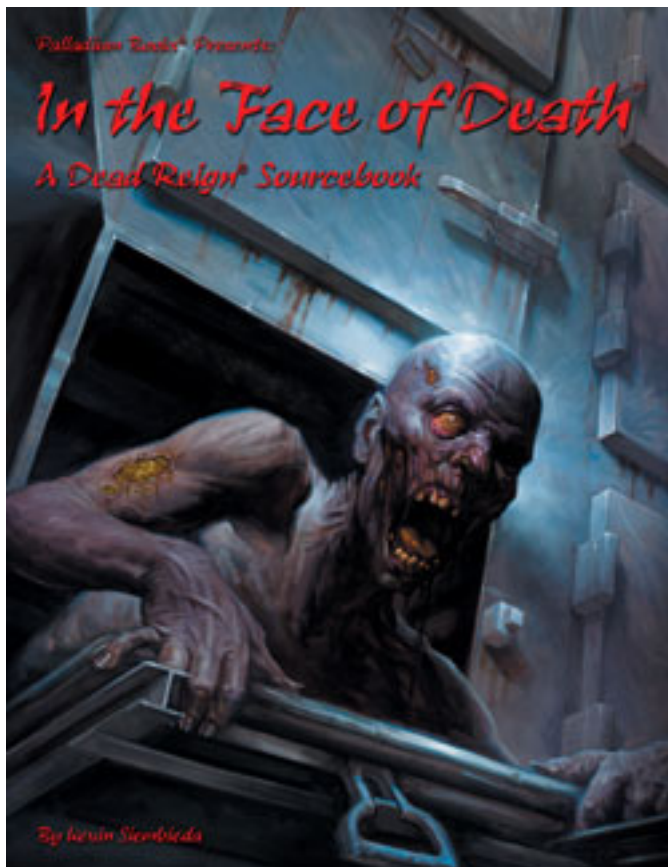
**Additional text
and ideas by
Kevin**

Siembieda.

- 96 pages –
\$17.99 retail –

Cat. No. 895

. In production.



COMING! In the Face of Death TM – 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.

Copyright 2018
Palladium
Books Inc. All
rights
reserved.

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®[®], Chaos
Earth®[®], Dead
Reign®[®], and
After the
Bomb®[®] 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.

This press
release may be

reprinted,
reposted,
linked and
shared for the
sole purpose of
advertising,
promotion and

sales
solicitation.