

By Kevin Siembieda

The big announcement this week is **TWO Rifts® Bundle of Holding** offers that start today, July 31, and run until Monday, August 20, 2018. Details below.

I'm going to keep this Weekly Update very short as most of us will be gone to Gen Con for most of the week. [The Rifter® #80](#) arrived on Monday and both it and [The Rifter® #81](#) shipped to subscribers and to Distributors the day it arrived on July 30. There are free previews of both issues available on DriveThruRPG.com along with The Rifter #77 going live later this week and recent PDF additions of

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

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

™ and

[Nightlands](#)

™ along with 200+ other Palladium titles.

New! Rifts® Essentials Bundle of Holding – Starts today, July 31, 2018

<http://bundleofholding.com/presents/RiftsEssentials2018>

The folks at Bundle of Holding have resurrected and streamlined their popular, July 2017 Rifts® Bundle, renaming it **Rifts® Essentials** to focus on the core rule book and key supplements for

Rifts®

. This bargain-priced revival is your starting point for a campaign of mind-blowing adventure across a future Earth shattered by countless otherworldly invasions.

And after you get this Essentials collection, check out the

all-NEW Rifts® World Books offer

with supplements and sourcebooks (described below).

Rifts® “Essentials” Starter Collection (US \$8.95 – total value \$33.50). It is called the Rifts® “Essentials” Bundle because it contains everything you need to

play or start a campaign:

- **Rifts® Ultimate Edition™** (376 page core rule book).
- **Rifts® Sourcebook One™** (160 page adventure sourcebook).
- **Rifts® Primer** (tips on running games and creating adventures).

Total PDF retail value of \$33.50, all for only **\$8.95!**

BONUS Collection (currently US \$20.11):

If you pay more than this offer's threshold (average) price (\$20.11 when we post this, but the longer you wait, the higher it will go), you will level up and also get this offer's entire Bonus Collection.

- **Rifts® Game Master Guide** (352 pages of stats, robots, vehicles, gear and maps).
- **Rifts® Book of Magic** (352 pages, 900+ spells, plus magic items, herbs, symbiotes and more).
- **Rifts® Game Master Kit** (character sheets, G.M. tools).

Bargain price and charity support. Not only do you get to try something new or

build your existing e-library at a *bargain price*, but 10% of every purchase goes toward charity! We chose to support the **National Center for Missing and Exploited Children** (www.missingkids.com) with both bundles. They provide desperately needed help and services to those in need of them.

Rifts® challenges and stimulates your imagination like few role-playing games ever will. Its twisted, post-apocalyptic world of science fiction, fantasy and horror offers diverse player characters and gaming opportunities you seldom see in the same setting. **WARNING:**

Read a few of these books and you may be hooked playing adventures that pit you against an endless array of aliens, supernatural creatures, magic and super-technology that spans countless worlds and dimensions.

If you have never played Rifts®, the Essentials Bundle gives you plenty to get rolling. **If you are a long time Rifts® fan**, you get the Rifts® Ultimate Edition RPG and other “core” books to have available as a digital reference.

Rifts® Savage Worlds® players

, this is a great way to learn more about the world and incorporate new elements and surprises into your game.

The Rifts® Essentials Bundle will END on August 20, 2018 – don’t miss out on this limited time offer!

New! Rifts® “World Books Bundle” of Holding – Starts today, July 31, 2018

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

The Rifts® “World Books” STARTER Collection (US \$14.95 – total value \$58.50). For just US \$14.95 you get five World Books, below, in this offer’s Starter Collection.

- **World Book 1: Vampire Kingdoms, Revised** (224 pages, vampires and much more).
- **World Book 13: Lone Star** (176 pages, CS secrets, Dog Boys, mutants, the bandit Pecos Empire, villains and more).
- **World Book 16: Federation of Magic** (160 pages, 8 mages, Techno-Wizard devices, magic powers, automatons and more).
- **World Book 20: Canada** (192 pages, notable places, 20+ monsters, cyborg headhunters, Tundra Rangers, and more).
- **World Book 30: D-Bees of North America** (224 pages, nearly 100 non-humans usable as player characters, NPCs or villains).

Rifts® “World Books” BONUS Collection (threshold currently \$25.44 – retail value \$61.50). Total retail value: \$120

If you pay more than this offer's threshold (average) price (\$25.44 when we post this, but the longer you wait, the higher it will go), you will level up and also get this offer's entire **Bonus Collection** with six more supplements and sourcebooks worth an additional \$61.50.

- **World Book 11: Coalition War Campaign** (224 pages of info about the Coalition States and their weapons, gear, power armor, robots, and vehicles).
- **World Book 15: Spirit West** (208 pages, Shaman powers, spells, spirits, monsters and more).
- **World Book 22: Free Quebec** (192 pages, your Rifts® Canada companion, Glitter Boys, weapons, gear, notable places and more).

- **Sourcebook 4: Coalition Navy** (112 pages; the name says it all, plus monsters and pirates).
- **Vampires Sourcebook** (176 pages, more about vampires, werebeasts, Soulcraft magic, vampire hunting, monsters, and much more).
- **Adventure Sourcebook 3: The Black Vault** (48 pages, the Coalition's hidden vault of magic artifacts and 101 magic items).

And 10% of every purchase goes to the **National Center for Missing and Exploited Children** (www.missingkids.com) with both bundles. They provide desperately

needed help and services to those in need of them.

Remember, if you haven't already purchased the **Rifts Essentials Bundle** with the core rule book and key supplements, start there first!

For each offer, the customer can pay the minimum price to get all the titles in that offer's **Starter Collection**. If you pay more than that offer's threshold (average) price, you also get all the titles in that offer's **Bonus Collection**

. The Rifts® World Book offer ends August 20, 2018.



UPDATE: The Rifter® #80 – Available now

Shipped on Monday, July 30, and is available now. 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: **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 – Available now

[The Rifter® #81](#) shipped on Monday, July 30, and is available now. This is another great issue, at least half of which is “official.” That includes my *official* **Pa**
al

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 the 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® 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 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 – The Rifter ®

**#77 (available Thursday), 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

TM,
,

Rifts® Canada

,
Rifts® World Book 22: Free Quebec

,
Rifts® World Book 23: Xiticix Invasion

TM,
,

Rifts® Australia

TM,
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Triax & The NGR

TM,
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Rifts® New West

TM,
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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

TM 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**](#)

TM,

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

TM, and

[Chaos Earth® Resurrection](#)

™ are all available.

- FREE Sneak Previews for [Nightbane](#)

[® Dark Designs](#)

™,

[Rifts® Secrets of the Atlanteans](#)

™,

[Rifts® CS Heroes of Humanity](#)

, and many other previews as well as free and low cost items that we make available.

All of it adds to the growing list of

Rifts

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

- **The Rifter® #1-76.** 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/riffts-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**

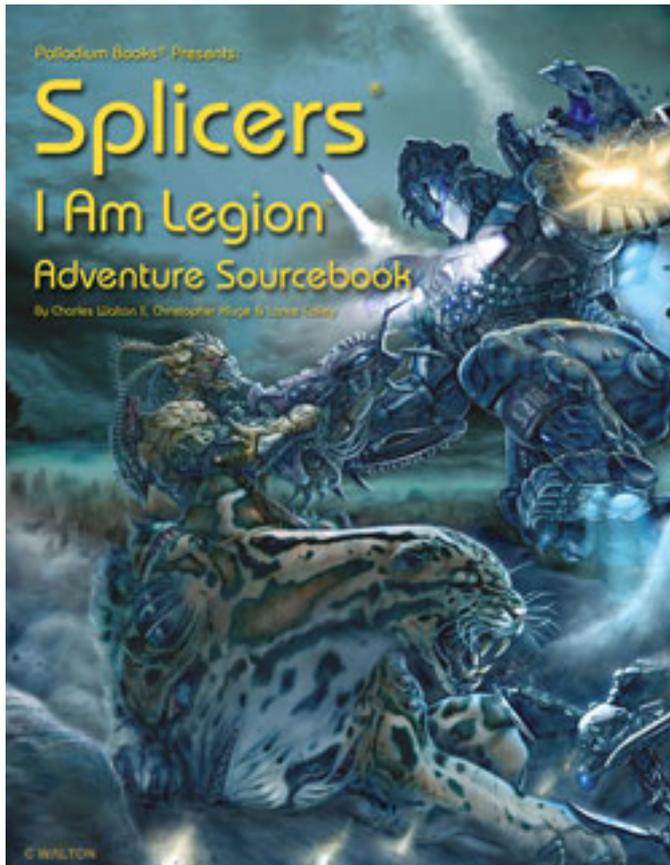
Gotta run. Enjoy the two Rifts® Bundles of Holding as well as [**The Rifter® #80**](#) and

#81

hot off the press

. We will see some of you at Gen Con. Please swing by 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.**

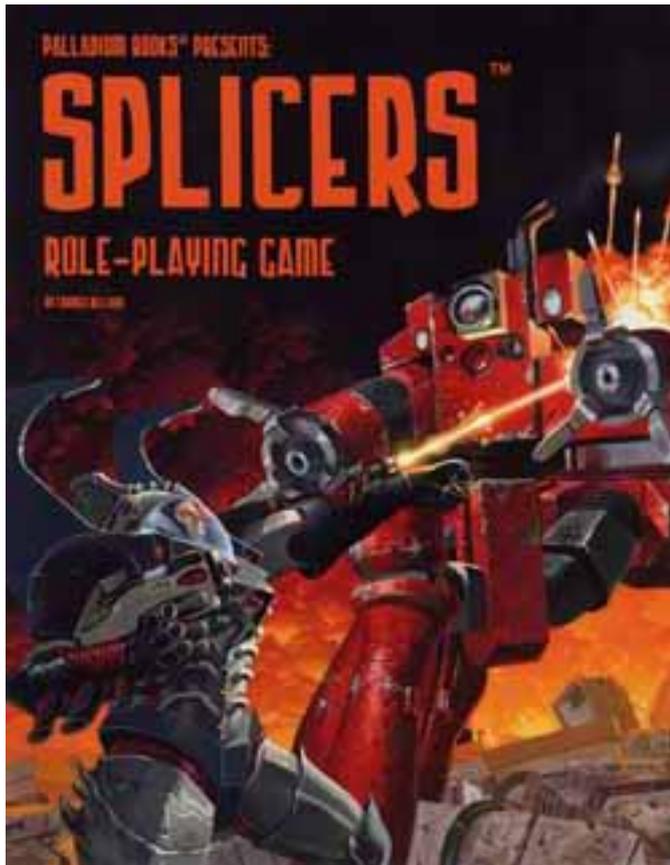
- **All built into a sprawling and epic multi-part adventure!**

- **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.**

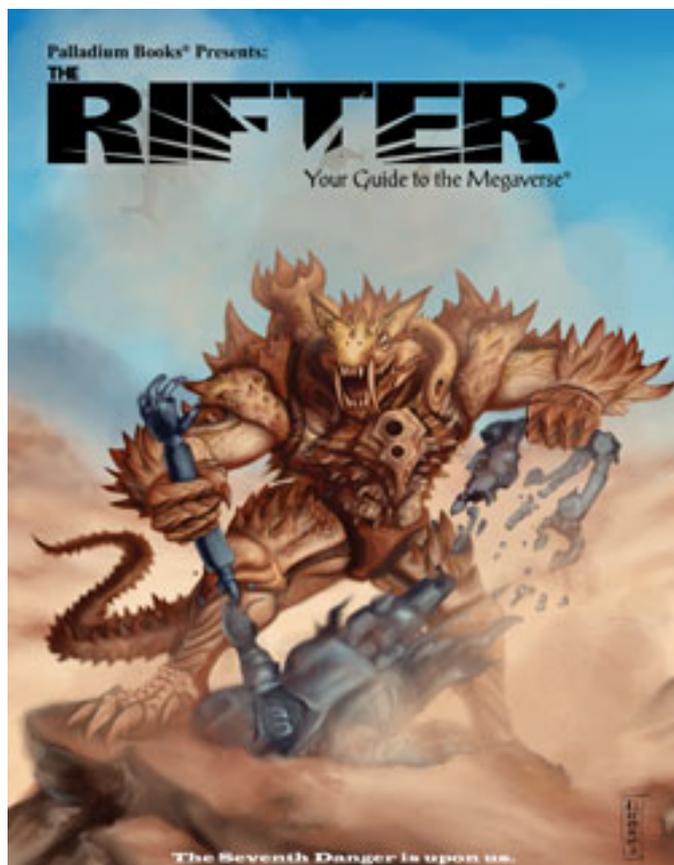
- **The Human Resistance and their living organic weapons and technology.**

- **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 –
Available now**

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*

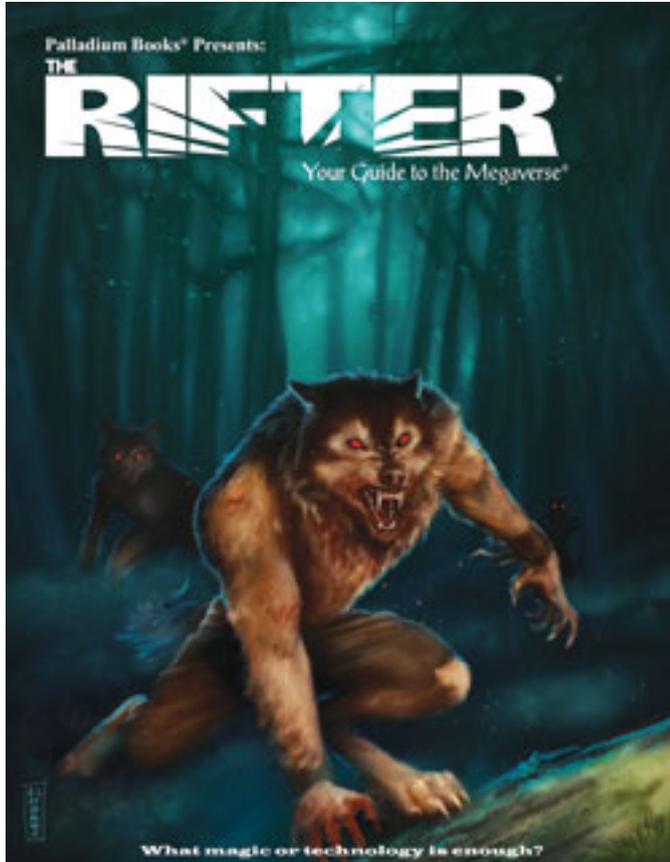
. Part One. “Official” source material.

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

- **112 pages – \$14.99 retail**
– **Cat. No. 180. Available now.** **Free**

Sneak Preview

available on
DriveThruRPG.com.



**NEW! The Rifter® #81 –
Available now**

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 ä
rterich.**

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.

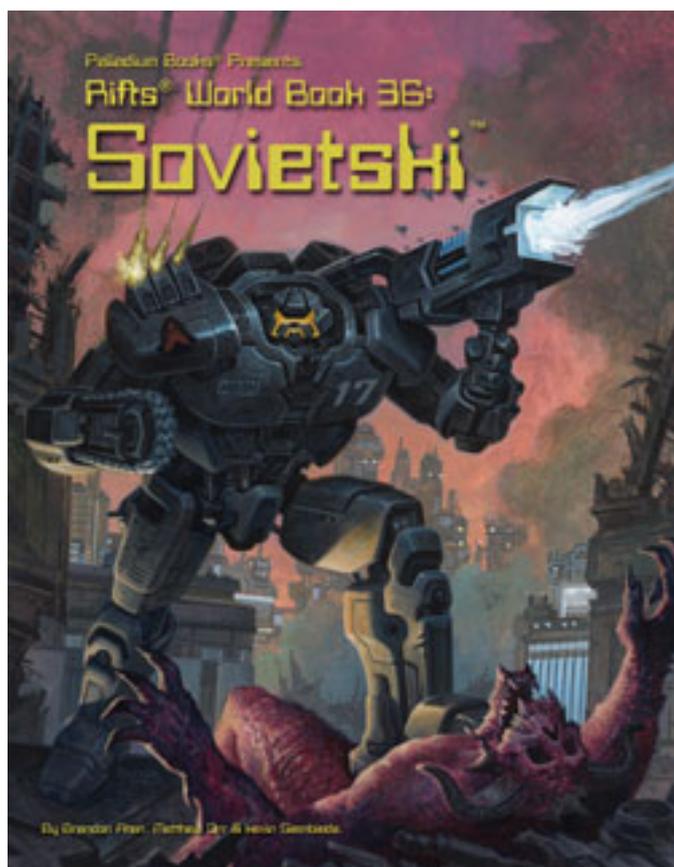
- **News, coming attractions, product descriptions and more.**

- **112 pages – \$14.99 retail**

– **Cat. No. 181. Available now. Free**

Sneak Preview

available on DriveThruRPG.com.



New! World Book 36: Rifts ® Sovietski™ – 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 – [Cat. 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™ – 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™ – 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™ – 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**™ – 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™ – 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 go 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 – C**

at. 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**

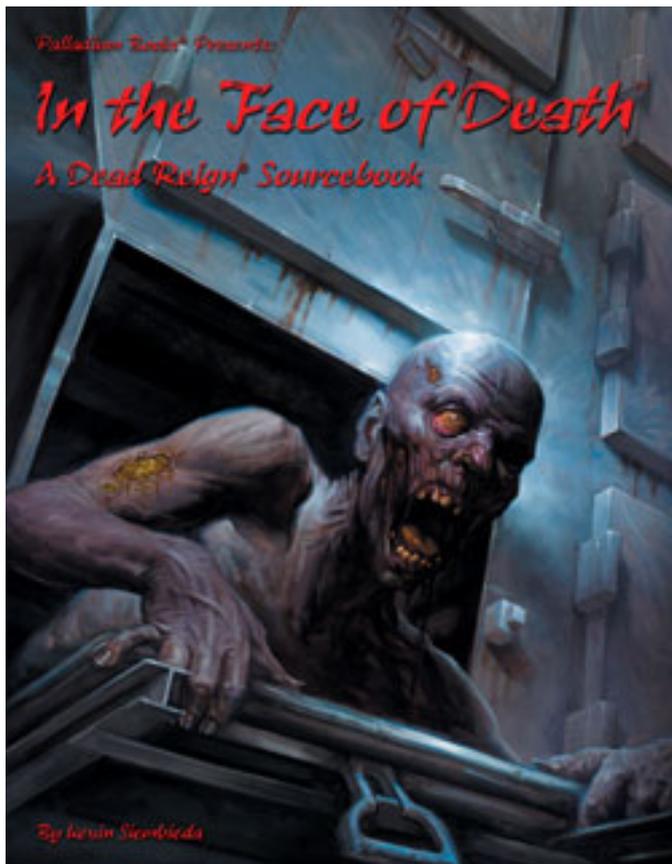
adventures.

**- 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.**

**- Skyscraper
communities
and life on the
rooftops.**

**- Cults – the
new power in**

the city.

**- Gangs,
street runners,
the new
underground,
and more.**

**- Take your
zombie**

**campaign to
new heights!**

**- Cover by
E.M. Gist.**

**Interior art by
Nick Bradshaw.**

**- Written by
Kevin
Siembieda.
Adaptable to
other Palladium
settings.
- Size and
price not yet**

**determined, but
probably \$17.99
– 96 pages –
Cat. No. 237
. In production.**

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The Rifter®
RECON®

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Powers
Unlimited®,
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Books®, The
Palladium
Fantasy
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World®,
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Mechanoids®,
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sales solicitation.