

By Kevin Siembieda

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

[The Rifter® #82](#) is at the printer and I have already approved the printer's digital proof on Wednesday. This is a great issue with a lot of useful, "official" source material — all of it fun and inspiring for **Rifts®, Rifts® Chaos Earth®, Nightbane®** and **Heroes Unlimited™**, plus G.M. advice and more. We'll try to get a preview posted on DriveThruRPG this weekend.

[Systems Failure™ RPG](#) (a complete, standalone RPG about an alien invasion), [Shadows of Light](#)™ (a

Nightbane® sourcebook), and

[Boxed Nightmares](#)

™ (for Beyond the Supernatural™, 1st Edition rules, but easily adapted to BTS™, 2nd Edition) are all at the printer and should be coming your way sometime around November 20, 2018. It has been a decade or more since these titles have been available in print. This limited run is being made available specifically on a first come, first served basis. Fear not, we believe we are printing enough to make it through the Holidays. Oh, and speaking of the

Systems Failure™ RPG

, it is

[new on DriveThruRPG](#)

this week as a PDF.

We are working on a number of projects, but I have been primarily focused on finishing the [Rifts® Bestiary Volume One](#)

. That has been slowed down a bit by a killer cold, but I'm powering through it. We may have a few other little, fun surprises coming up in the weeks ahead. Looking great. In fact, there is a small preview of updated and new monsters from the Bestiary in

The Rifter® #82

. As soon as Volume One goes to the printer, I will finish

[In the Face of Death](#)

for

Dead Reign®

then dive right back into

[Rifts® Bestiary™ Volume Two](#)

. Which will be followed by the fast release of many other books throughout the new year.

We are glad so many people took advantage of the **Palladium Halloween Horror sale** that ended on Monday. That was a fun sale that folks seemed to love.

The [Palladium Christmas Surprise Packages](#) are in full swing and picking up steam as the holidays rapidly approach. I mean, Thanksgiving is what, 2 weeks away? And Christmas is only 6 weeks away. Yikes! You are crazy if you have never tried one. Do it. I doubt you'll be disappointed. The Palladium crew and I aim to please. One first-timer already placed an order for his second Grab Bag because he loved the first one so much. Keep 'em coming. And for many of you, this is the only way to get autographs. For gamers outside the USA, it is a way to mitigate expensive shipping. More news, details and updates follow, below.



Palladium Christmas Surprise Package Sale – available NOW!

Can you believe it? It's that time again for the [Palladium Christmas Surprise Package](#) offer. Palladium Books® has been doing **Christmas Surprise Packages**

, or “Grab Bags,” for 20 years! And what a great tradition it has become.

It enables you to get several RPG titles (\$90-\$100 worth) for ONLY \$46 (plus shipping and handling) as gifts for others or for yourself. It is our way of saying *thank you* to our many fans for being so kind and patient, and for your years of support. You are appreciated more than you may realize.

Christmas Surprise Packages are not just for Christmas. Whether you celebrate *Christmas*, *Hanukkah*, *Kwanzaa*,

or the

Winter Solstice

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

birthday, *anniversary*, *graduation*,

or any

special occasion

that falls between now and February, a

Surprise Package

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

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

Your “Wish List” is vital – *The Palladium Surprise Packages* are designed to simulate the joy and surprise of the Christmas Season of Giving.

To do this, you submit a list of

12-15 Palladium products

(or more)

FOR EACH

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

is critical

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

Christmas gift

because it's

a surprise.

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

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

Send us your brief comments. There is a special form and format to fill out for **Christmas Surprise Packages**

, including a place where you can offer your *brief*

comments, suggestions, greetings and salutations.

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

To those of you outside the USA, the X-Mas Surprise Package is a way to get books and circumvent the damn high cost of shipping from the United States. Since you are getting \$90-\$100 worth of product and only paying \$46 plus a small handling charge, shipping via *Priority Mail International* (required for packages weighing more than four pounds) to most locations in Europe, Canada and many other countries is around *\$50-\$60 US dollars.*

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

IMPORTANT NOTE: The X-Mas Surprise Package is a *Grab Bag*. As such, while we always try

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

Please tell everyone about the [Christmas Surprise Packages](#) . We want to put smiles on the faces of gamers around the world.



COMING: Just for the Holidays – Back in stock for the first time in decades!

Just for the holidays, Palladium is doing a limited short-run of three out-of-print titles that have been out of print for years. Two of them have been out of print for decades! We are printing enough that they should be available from **November 20 thru December**, and probably January – available only while supplies last – when they are gone, they are gone, so order 'em while you can. All are available in Palladium's online store and will be considered as requests in Christmas Surprise Packages while supplies last. We expect to print enough to get us through the holiday season. Taking pre-orders now. Ho, ho, ho.

- [Systems Failure™ RPG](#) – Yep, the complete, whacked out game. 144 pages – \$22.99 retail – Cat. No. 650. Available November 20, 2018.

- [Shadows of Light™](#) – **A Nightbane® sourcebook** – 160 pages – \$22.99 retail – Cat. No. 734. Available November 20, 2018.

- [Boxed Nightmares™](#) – **A sourcebook for *Beyond the Supernatural™ 1st Edition rules***, but easily adapted to BTS, 2nd Edition. Mostly adventures and adventure ideas. 112 pages – \$17.99 retail – Cat. No. 701. Available November 20, 2018.

Taking pre-orders now. See the complete descriptions of these books elsewhere in this update or in the online store.

Questwise: Explores the Rifts® world and more

Jodie at **Questwise** continues to post product reviews and videos about **Rifts®** and other Palladium new releases and other fun Palladium gaming material on YouTube and elsewhere. Two new videos have been posted just this week! One a new chapter in his

Rifts® Explorer's Guide series

which travels and presents locations within the

Rifts® Megaverse®

. Part 2, the newest, focuses on

Northern Gun

and Michigan's Upper Peninsula. You can find it here:

<https://youtu.be/0IU9byK5G4g>

Questwise is becoming an increasingly fun and useful ongoing resource for players of Palladium's games. The feedback we're hearing is that fans are really enjoying Questwise. Check it out for yourself here: <https://youtu.be/7tuOsAPpeE>
[o](#)

Other Fun Podcasts and Sites

The Guides to the Megaverse® podcast consists of a Palladium group with a collective total of over 100 years of gaming! The crew's Actual Play format consists of long term campaigns in

Her

oes Unlimited™, Robotech®, Palladium Fantasy®

, and

Beyond the Supernatural™

, with occasional games in other settings. There are more than 90 episodes available for download. Check them out here:

<https://guidesmegaverse.podbean.com/>

Through Gamer Goggles – Matt Lemke's podcasts and YouTube videos cover the gaming industry. In fact if you haven't seen them yet, check out his many Gen Con interviews.

<http://gamer-goggles.com/blog/category/conventions/gen-con-2018/>

HippoTV on Twitch.tv. The good folks at HippoTV (<https://www.twitch.tv/HippoTV/>) host a wide variety of

games most days of the week. For fans of Palladium Books® they feature a

Heroes Unlimited

™ and an

After the Bomb

® space game. The gamers playing these games come from all over the world, are very enthusiastic, and represent a wide variety of experience with Palladium's games.

If you are doing a Palladium fan-based website, podcasts, YouTube programming, etc., please let us know so we can take a look at what you are doing and so we can give you a shout out. We do not have the staff and resources to do everything we want to do, so we appreciate the fan sites that feature Palladium Books' games and settings and promote the RPG hobby. Awesome. We are happy to support you when we can.

Savage Worlds Adventure Edition Kickstarter – 6 days left

Pinnacle Entertainment Kickstarter – the publishers of Savage Worlds – are in the last week of their Kickstarter for the new, updated Savage Worlds core rules, sourcebooks and related cool stuff. They are approaching \$400,000 with 6 days to go.

We wanted to let you know about this Kickstarter because Pinnacle is one of Palladium Books' licensees (they produce *Rifts® for Savage Worlds* and are working on three new *Rifts®* sourcebooks right now), they are good people, and we know a lot of people enjoy their games. We didn't want anyone who may be interested in this project to miss out. This Savage Worlds Kickstarter ENDS November 14, 2018, so check it out before it is too late.

Here is the link:

<https://www.kickstarter.com/projects/545820095/savage-worlds-adventure-edition/description>



UPDATE: The Rifter® #82 – ships November 26 (maybe sooner)

[The Rifter® #82](#) is at the printer. I approved the proof on Wednesday, so it is in the queue for printing. As soon as we have an exact date, we will update you. We're guessing around November 26, but it might be a bit sooner. We'll let you know.

I am fighting a terrible head cold – all of us are – the entire office has it, so maybe it and working insane hours has made me a bit punchy, but I think this is a truly great issue. I love everything in it. The source material, the reprinted Wujcik gaming advice, the 50+ Pyromancy spells, the HU2 and Nightbane material, the preview monsters from *Rifts® Bestiary*, it is all top-notch and fodder for adventure. And most of it is official. Numerous people who have seen the proofreader's copy have said the *Erick Wujcik Remembrance* is wonderful. Some of it brought tears to their eyes, while other parts made them chuckle and smile. All of it is a celebration of life and imagination. So I highly recommend **The Rifter® #82** to everyone. We will try to get a preview posted on DriveThruRPG today or over the weekend.

[The Rifter® #82](#) contains official source material for the **Rifts® Bestiary™ Volume One**

(a sneak preview of just a few old and new monsters and animals), official source material for

Rifts® Chaos Earth®

(Pyromancer, 50+ Pyromancer spells, the Zone Twister, notable characters, and adventure ideas), official source material for

Nightbane®

(age modifiers and tables for selecting skills based on a Nightbane's age, and more), an expanded revisit of the Physical Training character for

Heroes Unlimited™

, gaming advice from Erick Wujcik, a historically significant, fun and touching

Remembrance of Erick Wujcik

, 10 years after his death, some cool photos too, plus news and more.

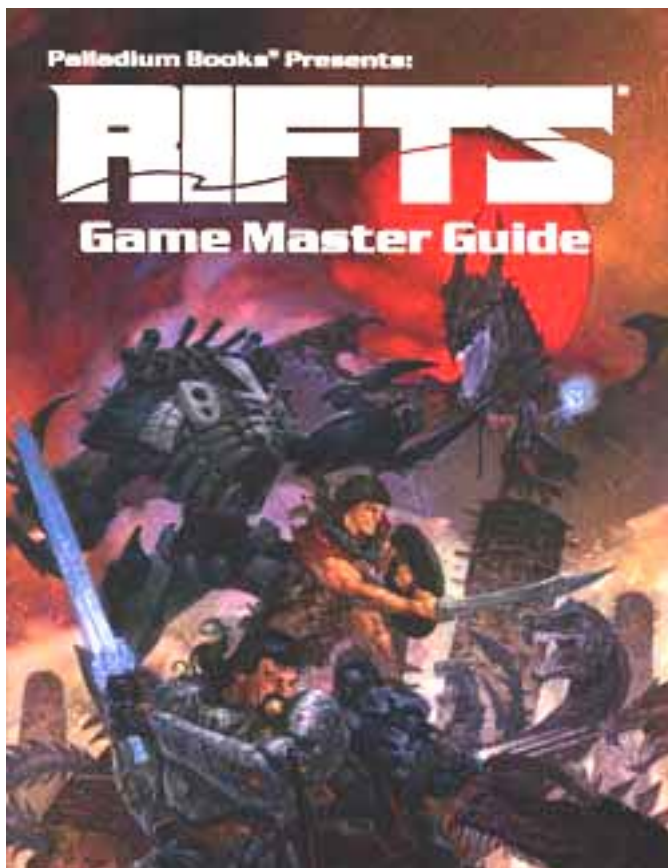
- 112 pages – \$14.99 retail – [Cat. No. 182](#) . Ships November 26, maybe sooner. See the new and updated description elsewhere in this Update.

UPDATE! Garden of the Gods™ (Fantasy)

On the back burner but very much on my mind. I just received Matthew Clements' final contributions to the book, but have not had a chance to review them (focused on Rifts® Bestiary). I can hardly wait to finish this book. Thinking of releasing a Raw Preview edition in time for Christmas. An early 2019 winter release.

An ancient ruin partially buried and covered in centuries of vegetation has been unearthed to reveal the [Garden of the Gods](#) . A place of meditation and wonder. Others say it is a place of magic and

mystery. And some say it is also a place for miracles and divine inspiration. Many an adventurer finds his path or a great quest after visiting the Garden of the Gods. But there is also said to be a place of darkness on the Island Kingdom of Lopan. A place that may be linked to the Old Ones and serves as a Portal to the Land of the Damned!



BACK IN STOCK – Rifts® Game Master Guide™ –

Available now

I always forget how jam-packed with valuable reference stats and comprehensive info the **Rifts® Game Master Guide™** really is, with every Rifts® robot, power armor, body armor, vehicle, weapon, gadget, skill, experience table, and map that has appeared in **Rifts® World Books 1-23** and **Sourcebooks 1-4**, plus a bionics index, an O.C.C. and R.C.C. index, rules clarifications, combat examples, advice on how to run a game and more.

- **500+ weapons.**
- **300+ skills.**
- **290 pieces of equipment.**
- **180+ vehicles.**
- **100+ suits of body armor.**
- **80+ suits of power armor.**
- **352 pages – \$28.99 retail – [Cat. No. 845](#) – available now.**

Other core Rifts® titles:

- [Rifts® Rifts® Ultimate Edition RPG](#),

Hardcover

– core rules, epic setting of science fiction, fantasy, and horror in a future Earth post-apocalyptic setting. 30+ player characters – play a Dragon Hatchling, Cyborg, Juicer, Crazy, Cyber-Knight, Power Armor Pilot, Psi-Stalker, Dog Boy and others! Magic, psionics, weapons, bionics, and more. If you can imagine it, it can happen in

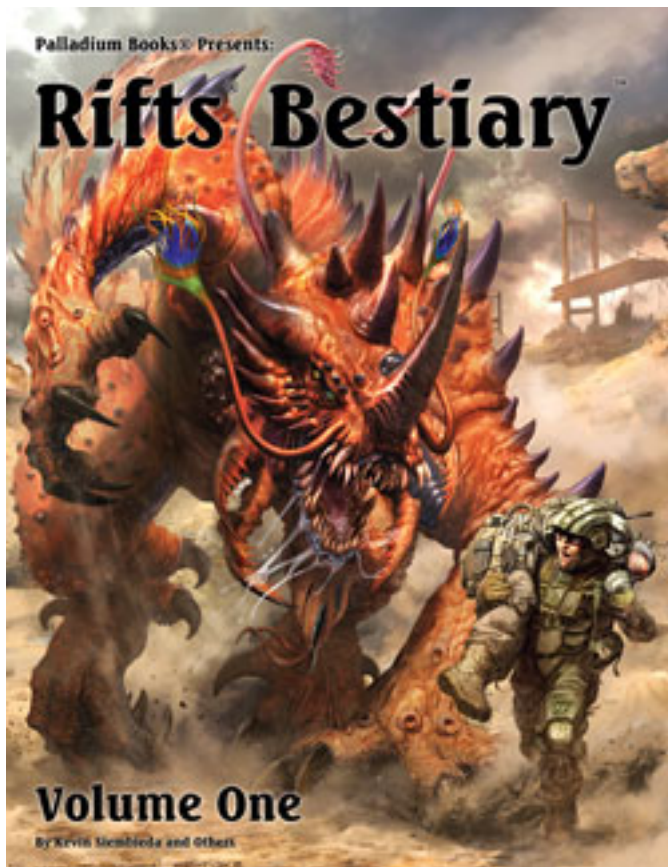
Rifts®

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

- [Rifts® Book of Magic](#)™ – 900+ magic spells, plus Techno-Wizard devices, Magic Tattoos, Nazca Lines, Whale Songs, Herbs, Symbiotes, Bio-Wizard Weapons, Rune Weapons, magic items and more! 352 pages – still \$26.95 retail – Cat. No. 848 – available now.

- [Rifts® Adventure Guide](#)™ – 150+ adventure ideas, Random Rifts, making towns, cities, merc companies, and traveling shows, gaming tips and much more. 192 pages – \$24.95 retail – Cat. No. 849 – available now.

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



UPDATE: Rifts® Bestiary, Volume One – Ships December

I'm sorry this book is taking longer than we had hoped, but we want to make [Rifts® Bestiary, Volume One](#) truly inspiring with cool monstrous pets, riding animals and alien familiars for players to use and monsters and dangers that inspire Game Masters to build better adventures. We have been working like crazy on this book, and it is

coming along great, but it is taking time to get everything just the way we know you want it.

Wayne and Alex are busy editing, Chuck is drawing the beasts, Nick Bradshaw is doing art for a few last minute new monsters, and I have been writing and updating as fast as I can. The new monsters are awesome and some of the updates will make familiar and forgotten creatures feel new again. I'm behind where I wanted to be on this book, but it and Volume Two are going to be something special.

We are all excited by how much new material has been added to the [Rifts® Bestiary, Volume One](#) (and [Two](#)). Every single creature has extra information and updates, but many are much more expanded and detailed than I had originally

imagined I would make them. It has been fun to revisit and expand upon these monsters and animals. These comprehensive rewrites only serve to make two better and more useful books for gamers. And the new beasts? I'm loving them and so will the fans. We know the customer will enjoy and get a lot of use out of these tomes.

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

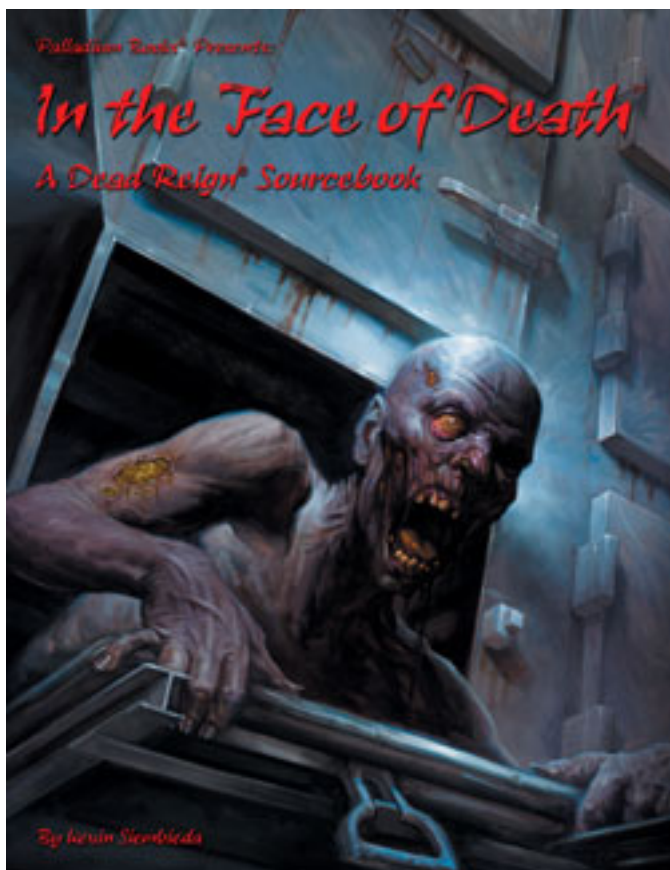
The Rifts® Bestiary, Volume One

ships early December.

Volume Two

end of December.

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



UPDATE: In the Face of Death™ for Dead Reign

®

I spoke to Nick Bradshaw about the art and some ideas and expect to plunge into finishing [**In the Face of Death**](#)[™] as soon as the Bestiary books are done. Cannot wait.



UPDATE: Rifts® Antarctica

Artist *John Zeleznik* is painting away while author *Matthew Clements* is making changes and improvements to the manuscript to ensure that **Rifts® Antarctica** is a truly compelling and exotic land

you'll want to explore.

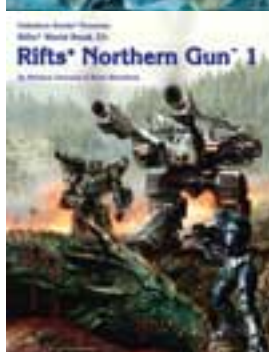


UPDATE: Chaos Earth® Psychic Scream TM

I approved the [Psychic Scream](#) final cover art, the artist *Anthony Moravian* has transferred it to masonite and should be painting away. Another book I'm dying to get into your hands as soon as possible.

UPDATE: The Rifter® #83 and #84

As previously mentioned, we are already thinking about and reviewing material for these two issues. **The Rifter® #83** should have a Heroes Unlimited™ theme cover by *Anthony Moravian*, and **The Rifter® #84** will have a Rifts® cover by John Zeleznik.





**New on DriveThruRPG.com –
Systems Failure™ RPG, a
complete game and setting**

New: **[Systems Failure™ RPG](#)**:
160 pages of riotous fun. Play
this alien invasion,
post-apocalypse setting serious
or with humor. Civilization is on
the verge of collapse when the
so-called “bugs” invade.
Bug-like things

that feed on energy and turn humans into zombie-like slaves to serve them. Our story begins in the USA where survivors are not ready to give up to these monsters. America (and then the world) will be free! A complete RPG and game setting. Have fun.

Recent PDF additions include [Rifts® World Book 34: Northern Gun™ Two](#)

:
256 pages of technology and fun.

30+ power armors, 30+ body armors, 15 combat vehicles, 45 vehicles (hovercycles, etc.), 10 robot haulers, the Robodome and more.

Bizantium and the Northern Islands

TM:

the northernmost part of the Known World, the Cold Born, Necromancy ships made from dead sea serpents, 15 creatures, Random Sea Monster Generator, and more.

Rifts® Northern Gun™ One

. This fan favorite might be

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

Mysteries of Magic™ Book

One: The Heart of Magic

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

Wolfen Empire™ Fantasy sourcebook

, the Great Northern Wilderness and Killer Winters, 12 Wolfen Tribes, Wolfen military and society, 15+ creatures, 5 full adventures, 101 adventure ideas, random encounter tables, notable people, places, plus FREE Sneak Previews of

[The Rifter® #80](#)

&

[The Rifter® #81](#)

, and more on

DriveThruRPG.com

.

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

future where magic, dragons, and mythic gods coexist with cyborgs, giant robots and super-science rediscovered from humanity's Golden Age as humans rise from a lengthy Dark Age. But they must contend with countless alien life forms, monsters, and supernatural horrors from beyond the Rifts.

- **Rifts® core titles** we would suggest:

[Rifts® Ultimate Edition](#)

,

[Rifts® Game Master Guide](#)

,

Rifts® Book of Magic

,

Rifts® Adventure Guide

,

D-Bees of North America

TM

,

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

and

Rifts® Sourcebook One

. Note: The

Rifts® RPG, 1st Edition

and

Rifts® Ultimate, 2nd Edition

are both available.

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

- **Rifts® Dimension Books™**: Travel to alien worlds and dimensions via the Rifts for off-world adventure and intrigue.

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

[Rifts® Chaos Earth® RPG](#)

,

Creatures of Chaos

TM,
,

Rise of Magic

TM, and

Chaos Earth® Resurrection

TM are all available.

- FREE Sneak Previews for **N**

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

- **Splicers® RPG** is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *living body armor* and wield living, organic weapons and devices. Created in 2004 by writer and game designer Carmen Bellaire, **Splicers**® was nominated for an *Inquest Gamer Magazine Fan Awards Game of the Year*, and has since developed a rabid

fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- **Splicers®: I Am Legion™**
Adventure Sourcebook : 6
new Great Houses, 4 new Host Armors, 6 new War Mounts, 19 new Bio-Weapons, 15 new killer machines, new Bio-Enhancements, Amalgam

creation tables, Legion and a series of adventures that build into a small campaign, and more.

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

- [**Palladium Fantasy RPG®, 2nd Edition Rules and many sourcebooks**](#) . The

expanded world of high fantasy, magic, mystery and heroes of every variety. Includes the Mind Mage and psychic abilities, mages and spells, magic circles and symbols, men-at-arms, scoundrels and a wide range of inhuman player characters including Wolfen, Bearmen, Ogres, Orcs and many more. 100,000 years of history.

- **Heroes Unlimited™ RPG**
first edition rule book and
sourcebooks.

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

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

hunt zombies. Many unusual types of zombies.

- **Dead Reign®**

Sourcebooks : 6

sourcebooks from

Civilization Gone

™ to

Hell Followed

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

- **Beyond the**

Supernatural™ RPG, 1st Edition Rules

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

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

- **Nightbane® RPG and sourcebooks.**

An RPG setting we call superhero horror. Dark conspiracy, a secret, demon invasion starting with world leaders and law enforcement, and it is spreading. The player characters are the Nightbane®, reluctant superhumans who must turn into monsters themselves to unleash their powers and battle the evil that is clear only to them. A dark, sinister and challenging world of horror.

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

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

- **Ninjas &**
Superspies™ RPG and the
Mystic
China™ sourcebook

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

gadgets, gizmos and advanced weapons.

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

- **The Palladium Weapon Series** of real world weapons, armor and castles throughout history. Designed for use with ANY game system.

- **200+ Palladium titles in all,**

plus G.M. kits, paper miniatures and more.

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

- Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now.

More are coming in the weeks ahead.

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

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

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

***Charles Walton II Artwork,
Toys and Collectibles “on
sale”*** now in Kevin’s Online
**Toy & Collectibles eBay
Store along with other good
things**

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

▪

All money goes to the artist.

Includes original art from

Rifts® Sovietski, Secrets of the Atlanteans, Rifts® Chaos Earth® Resurrection

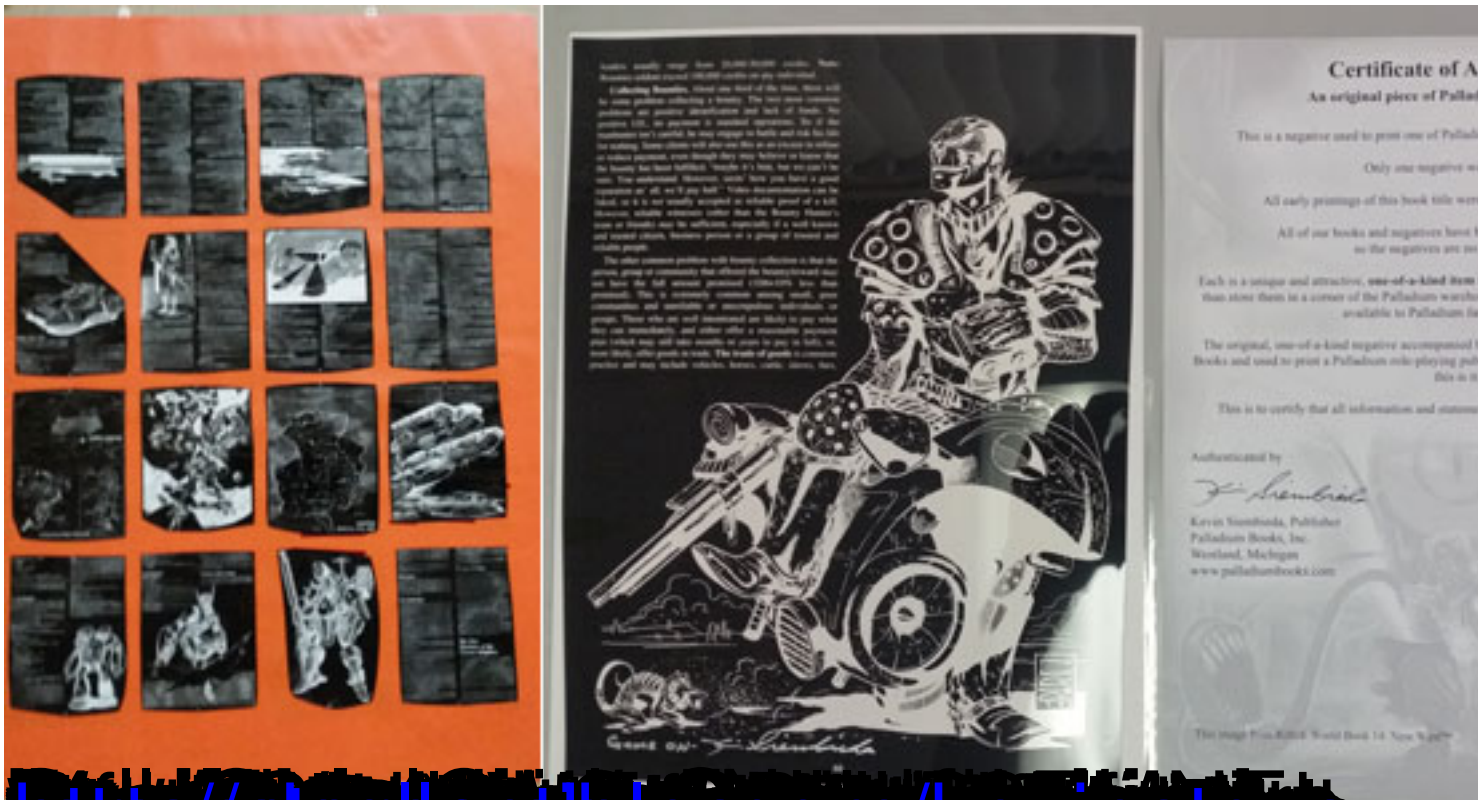
and others. This is a fun and unique opportunity to get some of Chuck's art other than having to attend one of the few conventions where Chuck is a guest. He sold a good number at Gen Con and was wondering how he might make his art more available to people. I suggested trying my online store. Most prices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

expensive pieces. Artwork make a great gift for the hard to surprise gamer. Enjoy. Chuck says thanks.

Other one-of-a-kind original artwork available by *me (Kevin Siembieda), Kevin Long, Mark Evans*

(money goes to the artist), as well as prints, limited edition hardcovers, proofreader copies, out of print items, Star Wars toys, Marvel toys and many other toys

and collectibles from my personal collection. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Hundreds of items. Take a look every weekend for new additions.



<http://store.ebay.com/kevinstoys>
Closing Thoughts

Have you noticed that the end of the year is filled with holidays and related events? I mean first there is *Halloween* (I hope your Halloween was amazing!), then *Thanksgiving*

, immediately followed by holiday shopping events

Black Friday

and

Cyber-Monday

, then

Christmas

(and related holidays like Hanukkah and Kwanzaa) and

then

New Year's Eve

. ALL happening in something like a 62 day period. It's crazy, but wonderful. And no wonder that it is also a stressful time of year. I know we are feeling the

stress as we try to hammer out new product for the holiday season, plan sales and deal with our own personal plans for the holidays. Busy, busy, busy.

On top of that, I have freelance writers reaching out for input on various future projects and some new, small, but fun licensing projects like *Apollo Okamura's* animated *chibi iSo stickers* for the iPhone. Another possibility

we are exploring is a fun sounding series of digital *Rifts® novelizations* for next year, and meanwhile we're also dealing with marketing and advertising and friends going through medical issues. (Hang tough, get healthy and stay healthy Joe, Chris, Carmen and Michelle. That goes for you too, Doug, with the loss your family are dealing with.) Our colds are a pain in the neck, but they are nothing compared to what some dear friends are going through.

It's the holiday season when we often stop to reflect on just how precious and important our friends and loved ones really are. That's good. Love them. Hold them close and let them know what they mean to you. I've had two close friends, both in their forties and both in seemingly good physical health, have heart attacks within the last five months. Live in the now and let the special people in your life know what they mean to you.

Not to segue from that into what may sound like a sales pitch, but that really is why we do the **Christmas Surprise Packages**

. Because we appreciate you, our fans, more than you may ever realize, and we want to bring you joy and hours of fun. We want these Grab Bags to surprise and delight as many gamers as possible. And we know a lot of you buy the Surprise Packages for friends and relatives, or get enough in one Surprise Package

to give items to a few gaming friends, spreading the joy even further. Fantastic! To me, the Christmas season and similar holidays like Hanukkah, Kwanzaa, etc., is all about a time of joy and laughter, love and merriment. And even if you don't believe in anything based on religion, heck, this is as good a time as any to do something nice and propagate these positive sentiments and to try to bring a little joy into other people's lives. So please, enjoy the Surprise Packages. They are a gift from us

to you. And when you spread that gift to others, all the better. But hey, you are doing that already when you run a game or share your RPG books and ideas. That's why I love role-playing.

Creating role-playing games and sourcebooks is my passion and one of my greatest joys. The fact that I can share that passion and joy with so many of you, around the world, is even more wonderful. A miracle, of sorts.

Awesome. Please, keep those imaginations burning bright, give your loved ones a hug and game on!

– Kevin Siembieda, Game Designer & Publisher



**The Rifter® #82 – Ships
November 26 (maybe
sooner)**

**The Rifter® #82 is all about
discovery and unleashing the**

power inside of you. That's true whether you are playing a

Chaos Earth® Pyromancer™

learning to survive and save lives after the Great Cataclysm; or a newly awakened

Nightbane

® seeking his or her purpose in a dark world of conspiracy and demons; or a

Heroes Unlimited™

vigilante trained to the height

of physical perfection in a war
against evil; or an
RPG gamer

like you and me, unleashing
our imaginations to create
wonderful new characters and
epic adventures. This issue of

The Rifter®

also lovingly celebrates a
master of unleashed
imagination and big thinking,
Erick Wujcik

, ten years after his untimely

passing. Bits of Palladium history and heartfelt sentiments revealed along the way. Enjoy.

Rifter® #82 Highlights:

- Rifts® Chaos Earth® – Pyromancy, Nebraska Part Three – by Daniel Frederick, Matthew Clements & Kevin Siembieda. 50+
Pyromancy spells, the Pyromancer O.C.C., Zone

Twisters, notable characters, and more. “Official” source material.

- **Rifts® Bestiary Sneak Preview – by Kevin Siembieda and Charles Walton II.** A few choice new monsters to whet your appetite for the Rifts® Bestiary, Volumes One and Two, and the books to follow. “Official” source material.

- **Heroes Unlimited – by**

Matt Reed. An expanded look at the unique heroes who do not possess super abilities, but rather turn their bodies into fighting machines via physical training and dedicated force of will.

- **Nightbane® – Age Modifiers and Education Rules – by Mark Oberle.**
Tables and stats for determining an occupation and skills based on the age of

the character. Plus more insight to being a Nightbane and a few new skills. “Official” source material.

- **Gaming Advice from Erick Wujcik – *Thinking Big and The Name Giver***

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

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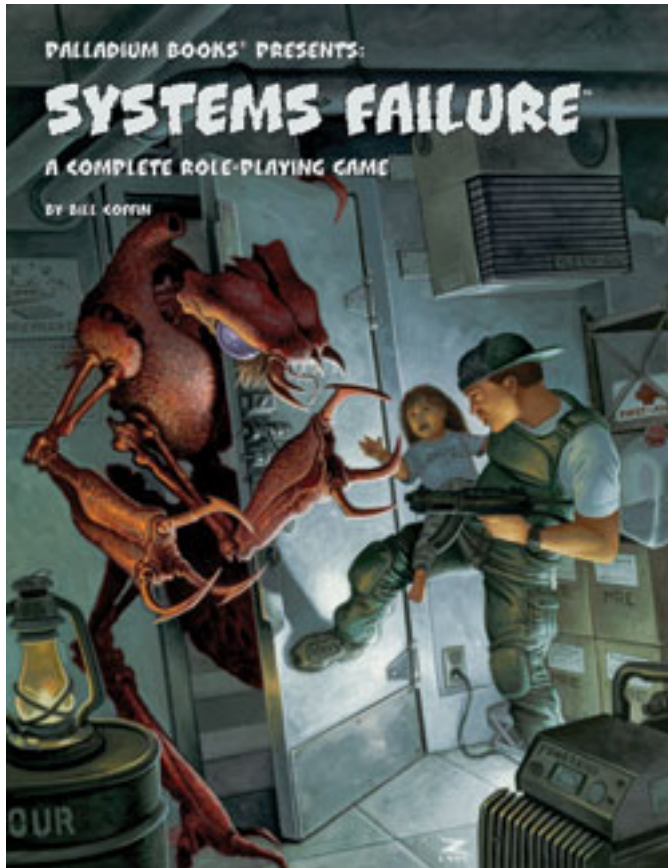
- **Erick Wujcik**

Remembered – Erick touched countless lives with his big personality, inspiring mind, and body of work. Ten years after his death, Erick continues to inspire everyone who met him. Friends and fans remember this unique individual and his work. Insight to the man and Palladium Books, the company he loved. Written by Kevin Siembieda and many, many others. A celebration of

life.

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

- **112 pages – \$14.99
retail – [Cat. No. 182.](#)
**Ships November 26, maybe
sooner.****



**COMING: Systems
Failure™ RPG
– Back in Stock –**

November 20 – just for the Holidays

When the cities fell, and the world went "off-line," all seemed lost. Anarchy reigned.

On an alternate Earth, all that is left are the

Survivalists,
Nature-Lovers, Farmers,
Gun Bunnies, Eggheads
and backwoods wackos
living on the fringe. Either
people found in remote
regions or those who were
prepared for the
Y2K Bug
and the collapse of
civilization.

Oh, and there are “bugs” alright. *Alien, bug-like things* that feed on energy and turn humans into zombie-like slaves. Things are worse than anyone could have imagined, even for those who were prepared. But these survivors are not ready to give up. America (and then the world) will be free! And they mean

business. Play the unlikely heroes fighting to save the world in a post-holocaust environment.

This is an action-packed, post-holocaust role-playing game that can be played straight and serious, or with a touch of satire and humor. Back in 1999, this

RPG was inspired by fears of the Y2K Bug and possible end of the world as we knew it. So THIS game is an alternate Earth where Y2K was a real event and worse than anyone could imagine. Enjoy the wild characters and setting, and destroy some Bugs!

- **A complete, stand-alone role-playing game.**
- **S.D.C. setting and all the info you need to play.**
- ***The Villains:***
Monstrous invaders from another dimension drawn to all things electronic. Deadly and weird.
- ***The Unlikely Heroes:***

Society's castaways, nutcases, and survivalists.

- **11 O.C.C.s including
the Exterminator,
Freebooter, NORAD
Psychic and more.**

- **Reclaim the world
for god-fearing humans!**

- **Plenty of world
information and**

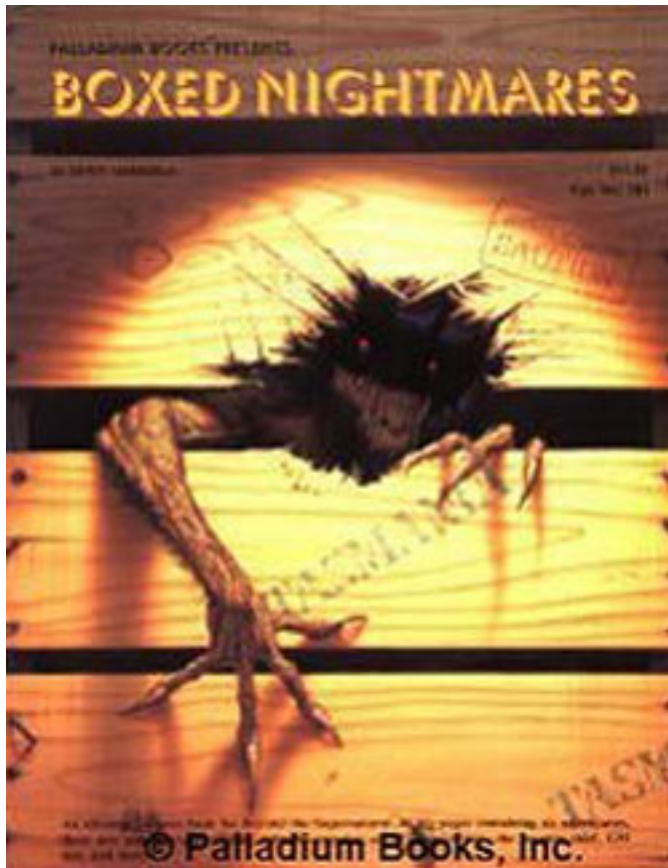
adventure ideas.

**- Written by Bill Coffin
based on concepts by
Kevin Siembieda.**

**- Includes Conversion
Notes for use with *Ri
fts®*, *Heroes Unlimited™*
2nd Edition, *Ninjas &
Superspies™*, *Palladium
Fantasy RPG®***

**, and other Palladium
game settings. Loads of
fun!**

- **144 pages – \$22.99 –**
Cat. No. 650 – Back
in print just for the
holidays. Available
November 20, 2018.



**COMING: Boxed
Nightmares TM –
Adventure Sourcebook
for Beyond the
Supernatural
TM**

**– Back in Stock –
November 20 – just
for the Holidays**

Boxed Nightmares™ is exactly what the title suggests, ordinary people coming face to face with supernatural nightmares. The

adventures are designed to give players and Game Masters a better idea of the variety and scope of adventures one can explore in the world of modern horror. Some adventures are short, others long. Some are monster stomping action, while others require investigation,

cunning, and the uncovering of clues.

The newspaper portion is in the back of the book. It is one of those sensational, check-out counter tabloids that boasts headlines like *Woman marries Big Foot*

, or

Elvis's clone living in Tampa.

However, this tabloid is tied to the adventure portion of the sourcebook in several different ways. First, it contains clues and information for the actual adventures inside the sourcebook. Second, the

publishers of the paper often hire psychics and parapsychologists to investigate strange phenomena, so *your characters* could be working for the tabloid company. And third, it may give you ideas for additional adventures.

- Rules and tips for creating secret organizations.

- Adventures in the USA, South America and Australia.

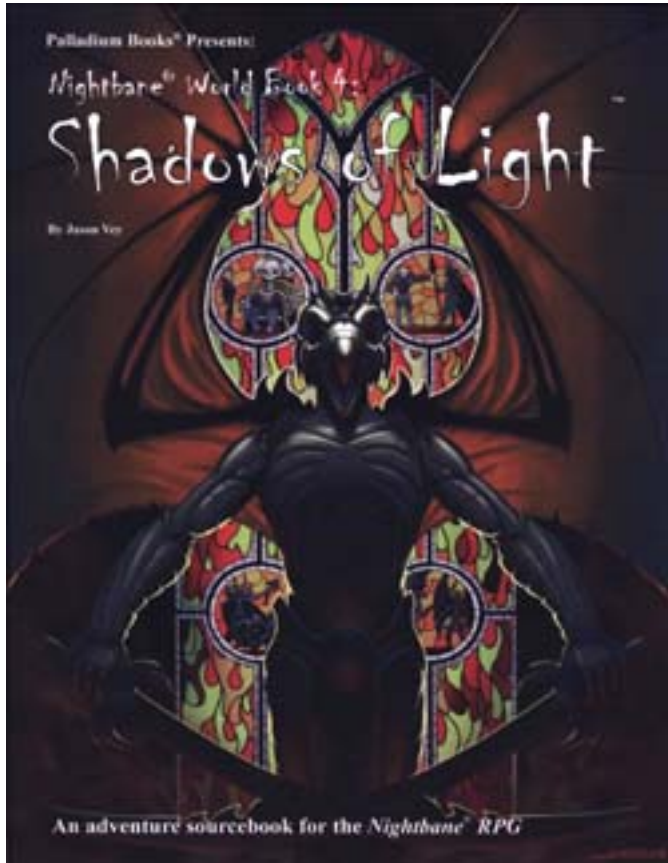
- Crazy Arcanists, Gremlins, Tasmanian Devils, a Possessing Entity that has absorbed the

memories of a serial killer, and more.

- The After Midnight tabloid, filled with clues and adventure ideas, reproduced in the back of the book.

- Cover by Denis Beauvais. Interior art by Kevin Long. Written by Kevin Siembieda.

- 112 pages –
\$17.99 retail – **Cat.**
No. 701
. Back in print just for
the holidays. Available
November 20, 2018.



COMING: Shadows of Light TM – A

Nightbane

®

Sourcebook

**– Back in Stock –
November 20 – just
for the Holidays**

The forces of Light
and Darkness clash as

never before in the
modern setting of the
Nightbane® RPG

.

- **More info on the
Lightbringers,
Nocturnes, and other
factions.**

- **Fallen**

Guardians and the mystery of the Reapers.

- **Psychic Agents
and new psionic
powers.**

- **Introducing the
angel-like Athanatos.**

- **The vampire
conspiracy and an**

**outline for
adventure.**

**- 11 (optional)
O.C.C.s, many are
part of Project
Pandora.**

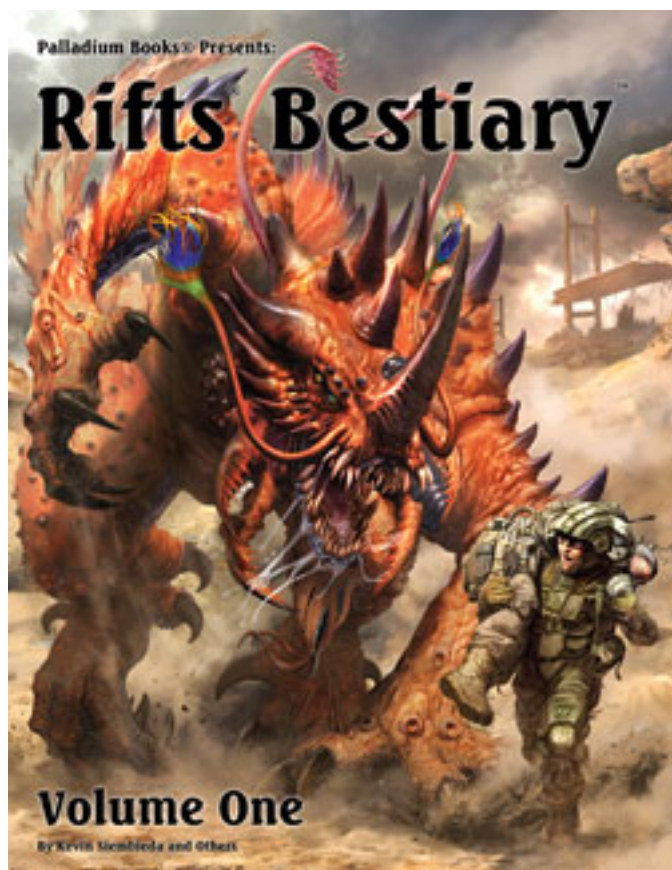
**- Astral Realm of
Tophet and city of
Pittsburgh, NPCs
and more.**

- 160 pages –

**\$22.99 retail – [C](#)
[at. No. 734](#)**

**. Back in print just
for the holidays.**

**Available November
20, 2018.**



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 Volume
Two – ships
December

More of notorious
Rifts® monsters
and animals, old

and new,
everything updated
and expanded.

**- Monsters and
animals of Rifts
North America
organized in two**

**big, easy to use
sourcebooks.**

**- Updated
descriptions and
information for
existing
monsters.**

- Updated and

**uniform stat
blocks.**

**- New
predators, exotic
riding animals,
beasts of burden,
alien horrors,
giant insects and
more.**

- A map for every creature showing where it is found.

- Fully illustrated, much of the art by Charles Walton II, along with

**Siembieda and
many others.**

- 192-224

pages each

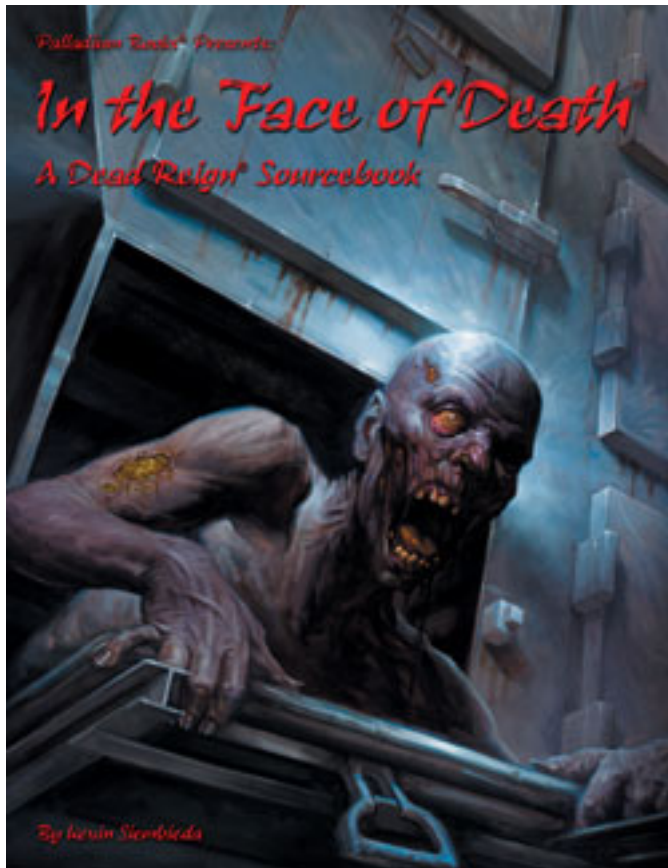
volume – \$26.99

retail – Cat.

No. 897

(Volume Two). In

**production. End
of December.**



COMING: In the Face of Death TM – A Dead Reign

®

Sourcebook

“People will tell
you no one can
survive in the big
cities. They are

wrong.” – Brad
Ashley, Leader of
the Road Reapers
in the Zombie
Apocalypse.

This sourcebook is all about inner city survival. Survivor colonies finding a way to live and prosper in the big city. The conventional

wisdom is that
living in the big
population centers
is impossible.
These survivors
prove otherwise.

**- Inner city
survival.**

**- Living on
the rooftops.**

**- Surviving in
big cities
crawling with**

zombies.

**- Death Cults,
a different type
of danger.**

**- Gangs,
street runners,
the new
underground,**

and more.

- Heroic

Masked Lunatics

as player

characters.

- Take your

zombie

campaign to new

heights!

- Cover by

E.M. Gist.

Interior art by

Nick Bradshaw.

- Written by

Kevin

**Siembieda.
Adaptable to
other settings.**

- 96-128

pages – \$17.99

retail – Cat.

No. 237

. Winter release.

UPDATE:

Garden of the Gods TM – A Palladium Fantasy ® Sourcebook

Matthew

Clements is still
adding to his
considerable
contributions to
**Garden of the
Gods**
before turning it

in to Palladium.
Matthew has
started work on
another Fantasy
sourcebook and
other projects.

The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of the gods.

According to legend, the god may visit heroes and followers in dreams or in person by an avatar of the god, to be given

guidance,
inspiration,
heroic quests,
and gifts of
knowledge and
magic. More
details about this
title will follow.

**- The Garden
of the Gods
described in
detail.**

**- Godly
insight and
visitations.**

**- Gifts of
magic and
knowledge.**

**- Sanctuary
and more.**

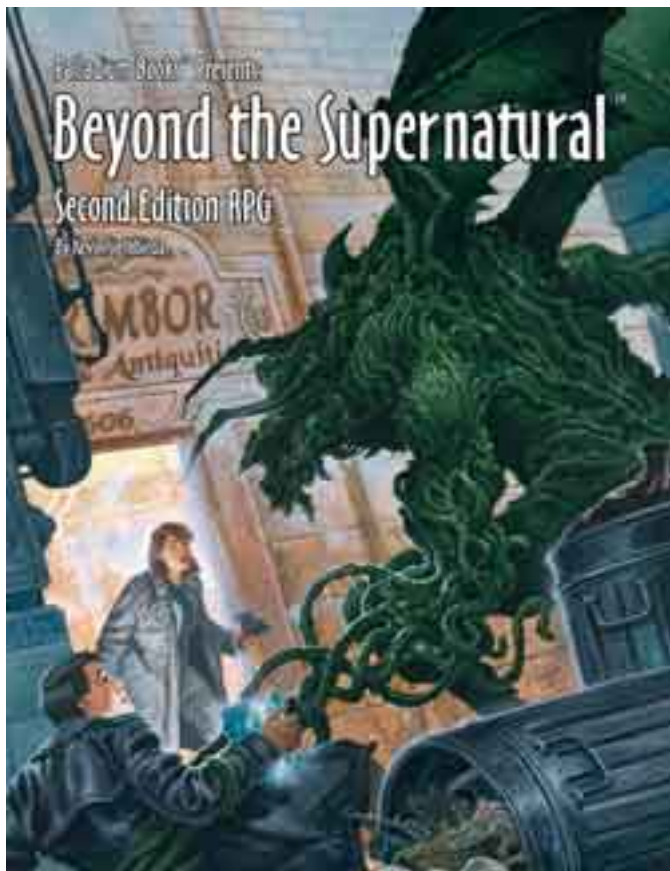
- The Black

Pit, a place of evil and dark secrets. Is it a counterbalance to the good of the Garden or a trick of the Old Ones?

**- Written by
Kevin
Siembieda.**

**- Final page
count and price
yet to be
determined, but**

**probably 96
pages – \$17.99
retail – Cat.
No. 475
. Winter release.**



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

**Beyond the
Supernatural™
RPG is
supernatural
horror in the**

modern world. A
plausible
modern horror
setting that
makes sense
and will have
you wondering if

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

**- 14 Psychic
Character
Classes.**

**- 42
occupations
for “ordinary”**

**people.
- 100+
psychic
abilities,
including Fire
Walker
abilities.**

**- Creatures
of darkness,
the Lazlo
Agency, and
more.**

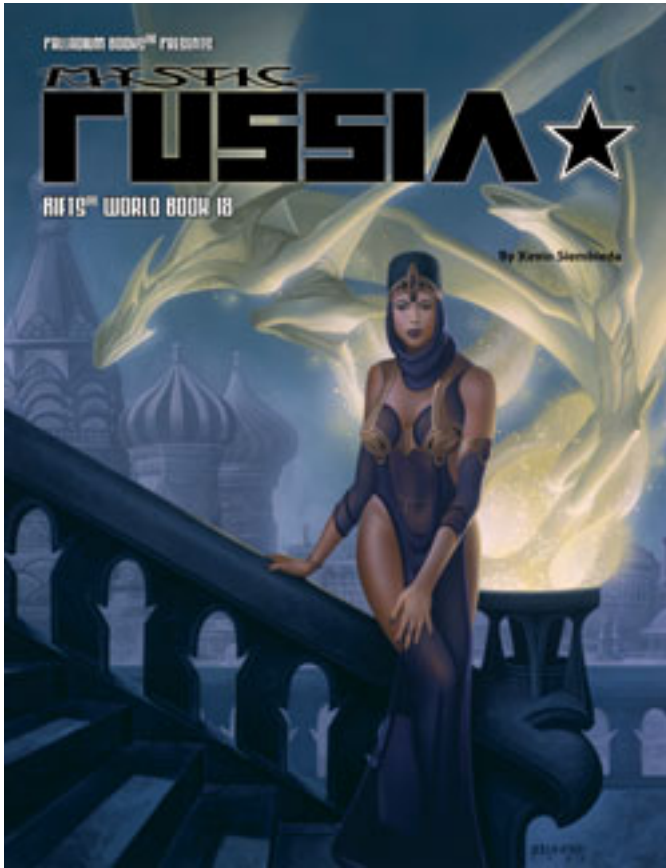
**- Three new
sourcebooks**

**planned for
2019.**

**- 256 pages
– \$26.99 –**

Cat. No. 700

**– available
now.**



Back in Stock – Rifts

®

World Book

18: Mystic Russia

TM

**– available
now**

Rifts® Mystic Russia™ – setting information, key people and places, demons,

monsters,
gypsies and
magic galore.

- 18

Archaic

Russian Demons and 10 monsters.

**- Russian
magic
including Fire**

**and Bone
Magic &
magic
weapons
maker.
- Magic
O.C.C.s**

**including
Night Witch,
Hidden Witch,
Mystic
Kuznya, Fire
Sorcerer, Old
Believer and**

Necromancer.

- 9 Gypsy

O.C.C.s,

vehicles and

more.

- 176

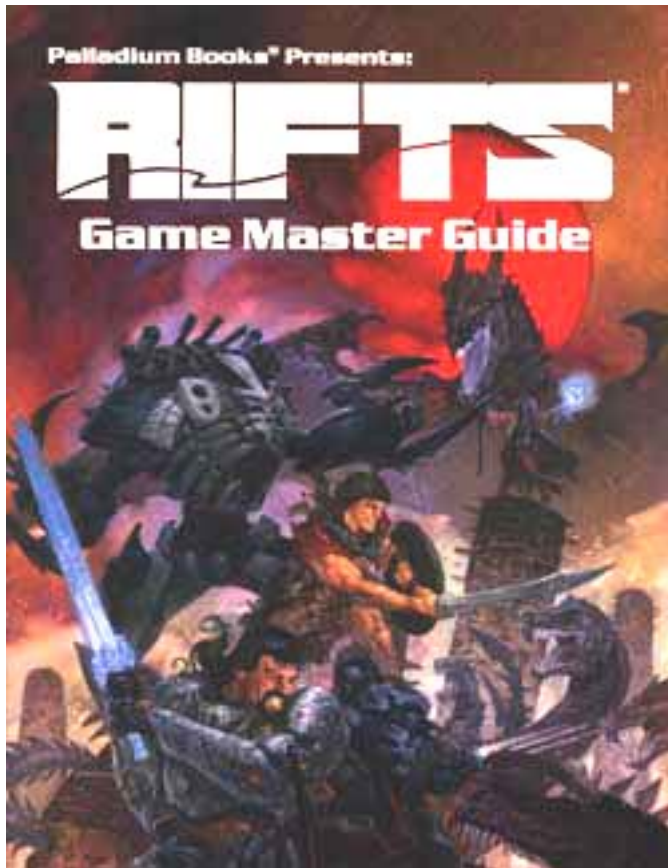
pages –

\$22.99 –

Cat. No. 833

– Available

now.



Back in Stock – RIFTS



Game Master Guide

TM

**– Available
now**

**The Rifts®
Game Master
Guide™ is a
massive 352
page
reference
book with**

short stats
and
description on
every Rifts®
robot, power
armor, body
armor,

vehicle,
weapon,
gadget, skill,
experience
table, and
map that
appears in

**Rifts® World
Books 1-23
and
Sourcebooks
1-4,
plus a bionics
index, an**

O.C.C.s and
R.C.C. index,
rules
clarifications,
combat
examples,
advice on how

to run a game
and more.

- **500+**
weapons.

- 300+
skills.

- 290
**pieces of
equipment.**

- 180+

vehicles.

- 100+

**suits of body
armor.**

- 80+ suits

of power

armor.

- 352

pages –

\$28.99 retail

– Cat.

No. 845

– Available

now.

**Other core
Rifts® titles
to
remember:**

- Rifts®

Rifts®

Ultimate

Edition RPG

**, Hardcover
– core rules,
epic setting of**

science
fiction,
fantasy, and
horror in a
future Earth
post-apocalyp

tic setting.
30+ player
characters –
play a Dragon
Hatchling,
Cyborg,

Juicer, Crazy,
Cyber-Knight,
Power Armor
Pilot,
Psi-Stalker,
Dog Boy and

others! Magic,
psionics,
weapons,
bionics, and
more. If you
can imagine

it, it can
happen in
Rifts®
. 376 page
hardcover –
\$41.99 retail –

Cat. No.
800HC –
available now.

- **Rifts®**

Book of

Magic TM

– 900+ magic
spells, plus
Techno-Wizar
d devices,
Magic

Tattoos,
Nazca Lines,
Whale Songs,
Herbs,
Symbiotes,
Bio-Wizard

**Weapons,
Rune**

**Weapons,
magic items
and more!**

352 pages –

still \$26.95
retail – Cat.
No. 848 –
available now.

- **Rifts®**

Adventure

Guide

TM

– 150+

adventure

ideas,

Random Rifts,

making
towns, cities,
merc
companies,
and traveling
shows,

gaming tips

and much

more. 192

pages –

\$24.95 retail –

Cat. No. 849

– available
now.

- Rifts

Conversion

Books 1 ,

2
|

&

3
|

■

- Rifts®

Bionics

Sourcebook

■

What's Coming (in

**production
or
developmen
t):**

- Rifts®

Bestiary™,
Volume One
– November
release.

- The

Rifter® #82

**– October or
November
release**

– special

Erick Wujcik

tribute +
source
material for
Rifts® Chaos
Earth®
(Pyromancer

and more),
Nightbane®,
Rifts® and
more.

- **Rifts®**

Bestiary™,
Volume Two
– November
or December
release.

- In the
Face of
Death™,
Dead Reign®
Sourcebook
– November

or December
release.

- The
Rifter® #83
– December

or January
release.

- Rifts®

Chaos

Earth®:

Psychic Scream

– First
Quarter
release.

- **Rifts®**

Antarctica

– First
Quarter
release.

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

**- The
Rifter® #84
– First
Quarter
release.**

- Rifts®

The

Disavowed™

- Rifts®

Chaos

Earth®: First

Responders

- Rifts®

CS

Arsenal™

**- And
much more
in
development**

for
Rifts®,
Palladium
Fantasy
RPG®,
Heroes

Unlimited™,
Dead Reign®,
Beyond the
Supernatural
™, Splicers®
and more!

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rights
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Rifter®,
RECON®,
Splicers®,
Powers
Unlimited®,
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World®,
Nightbane®,
Megaverse®,
The
Mechanoids®
, The

Mechanoid
Invasion®,
Coalition
Wars®,
Chaos
Earth®, Dead

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After the
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Ninjas &
Superspies,
Minion War,
Mysteries of
Magic,

SAMAS,
Thundercloud
Galaxy, Three
Galaxies,
Vampire
Kingdoms,

and other
published
book titles,
names,
slogans and
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and Kevin
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promotion
and sales

solicitation.