

One game system – every genre – countless worlds – endless adventure By Kevin Siembieda

The extended Labor Day weekend is coming up here in the US, so I'm going to keep this Update brief. [Nightbane® Dark Designs](#)™ arrived at the Palladium warehouse this afternoon. It looks fabulous and we spent time prepping to ship pre-orders tomorrow.

We spent most of this week dealing with a wide range of business matters: long overdue software upgrades to the shipping system, some computer issues, bookkeeping, Gen Con follow-up, PR and planning sessions. Regarding books, Wayne has two new Rifts® Dimension Books available as PDFs, and we have a number of new titles lined up for production, including (in no specific order): [The Rifter® #78](#) , [The Rifter® #79](#), [Rifts® Living Nowhere](#)™, [Rifts® Sovietski](#)™, [Rifts® CS Arsenal](#)™, [Rifts® Disavowed](#)™, [Dead Reign®: In the Face of Death](#)™ and others, including a little surprise.



UPDATE: Nightbane® Dark Designs™ sourcebook – Available now

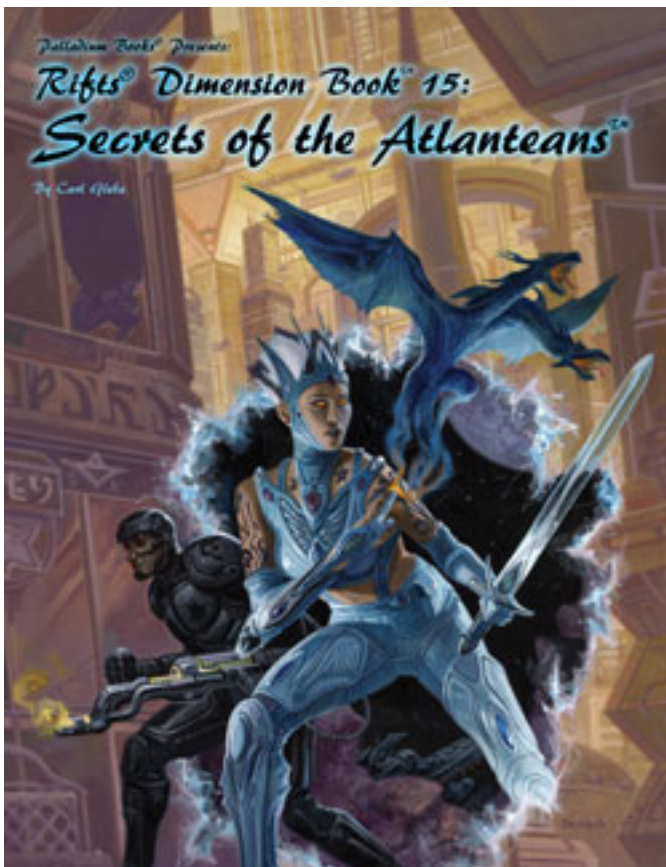
[Nightbane® Dark Designs™](#) arrived today and looks fantastic. We had a visitor who was blown away by the cover and snapped up a copy for himself. Pre-orders will start shipping Friday. Distributor orders ship next week. This is another fun sourcebook packed with information and tables for the Nightbane and collects most Nightbane Morphuses and magical Talents to date in one nice package.

Please take a look at the [free preview on DriveThruRPG.com](#) for more details and a few choice glimpses of what you can expect. Also see the full description of **Dark Designs™** elsewhere in this Update and in the online store.

FYI: For those of you who might also want the collectible **Dark Designs™ Raw Preview Edition**

(limited to only 150 copies printed), we have around 20 copies still available. It is

interesting to compare the original manuscript with the finished book and see what was changed and added.



UPDATE: Rifts® Secrets of the Atlanteans™ – still selling strong

[Rifts® Secrets of the Atlanteans](#)™ remains a hot item. Cool. I'll say it again, **Rifts® Secrets of the Atlanteans**™ is one of those sourcebooks that is jam-packed with ideas on every page and packed with all kinds of useful and fun information about True Atlanteans,

Tattoo Magic, Stone Pyramids, Crystal Magic, Shadow Magic, Atlantean clans, the Sunaj, new Atlantean O.C.C.s, old O.C.C.s revisited, the Shadow Dimension and its monstrous inhabitants, and more. And there are many secrets revealed. Please take a look at the [free preview on DriveThruRPG.com](#) for more details and a few choice glimpses of what you can expect.

Please Note: Based on furious Gen Con sales (we sold out by Saturday afternoon) and our own online sales, I suspect

R

Rifts® Atlanteans

may blow out of game stores just as fast. If you cannot find the book in the stores because they keep selling out, please remember it is available directly from Palladium Books. 224 pages, \$24.95 retail. And if you don't already own them, we highly recommend you pick up

Rifts® World Book One: Atlantis, World Book 21: Splynn

Dimensional Market

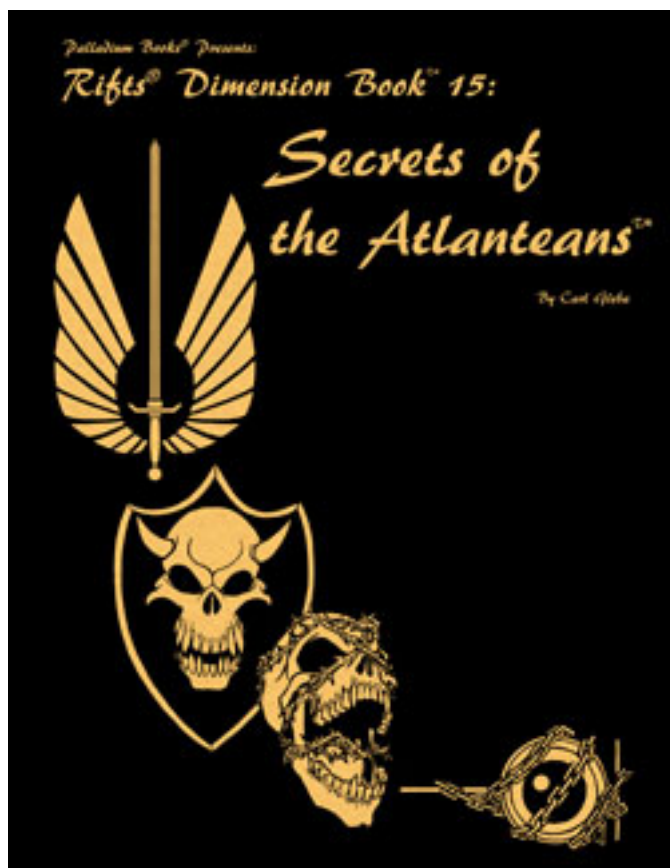
™, and

Rifts® Dimension Book 7: Megaverse® Builder

(also written by Carl Gleba). All are fun and useful companions to

Rifts® Secrets of the Atlanteans

™.



UPDATE: Rifts® Secrets of the Atlanteans™ “Gold Edition” Limited Hardcover – Ships mid-September and may sell out fast

There seems to have been a snafu with the book binder as the expected delivery date for the limited [Gold Edition Rifts® Secrets of the Atlanteans™ hardcover](#)

has come and gone. I am waiting to hear what the revised reschedule is, but I suspect it will be the end of next week. We will then need 3-5 days for all of us (and freelancer Ben Rodriguez) to sign and number all the 300 copies, before we can ship. So it should ship sometime between September 11 and 15. The Atlanteans Gold Edition is limited to only 300 signed and numbered copies, and sold on a first come, first served basis. Palladium’s Gold Editions have a history of

increasing in value as time goes by, and with Christmas coming, I think this Gold Edition may be a hot commodity in the months ahead. If you are planning on getting one, I'd suggest getting it sooner rather than later. Only available from Palladium Books.

Important Note: Those of you who have already placed *pre-orders* have been charged and your number already assigned to you, so do NOT reorder. Multiple orders WILL result in you getting billed for and shipped multiple copies – NO REFUND. If you are worried about your pre-order, please call the Palladium office to inquire. Do not place a new order unless you want more than one copy.

Game line Tumblers are going fast – only a few of the logo tumblers remain in stock

The following are available in Palladium's online store while supplies last. They hold 30 ounces, have sealable lids, do not sweat, and look great. \$29.99 each. Sold on a first-come, first-served basis. Still available: [Dead Reign](#)®, [Heroes](#)

[Unlimited](#)

TM

(one of our favorites), and

[Splicers](#)

®. Sorry, the Rifts® and Palladium Fantasy® tumblers are SOLD OUT.

UPDATE: 2018 Palladium Open House – April 19-22, 2018

– Game at the Palladium Books warehouse with the people who create the games you enjoy

Whew, there have been such demands on my time that I have yet to be able to post the full POH description and hotel info, but basic information and ticket ordering is up right now. Here are a few details and highlights:

- **[VIP Thursday](#) – April 19, 2018 (special):** 3:00 PM doors open and you get first crack at limited editions, original art, new products, specialty items, and meet Palladium staff and creators – 6:00 PM dinner – 7:00 PM Opening Ceremonies – 8:00 PM the evening's games begin. Cost of VIP night is \$95 (dinner included). Limited to about 100-120 people.

Note:

VIP Thursday always sells out fast, so we offer around 60% of the tickets now, and the remainder at the end of January, 2018.

Cost:

\$95 (Thursday only).

- **[Weekend Pass](#) :** \$55 (Friday, Saturday & Sunday)
- **[Friday](#) (only):** \$30

- [Saturday](#) (only): \$30
- [Sunday](#) (only): \$12

Highlights:

- Come play at the very site where the magic happens.
- Three days of gaming (4 for those attending VIP night), plus panel talks and more.
- Many run by the writers and artists who create them!
- Saturday Auction (original art, out of print items and oddities).
- Largest gathering of Palladium creators anywhere! Artists, writers, Defilers and more.
- Held at the Palladium warehouse and office where your favorite games are made. Westland, Michigan.
- Typically 20+ Palladium creators will be present to chat and sign books.
- Get original artwork, character sketches, books and more.

Two Hotels: 1. *Red Roof Inn*, \$49.95 plus tax per night. It is only 3 miles away (near where the old hotel was). Make sure you tell them you want the Palladium Books Open House Block and request two beds if that's what you need. Located in Plymouth.

2. *Hampton Inn and Suites*, \$119.00 per night plus tax for double Queen beds – or – \$129 per night for one King-size bed and a pull out sofa (you should probably confirm that). Only 2 miles away. MAKE SURE you ask for the Palladium Books special rates and request two beds if that's what you need. Both hotels have a limited number of rooms with two twin beds. Located in Canton.

Hotels and Palladium warehouse are 15-20 minutes from *Detroit Metropolitan Airport* in Romulus, Michigan, near I-275.

Complete POH details will be posted in the Palladium online store soon.

CONVENTION EVENTS

Gateway: Strategicon 2017 – September 1-4, 2017 – Hilton Los Angeles Airport

<http://www.strategicon.net/index.php>

1. Rifts®/Savage Rifts® - New Strawn: Kansas Shuffle is the name of the game event. Prepare yourself for a rail-gun shredding, mega-powered, magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pre-generated characters, so no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session. Run by Megaversal Ambassador and Game Master

Cameron Cleveland

.

Number of Players: Up to 8 players.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Friday, September 1, 2017 at 8:00 PM.

Duration: 4 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

2. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two is the name of the game event. Fantasy, Sci-Fi, Post Apocalypse. Pre-approved player made characters

are welcome. The adventure involves a cargo convoy on a run to Mexico. The player characters will be split into two teams for a *strike mission* and a *convoy mission*. Two G.M.s will be running this event.

Note:

Music and sound board provided to create a gaming sound track! This is a role play tournament. Players will vote the best role-play (not roll-play). Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

Number of Players: Up to 16.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Saturday, September 2, 2017 at 2:00 PM.

Duration: 8 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

3. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two is the name of the game event. This game is the same as above, repeated on another day. Riotous adventure with the party split into two teams for a *strike mission* and a *convoy mission*

. Two G.M.s will be running this event.

Note:

Music and sound board provided to create a gaming sound track! Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

Number of Players: Up to 16.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Sunday, September 3, 2017 at 2:00 PM.

Duration: 8 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

New on DriveThruRPG.com – *Rifts*

®

Dimension Books 2-3: Phase World

®

and

Phase World

®

Sourcebook

, as well as the

Dark Designs

TM

FREE Sneak Preview

,

Rifts

®

Secrets of the Atlanteans

TM

Sneak Preview

, and 50+ Rifts

®

titles, 1980s Robotech

®

game books, and much more

[Rifts® Dimension Book 2: Phase World®](#) and **[Rifts® Dimension Book 3: Phase World® Sourcebook](#)**

are both new this week! And please take a look at the FREE Sneak Previews for

[Nightbane® Dark Designs](#)

™ and

[Rifts® Secrets of the Atlanteans](#)

™, and all the other previews and free and low cost items we make available. Enjoy.

[Rifts® Dimension Book 1: Wormwood](#)™ was another recent addition. This book is dark, gritty, scary and a blast to play. It is based on the ideas and artistry of comic book greats, Timothy Truman and Flint Henry.

[Ninjas & Superspies™ RPG](#)

and the

[Mystic China™ sourcebook](#)

for it are also available now.

Robotech sourcebook PDFs include: [The original Robotech® RPG](#)

(1986),

[RDF Manual](#)

™ (1987),

[Zentraedi Sourcebook](#)

™ (1987),

[Southern Cross](#)

™ (1987),

[Robotech® Invid Invasion](#)

™ (1988),

[Robotech® ATP](#)

(1988),

[Robotech® Ghost Ship](#)

™ (1988),

[Lancer's Rockers](#)

™ (1989),

[Return of the Masters](#)

™ (1989),

[Robotech® Zentraedi Breakout](#)

™ (1994),

[Robotech® New World Order](#)

™ (1995),

and

[Robotech® Strike Force](#)

™ (1995)

, all available now.

Over 200 Palladium titles are currently available. Such titles as [Rifts® Tales of the Chi-Town 'Burbs](#) (short stories by 13 writers),

[Rifts® Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Shemarrian Nation](#)

TM,

[Rifts® Bionics Sourcebook](#)

,

[Rifts® Coalition Navy](#)

TM,

[Rifts® Black Market](#)

(one of my faves),

[Rifts® Mercenary Adventures](#)

TM,

[Rifts® Mercenaries](#)

,

[MercTown](#)

TM,

[Merc Ops](#)

TM, The Rifter® #1-72

, the

[FREE Hell Followed™ Preview](#)

, and so much more, are all available now in PDF. You can also get ALL

Robotech® RPG Tactics™ game cards, Robotech® and Rifts® Paper Miniatures

along with

[Rifts® Lemuria](#)

,

[Rifts® Triax Two](#)

, Rifts® World Books 1-30

and many other

Rifts®, Heroes Unlimited™, Palladium Fantasy®, Nightbane®

and other game line titles. New

Robotech® RPG Tactics™ material

will be made available in the weeks ahead. All of it adds to the growing list of

Rifts®, Robotech®

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.

PDF titles include the [Rifts® Game Master Guide](#), [Rifts® Book of Magic](#)

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[Rifts® Adventure Guide](#)

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[Rifts® Sourcebook One Revised](#)

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[Rifts® Sourcebook Two: The Mechanoids](#)

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[Rifts® Sourcebook Three: Mindwerks](#)

TM,
[Rifts® Sourcebook Four: Coalition Navy](#)

TM,
[Rifts® Bionics Sourcebook](#)

,
[Rifts® Shemarrian Nation](#)

,
[Rifts® Ultimate Edition](#)

,
[Rifts® Lemuria](#)

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[Rifts® Triax 2](#)

,
[Rifts® Mercenaries](#)

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[MercTown](#)

TM and
[Merc Ops](#)

TM,
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[Rifts® Black Market](#)

,
[Rifts® World Book 30: D-Bees of North America](#)

TM,

[Rifts® World Book 29: Madhaven](#)

TM,

[Rifts® World Book 28: Arzno](#)

TM,

[Rifts® World Book 27:](#)

[Adventures](#)

[in Dinosaur Swamp](#)

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

,
[World Book 25: Rifts® China Two](#)

, and

[World Book 24: Rifts® China One](#)

, among many, many others. There are also
previews

of

[Rifts® CS Heroes of Humanity](#)

TM,

[The Rifter® #73](#)

, Northern Gun 1 & 2, Lemuria, Rifts® Vampire
Kingdoms, Bizantium

and many other Palladium titles. Check back every week
to see which new PDFs of

Rifts® World Books
and other titles have been added!

In addition to the titles listed above, The Minion War™
series of books, the
Rifts® Coalition Wars®/Tolkeen series

,
Chaos Earth® Resurrection
, all of the
Dead Reign
® (Zombie Apocalypse) titles,
Splicers® RPG
and most issues of
The Rifter®

are available NOW! So are first edition rules of the
Heroes Unlimited™ RPG
and sourcebooks,
Palladium Fantasy RPG®
and sourcebooks,
The Mechanoids®
, and much more, available on
DriveThruRPG.com

Available right now:

- [Rifts® Ultimate Edition](#) , [Rifts® Game Master Guide](#)

,
[Rifts® Book of Magic](#)

,
[Rifts® Adventure Guide](#)

,
[Rifts® Shemarrian Nation Sourcebook](#)

,
[Rifts® Bionics Sourcebook](#)

,
[Rifts® Sourcebook Four: Coalition Navy](#)

TM,
[Rifts® Sourcebook 3: Mindwerks](#)

TM,
[Rifts® Sourcebook Two: The Mechanoids](#)

®,
[Rifts® Sourcebook One Revised](#)

,
[Rifts® Mercenaries](#)

,
[MercTown](#)

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[Merc Ops](#)

TM and
[Mercenary Adventures](#)

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[Rifts® Black Market](#)

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[Rifts® Lemuria](#)

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[Rifts® Triax 2](#)

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[Rifts® World Book 30: D-Bees of North America](#)

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[Rifts® World Book 29: Madhaven](#)

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[Rifts® World Book 28: Arzno](#)

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[Rifts® World Book 27:](#)

[Adventures](#)

[in Dinosaur Swamp](#)

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

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[Rifts® World Book 25: China Two](#)

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[Rifts® World Book 24: China One](#)

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[Rifts® World Book 23: Xiticix Invasion](#)

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[Rifts® World Book 22: Free Quebec](#)

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[Rifts® World Book 21: Splynn Dimensional Market](#)

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[Rifts® World Book 20: Canada](#)

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[Rifts® World Book 19: Australia](#)

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[Rifts® World Book 18: Mystic Russia](#)

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[Rifts® World Book 17: Warlords of Russia](#)

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[Rifts® World Book 16: Federation of Magic](#)

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[Rifts® World Book 15: Spirit West](#)

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[Rifts® World Book 14: New West](#)

TM,

[Rifts® World Book 13: Lone Star](#)

TM,

[Rifts® World Book 12: Pyscape](#)

TM

,

[Rifts® World Book 11: Coalition War Campaign](#)

TM,

[Rifts® World Book 10: Juicer Uprising](#)

TM, and

[Rifts® World Book 9: South America 2](#)

along with

World Books #1-8

and various other
Rifts
® titles.

- [Rifts® Chaos Earth® RPG](#), [Chaos Earth®: Rise of Magic Earth® Resurrection](#)™, [Chaos](#)™ and [Creatures of Chaos](#)™ are all available now.

- Two free Chaos Earth® Resurrection previews and many other previews.

- Rifts® Coalition Wars®: Siege on Tolkeen series – all six titles.

- Rifts® The Minion War™ series – six current books – consisting of [Dimension Book 10: Hades](#), [Dimension Book 11: Dyval](#)

- , [Dimension Book 12: Dimensional Outbreak](#)

- , [HU2 adventure sourcebook: Armageddon Unlimited](#)

- ™, [Heroes of the Megaverse](#)

- ®, and

[Rifts® Megaverse® in Flames](#)

available now! Suitable for ALL settings, including Rifts

®,

Heroes Unlimited™

and

The Palladium Fantasy RPG®.

- Dead Reign® RPG titles. The Zombie Apocalypse is yours to role-play with the Dead Reign® RPG. The core rule book and all sourcebooks are available now.

- The Rifter® issues #1-72.

- Classic Robotech® RPG titles, including the [original](#)

[I Robotech® RPG](#)

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[RDF Manual](#)

,
[Zentraedi Sourcebook](#)

,
[Southern Cross](#)

,
[Ghost Ship](#)

,
[Robotech® ATP](#)

,
[Invid Invasion](#)

,
[Return of the Masters](#)

,
[Lancer's Rockers](#)

,
[Zentraedi Breakout](#)

, and
[Strike Force](#)

- FREE Robotech® RPG Tactics™ paper game pieces, force organization tables, stat cards, rules and special items – with more coming soon!

- FREE 12 highly-detailed, comprehensive Robotech® RPG Tactics™ assembly instructions for all the Wave One mecha – available now.

- FREE Robotech® RPG Tactics™ color guides are available now.

- Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are coming in the weeks ahead.

- 160+ Palladium titles, plus G.M. kits, and more.

- [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, art, toys and more in Kevin's Online Toy & Collectibles eBay Store

Alex and I continue to add a lot of vintage 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>

Enjoy the extended weekend

For those of you across most of the United States, enjoy the extended weekend. For those of you in the Houston, Texas area and Gulf Coast suffering through Hurricane Harvey and unprecedented rainfall and flooding, our thoughts and prayers are with you.

– Kevin Siembieda, Publisher, Writer and Game Designer



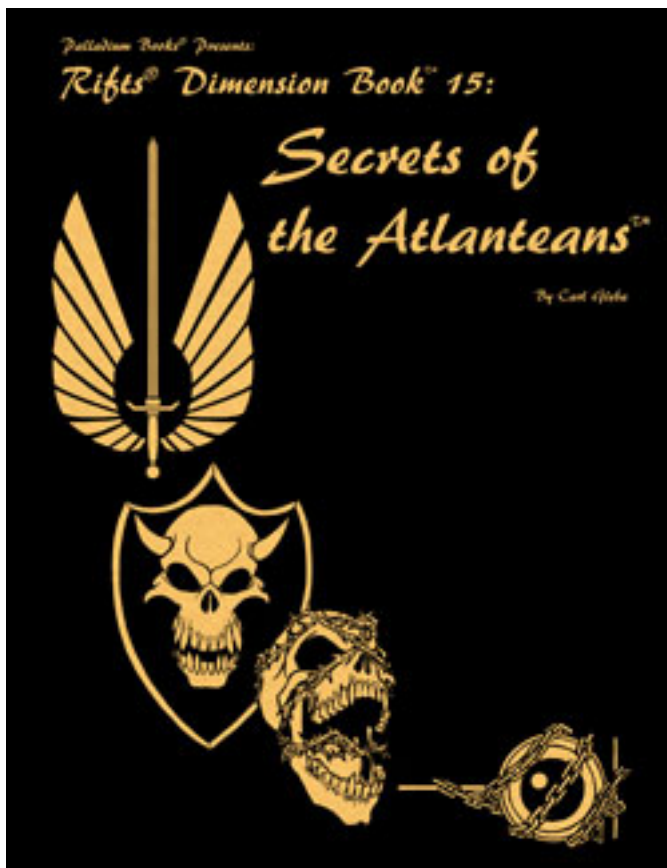
New! Nightbane® Dark Designs™ – Available now!

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.

- 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!



NEW! Secrets of the Atlanteans™ “Gold” Edition Hardcover – Early September

The source material in Rifts® Secrets of the Atlanteans™

is so awesome and the Atlanteans and Sunaj are so iconic, Palladium is making a limited edition, signed and numbered collector's hardcover. Contains the same source material as the softcover edition. Signed by the Palladium staff.

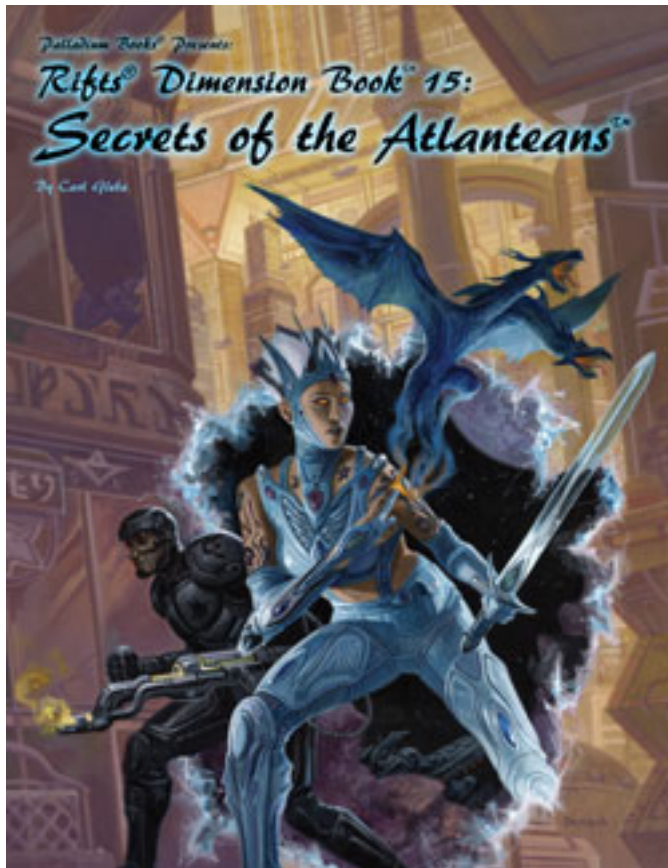
- Black faux leather hardcover with metallic gold imprint.
- Signed by the Palladium staff.
- Numbered 1-300 and sold on a first

come, first served basis. The number you receive is based on the order in which orders are received.

- Pre-orders for the Gold Edition **MUST** be placed separately, not with other books. Your credit card will be charged when you place the order, including shipping, but this item will not ship until sometime in August. (It takes longer to get a hardcover printed and bound than the softcover.)

- All the same great material that is in the softcover. 60+ new Magic Tattoos. 60+ Shadow Magic spells. 30+ new Crystal Magic spells and the Crystal Mage O.C.C., the Stone Master, revisited, Sunaj Shadow Mage and Shadow Assassin O.C.C.s, and more.

- \$50.00 retail – 224 pages – written
by Carl Gleba – [Cat. No. 890HC](#) –
At the printer, early September release.



Rifts® Dimension Book 15: Secrets of the Atlanteans

TM

- Available now!

True Atlanteans are among the most mysterious and storied heroes across the Megaverse®. Forced to

flee Earth more than 15,000 ago when Atlantis was lost, they have traveled the cosmos in search of new wonders and knowledge, and to wage war against supernatural evil. Masters of dimensional travel and the fabled Tattoo Magic, True Atlanteans have become renowned as vampire slayers and heroic Champions of Light. But there is also a festering darkness from within the Atlantean clans. A darkness that could destroy them all.

Learn about Atlantean civilization, the many clans, where they are found across the Megaverse, why they hide, and why they hate the undead so much. Also discover the power of Shadow Magic, the treachery of the Sunaj Illuminati, and much more.

- 60+ Magic Tattoos.
- 60+ Shadow Magic spells.
- 50+ Crystal Magic spells and the Crystal Mage O.C.C.
- Stone Pyramids described and mapped.
- Stone Master and Undead

Slayer, revisited.

- Sunaj Shadow Mage and Shadow Assassin O.C.C.s.
- The dark history, shame, and secrets of True Atlanteans.
- Learn more about the famous Atlantean Tattooed Warriors, Undead Slayers, Stone Masters and other Atlantean heroes.
- Tremble at the terrible secrets of the Aerihs and their plans for inter-dimensional domination.
- Dark secrets of the sinister Sunaj secret society.
- Who are the Sunaj and why do they hunt True Atlanteans?
- Valuable source material and

adventure ideas galore.

- \$24.95 retail – 224 pages – [C](#)

[at. No. 890](#)

– written by Carl Gleba. Now shipping!

NEW! Rifts® Living Nowhere

TM

– **A Rifts**

®

Sourcebook set in the Pecos

Empire

This title presents three 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.

- Three 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 Kevin Siembieda.

- 96 pages – \$16.95 retail –

[Cat. No. 895](#)

. In final production.



New! The Rifter® #78

Another issue of source material for four or more Palladium game settings, most of which can be adapted to any game world. This issue has a nice hunk of material about the supernatural, such as the Modern Necromancer by Greg Diaczyk, a Beyond the Supernatural™ monster by Kevin

Siembieda,
City of Khemennu: Part Two
(Palladium Fantasy)
which is a city of gods and
churches by Ian Herbert,
plus G.M. advice and the
Splicers® Legion Aftermath
. Shaping up to be another
great issue. Final articles to
be selected. Artwork is
being assigned.

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 an

y

Palladium setting. Every issue has material for

Rifts

® and usually 2-3 other Palladium game lines. The

focus of this issue is

Rifts

®,

Splicers

® and RPG advice. Don't forget, unofficial material can be easily adapted for use in ANY Palladium game setting.

Rifter® #78 Highlights:

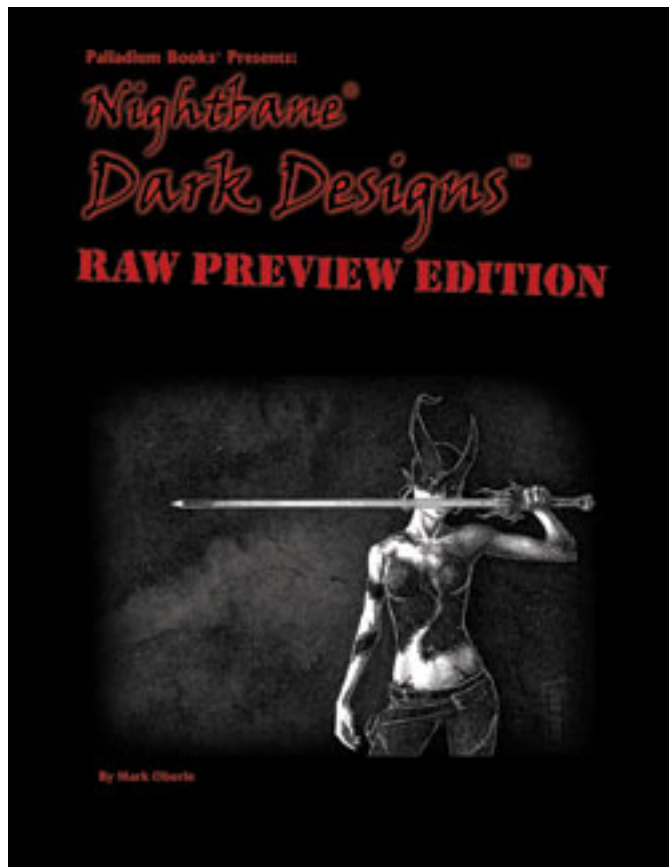
- A Tomes Grotesque™
Monster for Beyond the
Supernatural™, “official”
source material – by Kevin
Siembieda.
- Palladium Fantasy
RPG® – Part Two of a city
adventure setting and
source material by Ian
Herbert.
- Splicers® – The
Aftermath of I am Legion, by
Charles Walton II, Chris

Kluge and Lance Colley –
“official” source material.
Ideas and source material
on where to go from here,
possible adventure hooks
and more.

- G.M. advice by Julius
Rosenstein.
- Other – source material
for other RPG settings.
- News, coming

attractions, product
descriptions and more.

- 96 pages – \$13.95
retail – [Cat. No. 178](#). In
production.



**NEW! Nightbane®
Dark Designs
sourcebook – Raw
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– Only 150 copies
available**

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Available now.

The Raw Preview Edition
of Nightbane® Dark
Designs™
is an advance copy of the

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final working manuscript
for this exciting new
sourcebook. A rare look
at the
raw manuscript
before publication.
Limited to a total of 150
copies, sold on a first
come, first served basis.

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 for G.M.s to take their games up a notch.

- Limited collector's edition – only 150 total copies made!

- Sold on a first come, first served basis, while supplies last.
- A rare glimpse at the virgin manuscript and a work in progress.
- 18 New and comprehensive Morphus Tables.
- 60 New Talents.
- 40 New Elite Talents.

- Transformation Transition Table.
- Talent creation and conversion steps.
- The Ancient Nightbane R.C.C. fully statted out.
- Insight to the Becoming.
- Answers to some common questions and more.

- Written by Mark Oberle.

- \$20.00 – 96 page

Raw Edition – [Cat.](#)

[No. 736-RAW](#)

– Available now, while supplies last!



**The Rifter® #77 –
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Adventure, madness, strange creatures and strange lands fill this issue of The Rifter®. This issue is a playground for heroes and a source of adventure, but beware the danger that lurks in

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Rifter® #77

Highlights:

- Rifts® – City of Nowhere – an adventure setting – by Brett Caron. Capitalism, magic and dark secrets build an enchanted city with a dark underbelly that may not hold.

- Heroes

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source material – by
Kevin Siembieda.

The mad genius of
Doctor Feral breeds
new mutant menaces,
heroes and adventure.
Four new super
abilities.

- Palladium Fantasy
RPG® – the city of
Khemennu adventure
setting by Ian Herbert.
A holy city dedicated
the Church of Light and
Dark, and resting place
of the legendary Sun
Disc. A place of
intrigue, magic and

adventure.

- Splicers® – I am Legion, Part Six – by Charles Walton II, Chris Kluge and Lance Colley – “official” source material. This is it! The final battle against Legion! The Legion personality and her

Black Shroud armor
statted and described.
Secrets and dangers
revealed about the
Factory Walker and
more. Even in victory,
the world may never be
the same.

- News, coming
attractions, product

descriptions and more.

- Cover by Michael Leonard. Art by Walton, Rodriguez, and others.

- 96 pages – \$13.95
retail – [Cat. No.](#)

[177](#) .

Available NOW.

Note: [The Rifter® #76](#)

and

[#75](#)

are also available and packed with official source material for Rifts® and other game settings.

**NEW! Garden of
the Gods TM – A
Palladium Fantasy
RPG [®]
Sourcebook**

This has been a secret project of Kevin Siembieda's that he has been plotting and writing in what little spare time he has. 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 –
\$16.95 retail – C

at. No. 475

. Fall release.



NEW! Rifts® CS

Arsenal

TM

– A Rifts

®

Secrets of the Coalition States

™

Sourcebook

This title is hotly
anticipated and ties

directly into Rifts®
Heroes of Humanity
and
Rifts® WB 35:
Megaverse® in
Flames
. All of which are
setting up
something big.

Rifts® Heroes of
Humanity™ CS
Arsenal
provides an array of
new Coalition
hardware: weapons,
armor, additional

SAMAS, other
power armor,
robots, combat
vehicles, gear and
info.

- New CS
weapons and gear.

- New CS SAMAS and power armor.
- New CS robots and combat vehicles.
- More secrets and information

about the Coalition States.

- Wild adventure opportunities, fun and more.

- Part of the Mini on War™

“Crossover” series

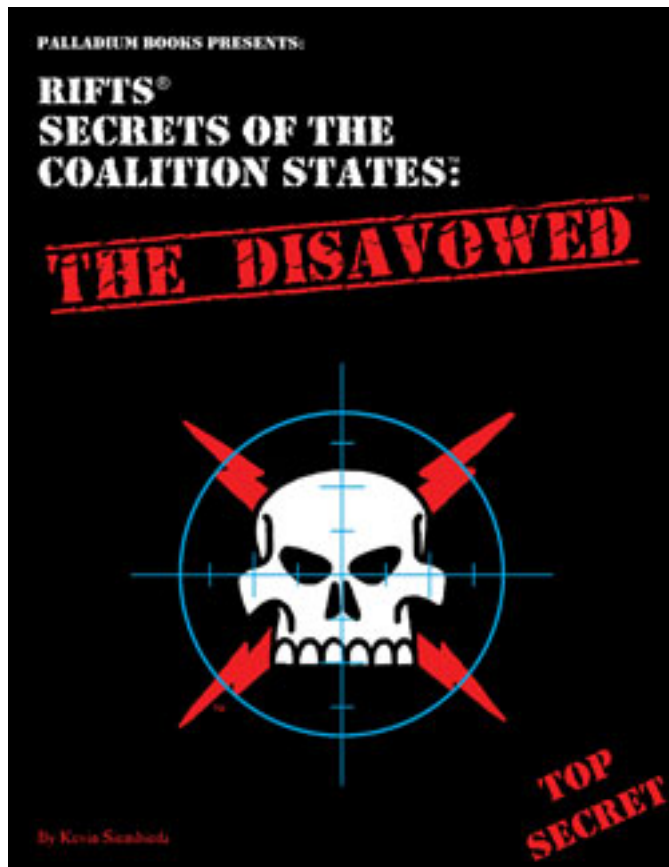
▪

- Written by
Kevin Siembieda,
Clements, Gleba
and others.

- 96 pages –
\$16.95 retail –

[Cat. No. 893](#)

. Fall release. Hot!



Rifts® The Disavowed – A Secrets of the Coalition States TM

Sourcebook

“Desperate times
require desperate
measures. War
has nothing to do
with morality or

justice. It's all about winning or dying. We cannot bind our hands with high ideals, even our own, or worry about the laws of renegade nations or the

rights of alien
people. We must
fight fire with fire.
And you are the
match.” – Colonel
Lyboc addressing
a Disavowed
team.

The Disavowed
are so Top Secret
that their existence
is known only to a
handful of the
Coalition States'
most elite, top

echelon, with Joseph Prosek II the mastermind behind the Disavowed operation, and Colonel Lyboc its shadowy face. Find out who these

men and women
are. How the
Disavowed get
away with using
magic, traveling to
other parts of Rifts
Earth and even to
other dimensions
in pursuit of

enemies and
strategic
information that
cannot be had
through
conventional
means. Learn
about the secret
parameters in

which these
hard-boiled
warriors, secretly
hand-picked by
Joseph Prosek II,
operate, why
almost every
mission is
considered a

suicide mission,
and why they must
forever be the
Disavowed.

- CS operatives
so secret that even
the top military and

political leaders
right up to
Emperor Prosek
know nothing
about them
. And if they did
know, would they
condone their
activity or

condemn it?

- Are the
Disavowed heroes
or renegades?
Assassins or
soldiers? Madmen
or super-patriots?
Or a little of them

all?

- Unsung
heroes who keep
the CS safe, or
thugs and pawns
of a shadow
agency within the
Coalition
government?

- What role does the Vanguard play in this group?

- How do they reward their D-Bee “teammates” when the mission is

over?

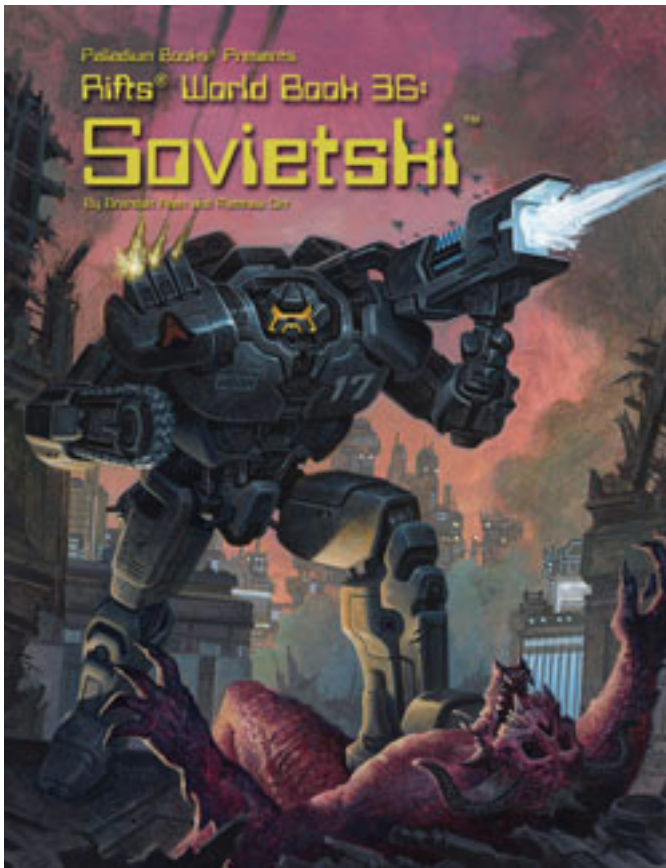
- What happens to the Disavowed when they have seen or learned too much? Adventure ideas galore and so much more.

- Written by
Kevin Siembieda
and Matthew
Clements.

- 96 pages –
\$16.95 retail –

[Cat. No. 892](#)

. Fall.



New! Rifts®

Sovietski

TM

The Rifts®
Sovietski™ World
Book
presents
background
information on
the fledgling
Sovietski nation,

notable cities and
people, politics,
and its growing
army, plus
Deadzones,
Spetsnaz Special
Forces, new
bionics, Russian

D-Bees, and
more.

- New
Cyborgs and
other O.C.C.s.

- The
Sovietski nation
and its army.

- Weapons,
new bionics,
combat vehicles,
and gear.

- Bunker
Creation tables
and Deadzone
tables.

- Russian
D-Bees,
adventure ideas
and more.

- By Brandon
Aten and
Matthew Orr.

- \$24.95 – 192
pages – [Cat.](#)
[No. 891](#)
– Fall 2017.

New! In the Face of Death

TM

– A Dead Reign

®

Sourcebook

This sourcebook

is all about inner
city survival.

Survivor
colonies finding
ways 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,
probably 96
pages – \$16.95
(tentative) – Cat.
No. 237. Fall.



Robotech®

RPG Tactics

TM

Robotech® is
getting hotter
and hotter.

It is the Number
One Anime on
Crackle
, the

Robotech®
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from
Sony Pictures
sounds like it is
going to be
become a

reality, more
Robotech
® licensed
products are
appearing, and
Palladium is
gearing up

toward the
release of
Robotech®
RPG Tactics™
Wave Two
and more
Robotech®

products. Ah,
but the core
game and
expansion
packs to get
you started are
available right

now.

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is a fast-paced,

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that captures
the action and
adventure of
the Robotech®
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more players
can engage in
small squad
skirmishes or
scale up to
massive
battles. Relive

the clashes of
the First
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stand-alone
tactical games,
or use the

dynamic game
pieces to
enhance your
Robotech®
RPG
experience. Or
simply collect

your favorite
mecha from an
expanding
range of
top-notch game
pieces. Get
yours now.

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Tactics™ Core
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(Main Game) –
34 detailed

game pieces –
53 game cards,
24 custom
battle dice,
decal sheets,
rule book and
more – \$99.95

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pieces) –
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now.

– [UEDF](#)

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Spartan/Phalan

x Destroids

(4 game

pieces) –

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– Available
now.

- Zentraedi
Regult

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Cat. No. 55401
– Available
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- Zentraedi

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pieces) –
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- Zentraedi

Glaug

Command

(3 pieces) –
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Cat. No. 55403
– Available
now.

Robotech®

RPG Tactics

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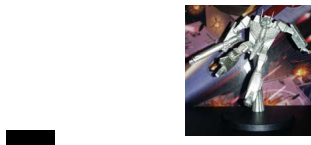
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so they are
easy to put
together. They
look awesome
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game. Get
yours while
supplies last.



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