

## 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**

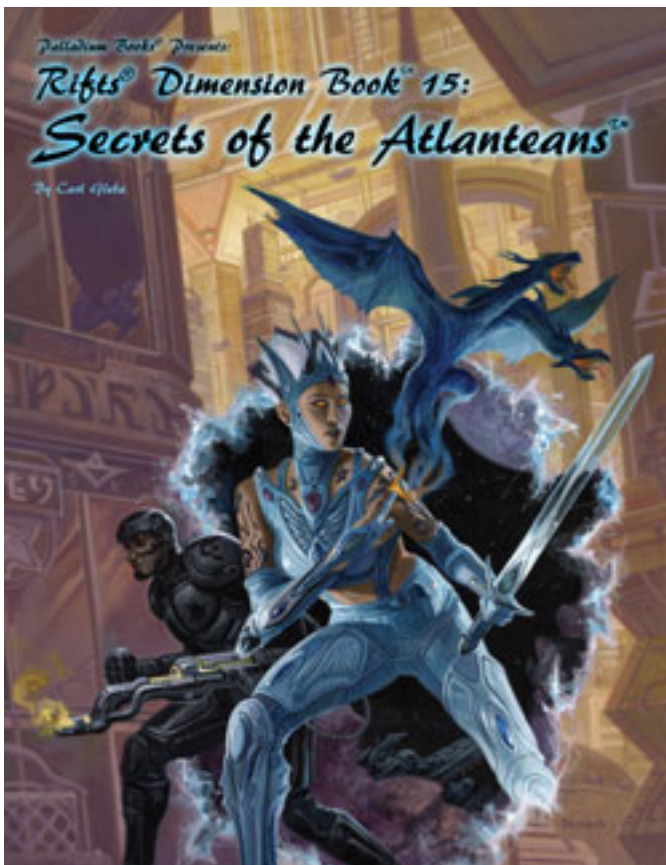
[Nightbane® Dark Designs™](#) arrived today and looks fantastic. We had a visitor who was blown away by the cover and snapped up a copy for himself. Pre-orders will start shipping Friday. Distributor orders ship next week. This is another fun sourcebook packed with information and tables for the Nightbane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

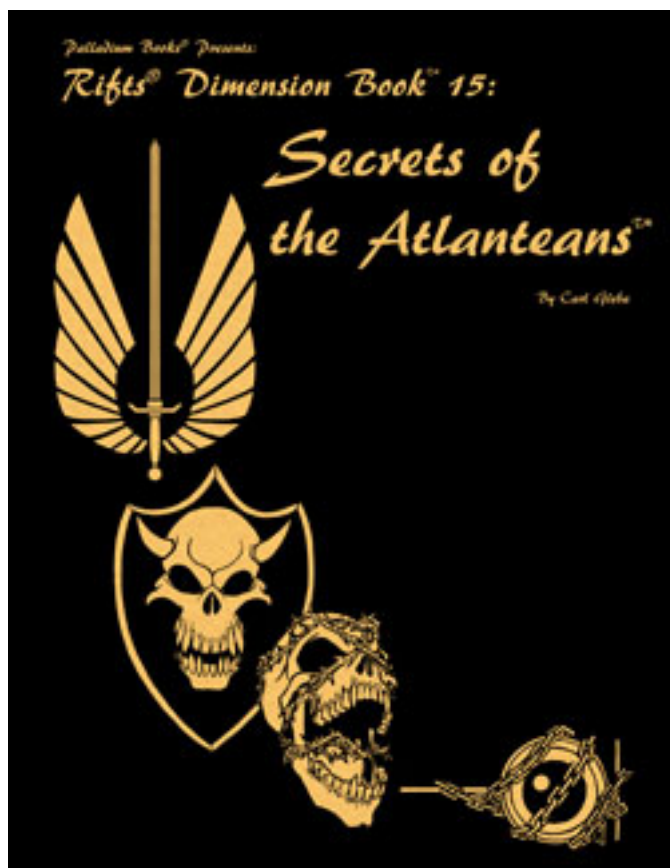
™, and

**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](#)

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

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[Rifts® Sourcebook Three: Mindwerks](#)

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

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[Rifts® Bionics Sourcebook](#)

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[Rifts® Shemarrian Nation](#)

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[Rifts® Ultimate Edition](#)

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[Rifts® Lemuria](#)

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[Rifts® Triax 2](#)

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[Rifts® Mercenaries](#)

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[MercTown](#)

TM and  
[Merc Ops](#)

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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](http://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](#)

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[MercTown](#)

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[Merc Ops](#)

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[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: Psyscape](#)

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](#)<sup>TM</sup>, [Chaos](#)<sup>TM</sup> and [Creatures of Chaos](#)<sup>TM</sup> 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<sup>TM</sup> series – six current books – consisting of [Dimension Book 10: Hades](#), [Dimension Book 11: Dyval](#)

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

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

<sup>TM</sup>,

[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](#)

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[Zentraedi Sourcebook](#)

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[Southern Cross](#)

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[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



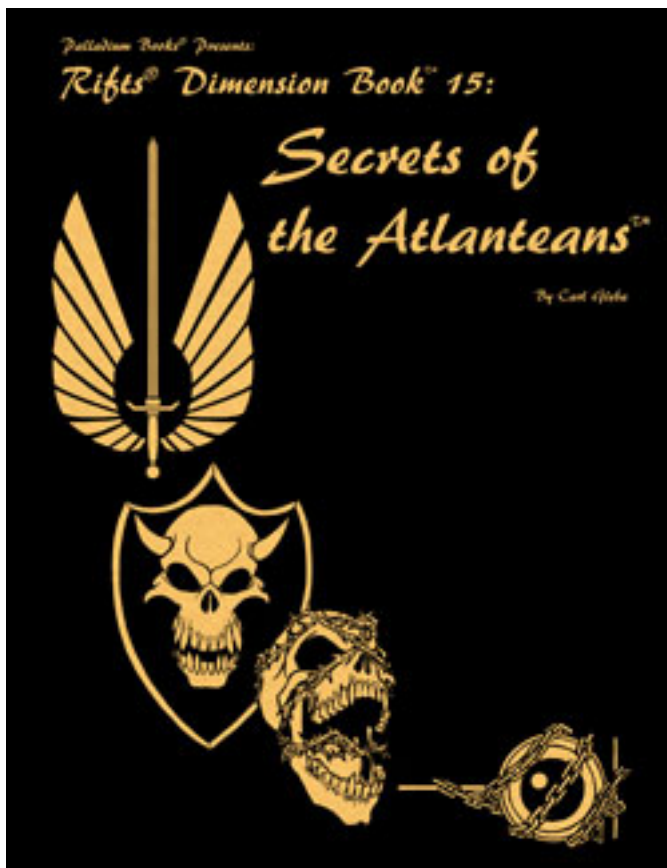
**New! Nightbane® Dark Designs™ – Available now!**

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

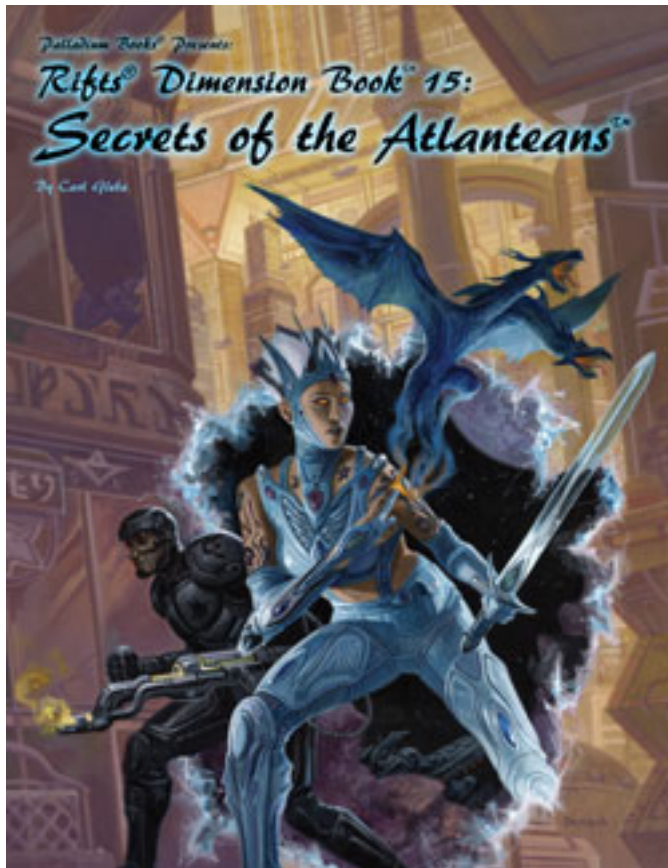


come, first served basis. The number you receive is based on the order in which orders are received.

- 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:



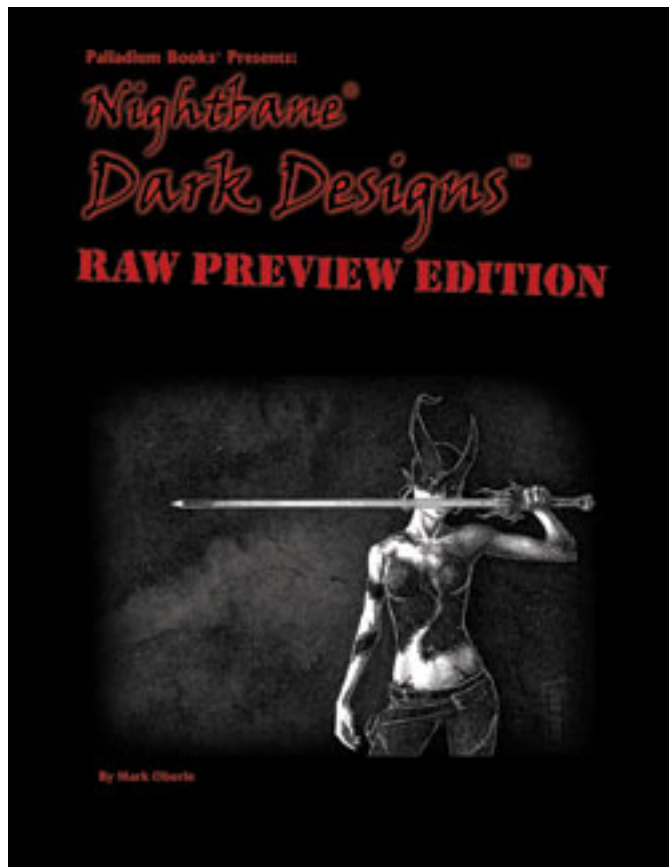
- A Tomes Grotesque™ Monster for Beyond the Supernatural™, “official” source material – by Kevin Siembieda.
- Palladium Fantasy RPG® – Part Two of a city adventure setting and source material by Ian Herbert.
- Splicers® – The Aftermath of I am Legion, by Charles Walton II, Chris

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  
Preview Limited Edition  
– Only 150 copies  
available**

Back from the printer.  
Available now.

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

unedited, unillustrated,  
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.

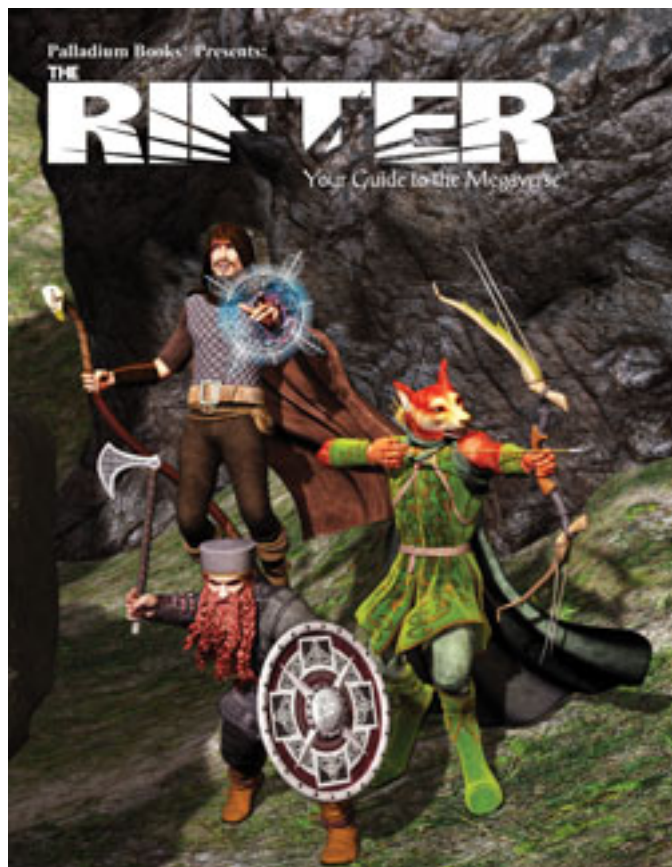
- Limited collector's edition – only 150 total copies made!



- 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 –  
available now**

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

the shadows.

Every issue of The Rifter® is an idea factory for players and Game Masters to generate new ideas and find new avenues of adventure.

A doorway to new possibilities and numerous Palladium role-playing worlds. And the source material can be easily adapted for use in ANY Palladium game setting.

**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

Unlimited™ “official”  
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 <sup>TM</sup> – A  
Palladium Fantasy  
RPG <sup>®</sup>  
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

▪

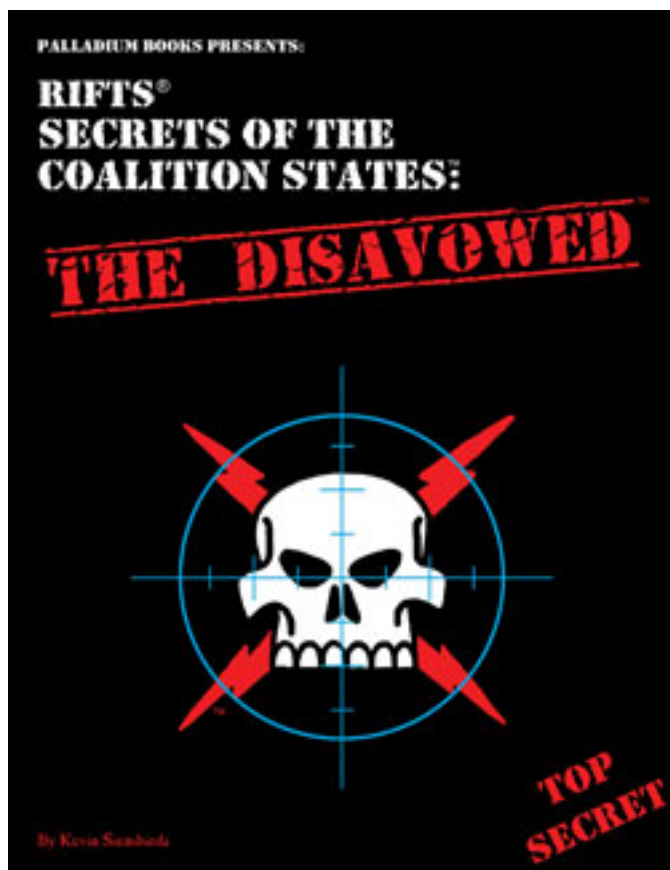
- Written by  
Kevin Siembieda,  
Clements, Gleba  
and others.

- 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.

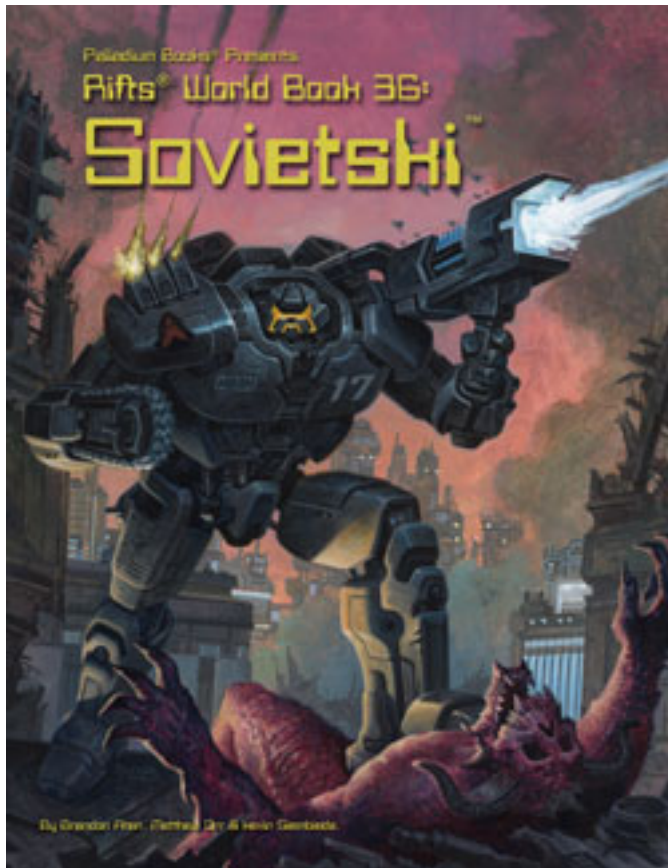
- Written by  
Kevin Siembieda  
and Matthew  
Clements.

- 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®  
movie  
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.

Robotech®

RPG Tactics™

is a fast-paced,

tabletop  
combat game  
that captures  
the action and  
adventure of  
the Robotech®  
anime. Two or



more players  
can engage in  
small squad  
skirmishes or  
scale up to  
massive  
battles. Relive

the clashes of  
the First  
Robotech War,  
engage in  
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.

- Robotech  
® RPG  
Tactics™ Core  
Box Set  
(Main Game) –  
34 detailed

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

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Cat. No. 55201  
– Available  
now.

– [UEDF](#)



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ender

Destroids

(4 game

pieces) –

\$32.95 – Cat.

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Available now.

- UEDF

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now.

- Zentraedi  
Regult

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– Available  
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- Zentraedi

Artillery

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– Available  
now.

# Robotech® RPG Tactics TM



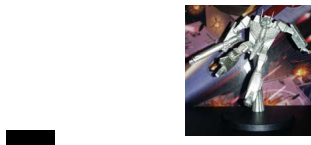
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Exclusives –  
now available  
to anyone**

**These**

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pieces are  
available as a  
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the Palladium  
store. They  
are powerful

fun and only  
have 4-6 parts,  
so they are  
easy to put  
together. They  
look awesome  
on your shelf

or in your  
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yours while  
supplies last.



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Armor

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Magic,  
SAMAS,  
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