

By Kevin Siembieda

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

I approved the printer proof for [Rifts® Secrets of the Atlanteans](#)™ earlier this week. The book looks great and the printer confirmed that it should arrive at the Palladium warehouse in two weeks, August 9. I can hardly wait till it is in your hands. Otherwise, I have been working on [Nightbane® Dark Designs](#)™ and a number of business matters, including catching up on correspondences, and getting ready for

**Gen Con® Indy**

. I talk about this in more detail in my

[Murmur from the Megaverse](#)

posted this morning. Oh, and

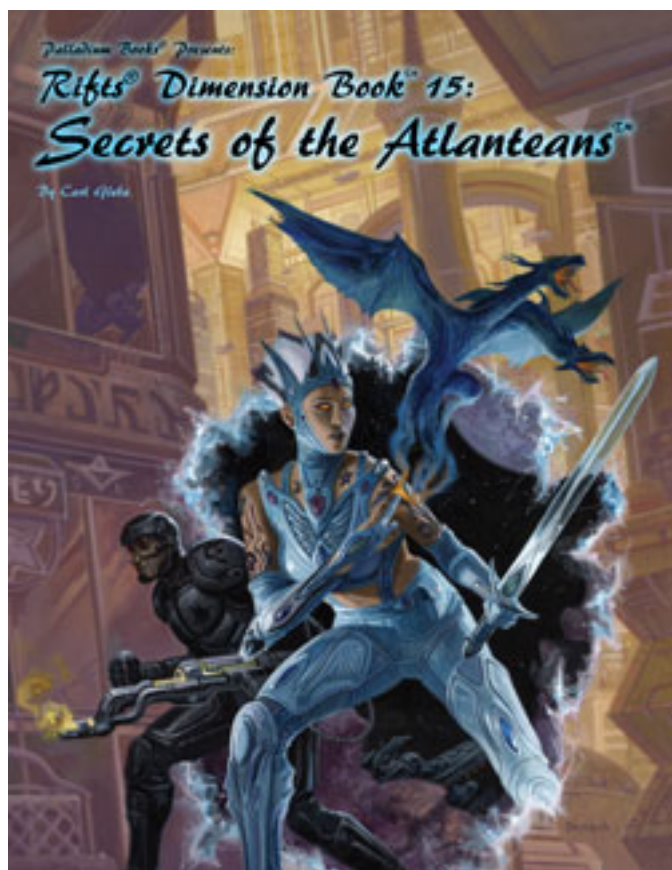
[Ninjas & Superspies](#)

and

[Mystic China](#)

are now available as PDF titles.

Speaking of PDF books, folks seem pretty excited about Palladium's [Bundle of Holding](#) [Rifts® PDF offer](#). It is available for a limited time, and that time is ticking down quickly, so if you are interested, you only have about ten days to order one. Read on for more information and news.



**UPDATE: Rifts® Secrets of the Atlanteans™ – Ships August 9, 2017**

I approved the digital proofs of [Rifts® Secrets of the Atlanteans™](#) on Tuesday and the printer confirmed we should receive the book on August 9th. It is always fun flipping through the mockup of the printed book, and this is a great one. There are ideas on every page and the book is packed with 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, the Shadow Dimension and its monstrous inhabitants, and more. Take a look at the [free preview on DriveThruRPG.com](#) for more details and a few choice glimpses of what you can expect. 224 pages, \$24.95 retail. All pre-orders will be shipped out the same day it arrives in our warehouse.

**Rifts® Secrets of the Atlanteans**

™ will be available at

**Gen Con**



## **UPDATE: Nightbane® Dark Designs™ sourcebook – Ships August 25, 2017**

We are in the final editing and tweaking stage of [Nightbane® Dark Designs™](#). We anticipate laying it out and sending it to the printer next week. Advance copies will be available at

### **Gen Con**

® where the author, *Mark Oberle*

, will be available to sign books.

### **Dark Designs**

™ is all about the Nightbane and the creation of their Morphus, appearance, and transformation into it, as well as new Minor and Major

Talents, the Ancient Nightbane (statted at last) and more. See the full description elsewhere in this Update.



## **Rifts® BundleofHolding.com offering continues and expands**

If you haven't done so, please consider taking advantage of this special, limited-time offer to both expand your PDF gaming library and support a good cause! <http://bundleofholding.com/presents/Rifts>

This is a **PDF Bundle of Core Rifts® titles** and key sourcebooks. Product packed with cool player characters, monsters, magic, gear and bad guys to kickoff any

**Rifts**

® campaign, including a few of our favorite titles like

**Rifts® New West™**

and

**Pyscape™**

, among others, and Game Master tools.

**If you have never played Rifts®** this gives you plenty to get rolling.

**If you are a long time Rifts® fan**, you get the Rifts® Ultimate Edition RPG and other “core” books and fan favorite World Books to have available as a digital reference.

**Rifts® Savage Worlds® players**, this is a great way to learn more about the world and incorporate new elements and surprises into your game.

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

**WARNING:**

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

**Bargain price and charity support.** Not only do you get to try something new or build your existing e-library at a *bargain price*

, but 10% of every purchase goes toward charity! We chose to support

**Doctors Without Borders**

(

<http://www.doctorswithoutborders.org/>

). They provide desperately needed medical services to people affected by poverty, war and disasters all over the world.

There are two tiers to this *Rifts® Essentials PDF Bundle*:

The Starter Collection gets you: **Rifts® Ultimate Edition™**,  
**Rifts® Sourcebook One™**, **Rifts® Game Master Guide**  
(352 pages of stats, gear and maps)

, **Rifts® Primer**

and

**the Rifts® Game Master Kit**

, a total PDF retail value of \$51.97, all for only \$17.95!

The second tier, called the “Bonus Collection,” gets you

everything in the Starter Collection plus PDFs of: **Rifts® Book of Magic** (352

pages and hundreds of spells and magic items)

, **Rifts® World Book 10: Juicer Uprising™**, **World Book 12: Pyscape™**, **World Book 12: New West™**, **Rifts® MercTown™**

,and

**Rifts® Machinations of Doom**

. That's another \$66.94 worth of PDFs, for a *total value of \$118.91*

, all yours if you pay over the threshold price (currently **\$27.64**

as I write this update, but the longer you wait, the higher it will go)!

**MORE books have been added!** Allen Varney, the gentleman who runs BundleofHolding.com, likes to insert additional books into the bundles as the sale progresses. This expands the offering's value without expanding the price. And for those who are wondering, *the new books are automatically made available to EVERYONE who has already made a purchase at no additional cost.*

**Will there be even more added?** We're not telling – you'll just have to keep your eyes on the bundle to find out!



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

**The Rifts Bundle will END on August 7, 2017 at 10 PM Eastern time**

– don't miss out on this limited time offer! The PDF bundles are hosted in association with OneBookShelf, DriveThruRPG's parent company, and you get your PDF bundle directly into your DriveThruRPG library. What? You don't have a DriveThruRPG account yet? No worries, they are FREE and very easy to set up.







## **UPDATE: Palladium Tumblers – Gen Con is your last chance**

I hope everyone got their Palladium logo tumbler because the offer ended last weekend. If not, you may have one last chance. We will be bringing under a dozen of each design – **Palladium Fantasy®**, **Splicers®**, **Heroes Unlimited**

**™**, and

**Rifts**

**®** – with us to

**Gen Con**

. These vacuum insulated tumblers with logo and art have airtight lids, never sweat, hold 30 ounces, and keep cold beverages cold and hot beverages warm for up to six hours. Watertight when sealed. \$29.99 each. Well worth it. Sold at Gen Con on a first come, first served basis.

## **UPDATE: 2018 Palladium Open House – April 19-22**

Too darn swamped to get the description, tickets and info into the online store this week. Plus we are also waiting to finalize arrangements at the two hotels. Next week. In the meantime, please spread the word about the POH. I have offhandedly mentioned it to a handful of people, including some freelancers, who I assumed must have heard about it and they freaked out with joy. “Open House next year!? Fantastic! Yes, I’ll be there.” So please, spread the word.

## **WANTED: Palladium Open House (POH) Game Masters and Volunteers**

We cannot make the POH a success without your help, especially when it comes to gaming events. We need Game Masters (and volunteers). G.M.s who run three or more events get a special discount. Volunteers too. Scott has already been contacted by a number of people about volunteering to run games, help set up before the Open House or tear down afterwards (thank you!). We want a lot of gaming events so please do not hesitate to contact us about running gaming events at the POH. Only Palladium’s games, please, but, yes, that includes **Rifts® for Savage Worlds®**. We need to know who wants to run what so we can put together an event schedule over the next few months.

Want to help out with the Open House by running one or more games? Help set up beforehand? Help take down and clean

afterwards? Please let us know by sending Scott an email at: palladium-gm {at} palladiumbooks.com

## **Live Twitch Stream – *How to Run a Convention Game Panel***

This Saturday at 7 p.m. (Eastern Daylight) we will be live-streaming a panel about how to run a successful game at a convention at <http://www.twitch.tv/theluckyhippo> . On the panel will be Megaversal ambassadors

*Victor Peterson, Chris Pang, Dave Folmsbee*

and

*Cameron Cleveland*

. They will be discussing game prep, running the game at the con and much, much more. Have a Twitch account? You can submit questions live!

Can't make the live stream? No problem! We'll be recording the panel and post it on our YouTube channel next week at <https://www.youtube.com/channel/UCUWjzMRiTWQoCtdqdAuQ5kQ>

## **Social Media Presence Expanding**

If you are a podcaster, YouTube content creator, Twitch streamer, or other social media creator who would like to show your support for Palladium Books' games, please contact us at:

socialmedia {at} palladiumbooks.com

We would love to hear from you and explore ways we can work together to expand our outreach to all our wonderful fans!

**AVAILABLE Now: Robotech® RPG eBooks on Amazon, iBooks and more**

Palladium Books' **Robotech®: The Shadow Chronicles® Role-Playing Game**, **Robotech®: The Macross® Saga Sourcebook**, and **Robotech®: The Masters Saga™ Sourcebook** are now available as eBooks, with more titles to follow. Robotech® RPG titles are available from the following eBook channels/sellers: iBooks (through iTunes), Amazon Kindle, Barnes & Noble Nook, Google Play Books, Overdrive.com, Copia (copiaclass.com), Gardners Books, Baker & Taylor, E-Sentral, Scribd.com, Ciando, Hoopla, Playster, and more.

**NEW on DriveThruRPG.com – *Ni  
njas & Superspies*  
™  
RPG**

and the  
***Mystic China***  
TM

***sourcebook***  
, as well as  
***Rifts***

®

***Secrets of the Atlanteans***  
TM

***Sneak Preview***  
, plus 50+ Rifts  
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titles, 1980s Robotech  
®

, and much more

[\*\*Ninjas & Superspies™ RPG\*\*](#) and the [\*\*Mystic China™ sourcebook\*\*](#)

are both available now. So is a FREE

[\*\*Rifts® Secrets of the Atlanteans™ Sneak Preview\*\*](#)

, so check it out and place your order.

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](#)

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[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Shemarrian Nation](#)

™,

[Rifts® Bionics Sourcebook](#)

,

[Rifts® Coalition Navy](#)

™,

[Rifts® Black Market](#)

(one of my faves),

[Rifts® Mercenary Adventures](#)

™,

[Rifts® Mercenaries](#)



,

[\*\*MercTown\*\*](#)

™,

[\*\*Merc Ops\*\*](#)

™, 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](#)

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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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[Merc Ops](#)

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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](#)

,

[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](#)

™,

[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)

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### **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](#)

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[Rifts® Sourcebook 3: Mindwerks](#)

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

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[Rifts® Sourcebook One Revised](#)

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[Rifts® Mercenaries](#)

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[MercTown](#)

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[Merc Ops](#)

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[Rifts® Black Market](#)

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[Rifts® Lemuria](#)

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

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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](#) TM,

## [Chaos Earth® Resurrection](#)

™ 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

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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 Robotech® RPG](#)

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[RDF Manual](#)

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[Zentraedi Sourcebook](#)

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[Ghost Ship](#)

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[Robotech® ATP](#)

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[Invid Invasion](#)

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[Return of the Masters](#)

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[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>

**GEN CON 2017 –  
Palladium Booth #1217 – August 17-20  
– Robotech® RPG Tactics™ tournaments, RRT  
demos, many Palladium gaming events, new  
book releases and most Rifts®, Robotech® and**



## other Palladium game products

<http://gencon.com>

Gen Con is two and a half weeks away and will be celebrating its 50th Anniversary. Wow. Expect big things. Palladium Books will be there with a wide selection of products, new books, back stock, art prints, original artwork by Charles Walton II, and a few unique items. Everyone at the Palladium booth is happy to chat, sign books and introduce you to the many worlds of the Palladium Megaverse®, from Robotech® and Rifts® to Heroes Unlimited™, Palladium Fantasy® and more. And do not miss any of the 40+ Palladium gaming events or the special Gen Con coupon book offer.

**Meet these Palladium creators and enjoy the following:**

- Kevin Siembieda (publisher, game designer)

and writer)

- Wayne Smith (editor)
- Charles Walton II (artist)
- Michael Leonard (artist)
- Brandon Aten (writer, Madhaven, Triax II, and

more)

- Glen Evans (writer, Bizantium and more)
- Mark Oberle (writer, Nightbane® Dark

Designs, Nightbane® Survival Guide

, and more)

- Thomas Roache (writer and game designer)
- Jeff Ruiz and others.
- Have your books signed.
- Chat with Palladium creators.
- Get new Rifts® and Nightbane® releases.
- Pick up backstock product and specialty items.

- Snatch up Robotech® RPG Tactics™ product in anticipation of Wave 2.

- Get original artwork, Rifts® playing cards, Tumblers, and more.

## Closing Thoughts

Exciting things are building here at Palladium Books. For now I need to get back to work on [Nightbane® Dark Designs](#)

™ so we have it in time for Gen Con. Then it is on to

[Rifts® Living Nowhere](#)

,

[The Rifter® #78](#)

and #79,

[Sovietski](#)

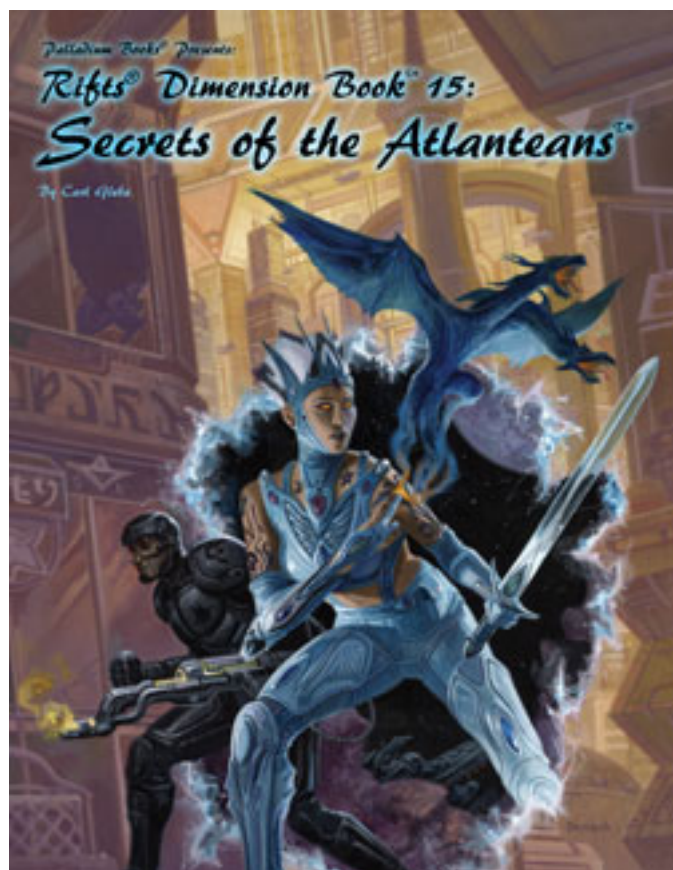
,

[RRT](#)

, and so much more! Happily working like a mule to get you the product you have been waiting for!

– Kevin Siembieda, Publisher, Writer and Game

Designer



# Rifts® Dimension Book 15: Secrets of the Atlanteans™

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 Aerihsman 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 – [Cat. No.](#)

[890](#)

–  
written by Carl Gleba – At the printer. Early August release.

**NEW! Secrets of the Atlanteans™**



## **“Gold” Edition Hardcover – August**

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.)

- 60+ new Magic Tattoos.
- 60+ Shadow Magic spells.
- 50+ new 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 Aerihsman and their plans for inter-dimensional domination.
- Dark secrets of the sinister Sunaj secret society.
- Valuable source material and adventure ideas galore.

- \$50.00 retail – 224 pages –  
written by Carl Gleba – [Cat. No.](#)  
[890HC](#) –  
August release.

**NEW! Rifts® Living Nowhere™**  
**– 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 – [C](#)  
[at. No. 895](#)  
. In final production.



# New! Nightbane® Dark Designs TM

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.

The Nightbane® Dark Designs™ sourcebook is anticipated to ship in August of 2017. All Nightbane fans are going to love this sourcebook that focuses on the Nightbane.

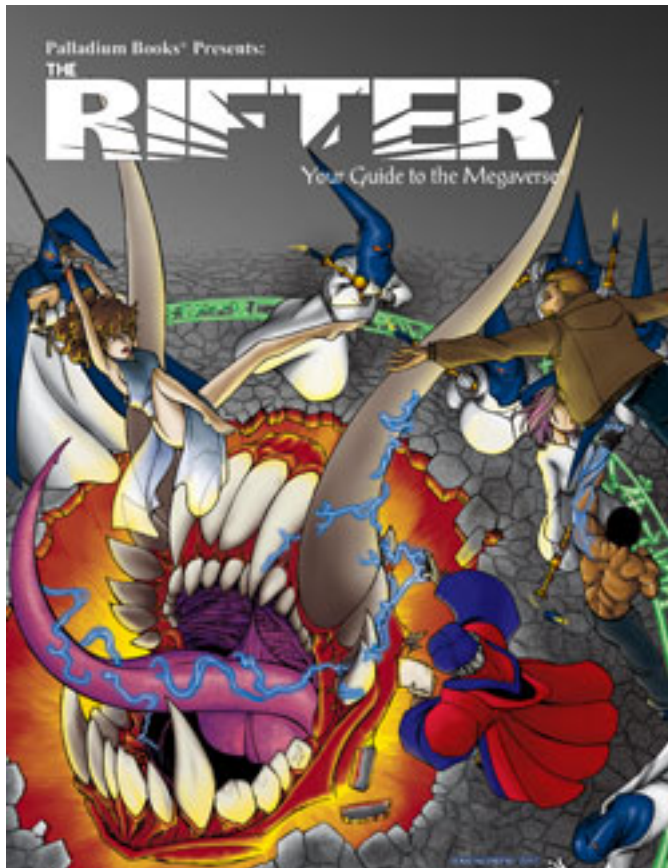
- 18 new and comprehensive Morphus Tables.

- 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 & more.
- Written by Mark Oberle.
- Cover by Charles Walton II and Eduardo Dominguez.

- \$20.95 (tentative) – 160  
pages (tentative) – [Cat.](#)  
[No. 736](#)  
– 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

any

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.

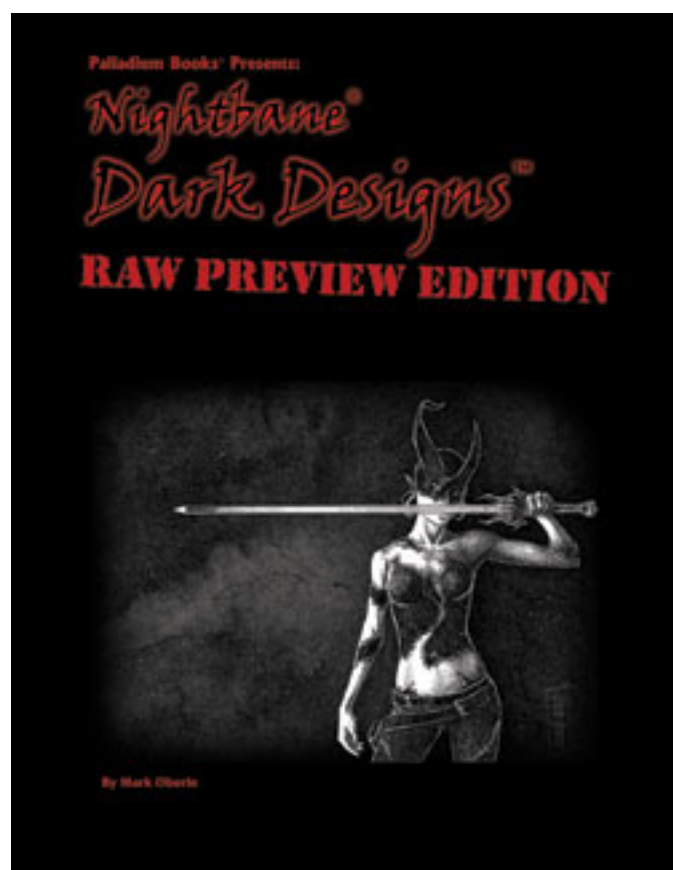
- Splicers® – The  
Aftermath of I am Legion,  
by Charles Walton II, Chris

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. You get to  
see the unfinished book  
months before the final  
title is released. 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.

Note: The finished Nightbane® Dark Designs™ sourcebook is anticipated to ship in June or July of 2017. But you can start playing

right now with this meaty special edition! All Nightbane fans are going to love this sourcebook that focuses on the Nightbane.

- 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  
stated 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 – [Ca](#)  
[t. 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™ – 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  
– [Cat. No. 475](#).  
Fall release.



**NEW! Rifts® CS**

**Arsenal**

**TM**

**– A Rifts**

**®**

**Secrets of the  
Coalition States**

**TM**

**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 Min  
ion War™

“Crossover” series

▪

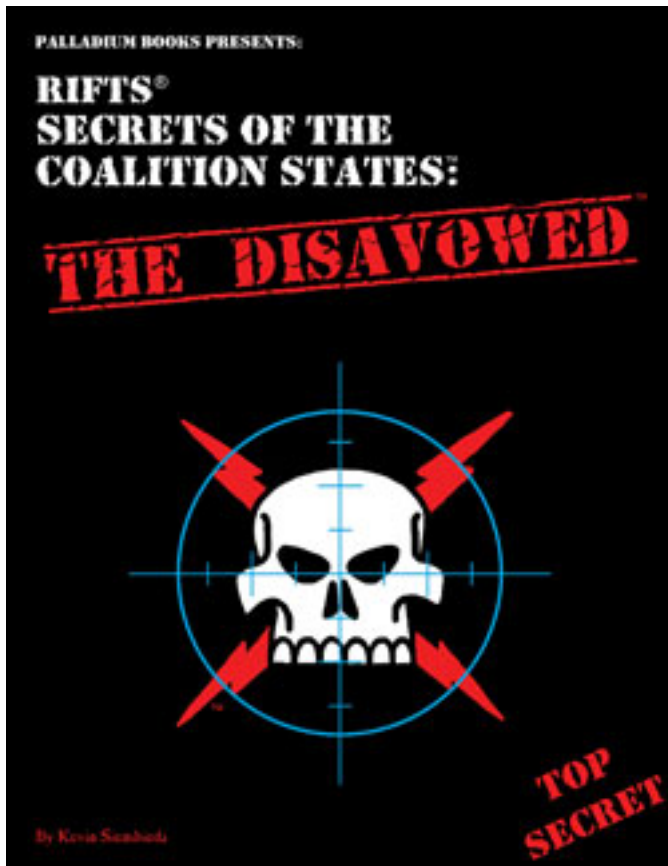
- Written by  
Kevin Siembieda,

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.

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® RPG

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34 detailed

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53 game  
cards, 24  
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sheets, rule  
book and more  
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**- UEDF**

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pieces) –  
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Available now.

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- Zentraedi

Regult

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- Zentraedi

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Glaug

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**to anyone**

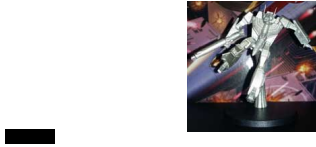


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Vampire  
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and other  
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