

By Kevin Siembieda

We are back from a solid and fun Gen Con. My Gen Con Report follows, below, but first I want to remind you about the limited time offer of the two [Rifts® Bundles of Holding](#) . They are going strong (started July 31) and are a great deal. See details below.

[The Rifter® #80](#)

and

[The Rifter® #81](#)

shipped to subscribers and distributors the Monday before we left for Gen Con (both are awesome issues), and we are working away on

[Rifts® Bestiary Volume One](#)

and

[Volume Two](#)

, and other titles. Read on.

Only TWO weekends left to get a *Rifts® Essentials Bundle of Holding* (and the *Rifts® World Books Bundle*) – Happening NOW – don't miss out

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

The **Rifts® Essentials** gets you the core rule book and a few key supplements for the science-fantasy **Rifts®** setting. This bargain-priced revival of the popular 2017 offer is your starting point for a campaign of mind-blowing adventure across a future Earth shattered by countless otherworldly invaders, demons and monsters. And after you get this Essentials collection, check out the **all-NEW**

Rifts® World Books offer

with supplements and sourcebooks for an epic campaign stretching across the USA, Canada and Mexico (described below). And 10% of every purchase goes to the

National Center for Missing and Exploited Children

to protect and help children.

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

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

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

BONUS Collection (currently US \$20.60):

If you pay more than this offer's threshold (average) price (\$20.60 when we post this, but the longer you wait, the higher it will go), you will level up and also get this offer's entire Bonus Collection.

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

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

Bargain price and charity support. Not only do you get to try something new or build your existing e-library at a *bargain price*, but 10% of every purchase goes toward charity! We chose to support the **National Center for Missing and Exploited Children** (www.missingkids.com) with both bundles. They provide desperately needed help and services to those in need of them.

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

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

If you have never played Rifts®, the Essentials Bundle gives you plenty to get rolling.

get the

Rifts® Ultimate Edition RPG

and other “core” books to have available as a digital reference.

Rifts® Savage Worlds® players

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

The Rifts® Essentials Bundle ends the morning of August 20, 2018 – don’t miss out on this limited time offer!

New! *Rifts*® “World Books Bundle” of Holding – going on right now – don’t miss out

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

The Rifts® “World Books” STARTER Collection (US \$14.95 – total value \$58.50). For just US \$14.95 you get five World Books, below, in this offer’s Starter Collection. Pay more and you also get the Bonus Collection of 6 additional books. ALL set in *Rifts North America*

(America, Canada and Mexico). Perfect for those of you looking for more world and setting information or anxiously waiting for the upcoming Rifts® Bestiary books. Also ideal for

Rifts® Savage Worlds®

players looking for a wealth of additional setting information, villains and monsters.

Note:

10% goes to the

National Center for Missing and Exploited Children

(www.missingkids.com) with both bundles.

- **World Book 1: Vampire Kingdoms, Revised** (224 pages, vampires and much more).

- **World Book 13: Lone Star** (176 pages, CS secrets, Dog Boys, mutants, the bandit Pecos Empire, villains and more).

- **World Book 16: Federation of Magic** (160 pages, 8 mages, Techno-Wizard devices, magic powers, automatons and more).
- **World Book 20: Canada** (192 pages, notable places, 20+ monsters, cyborg headhunters, Tundra Rangers, and more).
- **World Book 30: D-Bees of North America** (224 pages, nearly 100 non-humans usable as player characters, NPCs or villains).

Rifts® “World Books” BONUS Collection (threshold currently **\$26.93** – retail value **\$61.50**). Total retail value: **\$120**

When you pay more than this offer's threshold (average) price (\$26.93 when we post this, but the longer you wait, the higher it will go), you will level up and also get this offer's entire **Bonus Collection** with six more supplements and sourcebooks worth an additional \$61.50.

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

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

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

10% of every purchase goes to the **National Center for Missing and Exploited Children** (www.missingkids.com) with both bundles. They provide desperately needed help and services to those in need of them.

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

For each offer, the customer can pay the minimum price to get all the titles in that offer's **Starter Collection**. If you pay more than that offer's threshold (average) price, you also get all the titles in that offer's **Bonus Collection**.
. The Rifts® World Book offer ends August 20, 2018.



UPDATE: The Rifter® #80 – Available now

[The Rifter® #80](#) (and **#81**) shipped before we left for Gen Con and is available now! Even if you do not usually get The Rifter, **The Rifter® #80**

contains material for players and Game Masters alike, and 90% is “official” source material. It includes:

Splicers® House of the Red Sands™ (official source

material)

, a new and secretive Great House hidden in the desert, with new O.C.C.s, enhancements, creatures and more, by

Kris Tipping

and others. For the

Palladium Fantasy RPG®: The Wayfarers (official source material)

, gypsy-like nomads who travel the Palladium World and have their own secret ways, by

Julius Rosenstein

and me (

Kevin Siembieda

).

Rifts® Chaos Earth® Nebraska, Part One (official source material)

by

Dan Frederick, Megan Timperley

and

Kevin Siembieda

. For

Heroes Unlimited™: Masters Unlimited™

adventure source material by

Paul Herbert

; plus news and coming attractions. 112 pages. See the full description elsewhere in this Update. And check out the free

[Sneak Preview](#)

on DriveThruRPG.com!



The Rifter® #81 – Available now

Both issues were well received at Gen Con, but [The Rifter® #81](#) sold a third more copies and I don't know why. Is it the wealth of **Palladium Fantasy RPG**® material including a fully fleshed out adventure featuring *Wolfen Vampires*

and iconic

Lord DeSilca

characters? Is it because people love the idea of Wolfen Vampires? Or is it Gnomes they love? (That's the subject of the other Fantasy article.) Then again, the Super-Sleuth article is very compelling.

The Rifter® #81 includes **Blood Moon**, an adventure with two dozen NPCs for the

Palladium Fantasy RPG

® by me (

Kevin Siembieda

),

Navigating Game Power Levels

by

Greg Diaczyk

and me; an in-depth look at the Gnomes of Ophid's

Grasslands by

Hendrik H

ä

rterich

for the

Palladium Fantasy RPG®; Rifts® Chaos Earth®

Nebraska, Part Two

, “official” source material by

Kevin Siembieda, Dan Frederick
and

Megan Timperley

; a new and expanded look at the

Heroes Unlimited™

Super-Sleuth by

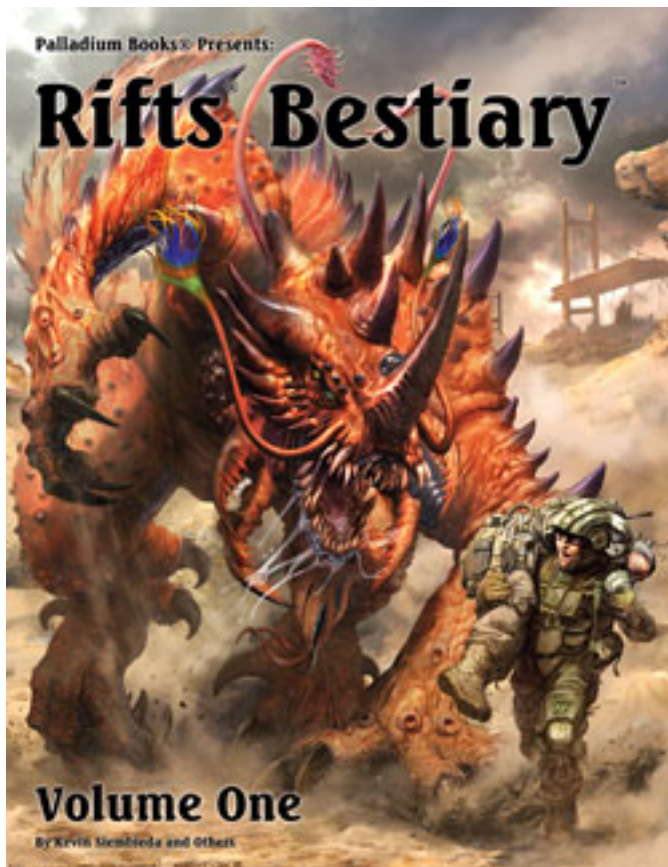
Matt Reed

, and more. See the full description elsewhere in this

Update. And check out the free

[Sneak Preview](#)

on DriveThruRPG.com!



UPDATE: Rifts® Bestiary, Volume One and Volume Two

The cover for [Rifts® Bestiary Volume One](#) is finished and looks pretty fabulous. It is by artists *Charles Walton II* and

Eduardo Dominguez S

. Chuck and I have already planned out the cover to

[Volume Two](#)

which he expects to start working on soon.

Meanwhile, Chuck continues to hammer away at artwork while I am writing and assigning out art to additional artists. **The Rifts® Bestiary Volume One** is tentatively slated for an end of September release.

Volume Two

end of October or November. In addition to existing creatures collected from various Rifts® World Books and sourcebooks, it has new beasties created by me, Chuck and a few other freelance writers. This includes creatures that are not just predators or monsters but beasts that player characters can use as war mounts, attack animals, familiars, companions and pets. A little something for everyone. A few fun surprises, too. The two Bestiary books are developing into something truly fun and special.

What are the *Rifts® Bestiary™*, Volume One and Two?

We are collecting the hundreds of monsters and beasts of Rifts Earth into easy to use reference books, similar to what we did with *D-Bees of North America*

. Only there are so many wondrous and fierce creatures that we cannot squeeze them into one book – plus we are adding a bunch of new creatures to add more fun and menace to your

Rifts

® campaigns. Some will be a nuisance, others pets and companions, some are suitable M.D.C. riding animals, and some are slobbering monsters.

The first two **Rifts® Bestiary™ sourcebooks** are being created simultaneously, right now! Between them, these two volumes compile all the beasts of

Rifts North America

(unintelligent monsters, predators, notable animals and intelligent beings that are

monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition to a growing number of brand new critters and monsters by *Kevin Siembieda, Chuck Walton, Carl Gleba, Greg Diaczyk* and others! All adding new life to the savage wilderness of Rifts Earth (particularly the USA, Canada, and Mexico). Presented in alphabetical order, with maps showing their range and location, in two big books.

- **Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.**
 - **Updated descriptions and information where applicable.**
 - **Updated and uniform stat blocks.**
 - **A good number of brand new creatures are being added too.**

- A map for every creature showing where it is found.
- Fully illustrated, much of the art by Charles Walton II, along with Siembieda and many others.
- 192-224 pages each volume – \$26.99 retail – [Cat. No. 896](#) (Volume One) and [Cat. No. 897](#) (Volume Two). In production. Release date: Summer – i.e., as fast as we can kick these bad boys out!

**New on DriveThruRPG.com – *Nightbane*[®]
Survival Guide[™]**

adventure sourcebook. And check out

the FREE Rifter

®

#81 and #80 Sneak Previews

New: [Nightbane® Survival Guide](#) is everything to know about the Nightbane: How to unleash your potential, new Morphus tables, Talents, magic, skills, contacts, new dangers, a complete adventure plus adventure ideas, Nightbane creation guidelines, Nightbane history, psychology and more. It joins

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

: The completely revised core game with 14 character classes and 42 occupations for “ordinary people,” 100+ psychic abilities, 16 monsters, the Lazlo Agency, world setting and rules. Epic fun.

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

™ offers truly weird and gruesome Fleshsculptor magic, the Mirrormage, Cybermage, the Shadowleague, dangerous brotherhoods, magic artifacts, 50 spells, three full adventures, ideas for additional adventures and more. It joins the Palladium library of more than 200 PDF game titles available.

The Rifter® #77:

The City of Nowhere for Rifts®, with new mutants, new HU2 stats for the fabled *Doctor Feral*

and adventure hooks for Heroes Unlimited, the City of Khemennu adventure for Palladium Fantasy, Splicers and more.

[The Rifter® #80](#)

AND

[Rifter® #81 FREE Sneak Previews](#)

offer you a glimpse at the two new *Rifters*

® available now.

Recently made available: The [Splicers®: I Am Legion™ Adventure Sourcebook](#)

contains 6 new Great Houses, 4 new Host Armors, 6 new War Mounts, 19 new Bio-Weapons, 15 new killer machines, new Bio-Enhancements, Amalgam creation tables, Legion and a series of adventures that build into a small campaign, and more.

[Nightbane® RPG](#)

, the core rules for this modern horror setting with elements of the monstrous, demonic and tormented superheroes (the Nightbane).

[Nightbane® Between the Shadows™ Sourcebook](#)

, the Dreamstream™, the Astral Plane, the sinister Spook Squad, world info, and more.

[Nightlands™ Sourcebook](#)

for the

Nightbane® RPG

, containing secrets of the Nightlords™, their minions and their home dimension: the Nightlands, a twisted mockery of our own Earth. Plus 41 wicked NPC villains, 12 monsters, 12 demons, notable Nightlands™ locations, and more!

Library of Bletherad

™, an epic Palladium Fantasy sourcebook containing 21 Rune Weapons, 50+ new spells, Shadowcasting™ Magic, Fulmination Magic, forgotten history, secrets and more!

The Rifter® #76

offers Rifts®/Phase World® Elemental Primorda™, the Rifts® Pecos Badlands town of Gohjjunk™, Doc Feral™ and some Mutants for

Heroes Unlimited

™, a

Ninjas & Superspies

™ adventure, a

Savage Rifts

® preview, and

Splicers®: I Am Legion™: Part 5

.

[Adventures on the High Seas](#)™

(Fantasy, 2nd Edition)

with 13 O.C.C.s, 20+ character sheets, 30 ships, 12 ports, cities and towns, the Island of the Cyclops, Floenry Islands, ship combat rules, and adventures.

[Old Ones](#)

™ **(Fantasy 2nd Edition)**

, has 50 different cities, towns and forts (all mapped!), Illusionist and Monk O.C.C.s, 7 adventures (and ideas for many more), plus the Old Ones!

[Hell Followed](#)

™ for

Dead Reign

® features masked lunatics, 11 new zombies, 7 apocalyptic character classes, stats for 23 disasters, and more.

- More than 50 Rifts® titles are currently available, including the [Rifts®](#) [Ultimate Edition](#)

,

[Rifts® RPG](#)

(1990),

[Rifts® Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,
[Rifts® Atlantis](#)

,
[Splynn Dimensional Market](#)

(more about Atlantis),

[D-Bees of North America](#)

™,

[Lemuria](#)

, the original

[Vampire Kingdoms](#)

and

[Vampire Kingdoms New Revised Edition](#)

,
[Rifts® World Book 28: Arzno](#)

™ (more vampires, TW items and mercs),

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

™,

[Rifts® World Book 27:](#)

[Adventures](#)

[in Dinosaur Swamp](#)

TM,
,

[Rifts® Canada](#)

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

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

TM,
[Rifts® Australia](#)

TM,
[Triax & The NGR](#)

TM,
[Rifts® New West](#)

TM,
[Spirit West](#)

,
[Lone Star](#)

TM,
[Rifts® Psyscape](#)

TM,
[Federation of Magic](#)

TM,
,

Coalition War Campaign

TM,

Rifts® Juicer Uprising

TM,

Rifts® South America 1

and

South America 2

,

Rifts® China 1

and

China 2

, the original

Rifts® Sourcebook One

and

Sourcebook One Revised

,

Rifts® Mechanoids

®,

Mindwerks

,

Coalition Navy

,
Shemarrian Nation

TM,
Rifts® Bionics Sourcebook

,
Rifts® Black Market

(one of my faves),

Madhaven

TM,
Rifts® Mercenary Adventures

TM,
Rifts® Mercenaries

,
MercTown

TM,
Merc Ops

TM,
Rifts® Tales of the Chi-Town ‘Burbs

(short stories by 13 writers), the rest of
**Rifts® World Books 1-32, Rifts®
Sourcebooks, Rifts® Coalition**

Wars®/Tolkein series

, the

Minion War

™ series, and dozens of other famous titles.

Check back every week to see which new

PDFs of

Rifts

® and other titles have been added!

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

[Rifts](#)

[® Chaos Earth® RPG](#)

,

[Creatures of Chaos](#)

™,

[Rise of Magic](#)

™, and

[Chaos Earth® Resurrection](#)

™ are all available.

- FREE Sneak Previews for [Nightbane](#)
[® Dark Designs](#)

TM,
,

[Rifts® Secrets of the Atlanteans](#)

TM,
,

[Rifts® CS Heroes of Humanity](#)

, and many other previews as well as free and low cost items that we make available. All of it adds to the growing list of

Rifts

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

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

- **Splicers® RPG** is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *armor* *living body* and wield living, organic weapons and devices. Created in 2004 by writer and game designer Carmen Bellaire,

Splicers

® was nominated for an *Inquest Gamer Magazine Fan Awards Game of the Year*, and has since developed a rabid fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- **Palladium Fantasy RPG®** first edition rule book and sourcebooks. 2nd edition sourcebooks to come. Not your father's fantasy RPG, this is a unique world of magic, monsters and heroes. Many nonhuman player characters and 50,000 years of history.

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

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

- **Dead Reign® (Zombie Apocalypse) and sourcebooks** . The dead have risen. It is the battle for survival in the zombie apocalypse, but this setting is much more than your typical zombie game. Play

ordinary people or special characters better equipped to survive and hunt zombies. Many unusual types of zombies.

- **Beyond the Supernatural™ RPG.**

Supernatural horror in the modern world. Play ordinary people, psychics or paranormal investigators.

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

- **Ninjas & Superspies™ RPG and the Mystic China™ sourcebook** . James Bond meets Enter the Dragon. 41 types of martial arts, ninjas, and super-spies with gadgets, gizmos and advanced weapons.

- **The Mechanoid Invasion® Trilogy RPG** is a long time, cult favorite with a fatalistic world-view of humans vs aliens with superior technology.
- **The Palladium Weapon Series** of real world weapons, armor and castles throughout history. Designed for use with ANY game system.
- **200+ Palladium titles in all, plus G.M. kits, paper miniatures and more.**
- **Heroes Unlimited™ Paper Miniatures – Two sets are now available!**
- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now.** More are coming in the weeks ahead.
- **[Rifts® Paper Miniatures: Men at](#)**

Arms – \$2.99

- **Rifts® Paper Miniatures: Coalition**

Dead Boys – \$2.99

- **Rifts® Paper Miniatures:**

Adventurers – \$2.99

- **Rifts® Paper Miniatures:**

Practitioners of Magic (new) – \$2.99

- **Rifts® Paper Miniatures: Extras**

(new) – \$2.99

- And more to come in the weeks ahead.

Charles Walton II Artwork now available in Kevin's Online Toy & Collectibles eBay Store along with

other good things

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

·
All money goes to the artist.
Artwork will be posted over the next few days and includes original art from **Rifts® Sovietski, Secrets of the Atlanteans, Rifts® Chaos Earth® Resurrection** and others. This is a fun and unique opportunity to get some of Chuck’s art other than having to attend one of the few conventions where Chuck is a guest. He sold a good number at Gen Con and was wondering how he might make his art more

available to people. I suggested trying my online store. Most prices range from \$50-150, with a few more expensive pieces. Artwork make a great gift for the hard to surprise gamer. Enjoy. Chuck says thanks.

Other one-of-a-kind original artwork

available by

me (Kevin Siembieda), Kevin Long, Mark Evans

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

Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Hundreds of items. Take a look every

weekend for new additions.

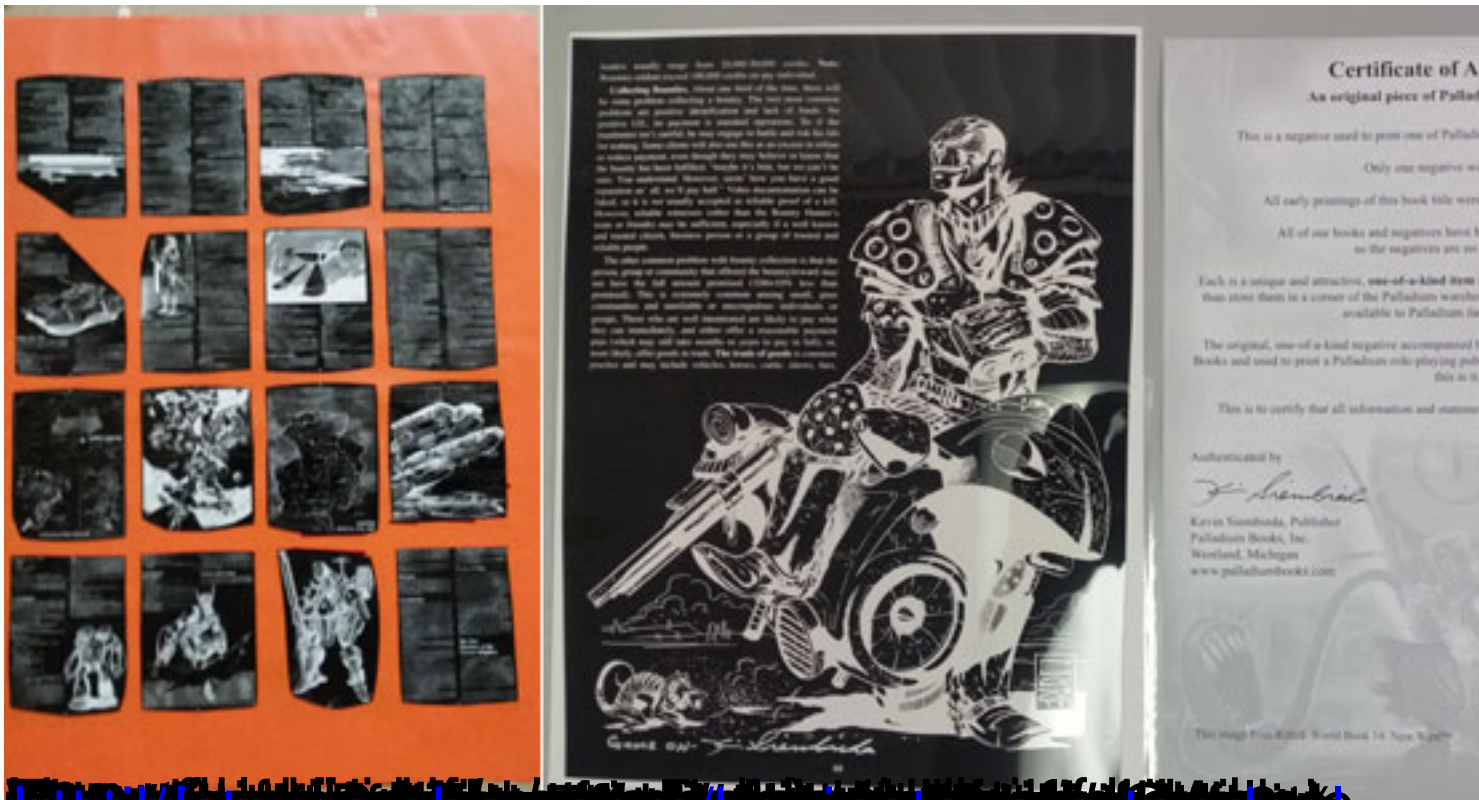
Coming soon: One-of-a-kind book negatives in the weeks ahead. Negatives were very popular items at the Palladium Open House and people went crazy over them at Gen Con – including actor

Joe Manganiello

who scooped up a pile of TMNT negatives, while Palladium's own

Mark Oberle, Carmen Bellaire, Brandon Aten

and a whole lot of Palladium gamers went for negatives from Rifts® New West, Lone Star and Free Quebec. Fun.



<http://stores.ebay.com/keyinstoys-artandco/>

This Weekend – *RIFTS*® Tournament by the *RPGLeague*

®

– August 11, 2018 – San Diego

**At Ease Games Gaming &
Tournament Center is the location –
8-11-2018**

8990 Miramar Rd #140
San Diego, CA 92126

<https://crassus6680.wixsite.com/rifts-tourny-sign-up/about>

This is the group's second role-playing tournament and will be judged by the **RP GLeague**

which is why this is an

Open Call

for all players and friends of a friend of a friend, to come down play in these

3-4 hour adventures.

Player judges will fill out score cards per each game master per game. Go to the website for more details.

2018 Gen Con Report

To me, Gen Con seemed busy and mostly well organized. The main complaint we heard had to do with attendees having long waits in line to get their badges. The only small Gen Con SNAFU Palladium experienced was regarding booking our booth for next year, but happily, it resolved fairly easily (more luck, I think, than anything else). Otherwise, Gen Con seemed bigger and badder than ever, to me. There were lots and lots of exhibitors and attendees.

Lots of smiling faces and gamers excited about all kinds of games everywhere I turned. Personally, I was happy to see many new role-playing game companies and the return of many familiar game lines, from **Cyberpunk** to **Runequest**.

At the Palladium booth, things were hopping most of the time and we had a great many nice moments with fans. People ogled Chuck's artwork and enjoyed chatting with him, me and the rest of the Palladium crew. There were a few slow stretches, but booth visitations were quite steady. Thursday morning was slow but the afternoon was busy. Friday, the morning was busy, but things

slowed down around lunchtime before picking back up later in the afternoon. Saturday and Sunday were busy throughout the entire day.

As usual, **Rifts®** was our best selling product line, with the **Rif**
ts® Ultimate Edition, Rifts®
Sovietski™, Mystic Russia, Book of
Magic, Secrets of the Atlanteans,
D-Bees of North America™,
Megaverse in Flames™, Rifts®
Heroes of Humanity,
the two
Northern Gun™
books and the
Rifts® Antarctica

and

Surviving Chaos Earth® Raw Preview Editions

being among the most sought after titles.

Dead Reign®

(the Zombie Apocalypse) was the next biggest selling game line, closely followed by the

Splicers® RPG

and

Splicers® I Am Legion Sourcebook

. Folks were happy to see

The Rifter

® releases, and despite being released simultaneously,

The Rifter® #81

sold 30% more copies than

The Rifter® #80

, which strikes me as strange. There were also some pleasant surprises:

Palladium Fantasy RPG®

and

Heroes Unlimited™

were hot, and so was

After the Bomb®

– in fact, the

AtB RPG

sold out by Sunday morning and we were down to our last two copies of

HU2

. It was also fun to see some people go wild over the negatives.

Sales were solid, people were friendly and happy to see us, and we all had a

nice time. Of course, we were mostly stuck at the booth, especially me, but that's okay, I go to Gen Con to meet fans from around the globe and share in their joy for our RPG worlds. This year, that included Palladium gamers from *England, France, Sweden, Israel, South Africa, Australia* and, of course, the USA and Canada. We all signed a lot of books, chatted with people and left a lot of folks smiling with glee.

We also had old industry pals drop by, like *Mike Pondsmith* (did you know R.Talsorian Games is back?!), *Frank*

from Studio 2,
Meredith
from DriveThruRPG,
Milton Griep
from ICv2, and others. It was great to
see dear friends like
*Jolly Blackburn, Dave Kenzer, Larry
Elmore*
(who turned 70 over the Gen Con
weekend!),
Mike Hummel, Connor, Jim
and
Diane Brown
, and good guys like
*Matt Lemke, Matt Reed, Robert
Slaughter, Tyler Walpole, Chris
Meadows, Ryan McDaniel,
David Keiger, Thaddeus Moore*
, and a host of other industry buddies

and gamers we always enjoy spending a little time with. We also met some promising artists and writers we hope to be working with in the future.



One of my personal highlights at Gen Con was meeting actor *Joe Manganiello* in person. I have been in touch with Joe and his brother Nick for a few years now, but we had never actually met. Joe was at

Margaret Weiss's booth

Thursday and Friday to promote his new line of gamer urban Death Saves Streetwear clothing (

<https://death-saves.com/>

– also see Joe's recent Stephen Colbert appearance for more about it and his D&D experience). The poor guy had a line of 200+ people pretty much constantly between 2:00 and 5:00 PM, but he was a trooper, smiling, taking

photos and signing autographs non-stop. The T-shirts and jacket (same as those worn by Joe on his Stephen Colbert interview) all look pretty snazzy, with a lot more coming. Joe swung by the Palladium booth first thing Thursday morning before the doors opened to the public. He snagged a bunch of

TMNT® RPG

negatives (and a couple of Rifts® negs, too), as well as the latest books. We chatted a bit and he let us snag a few photos before he had to run off. He and the Palladium crew got to hang out for about 40 minutes on Friday afternoon too. Hearing his stories about playing

TMNT® & Other Strangeness

and bringing those characters into

Rifts®

had us all rolling in the aisle. Very nice. Fun.

It was also cool to meet new people and make new friends like *Eddy Webb* (I got the **Pu**

gmire RPG

),

David Carnahan

who runs a traveling non-profit Gaming Library and young David (sorry, I forgot your last name), both of whom seemed like awesome human beings, cosplay goddess

Monica Gonzales, Sean at Remorex,

and many other lovely people. A few people gave me stuff (thank you all so

much) and I picked up a copy of the **Folklore**

game by Greenbrier Games because it looks like a fun game.

Of course, another highlight of Gen Con is being able to share that time with Palladium's convention crew. This year that included the lovely and capable *Sarah Aten, Brandon Aten, Carmen and Christina Bellaire, Glen Evans, Mark Oberle, Jeff Ruiz, Madman Mike Leonard, Chuck Walton II* and *Wayne Smith*

. All good, creative people with hearts of gold. I wish I could spend more time with

them all.

Gen Con was a blast. Overall, I would say people came to play games, buy new stuff and have fun. There seemed to be positive energy throughout the convention. Palladium fans were very excited about the new Rifters, new books, and our upcoming releases.

Podcast & media shout outs

The Guides to the Megaverse®
podcast consists of a Palladium group with a collective total of over 100 years of gaming! The crew's Actual Play format consists of long term campaigns in **Heroes Unlimited™**, **Robotech®**, **Palladium Fantasy®**, and **Beyond the Supernatural™**, with occasional games in other settings. There are more than 90 episodes available for download. Check them out at:
<https://guidesmegaverse.podbean.com/>

Through Gamer Goggles. I was interviewed by Matt Lemke at Gen Con. We were both a little loopy by Saturday night, so I hope that makes for a fun, if a bit silly, interview. I know he interviewed a lot of other people in the gaming industry at Gen Con. All of them will be going up over the weeks ahead as well as game product reviews.

<http://gamer-goggles.com/>

Questwise is a fun ongoing video series about role-playing games. YouTube Podcaster Jodi always has fun and interesting podcasts about games and Palladium Books. You can check it out here: https://www.youtube.com/channel/UC_3MGRJW9QooUXF29F5tF-A

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

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

Heroes Unlimited

™ and an

After the Bomb

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

Closing Thoughts – RPGs are becoming hot again

I am happy to see RPGs getting hot again because I love role-playing more than any other type of game. We saw a lot of new faces at the Palladium booth. There seemed to be a renewed excitement about RPGs in general, and our games in particular. Awesome, because we have some great things coming your way.

That's it for this fun-filled Weekly Update. Don't forget to order your two [Rifts®](#) [Bundles of Holding](#) before the offers end, especially the [Rifts® World Books](#) offer with most of the core North America titles, and take a look at

The Rifter® #80

and

#81

,

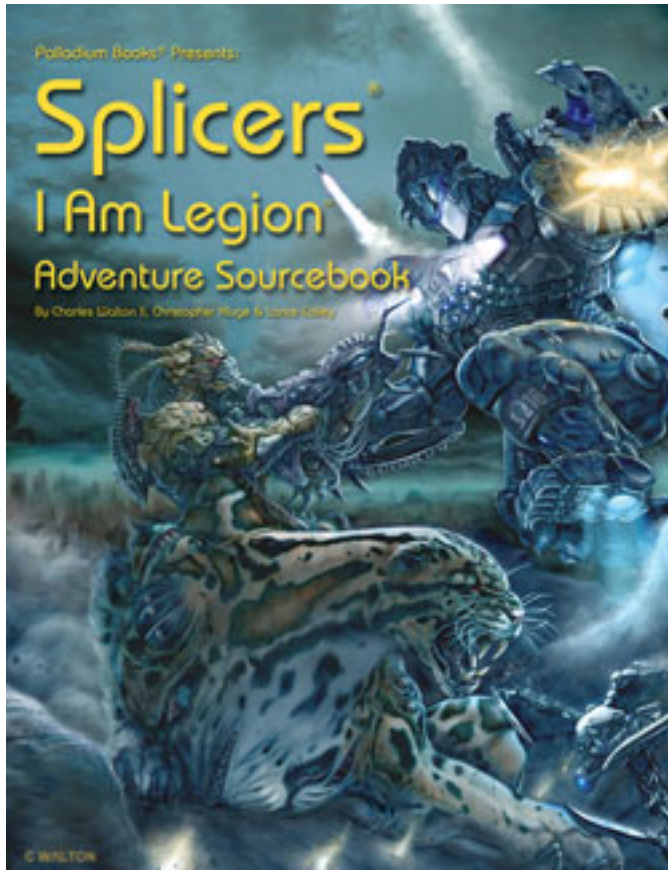
Sovietski

and the two limited

Raw Editions

(going fast). These books are sweet with much more coming your way. Have a wonderful weekend.

– Kevin Siembieda, Publisher, Game Designer, Artist, Gamer



**New! Splicers® Sourcebook: I
Am Legion TM
Adventure – available now**

This big, 256 page adventure sourcebook for **Splicers®** is jam-packed with new Host Armors, War Mounts, Bio-Enhancements and a sweeping six part adventure, plus many additional adventure ideas, non-player characters, monsters and more. It introduces the new, megalomaniacal Machine personality known as Legion and her horde of nightmarish robots.

- **6 new Great Houses.**
- **4 new Host Armors.**
- **6 new Splicers War Mounts, plus monsters.**

- **7 new Bio-Enhancements and augmentation.**
- **19 new Bio-Weapons, including the Hive Sword, Bug Bombs and more.**
- **15 new machines – robots and amalgams of the murderous Legion.**
- **The Factory Walker – the single largest robot on the planet.**
- **Amalgam creation tables, new alien predators, many NPCs and more.**
- **Legion: A new and psychotic personality of N.E.X.U.S., started and**

described.

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

- **Written by Chuck Walton II, Christopher Kluge, Lance Colley and others.**

- **Cover and interior art by Charles Walton II.**

- **256 pages – [Cat. No. 201](#) – \$26.99 retail – available now.**



Splicers® RPG – Available now

Splicers® is a dark world of the future where a nano-plague has made touching metal deadly, and humans are forced to use

genetically engineered, living weapons and organic war machines to battle N.E.X.U.S., an insane Artificial Intelligence and her legion of robots and genetic abominations and amalgams.

This is the core rule book to get your Splicers campaign started. A complete role-playing game. Compatible with Rifts® and other Mega-Damage® settings.

- **The Machine, her 7 personalities, and 19 robots, like the Necrobots, Necroborgs, Assault Slayers, Steel Troopers and many others.**

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

- **Super-powerful Host Armor, War Mounts and Bio-Weapons.**

- **10 O.C.C.s like the**

Archangel, Dreadguard, Packmaster and others.

- **All built into a sprawling,
multi-part adventure!**
 - **Written by Carmen
Bellaire.**
 - **224 pages – [Cat. No. 200](#)**
- \$23.95 retail – available
now.**



NEW! The Rifter® #80 – Available now

The **Rifter**® is all about new ideas, pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure! Role-playing games (and **The Rifter**®) are all about expressions of *your* imagination. Of making ideas, characters and stories come to life. There is no one way to look at things. Open your mind to the infinite possibilities.

This issue of **The Rifter®** presents new settings and people, monsters, villains, heroes, and the bizarre to expand your worlds of adventure. The creatures, villains, magic, weapons, powers and gear for one game world can be easily imported into almost any other world setting. Adventures for one setting can also be adapted to completely other worlds with some easy

and obvious modifications. Unleash your imagination. Use **The Rifter®** to fuel your own campaigns. Game Masters, surprise your players with a creature or villain they never see coming because it is adapted from material for another game setting. Or give your players optional characters to play or special abilities or gear from the pages of **The Rifter®**. Most of all, have fun.

Rifter® #80 Highlights:

**- Palladium Fantasy RPG®
– Wayfarers™ by Julius
Rosenstein & Kevin
Siembieda.** Rogues who
travel the world in caravans,
robbing, beguiling and trading
with everyone from the monster
races to humans. They arrive
with entertainers,
Seers, Psi-Healers,
exotic trade goods, rumors and
news. They also bring thieves,
con artists and vagabonds, all

happy to rob people blind. You will never think of thieves the same way after you read the *Swapper's Code, the Wayfarer Thief*

and

Wizard-Thief

. 7 Wayfarer O.C.C.s to add spice to your adventurer group and can be encountered *anywhere*

as NPC villains. “Official” source material.

- **Splicers® – House of the**

Red Sands™ by Kris Tipping & Charles Walton II. An epic desert setting and new Splicer House and their unique, new Host Armors, War Mounts, Desert Rose, bio-engineered ants, other creations and plenty of adventure ideas. “Official” source material.

- **Heroes Unlimited™ – Masters Unlimited™, by Paul Herbert.** An insidious, new villainous organization, notable super-villains and adventure

ideas galore.

- **Rifts® Chaos Earth® – Nebraska by Daniel Frederick, Megan Timperley & Kevin Siembieda.** The chaos of the Great Cataclysm is different around the globe. This source material examines the events and survivors of Nebraska, and monsters such as the *Ash Worm, Undead Fossils, Demon Hoppers* and *the Whispering Field*

. Part One. “Official” source material.

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

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

Sneak Preview

**available on
DriveThruRPG.com.**



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

The Rifter® #81 is at the printer and ships July 30, 2018. This issue is all about the gaming experience, mystery, new character classes, adventure, strange people, exotic lands, monsters, and battling the forces of evil. A fun read with material for players and Game Masters alike.

Every issue of The Rifter® is an *idea factory* for players and

Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready to go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to *any* Palladium setting. Every issue has

material for

Rifts®

and usually 2-3 other Palladium game lines. The focus of this issue is

Palladium Fantasy®, Heroes Unlimited™, Rifts® Chaos Earth®

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

Rifter® #81 Highlights:

- Rifts® Chaos Earth® – Nebraska Part 2 by Siembieda, Frederick, and Timperley. Four new Chaos Earth character classes: the Ash Fallen (raiders), Lost Skeletons Militia, National Guard, and Prepper/Survivalists, plus a new D-Bee, the Lohran River People, Uncontrolled Psychic Powers Table, and adventure ideas. “Official” source material.

- Heroes Unlimited™

source material by Matt Reed. A sweeping and epic look at the expanded Super Sleuth power category. New and expanded abilities, specialized gear, different types of Super Sleuths, sample characters, and more. Reading it will make you want to roll up a character and start unraveling mysteries and solving crimes.

- **Palladium Fantasy RPG®**
– **Gnomes by Hendrik H ä
rterich.**

Learn about the Gnomes of Ophid's Grasslands, their fighters, their land-ships, their secrets, their homesteads, why they enjoy adventuring and how such small beings pack a big punch.

- **Palladium Fantasy RPG®**
adventure by Kevin
Siembieda. An entire village in the Disputed Lands have gone missing. Rumors of Werewolves and Wolfen Vampires abound. Your team of

adventurers have taken up the challenge to find the missing people and put a stop to the evil that has invaded these woodlands. A fully-fleshed out adventure, with 25 characters. Includes 12 pre-generated heroes and 13 villains. “Official” source material.

- Rifts® and all Game Settings – Game Master and Player Tips by Greg Diaczyk and Kevin Siembieda. A fun and insightful article on how

to determine player styles, accommodating players, and setting up games from low to high level.

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

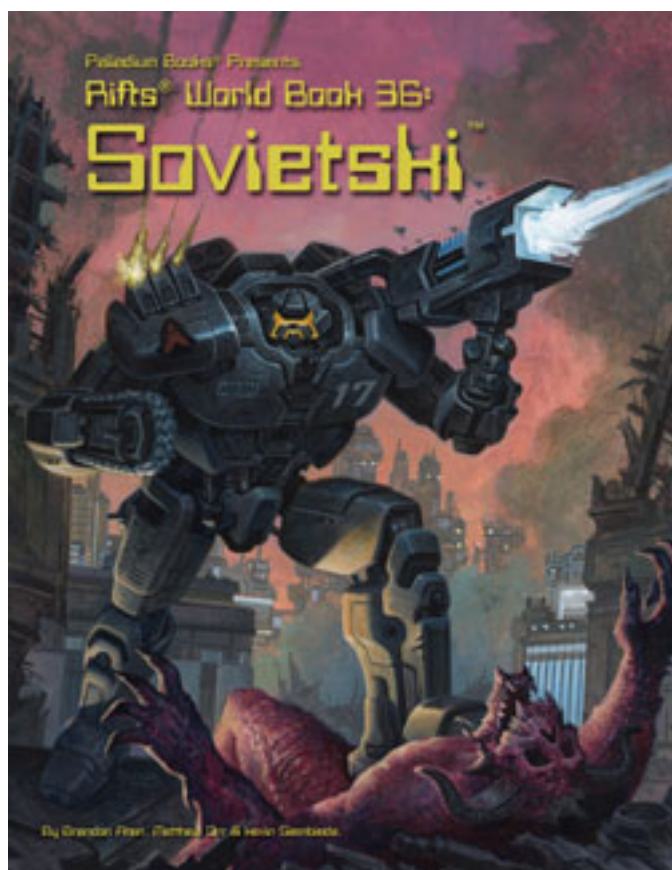
- **112 pages – \$14.99 retail**

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

Sneak Preview

available on

DriveThruRPG.com.



New! World Book 36: Rifts ® Sovietski™ – Now Shipping!

Now shipping! And jam-packed with a wide array of source material. New cyborgs, new O.C.C.s, new skills, new D-Bees, new cyborgs and bionics, new weapons, new vehicles, underground bunker tables,

tons of adventure ideas and a whole lot of fun.

The Sovietski faces danger from the high-tech but savage and ruthless Warlords of Russia, the expanding Brodkil invasion sponsored by *Mindwerks* and the *Angel of Death*, Werewolves in the north,

Gargoyles spilling in from the west, and the coming of the Minion War.

Rifts® Sovietski™ is a treasure trove of new ideas for cyborgs, player characters, D-Bees, and the fledgling, Sovietski nation. This book brings the Russian landscape to life

and ready for adventure. See how the Sovietski came into being and where it is going, learn about its soldiers, army, people and their dreams, beliefs, and politics, plus Dead Zones, Spetsnaz Intelligence force, new cyborgs, bionics, and more. When combined with the **Rifts** **® Mindwerks™** **Sourcebook, Warlords of**

Russia

TM
,

Mystic Russia™

and the

Triax™

books, you have a setting as large as North America.

- **9 Sovietski O.C.C.s.**
- **40+ M.O.S. Skill**

**Packages and 4 unique
D-Bees.**

- **11 unique new Cyborgs, plus new bionics and body armor.**
- **Light, Heavy and Superheavy Machines (cyborgs), revisited.**
- **Cyborg animals for scouting and combat – new concept.**
- **Sovietski war machine – 18 new vehicles, tanks, aircraft, and more.**

- **16 unique weapons plus grenades, tank shells and special ammunition.**

- **Spetsnaz Sovietski Special Forces – the new KGB.**

- **Bunker creation tables and Dead Zone tables.**

- **Soldier Motivation/Origins, new skills and other tables.**

- **Russian D-Bees like Wolverine People and the elemental Yaganar.**
- **Overview of the Sovietski, notable cities and places of interest.**
- **Notable groups, enclaves, people, many adventure ideas and more.**
- **Written by Brandon**

**Aten, Matthew Orr and
Kevin Siembieda.**

- 224 pages – \$26.95

retail – [Cat. No. 891.](#)

Available now!

**Rifts® Titles to expand
your Rifts®**

Sovietski

TM

gaming experience:

Here are some other Rifts® titles you may find useful when running a campaign in Eastern Europe.

- **[Rifts® Warlords of](#)**

Russia™ – Overview of Russia, the Warlords and their legions of cyborg warriors, the Sovietski, 20 O.C.C.s, 20 cyborgs, Russian weapons, vehicles, and more. 224 pages.

- **Rifts® Mystic**

Russia™ – 18 Archaic Russian Demons, 10 monsters, Night Witch, Hidden Witch, Mystic

Kuznya, Fire Sorcerer, 9 Gypsy O.C.C.s, Russian magic, 6 vehicles, and more. 176 pages.

- **Rifts® Sourcebook**

3: Mindwerks TM —

The techno-horrors of the Angels of Death and Vengeance, 27 monsters and D-Bees of Eastern Europe, Mindwerks™ weapons, robots, MOM

Implants, Brodkil, Gene-Splicers, the Kingdom of Tarnow, the Black Forest, maps and more. 112 pages.

- **Rifts® Triax &**
NGR™ – The New German Republic vs the Gargoyle Empire, 16 O.C.C.s, 20 vehicles, 15 robots, 9 cyborgs, plus power armor, body armor,

weapons, overview of Europe, maps and more. 224 pages.

- **Rifts® Triax™ 2** –

More about the NGR, the Gargoyle and Brodkil Empires, and the rest of the NGR war machine: Triax robots, power armor, vehicles, aircraft, and weapons galore. 192 pages.

- **Rifts® Bionics**

Sourcebook TM – A

compendium of bionics and cybernetics, and info about partial cyborgs, Cyber-Humanoids, combat cyborgs, the Black Market and more. 160+ cybernetic systems and 120+ bionic items – weapons, sensors, optics, implants, plus 6 City Rat O.C.C.s, Cyber-Snatcher,

Cyber-Doc, Techno-Wizard Bionics, repair rules, and more.

- **Rifts® Game Master Guide**™ – If you are looking for more weapons and gear, this sourcebook contains every Rifts® robot, power armor, vehicle, weapon, experience table, map, and more that appeared in

World Books 1-23 and Sourcebooks 1-4, plus O.C.C. and R.C.C. index, rules clarifications, and more. 352 pages.

- **Rifts® Book of Magic** TM – 900+ magic spells, plus Techno-Wizard devices, Magic Tattoos, Nazca Lines, Whale Songs, Herbs, Symbiotes,

Bio-Wizard Weapons,
Rune Weapons, magic
items and more! 352
pages.

- **Rifts® Adventure**
Guide™ – 150+
adventure ideas, Random
Rifts, making towns, cities,
merc companies, and
traveling shows, gaming
tips and much more. 192
pages.



New! Nightbane® Dark Designs TM

– Available now

**Nightbane® Dark
Designs™** is a guide to
creating the Nightbane
and a sourcebook for
players
and

Game Masters

alike. It presents all sorts of new Nightbane creation tables, new Morphus tables, new Talents, and new information. Info and powers that enable players to make memorable Nightbane characters and G.M.s to take their games up a

notch. All Nightbane fans are going to love this sourcebook that focuses on the Nightbane.

- **18 new and comprehensive Morphus Tables.**

- **60 new Common Talents.**

- **38 new Elite Talents.**
- **Transformation Transition Table.**
- **Talent creation and conversion rules.**
- **Ancient Nightbane R.C.C. fully statted out and creation tables.**
- **Insight to the**

Becoming.

- **Answers to some common questions & more.**

- **Appendix of 23 Morphus Tables gathered from the Nightbane® RPG and Sourcebooks.**

- **Appendix of 53 Talents gathered from the Nightbane® RPG**

and Sourcebooks.

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

- \$20.95 – 160

pages – Cat. No.
736 –

Available now.

Four New T-shirts – Available now

We have four new
T-shirts that will make a
nice addition to your

wardrobe (and hint at some things go come).

- **New Rifts® Take**

Aim™ T-shirt is powerful and dynamic. It features a CS soldier firing his energy pistol. Is he friend or foe? You decide. It fits the current Rifts® story arc with the

Minion War™ and most Rifts® and Coalition States themes. Art by comic book artist Freddie Williams II. Enjoy.

- [**New Game Master T-shirt**](#) features the dynamic artwork of *Kevin Long's* original Villains

Unlimited cover. Why this art? A) Because G.M.s unleash the villains and challenges that await their players. B) Heroes Unlimited™ needs some loving. And C), because it is a dynamic piece of art that screams, “get ready for adventure.”

- **Heroes**

Unlimited™ T-shirt!

You have been asking to see more for

Heroes Unlimited

™, we heard you and

offer this striking T-shirt

as just the beginning of

more support for

Heroes Unlimited

™. It was certainly a hit

at the Palladium Open

House.

- **2018 Palladium Books® Open House T-shirt** is fun and the favorite of many people. It features art by Ramon K. Perez. You did not have to be at the Open House in person to get this fun T-shirt. If you were there in spirit

or just like the design, snap it up. Limited to 120 shirts. Available only while supplies last.

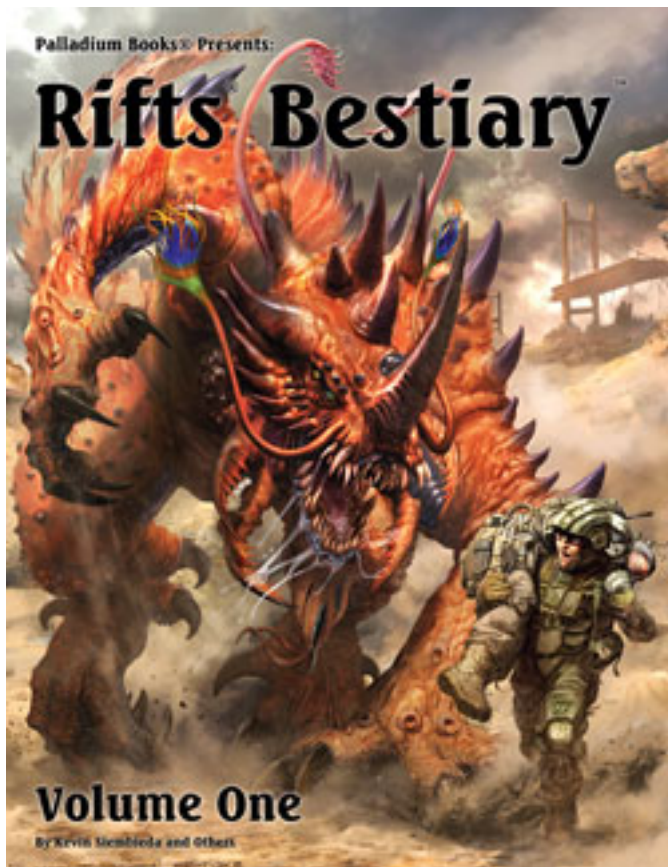
- All T-shirts are high quality, pre-shrunk, 100% cotton Gildan T-shirts and look great. I love all four. Wore the POH, G.M. and Heroes

Unlimited T-shirts during the event and I'm wearing the Rifts® shirt for inspiration as I write this.

- Available in most sizes, Medium to 5XL, as usual.

- \$18.95 each for Medium to XL, \$20.95 for XXL, and up for

larger sizes.



New! Rifts®

Bestiary

TM

: North America, Vol. One

A series of books that collects all the notable monsters, dinosaurs and creepy crawlers and creatures of Rifts® North America (US, Canada and Mexico) into two juicy volumes with a

number of new creatures. Each volume includes maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of *Rifts North America*

(unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition, Kevin

Siembieda, Chuck
Walton and Greg
Diaczyk are adding
some new monsters to
make life in the
wilderness interesting.
Presented in
alphabetical order,
with maps showing
their range and
location, in two big

books.

Winter releases, both volumes are being worked on simultaneously, right now, so that Volume Two will quickly follow Volume One within 4-6

weeks. Other volumes, like a Bestiary of Spirits and the Supernatural, are likely to follow.

Future volumes will include spirits, ghosts and entities, another

on dragons, other volumes on creatures in other parts of Rifts Earth, and so on.

- Monsters and animals of Rifts North America organized in two big, easy to use

**sourcebooks.
Predators, exotic
riding animals,
beasts of burden,
alien horrors, giant
insects and more.**

**- Some new
creatures, but most
are existing
creatures.**

- **Updated information where applicable.**
- **Updated and uniform stat blocks.**
- **A map for every creature showing where it is found.**
- **Fully illustrated.**

- **Art by Chuck
Walton, Siembieda
and many others.**

- **192-224 pages –
\$26.99 retail – C
at. No. 896**

. In production.

New! Rifts®
Bestiary
TM
: North America,
Vol. Two

More monsters and exotic animals of Rifts® North America as part of an ongoing series of **Rifts® Bestiary sourcebooks**. The first two **Rifts® Bestiaries** are being created

simultaneously.
Between them, these two volumes compile all the beasts of *Rifts North America* (unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or

animal-like in appearance or behavior) from all current World Books and Sourcebooks, plus some new monsters by Siembieda and Walton. Presented in alphabetical order,

with maps showing their range and location, in two big books.

- Monsters and animals of Rifts North America organized in two

**big, easy to use
sourcebooks.**

**Predators, exotic
riding animals,
beasts of burden,
alien horrors, giant
insects and more.**

**- Some new
creatures, but most**

**are existing
creatures.**

**- Updated
information where
applicable.**

**- Updated and
uniform stat
blocks.**

**- A map for
every creature**

**showing where it is
found.**

**- Fully
illustrated.**

**- Art by Chuck
Walton, Siembieda
and many others.**

**- 192-224 pages
– \$26.99 retail –**

Cat. No. 897

. In production.



New! The Rifter

®

#79 – Available

now

The Rifter® #79 is all about pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure!

Role-playing
games are all about
expressions of
your
imagination. Of
making ideas,
characters and
stories come to life.
RPGs are flexible.

Malleable. Alive
and changing.
There is no one
way to look at
things because
there are infinite
possibilities. This
issue of
The Rifter®

explores some of
those new
possibilities.

Rifter® #79

Highlights:

- **Gaming
Through History –**

any game setting.
Do not sell history short. There are epic events, battles and mysteries throughout history that would make amazing RPG campaigns. Create

adventures that
are, in effect, parts
of our unknown
history.

Hendrik H

ä

rterich

shows you how
with a wonderful

set of guidelines,
rules and ideas for
using characters
from just about any
modern RPG to
create settings and
adventures from
Earth's past.
Suitable for use

with any Palladium
RPG.

**- Rifts® – The
Kingdom of New
Oslo™ by David
Collins.**

Explore the
European

Northlands and face the would-be god of Hell Hounds and Fenry. A monster that calls itself Fenrik. Oslo overview, notable people and places, vehicles, gear, and

adventure ideas.

- Heroes

**Unlimited™ – The
Stage Magician,
Revisited, by Matt
Reed. An
exciting look at a
unique**

crime-fighter.

**- Rifts® and
any game setting
– Different ways
to run a
campaign, by
Julius
Rosenstein.**

Game Master tips,
suggestions and
alternative rules.

- **Rifts® short
story about
redemption and
Justice, by Mark
Oberle.**

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

**- 96 pages –
\$13.95 retail –**

Cat. No. 179

. Available now.

UPDATE: Rifts®

Living Nowhere

TM

– A Rifts

®

**Sourcebook set
in the Pecos
Empire**

This title presents four interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All

fun locations to
visit and find
adventure and
trouble.

Something dark
and deadly is
brewing in the
middle of

Nowhere, where
experimental
Techno-Wizard
devices and
weapons offer
prosperity, but
could be the
doom of everyone

living there. Big ideas. Building upon material that appeared in The Rifter®, expanded.

- Four towns described.

- New Techno-Wizard weapons and devices.

- Experimental Techno-Wizard

**items that call
upon entropy
and death.**

**- Dark magic,
madness, and
deadly secrets
spawn
dangerous**

adventures.

**- Many
adventure ideas,
Non-Player
Characters, and
fun.**

- Written by

**Brett Caron.
Additional text
and ideas by
Kevin
Siembieda.
- 96 pages –
\$17.99 retail –
Cat. No. 895**

. In production.



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

®

Sourcebook

This sourcebook
is all about
inner-city
survival. Survivor

colonies finding
a way to live and
prosper in the
big city.

Conventional
wisdom says that
living in the big
population

centers is
impossible.
These survivors
prove otherwise.

- **Inner-city
survival. Old**

**and new
O.C.C.s.**

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

**- Cults – the
new power in**

the city.

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

**- Take your
zombie**

**campaign to
new heights!**

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

**Interior art by
Nick Bradshaw.**

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

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

Copyright 2018
Palladium Books

Inc. All rights reserved.

Rifts®
The Rifter®
RECON®

Splicers®,
Powers
Unlimited®,
Palladium
Books®, The
Palladium
Fantasy
Role-Playing

Game®,
Phase
World®,
Nightbane®,
Megaverse®,
The
Mechanoids®,
The Mechanoid
Invasion®,

Coalition Wars®,
Chaos Earth®,
Dead Reign®,
and After the
Bomb® are
Registered
Trademarks of
Palladium Books

Inc. RPG
Tactics™,
Beyond the
Supernatural,
Coalition States,
Heroes
Unlimited, Ninjas
& Superspies,

Minion War,
Mysteries of
Magic, SAMAS,
Thundercloud
Galaxy, Three
Galaxies,
Vampire
Kingdoms, and

other published
book titles,
names, slogans
and likenesses
are trademarks
of Palladium
Books Inc., and
Kevin

Siembieda.

This press
release may be
reprinted,
reposted, linked

and shared for
the sole purpose
of advertising,
promotion and
sales solicitation.