

By Kevin Siembieda

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

As promised, the [Surviving Chaos Earth® Raw Preview Limited Edition](#) arrived from the printer on Monday and orders with it began shipping out the same day. Folks seem to be excited about the new Raw Preview Editions –

[Surviving Chaos Earth](#)

® and

[Rifts® Antarctica Raw Edition](#)

– and the 256 page,

[Splicers® I Am Legion Sourcebook](#)

has been selling like crazy, both as a physical book and as a PDF. All three books look great and are fun to read.

The Raw Previews are unique in that we print only 150 copies, making them collectible, and they give you a unique look at a book *before* it is finished. You see the raw manuscript before final writing, changes, additions, editing and artwork. And for those of you who can't wait, you get to see what is coming in the months ahead. They also make a learning tool and an interesting study for writers and game designers when they compare the Raw Edition to the finished product. Available on a first come, first served basis, only while supplies last.

[The Rifter® #80](#) goes into typesetting tomorrow and to the printer next week. Since **The Rifter®**

is

so overdue, we have been working to make

The Rifter® #80

and

#81

extra special and a little bigger. Those of you interested in

Splicers®, Rifts® Chaos Earth®

and

Palladium Fantasy RPG®

may want to snag this issue because it has substantial amounts of character and world building, “official” source material for all three. Oh, and we thought we would heat up you summer with a BIG surprise sale – the Christmas in July Surprise Package. But only for a very short time.

Christmas in July Surprise Package – available now till July 8!

Some folks asked about it at the Open House, and I think it has been a while since we have done one, so starting today through July 8, get your [Christmas in July Surprise Package](#) ! It

works just like our regular

Christmas Surprise Package

where you send a wish list of 10-15 items, request autographs (if you want them), and receive \$90-\$95 worth of product (sometimes more) for

\$45.00

plus shipping, but only for a very short time. This July offer will NOT be extended, so please spread the word and order yours today.

What is a Palladium Christmas in July Surprise Package?

A way to start your summer off with a bang, an expression of appreciation from us to you, and a fun bargain for you.

\$90-\$95 (or more!) worth of Palladium Books products for only *\$45 plus shipping and handling*. You are guaranteed to get an absolute minimum of *ninety dollars (\$90) retail value* in your Surprise Package. Often you get \$95-\$100. Sometimes more! Santa Kevin likes to make gamers squeal with delight and may pack in \$95-\$100 worth of goodies into many Surprise Packages.

It's a surprise package because you never know *exactly* what you're going to get or who will sign your books. We try to include many of the items on your "Wish List," but we will surprise you with stuff you are not expecting. Things like back issues of

The Rifter

®, the

Rifts® Ultimate Edition

and sourcebooks,

Chaos Earth®, Dead Reign®, Nightbane®

, and just about any Palladium RPG and sourcebooks, T-shirts, prints, greeting cards, or other items that we think you might enjoy. All items are "hand-picked" by

Kevin Siembieda

from YOUR

Wish List

. ALL with

autographs

if you request them. For many of you, this is the only way to get autographs from Palladium's staff, artists and writers! This is a great way to fill holes in your collection, try new games and settings, or get presents for your gaming pals for birthdays, anniversaries, graduations or any special occasion.

Please note: Sorry, but the two **Raw Editions** and **Splicers® I Am Legion Sourcebook** are much too new (and limited) to be included in the

Christmas in July

offer. We hope you understand. But take advantage of the reduced shipping cost by ordering them along with your July Grab Bag!

When can you order? Right now thru July 8, 2018. We always try to make each Surprise Package truly special. Those of you who have ordered in the past know what to expect. If you've never ordered a Surprise Package before, give it a try. You will not be disappointed.

DriveThruRPG Sale, June 29 thru July 8, 2018: Most Palladium PDF titles are available at a discount, during this Christmas in July celebration, so take advantage of that too.

This offer will not be extended,
so spread the word and get yours now.

Please spread the word to gamers everywhere

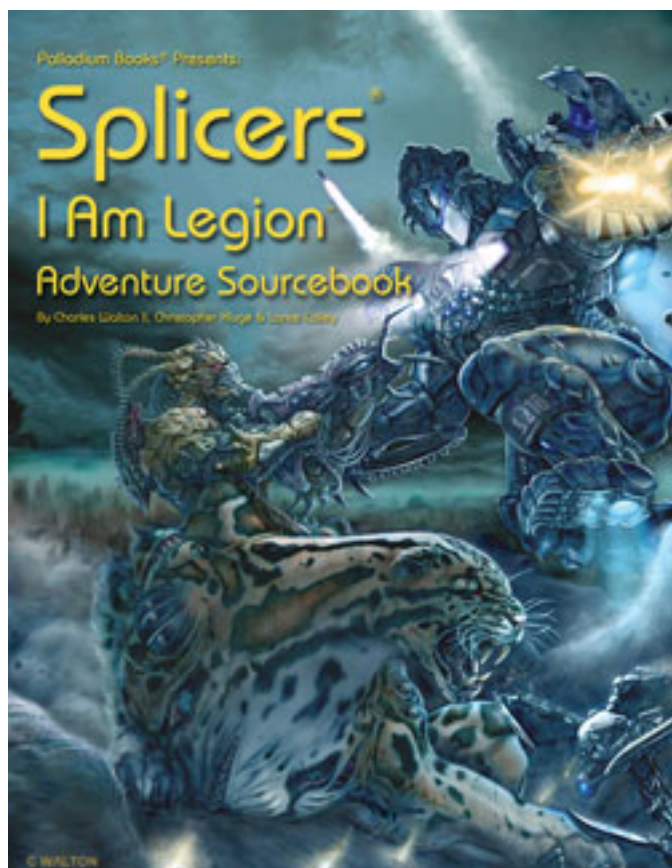
The [Christmas in July Surprise Package](#) is only publicized by word of mouth, to readers of **The Rifter®**

and on

Palladium's website – www.palladiumbooks.com –

so please tell everyone you know and start your summer off with a bang!

Makes a great birthday, graduation or anniversary gift.



NEW! Splicers®: I Am Legion™ Adventure Sourcebook – available NOW as a PDF and a printed book – shipping now

This big, 256 page adventure sourcebook for **Splicers®** is jam-packed with new Host Armors, War Mounts, Bio-Enhancements and a sprawling adventure, plus many additional adventure ideas. Available now as a printed book from Palladium Books and as a *PDF download* on

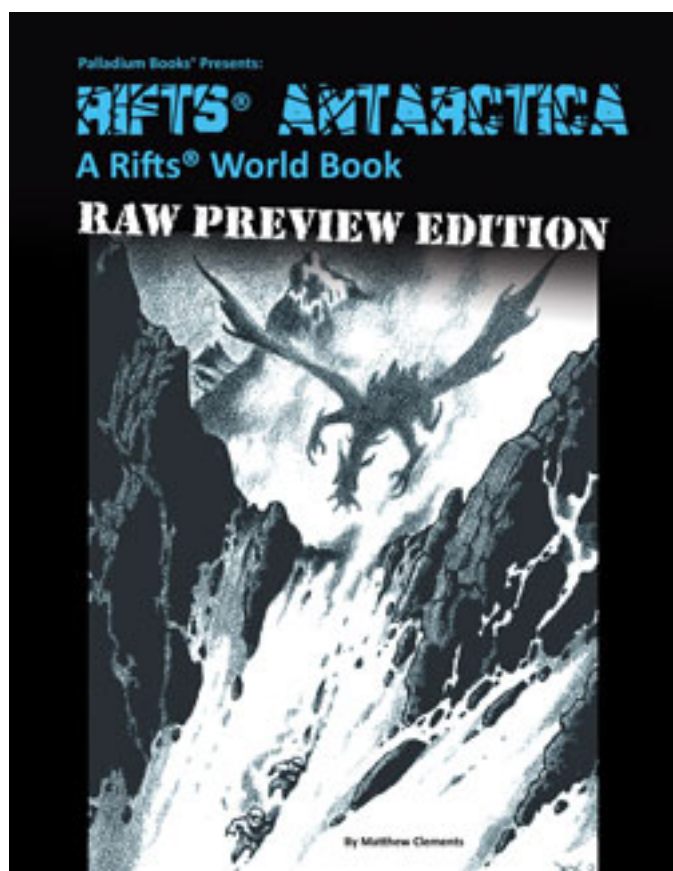
DriveThruRPG.com

. We think we may also make it available as a print on demand title from *DriveThruRPG.com* too. The verdict is still out on that one.

Highlights Include:

- **6 new Great Houses.**
- **4 new Host Armors.**
- **6 new Splicers War Mounts.**
- **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.
- Amalgam creation tables, new alien predators and more.
- Legion: A new and psychotic personality of N.E.X.U.S., stated and described.
- Includes 20 pages of additional, unpublished material.
- Written by Chuck Walton II, Christopher Kluge, Lance Colley and others.
- 256 pages – [Cat. No. 201](#) – \$26.99 retail – Available now. Also available now as a PDF from DriveThruRPG.com.



New! Rifts® Antarctica™ – Raw Preview Limited Edition – limited

to 150 copies – Available now – shipping now

This limited edition Raw Preview is in the warehouse and shipping now! **The “Raw Preview Edition” of Rifts® World Book: Antarctica™** is an advance copy of the unedited, unillustrated, final working manuscript for this exciting new

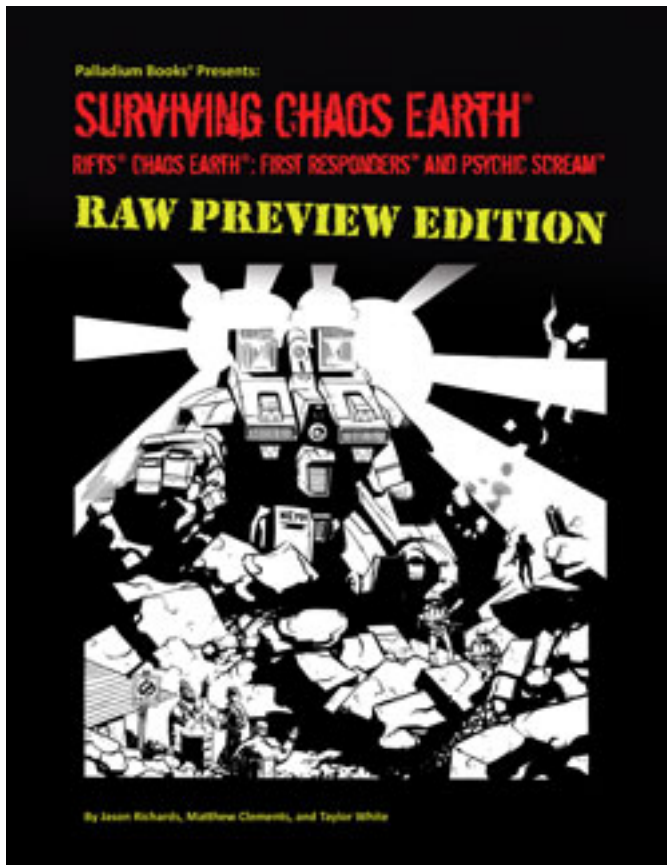
Rifts® World Book

. It enables you to see the unfinished book months before the final title is released. A rare look at the *raw, unedited, unfinished manuscript* before publication. Limited to a total of 150 copies.

Contains information about **Rifts® Antarctica** and its many mysteries and secrets. Includes the Ice Witch, Icecraft, Ice Magic, the War of the Elementals, possessed volcanoes, ghost camps, the Krellik threat, Splugorth, aliens, demons, monsters, cold weather rules and more.

Note: The finished title is anticipated to ship in fall or winter 2018. But you can start playing right now with this special edition!

- **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.**
- **By Matthew Clements.**
- **128 pages – Limited Edition – \$20.99 – [Cat. No. 898-RAW](#) – Available now.**



**New! Surviving Chaos Earth® – Raw Preview Limited
Edition of *First Responders***

Chaos Earth®

TM

and

Chaos Earth

®

Psychic Scream

TM

– limited to only 150 copies – Available now

Available now, this is the limited “**Raw Preview Edition**” of **Rifts® Chaos Earth® First Responders™**

and

Psychic Scream™

, which means you are getting an advance copy of the unedited, unillustrated, final working manuscripts for these two exciting, new sourcebooks. You get to see the unfinished books months before the final titles are released. A rare look at the

raw manuscripts

before publication. Limited to a total of 150 copies.

Note:

Psychic Scream™ is the new title for the long-awaited

Psychic Storm

™.

Contains background information on the early days immediately following the advent of the Great Cataclysm, new O.C.C.s, new weapons and gear, lifesaving medical robots and equipment, new D-Bees, new monsters, Apocalypse Plagues, and adventures. The Psychic Scream section of this Raw Preview Edition includes Psychic Super-Soldiers, Cleansers, Lifegivers, Listeners, Old Souls, Psychonauts, Faith Healers, the Lazlo Society, monsters and much more!

Note: The finished titles are anticipated to ship in the fall or winter. But you can start playing right now with this special edition!

- **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 manuscripts and works in progress.**
 - **By Jason Richards, Matthew Clements, Daniel Frederick and Taylor White.**
 - **160 pages – Limited Edition – \$24.99 – [Cat. No. 665-RAW](#)** –
- Available now.**



COMING SOON! The Rifter® #80 – in final production

The Rifter® #80 is an issue you might want even if you don't usually get it. Wayne, Chuck and I have been working extra hard to make

#80

with compelling and comprehensive "official"

Splicers®

and

Palladium Fantasy®

source material! Likewise, the

Chaos Earth®

The Rifter®
special

and other articles may be designated “official” source material as well. And they go hand in hand with recent or upcoming book releases. Plus we are adding to the page count (112 pages) to make

The Rifter #80

and

#81

bigger and more fun. The Amy L. Ashbaugh cover is sweet and so is the interior artwork coming in.

[The Rifter® #80](#) is in final production and goes to the printer early next week! It includes **Splicers® House of the Red Sands™**

, a new and secretive Great House hidden in the desert; new O.C.C.s, enhancements, creatures and more, by *Kris Tipping*

and others. For the

Palladium Fantasy RPG®: The Wayfarers

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

. For

Heroes Unlimited™: Masters Unlimited

by Paul Herbert; plus

Rifts® Chaos Earth® Nebraska

by Dan Frederick and Megan Timperley;

Navigating Game Power Levels

by Greg Diaczyk (and me), along with news, coming attractions and a little extra.



Coming! Rifts® Bestiary Vol. One and Vol. Two

Chuck Walton continues to pound out artwork for

this book that looks amazing, and he is already tightening the art for finished illustrations. I hope to slip a few pieces of art into these books too. Otherwise writing away as I juggle several projects. We have also received some creature stats and ideas from a few other freelance authors. As noted in the past, we are working on both volumes simultaneously. Very excited about these two books as they develop into something truly special.

What are the *Rifts*[®] *Bestiary of North America*[™], 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® games. Some will be a nuisance, others pets and companions, some are suitable M.D.C. riding animals, and some are slobbering beasts.

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 North America (US, Canada, 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!

Gen Con – Indianapolis, Indiana – August, 2018

Holy moley! Gen Con is only five weeks away! We look forward to seeing many Palladium fans there. Of course, we will bring a bunch o' books for ALL game lines, new and old, including the Raw Preview Editions, new releases, The Rifter, some T-shirts, prints, original art, out of print collectibles and maybe a surprise or two.

- Meet a number of Palladium creators and get books signed by characters like:

- Kevin Siembieda, Writer and Game Designer
- Carmen Bellaire, Writer and Game Designer
- Brandon Aten, Writer and Game Designer
- Wayne Smith, Editor, Rifter®
- Mark Oberle, Writer
- Glen Evans, Writer
- Charles Walton II, Artist
- Please join the fun and swing by to say hello and chat.

**SALE! Christmas in July at
DriveThruRPG.com – 200+ items – June
29 thru July 8**

We thought it was only fair to celebrate

Christmas in July on DriveThruRPG as well as with the [**Christmas in July Surprise Package**](#) via the Palladium Website. Most of the 200+ PDF Palladium products are on SALE and available now through July 8, 2018. Enjoy.

Recent Releases: 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.

[**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

.

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.

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)

, 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

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

[The Rifter® #75](#)

including a Rifts® Primer, how to create adventures, Splicers® I am Legion™ adventure Part 4, a Rifts® town in Canada, a Rifts® Savage Worlds preview, and more.

[The Rifter® #74](#)

, with the Rifts® town of Moorcroft, Rifts® town of Karimyo, the Ancient Master, Splicers® I am Legion™ Part 3, and more.

[The Rifter® #73](#)

, with the Nexus Born, Splicers®: I am Legion part 2, and more.

[The Rifter® #71 & 72](#)

(Double Issue)

where the Splicers® I am Legion™ adventure begins.

[Dragons & Gods](#)

™, 40 deities, 20 Demon Lords, 14 dragons,

Elementals, priests, Rune Weapons and more; for Palladium Fantasy RPG® but suitable for Rifts® and most settings.

[The Palladium Fantasy RPG®, 2nd Edition](#)

, a complete role-playing game with 27 character classes, 15 player races, and much more.

[The Compendium of Weapons, Armour and Castles](#)

, 700 weapons, 40 types of body armor, 40 castles with floor plans, 224 pages.

Rifts® Adventure Sourcebooks:

[Chi-Town ‘Burbs](#)

and

[Firetown & the Tolkeen Crisis](#)

(both with info about the ‘Burb of Firetown and Chi-Town ‘Burbs),

[The Black Vault](#)

™, a treasure trove of magic and Coalition secrets, and

[The Vanguard](#)

™, the secret organization of exiled mages who support the Coalition.

Rifts® Conversion Book 3: Dark Conversions

™, 120+ monsters, demons, undead, and supernatural menaces, plus Elementals, the Shifter and Witch revisited, adventure ideas and more;

Rifts® Conversion Book 2: Pantheons of the Megaverse

® presents 150+ deities, demigods and god-pretenders, plus many adventure ideas;

Rifts® Conversion Book One, Revised

, 100+ monsters, 40 races, and more;

Rifts® Path of the Storm

™, a proposed screenplay;

Dimension Book™ 14: Thundercloud Galaxy

™ with 17 alien races, monsters, minions, the Dominators, space colony creation rules, monster creation rules, 101 adventure ideas and more;

Dimension Book™ 13: Fleets of the Three Galaxies

™, the name says it all;

Dimension Book™ 8: Naruni™ Wave 2

is a treasure trove of high-tech weapons, force fields, and more.

Heroes Unlimited™ RPG, 2nd Edition

enables you to create any type of hero and super being;

Powers Unlimited® One

,

Powers Unlimited® Two

, and

Powers Unlimited® Three

, offering more than 250 super abilities and 11 new power categories between the three;

Mutant Underground

™ mutant animals and more;

Aliens Unlimited™ Galaxy Guide

™ has super abilities for outer space, 20 aliens and new worlds;

Gramercy Island

™, a prison for super beings, 98 statted out prisoners, and 101 adventure ideas;

Century Station

™ contains 51 villains, 40 NPC heroes, and 101

adventure ideas;

[Villains Unlimited](#)

™ presents 80+ fully fleshed out and statted super-villains;

[Heroes Unlimited™ G.M.'s Guide](#)

has 10 full adventures, G.M. advice, rampage rules, and much more.

They join other recent releases of the ever popular **[Wormwood™](#)**, **[Phase World®](#)**, **[Phase World® Sourcebook](#)**

,

[Skraypers](#)

™,

[Anvil Galaxy](#)

™,

[Three Galaxies](#)

™,

[Megaverse® Builder](#)

™, and

[Naruni™ Wave 2](#)

, as well as

[**Ninjas & Superspies**](#)

TM,

[**Mystic China**](#)

TM,

[**Monsters and Animals**](#)

and more. These are just some of the many Rifts® and Palladium titles now available on

[**DriveThruRPG.com**](#)

as PDFs, plus many FREE previews of key book titles. We are trying to make 1-2 new PDF titles available every week.

- More than 50 Rifts® titles are currently available, including the

[**Rifts® Ultimate**](#)

[**Edition**](#)

[**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
- ™,
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

™,

Rifts® Bionics Sourcebook

,

Rifts® Black Market

(one of my faves),

[Madhaven](#)

™,

[Rifts® Mercenary Adventures](#)

™,

[Rifts® Mercenaries](#)

,

[MercTown](#)

™,

[Merc Ops](#)

™,

[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®/Tolkeen 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](#)

™,

[Rifts® Secrets of the Atlanteans](#)

™,

[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® #1-76**. Each issue is a wealth of source material and ideas for several game lines, but most material can be easily adapted to ANY Palladium game world. Each issue a gem.

- **Splicers® RPG** is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *living body armor*

and wield living, organic weapons and devices. Created in 2004 by writer and game designer Carmen Bellaire,

Splicers

® was nominated for an

Inquest Gamer Magazine Fan Awards Game of the Year

, and has since developed a rabid fan base.

Science fiction and horror where humans are

forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- **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.

Palladium Collectibles, Artwork, Books, Toys and More in Kevin's Online Toy & Collectibles eBay Store

Sale on all Star Wars toys, as Alex and I continue to add *Star Wars* toys and a growing number of all kinds of collectibles – and we'll be adding more

Pal

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>

Closing

Thoughts

Our creative energy is still going strong as you

will see in the **Rifts® Bestiary sourcebooks** and

[The Rifter® #80](#)

. We have taken some darn good articles and expanded them into bigger and “official” source material for

Splicers®

(makes a nice companion to

[I Am Legion](#)

TM),

Palladium Fantasy RPG®

(fits with current and upcoming books), and

Rifts® Chaos Earth®

. You will like this material.

Been juggling a lot of projects, including **Rifts® Bestiary**

and a few other things I’d best not describe quite yet. Gen Con prep too. Hoping to take off one day this weekend, but there is so much to do. Been writing like mad. I said I would be

home by 7:00 PM last night, but I couldn't pry myself from the keyboard until 10:30 PM. It's a good thing my sweetheart is understanding. Too many ideas I needed to get down on paper. We are cranking.

Enjoy the Independence Day holiday and these nice (if hot) summer weekends if you can. And take advantage of our [Christmas in July](#) sales. Happy Fourth of July. Don't eat too many hot dogs and hamburgers and game on!

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

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 to 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.**



**Back in Stock: Rifts® Dimension
Book TM One:
Wormwood
TM**

Wormwood is a mysterious living planet of unknown origin and purpose. It is presumed to be some sort of colony world and supports human life, but under

the strangest conditions. It might be an idyllic environment if not for the corrupting “infections” that are the Unholy and his minions – demonic and monstrous creatures who battle for domination of the planet and its inhabitants. So it is that humans and monsters, the good and the wicked are at constant war with one another. Epic adventure, horror and the supernatural. There is nothing quite like Wormwood in the Megaverse®.

- The Good and the human are represented by the Cathedral. Its Champions of Light include warrior priests, monks, Wormspeakers (seers), Symbiotic Warriors, Knights

of the Temple, Holy Terrors and the most powerful and heroic of them all, the legendary Apok.

- **The Wicked and the demonic are represented by the Unholy, Dark Priests and the demonic Dark Minions.**

- **Home of Crawling Towers, Holy Terrors, Wormspeakers, Apoks the Avengers, and hordes of demonic monsters.**

- **37 unique Wormwood spells.**

- **50 symbiotic organisms; worms, claws, crawlers, stars and more.**

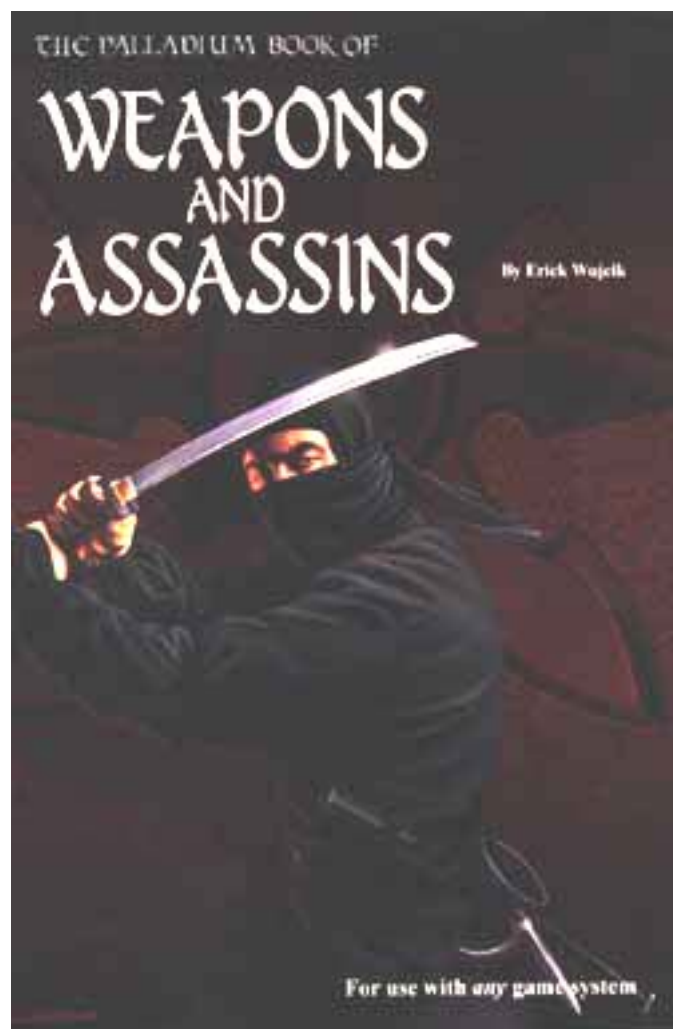
- **Magical Blood Stones and crystals.**

- **16 Dark Minions, including Entrancers, Skelter Bats and Worm Zombies.**

- **8 Player O.C.C.s, 20 monsters, a world of adventure unlike any other.**
- **20 page comic strip by Timothy Truman and Flint Henry.**
- **Created by comic book legends *Timothy Truman* and *Flint Henry***

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- **Written by Kevin Siembieda.**
- **160 pages – \$17.99 – [Cat. No. 809](#)**

Available now.



Back in Stock: Weapons and Assassins TM

The weapons and secrets of real world, ancient assassins. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. Back in stock.

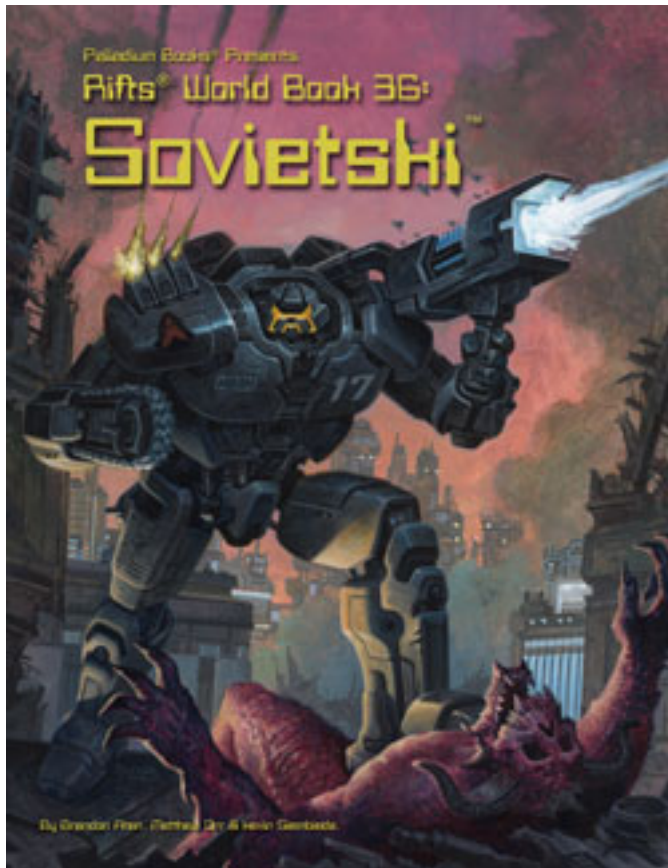
- **The Order of the Assassins.**
- **Thugs, the Assassins of India.**
- **The Ninja and their weapons, equipment and**

methods.

- **Written by Erick Wujcik.**
- **48 pages – \$9.99 – [Cat. No.](#)**

[403](#)

Available now.



New! World Book 36: Rifts®

Sovietski

TM

– 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 *Mindwer*

ks 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™**, **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 TM ® Sovietski**

gaming experience:

Here are some other Rifts®

titles you may find useful when running a campaign in Eastern Europe.

- [**Rifts® Warlords of Russia**](#) TM – 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**](#) TM

– 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**™ – 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**](#) TM – 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™**](#)
– 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! Rifts® Bestiary™: North America, Vol. One

A series of books that collects all the notable monsters, dinosaurs and creepy crawlers and creatures of Rifts® North

America (US, Canada and Mexico) into two juicy volumes with a number of new creatures. Each volume includes maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of *Rifts North America* (unintelligent monsters, predators, notable animals

and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition, Kevin Siembieda, Chuck Walton and Greg Diaczyk are adding some new monsters to make life in the wilderness interesting. Presented in alphabetical order, with maps showing

their range and location, in two big books.

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

Other volumes, like a Bestiary of Spirits and the

Supernatural, are likely to follow.

Future volumes will include spirits, ghosts and entities, another on dragons, other volumes on creatures in other parts of Rifts Earth, and so on.

- Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.

- Some new creatures, but most are existing creatures.

- Updated information

where applicable.

- **Updated and uniform stat blocks.**

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

- **Fully illustrated.**

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

- **192-224 pages – \$26.99 retail – [Cat.](#)**

No. 896

. In production.

**New! Rifts® Bestiary™
: 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.](#)**

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**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

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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 –

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at. 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 – C
at. No. 237**

. In production.

UPDA

**TE: Convention
Calendar**

**2018 Gen Con
– August 2-5,
2018 –**

Indianapolis, Indiana

As noted earlier,
we need Game
Masters to submit
their Palladium
Gaming Event

descriptions over
the next few weeks.
As with years past,
please coordinate
with NMI and the **M**
egaversal
Ambassadors
to be part of the
Palladium Books

gaming block at
Gen Con and to get
listed in the onsite
Gen Con Program
Book (very
important). Thank
you.

The usual
Palladium crew will
be present at the
Palladium booth to
chat and sign
books.

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RECON®
Splicers®
Powers
Unlimited®
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Game®
Phase

World®,
Nightbane®,
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Invasion®,
Coalition Wars®,
Chaos Earth®,
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Ninjas &
Superspies, Minion
War, Mysteries of
Magic, SAMAS,
Thundercloud
Galaxy, Three
Galaxies, Vampire
Kingdoms, and
other published

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