

By Kevin Siembieda

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

The big, 256 page, [Splicers® I Am Legion Sourcebook](#) and [Rifts® Antarctica Raw Edition](#) are back from the printer and shipping to those of you who ordered each or a single copy of one. Both books look great and are fun reads. There was a slight delay with the [Surviving Chaos Earth® Raw Preview Limited Edition](#) and we will not get it until Monday. As a result, we are waiting to ship orders that include it with other books until then.

**Surviving Chaos Earth®**

is another super-fun read that is packed with exciting source material and ideas.

Most of this week has been spent working on the material going into [The Rifter® #80](#) and **The Rifter® #81**

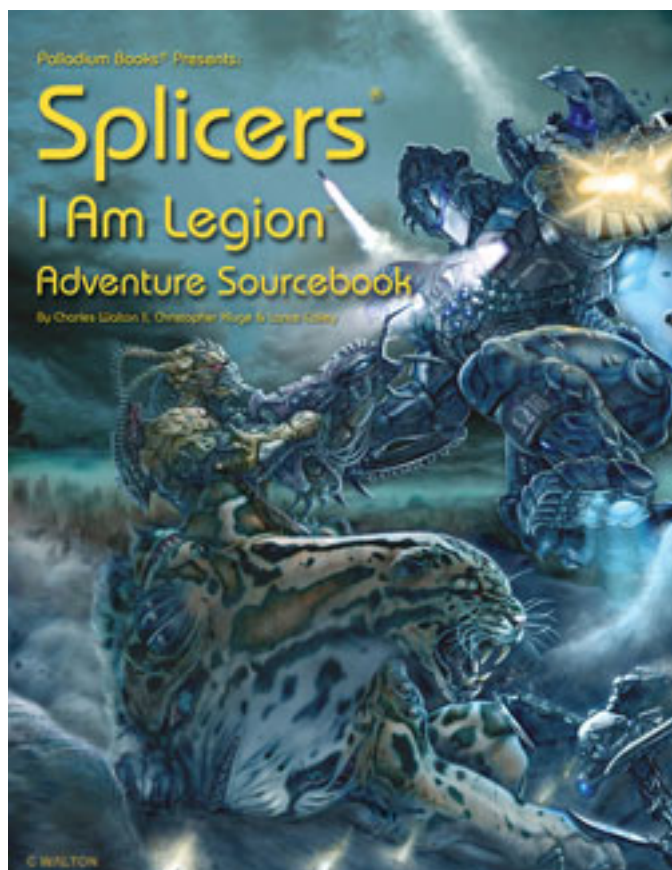
. Both are coming along nicely and contain some awesome “official” and “optional” source material that we know you are going to enjoy. We did a little work on the

**Rifts® Bestiary**

too. And went through artwork submitted by Pinnacle for the next few

**Rifts® for Savage Worlds**

® sourcebooks. This has made for another fast-paced week with some nice ups (books came in and work is getting done) and downs (business stuff and slight delay of Surviving Chaos Earth®). But mostly it has been a solid week in which we accomplished a lot. Read on for details.



**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

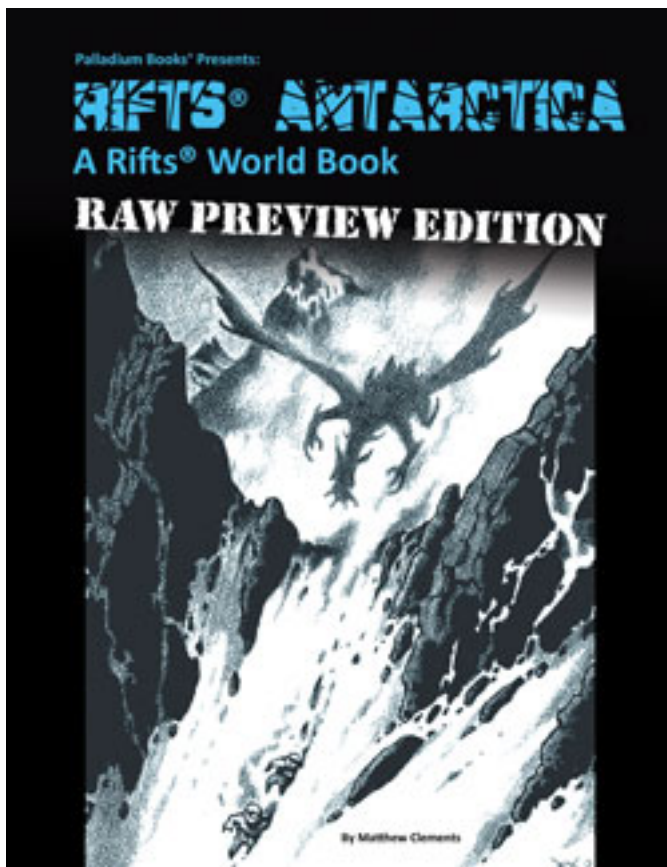
[DriveThruRPG.com](http://DriveThruRPG.com)

. 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

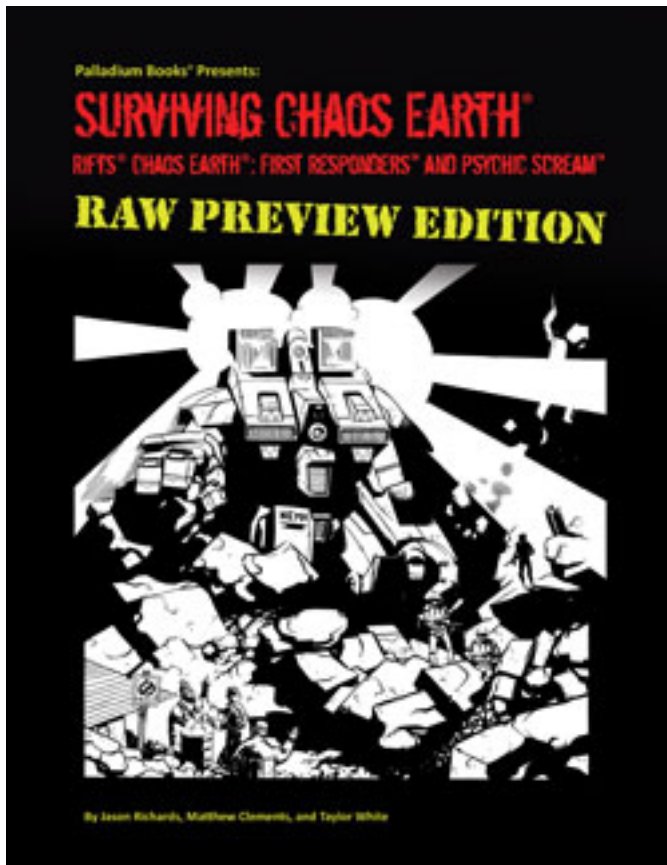
**Rifts® World Book**

. 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***

TM

***Chaos Earth®***

**and  
*Chaos Earth***

®

***Psychic Scream***

TM

**– limited to only 150 copies – ships Monday, June 25**

A slight delay. Ships Monday, June 25, 2018, instead of today. Order yours 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](#)** –
- ships Monday, June 25. Do not miss out.**





## COMING SOON! The Rifter® #80

Amy L. Ashbaugh's cover came in this week and I've been assigning out the remaining artwork for issues #80 and #81. Meanwhile, Wayne, Chuck and I have been working on editing and rewrites of the various articles and source material for **The Rifter® #80** as well as selecting material for **The Rifter® #81**

.



**The Rifter® #80** 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.

**Writers and Gamers Note:** Palladium has several issues of **The Rifter®** to get caught up with so the next two months are an excellent time to submit gaming articles, adventures, monsters, new characters/O.C.C.s and other source material for

possible publication in

**The Rifter®**

. Artwork too! Please send electronic files and the

[the Unsolicited Manuscript Form](#)

to: rifiersub{at}palladiumbooks.com

Of course, all such submissions are created entirely on speculation and there is no promise we will publish your submission in **The Rifter®**, but this is a great time to be seen. And remember, many writers and artists who started out in **The Rifter®** went on to work on official sourcebooks. This is a great way to share your ideas and adventures with other gamers.



## **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!

## **NEWS: Scott Gibbons' departure from Palladium Books**

*Scott Gibbons* has had to step away from Palladium Books due largely to family concerns. As many of you know from interactions with him online or at the

recent Palladium Open House, his oldest child was diagnosed with cancer five years ago. Last year, shortly before he started working with Palladium, Scott's son began a new treatment that brought very promising results. Unfortunately, a few months ago the cancer reasserted itself, and Scott and his family are now having to devote more time and energy to his son's care. While the long-term prognosis hasn't changed, the stress and demands prevent Scott from being able to devote the attention and energy toward his work at Palladium as he would like to provide.

Scott remains a friend and confidant, so don't be surprised to see his name cropping up in news, books and other projects. We wish Scott and his family our very best, and hope the doctors find a new, superior treatment regimen with lasting results for his son. Hang tough.

**Gen Con – Indianapolis, Indiana –  
August, 2018**



Holy moley! We just realized that Gen Con is only six 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.

## **New on DriveThruRPG.com – Splicers®: I Am Legion**

TM

### **Adventure Sourcebook – available now**

We've been so busy working on the release of new books we forgot to post a new release on DriveThru this week. That's okay, it gives you more time to snag a PDF copy of the [\*\*Splicers®: I Am Legion™ Adventure Sourcebook\*\*](#) and any of our other 200+ other game titles. We'll post something new next week.

**New and available now:** Get the [\*\*Splicers®: I Am Legion™ Adventure Sourcebook\*\*](#)

right now, even before it is available next week as the printed book. It 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. It joins last weeks new PDF,

**[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!

**Recently made available: [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](#)

™,  
[Mystic China](#)

™,  
[Monsters and Animals](#)

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

## [DriveThruRPG.com](http://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

™,

## Rifts® Australia

™,

## Triax & The NGR

TM,  
,

[Rifts® New West](#)

TM,  
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[Spirit West](#)

,

[Lone Star](#)

TM,  
,

[Rifts® Psyscape](#)

TM,  
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[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®/Tolkeen series**

, the

**Minion War**

TM 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\*\*](#)

TM,

## 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*  
*ladium 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

Busy is the word at Palladium, with releases of the [\*\*Splicers® I Am Legion Sourcebook\*\*](#), the two Preview Editions:

[\*\*Rifts® Antarctica\*\*](#)

and the

[\*\*Surviving Chaos Earth® Raw Preview Edition\*\*](#)

, available now, and working like mad on many more releases. What's coming in the weeks ahead? A couple more

**Raw Preview Editions**

,

**[The Rifter® #80](#)**

**, The Rifter® #81**

and with a little luck,

**[Rifts® Bestiary Vol. One](#)**

and a couple of surprises. Whew. Did I mention we've been busy? Keep your imaginations burning. Ours are on fire.

*– 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 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.

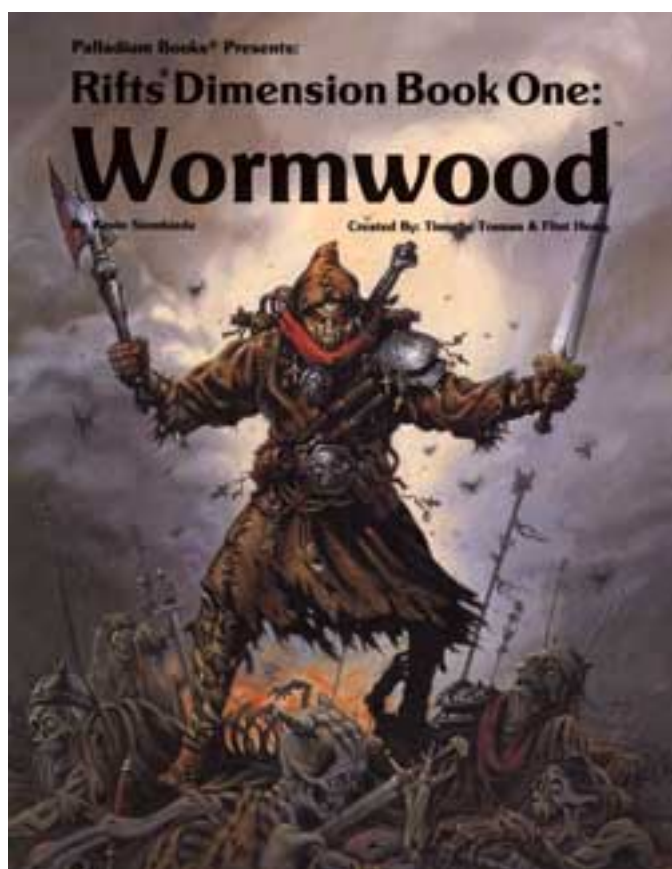
- [\*\*2018 Palladium Books® Open House T-shirt\*\*](#) is fun and the favorite of many people. It features art by Ramon K. Perez. You did not have to be at the Open House in person to get this fun T-shirt. If you were there in spirit or just like the design, snap it up. Limited to 120 shirts. Available 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.

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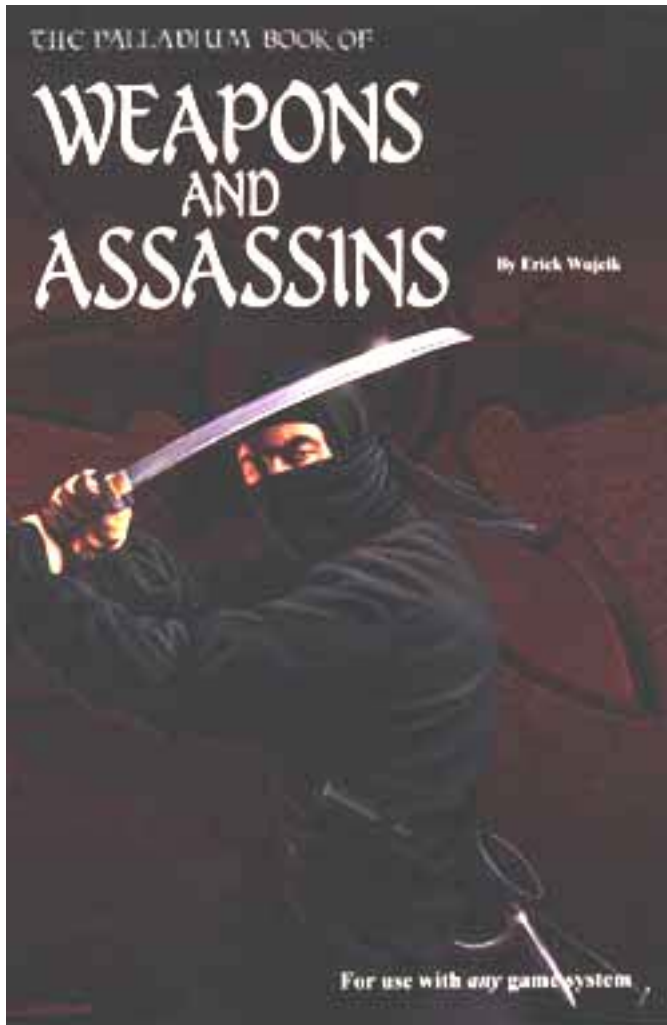
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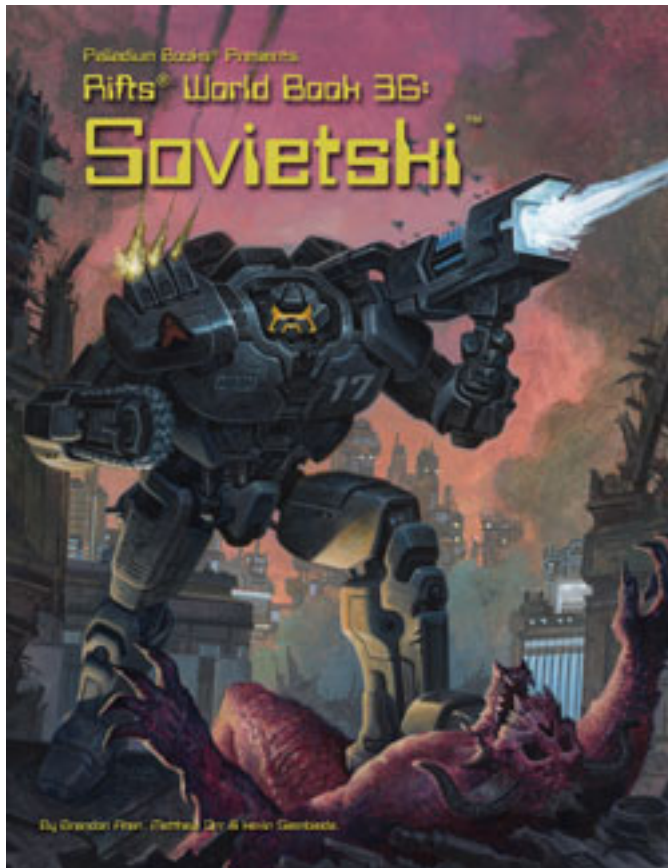
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# **New! World Book 36: Rifts® Sovietski TM**

## **– 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 <sup>TM</sup> <sup>®</sup> Sovietski**

**gaming experience:**

Here are some other Rifts®

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

- [\*\*Rifts® Warlords of Russia\*\*](#) <sup>TM</sup> – 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\*\*](#) <sup>TM</sup>

– 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** <sup>TM</sup> – A compendium of bionics and cybernetics, and info about

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- [\*\*Rifts® Game Master Guide\*\*](#) <sup>TM</sup> – 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 –**

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**New! Rifts® Bestiary™  
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Two**

More monsters and exotic animals of Rifts® North America as part of an ongoing series of **Rifts® Bestiary sourcebooks**

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*Rifts North America*  
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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.**
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**UPDATE: Rifts®  
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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.**

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# **Face of Death <sup>TM</sup>** **– A Dead Reign**

**®**

## **Sourcebook**

**This sourcebook is  
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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.

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new O.C.C.s.**

**- Skyscraper  
communities and  
life on the**



**rooftops.**

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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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