

Contents – The Rifter® #83 – Summer 2019

Page 6 – From the Desk of Kevin Siembieda

Books are coming your way! This issue of **The Rifter®**, **Rifts® Bestiary™ Volume One**, and **Garden of the Gods™** are available right now! All July releases. (A hardcover edition of the Rifts® Bestiary, too.) **In the Face of Death™**, **The Rifter® #84**, **Titan Robotics™**, **Chaos Earth® Psychic Scream™**, and more are in production. With even more in development.

Page 7 – Palladium News

Get more information about recent releases, the Palladium Fantasy RPG® Interactive Character Sheet, new artists, and Pinnacle Rift® Savage Worlds titles.

Page 8 – Coming Attractions

Not just books are available now and coming soon, but so are new baseball caps, mugs and a Rifts pen. Books like **Rifts® Bestiary™ Volume One**, **Garden of the Gods™**, **In the Face of Death™**, **Rifts® Bestiary™ Volume Two**, **Rifts® Chaos Earth®: Psychic Scream™**, **Rifts® Antarctica**, **Fantasy titles**, and many others are in production, along with a lot of other books. Read all about them here.

Page 15 – The Prophet O.C.C.

– Optional Material for Palladium Fantasy RPG®

Ian Herbert present a new, optional O.C.C. that is not a Priest in the traditional sense, but a character who can be something of a wild card and a maverick. And a lot of fun as a player character or as an NPC (Non-Player Character).

Art by *Benjamin Rodriguez*.

Page 19 – Half-Ogres or “Hogres”

– Optional Material for Palladium Fantasy RPG®

Ian Herbert takes a comprehensive look at the Hogre – a half-human and half-Ogre subspecies. Ogres and humans are similar enough to mate and bear offspring. Sadly, these people are neither accepted by humans nor Ogres and often become outcasts living on the fringe of society or bitter monsters angry at the world.

Page 21 – Independent Hogres.

Page 22 – The Hogre as a player character.

Art by *Mark Dudley*.

Page 23 – Operation Minotaur

– Optional Adventure for *Beyond the Supernatural™*

Hendrik Härterich presents an epic, wartime **Beyond the Supernatural™** adventure that is like Indiana Jones meets The Dirty Dozen filled with horror and dangerous secrets.

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Page 46 – To New Horizons

Page 47 Turning Operation Minotaur into a Campaign
Art by *Benjamin Rodriguez*.

Page 48 – Saving the World... with the Secret Operative

– Optional Source Material for *Heroes Unlimited™*

Matt Reed gives us a new look at Superspies and Secret Operatives for *Heroes Unlimited™* RPG complete with Superskills, Gadgets, and new abilities.

Page 48 – Perception, Intuition & Contested Skill

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Page 63 – Sample Characters

Page 66 – In Conclusion

Artwork by *Sires Jan Black*.

Page 67 – On the Trail ... with the Hunter/Vigilante – Optional Source Material for *Heroes Unlimited™*

Matt Reed gives us a new look at The Hunter/Vigilante for *Heroes Unlimited™* RPG. Complete with traps, new abilities, and equipment.

Page 67 – The Hunter Compared

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Page 80 – Sample Characters
Artwork by *Mike Mumah*.

Page 82 – Treasures of the Megaverse® – Optional Material for *Rifts*® and other settings

Carl Gleba knocks it out of the park with this diverse and spectacular treasure trove of magic items. Rune Weapons, Magic Rings Elixirs, Cloaks, TW devices, and much more, including a few warships!

Page 82 – TW items
Page 84 – Magic Rings
Page 85 – Magic Staves
Page 87 – Magic Elixirs
Page 88 – Magic Cloaks
Page 90 – Amulet of Armor
Page 90 – Magic Horse Gear
Page 91 – Elemental Stones
Page 92 – Magic Arrows
Page 92 – Magic Vehicles
Page 95 – The Infinity Tome

The Theme for this Issue

The theme for **The Rifter**® #83 is mysterious people, places and devices (including magic items galore). Many of them misfits and people and magic that lurk in the shadows or on the fringe of society. Enjoy.

Become a Writer for Palladium Books®

The Rifter® is going on hiatus, but if you like, you can still continue to submit articles for our consideration like always, just like you did for *The Rifter*®.

Why, if there is no publication? Because Kevin and crew may decide to use your adventure, setting, new magic, new psionics, new super abilities, monsters, villains, heroes, high-tech weapons, vehicles, robots, etc., in an upcoming sourcebook, that's why. All such submissions are unsolicited and entirely on speculation, with no promise of publication or payment. Always looking for material for *Rifts*®, *Chaos Earth*®, *Palladium Fantasy RPG*®, *Heroes Unlimited*™, *Ninjas & Superspies*™, *Beyond the Supernatural*™, *Dead Reign*®, *Splicers*® and *Nightbane*®.

The Cover

The cover is a portion of **Kevin Long's** famous cover to *Rifts*® Conversion Book One. It was one of the early *Rifts*® book releases way back in 1996. We thought it was nice to harken back to our beginning as we launch a new era of *Rifts* titles and books for other settings.

Optional and Unofficial Rules & Source Material

Much of the material presented in *The Rifter*® is "optional," but that doesn't make it any less exciting, fun, or useful. It is source material written by role-playing gamers just like you (and a couple of pros). It's how we have found many of the artists and writers who have gone on to work for Palladium. We wouldn't present the material if we didn't think it was worth sharing. If we thought it sounded cool or fun we included them for your gaming enjoyment. Use what you like, ignore the rest. And remember, you can usually adapt material designed for one setting in many others, like *Rifts*® magic and monsters for *Palladium Fantasy* or *Heroes Unlimited*, and vice versa. Even settings and adventures can be tweaked and used in many different settings. We hope all of it ignites your imagination and inspires you to create your own wonders.

www.palladiumbooks.com – Palladium Online

COMING – The Rifter® #84

- **Golems in the Myst**, source material for *Rifts*® by **Greg Diaczyk**.
- **The Kingdom of Raf-Chalon** for the *Palladium Fantasy RPG*®.
- **The Dark City of Cascade** for *Heroes Unlimited*™.
- **Spellbound O.C.C.** for *Nightbane*® RPG.
- **All Quiet on the Western... What? An Adventure for *Beyond the Supernatural*™.**
- **The Dimma**, a short story for *Beyond the Supernatural*™.
- **John Zeleznik** cover.
- **News, coming attractions, product descriptions and more.**
- **96 pages – \$14.99 retail – Cat. No. 184. Fall release.**

**One game system, infinite possibilities
limited only by your imagination™**

Though despised, tears flow when the giant falls

From the Desk of Kevin Siembieda

We are thrilled so many of you enjoyed the Erick Wujcik tribute in **The Rifter® #82**. Ten years after his untimely death, I still miss him every day. So that was a very special issue for all of us. Glad you enjoyed it. If you missed it, there are still copies available, but probably not for long.

This issue is outstanding. A number of our regular contributors have submitted outstanding articles and source material to **The Rifter #83** (and **#84**) just in time before **The Rifter®** goes on hiatus for at least two years. We love the material they submitted, and know you will too. With any luck, we'll all be seeing these talented people contributing to future sourcebooks.

Why is The Rifter® going on hiatus? A number of reasons, but the main one is because we need to spend the time usually allotted for **The Rifter®** on producing official sourcebooks. And we have a lot of ideas for all kinds of exciting sourcebooks for **Rifts®**, **Palladium Fantasy®**, **Heroes Unlimited™**, **Beyond the Supernatural™**, and ... well ... everything. As a result, we intend to take a couple years off from producing **The Rifter®** to give our full attention to knocking out a bunch of sourcebooks, including a number of titles you have wanted for a very long time. I don't even want to list them. You'll find out when we announce their release dates. But most of you will be pleased. Very pleased. After we've spent a couple years pounding out books, we will revisit whether or not we should return to doing **The Rifter®** or keep our focus on new books. As always, we appreciate your suggestions and want to know what you think.

Books are coming your way starting now

- **Rifts® Bestiary™ Volume One** – July
- **The Rifter® #83** – July
- **Garden of the Gods™ (Fantasy)** – July or August
- **In the Face of Death™ (Dead Reign®/Zombies)** – August or September
- **The Rifter® #84** – September
- **Rifts® Titan Robotics™** – October or November
- **Rifts® Chaos Earth®: Psychic Scream™** – September or October
- **Rifts® Bestiary™ Volume Two** – Winter
- **With a whole lot more in the pipeline.** The books listed above are just what are actually in active stages of production.

If you are reading this in **The Rifter® #83** it means **Rifts® Bestiary™ Volume One** has already been released and is available at stores everywhere! It also means **Garden of the Gods™ (for Palladium Fantasy RPG®)** is either also in stores (shooting for a July release) or will be available very soon (August). That will be followed by **In the Face of Death™** for **Dead Reign®**, our zombie apocalypse game. ALL of these titles and other books in development are described in the Coming Attractions section of this issue. And ALL of these books are in some stage of active production. Meaning a manuscript has been submitted and is undergoing final tweaks, additions and rewrites, art has been assigned (or is coming in) and these books WILL see release in 2019.

Other books not quite as far along include **Rifts® The Disavowed™**, **Rifts® Antarctica**, **Rifts® CS Arsenal™**, **Rifts® Living Nowhere™**, **Chaos Earth® First Responders™**, **Beyond the Supernatural™** sourcebooks, more **Fantasy sourcebooks (a whole bunch of them!)** and other titles. These titles and several others are NOT forgotten and are in various stages of active development or waiting for production. As always, just because a book is not specifically discussed here, or listed in every Weekly Update, it does not mean it is discontinued or in limbo, it means there are more immediate things to talk about or there's no substantive news to report. We are anxious to put as many of the books you've been waiting for into your hands as soon as possible over the next 18 months.

So if a book you are waiting for is not mentioned here or in one of *Palladium Books' Weekly Updates* on our website, it means there is nothing new to report, but it should still be in the pipeline and news for it will be coming in the months ahead. Right now, we are focused on releases slated for the next six months, which by our count is 6-7 titles. And many of them are in various stages of production or development.

Lines of contact

For those of you who count on The Rifter® for info about new releases, we apologize for you losing this lifeline to Palladium Books. If you can, we encourage you to visit the Palladium Books website at least once a month. For those of you we know do not have access to the Internet, we will try to send out periodic newsletters and our latest catalog. You can also mail us a request for a current catalog or product checklist, whenever you need one, and we'll send one out to you.

Rifts® Bestiary™ Volume One

Available now – in stores everywhere

Yep, **Rifts® Bestiary™ Volume One** is finally hot off the press and shipping to stores everywhere. 256 pages of awesomeness. 82 creatures. Maps. Great art. Comprehensive creature descriptions. Source material for Players and Game Masters alike. Ideas for encounters and adventure.

Editor *Alex Marciszyn* called **Rifts® Bestiary™ Volume One**, "A monster book unlike any you have ever quite seen before. A Guide to Rifts® monsters and animals written as if it were a real field guide about real animals. All fitting into a complete ecosystem."

Proofreader *Julius Rosenstein* felt the same way. Adding that he loved the *Erin Tarn* opening and many of the expanded descriptions of familiar monsters like the *Darkhound* and *Fury Beetle*. He also loved the new critters. The one beast that crept Julius out the most: the *Ee-Bee Gee-Bee*. The one he wants his character to acquire: the *Cerebro-Scrambler*. Alex said the *Ee-Bee Gee-Bee* is at the top of his list of beasts that creep him out too, but that for him, the *Dream Butcher* was the worst. Meanwhile, the *Dinostang* was the beast Alex said he'd like his character to have. See the new description for **Rifts® Bestiary™ Volume One** and other books elsewhere in this issue.

A **Sneak Preview of Rifts® Bestiary™ Volume One** is available for FREE on DriveThruRPG.com – to give you some idea of what you can expect.

Oh, and there is a limited edition, gold foil hardcover edition of the **Rifts® Bestiary™ Volume One**, available only from Palladium Books. Limited to 400 signed and numbered copies. See the description for both the softcover and hardcover editions in **Coming Attractions**.

Keep those imaginations burning bright.

– Kevin Siembieda, Publisher, Writer, Game Designer
– July, 2019

Palladium News

By Kevin Siembieda, the guy who should know

Rifts® Bestiary™

Hot off the presses, available now

Yep. By the time you read this, the Bestiary will have shipped to distributors and those who pre-ordered it. And it will be at Gen Con. 256 pages of awesomeness. 80+ creatures. Maps. Great art. Fodder for countless encounters, adventures, creatures for your characters to use and command, and more. It's epic and expansive. And designed to help, wow, and inspire both players and Game Masters.

I hope people use the notes under **Life Span**, regarding maturing, young, juvenile, and adult animals, and the varying power levels and sometimes different behavior at different ages, to enjoy different experiences with the same animal. And watch out for momma or a mated pair protecting their young! Editor *Alex Marciniszyn* was correct when he said the **Rifts® Bestiary™** is "written as if it were a real field guide about real animals. All fitting into a complete ecosystem." We wanted to make these beasts feel real and make sense in the Rifts® world. And create a stronger sense of continuity than ever before. I think we have succeeded in giving you a monster book unlike any other. Enjoy.

Oh, and for those of you who love hardcovers and collectibles, don't miss out on the limited, signed and numbered **Gold Hardcover Edition**. Only 400 available while supplies last. Historically, Palladium Books' **Gold Editions** have doubled, tripled or increased in value many times over.

Garden of the Gods™ – available

As I write this, I'm also working on wrapping up the Palladium Fantasy® Sourcebook, **Garden of the Gods™**. With any luck, I finished it up in time so that it is back from the printer the same time as *The Rifter* #83 and is shipping in July and appearing at Gen Con.

It's pretty epic too. And another book designed to blow minds, wow and inspire both players and Game Masters. I'm having a blast writing it with Matthew Clements. More than 40 forgotten gods, secrets and fun. This book is an adventure factory for G.M.s and a valuable resource for players to get quests, inspirations, blessings and artifacts from the gods. I love it.

In the Face of Death™

A **Dead Reign® Sourcebook** to follow in August

As soon as I finish *Garden of the Gods* I dive into finishing **In the Face of Death™**. An epic addition to the **Dead Reign®** Zombie Apocalypse setting. Wanted it out for Gen Con, but could not wrangle it. All the art is done, I just need to finish the writing. This should be an August or September release.

Books should be coming quickly

I have been coordinating production of numerous book titles including **Chaos Earth®**, **Psychic Scream™**, **Rifts® Titan Robotics™**, **The Rifter® #84**, and a number of other books. Art is being done for all the above, as well as writing by me and freelance authors.

The advantage of having several books in various stages of production at the same time is we should be able to release several books one after the other very quickly, just like we used to do in the good old days. Sweet! For example, I have been making notes and writing parts of various books the entire first half of the year. In addition, I have been assigning and coordinating artwork and writing for a number of titles at the same time. Getting art for a book is often 2-3 months of time, sometimes more all by itself. And a lot of these books have been art heavy.

The bottom line is you've got 4-5 new titles coming for the rest of the year. And that's not counting the **Rifts® Bestiary™ Vol. One** softcover and hardcover editions. We are so excited. I hope you are too.

A smash hit! Available Online Only

Palladium Fantasy RPG® Interactive Character Sheet

Gamers are going wild over the new **Palladium Fantasy RPG® Interactive Character Sheet**. This is a digital – online product only. Available directly from Palladium Books AND DriveThruRPG.com. We are thrilled so many of you have discovered and are enjoying this helpful and fun product.

The Palladium Fantasy RPG® Interactive Character Sheet is a Microsoft Excel-based character management system. Packed with features and data collected from every *official* Palladium Fantasy sourcebook, this sheet saves you time and hassle with each character you create.

Features & Benefits:

- **The Main Character Sheet Page** collects the important data from across multiple tabs and puts it in one place for quick and easy reference.
- **Separate sheets examine character construction (worktable), Skills, Magic, Psionics, and Combat in greater detail.**
- **Built-in leveling system that calculates skill advancement for you!**
- **Experience Tables for over 80 O.C.C.s already programmed.**
- **Recognizes the percentages for nearly 150 skills, plus combat bonuses for over 20 Weapon Proficiencies and 7 Hand to Hand styles.**
- **Calculates the speed and distance a character can run and jump based on character Attributes.**

- Also calculates how much a character can lift, carry, and throw for humanoids, Giants, and Supernatural Beings.
- Add in your own Hand to Hand style, custom Skills, unique Weapon Proficiencies, and Experience Tables.
- Estimated time to build a character reduced by 20% or more.
- Instructions on how to use the sheet included, as well as a video walkthrough below.
- **Important Note:** This character sheet is built to be used with *Microsoft Excel 2010+* and it comes in .XLSX format. Opening this file in other spreadsheet programs is NOT guaranteed to work as intended.
- **Watch the Overview video here:** <https://vimeo.com/322271758>

New Palladium Artists

You'll be noticing a number of new names in the art credits sections of our books. All are top notch artists. Our newest addition is *Sires Jan Black*. Some of her work appears in this issue of **The Rifter®** and even more appears in **Garden of the Gods™**. *Robert Atkins* and *Steven Cummings* both come to us from the comic book industry and they rock. Both actually made their debut in **Rifts® Sovietski™**, but you'll be seeing a lot more of their work in the **Rifts® Bestiary** books and **Titan Robotics™**, among others.

Meanwhile, many of our long time artists are as good or better than ever! *Amy L. Ashbaugh*, *Nick Bradshaw*, *Mike Mumah*, *Ben Rodriguez*, *Chuck Walton* and *John Zeleznik* are all doing amazing artwork. Perhaps some of the best of their careers. That's not just wonderful for them, but for you who get to enjoy their artistry in our many upcoming books.

2019 Gen Con – Booth 1317

By the time you read this, Gen Con will be over. We hope to have met a bunch of you there, signed your books, chat and have a nice time. We'll have all the new releases there, plus back stock titles, baseball caps, coffee mugs, pens, prints, collector items, negatives, and original artwork. Gen Con is always fun for all of us. We look forward to seeing old friends and making new ones. The following Palladium creators will be at the Palladium Books booth:

- Kevin Siembieda – writer, game designer, Publisher
- Charles Walton – artist and concept man
- Glen Evans – writer
- Brandon Aten – writer
- Mark Oberle – writer
- Wayne Smith – editor, The Rifter®
- Thomas Roache – writer and game designer
- Madman Mike Leonard – artist
- Jeff “NMI” Ruiz – game events organizer

2021 Palladium Open House

The next Open House will be in 2021 to celebrate Palladium Books' 40th Anniversary, so please start making your plans now. We intend to make the 2021 event the biggest, best Open House ever, so we are giving you all plenty of advance notice! Start making your plans now for an extravaganza nobody will want to miss.

Pinnacle's Rifts® for Savage Worlds®

This past April, Pinnacle Entertainment had a big success with their *Rifts® American Armageddon Kickstarter*. It was funded within 7 minutes and went on to get \$230,000 in pledges in less than 30 days. It is to produce three new Rifts® Savage Worlds® sourcebooks, all set in North America: **Arcana & Mysticism**, **Blood & Banes**, and **Empires of Humanity**, plus updated core rule books, G.M. screen, and other items like Rifts® dice, bennies, and more.

Rifts® for Savage Worlds® is just one of the many expanding and exciting Palladium related products and licenses. We are looking for more licensing partners in all areas from film and television, to videogames, board games, etc.

The Rifter® to go on hiatus

Reminder, **The Rifter®** will be going on indefinite hiatus after **The Rifter® #84**. It will be the last issue for at least two years. Anyone who has a subscription beyond that number, will get a store credit for the balance of their subscription.

We know many of you will be disappointed, but this is best for the company. We are doing this so that all of us can devote our time to releasing RPG sourcebooks, World Books, Dimension Books and supplements, including awaited titles for **Rifts®** and the **Palladium Fantasy RPG®** to **Beyond the Supernatural™** and **Heroes Unlimited™**. Moreover, we have been working on several *Top Secret projects* for the last few years. As those projects heat up, we need more time to devote to them and, hopefully, a large number of new releases. To make this happen, something had to go, and that something is **The Rifter®** — at least temporarily. We hope you understand.

Coming Attractions

Palladium's 2019 Release Checklist

Available Now

- **New! Rifts® Bestiary™, Volume One** – 256 pages.
- **New! Rifts® Bestiary™, Vol. One Gold Edition Hardcover** – 256 pages.
- **New! The Rifter® #83** – 96 pages.
- **New! Garden of the Gods™, Palladium Fantasy® Sourcebook** – 160 pages.
- **New! Palladium Fantasy RPG® Interactive Character Sheet** – a Microsoft Excel-based character management system. See *News* for details.
- **Back in Print: Monsters & Animals (Fantasy RPG)** – 240 pages – 120 monsters, 200+ animals; S.D.C. setting but easy to convert.

Coming Soon

- **In the Face of Death™, a Dead Reign® Sourcebook** – 96 pages, August or Sept.
- **The Rifter® #84** – 96 pages, September.
- **Chaos Earth® Psychic Scream™** – Fall or Winter.
- **Rifts® Titan Robotics™** – 160 page, Fall or Winter.
- **Rifts® Bestiary™, Volume Two** – 200+ pages, Winter.

- **Rifts® Bestiary™, Vol. Two Gold Edition Hardcover** – Winter.
- **Rifts® Antarctica** – Winter.

Also on the drawing board

- **Rifts® The Disavowed™ Sourcebook** by Kevin Siembieda and Matthew Clements.
- **Rifts® Heroes of Humanity™ CS Arsenal**
- **Lopan™, a Palladium Fantasy RPG® Adventure Sourcebook**
- **Lopanic Games™, a Palladium Fantasy RPG® Sourcebook**
- **Rifts® Chaos Earth® First Responders™** – Winter.
- **Heroes Unlimited™ Sourcebooks**
- **Splicers® Sourcebooks**
- **Nightbane® Sourcebooks**
- **Beyond the Supernatural™ Sourcebooks**
- **More Palladium Fantasy RPG® Sourcebooks**
- **And more.** Other titles are in the pipeline and being written. Thus additional and other titles may be slotted into the release schedule.

Palladium RPGs are available in many hobby and game stores around the world. We encourage people to support their local stores. Going to a store enables you to see the product before purchasing it, and many stores are happy to place special orders for you, provided you pay in advance, enabling you to avoid the cost of shipping and possible damage in the mail.

Ordering from Palladium Books: You can also order directly from Palladium Books, but you will pay extra for shipping. For customers with access to a computer, we highly recommend ordering online. This provides you with information about the most recent releases and Palladium’s entire product catalog. It also provides you the most accurate shipping costs and more shipping options. You can also order by telephone at 734-721-2903 (order line only). For customers without such access, use the following “mail order” process.

1. Send the cost of the books or items being ordered.

2. **In the USA:** Add \$6 for orders totaling \$1-\$50 to cover shipping and handling. Add \$12 for orders totaling \$51-\$95. Add \$18 for orders totaling \$96-\$200. **Note:** For *non-book products*, including T-shirts, add an extra \$6 per \$50 worth of product, on top of the shipping amounts listed above. This is because *non-book products* cannot ship via Media Mail, and must use a more expensive method of shipping. **Outside the USA:** Double the shipping amount for orders going to Canada, and *quadruple* it for overseas orders. Any and all additional costs incurred as a result of customs fees and taxes are the responsibility of the foreign customer, NOT Palladium Books.

3. Make checks or money orders payable to *Palladium Books*.

4. Please make sure to send us your complete and correct address, *including* apartment number. **Note:** These costs are for the least expensive and slowest method of shipping only. Allow 2-4 weeks for delivery. Order online or call the office for a superior but more costly shipping method.

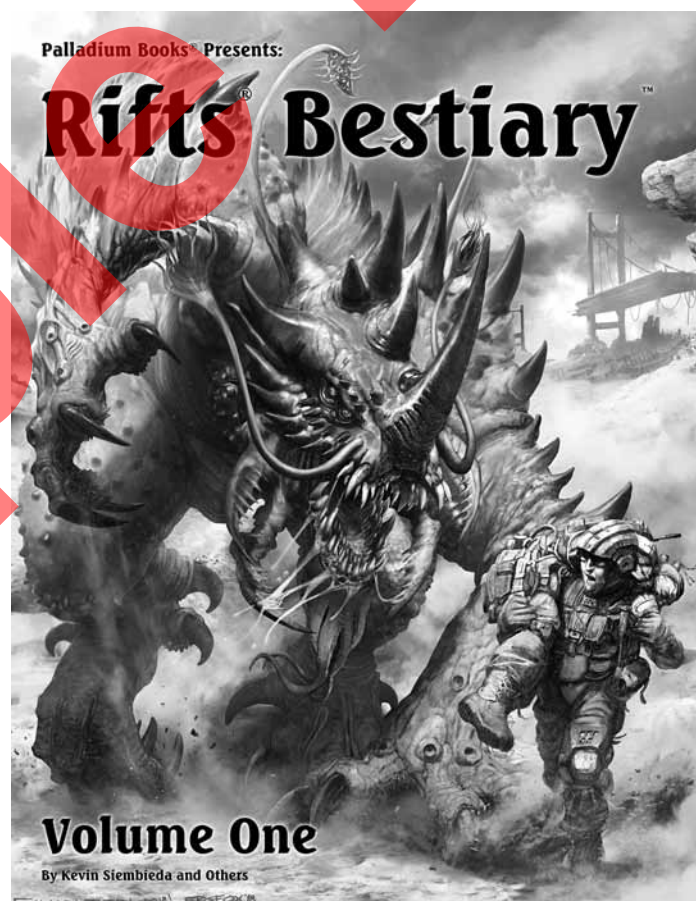
New & Coming Soon

NEW! The Rifter® #83 – available now

Presumably in your hands.

Rifter® #83 Highlights:

- **Treasures of the Megaverse® for Rifts®** by **Carl Gleba.**
- **Operation Minotaur, an adventure for Beyond the Supernatural™** by **Hendrik Härterich.**
- **Half-Ogre race for Palladium Fantasy RPG®** by **Ian Herbert.**
- **Prophet O.C.C. for Palladium Fantasy RPG®** by **Ian Herbert.**
- **Hunter/Vigilante for Heroes Unlimited™** by **Matt Reed.**
- **The Superspy/Secret Operative for Heroes Unlimited™** by **Matt Reed.**
- **News, coming attractions, product descriptions and more.**
- **96 pages – \$14.99 retail – Cat. No. 183.**



NEW! Rifts® Bestiary™, Volume One

Softcover Edition – Available now

Could the monsters known as *Caterpillar Things* be the larval form of the *Mothman Monster*?

Is the *Corrival Battler* as aggressive and dangerous as adventurers claim?

Are *Darkhounds* really magically mutated Dog Boys? Is that why they see Coalition soldiers as friends and allies?