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The Rifter® Number 20

Your guide to the Palladium Megaverse®!

First Printing – October, 2002

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Palladium Books® Presents:

THE RIFTER

#20

Sourcebook and guide to the Palladium Megaverse®

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Special Thanks to all our contributors, writers and artists. Our apologies to anybody who got accidentally left out or their name misspelled.

Contents – The Rifter® #20 – October, 2002

Page 6 – Art

A dynamic scene of superheroes vs mutants by *Kent Burles* from the **Mutant Underground™** sourcebook coming up for *Heroes Unlimited™* (so is the art on page 9 and 12). I just liked it and thought it would make a nice Page Art illustration. Read on.

Page 7 – From the Desk of Kevin Siembieda

It's The Rifter's® 5th Anniversary, and Publisher and Chief Game Designer, Kevin Siembieda, talks a bit about the last five years and things to come.

Page 8 – Palladium News

There's a bunch of surprising news here: Palladium *may* be moving to new digs (a newer, more modern facility), V.P. Maryann Siembieda has left Palladium to pursue new challenges (but she's still lurking around in the background), Palladium holds the line on game prices (no \$40 books if we can help it), *Heroes Unlimited™* is hot, the *Rifts® Bionics Sourcebook* is in the stores, *Rifts® Conversion Book "Revised"* is coming out the end of October, changes in our schedule, and other cool stuff coming soon. Read all about it.

Page 10 – Coming Attractions

What's coming and when – and we have some great stuff you won't want to miss!

Rifts® Bionics Sourcebook: This baby was slipped into the schedule and is an impressive culmination of new and old material. The 'Borg O.C.C. expanded, five new City Rat O.C.C.s, the Cyber-Snatcher villain, more on Black Market cybernetics, over 160 cybernetics and more than 120 bionic systems! In stores now, so check it out!

Revised (and updated) Rifts® Conversion Book in stores the first week of November, 2002 (ships October). Plus **Rifts® Phase World® Guide to the Three Galaxies**, **HU2: Mutant Underground™**, **HU2: Powers Unlimited™**, **Beyond the Supernatural RPG™**, **Adventures in the Northern Wilderness 2nd Ed.**, and more, all coming this year!

Most of the art is by Mike Wilson.

Page 14 – X-Mas Surprise Package

It has become tradition for Palladium Books to give a little back to the fans this time of year. The *2002 X-Mas Surprise Package – Grab Bag* is our way of doing that. Autographed books, T-shirts, rare back stock, special editions, original artwork and surprises can be yours if you are willing to take the chance. Our way of saying thank you and Happy Holidays. See page 14 for all the details. Limited time offer.

Page 16 – Questions & Answers

Rodney Stott, Shawn Merrow and Kevin Siembieda tackle questions about *Horror Factor*, *Nightbane®* and things that go bump in the night.

Page 18 – Nightbane® Advertisement

If you are looking for a different kind of horror role-playing game, *Nightbane®* may be right up your alley.

Page 20 – Beyond the Supernatural™

A Last Street Adventure

Todd Yoho follows his *The Rifter #17* introduction of Last Street, with a new, sinister adventure. A period piece set in 1930 Chicago and providing *Dreams of Glory* for those who can lay their hands on it. Zombies, study of the arcane, time travel, and intrigue.

Art and maps by the talented author, Todd Yoho.

Page 32 – Optional Nightbane® Morpheus Tables Themed Nightbane®

Ed Woodward III presents a variety of novel, bizarre, horrific and downright crazy ideas for *Nightbane* characters based on a "theme" such as The Chosen, Chimera, Dinosaur, Medieval, and Science Fiction themed characters, with such ideas and tables as the Robot/Cyborg, Victim, Spirit of Nature, Cursed, Fan Boy, Dragon, Alien World and others. Ed also whips up optional tables for Transformation, Attitude, Clothing, equipment and side effects.

Artwork: The full page opener is by Wayne Breaux Jr., with a piece or two by Kevin Long and Vince Martin, but the overwhelming majority are by the multi-talented (and twisted) author, *Ed Woodward III*.

Page 67 – For The Palladium Fantasy Role-Playing Game®

From the Shadows

Ever wonder where Shadow Beasts come from? Want to know more about *Shadow Magic*, originating from the Time of a Thousand Magicks? Yes? Good. Because Sonny Rice presents a plethora of "optional" information about the Shadow Realm. Including new Shadow Monsters like the Shadow Giant, Winged Shades, Shadow Entity, Shadow Serpents, Shadowmorphs and more. Followed by the Optional Shade Mage O.C.C. and 26 new Shadow Magic Spells.

Artwork by Apollo "Shadows on Paper" Okamura.

Page 83 – An Interview with Kevin Siembieda

Kevin Siembieda, founder and owner of Palladium Books, designer and writer of games like *Rifts®*, *Heroes Unlimited™*,

Palladium Fantasy®, *Robotech®*, *The Mechanoids®*, *BTS* and host of other titles too lengthy to list, is interviewed by the folks online.

Find out what Kevin has in mind for the future, his outlook on gaming, what he considers his best books, how he approaches gaming and a whole lot more. A fun read.

Coordinated and presented by Brian Chalian and Duncan Drummond (Sir Neil and Adam of the Old Kingdom, online). Hey, if you haven't checked out Palladium's website, you should. www.palladiumbooks.com

Page 88 – Rifts®

Thunderbolt, an Optional Adventure

Owen Johnson presents an adventure involving the Coalition, an experimental aircraft, pre-Rifts technology, espionage and fun. Includes stats for the Thunderbolt Jet Aircraft, notable NPCs, and Hamilton's Creepers, an elite mercenary group.

Artwork by Freddie Williams II.

Page 98 – Rifts®

A Few Hook, Line & Sinkers™

Jeremy Clements offers the reader seven different adventure ideas for your consideration, Hook, Line and Sinker style. The CS, demons, Erin Tarn, swamps, and spaceships.

Artwork by Kent Burles.

Page 104 – Rifts® Phase World®

The Hammer of the Forge

Chapter 20 of James M.G. Cannon's epic saga. Surprise, cliffhanger ending to this pulse pounding chapter.

Artwork by Apollo Okamura.

The theme for issue 20

Horror, of course. It's October, so this issue is our traditional horror, darkness and scary stuff issue. As a result, we have optional material on the *Shadow Realm* (and the weird creatures that live in it) for *Palladium Fantasy®*, an evil, soul-stealing book for *Beyond the Supernatural™*, some wild and intriguing Morphus tables and options for *Nightbane®*, Q&A about Horror Factor, a shocking chapter of The Hammer of the Forge, news and more.

The Cover

Nothin' worse than a gun totin' vampire from across the Rio Grande. This concept watercolor by artist, Kevin Long, originally appeared as an interior page in the *Rifts®* RPG. We thought it made for an appropriate cover as an October issue of *The Rifter®*.

We'd also like to welcome new, interior, black and white artists (and authors) Ed Woodward III and Todd Yoho. They did a nice job illustrating their own articles.

Optional and Unofficial Rules & Source Material

Please note that most of the material presented in *The Rifter®* is "unofficial" or "optional" rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can *elect* to include in one's own campaign or simply enjoy reading about. They are not "official" to the main games or world settings.

As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely.

All the material in *The Rifter®* has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun ideas and concepts that the reader can use (if you want to), or which might inspire you to create your own wonders.

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Coming Next Issue

The Rifter® #21

- *Chaos Earth™, Part Four*: The weapons and equipment of NEMA and maybe some other O.C.C.s, some monsters and more setting information and ideas.
 - Material for *Nightbane®*.
 - Strange familiars of Rifts Earth.
 - More material for *Rifts®*.
 - A series of adventures for the *Palladium Fantasy RPG®*.
 - The next chapter of the *Hammer of the Forge™*.
 - The latest news and developments at Palladium Books.
 - Source material for the entire Palladium Megaverse®.
 - New contributors and fun.
- So please join us.

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