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Violence and the Supernatural

The fictional worlds of Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in these books.

Some parents may find the violence, magic and supernatural elements of the games inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



The Rifter® Number 46

Your guide to the Palladium Megaverse®!

First Printing – April 2009

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Palladium Books® Presents:

THE RIFTER® #46



BRANDT - 97

Sourcebook and Guide to the Palladium Megaverse®

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concepts and Megaverse® created by **Kevin Siembieda**.

Special Thanks to all our contributors, writers and artists – and a special welcome on board to the artists and writers making their debut in this issue. Our apologies to anybody who got accidentally left out or their name misspelled.

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– *Kevin Siembieda, 2009*

Contents – The Rifter® #46 – April, 2009

Page 6 – Art

We loved this page of artwork penciled by Mark Dudley and inked by Ka Xiong for the *Rifts® Shemarrian Nation™ sourcebook* so much, we just had to use it again here. Actually, all of our artists seem to be doing their best artwork ever for us. We don't know if it's just the general excitement of all the new releases coming out or whether everyone just keeps improving at their craft, but you, our fans, benefit from it all.

Page 7 – From the Desk of Kevin Siembieda

Kevin talks about a variety of things: our skipping conventions this year to focus on releasing new RPG product, all the dynamic new books coming out, Palladium releasing PDF products, the passing of Dave Arneson, and following your dreams.

Page 8 – News

New sourcebooks for Palladium's many role-playing game lines are starting to pour out from Palladium Books. Not only that, but we are making out of print books available again, we're offering select out of print titles online as PDFs, and we have a bunch of cool, new non-book products coming your way (coffee cups, Rifts® dice bags, new T-shirts and even color T-shirts). Read all about it here.

Page 9 – Coming Attractions

Kevin cuts right to the chase by describing the many recent and upcoming releases of NEW products coming your way. These pages bring you up to speed on all the goodies currently available and being released in April, May and June.

There are books for **Rifts®**, **Robotech®**, **Palladium Fantasy RPG®**, **Dead Reign™**, **Minion War™** series, **Nightbane®**, and much more on the schedule. Get all the juicy details.

Page 16 – Rifts® Dyval™ & The Minion War™

Official Source Material

Rifts® Dyval™ is the most recent release in the Minion War™ limited series. People are raving about it, so we thought we would give fans a little more "official" source material for Dyval while they wait for *Dimensional Outbreak™* coming this June.

Carl Gleba is the mastermind behind the smash hit – a unique dimension of Hell and the second chapter in the Minion War™ series. Here he presents Quick Roll NPC Villains for Dyval™ in a series of Random Tables that includes Race (Deevil or not), Rank, Powers and Abilities, Alignment, Motivation, Minions and Wealth.

The Quick Roll NPC Villains tables are followed by a couple of groups of shady Deevil henchmen known as the Double Dealers™ and Chaos Legion™. They are sure to give any player group plenty of headaches.

Artwork by *Nick Bradshaw*.

Page 24 – The Wormwood™ Addenda

Part Three: The Free City of Worldgate™

Braden Campbell continues his excursion into the dark and dangerous realm of **Wormwood™**. This issue explores the City of Worldgate, its army, their flintlock weapons, various O.C.C.s, and places of note.

Artwork by *Allen* and *Brian Manning*.

Page 37 – Dragons in Society

Optional source material for Rifts®

Newcomer *J. Woodman* examines how dragons adapt and behave together in large numbers in general and at key location on Rifts Earth, including Lazlo, Dragcona, Lagarto, and Freehold.

Artwork by *Nick Bradshaw*.

Page 39 – Rebel Waltz – Brodkil™ Society

Optional source material for Rifts®

Mark Hall present a comprehensive, funny and insightful look at how the bionics loving Brodkil Sub-Demons live, function and get along (or don't). Read about Brodkil society, battle for dominance, what creates a Brodkil leader, how new Brodkil are created, bionics: the great equalizer, career opportunities, and the Gearhead Brodkil R.C.C. Plus, uses of Brodkil in Necromancy.

Artwork by *Mark Dudley*.

Page 43 – Weird Mutants

Optional source material for After the Bomb®, and suitable for Heroes Unlimited™

B. Caleb Goodson offers an array of disturbing (and fun to play) mutants for your **After the Bomb®** and **Heroes Unlimited™** campaigns.

Human Mutants start on page 43 and include the Brute, Lightwielders, and Revenants.

Fungal Genetic Chimeras start on page 45 and include the Twisted and Sporons.

Plant Genetic Chimeras start on page 46 and include the Deciduons and Mossians.

Rules for Creating Genetic Chimeras start on page 48.

Artwork by *Michael Mumah*.

Page 49 – The Scurry Scree & Scurry Talus

Optional material for Beyond the Supernatural™

Steven Dawes presents two new demonic servants for BTS, 2nd Edition.

Scurry Scree starts on page 50. It is a demonic servant that appears as a small stone carving of any animal. It watches his master's possessions and alerts him to intruders and thieves.

Scurry Talus starts on page 51. It is a larger stone carving of any animal or garden object that guards the outside of a structure and can alert its master or attack intruders.

Artwork by *Brian Manning*.

Page 53 – Why Magic is Still Alive

Optional source material for Heroes Unlimited™

Russ Brin takes a look at magic and mages in the modern world of Heroes Unlimited.™ It includes Methods of acquiring new spells, success or failure table, Heightened Perception and Familiar Link, Skill Knowledge, and Special Equipment.

The New Age Oracle starts on page 58 and includes many methods of divination, including Tarot, Numerology, Crystal Balls and many others, Magic Abilities of the New Age Oracle, and more.

The Digital Sorcerer starts on page 63 and includes computer based spell casting, new magic spells, and other data.

The Real Time Caster starts on page 65.

Artwork by *Nick Bradshaw*.

Page 68 – The Hawaiian Supernatural

Optional material for many Palladium games

Chris Perrin presents the magic and spirit world of Hawaii, including lore, Talking with Aumakua, Life After Death, Uhane and Kahunas as NPCs, and much more.

The Kahuna O.C.C. starts on page 72.

A Typical Uhane starts on page 74

Artwork by *Paula Porter* and *Mark Dudley*.

Page 75 – The Dark Realm of Netosa

A short story set in Palladium Fantasy®

Aaron Corley and Aaron Deskins offer up a fantasy short story full of excitement and betrayal.

Artwork by *Paula Porter* and *Mark Dudley*.

Page 87 – The Way Station

Optional material for Rifts® Chaos Earth™

Mark Vernon presents a wealth of information about *Chaos Wizards* and *Zone Wizards*, and the struggle to learn magic and create a safe haven in Blue Zones.

Hammer of the Forge™

Chapter 46: “And Two” – the latest installment of *James M.G. Cannon’s* epic tale set in the Three Galaxies. Things heat up and our heroes find themselves scattered across the Megaverse and put in in life and death situations. Can any of them survive?

Art by *Apollo Okamura*.

The Theme for Issue 46

This issue the theme is magic, monsters and the dark secrets across the Megaverse®. A secondary theme might be dark civilizations. You have the society and secrets of the Brodki™, Hawaiian mythos, Worldgate of Wormwood™, modern mages and magic, the Blue Zones and mages of Chaos Earth™, weird mutants, familiars, BTS guardians, Deevils and other monsters and mysteries.

We think this is another concept packed issue to provoke your imagination and inspire you to try new ideas and expand your gaming Megaverse®.

Fledgling writers and long-time gamers who think they are decent writers should think about sending in *your* own ideas for articles, adventures and source material for **The Rifter®**.

The Cover

The cover is by *Michael Leonard*, fledgling digital artist, and well known Palladium “Madman.” It depicts a battle between dark forces which seemed especially appropriate for this issue.

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 you can use (if you want to), or which might inspire you to create your own wonders.

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The Rifter® #47

More great source material, adventures and ideas for Palladium role-playing games of many different settings. Fun and excitement for every taste. Due to fan requests, this will not be a swimsuit issue.

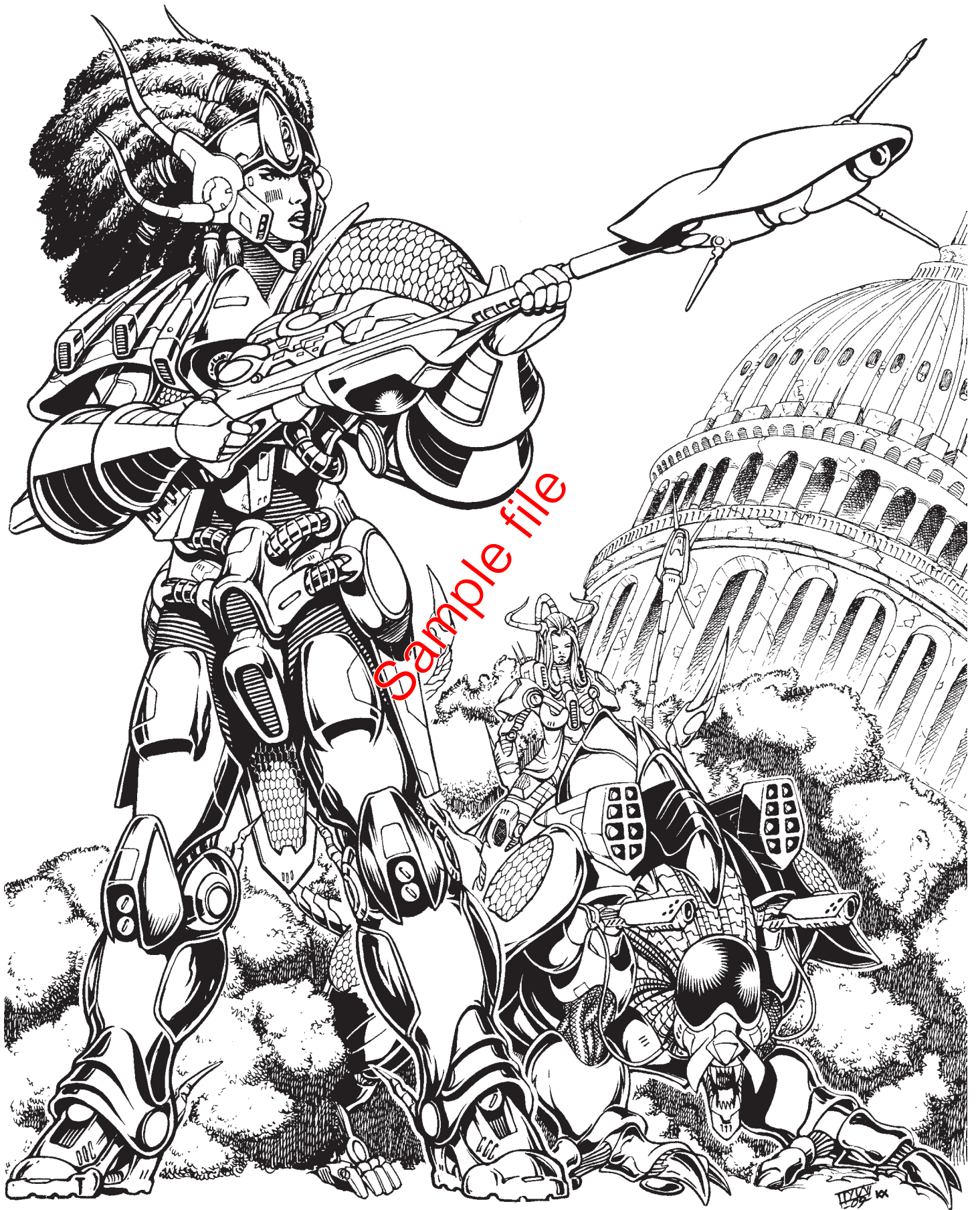
- **Material for Rifts®.**
- **Material for Palladium Fantasy RPG®**
- **Material for Heroes Unlimited™ (tentative).**
- **Additional source material not yet determined.**
- **The next, epic chapter of *Hammer of the Forge™*.**
- **Latest news, coming attractions and fun.**

Rifter® Articles Wanted!

We are looking for new material from newcomers and regular contributors. We need source material and adventures for all of our game lines, especially Rifts®, Chaos Earth™, Palladium Fantasy RPG®, Heroes Unlimited™, Ninjas and Superspies™, Beyond the Supernatural™, Dead Reign™, Splicers® and Nightbane®.

Pay is lousy, fame is dubious, but you get to share your ideas and adventures with fellow gamers. First time contributors are welcomed.

Palladium Books® role-playing games ... infinite possibilities, limited only by your imagination™



Illustrtion by Mark Dudley. Inks by Ka Xiong.