

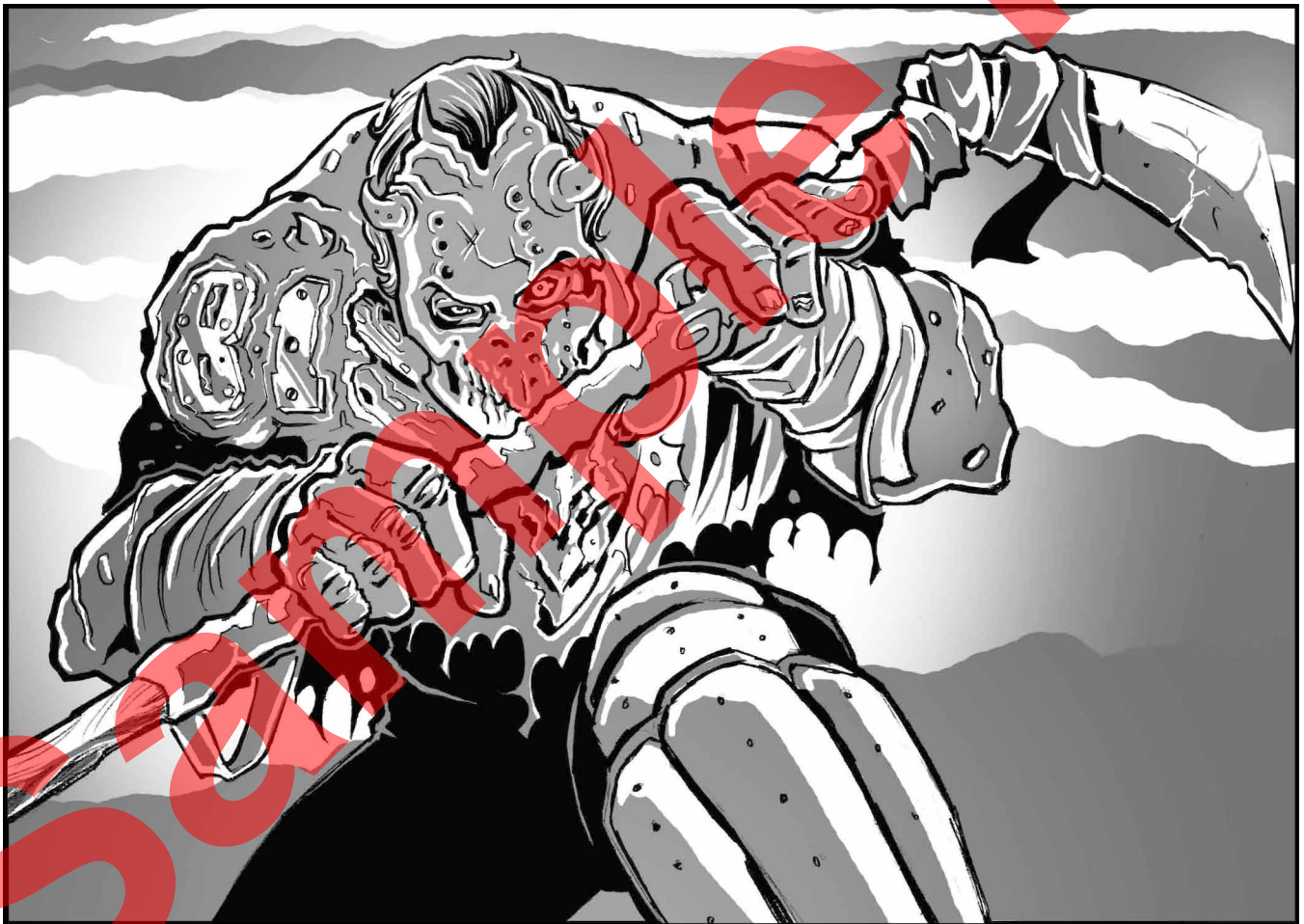
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The fictional worlds of Palladium Books® are violent, deadly and filled with supernatural monsters. Other-dimensional beings, often referred to as “demons,” torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as 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 44

Your guide to the Palladium Megaverse®!

First Printing – November 2008

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Palladium Books® Presents:

THE RIFTER

#44

BRANDT - 97

Sourcebook and Guide to the Palladium Megaverse®

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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.

– *Kevin Siembieda, 2008*

Contents – The Rifter® #44 – October, 2008

Page 6 – Art

Another awesome, giant monster from the twisted mind of Nick “The Brick” Bradshaw. (There are no stats for it because the author failed to provide them despite our pleas for them. A shame, because this is one cool critter.) Artwork by the indomitable Kent Burles.

Page 7 – From the Desk of Kevin Siembieda

The K Man is Palladium’s publisher and chief game designer, writer and business guru. He trips down memory lane to talk about zombies, the undead, Keith Parkinson, meeting George Romero and how Tom Savini shot his daughter, Monica. He also talks about **Dead Reign™**, Palladium’s newest role-playing game about the Zombie Apocalypse. It is all pretty fun and interesting.

Art by Nick Bradshaw.

Page 8 – Palladium News

Why this issue is over a months late, the price of The Rifter® is going up one thin buck starting next issue, but Palladium will try to hold the line on price on most of its game books. Don’t miss out on the Christmas Grab Bag Offer (books signed at roughly half price), start planning to attend the 2009 Palladium Open House in May, and we plan to have a lot of new books coming your way.

Page 10 – Coming Attractions

Dead Reign™ is new, awesome and a true delight for zombie fans as well as role-playing gamers in general. Read all about it and order yours today. Art by Nick Bradshaw, Amy Ashbaugh and others.

The *Minion War™* series is back on track, starting with the release of **Dyval™** and **Dimensional Outbreak™** and followed by several other new RPG products in development at Palladium Books. Just some of the upcoming titles include **Robotech®**, **The Masters Saga**, more **Rifts®** sourcebooks, **Dead Reign™** sourcebooks, **Palladium Fantasy RPG®** sourcebooks, **Nightbane®**, **Heroes of the Megaverse™**, **Warpath™: Urban Jungle RPG**, T-shirts, and much more.

Page 14 – The 2008 Christmas Surprise Package

It has become an annual tradition: \$70-\$80+ worth of Palladium product for \$35 plus shipping and handling. Autographs if you want ‘em too. Items are hand picked by Kevin Siembieda from your *Holiday Wish List*. It is the only way many fans can get autographs from Kevin and other Palladium staff and creators. The details are all here. Order yours soon so you can get it in time for Christmas. Tell your friends, buy two – makes a great Christmas gift and gifts for other occasions. Limited time offer.

Happy Holidays from all of us at Palladium Books.

Page 16 – The Wormwood™ Addenda

Author Braden Campbell presents a smattering of fun and gruesome optional source material for **Rifts® Dimension Book One: Wormwood** (one of our favorite settings). There is back-

ground about the Eastern Dominion, its history, government, military, society, Lost Ezud, Worldgate, the Great Wall, the Drop, and much more.

New Wormwood O.C.C.s start on page 23 and include the Eastern Templar O.C.C. and Long Bowman O.C.C., plus a few new weapons and equipment.

Art by the indomitable Kent Burles.

Page 21 – Your Morphus and You For the Nightbane® RPG

Edward Sauerland is back with more dark delights for Nightbane®. There are optional rules and source material, Psychology in the Shadows, new Morphus Tables, new talents, Talent Shaper O.C.C. and more.

Dream Job/Childhood Fantasy Morphus Table – Page 29

Hobbies Morphus Table – Page 31

Sports/Athletics Morphus Table – Page 33

Car & Motorcycle Morphus Table – Page 34

Military/Biomechanical Morphus Table – Page 36

(Another) New Stigmata Table – Page 38

New Talents – Page 39

Nightbane Talent Shaper O.C.C. – Page 44

Art by newcomer, Stephen Fox. We like his work. What do you think?

Page 45 – Telekinesis & Ectoplasm For Rifts® & Other Palladium Games

Mark Hall takes a closer look at the psionic powers of Telekinesis and Ectoplasm and new uses and applications for these powers throughout the Megaverse®.

Page 52 – The Scaring Crow™ For Beyond the Supernatural™

Ghost-buster, Steven Dawes (based on an idea by his daughter, Bobbi Dawes), presents a frightening, new demonic fiend, the *Scaring Crow*, that thrives on fear. This monster is not what you think it is, read and enjoy.

Art by Kent Burles.

Page 60 – Chrysalis A Short Story for Rifts®

The multi-talented madman, Mike Leonard, takes a frightening romp in the world of demons and Rifts®.

Art by Mike Leonard.

Page 62 – Megaversal® Monster Showdown Giant Monsters from Across the Megaverse®

This array of monsters started out as an unofficial contest, online, between Palladium freelance writers and artists to create the biggest, baddest monster of them all. These are just some of the choice creatures we decided to present here in **The Rifter®** for your enjoyment. Each has been expanded from what ap-

peared online, completely started out, and one even has Hook, Line and Sinker adventures. The monsters are designed with specific RPG settings in mind, *Rifts*®, *Heroes Unlimited*™, and so on. Enjoy.

Page 62 – Sansarakhaana – Splicers®

Written by Todd Yoho.

Art and ideas by Brian Manning.

Page 67 – The Eldritch Spider of the Devil’s Tower – *Rifts*® and *Heroes Unlimited*™

Written by Allen Manning & Josh Sinsapaugh.

Art by Allen Manning.

Page 70 – Gulgoth – *Rifts*® and The Minion War™

Written by Brandon Aten.

Art by Nick Bradshaw.

Page 72 – Philly Brood Gulper – *Rifts*®

Written by Irvin Jackson.

Art by Nick Bradshaw.

Page 75 – Sauradon – *Rifts*®

Written by Jeffry Scott Hansen & Brandon K. Aten.

Art by Allen Manning.

Page 77 – The Nayk Star Spider – *Rifts*® & Other Settings

Written by Mark Hall.

Art by Michael Wilson.

Page 78 – Quiserraica – *Rifts*® & *Phase World*®

Written by Chris Kluge.

Art by Charles Walton II. Also see the front cover art.

Page 82 – Mora – *Heroes Unlimited*™

Written by Carl Gleba.

Art by Mike Mumah.

Page 85 – Scolopendra-Ginamo – *Heroes Unlimited*™

Written by John C. Philpott.

Art by Brian Manning.

Page 88 – Tyrannus – *Heroes Unlimited*™

Written by Mark Oberle.

Art by Daniel Krus.

Page 92 – The Hammer of the Forge™

Chapter 44. The latest installment of *James M.G. Cannon’s* epic tale set in the Three Galaxies.

Art by Apollo Okamura.

The Theme for Issue 44

The last issue of the year is always our annual horror and monster issue. This issue delivers both in a BIG way with all kinds of spooky and terrifying monsters and supernatural source

material. As for the monstrosities of the *Monster Showdown*, each is started out for a particular Palladium role-playing game, but all are easily adaptable to any of Palladium’s game settings.

We hope you find this to be another fun-filled issue that provokes your imagination and inspires you to try new ideas and expand your gaming Megaverse®. You fledgling writers should think about sending in your own ideas for articles, adventures and source material to submit to **The Rifter**®.

The Cover

The cover is by artist, *Chuck Walton*. Chuck is an artistic genius and madman who loves to create highly detailed and elaborate illustrations. We love his work and you can count on seeing more from him in the future. The creature depicted on the cover is *Quiserraica*, a horror from the Thundercloud Galaxy. You can read all about the monster starting on page 78.

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® #45

More great source material, adventures and ideas for Palladium role-playing games of many different settings. Fun and excitement for every taste.

- **Material for *Rifts*®.**
- **Material for *Palladium Fantasy RPG*®**
- **Material for *Dead Reign*™ (tentative).**
- **Additional source material not yet determined.**
- **The next, epic chapter of *The Hammer of the Forge*™.**
- **The latest on the 2009 Palladium Open House.**
- **Palladium’s 2009 release schedule.**
- **Latest news, coming attractions and fun.**

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



big bad bradshaw
2008