

By Kevin Siembieda

I'm gonna keep this Update brief, with a focus on Christmas, because the guys are in the back shipping out several hundred copies of [The Rifter® #71 & 72](#) (and Grab Bags) and I need to get back there to give them a helping hand.

UPDATE: ONLY 6 DAYS till Christmas Eve – Surprise Packages – Offer ends December 24, 2015

Keep those orders coming. The [Surprise Packages](#) don't have to be just for Christmas. And for those that are for Christmas, we will make every effort to get them to you in time!

Those of you east of the Mississippi River in the USA can order a Grab Bag over the weekend and probably still get it in time for Christmas via UPS Ground, but we can NOT guarantee it.

We will do our best to ship every order we receive over the weekend by Monday afternoon. MOST locations in the USA east of the Mississippi River should receive UPS Ground packages in 3 days, so Christmas Eve. HOWEVER, we can NOT guarantee delivery before Christmas unless you use an expedited method of shipping.

Remember, if you don't need your [Christmas Surprise Package](#) by Thursday, Christmas Eve, you can select any method, even

Media Mail

, just expect it to arrive sometime after the holidays. Customers in the USA west of the Mississippi River, you'll need to use an expedited method of shipping to get the Surprise Package by Christmas and even that is NOT guaranteed. I seem to recall a snow storm delaying tens of thousands of packages heading west last year.

See the Shipping Guidelines below.

Are you new to the [Palladium Christmas Surprise Package](#) ? It's usually \$89-\$95 or more worth of Palladium RPG books

for only

\$42 plus shipping and handling

. And because you guys and gals mean so much to us, I often pack in more than \$90 worth of product. Oh, and each book will be signed by me (Kevin Siembieda) and available Palladium staff and freelancers

if you request it

. It is our way of saying thanks to all of you for your support and kindness.

[Surprise Packages](#) are the perfect holiday gift for gamers as well as for upcoming birthdays, anniversaries, or filling in holes in your collection or trying new game settings (**Rifts®**, **Robotech®**, **Nightbane®**, **Dead Reign®**, **Beyond the Supernatural™**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **After the Bomb®**, **Splicers** ® and all the rest). We're happy to put smiles on your faces with these items.

- **A great gift for the gamers in your lives.**
- **Fill holes in your own collection.**
- **Try new game settings and receive cool stuff.**
- **Get autographs from the Palladium crew and available freelancers.**
- **Be surprised when the package arrives.**
- **All items selected and comments read by Santa Kevin, himself. Ho, ho, ho!**
- **Taking orders right up to December 24, 2015.**

[Click here](#) to see the entire Surprise Package description.

**Shipping guidelines for Christmas delivery – 6 days till Christmas Eve.
Order now!**

NOTE: At this point, while the appropriate expedited method of shipping *should* reach you in time for Christmas we do NOT guarantee it, regardless of the shipping method you select. We can assure you that we will process orders (other than Media Mail) as fast as we get them.

- **UPS Ground in the USA** – For those of you who live *east of the Mississippi River* – place your order by **December 20** and you *may*

get it in time for Christmas. Elsewhere, you will not. Those of you living *west of the Mississippi* need to use a faster method of shipping to get your orders delivered by Christmas Eve.

- **Standard Post in the USA** – Arrives in 5-7 business days. You will NOT get your package in time for Christmas.

- **Priority Mail in the USA** – Arrives in 3-5 business days. Place your order by **December 20** and you might get it in time for Christmas, but the odds are against you.

- **UPS 3-Day Select in the USA** – Arrives in 3 business days. Place your order by **December 20** for likely delivery before Christmas.

- **UPS 2nd Day Air in the USA** – Arrives in 2 days. Place your order by **December 21** for likely delivery before Christmas.

- **UPS Next Day Air in the USA** – Place your order by **December 22** for likely delivery before Christmas.

- **Express Mail in the USA** – Arrives in ONE or TWO days. Place your order by **December 22**

- **International Priority Mail – Canada and Overseas** – *You are NOT likely to get your order* in time for Christmas, no matter the method you use to ship. We suggest you do NOT use an expedited shipping method and just expect your order to arrive after Christmas. We hope you understand.

- **APOs** – Sorry, we cannot guarantee delivery time regardless of shipping method. We suggest Standard Post or Media Mail.

- **Media Mail will NOT arrive in time for Christmas.** In fact, it may not arrive until next year some time. Furthermore, *use Media Mail at your own risk.*

Note:

This applies to ALL orders. Media Mail, which applies only to paper goods, is the least expensive method of shipping, BUT also the slowest and least reliable shipping method. The USPS will tell you 4-10 days for delivery, HOWEVER, experience has shown us that during the holidays, delivery time is often more like 7-21 days.

WARNING: Palladium Books is NOT responsible for any delays, damage or lost packages when you select

Media Mail

from this point forward – use it at your own risk.

NEXT WEEK Palladium will try to ship out morning and *early* afternoon orders the same day we receive them , but we still cannot guarantee delivery in time for Christmas. And once the package leaves our warehouse, it is out of our control.

Please make sure your address is complete (include Apt. Number) and your order is clear.

[Click here](#) to see the entire Surprise Package description.

Please spread the word about the Christmas Surprise Packages to gamers everywhere!

A great way to introduce new gamers to Palladium's settings is with a [Christmas Surprise Package](#) . I mean, for the price of what most core rule books cost, you can get one Surprise Package (\$42 plus shipping) with 3-5 different titles (depending on the value of each book). It's hard to beat that kind of deal. The Christmas Surprise Package is only publicized by word of mouth, to readers of

The Rifter®

and on

Palladium's website – www.palladiumbooks.com –

so please tell everyone you know, post a link on your Facebook page, twitter and... well, everywhere. And pick one up one for

every gamer you know

and

have a joyful holiday season

UPDATE! The Rifter® #71 & 72 Double Issue – 224 pages – Available NOW!

The new Rifter is in the warehouse and shipping out even as I write this. [The Rifter® #71-72](#)

is packed full of gaming goodness, adventure, monsters, characters, places and ideas. Please note that

The Rifter® #71 & 72

counts as two issues. I mean it is

The Rifter® #71 AND #72.

See the full description of the book elsewhere in this update and order yours today. Available now, and may be requested for Christmas Surprise Packages.

UPDATE: Rifts® Chaos Earth® Resurrection™ – Available now

Chaos Earth® Resurrection™ is a fun and scary addition to the game line with **Chaos Earth® First Responders** and other

Chaos Earth® titles in the pipeline.

Chaos Earth® Resurrection™

is one of the most requested items in

Christmas Surprise Packages

. Order yours for the holidays. This is one heck of an adventure sourcebook. You can go to

DriveThruRPG.com

to see a couple of FREE

Chaos Earth® Resurrection™

previews, but they don't do the entire book justice. See the full description of the book elsewhere in this update.

Island at the Edge of the World™, 1st Edition rules – Back in print

You asked for it and we provide. **Island at the Edge of the World**™ is a short print run of the book with First Edition rules, but is easily adapted to Palladium Fantasy, 2nd Edition. Available now, and may be requested for Christmas Surprise Packages.

UPDATE: The Rifter® #73 – Ships January

Julius and I have already started our role-playing advice articles for this issue, and Mike Wilson is working on the fantasy cover. Wayne has begun selecting material and will continue over the next couple of weeks.

New PDFs on DriveThruRPG.com

Rifts® Chaos Earth® Resurrection™ and 120+ Palladium game titles are waiting for you in PDF form.

Rifts

® titles, the

Minion War

™ series, the

Rifts® Coalition War®/Tolkeen series,

all of the

Dead Reign

® (Zombie Apocalypse) books, plus

Heroes Unlimited™, Palladium Fantasy RPG®, The

Mechanoids®, Splicers®, The Rifter

® and much more are available on

DriveThruRPG.com

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Available right now:

- [Rifts® Chaos Earth® Resurrection™](http://DriveThruRPG.com) is available

as a PDF title, and so are two free
Chaos Earth® Resurrection
previews.

- **The Rifter® #1-64** are available as PDF titles.
- **Rifts® Chaos Earth® titles (all)** to be added in the next week or two.
- **Rifts® Coalition Wars®: Siege on Tolkeen series** – all six titles.

- **Rifts® The Minion War™ series** – six current books – consisting of **Dimension Book 10: Hades**, **Dimension Book 11: Dyval**, **Dimension Book 12: Dimensional Outbreak**, **HU2 adventure sourcebook: Armageddon Unlimited™** ,

Heroes of the Megaverse®

, and

Rifts® Megaverse® in Flames

available now! Suitable for ALL settings, including

Rifts

®,

Heroes Unlimited™

and

The Palladium Fantasy RPG®.

- **Dead Reign® RPG titles. The Zombie Apocalypse is yours to role-play with the**

Dead

Reign® RPG.

The core rule book and all sourcebooks are available now.

- **FREE *Robotech® RPG Tactics™*, paper game pieces, force organization tables, stat cards, rules and special items – coming soon!**

- **FREE 12 highly-detailed, comprehensive *Robotech® RPG Tactics™* assembly instructions for all the Wave One mecha – available now.**

- **FREE *Robotech® RPG Tactics™* color guides are available now.**

- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are coming in the weeks ahead.**

- **120+ Palladium titles, plus G.M. kits, The Rifter® 1-64, and more.**

- **Much more to come in the weeks ahead.**

Note: No PDF Rifts® Novella; as it turns out the story is much too short for that, but we're thinking it will appear in **The Rifter® #73.**

Palladium Collectibles Available in Kevin's Online Toy & Collectibles Store – All items 20% off!

Alex and I continue to add a new toys, art and all kinds of collectibles – and we'll be adding more *Palladium Books* original art and items to [the store](#), so keep an eye out for it.

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 just in time for the approaching holidays. 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. Many make perfect gifts for the upcoming holidays, birthdays and anniversaries.

<http://stores.ebay.com/kevinstoys-artandcollectibles>

Happy Holidays

The holidays are zooming in fast! We have been consumed with processing [Christmas Surprise Packages](#) and dealing with a range of other holiday matters. We'll send out a holiday Update next Wednesday, but I hope your holidays are filled with laughter, joy, love and good times. And may the Force be with you.

– *Kevin Siembieda, Game Designer, Writer, Publisher*

Surprise Package comments from fans like you

Every year there is a section where the customer can offer comments and suggestions with his or her [Surprise Package](#) order. Every year, in acknowledgment of our fans, and

because they are fun to read, we offer a sampling in the Weekly Updates. Our heartfelt thanks to all of you who have stuck with Palladium through thick and thin. Keep those imaginations burning bright, have a joyous holiday season and game on.

You have no idea how much your comments and support mean to all of us. Everyone at Palladium enjoys reading your brief comments. They always brighten our day. Thank you. Since I haven't been posting as much as I'd like, I have tried to write a short response [in brackets] when applicable.

G.F. in Louisville, Kentucky, writes: I love getting the chance for a Grab Bag. It's a pretty sweet deal from a company I've been a long-time fan of!

[Thanks G.F., we love doing them. Game on. – KS]

D.F. in Plymouth, Connecticut, writes (in part): These Grab Bags every year are a great deal and very appreciated, thank you. Something I'd like to see is more **Heroes Unlimited™** related prints.

[Glad you enjoy the Grab Bags every year, D.F. As for **H**
eroes Unlimited™,

I want to see all kinds of new HU2 products. As you can see by many of these comments,

Heroes Unlimited™

is getting a lot of love. It is nice to see people rediscovering HU2, because it really does let you create any kind of hero.

Heroes Unlimited™

has been one of the most requested game lines this season,

Rifts®, **Chaos Earth®**, **Splicers**

® and

Nightbane®

, too. And, of course,

Robotech

®. – KS]

C.K. in Payson, Utah, writes: You guys are great. Thank you for all that you do.

[Thank you, C.K., Palladium's awesome fan base makes it all worthwhile. – KS]

S.P. in La Mirada, California, writes: I've been ordering Grab Bags for over 10 years and they are always worth it. Thank.

[You are very welcome S.P., I hope you enjoyed this one just as much. Game on. – KS]

N.M. in Sarasota, Florida, writes (in part): It is very hard to pick my favorite game.

Dead Reign®

was the first real role-playing game I played in. That started my hobby of RPG 6-7 years ago. I love the theme and setting. I love zombies, but I also love

Heroes Unlimited™

because of how varied the powers are and how awesome it is to role-play a super villain or hero. I couldn't pick a favorite between those two, so it is really awesome I can mix and match the systems. Thank you... the Palladium game system is my favorite RPG system ...

[Thank you, N.M., for the high praise. **Dead Reign®** and **Heroes Unlimited™**

are two of my favorite settings as well. Thrilled you enjoy them so much and that you are getting into

Rifts

® too. Keep that imagination burning bright. – KS]

J.F. in Miamisburg, Ohio, writes: WHAT A YEAR! My first Palladium Open House. Getting to meet and play with you guys was great, and I learned to appreciate how much you all work for everything. I want you to know your work doesn't go unnoticed. I can't wait till a time when D and I can visit again and pick up more books and

Rifters

®. Spending time with you all, and going to the Open House is among the few high points in a trying year.

[Thanks, J.F. The Palladium Open House was a bright spot for us too. Glad you had a blast at the POH, and thanks for pitching in and giving us a helping hand. Merry Christmas and Happy New Year, may it be a more joyful and prosperous one for us all. Game on! – KS]

J.B. in Norwich, New York, writes: I have been a fan and collector of Palladium products since 1985. I love your books and game system. Keep up the good work and have a happy holiday.

[Wow, J.B., I'm thrilled you have enjoyed our games for decades. Hopefully there are several decades ahead for us. I've got zillions of ideas for new books. Happy holidays! – KS]

J.M. in Norman, Oklahoma, writes: Thanks guys, been a big fan since 1986. Got most of the collection. Just looking to either update or fill holes in the collection.

Thanks and happy holidays.

[Happy holidays to you, J.M. Keep that imagination burning. – KS]

D.T. in Manzanola, Colorado, writes: I hope I got this right. I'm doing this for my son, and thank you for all the joy and pleasure you bring into the world.

[Gosh, D.T., thank you for such powerful words. They mean a great deal to me. It is truly an honor and a privilege to have been able to create games and bring joy and inspiration to so many people over the last 34 years. Happy holidays. – KS]



The Rifter® Number 71 & 72 – shipping now!

Now shipping! The 224 page Double Issue of The Rifter® #71 & #72 is packed with source material from across the Megaverse®. There are adventure settings, monsters of Japan, ninjas, superspies, the Town of Semjaw, the floating haven called the Pearl, Game Master tips, a short story that is a prelude to **The Disavowed**

, and plenty of adventure and adventure ideas, plus news and coming attractions.

Every issue of The Rifter® is an *idea factory* for players and Game Masters to generate new ideas, and find new avenues of adventure. It provides useful, ready to go, source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds.

The Rifter® Number 71-72 Double Issue includes:

- **Splicers® – I Am Legion™ – “official” adventure and source material by Chris Kluge and Charles Walton II.** A sprawling adventure with epic consequences, new threats, mad schemes and more. Art by Walton.

- **Beyond the Supernatural™** but also

suitable for

Rifts®, Ninjas & Superspies/HU2, and other settings –

Yokai of Japan

by Shawn Merrow and Siembieda

– 10 monsters inspired by Japanese myth. Some really fun monsters to spice up any campaign. Art by Mike Mumah. ‘Nuff said.

- **Rifts® – The Town of Semjaw™ by Brett Caron.** A community sitting on the bones of pre-Rifts ruins. And the building blocks of an adventure setting.

- **Dead Reign® – Adventure setting & ideas by Eric Sturm.** A floating safe haven and source of adventure to get your own ideas going.

- **Ninjas & Superspies™ – “Official” adventure by Paul Herbert.** A complete adventure of espionage and martial arts, with non-player characters galore.

- **Rifts® – Reaper Cell™ short story by**

Dan Frederick. A sort of prelude to the upcoming *Rifts®* sourcebook, *The Disavowed*

- **All game settings – “Official” G.M. tips on taking advantage of the Palladium Megaverse, by Kevin Siembieda.**
- **All game settings – “Official” G.M. tips on Adventuring in the Megaverse® by Julius Rosenstein.** How to bring multi-genre characters and blend powers and gear from several diverse game worlds into a single setting. Conversion tips and more.
- **All game settings – “Official” G.M. tips on improving adventures and storytelling for role-playing games by Glen Evans and Siembieda.** Personal experiences, observations, tips and suggestions on how to improvise entire adventures.
- **News, coming attractions, product descriptions and more.**

- 224 pages of fun and adventure in the
Palladium Megaverse® – \$24.95 retail –
[Cat. No. 171-172](#)
. Available now!

**BACK IN PRINT: Reminder 9 titles
back in stock – available now**

A number of book titles had recently slipped temporarily out of print, and a few, like **Rifts®**
Adventure Sourcebook One: Chi-Town
‘Burbs: Forbidden Knowledge™
, have been out of print for more than a year. Well, they are all back in stock and available now. And because you demanded it, the original

Island at the Edge of the World

™, Palladium Fantasy RPG® sourcebook is being brought back as a special, short-run printing.

Island

uses the first edition rules for Palladium Fantasy, but is very easily adapted to the current rules.

- **Rifts® Cyber-Knights™ Sourcebook** –
112 pages – \$16.96 – Cat. No. 842 –
Everything you ever wanted to know about Cyber-Knights: Their training, Cyber-Knight Zen Combat, psychology, special powers, different types of Knights, squires, Fallen Cyber-Knights, Lord Coake (founder and leader of the Knights), quests, adventure hooks, great artwork and more. Available now.

- **Rifts® Adventure Sourcebook One: Chi-Town ‘Burbs™: Forbidden Knowledge**
™ – 48 pages – \$9.95 – Cat. No. 853 –

Back in print at last! This sourcebook is back by popular demand. It includes an overview and history of the Chi-Town 'Burbs, key places and people in the Firetown 'Burb which means adventure and intrigue, villains and rumors. Available now.

- [**Rifts® World Book 29: Madhaven™**](#) –
128 pages – \$16.95 – Cat. No. 869 –
18 monsters/ghosts, 8 mutant R.C.C.s, 4 new heroic O.C.C.s, TW devices, the Knights of the White Rose™, the secrets of the healing White Rose, overview of the ruins of Manhattan, adventures ideas and more. Available now.

- [**Rifts® World Book 22: Free Quebec™**](#) –
192 pages – \$24.95 – Cat. No. 837 –
The independent kingdom of Free Quebec, its Glitter Boy legions, Glitter Girl and other variant Glitter Boys, weapons, power armor, vehicles, equipment, Quebec cyborgs, the Quebec navy and military, key people, key places, and more. Available now.

- **[Rifts® World Book 8: Japan](#)** – 216

pages – \$24.95 – Cat. No. 818 –

20 O.C.C.s including the Samurai, Ninja, Cyber-Samurai, Cyberoid, Demon Queller, and Dragon Cyborgs! Tons of weapons and equipment, living Samurai Swords, Rune Weapons, Japanese demons, the Glitter Boy and technology of the Republic of Japan, the ways of the traditional New Empire, and much more. Available now.

- **[Rifts® Sourcebook 3: Mindwerks](#)**™ –

112 pages – \$16.95 – Cat. No. 812 –

The Angel of Death, Gene-Splicers and their creations, Mindwerks cyborgs, new monsters, the Brodkil Empire, Gargoyles, the Millennium Tree of Darkness, weapons, equipment, the Kingdom of Poland, epic adventure and more.

A companion for

Triax and the NGR™

and

Warlords of Russia™.

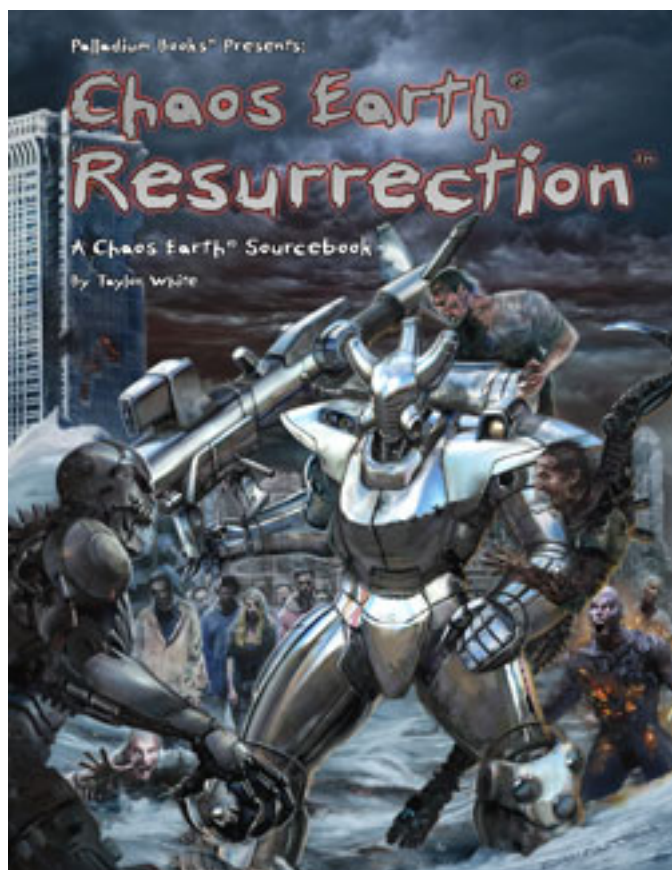
Available now.

- [**Rifts® Dimension Book 5: Anvil Galaxy**](#)
™ – 160 pages – \$20.95 – Cat. No. 847 –
20+ alien races, civilizations, scores of planets of note, legends of the Cosmic Forge, Cosmo-Knights, the Threshold, planet creation rules and more. Available now.

- [**Aliens Unlimited**](#) – a **Heroes Unlimited™ Sourcebook – 208 pages – \$24.95 – Cat. No. 515 –**
85 alien races, 15 monsters, plus NPC villains, galactic organizations, 90 weapons and equipment, UFO watch groups, rules for creating aliens, super abilities, spell magic and more! Available now.

- [**Adventures on the High Seas**](#) **™ – a Palladium Fantasy RPG® sourcebook – 224 pages – \$24.95 – Cat No. 455 –**
13 O.C.C.s including the Gladiator, Bard, Necromancer, Shaman and Pirates, 24

character sheets, islands and sea ports of infamy (including the Isle of the Cyclops), Necromancy magic, ships of the world, ship combat, many maps, and adventure ideas. Available now.



Rifts® Chaos Earth® Resurrection™ – available now!

The Golden Age of Science and human civilization is shattered with the return of magic and the Coming of the Rifts. Overnight, human civilization is toppled. Many major cities are wiped from the face of the Earth. Humanity struggles to

survive against impossible odds and the demonic horrors, aliens and monsters emerging from the Rifts.

Now comes the first invasion from another world. Its army? The corpses of our own dead, deliberately reanimated to become an invasion force to conquer the living. A growing number are *mechanized zombies*

– nightmarish creations with multiple body parts and armor and weapons bolted right onto their bodies. Unless stopped, they could wipe out all human life.

- **Do you hear the Transmission? If you do, it may drive you mad.**
- **Chaos Zombies rise to slaughter the living.**
- **12 different mechanized Scrap Zombies soon join their ranks.**
- **Frankenstein amalgamations, *Scrap Zombies* are armored and weaponized in ways never before imagined. They stalk the ruins of civilization and battle power armored troops in a death match humanity must win.**
- **Amped Zombies are fast and deadly.**
- **Boogeymen lurk in the shadows to pick off the living one by one.**
- **Brain Melters are dead Crazies**

who use their powers to hunt the living and locate them for the zombie hordes.

- **Garbagemen gather the dead, extra body parts and special components.**

- **Headbanger are horrific and deadly with multiple heads and long-range weapons.**

- **Living Dead Girls are the infiltrators who look normal but are zombie saboteurs and assassins.**

- **Reapers, armored, fast and deadly.**

- **Scorchers, walking time bombs.**

- **Soldier Boys are the backbone of the Scrap Zombies.**

- **Stitchers rebuild and repair the**

zombies in the field.

- **Toxic Vomitous spew acidic bile at the living.**
- **Walking Nightmares, a freakish and monstrous amalgamation of body parts and weapons.**
- **Chaos Zombies, what you might consider “normal” zombies that number into the tens of thousands. It is they who get cannibalized and remade into the weaponized Scrap Zombies.**
- **Zombie Mistakes and Quirks Tables.**
- **The Black Obelisk, a zombie factory, a mad man and dark magic.**
- **More monsters and plagues from beyond the Rifts.**

- **Bringing mechanized zombies to other game settings.**
- **Suitable for use in *Rifts*®, *Heroes Unlimited*™ and other RPG worlds.**

- **Written by Taylor White and Kevin Siembieda.**
- **160 pages (increased size) – \$20.95 retail (increased price) – [Cat. No. 666](#)**
- **Available now!**



Palladium Christmas Surprise Packages start NOW!

Can you believe it? It's that time again for the [Palladium Christmas Surprise](#)

[Package](#) ! Palladium Books® has been doing **Christmas Surprise Packages,** or “Grab Bags,” for 17 or 18 years. It enables you to get several RPG titles (\$86-95 worth for ONLY \$42 plus shipping and handling) as gifts or for yourself. It is our way to say *thank you* to our many fans for being so kind and patient, and for your years of support. You are appreciated more than you may realize.

[Christmas Surprise Packages](#) are not just for Christmas. Whether you celebrate

Christmas, Hanukkah, Kwanzaa,

or the

Winter Solstice

, or you're looking for a gift for a
birthday, anniversary, graduation,

or any

special occasion

that falls between now and February, a

Surprise Package

may be the ideal way to go. You get a ton of stuff on the cheap, you can get a bunch of autographs (if you want 'em), and you look like you spent a fortune.

This is also a great way to try that game setting you've wondered about (**Splicers**®, **Dead Reign**®, **Chaos Earth**®,

Palladium Fantasy®, **Nightbane**

®, etc.), or to get something for your favorite Game Master, or perhaps to get your player group to consider a new game or setting.

Your “Wish List” – *The Palladium Surprise Packages*

are designed to simulate the fun, joy and surprise of the Christmas Season of Giving.

To do this, you submit a list of
10-14 Palladium products
(or more)

FOR EACH

Surprise Package you order. This list of 10-14 items for EACH Grab Bag

is critical

, because you will not know which items you'll be getting. That makes it just like a

Christmas gift

because it's a surprise! Plus, Santa Kevin, who personally hand-picks every item for every Grab Bag, may toss in something extra like a limited edition print or T-shirt, or issue of The Rifter®, or something else he thinks you'll enjoy.

Autographed books. For those of you who want them (which are most people), the available members of the Palladium staff, and any freelancers we can lasso at the time, are happy to autograph each

and every book in your Surprise Package. This is the only way many fans, especially those in other countries, can EVER get signed books.

Send us your brief comments. There is a special form and format to fill out for [**Christmas Surprise Packages**](#), including a place where you can offer your *brief* comments, suggestions, greetings and salutations.

It only costs \$42 plus shipping to get

\$86-\$95+ worth of Palladium products! First-timers are always nervous until they see the great value in their first Surprise Package. A typical Grab Bag has \$86-\$95 worth of product, sometimes more! Yes, sometimes more. Many people order 2-3. Some order 4-6, and some maniacs order even more! It makes sense, because it is a great way to fill holes in your own collection, treat yourself, get autographs, try new games and settings, and get your gaming pals gifts. **SPREAD THE WORD** about this great offer.

[Click here](#) to get the entire Surprise Package description.

Zombie Time!

Think you can survive the Zombie Apocalypse? Do you have a desire to kick some zombie butt? Then you want the **Dead Reign® RPG** – available from Palladium Books® or as PDFs from DriveThruRPG.com

. There are currently six titles that are as much fun to read as they are to play. And more are coming.

Dead Reign® RPG – Core Rules – everything you need to know to play

Experience the nightmare of being stalked by the living dead. Who can you trust? Where can you go to be safe? How do you fight the dead? Find out in [**Dead Reign**](#)® – a complete role-playing game that captures the horror, suspense and trauma of the post-apocalyptic world dominated by zombie hordes. And the zombies? More than what you may expect. All of them deadly.

- **Rules are easy to learn.**
- **Combat is fast, fun and intuitive.**
- **The setting, brutal and unrelenting.**
- **Characters represent the last of humanity.**
- **Play ordinary people who must find a way to survive against impossible odds;** 40 different occupations and notable skills for each.
- **Or play one of the more extraordinary survivors** who battle zombies and try to rescue the

living. They don't mean to be heroes, they just are.

- **They say there is no surviving a zombie bite.** *The Half-Living*

say otherwise. They are victims of a zombie attack, but instead of dying and turning, they come out of their coma more (or some would say, less) than human. The question is, might they turn at any time?

- **Slouchers** are the slow moving zombies. They gather in large herds and kill all they encounter.

- **Flesh-Eating Zombies** are fast and predatory. They hunt in packs, and stalk humans day and night.
- **Mock Zombies** are twisted abominations: The dead who retain a large portion of their mind and identity, but cannot accept what they have become. Most are quite insane and insist they are not monsters. They claim to be alive, and only want to help their “fellow man.” That last part might even be true, until the irresistible need to kill the living takes over.
- **Pattern Zombies** are the dead

that only kill when they come face to face with the living or are attacked first. Unlike the Slouchers and other zombies, they don't seek out human prey. Rather, they are locked in some pattern from their past life, endlessly reenacting their job at the factory, or a typical day at home mowing the lawn or watching the game on a TV that no longer receives broadcasts.

- **Thinkers** are among the most dangerous: zombies that retain a level of cognitive thought and awareness. They can open a door or unlatch a gate, use a weapon

such as a knife or axe, figure out ways to get inside strongholds and go around traps. Worst of all, other zombies follow them, and Thinkers often lead mobs of lesser zombies against the living.

- **More than 30 pages describing zombies,** with all the hows and whys of their behavior and their need to kill the living. Seven different types of zombies (more appear in the *Dark Places* and *Endless Dead* sourcebooks).

- **Page after page of Zombie Apocalypse survival tips.**
- **Six Apocalyptic Character Classes,** with any number of Ordinary People as survivors fighting to keep humanity alive.
- **Death Cults and their leaders.** Not all humans are allies.
- **Retro-Savages,** survivors who blame the apocalypse on technology, and feed people who still use guns, cars and tech, to the dead.
- **Weapons, survival tips and how to fight the dead!**

- **Vehicles, equipment and notable resources.**

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- The complete core rule book. And learn the rules of this RPG and you can play any Palladium RPG. You see, Palladium's games all use the same basic rules. Learn one, and you can play them all. More than that, you can bring your characters, weapons, powers and magic from one game setting to the next, creating a truly infinite Megaverse® of worlds and adventure.

- **Cover by E.M. Gist.**
 - **Art by Amy Ashbaugh, Nick Bradshaw, Mark Dudley and Mike Mumah.**
 - **Written by Kevin Siembieda, Josh Hilden and Joshua Sanford.**
 - **\$22.95 – 224 page core rule book – [Cat. No. 230](#).**
- Available now from Palladium Books® and in game shops everywhere. Also available in [PDF format](#) from DriveThruRPG.com.**

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How do you survive when civilization no longer exists? No government. No police or soldiers. You're on your own. Survival tips, many random

encounter tables, survivor camps, madmen and psychopaths, including the Zombie Master, Ghost Walker, Messianic Leader, Zombie Lover, Deathbringer and others.

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Sometimes it's the dark places that offer refuge. Traveling the rails and underground tunnel systems, the pitfalls of the urban underground, disease, more random encounter tables, scavenger tables, more survival tips, and new zombies like Worm Meat, Bug Boy, and the Impersonator Zombie. Available now in

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Reapers who ride the streets

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- For a different kind of horror game, see [Beyond the Supernatural™ RPG](#)

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Modern horror like you have never played before. Plausible setting, monsters and concepts that makes sense and will have you wondering if this stuff could be for real. 14 Psychic character classes, 42 occupations for “ordinary”

people, more than 100 psychic abilities, creatures of darkness and more. Three new sourcebooks planned for 2016. A game for the thinking gamer.

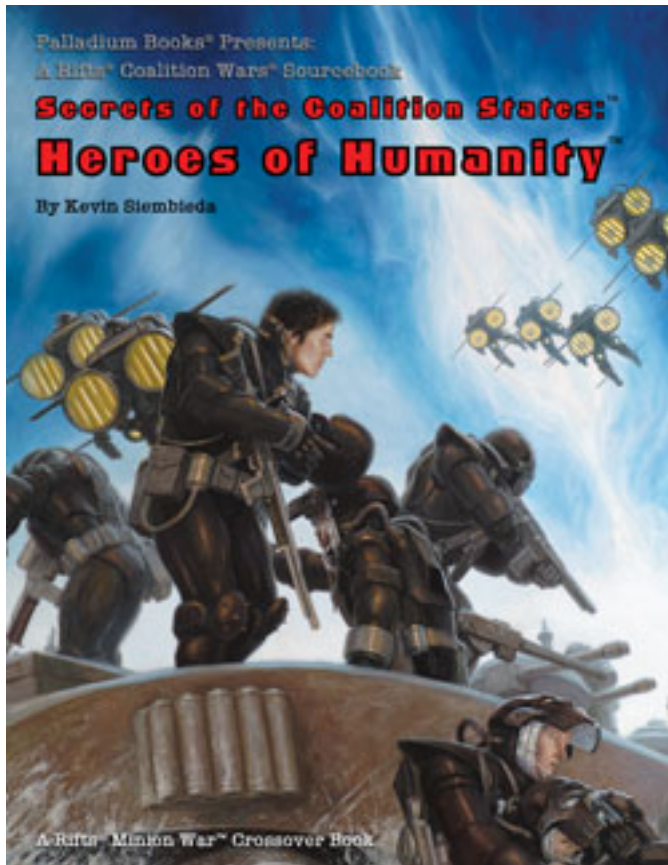
- **And for something completely different – [Ni](#)
[ghtbane® RPG](#)**

– Core Rules – \$24.95 – 240 pages – Cat. No. 730.

Nothing has been the same since Dark Day. Earth has been secretly invaded by demons from a hell that is eternal night.

Doppelgangers replace many of the people you know and now run the world governments. The *Nightbane* are human beings (or are they?) linked to something ancient and supernatural, and who conceal a monster within themselves. Inhuman alter-egos that wield supernatural powers and magic abilities. And some say, powers that can fight the monsters from the Nightlands. You, in fact,

could be one of them and not even know it – yet.



COMING – Rifts® Sourcebook – The Coalition States: Heroes of Humanity

TM

The events unfolding in **World Book 35: Megaverse® in Flames**

threaten to change the entire landscape of Rifts® Earth as the demonic minions of Hades and Dyval seek to bring Hell on Earth, and turn the planet into a dimensional gateway to Armageddon!

The Coalition States, along with Northern Gun and Lazlo, take the lead in the defense of North America. *Heroes of Humanity* explores the good and bad in the Coalition's efforts to save humanity and send this new threat back to the pits of Hell.

- **New Coalition**

weapons, armor and war machines.

**- The Coalition States:
Are they heroes or
villains? Or does it
depend on whether you
are human or not?**

**- Can the CS fight
alongside mages and
D-Bees if it means saving
the world?**

**- How is the CS dealing
with the Minion War on**

Earth?

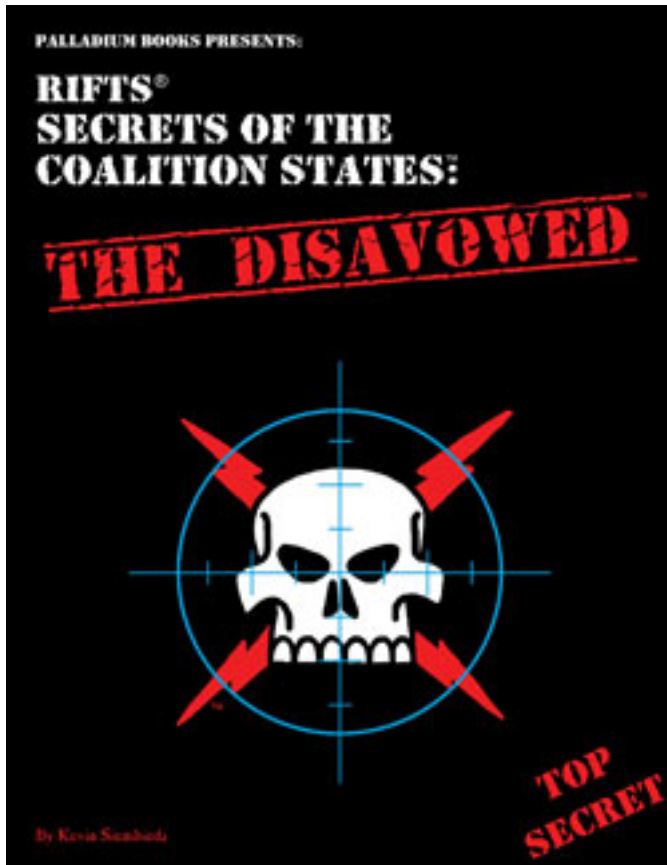
- **One plan to battle the Xiticix and who really pays the price.**
- **Adventure ideas and more.**
- **Written by Kevin Siembieda, Matthew Clements and other contributors.**
- **Final page count and cost yet to be determined but probably 96 pages –**

\$16.95 retail –

Cat.

No. 889

▪



COMING – Rifts® Secrets of the Coalition States: The Disavowed TM

“Desperate times require desperate measures. War has nothing to do with morality or justice. It’s all about winning or dying. We cannot bind our hands with high ideals, even our own, or worry about the laws of renegade nations or the rights of alien people. We must fight fire with fire.

And you are the match.” –
*Colonel Lyboc addressing
a Disavowed team*

The Disavowed are so
Top Secret that their
existence is known only
to a handful of the
Coalition States’ most
elite, top echelon, with *Jo*

seph Prosek II

the mastermind behind the Disavowed operation, and Colonel Lyboc its shadowy face. Find out who these men and women are. How the Disavowed get away with using magic, traveling to other parts of Rifts Earth and even to other dimensions in pursuit of

enemies and strategic information that cannot be had through conventional means. Learn about the secret parameters in which these hard-boiled warriors, secretly hand-picked by Joseph Prosek II, operate, why almost every mission is considered a suicide mission, and why they

must forever be the
Disavowed.

**- CS operatives so
secret that even the top
military and political
leaders right up to
Emperor Prosek *kn*
ow nothing about them
. And if they did know,
would they condone**

**their activity or
condemn it?**

**- Are the Disavowed
heroes or renegades?
Assassins or soldiers?
Madmen or
super-patriots? Or a
little of them all?**

**- Unsung heroes
who keep the CS safe,
or thugs and pawns of a**

**shadow agency within
the Coalition
government?**

**- What role does the
Vanguard play in this
group?**

**- How do they
reward their D-Bee
“teammates” when the
mission is over?**

**- What happens to
the Disavowed when**

**they have seen or
learned too much?
Adventure ideas galore
and so much more.**

**- Written by Kevin
Siembieda and Matthew
Clements.**

**- Final page count
and cost yet to be
determined, but
probably 96 pages –**

\$16.95 retail –

Cat.

No. 892

▪

COMING – Rifts®
Secrets of the
Atlanteans

TM

True Atlanteans are descendants from Earth's past. The survivors of the sinking of Atlantis (really a dimensional mishap) and travelers of the Megaverse, wielders of

Tattoo Magic and other lost mystic arts. Most people regard them as heroes, but are they? The Sunaj Assassins are mythic villains feared by all, yet they too are True Atlanteans who serve dark forces.

For the first time, much of the story behind True Atlanteans and their secrets are revealed.

- True Atlanteans revisited.

- Optional Atlantean character creation tables

including clan heritage and other factors.

- **Secrets of the stone pyramids, different types/purposes and powers.**

- **Many new magic tattoos, magic spells, weapons and armor.**

**- Atlantean
hideouts and secret
communities across
the Megaverse.**

**- The Sunaj
Assassins, their
secrets, history and
plans for the future.**

- Atlantean

**Monster Hunter
O.C.C., Atlantean
Defender O.C.C. and
much more. And this
is just the tip of what
this book contains.**

**- Written by Carl
Gleba. Additional text
and ideas by Kevin
Siembieda.**

- **Final page count
and cost yet to be
determined, but
probably 160-192
pages – \$20.95-24.95
retail – Cat. No.
890 .**

COMING – Rifts® Chaos Earth ®

Sourcebook: First Responders

The Great Cataclysm
has devastated
civilization, but

humanity fights for survival. The struggles of civilian law enforcement, fire and rescue, and everyday men and women are some of the most epic tales to be told in a world gone to hell. They

fight monsters, aliens, the paranormal, the elements, and each other, all with the hope of reclaiming their lives from the Chaos.

- **New D-Bees**

**and monsters from
the Rifts.**

**- First Responder
O.C.C.s, skills and
special equipment.**

**- New “average
citizen”**

**Occupational
Character Classes**

(O.C.C.s).

**- New equipment
for NEMA**

**“Roscoes” and
other emergency
personnel.**

**- Notable rescue
vehicles, robot
drones, and
technology.**

**- Source
information and
stats for common
Golden Age
technology
(weapons, vehicles,
medical tech, etc.).**

**- Apocalypse
Plagues brought**

**from other worlds to
Chaos Earth.**

**- Adventure
ideas and more.**

**- Written by
Jason Richards.
Additional text by
Clements &
Siembieda.**

- **96 pages** –
\$16.95 retail – **C**
at. No. 665

■



NEW! Robotech®:

Expeditionary Force Marines TM

Sourcebook – Available Now

Expeditionary Force MarinesTM is

ready to ship right now! It is a riveting **Robotech**

® sourcebook that carries you to alien worlds. Your characters can pilot the early Cyclones and next generation

of Destroids,
liberate alien worlds
and engage the
merciless Invid
Regent, his
Inorganic shock
troopers and Invid
swarms. Epic,
planet-hopping

adventure awaits.

**The Robotech®:
Expeditionary
Force Marines
Sourcebook is set
in space with the**

UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter, Lisa Hayes, Breetai and Exedore. This valiant force of mecha-clad heroes

travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other tyrants and monsters. New alien people are

introduced and become part of the Expeditionary Force Marines. In between their ongoing war with the Regent and his Invid and Inorganics, they explore planets,

battle space pirates
and face treachery
on many fronts.

**- 5 new Marine
O.C.C.s, 22 M.O.S.
skill packages,
and some new**

skills.

- 8 new

**Destroids, two of
them Zentraedi,
plus a Battloid or
two.**

- 6 new

**Cyclones,
including Space**

**Cyclones, the
Spider Hover
Cyclone, the
Walker and more.**

**- CVR-1 and
CVR-2 body armor
and notable
Expeditionary**

**Force (and alien)
weapons, gear and
vehicles.**

**- The Regent's
war machine: Invid
Scientist R.C.C.,
Invid Assault
Trooper (new),
Invid Fury (new),**

**Invid Ogre (new),
Invid Ranger
(new), Garn
Inorganic (new),
the Regent statted
out, and more.**

**- 6 alien races
and brief**

overviews of their planets.

- 34 Perytonian Energy Wizard magic spells.

- Quick Roll Creation Tables for UEEF Marines as player

characters.

**- Time-line for
the Expeditionary
Force and related
events on Earth.**

**- *The Robotech
® The Shadow
Chronicles® RPG***

**“rule book” is
needed to play
(Cat. No. 550 or
550HC).**

**- Art by Charles
Walton, Mike
Wilson, Apollo
Okaumura, Allen &**

**Brian Manning,
Ben Rodriguez
and Dan Dussault.**

**- Written by
Irvin Jackson and
Kevin Siembieda.**

- 160 pages –

\$20.95 retail –

Cat. No. 553

. Available now!



Robotech® RPG Tactics

TM

**– Available now
in the USA,
Canada,
European Union,
Australia and
New Zealand**

If you love
Robotech®, you'll
want to take a look
at this game.
Beautifully detailed
game pieces of
your favorite
Robotech®
mecha, and fast

playing rules that capture the Robotech® experience in a new, exciting way. And this is just the beginning. We have so much more planned.

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- **Robotech®**
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"Starter Box"
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This is the game
Robotech® fans
have wanted for

decades.

Robotech® RPG Tactics

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tabletop combat
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captures the action
and adventure of
the

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Relive the clashes of the First

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use the dynamic
game pieces to
enhance your
Robotech® RPG
experience. Or

simply collect your
favorite mecha
from an expanding
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game pieces.

**The First Six Rob
otech® RPG
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are available to
retail along with**

the main box
game. Here are
the SKUs and
retail prices.

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12 white, six-sided
dice with red
printing and the
UEDF logo in
place of the six.

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\$12.00 retail.**

**12 purple,
six-sided dice with
yellow printing and
the Zentraedi logo
in place of the six.**

- Robotech®

RPG Tactics™

Rulebook –

Cat. No. 55105 –

\$20.00 retail.

Note:

This is the same rulebook that is included in the main game box,

and is offered separately for those who want an extra copy, or want to check out the rules before buying the whole game.

- **Robotech**
RPG Tactics
Template &
Token Pack

– **Cat. No. 55106**

– **\$15.00 retail.**

10 UEDF

**Command Point
tokens, 10**

Zentraedi
Command Point
tokens, and one
blast template.

- **Battle Foam**
Robotech® RPG
Tactics™
bag/carrying

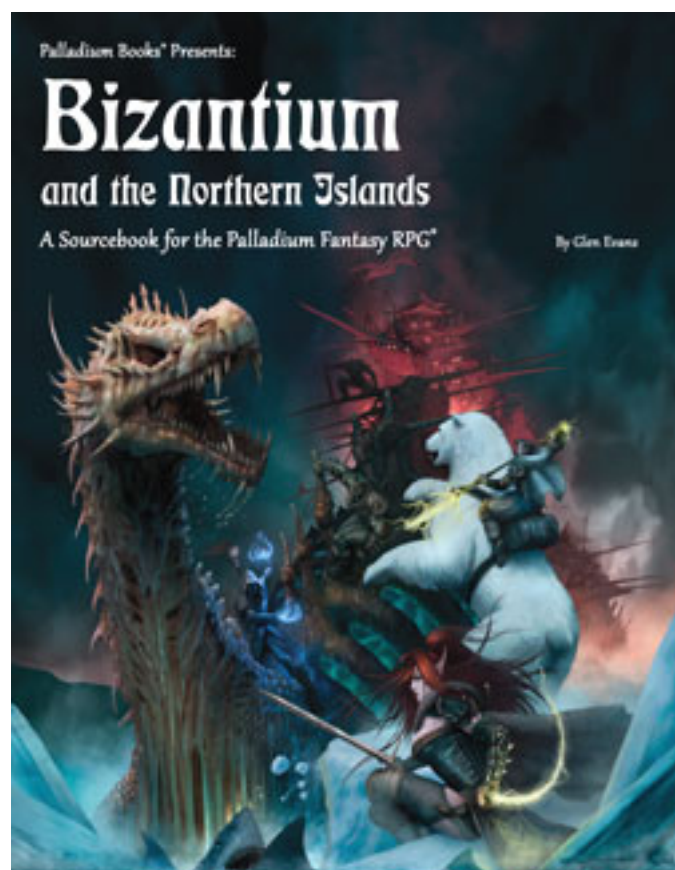
case – Cat.

**No. 55107 –
\$120.00 retail
(limited supply).**

Note:

**We only have a
few Robotech®
RPG Tactics™
Battle Foam bags**

available. Once they are sold out it will be months before we manufacture more, if ever.



NEW!

Palladium

Fantasy RPG ®

Sourcebook:

Bizantium and

the Northern

Islands

TM

– Available now

To the civilized world, Bizantium and the waters and lands around it are frightening.

A realm of sea
serpents,
monsters, and
barbarians. To
the heroes and
people who live
there, it is a realm
of adventure,

beauty and
opportunity. One
might consider
Bizantium as the
center of
adventure and
mystery in the
North.

North of
Bizantium are the
Icy Ocean and
Great Ice Shelf,
places where
only a handful of

the bravest
Bizantian sailors
have ever set
sail, and the rest
of the world *knows*
nothing
about. For
kingdoms in the

south, only a few
scholars have
ever heard of the
Great Ice Shelf or
the cannibalistic
Necromancers
known as the
Iceborn who

make the frozen
wasteland their
home. Those who
have heard tales
of the land of ice
and death are
convinced they
are nothing but

the stuff of myth.
Very soon, they
will find out
otherwise. And
these are but a
few of the
revelations
presented in

Bizantium and the Northern Islands™.

**Discover for
yourself the
wonders and
horrors that
await.**

**- Waterchant
er O.C.C. and
20+ magic
spells new to
the Fantasy
setting.**

- Necromanc

y revisited.

**Many spells new
to the Fantasy
setting.**

**- 90+ spells
in all, including
Ocean Magic for
the**

**Waterchanter,
Necromancy
and more.
- Serpent
Chaser,
Bizantium
Marine and
other new**

**character
classes.**

**- The
Iceborn, their
man-eating
Raiders,
Skinbinders and
Sea Witches. A**

**forgotten race of
monsters who
worship death,
wield death
magic, hunt
humanoids, eat
their flesh, and
wear their skin.**

**A villain you will
love to hate.**

**- The
Iceborn's
Necroilus –
massive vessels
made from the**

**remains of dead
sea serpents
and animated by
Necromancy to
prowl the seas.**

**- Vengeful
gods, monsters,**

**sea serpents
and sea monster
creation tables.**

**- The Seven
Treasures
touched by the
Northern Gods,**

**lost for
centuries,
waiting to be
found.**

**- New and
old Bizantium
ships including
the Bireme, Ice**

**Breaker and
Battleship.**

**- Bizantium
as never before
seen.**

**- The
Northern Islands
described in**

new detail.

**- The Great
Ice Shelf – a
new continent to
explore.**

**- Bizantium's
origin, history,
and mysteries**

revealed.

**- Byzantine
society, culture,
religion, magic
and notable
places.**

**- People and
places of note.**

**Adventure
hooks galore,
and more.**

**- Written by
Glen Evans,
Matthew
Clements and
Kevin**

Siembieda.

- 192 pages –

\$24.95 retail –

Cat. No. 474

– Available now.

**NEW! Rifts®
Special Order
Products –
PRINT on
Demand**

The following

items are
something new,
proposed by and
created by Tags,
a fan of **Rifts®**
and
**Palladium
Books**

. He did the design work and had the sample products that are shown here created by *Victor Narvaez* at

NY Embroidery
. We liked what these two gents created, so we are making them available to you as Special Orders.

Here's how **Rifts® Special Order Products** will work. In most cases, we have to order a

limited quantity
to make
manufacturing
and shipping
cost effective
(we can't make
just one at a
time, but can

make a dozen at a time). That means when we have a sufficient number of “Special Orders” we can have them made in a

week and
shipped in
another week or
two. And with
Autumn and
Winter and the
holidays coming
up fast, this

might be a good
time to order
things like
Reporter Bags,
Embroidered
Hoodies, caps
and
Three-Season

Jackets. Enjoy
and think
Christmas gifts.
Please Note:
Your credit card
will not be
charged until the
Special Order is

in actual
manufacturing.



Rifts® Glitter Boy in Flames Jacket

A 3-Season
Jacket –

Winter, Fall and
Spring – any
Rifts® fan
would be proud
to wear.

- Warm and
comfy for Fall
and Winter
wearing.

Personally, I
think this jacket
is too warm for

Spring wear.
The fleece
lining is NOT
removable.

- On the
front of

this stylish
jacket (I own
one, myself) is
the *fu*
// Rifts® Logo
in a gold color
over the left

breast.

- On the
back is a
massive and
detailed, 11x15
inch

embroidered
image of the
fan favorite
depiction of
a Glitter Boy
standing brave
and bold

amongst flames
and destruction
bearing the
American Flag.
We are told that
this embroidery
image has

400,000
stitches and
takes 9 hours
to embroider,
and it is
detailed and
beautiful.

- Art by
Scott Johnson.

- Water
resistant.

- Two zipper

pockets.

- EZEM

System and
easy care.

- We've

been told we

are crazy to sell
this jacket for
anything less
than \$450, but .
. . well, we are
crazy, so you
can order your

embroidered
Rifts® Jacket
for only \$275
plus shipping.

- Cat. No.

SPO-15801

**– \$275 retail
for sizes Small
to 2XL – \$300
retail for 3XL
to 5XL sizes.
Please make
sure you**

indicate the
jacket's size.





Rifts® Glitter Boy in Flames

“Zipper Hoodie”

A Gildan or
Fruit of the
Loom hoodie

(depending on
availability)
suitable for
Fall and
Spring wear
(or if you are
Kathy

Simmons,
Winter too).

This is the
same design
as the **Rifts®**
jacket
with the **Rifts®**

logo on the
front and the
big, Glitter Boy
in Flames
image on the
back for
almost half the

price as the
jacket. Both
Chuck Walton
and Kathy
Simmons have
their Rifts®
hoodie for the

**Fall. Shouldn't
you?**

**- Black
zipper hoodie
– Gildan or**

Fruit of the
Loom
depending on
availability.

- On the
front of

this hoodie is
the
Rifts® Logo
in a gold color
over the left
breast.

- On the
back is a
massive and
detailed,
11x15 inch
embroidered
image of the

fan favorite
depiction of
a Glitter Boy
standing brave
and bold
amongst
flames and

destruction
bearing the
American
Flag. We are
told that this
embroidery
image has

400,000
stitches and
takes 9 hours
to embroider,
and it is
detailed and
beautiful.

- Art by
Scott Johnson.

- Two
pockets and a
hood.

- Cat. No.

SPO-15802

– \$160 retail

for sizes

Small to 2XL

– \$180 retail

for 3XL to

5XL sizes.

Please make
sure you
indicate the
hoodie's size.



Rifts®
Baseball Cap
– Black Cap,

“Gold” Rifts

®

Logo

I (Kevin

Siembieda)
am not a
baseball cap
guy, but I love
this cap and
have been

wearing mine
on my
morning
walks. I like
the
comfortable fit

and I do not
seem to
sweat as
much wearing
this cap
compared to

others I have
tried. (The
trail I take has
me walking
into the
morning sun,

so I need a
cap.) I prefer
the gold logo,
but red was
the hot seller
at Gen Con.

- The
Rifts® Logo
embroidered
in *gold*.
- 100%

cotton. One
size fits all.

North End
brand.

- Logo
design by

Kevin Long.

- Cat. No.

SPO-15803

– \$19.95

retail.



Rifts®

Baseball

Cap – Black

Cap, “Red”

Rifts®

Logo

The same
style of cap
with the
words Rifts®

with the
swish
through it.
The
embroidered
“red”

baseball cap
was the
favorite
among
consumers at
Gen Con.

- The
Rifts® Logo
embroidered
in *red.*
- 100%

cotton. One
size fits all.

North End
brand.

- Logo
design by

Kevin Long.

- Cat. No.

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retail.



Rifts®

Logo

Reporter's

Bag (Clean

Look)

This useful
carrying bag
has three
large
pockets for
books being

taken to your
Rifts®
gaming
session, plus
two smaller
pouches for

pens or dice
sealed via
hook and
loop
fasteners.
The front

flap is a
dynamic, full
Rifts® logo
on a field of
crackling
blue energy

from a ley
line. Also
suitable as a
school/colleg
e book bag.

- The full
Rifts® Logo
on a field of
crackling
blue energy.

- Colorful
and dynamic
sublimation
printing.

- Sturdy
design;
100%
polyester.

- Two

large
pockets for
books, and a
smaller third
pocket that
zippers shut.

- Two
small
pouches.

- Shouldde

r strap
included.

- Overall
size –
15x11x3

inches.

- Logo
design by
Kevin Long
and Cathy

Schutt.

- Cat.

No.

SPO-15805

– \$49.95

retail.



Rifts®

Logo

Extreme

Reporter's

Bag

This useful
carrying bag
has two
large
pockets for
books being

taken to
your Rifts®
gaming
session,
plus two
smaller

pouches for
pens or dice
sealed via
hook and
loop
fasteners.

The front
flap is a
dynamic,
full,
modified
Rifts® logo

on a field of
crackling
blue energy
from a ley
line. Also
suitable as

a
school/colle
ge book
bag.

- The full
Rifts® Logo
on a field of
crackling
blue energy.

- Colorful
and
dynamic
sublimation
printing.

- Sturdy
design;
100%
polyester.

- Two

large
pockets for
books, and
a smaller
third pocket
that zippers

shut.

- Two

small

pouches.

- Should

er strap
included.

- Overall
size –
15x1 1x3

inches.

- Logo
design by
Kevin Long
and Cathy

Schutt.

- Cat.

No.

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