

By Kevin Siembieda

Happy Holidays to all of you. It's Christmas Eve tomorrow and Christmas the next day, Kwanzaa Saturday, so no sales pitch or news update other than, as has become part of the Grab Bag tradition, we are extending the [Christmas Surprise Package offer](#) for a few weeks after Christmas.

Christmas Surprise Package Offer – EXTENDED to January 15, 2016

Why extend [this amazing offer](#) ? Because it's the nice thing to do. We realize many of you are so full of the Christmas Spirit that you spend your money on gifts for your loved ones rather than yourself. This wonderful act of charity often leaves no money for you to buy a [Palladium Surprise Package](#) for yourself. We think that sacrifice is pretty awesome and what the holiday season is all about, so we extend the offer so that you selfless souls can pick up a Surprise Package after the holidays. We know this happens, because a lot people over the years have thanked us for the extension for this very reason.

The extension is also for you Johnny Come-Latelies who are so caught up in the holiday frenzy, work and life that somehow you miss placing your order for the [Christmas Surprise Package](#) before the offer ends. It's also for those of you who wish you had ordered one (or another one) but forgot. Lastly, it is our way to carry that holiday good cheer into the New Year. So get your post-holiday Surprise Package and enjoy. Please note that this offer will not be extended further. This is your last chance. Happy Holidays.

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

UPDATE: We've been shipping like madmen

With Christmas just days away, orders have been pouring in, and we love it. If there is a down

side, it's that picking, pulling, packing and shipping orders is about all we've done the past week and a half! We've tried to ship them all out as quickly as possible to give everyone their best shot at getting them in time for Christmas. Only a half dozen that requested a sketch, presented a vague Wish List, or had special considerations, did not ship immediately. That includes the gent who ordered 15 Surprise Packages. Whew! I love playing Santa and the Palladium crew all enjoy knowing we are putting smiles on the faces of gamers worldwide.

The Palladium Office Party

Last Friday was the Palladium office party. I felt bad because we had put in a very long day shipping out [The Rifter® #71 & 72 Double Issue](#), which people are loving, so it was worth the effort to ship to our subscribers that day. We were all dragging by 7:00 PM, yet somehow being among our friends rejuvenated us all and the party was nothing short of wonderful. Lots of laughs, hugs and fun till about midnight. It is truly a blessing to work with these amazing people and an honor to call them my friends. Each one special in their own way. I wrote a Murmur about it early this week, but I'm still smiling about that frenzied day of shipping (talk about teamwork), followed by a joyful evening of delicious food, drink, friends and love. Times like that warm my heart.

Merry Christmas and Happy Holidays to you all

Wishing you a joyful and merry Christmas, from all of us at Palladium Books to all of you. Know that you matter and are appreciated. May the holidays be full of joy, laughter and games. And remember, if you missed getting the Palladium Christmas Surprise Package, you still can for the next few weeks. Game on! Ho, ho, ho.

– *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.

J.C. in Broomfield, Colorado, writes (in part): WOW. Just received my first 3 Surprise Packages even after 25+ years as a player and fan. You are amazing. Extremely special. Fully appreciated. You exceeded my hopes by a huge margin. Thank you everyone. My Palladium library thanks you too. **Splicers®** looks awesome by the way! Thanks for including it. You guys truly blew my mind... 25 years plus [as a Palladium player] and you guys made my first experience with the X-Mas Surprise Package a completely personal one. Thanks again.

[That's the idea behind the Surprise Packages, J.C., to blow people's minds, make them smile and feel special. I think we succeed more often than not, which I'm sure is why you ordered several more. Enjoy. Merry Christmas and Happy New Year. – KS]

K.D. in Kent, Washington, writes (in part): I buy this every year for my son. He loves the Grab Bag and it isn't Christmas without it. The Grab Bag is a perfect time for things he wants ...

[I'm glad the Surprise Package helps, K.D. It has become a Christmas tradition for a lot of people, which I think is wonderful. Happy Holidays. – KS]

B.M. in Broken Arrow, Oklahoma, writes: This will be the fourth year I get the Surprise Package as it is now part of my Christmas tradition. My favorite part is the total surprise and personalization that each pack gets, but my Number One favorite thing is the comment left by Kevin in my copy of Rifts® Africa that said, "Don't kill your players too quickly!" I thought it was great. My players? Not so much. lol

[Hey B.M., I'm glad the Surprise Package has become a holiday tradition and that you and your players are still enjoying our games. Keep that imagination burning bright. – KS]

N.M. in Colorado Springs, Colorado, writes: Recently swapped over to the Palladium rules system because I got tired of the edition wars of other systems. Your products speak for themselves by never needing a revision to the rules. I am now trying to expand my

Rifts

® collection and eventually plan to branch out into you other games.

[Thank you, N.M. I don't know if everyone would agree with your assessment, but we certainly appreciate it. Game on and enjoy exploring the Palladium Megaverse®. – KS]

J.Z. in Chesapeake, Virginia, writes: Thanks for your hard work and dedication to the RPG fans. I firmly believe Palladium's decades of work pushed the envelope and forced other games to evolve their content. Still, nobody comes close! I am not picky, and the Surprise Package is more the novelty of Santa Kevin and the gang. Although it never fails that I am wowed come Christmas!

[You wowed us, J.Z., with your kind words. Thank you. All our fans are important to us and the Christmas Surprise Packages are designed to wow them and make Christmas a little more cheery. Glad to know they do. Merry Christmas. – KS]

H.S. in Pioneer, California, writes: I started playing Palladium RPGs when I was 13 years old and still have most of my original books. And now 28 years later, my sons play and love it. Thanks for making such a fun role-playing game!

[You are very welcome, H.S. I'm glad two generations are loving our game worlds. Awesome. – KS]

J.H. in Long Beach, California, writes: I just want to say thanks for the many hours of enjoyment I have received because of your products. I have been a fan of Palladium Books since 1993, and I'm continually amazed at the staggering volume of creative content that KS and the team are able to produce. I want to wish you all a merry Christmas and best wishes for 2016!

[Ah shucks, J.H., thank you for the kind words. We always seek the wow factor and try to push the envelope. It helps that I have an overactive imagination and everything gives me ideas. Glad you enjoy the Grab Bags every year. We have a lot of great material planned for 2016. – KS]

G.S. in Puyallup, Washington, writes: Been a fan since 1988 when I picked up the original **Robotech®**

sourcebook — love your game and art work. Glad you guys are still around.

Rifts

® is amazing and what you have done with Robotech® is deliciously good. Keep it up.

[We will, G.S. Thrilled you are still diggin' our games after all these years. We've got some great stuff in store for the future. – KS]

D.W. in Rush, New York, writes: Thanks for all the great products. Keep on truckin'.

[We will, D.W. Thanks for truckin' along with us. – KS]

S.C. in Colton, California, writes: Great game system, been playing **Rifts®** for over 20 years.

[Thanks, S.C., I hope you'll be playing for 20 more. I have ideas to last 40 years. Game on! – KS]

J.W. in Verona, Wisconsin, writes: Really excited about the Atlantean sourcebook. Keep up the fantastic work.

[We're excited about **Secrets of the Atlanteans** too. You're gonna love it. – KS]

V.S. in Edmonton, Alberta, Canada, writes: This (Surprise Package) is a Christmas gift for my husband who loves to game as much as possible. He already has a lot of the source books. lol. Thank you and happy holidays!

[I'm sure he'll enjoy this Grab Bag, as I packed it with a bunch of the items on his wish list. Thanks for putting up with us crazy gamers and happy holidays to you too. – KS]

C.B. in North Babylon, New York, writes: Looking forward to expanding my library. :)

[Well C.B., the Grab Bag offer is a great way to do that. Enjoy. – KS.]

J.H. in Carbondale, Illinois, writes: I love playing **Rifts®**. I am trying to get more books so I can be a better G.M.

[Hey J.H., don't be afraid to take chances and let your imagination carry you to new adventures. When you G.M., listen to your players' comments, make sure there are consequences for their actions (good and bad), be flexible and improvise, and most of all, have fun. If you and your players are having a good time, then you are doing just fine. Keep that imagination burning bright. – KS]

D.G. in Grand Forks, North Dakota, writes: Thank you for all your hard work. I love your books.

[Glad you and so many other people love our books, D.G., we sure love writing them. Lots of good stuff in the pipeline for next year. – KS]

J.J. in Wayne, Michigan, writes: It's always fun to order the yearly Christmas Grab Bag. I loved the Bizantium book and looking forward to seeing more Palladium Fantasy books in the

future. Merry Christmas to everyone at Palladium!

[Merry Christmas to you, J.J. Hey, Palladium is right in Westland, so consider dropping by one day. By the way, we have three Palladium Fantasy books in the works right now. – KS]

Surviving Depression, especially at Christmas time

The holiday season is a time of joy for most people, but for some it is a time of spiraling darkness that threatens to consume everything.

I'm writing this for you: The people lost to depression. Please don't give up. I have had my own struggles with depression. I was able to find my way out, but I know many people – dear people – still engulfed by depression. A few seem lost in it and I worry for them. Others fight a difficult and debilitating ongoing battle with it.

Part of the problem is our loved ones don't understand depression or they are scared by it – or more to the point, seeing their loved ones change before their eyes. Fading away into the shadows and silence.

I think the average person thinks of depression as feeling sad and down, or angry. I mean, we've all felt depressed, right? We know what that feels like. Except that's not "clinical depression." For one thing, you don't snap out it after a few hours or a bad day or two.

Depression is more like despair. I've heard depression described as being paralyzed, but that is not really accurate. You feel numb and disconnected. You have a sense of what's going on around you. You know you should be doing something, but you are *helpless* to do anything about it. You can't deal with it. You are there as a spectator to your own, slow motion 100 car pile-up that you cannot seem to avoid. So you do nothing, because you can't do anything else. And that makes you more angry and sad. More despondent and overwhelmed. It is as if someone has stolen your joy. The spark that motivates you and makes life worth living.

Before long, you lose yourself inside your despair and problems – you shut yourself off to the world around you and the people you love. You don't call. You don't visit. They think it is because you don't care, when it's really you *care too much*. You feel worthless and you don't want to burden them. Besides, you don't know what help is available exactly, or what to do. And when you sink farther into the darkness, or a loved one tries to help, you get angry at them. You may snap at them, call them names, yell, or just snarl or moan and say, "I'm fine. Please, leave me alone." Or "I can't deal with this right now." Before crawling back into some corner where you just want to be left alone.

Isolation is bad. Don't close yourself off. Try to talk to someone. Anyone who cares. They love you. They need you. Try to find your joy. Anything that brings you joy. (NOT drugs or booze! That's not joy.) And do NOT think this is the end. Don't you dare give up. Seek help. You may need professional help. It is very, very difficult to snap yourself out of depression and come to functioning terms with it. In many cases, it's impossible without professional help – especially if your depression is the result of a chemical imbalance inside of you or emotional trauma.

Please do not be ashamed of needing help. If you had the flu or broke your arm, you would see a doctor. THIS IS NO DIFFERENT. Even today there remains a stigma about seeing a therapist and/or psychiatrist. The first talks and helps you come to understand what you are going through and ways to deal with it. The second is a medical doctor who prescribes medication. Don't make excuses for not getting help, that's the depression tightening its grip on you. Fight it. No, money is not an excuse either. Find a free clinic, talk to a friend, a family member, a priest, your flippin' family doctor, anyone who can help you – who can toss you that life line. Do it. And if you are feeling suicidal, call the free programs. Call a loved one. Life is precious. YOU are precious. Help is there.

Tens of millions of people (probably more) suffer from mental illness. Oh, there is that ugly, ugly, word, "mental illness." You may be thinking, "I don't want mental illness." Well, you don't want *cancer* either, but if you had it, you would go to the doctor, get treatment and fight like the dickens to beat it. This is no different. If the word is too horrible and embarrassing, call it something else, something with less of a stigma, but please get help for it.

Maybe this will help you: I, **Kevin Siembieda**, have seen a therapist off and on for years; *Ro b Justice*, a great guy. We even became friends. He helped me beyond measure to get through some

very difficult times: My divorce, the Crisis of Treachery and other things. Before that, my son, Adam, was diagnosed with Attention Deficit Disorder and we saw a family counselor who helped.

Erick Wujcik

battled manic depression his entire life. His periods of depression, usually lasting 2-3 years at a time, were terrible for him, but he fought through it. Never gave up. Found what gave him joy and kept him going. Erick is the one who introduced me to Rob. Palladium editor,

Alex Marciniszyn

, has managed his anxiety and depression for more than 30 years now. You can too. Trust me. Trust us on this, you can make your life better.

The hustle and bustle of Christmas, the stress of family, the joy all around you that is somehow eluding YOU, can push you into despair and suicidal thoughts. Please, don't. Please, seek help. Please, turn to the people who love you, as well as seek professional guidance. People care. I care or I wouldn't be putting myself out there and writing this. You are not alone. Things can get better. It might not be easy, but it is worth the fight. You don't need to be strong. You don't need to hide your secret depression (just the opposite), but you do need to fight it and find help. To find joy again.

Hang in there and may the holidays bring you joy and hope and love. Merry Christmas and a better New Year.

– *With Love and Concern, Kevin Siembieda*



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,
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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™:](#)
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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 –
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monsters/ghosts, 8 mutant R.C.C.s, 4 new heroic O.C.C.s, TW devices,
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overview of the ruins of Manhattan, adventures ideas and more.
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- [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,

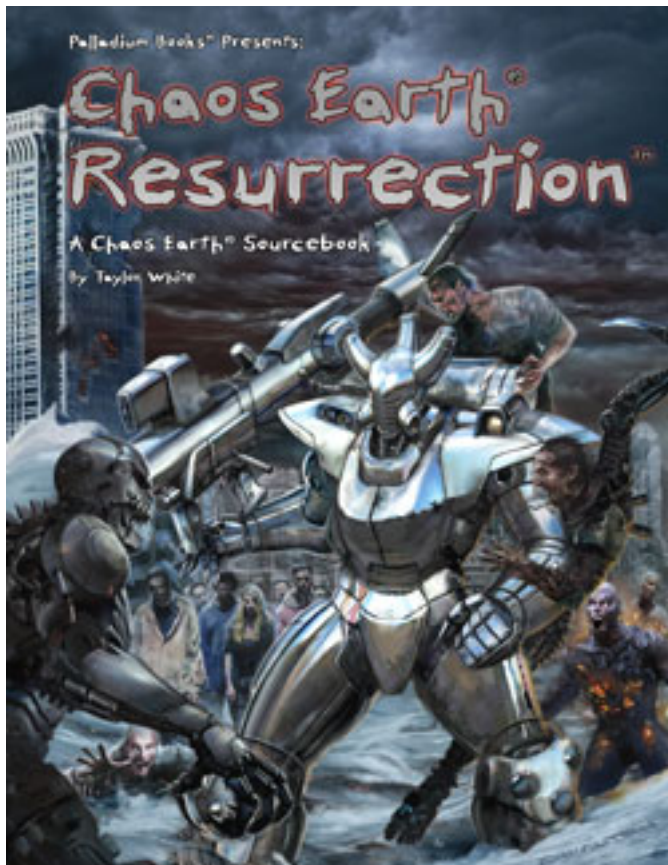
Rune Weapons, Japanese demons, the Glitter Boy and technology of the Republic of Japan, the ways of the traditional New Empire, and much more. Available now.

- [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 [DriveT](#) hruRPG.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.**

- **101 Random Scenarios/Encounters/Settings, adventure ideas and more.**

- 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.

Dead Reign® Sourcebooks

– Expand the world, many more settings, adventure ideas, new zombies and danger

- [Dead Reign® Sourcebook 1:](#)

[Civilization Gone](#) TM – \$12.95 – 64

pages – Cat. No. 231.

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. Available now in

[PDF format from DriveThru](#)

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[a printed book from Palladium](#)

•

- [**Dead Reign® Sourcebook 2: Dark Places**](#) TM – \$12.95 – 64 pages – **Cat. No. 232.**

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

[PDF format from DriveThru](#)

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[a printed book from Palladium](#)

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- [**Dead Reign® Sourcebook 3: Endless Dead**](#) TM – \$16.95 – 96 pages – Cat. No. 233.

The fate of the US military, military bases, random encounters and scavenger tables, tables for random military bases and survivor caravans, vehicle combat rules, anti-zombie defenses, new O.C.C.s like the Wheelman and Zombie Researcher, new

zombies like Fused Zombies and the Walking Graveyard, Death Cults, survival tips, and more. Available now in [PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

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- [Dead Reign® Sourcebook 4: Fear the Reaper](#)™ (heroic) – \$12.95 – 48 pages – Cat. No. 234.

Join the Road Reapers who ride the streets on motorcycles like knights-errant, saving lives and slaughtering zombies. More stats on vehicles, boats and gear, more about zombies and survival. Available now in [PDF format from DriveThru](#)

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[a printed book from Palladium](#)

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- [**Dead Reign® Sourcebook 5: Graveyard Earth**](#) TM – \$12.95 – 64 pages – Cat. No. 235.

The Zombie World Tour: the state of the post-apocalyptic world. Random safe havens by geographic region, notable survivors and danger zones, Zombie Threat Level tables, creating random Survivor Leaders, getting home from other countries, aircraft and landing fields, and 100+ adventure ideas set around the world! Available now in [PDF format from DriveThru](#)

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[a printed book from Palladium](#)

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- For a different kind of horror game, see [Beyond the Supernatural™ RPG](#) –
Core Rules – \$24.95 – 256 pages – Cat. No. 700.

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.

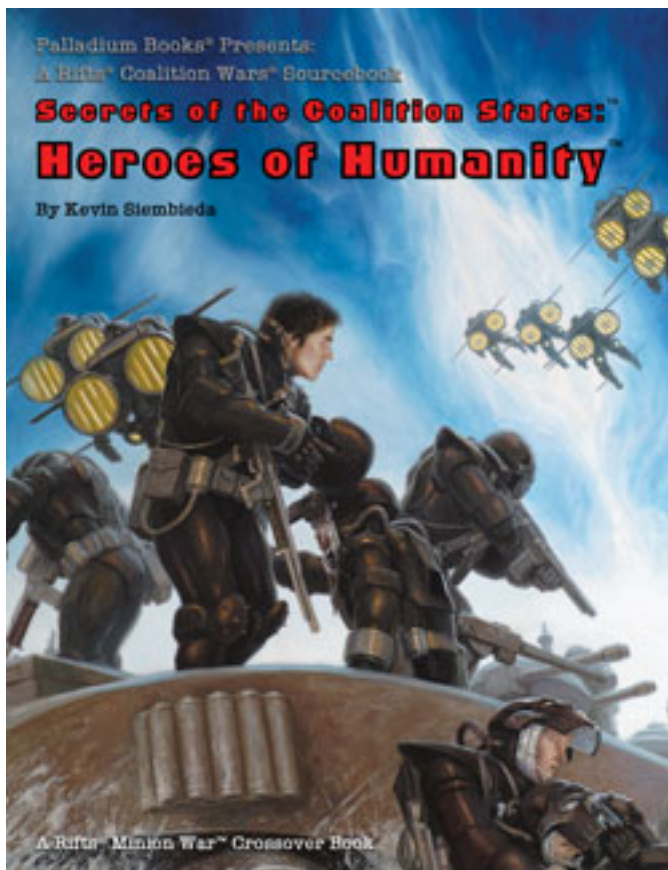
- And for something completely different – [Nightbane® RPG](#) –

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!

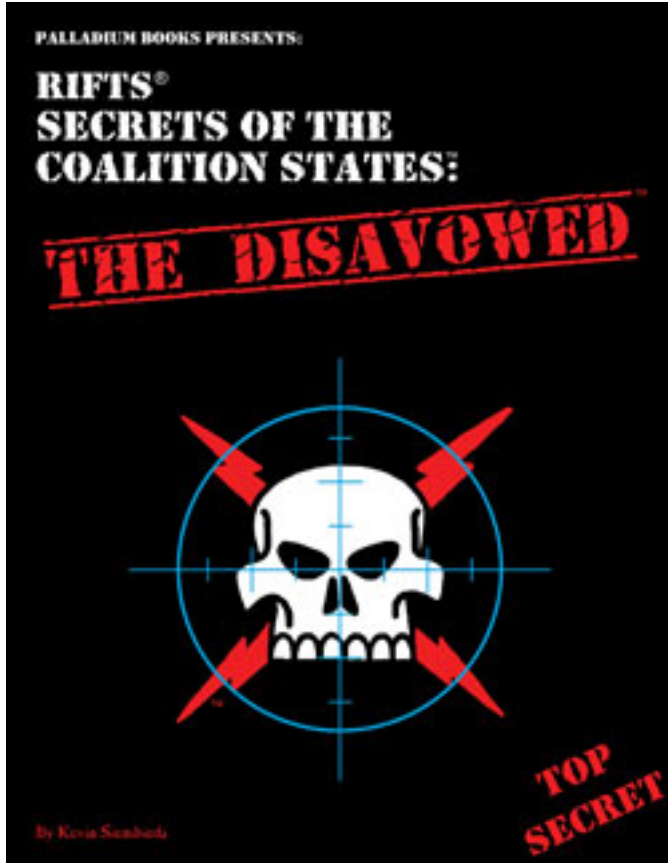
The Coalition States, along with Northern Gun and Lazlo, take the

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 *Joseph 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 *know 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 – [Cat. No. 665](#)**





NEW! Robotech®: Expeditionary Force Marines

TM

Sourcebook – Available Now

**Expeditionary Force
Marines™** is ready to
ship right now! It is a
riveting **Rob
otech**
® 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 –

Ca

t. 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.
Available NOW – in
game stores across

the USA, Canada,
UK, European Union,
Australia and New
Zealand.

- **Robotech®**

RPG Tactics™

"Starter Box" –

Cat. No. 55100 –

\$99.95 retail price.

This is the game
Robotech® fans have
wanted for decades.

**Robotech® RPG
Tactics**

TM is a fast-paced,
tabletop combat
game that captures
the action and

adventure of the
Robotech

® anime. Two or more players can engage in small squad skirmishes or scale up to massive battles. Relive the clashes of the First Robotech War,

engage in stand-alone tactical games, or use the dynamic game pieces to enhance your Robotech® RPG experience. Or simply collect your favorite mecha from an expanding range of

top-notch game
pieces.

**The First Six Robot
ech® RPG Tactics
™ Expansion Packs**
are available to retail
along with the main
box game. Here are
the SKUs and retail
prices.

- **UEDF Valkyrie**

Wing – **Cat. No.**

55201 – \$36.95

retail.

- **UEDF**

**Tomahawk/Defender
Destroids** –

Cat. No. 55202 –

\$32.95 retail.

- **UEDF**

Spartan/Phalanx

Destroids –

Cat. No. 55203 –

\$32.95 retail.

- **Zentraedi**

Regult Battlepods

– **Cat. No. 55401 –**

\$36.95 retail.

- Zentraedi

Artillery Battlepods

– Cat. No. 55402 –
\$36.95 retail.

- Zentraedi

Glaug Command

– Cat. No. 55403 –
\$36.95 retail.

- **UEDF Dice**

Pack

– Cat. No.

55101 – \$12.00

retail.

12

white, six-sided dice
with red printing and
the UEDF logo in

place of the six.

- **Zentraedi Dice**

Pack – **Cat. No.**

55102 – \$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:

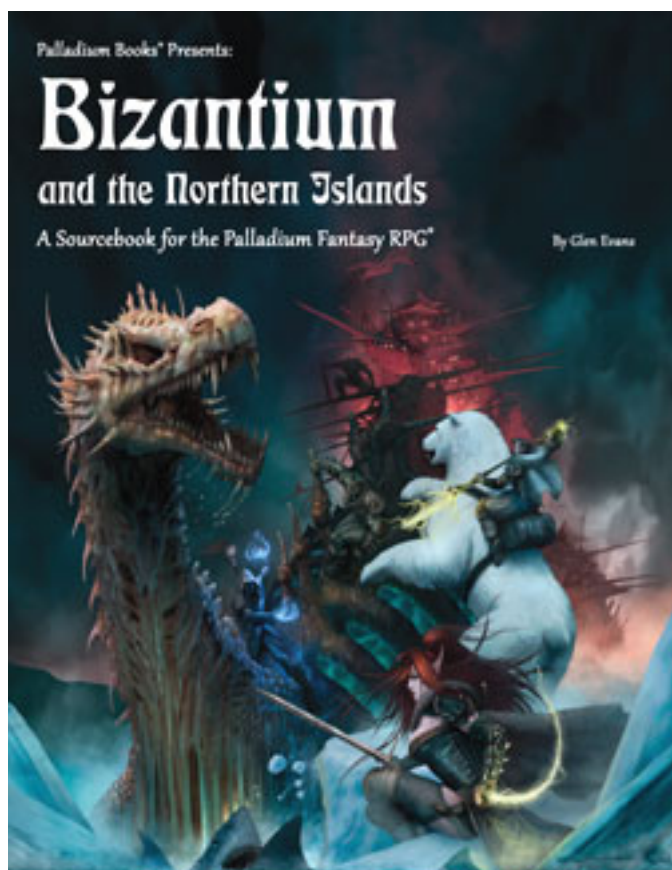
We only have a few

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
™

– 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.

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

**- Necromancy
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.**

**- Bizantian
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
full 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 **Ri
fts® 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.**

SPO-15804

– \$19.95

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 Riffs®

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

school/college
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.

- Shoulder
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/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.

- Shoulder
strap
included.

- Overall
size –
15x11x3
inches.

- Logo
design by

Kevin Long
and Cathy
Schutt.

- Cat. No.

SPO-15806

– \$49.95

retail.



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PG.com

This is a

great
resource for
getting *out of*
print
Palladium
titles and

other select
books. We've
made 100
titles
available as
PDF digital

downloads

from

DriveThruR

PG.com

, as well as

Fantasy

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