Please note: This list is incomplete, more artists will be added as we move forward. Amy L. Ashbaugh [alashbaugh.com]

Amy L. Ashbaugh is a fine artist and illustrator based out of Atlanta, Georgia. Her artistic vision centers on the representation of the fantastic from literature, folklore, and pure imagination. Look for her work in such Palladium Books titles as the **Dead Reign™ RPG, Dead Reign™ Sourcebook 3: Dark Places** ™ **, The Nightbane® Survival Guide™, Rifts® Triax™ 2, Mysteries of Magic** ™, and various issues of **The Rifter** ®.

Amy’s work can also be found in additional RPG and CCG titles such as Fantasy Flight Publishing's Rogue Trader, Dark Heresy, and Black Crusade series; the Warhammer: Invasion and Call of Cthulhu card games; Oz: Dark and Terrible from Emerald City Expeditions; and Apocalypse Prevention International, from Third Eye Games.

Nick Bradshaw

Nick was born in the Twin Cities of Minnesota. He spent much of his childhood at home, in the basement, watching cartoons, reading comic books, listening to music and drawing monsters. When he wasn’t reading or drawing, his imagination would carry him away on imaginary adventures and inspire him to draw more monsters and wild characters. When Nick discovered role-playing games and Palladium Books, his imagination really soared.

Nick found school to be a grind, but graduated high school and enrolled in college as a business major. The inspiration for this move was that business and economics interested for him and it was the only class in which he got an “A.” After a year and a half of business studies, a professor asked Nick to meet her in her office to talk. She had Nick sit down, pulled out his midterm exam, and placed it on the desk in front of him. Nick was expecting the worst, but the professor pointed out he was doing excellent, solid work. Then she pointed to the exam paper and the artwork doodled all over it. “This artwork,” she said, “is even more impressive. What are you doing in a business program? You have too much artistic talent.” That conversation got

Nick thinking in a new direction that saw him switch his major to Graphic Design.

After six more years of higher education for visual communications, Nick decided it was time to try to get professional work as an artist. The only company he could imagine working for was Palladium Books and he sent in an art submission. The next thing he knew, he was doing artwork for Palladium.

So now, as an adult, Nick claims he spends most of his time in his basement watching cartoons, reading comics and role-playing books, and drawing monsters and wild characters. Only now, those doodles are seeing publication. He has also submitted a number of concepts that are under serious consideration for publication by Palladium. One is a book about angels being written by Carmen Bellaire (art and concepts by Bradshaw). The other is a whacked-out science-fiction setting to be co-authored by Kevin Siembieda. These are two of the secret projects being developed at Palladium Books, so don't tell anyone.

Nick put himself through college by working as a security guard, bouncer and corrections aide. All left a lasting impression on him – namely bumps, bruises and rumor of minor brain damage from a brawl at Sears. "Only minor brain damage?" said Kevin Siembieda with a grin. "You have to be at least a little brain damaged to work at Palladium. It's a prerequisite. That's why Nick was an instant fit at the company." He must also climb out of that basement sometimes, because he has a long-time girlfriend and a passion for music (rock n' roll and metal) as well as gaming, art and film.

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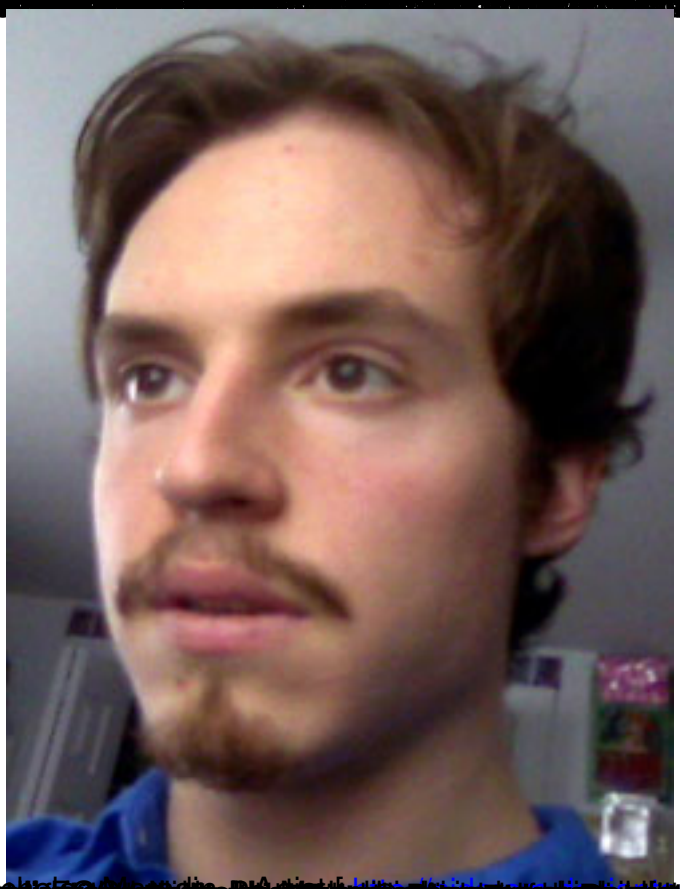

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